

Advanced Dungeons & Dragons®

Official Game Adventure

Egg of the Phoenix

Frank Mentzer and Paul Jaquays



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OFFICIAL GAME ADVENTURE

An Adventure for 5-6 Characters, Levels 5-9



EGG OF THE PHOENIX

Frank Mentzer and Paul Jaquays

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Players' Adventure Background

You find yourselves in *Nimbortan*, a rustic, rough and tumble boom-town on the frontiers of the loosely-allied collective of *New Emyrean* citadel states. Your recent employer, caravan master *Muammar Hafiz*, has discharged you until he reforms his return caravan in a few weeks.

The *Inn of Fourteen Virtues*, no sleazier than any in *Nimbortan*, has become your temporary home. It offers comfortable, clean beds, solid meals and good drink— all at only moderately exorbitant prices.

At the inn, an old man in modest garb approaches one of your group and introduces himself as *High Cleric MacKurian*, member of the *Northending Council of Elders*, the guiding oligarchy of *New Emyrean*. He arranges a night meeting at his residence near the church.

When you visit *MacKurians's* town estate, you are aware of being followed. Although you will be unable to locate the watcher, there is a lingering aura of evil.

MacKurian tells his tale. Here in *Nimbortan*, fortunes are being made in earthsblood drilling and the newly rich have found a novel way to show their wealth— sanctioned slavery! Although slavery has been outlawed in land for nearly a century, it has reappeared, with the apparent approval of the town elders, many of whom are new slave owners themselves. The presence of slavery in *Nimbortan* has alerted the *Elders of Northending* to a possible new inroad of *Garythane-sponsored* evil into a *New Emyrean* community. Yet the influential slave owners have repeatedly assured the council that all is well, and offer the slaves themselves as evidence: they are clean, well cared for, happy, obedient and only semi-human. The owners call them *slinks*.

In response, *High cleric MacKurian*, has travelled to *Nimbortan* to conduct an investigation. Because his position in council gives him too high a profile to easily conduct covert investigations, what he has learned is minimal.

His inquiry has revealed that the *slinks* are apparently harmless, speechless and submissive to abuse. The town fathers have enacted ordinances protecting the creatures. The *slinks* seem happy with their lot, yet *MacKurian* confesses that the stronger the owners' assurances became, the more doubts he had. "No living being would willingly submit itself to slavery!" he argues. He offers you a reward of 5,000 gp through the Council to discover who is selling these slaves and where they come from.

DM's Background of Emyrea

High Cleric MacKurian's concern about the apparently harmless infiltration of *slinks* into *Nimbortan* is well-founded. Rustic *Nimbortan* has become the battlefield for another skirmish with the ancient powers of *Evil* that have plagued *Emyrea* and now *New Emyrean* for eons.

Long before human colonists arrived on the shores of *Arrow Bay*, the demi-human kindred of the land fought endlessly against incursions by forces led by the rulers of *Elemental Evil*. *Evil* would constantly erupted and was eventually forced back into the volcano now known as *Northending Mountain*.

During a period of relative calm, the humans arrived as stragglers from a far away land and changed the balance of things. They first built the town of *Garythane*. The villages grew into great cities as human-kind spread upwards along the coast and inland beyond the low coastal mountain range. The elves and dwarves cast aside their long-forged allegiances in pointless ethno-centric chauvinism while the gnomes and halflings forged even closer bonds with the humans. Several minor wars between elves and dwarves soon led to their eventual decline. Meanwhile, the humans drove the few remaining pockets of organized evil into deeper hiding and consolidated the widespread towns, cities and fortresses of the land into the unified kingdom of *Emyrea* under the benevolent leadership of *King John the First*. *King John's* five successors built the mighty, magical fortresses like *Northending*, *Hydell*, *Seascarp* and *Felonius*.

The *Age of Kings* came to an abrupt end with a new invasion of evil, led by a mysterious being known as *Krellokk the Tangg-lord* and supported by evil creatures from other planes and lands. Humanity and the broken alliance of the demi-humans barely withstood the onslaught. All but a few human cities fell into the claws of evil while the gnome and dwarven underground citadels of *Rock Haven* and *Loamburrow* were overrun and occupied by goblins and orcs.

The war lasted two generations— devastating everything, until the final battle took place outside the human capital city, the *Citadel of Emyrea*. In an outpouring of arcane power, the citadel and its people, the surrounding host of *Evil* and even the land itself (close to 60 square miles of countryside) disappeared from the world.

Stunned, *Evil* and *Good* alike retreated into their devastated sanctuaries, the hu-

mans to the fortresses of *Felonius* and *Northending*, the forces of evil into *Uriah Kazar* (*Loamburrow*), *Neang Kazar* (*Rock Haven*) and *Garythane*. The war, for now, was at an end. *Evil* now coexisted with *Good* in the land, each too weak to defeat the other.

Little of the old *Emyrea* remained. The demi-human kindred retreated from the world. Other than the intact shells of the great castles and the amazing ancient roads, few human works survived. For over two centuries, the people rebuilt and refortified under the guidance of the *Council of Northending*— an oligarchy of powerful *Good* spiritual, magical and temporal leaders. Ruined cities were rebuilt, uncontested lands reclaimed and new towns built to take advantage of new resources like earthsblood.

The forces of *Evil* made firm their possession of captured lands and slowly sought to rebuild the staggering losses incurred when *Emyrea Citadel* disappeared. For the last century and a half, the undying *Tangg-lord Krellokk* has forced unification, bloodily bringing the diverse clots of *Evil* back under his control. *Evil* is ready once more. But this time, it will fight with subtlety, winning wars without fighting battles.

Tangg-lord Krellokk seeks to defeat the *Council of Elders* at *Northending* by a two-fold path. First, by corrupting the people of *New Emyrean*, he makes them easier to conquer. Already, through corruption and decadence, he all but controls the *Neutral* town of *Fairway* (a city outside the *New Emyrean* confederation). Second, he seeks a powerful hidden artifact that will allow his forces to easily overcome their foes— the *Egg of the Phoenix*.

The *Tangg-lord's* plans are moving ahead: a powerful illusionist and his clerical ally are infiltrating *Nimbortan* with mysterious creatures known as *slinks*; a band of thieves supervise the breeding of trolls and wererats in the ancient lost crypts of *Emyrea*; and the most trusted man in all the land is masterminding the theft its most powerful artifact.



Preparing the Adventure

As with any other adventure, read the booklet thoroughly before attempting to play. All boxed texts are to be read to the players at the moment of the corresponding encounter. Any other information concerns the DM only.

Set up the module cover as a DM screen. Pull out pages 39-58 containing DM maps and tables; player maps; notes on the magical sword *Paramel*, the artifact known as *The Egg of the Phoenix* and *Chrysolmer* the holy sword; and Prerolled Characters. Separate the players' maps in the 20-page booklet from the DM material. Have the players select adventurers from this section if they do not have any of their own. It is suggested that the players be warned that *The Egg of the Phoenix* is a perilous and deadly adventure: *personal characters enter at their own risk!* If the party is too weak, feel free to add a few NPC adventurers from the roster of Prerolled Characters. The players' party should average 42 levels of experience, up to a maximum of 55. Each PC who begins this adventure should gain at least one, possibly two levels if they survive the entire quest. A variety of classes will be needed during this quest, thieves, clerics and paladins in particular. If the group does not already contain a paladin, Athelstan will join the party as an NPC at the fortress of Northending, prior to *The Egg's Journey* (Book Two: Chapter Two).

Whenever the PCs are instructed within the adventure to make an Ability Check, the players are to use a d20. Any roll equal to or less than the indicated Ability Score is a successful result. This is the case for all instances.

Throughout the epic quest for the Egg of the Phoenix, magical *illusions* will frequently be used by the forces of Evil as weapons or traps, particularly in the scenarios surrounding Nimbortan and Castle Hydell. Once the players realize that *illusions* are occurring, they may wish their characters to disbelieve what they see or experience in certain situations. The disbelief takes a full round of combat—NO other activity or movement is allowed during this time. The DM must make a secret saving throw for the character and then announce that the character *still believes* that what is being experienced is real (unless specified otherwise in the encounter description). In all cases, the DM should encourage players to role-play their characters in such situations as if they believed the illusions were real. Finally, if the disbelieved thing is actu-

ally real, the character *automatically fails* any saving throws that may have been applicable.

Secret doors in the various underground complexes of Emypyrea cannot be found "in passing," even by elves and half elves; they must be actively looked for by all races.

The Lawful Good faith ascribed to by the human residents of inland Emypyrea is referred to as *the church* to allow the DM to use his or her own campaign deities. The coastal village of Shell worships Ahto, the Finnish sea god (from **DEITIES & DEMI-GODS™ Cyclopedia**) and the Evil forces derive their powers from a variety of Evil deities, including the four rulers of Elemental Evil.

When the players are familiar with their new adventurers and have reviewed the player background information, display Map XXII, the Players' Map of Nimbortan.

Beginning the Adventure

The party starts in the Inn of Fourteen Virtues (see Map XXII) in the bustling boom town of Nimbortan in southern Emypyrea. Emypyrea a prosperous land, but not a "safe" land, so employment as caravan guards is available for those who can demonstrate proficiency in martial or magical skills and produce solid references. It is such a job that has brought the adventurers to bustling rowdy Nimbortan, where every man (or so they say) can become wealthy beyond his wildest dreams in the earthsblood fields.

Cleric MacKurian will give the party the names of several slink owners; a description of the man he believes is the local sales agent—"a heavy-set, pompously dressed, overly-pleasant man who reeks of heavy spices and oils;" and a warning not to endanger the earthsblood fields or harm the slinks in any way.

The adventurers take on the roles of private detectives in this phase of the adventure. They must overcome the reluctance of locals to talk with outsiders and discover pieces of information crucial to the investigation. Even if threatened, the characters must act in a Lawful manner and avoid conflict. MacKurian will not condone Chaotic behavior, especially if it occurs in town.

The initial investigation of the town of Nimbortan will familiarize the players with the goings-on of the town and foreshadow events soon to occur elsewhere in New Emypyrea. The players' map labels the locations of obvious landmarks and major commercial, religious and governmental buildings. Personal residences, secret guild halls and

small offices are not shown on this map (but are keyed on the DM's map of Nimbortan, Map XXIV). The players must locate a number of them as a part of their investigations.

To proceed on with the next part of the investigation, the party must discover who is selling the slinks in Nimbortan and learn the location of his source for them. Revealing the involvement of Evil in the operation will be an added bonus. Only then will MacKurian authorize a large payment for the investigation of Hydell.

One option open to the players is to set up a slink purchase with the local agent. This charade will allow one character (possibly two) to masquerade as buyers, and penetrate the complex on a reconnaissance mission.

Wandering Monsters & Statistics

Most monsters's statistics are given in the Combined Monsters Statistics Table on the inside of the module cover. Unless instructed otherwise, consult this table. A second table of thieves from the Crypts of Emypyrea is on page 29. Other specific monsters statistics accompany the shorter chapters. The random encounters appear in the Random Encounters Table on page 52 in the pull-out section. Each column on the Random Encounters Table corresponds to a specific area or time during the adventure. Each subsection of the adventure indicates which column to use in this table. Unless stated otherwise, there should be two random encounter checks per day, and one per night. The table indicates whether or not an encounter will occur and the nature of the encounter with a single die roll.



Evil in Nimbortan

Encounter Setting

Earthsblood is the miracle substance— it lights homes, powers furnaces, provides raw materials for alchemists and magic users, heals the sick, cures baldness and smells awful. Every month, so it seems, a new use is found for this unpleasant, black liquid goo. Sages say that earthsblood is the secretion of a great creature living deep, deep within the heart of the earth. Whatever it is and wherever its source, New Emyrea and other civilized nations can't get enough of it— and for five years, Nimbortan has been the only place where it bubbles up to the surface for easy harvesting.

The rush to provide the world with earthsblood has transformed this sleepy fanning village, nestled among the tumbled ruins of an older Emyrean town into a sprawling shanty town. A sea of quickly-made structures line the road from old Nimbortan (as it is now called) to the earthsblood fields farther east. Hard workers and shiftless leeches, financiers and street people, barristers and con artists have come to make their fortunes here; but few become wealthy. The luckiest live in ostentatious stone mansions near the center of old Nimbortan, but most dwell in shacks or communal barracks. Seventy percent of the town's population are unmarried males—the backbone of the labor required in the earthsblood fields and support crafts.

The town is governed by a Council of Elders, prominent men and women (many of them original residents) who primarily represent the wealthy and powerful. Although recently agreeing to join the confederation of New Emyrea, the town elders accept the guidance of the Council of Northending; but make and enforce their own rules, often to the frustration of the High Council.

The peace is kept by two factions— the High Sheriff of Nimbortan and the Monitors Guild, private mercenary forces hired by the wealthy to protect their common interests.

The boom-town atmosphere has affected the town in many ways. Weapons and armor must be registered with the town council. Prices are abnormally high (twice normal PLAYERS HANDBOOK prices), reflecting the high cost of living here. A night's lodging and one meal costs 2 gp and up.

Restrictive local laws make certain items, like armor and weapons, cost ten times the normal price; available only as black market items. However, magical items sell for normal prices— due to lesser demand.

Visitors are welcomed, but those who

snoop around and ask too many questions will attract unwanted attention.

Much of the town is owned by a few people. When a local farmer discovered earthsblood bubbling in his fields, clever men and women staked claim to the lands around the village, growing rich when earthsblood was discovered on it or becoming wealthy by allowing the town to be built on it. The rich of Nimbortan, live very well, but still fall prey to boom-town craziness; spending money in competitive wastefulness (at least four fully functional ships are to be found inside mansions in this landlocked city); and most recently becoming sanctioned owners of trendy slaves—the slinks.

Slinks

High Cleric MacKurian of the Council of Northending is right to be concerned about the presence of slaves here; but is mistaken about their nature. The slinks are actually zombies with *permanent illusions* cast upon them, created by a partnership of Dutch the illusionist and Parlee the cleric, themselves agents of Tangg-lord Krellokk of Garythane. Their man, Grisson Oyle, finds buyers for their grisly wares.

Dutch and Parlee operate in secret out of a complex beneath the ruins of nearby Castle Hydell, one of the magical fortresses of ancient Emyrea. Using knowledge gained from the rulers of Elemental Evil, the two have learned how to make *obedience amulets* for the zombies. When sold, the slinks are under the control of their new owner, responding to a matching symbol that he or she wears. Yet a master symbol exists that can override that control to have a ready-made fifth column army of undead in place to take over Nimbortan.

Slinks are zombies. They act like zombies, fight like zombies; but do not look, feel or smell like zombies. They come in all sizes and have the appearance of neat, well-cared-for obedient semi-human slaves. They are sold as magical beings from another plane (to explain why they will *detect* as magical) and as such require neither care, food nor sleep. Each slink comes with an magical amulet (actually hidden by the illusion) and can only be commanded by someone wearing a matching symbol. The amulet modifies the effects of a cleric's Turn Undead ability. If Turned, a slink just stands paralyzed for 2d4 rounds, after which the paralysis wears off.

Killing a slink does not destroy the illusion; the dead slink just looks paralyzed,

but alive (and can be "cured" with another *animate dead spell*). The *permanent illusion* has been cast by a Level 13 illusionist and can be *dispelled* at normal chances.

The Investigation

The encounters in Nimbortan need not occur in any particular order, although some encounters are keyed to PC actions and others are not keyed to specific map locations.

The investigation does not end until the characters realize that the source of this mystery comes from Castle Hydell.

Encounter Key

Except where noted otherwise, the folk of Nimbortan are common men and women. Very few adventurer classes are met here. NPC descriptions deal primarily with personalities rather than statistics. Remember, fighting is discouraged in town.

N1. MacKurian's Demesne

High Cleric MacKurian of the Council of Northending has been provided this fine mansion by the town council. Several human servants and an elven butler named Curry Woodspice provide for his needs, but the house is not well protected against intruders. MacKurian is a very old, wise and kind man who tires easily and is not given to adventurous pursuits. As an administrator of governmental affairs, he keeps very few spells active. A hidden strongbox in the study contains a purse of 10 1,000 gp gems, two scrolls of raise *dead* and a scroll of *resurrection*. All three scrolls are disguised to appear as pages of a lengthy trade agreement. The document folio is protected with a *glyph of warding* (30 points of electrical damage, half damage if saving throw vs. spells is made).

NPC Capsule

Andrew MacKurian

Level 15 Cleric

Strength 4	Armor Class 4
Intelligence 17	Hit Points 30
Wisdom 17	# Attacks 1
Dexterity 9	Base THAC0 12
Constitution 7	Base Damage d3
Charisma 12	Combat Bonuses -2/-1
Comeliness 8	Alignment LG

Equipment: *Bracers of defense AC6, cloak of protection +2.*



Spells

Level 1: *Bless, detect evil, cure light wounds (x2)*

Level 3: *Prayer, dispel magic, remove curse*

Level 4: *Detect lie, divination, neutralize poison*

N2. The Inn of Fourteen Virtues

At the adventure's start, this is home to the PCs. Lodging is 2 gp per night, and additional meals are 5 sp each. This particular inn came recommended by Muammar Hafiz, the party's former employer (a very conservative man). It was also the only reasonably priced inn with any space available. The proprietor, a former woodcutter named Timber Tullane, is a very Lawful Good, pious man in his fifties. He neither serves nor allows liquor on his premises, provides a separate dormitory for unmarried female guests (carefully locked at night with a curfew at dusk), and stocks each room with a treatise on the fourteen virtues

Unknown to the guests, each of these books is permanently enchanted to radiate continual *protection from evil 10' radius*.

N3. The Earthsblood Fields

Where the city ends, the earthsblood fields begin. Low shacks give way to tall, skeletal drilling towers and mammoth sheds covering pyramids of oily barrels. Monitors are everywhere, garbed in employer's colors, keeping a watchful eye on the workers, the horizon and especially on you.

The earthsblood fields are the heart of the town's enterprise and are well protected. An attack or even suspicious activity here will draw the attention of a patrol of Monitors (six level 2 fighters and a level 3 sergeant) who will attack to subdue suspects. Up to five patrols will arrive as reinforcements from other fields within four rounds. No funny business is tolerated here.

If questioned, Monitors will refer the PCs to their guild hall in town. If the party has already visited the Monitor guild hall, the Monitors prevent questioning of the workers. If workers are questioned here about slinks, they exhibit nervousness (because of the Monitors), but express concern that slinks may take away their jobs. As the party leaves, one bold man (C'ruthers McKay) gives hurls a board at the party and yells "Take this." If the party examines the board, a hasty message says:

"Meet me at Riggers tonight. C'ruthers"



N4. Riggers' Den

This is a rough and tumble tavern deep in the heart of shanty town. Drinks and meals are priced more in keeping with standard prices. The clientele is almost entirely earthsblood field workers, suspicious of anyone different. It will take at least two rounds of drinks (about 4 g.p.) to loosen a table full of men into congeniality. They don't like Monitors, slinks, the town council, the landowners or the company store. The men all believe (incorrectly) that slinks will eventually replace them in the fields. Each man owns a share in the field he works and has dreams of hitting it big.

If the party meet C'ruthers McKay (area #N3), the burly, likable man provides them with a name— Grisson Oyle and implies that he has something to do with the slinks. He also says his friend Gurney Dain at the town hall (encounter #N11) can help them. He doesn't mention that Gurney Dain is High Sheriff of Nimbortan.

Traveling through the shantytown at night invites trouble. Characters who travel incognito (no armor, etc.) will be accosted by a roving band of drunken young punks armed with daggers (a group half again as large as the party's) and spoiling for a fight.

N5. Barrel Town

This is the largest Cooper (barrel maker) in a town that uses hundreds of barrels daily. It is owned by Silas Oglethorpe, who is also a slink owner. Employees of the shop or from nearby smaller coopers say this readily.

N6. Thieves' Guild

Fresh vegetables are for sale here, but nothing marks this building's primary business. A thief who looks for it will find small, subtle signs and direction markers that eventually lead to the marked door of the guild hall. Use of thieves Cant will permit entrance through secret door in the rear of the shop. The guild has little information about the slinks. They know that Grisson Oyle, Riga Cornover's advisor, is the local agent and can supply the location of her office. No thief has been able to arrange a purchase or successfully follow him to his source. Two thieves have died trying. The guild indicates that they frown upon freelance thieving and hint that the Monitors usually punish offenders severely (removal of a hand). The guild will offer PC thieves temporary membership (10 gp per experience level for a month) and offers members a scroll of *protection from devils* if they will



bring back information about the slink source.

N7. Miners' Guild Hall

The towering Miners Guild hall is the largest, most impressive and most ostentatious building in Nimbortan.

The four story, overly-ornamented building can be seen from anywhere in town. It shows off the wealth and lack of taste of the newly rich, for the exclusive Miners' Guild membership is limited to owners of large tracts of earthsblood-producing land all of whom have offices here.

Security is tight at the door but more lax in the halls and swank club rooms. A pair of Monitors is always inside the entrance to screen visitors. Appointments are made here with a desk clerk. No one enters without an advance appointment. A directory sign on the wall lists the names of the residents:

Silas Oglethorpe
Mikael Gorchaboff
Duchel Vandemor
Riga Cornover

Wendi, the attractive desk clerk, knows all the residents by sight, except that she has never seen Duchel Vandemor. If asked, she will tell about each person. The characters may attempt to arrange interviews with each of these people, but with varying results.

Oglethorpe runs Barrel Town (Encounter #N5) from this office. Silas is always too busy to see anyone, regardless of official business or not, but his younger brother will see people if they seem to be potential clients or represent themselves as agents of the High Council. If befriended, Hiram can arrange a contact with Grisson Oyle through his brother.

Mikael Gorchaboff is always at his inn, Winged Victory. He makes his own appointments.

Duchel Vandemor is out of town. The party may leave a message for him (Duchel is better known as "Dutch," the renegade illusionist who creates the slinks). Grisson Oyle secretly occupies the Vandemor suite and Wendi simply assumes that Grisson is an employee of Riga Cornover. If a message is left, Grisson will be aware of the party and will have them followed and harassed by Monitors (encounter #N18).

Riga Cornover, who owns 30 slinks, is the widow of the farmer who first discovered earthsblood here and is easily the richest

and most powerful woman in Nimbortan. She is also possibly the most corrupt person in Nimbortan. As senior councillor, she dictates the law and perceives herself to be more important than even the Council of Northending. Grisson Oyle is her personal advisor. It should surprise no one that she sees no one.

The offices each have several windows and are all richly furnished multi-room suites containing d10 x 5,000 gp worth of bulky objets d'art. None are guarded. All except the Vandemor suite are empty at night (Grisson Oyle will be in the offices 15% of the time during the day and 25% of the time at night).

The Vandemor suite is the secret office of Grisson Oyle, the local agent who arranges the purchases of slinks at Castle Hydell. The office is messy and stinks of pipe-weed, expensive spices and perfumes. Grisson does not meet clients here.

Grisson Oyle is a middle-aged, heavy-set, jowly man with dark hair, pomaded into waves and ringlets. He trusts no one. If the PCs approach him to buy slinks he will initially refuse until he has had time to study them. He is a level 3 thief (use statistics for thief #1 from the Crypts of Emyrea).

For each five minutes of time the PCs spend searching the office, roll a d8 to determine what they find. Duplicate rolls indicate nothing found:

- 1 Account book- details all slink sales (5-30,000 gp each), and bribes paid to the Monitor guild and a local bandit leader.
- 2 Map of Hydell- Player map XXII.
- 3 Orders from Garythane, encrypted in an orcish pictograph code, to step up sales by reducing prices (to be found only after the caravan from Neang Kazar arrives— Encounter #N13).
- 4 Letter in *illusionary script* from Dutch- readable only by thieves (Grisson is a level 3 thief). "Obtain 36 amulets from usual source. Dutch"
- 5 Code book. The cover has a *glyph of warding* (explodes for 16 points of fire damage, saving throw for half damage). Explosion damages book (destroying it if no attempt is made to extinguish the blaze). Thereafter, any given orcish pictograph code word has a 40% chance of being translated.
- 6 A forged copy of Riga Cornover's last will and testament, naming Grisson primary heir.
- 7-8 Search disturbs *invisible shrieker* which alerts guards in the lobby.

If the guards are alerted, the PCs may make one additional search roll and still have a 50% chance of avoiding the guards.

N8. The Church

This modest stone building, more mission than church, replaced the far older druidical shrine that had existed here for centuries. Its devoted curate, Speaker Cork Ekko (level 5 cleric), ministers primarily to the needs of the field workers and the poor.

Speaker Ekko notes that the wealthy attend services only on the highest of holy days and that their slinks have acted oddly when he performs the sacred rituals in their presence (responding as if Turned, due to the sanctity of the ceremony).

He also says that a vision came to him during morning prayers. In the vision, he saw an egg hatch a glowing man whose heart radiated darkness. Ekko felt sorrow, for he seemed to know the man who then changed into a bird and burst into flames while his heart darkened the world. Ekko felt compelled to tell this to the first strangers (the PCs) who entered his church.

N9. Bunkhouses

These shantytown buildings house the field workers. If questioned about slinks, the workers reply they are afraid that slaves will replace them. The next day, encounter #N12 occurs.

N10. Monitor Hall

The Monitors are not police. They are company-sponsored mercenaries. Most are Neutral, although many are Lawful Evil. Their sturdy blockhouse is also the town jail; arrested characters are taken here. A six-man patrol is always on duty (level 2 Fighters).

Guildmaster Blane Thurgudman (level 4 fighter) is always in. If asked about slinks, he bluntly and tactlessly suggests that the PCs mind their own business. Things are just fine here. Furthermore, he recommends the PCs sign on with the next caravan out of town, freelance guards are neither needed nor wanted in Nimbortan.

The Monitor guild is heavily bribed by Grisson Oyle to stop this sort of inquiry. Following a visit here, the PCs will always be followed and harassed by a Monitor patrol (encounter #N18). If they openly continue investigating, encounter #N12 occurs.

N11. Town Hall

The town hall houses the office of deeds and records, the High Sheriff's office and the library. High Sheriff Gurney Dain, a



charming and witty old man, is a council member and one of the few landowners who does not own slinks. Lawful Good Gurney respects the aims and wishes of the High Council and though he no longer enforces the law and order of Nimbortan, he will help the party in any Lawful way they can suggest.

He dislikes the Monitors—they are thugs in his eyes. He also does not trust the records clerk, Olvin Trent, and suggests that the party be careful around him. Furthermore, if the players are arrested, he will aid them as a member of the council.

The office of records shows marriages, deaths and property ownership in Nimbortan. The last entry in the deed book shows the claim for a large tract of land several miles east, including an ancient ruin—deeded to one Ducheval Vandemor of Newford, transacted by Grisson Oyle. The balding, bespectacled clerk, Olvin Trent, is a spy for Grisson Oyle and informs on strangers actions here.

The library, which stores knowledge that dates back to ancient Empyrean times, is run by Sandrew Valkman, a young (Lawful Good) sage. He allows PCs to research for 10 gp/day. Character chances of finding worthwhile bits of information about Empyrea (taken from the Guide to Empyrea) are 20% per hour of research. Sandrew will answer questions for 20 gp/question (use sage rules, pp. 31-33 of **DMG**). His major area of study is Humankind, specializing in History and Legends & Folklore. His minor area of study is Supernatural & Unusual.

N12. Accused!

A citizen confronts the party, accompanied by a Monitor patrol. He points to the biggest person (usually a fighter) in the group and says, "Him (or her), that's the one what I seen done it. Flattened that slink right out." The Monitors then request that the accused come along peacefully to the guild hall for questioning. Anyone who complains is also arrested. The accused and any accomplices (the rest of the party) are charged with assaulting a slink—a serious crime in Nimbortan. The accused spend the night in jail. The following day, the town council, personified by Riga Cornover and her advisor Grisson Oyle, will find the accused guilty in a surprisingly swift trial with no witnesses to be found for the defense. The punishment is discussed—a fine of 2,000 gp, all arms and armor to be forfeit to the city and the guilty party(ies) to be exiled from Nimbortan. If the party has befriended the High Sheriff, he manages to arrive in time to reduce the pen-

alty to only the 2,000 gp fine, something that upsets Oyle, but is obviously Dain's right to do. Sheriff Dain suggests the PCs get out of town soon! MacKurian will pay any fines that the PCs cannot.

N13. Unpleasant Uprooting

The first day, the PCs will return to the Inn of Fourteen Virtues to find that their belongings have been packed and stored in the office. A distracted Timber Tullane informs the party that another group (indicated with a nod), one that had *reservations*, has been given their rooms. He apologizes for the inconvenience and suggests trying the Winged Victory Inn.

Across the common room, the PCs see a surly group of travelers, including several fighters, a merchant and a sour-looking half-orc. Elkhorn Fisk the merchant, (a level 3 magic user) has charmed poor Timber into giving him the PC's rooms.

The travelers claim to be merchants from Newford, stopping here to take on supplies for the trek to Fairway. However, their motives have more to do with the various Evil plots that are brewing. Fisk is a dealer in curios and carries five matching silvery potion bottles in a satchel (potions of *silver dragon control* which play an important role later). The half-orc is Bludgeous, a cleric/assassin (see NPC Capsule in Book One: Interlude in Darkness), who brings messages to Grisson from their master in Garythane (Encounter #N7). These men will avoid even verbal confrontations.

N14. Oglethorpe Manor

Home to Silas Oglethorpe. The PCs will not be able to (Lawfully) gain access to the inside of the home, but will see slinks performing tasks in the yard.

N15. Winged Victory Inn

Proprietor Mikael Gorchaboff runs the swankiest inn and tavern in Nimbortan; formerly a mansion—it still has a large merchant boat (the *Winged Victory*) in the grand ballroom. Prices are high—4 gp a night for a room, no meal. A meal alone runs 2 gp. Three slinks wait tables inside, taking orders from customers who hold oddly marked menus (menus with control symbols). Outside, a small group of protesters chant against Gorchaboff. They are upset about replacing waiters with slaves. As the party watches, a Monitor patrol drags the struggling protesters away.

Gorchaboff will arrange a meeting with Grisson Oyle so the PCs can buy slinks.

The Winged Victory is the only inn with

rooms when the PCs lose their own at the Fourteen Virtues.

N16. Grafters' Lane

Inquiries with shopkeepers here will reveal that Bolimer Beckley the jeweler has been hired by a man who fits the description of Grisson Oyle, to make a large number of unusual pendants out of coal, carving strange runes into the polished surfaces (unenchanted *obedience amulets* for slinks).

N17. The Market

When the PCs enter the market square, they witness a group of youngsters stoning a small slink. A vendor chases them off, but the slink falls paralyzed to the ground at the PCs' feet, just as a Monitor patrol arrives.

N18. Harassment

Soon after the PCs begin asking questions about slinks, they are stopped by Monitors after almost every encounter to have their papers checked. Meanwhile, Monitors make half-heard derogatory comments about the adventurers (trying to start a fight). Assaulting a Monitor is punished by death or banishment.

Investigation Epilogue

To be minimally successful, the PCs must determine that Grisson is selling slinks and that his source for slinks is in Castle Hydell. MacKurian will pay his agreed-to price of 5,000 gp for this information and will offer a 10,000 gp fee (total) to search the Castle (not knowing its danger).

If the party establishes a link with the Evil in Garythane, MacKurian realizes the gravity of the situation. He will pay a bounty of 3,000 gp for each document removed from Grisson's office (up to 18,000 gp).

The DM should award 2,000 X.P. per character for successfully completing the mission, plus a bonus of 1,000 X.P. to characters who searched Grisson's office.

The next day, a haggard MacKurian will offer each character a 10,000 gp bounty, collectable in Northending, if they will investigate Castle Hydell to discover the true nature of slinks. He arranges to heal any injuries and gives the group two *continual light* gems and one potion of *healing for* each adventurer. He gives the freedom to Lawfully deal with any Evil they find within Castle Hydell.

If the party has met C'ruthers (#N4), he makes it possible to buy standard supplies (but not arms or armor) at uninflated prices; otherwise the local rates apply.



Encounter Setting

Castle Hydell is one of the Castles of Ruling of old Empyrea, magically built to withstand the ravages of time and the armies of Evil. Abandoned by humanity for nearly two centuries, it was left mostly unoccupied until Tangg-lord Krellokk sent the illusionist "Dutch" and his followers to seed Nimbortan with *slink* zombies.

The human guards, hired from nearby towns, are well paid and well treated. They will surrender if things go badly against them, but will usually wait until one or two are dead. Their knowledge of the complex is minimal outside their areas of duty and residence. They know that visitors come and go, sometimes departing with slinks. They do not know that slinks are zombies, but they do know they are valuable and will not endanger them needlessly. The guards' armor and shields are marked with a "P" symbol.

The slinks in the complex will obey commands given by anyone wearing the same symbol they do; thus, those in the complex will obey any of the guards.

The normal doors in the complex are wood with metal reinforcements, 8' tall, 4' wide and locked. Unless otherwise noted, all areas are lit by torches placed in sconces about 30 feet apart.

Throughout the complex, *glyphs of warding* have been placed as magical traps. Unless otherwise noted, all glyphs have been cast by a level 7 cleric (Parlee) and can be *dispelled* with normal chances. Damage-causing *glyphs* will do 14 points of damage, reduced to 7 if a saving throw vs. spells is made.

Buying Slinks

If a member of the party has arranged to buy a slink from Grisson, the agent will wait several days in order to set up the deal with Dutch and the bandits. On the appointed day, Grisson and his clients (no more than two) walk (never ride—too easy to follow!) to Hydell. If the party follows, they will be ambushed by bandits and will lose sight of their quarry.

At Hydell, Grisson will blindfold his clients, "for their own safety," as he says and lead them to area #H16a for a grand show of prime slinks hosted by a vivaciously charming woman in glamorous clothing (in which the adventurers will be served the house's "special" sweetmeats). The slinks offered will range in price from 5,000 to 30,000 gp (about 2,000 gp/hit point). Parlee (in the guise of the charming hostess) keeps the PCs

under close scrutiny ("The beautiful woman can't seem to keep her eyes off you"). Unless the characters have acting or disguise skills, Parlee suspects them of being spies. If they don't buy a slink and/or seem overly curious, she will have the guards detain them. If the PCs do not escape, she has them thrown in a cell (#H6B).

Encounter Key—Map II The Approach to Castle Hydell

The southeast road out of Nimbortan takes you through the skeletal towers of the earthsblood harvesting fields and keeps you under the suspicious eyes of the Monitors. The road soon dwindles into a trail leading to Castle Hydell—a trail that is surprisingly well worn, considering Hydell's two centuries of abandonment.

If the party is secretly following Grisson Oyle and a client, they will be attacked by bandits who have been bribed to deal with snoopers. If they are not tailing Grisson, read the boxed copy following the bandit attack description.

Bushwhacked!

If the party follows Grisson Oyle east out of Nimbortan, they will be ambushed (with surprise) by Grisson's mounted bandits. Unless the party takes extraordinary means to prevent discovery (simply casting *invisibility* will not foil bandits who will notice footprints in the dirt, etc.). For each member of the party there will be 1d4 bandits. The bandits attack to kill, but if their foes do not succumb quickly, they fight a hit and run attack, designed to slow the party, buying time for Grisson to reach the trail split.

The Road Less Traveled

To prevent the curious from easily reaching Hydell, Dutch has created an illusion that disguises one branch of a trail split. At a wooded stream bed, the trail veers northward to eventually join the northernmost road to West Newford. A *permanent illusion* in the trees on the stream's far shore hides the continuation of the trail to Hydell.

Castle Hydell

It seems more than coincidence that the sun passes into heavy cloud cover as you sight the crumbling ruins of Castle Hydell, crouching atop a rocky hill. Ahead,

the trail meets a road, which leads to the giant gates on the ancient fortress's southern face.

The castle's outer walls are 350 feet by 230 feet. Although its towers have long since crumbled, the 10-foot-thick outer wall is still high and unbroken. A thief can climb the 80-foot-high walls in roughly four rounds (at 18 feet per round). Other character classes may climb the wall with ropes (see pp. 14-16 of the DUNGEONEER'S SURVIVAL GUIDE).

As the PCs approach the castle, only the giant southern doors are visible. If the party reconnoitres, they find a normal door in the eastern wall, with a separate trail winding down to the road.

A new bell rope hangs near the eastern door. Its purpose is to alert the occupants to the presence of customers. If pulled, all inside will know that the PCs are there.

The great double doors (20 feet tall and 5 feet thick) are held closed by a gargantuan bar which cannot be lifted by the characters. However, a *knock* spell will cause it to fall to the ground, after which the doors may be slowly forced open.

The small eastern outer door is locked and the latch is trapped with a *glyph of warding* (14 points of electrical damage), but will open easily after the lock is picked. Any attempt to pick the lock will trigger the *glyph*. The inner door is locked, but not trapped.

In the Bailey

A clean, mown grassy area fills the shell of the castle. Of the original buildings, only grassy mounds remain. If the adventurers have entered through a door and are not standing atop the outer wall, they can see several new, stone buildings nestled in the northeast corner. From within them comes the low nickering of horses.

The buildings can only be seen at ground level. *Hallucinatory terrain* spells on the buildings prevent them from being seen from above, but allow ground-level viewing.

The buildings are stables, housing eight riding horses, all poorly tended by a single large slink. At the rear is an entrance to the complex below.

The doors in the four corners of the bailey are all locked, but untrapped. Each door leads to a 5-foot length of 10-foot-wide corridor, and descends by means of a spiral staircase to the complex's upper level.

The Investigation of Hydell



Encounter Key— Map IV

With the exceptions of areas #H5A-D and #H6A-D, areas #H1 through #H15 and their occupants are duplicated in the east and west halves of the upper complex (level 1).

H1. Welcome to Hydell

Read through this encounters #H1 and #H2 thoroughly before running them. Refer also to the DM Notes that follow.

The 10' square corridor goes as far as the party can see. When a living creature reaches point "A" in the corridor (50' from the base of the stairs in any direction) a *programmed illusion* is triggered, lasting for 13 rounds. **START COUNTING ROUNDS!** After reading each boxed paragraph, check the party's reactions.

A 30-foot-long section of the wall ahead glows briefly and then disintegrates into dust. From within, you can hear the sounds of battle: shouts, swords clashing, and bows twanging.

If any in the party are brave enough to approach the opening and look in just after the wall disintegrates, go to area #H2.

You hear another explosion as flames burst in flowery blossoms into the corridor, scorching the wall opposite the opening. The sounds of battle stop, then continue, nearly drowned by a deep, angry roaring.

Four human archers, their full plate armor burnt and torn, back out into the corridor, firing at something as they retreat. They glance at the party, but continue their desperate fight. However, another burst of fire engulfs them and they go down in flames.

Any characters who are directly in front of the opening at this point will take 13 points of damage from the enveloping fire; unless they make a saving throw vs. spells, in which case they take only 7 points.

There is a brief lull, deadly quiet; followed by the approach of very heavy footsteps.

A 9-foot-tall, red, devilish creature steps into the corridor, looking at the bodies.

It looks up, sees your party and starts toward you, grinning in anticipation of more carnage.

The creature is an illusory horned devil, with AC: -5 and a 50% magic resistance. Refer to area #H2 and the DM Notes that follow.

H2. Closeup View

You see a 30-foot-square room, bounded on the east and west sides by north-south corridors (like the one you are in). Stone barriers, each 10 feet long, 3 feet high and 2 feet wide, extend from the north and south walls, halfway into the room, leaving a ten foot wide gap in the middle. A door occupies the middle of the far wall.

Another adventurous party has apparently run afoul of a 9-foot-tall, red devilish creature in this room. Most members of this ill-fated group— all their spell casters, at least— now lie dead in various parts of the room. A glowing gem on the floor, apparently a *continual light* gem, illuminates the area all too well.

Four fighters are crouched behind the stone barriers, firing their bows at the devil, as it delivers a fatal blow to the last survivor in its vicinity. As two arrows strike it, the devil roars and gestures. A burst of flame erupts from its fingertips, blasting all the archers.

Observing characters will take 13 points of damage unless they make a saving throw vs. spells, in which case they take only 7 points.

The door opposite you opens and three more fighters rush out, their crossbows at ready.

The fighters are guards from area #H3. If the guards can see any party members, they will open fire and shoot repeatedly until engaged. Give the characters an opportunity to duck or hide, but remember the illusion is still active. If the PCs retreat, the guards will wait until the illusion ends before advancing. Should the party kill two of them, the third will surrender and cooperate.

The archers pause; then rise, still firing and back out of the room, through the

disintegrated wall. A blast of fire from the devil soon knocks them dead.

DM Notes

The devil is programmed to move to engage the party. It will proceed only to the limit of the illusion, point "B" on Map III, 10 feet from the base of the stairs. If allowed to attack, the devil will not manage to hit anyone, although it will roar and swing with realistic gusto. The creature will let go with at least one more illusory damaging flame blast as described previously. Remember that the illusion will end in 13 rounds after the initial triggering. Unless one of the players is specifically counting rounds, the adventurers will have only a vague idea of the duration (about a turn). After 12 rounds, the devil will disappear in a cloud of acrid smoke. The other elements of the illusion disappear a round later.

Characters will not be able to successfully disbelieve the illusion until, someone casts a spell with a visible effect at the devil (such as a *web*), or hits the devil with a weapon or missile. In either case, the devil will be seen to walk through the magic effect or the blow will have no effect. A character announcing a disbelief attempt thereafter will automatically disbelieve successfully, becoming immune to the illusion.

H3. "You Were Warned!"

These corridors lead to area #H2, where the "Welcome" illusion occurs. A sign is mounted on the wall of the corridor, about four feet up. Artfully scribed in the common language for visitors and to remind new guards, it reads:

**DO NOT ENTER AREA AHEAD ON
(RIGHT/LEFT*)
DANGER—DEATH—ILLUSIONS
STAY IN CORRIDOR**

* The sign states specifically for each situation, as applicable.

H4. Guardroom

Three guards (level 2 fighters) are stationed here. All are familiar with the illusion and will take no damage from it. They have specific instructions to inspect area #H1 and the entry corridor about five minutes after the first noises are heard. They are to slay all intruders, BUT take prisoners if convenient, locking items and persons found into this guardroom, then reporting the situation to the nearest jailer (area #H7).



Both doors into the guardroom are locked. The inner door has a small barred window with a lockable sliding cover to allow the guards to peek out.

The guardroom is 30 feet square and contains a wooden table and three chairs, a cot with a straw mattress and a weapons rack that holds three extra longswords, two halberds and one dagger. A potion of *healing* is hidden beneath the mattress.

Each guard is armed with a *cocked* heavy crossbow (Dmg: d4 +1), a halberd (Dmg:d10), and a longsword (Dmg: d8). They usually fire one shot at any obvious spell caster and then drop the crossbow, drawing the halberd for melee. The guards each possess 20 gp worth in Emphyrean and coins and one has a key to the guardroom.

H5. East Cell Block

Each of the four cells in the block (areas #H5A-#H5D) has an unusually heavy, thick door with an exceptionally large, tough lock and small barred windows. The cells are dark and unpleasantly filthy. They contain:

- H5A.** Two halflings, male and female (hp: 6, 3).
- H5B.** Two dwarf males (hp: 11, 5).
- H5C.** One human male (hp: 4).
- H5D.** Empty.

Some of the prisoners are former adventurers or free-lance thieves. Most are just luckless common folk who fell prey to a Garythane raiding party. Dutch will eventually make them into slinks. The cleric, Parlee, does not suspect that this is a source for the zombies she animates. All the prisoners are weak, ill and stupefied from their long imprisonment and can be of absolutely no help to the adventurers. Each has a movement rate of 1" and if forced to move around, has a 50% chance of passing out.

H6. West Cell Block

These cells are nearly identical to those in area #H5. The cells contain:

- H6A.** One dwarf female (hp: 10).
- H6B.** Empty.
- H6C.** Two human females (hp: 5, 4).
- H6D.** One halfling male (hp: 6).

H7. The Jailer

The door to this Jailer's room is undistinguishable from a cell door. These two men (eastern and western) supervise the entry guards and act as the keepers for the prisoners in their respective cell blocks. They

each report to the Captain (area #H18) and are accompanied by two slink slaves.

Four heavy crossbows hang in the office near the door. When the "Welcome" illusion is triggered, the Jailer will hear the noise and keeps an eye on the hallway. If any visible intruders enter the corridor, he bars the door, then cocks and loads all the crossbows. If an intruder approaches, he fires two crossbow bolts per round (since they are readied) at visible spell casters; otherwise, he holds his fire until someone peers through the slot in the door.

If he is ready, the Jailer gains +10 on his chance to hit anyone peering in through the window and inflicts *quintuple* the normal amount of damage with it (5d4 +5 total).

Attempts to return fire will miss the Jailer unless made within 10 feet of the door and must be made at AC -8 due to cover. The Jailer is vulnerable to spells, especially those with visual effects; as he is watching the corridor carefully. Nevertheless, he is not a visible target for spells (such as *magic missile* unless the caster peers through the slot in the door.

If someone nears the door with a missile weapon, he will close the window and take cover behind the desk. If wounded, and he has the chance, he will drink the potion of *extra healing* in his desk. Should it become apparent that the intruders will open the door, he will escape through the secret door (he fears death if he surrenders), then bar it from behind. The slinks are ordered to destroy any who enter.

The Jailers' quarters contain a desk, a cot, a table and chair. A box contains stale bread, a grimy crock holds stagnant water and a covered bowl a greasy pottage— all food for the prisoners.

Each Jailer carries 50 gp worth of New Emphyrean coins, but no other valuables. His unlocked, untrapped desk holds notes on the guard changes (every four hours); keys for his respective cells and the guardroom and a potion of *extra healing* (if not already used during the encounter). It also contains an old scroll case, in which he keeps a charcoal stick and several pages of his sketches showing occupants of the complex, including slinks, shriekers (area #H17), a woman in clerical garb (Parlee, area #H46) and Dutch and his jaguar (area #H59). The drawings are unexpectedly good likenesses.

Secret Passage

The Jailer does not realize that each time he passes through the secret passage con-

necting area #H7 with area #H14, he causes a *dead gate* (a portal to the Negative Material Plane, usable only by undead) to momentarily flicker into being, summoning a wight from the Negative Material Plane. The wight will lurk in the corridor for about an hour before returning unsated to the Negative Material Plane.

H8. The Mystery of Hydell

An ornately carved black pillar stands in the center of this octagonal room. The surface of the pillar seems almost alive with snake carvings of all shapes and sizes while the walls are empty of decoration.

The pillars are part of Hydell's mystery. They do not *detect* as magical and are apparently harmless. No one in the castle, or for that matter possibly no one now living knows their purpose. Yet they do have a reason for being.

Their original function was a part of ancient Emphyrea's magical defense network. These pillars and six similar pairs in six other castles were linked together. With the semi-mythical passing of lost Emphyrea, the pillars became inert. They wait patiently for the day when their powers will again be united to summon the ancient citadel of Emphyrea from exile in its distant netherworld.

If a very Good magical item or person (such as a paladin) is brought near the pillar, it will become warm and vibrate slightly for a few moments (enough to recognize that the Good person or object is not the trigger mechanism it waits for).

H9. Unused Room

All doors to this room are unlocked. When the adventurers open one of the doors, read the following:

A path leads across the dusty floor of this empty 30-foot-square room from the entrance to the door directly opposite. Similar doors occupy the middle of the walls to your right and left. All the doors are weathered and rusty.

The east door is difficult to open. An Open Doors roll is necessary. The opener will be *surprised* by two huge spiders which will jump out and get one free attack.

The false door opposite the spider lair (area #H10) is an old trap, dating back to the Emphyrean period. It can be detected as a trap normally, either by a thief or a spell.



The door will open easily, but arrows will fly out to strike the opener. The number that strike the opener is equal to his or her AC (not including Dexterity bonuses or a shield). Because the trap is old and weakened, each arrow will only do one point of damage.

H10. Wicked Webs!

Once the PCs dispatch the ambushing spiders, they can finally see into this room.

The chamber is filled solidly with spiderwebs. Several sticky tunnels lead deeper into the mess.

There are three more huge spiders in the web. These spiders will only come out if a character falls (probably when attacked by the previous two spiders), in which case they will eagerly swarm out and *all* attack one other victim—or they will swarm out if the adventurers torch the web.

The web can only be removed by fire. However, if burnt away, this old 10-foot cubical room will be empty except for six small dead young spiders, a useless rusted mace, a few bones and a sack (which will be burning if the web is burnt away). Fast action here can save some or all of the contents of the bag. If anyone had water at ready before the web was burnt, all will be saved; otherwise only the coins and gems will remain.

In the bag are various ancient Empyrean coins—20 cp, 10 sp, 8 ep, 4 gp, a pair of 100 gp rubies and (if not burned up) a cleric's scroll (loose, not in a scroll case) of *neutralize poison* and cure *critical wounds*.

H11. Hidden Dangers

Unlike the other rooms and corridors encountered so far, this room and the approaching corridor is dark, not lit by the usual torches, even though empty sconces line the walls. Your own lights flicker eerily, but do reveal the presence of a door and a corridor on the opposite wall and another entrance of some kind on the same wall you have entered.

Three shadows lurk in the darkness. They are invisible unless a *light* spell is used, in which case they will retreat to area #H12 and lurk there. The shadows will not bother anyone wearing the runic "P" symbol of the complex or anyone escorted by such an authorized person. The shadows serve the cleric Parlee.

H12. Where Shadows Lurk

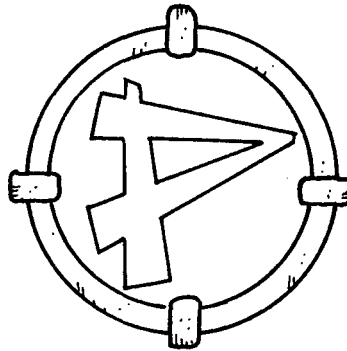
The door to this room is locked, trapped with darts (for 6 points of damage) and protected with a magical *glyph of warding* (14 points of electrical damage). The shadows have accumulated 200 gp and 100 pp in New Empyrean coins, which lie scattered on the floor.

H13. Remains

This musty, long-unused room holds the scant remains of a few unidentifiable creatures. Hidden under the refuse, is a *potion of healing* and two 100 gp amethysts.

H14. Warmup Hand

Three guards (level 2 fighters, similar to those in area #H4) sit here playing cards at a table. They are supposed to go on duty in the guard room (area #H4) in 20 minutes. Each guard has 20 gp in coins, one has a key to the guard room and another has a *potion of healing*.



If the Jailer enters the room through the secret door from area #H7 (the guards are not aware of the existence of the secret door), the guards will be ready and may be able to attack with surprise. The Jailer will continue on to area #H18 to warn the Captain and his Adjutant. Unless the adventurers act quickly, the entire complex will be alerted.

H15. Armory

Normal weapons of all types are stored here for the use of the guards. In a locked cabinet at the rear are five magical *arrows +1*. The Captain has the only key, but the cabinet may be forced open with an Open Doors roll (with +1 penalty to the roll).

H16. Showcase and Salesrooms

This is the area where prospective (and prescreened) buyers are brought to ex-

amine slinks and negotiate purchases. Several are on display, but only a nominal guard is posted, as no visitors are expected today. Each side sales room (areas #H16b-#H16d) has four padded chairs, sconces with lit torches and a small 1-foot-high, 4-foot-square platform (for displaying the slinks). If attacked, the guards' cries for help will automatically be heard by the other guards in the sales area. No guard will command the valuable slinks to attack unless two or more guards have died. All the guards expect to be relieved in two hours.

H16a. Lavish Lounge

The room before you is lavishly plush and ornate. Gold leaf covers the ornate wall carvings and frames the artfully painted faces of ancient nobles, a pair of rich purple sofas are trimmed in gilt, tables and chairs of imported wood display dainty sweetmeats, heavily brocaded draperies discreetly reveal the presence of four side rooms, while gems drip like rain from a massive chandelier.

Most of the room is a *permanent illusion*. The couches are padded benches, the table and chairs no different from those in the guard rooms. The chandelier is real, but is worth only about 20 gp. The sweetmeats are real and will taste delicious, but are laced with a subtle poison that does no damage. However, if the character fails to make a saving throw vs. poison, it will be impossible for him or her to subsequently disbelieve any illusions for the duration of the adventure in Hydell. If the character rolls a 1 as a saving throw, his or her ability to discern illusion is lost until a *neutralize poison* spell is applied.

No one is around.

H16b. Sales Room

A single guard (level 2 fighter) sits dozing in a chair around the corner, not visible from the door. He will sleep unless awakened by excessive noise (like forcing the door). He guards two small slinks.

H16c. Sales Room

Empty except for standard furnishings (see area #H16).

H16d. Sales Room

Two guards (Level 2 fighters) guard five



medium slinks. These guards are very loyal and will fight to the death.

H16e. Sales Room

Two guards (as in area #H16d) guard four medium slinks.

H17. Alarums & Diversions

Each of the four doors to this room has a small barred window with a sliding door—operable from inside the adjacent room. The ceiling is 20 feet high in this room. Like most other rooms in the complex, this one is lit by torches. In each corner of the room is a shrieker (total of four). These fungus creatures will scream if there is movement within 10 feet or if they hear the screams of another shrieker. They ignore light and the opening of doors. They may be quieted by saying the proper command word ("Shad-dap," known to all the guards). If attacked, they will try to flee and will not stop screaming until slain.

The shrieker noise is a common occurrence in the area, and the nearby guards (area #H16 & #H18) will ignore it unless it continues for three rounds or more. If it continues, the Adjutant opens the slot in the door to area #H18 to see what is going on.

H18. Captain's Office

Read this area description thoroughly before starting. If the door to this room is tried, start counting rounds.

The door to the room is locked; the handle is trapped with a poisoned sliver (make saving throw vs. poison or take 2D10 damage for the subsequent six turns. If the saving throw is made, take 1d10 damage). The sliver can be easily and silently found and removed (no rolls necessary, if the PCs look for traps).

Unless alerted by earlier warnings, the Captain (Thren Elrodir) and his Adjutant will be sitting at the desk, talking about the torture of several prisoners (their conversation can be heard by someone listening at the door). During the conversation, the following pieces of information will be revealed (one piece per round listened):

"The prisoners indicate that the 'Council' may investigate the slinks in Nimbortan."

"The Boss is concerned about security. He thinks that his illusions may not be sufficient to keep out determined intruders."

The Adjutant dislikes the boss's pet cat because he was mauled by it and required a *healing* potion to recover."

"Heard that the Boss's last apprentice

didn't walk the true path to the chapel."

If the two men are not alerted by the shriekers or the Jailer, they will be alerted by any attempts at opening the door or picking the lock. The Captain's pet giant badger is asleep in the northeast corner. Locked weapons racks on the east and west walls each contain a glowing *longsword* +1, three nonmagical longswords and four heavy crossbows with quarrels.

If they are alerted, the Adjutant will secure a heavy bar across the door, while the Captain wakes the badger and gets his *wand of paralyzation* from the desk. They will then cock and load all eight crossbows, stacking them near the door—all the while maintaining a pleasant level of conversation!

They will be ready with the wand in one round; with the wand and two crossbows in two rounds; and will ready two crossbows per round thereafter.

While barred, the door cannot be opened except by a *knock* spell or the combined efforts of two or more characters with super strength (18/01 or greater). The spell will open it immediately; forcing it will take two rounds.

If the PCs try to force the door, the two guard leaders will then reopen the window slot and fire at them. If not disturbed, they will continue loading crossbows until all are ready and then open the slot. They will both fire at the same target, selecting magic-users first. The Captain will then alternate rounds, using a spell, then the wand, then a spell, etc.

If the PCs quietly remove the trap, then open the door with a *knock* spell, they will catch the men without crossbows, but the Captain will go for his wand in the first round. In this case, the Adjutant will engage the intruders to defend his Captain, using his *halberd* +1.

Once aroused, the giant badger will attack anyone entering the room (except a guard). If its keepers are slain, it can be quieted down by a gnome (Speak with Burrowing Animals), and will want to join the adventurers! It misses the outdoors and will fight for and obey the gnome, hoping to eventually get out.

A four foot tall straw basket behind the desk contains a green, gooey substance (easily mistaken for green slime) which is food for the shambling mound in area #H20.

In the Captain's desk are potions of *extra healing*, *healing*, *heroism* and *plant control* (all appropriately labeled in elvish script), 72 pp, a 100 gp Amber carving, a set of

clearly-labeled keys for all the doors on the upper level, and extensive notes (all in mixed elvish and common script) on the guard changes, pay records, the size of the guard (14 members), the size of the complex (three separate levels), references to "the cleric Parlee," and "the Boss," who is apparently an illusionist.

NPC Capsule

Captain Thren Elrodir

Level 4/4 Elf Fighter/Magic-User

Strength 17	Armor Class —1
Intelligence 14	Hit Points 26
Wisdom 14	# Attacks 1
Dexterity 15	Base THAC0 18
Constitution 13	Base Damage d8
Charisma 16	Combat Bonuses +1/+1
Comeliness 16	Alignment LN

Equipment: *Plate mail* +1, *shield* +1, *longsword* +1 (*Flametongue*: +2 vs. *regenerating creatures*, +3 vs. *cold-using, avian or inflammable creatures*, +4 vs. *undead*), *dagger* +2; *plate armor* +1, *shield* +1, *dagger* +1, *wand of paralyzation* (12 charges).

Spells

Level 1: *Detect magic*, *magic missile* (x2), *sleep*, *unseen servant*

Level 2: *Scare*, *web*

H19. Stairs Down

The door to these descending doors is triple-locked. Each lock requires a separate key (located in the Captain's desk in area #H18). To open the door, each key must be left in the lock after it is opened. This prevents the lock from automatically locking again when the key in another lock is turned. The keys are necessary; unless the PCs can Pick all three locks simultaneously or devise some way to simulate the presence of a key in a lock opening; one lock will lock the other.

The stairs descend by means of a number of convoluted twists and turns to the hall across from area #H33 on *Map IV*.

H20. Reinforcement

The Captain's "ace in the hole," used when the complex is seriously invaded (which he hasn't had time to release this time), is the shambling mound kept in this room. It is very friendly to both the cleric Parlee and the Boss, but will obey the Captain's commands.



The shambling mound was here when the Boss moved his operation in. It cooperates with its new neighbors as long as it is fed and allowed to accumulate bright pretties (treasure).

The mound cannot be seen through the slot in the door. If the door is opened, it will shamble towards the opener, expecting to be fed. If not fed immediately, it will fly into a rage and attack. It will batter through the door in two rounds unless it has been relocked. If enraged, the creature has a 30% chance of slowly forcing its bulk through the small opening in the door, reforming again on the other side in 10 rounds.

If released, it will wander through the upper level and attack anyone encountered until it is either fed or it kills and eats any three persons. Thereafter, it will return to its lair.

Carefully swept into piles are the following treasures: 3,000 cp, 1,000 ep, two 500 gp black pearls, a potion of *fire resistance*, and a magic-user scroll (written at Level 9 ability) containing *sleep*, *magic missile*, *clairvoyance* and *conjure earth elemental*.

DM'S BACKGROUND FOR LEVEL TWO

If the adventurers have successfully reached this level of the complex, they will probably not be aware that the slinks are zombies. However, they will know that whomever controls this complex keeps innocent prisoners and is very concerned about not being discovered—indications are that the leaders are probably evil. The adventurers may have learned the names of the leaders (the Boss and the cleric Parlee).

The party should still concentrate their efforts on finding out what slinks are and then prove the evil nature of the leaders and eliminate them.

If the party has let anyone get away (especially the Jailer, the Captain or his Adjutant), word of the attack will reach Dutch (the Boss) or Parlee. They will unite in full battle regalia, accompanied by 10 guards and 10 large slinks. They will seek out and attack the party.

At various places throughout the complex, there will be key words written using the 3d level *illusionary script* spell. This spell can be designated for a certain reader, class, or whatever (specified in each case). If any other being reads the script, he or she is *confused* for a base 5-20 (5d4) turns, minus his or her experience level (hit dice). This will delay the party, but in most cases a room nearby may be used as a hiding place until the character recovers. A *dispel magic*

will automatically remove this effect. While confused, the character should roll a d10 each round (unless a 1 is rolled; see table) and role-play the determined results:

- 1 Wander away (unless prevented) for one turn
- 2-6 Stand confused for one round
- 7-10 Attack nearest creature for one round

The player should be informed of these effects, as the character must act accordingly. If the party decides to wait in a corridor for the effects to pass, they will be discovered by three guards who will flee to inform Parlee or Dutch. If the party waits in a room, no additional encounters (other than specified for the room) will occur.

Encounter Key— Map V

H21. Storage Room

This is a typical storage room, filled nearly to the ceiling with crates, amphora (jugs), barrels, bales, boxes, bottles and bins. These are the day-to-day stores necessary for any garrison. There are no weapons, armor or valuables here. However, a large vat contains a viscous green goo (more shambling mound food) and in one corner are a number of dusty bales and crates marked with an unusually ornate wax seal (belonging to the supply master of Garythane) and appear quite travel worn. A fragment of a baked clay tablet attached to one bale roughly translates from the orcish picture writing as, "Deliver to Thief Master— Old Man Country Crypts." If opened, these containers hold more supplies, including an inordinate amount of salted and dried meat.

H22. Illusory Lair

The door is locked. If it is opened by other than an illusionist, a *programmed illusion* immediately appears (and lasts for 13 rounds) of a 10-foot square corridor, 30 feet long and ending in a door. The illusory door cannot be opened.

The characters may not attempt to disbelieve the illusion until they have tried to open the door or been attacked through the walls.

This room is the lair of Tuke, Dutch's chief aide. If the illusion begins, he will watch the party proceed up the illusory corridor (as if through one-way glass). In preparation, he will cast a *blur* spell on himself (giving AC -4/-2, and +1 on saving throws) and will have his two bodyguards

get ready to attack the party while he moves to be near the real door.

On cue, the guards will attack by first shooting arrows (automatic hits on the two rear characters for 3 points each) and then engage the middle of the party (charging through the illusory walls to do so). Tuke will then cast a *wall offog* so they can all escape. When the fog is cast, all within the room attack at -4 (as if blinded), and the guards can easily disengage and run if they are still alive. However, the party can then easily catch them in the corridor if they act quickly (guard movement rate = 6"). Unless slain, Tuke will cast *invisibility* and get away to warn Dutch (not Parlee).

Except for a few simple pieces of spartan furniture, the room is empty. A search for secret doors will reveal a hidden niche in the north wall that contains Tuke's precious spell book.

NPC Capsule

Tuke

Level 6 Illusionist

Strength 8	Armor Class 0
Intelligence 16	Hit Points 19
Wisdom 11	# Attacks 1
Dexterity 18	Base THAC0 18
Constitution 10	Base Damaged 6 + 1
Charisma 9	Combat Bonuses —
Comeliness 6	Alignment LE

Equipment: *Bracers of defense AC6*, *cloak ofprotection +2*, two daggers, three darts, 500 gp in gems in pouch.

Spells

- Level 1: *Color spray*, *audible glamor*, *phantasmal force*, *wall offog*
- Level 2: *Blur*, *invisibility*
- Level 3: *Non-detection*

Notes: Chances are very good that Tuke will survive this adventure. For now, Tuke is very loyal to his employer, Dutch; so loyal that if Dutch is killed, Tuke will try to find some way to bring his mentor back to life. Tuke will also turn his hate for the adventurers into later vengeance against them.

H23. Storage Room

This room is identical to area #H21.

H24. Reversal

This series of 20-foot long corridors is magical and bounded by stone doors at each end. Only one door will open at a time, even to a *knock* spell. If a door is held open, the



next will not open until the first is closed. Users must go east to exit west and go west to exit east (displacement occurs at the doorway). The guards do not generally know of this area, except for Tuke's bodyguards. Take special care to keep track of where the users are!

H25. Empty Room

H26. Lower Cell Block

These cells are similar to the upper cell blocks (*Map III*— areas #H5 & #H6), containing prisoners who will only slow the party down if rescued (except for the prisoner in cell #H26F). The prisoners are:

- #H26A. Two halfling males (hp: 5, 4).
- #H26B. Empty.
- #H26C. Human male (hp: 8).
- #H26D. Two female dwarves (hp: 9, 8).
- #H26E. Empty.
- #H26F. One half-elf male (hp: 16).

This cleric/fighter/magic-user is as dirty and worn as the rest, and will only groan at first. However, if the party offers to cure his

damage, he will reveal that he is in fairly good shape and will offer his services. He still knows the spells *cure light wounds* (x3), *slow poison* and *magic missile*; and remembers, but needs components for, *enlarge*, *sleep* and *invisibility*. If loaned the components, he will want to become invisible after helping the party and will try to make his own escape.

H27. Guard Barracks

Bunks and armoires for four men are in this sparsely furnished room. There are no locks, weapons or valuables.

H28. Lockers

Five metal boxes, each 5 feet tall and 4 feet wide, are attached to each other, forming a row along the west wall. The fronts are numbered one through five. Each one is locked.

Lockers one through four are used by the guardsmen residing in area #H27. Each contains 20 sp, 18 ep, 30 gp, 12 pp and a miscellaneous 100 gp gemstone (total value 200

gp), a signed employment contract and other important documents, full dress and battle outfits and at least one change of civilian clothing. Locker number five, the farthest to the north, looks the same as the others, but has not been opened for some time. Its lock is too rusty to be Picked. It can be broken open by an Open Doors roll, but with a +1 penalty to the roll. Within the locker is an old sack with what appears to be three 1000 gp gems. Two are emeralds, but the third is a red *ioun stone* (which imparts +1 Dexterity), 48 gp and 40 sp.

H29. More Lockers

Similar to area #H27, but the lockers are numbered six to ten and are used by the residents of area #H30. Locker number ten is empty.

H30. Guard Barracks

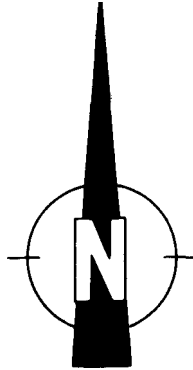
Bunks and armoires for four men are in this sparsely furnished room. There are no locks, weapons or valuables.

H31. Guard Barracks

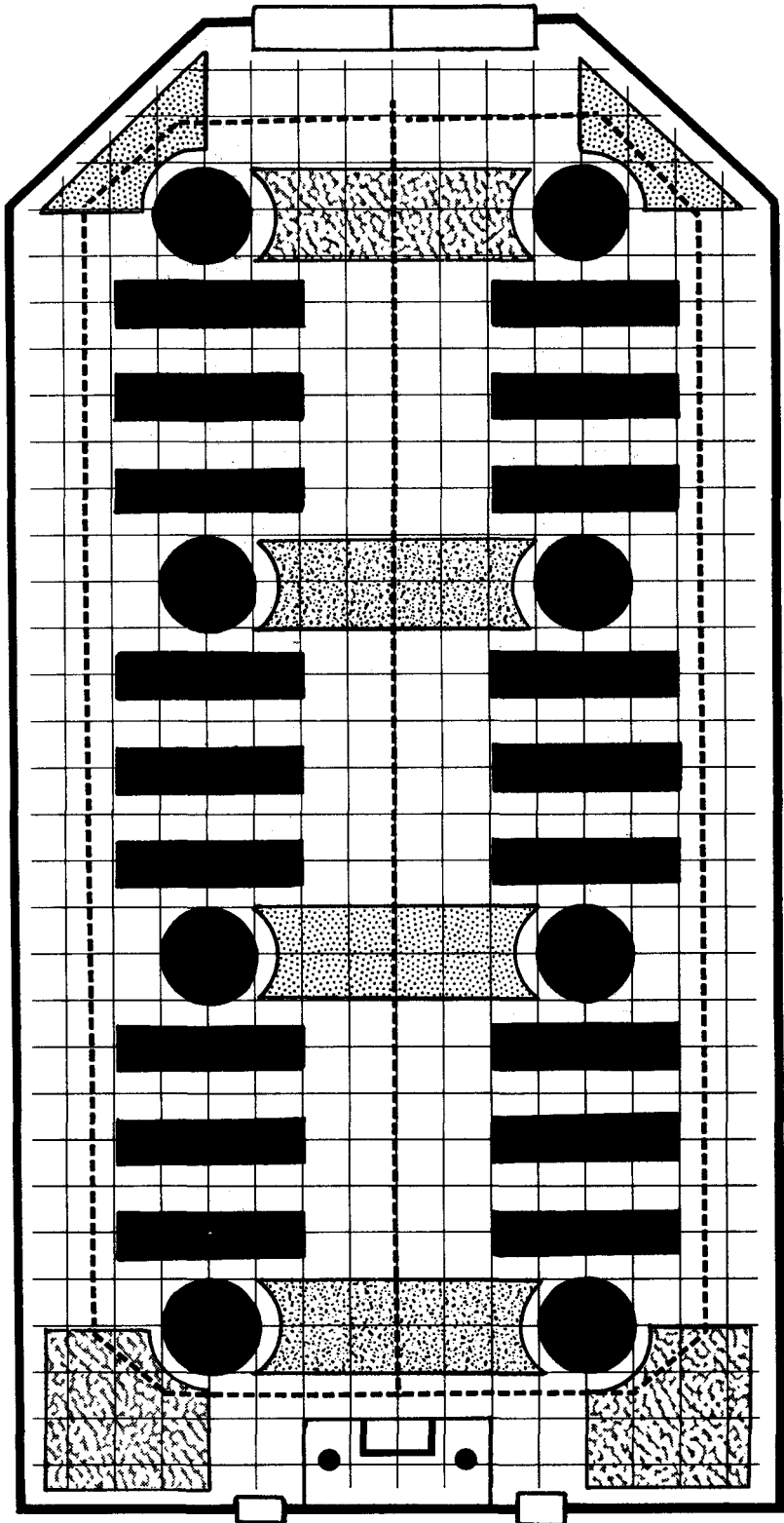
This large, sparsely furnished room con-

DM's Temple Detail

Map VII



Key	
	Door
	Double doors
	Pillar
	Altar
	Pew
	Fire
	Electric
	Blindness



one square = 2½ feet

four squares = 10 feet



tains the usual beds, chests and armoires; enough for 10 men. However, only six reside here (as can be seen if the beds are inspected). Six of the locked chests contain various personal and profession items and valuables (similar in content to the lockers in area #H28).

H32. Guard Sergeant

Sergeant Wiggins, champion of blind obedience to the guard corps is old and fat and will be surprised if encountered. His jobs are to supervise the barracks areas, train new recruits and act as temporary Jailer for the cells in area #H26. He will nobly, but foolishly fight to the death if attacked (*chainmail +1, longsword +1*).

His room is nicely furnished, but littered with his memorabilia of old campaigns. A small, unadorned box on a high shelf contains three 100 gp pearls. A display case on the north wall shows off 30 of his medals, one of them made of solid platinum and worth 500 gp. Behind books on another shelf is a potion of extra healing.

The Morgue

If the adventurers open the locked door to this room, read them the boxed paragraph:

The room is chilly and smells odd, very odd. Cot-sized stone blocks are arranged in neat rows. You quickly count five rows of four blocks each— 20 blocks. Atop each block lies the corpse of a humanoid creature. It seems that all the sentient races are represented here and there is even the huge corpse of an ogre. All the bodies are spotlessly clean and none show signs of decay, although their death wounds are visible. Some appear to have been malnourished and tortured before they died.

This is the cold storage room that serves as a stockpile of prepared material for the making of slinks. The bodies have come from the prisoner supply and from raids on the graveyards of neighboring towns (although Parlee believes that graveyards are their only source of bodies).

If the adventurers inspect more than a few bodies, they will note that those nearest the west wall have been gnawed upon in a gruesome manner.

Each of the stone blocks is hollow, containing a colony of brown mold. If touched, the cold blocks will do 2d8 points of damage (saving throw vs. death magic for half damage, including Dexterity reaction bonus).

The mold itself is even more deadly, and will do 4d8 points of damage if touched.

H33A. Stairs to Lower Lairs

The secret door in the south wall leads to the narrow stairs down to the lowest level of the complex where the Boss resides. The stair descends to area #H50.

The Captain, Parlee, Tuke and Slad know where the secret door is located. The other guards believe that the door to area #H33 is the entrance to the Boss's private residence. None have gone in there.

H34. Rogue Slinks

Two slinks have overcome their controls and have hidden in this forgotten labyrinth. The experimental combination of alien preservatives (obtained via the Negative Material Plane) with clerical and illusionary magics has caused these zombies to "evolve" into ghouls, a "higher" form of undead (although they are visually indistinguishable from slinks). These were the first two to be created. It will not be long before the others, both within the complex and in Nimbortan begin to do the same, releasing a plague of hungry, pleasant-looking ghouls. These two survive on "cold cuts" from nearby.

H35. Ghoulish Goodies

The floor of this musty old closet is strewn with 400 sp, 80 gp, and five 100 gp gems. A small, black 2-inch cube is hidden near the skeleton of a minotaur in the corner and is easily overlooked. It does not radiate magic. However, in a 1-inch cubic hole in the center of this heavy lead box rests a *cube of force*.

H36. Ancient Antechamber

Smoke besmudged angels float skyward in the mosaic paintings that cover the 20 foot high vaulted ceiling of this once-elegant room. Watery green circles painted on the cracked tile floor form a curved path from the western door to the massive, once-gilded bronze doors on the southern wall. There are small writings to the left of the smaller doors on the north and east walls, but you cannot read them from where you stand.

The circles are part of the worship ritual of Olhydra, Princess of Watery Evil, but are not magical in nature. The writings by the doors are readable from 10 feet away, but are written in *illusionary script*, understandable only by illusionists in this case

(others reading them will become *confused*). Each writing says but a single word, the password for the *glyph of warding* place in front of each door (*glyphs of blindness*; saving throw vs. spells negates effect).

H37. Chapel of Evil

If the characters examine the doors, read them the following:

The bronze doors each have locks inset below the worn handles.

The cleric Parlee has the only keys to the doors. The locks can be Picked, or forced open by a normal Open Doors roll (but the forcing will make a lot of noise and certainly attract Parlee and her minions). If the adventurers open the doors, read them the following:

The great bronze doors open ponderously, revealing a large, faded chapel that apparently once served Good deities. The 20-foot-high ceiling is supported by carved pillars. Two rows of pews create three aisles that lead toward the darkly stained altar. The path of green circles enters the chapel and splits in three, one for each aisle, rejoining again at the altar.

In Olhydra worship ceremonies, the worshippers proceed along the paths towards the altar, murmuring certain "sacred chants"— actually the words for passing the *glyphs of warding* indicated by the shaded areas at the foot of each aisle, in each corner of the room and between each pair of pillars (See detail on *Map VII* for the position and effect of each *glyph*).

There is nothing in the room of any value, but a search will show that the altar is bloodstained (recently) and unholy (evilly aligned). Four 1 foot diameter brass plaques are mounted to the wall above the altar. They are arranged in a triangular pattern, with one surrounded by three. The pair of normal doors on the south wall, to each side of the altar, are not locked and lead to small storage areas.

If *detect magic* is cast upon the plaques, they will glow, but designs inscribed upon them will radiate a black, negative energy. The designs are the arcane symbols for the four Principle rulers of Elemental Evil. The plaques of Imix, Prince of Evil Fire Creatures; Ogremoch, Prince of Evil Earth Creatures and Yan-C-Bin, Prince of Evil Aerial



Creatures surround the plaque of Olhydra, Princess of Evil Water Creatures. If the PCs have seen the designs before, tell them what they know about these evil beings. If the adventurers have never seen them before, indicate that the designs are particularly repellent, especially if paladins are present.

H38. Storage

This chapel storage room has dozens of packages of incense, ornate robes and candles, normal books and other items with religious significance. Most of the items were once consecrated to a Good deity. Parlee has corrupted them to be usable for her own foul worship. All of the candles radiate magic, but one of them (identical in appearance) is actually a *wand of magic missiles* (40 charges). If detect magic is used, the caster can pick out the wand as a stronger source of magic in about four rounds. A cursory search will only reveal numerous magical boxes.

H39. Storage

This area is the same as area #H38, except for the wand. It also contains padded boxes of vials full of holy and unholy water (24 of each).

H40. Temporary Residence

The new apprentice to the Boss, Slad, has moved in here temporarily. It looks like a normal guard barracks, but for only one person. Hidden in a shoe, amongst a care-less pile of ordinary clothes, is a bag containing three 100 gp gems. A drawer in the table contains various illusionist spell components and a notebook on spell procedures (but no actual spells).

H41. Lady's Lounge

This plush 30-foot-square room is comfortably appointed with elegant furnishings, including a large table and chairs, two couches, a cupboard and four small tables, each with an ornate oil lamp. The cupboard contains wine, crystal goblets, two decks of cards. The normal door is locked, but the secret doors are not.

H42. Den

A small shrine against the east wall dominates this plush room, which also contains shelves lined with normal books (against the north wall), a plush chair and a small table with an oil lamp. A cupboard near the shrine contains religious paraphernalia of no value.

If the PCs take the time to examine the religious items, they will realize that they

have nothing to do with Evil. The green robes, the turtle statuette and shell helm are all holy objects concerned with the god Ahto (sea god of the Finnish Mythos, *Legends & Lore*, page 57), the primary sea god worshipped along the New Empyrean coast. The cleric Parlee formerly served Ahto before she succumbed to the lure of Evil. She cannot bring herself to part with these mementos of her former life.

H43. Parlee's Bed Chamber

The cleric Parlee sleeps here, but is currently out. A canopy bed, dressing table and mirror and a large wardrobe of feminine clothing (clerical and ordinary) indicate that Parlee is female. A framed charcoal drawing (done by the Jailer) hangs on the east wall. It depicts an attractive woman (Parlee).

A long reinforced chest beneath the bed is locked and guarded by a *glyph of warding* (electricity, 14 points of damage) and contains a *staff of curing* (16 charges, no command word noted) and eight scroll cases. Each case holds a scroll of one spell: *protection from good*, *sanctuary*, *hold person*, *slow poison*, *animate dead*, *glyph of warding*, *curse* and *neutralize poison*. There is also a small bag with twenty 100 gp gems.

H44. Long Hall

Four of Parlee's pets, two shriekers (at the points marked "s" on the map) and two shrieker-like violet fungi (at the points marked "f" on the map) are stationed here to warn Parlee of intruders in her work areas. If alarmed, the shrieker's noises will warn Parlee and Slad (in area #H47). If approached, the shriekers will not flee and the violet fungi will attack.

H45. Skeletons in the Closet

The door to this room is not locked. The room is unfurnished, containing nothing more than a reserve guard of 36 unarmed and unarmored skeletons. The undead creatures were animated by Parlee and are loyal to her only, waiting patiently for her commands. They will attack anyone who opens the door (unless it is Parlee) and/or will obey Parlee's subsequent commands.

H46. Shadowy Seconds

Again, the door is not locked. This bare room is magically dark (caused by two *continual darkness* spells centered at different points). Eight shadows lurk herein, loyal to Parlee. They will mass near the door if it is opened, attacking the first person by surprise (+4 to hit). They have no treasure.

H47. Storage Closet

Parlee and Slad the Trickster (the Boss's new apprentice) are in this heavily laden store room arguing about employee training costs. Their angry shouting can be heard as far away as area #H46. Unless alerted by the shriekers, they will not hear the approach of foes. Parlee has just retrieved a golden bell (worth 25gp) and unconsciously shakes it as she argues. Two medium slinks accompany them.

The walls of this large room are lined with shelves filled with prepared fancy foods (like those in area #H16a) and miscellaneous religious items. Low platforms are stacked with sacks of flour and barrels containing water, wine and salted fish and meat.

Slad and Parlee may be arguing, but they will fight together for their lives. If alerted by the shriekers, they will peek into the hall first and then take appropriate actions. If the party is not aware of their presence, Slad will put up the *audible glamor* of guards coming from the south, followed by a *phantasmal force* of the door opening and six guards loosing a volley of six arrows (at normal guard missile attack chances) and then engaging with swords. Parlee will cast a *hold person* at two of the adventurer fighters during the battle. The two will then gather stored oil and have it ready.

If their presence is discovered, Slad will first cast a *blur* on himself. Parlee will pour the combustible oil over Slad and cast *resist fire* on him and then ignite the man's robes. Slad will try to make a run for it, doing 6 hp of damage to anyone he runs into (saving throw vs. dragon breath for half damage—no save if grappling with him). The fire lasts five rounds and leaves him naked. If he escapes, Slad runs downstairs to warn Dutch.

Parlee will drink her potion of *polymorph selfand* hide in area #H48, changing form as often as advisable for the healing benefits (d12 each change) involved.

If surprised, Parlee and Slad will have the slinks engage the intruders, giving them time to cast *blur* and *prayer*. Slad will engage before Parlee and then surrender quickly. Parlee will fight until she is wounded below 10 hp and will then surrender. In no case does she reveal the existence or contents of area #H48.

NPC Mini-capsule

Slad

Level 3 Illusionist

Dexterity 17	Armor Class 6
# Attacks 1	Hit Points 12
Base THAC0 21	Base Damage d4
Combat Bonuses —	Alignment LE



Equipment: *Cloak of protection* +2, daggers +1, three 500 gp in gems in pouch.

Spells

Level 1: *Audible glamor, phantasmal force*

Level 2: *Blur*

NPC Capsule

Parlee

Level 7 Cleric

Strength 8	Armor Class 5
Intelligence 13	Hit Points 55
Wisdom 16	# Attacks 1
Dexterity 15	Base THAC0 16
Constitution 17	Base Damage 6 + 1
Charisma 10	Combat Bonuses —
Comeliness 15	Alignment LE

Equipment: *Studded leather* +1, *mace* +1, *ring of plant control*, potions of *diminution*, *extra healing*, *invisibility* and *polymorph self*.

Spells

Level 1: *Command, cure light wounds, sanctuary*

Level 2: *Hold person, resist fire, silence 15' radius, slow poison, speak with animals*

Level 3: *Animate dead, dispel magic, prayer*

Level 4: *Tongues*

Notes: Parlee has served Evil for only a short time. Before being tempted with great power by One, the agent of Evil, she served the ocean god Ahto in the sea village of Shell. She is under *geas* not to reveal One's identity. Although still Lawful, her basically Good nature has been sublimated to Evil. Nevertheless, were she to know that Dutch was killing people just to make zombies, she would repent of Evil.

H48. Hordes & Hoards

The darkness within is intense. Your light seems to visibly dim even as you stand here outside the chamber.

There are three *continual darkness* spells cast upon the room's center (each spell must be negated or *dispelled* separately). Ten zombies and ten skeletons, who will not leave the room, are all loyal to Parlee. The undead do not need light to see and will attack anyone who enters (except Parlee)—unless a bell is ringing in the room, in which case they wander aimlessly.

Parlee stores the bulk of her personal

treasure here in six large, locked chests against the west (A-C) and south walls (D-F). Chests A-E are each trapped with a *glyph of warding* (14 points of electrical damage). The chests contain:

- A. 5,000 gp, potions of *fire resistance*, *extra healing* and *poison*.
- B. 5,000 sp, *elven cloak**, clerical scroll of *resist cold*, *resist fire* and *heal*.
- C. 5,000 ep, *eyes of purification*, *hand axe* +2*.
- D. 5,000 cp, scroll of *protection from undead*, potions of *longevity* and *love philter*.
- E. 5,000 cp, five *continual light gems*.

Chest F is different, but not immediately apparent as so. When examined closely, it will be found to have been sealed carefully with silvered wax. The seal traps a wraith who will get one surprise attack on any character who manually opens the chest.

- F. 5,000 gp, *ring of contrariness/levitation*, *necklace of strangulation*.

* The cloak and axe each have *glyphs* of fear on them.

H49. No Pets.

This door is always locked and has an extra (hidden) lock above the handle which is automatically found if a find traps roll is attempted on the door, not just the lock. The lower lock opens the door, but the upper lock allows the whole wall to swing as a door. The room contains Lazi, Parlee's very hungry pet hydra. There is no treasure.

Encounter Key—Map VI

The lowest level of the complex is exclusively home to Dutch, better known as the Boss. Reality and illusion are blended everywhere, such that it is often hard to tell where reality ends and fantasy begins. Dutch will make his last ditch defense here; but if things obviously go badly, Dutch and his surviving senior followers (Parlee, Tuke and Slad) will use the escape tunnel (area #H54).

H50. Leader's Lounge

This meticulously clean, plush lounge at the foot of the stairs (up to area #H33) is similar to others in the complex, furnished with four small tables with ornate lamps, two couches, a large oaken table with chairs and a small wine cabinet.

H51. Laboratory

Stools, workbenches and desks are piled high with numerous large volumes of al-

chemy and magic and hundreds of arcane bits and pieces like skulls, strange locks and weird devices. Cauldrons and tubular glass mazes bubble with experiments in progress while a smokelessly burning fireplace roasts a reptilian form.

This is the Boss's lab. The 20 books here are all non-magical, but are worth at least 1,000 gp each. The arcane junk is mostly just that—junk. An illusionist can identify most of it. A potion of *gaseous form* is finished in a beaker near various poison liquids. Four finished *slink obedience amulets* hang on a peg. Twelve are under construction.

Locked in the desk are four silvery leaden flasks (prevent contents from being affected by *dispel* or *detect magic*). Inside each of the flasks are alien potions from the Negative Material Plane. They are used in the process of making slinks. If even *tasted*, they remove one energy level (saving throw vs. death magic).

H52. Red Hot Show

The room is empty. If the secret door is touched, three hidden portcullises drop from the ceiling and a *programmed illusion* begins: a hostile, huge, ancient red dragon barges through the shakey north wall and breathes at whomever looks at it.

If the adventurers are expecting an illusion and say that they are disbelieving, their saving throw may be made at +6 bonus to the roll (although remember those characters who sampled tidbits in area #H16a may not be able to disbelieve a thing).

Dutch will use this trap to screen his escape if necessary.

H53. Cash Cache

Nearly invisible, a 1 foot diameter circle on the north wall is a secret door protecting a niche that contains four 5,000 gp diamonds. This is Dutch's escape money which he grabs on the way out.

H54. Exit, Stage Left

An illusory wall hides this rough tunnel, an escape route leading 500 feet to a copse of trees north of the castle. A *programmed illusion* of a 10 foot diameter stone ball will roll south down the corridor behind Dutch, doing 8d10 points of damage to those who do not either successfully disbelieve or who do not dive for the narrow space where the wall meets the floor (and requiring a Dexterity Ability Check).



H55. Big Trouble

The northeast 20' square area is magical; it is a *hallucinatory terrain* covering a 10-foot-deep pit with poison spikes in the bottom. Characters who step on the area must make a Dexterity Ability Check to avoid falling in. Otherwise, the number of spikes which strike is equal to the AC of the victim without shield or Dexterity bonuses. Each hit does three points of damage and requires a separate saving throw vs. poison (or die in 10 rounds).

The guardian, a smallish fire giant skeleton (originally named Bill, from the Shrine of Chrysomor) normally stays in the pit. If the terrain is *dispelled*, it rises up to strike at any in the room with a huge club. The skeleton has no treasure and may be Turned as a ghast.

H56. Hidden Hoard

A *permanent illusion* of walls makes this room seem to be 20-foot-square. This small area contains two large, locked chests, each trapped with a *glyph of warding* (14 points of electrical damage) and each contains 5,000 sp and two potions of deadly poison (saving throw vs. poison or lose d4 points of Constitution per round until dead—Constitution recoverable at 1 point per day). The illusory walls will function in all ways as real ones, unless they are detected as illusions and then disbelieved (at normal chances).

The room is actually bigger, with three large, locked chests at the north end. They are trapped with the same *glyphs*, but with the password written in *illusionary script* (readable by illusionists only) on the lid of the center one. They each contain 5,000 gp and:

- 20 100 gp gems, potions of extra *healing* and *gaseous form*, magic-user scroll with *read magic*, *locate object*, *rope trick* and *tongues*.
- 20 500 gp gems, potions of *polymorph self and speed*, *bracers of defenselessness* (AC12).
- 20 100 gp gems, potions of *water breathing* and *extra healing*, and a clerical scroll of *slow poison* and *remove curse*.

H57. Den

Although richly furnished and quite comfortable, the room is empty and contains no valuable items (although a painting on the wall is a detailed design of the master slink control symbol).

H58. Intruder Alarm

Although this room is empty, anyone opening the door triggers another *programmed illusion*. The room appears to be a plush bedroom, in which a middle-aged man is in bed with his wife, awakening as the door opens. The man pulls out a wand from beneath the pillow as his wife screams; then begins shooting *fireballs* at the intruders (for 30 points each, saving throw vs. magic for half damage). The illusory characters will seem to react normally to attacks (bleeding, etc.) but will continue screaming and shooting for the duration of the illusion (13 rounds).

The noise alerts Dutch to make his escape.

H59. The Boss

This is the study of Dutch the illusionist, faithful servant of the Evil Tangg-lord Krellokk. Dutch lives alone, but is never without his pet jaguar, Phantasm. Both are awake, and if alerted; Dutch, his pet and his valuables will escape through the north secret door.

NPC Capsule

Dutch of Garythane (The Boss)

Level 13 Illusionist

Strength 13	ArmorClass—4
Intelligence 17	Hit Points 50
Wisdom 12	# Attacks 1
Dexterity 18	Base THAC0 16/13*
Constitution 16	Base Damage 6
Charisma 18	Combat Bonuses —
Comeliness 14	Alignment LE

Equipment: *Bracers of defense AC4, cloak of protection +2, ring of protection +2, brooch of shielding* (40 hp charge), *dagger +2, wand of frost* (52 charges), *elven boots*, twelve darts, silver shod staff.

Spells

Level 1: *Change self, color spray, detect invisible, hypnotism, wall of fog*

Level 2: *Blur, detect magic, improved phantasmal forces, invisibility, misdirection*

Level 3: *Hallucinatory terrain, non-detection, paralysis, spectral forces*

Level 4: *Emotion, improved invisibility, phantasmal killer*

Level 5: *Project image, shadow magic*

Level 6: *Programmed illusion, shades* (usually creates either an earth elemental or a fire giant).

Phantasm—Jaguar: AC 6; Move 15"; HD 4 + 1; hp 25; #AT 3+2; Dmg d3(x2)/d8 plus two rear claws if both front claws hit for d4 + 1(x2); THAC0 16; SA rear claw attack; SD surprised only on a 1.

Notes: Dutch is a handsome man of about 40, with salt-and-pepper hair and beard and twinkling eyes. A human native of Garythane, he serves Evil and Tangg-lord Krellokk with a willing gusto. He enjoys the pleasures power and domination of the weak can bring to him, but lives a solitary life, unable to find satisfaction in things that are real.

Dutch commands the respect and fear of his followers, but has little consideration for them. All are expendable—even his apprentices and lieutenants.

Whenever illusions of some note are to be found in this adventure, assume Dutch to be behind them.

H61. Secretive Passage

These dusty rooms and chambers hold little interest. Anyone who investigates more than 10 feet past area #H61 will feel a *suggestion* to turn around and forget about this area. The character must make a saving throw vs. spells every 10 feet at a cumulative —1 penalty to the roll each time. There is something very powerful down this corridor that wishes not to be disturbed—at least in this adventure!

DM's Epilogue

If the adventurers are successful, Evil will be routed from Hydell. The surviving guardsmen will flee (returning later to loot their employers' treasures). Allow the adventurers a reasonable amount of time to sack the complex; a number of magical items in Parlee's and Dutch's hoards will be useful later in the epic.

Back in Nimbortan, the townsfolk will demand that the slink owners destroy or deactivate their zombies and give them decent burials. Resentful owners comply, but there is talk of a formal investigation of the town council. Grisson Oyle (if still alive) flees town (to Felonius). The Monitors are placed under the leadership of the High Sheriff, Gurney Dain and the Monitor Guildmaster, Blane Thurgudman is exiled from the town (to reappear elsewhere). A recovered Timber Tullane at the Inn of Fourteen Virtues will offer the party lodging at more reasonable (1 gp/night) rates.

At Hydell, vigilante groups from Nimbortan will cleanse what the guardsmen



leave behind, lynching any guards they capture. Exercising an ancient statute, MacKurian establishes the High Council's claim to Castle Hydell and its contents and under Sheriff Dain's leadership, the Monitors set up a guardpost in the bailey of Castle Hydell, thus blocking subsequent treasure hunters.

MacKurian will use his scrolls of *resurrection* and *raise dead* to aid the party's fallen.

Even if the Evil leaders escape, many will reappear later in the epic. Unless the PCs manage to destroy Dutch's physical body completely and without a trace, Tangg-lord Krellokk ensures that he will come back. Even fragments can be *cloned into* a new being.

Tuke, who may escape by hiding, will come back to wreak revenge on the PCs, striking when they least expect it.

Parlee will not survive the adventure—even if she escapes. By the end of the adventure she will have discovered that Dutch is killing people to keep up the zombie supply. This leads to her forswearing Evil and her swift death at the hands of her former masters. She reappears in the Caves of Time in another form.

Slad, if he survives, is absorbed into the depths of Garythane, a minor cog in the ponderous wheels of Evil.

Notes

Interlude in Darkness



Dusk: Garythane

As the sea quenches the fire of the setting sun, the blood red towers of Garythane twinkle an eerie violet. In the growing darkness, throbbing drums reverberate through the citadel of Evil, waking its denizens' to burdensome toil in endless service to their sinister master.

Deep within the overlord's palace, the pungent tang of incense does little to camouflage the fetor of the dark room's occupant as he gazes into a crystal orb with his remaining eye, its crimson glow tainting the gem's fading blue radiance.

Tangg-lord Krellokk champed his dry teeth together, ignoring the fragments of flesh and enamel that splintered off—they would regenerate later. Across the chamber, the air flowed and rushed outward, creating a small breeze as the cloaked form of his chief agent materialized before him.

"One," he whispered dryly to the shadowy figure, "you failed to predict Northending's presence in Nimbortan, their mercenaries have all but ended our operation there. Losing Dutch has cost us dearly."

"Milord, the chance that foreign condottieri would intervene for the High Council at Hydell was both unlikely and unfortunate. Tis true that sieur Ducheval may be gone, but I have dispatched couriers to locate the man or his remains," One replied evenly as he moved into the eye's red glow, his own golden mask shimmering like molten metal. "We have lost a skirmish here, but the grand plan goes on. Do not look for further embarrassment from MacKurian's hirelings—I have assigned their demise to a tool already in place."

Krellokk's face cracked and fissured into what One assumed to be a smile.

"Good," rasped the voice behind the glowing eye, "then all is in place for our little game?"

"Aye milord, the High Council will know that Elkhorn Fisk has lost the dragon potions e'er nightfall and as they move to counter us at the Empyrean Crypts and save Falx and their other precious pet dragons, we shall move to capture the real prize. Their trust in me shall be their doom—the Egg will be yours before the sun sets tomorrow!" At the word "dragons," Krellokk raised a withered, flaking hand towards his empty eye socket and croaked, "The Egg and Falx's head, if you please."

One smiled.

Dark of Night: Nimbortan

One's tool in Nimbortan is the half-orc

cleric/assassin Bludgeous. Several days after they return from Hydell, he will try to kill all the party in one night.

NPC Capsule

Bludgeous of Neang Kazar

Level 4/9 Cleric/Assassin

Strength 16	Armor Class 2
Intelligence 10	Hit Points 40
Wisdom 14	# Attacks 1
Dexterity 17	Base THAC0 16
Constitution 12	Base Damage d8
Charisma 5	Combat Bonuses —/ +1
Comeliness 13	Alignment NE

Equipment: *Dagger +2, Bracers of defense AC2, longsword, potions of gaseous form and invisibility (x3) and dust of disappearance.*

Spells

Level 1: *Command, cure light wounds (x2)*

Level 2: *Silence 15' radius(x2)*

Before dinner, the assassin drugs the food served to the entire inn. By itself, the drug serves only to put sleepers into a deep sleep (requiring a Constitution Ability Check to wake up); but when combined with poisons, it penalizes saving throws by 3. Before slipping out, the disguised Bludgeous (base 2% detection chance) offers to buy the "saviors of Nimbortan" a last round of drinks—his personal trademark.

In each room, he places 1d4 ear seekers (tiny insects) into any hats or helmets or under pillows. Any boxes, scroll cases and bags are trapped with poisoned slivers (d10 poison damage if not found and removed). Lastly, he sprinkles the PCs other belongings with contact poison (type B insinuating poison from *DMG*, p. 20—25 points of damage each time an item is touched).

As the PCs sleep, he fills their rooms with poison gas (type A ingestive poison—20 points of damage). Characters may attempt to wake up at this point.

A trip wire across each room's door requires a Dexterity Ability Check, otherwise the character will fall on 1d20 poisoned glass bottle shards strewn on the floor for 1 point of damage each plus 2 points of poison damage (separate saving throw for each).

The first character to burst into the hallway will be struck from behind (+4; d8x4) by an *invisible* Bludgeous (who immediately becomes *invisible* again and flees Nimbortan).

Dawn

MacKurian and Speaker Ekko of Nimbortan will try to undo any damage (including deaths) that occur because of Bludgeous. On a day's notice MacKurian can perform up to four *raise dead* spells, but this will weaken him into terminally ill health.

Days later, the innkeeper quietly rouses the PCs just after bedtime to meet with an ill MacKurian and a pair of lovely, silver-haired ladies, wearing a fortune in antique jewelry. MacKurian introduces the older woman as Sillitellimut and a tall, stocky young maid as Alice, but does not immediately explain their presence here.

Instead, he tells of five potions of *silver dragon control* that were charmed away from the caravan of Elkhorn Fisk last night by a vampire. The merchant was able to contact young Alice on her morning patrol and she of course reported to Falx and Falx sent her to the Council, which in these parts is himself. At this point MacKurian realizes that he has not explained that Falx Templamut, and his wives Sillitellimut and Big Alice are silver dragons, allies of humankind in New Empyrea—Falx fought against Evil in the War of Ending over two centuries ago.

At the High Council's request, the dragons have blockaded the entrances to the Crypts of Empyrea, the lost burial grounds of the old Empyrean Kings; now a den of unknown Evil. Falx has repelled several desperate escape attempts by humanoids; but, alas, has paid little heed to flitting bats.

All fear that the potions are now in the crypts and signs indicate that an escape attempt in force, using the potions, will probably occur at dusk this evening when the vampire stirs again.

Falx stubbornly refuses to leave his treasure hoard unguarded, but cannot safely defend it against the threat of the five potions. MacKurian looks meaningfully at the party and states that the potion bottles are easy to recognize, being of a leaded silvery ceramic. Falx has offered a choice of powerful magical items for each potion removed from the crypts.

If the party accepts the challenge they have the night to prepare themselves. While it is still dark, they accompany the two women to the edge of town where the transformation back into dragons occurs. A wagon strung on ropes between them serves as a precarious gondola for the flight to the crypts. High above the countryside, they begin their descent down to a plateau in western mountains south of Fairway just as dawn rises rosy-fingered behind them.



Crypts of Empyrea

Encounter Setting

During the Age of Kings, the nobility of ancient Empyrea built these catacombs to house their mortal remains. From here, their eternal spirits could gaze down upon the lesser tombs below and contemplate the setting sun. All this came to an abrupt end with the War of Ending and memory of these crypts passed from the minds of men.

But the Tangg-lord remembered and two centuries later, he turned the crypts into breeding pits for trolls and wererats.

Yet the complex is little more than a playing piece in his greater game. Six months ago, he *allowed* the forces of Good to find it and let the dragons remain as a blockade. The acquisition of the *dragon control* potions by the vampire has drawn the attention of the High Council to focus on the potential danger to their draconic allies. Meanwhile, Krellokk's agent "One," someone whom the council trusts, intends to use the attention here to disguise the theft of the Egg of the Phoenix.

The party arrives on the ledge outside the crypts just after dawn. As Alice and Sillitelimit go into their lair, Falx Templamut, grandson of Bahamut, greets them and confirms MacKurian's promises. The dragon gestures toward the four weathered crypt openings and urges the party to complete their mission before dusk.

The walls throughout the crypts are normal stone and climbable by classes with climbing ability, with the exception of areas #E8, #E9 and #E10 (as noted for each area).

All doors in the crypts are locked unless noted otherwise. If the lock on the door is successfully Picked, it may be opened silently. Except where noted otherwise, a *knock* spell will open any door.

Secret doors may only be opened by a successful Open Doors roll (based on Strength) or with a *knock* spell.

Although the party has a good description of the potions, a *locate object* spell will NOT be successful in locating them UNTIL one has been found and studied carefully. Thereafter, the *locate object* spell may be used to find potion bottles when they are within its range (in areas #E5, #E6, #E8, #E10d and #E14). The spell will give direction (including vertical coordinates), but not range. Clever players may use this to deduce the depth in some areas of the complex.

Time Records

The party is working against time in this adventure. They start at 7:00 AM and have

until 8:30 PM— approximately 81 turns. When the PCs enter the complex (any entrance), begin marking off time on the DM's Time Record for Crypts on page 49. At 8:30 PM, Thane Linkoman wakes (if not awake already) and begins the attack.

Organized Defense of the Complex

If an alarm is raised, the thieves will defend the complex in an organized, intelligent and preplanned manner, manning strategic points, patrolling the halls, and using all devices, traps and weapons in their possession, fighting from advantage when possible. Individuals fight bravely, but with thought to their own personal safety— they are thieves, not berserkers.

The thieves will not leave their fortified area (areas #E9 through #E14 and connecting corridors) unless forced to by one of the vampires, and even then, they will go anywhere but the crypt (area #E6). They may, however, turn loose the wererats from area #E8 and/or the trolls from area #E10 to save themselves. The thieves will not alert the vampires (in area #E5) unless they are losing badly and near defeat.

Successful Potion Recoveries

When the party leaves the caves with one or more potions of *silver dragon control*, Falx will trade them one (or more) magical items per potion (do not include these items when calculating experience points). The party may select items from those listed below. The DM should award the party 2,000 experience points for each potion they retrieve.

After tasting and identifying a potion, Falx will smash it. However, if asked, he will merely pour the potion out onto the ground, allowing the party to keep the bottle (the leaded, silvered ceramics are not subject to *dispel magic* effects— such as in area #E1).

The party may reenter the crypts as often as they wish, building up their stock of items as they find more potions, but Falx will not let them rest long enough to relearn spells— dusk comes too soon (8:30 PM).

Items Available from Falx

Armor: Any +3

Weapons: Any +3 except missiles

Scrolls: Clerical only; up to five spell levels
OR *Heal* OR *Restoration*

Potions: Any except poison or *oils*; four potions count as one item

Wands: ONLY *magic detection* or secret

door and trap detection, 15 charges each
Rods: *Rod of cancellation(only)*

Staves: *Staff of curing* or *staff of striking*, 8 charges each

Rings: *Ring of warmth* or *ring of fire resistance* (only)

Miscellaneous: *Boots of levitation*
Bracers of defense, AC2

Dust of appearance

Javelins of piercing (two count as one item)

Helm of comprehending languages and reading magic

Keoghtom's ointment(one jar)

Necklace of adaptation

Rope of climbing

Encounter Key— Map VIII

The Cave Entrances

E-A. An Undead End

The left branch of this corridor leads to a dead end. When the adventurers reach this point read the following to them:

The rough corridor ends abruptly in a wall of deep, featureless black. All of you feel a cold, prickly sensation at the nape of your necks.

The black wall (area #E-A1) is a *deadgate*, a portal to the Negative Material Plane, usable only by undead. It feels cold and smooth and imparts a momentary numbing tingle to the toucher. It cannot be passed through by the living. A lone spectre lurks here and will surprise the party. It will always miss on its first swing, but (if not Turned) will fight normally thereafter. If turned, the spectre will flee through the *gate*, never to return.

E-B. Entrance to the Complex

The corridor leads to the entrance into area #E1 on Map I.

E-C/D. Midnight Goo

Debris and rubble fill the cave, creating several piles as tall as a man. The debris seems to have flowed outward from an opening in the north wall.

Area #E-C1 is a steeply sloping shaft that leads upwards about 20 feet to a dead end. The shaft is the receiving end of the *dimension door dump box* in area #E15a. The encounter area surrounding area #E-C1 contains only nonorganic and nonmetallic debris from inside the complex. This is the complex's trash dump. There is no treasure.



A medium-sized black pudding clings to the sloping ceiling of the niche (area #E-C1). It will attack if anything approaches it from either the room or the shaft (attacking with surprise if it can drop unsuspecting from the ceiling) and will give chase only until either corridor turns southward, as it will retreat from the sunlight. Once aroused, it will not quickly return to the niche, but will linger near the encounter area.

E-E. To the Dragons' Lair

The 30-foot wide by 25-foot tall cave mouth slopes downward to the lair of the three silver dragons, Falx Templamut and his wives, Big Alice (an adult (age 5) silver dragon) and Sillitellimut (an ancient (age 8) silver dragon). Both wives speak, but neither uses spells.

Although the PCs and Falx are on the same "side," the dragon does not invite the adventurers into his lair. He sees no need to incur risk to his family or his precious treasure hoard. Falx and his wives will gently, but firmly repel any intruders from the adventuring party.

NPC Capsule

Falx Templamut, Very Old Silver Dragon

Spell Book

Level 1: *Comprehend languages, detect magic, enlarge, light, magic missile, read magic, shield, sleep*

Level 2: *Knock, mirror image, web, wizard lock*

Level 3: *Dispel magic, hold person, lightning bolt, tongues*

Level 4: *Dimension door, Rary's mnemonic enhancer, wall of fire*

Notes: Falx Templamut is an old silver dragon and a grandson of old Bahamut himself. He has served the cause of Good and the Council of Elders his entire life. Like most dragons, he collects things of value; however, Falx prefers to collect antiques. In human form, he and his wives are often bedecked in ostentatious clothing and jewelry, like overdressed nobility.

At the beginning of the adventure, Falx will have selected the following spells: *magic missile* (x8), *mirror image, web, dispel magic, lightning bolt, Rary's mnemonic enhancer* (x2, but already used to learn the added *magic missiles*).

The Complex

E1. Entrance of Ex-magic

You stand at the entrance to the long-dead history of Emyrea. Beyond these three carved doors are the crypts of kings and nobles. The passage of time has worn the once-bright wall paintings away to faint whispers that tell of Emyrea's legendary founders.

Thane Eldreth Linkoman, the magic-user vampire (see area #E5) stole more than just the dragon control potions. Amongst the numerous items he acquired were several scrolls of permanency. He has used them to make permanent a *dispel magic* effect in this chamber. The affected area will *detect* as magical, but cannot be *dispelled* by the adventurers (A *permanency* can only be *dispelled* by a caster of equal or greater level than the original caster—in this case, the 17th level wizard who created the scrolls). The effect will remove all spells in effect and prevent other castings as if thrown by a Level 9 magic-user and will neutralize all unprotected potions (see below).

Roll for spells in effect and items found, as needed, each time the party passes through this area. Unless the party attempts spell casting or has spells with visible effects (such as *light* spells) in use, the DM should not make the room's effects known to the adventurers until they attempt to use affected items.

Note: the potions of *silver dragon control* are in bottles especially protected against *dispelling* (see Encounter Setting).

Careful search of the room will reveal a small note scratched in the north wall, very near the floor, which reads:

"Crypt west, rats east"

E2. Crypt Entrance

The dry stench of the long dead grates your nostrils as the door opens. The rough catacomb walls are pocked with deep with shadows formed by niches, shelves, pigeon holes and alcoves; all containing the crumbling remains of the noble dead.

Six 10 foot square alcoves line the walls of this chamber. In each alcove, pairs of wights wait for intruders to pass. Roll for surprise normally for each pair of wights. Lack of surprise means that the wights jumped out of their alcove too soon, before the party reached

them. If the party is surprised, a cleric can only turn one pair of wights each round, and (unless they are surprised themselves) the wights will be flanking the front of the party. If turned, the wights will flee for 2d6 rounds towards the closest of either their lair in area #E3 or into the Crypt (area #E6).

E3. Wight Warren

The reek of ancient decay and rotting garbage is overpowering. The chill air and a low, unearthly moaning make your teeth ache as you enter this rubbish-filled mausoleum.

This reeking, rubbish-filled chamber is the dwelling of eight wights, along with any additional wights who arrive from area #E2 due to turning. If turned, they will line up along the north wall and if approached by the Turning cleric, will move to avoid him or her. If approached by anyone else, they will attack and defend normally. Their treasure, covered by trash, takes five minutes of searching to discover and consists of 1,000 cp, 6,000 sp, 4,000 gp and 10 matched fire opals, each worth 1,000 gp.

E4. Forgotten Cubicle

The secret panel in the wall swings inward to reveal a small, rough-walled and low-ceilinged, musty 10-by-10-foot cubicle. More sensitive nostrils can detect a faint spicy, smokey odor in this empty room.

The secret door must be found to get into this area. If the PCs successfully Find Traps or cast *detect invisibility*, a small hole can be found in the middle of the east wall. This hole is the end of a small (1/4" diameter) tunnel that leads to the vampire lair in area #E5.

E5. Vampire Lair

The narrow tunnel opens onto a rough, undecorated crypt occupied by a pair of undistinguished, closed coffins. A dusty brass bell hangs from a torch sconce. From it, an attached wire leads up to a hole in the ceiling.

The location of this room is secret, known to no one other than the vampires; Thane Eldreth Linkoman (an undead level 9 magic user) and his female companion, who sleep during the daylight hours, unless awakened by the thieves signal (a lever in area #E9a



that rings the bell).

Thane Linkoman's coffin is the one near the south wall. The treasure is divided between the two coffins. The treasure in Thane Linkoman's coffin consists of 1,500 sp, 3,000 gp, nine 1000 gp emeralds, clerical scrolls of *raise dead*, *heal*, and *restoration* (x2), and the potion of *silver dragon control*. The other coffin contains 1,500 sp, 3,000 gp, five 1000 gp star rubies, *potion of polymorph self*, *gauntlets of ogre power* (worn by vampire).

If the vampires are attacked while they sleep, they will be surprised for the first round. Thereafter, they get up to attack normally. Thane Linkoman will initially use spells and his wand, in addition to Charming attempts. His companion will use the *gauntlets of ogre power* to enhance the physical damage effects of her attacks. The vampires will initially attempt to destroy the intruders, but if they have little success after two rounds, they will turn gaseous and escape with Thane Linkoman's spell books to plan their assault.

NPC Capsule

Thane Eldreth Linkoman, Vampire Magic User

Equipment: *Ring of protection +3*, *wand of lightning* (10 charges)

Spell Book

The spells marked with asterisks (*) are those that Thane Linkoman does NOT have if awakened in his coffin. If alerted ahead of time, he will usually take the time to relearn one or two.

Level 1: *Magic missile*(x2), *reduce*, *sleep**

Level 2: *Darkness 15' radius* *, *invisibility* *, *mirror image*

Level 3: *Dispel magic*, *gust of wind*, *hold person* *

Level 4: *Fire trap**, *minor globe of invulnerability*

Level 5 *wall of force*

Notes: Thane Eldreth Linkoman served Tangg-lord Krellokk in life during the War of Ending; but has served him even longer. Thane Linkoman is the Tangg-lord's "muscle," sent here to keep the motley crew of thieves in line with the evil lord's plans.

E6. Travails from the Crypt

If the party descends from area #E2 read the following:

At the base of the stair, an open archway vaults the high corridor. Hands long-dead have carved strange, unsettling runes deeply into the stone.

If the adventurers cast *read magic* on the runes (and they do *detect* as magical), their meaning appears:

*"Enter Not the Lands of the Dead,
Lest Ye Be Entombed in the Frozen Waste"*

On the reverse, the arch says the same thing, but someone has added the inscription, in common (which can only be found if the party searches the north side of the arch:

"Beware the mummies"

When the PCs enter the crypt (from either the north or the south for the first time, read the following:

The corridor opens onto an immense chamber carved from the brown native stone. Your strongest lights do little to illuminate the cavernous darkness. Yet in the gloom, you can just make out the looming shapes of massive pillars and beyond those a faint glimmer of silver.

The DM should reveal only as much of the area as light permits. The entire area will seem blue, cold and featureless to infravision. The unlit crypt is unusually cold— cold enough to begin numbing unprotected (unarmored) characters after three rounds, cumulatively reducing the characters' Dexterity score by one for each successive round (up to a maximum loss of three points).

The corridor and the room, in fact all areas to the north of the corridor (or to the south and west of the secret northern stair), radiate Evil. There are four large stone pillars near the center of the room, each 10 feet in diameter. In the exact center of the room, between the pillars sits a silvery potion bottle. It is one of the potions of *silver dragon control*. The potion sits in the middle of a 10 foot square *glyph of warding* (fire) which will explode if entered by any *living* being (14 points of fire damage, originally set by Parlee of Hydel).

Attached to the bottom of the bottle is a wire which runs into a small hole in the floor. It can only be found by a successful find traps attempt. If not removed, the trap



triggers when the bottle is picked up. The wire rings a *chime of hunger* concealed in the ceiling, causing all within 60 feet to ravenously dig into their packs for food during the first round (no saving throw) and then make a saving throw vs. spells to break the effect (a new chance each round).

When the potion bottle is picked up (whether still trapped or not), it will release a small, undetectable pressure plate which causes the eight mummies buried under the floor (at the points marked "M" on the map) to rise up and attack. They move in from all directions, chasing the nearest invaders. Note that a cleric can only turn Undead in one direction at a time (roughly a 60 degree wedge). Each attempt to turn requires one round.

If turned, the mummies will return to their resting places beneath the floor. They never leave the crypt (area #E6).

If the room is searched before touching the potion bottle, the party will find the cracks in the floor that outline the mummies' pits. However, in doing so, the adventurers may come too close to the brown mold in the center of each wall (except the south wall). The mold blends with the walls so as to be almost invisible. If a torch, burning oil or magical fire comes within a 5-foot range of a mold, that mold will grow to a 10-foot-square patch, a 20 foot square area or a 40-foot-square patch respectively. Under each original patch of mold is a small niche containing two potions of *gaseous form* (six in all). The *cold* attacks which can kill the mold or cause it to become dormant will not harm the potions they hide.

E6a. Secret Door

This secret door leads to a stairway which descends 10 feet to the crypt from the hallway connecting area #E7 with area #E9.

E7. Reception Room

Read the following when the adventurers approach or enter the map grid square containing the number 7:

The corridor ends abruptly here. A lever in the west wall shows signs of frequent use while close inspection reveals a thin, smooth crack in the floor and both east and west walls, approximately 10 feet from the north end of the passage.

The northernmost 10 feet of the passage is an elevator that descends (floor, east and west walls and ceiling) 20 feet to a lower level at the rate of 10 feet per round. The le-

ver activates the elevator and cannot be pushed or pulled sideways, but can be pulled down. Use of a long item (such as a pole arm) would allow the lever to be depressed by someone standing on the elevator. Otherwise the character who does the pressing must make a Dexterity Check (subtracting five points from the die roll) to jump onto the descending elevator.

E7a. A Charming Fellow

A cloaked figure holding a pole waits near the bottom of the 20 foot elevator shaft. He is the *Watchman*. He cannot be seen from the top, but if the characters are watching as the elevator descends, an opening appears along the bottom of the north wall and slowly widens to reveal his presence. He will not make any hostile actions, but when the elevator nears the floor (or if any spells or attacks are begun by the party) he will say "*BONZO*," triggering his *rod of beguiling* and *charming* everyone for a turn (no saving throw applicable, although monks of level 9 or higher have a 50% resistance to the effects of the rod).

Do not repeat the command word used by the Watchman, especially if asked by the players! In this subsequent encounter, the DM should inform the party of their actions, and only ask those characters who resisted the *charm* for their actions and responses.

The Watchman will get the party to approach the eastern door (area #E7b), claiming that some gargoyles keep raiding him and asking that they be taught a lesson. He will approach the levers in the west wall; explaining (if asked) that one sends the elevator up, one opens the eastern door and the last one opens the north door (not revealing that it actually rings an alarm in the guardpost at area #E9a). After making sure that the party is ready for the door to open (that is, entirely to the east of the dotted line on Map VIII), he will pull lever #1, which causes the eastern section of the floor (30 feet x 20 feet) to swing down, dumping the adventurers down a slide trap into area #E8. The slide returns to its normal position, as the solid floor of area #E7, in two segments.

If any character attacks the Watchman while the party is in the room, the Watchman will cry for help. If this situation occurs, the party MUST then do everything in their power to help their "old friend" the Watchman and stop the pointless attacks of the stranger(s) within their ranks (using restraining or nonfatal magics and combat, such as *hold person*, *web*, tackling, etc.). Note that two or more party members can

automatically tackle and hold down a monk unless the monk (with vastly superior movement) does nothing but evade them.

If attacked while going for the levers, the Watchman will dump the remainder of the party first, then attempt to *beguile* the attacker again before drawing his sword. If badly injured, the Watchman will try to pull lever #3, alerting the guardpost at area #E9a. Note that if he is stunned, the Watchman cannot pull any levers, but will merely stand and try to defend himself.

The levers (counting from the south) cause the following actions:

Lever #1 dumps the victims down the slide trap.

Lever #2 causes the elevator to rise at the rate of five feet each round.

Lever #3 sounds the alert at the guardpost (area #E9a).

NPC Capsule

The Watchman

Level 5 Thief

Strength 12	Armor Class 6
Intelligence 14	Hit Points 20
Wisdom 9	# Attacks 1
Dexterity 17	Base THACO 16
Constitution 11	Base Damage d6 +1
Charisma 10	Combat Bonuses —
Comeliness 9	Alignment NE

Equipment: Leather armor, short sword, handsome cloak, *rod of beguiling*, 300 gp in gems in pouch.

E7b. False Door

This secret door is detectable as such only by a successful Find Traps roll or spell; otherwise, it appears as a normal door.

E8. Wererat?— Here Rat!

If the adventurers are entering the wererat breeding area for the first time, read the following to them:

The hideously intense stench of generations of trapped animals is near overpowering. Around you on the floor, you can sense more than see slinking, red-eyed, semi-human and ratlike forms. It is difficult to assess their strength; but they are easily two or three times your own number and the intensity of their shrill squeaking and furtive shuffling is rapidly increasing.

There are 32 wererats in this large, dark,



very smelly room. Eight are at the point marked 8c and 24 at the point marked 8b. The ceiling of the room is 40 feet high. The walls are slippery and smooth, impossible to climb unless magical means are used.

The wererats will attack anything entering the room unless first spoken to in Thieves' Cant, a language of which they know a few words. If addressed in Cant, check reaction normally with a +15% bonus. The adventurers may attempt to bargain their way out of this by bartering with the wererats' leader, a grizzled male whose name translates as "Big Boss" in Cant.

Big Boss will demand all the adventurer's food and will ask for any flashy objects that he can see on the characters' persons. This will buy safe passage. Further negotiations can be made for the potion of *silver dragon control* in the northeast corner of the room. Although primitive, Big Boss drives a hard bargain.

If combat occurs, note that a *cloudkill* spell will slay the wererats in a most convenient fashion. It should be cast to move toward the rats in the south end, regardless of the party's point of entry. If so, it will slay all 24 in that area, leaving only the eight at point 8c to be fought in other ways.

The wererats have accumulated treasure

over the years, taken from intruders or received as rewards from their masters. The treasure, stored in the room's northeast corner includes: 8,000 sp; 3,000 ep; 8,000 gp in 12 miscellaneous gems; three scrolls— a clerical *raise dead* and cure *critical wounds*, a magic-user *cone of cold* and *ice storm*, and a curse (Intelligence drops to 3; curable by remove curse); and of course, one potion of *silver dragon control*.

E8a. The Door

At the foot of the stairs, the north door has a small sign on it. If read, the reader takes 1d4+9 points of damage (no saving throw) from a fiery explosion, and all within 10 feet must make a saving throw vs. spells for full or 1/2 damage. It is a *fire trap*, placed by Thane Eldreth Linkoman, the vampire magic-user. When the trap is detonated, it will burn the door to ash and charcoal in three rounds. On the north wall of the cubicle behind the door is another small sign. This one is not a trap and reads:

"Beware! Do Not Enter! Lycanthrope Breeding Room!"

No noise can be heard inside the room.

Spy Doors

Areas #E8 and #E10 can both be viewed from spy doors in the walls high above the floor. The doors are used for the purposes of feeding and observation and are located as noted on Map VIII, about 5 feet from the ceiling in each case. Each Spy Door can be seen as a faint outline in the stone wall, about 3 feet square. These doors cannot be opened from within the viewed room unless a *knock* spell is used, but will open easily from the other side.

E9. Guard Post

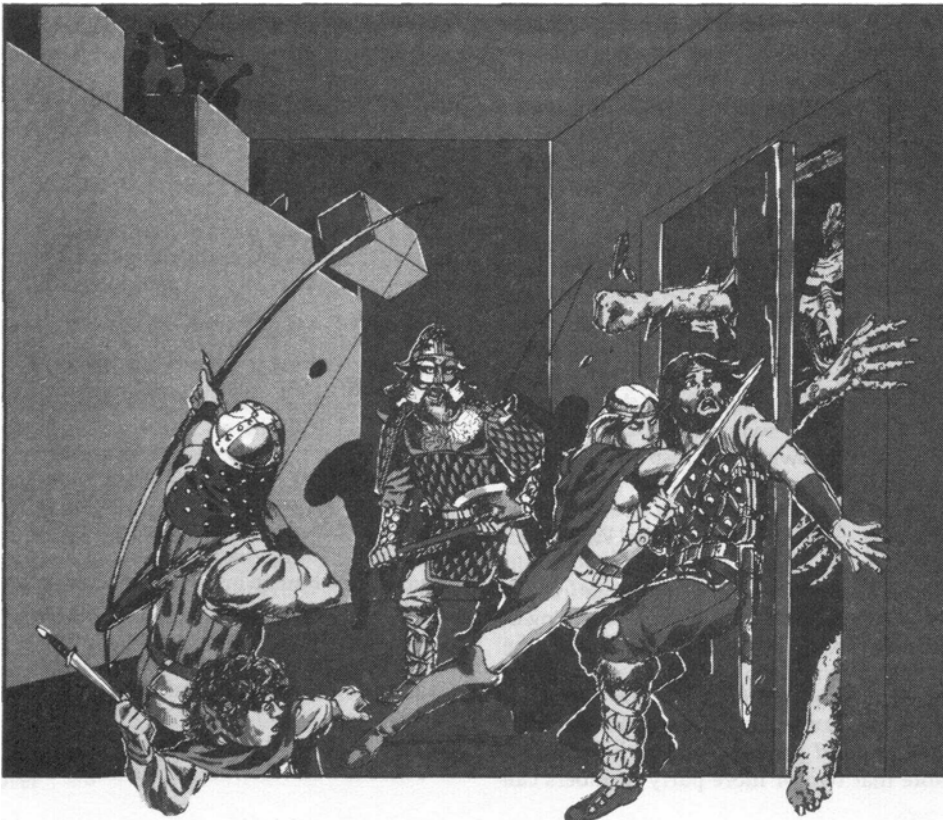
If the players enter from area #E7, read the following:

Like a crenellated castle wall, the 20 foot high battlements of the guard post towers above you. You glimpse the shadowy forms of men behind the blocks atop the wall.

A squad of six thief guards is stationed here atop a 20 foot high wall, behind rough stone crenellations (3 foot square stone cubes). A successful attempt at Hear Noise at door #E9b will detect their casual chatting in Thieves' Cant. Broken phrases indicate excitement about something that will occur soon and dissension about the lack of something. However, if alerted by the Watchman (area #E7), they will have four additional thieves with them and will be silent. The thieves always attack any non-thief humanoid they see (with the exception of the two vampires), using sling bullets until hailed in their Cant.

If they are attacked, they will use any and all of the defence mechanisms described below, triggering them with the six levers at point 9a:

- #1 **Closes and locks door #E9b;** the door can thereafter only be opened magically or by a Bend Bars attempt.
- #2 **Opens door #E9c;** the trolls therein will enter in groups of five, starting the round after the door is opened and every three rounds thereafter.
- #3 **Dumps the four battlement stones;** each striking any target directly below it (THAC0: 10) for d10+8 points of damage.
- #4 **Opens oil pipes** in the wall just below each battlement stone, spewing combustible oil down the wall (making it impossible to climb thereafter) and filling area #E9 at the rate of 1" deep per round. If ignited, all within the pool will take 3d6 points of damage from





normal fire per round—no saving throw unless the character stops all other activity to shield from it.

- #5 Alerts all other thieves** to the attack. One barracks room full of thieves will arrive in 1d4 rounds. *Guildmaster Garlet* (from area #E14) will also arrive in 1d4 rounds, bringing his useful possessions with him.
- #6 Alerts the vampires** to the attack, ringing the bell in area #E5. The female vampire will arrive in 1d6+3 rounds; while Thane Linkoman will study spells unless the bell rings again later.

Unless severely pressed, the thieves will not summon the vampires. It would mean a great loss of prestige to Guildmaster Garlet.

The DM should note that the guards atop the ledge are just out of the 10 foot range of the Watchman's *rod of beguiling* if it is used from the lower area (and the players must remember the command word to use it at all!).

The thieves here, for the most part, are not thoroughly evil. They respect their guildmaster, but hate the vampires. Most do not realize that Tangg-lord Krellokk is directly sponsoring this operation.

If peacefully approached by another thief, the guards will allow him or her to pass, pointing out some hard-to-see foot and hand holds in the sheer wall below the battlements. They will ply the stranger with friendly questions, for since the dragon blockade began six months ago, no *living* creatures have come in or gone out. They will not, however, give any directions and will become suspicious (but not hostile) if asked for some. For added interest and intrigue, if some of the thieves discover the true nature of the adventurers, several may wish to change sides for their own reasons. Use the NPC personalities given in area #E11.

E10. Troll Breeding Ground

Read the following when the PCs enter the area for the first time:

The floor of the room is covered with decaying debris and odious filth. Bones are everywhere. The walls are honey-combed with garbage-filled niches, bringing ancient catacombs to mind. A vaulted corridor leads to what seems to be a similar, adjacent chamber.

The 20 trolls in this area gather in clans of five, with each clan staking claim to one of the connected rooms (#E10a through

#E10d). Like the wererats, these creatures have accumulated a treasure trove and store it in one place, beneath the filth and debris in the southwest corner of area #E10d. The treasure consists of 2,000 ep, 6,000 gp, five mixed gems worth a total of 5,000 gp, *ring of protection +4*, *wand of illumination* (four charges), potions of *healing*, *climbing* and *silver dragon control*.

The trolls are not willing allies of the thieves, yet as long as they are fed, they see fit to remain in the pens. However, due to the dragon blockade, recent meals have been few and far between. Lower ranking trolls have gone without eating for several months now. They are hungry and will instantly attack anything vaguely edible that enters their lairs. If released by the thieves at the guardpost (area #E9a), they will attack both sides of conflict (if they can). They will not willingly return to confinement thereafter.

Even in these cramped surrounds, the individual troll clans respect the territorial claims of the others and will not trespass into an occupied area unless its owners vacate it (for any reason) or have been reduced to only two remaining members. Thus, the adventurers will have to fight no more than seven trolls at a time in this area. However, if entered or observed through a spy door (see area #E8 for complete description); the corridor entrance to area #E10d may be blocked (with a *web* spell for instance), leaving only five trolls to be fought to gain the treasure.

E11. Thieves' Barracks

Like most of the chambers in the complex, the thieves' barracks are converted crypts. After being looted of any valuables, the last vestiges of the former occupants were dumped down the *dimension door dump box* in area #E15a. Each of these rooms contains beds and foot lockers for its residents a wooden table and several chairs. Each footlocker is locked and protected by a poison needle trap—saving throw vs. poison or be paralyzed for 1d6 turns. The footlockers each contain 100 gp, 2,000 gp in gems and a potion of *healing*. The presence of thieves in each barracks room is described for each of those rooms. Refer to the Thieves Statistics Table for the information on these NPCs.

Barracks Ella. Four thieves (first guardpost reinforcements).

Barracks E11b. Eight thieves.

Barracks E11c. Eight thieves.

Barracks E11d. One thief. Residence of

guards currently on duty at the guardpost (area #E9a) and the Watchman (area #E7).

Naming Names

For added role-play possibilities, the DM may wish to assign the names and personalities that follow to one or more of the thieves in the complex, particularly those who may be initially encountered at the guardpost. These could be fellows willing to change sides.

NPC Capsules

Valric of Landsend, as youngest son of an impoverished noble family, he sought to improve the family's fortunes by adventurous means. Upper class background shows in his elegant mannerisms, but he cannot resist stealing.

Klipp the Fox, is the sneakiest and most untrustworthy person you'd care to meet. He would do anything for money and is always looking for the "angle" that will bring the big hit.

Mersyn Olan, A big, likable fellow; more comfortable with a rake in his hands than with picking locks. Constantly talks about owning land and farming someday.

E12. ...And the Cupboard Was Bare

Both of these rooms (areas #E12a and #E12b) are stocked with various non-magical and non-treasure, and *non-food* provisions. Each storage room has extra weapons suitable for thieves (clubs, daggers, darts, slings and swords) and area #E12b contains a *sling of seeking and speed* (*sling* +2, shoots twice per round) mixed in with the normal slings and noticeable only with a *detect magic* spell.

The lack of food fit for men will be obvious. Barrels of preserved and fresh food are empty and those labelled "For Trolls" and "For Rats" are dangerously low. The breakout scheduled for dusk is motivated primarily by hunger, not orders from Garythane.

E13. Snooper Slayer

This false door has a trap behind it, where it is undetectable except by a clerical *find traps* spell. The door is not locked and will open easily for whomever tries it (DM should note that this is different from all other doors in the complex). Behind it, triggered by the opening of the door, is a deadly spring-set bank of poisoned daggers. They will strike everyone in the 10 foot square area in front of the door.



Do not make "to hit" rolls for the daggers. The number that hit any one character is equal to the AC of the victim, calculated with Dexterity or shield bonuses (although the latter is included if the player states that the character has "shield up" when the door is opened). Each dagger that hits does d4 +2 points of damage and each hit requires a *separate* saving throw vs. poison (save or take an additional d10 of damage each turn thereafter for up to 15 turns). A *neutralize* or *slow poison* spell will affect all the poison, not just one hit's worth.

Triggering this trap will set off a general alarm, alerting all the thieves and the Guildmaster to the presence of intruders (as described in area #E9a for lever #5).

E14. Guildmaster's Residence

The ornate, but care-worn sign on the door before you reads "*Guildmaster Garlet*" in thieves' cant writing. The door is not locked.

In the northeast corner of the room, Garlet himself is dozing in his comfortable chair, feet up on the desk. If an alarm has been sounded, whether by the Watchman in area #E7, by the guardpost in area #E9a or by either of the traps at locations #E13 and #E15b, Garlet will be somewhere in the thief territory of the complex, leading a patrol.

The room contains the desk and its padded chair, a bed and chest of drawers, wooden table and chairs, and three large chests.

A secret compartment in his desk contains one potion of *silver dragon control*. The party will not be able to find the compartment nor the way to open it unless a *detect invisibility* spell is used, and will probably have to partially dismantle the desk to get at the potion.

The bottom drawer of the chest of drawers contains an assortment of 10 poisons, all in potion bottles (each poison will do d10 to 3d10 damage per turn). Other drawers contain blankets and clothing, all virtually worthless.

Chest #1 contains 2,000 gp, 10,000 gp in gems, and a scroll of *protection from undead*. Chest #2 contains a poison gas trap, not detectable unless the clerical spell, *find traps* is used. The trap fills the room with gas— all within must make saving throws vs. poison or die in three rounds.

NPC Capsule

Guildmaster Garlet Level 10 Thief

Strength 18	Armor Class 2
Intelligence 15	Hit Points 42
Wisdom 13	# Attacks 2*
Dexterity 18	Base THACO 16
Constitution 14	Base Damage d8 +1/ d4+1
Charisma 16	Combat Bonuses +1/ +2
Comeliness 12	Alignment N

Equipment: Leather armor, short sword, dagger (poisoned, but at -1 to hit, left handed), *Ring of protection* +2, *robe of blending*.

Notes: Guildmaster Garlet is a burly veteran of a large city guild, still brimming with vitality but just beginning to go gray at the temples. The man known only as "One" hired him five years ago to lead the thieves at this outpost. He is very concerned about his reputation, even out in the middle of nowhere. Only grudgingly has he accepted that a breakout maneuver is needed in order to resupply the dangerously low food stores.

Garlet will waken if any loud noises are made in the corridor. If he is still asleep when intruders arrive, a thief can quietly open the unlocked door, sneak in, and strike from behind! If alerted by noise or alarm, he will be ready, using his *robe of blending* to hide (detectable only by characters of 15 Intelligence or greater, at 1% per point). He will, in that case, be carrying the following additional items (usually stored in his locked desk):

Potions of *gaseous form*, *invisibility*, *speed*, *polymorph self*; scrolls of *fireball*, *lightning bolt*, *cone of cold*.

E15. Surprises and More!

This area comprises three distinct features, plus access to the spy doors that overlook area #E10.

E-15a. To the Dump: This unlocked door opens on an ornate box. The box is a *dimension door dump box* that transports (as described for the spell *dimension door*) whatever is placed into it to a predetermined location—in this case, the niche in area #E-C1. It is just big enough to hold a man-sized object.

E15b. Snooper Slayer II: This false door is the same as described for the trap in area #E13.

E15c. Escape Tunnel: This short, twisting tunnel is an attempt by the thieves to carve their own way out. Lacking proper tools and experience, this 30 foot shaft is all they have managed in six months.

Thieves Table

The following table is used to find the statistics for the band of thieves found within the complex. The thieves are numbered and arranged by their position within the complex at the beginning of the adventure. Should the DM desire, names may be given to thieves to personalize them.

The hand to hand combat THACO (first number of the pair) for each thief has been adjusted to reflect strength bonuses. The second number of the pair is the thief's missile THACO, adjusted for missile bonuses. A damage bonus is given when applicable. Several of the thieves are multi-classed fighter/thieves and attack as fighters, except when striking from behind.

Each thief has a longsword, two throwing daggers, two hand daggers, a sling and 20 bullets. Halfling fighter/thieves carry all of these (replacing longsword with shortsword), plus a shortbow, 20 arrows and a single throwing axe.



Number	AC	Level	hp	THAC0	Dmg +	AL	Race
Guardpost #9a:							
#1	5	3	15	21/19	—	NE	human
#2	6	2	9	21/20	—	NE	human
#3	5	2/2	12	20/18	—	NE	halfling
#4	4	7	34	18/17	+3**	NE	human
#5	5	1	5	21/19	—	NE	half-orc
#6	6	1/1	6	21/20	+1	NE	halfling
Barracks #11a (first reinforcements):							
#7	5	1	6	21/19	—	NE	human
#8	6	2	11	21/20	+1	NE	half-orc
#9	5	3	13	21/19	—	NE	human
#10	5	4/4	26	21/19	—	NE	halfling
Barracks #11b:							
#11	5	1	4	20/19	+2	NE	human
#12	4	1	3	21/17	+1	NE	half-orc
#13	5	1	5	20/19	+1	NE	human
#14	6	1	6	21/20	—	NE	human
#15	6	1	4	21/20	+1	NE	human
#16	7	2	7	21/21	+1	NE	half-orc
#17	6	2/2	11	20/19	—	NE	halfling
#18	6	3	13	20/19	+1	NE	human
Barracks#11c:							
#19	5	1	3	21/19	—	NE	human
#20	6	1/1	7	20/19	+1	NE	halfling
#21	5	2	8	21/19	—	NE	human
#22	4	2	11	20/18	+21	NE	human
#23	7	3	16	21/21	—	NE	half-orc
#24	6	5/5	31	15/14	+2*	NE	halfling
#25	5	5	26	17/17	+2*	NE	human
#26	6	6	32	18/18	+1*	NE	human
Barracks #11d (home to #1-6 above, plus the Watchman from area #7a), plus:							
#28	6	8	39	17/17	+2**	NE	human
Guildmaster Room #14:							
#29	2	10	42	15/13	+2***	NE	human

* Level 5-6 thieves have a +1 sword and a +2 dagger;
 ** Level 7-8 thieves have a +2 sword and a +3 dagger;
 *** Guildmaster has a +1 sword and a +1 dagger.



The Final Hour

The course of events after 8:30 PM will follow one of several of possible major paths, depending on the success of the party's mission. Use the description that most closely fits the mission's outcome.

Complete Success!

The party returns with the last of the five potions before dusk. The dragons are jubilant and offer an extra magical item as a bonus. Falx and Sillitellimut will go with the messenger when he arrives, leaving Big Alice behind (see The Messenger description that follows). Most of the thieves, realizing that their last hope has vanished, surrender peaceably, trusting to the mercy of their captors. Alice deals violently with any escapees. The trolls and rats can only be commanded to attack by the vampires (who are either dead or fled by now). They remain in the complex to prey upon each other and upon any remaining thieves for several days. Alice requests that the party escort the captive thieves back to Nimbortan for punishment.

Potions Yet Unfound

At dusk, Thane Linkoman retrieves all the remaining potions, then he and his consort lead the thieves, 1d6 wererats and 1d6 trolls in an assault on the dragons. If the PCs are outside the complex, Big Alice, the only remaining dragon allows them temporary use of any magical items in the hoard. If the dragon is controlled she will attack the PCs.

False Alice

If the previous situation occurs, and the party is still inside the complex after dusk, the vampires assume control of Alice and send her in human form to wait for the party on the south side of area #E1 (Map VIII). Alice informs them that Falx and Sillitellimut had to leave in a hurry because a messenger came. She tries to reach the plateau first, then as she transforms into a dragon, she turns to breathe her paralyzing gas at the party in the corridor behind her, using her cone of frost (55 hit points) only if necessary. The vampires wish to keep their future meals alive.

If the vampires assume control of the dragon, she will not survive the night without the PC's aid.

The Messenger

Shortly before dusk, a weary man

mounted on a lathered pegasus lands on the ledge. Falx assumes human form to converse with the man quietly; then becomes extremely agitated. Without explaining himself, he says that he has to leave ... NOW! Assuming dragon form again, he bellows into his lair and he and Sillitellimut take wing, heading northwest, followed by the fatigued rider.

Falx and Sillitellimut have flown to Doc's Island. They have just received a summons from the High Council that the Egg of the Phoenix has been stolen from the Fane of the Egg on Doc's Island; a theft which caused the death of its guardian golden dragon.

Big Alice, the remaining dragon does not know why Falx left, only that she cannot leave their mutual hoard unguarded. If the PCs wish to return to Nimbortan, they must do it on their own. Alice informs the party that Nimbortan lies to the northeast and that they must watch out for orcs and the crypts that dot the surrounding hills and for goodness sake—stay out of the marsh! If the party heads north to the ruins of the Hall of Passing they will find the road connecting Nimbortan and Fairway. She estimates the journey will take about seven days.

Lost in the Wilds Encounter Setting

The mission in the Crypts of Empyrea ends around dusk. If the party has been unsuccessful, they may have to flee for their lives down the debris-filled trail which descends from the crypts (without Alice's directions or warnings). If the party decides to spend the night on the plateau, they will have an encounter with 1d3 trolls or 1d6 wererats during the night.

If the party is escorting captive thieves, they will be shackled hand and foot with tough cords. However, unless strip-searched, each thief has a 10% chance per level of having a concealed knife or small saw (to cut ropes). The thieves will attempt to escape every night. Nevertheless, if treated well, freed thieves will defend the entire party against attacks by monsters.

The mountains and swamp are very rugged terrain, the hills and mountain roads are rugged. Due to the rain, the PCs cannot use the sun to determine direction—the chance for getting lost in a given type of terrain is increased by one.

Random Encounters are rolled twice daily and once per night. In hexes containing tombs, the night encounters will always be

apparitions. In the swamps, there will be four encounters per day. No encounters occur in the hexes adjacent to Nimbortan. Use the *Return* and *Swamp* columns on the Random Encounter Table. For monster statistics, refer to the table incorporated within this chapter.

Dismal Weather

As the journey begins, the sky becomes leaden and a steady warm drizzle reduces visibility and makes surfaces slippery. This dreary weather stays with the party throughout the journey.

The poor trail requires one climbing check on the way down. A steep, 20 foot tall, slightly slippery slope blocks the path. All characters have double the normal chance of falling. An average non-thief has a 30% chance of climbing down unaided or a 60% chance with a rope. Those who fall must make a saving throw vs. petrification or take 1d6 points of damage.

At the foot of the mountain, the trail disappears into overgrowth. From here, the path can only be discovered by a ranger, who must make an subsequent Intelligence Ability Checks twice per day to keep on the path or lose it permanently. The path leads to the east for five miles, then north, ending at the Hall of Passing.

1. Mound Tombs

Each hill hex containing a tomb symbol contains 2d10 burial mounds. The tombs contain the remains of ancient Empyrean nobles. Each tomb is a 5 foot tall, 30 foot diameter circular mound that rises like a low dome above a 5 foot tall stone wall, supported by an exterior ring of stone columns of the same height. Most tombs were looted long ago, gaping holes in the mound or more often in the stone wall revealing the thieves' entrances. One in ten (10%) will be intact, their entrances hidden in the walls.

From the entrance, a narrow (3 foot square shaft leads down at an angle to a low-ceilinged, 15 foot diameter, earthen-walled crypt. Each crypt contains dusty remains and a variety of mundane funerary items.

An intact tomb holds 1d8 thousand gp; 1d4 500 gp gems and 1d8 pieces of antique jewelry worth 1d4 thousand gp each.

Each tomb, intact or otherwise has a 50% chance of housing an apparition—an insubstantial skeletal being in a tattered white robe, that steps out of the walls, or rises up from the earth to clutch the throats of victims and attempts to frighten the life out of them.



2. Hall of Passing

The Hall of Passing is a temple in a valley north of the Crypts of Emyrea devoted to the memory of the lost kingdom's departed nobility. Now vegetation-covered ruins, its massive vine-shrouded pillars reach toward the sky. A disused road leads north. If the PCs search the ruins, the air darkens near where the altar once would have been and a vision appears:

A dark ovoid object appears, gleaming with gold and silver highlights. It floats in the air and then fades into darkness as a spectral voice sadly whispers, "Gone." A glowing mace appears, replaced by rune-marked sword, a skull, and a finally a glowing sword with a holy aura. As the last image fades, the voice whispers, "Find."

While the characters have been distracted by the vision of the lost Egg and the objects they must find to gain the Egg, their presence has attracted a gargantuan ochre jelly from a hidden crypt beneath the ruins. The thing surprises the party on a roll of 1-4 on 1d6. Due to its size, it has three attacks, but only as a 6 hit dice creature. The jelly has no treasure, but is worth 2960 X. P. if slain.

3. Dire Bivouac

The PC's encounter a camp of orcs and other hideous monsters. Although obviously of different tribes, the orcs are not fighting. Something vaguely bipedal is roasting over a great sheltered bed of hissing coals. Four black tents sag under the weight of the rain. Six sentries are posted around the perimeter of the camp.

The orcs are part of a stealthy northward migration of creatures loyal to the Tangg-lord, coming in small groups to disguise their numbers. They know that Krellokk is preparing for a war against humans. Each group travels with allied monsters. This encampment is formed of three patrols, one each of the Skabrous, Garchclaw and Spydrex tribes. If discovered or attacked, they form no organized defense, each tribe fighting independently.

Fairway

If the party is lost, it is not unlikely that they will encounter the "Neutral" city of Fairway in their wanderings. Fairway is a walled city with locked gates. The five gate guards each demand a substantial bribe (100 gp) to open the gates. The only inn with rooms is the Red Wyvern.

The day after they arrive a nervous serving woman tells them to "get out while they still can."

Within two days, the party is summoned before a magistrate who has a writ of extradition to "our sovereign neighbor, the citadel state of Garythane, for crimes against the Emyrean peoples. The prisoners may return to their lodgings to collect their belongings." A group of 10 militia men (similar to Nimbortan Monitors) accompany the PCs to their Inn. If the PCs allow themselves to be incarcerated, they are stripped of all but normal clothes, locked up and extradited in chains to Garythane where they are left in deep dungeons to rot.

Random Encounters

Apparition

This skeletal horror, ghostly in its tattered white grave windings, stalks the living. If encountered during the day, it follows the party on the ethereal plane, then appears at night (in addition to any night-time encounters) rising ghost-like out of the earth to cause death.

Firbolg

The giant Sein O'Logue wanders the wilderness around the Crypts of Emyrea, dealing with the forces of Evil in his own personal way, eliminating orc patrols, and destroying undead. When the Firbolg giant encounters the PCs, he reduces his size and alters his appearance to appear in the guise of one of the "little people," speaking in his friendly "Irish" accent. If the party is near the swamp, he warns them of the "wee toad-thingy" that can swallow a man whole. If the PC's are lost, he offers to guide them to the nearest road for a small fee (a magical item or 1d4 x 1,000 gp), assuming giant form should they try to escape payment.

The party has a 10% chance of meeting Sein O'Logue in his camp where he keeps his treasure, taken from crypts cleansed of undead. Sein has 60 pieces of jewelry worth 20,000 gp and 3,000 gp in coin.

Froghe moth

Skridlombir the Swamp Lurker is the folk name of the froghe moth, the monster whose legend has kept even the boldest Emyreans out of the swamp. When encountered, it appears as a trio of bulbous eyes cutting a bubbling wake through the stagnant water between the marshy hummocks, then lashing out with its barbed tongue when within 10 feet. The monster will be sated and retreat after it devours three victims.

Orcs

These are foreign orcs from different tribes, traveling north in organized bands to join the Tangg-lord's forces at Neang Kazar. When encountered, they attack, fighting hit and run when they can, directing initial attacks at spell casters and relying on the abilities of their allies. Gray skies eliminate sunlight combat penalties.

Skabrous Skull Tribe: twelve orcs armed with halberds (Dmg: 1d10) accompany six monster zombies (two bugbears, an ettin, an ogre and a minotaur).

Garchclaw's Raiders: eighteen orcs armed with axes (Dmg: 1d8) and bows (Dmg: 1d6) travel with a fomorian giant.

Spydrex Tribe: four spider riding orcs, four spider mounts (as big as giant spiders, but more closely akin to huge hunter spiders), and 20 foot-orcs. The orcs carry axes (Dmg: 1d8) and crossbows (Dmg: 1d4 + 1). The spider riders have lances (Dmg: d6 + 1) and stay mounted during combat. The spiders use web to snare foes.

Storm!

Two rounds before the storm begins, druid characters will sense a wrongness in the air. Then the nuisance drizzle explodes into wind-whipped fury. The wind screams at near gale force and requires a Strength Ability Check to stand upright or hold onto things like shields. The intensity increases, until after 2d4 rounds, a second Strength Check is needed or any upright characters are lifted into the air and carried upwards for 1d4 x 1d6 points of damage. The wind dies down, but the rain heats to near boiling. Characters must make saving throws vs. petrification or take 1d4 points of damage each round (for 1d6 rounds). Just as suddenly, the rain freezes into razor sharp sleet (for another 1d6 rounds) that slices exposed flesh, cloth and leather into ribbons and heavily etches non-magic metal. Characters not protected by armor will take 1d8 points of damage per round. Leather armor will protect for three rounds before being destroyed.

Just as abruptly, the sleet turns to drizzle again.



Combined Monsters Statistics Table

Name	AC	HD	hp	AT	Dmg	MV	AL	THAC0	BOOK	SA	SD
Apparition	0	8	48	1	Special	24"	CE12	FF	Yes	Yes	
Froghemoth	2/4/6	16	90	1-4	5d10 or d4 + 4	2"/4"	N	6	MM2	Yes	Yes
Giant Firbolg	2	13+3	81	1	d10 + 10	15"	CG	9	MM2	Yes	Yes
Fomorian	3	13+1	45	1	4d8	9"	NE	9	MM2	No	Yes
Ochre Jelly (gargan.)	8	12	7	3	d10 +	3"	N	13	MM1	No	Yes
Orc	6	1	7	1	Var.	9"	LE	19	MM1	No	No
Spider Mount	4	4+4	26	1	2d4	18'	CE	15	MM1	Yes	No
Zombie, Monster	6	6	34	1	4d4	9"	N	13	MM2	No	Yes

DM's Epilogue

If the players have kept their wits about them, their adventurers should return to Nimbortan mostly unscathed and bearing as many as six (or more) magical items, and potentially a great deal of treasure.

Tragically, their patron, High Cleric MacKurian has not fared so well. As far as his household staff can determine, the old cleric just disappeared one night. MacKurian is gone (for now), but he has left a legacy for the party.

High Sheriff Gurney Dain has been recommended to replace MacKurian on the Council and soon leaves for Northending (which is also the destination of Bludgeous, the assassin).

A Farewell to Nimbortan

Back in Nimbortan, little has changed in the PCs' absence. Rooms will be made available to them at the inn of their choice. The next day, a glum-faced Gurney Dain (High Sheriff and now Monitor guildmaster) visits the PCs and sadly informs them that MacKurian disappeared several days after their own mysterious departure. Several disgruntled town councillors suggested that the PCs might be responsible, but Gurney discounts that theory—something stranger seems to have happened. He does not elaborate, but is glad to see the PCs again.

Detective Work

If the PCs conduct an investigation of their patron's disappearance, the following people provide meaningful clues:

Curry Woodspice: MacKurian's elven butler states that a tall, thin, vigorous older gentleman visited his ailing master the night he disappeared. They drank wine together, spoke at length and laughed a great deal. He sensed a magical aura about the man, but neither recognized his master's old friend nor overheard a name. MacKurian retired after his guest left and Curry has not seen

him since, dead or alive.

Curry indicates that his master wanted the party to have the contents of his safe—including the strongbox from the study, with any of its remaining gems; and the trade agreement folio (containing the remaining *raise dead* or *resurrection* spells; and two pages from a journal.

The first journal page gives the code word for the *glyph of warding* (fire-see Nimbortan encounter #N1) that protects the folio. The second page is spidery hand writing that seems to have been made the night MacKurian disappeared. It reads:

"I now understand why I sensed something odd tonight about (*blotted scribble*) my old friend. A great hero has gone over to Krellokk. Only now do I recognize the *geas* spell which I am under, preventing me from writing, saying or even thinking his name. I am certain that soon, I shall even forget this meeting. The narcotic in the wine makes me sleepy. I fear I shall not see the morning. Farewell my friends, I pass my torch onto you. The light must always shine. Curry, give this message to those whom I have named. MK."

Speaker Ekko (cleric): "I asked the gods if MacKurian was dead and received two answers: 'Yes' and 'No.'"

Gurney Dain: "I don't know much. Lot of folks complained about dogs barking after midnight and cats hissing at empty corners that night. I'd like to help you more, but the High Council wants to talk with me about stepping into MacKurian's council seat and I have to be ready to leave with Muammar Hafiz's caravan."

Any Innkeeper: A tall, very important appearing elderly gentleman had a drink at his bar that night. He did not recognize the man, just assumed him to be a member of the High Council—until he paid for his drink with silver fresh-minted in Garythane, a shiny black coin (polished tarnish)

with the image of an eye on one side and orich pictographs on the other.

If the PCs do not visit Curry Woodspice at MacKurian's residence, the elf brings the contents of the safe to them.

The truth is that MacKurian was killed by Krellokk's agent, "One," who apparently was once a friend of MacKurian. No body is ever found.

Caravan to Endril

Muammar Hafiz, the caravan leader in whose employ the PCs came to Nimbortan, visits the PCs to remind them that they have the second half of a contract to fulfill (read the small print). His caravan leaves for Endril and points beyond in a few days and he expects his hired guards to fulfill their contracts.

Assuming that the PCs live up to their contract with Hafiz, they are soon on the road north to Endril. Gurney Dain travels with the caravan. At every rest, he nervously checks the straps and locks on several heavy boxes. He won't reveal their contents (treasure from Castle Hydell, bound for the coffers of the High Council—about 65,000 gp in coins and gems).

The caravan moves slowly, about 10 miles per day or five days to Endril. If the party did not find the Hall of Passing on their return to Nimbortan, on the second day, the journey ends within sight of crumbled ruins (use the Hall of Passing encounter). The evening of the third day, a combined attack of Spydrex and Skabrous Tribe orc patrols ambushes the caravan. Use the Hydell Sergeant's statistics for Gurney Dain (level 4 fighter). After ten rounds a large silver dragon swoops low over the caravan; the orcs, spiders, NPCs, beasts of burden (and possibly some PCs) must all make saving throws vs. spells (+1 bonus to roll) or be affected accordingly by the dragon's aura (see MM1, pp. 29-31).

Falx has come to save the day. Thereafter, the party proceeds safely to Endril.

The Council of Elders



Encounter Setting— Endril

Sober, sedate Endril is a far cry from Nimbortan. Hard-working people struggle to create new growth amongst the ruins of an ancient city. They tolerate strangers, but have no time for fantastic tales and little belief in evil empires. If they can't see it, taste it, hear it, or feel it—it doesn't exist. People without honest jobs are suspect. The folk of Endril put the PCs in the same class with beggars and thieves—no sympathy is given.

Prices in Endril are fair, but there is little in the way of adventuring gear.

The party's employer, Muammar Hafiz, is not particularly glad to see their savior, Falx. He avoids speaking with the party for a few days. A perceptive man, he realizes that he is about to lose his caravan guards—and he will not let them go cheaply.

At Endril, in the privacy of an inn (The Talking Tankard), Falx reveals the reason for his searching out the party. New Empyrea needs them again. He can't say why, even here, but it has to do with his sudden disappearance from the Crypts of Empyrea. He asks the party to rest in Endril for a few days and to stay out of trouble until he returns. He must fly ahead to Northending immediately to meet with the High Council. He and his rider, a nervous Gurney Dain, fly off after sunset.

The Lawful members of the party will realize that they have a contract with Muammar Hafiz that must be fulfilled. The Good members will know that it would be wrong to leave the man without guards. Muammar is an excellent haggler and will prey on these convictions to not only get the entire value of their 100 gp/person fee back, but also exact a penalty of at least another 3,000 gp in damages from the party for willfully breaking a contract.

Encounter Key— Endril

Accused Again

A pair of city militiamen appear, with a citizen who claims that a PC stole a piece of jewelry from him. A cheap bauble has been planted on the PC by a local thief who had friends in the Crypts of Empyrea. The plaintiff is named Granger Tater (well known as a local farmer). Granger wants the thief punished with death (an extreme punishment hereabouts), but the militia only demands the return of the bauble and a small fine, suggesting that the party move on as soon as possible. The end result is to thoroughly tarnish the party's reputation here.



"I'll See You in Court!"

If the party resists Muammar Hafiz's attempts to collect on the defaulted contracts, he takes the matter to the local magistrate. If the party acknowledges the responsibility to Muammar and offers to pay for the hiring of new guards, the magistrate dissolves the contract over Hafiz's protests. However, should the PCs attempt to convince the magistrate that they are needed for the higher cause of Law and Good and that one of their companions is a dragon (and so on), the magistrate finds them all to be pathological liars and doubles the penalty that Muammar requests, payable immediately.

Evening in Endril

The forces of Evil and Chaos are not yet done with the PCs here in Endril. Tuke, the assistant illusionist from Castle Hydell, has been in Endril for several weeks now, working incognito as a carpenter. When he hears the adventurers are in town, he concocts a scheme to eliminate one or more of his foes. The scam runs roughly as follows:

Tuke's young girl-friend Althea approaches one or two male members of the party after dark (no spell-casters!), and with an "oh-whatever-will-become-of-me" pose, pleads with them to rid her family's farm of

a "haunting bogie." She has come to the PCs because no one believes the monster exists. The PCs must come now, in a hurry.

The "bogie" is a clever sham, created by Tuke, involving illusions and props. In a dark barn, a sheet has been strung up on a marionette-like harness. In the loft, a *blurred* Tuke hides and manipulates his puppet to appear phantom-like. When the PCs enter the barn, he casts a *wall of mist* which lends the place an ethereal look (and further hides him). *Phantasmal force* is cast upon the sheet to make it appear like a wraith just stepping out of the glowing wall. If the characters wish to disbelieve the creature, they must make their saving throw vs. spells at -6 (it is very real). The wraith fights like a monster of only 4 HD, but its imaginary damage will seem real to the characters, who will believe that they lose life levels when hit. However, a character who has lost life levels to an undead before may make a saving throw vs. spells at normal values—the attack seems different.

Two local thugs (level 3 thieves; hp 14, 12) sneak up on the distracted PCs and strike from behind with venomous (20 hp if not saved against) broad swords for twice normal damage. The thugs do not know that they may be outclassed. If it appears that



the PCs may survive his trap, Tuke blasts everyone below with a *color spray* and then flees for points unknown.

On to Northending

No more than two days will be spent in Endril. Falx returns and indicates that the High Council wishes to see them soon and they have a four-day journey ahead of them to Northending. Follow the paved road north. With that, the dragon flies south.

The road north to the fortress is normally safe, but times are changing. The group is shadowed by a band of six trolls who have a 30% chance of attacking each night until entirely destroyed.

Encounter Setting— Northending

The lonely town of Northending was built centuries ago on the south face of Northending Mountain, a long-dead volcano, whose strangely hollow shaft still remains. It contains an intact Castle of Ruling, one of the magical castles built during the Age of Kings. Its defenses—the precarious path to the gates, and stout walls around the town—have preserved this bastion of Law and Good for generations, surviving even the tumult of the War of Ending. All the major Good religions have their primary temples here and several craft guilds have their chief guild halls in the town (but the thieves' guild has no chapter here). Most notably, it now is home to the High Council of Elders, often known as the Council of Northending, the ruling oligarchy of New Emyrea. It is also the last stop for adventurers heading into the northern wilds.

Encounter Key— Northending

The Council convenes soon after the party arrives. The High Council consists of Truesister Karolin, the high priestess of the most influential church in New Emyrea; sour-looking Bheleu Sharkel the sage; Gurney Dain, the charming High Sheriff of Nimbortan; Magasto Belton, the portly chief merchant of Newford; and Ekrubage the Pale, Wizard from Shell.

Karolin, leader of the council, summarizes their plight.

"On an island far from here, off the west coast, there rested an artifact of great power called the Egg of the Phoenix. It's not really an egg—the legendary phoenix lays but one egg from which it is immediately reborn—but rather, an egg-shaped black object about 3 feet long and 2 feet

wide. For centuries it rested in its primal nest, a huge black stone device, buried deep beneath a shrine known as the Fane of the Egg.

About a month ago, while you were on another mission at our request, the Egg disappeared; or more correctly, it was stolen and its guardian slain. It appears that the threat to the silver dragons was an elaborate ruse. In saving our ally Falx, we have lost the Egg, the golden dragon Eldaran, and quite possibly all New Emyrea.

"We do not know who took the egg, but we believe that someone in our trust made it possible. In the past weeks we have plied our gods with questions, scried through crystals and spent dusty hours amongst the manuscripts of a dozen libraries and although we still do not know how it was taken, we know where it is—on the Negative Material Plane whence all evil comes, or more properly in a tiny 'pocket plane' next to it known as Sepulchre. Please excuse my inadequate description; other planes and times are hard to explain in our tongue.

"It now rests there, in a place like this." Karolin's hands moved under the table and the room darkened. Abruptly a vision appeared, of a huge bird bathed in fire. Around it, an endless graveyard stretched in all directions. Under it—horribly, inescapably, directly under the infernal creature—sat a large black egg.

"This is your destination, gentlefolk," spoke Karolin again. "At first, we believed they had found a phoenix to guard the Egg—an ironic touch. Instead they have something we know less of: a firebird—a titanic beast from the Plane of Elemental Fire.

"To reach Sepulchre, you must find a working *gate* between planes. The ruins of such a structure exist at the mountain's summit. Vague legends lead us to believe that the crypts and mystic caves on the mountain above will lead to a *time* when that *gate* still existed. Even then, we do not know how to enter our forebears' tombs safely; the secret has been lost. If you still wish to undertake this task for us, we welcome your service and can discuss rewards that you may find more than adequate. Outfit yourselves for a long and dangerous quest; our shops and powers are at your disposal."

The Council offers 20,000 gp apiece for the rescue of the Egg, plus permission to

keep what they find in the course of their mission. They will advance the party 1,000 gp each in coin to buy supplies. Armor, scrolls and potions may be purchased at half price, all other supplies, including spell components may be purchased at a quarter of the regular price.

If the party members' combined experience levels are less than 45, the paladin Athelstan offers to join them on their quest. The Council offers magical assistance in the form of one potion of *extra healing* for each member and two *continual light* gems.

The sage Sharkel offers the following information scavenged from a myriad of sources:

Look for strange allies;

There are few undead, if any in the caves; Be wary—things are not always as they seem;

If a path is given, do not stray from it;

There are both good and evil creatures within the caves;

Don't touch anything you don't have to; Other planes are governed by physical and magical laws that differ from our own;

The key to entering the crypts is locked within the *rhyme of the dead prince*.

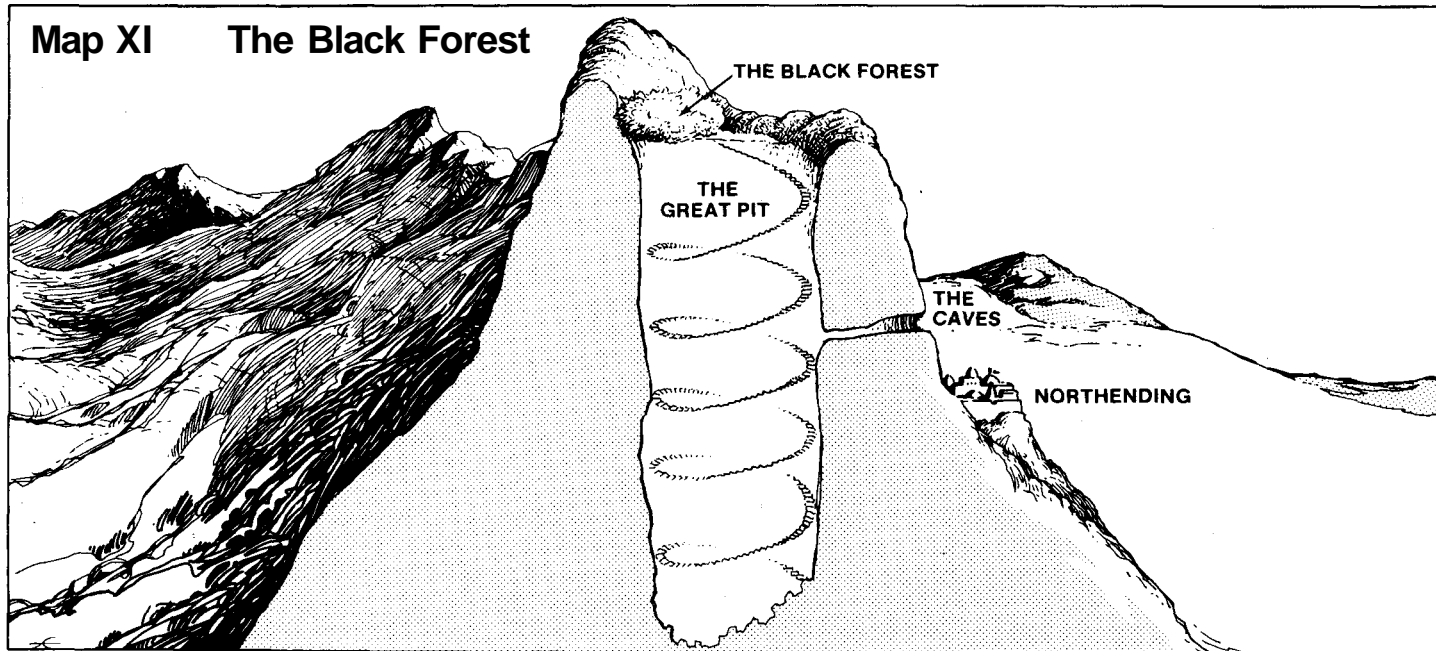
The rhyme of the dead prince:

"The yellow sun rises above the verdant forest, ascending into the azure bowl of the sky. Like a king of old in my violet death robes, they carry me to the Arch Eternal. The sun of my life sets redly, below fire-hued heavens. Starry night comes and my soul leaps out to touch the moon."

The Caves of Time



Map XI The Black Forest



Encounter Setting

High above the Fortress of Northending, The Caves of Time look out on the Fire-drake Mountains. The caves are very ancient, and yet are timeless. Physically, the caves connect the mountainside with the hollow shaft of a long-dead volcano. Yet their mystical nature is to be a tunnel through time, connecting the present with a time before men, before demi-humans or even mammals, when powerful demons ruled uncontested over a land populated with gigantic dinosaurs.

The pit and its *gate* in the Black Forest caves once served as the portal for the entrance of supernatural evil into the realm. When the union of elves and dwarves destroyed the *gate* long ago, Evil discovered the caves and use them to cross the boundary of time. The demi-humans countered by fortifying the caves against intrusion.

Not until the bond between elf and dwarf weakened during the age of men did Evil again use the caves, scouring them of their few defenders, then entering the world to cause havoc again. Only fragments of the original complex remain (areas #T6 through #T13) The short dead-end halls in this area all end in slag piles; cinder-like stone, melted and burned by magical fire, sealing off areas forever.

The ancient sagas tell of heroes who sealed the caves against Evil forever— thus removing them from the concerns of men. Long after, men of lost Empyrea built the

Fortress of Northending upon the ancient ruins of the former guardian city. The crypts (areas #T1 through #T5) are their legacy, the tombs of the Elders of Northending, guardians of mankind since the War of Ending.

Unless specified otherwise, all doors within the complex are unlocked, but because of their age, they must be either be opened with a *knock* spell or forced with an Open Doors roll.

The black lava-stone walls throughout the caves are climbable by classes with climbing ability, but the caverns may be more difficult because the walls slope inward.

Some cave areas (areas #T16, #T17, #T20 and #T21) have exits marked TG1-TG4. These are the *time gates*. They are cave tunnels that open on different eras in Empyrea's past. The forces of nature have since closed these off, but they allow the denizens of those eras access to the caves (although certain creatures are here at the whim of some chaotic beings). Should the party wish to explore an era, the DM should feel free to create and populate a primitive world. Particular note should be paid to the power that magic has in these eras reachable by *time gates* TG2-TG4. It is the same as for the Great Pit.

Encounter Key— Map X

T1a. The Watchers

The steep trail up the side of Northending Mountain ends at a cave mouth in the base of a looming cliff. A wide, pointed stone arch, supported by slender, decorative columns, marks the end of the trail and frames a second, circular opening in the cave wall, leading into the crypts. A line of brightly colored stones flanks the outer arch.

The cave ceiling overhangs the entire ledge area. The northernmost pair of the six columns supporting the outer arch are caryatid columns—magical, golem-like stone guardians who defend the entrance to the crypt against intruders. If these columns are studied closely, the features of feminine warriors armed with swords can be seen. The stones are colored red, orange, yellow, green, blue and violet.

When activated by an unauthorized attempt to enter the crypts, the two columns condense and flesh out into 5½ foot tall women warriors armed with steel swords. They will fight if necessary, but their intended purpose is to drive intruders into the sucking mud that forms around the entrance (area #T1c) when the transmute *rock to mud* trap activates. If the party solves the riddle of the Eternal Arch, enters through door #T1b or dies, the women retreat to become columns again.



T1b. The Crypt Door

This ornately carved, heavy stone door is an alternate entrance to the crypts. A wine bottle sits next to the door (poisoned by Bludgeous with a type C ingestive poison—40 points damage if the saving throw is not made). The Elders of Northending do not realize that it connects with the rest of the complex, but this entryway has been recently used by Bludgeous (the cleric/assassin from Interlude in Darkness) and his ogre magi associates. The door cannot be forced open, but a successful Find Traps or Locate Secret Doors will locate the hidden catch that opens the door. Still, it will take a second Find Traps to locate Bludgeous' poison pin trap on the latch (type B insinuating poison—25 points of damage).

The false doors in the crypt beyond cover the niche tomb of the earliest of the founding fathers. It contains only crumbled remains and a stone slab with the solution to the puzzle of the main crypt entrance ("Touch ye yon symbol which doth correspond to the phase of the moon").

T1c. The Eternal Arch

A perfect circle forms the Eternal Arch, entryway into the tombs of the Elders. A ring of intricate carvings surrounds it. A dark, litter-strewn corridor leads deeper into the mountain.

If the PCs study the carvings, they will see the ring of carvings is two rings; the inner contains faded dots of the three primary and three secondary colors spaced equally around the circle (clockwise from the top): red, orange, yellow, green, blue, violet, matching the colors of six of the rocks near the caryatid arch. The colors are meaningless to the puzzle of the Eternal Arch, and are meant only to distract. The outer ring shows the eight phases of the moon—full at the top, $\frac{3}{4}$ waning, waning half, waning crescent, new (at the bottom), waxing crescent, waxing half and $\frac{3}{4}$ waxing (waning is a darkening moon, waxing a brightening, while the new moon is dark).

The key to the riddle is to touch the moon image that corresponds to current phase of the moon (or primary moon) in the campaign. If the DM's campaign does not keep track of the moon, use a waxing crescent (lower left image on the arch).

If the PCs attempt to enter through the arch, they are blocked by a permanent *wall of force* (put in place by a level 17 magic-

user). A second contact with the *wall* or touching the wrong moon symbol activates the trap enchanted into this area. First the caryatid columns animate and advance on the party, attempting to herd them into the area of the enchanted mud trap.

Three rounds later, a spell enchanted into the area causes *transmute rock to mud* to be cast upon the cave floor, from the base of the Eternal Arch out 25 feet to approximately the north edge of the crypt door (area #T1b). The mud is over 10 feet deep and sucks entrapped characters downward at the rate of about 1'/round after initially sucking down to half the character's height. A halfling-sized character will begin suffocating in two rounds, a dwarf or elf in three and a human in four. Characters may hold their breaths for a number of rounds equal to 1/3 their Constitution scores (reduce by half again, though, if the character is struggling). Thereafter they may make Constitution Ability Checks (with a cumulative -2/round modifier after the first round) to survive (see *Dungeoneer's Survival Guide* p. 12).

After six rounds, the reverse spell, *transmute mud to rock* is cast, sealing trespassers in a rocky tomb.

Correctly solving the riddle of the Arch while the trap is active causes the caryatid columns to retreat and buys an additional 10 rounds of time before the mud turns to stone. Pressing a wrong moon the third time causes it to solidify instantly.

T2. The Mace and the Chain

A bright light fills the great chamber ahead. Its source is apparently a mace that initially appears to float 20 feet above the floor, but as your eyes adjust to the brightness its supporting chain becomes evident.

The 3-foot-long mace hangs on a 37-foot-long adamantite chain from the 60-foot-high ceiling. Note that standard magical maces do shed light; if any players note and comment on this fact, the DM may confirm that this one therefore appears quite unusual, possibly very powerful.

The rest of the 80-foot-square room is filled with thousands of small ceramic urns, containing the ashes of long-dead Northending citizens. Each of the four walls contains a 20-foot-wide corridor. The false doors on the walls of the northern corridor cover the tombs of the Elders of Northend-

ing. These tombs contain only crumbling remains.

The mace is a *mace of disruption +1* which can be recognized if examined by any cleric of level 5 or greater, but is more powerful than a standard *mace of disruption*. The wielder is treated as being a level 14 cleric, but the undead are treated as being the next lower class of undead (thus a vampire is treated as a spectre and is automatically destroyed if the mace hits).

If any part of the mace is touched, a trap is triggered. Powerful magical magnets in the floor are activated, pulling ALL metal objects to them. Although characters in metal armor will be completely pinned; others will find themselves pinned also (even if just by small daggers), and cannot free themselves for 1d4 rounds (or DM's discretion, based on number of metal items carried). Pinning does not cause damage.

At the same time the magnets activate, the door to area #T3 opens and the two rust monsters there come running. One will attack hungrily; but (oddly) the other will wait at the west entrance to the room, avoiding any attacks (see area #T3 for the reason).

The magnets can only be deactivated by pulling the correct lever in area #T3.

The mace cannot be removed from the chain without damaging either the chain or the mace. If broken during removal, the mace will become non-magical. The adamantite chain is not magical, but is incredibly strong—it cannot be harmed or broken by any forces but those of the gods. However, if anyone examines it closely, they will find that the last link, attached to the handle of the mace) has a small crack in it. A *knock* spell cast at the link will open it, freeing the mace. If someone waits below to catch the falling mace, there will be no added problems; but if it hits the floor, there is a 10% chance that the mace will break, losing its magic.

After the encounter with the rust monsters, the party may have a cooperative ally who can easily destroy part of the chain with her talent.

T3. An Old Friend

The secret entrance to this room can only be opened by the rust monsters themselves, by magical means or by triggering the mace trap in area #T2. Brute force has no effect.



The room contains three levers that control the trap, two rust monsters and their treasure of ten 500 gp emeralds.

When the monsters are encountered, the first will attack while the second stays back and watches. If the second is approached peacefully, it will speak in the Common tongue (rust monsters do not normally talk), revealing that it is the bizarrely reincarnated form of the cleric Parlee (from Castle Hydell). She has repented of the evil she caused in her former life and has been given a chance to atone for her misdeeds. She wants to accompany the party, for she believes that it is not chance that has brought her here at this time. She will (truly and faithfully) swear to obey the party rules and seek to redeem herself. No evil or lie can be *detected* in her words or heart.

If asked about Hydell or her former allies, she reveals:

- * Commands came directly from Tangg-lord Krellokk, via messengers;
- * She was recruited by a tall, thin man who called himself "One" who wore a mask of beaten gold.
- * Any slink-type zombie can be controlled by a master symbol (the same "P" rune that was used in Castle Hydell).

The three levers are normally in the *up* position. Lever #2 will be found in the "down" position if the mace trap in area #T2 has been triggered. When a lever is pushed down, it activates the effect described thereafter. The levers (counting from the west) do the following things:

- #1 Turns the magnets in area #T2 OFF.
- #2 Turns the magnets ON.
- #3 No effect.

T4. A New Friend

The door to this room opens easily. There are four large stone sarcophagi within, each 10 feet long, 5 feet wide and 4 feet high. Cracks indicate where the lids fit snugly atop them.

Three are empty, the fourth contains a male half-orc named Skrufulus, dressed only in normal clothing (Level 3 fighter, AC: 9, hp: 25, AL: CG). He has been in this coffin for two days, imprisoned by his evil companions, whom he reveals as Bludgeous, the half-orc assassin and three strange men, possibly magic-users, who had weird dark eyes with white pupils (ogre magi). If released, he returns to town. He is very thankful and would like to aid the PCs further, but is weak from his captivity. His final gifts are two packets of powder—antidotes for Bludgeous' poisons (each will

cure one afflicted character).

T5. The Sword and the Stone

Light spills from around the edges of this stone crypt door. A wide gap near the door frame allows the characters to peer in and see the large pool of water in the northeast corner; the scarred giant lizard in the center of the room, apparently asleep; and the light source, a glowing longsword (without a scabbard) in the southeast corner. If the PCs look at the lizard closely, they will see that it is thickly coated with dust (as if it had lain here for ages) and that it is heavily scarred around the abdomen.

The scars on the lizard are where its middle two pairs of legs were once attached. The beast is a doctored, four-legged basilisk; the work of some warped mind.

It will awaken if there is a noise or if anyone enters the room and will usually look at the closest opponent. Note that it can see invisible, astral, and ethereal beings, but that its gaze must be met for the petrification to have any effect. If it is not watched, that danger is avoided, but it gains an attack bonus of +2 and is harder to hit (-4 penalty on foes "to hit" rolls).

The longsword is the Neutral Good blade known as *Paramel*, useable by any Good character. It is of elven manufacture, created millennia ago.

The Elven Blade

Type: Longsword +3
 Alignment: Neutral Good
 Name: Paramel
 Intelligence: 14
 Ego: 9
 ToPS (Total Personality Strength): 23

Languages: Common, Neutral Good, Elvish and Salamander.

Powers: *Detect magic*, 1" radius (on command); *telekinesis*, (twice per day, on command).

Paramel can speak, but will not talk until ONE character has been chosen as its permanent owner.

T6. Deathdealer's Roost

Bludgeous (the half-orc assassin from Interlude in Darkness) has taken temporary residence here, waiting for the PCs to come. His evil masters have correctly guessed that this is the route that the Elders of Northending would use to regain the Egg. The room contains a bed, chair, table, chest of drawers and a large locked chest. The chest holds his travel gear, several potion bottles contain-

ing liquid and powdered poisons, a potion of *invisibility* and a scroll of *stone to flesh*.

Bludgeous is currently in his lair, but will hear the approaching PCs and will watch through a peephole. If the party then proceeds into his area, he drinks one of his potions of *invisibility* (he has restocked since Nimbortan), casts a *silence 15' radius* spell and follows them. He will try to assassinate the rear character, picking the smaller if there is a choice. He uses his strike from behind ability (+4; d8 x 4) with a type C insinuating poison—35 hp damage if a saving throw vs. poison is not made).

When the attack occurs, the rear characters should be informed "you are suddenly *silenced* as in the spell." Check for immediate reactions, although Bludgeous will try for the kill, using his poisoned longsword. He will only retreat if the victim starts swinging wildly. If so, he waits for a moment, but still tries while the *invisibility* and *silence* last, if at all possible. If not, he will retreat to his lair, watching for trouble.

If spotted by a character who can see invisibility, his actions will depend upon those of that character. If the observer obviously sees him and reacts, he flees to area #T12 and waits to attempt another assassination using the same methods while the characters are involved with the hell hounds. However, if the observing character quietly takes actions, such as casting a spell without first announcing the assassin's presence, Bludgeous will try for a kill, not realizing that he has been spotted.

After an attack, of course, Bludgeous becomes visible. If he then SEES anyone casting spells, he will run *before* drinking another *invisibility* potion. Otherwise, he will drink it immediately, even if he risks getting hit as that happens.

If forced to retreat again at area #T12, he flees into the caves (area #T13), not realizing he can never return.

T7. Ill Fortune

A large chest rests in the alcove along the niche's north wall. Though it looks like and weighs as much as solid gold (1500 lbs.), it is actually made of lead, and is merely covered with gold leaf (originally a dwarven magical item used to protect other items, but now non-magical). It is empty and coated with a colorless, sticky substance (unnoticed unless the chest is carefully checked) which causes disease if touched (no saving throw, but curable by a *cure disease* spell). Death occurs in 24 hours, but the victim starts coughing (unable to do anything but walk, weakening even then) in an hour.



T8. Box Pox

This room is filled with hundreds of small boxes, about the size of a cigar box (6" x 9" x 2"). Each box contains dust. If a box is opened, any air-breathing being which remains in the room for more than one round thereafter must make a saving throw vs. poison or start coughing, catching the same disease as on the chest in area #T7 (but succumbing more quickly due to airborne contagion).

T9. Welcome Preparations

A silver bowl filled with water and a dipper rest atop a crude wooden table. Nothing here is magical. However, the water is poisoned and the rim of the bowl lined with more poison. Even a touch (a thief's Find Traps attempt, for instance) will require a saving throw vs. poison or death results in two rounds (Skrufulus's antidote will cure this poison easily). The antique bowl is worth 3000 gp (it is a fine example of early elven silversmithing).

T10. Hot Dog!

Three hell hounds sit alertly at this intersection. The hounds will watch any intruders carefully, and will growl softly. They will not attack unless someone moves to within 10 feet of the east-west corridor (or unless attacked themselves). They will bark ferociously as they attack, alerting their ogrish masters in area #T11 (*silence 15' radius* might work wonders here).

The secret door to area #T13 is different from others in the complex. An elf will immediately notice it—to elven eyes, the words "WARNING—BEYOND LIES EVIL" glow like cold fire.

T11. Men With Weird Eyes

There is a small peephole near the top of the door (about 7½ feet up). In the room, ogre magi (in normal form) in exotically foreign (oriental) clothing are intensely occupied with a mah-jongg game on the table between them. Their intense black eyes have white pupils that seem to glow. The rude table and chairs sharply contrast the plush rug on the floor. These are the three ogre magi who accompanied Bludgeous and are so absorbed in their game that they are distracted only by the hounds' barking.

If alerted, they prepare to attack, positioning themselves in the doorway so that they can all safely cast their cones of cold down the corridor when the door opens (using the peephole to keep an eye on their foes). If they see the party approaching, one kicks the door open, automatically surpris-

ing the characters. If they only see one or two invaders, the ogres keep quiet and try to ambush them as they enter the room, hiding out of view of the peephole.

If the party can QUIETLY dispatch the hell hounds, they may spy on the ogre mages through the peep hole. If the PCs charge the door to burst it down (or use a *knock* spell) they can surprise the creatures. Two will immediately assume *gaseous form* and try to escape; the one with his back to the door will jump up, upset the table, spin around and cast his cone of cold towards the doorway. If engaged, he is unable to concentrate on his powers and can be easily slain.

The ogres have been gambling with 1000 gp between them. The rug is their means of transport—a magical *rug of welcome*. If a halfling or a PC with a secondary skill in weaving examines the rug thoroughly, the three command words for *smothering*, *stiffening* and *shrinking* (see DMG p. 153) can be seen woven into the fabric. No one else will find the words unless a *detect invisibility spell* is used. The command for *flying* is known to the ogres. One of them will reveal the word if a *speak with dead* spell is used to interrogate it.

T12. Empty Room

This area is filled with debris. Bludgeous may use it as a hiding place.

T13. The Dawn of Demi-man

The area immediately beyond the secret door is magically dark (*continual darkness* cast by a level 20 cleric). When the PCs pass beyond the door, they will be unable to return—the door was made one way to prevent Evil from using it ever again. Once the PCs pass through, read this:

Coming out of darkness, you are nearly blinded by brilliant, warm light. As your eyes adjust, you see a small, glittering wood, sitting aside a babbling brook. Beyond the trees you glimpse the crumbling facades of ancient cliff dwellings. You turn to look behind yourself and see no magical darkness and more importantly — no door! Only rough cavern wall meets your eye.

No amount of searching, magical or otherwise will find the door again. It is not there. Using a *dimension door* would be fatal, there would be no complex on the other side, merely stone. The party has begun their journey into the past.

Ancient dwarves constructed this area for

the elven guardians who once dwelt here. The trees look real, but are artificial, carved of colored stones. If examined closely the leaves are found to be made of pure jade, worth 100 gp each. The stream is real and provides fresh water to the cliff dwellings' current residents.

A family group of six neolithic (hunter/gatherer) dwarves dwell here on the upper floors, having wandered in through a *time gate* tunnel (TG1). They have fire and can work stone, but little else (they did not build these structures). They speak a primitive form of dwarvish and when the PCs first appear they claim them to be evil spirits who they believe have come for the life of their shaman.

They are starving because they have been trapped by the Cave Bears in area #T15, who have killed their two primary hunters. Their shaman, Bear Stone (equivalent of a level 4 druid), is ill. If a cure *disease* were cast upon him he would be able to use his *speak with animals* and *charm mammal* spells to drive the beasts out (thus also avoiding an unnecessary fight for the party). The cured shaman will also present his benefactor with a two small blocks of incense of *meditation* that he has discovered in the ruins (see p. 147 of the DMG).

T14. Shrine to the Lost

Several extinguished campfires surround a shrine of decorated skulls in the cave's north corner. Most of the skulls are obviously elven. One, a human skull, is obviously more important than the others. Its "eyes" are 1000 gp sapphires. This is the skull of the cleric MacKurian, the PCs' former patron and Elder of the High Council. Through what can only be a trick of time, MacKurian's skull and his spirit have waited for eons for the PCs to come through. His spirit communicates telepathically with the PCs and he urges them to carry his skull with them, if only for a decent burial.

The skull, or at least its gemstone eyes will be needed later in the caves (area #T18). However, the skull and spirit of MacKurian can play an important role later in the epic adventure. It is both a magical item and a source of advice and information. Once they pick it up, it will be difficult (if not impossible) to lose again.

Through the eons the skull has learned absorbed both magical energy and knowledge. The skull's powers include: *augury* three times daily, as the spell; *continual light* on demand as long as the eye gems are in place; *speak with dead* as the spell, once per day (as a level 21 cleric); continuous *protec-*



tion from evil 10' radius— same as a paladin's effect.

The skull can also function to a limited extent as a sage, answering questions for the party, but with no area of expertise. Thus all questions asked are going to be in the Out of Fields category. General questions can be answered 31 to 50% of the time and specific questions 11 to 20% of the time. However, MacKurian does not remember who killed him, or even the events of his last night alive.

T15. Bear With It

Two huge cave bears have taken residence in the ruins along the south wall of this unusually chilly chamber. They assume the PCs to be more tasty dwarves and immediately attack. If a bear scores a paw hit with an 18 or better, it hugs for an additional 2d8 points of damage. The bears will fight for 1-4 melee rounds *after* reaching 0 to -8 hit points, but die instantly when damaged to -9 or beyond. They have no treasure.

T16. The Mark of Evil

A biting cold wind from the northeast swirls snow about this frosty cave. The entryway into area #T17 is half-blocked with piled stones. On either side of the opening are stylized cave drawings of a variety of man-like shapes with wings and horns. One drawing is recognizable. A six-armed half woman, half snake creature is shown chasing stocky, bearded running figures.

TG1 Ice Age

The long winding tunnel opens on the wind-whipped south-eastern face of Northending Mountain. The snow-covered mountain slopes gently down to where a herd of furred elephants with incredibly long, curled tusks marches across a sheet of ice that covers the land as far as you can see. Although several of the nearer mountains look familiar, you see no evidence of the fortress of Northending.

This *time gate* opens on the ice age period of Emphyrean history. If the party chooses to explore, only primitive creatures and demihumans will be found.

T17. Scum & Stalagfrights

This long cavern is filled with ancient ruins and a scummy pool is dammed up at the western end. A staircase rises from the floor of the cavern up to the top of the dam and

the edge of the pond. Green algae-like scum floats on the water.

The stair leads to a submerged path (under a foot of dark water) that can only be found if the party feels for it. The path leads north to an opening cut in the cave wall and eventually to the permanent *dimension door* (area #T18) and also continues along the south wall to the cave's southwestern exit (TG2). The path is very irregular and slippery. To cross it, a character must make a Dexterity ability check or fall into the pool (the south path requires two checks). Each round of combat on the path requires a similar check. About 30 feet up on the wall of a northern spur off the main cave is a closed stone door (part of the *dimension door*) The door cannot be opened from this side.

If the PCs search the ruins they will find a narrow (2"), 70-foot-deep pipe-like shaft. At the bottom of the shaft is a *wand of illumination*. A note wrapped around it gives all the command words and states that 42 charges remain. The DM should not reveal the presence of the wand unless it is seen or *detected!* A light source dropped in the hole will block sight of the wand itself, revealing nothing. *Telekinesis* (possibly provided by the sword Paramel) would bring the wand up or the party may "fish" for it with a sticky substance on the end of a string (this action requires a Dexterity Ability Check made at half the character's Dexterity, rounded up). Each try takes five rounds. If the players continue their search, they will find the withered, partially devoured carcass of a sabertoothed tiger; its chest appears to have been pierced by a huge pointed object. A group of 12 (HD: 2) piercers hangs directly above the wand shaft. After two rounds, they begin falling, 1d4 piercers per round.

A second group of eight (HD: 3) piercers hangs above the stair waiting to drop on climbers.

When the party attempts to cross the submerged path, they will be attacked by six hungry, pale, giant blind crayfish who have sensed food above. They lunge onto the path to grab their prey and drag it back under water if they score a hit. The crayfish fight over the food, inflicting 1d4 rounds of automatic damage on victims (though any who do not hold their breath die anyway— see **DUNGEONEER'S SURVIVAL GUIDE** p. 12).

The surface activity attracts the attention of the next link in the food chain in 1d6 rounds as a dinichtys, a huge primitive armored fish, swims up from the depths to prey on the crayfish. However, if the dinich-

tys senses a character struggling in the water, it attacks the smaller prey (swallowing a man-sized creature whole on an attack roll of 20). The dinichtys will not attack anyone on the path and its presence sends the crayfish scurrying for cover.

If the party thinks to cast food into the water, it attracts the crayfish who are in turn frightened away by the more impressive dinichtys, who is actually less of a threat to the PCs.

TG2. Pliocene Plains

The tunnel seems to come out on the south-western face of the mountain. You look out on a warm, sunlit valley. Tiny horse-like creatures share the land with huge lumbering beasts and long-fanged predatory cats. The mountain range seems higher than you remember, but you can see to the far shore of the inland sea beyond it and beyond that is another mountain chain hazed in smoke and mist.

This is the land's age of early mammals, equivalent to our own Pliocene age. The smoke and haze come from the volcanoes forming the small chain of offshore islands that eventually include Doc's Island.

T18. Portal to Peril

The path slopes steeply upward to end at an exotically carved stone door marked with ancient elvish and dwarvish runes. The translation paraphrases to "To the Pit— Authorized Personnel Only." Eight blue gems (similar to the ones in the eyes of MacKurian's skull) are arranged in a circle on the door, but it is obvious that two additional gems are missing. When the door is touched, the gems glow in sequence and the door disappears for a turn, replaced by gray mist. If a character walks through, he or she is dropped 30 feet to the floor of the cavern in area #T17 for 3d6 of damage. If the two missing gems are taken from the skull and placed on the door, it functions as a *dimension door* spell, transporting those who walk into the mist to the western end of area #T19. However, the skull is blind until its "eyes" are replaced with *matching* 1,000 gp gems.



If Bludgeous still lives, he waits here for the PCs, turning invisible before they enter and then following them through the portal (still invisible).

T19. Big Bones

The portal from area #T18 deposits the party here. The door in the opposite direction is fully functional. The cave room's most notable feature is a skeleton of a creature that must have been at least 70 feet long in life (a brontosaurus). Small rat-like scavengers dart in and out of the huge carcass. From the north entrance, a deep, angry bellowing can be heard.

After 1d6 characters have entered, a lurker above drops down for a hug.

T20. All Hail the King!

The roaring heard by the PCs is that of an irritated and quite hungry tyrannosaurus rex. The big dino wandered into the caves and devoured most of the bronto carcass. He does not realize that he can go out the way he came in. He has been chasing hungrily after the tiny mammalian scavengers.

If Bludgeous has come through the al, Rex will have found something juicier hase. Bludgeous will be quickly grabbing his remaining potions or dust (if any) as the monster bears down on him. Read the following to the players:

An incredibly huge, two-legged reptile is chasing a terrified man toward the west end of the cavern. One bite would obviously swallow the poor fellow whole.

If a character who has seen Bludgeous before specifically asks if it is him, the DM should admit that, yes, there is a resemblance. Let the party decide on whether they should rescue the half-orc.

If the characters do not immediately intervene, on the next round, roll a Dexterity Ability Check for Bludgeous (Dexterity of 17); if he makes it, he becomes *gaseous* (his first choice) or invisible. If only invisible, make an attack roll for the dinosaur at -4. If Rex is successful, Bludgeous ends his life screaming in a gore-spattering crunch.

With his enormous appetite now engaged, the tyrannosaurus rex will look to the PCs for his next course. The party can avoid the creature by retreating to area #T19, immediately in front of the portal to area #T18; or by going up tunnel TG3 which eventually leads into the midst of a herd of slow-witted camptosauri (MM2). Seeing even bigger prey, gluttonous rex opt

for the big meal.

If the party decides to fight the monster, the DM should note that on an attack roll of 18 or better, the tyrannosaurus swallows man-sized opponents whole.

TG3. Days of Thunder

The huge tunnel opens onto the gentle slope leading down to a strangely forested plain below. As you come out, you are surrounded by huge lizard-like creatures grazing on the weird foliage.

The creatures are camptosaurus, smallish and very stupid dinosaurs. If startled (say by an attacking tyrannosaurus rex), these creatures will stampe (at an 18" movement rate). Those caught within the stampe must make a saving throw vs. death or die!

T21. They Also Serve...

The floor of the cavern slopes upward to the west, ascending two 5-foot-high cliffs. The southwestern exit seems to be the source of a warm breeze.

At the far western end of the cavern is the statue of what appears to be a horned, horse-like creature with a great flowing mane. It stands on a pedestal of purest white marble, carved to look like a billowing cloud.

The statue is actually Da-weng, a ki-rin who willingly allowed himself to be enchanted into stone to stand as a guardian against Evil. If the PCs search the pedestal they will find a secret compartment containing a single scroll of *stone to flesh*.

If the discovered spell is cast upon the ki-rin, he immediately contacts the party telepathically and politely requests to know what is the nature of Evil that he must overcome. He is aware of the Egg of the Phoenix but did not know that the gods had lost it nor does he recognize what type of beings he has now encountered. After much explaining, he understands the nature of the PCs' quest, but for reasons that he cannot explain, he cannot accompany them.

Preparing to go, he pauses, then says,

"Your way will be perilous and although for Good, it is not my path; yet something compels me to give what aid I can in your future. Take this amulet from around my neck. To call upon me, hold it

and my image to mind. I will come to your aid. Yet know that I can perform this service but three times before the amulet's power is gone. Farewell." With that, the luminous golden creature fades from sight.

The amulet shows an enameled image of the golden ki-rin (value of the amulet is 1000 gp). When called, Da-Weng will come through both time and space. He performs services as necessary, but never for more than a day at a time. After the third time the picture in the amulet fades to pale blue. If the party frees the ki-rin, award 500 X.P. to each PC who agreed to do it willingly.

TG4. Temperate Triassic

Far below the western face of the mountain, a dry steppe changes to a swampy lowland edging the shores of a sea that stretches west as far as you can see. On the steppe, you can see large lizards with great sails on their backs sunning themselves on great rocks.

This age of Empyrea corresponds to Earth's late Triassic era; smaller dinosaurs control the land, but demons are its true rulers.

T22. Pit Path

This corridor winds about, but leads another 200 yards to a door. This door is similar to the Eternal Arch, in that it is perfectly circular. Unlike the arch, a door fills the circle. Like most other doors in the complex, this one must be forced open with an open doors roll—it will resist any magical opening attempts.

When opened, have the opener make a saving throw (just to scare the player) and read the following:

The door suddenly opens outward much easier than you expected and you tumble forward, barely catching yourself before you fall off the narrow ledge outside. Your position forces you to look down into a bottomless shaft over 600 yards across. You have reached a milestone in your journey, the Great Pit. Twenty-five feet below you is a narrow stair that spirals both up and down around the walls of the yawning gulf.

Once the party climbs down, they are into the ascent of the Pit.

Ascent to Darkness



Encounter Setting

The Great Pit of Northending was once the core of a volcano. The shaft of the pit was hollowed out by some unknown force. When the party arrives at the Pit through the Caves of Time, they will find the world different from the one they had known—several hundred million years different. The caves here open onto a pit that exists in the early age of dinosaurs.

In this ancient world, demons rule. At the bottom of the deep shaft is the palace of Grintharke, a type VI demon and his followers. It is a grand and weird building, many levels tall, but without stairs. It is not visible unless the party does something foolish, like go down the shaft for several hours.

The origin of the stairway is possibly more obscure than the creation of the pit. It merely exists and little is known beyond that. The stair's average width is 5 feet, ranging from 3 to 7 feet in spots. It spirals up in a counterclockwise direction and down clockwise. Although ancient even now, the stair is mostly in good condition—a few spots here and there are shakey. The stair ascends the pit at about a 1:5 grade. It will take seven and a half hours of continuous climbing to reach the top.

If the PCs rope themselves together (or take other suitable precautions), they will have no trouble going up the stairs. Occasionally someone will slip, but will not pull the others off and can easily be pulled back up. If they do not take precautions, have the front character make a Dexterity Ability Check after about one turn of climbing. If the players don't take the hint, the next time will be a real fall.

Note that if done immediately after a fall, a *feather fall* spell may be cast on the victim and a rope thrown down. If done quickly, this will save the falling character. In addition, a falling character has five segments before hitting the side of the pit and being knocked unconscious; he or she may, in that time, cast an applicable spell.

If anyone ventures out over the Pit (whether flying, levitating, falling or other), the demon Grintharke (encounter #P3) will be encountered immediately thereafter, before any other encounters. Otherwise, the DM should run the three encounters in the order given.

Of special note to spell casters is the difference that the time shift will cause in the effects of their spells. Because the world is newer, the basic stuff of magic is more vital, more potent. Spell casters will find that both the quantitative effect and the duration

of their magics are doubled. Thus a *magic missile* would do 2d4 + 2 points of damage and a cure *light wounds* repair 2d8, while *fly* would move at twice the normal speed and last twice the caster's level plus an additional 2d6 turns. On the negative side, clerics (including druids) will not be able to meditate to gain new spells; their deities may not be listening this early. Furthermore, any spells that require finesse would have all the delicacy and fine control of a sledgehammer. *Lightning bolts* would be even more deadly if aimed poorly, and speed and range on some spells harder to control with any accuracy (again all adjustments are doubled).

Encounter Key—The Great Pit (no map)

The monster statistics for the Great Pit are included in the text for this chapter, since they are unique to this section.

P1. Fearsome Flyers

A pair of huge flying creatures drops down from above. Their snake-like necks and long sharp jaws shriek angrily as they dive towards you. At the last moment they pull up and whip their long tails forward, releasing a volley of spikes.

The creatures are giant pterosaurs, large flying dinosaurs. These two have been magically modified by the demons and now possess manticores-like tail weapons. They will not land. Their strafing attack is directed at a randomly selected 10-foot area. If the party is stretched out on the stairs in single file, each pterosaur will fire three spikes at each of two adjacent characters (the pair selected at random). If any characters are hit, the pterosaurs swoop in to try and lift them off. Dead pterosaurs who fall into the pit will not bother the demon very much; small things fall into the pit all the time.

Pterosaur (modified): AC 5; Move 3"/12"; HD 6+6; hp 42; #AT 1; Dmg d10+2; THAC0 13; SA can fire manticore-like tail spikes.

P2. No brakes!

From deep within the rock wall ahead of you, you hear a thunderous rumbling.

The sound is a purple worm who has sensed

the vibrations of the party's movement. Check for immediate reactions. If the party:

BACKTRACKS down the steps, the worm will miss everyone, appearing 20-30 feet in front of the foremost party member.

STOPS, the worm will miss them appearing 15 feet ahead of the foremost party member.

CONTINUES NORMALLY, the worm will appear in the middle of the party, striking one character (determined at random) solidly.

HURRIES ONWARD, the worm will strike the last member of the party *unless* they are moving at a speed greater than 12", in which case it misses, appearing behind them.

Not knowing that the Pit is there, the 50-foot-long worm charges at full speed at its prey. The DM should presume that its attack roll is a 20 when it comes through. It tries to slow and turn as it breaks through the wall, but to no avail; its bulk causes it to fall through the hole and tumble downward, disappearing in the distance as it falls thousands of feet into the Pit.

...this irritates the demon...

Purple worm: AC 6; Move 9"; HD 15; hp 90; #AT 1; Dmg 2d12; THAC0 8; SA swallow on attack roll of 20

P3. Fire and Brimstone

Whether irritated by strange alien beings flying around over its Pit or by the purple worm dropping in, Grintharke, the demon master of the Pit bottom will fly up to investigate.

Far below, you hear the sounds of flames roaring and billowing. From out of the Pit, near its center, a ball of flame slowly rises.

Check for reactions at this time. As the demon flies higher, its identity becomes obvious.

Grintharke, type VI demon: AC —2; Move 15"; HD 8+8; hp 50; #AT 1; Dmg d12+1; THAC0 12; SA immolate for 3d6; spell-like powers; psionic ability 180 (A, B, C, E/F, G, H); SD immune to non-magic weapons; Magic Resistance 75%; Alignment CE

When it reaches the altitude of the party, it will leave the center of the Pit and move toward the party. If attacked, it will not mind



(it relies primarily on its magic resistance to foil spells and dodges 75% of all missile attacks), it will be as surprised to see the PCs as they will be to see it (in the demon's time line, humans and demi-humans do not yet exist—it can communicate because of its telepathic nature that allows the essence of two-way communication to occur).

The demon (who is not quite certain what to make of the party) will demand in a booming voice to know just what is going on and what kind of creatures are invading his home and dumping things on his house. The DM should play the demon as powerful and arrogant, a creature who believes himself to be undefeatable. He will threaten to blast the party into flinders (and he can do it too!). All through the negotiations, the demon will give the party a hard time and will surround itself with fire (immolate), but will not actually attack.

Just as things are coming to a head and the demon is losing his patience, a type IV demon appears in midair next to it. It talks to Grinthalke briefly (no chance of being overheard) and the demon master bellows out, "WHAT?!" and then turns to face the party and says in a tone that expects implicit obedience, "I've got to go away for a minute, but wait here; I'll be back shortly." Both demons then suddenly disappear. If the party does wait, Grinthalke will return in two hours to beat them up. If they proceed onward, they'll never see it again for the demon has no desire to enter the Black Forest.

P4. Almost to the Top

As the party approaches the last few steps at the top of the long stair, read the following:

Above you, the dark black foliage of the trees hangs over the Pit and you catch a glimpse of shining silver.

If they continue, the last five steps will disappear when the lowest is touched (even by someone's foot, due to the *hallucinatory terrain* placed here by the illusionist Dutch who visited here on a trip with One). If the front character is roped to another, or he or she has a *ring of feather falling* (or some other means of safety), nobody will fall. However, if the lead person is completely free and unprepared, down they go; no saving throw, no chance of rescue. They will hit the walls a few times during the 4,000-foot drop (1d6 damage per 10 feet fallen, 20d6 maximum damage per hit).

The party can easily climb up the last few

feet to the plateau and the Black Forest; in fact they might be able to do so without touching the last five steps.

Encounter Setting

At this point in the adventure, give the players the map to the Black Forest (Map XXIII). They will have no encounters on the outer ledge before entering the forest, no matter how long they take; but remember that Grinthalke will return soon and will come looking for them. The demon will not enter the forest.

The Black Forest consists of large deciduous (leafy) trees growing on a plateau sheltered by the cupped cone of the ancient volcano. The forest resembles a normal wood up to the point where one notices the unusual midnight black color of the trees, the grass and even the ground (in other words, almost immediately). A 20-foot-wide path of pure platinum metal leads from the edge of the stair into the wood and eventually to the steps of the gate between planes (encounter (B4)). The path shields the occasional traveler from the forest's deadly effects.

The forest is magical and evil and will *detect* as both. Woe be to the traveler who ventures off the path; the Black forest drains the life energies of all beings. Any creature leaving the path must immediately make a saving throw vs. death, failure to save results in the loss of a life level, just as if that creature were struck by a wight or wraith. Creatures of different alignments save thereafter with differing frequencies, as follows.

Good creatures must save each round.

Neutral creatures must save each turn.

Evil creatures must save each day.

Note that any creature must save as soon as it enters the forest, unless it remains on the protective platinum path.

The special quality of magic in this time period remains active in the forest. Once the PCs enter the gate, their spell effects return to normal.

The platinum path is pure metal and valuable, a ½" thick square foot piece is worth 1500 g.p. The path is easily damaged. If any character tries to pick some metal loose, it will come free readily. But of any portion of the path is damaged, it will not shield against the Black Forest's deadly effects within a 10' radius of the damage.

The gate exists here only if the party walks the path through the forest. If the PCs

try to bypass the forest by any means, including flying, teleportation, or walking off the path directly into it, the Cube will not be there—only a black glen.

The cube and forest do not exist in the party's own time. They were destroyed ages before. Only ruins and scrub growth remain, the forest can be destroyed by *dispel magic* cast upon the cube gate, but must be cast from a level 21 or greater spell caster to remove the permanence.

If the PCs look over the edge of the mountain, read the description from *time gate* four (TG4).

The monster statistics for the forest are included in the text for this section, since the players' map (on the cover) is on the opposite side from the combined monsters statistics table, making it difficult to use both simultaneously.

Encounter Key—Map XII

B1. Allure

The party hears a female human voice suddenly start screaming for help. It sounds like she is being attacked by something and putting up a fight, but her voice gradually weakens.

The party should ignore it. The screams come from a leucrotta in the woods to the south of the party.

Leucrotta: AC 4; MV 18"; HD 6 +1; hp 10; #AT 1; Dmg 1d6; THACO 13; SA Imitates human voice; SD kick backward in retreat for 1d6 damage. It retreats if approached, hoping that its prey will succumb to the Black Forest and become an easy meal.

B2. Groping Danger

At this point, a long ropey strand shoots out from somewhere in the forest (ahead and to the right of the party), straight at the lead character on the right side. The hidden roper is 30 feet off the path, behind some bushy cover—and it is very hungry.

Roper: AC 0; MV 3"; HD 10; hp 30; #AT 1; Dmg rope or 5d4 bite; THACO 10; MR 80%; SA poisonous ropes; SD immune to lightning, cold causes half damage, susceptible to fire (-4 saving throw and +1 damage); AL CE.

For each rope that hits, the victim must make a saving throw vs. poison or lose half Strength in 1d3 rounds, lasting for 2d4 turns. Two hits equal strength of zero (helpless). Regardless of strength, the victim is pulled 10 feet closer each round (remember the saving throw when leaving the path). A strand may be broken by a successful Open Doors attempt, or if



6hp of damage is inflicted on the rope. If one rope is cut or broken, the roper immediately shoots another strand but at a different victim, giving up on the first. It repeats this procedure until the party is out of range (about 60 feet up the path), or until all strands have been cut or broken short.

The party should be able to muster enough attacks at the ropes to prevent other members from being dragged into the deadly forest. Note also that if PCs try to run by, the exceptionally intelligent rope will in turn try very hard to stop them.

B3. Up Against the Wall

The path continues under a smooth black stone wall, which extends well into the forest on both sides and into the trees above.

The wall is a *permanent illusion* put in place by Dutch (the former boss of Hydell). It can be passed through by closing one's eyes and walking straight through it, or by actively disbelieving it. Remember, some PCs may still be under the influence of the illusion-enhancing drug from area #H16 of Hydell and will be unable to discern the illusion (even if they witness someone else going through the wall), unless treated with a *neutralize poison*.

Waiting on the other side of the wall are two ghosts who will each get one claw attack on the first two characters through the wall before those PCs can attack or Turn them. Their other attacks will follow in the same round.

Ghast: AC 4; MV 15"; HD 4; hp 25; ifAT 3; Dmg d4 (x2)/d8 & saving throw vs. paralysis; THAC0 15; SA paralyzing touch; SD immune to some spells, cold iron does double damage; AL CE.

The party (or individuals) may go around the wall by leaving the path. If so, they will be off the path for two rounds, and must make their saving throws vs. death magic, but will still be able to subsequently surprise the ghosts.

B4. The Gate

The path ends at the foot of the wide steps leading to an immense black stone cube, easily 40 feet on a side. Two gray steps lead up to a 10-foot-wide black stone door, on which there is a large bronze handle.

The door can be opened easily and is neither trapped nor locked. However, if anyone touches any part of the black stone with *anything* (including items), he or she must make a saving throw vs. death magic or die on the spot. Note that this does not include the steps or the door handle.

Once inside, read the following to the players:

The inside of the cube is pure white, made of some substance similar to marble in look and feel. A slab of the same material projects from the middle of the wall opposite the entrance. It is 10 feet high and 5 feet wide and projects one foot from the wall.

This is the Gate. To pass it, a character need only close his or her eyes and walk through it. Disbelief will not work; only the described procedure will result in success.



Encounter Setting

When the party steps through the *gate* in the white chamber they are transported to the Ethereal Plane, the vast misty realm of endless gray that touches their own world and a potentially unlimited number of others. Time seems to pass here, but it is next to impossible to judge or measure its passing; even the sands of an hourglass fall irregularly, stop or even flow backwards as the mists eddy around the travelers.

Vague shapes can be seen in the haze, bringing to mind boats, buildings, monsters or eerie landscapes. But if investigated, they fade into swirling mist.

When the PCs begin walking through the haze, the direction of their movement and the apparent time of their travel will be irrelevant. The mists part to reveal a rectangular outline in the haze, the same size as the slab they entered in the Cube in the Black Forest. If the PCs proceed toward it and again walk through it with their eyes closed, they will find themselves in front of the gray-colored slab in the Terminal of Planes. If the adventurers pass it by, they will encounter it every three hours (subjectively) thereafter.

When the PCs enter the ethereal haze, they will feel a slight draining of power. In game terms, this is represented only by a reduction in the effectiveness of magical weapons; each weapon loses one "plus" (+1 items become non-magical). Magical spells and spell-like abilities will not suffer any alterations. The DM may wish to inform the players of the loss, but should make it clear that their *characters* are not aware of the true effects and should be role-played properly). Do not tell them of the lack of changes in spells.

Encounter Key—Map XIII

As you leave the misty void, you find yourselves within a huge cubic room. Its walls, floors, and ceiling are made of a gray, marble-like substance that seems to infuse the room with a dim, source-less light. Eight colored slabs similar in size and shape to those in the *gate* in the forest project outward from the walls, two per wall. Counting from your left, the wall to the left contains white and black slabs; the wall across from you green and red slabs; the wall to your right brown and yellow slabs; and the wall behind you blue and gray slabs.

The center of the room is occupied by a 20-foot-diameter pool of gray mist,

surrounded by a second ring of colored segments whose individual colors and positions correspond to the slabs on the walls.

In each corner, a 3-foot-tall wooden tripod stands, supporting a water-filled silver basin.

The slabs are portals to other planes (see the table following for destinations). Each slab is 10 feet by 5 feet and projects 1 foot from the wall.

The pool in the center of the room has a special *clairvoyance* function. If a character stands on a colored segment adjacent to the pool and stares into the mist, it will swirl and form into a vision of the world that lies beyond the slab of the corresponding color. Only persons standing on the colored segment will see that vision. It is possible for eight (or more) characters to see eight different visions at the same time or for the same eight to view a single vision. When the characters gaze into the pool, read them the appropriate boxed description.

Neither the basins nor the water are magical when in this chamber. The water can be removed without danger; only the removal of a tripod or a basin will incur the wrath of a special encounter. If these are taken out of the room, the party will have a special encounter after they leave the room, but before they reach their destination.

When the water is removed from the Ethereal Plane, it becomes *oil of ethereality*.

The Slab Visions

White

White looks into the cloud city of the ki-rin, a "pocket plane" on the Positive Material Plane. The vision reveals:

A shimmering palace of crystalline beauty entrances you as it floats in a sea of billowing clouds. Glittering creatures akin to the stone statue in the caves fly through the air above the palace. Your point of view is drawn into the palace, surrounding you with glittering reflections until you face a horse-like creature so magnificent that it must be like a prince among his kind. The creature gazes at you benignly and the vision fades leaving you with a feeling of well-being.

Although the prince of the ki-rin is aware of the PCs' spying, it will take no action except

to end the vision. If the party passes through the white slab, they are greeted warmly by the ki-rin, who tend to their wounds and needs. The ki-rin then return the party to either the High Church at Northending or the Terminal of Planes.

Black

Black peers darkly into the horrific realm of Sepulchre, a pocket plane in the Negative Material Plane. It is here that the forces of Evil have brought the Egg of the Phoenix. There are two boxes of information to read to the players. Read them the first and then read the second only if they continue to gaze into the pool (making saving throws as necessary).

An endless graveyard stretches out in all directions, the horizon broken only by massive mausoleums, tremendous tombs and portentous pyramids. Light and shadow seemed reversed, and the looming sky creates a pit of fear within you. Your point of view advances rapidly as the small world seems to spin beneath your feet. The horizon fills with fire and a great flaming bird silently shrieks its defiance at you. Within its inferno a dark ovoid glistens. The vision fades and is almost gone, then comes back strongly as you watch.

As the vision continues, ask each of the players if their characters continue to watch, then have him or her make a saving throw vs. death if the answer is yes. Read the following to the watchers only:

Behind the great bird, a blot of loathesome darkness rises like a moon. In the darkness, an inhuman skull leers as a wave of darkness and fear pass into you. Your soul cringes and you know that you have seen the moon of Sepulchre, Hurllothumbo, the "Doom in the Sky." You scream like a lost soul, ending the vision.

If the characters fail to save, their will is sapped from them. Although still living, the character will act like a blank-eyed zombie until *dispel evil* is cast upon him or her. Only simple tasks, commanded by others, will be possible. If the entire party is so-affected, a ki-rin appears and transports the entire party to the palace of the ki-rin.

Any character who views Hurllothumbo in this manner and thereafter travels to Sepulchre, will be unable to function in the presence of Hurllothumbo unless under the



influence of *bless* or *prayer*.

To recover the Egg, the party must travel to Sepulchre.

Green

Green reveals the sanctuary of the High Church in Northending.

Light filtering in through high clerestory windows illumines the familiar sanctuary of the High Church at Northending. Councillor Karolin and High Sheriff Gurney Dain of Nimbortan, newest member of the High Council kneel in prayer at the altar.

If the party chooses to return to the Northending before completing their mission, the High Council will be concerned but will heal and cure to the extent of their abilities. If the paladin Athelstan is not already a member of the party, the High Council will insist on his participation in the second assault (the party must follow the path through the Caves of Time and up the Pit again).

Gray

Gray shows the Black Forest and its *gate*.

The Black Forest and its silver path come into view. As you watch, a band of eight ghastrs follow the lead of a six-armed, half-snake, half-woman horror up out of the pit and onto the plateau. The ghastrs sniff and snuffle the platinum path like hunting dogs and then run into the woods howling. Several ghastrs carry small limp, bearded bodies over their shoulders.

The watcher has seen a hunting party of demonic servants dispatched to find them. The type V demon and its ghastrly hounds will not locate the PCs, but should serve to speed them on their way.

Going through the gray slab returns the party to the *gate* in the Black Forest.

Red

Red initially looks into the Plane of Elemental Fire, but has been reprogrammed to contact the Cauldron of Fire (Map 20) beneath the volcano on Doc's Island.

You see a huge belching volcano, spitting fire and ash into a sea of fiery lava; but the scene wavers oddly and is replaced by an underground lake of dancing fire. On an island in the midst of the lava is a

black cube, similar to the gate in the Black Forest.

The *gate* in the Cauldron of Fire is the means by which the Egg of the Phoenix was taken to Sepulchre by the agent One. Passing through the red slab will take the party to the Cauldron.

Blue

Blue gives a brief glimpse of the great lake of Olhydra, Princess of Evil Water Creatures on the Elemental Plane of Water.

The mist boils like water. As the bubbling subsides your point of view plunges toward an indigo sea. With a tremendous splash, you seem to be underwater, still rushing downward toward what appears to be a castle of living black coral. The water boils ahead of you, takes a coherent but indistinct form, then suddenly lashes out, slamming you backward, suffocating you, causing you to lose consciousness.

Olhydra does not tolerate intruders or spies in her domain. If the party enters here, she attacks. The PCs' only means of survival may be to summon Da-Weng the ki-rin, who can use his powerful magics to save them.

Brown

Brown opens a vista on the mesa of Ogmoch, Prince of Evil Earth Creatures on the Plane of Elemental Earth. Ogmoch is slow to react to intruders.

A huge flat expanse with distinct edges extends around you, apparently a mesa high above a rocky plain. In the midst of the mesa sits a half-formed giant, a blobby mannequin of clay. The thing's soft features turn to face you, hardly aware of your existence. Yet moments later, the earth shakes under your feet, a great crack opens and your point of view drops deep into the fissure.

Should the PCs venture to his domain, Ogmoch will treat them civilly. He sees no reason for their immediate destruction and will allow them to leave through the cube-like *gate* here if they so desire (as long as he is not aware of their mission to retrieve the Egg). Of course, there is no food for mortals on this plane or available water and it is bitterly cold. Ogmoch will provide neither

sustenance nor shelter for his guests.

Yellow

Yellow spies into the windy realm of Yan-C-Bin, Prince of Evil Aerial Creatures.

Gossamer towers radiate from a central hall, like a spiky ball of spun glass. Slowly it turns in the wind. You can almost hear the music of chimes. Transparent shapes flicker through the towers until one seems to come straight at you. Then without warning, the mist swirls into a cyclone, rising up out of the pool and flinging those around it to the walls.

The power of Yan-C-Bin has caused the pool of mist to dissipate (a temporary effect, but one that will not reverse itself while the party is in the Terminal). Should the party travel through the yellow slab, they will fall from the corresponding slab that floats near Yan-C-Bin's palace. The evil prince will dispatch his elementals to catch the party if they cannot fly and will try to force them to admit why they are here. If the PCs do not immediately escape, Yan-C-Bin will learn of their mission through his own sources and attempt to destroy them.

Departures

When the party leaves through any of the slabs, they once again find themselves within the ethereal mists and must travel to the next slab they meet. If any tripod or bowl is removed from the Terminal, the party will have a special encounter before arriving at the plane *gated* to. The first encounter will be with an air elemental which will tell them (in the Common tongue) to "PUT IT BACK" and will fight to enforce that ruling, if necessary. If the party should slay the elemental, they will have another special encounter each time that they travel between planes thereafter, until the apparatus is returned or replaced; roll 1d8 for subsequent encounters and consult the following table:

1d8 Creature Encountered

- 1 An Efreeti
- 2-3 A Ki-Rin (not Da-Weng)
- 4-5 Three Salamanders
- 6-7 Three Phase Spiders
- 8 Three Xorn



Fire on Sepulchre

Encounter Setting

The black slab in the Terminal of Planes transports the party to the plane of Sepulchre, the Endless Graveyard; a world illuminated by darkness, where light is shadow and black is white. Sepulchre is technically a "pocket plane," a small (only 5 miles in diameter), possibly artificial dimension that exists within the Negative Material Plane; but its nature is such that it allows beings from other planes to visit here without instantly ceasing to exist.

Administered by devils who dwell in Castle Penseroso (#S5), Sepulchre is the staging ground used to create life-draining undead beings like wights, wraiths and spectres out of the tortured spirits of lemures. The *dead gates* encountered in Empyrean crypts lead to Castle Penseroso and other sites on the plane.

The small diameter of Sepulchre causes the horizon to be very near (measured in feet, not miles).

Endless Graveyard is a fitting title for Sepulchre. Tombs, tombstones, funerary statuary and mausoleums cover the entire surface of the spherical plane.

If the PCs examine the tombstones, they will notice that their tops are crumbled and weathered, while the bottoms are crisp and polished; inscribed from top to bottom with the names of the dead. The tombstones grow from the ground, lengthening each time a name is added—they cannot be pushed over, regardless of how hard the PCs try.

Sepulchre's small moon, Hurlothrumbo, revolves around the world every three turns. It appears as a glowing black skull in the sky. More than just a moon, it is a sentient creature whose baneful glare means destruction or abject terror to those caught in its sight (see encounter #S2).

Sepulchre's sky is a swirling madness of bizarre patterns that fades upward from darkness into the white brilliance of ebony star-pocked night that cloaks the world. Any character who watches the disturbing sky will feel slightly ill. If it is watched for more than one round, the character must make a saving throw vs. spells or go insane. The insanity manifests itself as one of the types described on pp. 83-84 of the **DMG**. Inform only the players of the afflicted characters about the insanity. Although curative spells seem to heal the insanity, the afflicted character must make a saving throw vs. spells each time an undead is encountered thereafter or suffer intense relapse into insanity.

Although most physical laws here are similar to our own world, there are a number of differences worth noting.

Light and shadow are reversed, like a black and white photographic negative. This is only true for things native to the plane, but it also affects most light sources, both mundane and magical (including those used by the PCs). Fire burns midnight black—torches, lanterns and *light* spells (any light-generating spells) fill the extent of their normal range with a deep shadowy gloom and reduce all PCs' attack rolls by 2. *Darkness 15' radius* creates a blinding light that repels undead.

Fire burns in reverse and gives off freezing cold. A burnt-out torch extinguishes itself when it is whole again. A filled oil lamp cannot be lit, while an empty lamp fills itself as it burns.

Magical fire freezes those it strikes, coating them in heat-sucking frost.

Gravity is much less, making the PCs effectively stronger, but less dexterous.

The characters' Strength is effectively two points higher (a 12 would become 14 or an 18/01-50 would become an 18/76-90) and an 18/00 would become a 20 [+3/+8]). Characters can carry 10 times their normal weight allowance and jump up to five times their normal distance (although a Dexterity Ability Check is needed to land without taking 1d6 points of damage).

Dexterity is two points less. Dexterity-based actions require a Dexterity Ability Check the first time they are attempted (like jumping or acrobatics). The skills of Move Silently and Climb Walls are done at two levels less than the character's experience level.

Falling damage is reduced to a third of normal, allowing a character to fall 30 feet for only 1d6 points of damage.

Encounter Key— Map XIV

When the party walks through the black slab in the Terminal of Planes, they are transported to the Necropolis (#S1), near the center of the city within the line of death (#S2) at the position marked "X".

Beyond the Black Horizon

If the party exits to the north, west or east of the Necropolis; they see a dim glow on the horizon—the firebird and its prize, the Egg of the Phoenix. If they go towards the glow, they travel about 5 miles (about 9 turns) to the rim of the Crater of Fire (#S4).

Fangs for Nothin'!

After the party leaves the Necropolis, read the following to the players:

A large bat flies directly for the party, a feral gleam in its eye. Dropping to the ground, it transforms into a great wolf and bounds over the tombstones. Then with a dramatic flourish the wolf changes into a gaunt man. As it approaches, the ground erupts with skeletons and zombies.

The skeletons and zombies do not attack the party; they merely watch. The vampire makes no attempt to *charm* the party, but it also CANNOT be Turned. If engaged by a character who possesses the *mace of disruption* from area #T2 in the Caves of Time, it will NEVER HIT that character and will be destroyed the first time that it is struck by that mace. If engaged by others, either along with OR instead of the character with the mace, it will avoid the mace and fight normally.

Horrid Hordes

If the party does not proceed towards the fire in the distance, they are soon attacked by hordes of undead. Each round there is a chance that new foes enter the fray: a 100% chance of 1d8 + 1 skeletons, a 100% chance of 1d6 zombies, a 40% chance of 1d2 wights and a 30% chance of 1d2 wraiths. Attacks continue until the party passes over the rim of the Crater of Fire. Remember, clerics can only Turn undead in one direction per round, affecting creatures in the 60 degree arc in front of them.

Fangs a Lot!

If the party heads towards the fire on the horizon, they will encounter four more vampires, one at a time and about 20 rounds apart. The original crew of zombies and skeletons shamble harmlessly behind them. These vampires will act the same way as the first. The party should get the hang of dispatching them quickly (although without the *mace of disruption* it may be considerably more difficult—the DM may wish to reduce the number of vampires and/or allow them to be Turned).

After the party finishes off the last vampire, more skeletons and zombies pop out of the earth and form a parade route (200 feet across) leading to the Crater of Fire.

There's No Place Like Home...

After the party retrieves the Egg from the firebird, they may return to the Terminal of



Planes (if they can find a *gate*). No undead block their way. The doorways function as those on other *gates*.

S1. Necropolis

Read the following as the party steps through the slab from the ethereal mists.

As you step through the *gate* into a narrow alley, you smell death; not the putrid odor of rotting flesh, but the musty scent of the ancient dead. You seem to stand at the crest of a hill, for the path drops away sharply in both directions; but as far as you can see the alley is lined with squat, ebon crypts barely separated by more narrow paths. Though the sky is light, you neither see nor sense the presence of sun or moon.

Before the party enters Sepulchre, roll a d3 to find the number of turns before Hurllothrumbo passes over again (encounter #S2). If the players are still in the Necropolis, they will not see Hurllothrumbo until it is almost directly overhead.

The tombs of the Necropolis are square and block-shaped, approximately 20 feet on a side. The two-mile-square Necropolis contains nearly 250,000 of these tombs (500 tombs by 500 tombs).

To the eyes of the living, all these tombs are *identical*, including the one that the party has just left. Only an undead would be able to tell these tombs apart. If the PCs do not mark the tomb *and* determine a way to calculate its position, they will NOT be able to find it again (it could take as much as 200,000 turns or almost five years of searching).

If the party does find it again, they can use it to return to the Terminal of Planes. If not, they must find another exit (the only other *gate* accessible to the living is in Castle Penserose).

S2. The Line of Death

The line of death is an equatorial belt of decay and destruction that rings Sepulchre. The damage is caused by the Doom in the Sky, the moon Hurllothrumbo. Hurllothrumbo appears as a glowing black skull, high above Sepulchre, its white eyes glowing with evil. It appears as large as Earth's moon, but is much smaller and closer. Its orbit around Sepulchre causes it to pass overhead once every three turns.

Hurllothrumbo is not a planetoid, but is an evil, sentient creature that exists only to destroy that which it can see (and it sees only things that are within the line of death). Whatever does see, it blasts with its *ray of horrific withering*, a deadly force that causes physical damage, aging and decay, similar to a *staff of withering* and affects creatures like a *fear* spell. Hurllothrumbo must make a "to hit" roll with his ray. All armor classes are treated equally. The chance of Hurllothrumbo hitting a character is determined by the round in which its attack occurs:

- Round 1: 20
- Round 2: 16
- Round 3: 13
- Round 4: 10
- Round 5-7: 6
- Round 8-9: 8
- Round 10: 12

Modifications to attack roll:

- 2 if target running/flying
- 6 if target hiding behind tombstone.

It can attack for ten rounds after it rises above the horizon. However, if encountered in the Necropolis the narrow paths allow it to attack for rounds 5, 6 and 7 only. Hurllothrumbo is out of range for any return attacks, even by flying characters.

Characters who viewed Hurllothrumbo while in the Terminal of Planes and failed to save against its *fear* effect will be affected in-

stantly by the moon's *fear* spell and will not be able to function while it is overhead unless under the influence of *bless* or *prayer*.

Characters (or creatures) that are hit by the ray must make a saving throw vs. death magic or take 1d6 +1 points of damage, age 10 years and react accordingly to the effects of the *fear* spell. Inanimate items must make a saving throw vs. acid or deteriorate into unusability. Regardless of whether or not the saving throw is made, the item shows the effects of age. Magical items save at +1. Magical armor and weapons save at +1 for each plus on the item. Paper or parchment becomes brittle, fabric fades and becomes threadbare, leather dries and cracks, wood rots or becomes brittle, paint dulls and flakes, stone chips or cracks and metal rusts or tarnishes. Saving throws for items thereafter are made at a cumulative -1 for each throw.

S3. "Great Khufu's Ghost!"

The predominant feature of Sepulchre's southern hemisphere is the Great Pyramids, three ageless gigantic tombs constructed of black marble (at least it looks black). The largest is 2,000 feet on a side. If touched, a pyramid will crumble to dust. When the clouds clear, an enraged gigantic (15 feet tall) mummy will stride out of the haze; ready to destroy those who have disturbed its eternal contemplation. A giant mummy is similar in all respects to a normal mummy except for its size, hit dice, damage that it causes, and that it Turns as a spectre). The mace of disruption does 3d6 points of damage if the mummy does not make a saving throw against it. There are three mummies total (but the others will not come out unless their tombs are also destroyed). Beneath their wrappings, each mummy wears 25,000 gp worth of massive golden, begemmed jewelry (each set weighs 200 lbs).

S4. Crater of Fire

The Crater of Fire is the site of the prede-

Sepulchre: Combined Monsters Statistics Table

Name	AC	HD	hp	AT	Dmg	MV	AL	THAC0	BOOK	SA	SD
Firebird	3	12	50	3	3d6(x2)/4d6 + Special	12"/24"	N	9	New	Yes	Yes
Golem, Iron	3	18	80	2	4d10	12"	N	7	MM1	Yes	Yes
Lemure	7	3	9	1	d3	3"	LE	16	MM1	No	Yes
Skeleton	1	1	6	1	d6	12"	N	19	MM1	No	Yes
Spined Devil	3	3+3	18	1 or 2	d6 + 1/d3 + Special	6"/18"	LE	16	MM2	Yes	Yes
Vampire	1	8+3	40	1	d4 + 6 + Special	12"/18"	CE	12	MM1	Yes	Yes
Wight	5	4+3	28	1	d4 + Special	12"	LE	15	MM1	Yes	Yes
Wraith	4	5+3	35	1	d6 + Special	12"/18"	LE	15	MM1	Yes	Yes
Zombie	8	2	12	1	d8	6"	N	16	MM1	No	Yes



cessor to Castle Penseroso, destroyed by a microscopic meteorite of positive material. The crater now houses the firebird and the Egg of the Phoenix. When the party nears the crater (within a half mile), read the following:

The light you have been following appears to come from beyond the ridge ahead. The undead avoid coming close to the ridge.

When the PCs climb the slope up to the rim of the crater, read the following:

The light and heat radiating from the center of the crater are nearly overpowering, even a half mile away. The heat and light are generated by a great, flaming bird that brings to mind the legendary phoenix, yet this creature is larger than anything you could have imagined—almost 60 feet tall and with a wingspread that is easily 150 feet. Through the wavering heat of the inferno, you can see the hazy forms of two giant humanoids between you and the fiery bird. Beyond them, beneath the bird is a dark ovoid that may be the Egg of the Phoenix.



The humanoids are *permanently hasted* iron golems (these creatures were once statues on Doc's Island, where at least one more like it exists). The golems advance to meet the party (outside the firebird's corona), their skins glowing with heat. If the party is unwise enough to engage them, the DM should run the battle normally. If they are thinking correctly, they will send their unusual ally, the rust monster (the reincarnated Parlee), to attack the golems first. Parlee, eager to redeem herself, will cheerfully *disintegrate* the first iron golem without being hit herself and then will die gloriously as she simultaneously destroys the second.

After dispatching the golems, the party will be able to approach the firebird. The Egg is at the center of the corona. The firebird stays in the same place at all times, but does tend to hop regularly.

Anyone entering the corona of the firebird will take 25 points of damage per round, with no saving throw. A character can run into the fire, grab the egg and run out; the firebird will not interfere. However this takes two rounds and inflicts 50 points of damage. If the character dies after grabbing the egg, the firebird neatly picks up the

egg and pulls it back.

The power of *telekinesis* (available from the sword Paramel) allows a character to pick up the Egg and float it out. If Paramel is used, the sword demands not less than 10,000 gp in gems be added to its grip and pommel, informing the party that it will perform no additional special functions until it is compensated.

If the party manages to kill the firebird, the explosion sets off the Egg and results in the destruction of Sepulchre and all upon it. Each creature has 1% chance per hit die (level) of being cast into the Ethereal Plane instead.

S5. Castle Penseroso

Brilliant white against the gloom, the high, crenellated walls of the castle seem to be made of something other than stone. The angles of the architecture seem all wrong, eternal but inhuman. The massive doors hang open; from inside, you can hear the wailing of souls in torment.

Castle Penseroso is the heart of Sepulchre. From here, its devilish landlords rule their little domain and tend herds of lemures, cre-

ating greater undead from them as needed for their masters' plans. The thick walls of the castle are honeycombed with cages containing lemures, the tortured souls of the Lawful-Evil dead.

The center of the castle's courtyard contains a cube-shaped *gate* identical to the one in the Black Forest. The interior is slightly different—there are two slabs. The first is similar to the ones they are familiar with and will transport the PCs to the Terminal of Planes. The second is pale blue in color and leads to the frigid 8th level of Hell. Any Good-aligned creature who tries to enter it will take 4d6 points of cold damage and cannot pass through.

Once the party enters the castle, they will have three rounds before the twelve spined devils who herd the lemures notice their presence and begin to attack. The devils attack for two rounds and then release a horde of 10d100 lemures.

The DM may wish to describe Castle Penseroso in greater detail or use it again in later adventures. If so, use an existing castle plan and multiply the map scale by 10 to simulate the structure's immense size. The walls of the main courtyard will be filled with cages that each contain 1d10 lemures.



NEW MONSTER

Firebird (Lesser Phoenix)

FREQUENCY: *Very rare*
 NO. APPEARING: 1
 ARMOR CLASS: 3
 MOVE: 12"/24"
 HIT DICE: 12
 % IN LAIR: 0%
 TREASURE TYPE: *Nil*
 NO. OF ATTACKS: 3
 DAMAGE: 3d6/3d6/4d6
 SPECIAL ATTACKS: *See below*
 SPECIAL DEFENSES: *See below*
 MAGIC RESISTANCE: 100%
 INTELLIGENCE: *Animal*
 ALIGNMENT: *N*
 SIZE: *L (60 feet tall)*
 PSIONIC ABILITY: *Nil*
 Attack/Defense Modes: *Nil*
 LEVEL/X.P. VALUE: VIII/4200 + 14/hp

Sometimes known as *lesser phoenixes*, firebirds are creatures of elemental fire and are native to that plane. The title of "lesser" refers to their intelligence and magic powers, rather than to their size. The firebirds are 60 feet tall and have a wingspread of 150 feet and generate a flaming corona 75 feet in diameter. Other than this, little is known of them, for they are very rarely encountered on their home plane and like the true phoenix, they are almost never found on the Prime Material Plane. The extreme heat and raging magical fire generated by the gigantic firebirds would inadvertently destroy the surrounding countryside. They are occasionally encountered in the Astral or Ethereal Planes where they seem to feed on exotic gases.

Regardless of their fearsome appearance, firebirds are not dangerous unless provoked or injured. They will not bite or claw unless attacked themselves. Note that the damage done by the two claws and the bite is *in addition* to the damage caused by the creature's magical fire.

The firebird's corona radiates intense heat, hotter than possible by magic or even dragon's breath. Any being within this corona will take 25 points of damage per round with NO SAVING THROW, regardless of *fire resistance* or other protection. Non-metallic clothing or items are instantly incinerated. Metallic and stone items (including magical items) must make saving throws vs. dragon breath or be destroyed.

A firebird is immune to all spells (100% magic resistance) and cannot be hit by non-magical weapons or magical weapons of less than +4. Lesser weapons disintegrate upon

contact with the creature.

The firebird regenerates 5 hit points of damage each round. If killed, it explodes in flames causing 10d10 points of damage to all within a 50-foot radius.

DM's Epilogue

The party has gained the Egg, but must now return to the Prime Material Plane. The logical route back is through the Terminal of Planes and then into the green slab to the church of Northending. It is possible to climb back down the Great Pit to the Caves of Time, but that access-way is still sealed from the cave side (a completely different solution might be to summon the ki-rin, Daweng and have him transport the PCs one by one back to the Prime Material Plane).

When the PCs arrive at Northending, they step out of the mists into the midst of a funeral ceremony. The entire High Council is here, along with many persons of note from Northending. The body of councillor Bheleu Sharkel is laid upon the funerary bier at the front of the chapel. Councillor Sharkel died of poisoned liqueur that he purchased from a disguised Bludgeous just before the party arrived in Northending. The slow poison eventually took its toll. His weakened Constitution could not survive the system shock of Karolin's *raise dead* spell.

If any members of the party were slain by life-draining undead, their bodies instantly spring into unlife when they enter the chapel and seek somehow to escape the holy emanations that are everywhere. If the party does not capture them, or restrain them in some way, these new-born undead flee into the city to prey upon its populace.

The DM should inform druids and rangers that they know upon returning that the time of year is wrong. It is much later than when they left. In fact, over three months passed while the party sought the Egg. Summer became autumn, whose colorful glory faded more rapidly than usual into a blustery early winter, already unseasonably cold.

Councillor Karolin patiently explains the events that have transpired since the party entered the Caves of Time. In the Neutral city of Fairway, Slezdro Kain succeeded his ailing father as Regent of The City. The younger Kain immediately declared allegiance to Garythane and put a bounty on the heads of a small band of "Northending mercenary criminals" for crimes against the people of Empyreia. Nimbortan has suffered three major attacks by orc raiders, most of the shantytown is ashes now. A quarter of the Monitors in Nimbortan may have de-

serted to the other side. The silver dragon Big Alice is dead (she either died when the thieves and vampires fled the Crypts of Empyreia or more recently when the three dragons fought off an army of creatures headed for Neang Kazar).

If the party brought the talking skull of MacKurian with them, the skull stops talking in the presence of others. Neither does it *detect* as magic.

The wounds of the party are tended and Karolin attempts to revive any dead PCs or restore lost life levels. Only one character can be *resurrected* though.

The news of the party's return spreads quickly. In no time, vendors are selling black-painted eggs in the market place, at least a dozen story-tellers are relating the "official" story of the quest, and every social club in the city has extended a membership or an offer to lecture to each of the PCs. At last the town bursts at the seams with an all-out festival, celebrating the return of the Egg of the Phoenix.

The PCs are beset by worshipful youths who wish to become hirelings to the heroes and become heroic themselves. Each adventurer may acquire up to 1d6 loyal hirelings in this manner. The DM should create sketchy personalities and names for each of these youths (all level 0 humans, but both male and female).

More surprising is the offer by Skrufulus, the half-orc fighter who the PCs saved in the Caves of Time (if they didn't save him, he doesn't appear here) to become the loyal henchman of any PC who will accept him (let players decide who he will follow—either by vote or random selection).

NPC Capsule

Skrufulus

Level 3 Fighter

Strength 14	Armor Class 4
Intelligence 13	Hit Points 25
Wisdom 10	# Attacks 1
Dexterity 15	Base THAC0 14
Constitution 15	Base Damage d8
Charisma 8	Combat Bonuses —
Comeliness 9	Alignment CG

Equipment: Longsword, chainmail and shield, longbow and 30 arrows.

Notes: Skrufulus is very thankful. He truly believed himself to be among the dead before the PCs saved him. If treated well, his loyalty will be unswerving, even to the point of willingly sacrificing his own life for the good of all.



Dusk: Garythane

As shadows lengthened and flowed together, the squat buildings of Garythane cowered in the waxing gloom—windows like eyes, gazed fearfully at the fire dancing hungrily amidst the rubble of a dozen towers; cringing as the sky flashed shrieking white when a bolt of energy leapt outward from Krellokk's palace to blast yet another structure into flying debris.

The Tangg-lord stalked amongst the smoking ruins of his court. Bone and stone burned with equal vigor. Unconsciously, he cast aside more of the energy that welled within him, sending it somewhere beyond his immediate thoughts, oblivious to the shudders of sharp thunder outside.

The three creatures who groveled into the room writhed and shriveled in flame at his baleful glance. None remained to announce the arrival of the source of his anger.

Tall and slender, nearly as thin as Krellokk's own skeletal body; the golden-masked form of One stood defiantly, outlined in the flames beyond the door. Though possibly a trick of the weird light, the man's eyes glowed as fiercely as the Tangg-lord's single orb. He would crush that defiance with the power that already surged to leap free.

"It was stolen once, it can be taken again." boomed a voice with a fierceness Krellokk had never heard before. "I do naught but waste time here." the masked figure growled and began to turn.

The energy bolt splattered like parting water around One, scoring the walls with raking claws. One spun about, his hands gesturing rapidly, trailing sparking emerald fury... and the Tangg-lord screamed.

Krellokk watched as the flesh of his withered hands grew pink and plump, as blood pulsed through veins long dry. Like a detached spirit he saw once again that which he had been—and just as rapidly the vigorous flesh, the noble face, rotted and shriveled into corruption. Rising slowly, Krellokk collapsed into his ebony throne.

"What a pleasure to see you again," he croaked. "Clever, very clever. Still, *resurrection* cannot retrieve those who are neither dead nor undead. Now, how do you intend to regain our prize.?"

One relaxed, then smiled.

"Thy memory cannot be that poor mi-lord. They shall give it to me when I ask."

Midnight: Northending

Several of you totter home on shakey legs, the willing victims of overindulgence. For a seven-day, rich food and wine have been your bread and water. The jubilant citizens of Northending have treated you like triumphant heroes. The sobering chill of approaching winter brings home sharply the lost months that passed like days in your journey between planes. You had looked forward to weathering the winter months in a snug apartment in an eastern city, not snowed-in on a high mountaintop at the edge of civilization. Tomorrow would be a good time to discuss departures, before snow closed the roads for the season.

Each PC has an eerie dream that night, filling him with terror and dread. Speak to each player separately. Read each block of boxed copy, then ask for a response, whether or not they wish to stay with the dream.

The spectral form of Councillor Sharkel beckons you to follow.

It enters his former library and walks through a bookcase.

Something dark and terrifying lurks behind the bookcase, which you passed through like a spirit yourself.

The character must make a saving throw vs. spells or wake up screaming, ending the dream.

The Sharkel spirit leads you into a glowing golden mist, swirling about something dark that radiates power.

Sharkel manipulates the dark object in arcane ways and it grows, increasing in size and power until it overwhelms you.

The PC must make a second saving throw vs. spells, else the character wakes. If successful, a Wisdom Ability Check must be made. If failed, the PC wakes babbling incoherently, struck insane by and forgetting what has been witnessed (randomly select an insanity type from the **DMG**). If the Wisdom Check is successful, the PC wakes in a

sweat, knowing the secrets of the Egg of the Phoenix and how it can be made to work. The character's Wisdom characteristic has been permanently raised by one point, but he or she has also *aged* a full 10 years and has pure white hair!

Dawn: Northending

Councillor Karolin looked out on the glowing lights of the city below her. She shivered in the predawn stillness of the Council chambers. The chill winds of late fall whipped flurrying snow through the streets and rattled the glass window panes, hinting ominously at a bitter winter to come. Throughout the town, the week-long celebration of the rescue of the Egg was slowly dying down, the pent-up frustrations of generations breaking loose in seven days of feasting, and revelry; Chaos echoing in the very heart of Law.

Sighing, she feared that it may well be the last merriment she or any other High Council member witnessed for a long time, possibly the rest of her life. Other than those of the council and the weary adventurers, none knew exactly what the Egg was or the magnitude of the quest that regained it; only that it was a time to be glad.

For once, ignorance was good. For none here yet knew that Fairway had fallen without a fight and that it would not be long before a sober Northending and even New Empyrea itself would be threatened.

"Sharkel will be a difficult man to replace," whispered councillor Ekrubage, who had come up silently behind her, "Gurney has recommended a youth from Nimbortan, but I will defer to your wisdom.

"Falx arrived," the pale wizard continued, "he could barely fly. Sillitellimut may be months healing...I...I wish we could have saved Alice. The siege engines at Fairway took them each down with a single shot. My assistants are analyzing the bolt we took out of Falx, without even touching it I could almost smell magic and Evil."

"The Egg must be returned to its nest." she replied absently.

"It's not going to fly there."

"Pardon me?... oh, yes. Forgive me." The silence lasted until the distant horizon began to pale. At last Karolin spoke.

"Send Curry to wake them gently. I fear we must impose upon them once again," the warmth of yet another sad sigh fogged the pane.

The Egg's Journey



Encounter Setting

Early the next morning (immediately after the events of Book Three: Chapter One), Councilor Karolin of the High Council of Northending approaches the party with another request. She informs them that Falx is unable to fly the Egg to Doc's Island as they had discussed earlier. He was severely injured while flying reconnaissance over Fairway and will not be able to fly long distances for quite some time. The Egg must be returned immediately.

The Council has determined that an overland route to the west coast, through the Charwood and over the High Peaks would be shorter and wiser. The Tangg-lord's grip beyond the Firedrake mountains is looser in the north. A small *merchant caravan* should be able to slide through unnoticed. A ship will be waiting at Clam Cove, south of Shell to take the party to Doc's Island, where the Egg can once again be put to nest.

The Egg is to be given to the near mythical hero, Doc, who is reputed to have been a veteran of the War of Ending nearly two centuries ago. Magical communications with him have ensured that he is aware that the PCs are coming. Doc will place the Egg back into its shrine.

If the party accepts the mission, the Council agrees to almost any sum they name as compensation (up to 20,000 gp each). If there is no paladin in the party, Athelstan the paladin requests to join the group, stating a wish to meet the legendary Doc.

The Council provides for all the basic needs of the caravan; warm clothing, food, drink, grain and fodder for the animals, and repairs or replacements to weapons and armor lost in the previous mission. The High Council suggests that the party do whatever it can to disguise its true nature.

The caravan consists of three ox-drawn wagons, one bearing six large kegs of dwarven ale (although one barrel is specially lead-lined and contains the Egg), a second containing travel supplies and trade goods, and a third enclosed cook wagon with a private chamber for personal needs enroute. Six oxen pull each wagon (total of 18) (AC 7; HD 3; hp 20; Move 12").

Up to a dozen standard riding horses are provided for the party and their followers, henchmen or hirelings.

At this point, the DM should give the party the Players' Map of New Empyrea (Map XXI). The recommended route is north through the Charwood to the northwestern mountain range known as the High

Peaks, through 'Bandit Pass' and on to a small, ruin-ringed harbor known as Clam Cove. Here, a ship will be waiting to take you to Doc's Island (refer to the DM's Map of Empyrea inside the module cover).

The humans to be encountered along the route will be mostly aligned with Neutrality; but, in general, will be favorable to New Empyrea and its causes. Nevertheless, they will not make trouble for themselves by openly siding with the party. The people of Enders' Glen are isolationists opposed to anything that might escalate the tensions between Garythane and New Empyrea.

The Weather

Normally, winters in Empyrea are not fierce and cold; the warm currents off the west coast usually ensure that winters are mild and moist (much like California, in the U.S.A.). This year is different. The weather is all wrong. Cool showers have given way to freezing rain, cool winds to arctic maelstroms. Snow, usually only found east of the High Peaks has blanketed the coastal hills several times already this fall.

Each day of the journey, the DM should check the day's weather. The weather can affect the rate of progress, the discomfort level of the group and possibly cause physical damage. Combine the rolls of a d8 and a d12 to obtain the day's weather. Apply the results to the day's activity.

Die Roll	Weather Pattern
2	Blizzard!
3	Warm and sunny
4	Cold and cloudy—driving rain
5	Extreme cold snap under clear skies
6	Changing weather (1d2 + 1 patterns)*
7	Cold and cloudy—freezing rain
8	Cool and cloudy—cold rain
9	Cool and clear
10	Cool and cloudy
11	Cold and clear
12	Cold and cloudy
13	Cold and cloudy—light snow
14	Very cold and cloudy—strong wind
15	Cold and stormy—heavy snow
16	Cold and stormy—biting sleet
17	Changing weather (1d2 + 1 patterns)*
18	Extreme cold and clear—gale winds
19	Two rapidly alternating patterns**
20	Ice storm!

* Roll up to three additional times to ob-

tain the sequence of weather changes. The first pattern begins at dawn, the second at noon and the optional third after dark.

** Roll again until two different weather patterns are obtained. These two patterns will alternate every 2d6 turns.

Temperature: *Warm* means 60+ degrees Fahrenheit (snow melts at a half inch an hour and turns to slush, streams swell with run-off); *cool* is 40-59 degrees Fahrenheit; *cold* is 25-39 degrees; *very cold* is 0-24 degrees; *extreme cold* is -10-0 degrees and a *cold snap* drops to —11 and below. Wind chill is considered in all cases.

Unprotected characters take one point of damage per hour for each 10 degrees below 40. Warmly dressed characters take 1 point of damage each two hours when the temperature is *very cold*; 1d2 points of damage each two hours during *extreme cold* and 1d3 points each two hours during a *cold snap*. If characters are unsheltered and inactive, damage occurs at twice the above rate.

Precipitation: *rain* is simple rainfall; *freezing rain* ices up wagons, roads, trees and gear; *sleet* is frozen rain; *light snow accumulates* 1d4" per day; *heavy snow accumulates* at 2d6" per day and obscures vision; a *blizzard* literally drops 3d4" per hour, and blinds the party. An *ice storm* drenches everything in *freezing rain* and *sleet*.

Blizzards and *ice storms* are always accompanied by *very cold* temperature. Snow reduces movement speeds by 1" per 4 inches of snow.

Departures

A snow squall mars the morning of departure making the steep trail down the mountain even more slippery. It is not until the party has been traveling for an hour that an old man pokes his head out of the enclosed wagon and impatiently asks if they have reached their destination yet. It is Falx in human guise. Even though he has difficulty flying, Falx felt that he could not desert this quest. Falx's flying is impaired as follows: He can only fly at a movement rate of 15". For each day out of Northending that he does NOT fly, he can increase his flying time of 10 rounds (with a rider) two additional rounds (on the second day he could fly for 12 rounds, on the 8th day 26 rounds and so on). However, each time he flies before being fully healed (a total of 21 days is necessary), another 1d6 days of recuperation is needed.



W. Walton '82



Forest Encounters

The Encounters on the Egg's Journey do not begin until the party enters the Charwood. The encounters end just after the party crosses through Bandit Pass in the High Peaks. The Encounter in Ender's Glen (#J10) occurs only during the day, it can be avoided by traveling through the village at night. The bandit ambush occurs only if the party spends a second night in the High Peak Mountains. The final two encounters (#J13 and #J14) occur after the party leaves the pass. The Blizzard (#J13) cannot be avoided. The thing in the ruins (#J14) can be avoided.

Use the Overland columns of the Random Encounter Table (using appropriate day or night encounter column). The DM should make three encounter checks each day; at dawn, noon and dusk. Make one encounter check each night. Note that Falx believes it unwise to appear in dragon form. Such extravagant displays can only bring later grief.

J1. Animals

Animal encounters involve only small, basically inoffensive animals of various types, which try to avoid the party. One to eight (1d8) animals generally appear. The DM may select one (or chose randomly) from the following: badgers, beavers, birds, deer, goats, herd animals, porcupines, skunks, weasels, wildcats and others. None has any treasure, though certain pelts may be of value (at the DM's discretion).

J2. Ankheg

These two creatures are beneath the trail and rise up as the party passes, appearing to the left and right of the wagon and attacking the most convenient targets, whether horses or characters. If either ankheg is damaged enough to squirt acid, both will flee after one "squirts" (but not by burrowing). They have no treasure.

The ankheg tunnels form a maze which eventually leads to their underground lair. If explored, three larger ankhegs will be found in the lair. The lair treasure is scattered, buried under debris; the sides of the tunnels and the larger chambers of the lair are strewn with bits and pieces of wood, rocks of all sizes, scraps of human origin (clothing, pieces of weapons, and other refuse), and the usual traces of ankheg occupancy. The treasure consists of 2,000 sp, four gems (total value 2,500 gp), one piece of fine jewelry (2,200 gp), a potion of *water breathing* (four doses), and a *spear +1*. The latter items

may easily be found if a *detect magic* spell is used, but the bulk of the treasure takes 12 man-hours to gather. If less time is spent searching, less treasure is found (in proportion to the time actually spent).

J3. Beetles, Stag

The six giant stag beetles are seen nearby, about 60 yards away. Noise from horses attracts them, but they can easily be outrun and avoided. They have no treasure, but if any are slain with little damage (i.e. magically slain, or magically *held* or *charmed* and then slain carefully), each carapace may later be used to make two normal-sized *shields +2*. An undamaged carapace is in good enough condition for careful crafting and enchantment (although the cost of such a process is left to the DM's discretion).

J4. Dragon, Green

This dragon's shadow suddenly passes over the party and automatically surprises them as it approaches on a glide, nearly silent and obscured by trees. It cruises 70 feet overhead, and passes without seeing or hearing the results of its passage (effect of *far aura*: creatures of less than 1 HD and untrained, inoffensive creatures, such as draft horses, rout for 4d6 turns; creatures of less than 3 HD must make a saving throw vs. spells with a +5 bonus, or else they rout or are paralyzed; creatures of less than 6 HD save with bonus or fight at —1 to hit on attack rolls; creatures of 6 HD or more disregard this effect).

The dragon has seen something and is merely investigating it. It does not particularly wish to tangle with fierce humans. It lands 150 yards ahead of the party, directly on the trail, to eat whatever creatures it can find and then wait. If the party hides for an hour or more, it departs. If attacked or approached, the dragon takes off, coming back to breathe on the party as it passes. It may repeat the maneuver once, but does not land again unless most of the PCs are dead. It carries no treasure.

If Falx changes into a dragon (only at the PCs' request), the green dragon departs instantly. The dragon is a mount for an Evil scouting party who are hoping to encounter the Egg caravan, but it is not bright enough to realize what it has found unless Falx transforms. This will initiate the attack of the dragon riders (#J5).

If the oxen are permitted to run free, they run directly away from the dragon at maximum speed, pulling the wagons (and the Egg!) all the while. If a character tries to unhook the wagon, the DM should roll 1d6,

adjusting the result by the character's Dexterity bonus "to hit" score. If the total is six, the attempt is successful. If not, the oxen and the wagon (possibly with riders) continue into the woods. If the Egg wagon becomes separated from the party, it is automatically found by the sprites (Encounter #J7), who make off with two ale kegs—one containing the Egg. The sprites do not behave as described in encounter #J7. Instead, they shoot any guards with their sleep arrows, and then steal the two kegs (regardless of previous encounters with the party). Later, however, they agree to a trade. They want ale, not an artifact.

J5. Dragon riders

If Falx has not revealed his identity to either the green dragon or the bandits, read the following to the party:

With a sharp crack of wind, a pair of dragons—one green, one blue—drops to the ground 20 yards ahead of the party. A pair of tall, dark-mailed dragon riders carrying large mauls casually dismount and saunter toward you, apparently unconcerned by any threatening postures you may be taking—their facial features obscured by enshrouding helmets with strange lenses over the eyes. The insignia on their arms is obvious though—*Garythane*.

The arrogant dragonriders, Rikk Hornn and Ace McKorkel (level 5 fighters) have orders to stop all travelers. They are looking "for something unusual." Although apparently carelessly casual, their hawklike eyes miss nothing. At a moment's notice the dragons will come to their aid. The two men ask questions casually of the party, trying to discover who they are, why they are here, what they are carrying, etc. If defied or obviously lied to, the men start smashing randomly selected ale barrels. Meanwhile the dragons have edged closer—within quick mount range.

If Falx reveals himself here, or if a smashed open barrel reveals the Egg, the dragon riders bolt for the sky, loop and dive for strafing runs with gas and lightning.

After two attack runs, the dragon riders head for a nearby orc camp to relay the news of the presence of the egg. If either dragon rider escapes, an orc platoon (100 orcs, 4 fomorian giants, 50 monster zombies and 20 spider mounts) will intercept the party within two days' time. To defeat this group may require use of the Egg itself. To



intercept the dragon riders, aerial combat upon Falx (Remember his injuries—other means of flying may become necessary). If the dragons are pursued, they split up and loop around to flank their foes. After two rounds of combat the dragons again split to take different routes.

If Falx previously revealed his presence to the green dragon or the bandits, Rikk and Ace begin with a strafing attack run. The first flyover is treated as a *fear aura* attack. *Ace and Rikk both carry mauls +2 and wear plate mail +2.* Two pairs of very long, diamond toothed lances (non-magical +1) are strapped to the waiting dragons.

J6. Medusa

This horrid creature is wandering in the woods wearing a druid's hooded cloak that completely disguises her. The cloak is immediately recognizable by a ranger. The medusa ignores the party unless greeted or attacked. If so, she pulls back the hood, revealing her true nature, and tries to petrify the person encountering her.

The medusa's cloak is fastened with a *brooch of shielding* (absorbs 50 hp of *magic missiles*), and she carries a potion of *speed* which she drinks if the characters move in to engage. After the potion takes effect, she tries to evade as long as possible, at double movement rate of 18"—still gazing each round, if possible. When characters avoid her gaze, she utters loud, abrupt screams to startle the horses and get *their* attention (for petrification attempts). If a horse is turned to stone, all that it carries becomes stone with it; however, a wagon and ale kegs are not classed as equipment carried and are never turned into stone.

J7. Sprites

A sprite suddenly appears on the wagon and addresses the most charismatic character, asking if a keg of ale might be for sale. The sprite offers to pay much (up to 1,000 gp in gems) as such delicacies are rare in their area. If a deal is struck, all 40 sprites suddenly appear, take up a collection among themselves and finally (after much humorous confusion) pay for the keg.

All 40 sprites then airlift the keg into the woods. If the purchase proceeds smoothly, the sprites return in an hour and offer to stay with the party for a night. If the offer is accepted, they tell fireside tales about the various nasty creatures seen in the area (all those listed in the encounter table). Note that the sprites have seen all creatures in their true guises.

If the party engages the sprites in combat

(or if they attack to steal a keg), the sprites are armed with miniature weapons, including mini-swords (1d4 damage), mini-bows (1d3 damage, half the range of a short bow). Characters hit by sprite arrows must make saving throws vs. poison or *sleep* for 1d6 hours.

J8. Werewolves

Ten robed people approach on foot; they seem to be pilgrims.

The robed folk can be detected as Evil, but behave normally and peacefully. They stop and hail the party, move to one side to let them pass and are generally cooperative—until their leader says, "Well, have a nice day," at which time they all change form and attack (possibly with surprise, though the DM should adjust rolls for suspicions and preparations mentioned by the players). If any party member uses this phrase, however, one of the creatures changes form prematurely, alerting the party and negating any chance of surprise. The werewolves run fast enough to catch most horses.

The DM should note the opportunity for a "paladin's dilemma" here: although a paladin with the party can easily detect evil in the "pilgrims," he cannot Lawfully attack until they take actions to warrant it. The lycanthropes are carrying no treasure, but can easily be tracked back to their lair. Six more creatures are in the lair, along with 2,200 cp, 800 sp, 600 ep, 500 gp, and one gem worth 500 gp. The lair is left for design by the DM (any small cave or cave and ruin complex should do nicely). The lair is near a town, either Enders' Glen or Felonius. Keep in mind that most of the creatures probably lead "normal" civilized lives, at least part-time.

J9. Hanging Haunt

A spectral form steps out of a tree, apparently a man in archaic armor and clothing. He seeks to touch the nearest person.

The spectral form is a haunt, the spirit of a courier who was slain by a hangman tree during the great War of Ending. The haunt was delivering a message to the king of Emphyrea. If the haunt possesses a victim, it will take the victim to its body, a pile of bones beneath a hangman tree.

A haunt-possessed victim is immune to the hangman's hallucinatory perfume, but all other characters must make a saving

throw vs. poison or believe that tree is some harmless species. The hungry hangman tree will seize up to three victims. Once the haunt-possessed victim picks up the scroll, the haunt feels its mission is complete and it gains its final release.

The message is in a scroll tube and is faded and brittle, but its text gives suspicions that a key person in the forces of good is a traitor and that he has turned over the plans regarding the Castles of Ruling to the Tangg-lord in Garythane. It further states that the *holy sword* Chrysumer has been found on Nest Island and that a hero must be dispatched to attain it. It is signed by Prince Metallian, lord of Seascarp Castle and dated over 200 years ago.

J10. Enders' Glen

Enders' Glen is a small village formed by survivors of the War of Ending who felt that they could no longer support the cause of either Garythane or Northending and left to form their own society. The town is controlled by a hereditary headman and Ritikin Felterclad, a level 8 druid, neither of whom will become involved in the altercation that occurs when the party's caravan enters town.

Grisson Oyle and Blane Thurgudman (both formerly of Nimbortan) have been in Enders' Glen for several weeks, pretending to be diplomats from Fairway. They have had little luck in trying to forge friendships with the town leaders. So they have recently begun inciting the villagers against Northending, claiming that the Council has imported weaponry from alien planes. When they discover that the PCs are passing through town, they want the mob to destroy the party and take control of its prize.

The Neutral citizens of Enders' Glen now believe that the Egg that must be destroyed or else it will escalate the war. If the party enters Enders' Glen, they will be blocked by a crowd of 100 common men and women armed with clubs and daggers who chant "Stop the war" and "War no more." If the party does not exert crowd control, the villagers surround the wagon, tip it over, and smash the barrels and the Egg.

The party must escape with artifact intact and without inflicting significant damage to the innocent citizenry.

The least violent means of quieting the crowd will be oratory. Each time a character wants to make a point (like questioning the validity of Oyle and Thurgudman as neutral observers or trying to convince the villagers that Evil unbalanced the situation by stealing the Egg in the first place) have the char-

Combined Monsters Statistics Table

Name	AC	HD	hp	#AT	Dmg	MV	AL	THAC0	BOOK	SA	SD
Badger, Giant	4	3	19	3	d3(x2)/d6	6"	N	16	MM1	No	No
Basilisk	4	6+1	35	1	d10 + Special	6"	N	13	MM1	Yes	No
Caryatid Column	5	5	22	1	2d4	6"	N	15	FF	No	Yes
Chaggrin (Grue)	4	5+5	40	2	d4 + 2(x2)	12"(3")	NE	15	MM2	Yes	Yes
Crayfish, Giant	4	4+4	26	2	2d6(x2)	6" /12"	N	15	MM1	No	No
Devil, Horned	5	5	35	4	d4/d4/d4 + 1/d3	9/18"	LE	13	MM1	Yes	Yes
Devil, Ice	4	6	60	4	d4/d4/2d4/d10 + 2	6"	LE	13	MM1	Yes	Yes
Dinichtys	7	10	60	1	5d4	21"	N	10	MM1	Yes	No
Dragon, Gold (Falx)	-2	11	77	3	d8/d8/3d6	12" /30"	LG	10	MM1	Yes	No
Dragon, Silver											
Adult	-1	11	55	3	d6/d6/5d6	9/24"	LG	10	MM1	Yes	No
Very Old (Falx)	-1	10	70	3	d6/d6/5d6	9/24"	LG	10	MM1	Yes	No
Ancient	-1	9	72	3	d6/d6/5d6	9/24"	LG	12	MM1	Yes	No
Dragon, Red (ill.)	-1	11	88	3	d8/d8/3d10	9"/24"	CE	10	MM1	Yes	Yes
Dwarf (Caveman)	9	1	7	1	d6	6"	NG	19	MM1	No	No
Efreet	2	10	40	1	3d8	9" /24"	LE	10	MM1	Yes	Yes
Elemental											
Air	2	12	60	1	2d10	36"	N	9	MM1	Yes	Yes
Imix (Fire)	-4	20	90	1	6d6	18"	NE	7	FF	Yes	Yes
Ogremoch (Earth)	-7	24	110	2	5d10(x2)	9"	NE	7	FF	Yes	Yes
Olhydra (Water)	-5	20	90	1	2d12	6"//18"	NE	7	FF	Yes	Yes
Yan-C-Bin (Air)	-6	19	85	2	2d10(x2)	48"	NE	7	FF	Yes	Yes
Fungi, Violet	7	3	13	2	Special	1"	N	16	MM1	Yes	No
Ghast	4	4	25	3	d4(x2)/d8	15"	CE	15	MM1	Yes	Yes
Ghoul	6	2	14	3	d3(x2)/d6	9"	CE	16	MM1	Yes	Yes
Golem, Iron	3	18	80	1	4d10	6"	N	7	MM1	Yes	Yes
Hell Hound	4	4	20	1	d10 + 4	12"	LE	15	MM1	Yes	No
Hydra	5	7	56/8	7	d8	9"	N	13	MM1	Yes	Yes
Ildriss (Grue)	2	4	25	1	1d10 + 2	3" /24"	NE	15	MM2	Yes	Yes
Ki-Rin	-5	10	60	3	2d4(x2)/3d6	24" /48"	LG	10	MM1	Yes	Yes
Kopacynth (Gargoyle)	5	4+4	35	4	d3(x2)/d6/d4	9" /15"	CE	15	MM1	Yes	Yes
Lurker Above	6	10	48	1	d6	1"/9"	N	10	MM1	Yes	No
Men											
Adjutant (Hydell)	0	F3	25	1	d10+1	12"	LN	18	—	No	No
Common Man	10	0	d4	1	d4	12"	Var.	20	—	No	No
Guard (Hydell)	1	F2	15	1	Variable	12"	N	20	—	No	No
Jailor (Hydell)	1	F3	25	1	1d4+1	12"	LE	18	—	No	No
Monitor	2	F2	17	1	1d8	12"	N(E)	20	—	No	No
Sergeant (Hydell)	4	F4	30	1	1d8+1	9"	N	17	—	No	No
Mimic	7	10	60	1	1d10+2	3"	N	10	MM1	Yes	Yes
Mold, Brown	9	—	—	0	4d8	0"	N	—	MM1	Yes	Yes
Mummy	3	6+3	30	1	d12 + Special	6"	LE	13	MM1	Yes	Yes
Necrophidius	2	2	16	1	d8	9"	N	16	FF	Yes	Yes
Ogre Magi	4	5+2	25	1	d12	9"/15"	LE	15	MM1	Yes	Yes
Phase Spider	7	5+5	30	1	d6 + poison	6" /15"	N	13	MM1	Yes	Yes
Piercer	3	Var.	Var.	1	Var.	1"	N	16	MM1	Yes	No
Pudding, Black	6	10	36	1	3d8/Special	6"	N	10	MM1	Yes	Yes
Revenant	10	8	40	1	2d8	9"	N	12	FF	Yes	Yes
Rust Monster	2	5	25	2	Rust metal	18"	N	15	MM1	Yes	Yes
Salamander	5/3	7+7	44	2	2d6	9"	CE	13	MM1	Yes	Yes
Shadow	7	3+3	23	1	d4 + 1 + Special	12"	CE	16	MM1	Yes	Yes
Shambling Mound	0	8	35	2	2d8(x2)	6"	N	12	MM1	No	Yes
Shrieker	7	3	15	0	—	1"	N	—	MM1	No	Yes
Skeleton	7	1	5	1	d6	12"	N	18	MM1	No	Yes
Skeleton, Plesiosaur	7	6+3	40	1	5d4	9"	N	13	New	No	Yes
Snake, Giant (poison)	5	4+2	25	1	d3 + poison	15"	N	15	MM1	Yes	No
Spectre	2	7+3	36	1	d8 + Special	15/30"	LE	13	MM1	Yes	Yes
Spider, Huge	6	2+2	14	1	d6 + poison	18"	N	16	MM1	Yes	No
Troll	4	6+6	35	3	d4 + 4(x2)/2d6	12"	CE	13	MM1	No	Yes
Tyrannosaurus Rex	5	18	90	3	d6(x2)/5d8	15"	N	6	MM1	No	No
Vampire	1	8+3	35	1	d6 + 10 + Special	12/18"	CE	9	MM1	Yes	Yes
Vampire M-U	-2	8+3	48	1	d6 + 4 + Special	12/18"	CE	12	MM1	Yes	Yes
Wererat	6	3+1	20	1	d6 (bite)	12"	LE	16	MM1	Yes	Yes
Wight	5	4+3	25	1	d4 + Special	12"	LE	15	MM1	Yes	Yes
Wraith	4	5+3	30	1	d6 + Special	12/24"	LE	15	MM1	Yes	Yes
Xorn	-2	7+7	40	4	d3(x3)/2d10 + 4	9"	N	12	MM1	Yes	Yes
Zombie (Slink)	8	2	10	1	d8	6"	N	16	MM1	No	Yes
Zombie, Monster	6	6	33	1	4d4	9"	N	13	MM2	No	No



acter make a Charisma Ability Check. For each successful roll, make a percentile dice roll. This will be the number of villagers who wholeheartedly believe the PCs. If at least 50% are swayed, the resulting confusion will allow the party to get out of town.

J11. Sightings in Bandit Pass

The party must travel through this pass in the Great Peaks to reach the west coast. It is known to be a dangerous area, and the players should be informed of this.

During the two days it takes to cross the mountains, no *random* encounters occur. On the second day, occasional humanoid figures are sighted high on the peaks. These figures are bandits, in groups of five, foraging and watching the pass for travelers.

If the party stops to camp for the night on the second day in the mountains (after they go through Bandit Pass), they are attacked at 3:00 AM by the bandits. If they press onward, traveling until midnight (at least an extra six hours), they are out of the bandits area and escape the ambush.

The bandit group is formed of men from the southern part of Empyrea and are led by Trelayne Dubro, a charismatic, but evil level 8 fighter. While this is admittedly not the best area to prey upon travelers, it is the area that Trelayne's master, the Tangg-lord of Garythane has ordered this bandit troupe to guard. The day before the attack, Blane Thurgudman will have alerted the camp to the coming of the PC party.

J12. Ambush among the Peaks

At 3:00 AM, a horde of 50 bandits attacks the party after quietly surrounding the camp. They start with two rounds of missile fire, followed by a mass charge. It takes one round for the characters to awaken. Note that the only characters in normal armor are on watch at the time, unless the players specify otherwise.

Characters normally attired in leather armor may be automatically considered to be sleeping in their armor. All other characters sleep in light clothes unless the player firmly states that armor is being slept in, due to the apparent danger (normally not done, but permissible this night). Awakened characters may grab shields and weapons, but do not have time to don armor.

Note that the party could take steps in making a camp that would effectively negate part or all of the surprise. A ranger, for example, could arrange nearby underbrush and leaves to ensure noise from approaching creatures. With the right magical items (a *gem of seeing*, for example), the bandits

could be discovered while still more than 100 yards away. The bandits are clever and quiet, but good play and preparation can avoid most problems.

A clever party might capture 1-5 bandit scouts (a simple matter of *fly* and *sleep* spells by a magic user), interrogate them and discover the planned time of the attack. Then prepare to be awake and be ready for the attack while appearing to be asleep!

The bandits are uniformly armed with longswords and shortbows. All "typical" bandits wear leather armor and small shields. Roll hit points for the normal bandits as needed (1d6 each). Each bandit carries five gold pieces in a small sack.

The bandit command structure is broken down as follows: Trelayne, the bandit chief is a level 8 fighter, accompanied by six level 2 fighters (guards). A captain, Uskker Frokk (level 5 fighter in plate armor and shield with a *longsword +1* and two potions of *extra healing*), directs the military aspects of the camp. Two lieutenants (level 4 fighters in plate mail and shield, each with a potion of *extra healing*) report to him, each command half the bandits and normally two sergeants (level 3 fighters in chain mail and shield, with a potion of *healing*) would report to each lieutenant, but one was recently killed in a fall (total now of three). Finally a camp leader directs the organization and protection of the bandit camp. Each officer and guard carries 50 gp.

As the ambush begins, the bandits get 30 arrow attacks in each volley, two volleys per round. If the first volley is by surprise, half (or more) of the shots are aimed at the characters on guard, the rest are aimed at sleeping characters (treat as AC 10 if unarmored). They try to get four volleys off before engaging, although some individuals may be forced to engage before completing this strategy.

If you wish, use a percentage of hits instead of rolling all the attacks. For example, if 10 arrows are shot at three sleeping characters, they hit on a roll of nine or better, or 60% of the time; thus, on the average, six of the 10 hit, or two per target (This principle may be applied to many mass volley situations).

The officers and guards are widely spaced to avoid area effects spells. They hold back until the first wave of normal bandits is engaged, then move in where most needed. Trelayne Dubro and his guards do not engage, but stay back to observe, and flee if the battle turns against them. However, the guards assist with more missile fire if directed by the leader—a probable tactic

against observed spell casters in the party, for example.

Falx has no compunction against aiding the PCs in this ambush, but only if they think to make use of him. If not seen previously, he can use his *fear aura* to frighten the bandits. However, if he just transforms from a man into a silver dragon in the midst of the battle, the bandits must make a modified morale check (base morale of 60%) of 40% as if greatly outclassed.

If the presence of Falx makes the ambush a one-sided fight, bring the dragon riders Rikk (on the green dragon) and Ace (on the blue dragon) into play (if they have not been killed already—see encounter #J5). They will arrive about ten melee rounds into the battle.

NPC Capsule

Trelayne Dubro

Level 8 Fighter

Strength 17	Armor Class -2
Intelligence 15	Hit Points 60
Wisdom 11	# Attacks 3/2r
Dexterity 16	Base THAC0 14
Constitution 14	Base Damage d8
Charisma 17	Combat Bonuses +17 +1
Comeliness 16	Alignment LE

Equipment: *longsword +2*, *dagger +1*, *plate armor +1*, *shield +1*, potions of *extra healing*, *invisibility*, and *speed*; large key ring with eleven keys.

Notes: Trelayne Dubro of Fairway spent much of his early life as a paid mercenary in foreign lands. Upon return to his homeland, he found little call for his services. After a few years of looting local shrines and tombs he met with a representative of the Tangg-lord who offered him continuous income for relatively little risk.

J12. Bandit Lair

The bandit lair is a temporary camp high in the mountains of the pass, within five miles of the first sighting of the bandit scouts. At the time of the bandits' ambush, 10 normal bandits are in the camp along with Kelton One-eye the camp leader (level 6 fighter in plate armor and *shield +1*, *longsword +1* and a potion of *extra healing*). The bandits plan to stay up all night if necessary, guarding the camp until their comrades return.

If the camp is inspected closely, there is ample evidence that at least one dragon is kept here, possibly more. There is a vague



hint of chlorine in the air.

If the PCs use any flashy magics here or if Falx assumes dragon form, the patrolling dragon riders (see encounter #J5) will become aware that something is wrong and will descend to investigate.

The bandits are holding hostages from previous raids, hoping for fun and profit. All the prisoners come from the town of Shell, along the coast to the north and all expect to end up as slaves in Garythane. All the prisoners have heard of Doc's Island. They are all bound, lying here and there around the camp, and are always carefully watched. None have any armor, weapons, or spell components, nor (of course) anything of value.

Human male: Coredum, level 3 fighter; hp 23, CG; has heard of Athelstan, and will be overawed by him if he is present.

Human male: Coredum, level 3 fighter; hp 23, CG; has heard of Athelstan, and will be overawed by him if he is present.

Human male: Garagrowin, level 4 ranger; hp 32, CG; operates out of Ender's Glen.

Human male: Celsius, level 3 magic-user; hp 8, NG; warns party to be on the lookout for a bitter man named Tuke.

Human female: Marcy, level 3 thief; hp 10, N; secretive regular visitor to Fairway; knows of some evil there.

Human females: Four peasant women; hp 3 each, N; they make quite a fuss over Athelstan if he is present.

Dwarven female: Brauni, level 3 fighter; hp 20, LG; comes from Durrowden, a dwarven city to the north.

Elven female: Pehri, level 3 fighter/magic user; hp 13, CG; comes from Broom an elven town far to the east; despises "half-breeds" (half-elves).

The DM is encouraged to add other descriptive notes, create backgrounds, and add more personality to these NPCs. The information provided by these characters could be used to introduce several subplots into an intricate campaign.

Although each normal bandit carries 5 gp, and each officer carries 50 gp, the lair treasure is also located at the bandit camp. It is buried in 11 large wooden chests. Each chest has a small number carved below a handle.

The chests have been carefully buried, and cannot be found without magical assistance (such as a *potion of treasure finding*), unless a bandit officer is either captured or interrogated using a *speak with dead* spell. In either case, the location is quickly revealed. For security reasons, the normal

bandits do not know where the officers have buried the cache.

Each chest is securely locked and trapped with poison darts. A dart trap is not triggered if a key is used or if attempts at Finding and Removing the trap have been successful. Otherwise, the person unlocking the chest takes 1d6 points of damage and must save with a +2 bonus to the roll, or die in three rounds. The bandit leader, Trelayne Dubro, has the key ring with all 11 keys. They are all different and numbered, matching the numbers on the chests. Note that the use of the wrong key does not set off a trap, but doesn't open the chest either. The chests contain the following treasure:

- #1. 500 cp.
- #2. 500 gp.
- #3. 500 sp, plus (buried deep in the coins) a small sack containing 13 gems, total value of 3,500 gp.
- #4. 500 gp.
- #5. 375 cp, 50 sp, 35 pp (buried deep), plus (also hidden deep in the coins) a finely crafted wooden box which is untrapped, padded and lined with satin and contains eight pieces of jewelry, total value 10,000 gp.
- #6. 500 sp.
- #7. 500 ep.
- #8. 500 gp.
- #9. 200 gp, 225 ep, and 25 pp.
- #10. 500 gp.
- #11. 500 ep.

J13. Blizzard!

The light snow that began falling the second night in the mountains has become a raging blizzard, beyond even the proportions of a normal storm. Through the night the snow accumulated at the fantastic rate of eight inches an hour and by morning, the wind began piling it up in 15 foot drifts. The sturdy oxen huddled together throughout the night, but unless the PCs take steps to warm them, many will freeze to death this night (roll a Constitution Ability Check for each beast. The oxen will have Constitutions of 14, the horses 12). Beasts that fail the check die of exposure during the night.

Morning dawns bright, sunny and *extremely cold* as a stong wind whips the snow into swirling towers. From here, the party can see over the coastal hills to the shore beyond, even making out the sharp inlet and snow-dusted ruins of Clam Cove. They see their destination, but how to get there? Even if all beasts survive the night, it will be impossible to move the wagons through such snow, even foot movement will be slow and

dangerous. Without mechanical aid (skis, snowshoes, sleds) the party can only move at a rate of 2". At that rate, most may die of exposure before they reach the shore on foot over ten days later.

Possible solutions include:

Using the dragon to airlift the party—Falx can carry about three or four party members before collapsing from exhaustion; using snow shoes or skis that may have brought from Northtending to travel at a 5" rate; make snow shoes from evergreen branches; make sleds (toboggans) out of the wagons, allowing the party to descend the side of the mountain in a few hours; use Falx as an icebreaker, flattening or forging through the snow—in this manner, the party can manage 5" through the mountains and 8" through the hills.

J14. Dark Night, Deadly Night

When the party arrives at Clam Cove, the ship that they are expecting is not waiting for them, it will arrive the next day. At least one night must be spent in or near the ruins of Clam Cove.

A century ago, Clam Cove became the lair of Lammplak Umberright, an old shadow dragon, his four shadow mastiffs and eight shadows. They prowl the surrounding countryside at night; preying on beasts and travelers. The dragon is a free agent, owing no loyalty to Krellokk or other Evil powers in the world; yet it protects and nurtures its "family" of darkness creatures.

If the party spends the night in or near the ruins (anywhere within 5 miles of Clam Cove), the shadow gang attacks. Using the night, the dragon and his allies creep up silently on the encampment and begin the attack; first breathing a cloud of darkness and retreating, while the shadows attack. Finally, the dragon and mastiffs charge in to attack the weakened survivors.

NPC Capsule

Lammplak the shadow dragon: AC -2; Move 18"/24"; HD 6; hp 36; #AT 3; Dmg d4+1(x2)/d10+2 + Special; THAC0 13; SA use spells as a level 6 illusionist; breathe blinding cloud of darkness that saps 75% of victims's life energy (and associated magic and spells) for six turns (50% loss if saving throw is made); SD Hide in Shadows as a level 10 thief; impervious to non-magical weapons; Magic Resistance 20%; Alignment NE



Voyage of the Krill

Spells

Level 1: *Detect invisibility, wall of fog*

Level 2: *Improved phantasmal forces, hypnotic pattern*

Notes: Lammplak likes things of darkness and may spare victims in trade for magical items (or destruction of ones that glow). If he sees the Egg, he will covet it beyond all things, even sacrificing his pets and allies. The dragon's lair beneath a ruin in Clam Cove contains 80 black gemstones worth a total of 10,000 gp, a *sphere of annihilation*, a *Talisman of the Sphere*, and a black-bladed *sword of life stealing* (+2).

DM's Background

As the Egg nears its final destination, the Evil powers in the world become aware that this may be their last opportunity to gain personal control of it, before it is once again secure in its nest.

Tuke, the assistant illusionist from Hydel, has been extremely active in the last few months. Now 8th level, he still holds a bitter resentment against the party who spoiled his potential rise in power within Dutch's and eventually the Tangg-lord's hierarchies. The Krill was dispatched from Doc's Island to bring the party there safely, no funny business. Tuke was able to hijack the ship at sea (by now the DM should realize that there is something wrong on Doc's Island) and take command of the crew, who are not living men but zombies (and monster zombies) enchanted to appear as sailors. They are more work of Dutch, referred to as "improved slinks" by their creators. Tuke seeks to do away with the party and take possession of the Egg. With it, he feels that he can begin an empire to rival the Tangg-lord's.

Meanwhile, the rulers of Elemental Evil, with whom One has been trafficking also seek to gain control of the Egg for themselves. Ogmoch sends a clot of chagrins (earth grue elementals) to grab the Egg. At sea, Olhydra summons a storm and brings an undead dinosaur up out of the deeps, striking at last with her kopoacanth (sea gargoyles). Should the characters survive this, they will find themselves in a nearly swamped boat a few miles off the shore of Doc's Island.

Falx the silver dragon (if he still survives) will continue with the party on the sea voyage. The boat cannot support his weight in dragon form. Should he change while on deck, it will capsize. If he changes below deck, the craft bursts open like a dropped melon and sinks rapidly, probably taking him and all the party with it. Falx has an un-

reasoning fear of open water. It is OK to fly over water (he still cannot manage the distance to Doc's Island), but not to sail upon it. He also cannot swim and will drown if he falls in. He is seasick (see encounter #K5) throughout the voyage.

Improved slinks are variants on the original enchantments used to create the slinks in Nimbortan. Working with One, Dutch has created an even more life-like slave, a slave that looks human, reacts more like a human and is capable of some independent actions and decision-making. The person who commands them can modify the *permanent illusion* to fit his or her needs. Appearances can be changed to include wounds received or the effects of aging, changes in clothing, etc. The illusion then remains until modified again. Dutch has also created very large, muscular ones made out of bugbear zombies (monster zombies). The final touch is magical speech, allowing the improved slink to respond in a noncommittal manner to questions or to acknowledge commands.

As feisty Cap'n Ekut, Tuke the illusionist gives a fine performance. His skills at magical deception and illusion are equalled by similar non-magical talents. He uses his illusions to maintain aspects of his disguise, but never openly. Even if the party has seen Tuke before (at Hydel, or improbably at Endril), his disguise has only a 1% chance of failing.

Tuke bides his time, waiting until the first night out before seeking to destroy the party. He will even fight on their side against mutual allies.

NPC Capsule

Cap'n Ekut (Tuke)

Level 8 Illusionist

Strength 8	Armor Class 0
Intelligence 16	Hit Points 24
Wisdom 11	# Attacks 1
Dexterity 18	Base THAC0 18
Constitution 10	Base Damage d6 + 1
Charisma 9	Combat Bonuses —
Comeliness 6	Alignment CE

Equipment: *Bracers of defense AC6, cloak of protection +2, two daggers, three darts, 1,000 gp in gems in pouch.*

Spells

Level 1: *Color spray, audible glamor, phantasmal force, wall of fog*

Level 2: *Blur, improved phantasmal forces, invisibility*

Level 3: *Non-detection, paralyzation*

Level 4: *Phantasmal killer*

Encounter Key—Clam Cove

If the characters have survived the dark-of-the-night encounter with Lammplak Umberright and his shadowy minions, they will waken (if they can ever considering sleeping again) to see a ship riding the shallow swells of Clam Cove, its bright, flapping pennons showing colors of New Empyrea. The merchant ship *Krill* has anchored in the harbor.

If the party hails the ship, a longboat with captain and crew row slowly ashore. The captain is a gruff man in his thirties, bearded, trim and muscular. His crew are all typical sea men (although they bear a striking resemblance to pirates). Several are very tall and muscular.

The crew tries to act like normal men, but in spite of this they still move stiffly. If party members are suspicious of the crew they will notice this.

KI. Morning shadows

It is entirely possible at this point, that the shadow dragon may have the Egg, which it has secured in its lair. If so, the captain and crew of the Krill volunteer to aid the PCs in the attack.

A ranger or a *locate object* spell should eventually find the Egg (the *dweomer of magic* on the Egg is so potent that the *locate* spell will find it as long as the party is within the ruins). The dragon will not be expecting a day-light attack and if the party silently descends into his cellar lair, a 40-by-60-foot rectangular, debris-strewn room, it will be surprised and agitated and unable to breathe its cloud of darkness until the third combat round. The shadows do not attack the sailors (they only attack living beings and the sailors are undead) and the cloud of darkness has no effect on them either. The six biggest sailors (monster zombies) have no problem attacking the dragon or the shadows, while the other sailors (zombies) can deal with the shadow mastiffs. The captain (Tuke) backs out of melee immediately. He has apparently taken a horrible wound (an illusion). He stays out of melee, issuing commands to his crew and saying things like "At 'em me hearties" and "Don't you worry none about me. It's jist a flesh wound." He maintains the illusion until a healing spell or potion of some kind is given.

At some point, the dragon may wish to surrender himself and his treasures, rather than be destroyed.



K2. On Gruesome Ground

When the party has the Egg on the beach, waiting to load it onto the ship's boat, read the following:

The sand around you erupts like geysers; four distinct plumes spew grit and water 30 feet into the air. Almost immediately, the beach underneath four of your group caves in, trapping them nearly to their shoulders in a collapsing sand pit. And then something grabs at the legs of the trapped and starts ripping.

Four grues, evil elemental earth creatures have been waiting beneath the sand near the boats for the Egg to come within their reach. Determine which persons (usually PCs and/or Falx) will become the victims of the grues' pits. Then roll a d6 for surprise for each character. Those who roll a six noticed something unusual before the geysers appeared and were able to anticipate the pits. If they make a Dexterity Ability Check, they are not trapped. Trapped characters will be attacked for two rounds by the grues (no attack roll needed as long as the victims are trapped) taking 1d6+6 points of damage each round. After two rounds the four grues, in skull-headed hedgehog form, burrow upward and grab the Egg, whereupon they all burrow like mad to sink it into the sand and deeper.

The sailors will do little to help the party. Cap'n Ekut will try to save the Egg first (and may try to take it, but only if the chance of success is 100%).

Encounter Setting—The Krill

The krill is a merchant ship, about 90 feet long (patterned after a 1st century A.D. Roman merchantman). It is designed for coastal operation, not the open ocean. It has a single mast with a square-rigged sail and a second sail on the bow-spirit. A small cabin sits on the aft deck. A steep stair leads to the helmsman's deck atop cabin. The rudder stick and the ballista fill most of the upper deck area. A hatch-covered ladder within the cabin descends to the hold. A pair of hatches open on the cargo hold.

The Krill is in very good shape. In game terms, it is a large merchant ship. It has a hull value of 35. It moves 3 m.p.h. at normal sail and 5 m.p.h. under full sail with a strong breeze. It takes one turn to reach normal speed from a standstill.

The ballista has a minimum scale range of crew of four, it fires every two rounds; with

a crew of two every four. Against small to medium targets it does 2d6 points of damage, against large targets it does 3d6 points. Visible ballistae targets are all treated as AC 10 (regardless of actual Armor Class) with a +4 direct fire bonus (refer to attack modifiers on p. 109 of the **DMG**). The crew chief's THACO is used to determine attack success. An untrained fighter may fire the ballista as a fighter of half his or her current level.

Encounter Key—Map XV

Cap'n Ekut will not allow the wagons, horses or oxen to be brought on board.

Give the map of the Krill to the players now (turn the Players' Map of Emyrea over). Keep the map where both you and your players can refer to it. You may wish to use miniature figures to represent character and NPC positions.

Until encounter #K4, the party will only see twelve sailors. Any sailors killed on shore are taken below-decks until they can be properly buried at sea.

Run the encounters occur in the order they are listed.

K3. The Sea Gives Up Her Dead

Tacking along a bitter cold northwest wind (strong breeze), the Krill makes good headway down the coast. At this rate, landfall at Doc's Island will be in about 12-15 hours.

Mid-afternoon, the sky darkens on the western horizon and the wind dies down to a whisper, slowing the ship's movement. PCs on lookout see the following:

Something large breaks the surface of the water about 500 yards off the starboard bow and heads to intercept the Krill. In the gloom, it is difficult to determine exactly what is being seen.

The creature that will intercept the Krill in approximately six rounds is a form of monster skeleton, an undead plesiosaur, dredged up from the mud at the bottom of the ocean, a thick coating of viscous mucus gives it buoyancy and allows it to propel itself.

If the ballista is cocked and loaded, it can be fired immediately (or fired one round later if the characters change to blunt tipped missiles). Regular bolts inflict only half the 3d6 damage.

The monster will try to clear the decks of humanoids (living and undead), but seems to be sensing for something (the Egg). If it can locate the Egg, it clutches the artifact

within its jaws and sinks to the bottom, where Olhydra's minions can retrieve it later. The cabin walls have 2 structural points, the doors 1. The biting/ramming of the plesiosaur's skeletal head does 1 point of structural damage each round. The plesiosaur skeleton Turns as a mummy.

K4. Tuke's Rebuke

By evening, all forward progress has stopped. The sails hang limp, even though the twilight sky heralds the approach of more than just night. The sailors have quietly gone below decks, apparently to get rest before the coming storm.

Any character who goes out alone onto the deck will be struck by Tuke's *phantasmal killer* spell. Tuke then becomes *invisible*. With a shrill whistle he summons his crew, then fills the cabin with a *wall of fog*. Thirty slinks and eight monster zombie slinks boil up out of the hold through the hatches (both on deck and in the cabin) and begin to attack. Monster zombies Turn as ghosts.

The railings around the edge of the deck are deadly traps. A third of them (1-2 on a d6) have been weakened such that any pressure upon them will cause them to collapse, possibly dumping the victims overboard (see encounter #K6).

If it looks like the battle is going against him, Tuke surrenders, offering information for his life. He reveals the following, but only one piece at a time. If he runs out of information, he starts making things up. Dutch is alive and on Doc's Island.

A man called "One" is behind the plot to steal the egg.

One wears a golden mask.

The island is full of paladins, and something about a sword.

The hold contains a surprise for the party, the bound and gagged crew of the Krill, 10 sailors and a first mate).

K5. Storm!

As the battle with Tuke's zombies ends a storm rises that pushes the ship farther out to sea in spite of the crew's efforts. All party members who fail a Constitution Ability Check become mildly seasick and suffer a penalty of -1 from each ability score and a similar penalty to every saving throw (these return to normal on land).

More of Olhydra's creatures, eight ko-pocinths (sea gargoyles) sneak up on the ship. Only if the character on watch uses



detect invisibility will he or she see the approaching shapes in the water.

The DM should have all characters declare their positions on the boat, along with status of arms and armor (what is in hand, what is being worn). Indicate that the crew is busy with the ship and the storm.

If the kopoacincths gain surprise (nearly automatic), the monsters are first seen climbing over the sides of the ship. Four board near the mast (two from each side), two others climb over the bow, and two more climb over the stern. The duration of the surprise is short. The creatures must climb over the rail and move toward nearby characters. Thus no "free attacks" are gained by surprise (a bit of humor could be had here by rolling to see if the trapped railing breaks away as they come over, dumping the monsters back into the brink).

The crew flees below decks, noisily warning everyone of the attack.

The creatures boarding amidships try to toss characters overboard, so their combat is handled differently from normal melee. Two "to hit" rolls should be made for each, instead of the normal four, and taken vs. AC:10 (THAC0 of 5), adjusted for the victim's Dexterity defensive bonus, magical armor bonuses and situation adjustments (e.g. a character moving to put the mast between himself and the kopoacincth gains partial cover for a -2 bonus to armor class). These attacks inflict no damage.

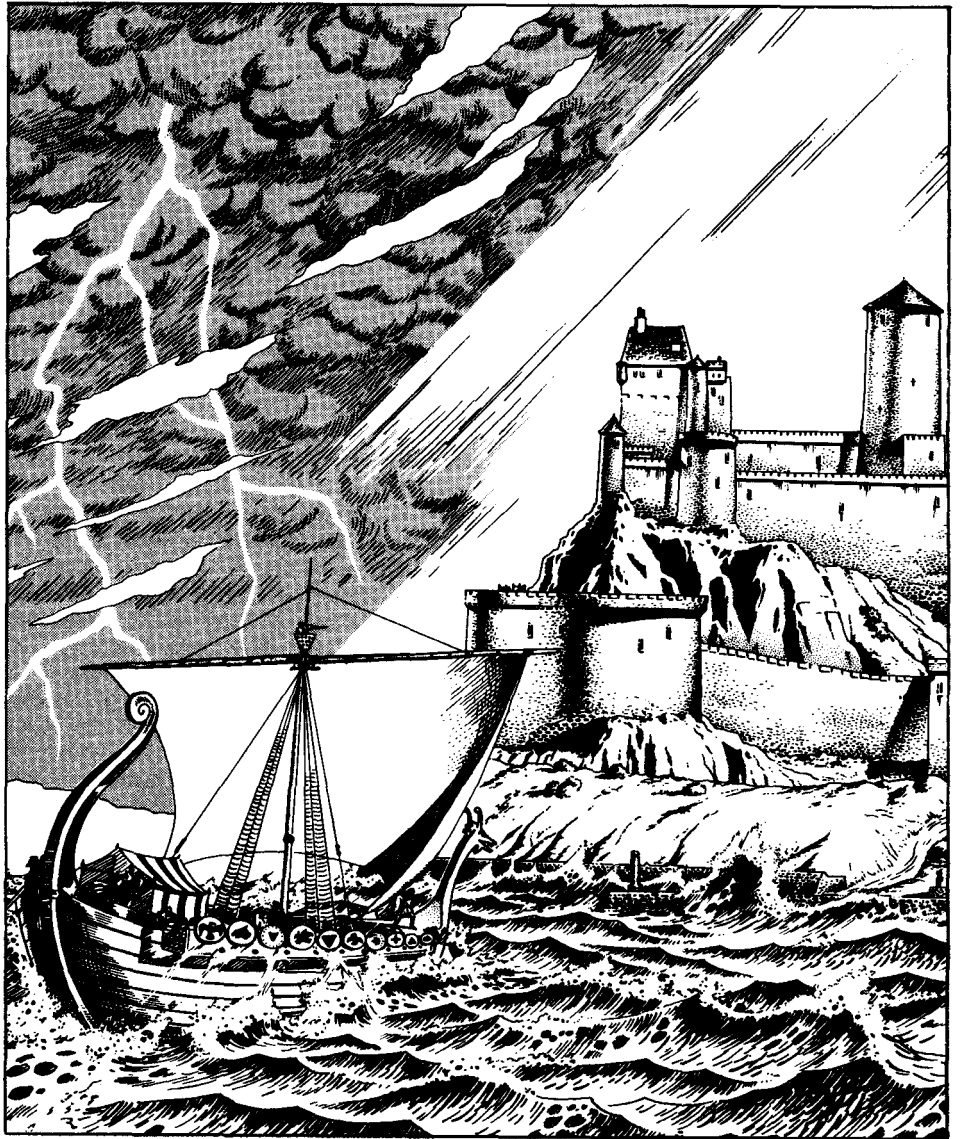
If any two kopoacincths score three hits between them on a single victim, that victim is picked up and thrown overboard in the same round. The victim may attack normally before this occurs, and if the kopoacincth assailants are also attacked by another character, the procedure is interrupted and fails.

If a character's only action is to attempt to wriggle loose from the kopoacincth's grasp, he or she gains a saving throw vs. wands. If successful, the creatures are forced to drop their victim. The kopoacincths do not throw other items overboard. They are looking for the Egg and believe it is in a barrel.

For purposes of weaponless combat, the kopoacincth are Strength 17, Dexterity 16 and weigh 170 pounds.

When the kopoacincths successfully clear the deck, they start throwing any barrels they can find overboard. Most will float, but if the Egg is still in one, it sinks. If possible, they continue until the ship contains no survivors, then dive to recover the Egg for their mistress.

Characters thrown overboard may sink and drown. Non-magical metal armor



causes a character to sink immediately and even magical armor causes encumbrance, although the character remains on the surface. In the rough waves of the storm, any character in water drowns in a number of rounds equal to his or her Constitution score. Sinking characters drown after they can no longer hold their breath (Constitution, rounded up); thereafter a Constitution Ability Check is required each round, with a cumulative -2 modifier each subsequent round. The hit points of a drowned character are reduced to -10.

Characters who remain afloat may attempt to reboard the ship by making a saving throw vs. death ray. If successful, they paddle towards the ship, grab dangling side

ropes and climb aboard (in a total of three rounds' time). Only one saving throw is permitted. If the throw is failed, the character cannot reach the ship alone. Assistance from other characters (a thrown lifeline, for instance) will give a bonus of +2 to +10 to the throw (at the DM's discretion).

Sunken characters may be recovered (with sufficient ingenuity). The depth here is 200 feet and very few creatures larger than normal fish will be encountered. However, there is a 70% chance that three more kopoacincths lurk below who attack on sight.

The storm continues for an hour after the battle's conclusion. It is not until daybreak that the ship finally approaches the island.

The Fane of the Egg



Encounter Setting

Doc's Island, the legendary home of a legendary man; where Castle Stonefist is the last bastion of Law and Good west of the High Peak mountains and its owner the most famous man in the history of all Empyrea. Ask any man, woman or child in New Empyrea who is the most Lawful, most Good person in the world and they will answer "Doc; the hero of the War of Ending, the only being who survived the disappearance of the Citadel of Empyrea." And the party is about to meet this ancient, living legend and turn over their burden to him once and for all.

Yet it should be with mixed emotions and question-wracked minds that the party finally reaches the destination of their perilous quest. Just what is going on? Why do evil creatures seem to know their every move? How is it that Dutch's special creations have appeared again? And who is One and why does he always seem to be one step ahead of the forces of Good?

Doc's Island

Doc's Island is one of a small chain of submergely volcanically-formed mountains off the west coast. It is a natural fortress, surrounded by tall rugged cliffs and dominated by the steep slopes of Mount Galla Turen, the dormant volcano. Above the sea cliffs are the weathered parapets and crumbling towers of Doc's sprawling fortress. Further up the steep slope sits the temple known as the Fane of the Egg, a shrine devoted to the safe-keeping of an artifact that was thought mere myth until recently. Far below the temple, on the gentler slopes, is a camp of bright tents, home to the paladins who have come to quest for the sword. Many of their bright, heraldic pennons fly at half mast, sad reminders that not all quests end with success. Paladins within the party will recognize the banners of noted heroes from many lands, like Princess Tanyana of the Wastes, Viscount Richard Huxley of the order of the Silver Gryphon and Rastigar Mountain-Tamer.

Landfall

The creaking Krill slides roughly against the 40-foot dock at the base of the cliffs. A sturdy gate house fills the man made ravine cut into the cliff face. A platoon of men-at-arms in the colors of New Empyrea marches out of the great gates and down the dock, stepping aside to form

an aisle to the gate and beyond. Their leader bangs sword on shield and shouts, "Three cheers for the heroes of the Egg. Hip-hip, Hoo-ray! Hip-hip, Hoo-ray! Hip-hip, Hoo-ray!"

The cheering of the honor guards continues all the way to the castle. Unless asked about, Falx uses this time to slip away unnoticed (if noticed and asked, he says something about "some business he has to attend to," but is actually going to be reunited with his mate Sillitellimut). Once inside, read the following:

In the castle's grand entry hall, all the warriors bow deeply as a tall, thin old man enters. His eyes twinkle brightly within the deep wrinkles of his face; his snow-white shock of unruly hair and walrus-like mustache are every bit as outrageous as legends describe. The entire hall hushes with anticipation. With a smile, Doc speaks, "Canst I get thee something to eat?"

Doc casually offers to relieve the party of the burden they have carried so long and far. If the party accepts his offer, he leads them deeper into the castle and places the Egg upon a crystal pedestal within a 30-foot, cubic room; a lead lined, walk-in security vault. With a wave of his hand, a magical shield of energy surrounds the pedestal. As the party leaves, a great metal door seals the vault. From within comes the sound of hissing gas. A casual inspection reveals many unidentifiable mechanical devices and a variety of magical symbols that it seems best not to stare at. The trip back to the entry hall is punctuated repeatedly from behind by the clang of dropping portulises. For now, the Egg seems safe.

Doc's Castle

After the party has seen some of the castle, read the following:

Doc's huge fortress is best described as an occupied ruin. Near the entrance, the rooms and halls are in reasonable repair, furnished in faded elegance; but the further one travels into the castle, the greater the disrepair and crepitation. The doors at the ends of many halls are boarded up, the roofs of great chambers leak or are missing altogether.

If Doc is asked about the disrepair, he indi-

cates that his needs have lessened over the years and the expense of maintaining the vast fortress taxed even his fortunes. Unnecessary rooms have been boarded up and forgotten. Doc casually advises against exploring the ruins. "They be not safe," he admonishes. "Twould be a tragedy if great folk like thee were to end thy lives on a broken stair or crumbling floor."

The time from when Doc puts the Egg in the vault and the ceremony of replacement the next day is filled with feasts and fetes, excitement and bustle. Spell casters will have very little time to replenish magics. Nevertheless, if characters attempt to explore prior to the ceremonies the next day, they are always interrupted, either by Doc or by a messenger asking for clothing sizes or preferred foods or by an enthusiastic Fflanidor Fflem, the bard who Doc has entrusted to write an epic ballad about the quest for the Egg. **Do not allow the party access to the sealed area of the castle before the ceremony.**

Encounter Key—Map XVI

Play out the encounters in the order they are listed. None should require any fighting, and most set up later events.

D1. Room Service

Each member of the party is given a private suite with its own sanitation facilities, a private bath and a lockable door leading to a common heated bathing area, shared by all the party's suites.

Although elegant, the occasional rusty spurt from the pipes and the dusty cobwebs between the high ceiling rafters state plainly that it has been a long time since these have been seen.

A tasty snack of warm, fresh bread, sliced cheeses, fruit juice and tempting cakes waits in each room. This food is wholesome and nutritious, but the cakes, the bread and the juice have all been laced with Dutch's special illusion susceptibility narcotic. Make a secret saving throw vs. poison for each PC who eats or drinks. PCs who fail their saving throws cannot disbelieve any illusion they may see for a full 24 hours (a saving throw roll of 1 means that the character's discernment is affected permanently—at least until a *neutralize poison* spell is cast upon the victim).

D2. The Grand Banquet

The paladins and their entourages have arrived for a grand and festive feast. All are decked out gaily in the finest silks, satins



and velvets. The dinner is full of merriment and mirth. Masterfully prepared dishes tempt all (and each one is heavily laced with the illusion susceptibility narcotic). Fflandor Fflem sings an exciting song called "The Sack of Hydell" which embellishes greatly the party's first encounters and then finishes with the sad tale of the last day of the War of Ending, leaving not a dry eye in the house.

At the banquet, the party learns that emanations from within the mountain indicated

the presence of a *holy sword* deep inside. It appears to be some kind of test, looking for the right owner to wield the sword against Evil once again. Sages and scholars believe it to be one of the Swords of Heroes, forged in ancient times to battle the incursion of Chaos and Evil, possibly even the legendary Chrysomer itself. For months now, paladins have been coming to try the test. None have returned with it and many have died before even reaching the goal. If the party has a

paladin member, all the other paladins encourage him or her to take up the challenge, surely a hero worth owning the sword has now arrived. If the group has no paladin, Viscount Richard Huxley, a foreign nobleman of some reknown asks the party to assist him in gaining the powerful blade.

D3. The Ceremony of Replacement

The next day dawns brightly. With grand pomp, a richly-robed Doc leads a procession of paladins in gleaming armor to the vault and carefully removes the protecting traps and dweomers (assuming that the party allowed it to be put here, otherwise the procession begins in the entry hall. The Egg is still safe. (NOTE: If any character asks "if anything has changed since yesterday" have that character make an Intelligence Ability Check. If successful, privately indicate that he or she seems to remember that the Egg was positioned differently on the pedestal. However, bringing this tidbit of news to light only draws impatient noises from everyone—that is to say, no one believes the character's observation.)

The procession ascends the mountain to the Fane of the Egg, a temple carved entirely out of the igneous rock. As the procession reaches the steps to the Fane, a pair of gleaming silver dragons drops from the sky to join them. The temple is filled with New Empyrean warriors. A deep, 10-foot-wide well pierces the Fane's central raised altar. Above the well, a strange device spins slowly. It is the Portentiomicron, an obscure magical item that prohibits the Egg from being removed except in the direst emergencies.

There is a gasp as Doc holds the Egg over the well and drops it. The Portentiomicron suddenly spins until it is nothing more than a blur; then a beam of red light shoots from it straight down into the pit; locking the Egg in place, hopefully forever.

There is some speech-making and then the two silver dragons step forward. Doc speaks to them, asking loudly "You accept this freely?" and both dragons nod. With grand gestures Doc *polymorphs* the two silver dragons into glistening golden dragons. "Henceforth, let it be known that Falx Templamut and his mate Sillitellimut shall be the guardians of the Fane of the Egg, protecting it against all incursions of Evil." A mighty cheer goes up with Falx and his mate as they spring into the air.

The Egg of the Phoenix is safe at last... or *would have been had the real Egg been put into the nest.*



DM's Background

It will be impossible to convince the party's paladin to leave the island until he or she has had an opportunity to obtain the sword. The other paladins will let the party's paladin participate in the weekly lottery that selects the next hero to attempt the trials.

The party has seen little of Doc since the ceremony of replacement. He has been distant, vague and preoccupied. Less generous people may wish to bring up that the man is over two centuries old. It only seems logical that age might be catching up with him.

Offer the party the chance to camp out with the paladins. Indicate that it actually seems colder and damper within the castle than outside.

Winter on the coast is wanner than inland, but is still cool and often cold.

The Krill was the last ship to dock at the Island. Supplies are running short on some items. If a PC wants a certain item (within reason), roll 3d6 and a d20 together. If the d20 roll is less than or equal to the 3d6 roll, then 1d4 units of that item can be bought, found or scrounged on the island.

Encounter Setting

The sun rises brightly over the green slopes of Galla Turen revealing a clear, crisp wintery morning on Doc's Island. Church camp (as named by one of the younger paladins) awakens to the subdued clatter of cookware, grunts of groggy risers and the tantalizing smell of crisping bacon. It has been some time since the grandiose ceremony of replacement—long enough for the party to heal their wounds and wash the travel-weariness from their limbs. In spite of the chill temperatures, several PCs may have elected to leave the ancient gloom of Castle Stonefist and join the encampment of paladins and their followers. Each week, they have watched as lots were drawn and another paladin was given the opportunity to best the challenge that lay beneath the Fane of the Egg. And each week they have waited to see if the chosen one would return with the legendary blade...or even return at all.

But this morning is different. Last night, the lot fell to the party's sponsoring paladin (a personal character, Athelstan or even Viscount Richard Huxley).

cock open an eye and uncurl slightly, acknowledging the passage of their comrades.

Within the Fane, the blur of the spinning Portentiomicron hums a warning to the party, lest they come too close. Last week an overly-curious page defied warnings and met an untimely end, incinerated by crackling blue fire as he peered into the well.

At the far northern end of the temple, the kneeling form of elderly Lord Tigroth Gnoll-hammer, himself an ancient paladin, rises from prayer to open the hidden panel in the north wall, revealing a secret chamber and stairs leading downward.

NPC Capsule

Viscount Richard Huxley

Level 9 Paladin

Strength	18/11	Armor Class	0
Intelligence	12	Hit Points	51
Wisdom	11	# Attacks	3/2r
Dexterity	16	Base THAC0	12
Constitution	11	Base Damage	d8
Charisma	18	Combat Bonuses	+1/+3
Comeliness	12	Alignment	LG

Equipment: *longsword +1 (Flametongue: +2 vs. regenerating creatures, +3 vs. cold-using, avian or inflammable creatures, +4 vs. undead), dagger +2, plate armor +1, shield +1, three normal daggers, two handed sword, spear, longbow & 20 arrows, portable hole, potions of ESP and extra healing, holy symbol, small silver mirror.*

Notes: Unable to pursue the life of a cleric due to his hereditary title, the pious Viscount of Emberlon pursues the noble path of paladinhood. He is the classic paladin: very Lawful, very Good, VERY dominant. However, he values the opinions of mages and clerics, consulting them often—provided they fit his code of ethics (at least along "Good" lines). He will not tolerate Chaos among his comrades, but tends to give the repentant offender another chance—infinitely.

Encounter Key— Map XVII

C1A. The Doors to Adventure

Wide, secret panels in the northern wall of the Fane of the Egg hang open to reveal a 10-foot-wide stair descending deeply into

the mountainside. A huge bronze plaque set into the floor of the chamber beyond the doors says:

"The sword of heroes lies beyond. Seek not the sword, 'less ye be for order and righteousness; a godly warrior, true of heart and firm of courage."

"Pass through the Gates of Death to gain thy prize."

The walls of the shrine hold bronze plaques, inscribed with the names of men and women, many apparently of noble birth and all with titles that mean "paladin" in their native lands. All the names are followed by a crusty, burnt-appearing black gem. If the party enters the Shrine of Chryssomer in the presence of a paladin, that character's name is here also, followed by a glowing blue gem.

C1B. Deep into the Darkness

The stairs from area #C1A descend straight into the mountain for 200 feet.

C1C. Altar of Purification

This room contains a large stone basin of water (*holy water*) and always has thousands of candles burning in niches along the walls. The candles in here never burn out, but if taken from the room, they crumble to powder. The water may be taken from the room after praying in here (usually at the insistence of a paladin).

C2A. Startling Statues

This room has had the "Dutch Touch" applied to it recently. The door in the southwest corner is disguised by a *permanent illusion*. In the center of the west wall is an illusory false door. To either side of the door stand 12-foot-tall iron statues (all part of another *permanent illusion*). Veterans who survived the Crater of Fire on Sepulchre (encounter #S4) immediately recognize the statues as identical to the golems who guarded the firebird. Dutch has created a programmed illusion to deter the curious from this path. If the party approaches the illusory door within 10 feet a programmed illusion is laid over the existing permanent illusion. The golems will engage the party for 12 rounds acting as if *hasted*. On the 13th round, the golems crumble to rusty dust which fades from sight.

In combat, the PCs will hear the clang of their weapons on the golems' metal skin, but will see no resulting damage. After a character can reasonably believe that he or

After morning devotions, the adventurers ascend the long trail to the fane of the egg. Falx and Sillitellimut, gleaming brightly in the strong morning light, each



she has struck one of these imaginary monsters, allow that character to make an attempt at disbelieving the illusion. Note that if a character disbelieves the fighting golems, the previous *permanent illusion* of standing golems remains.

C2B. One's Way

This room appears empty except for the door on the opposite wall.

If the players examine the door on the east wall, read the following:

What you thought was a door is an intricately detailed painting of a door. It looks real, but on close observation is apparently just an incredibly well-executed painting. The center of the door painting is smudged with chalk; possibly some kind of symbols were drawn here.

The door painting is a *Gate* similar in most respects to those used to travel between the Terminal of Planes and other planes. This door requires two additional components to make it work. *Read magic* will reveal that the smudged chalk marks are magical symbols often associated with movement and teleportation. They must be carefully redrawn to initialize the *gate*. A spoken command word completes the action and the *gate* stays open for a single turn.

The command word is known by the agent of Evil, One. He used this door to escape with the Egg of the Phoenix. The *gate* leads to a similar door in the south wall of area #C23, the fire giants' kitchen. From there, One could easily reach the black cube (similar to the black cube in the Black Forest—encounter #B4) in the Cauldron of Fire.

C2C. A Familiar Face

A pair of 12-foot-tall iron statues stand on either side of the east door. The statues are identical to those in area #C2A. The statue north of the door a normal statue. The one to the south is an iron golem (but not *hasted*). The golem will move to block the door if the party approaches within 10 feet, but does not attack unless attacked first. It will not pursue the party out of the room. If a character attempts to disbelieve this golem while in combat, the golem will get an automatic hit for maximum damage.

C3A. Party Time!

When the party opens the locked door to this area, read the following:

The door opens upon a long east-west corridor. A shadowy form runs down the hallway toward you clutching a large dark object, but apparently not aware of you because he constantly is looking behind him. The man's face is not visible until he comes about 30 feet away from you and then he turns and looks. It's Doc... no, it's a man in a gold mask and he carries the Egg of the Phoenix! Weirdly, his golden features contort in anger and he whips out an already sparking and popping wand and points it at you, unleashing a roaring fireball.

When the flame disappears, so has Doc. Only the hallway remains. The episode described is a pixie illusion and depicts a real scene, something the pixies saw (although it's entirely possible that they have some of the facts wrong). The illusory fireball does no damage. However, thereafter the PCs hear incessant high-pitched giggling and snickering as long as they are in the room.

If the illusion is successfully disbelieved, the small room appears bare. However, the still giggling pixies are sitting in a far corner, invisible and slightly drunk on elven wine (although not tipsy enough to impair any of

their abilities, as yet). The pixies have been here a few weeks, finding pleasure in teasing the stuffy paladins who come through. Right now, they are passing around a tiny wineskin and are friendly if approached in a like manner. One pixie, Alanabeth Twinklestar, has a *ring of fire resistance* that she gives away, absolutely free, to anyone who offers them more wine of any type.

If the PCs ask about the illusion, the inebriated pixies will vaguely remember that something like that happened a long time ago (or so it seems) and that the man dropped a crumpled piece of parchment. Any words on the parchment have been obliterated by pixie scribbles. Looking at the fairy scribbling for more than a round will cause *confusion* as if touched by a pixie. However, if *read magic* or *true seeing* is cast upon the paper a word of command will be revealed. The word activates the *gate* in area #C2B.

These pixies know of their playful relatives, the woodland sprites, who may have harassed the party during their trip from Northending (encounter #J7) and offer to assist the party if any character speaks favorably of sprites. They do not, however, pass through the Gates of Death (area #C4).





3B. If You Can't Take a Joke ...

If the party listens at the door, they hear the sloshing of water, like something moving about in a pool or pond (the sound is illusory). If they open the door a pixie illusion makes it seem like a wall of water (with flopping fish and seaweed) washes over them, drenching them to the bone. The illusion is supplemented by two pixies who have been waiting behind the door with bladders of sea water, liberally squirting all they see. The invisible pixies giggle, *polymorph* into tiny invisible will o'wisps and dart under the opposite door into area #C3A.

4. The Gates of Death

Read this encounter thoroughly before starting, then read the following to the players as their characters enter the room.

Eight massive 10-foot-diameter pillars support the 40-foot-high vaulting arches that intersect in the center of this huge room, like the nave of a great cathedral. The glistening green marble's slick surface reminds you of walls of sea water parted to reveal a jade causeway, the intricately carved ceiling like vaulting tree branches. The majestic bronze doors on the room's two shorter walls pale in comparison to the gigantic polished brass doors in the northern wall, whose massive door handles gleam in the light. Your slightest noises echo like distant thunder.

The room is 150 feet by 70 feet with an arched ceiling that is 40 feet tall at its highest point. The green marble radiates magic; it is unbreakable and unclimbable without magical assistance. A series of steps in the north wall lead up to the brass doors (the Gates of Death) which are each 15 feet wide and 20 feet tall. The handles on the doors are 3 feet tall and positioned vertically in the center of each door.

The room appears to be empty. An ice devil is standing *invisible* and *polymorphed* in the form of an lich in the southeast corner of the room. Upon observing the entrance of any visitor(s), it first *teleports* to the step in front of the brass doors and then appears. It does not attack in any way if not attacked itself and, if attacked, it merely teleports to another part of the room. If forced to flee this way three times, it then teleports out of the room, returning an hour later.

If talked to peacefully, the lich/devil freely reveals the following information (some true and some false), one piece at a time:

- a. These are the Gates of Death. It is the guardian.
- b. It does not attack unless attacked itself.
- c. It allows a paladin and his or her party to proceed through the brass doors.
- d. There are tests for adventurers in every room to come.
- e. A *holy sword* awaits the warrior righteous and powerful enough to claim it.
- f. There are many traps, so be wary.
- g. True faith conquers all; fighting is fruitless.
- h. Devils guard the *holy sword*.

The brass doors can only be opened by a paladin, but anyone may pass through once they are opened. If anyone else tries (including with magic), the doors cannot be opened, regardless of the force or spell applied.

When opened, the portal reveals a room whose floor is swirling gray mist, not unlike the Ethereal Plane. That which lies beyond, the Halls of the Undead, is not truly a part of the Prime Material Plane, but exists somewhere else. If the party looks behind them after they enter, they see only gray mistiness, not the green cathedral.

5. The Halls of the Undead

The paladin's test continues beyond the Gates of Death. Read the following as the PCs open the Gates of Death:

Veterans of the journey to Sepulchre recognize the scent that puffs out as the great brass doors open. It is the scent of the dead not buried, the odor of un-death.

The Halls are filled with undead, each specific kind being restricted to one chamber. The following rules apply to each of the eight encounter areas within these halls (with noted exceptions):

- a. With the exception of area #C5G, all these rooms are featureless.
- b. None of the undead have any treasure.
- c. Neither the party nor the monsters will ever surprise or be surprised by each other.
- d. The undead never enter another encounter area.
- e. None of the undead can notice a paladin (nor, therefore can they be turned by one). They attack other classes normally. They can be struck by a paladin, but continue to ignore him (or her).
- f. Clerics can only Turn undead in one di-

rection each round, affecting creatures in the 60 degree arc in front of them.

- g. There are several one-way *dead gates*, portals to the Negative Material Plane (to Castle Penserose on Sepulchre), in the Halls of the Undead. The portals are usable only by undead. They are deep, featureless black slabs on the walls. They feel cold and smooth, imparting a momentary numbing tingle to the toucher. These gates are marked "G" on the map. If Turned by a cleric, the undead flee through the nearest *dead gate* and will not return.
- h. If a character touches a *dead gate* or examines it closely, a bony, spectrally white apparition has a chance of 1-2 on a d6 of reaching through and getting a horror attack (with surprise) as it grabs the character's throat. Each subsequent time a gate is touched or approached, the chance of appearance increase cumulatively by 1.

Refer to the map for the locations of each of the encounters within the Halls of the Undead. Remember that although the undead ignore paladins, their *protection from evil* emanation is real and functions normally, regardless of the behavior of the monsters.

5A. Bad Bones

Twenty skeletons line the walls. They attack as the party enters the room.

5B. Bloated Bodies

Eighteen zombies wait along the walls. One of the zombies is distinctive. It has the body of a frail old man and the rotting head of a cow crudely stitched on. Although unusual looking, it is a still a zombie. However, the body formerly belonged to cleric MacKurian. If the players have brought the skull of the cleric along with them (it originally appeared in area #T14 of the Caves of Time) it will begin babbling, "Mine ... mine ... my body ... I want my body," until the party touches the skull to the zombie or to what is left of it. If they do so, the body collapses to the ground with a happy sigh (even if still animate before) and the skull of MacKurian crumbles into 100 million year old dust (along with its valuable gemstone eyes).

Although this seems to be the end of MacKurian, it is not. When the party returns from the search for the sword Chrysumer, the cow-skulled zombie will be waiting for them in area (#C1A, transformed into a revenant and seeking its murderer (see the DM's Epilogue at the end of this chapter).



In the hallway connecting areas #5B and #5C, a single ghoul clings to the wall in the shadows above the exit from area #5B. The party must state that they are looking above the door to see it. It follows the party silently to area #5C and then attacks with surprise as the party is entering that room. If discovered, it flees through the *dead gate*.

5C. Blood-curdling Biters

A total of sixteen ghouls guard this chamber, but not all are in it when the PCs enter. One will follow the group from area #5B, attacking with surprise from behind. In and around this room two ghouls lurk behind the west door to area #5D. Another two hide behind the south door. Four more cling to the ceiling above the north door. The remaining seven flank the north door, waiting for victims.

When the party enters the room, the ghouls on the floor and in the corridor behind the PCs all attack, trying to gain surprise. After 1d6 PCs enter the room, the ghouls on the ceiling drop. If any of the party opens the doors to the west or south, the ghouls behind the doors spring out and those behind the other door sneak out; again the ghouls try for surprise.

5D. Baleful Blackness

Fourteen shadows flutter in the corners. When the party enters the room, they streak along the floor toward the intruders. Rather than standing upright, they move like streams of ink along the floors, walls and ceilings, springing up, down or out only to envelope a victim. This mode of attack makes it nearly impossible to judge their number, since they flow together and split constantly.

5E. Bleak Blight

Twelve wights wait in groups of four, blocking the exits. If a cleric attempts to Turn one group the others charge, focusing their attacks on clerics.

5F. Beastly Battlers

This room initially appears empty. The 10 ghouls have hidden themselves in secret pits in the floor (six) and in disguised alcoves in the ceiling (four). As the party enters the room, the ceiling ghouls fling pinches of rust-colored *powder of oxidation* at characters carrying iron weapons. The effect of the powder is to corrode metal in the same manner that a rust monster attacks. If the PC fails to make a saving throw vs. petrification, a corona of fire springs up on metallic items possessed by that character. Magical

weapons, armor and items receive a 1 point bonus to their saving throw for each plus and resist the effects of the powder for one round for each plus (allowing the casting of *dispel magic* on the item to save it). Normal iron, copper, silver and bronze will pit and corrode instantly, turning into rust and corrosion (thus eliminating the cold iron that ghouls fear). The ghouls in the floor will then throw aside their trap doors and spring into action (attempting to surprise).

5G. Bellicose Blade

This chamber is distinctly unlike any you have yet encountered beyond the Gates of Death. Supporting the vaulted roof are arches carried by fluted columns that march upward at 10-foot intervals toward a dimly-seen high altar at the far end of the room. Your light gleams sharply on some metallic item that stands upright upon the altar.

This area was the former resting place of the *holy sword* Chrysomor. It is now an elaborate trap concocted by the rakshasa Korkelgritt (area #C20) to destroy as many of the intruding paladins as possible.

The columns create an aisle flanking the two sets of steps that ascend the two levels toward an altar that contains a gleaming sword, held bolt upright by the stone itself. The floor area to the east and west of each set of steps is part of the next higher level. The steps climb steeply up 10 feet to the next level. The rounded vault ceiling where the party enters is 40 feet high; above the far end of the room it is only 20 feet. Behind the altar is what appears to be a *dead gate*.

The sword is a *longsword* +1 begemmed and gilded to make it look more powerful. It will detect as magical.

The slab on the wall is a special *gate* to the Plane of Elemental Air. Only elemental air creatures can pass through it.

When the party touches the altar or the sword, read the following:

A blob-like tentacular arm pulses outward from the altar and swings at the person that has touched it or its prize. Just as suddenly the floor on either side of it drops away and a pair of skeletal snake-like creatures with fanged human skulls and hypnotic eyes pop out of the hidden pits.

The altar is the disguise form of a killer mimic. It attacks when it or the sword is

touched.

The actions of the mimic cause a pair of trapdoors located on either side of the altar to drop open (the pit beneath each is 20 feet deep for 2d6 of damage) and a necrophidius pops out of each like a jack-in-the-box, initially attempting to bite any immediately adjacent characters then beginning their *Dance of Death* on the following round. The *Dance* hypnotizes victims who do not make their saving throws vs. spells into inaction.

After two rounds of combat, read the following:

A cold, damp wind swirls outward from the black slab behind the altar. Tenuous but coherent tentacles of lemon mist begin to snake out of the slab, seeming to search the room like probing antennae.

The tentacles are the first sign that the activity of the mimic and necrophidii has attracted the attention of four ildriss, air elemental grues from Yan-C-Bin's palace on the Plane of Elemental Air. The creatures begin attacking before fully into the Prime Material Plane by flailing with their gritty mist tentacles. If they hit, the victim's clothes or armor are pitted and scored and the character takes one point of damage. Each ildriss attacks up to four times in this manner. When fully in the room (fourth round), they glare about with their three glowing pyramidal red eyes. Then each ildriss forms into a whirling column striking foes with its fog arms whirling at high speed and doing its normal damage.

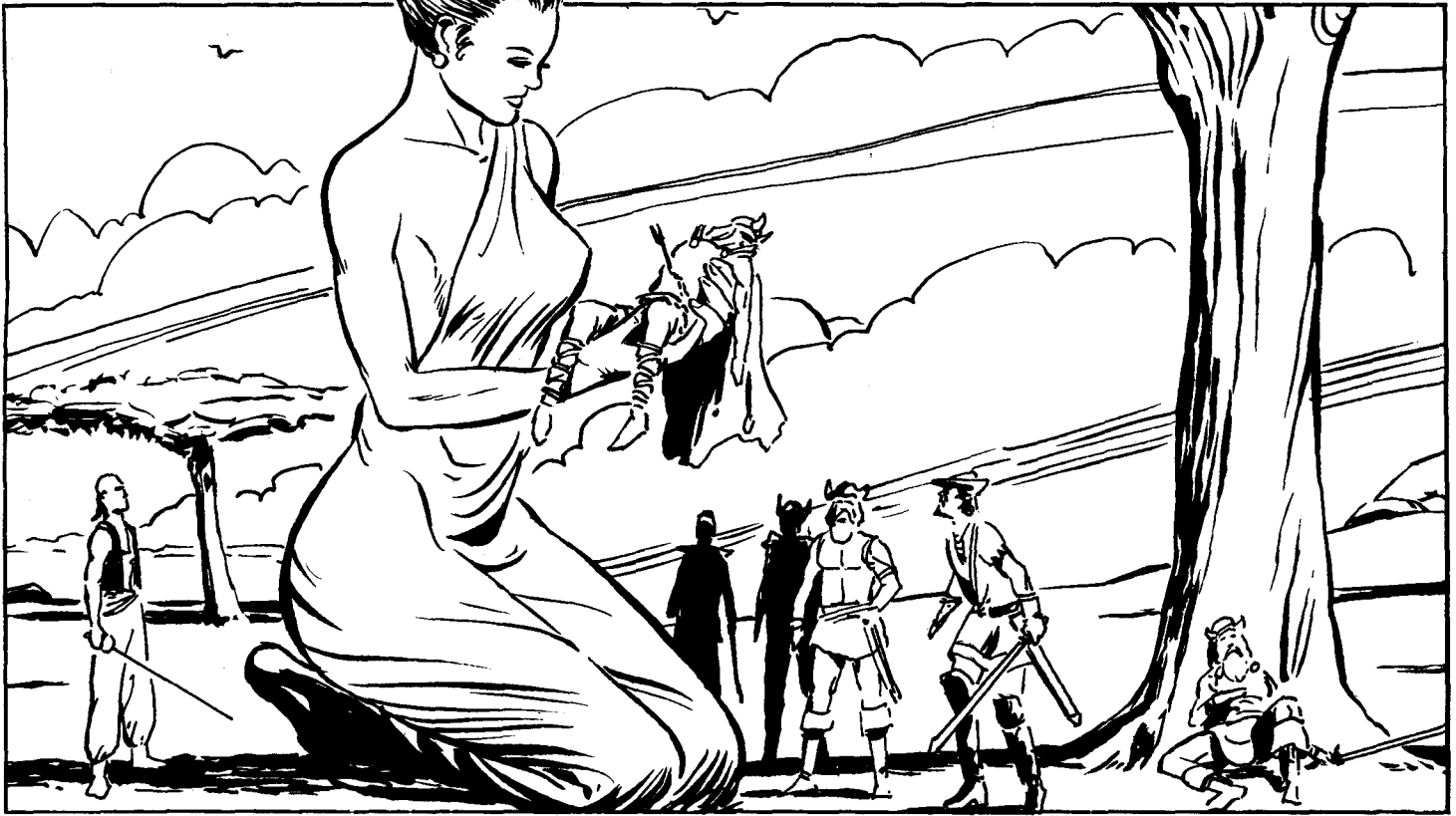
The mimic and the grues will not leave the room. The necrophidii will pursue anywhere within the Halls of the Undead, even into area #C7. They will follow into the gray mist (area #C8), but will fall into bony pieces in the mist. They can open any door that is not spiked or spelled shut.

5H. Brutal Banes

Eight wraiths appear in the form of men shrouded in black robes. As the party enters the room, they back away and bow respectfully, indicating the visible door in the southeast corner. When the party's attention is focused on opening or going through that door, the wraiths attack.

6. "Watch Your Step Please"

These narrow stairs lead down to the next level. A *glyph of warding* (16 hp of electrical damage, saving throw vs. spells for 8 hp—originally cast by a level 8 cleric) has been



placed on every other step, starting with the second step. There are 10 trapped steps and 10 untrapped steps. These traps can be easily avoided by stepping on the untrapped steps or can be recognized and the word of passage deduced (since it is the same for each) by a level 7 or higher cleric.

From this point on, undead will again notice paladins.

Encounter Key—Map XVIII

Encounter areas #C7 and #C8 exist in the same dimension as the Halls of the Undead. When the party passes through the mist at area #C8, it reenters the Prime Material Plane, deep within the mountain, near its still molten heart.

C7. Earthy Enemies

As the PCs proceed along this section of the corridors, they notice something rising up through the floor behind them. Two xorn (creatures of Ogremoch) are seen arriving 40 feet away (appearing at the "X" on the map), and try to close to attack.

The xorn cannot enter a *protection from evil* (such as the one radiated by a paladin), and if the paladin in the party has survived

thus far, they party may form a tight circle around him or her. Up to six additional characters can group around the paladin and benefit from the protection.

If the paladin advances at the xorn, so as to cause the *protection from evil* effect to touch one, the barrier is considered voluntarily broken; though the normal combat adjustments still apply.

The party will temporarily lose the xorn when they pass through the teleportal in area #C8. However, after being evaded, the xorn search, finding the party when they are fighting spectres (see area #C12 for details).

C8. Play Misty

A 20-foot-wide section of wall is missing, and has been replaced by gray mist. Anyone entering the mist may walk though it unharmed to arrive in area #C9, walking out of a similar wall of mist. The journey between the two areas is similar to the ethereal travel between the Terminal of Planes and the destination planes. After a few minutes of travel through the hazy mists (regardless of direction), the party will find a white slab. They must close their eyes to walk through it into area #C9.

If the party removed a basin or stand from the Terminal of Planes and did not put it back, they may once again encounter a creature that asks them to, "PUT IT BACK!" but not exactly referring to what should be put back and where it should go.

C9. Fear and Loathing

There are six mummies in this room, one in each corner and two in the middle. They all move immediately to attack anyone entering the room. Note that all characters within 60 feet must save vs. spells against the mummies' *fear aura* or be paralyzed for 1d4 rounds (humans get +2 bonus to save). If Turned, the mummies flee into area #C12. If forced to leave area #C12, they tumble humorously down stairs #C12a (taking 3d6 damage each).

C10. S-S-S-Slither

This room is full of sticks, leaves and trash; but something large can be seen moving around within the debris.

The "something" is two giant poisonous snakes. They can be seen moving to attack. If the door is closed IMMEDIATELY after opening, they do not escape the room and



may be avoided. One has a bulge in the mid-section. If this creature is killed and examined, the partially digested remains of a paladin are found, still in her ornate *plate-mail* +2. There is nothing else of value in here.

C11. Dreaming Dragon

Although inset with an elaborate lock, this door is not secure and the room is quiet. A solitary, young white dragon can be seen sleeping by the south wall amid a few thousand miscellaneous coins and gems. However a *detect evil* here does not produce results, contradicting the visual image.

This dragon is actually an illusion created by a djinni (relaxing in gaseous form). If avoided, the dragon and djinni remain as they were. Note that disbelief does not succeed here. If attacked to kill, the illusion disappears and the djinni departs. If attacked to subdue, the dragon and treasure disappear, but the djinni materializes. It is only visiting here, so it has no treasure. The chatty djinni freely gives the following valuable information (digested from an extended, gossipy chat):

"There are several dangerous spectres in the next room. There is a titan in the area, doing some kind of 'charity' work. He met her on the Ethereal Plane. A strange family of fire giants lives downstairs."

C12. Trouble ... Big Trouble

This large room is empty, except for a large wooden box (10-foot cube) on the floor. Its far side lies about 10 feet from the beginning of a 20-foot-wide descending stairway. There are five normal doors in the room: one in the north (through which the room is entered) and two each in the east and west walls.

If the xorn have been slain, disregard this paragraph. Otherwise, the party is being watched, but they don't know it. One xorn is in a remote corner, automatically unnoticed. Upon sighting the characters, it leaves to fetch its mate to return later during the battle with the spectres.

The wooden box is a trap, but a rather simple one. If checked for traps by anyone of 12 intelligence or greater, it is automatically found as one (no roll necessary). The edges of the box are cracks and the sides are bulging, obviously about to explode. The trap cannot be disarmed.

If touched (by an attempt to remove traps, for instance, or—more advisably—by an object from a distance, such as an arrow), the box explodes for 40 points of damage. The character touching it gets no

saving throw, nor does any other creature within 5 feet and all others within 30 feet must make a saving throw vs. wands for one-half damage (20hp)—including any monsters, if near enough. Magical armor bonuses aid the saving throw, as do shields (but only if specifically held up in anticipation of trouble). The remains of two gas spores may later be found amid the debris.

There is a spectre behind each of the doors on the east and west walls. The four spectres all enter and attack if the trap is triggered, or if the first step of the stairs is touched or passed (the party may best handle them one at a time by going to each door). They have no treasure, nor is there any in the box. The spectres pursue down the steps if necessary to attack their foes.

During the battle, the xorn rise up from the floor and attack with surprise, choosing an isolated target if possible. Roll for surprise normally. When attacking this way—from below, half in the floor—the victim's Armor Class is calculated without Dexterity or shield adjustments, but the xorn are in "soft state," or AC 8. Note that the xorn do not follow the party down the steps.

C12a. Deeper Yet

These stairs are 20 feet wide with a 20-foot clearance above them all the way down to the lowest level (the giants' residence). They are not trapped in any way.

Trial by Fire

Encounter Setting

From this point on, the conclusion to the search for the *holy sword* Chrysomor becomes more complex—the monsters and NPCs come and go and move around the encounter areas like characters in a play.

A family of fire giants lives here, believing that they and their pets are the only residents down here. They are encountered as described, but may respond to alerts and attacks as best they can. Thus, if the party encounters them and runs away, they fetch their pets and conduct an organized search, attack or ambush. However, there are also three devils and a rakshasa (all allies) lurking here, with a titan passing through, besides I The overall plot *might* flow as follows:

The party defeats the first devil after a hard, costly fight. When they meet Sylla, the titan, she gives out cures (even *raising* and *healing* the dead) and joins them for a short time. When the additional pair of devils is encountered, she blasts them back to their plane with a *holy word*, which also

stuns most of the party. After caring for them, she apologizes for the effects and must then leave, mentioning that she hopes to return.

Korkelgritt the rakshasa, listening to the situation by *ESP*, arrives about a turn later, disguising itself (via illusion) as the titan, explaining that she received special permission to continue with the party as her help is obviously needed. The DM should keep a very careful record of the illusory curing dispensed, as the party will find themselves unexpectedly wounded later.

The party slays some fire giants and their pets but cannot pinpoint the rakshasa. It is staying quietly out of their way, awaiting the best opportunities for ambush. They finally corner it and begin a hard fight. The rakshasa attacks fiercely, but the party has begun to disbelieve its illusions and soon overcomes the thing, finally nailing it with a *blessed* crossbow bolt. The paladin obtains the *holy sword* thereafter, as the party handles the final (often unexpected) guardian monsters without many problems. The party then works their way back up through the complex, returning to Doc's castle with their prize.

This is of course entirely hypothetical. Chances are that your game will not run the same way. The first encounters have been "orchestrated" to mimic the original in the following way: three encounters occur in a series after the first engagement with the horned devil. They do not occur in set places, but rather at preset times (see areas #C13a-c). Keep track of these encounters, using the room key for the settings.

The area descriptions are presented simply. The Combined Monster Statistics Table for this map level is found on the page with Map XVIII. The number in parentheses following each monster's name is the number of its primary residence on the map. Use the Monster Table to help you handle a strategic defense by the fire giants (and their pets) as well as the sly, deadly actions of the devil and the rakshasa.

The horned devils can sense the paladin's arrival on the level. Their only purpose for being here is to help the rakshasa guard the *holy sword*. It has given them instructions to attack immediately and wisely. If they were to operate together, they could easily defeat the party. The first encounter is with one alone, which should be defeated if the party performs well. When Sylla the titan is encountered later, she removes the other two devils automatically.

The fire giants are unaware of their role in this drama. They are merely stooges, who



become comically infuriated by the invasion of their home. They are not aware that their young son was slain over a year ago and "replaced" by the rakshasa (his remains appeared in Castle Hydell). The devils always avoid them successfully (although they are not beyond tormenting them in secret ways).

Because of its combined powers of *ESP* and full *illusions* at will (not to mention some spell casting powers), the rakshasa is extremely dangerous. While in its titan guise, it can never be tricked by the party's questions. It always retreats if in any danger. It stashes the *holy sword* in a dangerous place before venturing out to cope with the party. The rakshasa often leaves while the party is just suspicious, keeping up an appropriate illusion—which suddenly vanishes when the party attacks.

The rakshasa is capable of becoming effectively (but not actually) *invisible* by generating the illusion of bare corridor when it is near the party (Note that such invisibility cannot be foiled via a *detect invisibility* spell. It anticipates the party's actions, foils their plans, and is generally very tough. In short, it is deviously deadly until the party nears the *holy sword* and forces it to attack. It uses illusions to confuse and misdirect the party as they approach the sword. The DM should remember that *ESP* allows the rakshasa to read surface thoughts, not to probe the mind.

The rakshasa's favorite tactics include actually being 30 feet from where it seems to be, creating more fire giants with its illusions, regularly moving around while its illusions stay in one place, and (if the party gets separated) masquerading as a missing character. If given the opportunity, it pretends to cast a helpful spell while actually casting something damaging.

Illusions and Disbelief

Refer to the introduction to the book again for guidelines regarding illusions. The player must specify exactly what is being disbelieved. If the effect being disbelieved is real (as opposed to illusory) and saving throw normally granted automatically fails and any physical attacks automatically hit as the character is ignoring it and is unshielded against possible damage from it.

In some cases the DM should rule whether a properly role-played character would reasonably consider what he or she sees to be illusory. If a saving throw vs. spells is allowed, do not forget to include the character's wisdom bonus (if any); but also

modify the roll based on the realism of the illusion (—2,—4—6 or whatever penalty is appropriate).

NPCs: Residents The Giant Family

The DM can play the giant family in a straight manner as grumpy, violent monsters, or they can be played more broadly and with comic undertones as a coarse, rough and tumble "TV Situation comedy" type family who over-react in a humorous manner to the party's intrusion.

Wally (#C17): Nerdy son of George and Martha. A know-it-all, smart-aleck, who idolizes his brother.

Gramps (#C24): Feisty old giant. Dislikes Henry. "Whittles" rocks into man-sized figurines. Others ignore his advice (even if good).

George (#C25): "Dad" Dresses conservatively and goes to the "office" (Cauldron of Fire) each morning. Never knows what is going on.

Martha (#C25): "Mom," perkily dressed, is almost always in the kitchen."

Henry (#C25): The brother-in-law, a slobbish ne'er-do-well. Ethel's Mate.

Ethel (#C25): George's sister. Nags Henry constantly for not being out in the Cauldron with George.

Bill (#C20): The dynamic, good-looking older son who gets his way a lot. Rarely around (the rakshasa in disguise).

Their Cute Pets

The hell hounds are referred to as the "pups" by the giants. Ember and Fireball and Blaze and Flare come when called.

"Thing" is an otyugh who makes its home in the bathroom (area #C18).

"Spot" the pyrohydra acts like an affectionate puppy around the giants. Although initially vicious to strangers, if treated kindly he reacts with kindness.

Korkelgritt the rakshasa is a servant of greater evil powers than even those wielded by the Tangg-lord and his minions. The forces of evil are unable to destroy the *holy sword* Chrysomor and cannot take it away from the island, so Korkelgritt and the demons guard the sword against intruders. Korkelgritt is devious and enjoys tormenting the giants in subtle ways. He is pleasant in an oily manner to his enemies (as long as he need not fight for his life) since he enjoys the addition of man-flesh to his diet again.

NPC Capsule

Korkelgritt the rakshasa: AC -4; Move 15"; HD 7; hp 45; (CAT 3; Dmg d3(x2)/d4 +1; THAC0 13; SA use magic spells; SD impervious to non-magic weapons; magic weapons below +3 do half damage; Magic Resistance 100% against spells below 8th level; Alignment LE

Spells-clerical & magic-user

Level 1: *Command, cure light wounds, magic missile, jump, push spider climb*

Level 2: *Detect invisibility, mirror image, stinking cloud*

Level 3: *lightning bolt, slow*

The Visitors

Sylla the titan feels that her mission in life is to convince giants of evil alignment to see the error of their ways and to help those of Good alignment who are less fortunate than herself. She has chosen this isolated family of fire giants as likely to need her ministrations. Although wise, powerful and good, she seems to be constantly distracted, like her mind is always someplace else. Sylla takes the form of a stunning, statuesque blond woman in conservative Greek-style garb.

NPC Capsule

Sylla the titan: AC 0; Move 15"; HD 19; hp 120; #AT 1; Dmg 7d6; THAC0 7; SA use magic spells as a level 19 cleric/magic-user; SD spell-like powers of *invisibility, levitation, and etherealness*, and psionic powers of *shape alteration* and *energy control*; Magic Resistance 60%; Alignment CG

Powers

At will:

Invisibility (2x/day), levitate, become ethereal

Psionics

Psionic ability: 148, nine disciplines

Shape alteration (as *polymorph self*, but with no size limitation and permanent until *altered* again. She uses it to shrink down to human size after meeting the party);

Energy control (used to negate any spell cast at her, so the initial actions of the party, if hostile, do not harm or anger her);

ESP, object reading, sensitivity to psychic impressions, dimension walk, mind bar, telekinesis, molecular rearrangement.

**Spells-clerical & magic-user**

- Level 1:** *Command, cure light wounds, magic missile, read magic*
- Level 2:** *Hold person, silence 15' radius, knock, wizard lock*
- Level 3:** *Create food & water, lightning bolt, slow*
- Level 4:** *Neutralize poison, minor globe of invulnerability, polymorph other*
- Level 5:** *Cure critical wounds, conjure air elemental, feblemind*
- Level 6:** *Heal, speak with monsters*
- Level 7:** *Holy word, restoration*

Encounter Key—Map XIX

Encounters are not fixed locations, but #C13a-c occur in and around area #C13.

C13. Changing of the Guard

Past the large doors on the east wall, the corridor continues and apparently turns to the west. It actually forms a "T" intersection, but an illusory wall hides the corridor to the east, kept in place by Lockjaw, a horned devil, who waits to ambush the party (it was previously warned of their approach by the ice devil in area #C4).

Hiding behind its illusory wall, Lockjaw tries to *charm* party members. It *teleports* as necessary to avoid combat, and if caught, creates the illusion of another devil *gating* in. Note that it can use only one ability per round, but in addition to normal melee attacks. Lockjaw mixes illusory fire with its *produce flame*, and tosses in the *wall of fire* at the best opportunity. It uses *suggestion* on victims of its *charm* spell to convince them that a spell caster within the party is in reality a devil. If any party member is not beyond suspicion, that image will probably flash into the victim's mind (to be read by *ESP* and then the devil confirms his or her suspicions. Should Sylla appear, the devil will use its powers to convince its *charmed* victims that she is evil. It pursues if necessary, fighting to death of its material body.

If the party is being badly beaten by the devil, feel free to have Sylla the titan arrive a bit early to rescue them.

NPC Capsule

Lockjaw the horned devil: AC 5; Move 9" / 18"; HD 5 + 5; hp 35; #AT 4; Dmg d4(x2)/d4 + 1/d3; THAC0 15; SA uses spell-like powers; SD +1 weapon to hit; radiates *fear* 5' radius (saving throw vs. wands, once per round if engaged); Magic Resistance 50%; Alignment LE

Spells

Once each day: *Wall of fire* (no saving throw) 20' height for wall or ring. Wall is 12" square, ring is 3" radius, damage passing through = 16 hp, within 10' = 5 hp, within 20' = 2 hp; ring moves with devil, wall does not.

At will: *ESP, detect magic, create illusion* (affect all senses), *charm person, suggestion, infravision, teleport* (no error), *know alignment, animate dead, produce flame* (normal flame, can be hurled up to 40 feet for 1d4 damage), *pyrotechnics* (needs and uses fire source, produces either fireworks of 10x volume causing blindness for six segments, or smoke of 100x volume, obscuring visions for six rounds).

C13a. HELP!

Just before the party tries to open the next door (wherever they may be when this occurs), a huge female figure appears near them. It is Sylla, a titan. Although initially appearing in gigantic size, she alters her size to become a mere 7 feet tall. Sylla does everything she can for the party, accompanied by sympathetic "There-there"s and "Oh-you-poor-dear"s. However, Sylla has orders to return to her abode on another plane shortly. If the characters in the party 11th level or higher, Sylla leaves after making repairs; the party must handle the remaining pair of devils themselves (encounter #C13b).

C13b. Close Call

The party encounters the remaining pair of horned devils (Retchnose and Snapcrack) about one turn after meeting Sylla. The devils were summoned by Lockjaw but were detained. If Sylla is still with the party, they are surprised, which allows Sylla to rapidly respond with a counterattack. There should be nothing else going on at the time. When they are encountered, Sylla immediately casts a *holy word*, blasting them back to their own plane before they can do anything. This spell has the following effects on the party members (no saving throw):

Characters of levels 4-7 are paralyzed for one turn; levels 8-11 are stunned for six rounds. However, any characters with chaotic tendencies (treated as nearly the titan's alignment) is only stunned for one round. Sylla then cares for the party (even cuddling them like infants) until they return to normal, giving out more cures and aid to the limit of her abilities. Then she announces sorrowfully that she must depart, but that she will get permission to return. Before

leaving, she gives one of the party members a ring and says that it can be used to summon her if necessary. It can only be used once (the DM should not allow it to function until the party once again finds themselves on Sepulchre, facing down the four lords of Elemental Evil).

C13c. Infiltration

Korkelgritt seizes the opportunity to believably join the party and ply his evil on them. He takes the form of Sylla and rejoins the party about one turn after the real titan leaves (or one turn after the two horned devils are defeated) or after any encounter in progress at that time. As Sylla, the story that Korkelgritt gives is that "she received special permission to return to aid the PCs in their mission. Because of the time difference between the two planes, she has been able to replenish her spells." Keep track of illusory cures and so forth, to be revealed at the beginning of the next fight, when the illusions break down and the "titan" disappears.

C14. Watchdogs

Two hell hounds (Ember and Fireball) live in this bare area. The body of a human fighter lies here, apparently long dead and in fairly bad condition. It is the body of a paladin, who died here while searching for the *holy sword*. He has been dead for about two months, and cannot be communicated with (*via speak with dead*) except by a level 9 or greater cleric.

The body has no backpack, but does bear plate mail and shield, a sheathed longsword, a crossbow with a quiver of six quarrels, and a sack tied to the belt. The quarrels are each +1 and have been *blessed* by a high priest and the sword is a *longsword* +1.

The sack contains nothing but a diary, revealing the following information detailed along with other miscellaneous, meaningless and irrelevant notes:

"...undead progression... all seem to ignore me, hope they keep it up... luck here; turned all six mummies... Trouble. Couldn't Turn spectres... they drained away much of my life energy, may have to flee... avoiding box, looks like a trap... think I'm being followed... strange illusions all around... ignoring those [illegible]. . . not in good shape, out of potions and no more hands today. Am spending the night in an evil shrine... evil shapechanger. Glad of Boran's information, rakshasa is the worst... used six



bolts, but no hit yet. Damned thing knows my plans. Should be safe if [illegible] works...fiends, can't handle devils. Must make a try for the stairs...hope to cause distraction, but need more tools...slim chance, now that they know. Must try...hear noise. Giants coming. Hope this works..."

C15. "C'mon Now...Get Tough"

The room is filled with hundreds of large, chipped rocks, scattered about and in piles. The south wall is painted with a crude, chipped and dented mural that is apparently meant to portray paladins in various attacking modes. Four giant-sized clubs lean against the north-east corner.

This is the giants' gymnasium.

C16. Chapel of Evil

A crude altar dominates the east wall. Above the altar are four 1-foot-diameter rough, inscribed brass plaques, mounted to the wall. They are arranged in a triangular pattern, with one surrounded by three. The designs on the plaques are the arcane symbols for the four Principle rulers of Elemental Evil on the Negative Material Plane. The plaques of Olhydra, Princess of Evil Water Creatures, Ogrmoch, Prince of Evil Earth Creatures and Yan-C-Bin, Prince of Evil Aerial Creatures surround the plaque of Imix, Prince of Evil Fire Creatures. These are similar to those found in the chapel under Castle Hydell. Several crude, gigantic benches fill much of the rest of the room.

This area has bears many clues that it is a shrine to Surtur, god of the fire giants. The altar radiates a dim *dweomer of evil* (and should be defiled by Good characters, with proper alignment play).

There are no valuables here other than a *magical* golden cup that sits on the altar. The cup contains molten lava that does not melt the cup, but makes it too hot to hold. If a character drinks the lava (possible if able to *resist fire*), and makes a saving throw vs. poison, he or she will gain two powers that can be used 10 times each—*fire resistance* (as the spell) and *fire giant strength* (as the potion). If the character fails the saving roll, he or she takes 3d6 points of internal fire dam-

age. If the character is not protected against fire damage, he or she automatically takes the damage, but may gain the special powers if the saving throw is made.

C17. Wally's Room

The room is an utter mess, filled with shabby bedroom furnishings and the things a young boy might collect. A partially preserved human head hangs on the wall above the bed, mounted on a plaque bearing an inscription (in the fire giant tongue) that reads, "Wally's first kill—congratulations from Mom & Dad." Scattered about are several model boats and a glowing two-handed sword hangs on another wall.

This is the younger giant son's bedroom. Unless alerted to the presence of intruders, Wally is in here playing with his rock collection (usually kept in a box underneath the bed). The collection contains 20,000 gp worth of gems, many large and uncut.

The eight boats here are made of stone. Gramps whittled them. Each can carry two persons. They will not only float in the Cauldron of Fire, they will propel themselves forward at a movement rate of 12". They can be used to cross the lava *almost* safely.

The head is of Sir Nigel duBarry, a paladin from an eastern country. If spoken to with *speak with dead*, he reveals the location of the *holy sword* somewhere in Bill's room (area #C20).

If the party can convince Wally that his other brother "Bill" is not what he seems, a distraught Wally will join the party against the murderer of his beloved brother, but only long enough to destroy the rakshasa. If the party does not kill any of his family, he will not attack them if subsequently encountered.

C18. Bathroom

The stench upon opening the door is horrible. Piles of filth and dung are everywhere.

This is a waste disposal area, and it definitely looks and smells like one. Inside, amidst the piles of offal lives an otyugh affectionately known to the fire giants as "Thing." It is not hostile and normally ignores those who enter the room. If attacked, it will fight to the death. Hidden under the piles is one of Wally's better "stones," a gem

worth 10,000 gp.

C19. More dogs

Two hell hounds (Blaze and Flare) normally frolic here with the family's pet pyrohydra (Spot). The room also contains dozens of large rocks, suitable for throwing by the fire giants if necessary. A neglected toy ball lies in the room. Close inspection reveals that it is a mimic, nearly dead (HD 7; hp 4). If rescued, this intelligent creature tells (in the common tongue) about seeing a rakshasa turn into Bill, a young fire giant, as a door was opened. The mimic is here because it refused to be a part of the trap set by the rakshasa in area #C5G.

C20. Bill's Bedroom

Although obviously the bedroom of a young giant, this room is very orderly. A number of toys and treasure of youth seem carelessly dumped in a corner, including a care-worn, stuffed cave bear.

This is the lair of Korkelgritt, the rakshasa, formerly the bedroom of the now-deceased fire giant son, Bill. Under its bed is a long, flat ornamental sword case with a stout lock. If opened carelessly, a poison gas trap fills the room with noxious vapors. All within the cloud must make a -4 saving throw vs. poison or take 5d10 points of damage (no damage if throw is made). This trap may be defused, but at a penalty of —10% from the normal Remove Trap chances. The case contains the rakshasa's treasure: four gems worth 3,000 gp each, 1,000 pp, a golden sceptre (actually the Sceptre of Kings from ancient Emyrea, stolen long ago during the War of Ending), potions of *human* (actually half-orc) *control* and *invisibility*, a scroll of *protection from possession* and a *ring of fire resistance*. The sceptre will *detect* as magical, but has no discernable powers (it is linked to the ruling of Emyrea and has some connection with the mysterious black columns beneath Castle Hydell—area #H8 and in area #C21). Unless *identify* is cast upon the sceptre, it is only valued at 2,000 gp (if its true nature is known, it is worth 30,000 gp).

C20a. Closet Creatures

The door to this 10-foot-square secret area is always locked and the rakshasa holds the key. A glowing longsword lies in the center of the room. It is Chrysomeer, the Holy Avenger (see Appendix for full description). However, a lurker above is on



the ceiling and a trapper is on the floor. The trapper is highly intelligent and bigger than the unintelligent lurker. It gets the first attack at entering prey. The lurker above attacks whoever is left after the trapper closes

(up to four victims at once, depending on who entered the room). Tricked by the rakshasa into this small room, the two creatures are hungry and very dangerous. The rakshasa stores the sword here when it is out

and about, using illusions to distract the creatures when it returns to retrieve the *holy sword*.

C21. Exit to Mystery

This corridor leads out for about a mile, ending in caves under the island's western edge. The giants perform some mining operations here, although such activity is sporadic at best.

The most unusual feature here in these caves is the presence of about a dozen black columns, similar to those in area #H8 of Castle Hydell. Several of them are locked within hardened lava. If the Sceptre of Kings is brought in here, the Sceptre will glow and all the columns will begin to vibrate and eventually glow. If left here for more than two turns, a powerful *protection from evil* spell emanates from the columns, extending upwards and outwards for 500 feet. The wielder of the Sceptre will feel a command word come to mind, but will have no idea what it does.

In the presence of the columns here, it generates a bolt of energy (like a lightning bolt) that will do 10d10 points of damage to Evil creatures. Each blast causes a column to explode into fragments (6d6 damage to all within 30 feet) and reduces the next bolt fired to 9d10 and so on.

Another tunnel leads upwards but ends after about 200 feet, sealed off by lava.

C22. Lounge

A large pit, 30 feet across occupies the center of this very hot room. It contains glowing embers and a flickering fire. The fire giants consider the room a lounge, but it can be harmful to others. Characters in metal armor take 4 hp of heat damage per round while in here, others take 2 hp per round (no saving throw in either case, but fire resistance applies). The giants like to play in the fire (but not as much fun as swimming in the Cauldron of Fire), but the fire does 20 hp of heat damage per round to all unprotected creatures within the flames.

C23. Kitchen

This huge area is large even by giants' standards, and is also used as a living room. Two "L"-shaped walls shield the room from the south entrances.

Shelves and cupboards line most of the walls (with the notable exceptions of the north and south walls). Immediately noticeable is the gigantic picture window which overlooks a vast sea of glowing lava. The heat in the room is nearly intolerable. Unprotected characters in metal armor take 6



hp of damage per round, while characters without armor take 4 hp. Within 20 feet of the north wall, this damage is doubled.

On the south wall, between the two entrances, there is a strange image. It looks like a painting of a room (actually area #C2B on Map XVII) as seen from a door in the east wall. This is the other end of the *gate* in that chamber. If the PCs have the command word (which can be obtained from a piece of parchment in the possession of the pixies in area #C3A) they can speak the word and walk through the gate into area #C2B. The *gate* will remain open long enough to permit one or more fire giants to follow the PCs if used as an escape hatch.

There is a table and chairs in the northwest corner, and a weapons rack on the wall just north of the table. Six large barrels are near the center of the north wall, beside another weapons rack. More chairs to the east of the barrels stand before a large fireplace in the northeast corner. A horn lies atop one of the barrels, and a broom is leaning against another. There are no implements for tending the fire (such as tongs) to be found anywhere. The weapons racks hold huge swords, picks, shovels, and some oversized pole arms. The barrels contain dwarven ale (heated to near boiling). If the room is searched, a bag and a cloak (both magical) may be found in the bottom drawer of one cupboard. The magical items in the room are the horn, broom, bag and cloak. These items are a *horn of bubbles*, *broom of animated attack*, *cloak of poison*, and a *bag of devouring* (apparently a *bag of beans*).

Hidden in the raging fire of the fireplace, under the coals, is a large key (to the Treasury in Gramps' room, area #C24), along with a few valuable gems (total value of 8,000 gp) which have survived the heat.

C24. Gramps' Room/Treasury

Standing around the room are numerous man-sized statues, many showing armored warriors in various poses. The statues are strikingly realistic. Besides these, there is a large bed, a rocking chair and an iron chest in the room. A small door occupies the center of the north wall.

Gramps lives here. The realistic statues are Gramps' carvings. The DM should play up hints that a basilisk or cockatrice may be present, until the statues are examined in detail. The chest next to the bed contains 5,000

tiny gems, each worth 1 gp.

The heavy iron door in the north wall has an inset lock that is large and very rusty. Each attempt at picking the lock results in a broken lock pick (until replaced, this results in a -5% penalty to open locks skill percentage for each lock pick broken). A *knock* spell merely jostles some rust loose, without opening the lock.

The key in the kitchen fireplace (area #C23) fits here. That key can also be used to open the four large locked chests within the Treasury, revealing the treasure of the fire giant family: 4,000 cp, 6,000 sp, 5,000 gp, gems worth 12,000 gp, jewelry worth 10,000 gp, two potions of *fire giant control* and one potion of *fire resistance*.

C25. Duplex Danger

The four mated fire giants (George and Martha and Ethel and Henry) live in this duplex area. Each room contains an oversized giant bed, table chest of drawers, mirror, padded chair and an adjacent closet. The giants all wear jewelry. Each male wears 2,000 gp worth and each female 3,000 gp worth. In the north closet (belonging to George and Martha) there is a carefully hidden scroll of *protection from magic*. Otherwise the closets contain only normal, giant-sized clothing.

C26. Fiery Ledge

The ledge is the beginning of the trail that leads to the black cube (a *gate* between planes) on the opposite side of the Cauldron. The heat is fierce here and the trail is slick and glassy.

The giants use the Cauldron of Fire as a swimming hole. The area immediately in front of the kitchen is spattered with crusty lava drips. The lava is about 20 feet below the level of the path at this point.

Characters who venture into this area unprotected are subject to 10 hp of heat damage per round, regardless of armor.

DM's Epilogue

The party has Chrysomer, the Holy Avenger, the goal of the paladin's quest. Instead of assuming that the party instantly and safely returns to the surface, the DM may want to have them find their way out. It is entirely likely that the fire giants are still around and if any of the family was killed (even Henry), they will be out for blood (Note: any surviving Fire Giants will eventually come to the surface to wreak havoc in Church camp at approximately the same time One flees with the Egg, throwing the

camp into disruption).

When the sword is obtained by a paladin, the undead in the Halls of the Undead (area #C5) are freed from their task, as is the ice demon in area #C4 (the creatures in area #C5G are exceptions to this rule). Monsters who may have tangled with the party before and lost will choose not to present themselves, especially with the combined holy presence of the paladin/sword personality.

When the party reaches area #C1A at the top of the stairs, they have a disturbing encounter.

"I Have Returned!"

Read the following as the party reenters area #C1A from the first level of the complex (after retrieving the *holy sword*):

Instead of the brisk tang of sea air, you smell the fetor of death. A dark, crouching form blocks the top of the stair, skeletal horns protruding from a misshapen head much too large for its frail body. In a cadaverous voice, it croaks nonsense.

The thing blocking the stair is MacKurian, come back from the dead as a revenant, animating the eclectic cow-skull-headed zombie form that the party encountered during their descent to attain the sword. It is trying to speak to the party and identify itself. If attacked it does not attack in return and tries to avoid combat. Desperately it will try any means to communicate, including grotesque pantomime or smearing its rotting flesh on the walls to create words. If the party seems intent on attacking it, the MacKurian revenant flees out of the Fane to wait for a better time. If communication is established, it will convey the following information: it is animated by the ancient spirit of MacKurian; it has come back to slay its killer; it cannot remember who the killer is; it wishes to accompany the party until it can remember. Whether the PCs allow the revenant to come with them or not, MacKurian follows them to the castle.

Church camp.

The retrieval of the sword is greeted with joy, sadness and relief (more than a few of the young paladins felt that they might have bitten off more than they could chew here). After discussion, the paladins agree to mount a sortie-in-force to clean out the complex and regain the bodies of those who entered and did not return.



Simulacrum

The cheering and shouting as the triumphant party approaches the castle brings Doc out of his study. It is the first time that many have seen him in weeks.

Doc suddenly stops and shrieks in panic, "MacKurian...thou...thou'rt dead, but thou'rt here. No...I saw your bo..." For the first time the MacKurian thing is able to blurt out intelligible words, its eerie voice echoes through the empty halls of Castle Stonefist,

"We trusted you with everything!"

"Murderer!"

"Thief!"

"TRAITOR!"

The grisly corpse lunges forward and grabs Doc by the throat before anyone can react. With a wrenching twist, the revenant snaps the old man's neck and flings the limp body to the floor.

Allow the party time to react here to the revenant's violence. If they attack, MacKurian does not defend itself and neither does it collapse into debris the way that a spent revenant should. If they examine Doc's body, read the following:

The old man's face is grainy white, cold and crumbling. The clothes on the body are cold and damp, already a pool of icy-cold water is forming beneath the melting corpse.

The body is snow, the remains of a magical simulacrum. MacKurian now remembers all the details of his death—and Doc was his killer.

Notes



If MacKurian's skull did not make it to Doc's Island (and hence no revenant), the sword Chrysomer unexpectedly lashes out and destroys the simulacrum Doc, which then becomes the snowy body.

The Truth

Lies, deception, broken trust: these are the foundations of evil. For over 200 years Doc has lied to the people of Empyrea, deceiving them into believing that he served their interests, preying on their trust.

Doc did not just survive the disappearance of the Citadel of Empyrea, he caused it. Long before the War of Ending, he had sold himself to Evil.

Doc is "One;" "One" is Doc. He killed MacKurian. He stole the Egg and he took it again in plain sight for all to see.

With the aid of Dutch the illusionist, he created the illusion that he had placed the Egg within the Fane. The narcotic that everyone ingested the night before the ceremony aided the illusion. Since the Egg's return Doc has hidden it in the castle ruins, studying it while his simulacrum took his place.

Encounter Setting

The revenant MacKurian wants to avenge his murder. It stalks down a hall and rips the boards off a door, and enters the castle ruins.

If there is no revenant, the players should be suspicious enough to search Doc's quarters. Doc will not be there, but a search turns up a secret door that connects to One's lair. If the players don't think of that, have a few men-at-arms or lackeys drop broad hints about mysterious sounds coming from behind boarded up doors and walls.

Encounter Key

Doc is in one of the six encounter areas within the ruins. Roll 1d6 to determine the location. He remains there until discovered.

The ruins are in surprisingly good condition, better than much of the occupied area of the castle. The encounter areas are discovered either by the revenant following the trail of Doc's aura or by the characters studying traffic patterns in the dust, listening for sounds, looking for lights, sniffing for smells, etc. In either case, the rooms are entered in numerical sequence, but the area containing Doc is reserved for last.

Slink Lab

This room is almost identical to Dutch's cluttered laboratory in Hydell. The DM

may wish to read the room description (#H51) for that area. There are more of the exotic Negative Material Plane potions here. The room is guarded by eight improved slinks (the large, monster zombie variety). There is a 65% chance that Dutch and his jaguar are here. He is so engrossed in his work that the party can surprise him on a 1-3 on 1d6. He commands the slinks to attack while he throws an *improved phantasmal force* of himself exiting through a door in the northeast corner while he slips out an adjacent door *permanently illusioned* to look like the rest of the wall. He attempts to flee the castle, but surrenders if in danger of losing his life.

D4. Research Lab

You have found a highly organized, meticulously clean research laboratory. Thousands of neatly labeled jars, bottles, and boxes fill the shelves that line the walls. It would take months, possibly years to investigate everything but what catches your eye is the polished green onyx cabinet, almost as large as a wardrobe.

The cabinet is the *H'Veyk's cavernous cabinet* that contains all the material components for Doc's memorized spells. The cabinet has metal doors but no locks. The only access is through the *H'Veyk's robe of immediate access* that Doc wears. If broken into (AC 3, hp 30), Doc will have only a 25% chance of finding spell components when he needs them. If all the spell components are removed, Doc will not be able to cast any spells requiring material components.

Attempts to damage the cabinet attract Doc's notice (through the robe) and summon the guardian daemon bound to the cabinet. Doc will arrive 1d6 rounds, carrying the Egg.

Guardian daemon: AC 1; MV 9"; HD 8; hp 60; #AT 3; Dmg d6/d12 (x2); THAC0 7; SA breathe 5d6 30'x10' cone of fire; SD immune to weapons less than +2 and all swords; AL N.

D5. The Egg Vault

The super-secure room used to store the Egg has a secret back door. If Doc is not here, the room is empty. If Doc is not here, the room is empty. If Doc is encountered here, he is just picking up the Egg in preparation for a visit to Sepulchre. He casts *stinking cloud*

and then *dimension doors* to the altar of the chapel in One's lair.

D6. One's Lair

This room connects directly to Doc's rooms in the commonly used parts of the castle. The suite of rooms is richly decorated. A brief search reveals three disturbing items: One's flexible gold mask, a book, and a chapel of Evil.

The book reads like a biography of the PCs, listing names, families, homes, deeds, likes, and dislikes.

The chapel contains the Egg, sitting on the high altar. The room is identical in shape to the chapel on level two of the Castle Hydell complex (use Map VII). The PCs enter through the north doors. The brass plaques behind the altar pulse with evil, the patterns changing positions so that no sign is in the center for long. The real difference about the room is not visible. The *glyphs of warding* in the floor are not the same. They are in the same locations, but are randomly selected and much more powerful. For each glyph entered roll 1d6: (1) fire: 40 hp damage; (2) *Electricity*: 40 hp damage; (3) *Blind*; (4) *Paralyze*; (5-6) *Drain*: lose one life level.

The room's south doors open onto a passage that leads to a secret door behind the altar in area #CIC on map XVII.

Once the PCs enter the room, they have 1d4 rounds (or until the first glyph is triggered) before Doc *dimension doors* in to take the egg and flee to Sepulchre.

NPC Capsule Doc ("One")

Level 20/25 Cleric/Magic-User

Strength 10	Armor Class -5
Intelligence 18	Hit Points 67
Wisdom 18	# Attacks 1
Dexterity 11	Base THAC0 9
Constitution 9	Base Damage 1d6 + 1
Charisma 17	Combat Bonuses —
Comeliness 12	Alignment LE

Equipment: *Bracers of defense* AC2, *cloak of protection* +5*, *ring of protection* +2, *ring of fire resistance*, *mace* +4/*wand of lightning*** (15 charges), *H'Veyk's robe of immediate access**** (4 pockets), two daggers, three darts, 15,000 gp in gems in pouch.

* trapped with a *glyph of warding*, 40 points of fire damage which will also destroy the cloak.

** Special combination weapon. X.P. value of 4000. Sale value of 40,000 g.p.



*** A magical robe that allows the wearer to access objects previously stored in a corresponding *H'Veyk's cavernous cabinet* (in Doc's lab), including spell components, weapons, and spell books. The robe's four pockets each correspond to a shelf in the *cabinet*. Wearer must consciously think about what is being sought, otherwise the effect is that of reaching into a *bag of devouring*. Use not restricted to magic-users. X.P. value of robe/cabinet: 6000. Approximate sale value: 60,000 g.p. (excluding any contents).

Psionic powers: Aura alteration

Spells:

(Where individual spells are not given, the DM should make his or her own choices.)

Level 1: *Jump*, plus 4 M-U, 9 clerical.

Level 2: *Stinking cloud*, plus 4 M-U, 9 clerical.

Level 3: *Fireball* (x2), *haste*, *lightning bolt*, *slow* plus 9 clerical.

Level 4: *Dimension door*, plus 4 M-U, 8 clerical

Level 5: 5 M-U, 7 clerical.

Level 6: 5 M-U, 5 clerical

Level 7: *Reverse gravity*, plus 4 M-U, 2 clerical

Level 8: *Antipathy*, *sympathy*, *clone*, *incendiary cloud*, *mass charm*, *polymorph object*

Level 9: *Meteor swarm*, *monster summoning VII* (summons Good firbolg giant, Sein O'Logue), *power word kill*, *prismatic sphere*, *shape change*

Notes: When the party encounters Doc, he plays the part of the stern father with a "you bad children, I told you not to play in here" attitude. He denies being "One," unless shown evidence, in which case he *dimension doors* himself to the Egg and flees. The revenant will attempt to use its terror paralysis on Doc (saving throw vs. spells) and then strangle him.

Once good. Doc is now evil. He believed that by using Krellokk's resources to take over Empyrea, he could then depose the Tangg-lord and impose his own more benevolent despotism. He serves both the rulers of elemental evil and Krellokk, believing them to be working toward the same end. He finally sees that he is wrong. Nevertheless, he does not wish his beloved Empyrea to become an elemental evil wasteland and will fight to keep the Egg from the elemental evil rulers.



Doc's Flight

When Doc leaves the chapel, he casts *haste* and *fly* on himself and rockets down the corridor. At high speed, it takes three turns to reach the uppermost level of the Halls of Undying (Map XVII). Doc enters area #C1C through a secret door above the altar, jumps down and runs to area #C2B, activates the *gate* (which remains active for a turn), exits in area #C23 on map XIX, and then runs (still *hasted!*) along the path (#C26) where he uses an *earthquake* spell to collapse a 100-foot section of the path, magically *jumps* to the black cube, enters it, then travels to Sepulchre—amazing feats for a 200-year-old man!

Following Doc: The revenant MacKurian can follow Doc like a bloodhound. Dutch also knows the way. *Locate object* works as long as the Egg is still on this plane. *Detect magic* reveals a glowing "pixie dust" type trail. *Find the path* and *Commune* also produce results. A ranger can track Doc (even if he flies).

Encounter Setting

At about the same time the party confronts Doc, the angry fire giant family rushes up into the Fane of the Egg (startling the dragons) and charges down the mountain-

side into church camp, creating wholesale destruction. Only one giant, "little" Wally, remains in the complex.

Encounter Key— Maps XVII and XX

Snatched!

If the party stops Doc before he reaches Sepulchre, an efreet appears and snatches the Egg away from Doc, becomes *ethereal* and takes it to Sepulchre where the elemental rulers of evil await! Doc then says:

"If ye princes get yon Egg, then thou canst be sure that Krellokk's plans will look like a fairy-land when compared to what they hav'st in mind for Empyrea. We must stop it!"

Unless paralyzed with terror, Doc will destroy the revenant, even if he sides with the party. Otherwise the thing's constant attempts to strangle Doc will become a nuisance. Yet, it reforms itself and follows to Sepulchre.

C2B. One's Way

If the party arrives within one turn of Doc's passage through here, the *gate* is still active



and glowing. If not, the scribbled paper (from the pixies in area #3A) contains the command word for the door. Failing this, Doc dropped a paper with the command word again.

C23. Kitchen

The young fire giant Wally can be heard playing out in the Cauldron of Fire.

C26. The Path

The narrow path is glassy and filled with rubble. If Doc could still cast spells, he has destroyed the path with an *earthquake*. If the PCs can think of a way to get across a 100-foot lava-filled gap, they can use the path (maybe carried on a fire giant's shoulders?).

C27. The Cauldron

A young fire giant boy wades and splashed through molten lava that laps about his waist. Around him, giant toy-like boats seem to move of their own accord.

The cauldron is a huge bubble dome of a dormant volcano, 200 feet tall at its highest point, yet gargantuan pillars of fire constantly erupt to splatter against the roof. The trapped heat from the molten lava is fierce. Only *fire resistance* protects against the heat. Unprotected characters take 10 hp damage per round if exposed (24 hp is immersed). Wally's stone boats can be used to cross the lava. They move by themselves at a rate of 12", are cool to the touch, and act as rings of *fire resistance* to their riders (two to a boat).

When the party crosses the cauldron, they encounter six salamanders, loyal to Imix. They cause a 60-foot-diameter pillar of flame to erupt under boats or flying characters. The boats will ride out the eruptions, but riders must make Dexterity checks to stay with the boats or else be thrown into the flames. Thereafter, the salamanders try to board the small boats or capsize them (20% chance if two salamanders attempt it).

C28. Islands in the Fire

The path ends here. Small islands of semi-solidified lava connect the island of the *gate* with the path. The jump between each island is at least 5 feet. If the characters jump, use the table on page 17 of the **DUNGEONEERS' SURVIVAL GUIDE** or as a rule of thumb, roll 1d6+1 for a standing

jump (a running broad jump requires 20 feet of lead space). Halflings are penalized by 1 foot, dwarves and gnomes by 2 feet.

Waiting between the islands are 1d3 salamanders who hurl blobs of lava at characters for 1d0 +4 damage, then place themselves between the party and the *gate*.

C29. The Gate

This huge black cube is identical to (and as deadly as) the black cube in the Black Forest atop prehistoric Northending Mountain (see #B4).

Terminal of Planes

If the party gazes into any of the elemental planes, they will not have contact with any of the elemental evil rulers.

Sepulchre

Encounter Setting

The party again emerges from the Necropolis. The undead are already aroused and seem to be traveling "west" toward Castle Penseroso (#S5). This time, even the vampires ignore the party.

Encounter Key

Imix, Ogremoch, Olhydra, and Yan-C-Bin confront Doc in exotic forms. Imix appears as a 20-foot-tall flaming red bull, Ogremoch as a huge stone golem, Olhydra as a feminine, half-human, half-plesiosaur-like creature with octopus tentacles for hair and a semi-transparent, liquidy look to her body, and Yan-C-Bin as an oriental sage with three pairs of bird wings and a robed body that fades into mist. Doc (if he has made it this far) stands defiantly before them, hidden in the brilliant light of the *prismatic sphere* that surrounds him. As the party arrives, it hears:

"...give it to use, or we shall destroy you utterly," bellows the bull, to which Doc replies, "Then destroy thou must, for I cannot see my Empyrea become a wasteland of warring elements."

When an efreet arrives with a special *prismatic neutralizer*, a wand that casts the seven required spells in order to eliminate the *prismatic sphere*, the rulers of elemental evil attack Doc.

If Doc no longer has the Egg, the rulers are arguing between themselves over its possession as the party arrives, but unite forces against the intruders.

Help! (Again)

Since this encounter occurs on the heels of the party's attainment of Chrysomeer, it is unlikely that the PCs are up to fighting the rulers of elemental evil. Even with Doc on their side, they may need to summon help. If the PCs use Sylla's ring, they can summon the titan to their aid. With Da-Weng's amulet, they can summon the ki-rin. Doc will summon Sein O'Logue, the firbolg giant. Falx the gold dragon shows up 1d4+2 rounds into the combat as will MacKurian.

The Battle

The elemental rulers attack the party, but focus on Doc, other spell casters, and any summoned allies.

The Evil Elemental Rulers

All the rulers use the following at will: *detect invisible*, *dispel magic* (at 20th level), *infravision*, *know alignment*, *suggestion* (duration 12 hours), and *teleportation* (no error).

Imix radiates 1d20 heat damage in 10' radius (no saving throw, but fire resistance for half damage); +2 or better weapon to hit; immune to poison, paralysis, and petrification; 1x/day: *20d6 fireball*, *summon 1d3 efreet*; 3x/day: *continual light* (very bright), triple strength *wall of fire* and *pyrotechnics* using self as fire source.

Ogremoch: +3 or better weapon to hit; immune to poison, normal fire; -1/die from magical fire, cold, lightning; 1x/day: *earthquake 100' diameter*, *summon 1d4 xorn*; 3x/day: *flesh to stone*, triple strength *wall of stone*, and move *earth* double area.

Olhydra: can envelop five mansized creatures for 2d6 hp/rounds (helpless, drowning in 2d4 rounds); +1 or better weapon to hit (edged for ½ damage); *slowed* by cold if over 20 hp, but no damage; immune to paralysis and petrification; 3x/day *transmute rock to mud*, triple strength *wall of fog*, and ice storm.

Yan-C-Bin: Naturally invisible; +2 or better weapon to hit; immune to petrification, thrown objects and lightning; stun/kill as Monk 8, become whirlwind 4d8 hp/round for 1d4+1 rounds (slays creatures 3HD or less); 1x/day: *summon 1d3 air elementals*.

The End of the World

Start counting spell levels (and equivalents) cast. Each time 10 spell levels OR any 7th level or greater spell is cast, the world of Sepulchre shudders; it was not meant to sustain this type of magic use. Its fabric, already weakened by the earlier presence of



the firebird, begins to weaken. The first time it shudders, there is a 5% chance that the world disintegrates. Each subsequent time, the chance increases by 5% (but is never higher than 95%).

When it explodes, each character must make a saving throw versus petrification. Those who make it are blown into the Ethereal Plane; those who fail disappear (or at the DM's discretion are killed instantly, blown into another plane, are polymorphed into living undead, or turn up insane at Northending).

To counter the potential explosion of their undead factory, two ice devils, twelve spined devils, and groups of undead (1d6 each of skeletons, zombies, wights, wraiths, and 1d2 vampires) begin to attack *both sides* of the conflict.

Ultimate Epilogue

At the end of the battle, the elemental rulers' physical bodies are destroyed and their spirits banished to their respective planes. The devils demand that everyone leave NOW, or else (!), and want some kind of reparations (they also destroy the black slab in the Terminal of Planes).

If Doc survives the battle, let the party decide his fate. He is evil, but he did fight to save Emypyrea. Keep in mind that Doc will not meekly accept a death judgment (banishment, maybe).

If Sylla was not summoned, she arrives to check up on the party. She suggests that the Egg may be a bit too powerful for mortals to play with and says she can put it in a place where evil (and mortals!) can neither find nor reach it. Although she waits for a consensus, she disappears with the Egg anyway (ignoring any attacks to the contrary).

The survivors can return to Northending if they wish, or to the Cauldron of Fire.

Notes



Notes



Notes

DM Map I—New Empyrea

Scale: 1 Hex = 10 miles

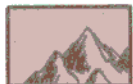
Key



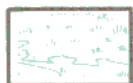
Castle



Road



Mountain



Swamp



Water



Town/City



Trail



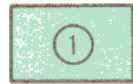
Hill



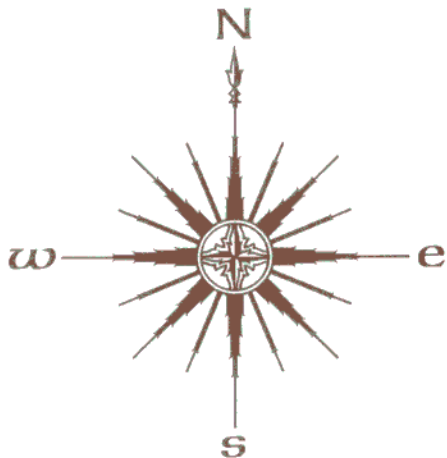
Trees

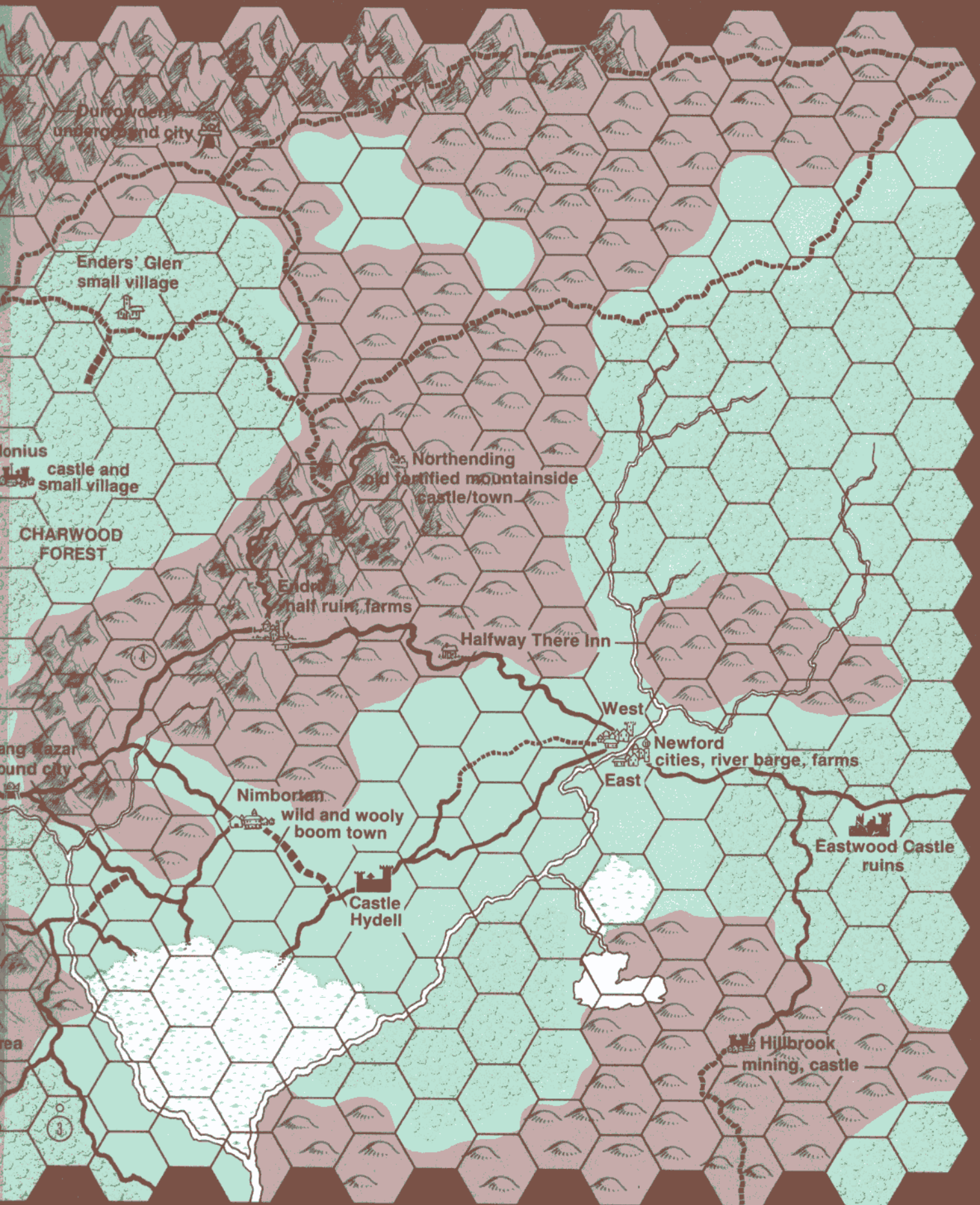


River



Keyed Encounters





Durrowden
underground city

Ender's Glen
small village

Ionius
castle and
small village

CHARWOOD
FOREST

Northending
old fortified mountainside
castle/town

Ender
half ruin, farms

Halfway There Inn

ang Hazar
ound city

West

Newford
cities, river barge, farms

East

Nimbortan
wild and wooly
boom town

Castle
Hydell

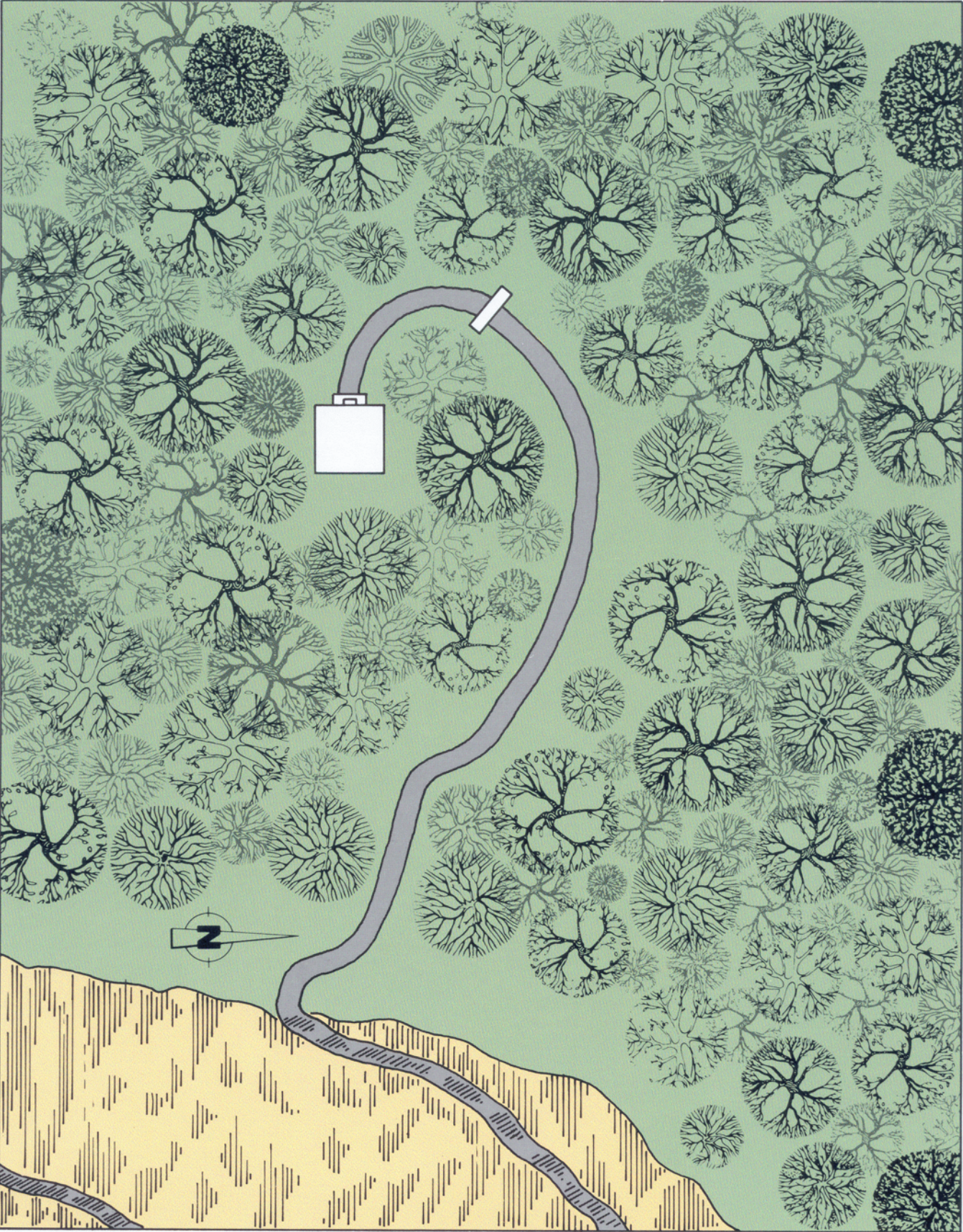
Eastwood Castle
ruins

Hillbrook
mining, castle

3

Combined Monsters Statistics Table

Name	AC	HD	hp	#AT	Dmg	MV	AL	THACO	BOOK	SA	SD
Badger, Giant	4	3	19	3	d3(x2)/d6	6"	N	16	MM1	No	No
Basilisk	4	6+1	35	1	d10 + Special	6"	N	13	MM1	Yes	No
Caryatid Column	5	5	22	1	2d4	6"	N	15	FF	No	Yes
Chaggrin (Grue)	4	5+5	40	2	d4+2(x2)	12" (3")	NE	15	MM2	Yes	Yes
Crayfish, Giant	4	4+4	26	2	2d6(x2)	6"/12"	N	15	MM1	No	No
Devil, Horned	5	5	35	4	d4/d4/d4 + 1/d3	9/18"	LE	13	MM1	Yes	Yes
Devil, Ice	4	6	60	4	d4/d4/2d4/d10 + 2	6"	LE	13	MM1	Yes	Yes
Dinichtys	7	10	60	1	5d4	21"	N	10	MM1	Yes	No
Dragon, Gold (Falx)	-2	11	77	3	d8/d8/3d6	12"/30"	LG	10	MM1	Yes	No
Dragon, Silver											
Adult	-1	11	55	3	d6/d6/5d6	9/24"	LG	10	MM1	Yes	No
Very Old (Falx)	-1	10	70	3	d6/d6/5d6	9/24"	LG	10	MM1	Yes	No
Ancient	-1	9	72	3	d6/d6/5d6	9/24"	LG	12	MM1	Yes	No
Dragon, Red (ill.)	-1	11	88	3	d8/d8/3d10	9"/24"	CE	10	MM1	Yes	Yes
Dwarf (Caveman)	9	1	7	1	d6	6"	NG	19	MM1	No	No
Efreet	2	10	40	1	3d8	9"/24"	LE	10	MM1	Yes	Yes
Elemental											
Air	2	12	60	1	2d10	36"	N	9	MM1	Yes	Yes
Imix (Fire)	-4	20	90	1	6d6	18"	NE	7	FF	Yes	Yes
Ogremoch (Earth)	-7	24	110	2	5d10(x2)	9"	NE	7	FF	Yes	Yes
Olhydra (Water)	-5	20	90	1	2d12	6"/18"	NE	7	FF	Yes	Yes
Yan-C-Bin (Air)	-6	19	85	2	2d10(x2)	48"	NE	7	FF	Yes	Yes
Fungi, Violet	7	3	13	2	Special	1"	N	16	MM1	Yes	No
Ghast	4	4	25	3	d4(x2)/d8	15"	CE	15	MM1	Yes	Yes
Ghoul	6	2	14	3	d3(x2)/d6	9"	CE	16	MM1	Yes	Yes
Golem, Iron	3	18	80	1	4d10	6"	N	7	MM1	Yes	Yes
Hell Hound	4	4	20	1	d10 + 4	12"	LE	15	MM1	Yes	No
Hydra	5	7	56/8	7	d8	9"	N	13	MM1	Yes	Yes
Ildriss (Grue)	2	4	25	1	1d10 + 2	3"/24"	NE	15	MM2	Yes	Yes
Ki-Rin	-5	10	60	3	2d4(x2)/3d6	24"/48"	LG	10	MM1	Yes	Yes
Kopoacanth (Gargoyle)	5	4+4	35	4	d3(x2)/d6/d4	9"/15"	CE	15	MM1	Yes	Yes
Lurker Above	6	10	48	1	d6	1"/9"	N	10	MM1	Yes	No
Men											
Adjutant (Hydell)	0	F3	25	1	d10 + 1	12"	LN	18	—	No	No
Common Man	10	0	d4	1	d4	12"	Var.	20	—	No	No
Guard (Hydell)	1	F2	15	1	Variable	12"	N	20	—	No	No
Jailor (Hydell)	1	F3	25	1	1d4 + 1	12"	LE	18	—	No	No
Monitor	2	F2	17	1	1d8	12"	N(E)	20	—	No	No
Serjeant (Hydell)	4	F4	30	1	1d8 + 1	9"	N	17	—	No	No
Mimic	7	10	60	1	1d10 + 2	3"	N	10	MM1	Yes	Yes
Mold, Brown	9	—	—	0	4d8	0"	N	—	MM1	Yes	Yes
Mummy	3	6+3	30	1	d12 + Special	6"	LE	13	MM1	Yes	Yes
Necrophidius	2	2	16	1	d8	9"	N	16	FF	Yes	Yes
Ogre Magi	4	5+2	25	1	d12	9"/15"	LE	15	MM1	Yes	Yes
Phase Spider	7	5+5	30	1	d6 + poison	6"/15"	N	13	MM1	Yes	Yes
Piercer	3	Var.	Var.	1	Var.	1"	N	16	MM1	Yes	No
Pudding, Black	6	10	36	1	3d8/Special	6"	N	10	MM1	Yes	Yes
Revenant	10	8	40	1	2d8	9"	N	12	FF	Yes	Yes
Rust Monster	2	5	25	2	Rust metal	18"	N	15	MM1	Yes	Yes
Salamander	5/3	7+7	44	2	2d6	9"	CE	13	MM1	Yes	Yes
Shadow	7	3+3	23	1	d4 + 1 + Special	12"	CE	16	MM1	Yes	Yes
Shambling Mound	0	8	35	2	2d8(x2)	6"	N	12	MM1	No	Yes
Shrieker	7	3	15	0	—	1"	N	—	MM1	No	Yes
Skeleton	7	1	5	1	d6	12"	N	18	MM1	No	Yes
Skeleton, Plesiosaur	7	6+3	40	1	5d4	9"	N	13	New	No	Yes
Snake, Giant (poison)	5	4+2	25	1	d3 + poison	15"	N	15	MM1	Yes	No
Spectre	2	7+3	36	1	d8 + Special	15/30"	LE	13	MM1	Yes	Yes
Spider, Huge	6	2+2	14	1	d6 + poison	18"	N	16	MM1	Yes	No
Troll	4	6+6	35	3	d4+4(x2)/2d6	12"	CE	13	MM1	No	Yes
Tyrannosaurus Rex	5	18	90	3	d6(x2)/5d8	15"	N	6	MM1	No	No
Vampire	1	8+3	35	1	d6 + 10 + Special	12/18"	CE	9	MM1	Yes	Yes
Vampire M-U	-2	8+3	48	1	d6 + 4 + Special	12/18"	CE	12	MM1	Yes	Yes
Wererat	6	3+1	20	1	d6 (bite)	12"	LE	16	MM1	Yes	Yes
Wight	5	4+3	25	1	d4 + Special	12"	LE	15	MM1	Yes	Yes
Wraith	4	5+3	30	1	d6 + Special	12/24"	LE	15	MM1	Yes	Yes
Xorn	-2	7+7	40	4	d3(x3)/2d10 + 4	9"	N	12	MM1	Yes	Yes
Zombie (Slink)	8	2	10	1	d8	6"	N	16	MM1	No	Yes
Zombie, Monster	6	6	33	1	4d4	9"	N	13	MM2	No	No



Prerolled Characters



Athelstan

Human Paladin, Level 8

Strength 18/74	Armor Class 0
Intelligence 10	Hit Points 50
Wisdom 16	# Attacks 3/2
Dexterity 12	Base THACO 14
Constitution 17	Base Damage d8
Charisma 17	Combat Bonuses +2/ +3
Comeliness 16	Alignment LG

Equipment: *Plate mail* +1, *shield* +1, *longsword* +2, dagger, longbow & 30 arrows, two-handed sword, *periapt of proof against poison* +3, *potion of fire resistance*, three flasks of oil, four flasks of holy water.



Venada

Human Cleric, Level 9

Strength 8	Armor Class 1
Intelligence 10	Hit Points 50
Wisdom 18	# Attacks 1
Dexterity 8	Base THACO 14
Constitution 10	Base Damage d6 +1
Charisma 11	Combat Bonuses —
Comeliness 11	Alignment NG

Equipment: *Plate mail*, *shield* +1, *flail* +1, war hammer, *staff of curing* (16 charges), scroll of *heal*, two flasks of oil, five flasks of holy water.



Tristram

Human Ranger, Level 7

Strength 17	Armor Class 2
Intelligence 13	Hit Points 58
Wisdom 14	# Attacks 1
Dexterity 14	Base THACO 14
Constitution 18	Base Damage d8
Charisma 13	Combat Bonuses +1/ +1
Comeliness 14	Alignment NG

Equipment: *Chainmail* +1, *shield* +1, *longsword* +2, dagger, longbow & 30 arrows, two-handed sword, *stone of good luck*, three flasks of oil, two flasks of holy water.



Triladir

Human Magic-User, Level 8

Strength 9	Armor Class 4
Intelligence 18	Hit Points 31
Wisdom 11	# Attacks 1
Dexterity 16	Base THACO 19
Constitution 16	Base Damage d4
Charisma 9	Combat Bonuses —
Comeliness 18	Alignment LG

Equipment: *Dagger* +2/+3, three darts, *necklace of missiles* (7 dice x 1, 5 dice x 2, 3 dice x 4), two flasks of oil, two flasks of holy water.





Notes: No one could accuse Venacia of Hillbrook of leading an easy life. Stolen from her family as a child, she spent eight years of her life as a slave to the orcs in Neang Kazan. The scars from endless beatings and the unobtrusive patch that covers her lost left eye are constant reminders that she once experienced the Tangg-lord's evil on a first-hand basis. Years after her escape, her deep hatred haunted her until she at last sought relief in the church, where she found a calling as a cleric at a late age. Although easily the oldest member of any group she joins, (her long blonde hair has rapidly become white), she has an inner fire and enthusiasm that often exceeds Athelstan's. She believes that she has come to terms with her former burning hatred of orc-kind (even speaking civilly with half-orcs), but if the creatures force combat upon her, she fights with unbridled fury. Otherwise, she is friendly with strangers, seeking always to do a good turn. Though she seems eventually destined for a senior position in her religion, she will probably never lose that homespun touch that makes her so human and likeable.

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Notes: As a child, the rescue of his brother from certain death made Athelstan realize that his life's work would be to do good for others: protecting the weak, bringing order to chaos and defending the deep convictions instilled by a loving family. He could be nothing other than a paladin, living his life with righteous enthusiasm. In another man, this bold self-confidence would seem arrogant, but without it he would not be Athelstan. He has become the role-model for an entire generation of youngsters in his homeland, more well-known than even its rulers. Although his knightly vows do not prohibit marriage, he is shy with women and so stresses the avoidance of unnecessary temptation (especially complicated by his feelings for the beautiful magic-user Triladir). Athelstan considers undead to be the greatest abomination inflicted on the world and seeks to destroy them with single-minded determination. Unfortunately for his compatriots, the paladin often lets his emotions dictate his actions.

Abilities:

Protection from evil, 10' radius; detect evil, 6" range; lay on hands once per day (16 hp); cure disease twice a week; immune to disease; Turn undead as a level 6 cleric.

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Notes: Dignified, studious Triladir is oblivious to the effect her natural beauty has on men. As an orphan raised in a convent and then later as a scholar entirely devoted to the study of magic, more-than-comely Triladir was not aware of men or even why one would want to be—until she met Athelstan. Like a schoolgirl, she is confused by the emotions that now interfere with her magical studies and hurt by his apparent rejection of her. She is proud of her magic, but always feels a need to prove herself, to demonstrate her capabilities to persons of importance. Although she long thought herself an orphan, she has recently discovered that her father, Bheleu Sharkel the sage, is a member of the High Council of Nimbortan.

Spells

Level 1: *Detect magic, feather fall, magic missile, unseen servant*

Level 2: *Detect invisibility, levitate, locate object, strength*

Level 3: *Dispel magic, fly, lightning bolt, slow*

Level 4: *Ice storm, polymorph self*

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Notes: "Life is for living" is this gallant cavalier's heartfelt motto. Like many who chose the outdoor path to adventure, Tristram literally overflows with an energetic love of life. Since adolescence he has patrolled the wilderness borders of the land, surveying, exploring, and spying on the orkish cities. Although he enjoyed his work, the military organization of the border patrols eventually chafed his free-roaming nature, so he left the service to follow the road of adventure. He loves adventuring, yet is convinced that it will end because of some infernal device: a cruel trap whose sole purpose is to kill. He is always on edge when missions for the greater good require underground sorties, but enjoys the sport when he is pitted against his old foes, the creatures of giantkind (bugbears, ettins, giants, gnolls, goblins, etc.). Smitten with young Triladir, he cannot understand why she doesn't respond to his gallant charms.

Abilities:

Tracking: Base 65% underground, 90% outdoors;
Surprised: result of 1 on 1d6 only;

Surprises others: 50% of the time; +7 damage vs. giant class creatures (bugbear, ettin, giant, gnoll, goblin, kobold, ogre, ogre magi, orc, troll)

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Appendix I— Major Magical Items



The Egg of the Phoenix

Ancient legends describe the the hero Delcinous as having an "Ybonee Ygg swoddled in fyre" which "did Ynchante the armees of Yvl as one."

The egg appears as a 2' x 3' ovoid of black onyx, shot with fine strands of gold and silver and inscribed with several large runes. Oddly, neither the metallic strands, the runes, nor its apparent weight of 30 pounds exist in reality. They cannot be touched, read nor affected in any way.

Although the Egg has numerous beneficial and malevolent powers (which the DM should carefully select), its basic function is as a magic enhancer. The egg can be used by *any class*, but provides the most benefit to magic-users.

The Egg is a foldbox, paradoxically bigger inside than out. When the user learns the secrets of "opening" it (user's Intelligence x 1%/hour to discover), it becomes larger and more powerful.

Unopened (as found), it allows the user to cast any 1st level *Alteration* type M-U spell once daily, *regardless of whether the user knows any magic at all!* Second, a magic-user may draw upon the Egg to cast any known spell 1st level M-U spell *without memorizing the spell or losing it when cast*. It also multiplies the number of targets that can be affected by a spell (unopened, it can affect twice the normal number) and doubles the resistance to *dispelling* of any spell cast with it. The unopened Egg gives the user a 10% magic resistance (MR) while in contact with it. On the negative side, each use of the unopened Egg causes 1 hp of damage which only time can heal (1 hp/day).

Each time the egg is "opened," it gives more power, but inflicts magical fire damage (no saving throw or resistance possible) upon the opener and all within a specified range of the egg's outer surface.

Open to stage two = 10 hp damage within 10' radius; MR 20%; unlimited use of all 1st level spells and all known 2d level spells; once/day use of any 2d level M-U *Alteration* spells; 2 hp damage per use.

Through stage four, each subsequent opening doubles the Egg's current size. Each opening increases magical fire damage by 10 hp, damage radius by 5', magic resistance by 10%, allows use of next level of spells, and increases per use damage by 2 hp. The number of targets affected progresses geometrically (x2, x4, x8, x16, etc.)

Further opening of the Egg beyond stage four is impossible for beings of less than 18 intelligence. At stage five, the Egg changes into a huge black cube, almost identical to

the *gates* found in the ancient plateau of Northending. Stage six is a 90' tall arch, stage seven a giant black slab. Beyond that it takes forms unrecognizable to normal man.

The DM should chose the Egg's powers from those listed in the DMG: 1 x II; 2 x III; 1 x IV; 2 x VI.

The Holy Sword

Type: Longsword +5
Alignment: Lawful Good
Title: *Holy Avenger*
Name: Chrysomer
Intelligence: 17
Ego: 38
ToPS (Total Personality Strength): 55

When used by a Lawful Good non-paladin, Chrysomer hides its true identity, seeming by all tests to be an unintelligent *longsword* +2. If touched by a non-Lawful or non-Good being, it waits until it is used in combat, at which time it shocks the user for 38 points of electrical damage (no saving throw, or resistances applicable unless of divine origin).

When wielded by a paladin, the sword:

1. bestows 50% magic resistance in a 5' radius (automatic unless commanded otherwise);
2. can *dispel magic* in a 5' radius, as if a M-U of the paladin's level (on command);
3. automatically does +10 damage vs. Chaotic Evil opponent (instead of +5), plus has additional effects on Chaotic foes (see Special Purpose).

Other Abilities: *detect evil*, 2" range (on command); *detect shifting rooms and walls*, 1" range (on command); *detect magic*, 1" range (on command); *read languages* (on command or voluntarily); *read magic* (on command or voluntarily); *telepathy* with user (and vice versa, at will); *regenerates* user 1 hp/turn (automatic); *teleport* with user 1/day, DM rolls normally (as for the 5th level M-U spell) but Chrysomer helps (adjust results by up to 5% in the most favorable manner), casting time two segments, maximum total weight of 600 lbs (on command or voluntarily).

Special Purpose: to defeat Chaos. When used against a Chaotic opponent, a successful hit forces the victim to make a saving throw vs. spells or be paralyzed for 1d4 rounds.

Languages: Lawful Good, Common,

Dwarvish, Halfling, Fire Giant, Gold Dragon, High Elvish.

When a paladin touches Chrysomer, it informs the paladin of its name and abilities in the order listed above, at the rate of one bit of information per segment (important if the paladin needs to use an ability quickly).

Remember that a character's ToPS = Intelligence + Charisma + Level. Chrysomer's ToPS usually allows it to control most paladins, but this extremely Lawful and Good sword's ideals are compatible with paladinhood. A controlled paladin introduces him or herself by both names (such as "We are Athelstan Chrysomer"). Chrysomer is a jealous sword and allows no other magic swords to be used. It demands that gemstones be mounted upon it (not less than 5,000 gp a month and only rubies, Emeralds or diamonds), otherwise, it withholds powers. It currently has 50,000 gp worth of gems on its hilt.

One of the legendary Swords of Heroes, Chrysomer leads young paladins on the road to glory. It will not needlessly endanger a controlled paladin, but does insist on undertaking great and glorious quests.



Appendix II— A Guide to Emyrea

Persons

Big Alice: a very large adult silver dragon—wife to Falx.
Blane Thurgudman: corrupt Monitor guild-master.
Bludgeons: an evil half-orc cleric/assassin.
The Boss: a nickname for Dutch the illusionist.
Curry Woodspice: MacKurian's elven butler.
Da-Weng: an heroic ki-rin.
Doc: an ancient, heroic and powerful human magic user/cleric who fought in the War of Ending. Lives on Doc's Island.
Ducheval Vandemon: Full name of Dutch the illusionist.
Dutch: an evil illusionist who runs the slink operation at Castle Hydell. Also known as "the Boss."
Falx: a very old, very good silver dragon.
Grintharke: a type VI demon who ruled Emyrea in the Upper Triassic Period.
Grisson Oyle: sales agent for slinks in Nimbortan. An evil man.
Gurney Dain: High Sheriff of Nimbortan, later a councilor at Northending.
Imix: elemental ruler of evil fire creatures.
MacKurian, Andrew: High Cleric of the High Council at Northending.
Ogremoch: elemental ruler of evil earth creatures.
Olhydra: elemental ruler of evil water creatures.
One: code name for the primary agent for the evil Tangg-lord Krellokk. Supposedly a good person, One is the thief who steals the Egg of the Phoenix.
Parlee: an evil cleric of Olhydra at Castle Hydell; later a sentient, good, rust monster.
Sandrew Valkman: young sage in Nimbortan.
Sillitellimut: an ancient silver dragon—wife to Falx.
Speaker Cork Ekko: cleric in Nimbortan.
Tangg-lord Krellokk: undying evil overlord of the city of Garythane—source of much evil in New Emyrea.
Timber Tullane: proprietor of the Inn of Fourteen Virtues.
Truesister Karolin: a female member of the High Council of Northending.
Tuke: an evil illusionist.
Yan-C-Bin: elemental ruler of evil air creatures.

Places

Arrowhead Bay: original landing site of humans in Emyrea.
Bandit Pass: northern passage through High

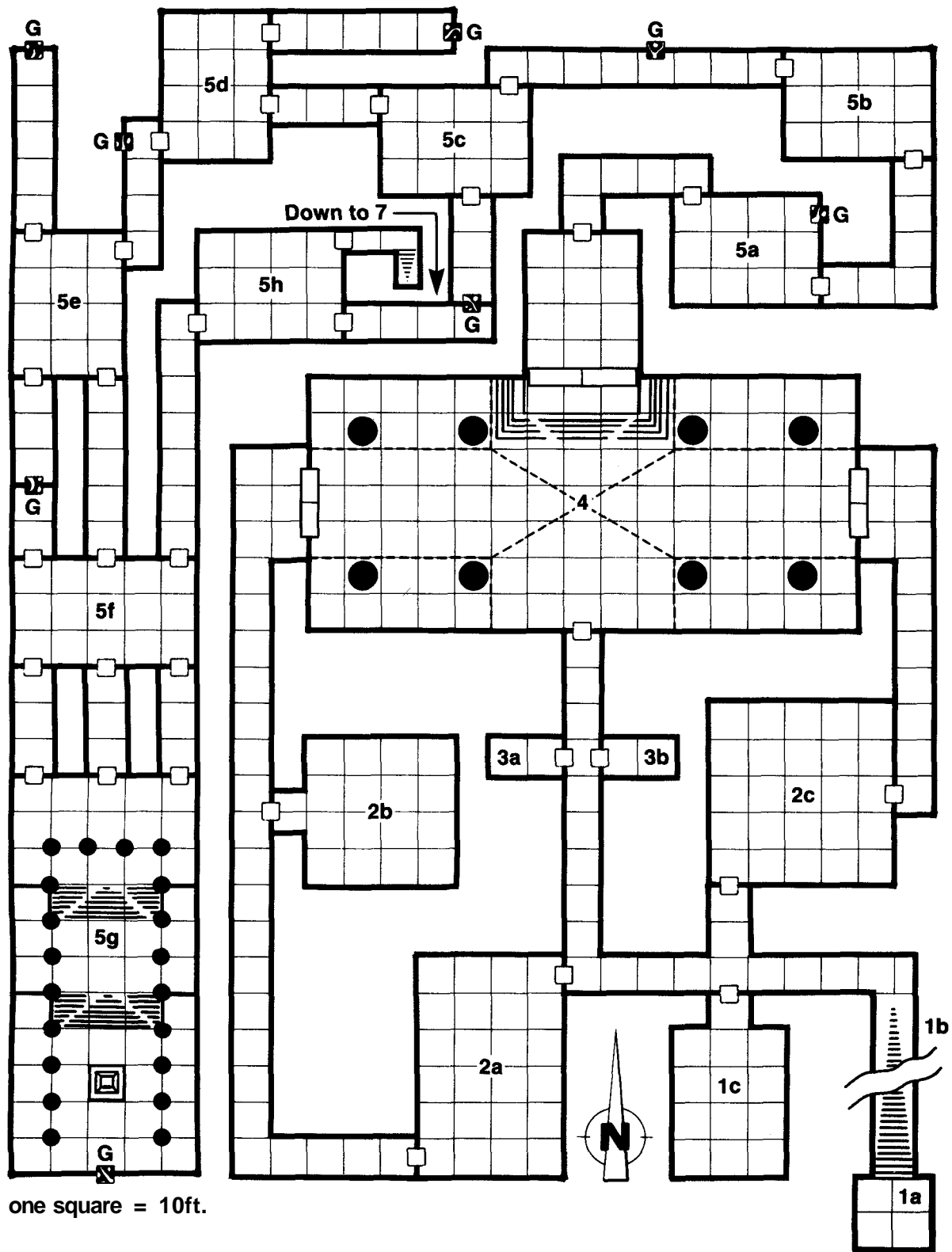
Peak mountains.
Black Forest: evil wood atop Northending Mountain in the distant past.
Castle Hydell: a castle of ruling; base for the slink infiltration.
Caves of Time: ancient mystical caves in Northending Mountain. **Charwood Forest:** large forest in western New Emyrea.
Clam Cove: a small inlet on the shore of the western sea.
Crypts of Emyrea: lost tombs of the ancient Emyrean nobility; now a breeding ground for monsters.
Darkwood: great uncharted forest south of New Emyrea.
Doc's Island: an island on the west coast; home to Doc, his semi-ruined castle, the Fane of the Egg and the Shrine of Chryssomer.
Durrowden: an underground dwarven city north of New Emyrea.
Eastwood Castle: ruins of a castle of ruling in east New Emyrea.
Emyrea: the old kingdom of men; foundation for New Emyrea—also the name for this part of the continent.
Enders' Glen: a small Neutral village in the Charwood founded by veterans of the War of Ending.
Endril: a small town rebuilt from the ruins of an Emyrean city.
Fairway: a Neutral city, mostly controlled by outside Evil—not a part of New Emyrea.
Felonius: a Neutral city whose citizens favor New Emyrea.
Firedrake Mountains: ancient central Emyrean mountain range containing Northending Mountain.
Garythane: once-human city now controlled by the evil Tangg-lord.
Great Pit: the hollowed-out shaft of an extinct volcano in Northending Mountain.
Halfway There: a road house.
Hillbrook: a New Emyrean mining town built around the castle of ruling of the same name.
Neang Kazan: an underground orc city, once a dwarven city called Rock Haven.
New Emyrea: the union of the cities of Northending, Endril, Newford, Hillbrook and Nimbortan—ruled from Northending.
Newford: an eastern commerce center and largest city in New Emyrea.
Nimbortan: a wild and woolly boom town growing to meet the demand for earthsblood.
Northending: an ancient fortress and castle of ruling—capitol of New Emyrea.

Northending Mountain: an extinct volcano in the Firedrake range.
Onion Lake: source of the river Angstadt in the Charwood.
Seascarp Castle: a castle of ruling overlooking the western ocean.
Sepulchre: a pocket plane within the Negative Material Plane.
Shell: a fishing village that pays allegiance to New Emyrea.
Terminal of Planes: a junction point for several planes.
Uriah Kazar: an underground orc/goblin city, once a gnome city called Loamburrow.

Things

Castle of Ruling: one of seven magically-created castles built during the Age of Kings.
Chryssomen: a lost holy sword.
The Egg of the Phoenix: a magical artifact of great power—stolen from its place in the Fane.
High Council of Northending: the Lawful-Good ruling oligarchy of New Emyrea.
Hurlothumbo: the deadly moon of Sepulchre.
The Krill: a merchant ship.
Paramel: an ancient sword of heroes.
Slink: an obedient humanoid slave created from a zombie.
War of Ending: the historically recent conflict between Good and Evil that destroyed Emyrea.

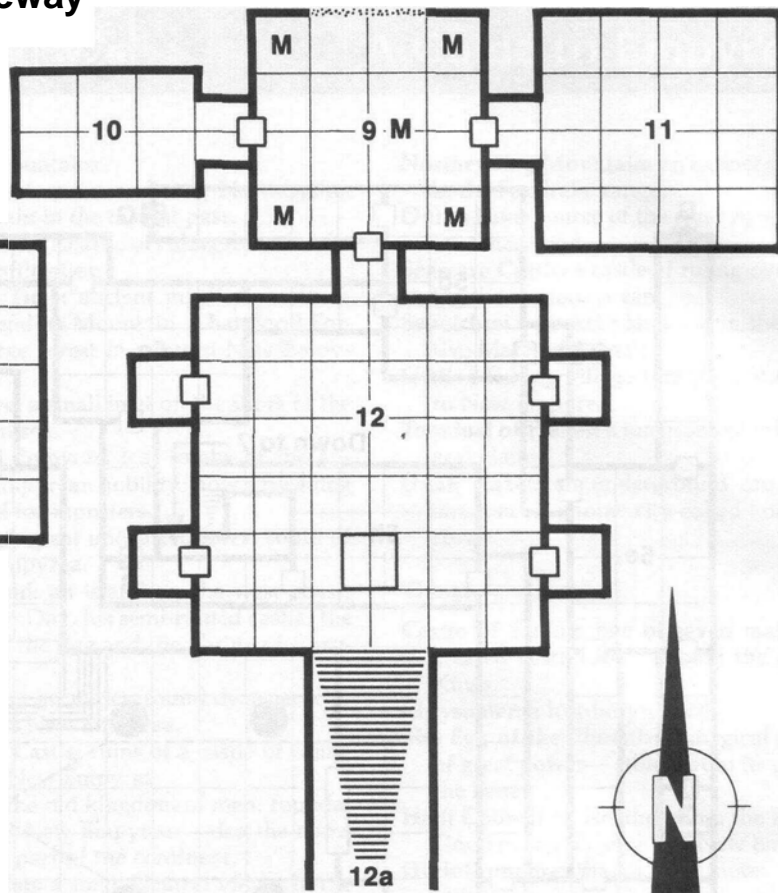
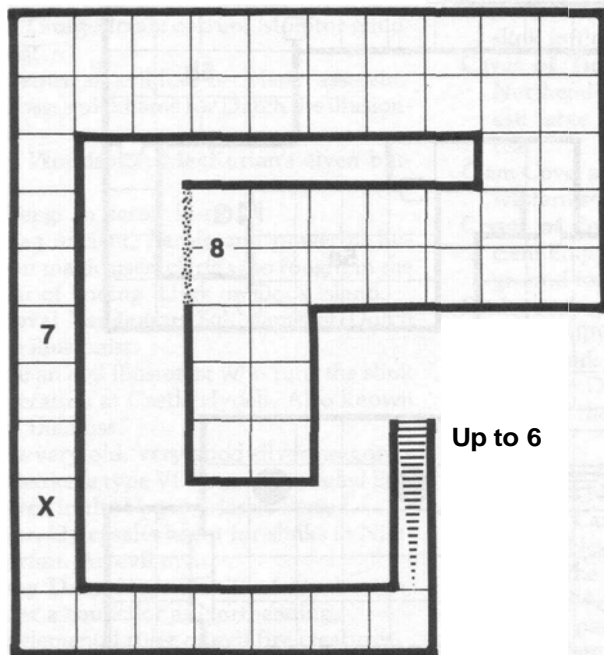
Shrine of Chrysumer (Halls of Undying)—Map XVII



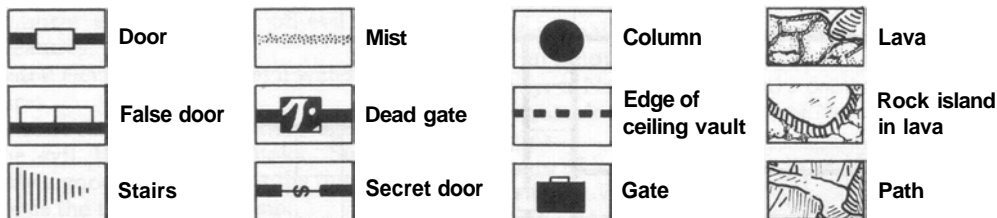
Shrine of Chrysomor—The Gateway

Map XVIII

one square = 10



Shrine Maps Master Key

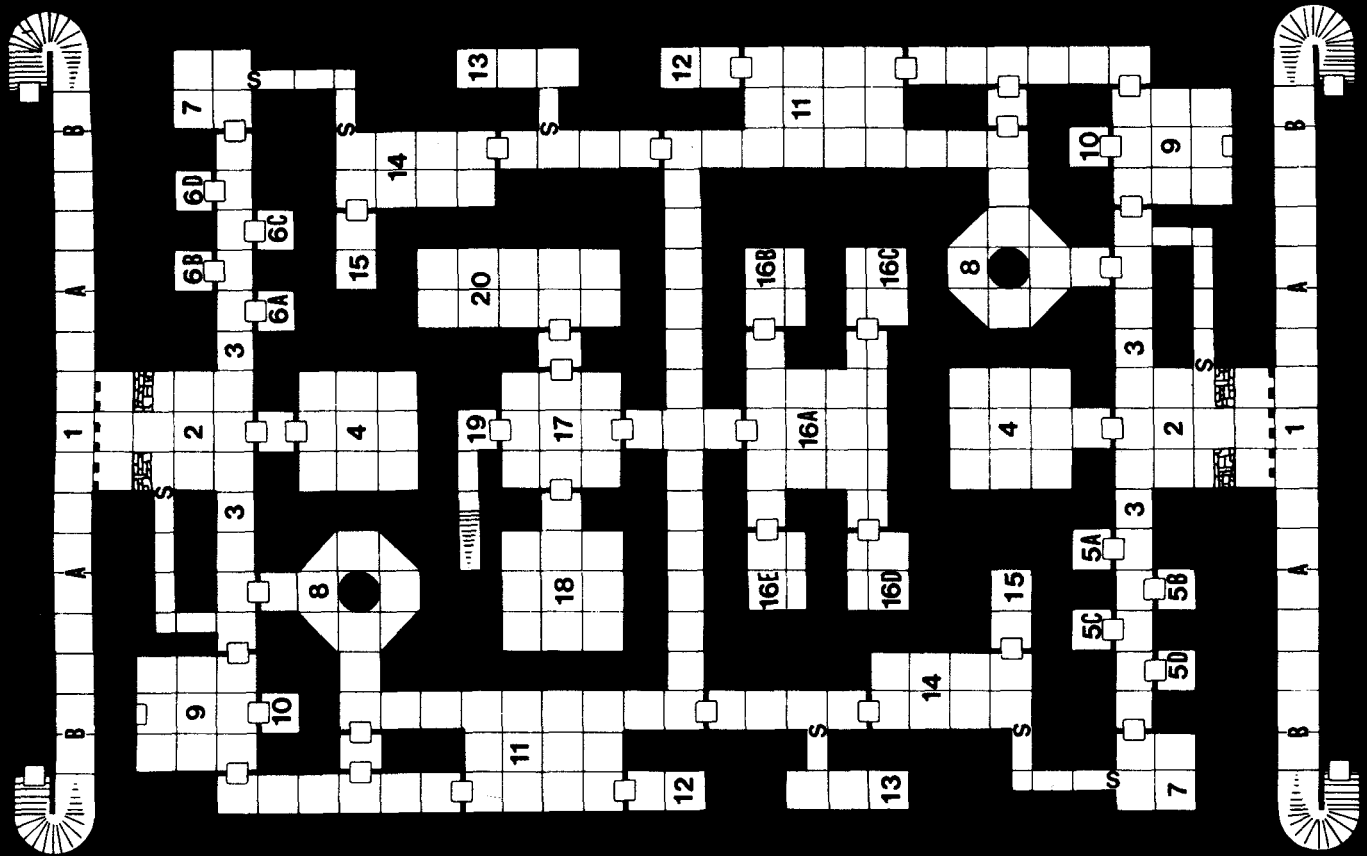


Sword of Heroes—Trial by Fire: Combined Monsters Statistics Table

Name	AC	HP	hp	AT	Dmg	MV	AL	THAC0	BOOK	SA	SD
Devil, Horned (C13)	5	5+5	35	4	d4/d4/d4+1/d3	9" /18"	LE	15	MM1	Yes	Yes
Giant, Fire	3	6-11	19	1	Var.	12"	LE	Var.	MM1	Yes	No
Wally (C17)		6	30		2d8+1/rocks for d10+1 to 20' range			9			
Gramps (C24)		11	74		4d6+1/rocks for 2d8 to 16' range			9			
George (C25)		11	67		5d6+2/rocks for 2d10 to 20' range			8			
Martha (C25)		10	44		4d6/rocks for 2d10-1 to 20' range			10			
Henry (C25)		11	59		5d6+1/rocks for 2d10 to 20' range			9			
Ethel (C25)		11	45		4d6/rocks for 1d10-1 to 20' range			10			
Hydra, Pyro (C13)	5	8	64	8	d8(x8) + Special	9"	N	12	MM1	Yes	Yes
Hell Hound (C14/C19)	4	7	35	1	1d10 + Special	12"	LE	13	MM1	Yes	Yes
Lurker Above (20a)	6	10	50	1	1d6/round	1"//9"	N	10	MM1	Yes	No
Rakshasa (C20)	-4	7	45	3	11d3(x2)/d4+1	15"	LE	13	MM1	Yes	Yes
Titan (C13)	0	19	120	1	7d6	15"	CG	7	MM1	Yes	Yes
Trapper (C20a)	3	12	65	Sp.	1d4 + victim's AC	3"	N	9	MM1	Yes	No





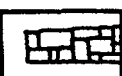
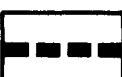
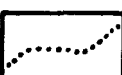
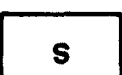
DM's Map of Hydell Complex (level 1)

Map IV

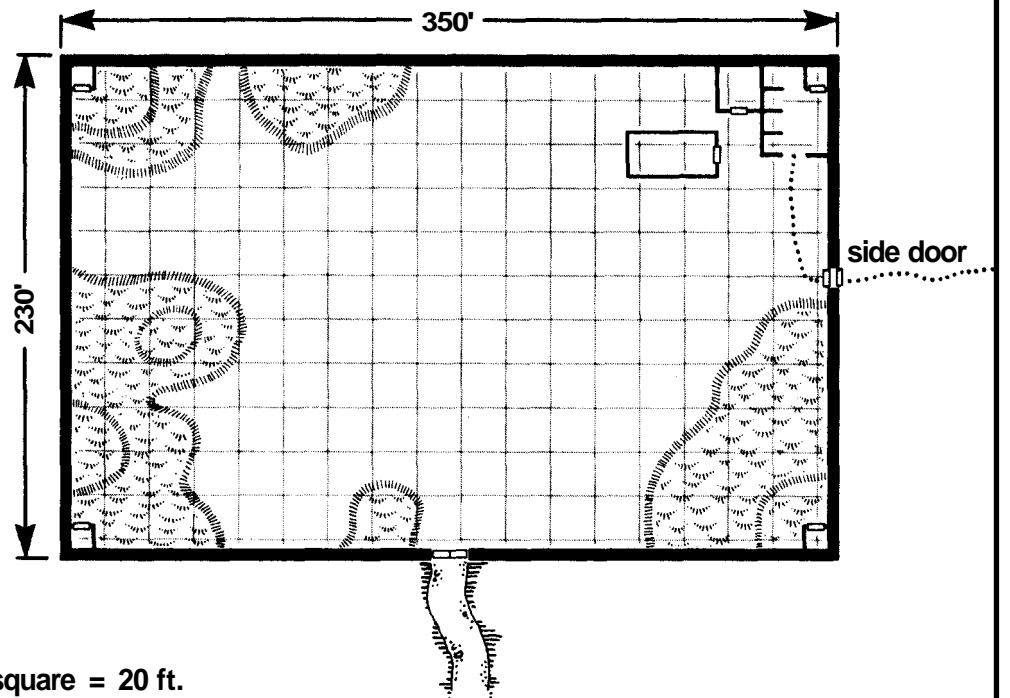


one square = 10ft.

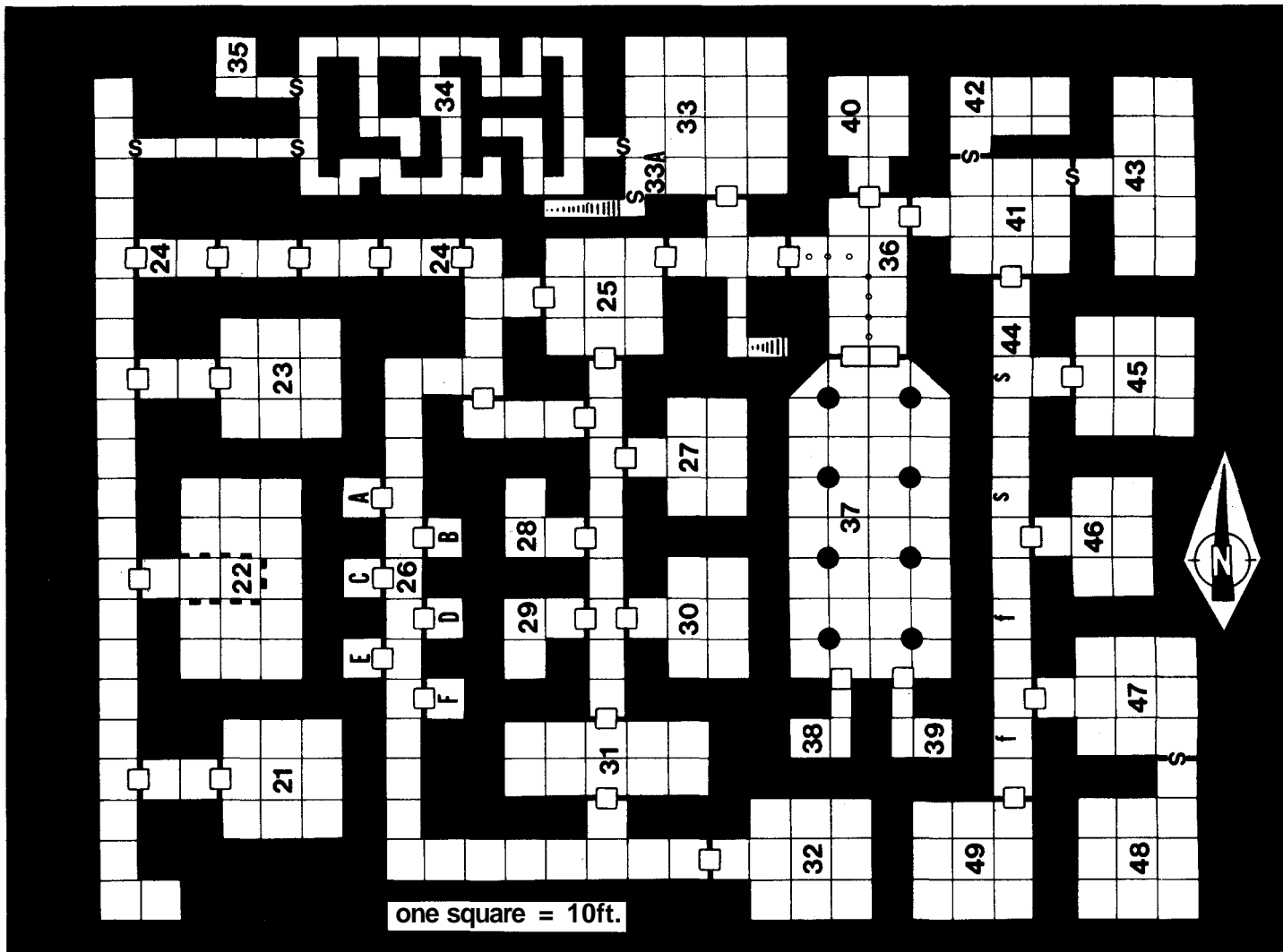
Key

-  Door
-  Secret door
-  Stairs
-  Column
-  Wall
-  Illusory Wall
-  Path
-  Shrieker

DM's Map of Castle Hydell—Map II



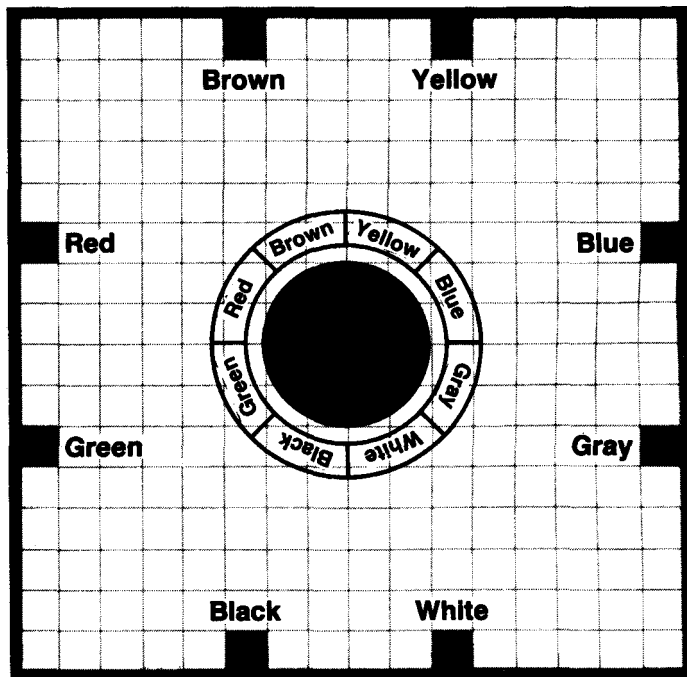
one square = 20 ft.

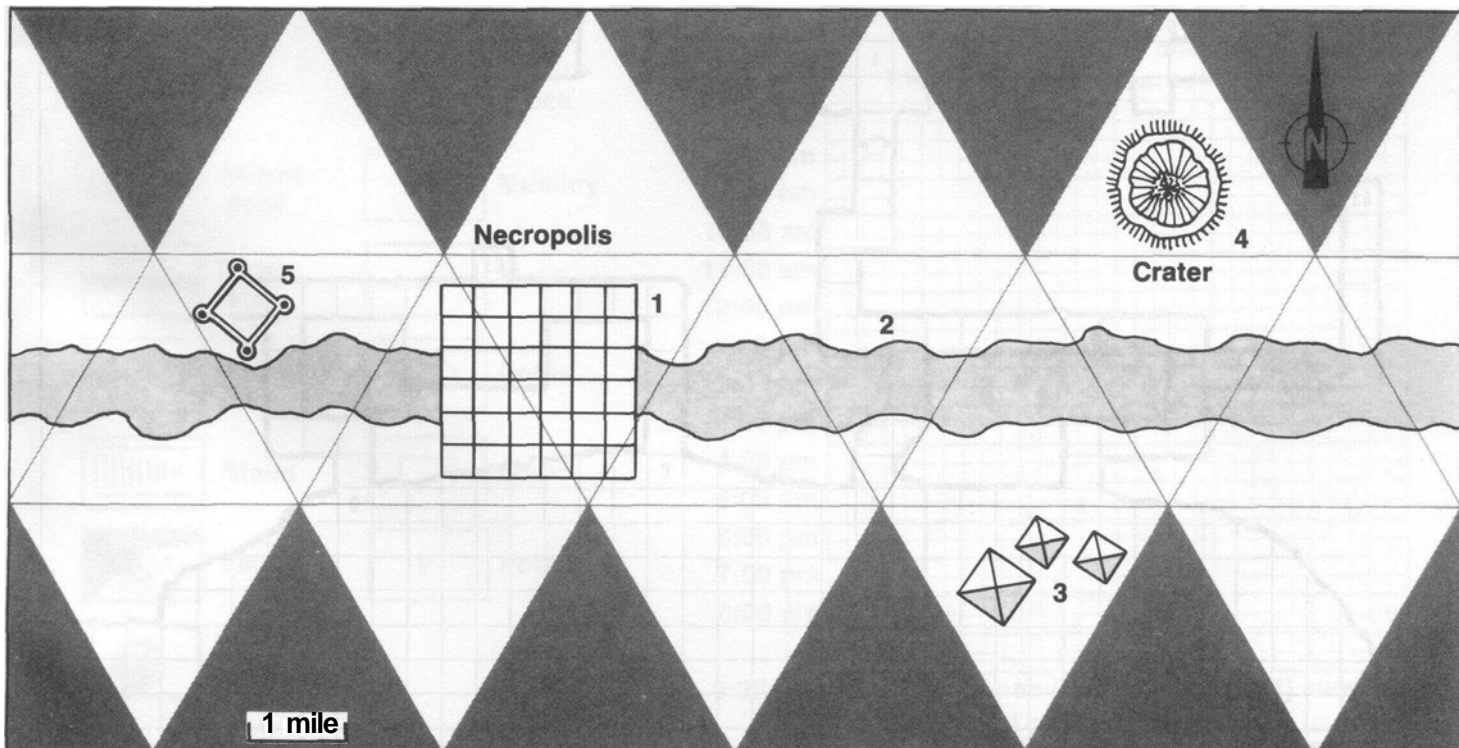
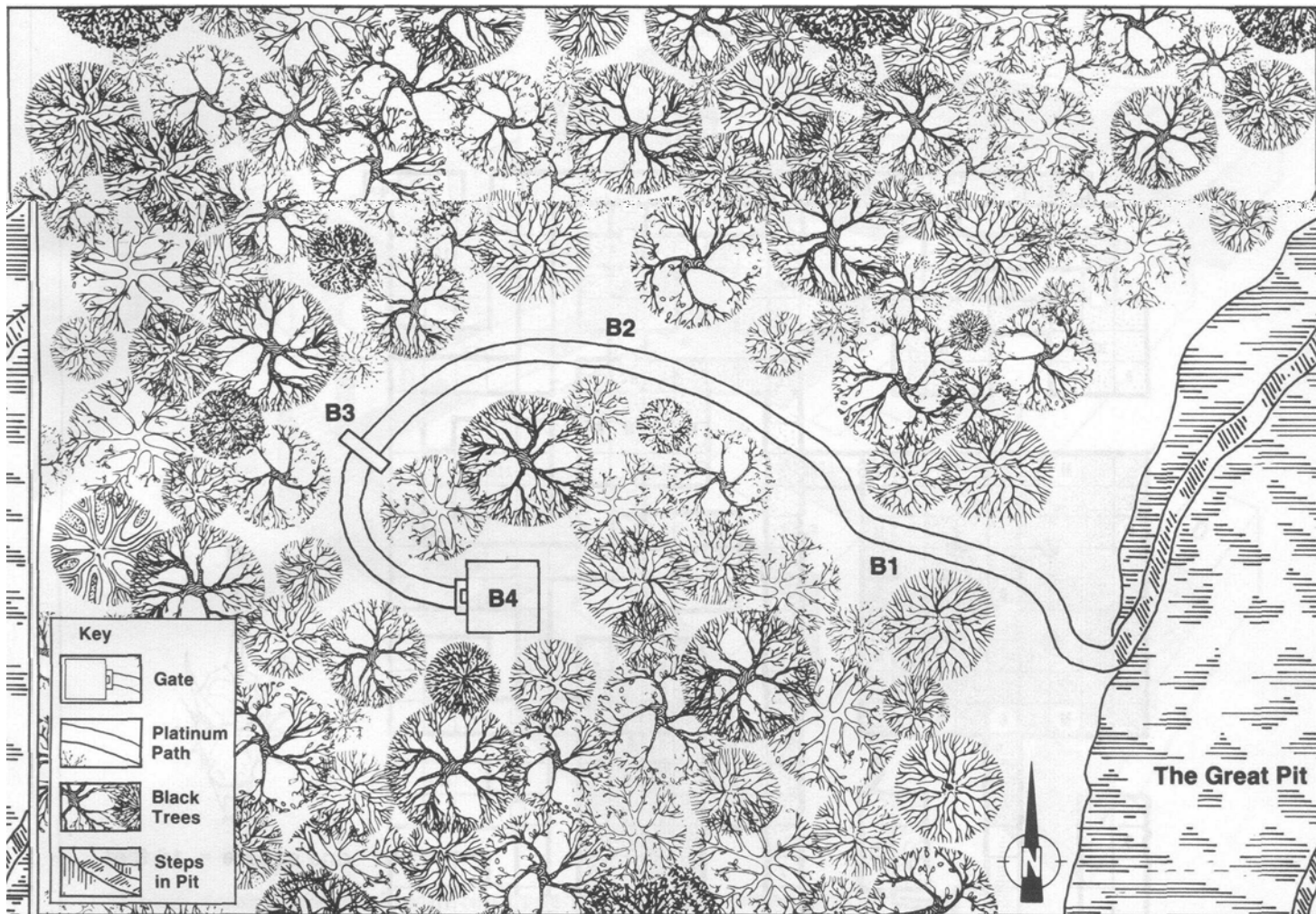


DM's Map of
the Terminal of the Planes
Map XIII

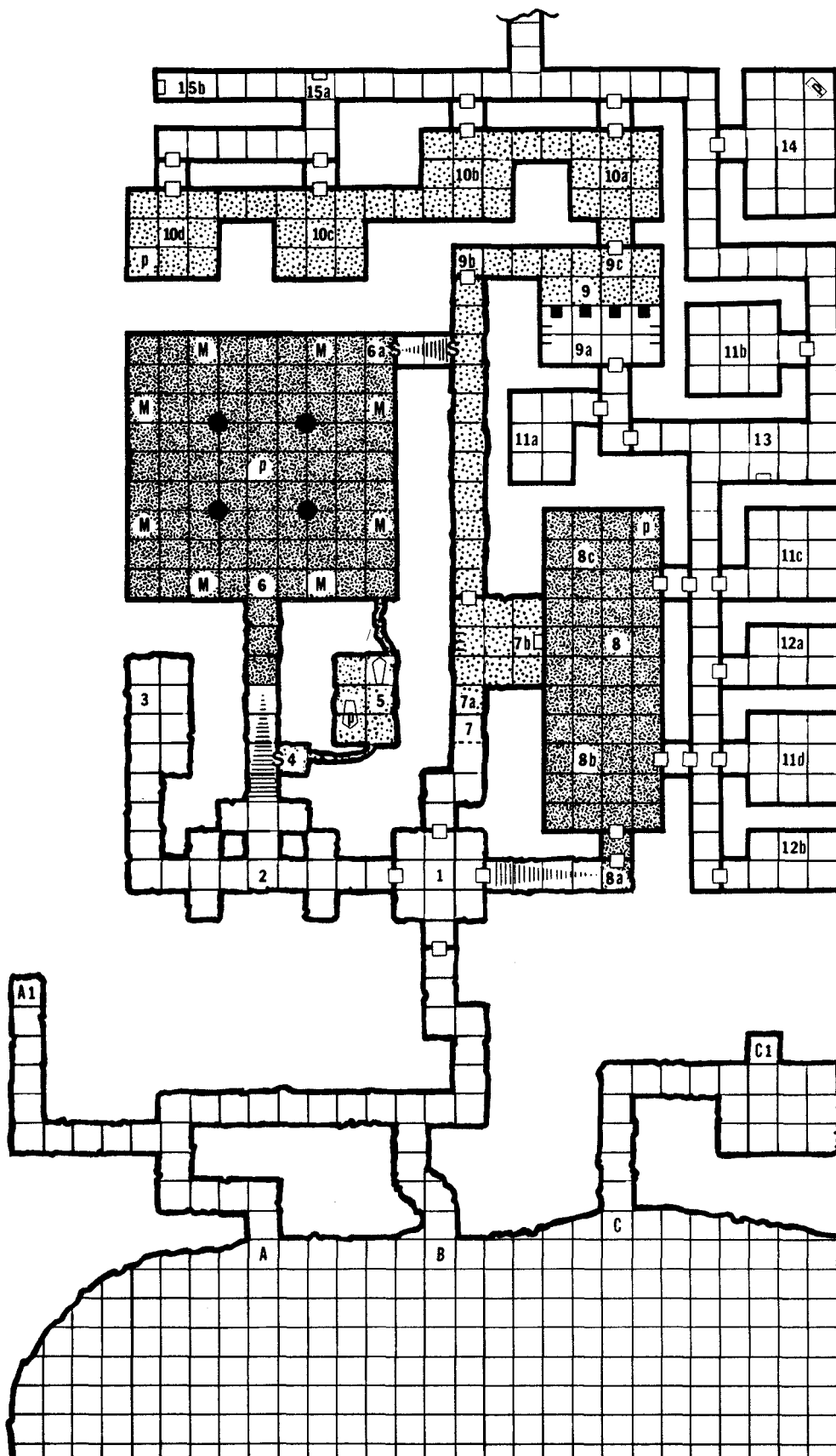


one square = 5 feet



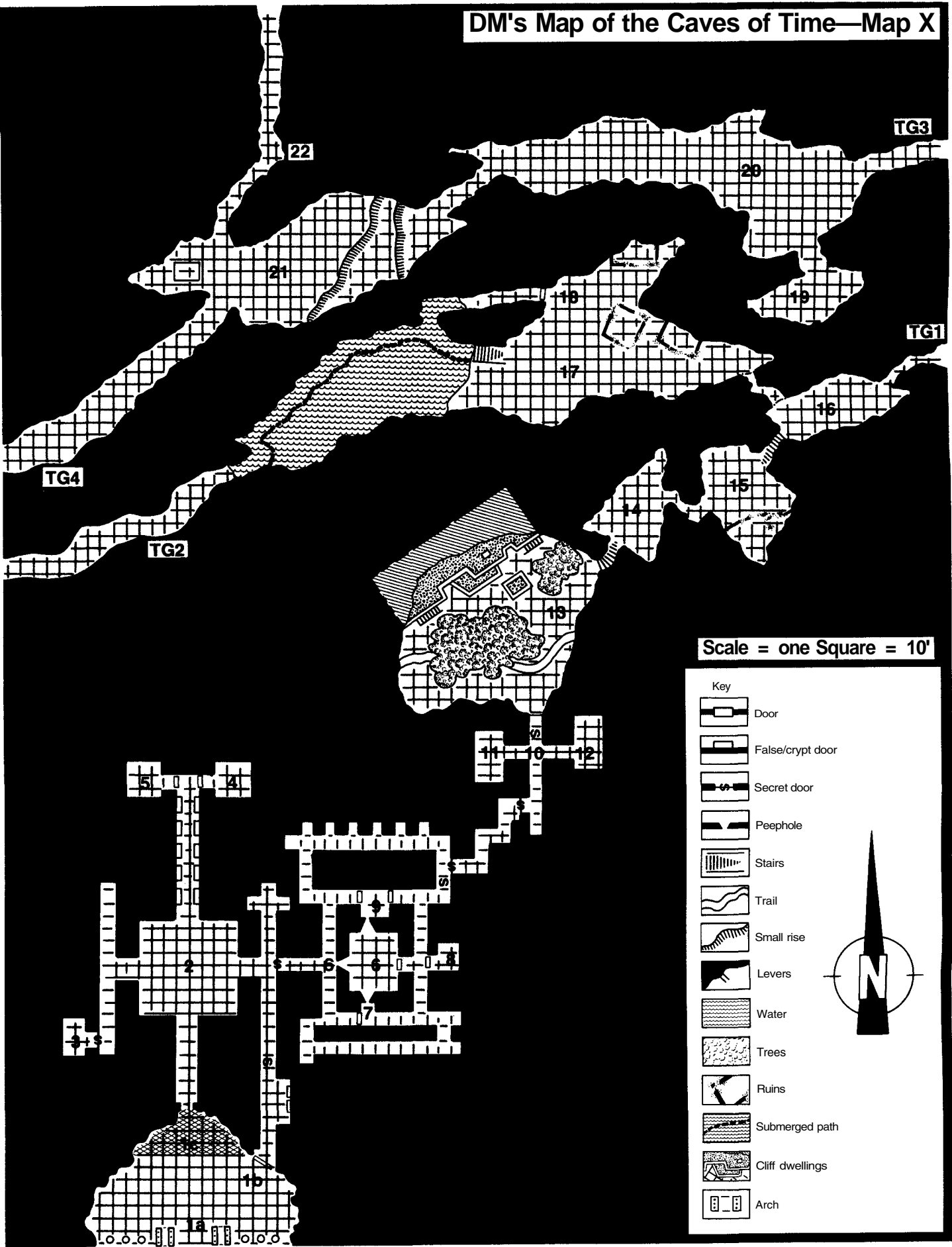


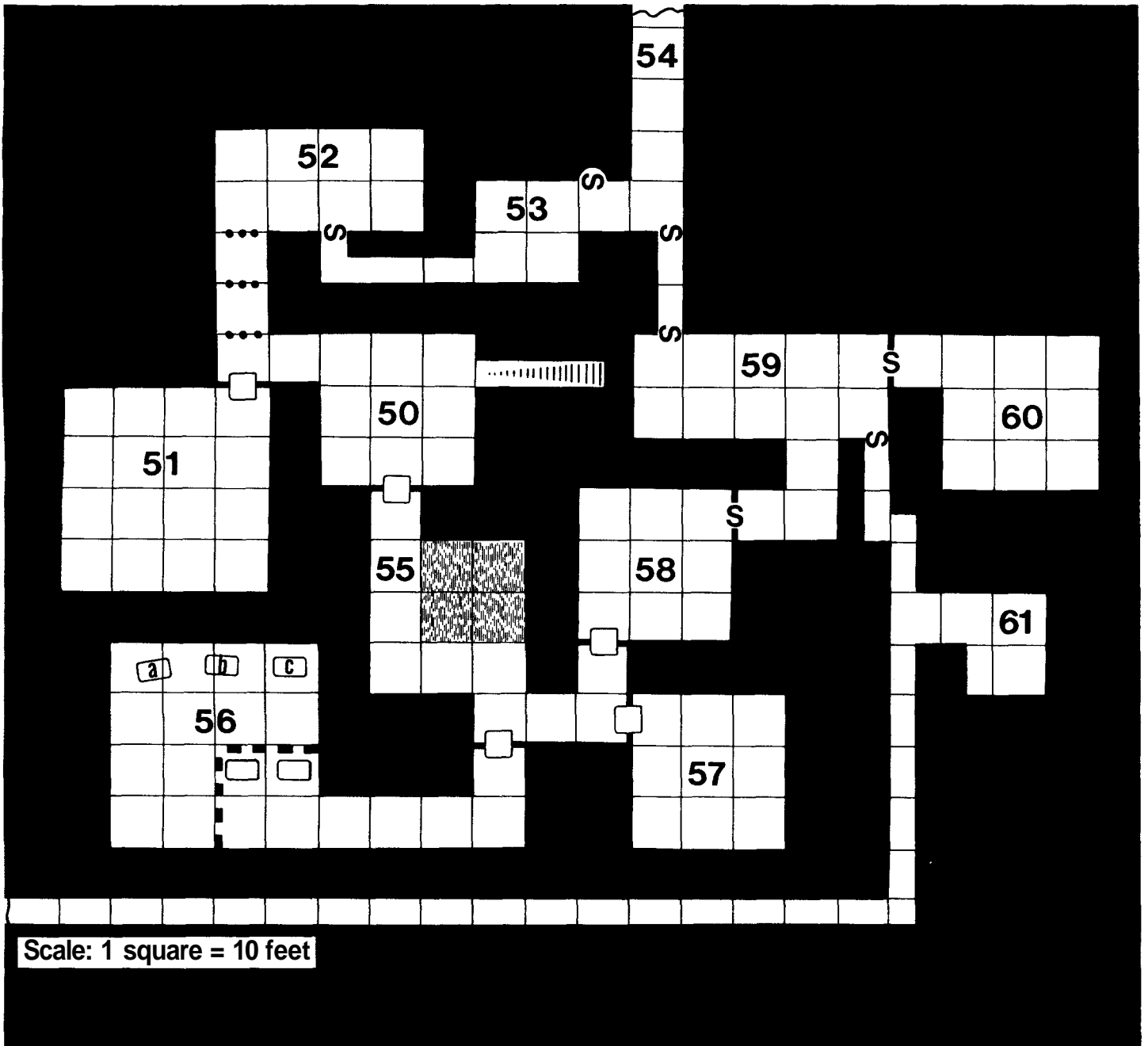
DM's Map of the Crypts of Empyrea—Map VIII



one square = 10 feet

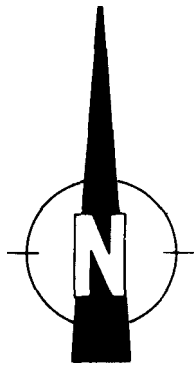
DM's Map of the Caves of Time—Map X

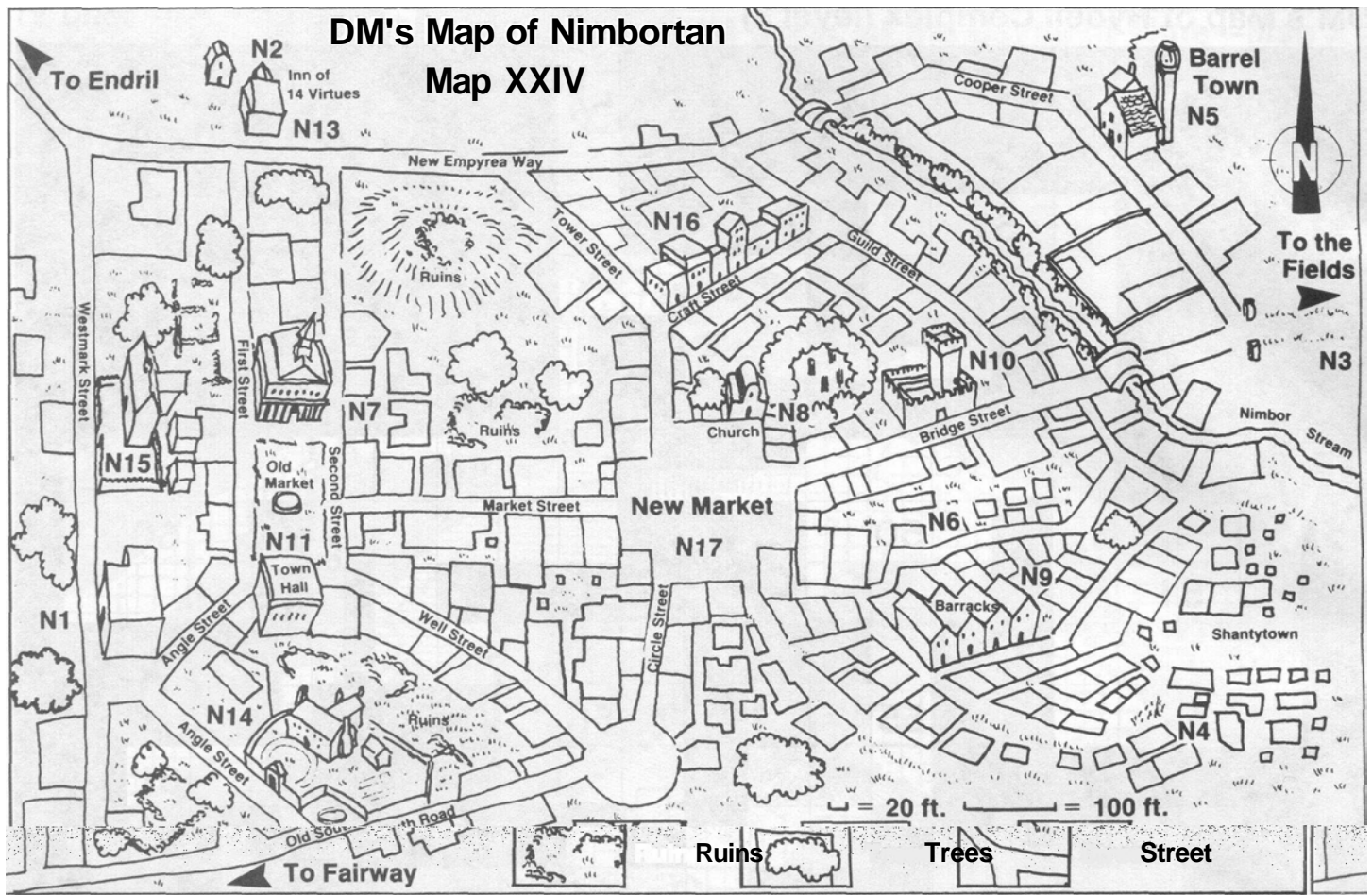




Key

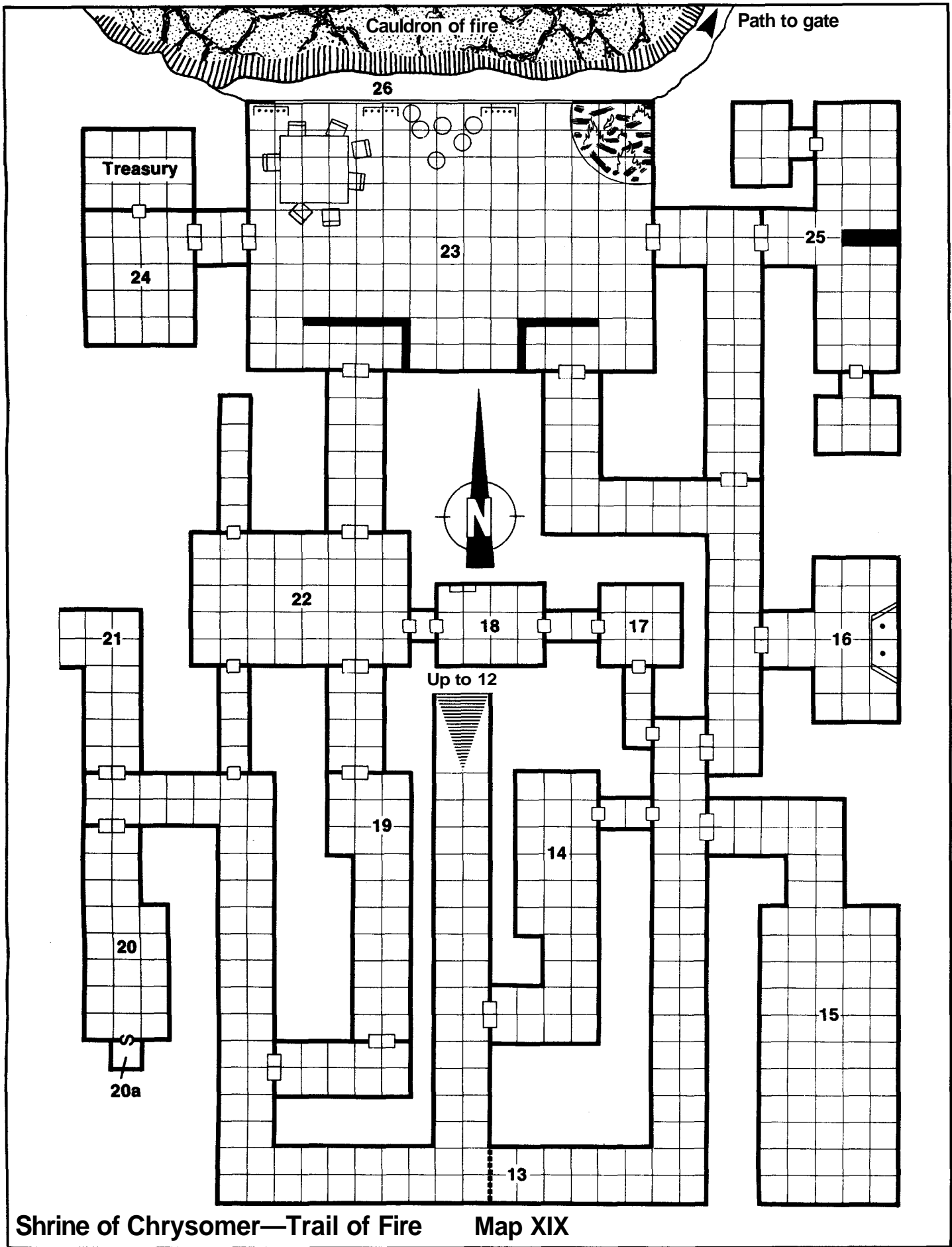
	Door		Chest		Path
	Secret door		Illusory wall		Shrieker
	Hidden portcullis		Illusory floor		Violet fungus
	Stairs		Column		





Random Encounter Table

Die roll	Nimbortan	Swamp Day	Overland Night	Overland
01-40	01-35	01-45 46-50 51-60	01-30 31-60 61-65	None Animals, Normal Ankhegs
41-55	36-45	61-65 66-75 76-80	66-70 71-73 74-75	Apparition Beetles, Stag Dragon, Green Dragon Riders
56-65	46-65 66-95	81-85	76-78	Firbolg Frogemoth Medusa
66-75 76-85				Orcs (Skabrous) Orcs (Garchclaw)
86-95	96-98	86-95	79-95	Orcs (Spydrox) Sprites Trolls
95-97 98-00	99-00	96-00	96-00	Wererats (1d6) Werewolves



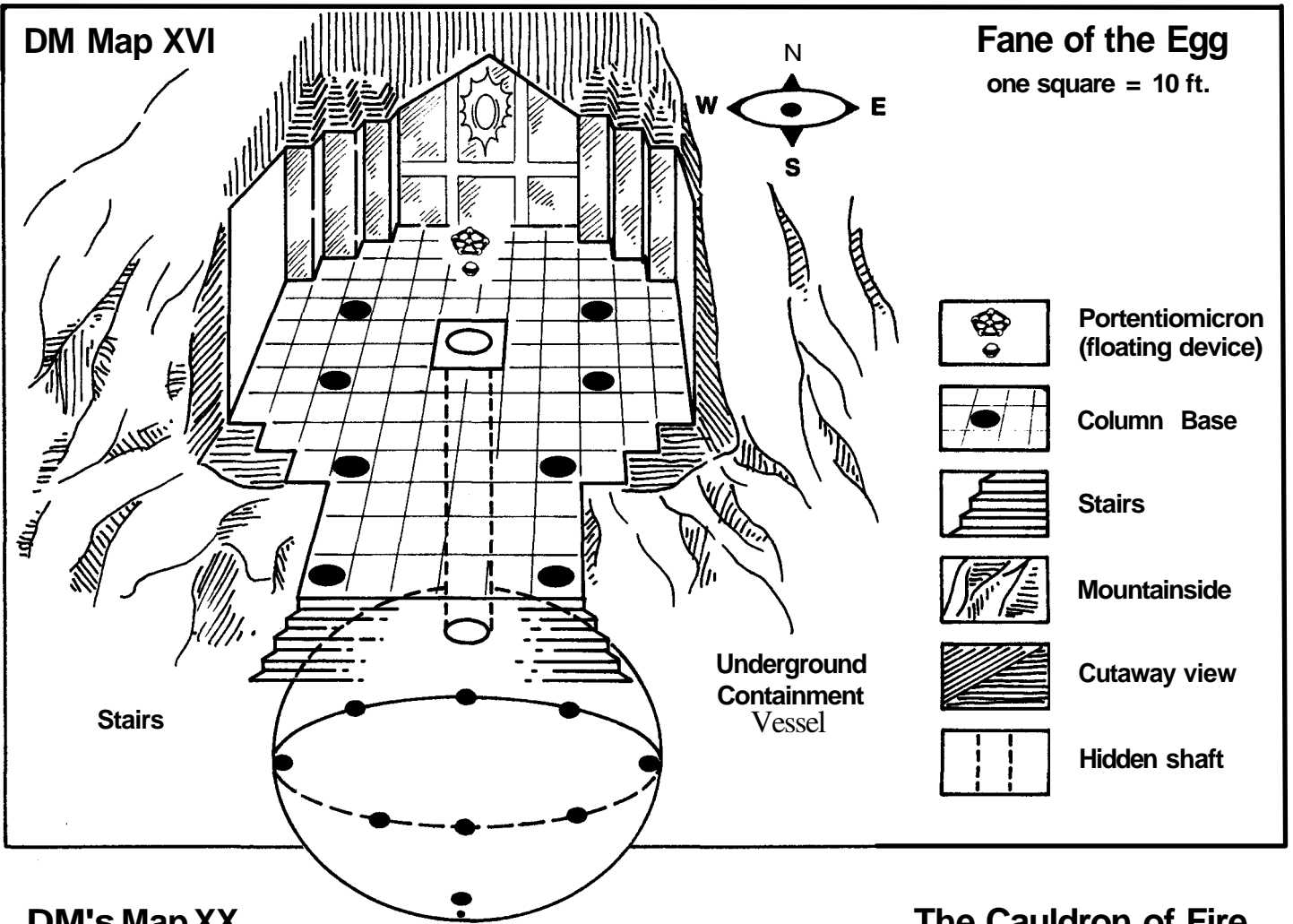
Shrine of Chrysomer—Trail of Fire

Map XIX

DM Map XVI

Fane of the Egg

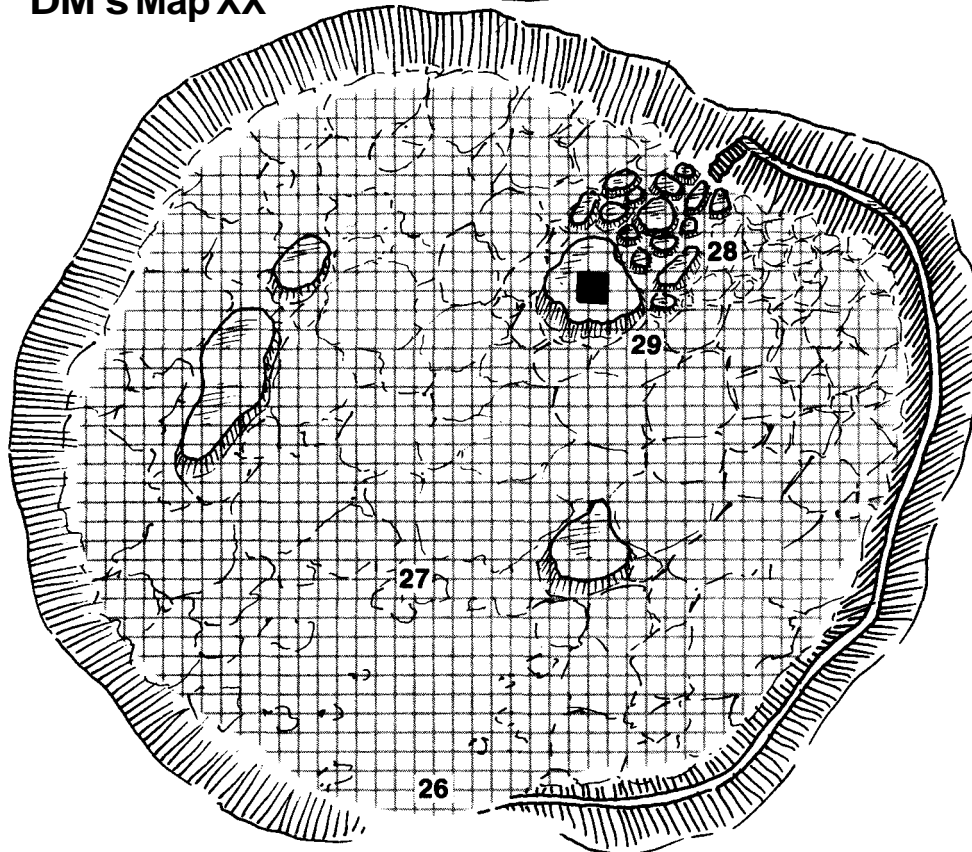
one square = 10 ft.



DM's Map XX

The Cauldron of Fire

one square = 20 ft.

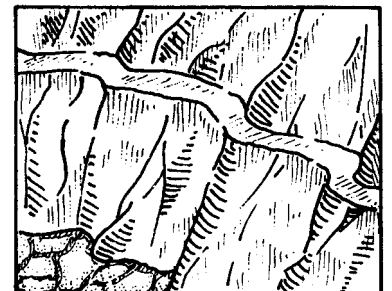


= 20'



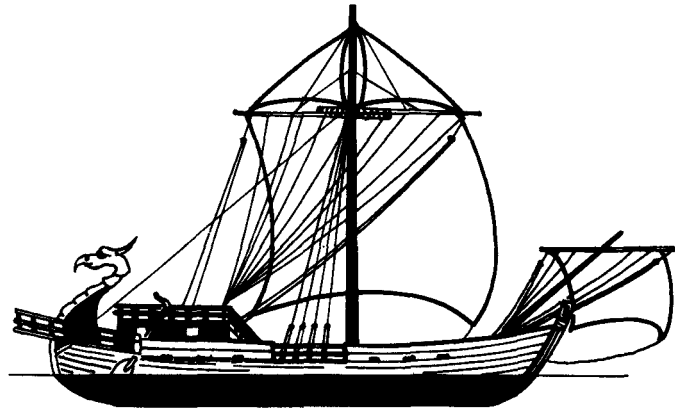
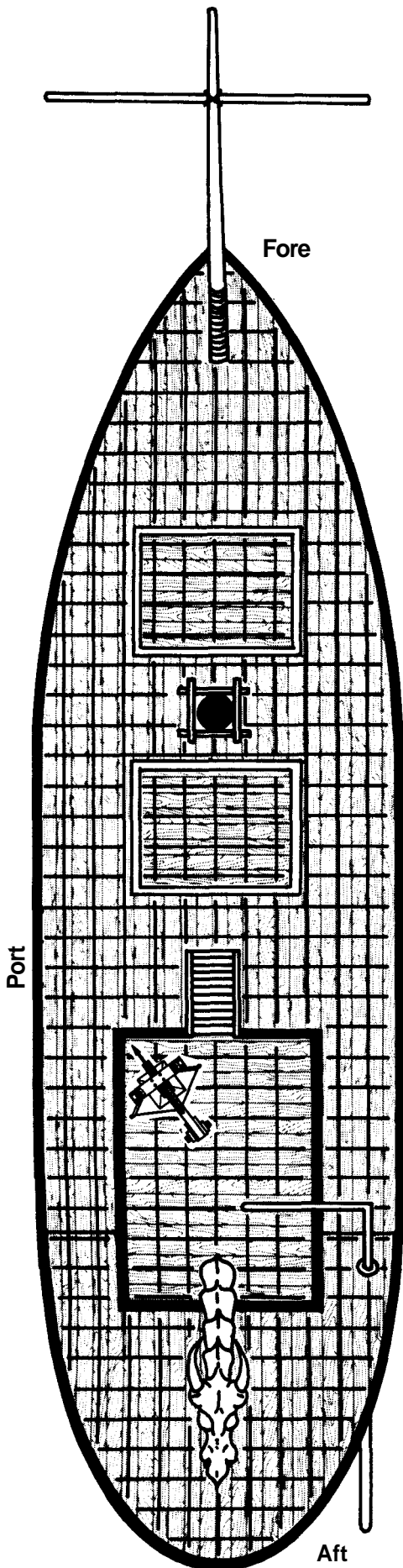
Inset enlarged









±
= 5'

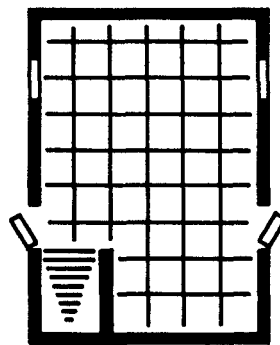


The Path



The Krill—Players' Map XV



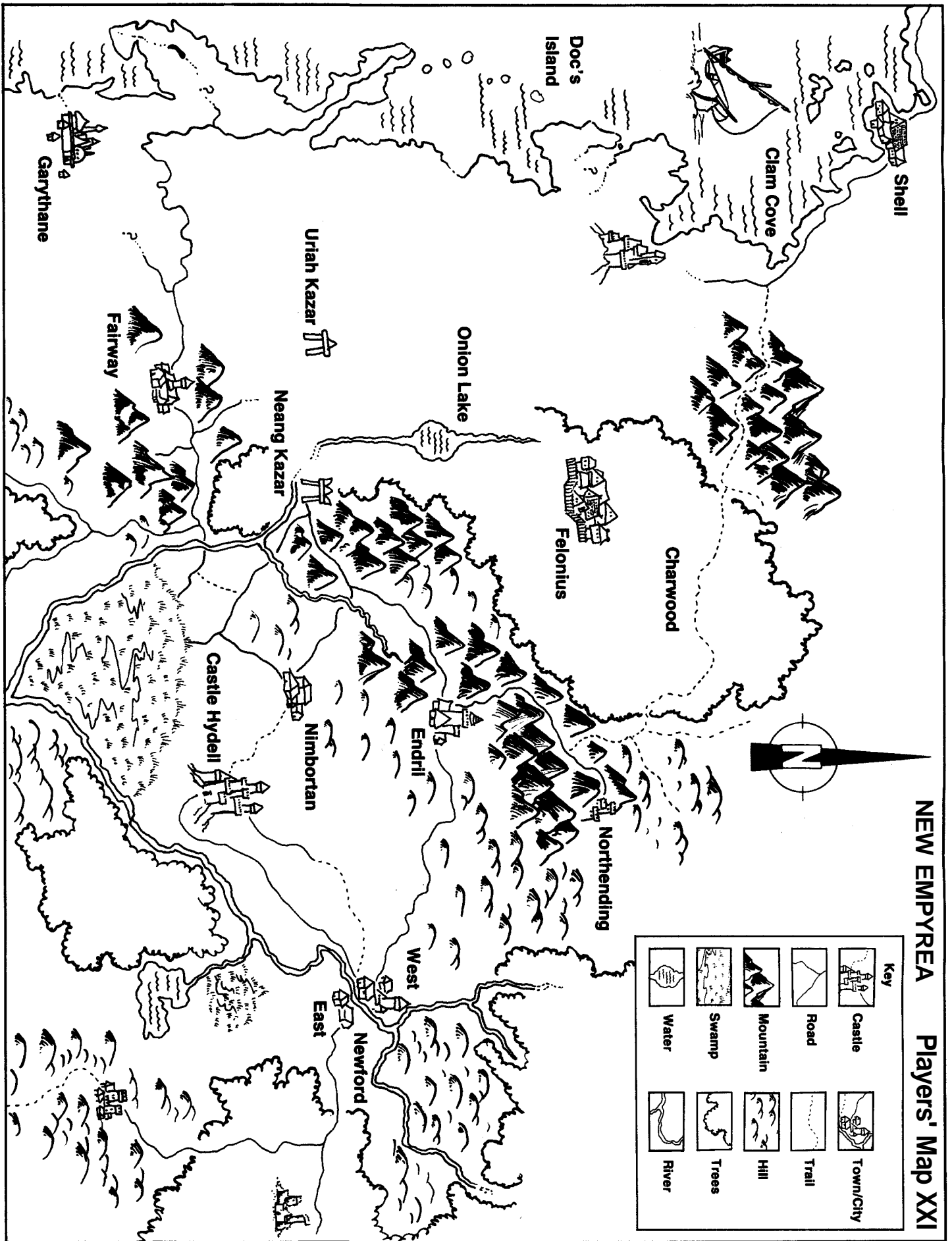
- | | | | |
|---|----------------------|---|----------|
|  | Porthole (unglassed) |  | Mast |
|  | Door |  | Stair |
|  | Ladder |  | Hatch |
|  | Wall |  | Ballista |













The Krill is a merchant ship, about 90 feet long and in good shape. Designed for coastal operation, not the open ocean, it has a single mast with a square-rigged sail and a second sail on the bow-sprit. A small cabin sits on the aft deck. A steep stair leads to the helmsman's deck atop the cabin. The rudder stick and the ballista fill most of the upper deck area. The carving on the stern is quite well done, very realistic. A hatch-covered ladder within the cabin descends to the hold. A pair of hatches out on the deck open on the cargo hold.

Scale  = 2ft.
 = 10ft.

NEW EMPYREA Players' Map XXI



Key			
	Castle		Town/City
	Road		Trail
	Mountain		Hill
	Swamp		Trees
	Water		River

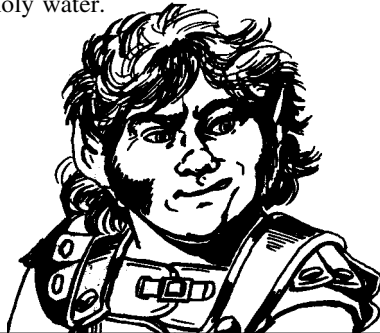
Prerolled Characters



Bigelow Tenpenny Halfling Fighter/Thief, Level 5/5

Strength 16	Armor Class 4
Intelligence 14	Hit Points 35
Wisdom 9	# Attacks 1
Dexterity 17	Base THAC0 16
Constitution 12	Base Damage d8
Charisma 16	Combat Bonuses —
Comeliness 13	Alignment N

Equipment: Leather armor, battle axe, dagger, nine darts, sling & bullets, shortsword, *ring of protection +1*, *ring of feather falling*, potions of *healing* and *polymorph self*, two flasks of oil, one flask of holy water.



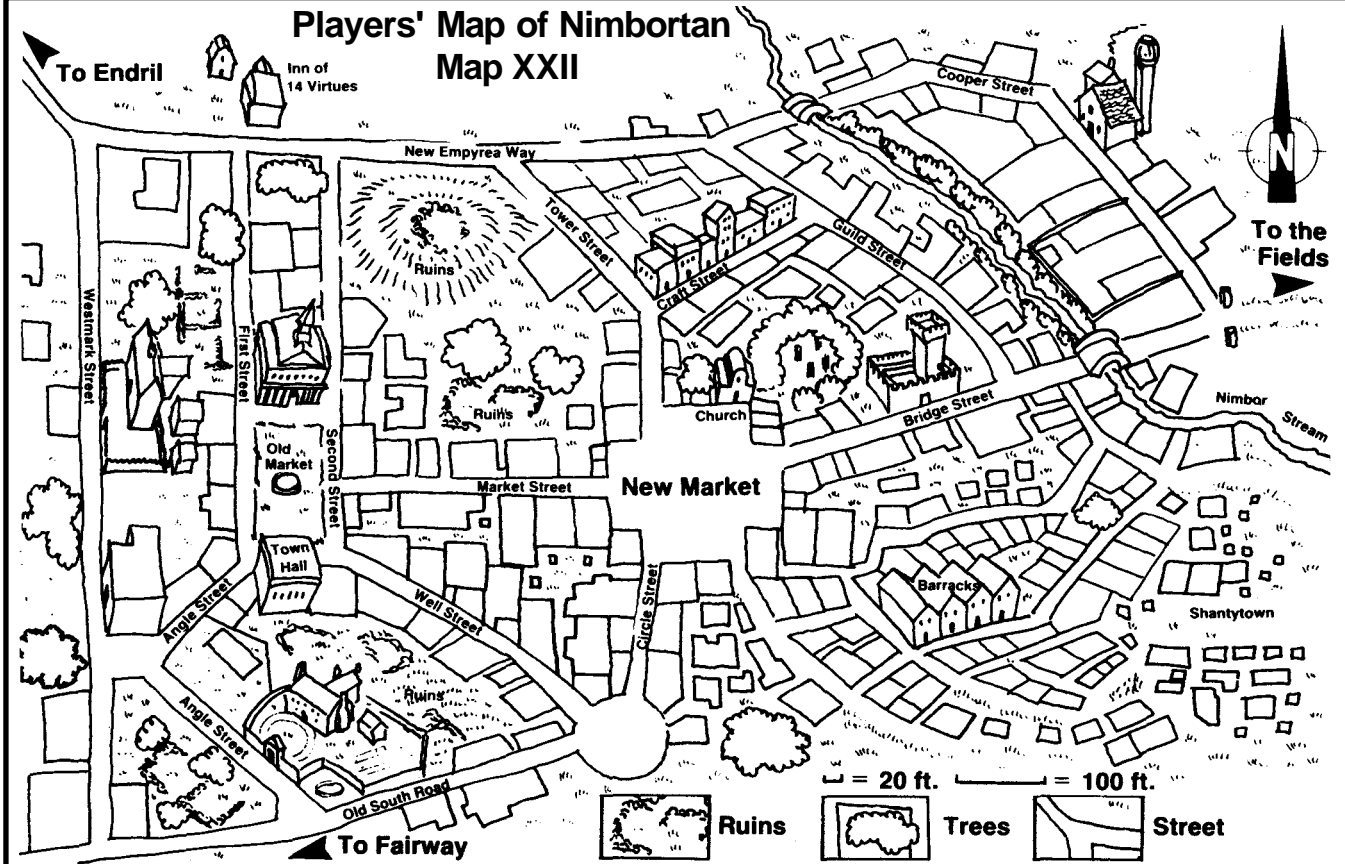
Morpeth Gravel Gnome Fighter/Illusionist, Level 5

Strength 13	Armor Class 0
Intelligence 35	Hit Points 58
Wisdom 6	# Attacks 1
Dexterity 18	Base THAC0 16
Constitution 9	Base Damage d6
Charisma 15	Combat Bonuses —
Comeliness 9	Alignment LN

Equipment: *Ringmail +1*, shield, shortsword, dagger, shortbow & 30 arrows, nine darts, sling & bullets, potions of *healing* and *speed*, three flasks of oil, *bag of tricks* (type 6-8).



Players' Map of Nimbortan Map XXII





Notes: Crusty, gruff Morpeth Gravel's curmudgeonly exterior probably hides *a* crustier, gruffer heart of gold. Although not Good, he can be counted on in a pinch. "An agreement is an agreement," he is commonly heard to say. He always has something to say on every subject, usually prefaced by "Back when I ran the Gravel clan...", but never explains why he no longer heads the clan. Morpeth enjoys experimenting with magic; he always wants to do something exotic with his spells, but is usually disappointed by his comrades' mundane requests. If another illusionist or magic-user (even an enemy) does something spectacular or unusual with a spell, the gnome goes out of his way to give a compliment (hoping to learn a few secrets). As befits a class which uses magical deception, Morpeth is also quite adept at acting. On more than one occasion, he has saved his own hide with a "cute widdle gnome" routine that throws foes off guard.

Abilities:

Infravision 60', detect slope 1-8, detect unsafe floor 1-7, detect depth 1-6, detect direction 1-5 (on 1d10).

Spell Book

Level 1: *Change self, color spray, detect invisibility, wall of fog*

Level 2: *Improved phantasmal force, invisibility*

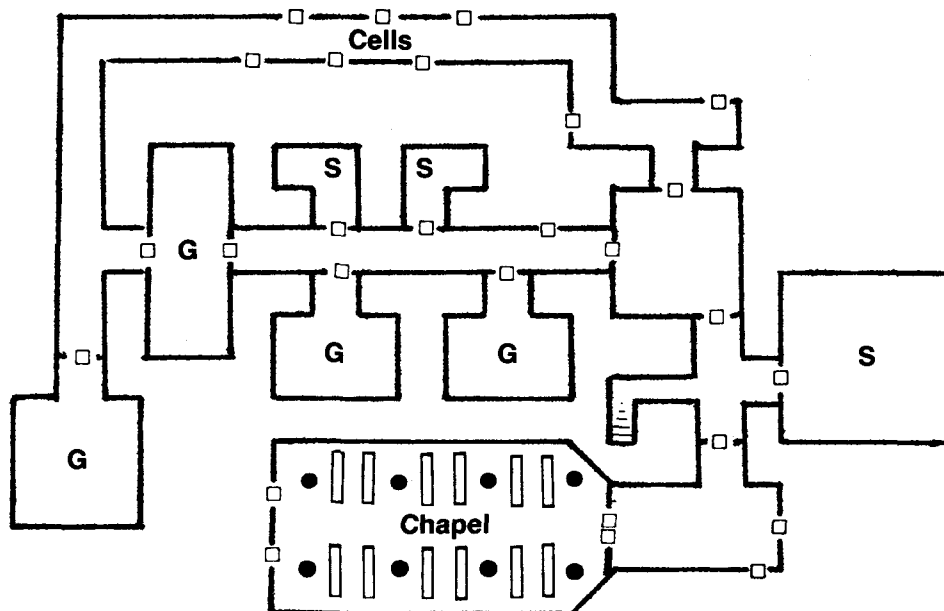
Level 3: *Spectral forces*

Notes: Handsome, charming Bigelow Tenpenny has been chased out of almost every halfling community in the country for one thing or another. He enjoys convincing others that he is something he is not. "Big guy" has posed as a merchant, a gentleman of means, an actor, and a physician (surely you've heard of Doc Tenpenny's miracle serpent balm?). He even tried working, but ended up on the road again just as quickly, looking for a way to make a living without having to work. In spite of his vagabonc brashness, Bigelow desperately wants to be liked and accepted by humans, and is always trying to impress Athelstan and Tristram. He is intensely loyal to Venacia, his first real friend and never tries to impress her.

Abilities:

Pick Pockets 69%, Open Locks 57%, Find/Remove Traps 45%, Move Silently 55%, Hide in Shadows 51%, Hear Noise 25%, Climb Walls 75%, Read Languages 20%, +4 Strike from Behind for 3x damage.

Players' Map of Castle Complex—Map III



CASTLE HYDELL

Advanced Dungeons & Dragons®

Official Game Adventure

Egg of the Phoenix

Frank Mentzer and Paul Jaquays

"Come on," they said. "It won't be so tough, just stopping a slavery ring," they said.

"I don't know," you said. "Those slaves aren't even entirely human! How do we know they won't try to kill us?"

But you went, and now you're having second thoughts. There were the thieves in the lost crypts of Emyrea, raising hundreds of — no, that's too disturbing to think about. There were the three dragons who—no, that's too painful to remember. Now there's this Egg of the Phoenix. What does that have to do with anything? This was supposed to be a cut-and-dried stop-the-slavers job. Who said anything about retrieving lost artifacts?

Trudging through forests, traipsing through castles, trotting through dungeons, traveling through other planes: this has turned into more than your run-of-the-mill adventure. The compensation had better be worth it!

Provided, of course, you're around at the end to collect your share.

An Adventure for 5-6 Characters Levels 5-9

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