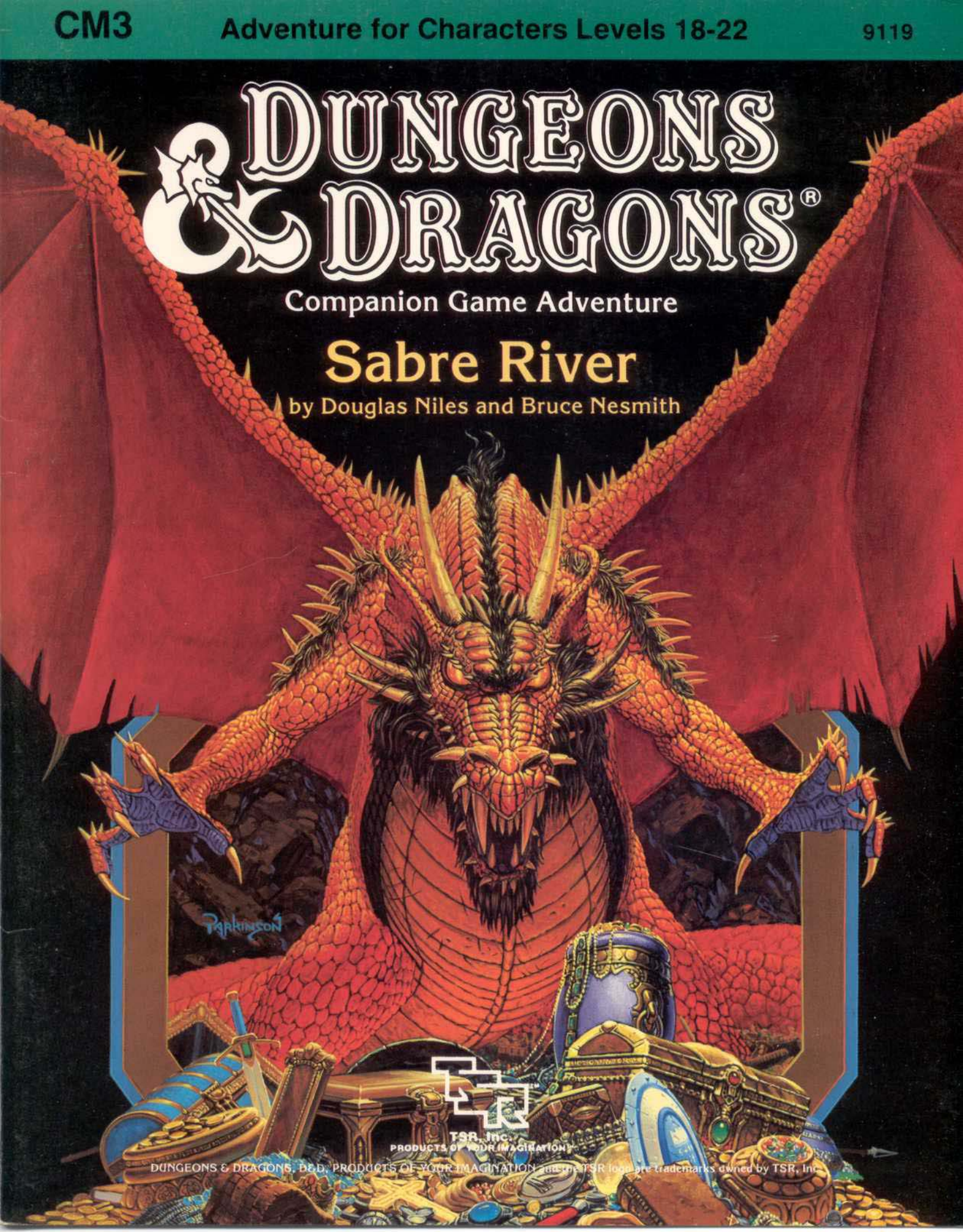


DUNGEONS & DRAGONS®

Companion Game Adventure

Sabre River

by Douglas Niles and Bruce Nesmith



PARKINSON



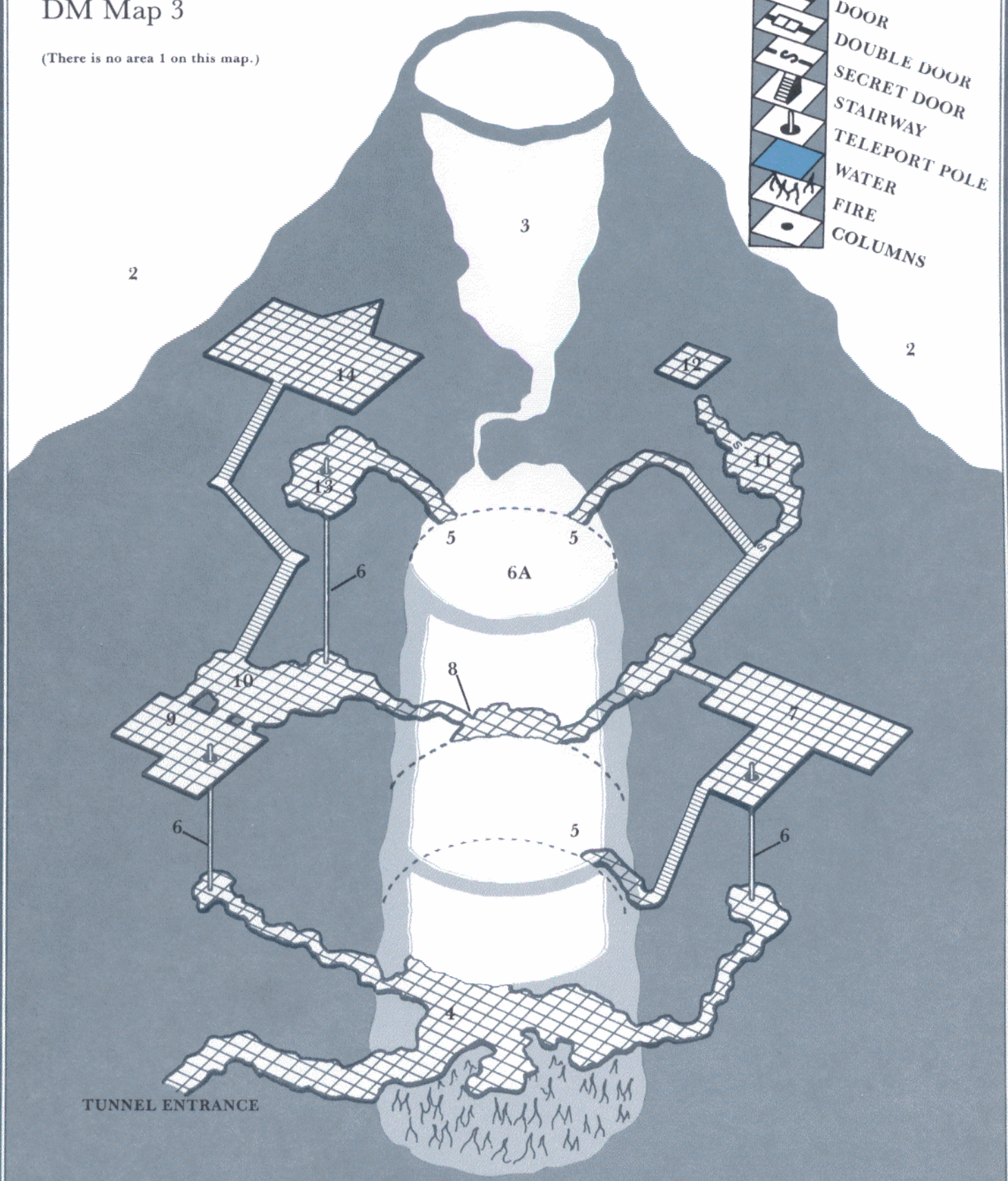
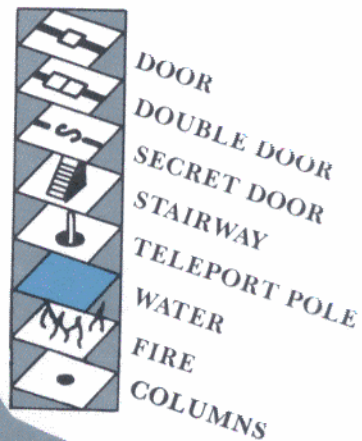
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TOWER OF TERROR

DM Map 3

(There is no area 1 on this map.)

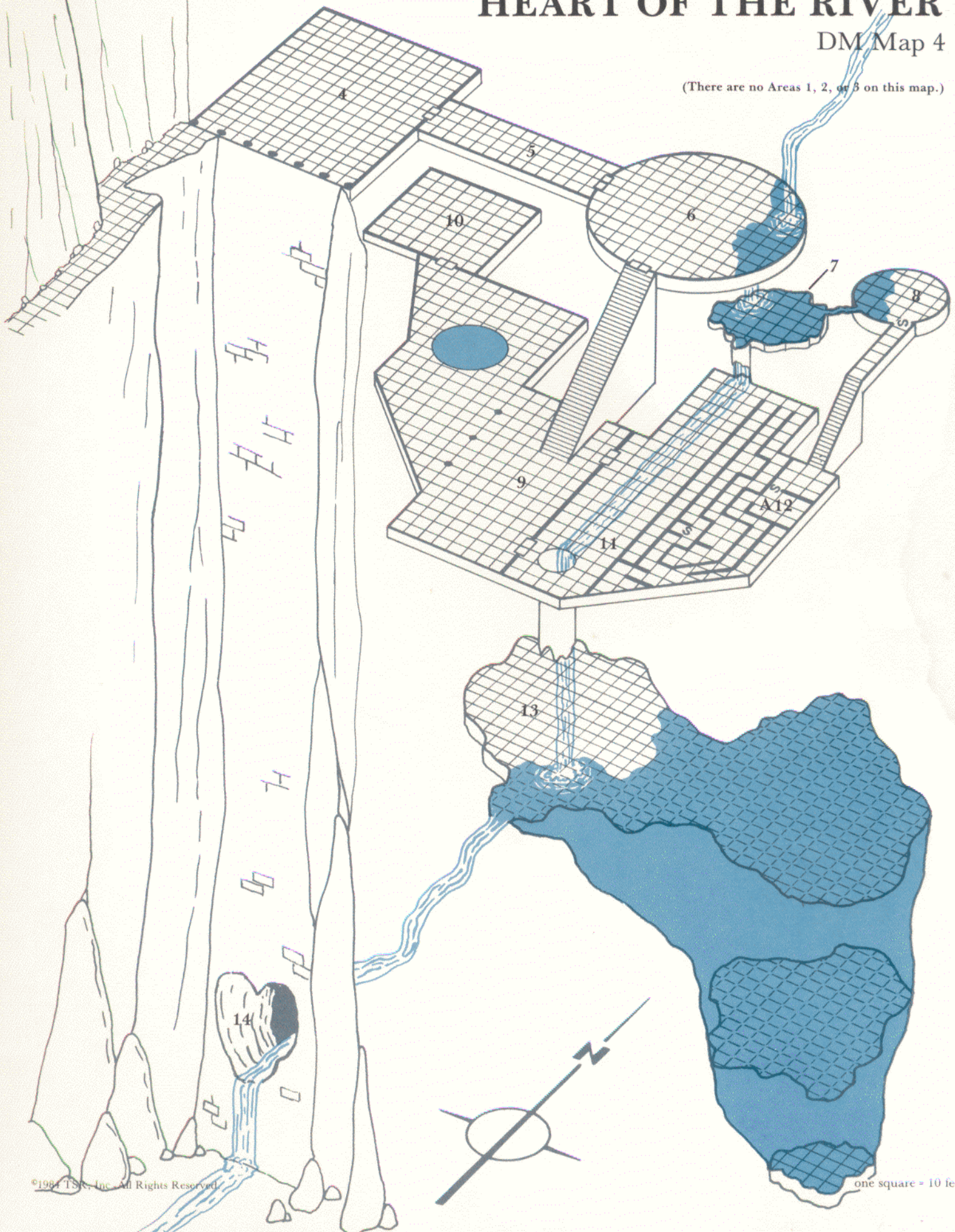


one square = 10 feet

HEART OF THE RIVER

DM Map 4

(There are no Areas 1, 2, or 3 on this map.)



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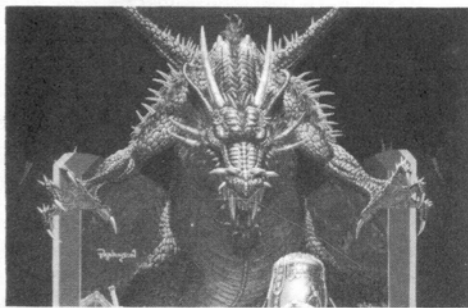


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An adventure for character levels 18 to 22.

HOW TO RUN THE ADVENTURE

Have all of your characters settled down and started dominions? Have you wondered if they'll ever get a chance to fight their way through an old-fashioned dungeon again? Yes, they will! Sabre River is for four to six characters of levels 18 to 22 and is designed for use the the D&D® Companion Set. Those PCs who have settled down and formed dominions or those who travel the world in search of adventure can join in the fun.

The river and the land around it are cursed, and a young boy seems to be the only one unaffected. Those who try to lift the curse must first reach the Seer on his mysterious island and then brave the Tower of Terror and the adventures at the river's heart. Only the intrepid need apply!

How to Use This Module

SABRE RIVER is divided into several major sections, beginning at the Count's Stronghold and ending at the Heart of the River. Each section contains a variety of encounters and adventures. Some of the sections will easily fill an evening's play, while others might be stretched over several sessions of gaming.

As with any module, try to read the entire adventure before beginning play. If you simply don't have time for this, at least make sure you have read the section being played before you begin.

SABRE RIVER is designed to fit into an ongoing campaign. Thus, you should be able to pull the PCs from whatever they are doing, run them through this adventure, and then return them to the normal course of your campaign.

The Setting

This adventure may be set anywhere in the lands of Norwold, which are detailed in CM1, TEST OF THE WARLORDS. If you do not have that adventure module, you may find Norwold on the map inside the back cover of the D&D® Players' Companion rule book.

Norwold is the northernmost area shaded medium blue. It is a region of primarily untamed wilderness that is gradually being settled by representatives and allies of the Empire of Alphatia.

The Sabre River may be any river in Norwold that you wish to use. The river is ancient and has had many names, and even if it has another name in your campaign world, it is called Sabre River in legends and in tales told by the barbarians.

Nonplayer Characters

New monsters and non-player characters are described in the appendix on page 32. Statistics and a brief profile are given for each.

Adventure Sections

The Count's Stronghold: If you have a PC with a dominion, use the PC's court instead to begin. Otherwise, the PCs are visiting the count, a high-level NPC. They learn of the curse and journey to the Isle of the Seer where they hope to solve the mystery.

The Isle of the Seer: The Seer's island is full of traps for the unwary, but those who find the Seer learn the cause of the curse.

The Tower of Terror: The tower is actually a volcano. Within its peak are a number of chambers, and terrible dangers reside there.

The Heart of the River: The Heart lies in a cavern beneath a ruined mountain palace. Only true heroes can remove the curse and restore the Heart to health.

Ending the Adventure: Ways to conclude the adventure are given, including what happens if PCs are greedy.

Adventure Maps

DM Map 1: Isle of the Seer (upper level) coincides with the party's first encounters on the island.

DM Map 2: Isle of the Seer (lower level) indicates those final encounters leading to the Seer himself.

DM Map 3: Tower of Terror is a general map of the tower in three dimensions.

DM Maps 3A-3E are detail maps that coincide with several tower encounters.

DM Map 4: Heart of the River is a general, three-dimensional map of the river descent.

DM Maps 4A and 4B are detail maps matched to several river encounters.

Place and Time

Two of the sections in the module, *Tower of Terror* and *Heart of the River*, feature locations that must be placed somewhere in your campaign world. See those sections for details. You must determine how far these two locations are placed from the dominion where the adventure starts.

If you wish to create a long and arduous cross-country trek to link these sections to the rest of the module, you are welcome to do so. This will also determine how much game time will pass during play.

It might be best to make a short adventure out of SABRE RIVER for those characters

with dominions and a major quest for those not tied down to any landholdings. However, the exact time spent is up to you.

Player Characters

Eight pre-rolled characters are provided on four pages in the center of the booklet. These are the same D&D® Companion PCs that were introduced in CM1, TEST OF THE WARLORDS. Their backgrounds have been expanded, but of course they may have followed different paths than those given here if they have been controlled by your players before.

Random Encounters

Random encounters occur only when PCs are journeying through the wilderness. A single table covers all random encounters and is located on page 31.

THE COUNT'S STRONGHOLD

If you are using a player character's dominion, that player character should preside over the court instead of the count.

The curse of Sabre River is treated as a dominion event. Therefore a confidence check is needed for the dominions. The curse is a magical happening of such magnitude that the modifier is dropped to zero. The confidence level is the sum of the ruler's six characteristics and the roll of percentile dice.

Encounter Setting

The layout of the stronghold is not important. No adventuring takes place here. You can use a castle of your own design or tell the PCs that they are in a courtroom 40 feet by 75 feet. The ceiling is supported by ornate columns, and works of art and men at arms are along the walls.

The count and his top advisors and confidants have met to discuss dominion business. These advisors and confidants are the player characters. They have just learned that the dominion is in trouble of some kind. The peasants have stopped paying their taxes, and there are rumors of strange goings-on.

Encounter Key

1. CUTTER

The gatekeeper enters the courtroom. He says that a boy, about 12 years of age, is at the gate asking to see the count. If asked, the gatekeeper tells the court that the boy said he had information about a blight on the land.

The boy enters the room timidly. He tells the count the following tale.

"Great sir, my name is Cutter, and I begged my village to send me to ask for your aid. My family lives in a far corner of your dominion near the Sabre River, and we are poor people. Still, we have always managed to feed ourselves and pay our taxes. But this year the crops rotted in the fields from an unknown cause. The livestock began to die as well, and those animals that survived became vicious and attacked their owners. So we have no money to give you. But it is not poverty alone that brings me. A short time ago, monsters began to roam the countryside at night. During the week of the new moon these monsters dared to walk in the sun and no one was safe. Now some of our neighbors have died suddenly, and others have grown vicious and spiteful.

"The villagers fear we will soon be destroyed and beg you to send help."

Cutter answers any questions honestly, but he knows only the following:

Cutter is a foundling. His foster father, Korse, found him on the doorstep when Cutter was a baby. He has lived in the village all his life and knows the everyday details about it, and feels a strong desire to save the land from its present peril. Cutter alone of his people is immune to the attacks of savage creatures or people, and this is why the villagers knew he could reach the court safely.

During the waxing or waning of the moon the crops are stunted, and animals and people become savage. During the full moon the animals and people fall into deep sleep. During the new moon the crops, animals, and people die.

When there is a break in the questions, the omen occurs.

2. THE OMEN

The room grows dark and a chill wind lifts the wall hangings. Out of thin air a huge skull materializes and floats in front of you. The eye sockets are inky black, and water drips from the nose, ears, and mouth. As the water hits the floor, it turns to blood. A stench of damp rot fills the air. Then the skull speaks:

"The blood of men grows pale and weak,
The land rots while you search and seek.

"A blight on earth for all to see,
So civilization can never be.

"The cure you seek is in your hand
Even while you search the land.

"No man can change this evil's course,
Unless you seek the curse's source."

Without a trace, the skull vanishes.

The skull is an illusion. It is not affected by anything the party does. Even a *dispel magic* spell has no effect. The blood that pools on the floor disappears when the skull does. However, anything, that was touched by it is hopelessly stained.

During discussion of the skull, Cutter tells the court about the Seer who lives on an island in the river that passes near his village. The Seer has lived there since before the birth of the oldest man in the village.

The Seer has told the villagers, "When words of water turn to blood, seek me." Cutter is convinced that the skull is what the Seer was talking about and that he may know what's going on.

The Seer has never left his island. People that want advice must go there. The price is never money and is always different. Sometimes, although the Seer's advice gets you what you want, it doesn't always turn out

quite as you expected. For example, a farmer whose fields were dry and barren went to the Seer for help. The Seer promised him fertile fields for the rest of his natural life in exchange for the farmer's service until the sun rose. The farmer agreed, reporting for work that night. But he waited in vain for morning, and it was 20 years before he saw the sun rise. When his labors were finished and he went back to his farm, he had aged 20 years, but only a single night had passed for his family and the rest of the world. As the Seer promised, however, his fields were fertile for the remainder of his life.

3. SABRE RIVER WILDERNESS

On the way to Cutter's village and the Seer, the PCs must pass through the wilderness near the river. As part of the curse on the area, the Sabre River water affects the creatures that drink it. This is why the animals (and people) grow violent, fall into a deep sleep, and then die with the phases of the moon. (The moon changes phases once a week.) For any effect, the normal saving throws apply with the modifiers listed in the River Water Effects Table. Cutter can drink without effect.

If a creature drinks river water and is charmed (in the violent phase), it is controlled telepathically by the Seer who is at the heart of the trouble in the land of the Sabre River. The seer knows anything one of his creatures senses.

In most cases the Seer does not take direct control of a charmed creature. His standing orders are to cause as much trouble as possible. However, if the charmed creature observes unusual actions or high levels of magical activity, the Seer takes direct control. The Seer can bring a charmed creature of any sort to any location in 1-10 turns. However, if the party is gone by then, the Seer loses track of them. Use the Wilderness Random Encounter Table on page 31 to determine which monsters the PCs meet.

RIVER WATER EFFECTS

Moon	Effect	Save Modifier
New	Poisoned	-6
Waxing	Charmed	-3
Full	Sleeping	0
Waning	Charmed	-3

4. THE CRONE'S DREAM

Before they reach the Seer's island, everyone in the party has the same dream. The



dream is sent by the three Cronos of Crystykk, mysterious figures who send messages to others in the form of dreams. The cronos were introduced in CM 1, TEST OF THE WARLORDS. The PCs will meet them again in the *Tower of Terror* section. Do not tell the players that the characters are dreaming. During the dream they will meet a storm giant, a gold dragon, and a gargantuan beholder. Eventually everyone in the party must die. When all are dead they all wake up in a cold sweat.

Read the boxed text that applies as each monster appears and then go immediately to combat rounds. The PCs can determine their own actions in this dream.

Suddenly you are awakened by a loud noise. A 20-foot-tall black rabbit comes crashing through the trees. Riding on its back are three ancient women whose laughter sends chills down your spine. The rabbit is past almost before you can get to your feet.

In the sky a black moon casts white shadows on the ground, and shooting stars crisscross the sky. Then the ground shakes with tremendous footsteps. The treetops part to reveal a giant human head with silver hair and gleaming red eyes. It grins maliciously at you.

Storm Giant: It is evil, to represent the river's ability to charm living creatures. Even though there were no boulders in the area then the PCs went to sleep, the giant throws one every round; this may give the PCs a clue they are dreaming.

The storm giant lies dead at your feet, but the ground shakes again. Trees disappear into the ground, and the storm giant's body is sucked under, too. You feel your own body being pulled under as the earth swallows you whole.

Suddenly you are in a red-lit cavern. Steam rises from fissures in the ground. Before you stands a gold dragon with black vapor pouring from its mouth.

Gold Dragon: The characters are pulled into the ground no matter what they do—after all, this is a dream. The gold dragon is enormous and has whatever spells it needs.

Out of a steaming fissure rises a beholder like none you've seen before. It is 8 feet in diameter, and each eye stalk is almost as long as you are tall. With a great snarl the monster floats toward you.

Gargantuan Beholder: Double all of the ranges for its eye weapons. If the party survives this encounter, the chamber fills with water. Each hero drowns despite his or her best efforts.

5. CUTTER'S VILLAGE

A small, deserted village lies before you. No smoke rises from the chimneys, and the streets are empty and silent. A few of the huts have been burnt to the ground.

In Cutter's absence the entire village has succumbed to the effects of river water, and upon entering the village area the party is attacked. There are 40 villagers remaining alive. They attempt to get surprise. They are armed with knives that cause the same damage as daggers, and they do not wear armor.

Villagers (40): AC 9; HD 1; hp 4; MV 60' (20'); #AT 1 weapon or wrestle; D 1-3 or wrestle; Save F1; ML 10; AL C; XP 200

The peasants wrestle and try to pin the heroes. Use the wrestling rules to determine a pin. Once pinned, the hero is forced to drink river water. Each round he swallows river water he is allowed the usual saving throws.

If the entire party is charmed (an extremely unlikely event), the Seer takes control and sets them up as puppet rulers of the dominion. In time, however, they break the charm and the adventure can be started over again.

Cutter learns his adopted parents are dead, killed while he was gone; he is shocked. He now has no guardians. He begs and pleads with the party to let him tag along. If they refuse, he leaves and then follows them to the island. He will appear in the Seer's chamber when the heroes arrive there.

6. APPROACH TO THE ISLAND

The island is too small to appear on the small-scale map. Cutter leads the party to the river and they follow it to the island. The island is half an hour from the village.

The river is wide here. In the center of the river is the island, which looks to be a scant 100 feet across. All around it the black waters of the Sabre River swirl with whirlpools and dangerous currents.

The island looks lifeless. Dead bushes and trees obscure its center with a tangle of gray and black. Suspended over the river at a height of 10 feet is a single cable. The cable is supported by a thick pole on either shore.

It is a simple procedure for anybody to go hand-over-hand across the cable to the island. The cable merely insures that visitors really want to go there.

The water is full of undertows and small whirlpools. Any character falling into the water must Save vs. *paralysis* to keep his head above water. A character wearing plate, banded, or chain mail suffers a -2 penalty on his saving throw.

Those pulled under appear in room 2 on Map 1 unconscious and with only half of their hit points. A character already below half has only 1 hit point left.

ISLE OF THE SEER (Use DM Maps 1 and 2.)

Encounter Setting

On the surface, the island looks like any other. In the center is a pit that gives access to its two subterranean levels.

As usual, any creature that is charmed by river water is incapable of detecting or affecting Cutter. Those that are not charmed attack the boy only when he is the only reasonable target.

Encounter Key

1. THE PIT

The island is barren except for dead bushes and trees. In the center of the island is a pit 40 feet deep with an illusion cast on it which makes it look like a normal stretch of land. Any character wandering around in the center of the island has a 1 in 3 chance of falling into the pit. The pit leads to room 2 on Map 1.

Unless he is restrained, Cutter runs off to explore the island. If the party lets him, in five rounds they hear a scream, and Cutter has fallen into the pit.

2. THE HOSTESS

The entire floor of this room is covered with satin pillows. Rich tapestries hang on the walls. In the corners are delicate statues upon pedestals. The ceiling is a mosaic of stones and expensive gems. Here and there are exquisitely carved tables with containers of burning incense. In the middle of the east wall is a door; another is in the south wall.

At the back of the room is a low couch, and reclining on the couch is a woman dressed beautifully in silk. She wears a veil over her face.

As you stare at her, she rises and walks toward you.

The scene is an illusion. There are no pillows, only an uneven stone floor. Just below the opening from the pit is a stack of hay to cushion the fall. The tapestries are shabby wool blankets, and the incense is burning peat. The low couch is really a bed of wooden slats with no mattress.

There is a secret door in the western wall.

The woman is the Seer's hostess. She is really a charmed medusa. The room illusion protects guests from being turned to stone, but she knows the command words to turn the illusion on or off. If the party is extremely rude or attacks her, she turns off the illusion and attacks.

Medusa: AC 8; HD 4**; hp 20; MV 90' (30'); #AT 1 snakebite/special; D 1-6 +

poison; Save F4 at +2; ML 8; AL C; XP 175

On a low table by the couch is a platter of food and drink which appear delicious. In reality the food is dried fish and rotten vegetables. The drinks are tainted with Sabre River water. The medusa offers the party these refreshments and promises them anything if they will stay and eat with her.

3. MUD PIT

You are in a tunnel that leads to a stone bridge across a small cavern. The cavern's floor is a mud pit, and the bridge is 10 feet above it. The walls and ceiling drip black water onto the bridge and the mud. Across the bridge, the tunnel continues on.

The center portion of the bridge is an illusion. Any character walking out onto it falls into the mud. There are eight mud golems in the mud, but only one attacks each character who falls in. Being in the mud gives the golems +3 on their hit rolls.

If the party detects the illusion before passing over the bridge, Cutter races across. If the PCs do not detect the illusion then Cutter stays toward the rear of the party.

Mud golems: AC 9; HD 8*; hp 40; MV 90' (30'); #AT 1 hug; D 2-12 + smothering; Save F8; ML 12; AL N; XP 1,200 each

The mud golems will not attack Cutter under any circumstances. If he falls into the mud, he only gets dirty.

4. THE AMPHITHEATRE

Two ledges turn around the northern, eastern, and western walls of this large, square room. The ledges are 5 feet apart. In the southern wall is an opening. In the northwest corner of the room is a door. The walls and the ceiling are carved stone. In several places the carvings have been gouged and defaced. In the corner opposite you a giant gargoyle is perched.

The carvings show events and battles that took place in Alpathia hundreds of years ago. Other adventurers' battles with the gargoyle have ruined some of the carvings.

The gargoyle is a Gargantuan creature that is not charmed but a willing servant of the Seer. Three invisible, charmed gremlins are perched on the lowest ledge. The gremlins stay out of the fight but exert their chaotic influence over the battle, moving to where they can cause the most trouble.

Each PC (and the gargoyle) must save for each gremlin within 20 feet. A character might have to save up to three times.

Gargantuan gargoyle: AC 5; HD 32**; hp 160; MV 180' (60') on land, 240' (80') flying; #AT 2 claws/1 bite/1 horn/1 wing as dragon; D 1-12/1-12/2-24/2-16/2-20; Save F32; ML 11; AL C; XP 10,000

Gremlins(3): AC 7; HD 1**; hp 4; MV 120' (40'); #AT 0; D special; Save E1; ML 12; AL C; XP 16 each

5. WELL OF NEROTH

You are in a large chamber. Near the center is what appears to be a pit with a small platform overlooking it. The walls of the chamber are covered with runes and writing. Stone statues stand here and there on the floor, and all the surfaces of the chamber are scorched and gouged. In the east wall is a door. Across the chamber from you is a large, six-legged lizard.

The pit in the center of the room is actually an enclosed stairwell which leads to room 7 on the lower level. There is a secret door in the south wall. The lizard is a basilisk. Any characters caught unawares in the doorway must immediately make a save vs. turn to stone. If a character says that he immediately looks away from the basilisk then he gets +2 on his save.

Basilisk: AC 4; HD 6+1*; hp 26; MV 60' (20'); #AT 1 bite/1 gaze; D 1-10 + turn to stone; Save F6; ML 9; AL N; XP 950

The Basilisk is a pet of Neroth, a 17th level magic-user who is charmed by river water. Since Neroth always drinks river water with his meals, he has been charmed for a long time.

Through his *crystal ball* Neroth watched the party struggle with the medusa in room 2, and he has had time to prepare. He cast *statue* on himself and looks like one of the other stone pieces in the room. He has *detect invisible*, *fly*, and *invisible stalker* cast. The stalker's mission is to steal any items that are not in the PC's hands and throw them down the stairwell.

Neroth's strategy is to do as much harm to the party as possible before they know what is happening. He maneuvers himself into different positions while the party is not looking, becomes a statue, and then at the first available moment attacks, probably with surprise. As a statue he is of course immune to the basilisk's stare.

If Neroth is freed from his charm, he thanks the party and then leaves. Neroth has

ISLE OF THE SEER

no desire to tangle with the Seer. The only useful information Neroth has is that the Seer might be immune to all magic.

Neroth
Neutral 17th-level Magic-user

Strength	7	Dexterity	12
Intelligence	17	Constitution	9
Wisdom	13	Charisma	12
Armor class	6	Hit points	35

Weapons: dagger

Armor: ring of protection +3

Magical Items: crystal ball with clairaudience, ring of spell turning (6 spells), displacer cloak, scarab of protection (4 charges), potion of gaseous form, potion of healing, potion of invulnerability, wand of negation (5 Charges)

Spells:

First level (6): magic missile, magic missile, light, charm person, read magic, sleep

Second level (5): detect invisible, web, invisibility, levitate, phantasmal force

Third level (5): dispel magic, fly, haste, fireball, lightning bolt

Fourth level (4): ice storm, ice storm, remove curse, confusion

Fifth level (4): conjure elemental, telekinesis, teleport, pass-wall

Sixth level (3): anti-magic shell, invisible stalker, disintegrate

Seventh level (2): statue, power word stun

6. ALTAR ROOM

The passageway you are in opens up into a large cavern. The walls and floor are rough and damp. At the far end is an altar. On the altar is a golden statue of a man with sword upraised.

In alcoves to the sides of the cavern entrance are a total of 20 rust monsters, 10 on each side. Hiding in the darkness are 6 shadows. Both groups attack without waiting.

The rust monsters are charmed by river water. They cannot affect Cutter. The shadows can take away Cutter's strength, but he does not turn into a shadow. He regains his strength at the usual rate.

Rust monsters (20): AC 2; HD 5*; hp 22; MV 120' (40'); #AT 1 touch; D special; Save F2; ML 7; AL N; XP 300 each

Shadows (6): AC 7; HD 2+2*; hp 10; MV 90' (30'); #AT 1 touch; D 1-4 + special; Save F2; ML 12; AL C; XP 35 each

The statue is worth 20,000 gp (1,000 gp if sold as scrap metal). Inside the altar are a *potion of healing*, *potion of giant strength*, *staff of power*, and 15 pieces of jewelry.

7. THE DESERT ROOM

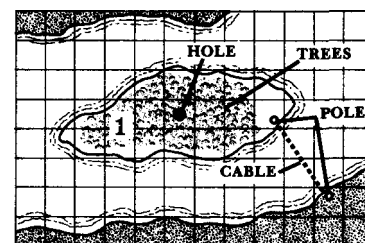
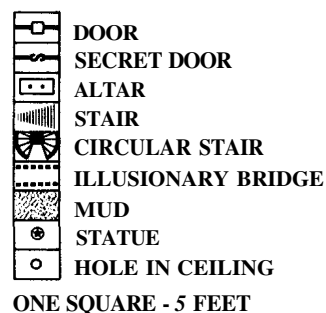
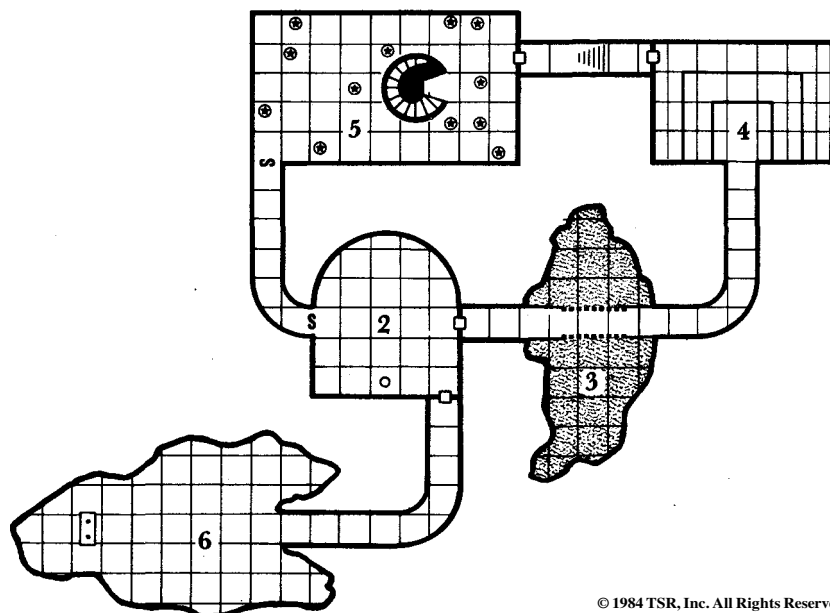
As you reach the bottom of the enclosed circular staircase you seem to enter another world. There is a bright sun in the sky. In every direction sand stretches to the horizon. No plant life is visible and a pool of black water lies nearby.

Standing next to the pool is a strange creature. Its upper half is that of a man and its lower half that of a scorpion. It carries in its hands a glowing war hammer. From behind it two giant scorpions scuttle in your direction.

The PCs are actually in an oval room. It has been transformed with an illusion of the desert to please its occupants. The illusion holds even if touched. If a character flies into it he takes damage as if he had fallen as far as

DM MAP 1

ISLE OF THE SEER (Upper Level)

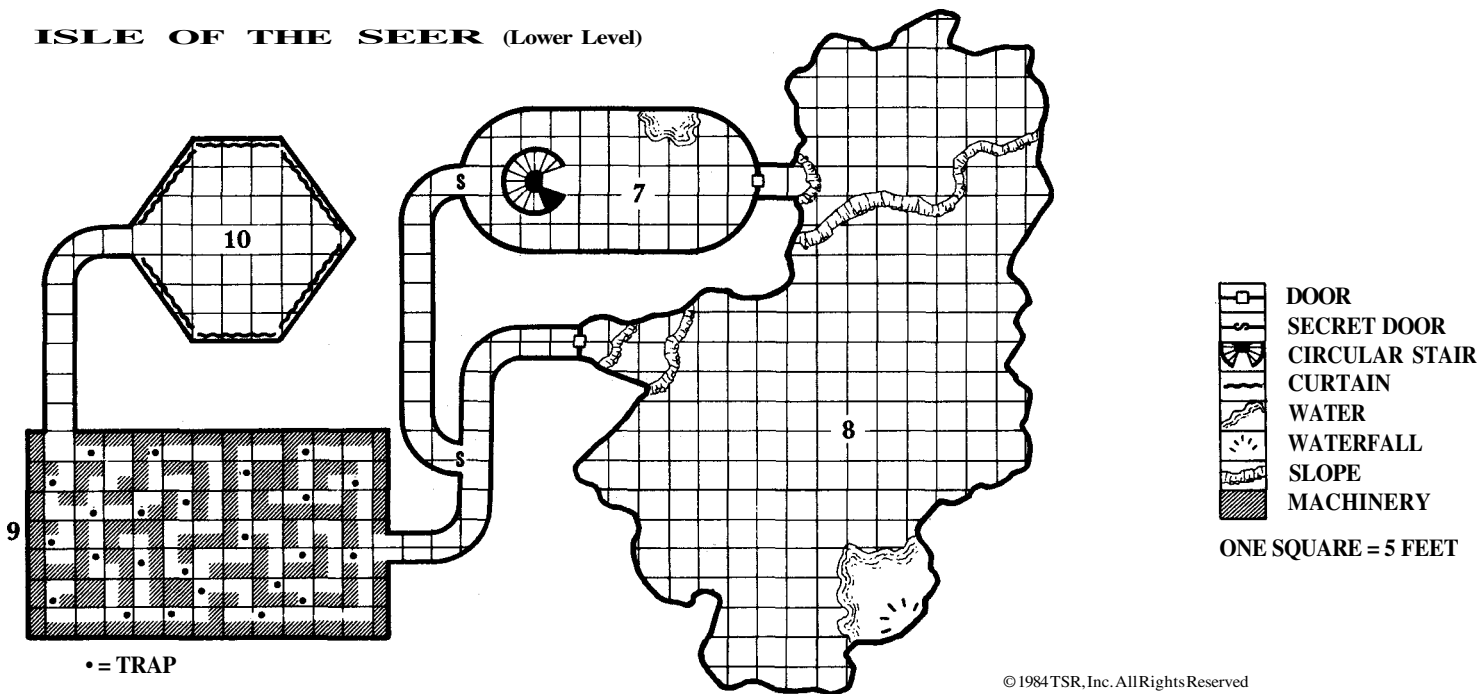


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ISLE OF THE SEER

DM MAP 2

ISLE OF THE SEER (Lower Level)



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he intended to fly. There is a secret door in the west wall and a normal door in the east wall. The doors are invisible under the illusion. However, anybody feeling along the walls finds the doors automatically. Behind the stone pillar in the stairwell is a third giant scorpion.

The strange-looking creature is a manscorpion who is also a 10th-level cleric. It has been charmed by the river water in the pool. The war hammer in its hands is +2, +4 vs. *weapon-using opponents*.

If the charm is removed, the manscorpion stops attacking and orders the party to leave the room, threatening characters with death if he ever sees them again; he will hold back the giant scorpions until the party leaves.

Manscorpion: AC 1; HD 10**; hp 50; MV 240' (80'); #AT 1 war hammer/1 tail; D 4-14/1-10 + *poison*; Save F10; ML 10; AL C; XP 3,700

Giant scorpions (3): AC 2; HD 4*; hp 16; MV 150' (50'); #AT 2 claws/1 sting; D 1-10/1-10/1-4 + *poison*; Save F2; ML 11; AL N; XP 125 each

8. THE BLACK CAVERN

You are on a ledge overlooking an enormous cavern. Twenty feet below you is a second ledge and the cavern floor 40 feet below that. The slopes of both ledges are steep but negotiable.

The sounds of rushing water can be heard and toward the rear of the cavern a short waterfall empties into a pool of black water. Next to the pool a huge black winged lizard eyes you balefully. It stretches to its full height, spreads its wings, and bellows its battle cry.

The black-winged lizard is, of course, a black dragon. The ceiling here is 75 feet above the main floor, so the dragon can fly and swoop, but he is forced to stay within missile and spell range.

The pool of water is filled directly from the river. By constantly drinking from it, the dragon has remained charmed. However, if the charm is removed he still attacks the PCs. The only difference is that he is no longer friendly to the Seer and does not give him information.

Huge black dragon: AC -2; HD 14****; hp 70; MV 150' (50') on land, 360' (120')

flying; #AT up to 6; breath line 120' x 5'; D 10-28 bite or crush, 4-11 claw, kick, wing, tail, breath; Save F36; ML 10; AL C; XP 5,150

9. THE MACHINE ROOM

You are looking into a room filled with moving machinery. Gears, pulleys, and rods are in motion everywhere. Even the low ceiling is a mass of moving metal. As you look closely you can see a few narrow paths through the machines.

The machine room is a maze. All of the machines have a very high lead content. The other metals are highly magical and prevent the machinery from being harmed by fire, cold, electricity, magic, or physical force. Anybody thrown into the machines takes 2-12 points of damage from the moving parts.

The whole maze area is full of traps. When there is a trap symbol on the map, roll on the tables below to determine its nature. Roll once to determine the trigger mechanism, and again to determine the trap's effect. If "Multiple triggers" or "Multiple effects" is the result, the trap has two (or more) triggers or effects; roll twice more on the same table.



ISLE OF THE SEER

It is possible for a trap to have all seven triggers and effects.

The traps can be detected and removed by a thief with a -10% modifier. It takes one round to examine a 5-foot square for traps and another round to remove a trap. Failing an attempt to remove a trap triggers it.

Cutter cannot trigger any traps. However, he does dart ahead of the party.

MAZE TRAP TABLES

Die Roll	Trigger Method	Trap Effect
1	Invisible trip wire	Arrows*
2	Beam of light	Invisible stalker*
3	Pressure plate*	<i>Reverse gravity</i> spell*
4	Presence of magic*	Scything blades*
5	Presence of 100 gp or 2 gems	Delayed-blast <i>fireball</i> *
6	Voices above a whisper	Paralyzing gas*
7	Bait*	<i>Polymorph</i> *
8	Multiple triggers	Multiple effects

*Maze Trap Notes:

Pressure plates (5' x 5') are activated by anything weighing at least as much as a halfling.

Magical triggers are set off by the presence of a +2 or better item, or an active spell of level 3 or more.

Bait is an item of great value lying on the floor. If moved it vanishes and the trap is sprung.

Three Arrows are triggered per party member. Arrows hit as 15 HD monsters and cause 2-12 points of damage each.

Invisible Stalkers are imprisoned throughout the maze, and occasionally released to attack the party.

Reverse gravity spells cause the characters to float into the machinery in the ceiling.

Scything blades cut through a 5' x 5' area. Each character in the area suffers 3-18 + his armor class in points of damage.

Fireball is delayed 5 rounds and causes 8d damage. It is dropped into someone's backpack; the PC has a 1 in 6 chance to notice it.

Paralyzing gas fills a 5' x 5' area. Characters in that area must save vs. *paralysis* or be paralyzed for 2-12 rounds. Gas also causes 1-6 points of acid damage each round.

Polymorph turns everyone in a 5' x 5' area into frogs. Saving throws have penalty of -10,

but effect lasts only 1d8+2 rounds. All other rules for *polymorph other* apply.

10. THE SEER'S CONJURING ROOM

Before you is a hexagonal room, the walls of which are covered with black tapestries. Woven in each tapestry in shades of grey are pictures of great battles. In the center of the room is a large kettle full of hot coals. Floating in mid-air next to the kettle is a large, moldering book. Floating crosslegged behind the book is an old man wearing a black robe. A hood obscures his face.

The old man is the Seer. He greets the characters, congratulating them on being able to reach him. If they remain friendly to him, he asks what brought them here. Since he is the cause of the trouble, the Seer is not surprised to learn about the state of the dominion.

At this point Cutter steps forward to get a good look at the Seer. The Seer knows that Cutter is a vital part of what is happening in the land. He also knows that he cannot harm Cutter. The Seer gets very excited and tells Cutter to come forward. Cutter reluctantly goes.

After looking Cutter over thoroughly the Seer declares that Cutter must remain on the island with him, but Cutter doesn't like the idea and puts up such a fuss that the Seer doesn't press the idea. The Seer tells the characters that they can stop the curse if they act quickly. He says:

"Ages ago a general of Alphatia bravely fought many battles in this land. But supplies were slow in coming from his homeland and often he fought just to survive. His final battle was on the banks of this very river, where he was overwhelmed by the savages and their tribal shaman.

"At the end, feeling betrayed and angry, he stood alone on the river bank. Raising his magic sabre he called down a curse, saying, 'Let this land remain a savage and uncivilized wilderness for seven times seven centuries!' Although the sky was without clouds, it seemed to shudder at his words, and a bolt of lightning came out of nowhere and struck his upraised blade, dividing it in two.

"The general and his weapon fell into the river and were never recovered. However, the shaman came across the hilt of the sword and, knowing that if the curse was to be one day lifted the hilt might play a part, kept it safe.

"For years the curse was forgotten because no one cared to brave the wilderness, but for over a decade now the land has been gradually settled, and the curse is showing its power.

"The sabre hilt lies in the Tower of Terror in Flamesmouth Mountain. I cannot leave this island, but if you will go to the tower, find the hilt, and bring it to me, I can lift the curse. The way is dangerous, and you must keep the boy, Cutter, from harm, even though little can harm him. But if you succeed the land can be saved."

The Seer tells the party where the Tower of Terror is located and that they will recognize Flamesmouth Mountain by its black color and the thin plume of smoke rising from its peak.

THE TOWER OF TERROR (Use DM Map 3.)

Encounter Setting

The Tower comprises a series of chambers carved into the peak of a usually dormant volcano called Flamesmouth Mountain. Although volcanoes can be solitary mountains, Flamesmouth may also be placed in or near a mountain range in Norworld. If you have volcanoes in a nearby location, you can use one of them as Flamesmouth.

DM Map 3 shows a three-dimensional cut-away view of the peak of the mountain. Those areas which are the settings of major or complicated encounters will be shown in detail maps.

The Seer's directions prove to be accurate; no matter how jumbled and tormented the landscape around the peak containing the Tower of Terror, Flamesmouth Mountain will be readily recognized by the players. The black surface of the mountain and the thin plume of smoke rising from the top are as the Seer described.

The slopes of Flamesmouth are steep but scalable. There is a complete lack of plant life, and the rock is scorched and barren. Since terrain is rough, characters have no trouble finding fissures, cracks, and small niches if they wish to conceal themselves.

If the PC's are mounted, they find the terrain around and on the mountain too rough for horses and must leave them behind.

To someone standing at the foot of the mountain, a dark tunnel entrance is visible about 600 feet below the peak. A narrow trail zigzags up to this tunnel.

During this portion of the adventure, Cutter, bolstered by the importance the Seer placed in him, asks many questions about wisdom and how to gain it. Make it obvious that he considers the Seer a very important man. As before, Cutter cannot be harmed by any type of attack.

Encounter Key

1. The Road to the Tower

(Not on DM Map 3.)

Once the PCs start to travel toward the mountain, they are visited again by the Crones of Crystykk in a vision.

If you have adventure CM1, you may embellish this encounter, if you wish, by using the full range of the crones' abilities as described there. If you do not have CM1, simply treat the crones as a vision which cannot be attacked or dispelled in any way. In this case, the crones do not attack or otherwise harm the PCs.

If your players have met the crones before in CM1 or if they remember the dream ear-

lier, they will certainly recognize them. Role play this reunion based on the outcome of the last encounter. For example, if they parted as friends there may be some pleasant conversation; if hard feelings exist, the meeting might be more hostile. Regardless of the PCs' reaction, however, the crones cackle through the whole meeting. They find the encounter very amusing.

The visitation occurs at dusk on an evening when the PCs are very close to the tower. Read the following description to the players:

A swirling shape seems to grow out of the evening mist and gradually assumes a vaguely human form. As it moves forward, you hear a cackling laugh that soon changes to an eerie wail. Then two more shapes become visible at points on either side of you. The misty forms begin to close in.

Once more you hear crazed laughter, and instantly the forms seem to materialize into human bodies. Grinning and chuckling like crazy women, three twisted crones inspect your little band and find something very funny here.

"So we seek the Tower of Terror, do we?" the ugliest of the crones says. "Look, girls. . . See our brave adventurers off to bake in the fires of Flamesmouth!"

"Such a pity," joins in the second. "And that one there is really kind of cute. What a waste. . ."

"Still," cackles the third crone, "if they survive the attack of the crimson sailor, and they know enough to leave a cork in a bottle, mayhap they will come out alive!"

If the PCs have not encountered them before, or have encountered them but are hostile now, the women will quickly melt back into the mist.

If friendly relations have been established, however, they may talk with the characters for a while. The crones know all about the tower, but any information they furnish must be paid for as usual. Gems and coins are fine, magical items are better, and a pledge of the PCs' service is the best price of all, since the crones often need a giant captured, or an undead creature banished.

The crones do not give a straight answer if a twisted one is available. The "crimson sailor" refers to Incendiarous, a dragon who sails the air around the peak, and the "cork in the bottle" means that the helions holding back the lava below the mountain must not be disturbed.

2. The Crimson Sailor

Incendiarous, a huge red dragon, lives in *area 3*, the cauldrea, or mouth, of the volcano. She has a brood of young there, and these little ones are fearsome monsters in their own right. Some of them are on guard over the mountain and automatically discover the approach of the PCs. If the party climbs on foot, the mother alone attacks the PCs from the air when they are halfway up the mountain. If any PCs fly, she attacks as they draw close to either the tunnel mouth or the peak.

Incendiarous is a speaking and spell-using dragon who is very smart. She uses her spells, breath weapon, and other attacks wisely. She casts *detect invisible*, *haste*, and *ESP* on herself before emerging from her lair. She is overconfident, however, and does not make herself invisible unless she discovers that the party is very strong. Incendiarous also uses *phantasmal force* just before flying, creating a likeness of herself opposite her true location. As soon as she attacks, she ceases concentrating on the phantasm and it disappears.

Her primary objective is to prevent the PCs from entering the cauldrea and harming her young. If combat won't serve, she attempts to negotiate. A secondary objective is, of course, to gain plunder. If she can slay the PCs or otherwise get away with it, she hauls as much of their treasure up to her lair as she can.

Incendiarous (huge red dragon): AC -5; HD 22****; hp 108; MV 150'(50') *pre-haste*, 360'(120') flying; #AT up to 6 (bite/tail/2 claw/2 kick or 2 wing); D 4d8+8 bite/1d12+2 daw, tail, kick or wing; Save F36; ML 11; AL C; SA +4 to all hit rolls; SD speaks common and casts spells; XP 10,050

1st level: *charm person*, *darkness*, *detect magic*, *read magic*, *sleep*

2nd level: *detect invisible*, *ESP*, *invisibility*, *phantasmal force*, *web*

3rd level: *clairvoyance*, *dispel magic*, *haste*, *water breathing*

4th level: *dimension door*, *polymorph other*, *polymorph self*

5th level: *teleport*, *wall of stone*

3. THE CAULDERA

This yawning pit has two possible entrances: the opening at the top or a narrow passage through the crumbled rock at the bottom. The narrow rock passageway that exits the bottom of the cauldrea winds its way through the solidified magma and opens out into the cylindrical shaft leading to the volcano's core. The drop from here to the fiery, molten lava is 1,000 feet. (See encounter 5.)

Characters who lower themselves through

THE TOWER OF TERROR

this opening can see three cave or tunnel mouths and two wide ledges in the walls of the shaft.

Living in the cauldra and fully prepared to fight for their territory, are five red dragons, Incendiarius' children. Each has its own ledge on the clifflike walls of the crater. These dragons do not emerge from the cauldra but attack any PCs that enter it. If Incendiarius has survived the fight with the PCs, she joins them here.

Small red dragons (5): AC -1; HD 10"; hp 45 each; MV 90'(30'), 240'(80') flying; #AT 2 claws/1 bite; D 1-8/1-8/4-32; Save F10; ML 10; AL C; XP 2,300 each

None of these dragons use spells or speak any language except dragon. Their objective if a battle is fought is to drive the intruders from the cauldra. If the PCs flee, the young dragons do not follow.

The dragons' treasure is stacked on a ledge at the bottom of the crater. The location is in plain view of all dragon perches and any disturbance of the horde brings a reaction. Incendiarius' bed is just above the treasure pile. If she survives the encounter outside the volcano, she awaits any trespassers here.

The treasure pile contains the following items:

120,000 sp
75,000 gp
15,000 pp
200,000 gp worth of jewelry, all types
70,000 gp worth of gems

potions (2 doses each type):

agility
elemental form
ethereality
longevity
sight
speed

scroll of *spell-catching*
rope of *climbing*
elven cloak

4. HALLS OF FLAME

(Use DM Map 3A.)

You are in a huge cavern baking in the heat of molten lava. A dull red glow comes from the depths of the volcano and colors the many niches and passageways.

The central portion of the chamber overlooks the bowels of the volcano. Swirling vapor clouds and pillars of smoke writhe above the pit.

As you watch, in the center of the room, the smoke congeals with a suction-like sound. Suddenly, flames erupt and where

there was once only smoke stands a giant man within a ring of supernatural fire.

The giant is an efreeti who serves as the guardian of the tower's entrance. He attempts to bar passage through this area. He has five flame salamanders hidden in the chamber.

Lesser efreeti: AC 3; HD 10*; hp 52; MV 90'(30'), 240'(80') flying; #AT 1 fist; D 2-16; Save F15; ML 12; AL C; XP 1,600; SD 3 times per day *create illusions, create objects, turn invisible, wall off fire*

Can become *pillar of flame* for 3 rounds once per day. Adds 1d8 damage to attacks; burns all flammable objects within 5 feet. Cannot be hit with non-magical weapons.

Flame salamander (5): AC 2; HD 8*; hp 38 each; MV 120'(40'); #AT 2 claw/1 bite; D 1-4/1-4/1-8; Save F8; ML 8; AL N; XP 1,200; SA all creatures within 20' take 1-8 points of damage per round from heat

The salamanders do not have to make a morale check as long as the efreeti is alive. If the efreeti is destroyed, make an immediate morale check. If the salamanders fail, they attempt to flee to the pit and jump in.

The monsters make a coordinated and intelligent attack. The efreeti creates illusions of 10 additional salamanders before the battle begins. These are spread among the real salamanders, and PCs get no saving throw to detect them. The illusions, of course, do not give off heat, so observant characters may be able to tell them apart. The illusions disappear when they are touched or magically dispelled.

Efreeti and salamanders have no treasure.

5. WELL OF FIRE

Read this description to the players if they reach one of the three tunnel mouths that open into the main shaft of the volcano, if they enter the shaft through the bottom of the cauldra, or if they trigger any of the teleport traps in area 6.

A warm, red light, rising from the glowing lava far below, fills the enormous shaft. Above is a dome of solidified magma, below a core of glowing lava. From top to bottom the shaft measures 1,000 feet. Several tunnel mouths and two wide ledges open into the shaft—all within 300 feet of its top.

The lava below is not moving, so it is impossible to tell from here whether it is solid or liquid. From its crimson surface, however, you can tell that it is very hot.

The surface of the lava is solid rock. It is kept in that form by a group of helions—elemental creatures from the Plane of Fire. Immediately below the surface of the lava is a highly-pressurized molten mass ready to burst out.

Twisting within the lava is a wormhole to the Plane of Fire. It is this wormhole that allows great numbers of fire-based creatures to reach the Tower and remain here.

The helions have complete control over fire and are using their power to keep the surface of the lava in a solid state. If their power is broken, the lava becomes liquid and an eruption follows immediately.

Helion (1-8): AC 1; HD 9*; hp 42; MV 90'(30'), 240'(80') flying; #AT 1 grasp; D 2-16; Save F9; ML 9; AL L; XP 1,600; SA complete control over fire; 3 times per day *dispel magic, earth to fire, wall of fire*; SD immune to poison, normal weapons, attacks based on earth, 1st and 2nd level spells; *detect invisible* at will; *detect magic*

Because helions are of good alignment, they catch any creature falling through the shaft when the victim is 50 feet or more above the lava.

The number of helions encountered equals the number of characters falling down the shaft. Thus, if an encounter occurs, each helion is occupied in holding a PC.

Helions are philosophers and enjoy nothing so much as good conversation. They are very curious about anyone they catch, and inquire as to why the character would pursue such a self-destructive course of action. They love to discuss the motivations of different races and are interested in comparing their plane with that of the PCs.

If asked, the helions willingly take the time to explain their function, which is to cork the volcano and control the amount of fire entering the Prime Plane. If the characters ask for details, they learn that a helion must be within 100 feet of the lava to use its fire control ability.

Loud or abusive language is offensive to them, and they quickly drop a character if that character does not treat them respectfully. Dropped characters take 5-30 points of heat damage each round they are on the lava's surface. (Remember that the surface is solid rock!) Heat damage is reduced to 3 points per round if the character is equipped with *fire resistance* capability and reduced to zero if the character is completely immune to fire.

The helions are quite willing to lift any characters that they catch to any one of the tunnel openings or ledges in the shaft. They

do not leave the area themselves, however.

An eruption occurs as soon as no living helion is within 100 feet of the lava plug. However, eruption begins slowly, so the PCs will have a chance to outrun it. Within 3 turns, areas 3, 4, 5, 7, 11, and all corridors with an entrance into the shaft are filled with lava for 60 feet. Exactly one day later, this molten lava will be hardened into stone that is still very hot.

The helions are quite unconcerned if an eruption occurs. After days, weeks, or months, they gradually force the lava back and recap it. They are not inclined to hurry this task, however, and have little understanding of why anyone should be bothered by a little hot rock.

6. GOING UP OR GOING DOWN?

Each of these shafts has a long brass pole running through it. Each pole is solidly anchored to the floor of the area below and the ceiling of the area above the shaft. To climb up the poles successfully, PCs need only roll their dexterity scores or less on 1d20. Nothing unusual occurs, unless the character uses a *detect magic* spell. The spell reveals a strong magical aura completely filling the shaft at the halfway point.

On the other hand, characters traveling down the poles are in for a surprise. The magical auras are in fact permanent *teleport* traps triggered by downward movement. Teleported characters keep their weapons and all personal possessions, but items, such as a rope, that connect them to the other side of the trap are left behind.

When teleported, a character is immediately transferred to *area 6A*.

6A. TAKING THE PLUNGE

You are in the volcano's main shaft, and 1,000 feet below is its core of molten lava. You are falling rapidly.

The PC is near the top of the shaft. Naturally, if the character cannot fly, levitate, or otherwise remain airborne, he falls to the crimson lava below.

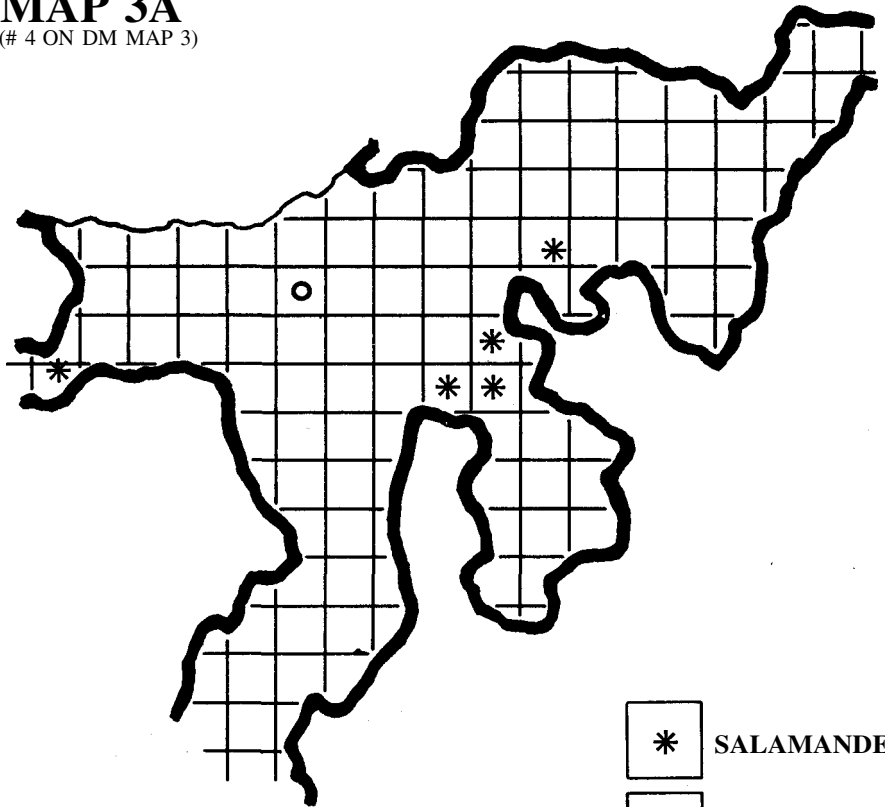
While this trap appears deadly to characters unfamiliar with *area 5*, the helions are waiting just above the lava to catch them. See Encounter 5 for details.

7. TOMB OF THE DEATHWALKER

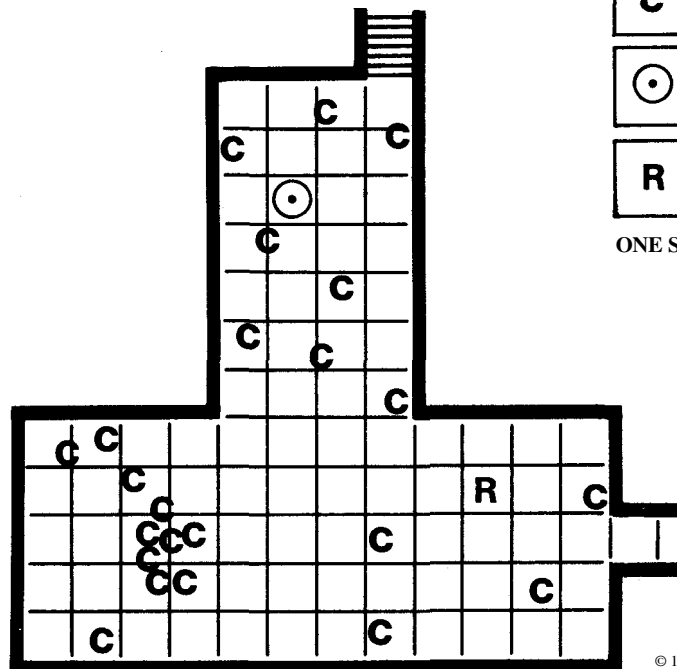
(Use DM Map 3B.)

You smell a sickly stench like that of meat which has rotted in the summer sun.

MAP 3A
(# 4 ON DM MAP 3)



MAP 3B
(# 7 ON DM MAP 3)



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 SALAMANDER
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 POLE DROP
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 REVENANT
- ONE SQUARE = 10 FEET

THE TOWER OF TERROR

Slumped against a nearby wall is the moldering corpse of a fighter, a rusty blade still clenched in his lifeless fingers.

More dead bodies lie about the floor of this room, all of them in advanced stages of decay. Their armor and weapons are uniformly corroded. There is no sign of movement.

A spirit inhabits the chamber in the form of a revenant. The "R" marked on DM Map 3B shows its location. Each "C" shows the location of the bodies of low-level fighters who met their deaths in this room. One of the bodies is wearing a *ring of the reality*. To the naked eye, the revenant is indistinguishable from the bodies of the fighters.

If the revenant suspects that it might be turned by a high-level cleric, it continues to feign death among the bodies. It cannot be told by normal means from the corpses. Potions and other consumables carried by the PCs within 30 feet of the revenant will be spoiled.

If no high-level cleric accompanies the PCs or if the revenant is discovered by magical means, the monster attacks as soon as it sees a chance to surprise the group. The revenant tries to strike at a cleric first. It can leap up to 60 feet to attack and uses this ability given the chance.

If the party passes through the room without provoking a response from the monster, it follows them through the Tower of Terrors, waiting for a good opportunity to attack. If the party splits up or goes into combat against a formidable opponent, the revenant strikes.

Revenant: AC -3; HD 18****; hp 77; MV 120'(40'); #AT 2 claw/1 bite; D 2-8/2-8/306 + poison; Save F18; ML 10; AL C; XP 6,600; SD +2 weapon needed to hit; immune to 1st-3rd level spells; spoils all food, drink and potions within 30' radius; *darkness*, *detect invisible*, and *silence* at will; SA *animate dead*, *cause disease*, *finger of death* cast as 16th level cleric

Can save against "D" turn result
Poison presence and touch

8. THE GUARD ON THE LEDGE

(Use DM Map 3C.)

Long ago, the wizard Gargantua summoned a staff elemental from the Plane of Fire. He increased its size, and left it to guard this ledge. This is the only known case of a creature from the Elemental Plane being afflicted by that magic-user's talents. The hapless creature is tortured mightily by its current form and vents its rage on anyone who ventures onto its ledge.

The elemental is eager to break the spell but is magically compelled to follow the wishes of its master. This compulsion holds the monster on the ledge as if Gargantua were still concentrating on the elemental's presence. It must seek out all intruders.

A *dispel magic* spell breaks the compulsion to remain, but the monster still attacks savagely. A second *dispel magic* returns the monster to its own plane.

The elemental has no treasure.

Gargantuan fire elemental: AC 2; HD 64*; hp 252; MV 240'(80'); #AT 1; D 4-32; Save F32; ML 11; AL N; XP 26,000

9. GATES OF MANY RETURNS

(Use DM Map 3D.)

Areas 9 and 10 are connected by three corridors rigged with a *teleport* trap, as though cast by a 36th level magic-user, exactly at the

midway point. The trap teleports a character back to the center of area 9.

The trap can be nullified by individuals or groups passing through two of the teleport traps at the same time. If the characters try this, the traps have no effect. This means that a lone character will have to find another way to enter area 10.

10. THE BULLPEN

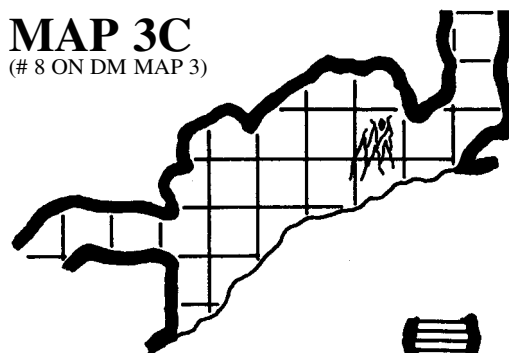
(Use DM Map 3D.)

This area seems eerily quiet, although if characters listen carefully they can hear what sounds like the steady breathing of one or two large animals. Several statues of human warriors stand here and there. Four gorgons are in the room, masked with *invisibility* reinforced by *permanence*. This protection lasts for each gorgon until it attacks. Gorgons are immune to gorgon breath weapons.

When the party first enters the room, one

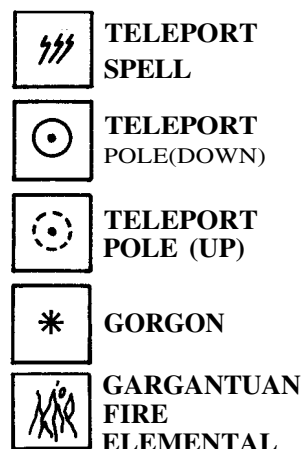
MAP 3C

(# 8 ON DM MAP 3)

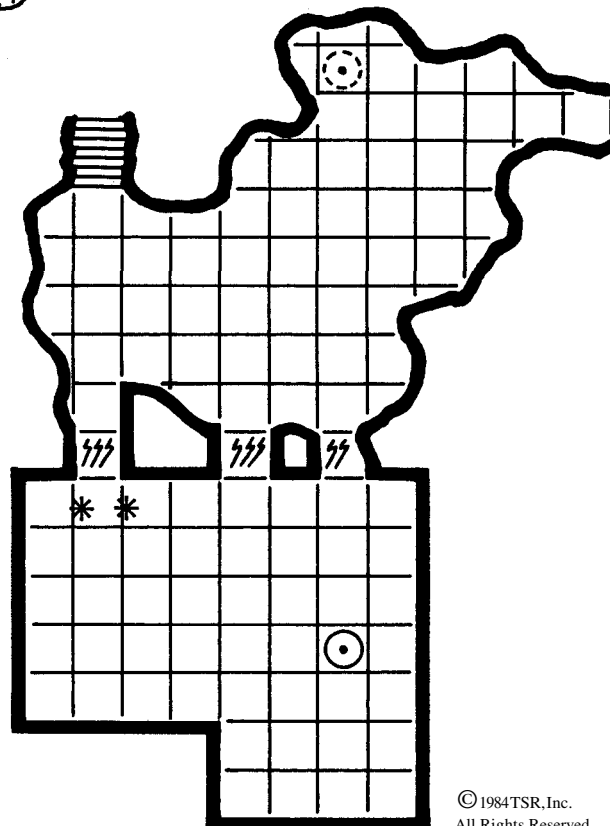


MAP 3D

(# 9 AND # 10 ON DM MAP 3)



ONE SQUARE = 10 FEET



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PREROLLED CHARACTERS

If your players don't have high-level characters, they may use the prerolled characters given below. Each description includes notes on background, but you should encourage the players to add personality details to these descriptions.

Only the bare minimum of equipment and armor has been listed for these characters. Make sure that each of these characters has the following:

- * 300,000 gp in gems, jewelry, or coins
- * 5-10 potions
- * 1-3 magical rings
- * 2-4 miscellaneous magic items
- * 1-4 loyal henchmen, if the player wants

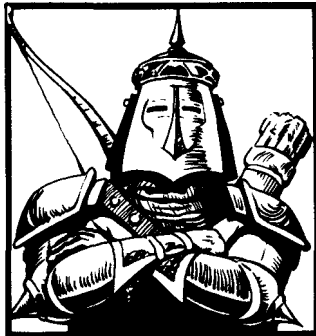
When necessary, use dice to determine how many of the above items a character has. To determine which items a character has, you may roll randomly on any of the lists in the D&D* Basic, Expert, or Companion rules. If, however, you use only the Companion lists, reroll all results that would give the characters items found only in the Companion rules. Give these items out the course of play.

Even though these characters come from different parts of the world, you may tell the players that these characters have adventured together in the past, or that they have met and become acquainted on the journey to Norwold.

Fergus the Justifier

Lawful 20th-level fighter

Strength	15
Dexterity	17
Intelligence	7
Constitution	14
Wisdom	12
Charisma	10
Armor Class	-5
Hit points	64



Weapons: sword +3; longbow +2; 20 arrows +2

Armor: plate armor +3; shield +2

Geoffrey of Heldann

Lawful 20th-level cleric

Strength	10
Dexterity	11
Intelligence	10
Constitution	17
Wisdom	15
Charisma	9
Armor Class	-4
Hit points	54



Weapon: mace +3, +5 vs. undead

Armor: plate mail +3; shield +3

Equipment: scarab of protection

Weston the Tall

Lawful 20th-level thief

Strength	12
Dexterity	16
Intelligence	7
Constitution	9
Wisdom	16
Charisma	15
Armor Class	0
Hit points	46



Weapons: sword +3; two daggers +2; bow +2; 20 +1 arrows

Armor: leather armor +3; ring of protection +2

Quillan Elm-Grower

Lawful 10th-level elf

Strength	10
Dexterity	18
Intelligence	13
Constitution	11
Wisdom	12
Charisma	9
Armor Class	-6
Hit points	31



Weapons: sword +2; longbow +3; 10 arrows +1; 5 arrows +3

Armor: chain mail +4; shield +3

XP: 1,900,000

Geoffrey has spent most of his career helping the poor and sick in his native Heldann Freeholds. As he grew in power, he was challenged more and more often by the evil forces that had tracked him down. Because of this, he left his ancestral home for the new lands of Norwold. He, too, has been summoned by the count, and fears the worst.

Geoffrey is a serious, intense character. An awesome force to behold in battle, he is capable of great tenderness and kindness in times of peace. He spends much time quietly meditating by himself.

Quillan, originally from the forest of Alfheim, came to Norwold looking for excitement and his northern kinfolk. He has successfully accomplished all this, and has carved himself a niche in one of the northern elven communities. He has been back to human lands from time to time, and occasionally carries important messages to the king of Norwold. He also keeps in touch with his human friends, and has become especially interested in the advanced techniques his friends have developed.

Fergus is a wandering warrior from the kingdom of Vestland. He has traveled most of the civilized lands, and has made a substantial fortune. He established his own barony in the Great Land Rush, and swore fealty to King Ericall. After he received an urgent summons from the count, he left his barony in the hands of his capable seneschal.

Weston the Tall is a well-traveled adventurer. He has seen most of the cities and lands in the civilized world. He has a habit of arriving in a new area with a full purse and high expectations, only to leave a month or two later, just ahead of a pack of city guards and irate merchants. He hasn't been quite so successful running a dominion either, but his purse is still full and the locals aren't ready to hang him (yet!).

Brogahn of the Steppes

Lawful 20th-level fighter

Strength	15
Dexterity	11
Intelligence	9
Constitution	16
Wisdom	15
Charisma	7
Armor Class	-4
Hit points	64



Weapons: *war hammer* +3; *short bow* +1; 10 *arrows* +2; *dagger*+1

Armor: *plate mail* +4; *shield* +2

Glaransa the Seer

Lawful 20th-level magic-user

Strength	13
Dexterity	11
Intelligence	17
Constitution	14
Wisdom	11
Charisma	11
Armor Class	5
Hit points	35



Weapons: two *daggers* +4; *staff of wizardry*

Armor: *ring of protection* +2; *displacer cloak*

Grotto the Tall

Lawful 12th-level dwarf

Strength	15
Dexterity	11
Intelligence	10
Constitution	17
Wisdom	11
Charisma	9
Armor Class	-5
Hit points	63



Weapons: *Battle axe* +4, *Hand axe* +2, *returning*

Armor: *Plate mail* +3, *shield* +4, shield has special ability of *absorption*

Misc: *horn of blasting*

Experience Points: 1,250,000

Glinda Nimblefingers

Neutral 8th-level halfling

Strength	10
Dexterity	16
Intelligence	12
Constitution	14
Wisdom	12
Charisma	13
Armor Class	-6
Hit points	39



Weapons: *short sword* +4, +8 vs. *giants*, *short bow* +3, 20 *arrows* +2

Armor: *plate mail* +3, *shield* +3

Misc: *muzzle of training*

Experience Points: 1,300,000

Claransa wasted no time setting up a personal library and laboratory once she settled in Norwold. Her responsibilities as wizard and administrator have kept her busy since the founding of her new home. Even so, when the count summoned, she left at once. Besides, Claransa secretly misses adventuring with her friends.

Brogahn is an imposing figure with broad shoulders, a scowling face, and a huge black beard. When he realized that the warlike council of his native Ethengar Khanate was beginning to view him as a threat, Brogahn set out for Norwold. Brogahn has found that carving a barony out of the wilderness is difficult, but he prizes his relative independence. Curiosity rather than fealty has brought him to the court of the count.

Glinda is an adventurous halfling whose curiosity gets her into trouble. She is very cheerful and makes friends easily. Sometimes her optimism can be annoying to those who tend to see the world in a more pessimistic light. She is skilled with her short bow, enjoying archery above all other pastimes.

Glinda was born and raised in Leeha, capital city of the Halfling clans in Norwold. She has seen all types of people visit Leeha, so she is worldly for one who has not traveled a great deal. She has a great desire for adventure.

Grotto has spent most of his life wandering among the dwarven clans of the world. His name is a joke because he stands just a single inch over four feet tall. Grotto has visited nearly every major clanhold on the continent at one time or another, and consequently is well-versed in the legends and folktales of the dwarves. Grotto keeps talking about settling down and building a stronghold of his own, but never seems to stay in one place long enough.

Grotto has a wild sense of humor and enjoys practical jokes played on others. He is not nearly so amused when he is the butt of such a joke. His sarcastic and insulting nature tends to hide the fact that he is a loyal companion and would never leave a friend in need.

gorgon breathes on the PCs while two others charge and make butting attacks. While the party is occupied with the other three, the fourth gorgon slips around and attacks the party from behind.

These gorgons are the guardians of the stairway to the chamber containing the sabre hilt, but they have no treasure of their own. Visible to the PCs are the stairway to area 14 and the pole leading to area 13.

Gorgons (4): AC 2; HD 8*; hp 40 each; MV 120'(40'); #AT 1 butt or breath; D 2-12 or petrify; Save F8; ML 8; AL C; XP 1,200

11. DANCING BOULDERS

Dampness and a moldy smell come from this chamber. Large boulders, crumbled stones, and what look disturbingly like human bones cover the floor.

The undead horrors lurking within this room are completely invisible to intruders. As soon as the PCs enter the chamber, however, the weaving of three ectoplasmic nets becomes visible. Three poltergeists are preparing to defend their domain.

Poltergeists (3): AC -1; HD 12****; hp 58 each; MV 60'(20'); #AT 2 boulders; D 2-12 + aging; ML 11; AL C; XP 4,300; SD immune to all spells except those affecting evil; +2 or better weapon needed to hit; save vs. spells allowed against "D" result when cleric turns; hit causes 10-40 years aging and loss of 1-4 constitution points; surrounded by ectoplasmic net, which pulls victims failing save vs. spells into Ethereal Plane.

The poltergeists fight by throwing the large boulders that lie scattered about the room. They also try to wrest valuable items, such as wands or staves, from those PCs who try to use them. In this case, roll 1d6 for the poltergeist and allow the character to roll 1d6 if he wishes to retain the device. The character may add his or her strength bonus to the roll. Whichever figure gets the highest number gets the item.

If the poltergeist loses more than half of its hit points, it becomes ethereal and flees to area 12. The others remain and fight. If they fail a morale check, all remaining poltergeists flee to area 12. Keep track of any damage the monsters suffer in case the PCs meet them again. Note that area 12 cannot be entered by PCs unless they can teleport there, travel through the Ethereal Plane, or dig their way in.

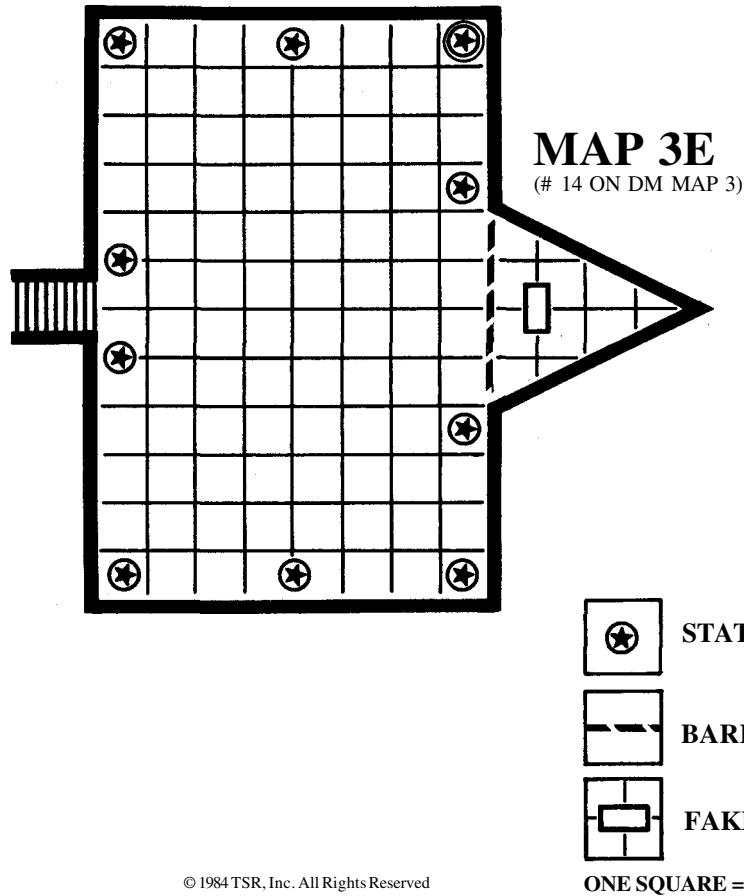
12. THE HOARD OF THE HAUNTS

This chamber, buried within the solid rock of the volcano, is the location of treasure beyond belief. However, any characters who reach the room have a few problems before they can retire rich.

If the poltergeists from area 11 have been defeated, they must also be dealt with in here. The monsters fight to the death here unless forced away during a cleric's turn. Even if the haunts were dispelled (by failing a save) in area 11, they need to be turned again before they will leave. They will probably not be at full strength if they have been forced to retreat to this place.

The room is piled high with treasure—coins, gems, and jewelry. Dozens of weapons lie around the room, and many bottles of clear liquids can be seen amid the other treasures. In stark contrast to the unbelievable wealth, 8 or 10 human skeletons also remain here in mute testimony to the absence of doors, windows, exits, or entrances in this room.

- The treasure to be found here is:
- 1,780,000 sp
 - 500,000 ep
 - 250,000 gp
 - 75,000 pp
 - 10,000 gems, worth a total of 1 million gp
 - 1,000 pieces of jewelry, worth a total of 700,000 gp
- Potions (3 doses each)
- animal control
 - clairaudience
 - diminution
 - dreamspeech
 - ethereality
 - fortitude
 - gaseous form
 - healing
 - in vulnerability
 - levitation
 - merging
 - poison
 - speech
 - speed
 - super-healing



THE TOWER OF TERROR

Weapons

- 5 *swords* +1
- 2 *swords* +2
- 4 *short swords* +1
- 1 *short sword*+4, +6 vs. giants
- 1 *battle axe* +1
- 1 *battle axe* +3
- 1 javelin, returning
- 1 *net* +2
- 20 *arrows* +1
- 4 *arrows* +4
- 1 *suit of leather armor* +4
- 1 *suit of chain mail* +2
- 3 *shields* +1
- 1 *shield* +3 (*special: flying*)
- 1 *shield* +5

Magical items

- 1 *lamp of long burning*
- 1 *finger nail*
- 1 *broom of flying*
- 1 *square wheel*

13. UNUSED CHAMBER

This room is empty and has no secrets to hide. Well. . . maybe a little secret.

As with the other pole drops, characters descending from *area 13* to *area 10* via the shaft will be teleported, but to *area 6A* instead of the top of the volcano shaft.

14. CHAMBER OF THE HILT

(Use DM Map 3E.)

Red, green, blue, and white light spills from a hundred sources in this spectacular, intricately appointed chamber. Suspended from the center of the ceiling, a chandelier of carved red and green stones glows with a light that seems to emanate from the stones themselves.

Around the outer walls are 10 statues of stern warriors, eyes glittering like diamonds in sockets of golden metal. Each statue seems ready to draw its sword from the bejeweled scabbard at its side.

The floor of the room is a mosaic of jewels, placed in an abstract pattern of simple, yet elegant design. The walls, too, are covered with skillfully rendered mosaics. These tell a story that seems to advance from left to right around the room.

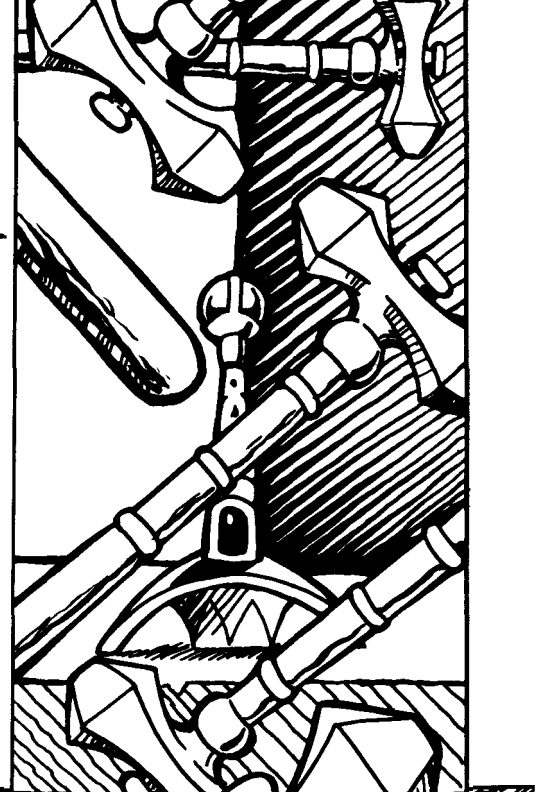
Across the room is the most dazzling sight of all. In a triangular alcove, directly opposite the entrance, is a small altar. Upon this altar, radiating a golden light that overwhelms all the other glitter, sits the hilt of an ancient sabre.

As soon as a character enters this room through the doorway, a *barrier* spell is trig-

gered. The *barrier* goes into effect across the mouth of the alcove, completely blocking normal passage to the altar. *Teleported* or *ethereal* PCs can pass the barrier unmolested, of course. The *barrier* lasts for 12 turns, as per the normal cleric spell. It is recast, however, whenever a character enters or leaves the room through the doorway.

The "gems" and "jewelry" scattered about the room are all glass-imitations. The glowing of so many items is caused by a *light* spell with a *permanence* spell added.

The hilt on the altar is an ordinary, worthless sword hilt, garnished with a *phantasmal force* and a *permanence* spell. The statues are ordinary bronze, polished to give them a golden appearance. These statues are indicated on Map 3E. The circled statue symbol



THE TOWER OF TERROR

marks the statue carrying the real sabre hilt.

All the spells in the room have been cast by magic-users or erics of level 30. Thus, *dispel magic* will prove difficult for the PCs. Note that a *detect magic* spell will indicate that nearly everything in the room, including the fake hilt on the altar and all the statues, is magical.

If the PCs wish to interpret the tale laid in mosaic in the walls, read the following passage to them.

The tale begins with a huge fleet of thousands of ships arriving off the coast of a wild land. The nearest ships are already disgorging hordes of sword-wielding, bloodthirsty invaders who begin plundering a hapless seaside village. The army

flies the blood-spattered flag of Alphatia.

Several small, detailed pictures show other villages burning or falling to the heavily-armed attackers. In each case, a handful of barbarian warriors makes a last stand while the rest of the population flees inland.

Finally, the invaders arrive at broad fields that lead to the largest barbarian settlement pictured here. A barbarian army, much smaller than that of the Alphatian attackers, prepares to do battle.

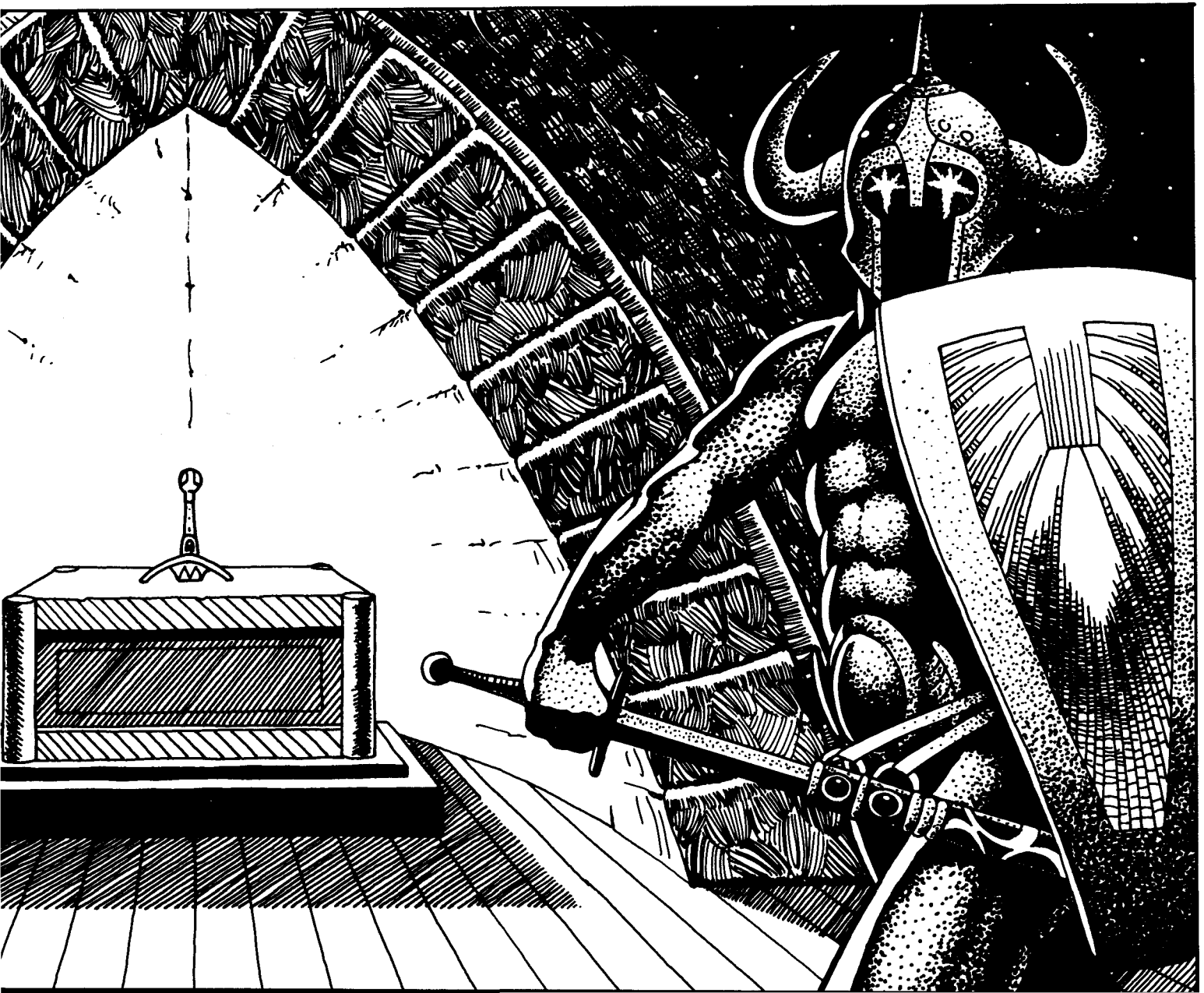
At the end of the mural is apparently the story of this climactic clash. Spells of fire and lightning fly from the Alphatians, while the barbarians respond with their crude war machines and plenty of raw

courage. Finally, the invaders are caught between the river and the barbarian army.

In another collection of small, detailed scenes, individual pockets of Alphatians are surrounded and killed by the barbarians. Finally, one man—a high commander by the look of his uniform—stands alone, his back to the river.

His face is a picture of anger and frustration as he holds his sabre high and seems to be pronouncing a potent incantation. His blade is sundered by a sudden stroke of lightning.

In a final scene, the waters of the river close over the head of this last survivor. The barbarians turn toward home and heavy stormclouds gather in the distance.



RETURNING THE HILT (Use DM Maps 1 and 2.)

Encounter Setting

This section consists of the journey back through the wilderness to the Seer's island and the battle with him. Since the players are now familiar with both areas, they probably move more quickly.

Encounter Key

1. Through The Wilderness

Use the Wilderness Random Encounter Table on page 31 to determine encounters for the trip back to the island.

2. Together Again

The island has been restocked with different monsters of your choice. None of the creatures fight the party. If the creature is not intelligent it sits in a corner; if it is intelligent the monster politely ushers the party through its area. The magical traps in Area 9 are still functioning.

As per orders from the Seer, if the party attacks any monster, the beast stands there and lets itself be killed. No experience points are given for monsters killed this way.

The Seer's chambers look like they did the last time the party was here. When the PCs arrive the Seer closes his book, stands, and asks for the sabre hilt. If the party won't give it, he shrugs his shoulders and goes back to his book. He does not answer any questions. If the party keeps the hilt the curse remains in effect and the dominion continues to deteriorate.

Once the hilt is in the Seer's hands, he calls Cutter forward. If he is asked why he needs Cutter, he says that the free will of an innocent will help remove the curse. Cutter is not very happy about going near the Seer, but he does it anyway.

Read the following to the players.

The seer is standing over Cutter. He says, "Hold forth your hand, Erbas son of Korse." Slowly, Cutter extends his right hand. The Seer says, "Grasp the hilt of the sword long lost. Feel its power." Cutter takes a firm grip on the hilt, and with an evil screech of triumph the Seer calls out an alien word. The hilt explodes in a blinding flash of light, and Cutter's body seems to melt and shrink until at last it is transformed.

A moment later the Seer is holding a whole sabre in his hand. The blade crackles with sorcerous blue energy. He waves the blade and shouts, "Death to you all! Now that I have the sabre again, the curse

shall be fulfilled, and the land remain savage for all eternity! With this sabre in my hands I am invincible!"

In Cutter's voice the sabre cries out, "Help me!"

The Seer attacks. His abilities and the sabre's characteristics are both found in the section on nonplayer characters.

The six tapestries on the walls are *teleporters*. The Seer can telepathically *teleport* one charmed monster per round through any tapestry of his choice. This command does not interfere with his combat. The tapestries are immune to ordinary damage; however, 25 points of damage from magic or a magical weapon destroys a tapestry.

A list of *teleported* monsters is given here. Use them in order. If the battle lasts longer than the list, add monsters of your choice. Each battle should be with a single creature, except in the case of swarms or the sabre-claws.

The Seer attacks the party with a savage glee. With the sword in his hands he feels in control, and is not particular about whom he attacks. Since he has the whole island memorized he can *teleport* to any point on it with almost perfect confidence.

The only way the Seer can be defeated is with the sabre. It must be taken away and used against him. Since he is immune to damage, he must be wrestled or a special attack made on the sabre, such as a *telekinetic* spell.

If the characters are losing the fight and have not thought to take the sword away from the Seer, the sabre speaks, saying, "Hold me and you can destroy him!"

Once the sabre is in the hands of a party member, it can be used to destroy the Seer. The sabre needs to hit the Seer only once and he will dissolve. When this happens, read the following boxed text.

Your blow strikes the Seer. His image grows fluid and with a bloodcurdling scream he begins to dissolve before your very eyes. His body has become a puddle of water on the floor over which a black mist hangs.

The mist begins to move, taking on the shape of the Seer's face. Its mouth opens and you hear the Seer's voice. "Your doom is upon you," it says. "You have defeated me here, but I shall return and then shall all the land know my fury!"

Creatures charmed by river water stop fighting. The tapestries quiver, cracks appear

in the walls, and black water comes streaming in. The island is falling apart. In three turns it sinks into the river. The monsters all stampede for the surface, and none of them attack the party unless provoked.

Each room is empty as the characters flee through it, for the inhabitants have already gone. However, the river water still has its potency. Any new creatures drinking it are susceptible to its effects. As the party tries to escape, the black mist follows, screaming curses at them. It cannot be affected in any way, and it cannot affect the party in any way.

As the PCs leave the island, the black mist remains. As the last bit of rock sinks below the surface, the mist dissipates. The curse is still around, but the body through which it acted is now gone.

The sabre speaks.

"I have been saved and I thank you, but my task is not complete. The Seer is gone, but his curse remains. To lift it, you must plunge my blade into the festering sore at the Heart of the River. Only if I remain at the Heart will the curse be foiled forever."

If the characters agree to find the river's heart, the sabre is pleased. If the characters are not willing, after delivering its speech, the sabre attempts to take over whoever is holding it. The blade wants to make sure its quest is fulfilled. If the takeover attempt is successful, the character is still in control of all but certain actions.

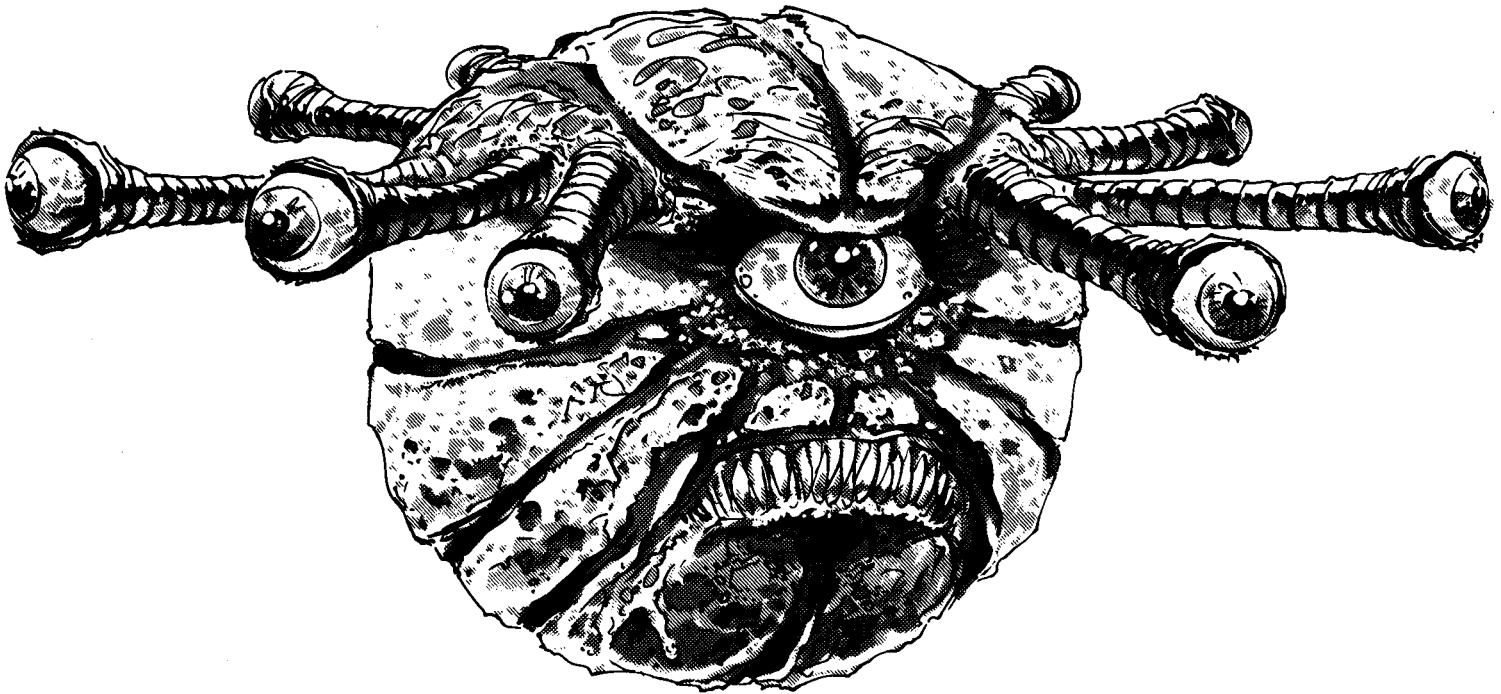
The sabre does not allow its wielder to surrender it. The holder must defend himself against any threat. No actions that would significantly delay getting to the Heart of the River are allowed. Since the blade is intelligent, it can be bargained with. It can also modify its behavior to make sure its goals are accomplished.

If the takeover attempt is unsuccessful, the sabre tries again when the odds might improve. For example, it may try to convince another character to pick it up or talk its wielder into fights.

The sabre then gives the party directions to the Heart of the River. The heart is the river's source, high in the mountains. The sabre does not know any specifics about the place, but when it sees the heart and the sore place it will know them.

TELEPORTED MONSTERS

Sabreclaws (4): AC 2; HD 5**; hp 100; MV 120'(40') on land, 360'(120') flying; #AT 1 claw; D 1-12; Save F20; ML 10; AL C; XP 1,700 (see page 32)



Storm giant: AC 2; HD 15**; hp 75; MV 150'(50'); #AT 1 fist/special; D 8-48/special; Save F15; ML 10; AL C; XP 3,250

Gargantuan hellhound: AC 4; HD 24**; hp 100; MV 120'(40'); #AT 1 bite or 1 breath; D 2-24 or special; Save F24; ML 11; AL C; XP 8,750

Huge green dragon: AC -3; HD 16****; hp 75; MV 150'(50') on land, 360'(120') flying; #AT up to 6; D 3d8+8/1d10+2; Save F36; ML 10; AL C; XP 5,150

Elf: AC 1; HD 10**/2,600,000 XP; hp 52; MV 120'(40'); #AT 1 weapon or spell; D 1d8+4 or special; Save E10; ML 10; AL L; XP 2,300

Equipment

chainmail +3, sword of slowing +3, shield +1, boots of levitation, wand of cold (8 charges), scroll of protection from elementals

Spells

1st level: *darkness, magic missile, magic missile*

2nd level: *invisibility, phantasmal force, web*

3rd level: *dispel magic, haste, lightning bolt*

4th level: *confusion, ice storm, polymorph self*

5th level: *conjure elemental, feeblemind*

Gargantuan insect swarm: AC 7; HD 16*; hp 70; MV 60'(20') crawling, 120'(40') flying; #AT 1 area effect; D 8 points or 4 points; Save F8; ML 11; AL N; XP 2,300

Beholder: AC 0/2/7; HD 11*****; hp 50; MV 30'(10') floating; #AT 1 bite + special; D 2-16 + special; Save MU 11; ML 12; AL C; XP 5,100

THE HEART OF THE RIVER (Use DM Map 4.)

Encounter Setting

The Heart of the River should be placed where it makes sense in your campaign world. The river should lead into one of the rugged mountain ranges there.

The journey to the heart will last for different lengths of time in different campaigns.

The Heart of the River exists within the ruins of an ancient Alphatian summer palace. This palace is one of those farthest inland and was abandoned centuries ago when the Alphatians were first driven from Norwold. Much of the former palace has been lost to erosion, landslides, and avalanches. The agents of the general's curse, as well as a few monsters who are wicked in their own right, have taken over the ruins.

Within this massive complex of halls, corridors, and caverns the Sabre River grows from a variety of sources. At the highest point is a fresh, clear stream of glacial meltwater. PCs first encounter this water in *area 6*, where it is untainted.

By far the greatest amount of water making a contribution to the river comes from *area 13*, where there is a wormhole from the Elemental Plane of Water. This is where the heart is located and where the sabre must be taken.

The levels shown on DM Map 4 are the low water marks for those areas. The river is highest in late afternoon and early evening because that is when it receives the largest amount of meltwater. At this time, the lightly shaded areas of the map are under water.

The descriptions of some of these areas will vary with the water level. When it is low, the walls and ceilings of rooms will be wet, showing the high water mark. Areas that are sealed off will be flooded by water from other rooms if the doors are opened at the wrong times.

In general, characters will be unable to move upstream against the current anywhere. This includes any attempts to enter the palace at *area 14*! If a character uses magical means, then he or she might be able to move upstream only during the low water periods. The final outcome is up to you.

Encounter Keys

1. The Road to the River's Heart

(Not on DM Map 4.)

The river remains polluted throughout the journey. Player characters see no signs of life in the river itself and often come across the carcasses of small wild animals near the water. These animals made the mistake of drinking.

If you wish to add action to this journey, PCs may encounter creatures from the Wilderness Random Encounter Table on page

31, or the Seer's misty ghost may haunt them.

During the last few days of the journey the characters enter the region of craggy, snow-peaked mountains. The river now roars through a deep gorge and is no longer the placid waterway it was in the lowlands:

Narrow foot trails follow the gorge on each side, some climbing several hundred feet up the walls, others dropping almost to the level of the raging river. These paths are precarious and nearly impassable for mounted PCs. In many places, they have obviously been cut from the sheer rock.

If the party is mounted, their steeds grow more nervous as the cliffs grow steeper. The horses might halt suddenly, or rear in protest as the trail draws closer to the Heart of the River.

Also during this part of the journey, the characters see many little streams joining the Sabre River. The water in these streams is invariably pure and icy cold. While these streams almost cease to flow at night and into the morning hours, they grow stronger during the daytime. By late afternoon, each is a rushing torrent. This is caused by the alternate freezing and thawing of the high ice fields that are the source of the water.

2. Very Big Birds

(Not on DM Map 4.)

As they near the Heart of the River, the PCs will see a number of huge birds wheeling in the sky overhead. In this mountain region is the lair of an entire host of rocs, having all three size categories.

If characters are mounted, these giant birds attempt to steal a horse whenever the opportunity presents itself. The rocs will not attack characters on foot who remain on the trail. Any characters who try to climb above the trail, however, will be attacked.

The nests of the rocs are on or near the tops of some of the peaks here, and there is a 50% chance they contain 1-6 eggs.

Characters will be attacked first by small rocs, then large, then giant.

Small rocs (3): AC 4; HD 6; hp 28 each; MV 60' (20'), flying 480' (160'); #AT 2 claws/1 bite; D 2-5/2-5/2-12; save F6; ML 8; AL L; XP 275

Large rocs (4): AC 2; HD 12; hp 60 each; MV 60' (20'), 480' (160') flying; #AT 2 claws/1 bite; D 1-8/1-8/2-20; Save F12; ML 9; AL L; XP 1,100

Giant rocs (2): AC 0; HD 36; hp 160, 182; MV 60' (20'), 480' (160') flying; #AT 2 claws/1 bite; D 3-18/3-18/8-48; save F36; ML 10 (no checks when fighting for nest); AL L; XP 6,250

3. Ambush at the Gate

(Not on DM Map 4.)

After the characters have climbed high enough, they go around a bend in the gorge. Read the following description to them.

Ahead is a wall of stone rising high enough to block the sun. From a hole shaped roughly like a heart at the base of this cliff, the black waters of the Sabre River pour forth, angrily chewing at the rocky gorge.

As you look up, many hundreds of feet above you the trail ends. Five large pillars, decorated with a unique pattern of carvings, flank what looks like an opening into the mountains. Were it not in such a wild place, you might think it was the courtyard of some wealthy prince.

The heart-shaped hole is that labeled Area 14 on the map.

If the characters have had any experience with Alphatian ruins (in module CM 1, for example), they will recognize the carving as peculiar to that culture.

After the characters have seen this entrance, a wing of Sabreclaws spies them. The Sabreclaws have been lying in wait in Area 4 and come upon the PCs from above.

Sabreclaws (15): AC 2; HD 5** each; hp 375/wing; MV 120' (40'), 360' (120') flying; #AT 1 claw; D 1-12; Save F36; ML 10; AL C; XP 425 each

The Sabreclaws spread out and attack from all directions. If they fail a morale check, they flee downriver to the Isle of the Seer and do not go back into the ruins.

4. A Welcome in Bronze

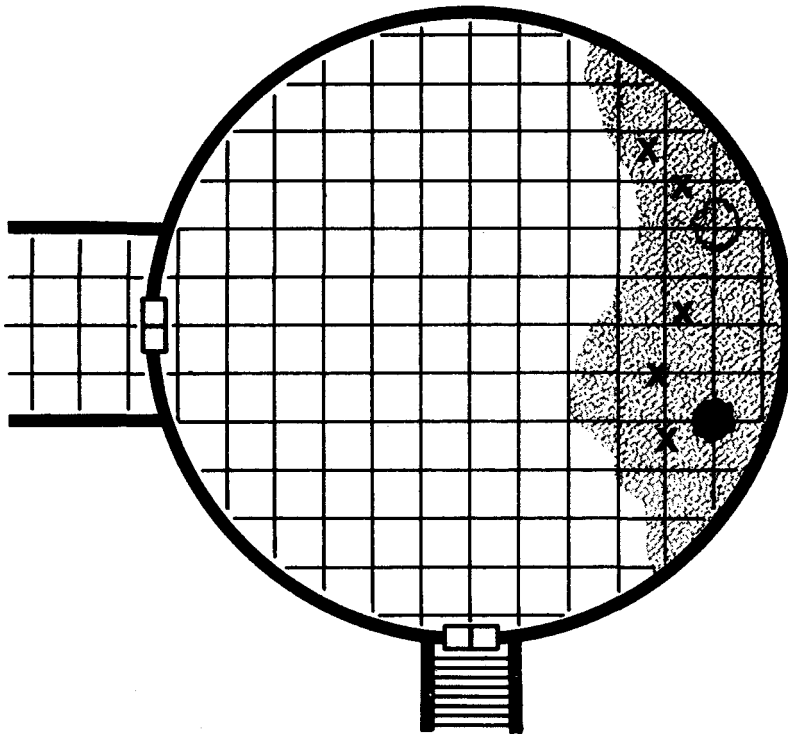
The trail climbs the cliff wall in a series of switchbacks and ends at the entrance to the ancient palace.

When the characters get close enough to make out details, read the following description.





The carved columns you saw from below support the 20-foot ceiling of an entrance into the mountain. Beyond the columns is a large room, the back of which is lost in darkness. The carvings have eroded with the weather and with time, and the place seems to have been abandoned long ago.

Waiting in the depths of the room are six bronze golems. As soon as any intruders get close to the entrance to Area 4, all six of them move to the gaps between the pillars, where they wait to attack.

MAP 4A
(# 6 ON DM MAP 4)



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-  **ELEMENTAL**
-  **TUNNEL IN**
-  **TUNNEL OUT**
-  **DOORS**

ONE SQUARE = 10 FEET

Bronze golems (6): AC 0; HD 20**; hp 90 each; MV 240' (80'); #AT 1 fist + special; D 3-30 + special; Save F10; ML 12; AL N; XP 4,300; SD magical weapons needed to hit, immune to *sleep*, *charm*, *hold* spells; SA 1-10 points extra heat damage inflicted on successful hit, 2-12 points damage caused from liquid fire when skin broken

The golems will attempt to prevent the PCs from getting into their area. As long as some characters are still outside, the golems will hold their defensive positions at the columns. When all of the characters are in area 4, however, the golems will move about, looking for the characters who seem to present the biggest threat.

The golems have no treasure. The only notable feature of the room is a pair of large brass doors leading to Area 5. If tried, these swing silently open.

5. Carrion Crawlway

As the door opens, a chorus of hissing, slithering, and clicking noises greets you. The floor, walls, and ceiling of this darkened corridor writhe with a life all their own, and here and there long, ropelike objects thrash through the air.

As your eyes grow accustomed to the inky darkness, you can see the corridor is 30 feet wide and 20 feet high. The walls are not alive, after all. They are simply covered with huge, centipede-like monsters, each waving eight tentacles from its insectoid head.

Several hundred loathsome and dangerous carrion crawlers slumber here quietly until the door is opened, when they move up and down the walls and across the ceiling and floor in frantic activity.

One will move toward an open door each round that the door is held open. If the door is not closed, the crawler attacks.

The monsters will completely block passage through the corridor, unless a character is willing to be attacked by 3-8 carrion crawlers per round. Remember that each crawler gets eight attacks, and each attack requires a save vs. paralysis.

A carrion crawler will not rush directly at a source of fire, so characters can conceivably form a ring of torches and move through the corridor thus protected.

The monsters' reach is only four feet. Characters levitating or flying through the middle of the corridor will not have any problems. Creative players will think of many

THE HEART OF THE RIVER

more ways to pass through unscathed.

Carrion crawlers (300): AC 7; HD 3+1*; hp 14 each; MV 120' (40'); #AT 8 tentacles; D paralysis; save F2; ML 9; AL N; XP 75

6. Pool Hall

(Use DM Map 4A.)

The brass doors leading to this room match the pair at the other end of the corridor and can be opened in only one direction, into Area 6.

A pool of clear water fills the far end of this large, circular room. A sound like that of wind in the treetops or a rushing stream is coming from somewhere. To the right is another pair of huge brass doors.

Slowly, the water in the pool begins to whirl and churn. Then fountains of spray erupt as though a giant fish were thrashing around in an area much too small for it.

The pool is 10 feet deep. Both the entrances and exits for the water, which is from the glacier melt, are below its surface. The volume of water being added to the river here could not account for all that flows from the heart-shaped hole in Area 3.

If the PCs elect to leave this room by water, they will have a fast but not dangerous ride into Area 7, which is completely filled with water.

The churning of the water is caused by five water elementals. They are the guardians of this place, and will resist any attempts to enter the pool or remove water from it.

The elementals are taking their upright wave shapes. Thus, it appears to observers that five 6-foot-high waves have risen from the pool.

Water elementals (5): AC 0; HD 12; hp 57 each; MV 60' (20'), 180' (60') swimming; #AT 1; D 2-16; Save F12; ML 10; AL N; XP 1,100; SA extra 1-8 points of damage against opponent in water

The elementals are stranded here on the Prime Plane because of the curse, which is only polluting the water of the Sabre River, but is preventing creatures of pure water essence from passing through the wormhole in area 13. They cannot return to their own plane until the curse is removed. While this means that the elementals want to accomplish the same thing as the PCs, this should not be obvious to the characters. If a character is exceptionally diplomatic and able to communicate with the elementals, the information might be gained here. Otherwise, the elementals regard the characters with suspicion

and refuse to let them enter their domains.

Communication with the elementals is possible through *ESP*, a *helm of telepathy*, a *ring of elemental adaptation*, or potions of *speech* or *elemental form*. Attempts at sign language might be successful at your discretion.

7. The Gathering Waters

The exit from area 6 plunges 20 feet to this chamber, which is completely filled with water. The water enters the room through a hole in the ceiling and exits through a hole in the floor on the opposite side of the room. Anything that enters the room with the current and does not propel itself will drift through the room for one turn before being sucked out the "drain" and into area 11.

This chamber is the main gathering place of the elementals at the Heart of the River, since water here is untainted by the curse. These elementals will defend the room from any living intruders, unless they have some indication of the intruders' peaceful intent. For example, if the party arranges a truce with the elementals in area 6, some characters (who can breathe under water, of course!) might be allowed into area 7 for a conference with the leader of the elemental community.

Water elemental leader: AC -2; HD 16; hp 90; MV 60' (20'), 180' (60') swimming; #AT 1; D 3-24; Save F16; ML 10; AL N; XP 1,350; SA extra 1-8 points of damage per hit when in water

Water elementals (12): AC 0; HD 12; hp 55 each; MV 60' (20'), 180' (60') swimming; #AT 1; D 2-16; Save F12; ML 10; AL N; XP 1,100; SA extra 1-8 points of damage per hit when in water

The goal of the water elementals is to return to their own plane, but they will be unable to do this until the curse is removed from the river. Thus, the elementals are quite willing to help any characters from the Prime Plane to get rid of the curse.

To this end, the elementals have been protecting a rare prize in area 8. This prize is an *undersea boat*, capable of taking air-breathing creatures to the wormhole, far under water, in area 13. The elementals will allow PCs near the boat only if they are convinced of the PCs' good intentions, however.

If the characters ask the elementals to accompany them to the Heart of the River, the elementals are reluctant. The polluted water of the river is dangerous to them (see area 13 for details). If the PCs are persuasive, however, they are able to convince the elementals to take the risk.

If the initial encounter with the water elementals is a battle, all of the elementals in the dungeon will soon find out about it. Hostility will obviously make the PCs' task more difficult.

8. Boat Dock

A short channel of placid water connects this room to area 7. A secret door leading to area 12 opens by pushing outward.

You are in a small, circular room, empty except for a piece of driftwood lying on the floor in the center. On one side of the room is a pool of water with ripples that lap the stone floor.

The driftwood log is about 5 feet long and 2 feet wide. It is weatherbeaten and obviously very old.

The piece of driftwood is the *undersea boat* under the effects of a *polymorph any object* spell. The spell was cast by an 18th level magic-user. If a *detect magic* spell is used, the log radiates powerful magic. It may be returned to its original shape by a successful *dispel magic*.

When returned to its shape as an *undersea boat*, the craft is 20 feet long and 8 feet wide, with a draft of 2 feet. (See the D&D COMPANION rules for a description of the abilities of such a boat.)

The words which command the boat are simply translations of "start," "stop," "left," "right," "straight," "submerge," "level," and "surface" in the language of the water elementals. PCs may learn these words from the elementals, if they are friendly. Otherwise, they will need to use a *lore* spell or make a very lucky guess in order to make the boat work.

The *undersea boat* is narrow enough to ride through all of the water passages below area 7 and will drop through water chutes without damage. However, it cannot be propelled upstream. It will easily submerge to the Heart of the River but will not fit through the wormhole.

9. Kings' Hall

This is a room resplendent with color, light, and golden reflections. Mosaic tiles in red, blue, white, and black cover the floor.

Twenty feet overhead are a hundred gleaming ivory tusks. Each tusk is planted base and tip in the marble tile of the ceiling so its curve faces the floor. The light is bright here even in corners.

Five columns of radiant gold divide the



area into two huge chambers. Beyond the golden pillars is a small pool of placid water. No ripple disturbs its smooth, mirror-like surface. Behind the pool are two brass doors.

The room shelters some hidden occupants: two wings of Sabreclaws waiting in ambush. A 10-sabreclaw wing lurks by the pool, out of sight. The 8-sabreclaw wing waits behind the secret door underneath the stairway that leads to *area 6*.

The first wing attacks when the PCs enter the room. The second wing holds back and attacks three rounds later, trying to surprise any characters that have their backs turned.

Sabreclaw wing (10): AC 2; HD 5**; hp 250 for wing; MV 120'(40'), 360'(120') flying; #AT 1 claw; D 1-12; Save F36; ML 10; AL C; XP 425 each

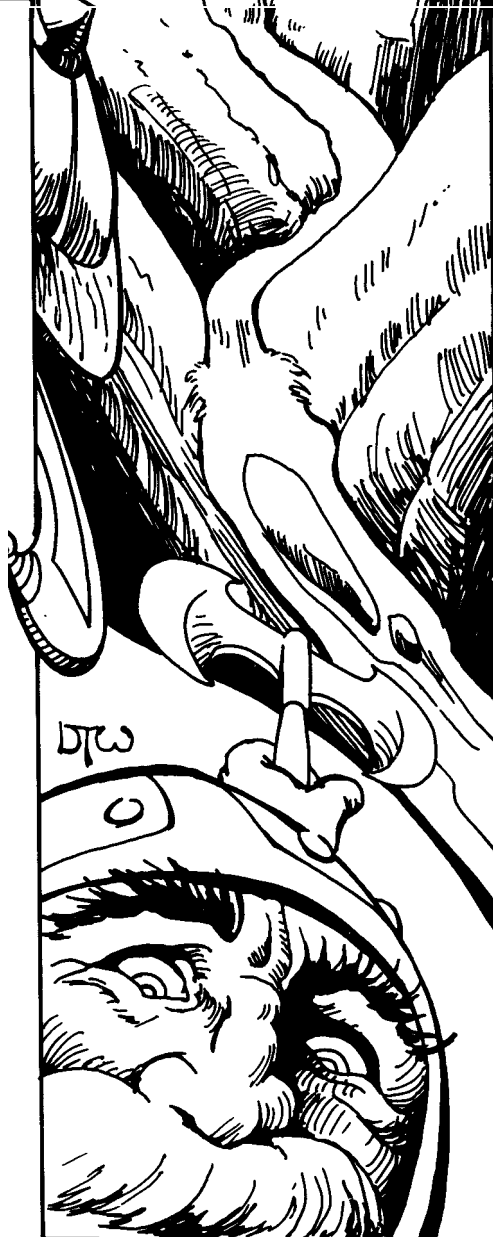
Sabreclaw wing (8): AC 2; HD 5"; hp 200 for wing; MV 120'(40'), 360'(120') flying; #AT 1 claw; D 1-12; Save F36; ML 10; AL C; XP 425 each

The pool has powerful magical properties. Any Sabreclaw touched by water from this pool immediately vanishes, and the wing itself suffers an immediate loss of 25 hp.

The water also acts as a *cureall* for any character or creature immersed in it for one round. If the water is removed from the pool, however, it immediately loses all of its magical properties.

The columns are plated with gold in an amount equivalent to 80,000 gp total. Removing this gold is a time-consuming job, however. On the average, it takes a party of PCs one day to strip one column for a yield of 16,000 gp. Feel free to modify this time for special circumstances, however.

The tusks in the ceiling are worth 2,000 gp apiece, and each may be pried loose in one turn. The character must have some way of reaching the 20-foot-high ceiling to do this.



The tusks glow because long ago they were cast with *light* followed by *permanence*.

10. Alpathian Treasure Vault

The large brass doors to this chamber are sealed with *wizard lock* cast by an 18th-level magic-user.

The room within is lined floor to ceiling with golden ingots. This is one of the main treasure vaults of the ancient Alpathian empire.

Although transporting this much gold will prove challenging, to say the least, the total amount here equals 800,000 gp.

11. Babbling Brook

From a hole in the ceiling of this long chamber, a considerable amount of water tumbles down to rush through a long trench leading to a hole in the floor at the opposite end.

The volume of water is equal to that of a fair-sized stream, about 15 to 20 feet wide and 4 to 6 feet deep. The current is strong enough to sweep someone through the hole at the end of the trench.

Two sets of bronze doors are in the west wall. There is an alcove in the east wall. There appears to be room to walk behind the fall of water pouring from the ceiling.

The hole that the water plunges into leads to a vertical shaft 100 feet long and into the vast underground pool in *Area 13*. Characters dropping down this shaft will land unharmed in the deep water. The *undersea boat* can travel down this shaft without damage.

12. Maze of the Eye Tyrant

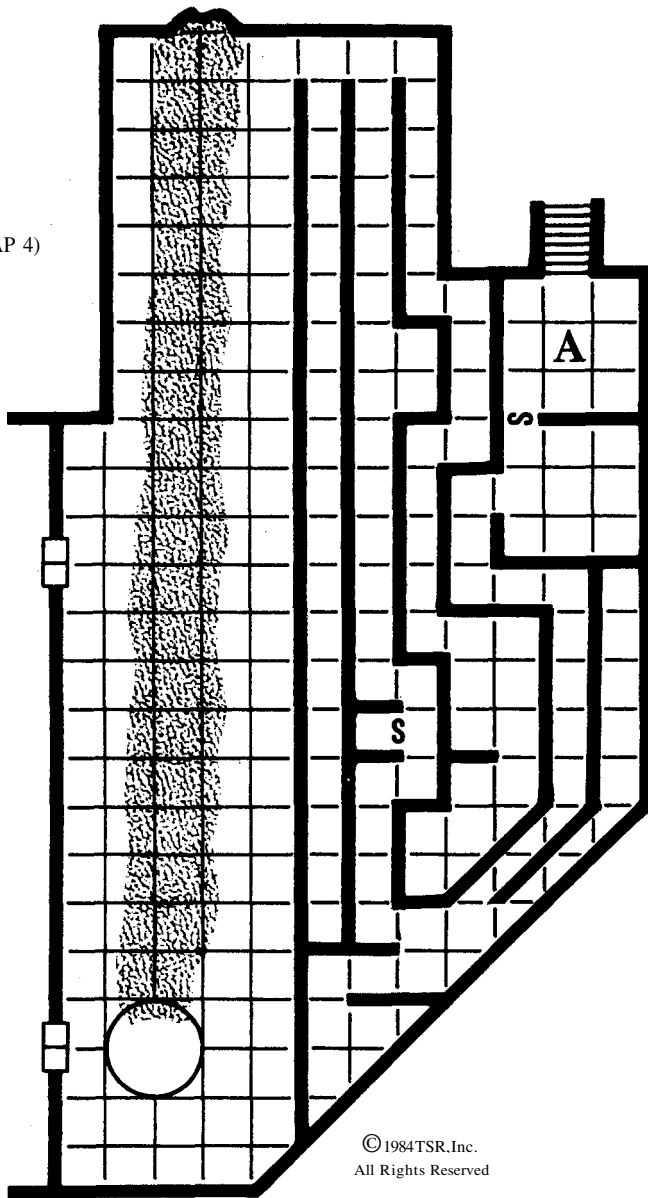
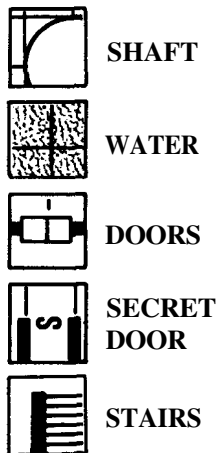
(Use DM Map 4B.)

The maze, including the small room behind the secret door, is empty except for the 30-foot-square chamber labeled *A*. This chamber contains a beholder. The beholder waits just within the room, with its *anti-*

THE HEART OF THE RIVER

MAP 4B

(# 11 AND # 12 ON DM MAP 4)



ONE SQUARE = 10 FEET

magic ray directed to fill the doorway. It will attempt to bite the first character entering the room. As soon as the *anti-magic ray* shifts elsewhere, it will use four of its smaller eyes to attack characters standing in the doorway.

Beholder: AC 0 body/2 central eye/7 eyestalks; HD 11****; hp 50 body/20 large eye/12 each eyestalk; MV 30' (10'); #AT 1 bite + special; D 2-16 + special; save MU11; ML 12; ALC; XP 5100

Special Attacks:

Large Eye: *anti-magic ray*

- Eye 1: *charm person*
- Eye 2: *charm monster*
- Eye 3: *sleep*
- Eye 4: *telekinesis*
- Eye 5: *flesh to stone*
- Eye 6: *disintegrate*
- Eye 7: *cause fear*
- Eye 8: *slow*
- Eye 9: *cause serious wounds*
- Eye 10: *death spell*

Scattered among the rubble, leather fragments, and moldy bones of the beholder's

victims are a number of worn and rusty weapons, two non-magical golden rings worth 10 gp each, a *quill of copying*, and a very battered-looking *pouch of security* that contains *ointment of blessing* in a small box.

Characters will find these items only if they spend some time looking through the trash in the room or use a *detect magic*.

13. The Deep End

Since the current flowing from here to Area 15 is much too powerful to swim against, the only normal means of entry into *area 13* is through the chute dropping from *area 11*. When the characters enter the room through the chute and if at least one can see, read the following description.

The roar of falling water obscures all other sound, and a choking veil of spray spews up from the surface of what is obviously a large body of water. As you struggle clear, you see that you have come through the ceiling of a huge natural cavern 30 feet above.

Fifty feet away, waves wash a rocky shoreline, while in the opposite direction the lake stretches into the distance. The water here is foul-tasting and black—quite unlike the fresh clear water spilling from above.

Characters falling into the lake have a 15% chance of swallowing the polluted water. Roll 1d20 for each character; on a 1-3 they swallow water and must check for results based on the phase of the moon.

If characters say they are making an effort not to swallow the water, there is only a 5% chance they will swallow some on each additional turn (1 on 1d20). If they do not take precautions, they continue to have a 15% chance of swallowing water each turn they are in the lake.

If the PCs look around the shoreline, they will find several long and wide slick spots, as if a creature the size of a small castle has lain there recently. Indentations next to these spots could have been made by huge, slightly dull claws. These are signs of a dragon turtle.

Dragon turtle (1): AC -2, HD 30*; hp 142; MV 30' (10'), 90' (30') swimming; #AT 2 claws/1 bite; D 1-8/1-8/10-60; Save F15; ML 10; ALC; XP 9,000

The dragon turtle cannot use its steam breath under water, so it will attack with claws and bite. It will not attempt to destroy the boat as long as it has a chance to catch a character.



THE HEART OF THE RIVER

If the characters have been persuasive enough to convince the elementals to accompany them, those creatures will have entered through the chute from Area 11. Elementals take 1-8 points of damage per turn that they spend in polluted water, so keep track of the time carefully.

The elementals will be slightly enfeebled by the effects of this water. Although they will fight the dragon turtle along with the PCs, they do not get the 1-8 hit points damage bonus here that they normally receive when fighting in water.

Without magical aid, characters will not be able to make it to the bottom of the lake. However, if they have magical aid, such as the *undersea boat*, they may travel normally. Remember to check for swallowed water!

As the PCs go deeper into the lake, tell them of a monstrous shape swimming just beyond their vision. They might see a huge, slowly moving shadow or feel turbulence cre-

ated by the passage of some large body. In other words, build suspense without letting them catch sight of the dragon turtle yet.

The lake is 200 feet deep, and at its bottom beats the Heart of the River. The Heart is a 4-foot-diameter hole in the lake bottom. Characters who roll their wisdom or less on 1d20 will figure out that this is a wormhole from the Elemental Plane of Water.

A strong current of water comes out of this hole. Also visible here is the source of the general's curse and the reason for the pollution in the Sabre River.

A bizarre growth has attached itself to the edge of the hole. It looks much like a sponge, except that it is much larger, black, and slick, and seems to radiate a sense of evil. The growth pulses with a rhythm much like that of a giant beating heart that suffers sickness and decay.

From this growth, streams of inky black liquid are released into the water as it flows from the hole.

If the growth is removed, the Sabre River can run pure once again, but the only weapon that can affect it is the sabre. In order to remove the curse from the wormhole, the growth must be hit five times with the sword. The growth is AC 0.

While the characters are attempting to remove the curse, the dragon turtle arrives on the scene and attacks.

14. Out and Away

Near the chute in area 13 is a tunnel through the mountain created by the river itself. Characters can use the *undersea boat* to swim with the current to where it leaves the mountain in area 14.

ENDING THE ADVENTURE

If the Sabre is Taken

The curse will return unless the sabre is left in the scar on the wormhole. The sabre should communicate this information to the players.

If the players are reluctant to part with the sabre, it attempts to wrest control from its wielder. If it can, it compels the character to leave it in the scar. If it fails, the curse returns.

One to six days later, the curse has become strong enough to again pollute the river. The same symptoms of the curse return, and the same method must be followed to remove it.

The Seer will regain a new body, and although he will not necessarily return to his island, his presence will always be tied to water and poison.

If these things happen, you will have to take control of the campaign. You might require the players to undertake an extra quest of some sort in order to make up for their failure, especially if that failure was caused by their greed. On the other hand, you might decide that they have learned their lesson, and allow them to return to the Heart of the River and leave the sabre.

If the PCs refuse to be heroes, powerful NPCs will send powerful agents to acquire

the sword by whatever means are necessary and put an end to the curse.

If the Sabre Does Its Work

If the curse is removed, pure water once again spurts from the wormhole, and soon begins to clear the befouled lake. There is no more danger from swallowing the water. Within a day, the underwater lake will be clear. A day later, people downstream on the Sabre River will see a noticeable improvement in the water quality. A full month will pass before the river is completely clean and back to normal.

As soon as the curse is removed, however, all of the dangerous effects from drinking river water vanish. The creatures that have been *charmed* by the effects of the water will fall into a deep sleep, awakening 1-8 days later. Those which are sentient will have no knowledge of what happened to them during the intervening period.

The water elementals quickly enter the wormhole, eager to return to their plane. If the PCs and elementals have worked together, the elementals pledge to return the favor at some point in the future. This pledge means that the PCs can summon a water elemental from the waters of the Sabre River by

nonmagical means. Summoning will work only once and will bring a 10-HD water elemental from the river in 1-4 turns. The elemental will perform one task for the PC but will not spend more than a week doing it. The player character must actually stand in the water of the river in order to summon. All he or she need do is call aloud the phrase that the elementals give them before departing.

Continuing the Campaign

The king will take careful note of those characters who saved the Sabre River from the curse. If adjacent land is available, characters may find their dominions expanded by a hex or two as a reward. The status of the PCs at court is also increased.

Of course, other NPCs may not be happy about all the glory and publicity. If sufficient jealousy is aroused, villainous types might take action. A blatant attack would be too obvious, so it is more likely that they would frame the PCs or cause a scandal.

There is a chance that some other creature or NPC might remove the sabre from the Heart of the River and allow the curse to grow again. You may wish to work this into your campaign a few game years in the future as another adventure for the PCs.



WILDERNESS RANDOM ENCOUNTERS TABLE

This table is for the wandering monsters in the wilderness area surrounding the Sabre River. Roll 2d10 once during each day of traveling. If the party passes through a hex that is next to the Sabre River, add 10 to the dice roll.

Some of the encounters are not worth playing out in detail. For example, a bear doesn't have a chance against a party of companion-level PCs. However, the bear's behavior may give the PCs a clue that the creature is charmed.

Dice Roll	Creature Encountered
2-8	No encounter
9	1-20 Traders*
10	10-40 Brigands
11	3-30 Animals in herd
12	4-24 Giant ants
13	1-6 Panthers*
14	1-4 Grizzly bears*
15	10-60 Orcs
16	2-8 Harpies
17	1-6 Dryads*
18	2-12 Werewolves
19	1-3 Insect swarms**
20	2-16 Griffons**
21	1-6 Wyverns**
22	10-40 Brigands**
23	Grab grass**
24	1 Gargantuan crocodile**
25	1 Gargantuan insect swarm**
26	1 Gargantuan troll
27	1 Odic
28	1-3 Giant black widow spiders**
29	1 Gargantuan ogre**
30	1-6 Wyverns

* 25 % chance creature is charmed

** creature is charmed

NONPLAYER CHARACTERS

The Seer

Strength	10	Dexterity	10
Intelligence	18	Constitution	10
Wisdom	10	Charisma	Varies
Armor Class	-6	Hit Points	Not Applicable

Immunities

1. The Seer is immune to any form of damage. Since he doesn't really exist, he can't take damage.
2. Only *wish* spells cast by magic-users of 32nd level or above can affect him.
3. Since the Seer is not an animate object, all spells and spell effects do not directly affect him. For example, a *fireball* does no damage, but he cannot see someone who is invisible, because an *invisibility* spell affects the caster, not the one who sees him.

Abilities

1. The Seer can use the senses of any creature that has been *charmed* by drinking Sabre River water. The Seer also has a degree of telepathic control and can request actions. There is a good chance the request will be honored.
2. The Seer can *teleport* seven times a day to anywhere on his island as the 5th-level spell. He has memorized the entire island in detail.
3. The Seer can use *telekinesis* to move weight equal to that of a normal man and his equipment once per round.
4. When holding the sabre, the Seer attacks and saves as a 20th-level fighter.

Limitations

1. The Seer is incapable of attacking anything directly unless he is holding the sabre.

Centuries ago, an Alphatian general was charged with preparing the land around the Sabre River for colonization. However, Alphatia did not send him enough supplies. As he lost battle after battle, his forces dwindled, until finally he was backed up to the banks of the river. After hours of furious fighting, he was the only Alphatian left standing.

Holding his magical sabre aloft, the general called down a curse upon the land and, as he did so, a bolt of lightning struck him and cut the sabre in two.

The Seer is not a living being, but the animation of that curse. He exists only to carry out the destruction of all civilization in the area.

Cutter

Sabre (<i>sword</i>)	+5
Alignment	Lawful
Intelligence	12, speech

Abilities as Sabre

1. The sabre can attack by itself and move through the air as if flying.
2. The sabre can locate all secret doors within 10 feet up to 3 times per day.
3. The sabre can read magical writings and scrolls.
4. The wielder can inflict 4 times the normal damage for 1-10 rounds once per day.
5. The sword can detect all types of gems within 60 feet by pointing itself in that direction.
6. Only the sabre can destroy the Seer.
7. Only the sabre can remove the growth from the Heart of the River and stop it from growing back.

Cutter's real name is Erbas, adopted son of Korse. As an infant, he was found on the banks of the river. Cutter is really the *polymorphed sabre* of the Alphatian general, created by the lightning that cut the sabre in two.

Cutter is unaware of his true nature. He does not know he is a sabre or that he has the power to stop the curse. All he knows is that the curse does not seem to be able to affect him.

As a boy, Cutter has the same abilities as the sword, with a few alterations. He can move and attack by himself, but only on foot and with his fist or a hand-held weapon. He cannot do extra damage.

Cutter can find secret doors as the sabre can. However, he doesn't always think to tell his friends what he sees. When they are not looking, he might pass through the secret door.

Cutter can read magic and detect gems just as the sword can.

Cutter is immune to any aspect of the curse. If a creature is under the influence of the curse, it cannot affect Cutter in any way. All traps set by the Seer have no effect. If he is ever killed in some unforeseen way, such as by an uncharmed creature, he rises again in 24 hours.



NEW MONSTER

Sabreclaw

Armor Class:	2
Hit Dice:	5**
Move:	120' (40'), flying 360' (120')
Attacks:	1 claw
Damage:	1-12
No. Appearing:	1-100
Save As:	Varies, see below
Morale:	10
Treasure Type:	D
Alignment:	Chaotic
XP Value:	425

Special Defenses

1. Immune to 1st-3rd level spells.
2. Always perceive as if a *truesight* spell is cast upon them.
3. Immune to all types of poison.

4. Limited *ESP* gives them +4 to all attacks.
5. All members of the same "wing" share hit point pool.

Sabreclaws are large, hairy, flying creatures magically created from the befouled water of the Sabre River with a series of high-level magic-user and clerical spells. Their fur is a slick, greasy black and their wings are hairless and leathery, like a bat's. Their eyes glow feverishly red. The right "arm" of a Sabreclaw ends in a large bone extension that resembles a sword.

Sabreclaws are created in "wings" of 1-20 individuals. To hit, each individual functions as a 5 HD monster. For hit point totals, however, the wing is considered as 1 monster with 25 hp per individual. None of the members of the wing can be slain until the entire wing is killed. Thus, a wing of 8 Sabreclaws has 200 hp. The entire wing dies when damage equal to 200 points has been inflicted on its members.

Because of their origin, these creatures are hard to affect with magic. They are completely immune to 1st-3rd level spells both from clerics and magic-users. Their saves against higher-level spells are determined by the total number of hit dice in the wing. Thus, an individual from a wing of 5 sabreclaws saves as a 25th level fighter. Also, because of their origin, Sabreclaws are immune to all types of normal and magical poisons.

The creatures possess a limited telepathic ability, allowing them to anticipate slightly the actions of a foe. This accounts for their relatively low armor class and +4 bonus to all "to hit" rolls.



Companion Game Adventure

Sabre River

by Douglas Niles and Bruce Nesmith

You are a guest of the count, one of your allies and the strongest man in the region. Your sojourn has been pleasant, a nice change after weeks of battle. Suddenly the courtyard below your window is filled with the noise of galloping horses. More guests?

You yawn as you look out. But these people arriving look more like tax collectors than guests. You decide to give your attention to something more interesting, like dinner.

Relax while you can, friend, because these new arrivals are about to lead you to a crimson sailor, a cozy Tower of Terror, and a river with an aching heart.

Sabre River includes a complete campaign setting, new NPCs, dungeon and wilderness encounters, and a mysterious story.

This adventure is for use with the DUNGEONS & DRAGONS® Companion set, which complements the D&D® Basic and Expert rules. This adventure cannot be played without the D&D® Basic, Expert, and Companion sets produced by TSR, Inc.

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