

R-4

FOR ADVANCED
DUNGEONS & DRAGONS® Games

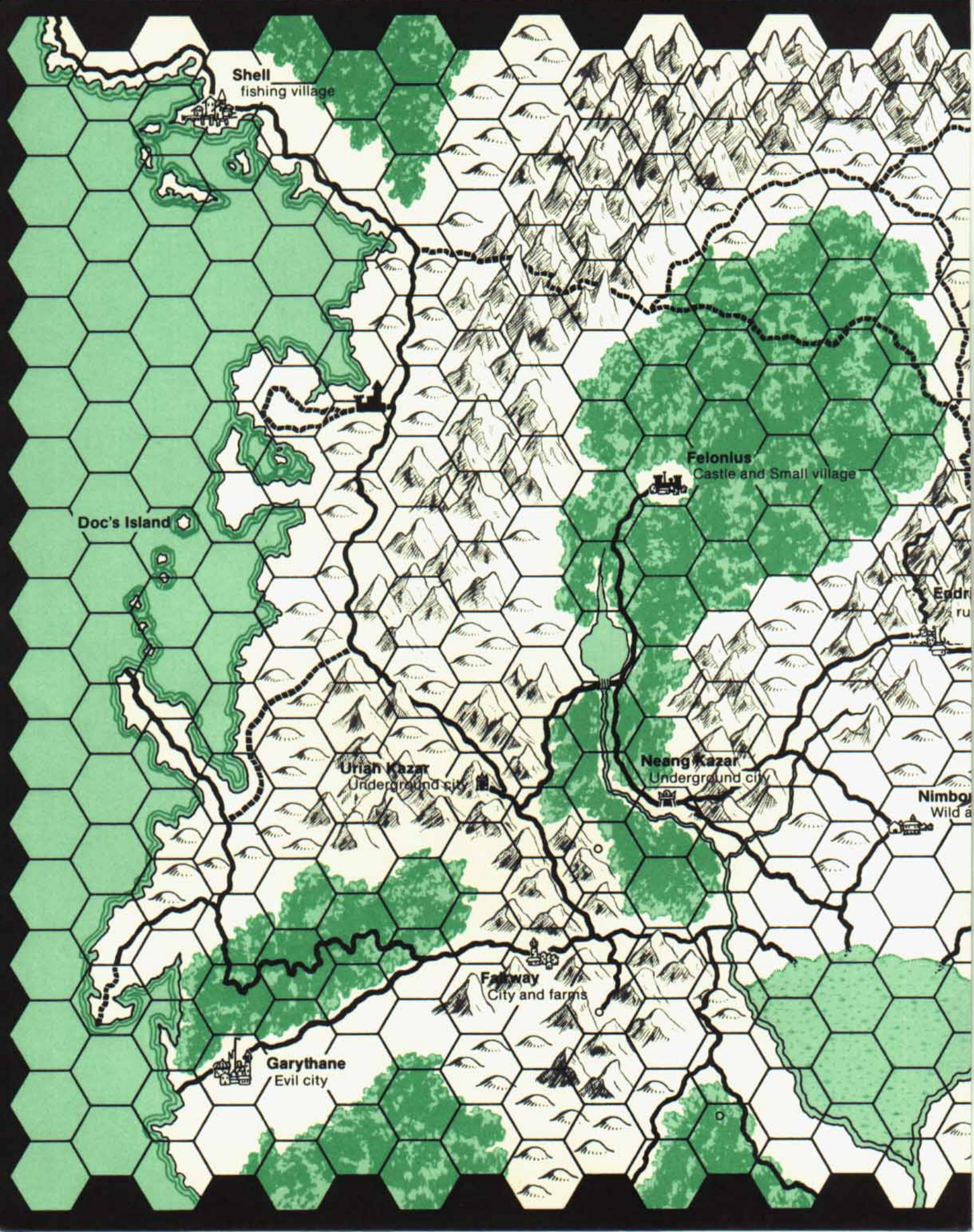
DOC'S ISLAND

by Frank Mentzer

An RPGA™ AD&D® Module with 5 characters, levels 6-10
Epilogue to module R-3 THE EGG OF THE PHOENIX



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Shell fishing village

Doc's Island

Felonius Castle and Small village

Uriah Kazar Underground city

Neang Kazar Underground city

Nimbor Wild a

Fayway City and farms

Garythane Evil city

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PREFACE

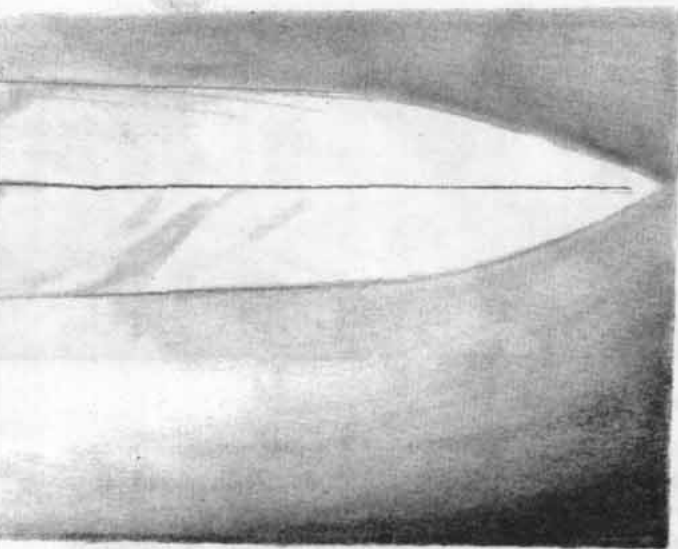
If you're reading this, you're probably an RPGA™ member. Welcome! As you were willing to pay for a chance to enjoy better games and a better world of hobby gaming, you are more serious about role playing games than the average AD&D™ game player. We're trying to return the favor by (among other things) producing the top-quality tournaments and products you deserve.

Read the notes carefully. RPGA tournament modules are like no others. This adventure was designed for maximum entertainment, and top-quality AD&D

role playing. It was not designed to be scored; it is merely a framework within which the players demonstrate their role playing abilities. It is ideal for inclusion in an AD&D game world of your own.

We recommend you use the given characters, but almost any character of the given level can prosper here—if the player has enough wit and courage to meet the challenges. Keep a stout heart and keen mind, and may you make all your saving throws!

Frank Mentzer



TOURNAMENT PLAY

The players may take as long as necessary to review their characters and compare equipment, spells, and so forth, but there is a time limit to the event. At the end of the time allowed, have the players fill out their evaluation sheets while you fill yours. Then collect the sheets and return them to the Tournament Director. The winners' names will be posted. Before the play begins, the players may use the AD&D **Dungeon Masters Guide** to check details on magical items possessed by their characters. During the game, however, the players may only use the AD&D **Players Handbook**. Miniature figures, hex sheets, and so forth are also permitted and often helpful. Items not permitted are the AD&D **DM Guide**, AD&D **Monster Manual**, and reference works other than the AD&D **Players Handbook**.

Read the module before running it. If you understand the general flow and background, you should be able to run any part without many problems. And relax . . . the best three players in your group will continue, whether you're slower, faster, better, or worse than the other DMs, and regardless of how far the group actually gets. These adventures are a framework within which the players will demonstrate their ability.

This is not a race; this is a role playing game. If you have any problems understanding anything in this adventure, please ask the Tournament Director, preferably during a Briefing or Debriefing session.

TOURNAMENT SCORING

After one player reads the Player's Background aloud to the other players, give them their Character Summaries. At the end of the round, the players and Dungeon Master will vote to determine the winner. The DM has more votes than the players. Considering knowledge of rules, role playing ability, and cooperation between players (not characters), vote for the three best players in your group.

ABBREVIATIONS

General Notations

AC	Armor Class
M	Movement rate, in "Inches" (yards outdoor, feet indoor)
HD	Hit Dice
hp.....	hit points
#AT	Number of Attacks
D	Damage
THAC0.....	Base roll needed To Hit Armor Class Zero
STs.....	Base Saving Throw vs. Spells
MR	Magic Resistance
d.....	die (used to indicate type; 2d6 means two six-sided dice)
@	Each or apiece, as in "12hp@"

Alignment Notations

LG	Lawful Good
LN	Lawful Neutral
LE.....	Lawful Evil
N	Neutral (True)
NG	Neutral Good
NE	Neutral Evil
CG	Chaotic Good
CN	Chaotic Neutral
CE	Chaotic Evil

Spell Notations

C	Casting time
R.....	Range
DR	Duration
r	rounds of time, each one minute long
s	segments of time, each six seconds long (10s = 1r)
T.....	Turns of time, each 10 minutes long (10r = 1T)

Size Notations

Sm	Small
Med	Medium
Lg.....	Large

FORMAT

The way the information is presented in the encounter keys is standardized, and runs like this: Monster, #Appearing, AC:#, M:#, HD:#, hp:#@, #AT:#, D:#/#/#, THAC0:#, STs:#, MR:#, ALIGNMENT, Size; notes). Spell format is: **Spell Name** (C:#, R:#, DR:#).



DUNGEON MASTER'S HISTORY

The following is provided for the DM's interest in historical background for Campaign play. It is not intended for use in Tournament play.

This adventure takes place on the planet Oerth, in a small territory about 5,000 miles east of the continent known as Oerik. Man lives here in a state of chaos, somewhat different from the societies found in other lands. (See the *WORLD OF GREYHAWK™* Gazetteer and the regional map, on the inside cover, to best understand the following details.)

Early History

In eastern Oerik, some small but farsighted groups living near the Gull Cliffs in 450 O.R. (Oerid Reckoning) developed skill in marine travel. These people were mixed stock, Oerid and Flannae, and part of the newly formed kingdom of Aerdy. They proved to be exceptional; other Aeradians were indifferent sailors. These persistent "Aquaeradians" sent out two major seafaring explorations, and both successfully returned with news of a land far to the east. Although not fruitful for trade, the land seemed ideal for colonization.

Disenchanted by a warlike turn of events in their homeland, most of the Aquaeradians left Aerdy by sea in 522 O.R., migrating eastward across the Solnor Ocean. Those who remained became the ancestors of the Sea Barons of the Great Kingdom.

The migrating Aquaeradians found survivors of the earlier expeditions near Arrowhead Bay, who related fantastic tales of monsters, demi-human wars, and hordes of dragons. Unfortunately, the shelter of the nearby peninsula was home to many green dragons, who had eaten most of the early settlers.

The bulk of the explorers settled in a pleasant valley southeast of the peninsula. They found an ideal riverside location a few miles inland and built their first real town on the continent, naming it Garythane after their last benevolent ruler, whose ship was lost in the three-month crossing.

Settlement Growth

Blocked by dense woods to the north and south, the human settlement spread east, following the Greencourse river. A second major settlement, Fair Passage, grew in a mountain gap, and commerce began between the two towns.

Of the demi-human natives, the elves were the first to greet and deal with the humans settlers—over a century after the first landings in 645 O.R. Many elves lived in the Dark Woods south of Garythane, only a few leagues from the town. A strong friendship developed, due mostly to the tactful expertise of one John Delaric Asperman V.

Fair Passage was soon visited by the dwarves and gnomes, and a peaceful and mutually beneficial relationship developed, again due to the talents of John Asperman. But the dwarf-elf relationship was poor; skirmishes were common, and even open warfare took place on occasion. (The root causes of the conflicts seems to have been sheer ethnocentric chauvinism.) The animosity produced a regional atmosphere of constant tension.

The gnomes made several attempts to calm their aggressive cousins, but to no avail. A Great Conflict was foreseen, and the gnomes retreated into their own realms and defensively proclaimed their neutrality in the conflicts. They began trading with the human settlements, building their nonpartisan position into a small but thriving commercial empire.

Meanwhile, the human population stabilized and turned their attention to social improvements. The original militocratic government had evolved into a confederacy of syndics, thanks in part to the commerce with the gnomes. But the people preferred a monarchy, an ancient and common custom of Oerid. An obvious candidate was available, and in the spring Needfest of 658 O.R., the elitist business syndicates were relegated to the marketplace, and the famous John Asperman was appointed King John the First.

The Age of Kings

After the return to monarchy, a new system of dating was instituted to eternally commemorate the royal occasion. The year 659 O.R. was declared to be Year One of John's Rule (J.R.).



As humanity spread, other humanoids were found—evil creatures of a hostile disposition. A series of battles with goblin and orc hordes succeeded in driving the monsters south; Evil all but disappeared from the region. The dwarf/elf skirmishes lessened, thanks again to the counsel of King John, and peace (of a sort) came to be the normal way of life.

Another demi-human race was discovered, the halflings. These manlike, woodland folk seemed to be closely related to humans, although of short stature. A naturally friendly people, they were welcomed, and introduced many fine delicacies to the human diet.

King John I (The Founder) begat four sons, continued his work, and eventually died in 78 J.R. at the age of 112. His remains were entombed in a great mausoleum in Garythane, and were later moved to a special temple about 15 miles to the north.

John's eldest son became King John II, and he assiduously continued his father's work. A huge river had been discovered to the east, and the thriving town of Bankspret grew in the fertile plains of the river's main fork. The King himself moved to Bankspret, and began an era of construction. At the opening ceremony of the year-long Centennial Celebration (100 J.R.), Bankspret was renamed Empyrea (em-PEER-ee-ah), and proclaimed capital of the realm.

King John II (The Builder) was responsible for several other noteworthy achievements. Under his guidance, plans were made for the construction of several great castles, using many resources and services of the demi-human races. The King also had a bizarre obsession with the black arts of Technology, and was often heard raving madly about great roads, bridges, and power sources. He was a skilled ambassador and greatly loved, so his quirks were politely tolerated.

A massive public works project began by King's edict. A huge bridge was designed to span the wide Ruling River, for ease of westward travel from the capital. A network of broad, flat roads was planned and begun. So lengthy were the tasks that, after several decades, only the first shades of what were to become the Greatroads were in evidence. When John II died in 148 J.R., only a third of the Bridge was completed.

King John III, grandson of the old King, assumed the throne at the age of 17. He reluctantly decided to finish his predecessor's odd projects, as the benefits of

reliable transportation were already becoming quite noticeable.

The boy King left Empyrea with his personal guard, and went to live with the demi-humans. He learned much in the decade he spent among the elves, dwarves, and gnomes, but did not spend much time with the halflings, finding them rather hedonistic and unconcerned with matters broader than themselves.

The remarkable actions of John III earned him the title The Wise, and resulted in the Pact of Neutrality in 177 J.R., signed by the King and the rulers of all the demi-human races. This document was essentially a combined treaty and statement of alliance, and peace returned to the realm.

This peace came at a most opportune time because Evil returned from the south in 179 J.R. The banished goblins and orcs brought strange companions—and lycanthropy, thought to be a mythological affliction, appeared for the first time. Other legends came to life. The Creatures of the Night appeared, bane of the demi-humans (who had few clerical powers). These common threats helped to further unite the human and demi-human races.

After a long series of costly battles, the Evil powers were checked; they remained, but furtively lurked in the hills, mountains, and old ruins. The peaceful towns were forced to build defensive walls, and a paranoid atmosphere spread quickly.

The reign of John III (The Wise) also saw the completion of the seven Castles of Rulership. Spaced widely throughout the realm, these remarkable buildings were made with a blend of magic and technology. Each was identical to the others in physical appearance, and each was enchanted to stand for a millenium. The King's sons and brothers were declared Princes and seated in the castles to rule the provinces of the realm.

King John III became ill in 199 J.R., at the age of 68 (quite young, considering his long-lived predecessors). He became reclusive and scholarly, and left the routines of Empyrean rule to his wife, brothers, and sons.

In 203 J.R., the King summoned his eldest son for a secret conference on his deathbed. One eavesdropper was found afterward, totally mad. By the coronation ceremony that evening, the new King's hair had turned completely white.

This King seemed to possess a blend of all the skills of his ancestors. He married a half-elf, mixing the

royal blood with demi-human and cementing elf/human relations for all time. He dedicated the newly completed Emypreal Bridge, and traveled the wide, smooth Greatroads, visiting all the Ruling Castles and making widespread public appearances. But he also encouraged his people to fortify and prepare for a coming era of Desolation and Conflict. This news was not well received, and was often heeded only in a token fashion to placate the King's whims.

The Great War

In 231 J.R., the capital was horrified by the news that a vast Evil army was gathering to the south. After initial skirmishes, it became increasingly obvious that the Evil powers cared little for the haphazard resistance of the militia and elven guerrillas, often destroying whole towns with almost careless ease. Their thrust was aimed at Emyprea, now the source of the realm's power.

(Scholars currently believe this development to be somehow connected to the Age of Great Sorrow in Oerid. The beginning of that period, in 857 O.R./199 J.R., occurred four years before the crowning of John IV—or at the exact time of the illness of John the Wise. Such coincidences are unlikely.)

The Evil offense was patient. Over a five-year period, it slowly pushed northward, until it finally reached the gates of Emyprea. The King foresaw the obvious, and summoned the other Princes to the capital for advice on the siege to come. Before leaving his northern outpost, the King's brother, Prince Harl the Strong, left strict and specific instructions for defending the city of Northending.

The Brewfest of 236 J.R. saw little to celebrate, in light of the War, and the King's older brother, Merrin of the Sea, was yet to arrive from the northwest coast. The autumn festival began as usual, but was interrupted in the second day by a massive Evil onslaught, which crashed through and encircled the capital. The King withdrew his outlying forces, and the siege began.

Incredible displays of magical power highlighted the engagement, as both sides demonstrated their prowess in the arcane arts. But the huge town wall, enchanted like the Ruling Castles, held steadfast.

Both sides held their ground for more than three years. The sad conclusion to the siege is well documented.

On a dark summer day in 240 J.R., a mighty storm approached from the southlands; the clouds seemed to form huge, monstrous shapes. As night fell, the High Council met to develop plans of magical resistance. Several spies were sent from the city, leaving by secret underground tunnels to infiltrate the masses of Evil outside the gates. At midnight, an earth-shaking roar and a blinding flash struck; the lights of the city disappeared.

Dawn echoed with the cheers of the Evil armies, as the former capital city seemed to be—gone! The

hordes looked upon a huge marshland. Not a trace of Emyprea remained.

With the sudden disappearance of the last stronghold, the Evil masses overran the continent. Only Northending, of all the cities and towns, remained untouched; the wise advice of Prince Harl was heeded, and the town fought off every Evil onslaught.

The Dark Years

Over the next century, the Evil control weakened as it fell prey to its own nature. The human and demi-human survivors of the Great War gradually replenished their numbers, hiding in the northern mountain ranges and southeastern forests. The Evil rulership crumbled from within, and a few large battles resulted in another balance of Good and Evil powers. Towns were rebuilt from the ruins, but the Magical Marsh, site of the legendary Emyprea, remained untouched. Brave explorers who entered the 500-square-mile swamp were repulsed by fearsome monsters.

Little remained of the impressive Emyprean constructions. The Greatroads were nearly indestructible, but had degenerated into overgrown paths. The Ruling Castles had been sacked by the Evil powers, and only their enchanted shells remained. Of the Emypreal Bridge, only a few scant, burnt pilings protruded from each riverbank, a faint memory of this once great example of man's achievements.

The years passed slowly. The barbarous state of existence and constant fighting of Evil took its toll on the human and demi-human peoples, and the individual towns never again united under a King's banner.

The Riddle

A legend remained, founded by the last Emyprean spies and retold by the few people who cared for old lore. It was said that "There shall come a man who is not a man, who shall return the age of man. He shall find the golden key, open the lock that cannot be opened, and return the splendor and glory that was Emyprea, to rule forevermore."

Recent History

In the year 524 J.R., a trio of adventurers came upon a young blue dragon. The trio gained control over the dragon, and they sold it to a nearby town. The dragon's frantic parents enlisted the aid of their green kin to free the young one. At dawn, a phalanx of green dragons passed over the town, breathing as they came. The rescue attempt was unsuccessful, but the activity excited the green dragons, who had become lethargic and had forgotten the joys of destruction.

The green dragons allied themselves with powerful humans of the same alignment, and began an extortion scheme, threatening the human and demi-human towns with an unkind fate unless vast sums of money were

paid. This event is noteworthy because it is the first real sign of organization in over two and a half centuries. As there was virtually no unity among the Good creatures, this alliance quickly gained power. The only organized opposition came from the town of Northending, bastion of Law and Good.

The Evil leaders, aware of the problems inherent in Chaotic alliances that caused their demise centuries ago, invited only Lawful beings to join their cause. When some towns preferred unconditional surrender to extortion, they were quickly accepted and reorganized. The few towns depopulated by the dragon raids were reoccupied by the Evil forces.

The Evil hierarchy moved their headquarters to the castle ruins a few miles north of Garythane, unaware that it was once the holiest shrine of the Empyrean realm. Goblin and orc towns were built in the northern hills. Although the nearby town of Fairway paid the ransom without question, it housed considerable magical powers as well as great riches. The Assassin's Guild was engaged to remove the town's protectors, and the dragons moved in again. With a few deft troop movements, the Evils then seized all lands west of the Ruling River.

The Northending Elders began plans for the eventual defense of the known world, and discovered a covert alliance of Neutral creatures. This Neutral Alliance was organized but not bureaucratic, and had amassed the largest reserves of magical power and items since the disappearance of the capital city.

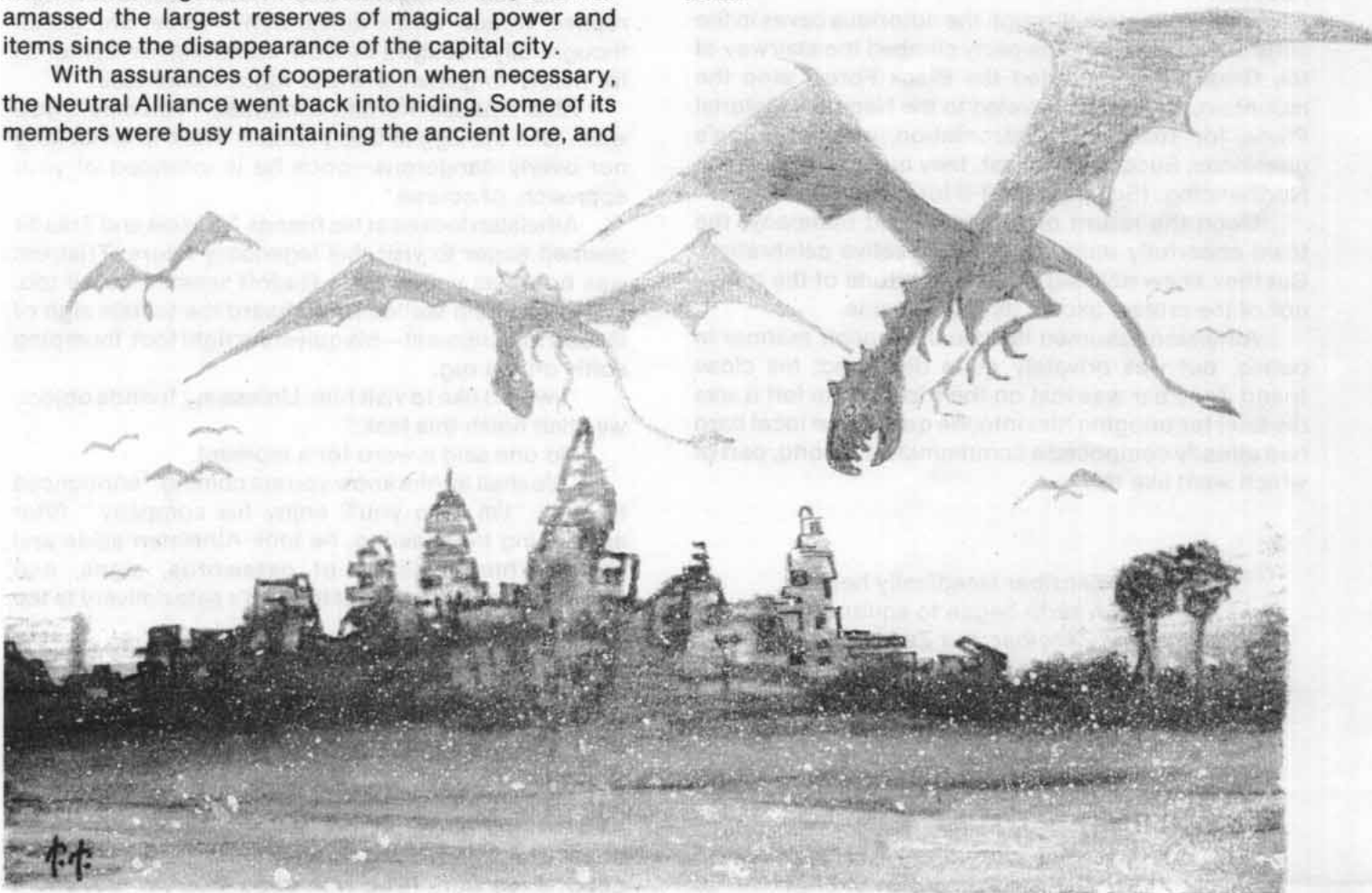
With assurances of cooperation when necessary, the Neutral Alliance went back into hiding. Some of its members were busy maintaining the ancient lore, and

the resources of the Bard Colleges were made available to the High Council of Northending.

The Evil powers began assembling for a move against Northending in 550 J.R., before the town Elders had completed their preparations. A stopgap measure was needed. The Elders found a volunteer, a magic-user named Felonius, and helped him establish a stronghold on the expected Evil route. The ploy was successful, and the Evils were repulsed with heavy losses. A town was built around the stronghold, and named for its founder.

At present (565 J.R./1223 O.R.), the Evil armies are gathering for the attack. The Northending leaders expect it within two years. In preparation, they maintain communications with the Neutral Alliance, and keep their own secret ruler (a remarkable human known only as Doc) informed of all details. Doc maintains a secluded base on an island off the west coast. Some people believe he had witnessed the disappearance of Empyrea; he is definitely over 150 years old.

The Evil rulers have apparently rediscovered some of the powers lost after their previous reign, and might be capable of overcoming the combined forces of Good and Neutrality. Some Good leaders think their only hope for survival is to concentrate on a search for Empyrea itself, and lorists are studiously analyzing the ancient riddle and their yellowed records to find more clues.



PLAYERS' BACKGROUND

The following Background is divided into three parts. For Tournament use, all three are used. In Campaign play, the middle section is replaced by an overland wilderness journey. Remember to return to the third part of the Background after that trip is completed.

The lonely town of Northending was built centuries ago on the face of a large mountain. Its defenses—the precarious path to the gates, and the stout walls at the town's edge—have preserved this bastion of law and goodness for many years, despite the occasional passing shadows of war. It is the last outpost for adventurers heading north, a final source of supplies and entertainment for those on their way into the uncertain futures of the northern wilds.

The paladin Athelstan arrived in Northending nearly a month ago, and conferred with the town fathers throughout a Sevenday of feasting and celebrations. He gathered a party of powerful adventuring friends at the request of the Council of Five, and secretly set off to rescue the fabled artifact known as the Egg of the Phoenix.

After a hard trek through the notorious caves in the cliffs above the town, the party climbed the stairway of the Great Pit, penetrated the Black Forest atop the mountain, and finally traveled to the Negative Material Plane for the final confrontation with the Egg's guardians. Successful at last, they quickly returned to Northending. (See module R-3 for more details.)

Upon the return of Athelstan and company, the town cheerfully initiated another festive celebration. But they knew nothing of the magnitude of the quest, nor of the artifact except its fabled name.

Athelstan assumed his usual debonair manner in public, but was privately quite disturbed; his close friend Zanzibar was lost on the trip, and he felt it was his fault for bringing him into the quest. The local bard had already composed a commemorative song, part of which went like this:

And Zanzibar steadfastly held
When earth began to squirm;
And Zanzibar, our Zanzibar
Did fight the Purple Worm.
Our Zanzibar then wrestled it
And rode it to the ground.
But Zanzibar, our Zanzibar
Was never to be found.

(The 1st level Bard was new at composing songs.)

The others argued quite reasonably that it could have been any of them, but Athelstan was inconsolable. Recognizing this behavior as "one of those paladin things," the group left him to quiet his own conscience.

Once again at the Silver Crescent (the famed table around which the Council of Five meets) where they began their journey, the party met with Karolin, High Priest and Ruler of the region, to decide what to do next. After summarizing the current situation, Karolin quietly continued, "We will, if you like, take charge of this task now. But we could only deliver it to a friend of ours for return to its Nest."

"Who is this friend?" asked Athelstan.

"A powerful and trustworthy gentleman who lives on an island off the west coast. His name is—"

"Doc!" cried Triladir, standing suddenly. Everyone watched her, waiting. She blushed slightly, but as she slowly sat, she said, "Is it Doc?"

"Why, yes," replied Karolin. "How is it you know of this man? Few remember his history, and fewer his name!"

"His past is legend, and I have studied it long," replied Triladir with a quiver in her voice. She gazed thoughtfully through a window, searching her memories for nearly-forgotten lore and vague references.

After a pause, Karolin continued. "You may, if you wish, take the Egg to Doc yourself. The trip is not long nor overly dangerous—once he is informed of your approach, of course."

Athelstan looked at his friends. Venacia and Triladir seemed eager to visit this legendary figure. Tristrum was bored as usual. Little Gadoff seemed bored too, but the paladin smiled as he heard the telltale sign of Gadoff's excitement—his quivering right foot, thumping softly on the rug.

"I would like to visit him. Unless my friends object, we shall finish this task."

No one said a word for a moment.

"We shall let him know you are coming," announced Karolin. "I'm sure you'll enjoy his company." After adjourning the meeting, he took Athelstan aside and showed him a series of passwords, signs, and countersigns to be sure of the Egg's safe delivery to the real Doc.

(In Campaign play, stop here and run the Overland Journey adventure, starting on page TK(7). Background continues for Tournament Play only.)

And so, the party set out overland toward the west coast, the Egg hidden in a lead-lined beer keg. Five decoy kegs were filled with good dwarven ale, and it

was a quick and merry journey, marred only by a few typical encounters with animals and would-be bandits. A small manned galley met them at the appointed place on the shoreline, but high winds and waves left everyone slightly ill for their arrival on Doc's Island.

In the splendid entry hall of the castle, the ragged crew met the tall, wrinkled figure of the legendary Doc. "Welcome!" he exclaimed. "Sorry about the weather; my usual control has been overcome by great forces since the theft of the Egg. You have it with you?"

Athelstan was cautious. "Do you have any means of identification, noble sir?" The party stood poised for action.

Doc chuckled, then burst into laughter. "My dear Athelstan, how typical of you—and how correct. Yes, I do." He began the elaborate code detailed by the Council, following Athelstan's passwords and the appropriate countersigns. "Is that enough?"

Athelstan relaxed and replied, "It is. Our job is done!" Everyone cheered, relaxed, and accepted the regal hospitality of Doc's castle.

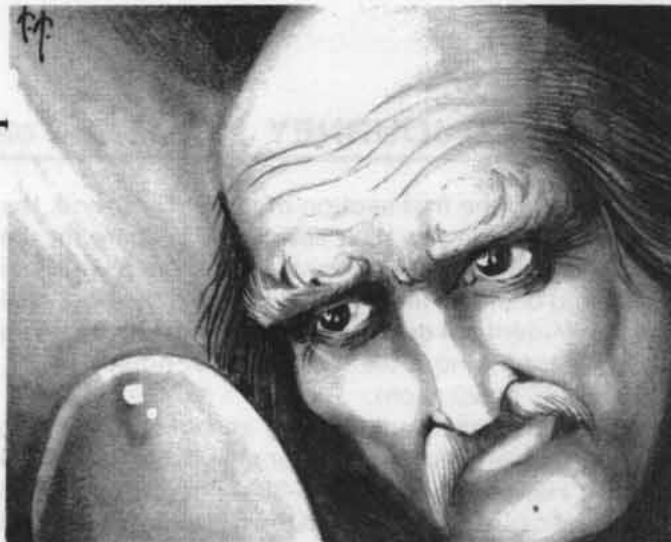
(Background concludes for both Tournament and Campaign use.)

In general, Doc was very pleased with the whole business. "I'm sorry to hear of the loss of Zanzibar, though. He was a close friend of yours, I understand."

"Yes, he was, but all things must pass," replied Athelstan. Hearing this reply, the others knew the paladin had overcome his grief and was back to his old self: orderly, prim, proper, and always reasonable. He'd been a bit hard to live with for the past week, and they had been worried.

"You have done well in this epic task, and have greatly aided our endangered lands. If you feel up to some education, my tutors are at your disposal. My treat," Doc said. Several members of the party gasped with excitement before recovering their composure. All were eager for more training, but had not found the time. This Egg business had demanded their continuous service. "Your offer is most gracious, m'lord!" exclaimed Athelstan. "We shall not do you the dishonor of turning it down, I'm sure."

"And when you're all ready to continue your adventures, I also have a quest handy," continued Doc with a twinkle in his eye. "There is a deep and dangerous dungeon below this island. I haven't gotten around to cleaning it out, and it has served as a source of treasure and experience for my rare visitors. I have recently noted the vibrations of power deep below, and upon investigation, I found out what causes the vibrations. You might be interested in this, Athelstan: the vibrations seem to indicate the presence of a Holy Sword."



"What!?" Athelstan leapt to his feet. "How? Where? Wait . . ." Passing a hand over his brow, he took a deep breath. Venacia and Triladir glanced at each other. Athelstan had never displayed such an emotional outbreak. "Your pardon, m'lord. If this sword is really here, I humbly request permission to —"

"Of course, of course, I understand completely," interrupted Doc. "I brought up the subject, didn't I? And drop that 'm'lord' stuff. Call me Doc. I only wish I could present the sword to you, as a reward for your troubles with the Egg. However, there would be repercussions. I would have to use great force to obtain it, as I am not a paladin. Apparently it is in an area secured against all but paladins and their aides—or friends, in your case. You are welcome to go after the Holy Sword. All I can do is provide a bit of transportation.

"I have a private elevator that can carry you down to the sixth level of the dungeon. From there, you should make your way down two levels, where this sword rests. It is almost certainly well-guarded, but just as certainly unusable by its custodians. Come to me when you have finished your training, and I shall supply more details."

In a private discussion with the party, Athelstan insisted that nobody should risk their lives for a sword only he could use. But when it was put to a vote, Athelstan was the only one to object. He gave in reluctantly, but he was secretly proud of his friends' courage. Athelstan then formally promised his sword Paramel to Tristrum, to be transferred upon recovery of the Holy Sword. He just as firmly insisted that all treasures acquired along the way be divided among the others, as the sword would be more than enough for him. Two weeks later, their resting and training complete, the eager crew gathered before the doors of the elevator for the great adventure.

Doc's Island dungeon adventure begins on page TK(14).

OVERLAND JOURNEY (Campaign Play Only)

After reading the first section of the Background, the players should review their assets and prepare for the overland journey. The Council equips them with one lead-lined beer keg large enough to hold the Egg, plus five other identical decoy kegs (all filled with dwarven ale), a wagon, and a team of six draft horses (AC:7, M:12, HD:3, hp:20 each).

The party may purchase any and all normal items in town (players must select from the list in the *AD&D Players Handbook*, pages 35-36). The only magical items that can be purchased in town are scrolls (any 1st level clerical spell, for 300 gp each) and **continual light** gems—each being a one gp gem with a **continual light** spell cast upon it—for 250 gp each.

The town of Northending is high on the northern face of a precarious mountain, accessible only by a winding trail that leads three miles north. It opens into a large clearing at the base of the northernmost point of the ridge, connecting to trails northeast, northwest, and south. Charwood Forest lies to the west of the ridge. To the east are the Growing Hills. Onion Lake is to the southwest, a place to be avoided while carrying the Egg. The Great Peaks lie north, dangerous and nearly impassable. The northwest route is the only sure path that can accommodate a wagon and team, but this path also has its risks.

The southern route could eventually lead to the coast, but would require a 200-mile trek through at least three towns—an unwise choice; man is the most dangerous of all monsters.

Doc's Island lies due west, five miles offshore. The coast is 110 miles from Northending by the northwest trail, and a 50-mile seaside jaunt southward completes the journey.

Forest Encounters (Campaign Play Only)

The trip might proceed with no encounters until the party reaches the mountains. The DM should roll 1d8 at dawn, noon, and dusk of each day. A result of one indicates an encounter, and 1d8 must be rolled again to determine the type of encounter.

Die Roll	Creature(s) Encountered	Number Appearing
1-2	Animals, normal	1-8
3	Ankhegs	2
4	Beetles, Stag	6
5	Dragon, Green	1
6	Medusa	1
7	Sprites	40
8	Werewolves	10

Animals 1-8, AC:4-8, M:6-24, HD:1/2-2, #AT:0-3, D:1-1d4@, N, Sm

Animal encounters involve only small, basically inoffensive animals of various types, which try to avoid the party. The DM may select one (or choose randomly) from the following: badgers, beavers, birds, deer, goats, herd animals, porcupines, skunks, weasels, wildcats, and others. None has any treasure, though certain pelts may be of value (at the DM's discretion).

Ankheg 2, AC:2, M:12(6), HD:5, hp:25@, #AT:1, D:3d8+1d4, THAC0:15, STs:16, N, Lg; if damaged to 10hp or less, squirts acid stream (5' wide) to 30' for 8d4 (save vs. **breath** for ½ damage)

These creatures are beneath the trail, and rise up as the party passes, appearing to the left and right of the wagon and attacking the most convenient targets, whether horses or characters. If either ankheg is damaged enough to squirt acid, both will flee after one "squirts" (but not by burrowing). They have no treasure.

The ankheg tunnels form a maze which eventually leads to their underground lair. If explored, three larger ankhegs will be found in the lair. The lair treasure is scattered, buried under debris; the sides of the tunnels and the larger "rooms" of the lair are strewn with bits and pieces of wood, rocks of all sizes, scraps of human origin (clothing, pieces of weapons, and other refuse), and the usual traces of ankheg occupancy. The treasure consists of 2,000 sp, four gems (total value 2,500 gp), one piece of fine jewelry (2,200 gp), a potion of **water breathing** (four doses), and a **spear +1**. The latter items may be easily found if a **detect magic** spell is used, but the bulk of the treasure takes 12 man-hours to gather. If less time is spent searching, less treasure is found (in proportion to the time actually spent).

Beetles, Stag 6, AC:3, M:6, HD:7, hp:12, 18, 24, 30, 36, 42; #AT:3, D:4d4/d10/d10, THAC0:13, STs:16, N, Lg; two 8' horns, 10' long body, poor eyesight and hearing

The giant stag beetles are seen nearby, about 60 yards away. Noise from horses attracts them, but they can easily be outrun and avoided. They have no treasure, but if any are slain with little damage (i.e. magically slain, or magically **held** or **charmed** and then slain carefully), each carapace may later be used to make two normal-sized **shields +2**. An undamaged carapace is in good enough condition for careful crafting and enchantment. (The cost of such a process is left to the DM's discretion.)

Dragon, Green 1, AC:2, HD:8, hp:40, #AT:3, D:d6/1d6/2d10, THAC0:12, STs:13, LE, Lg; breath 50' long, 40' wide, 30' high; fear aura (+5 to saving throw)

This dragon's shadow suddenly passes over the party, and automatically surprises them as it approaches on a glide, nearly silent and obscured by trees. It cruises 70 feet overhead, and passes without seeing or hearing the results of its passage. (Effect of **fear aura**: creatures of less than 1HD and untrained, inoffensive creatures, such as draft horses, rout for 4d6 turns; creatures of less than 3HD save vs. **spells** with a +5 bonus, or else they rout or are paralyzed; creatures of less than 6HD save with bonus or fight at -1 to hit; creatures of 6HD or more disregard the effect.)

The dragon has seen something and is merely investigating; it does not particularly wish to tangle with fierce humans. It lands 150 yards ahead of the party, directly on the trail, to eat whatever creatures it can find, and wait. If the party hides for one hour or more, it departs. The dragon immediately takes off if attacked or approached, coming back to breathe on the party as it passes. It may repeat the maneuver once, but does not land again unless most of the characters are dead. It carries no treasure.

If the draft horses are permitted to run free, they run directly away from the dragon at maximum speed, pulling the wagon (and the Egg!) all the while. If a character tries to unhook the wagon, the DM should roll 1d6, adjusting the result by the character's Dexterity bonus "to hit." If the total is six, the attempt is successful. If not, the horses and wagon (possibly with riders) continue into the woods. If the wagon becomes separated from the party, it is automatically found by the sprites (described hereafter), who make off with one keg of ale and one other keg—containing the Egg. The sprites do not behave as described below. Instead, they shoot any guards with their sleep arrows, and then they steal the two kegs (regardless of previous encounters with the party). Later, however, they agree to a trade. The sprites want the ale, not the artifact.

Medusa 1, AC:5, M:9, HD:6, hp:33, #AT:1, D:1d4, THAC0:13, STs:14, LE, Med; gaze turns victims to stone (save vs. **petrification**); attack (snakebite, 1d4) is poisonous (save or die)

This horrid creature is wandering in the woods wearing a druid's hooded travel cloak that completely disguises her. The cloak is easily recognizable by a ranger. The medusa ignores the party unless greeted or attacked. If so, she pulls back the hood, revealing her true nature, and tries to petrify the person encountering her.

The medusa's cloak is fastened with a **brooch of shielding** (absorbs 50hp of **magic missiles**), and she carries a potion of **speed** which she drinks if the characters move in to engage. After the potion takes effect, she tries to evade as long as possible (at double normal movement, 18 feet)—still gazing each round, if possible. When characters avoid her gaze, she utters loud, abrupt screams, to startle the horses and get their attention (for petrification attempts). Note that if a horse is petrified, all the items it carries are also turned to stone; however, the wagon and kegs cannot be petrified, as they are not "equipment carried" by any creature.

Sprites 40, AC:6, M:9/18, HD:1, #AT:1, D:weapon, THAC0:19, STs:17, NG, Sm (2'); mini-swords (1d4) or bows (1d3, ranges as ½ short bow, hit = save vs. **poison** or **sleep** 1d6 hours); AT WILL: **invisibility**, **move silently**, **detect good/evil** (range 5").

A sprite suddenly appears on the wagon and addresses the most charismatic character, asking if a keg of ale might be for sale. The sprite offers to pay much (1,000 gp in gems) as such delicacies are rare in their area. If a deal is struck, all 40 sprites suddenly appear, take up a collection among themselves, and finally (after much confusion) pay for the keg.

All 40 sprites then airlift the keg into the woods. If the purchase proceeds smoothly, the sprites return within an hour and offer to stay with the party for a night. If the offer is accepted, they tell fireside tales about the various nasty creatures seen in the area (all those listed in the encounter table). Note that the sprites have seen all the creatures in their true guises.

Werewolves 10, AC:5, M:15, HD:4+3, hp:23@, #AT:1, D:2d4, THAC0:15, STs:16, CE, Med; surprise on 1-3, silver or magic to hit.

The party sees a group of 10 robed people approaching on foot, apparently pilgrims. They can be detected as evil, but behave normally and peacefully. They stop and hail the party, move to one side to let them pass, and are generally cooperative—until their leader says "Well, have a nice day," at which time they all change form and attack (possibly by surprise, though the DM should adjust rolls for suspicions and preparations mentioned by players). If any party member uses this phrase, however, one of the creatures changes form prematurely, alerting the party and negating any chance of surprise. The werewolves run fast enough to catch most horses.

Note the paladin's dilemma here: although he can easily detect the evil in the "pilgrims," he cannot lawfully attack until they take actions to warrant it. The lycanthropes are carrying no treasure, but can easily be tracked back to their lair. Six more creatures are in the lair, along with 2,200 cp, 800 sp, 600 ep, 500 gp, and one gem (value 500 gp). (The lair is left for design by the DM, and should be in caves near a town. Keep in mind that most of the creatures probably lead "normal" civilized lives, at least part-time.)

Bandit Pass (Campaign Play Only)

The party must travel through the pass in the Great Peaks to reach the west coast. It is known to be a dangerous area, and the players should be informed of this.

During the day it takes to cross the mountains, no encounters occur, but occasional humanoid figures are sighted high on the peaks. These figures are bandits, in groups of five, foraging and watching the pass for travelers.

If the party stops to camp for the night after the pass is crossed, they are attacked at 3:00 a.m. by the bandits. If they press onward, traveling until midnight (at least an extra six hours), they are out of the bandits' area and escape the ambush.

Ambush (Campaign Play Only)

At 3:00 a.m., a horde of 50 bandits attacks the party after quietly surrounding the camp. They start with two rounds of missile fire, followed by a mass charge. It takes one round for characters to awaken. Note that the only characters in normal armor are on watch at the time, unless players specify otherwise.

Characters normally attired in leather armor may be automatically considered to be sleeping in their armor. All other characters sleep in light clothes unless the player firmly states that armor is being slept in, due to the apparent danger (normally not done but permissible for this night). Awakened characters may grab shields and weapons, but do not have time to don armor.

Note that the party could take steps in making camp that would effectively negate part or all of the surprise. The ranger, for example, could arrange nearby underbrush and leaves to ensure noise from approaching creatures. With the right magical items (a **gem of seeing**, for example), the bandits could be discovered while still more than 100 yards away. The bandits are clever and quiet, but good play and preparation can avoid most problems.

A clever party might capture 1-5 bandit scouts (a simple matter of **fly** and **sleep** spells by a magic-user), interrogate them and discover the planned time of attack, and prepare to be awake and ready for the attack while appearing to be asleep!

Bandits 37, AC:7, M:12, HD:1, hp:1d6, #AT:1 or 2, D:1d8 or 1d6@, THAC0:19, STs:17, N, Med

The bandit weapons are longsword (#AT:1, D:1d8) and shortbow (#AT:2, D:1d6@, ranges 5/10/15). All bandits wear leather armor and small shields. Roll hit points for normal bandits as needed (1d6 each). Each bandit carries five gp in a small sack.

The 37 normal bandits are led by an 8th level fighter (with his six guards, 2nd level each) and six officers: one lieutenant of 7th level, two 4th level, and three 3rd level fighters. Each officer and guard carries 50 gp.

Leader	1, AC:0, M:9, HD:8, hp:60, THAC0:14, STs:13, LE; longsword +2, dagger +1, plate armor +1, shield +1 ; potions of extra healing, invisibility, and speed ; large key ring with 11 keys
Guards	6, AC:4, M:9, HD:2, hp:15@, THAC0:19, STs:17, LE
Officers	1, AC:2, M:6, HD:5, hp:37, THAC0:16, STs:14, LE; plate armor and shield, longsword +1 , 2 potions of extra healing . 2, AC:2, M:6, HD:4, hp:27, 31, THAC0:18, STs:16, N; plate armor and shield , potion of extra healing (each). 3, AC:4, HD:3, hp:19, 21, 23, THAC0:18, STs:16, N; chain armor and shield , potion of healing (each).

The bandits get 30 arrow attacks in each volley, two volleys per round. If the first volley is by surprise, half (or more) of the shots are aimed at characters on guard, the rest are aimed at sleeping characters (treat as AC:10 if unarmored). They try to get four volleys off before engaging, although some individuals may be forced to engage before completing this strategy.

If you wish, use a percentage of hits instead of rolling all the attacks. For example, if 10 arrows are shot at three sleeping unarmored characters, they hit on a roll of nine or better, or 60% of the time; thus, on the average, six of the 10 hit, or two per target. (This principle may be applied to many mass volley situations.)

The officers and guards are widely spaced to avoid area effect spells. They hold back until the first wave of normal bandits is engaged, but then move in where most needed. The leader and guards do not engage, but stay back to observe, and flee if the battle turns against them. However, the guards assist with more missile fire if directed by the leader—a probable tactic against observed spell casters in the party, for example.

Bandit Lair (Campaign Play Only)

The bandit lair is a temporary camp high in the mountains of the pass, within five miles of the first

sighting of the bandit scouts. At the time of the bandits' ambush, ten bandits are in the camp along with one 6th level leader. They plan to stay up all night if necessary, guarding the camp until their comrades return. The normal bandits are the same as those detailed above.

Camp Leader 1, AC:1, M:9, HD:6, hp:48, THACO:16, STs:14, LE; **plate armor** and **shield +1, longsword +1**, potion of **extra healing**.

The bandits are holding hostages from previous raids (described briefly hereafter), hoping for fun and profit. All the humans come from the town of Shell, along the coast to the north. All of the prisoners have heard of Doc's Island. They are all bound, lying here and there around the camp, and are always carefully watched. None have any armor, weapons, or spell components, nor (of course) anything of value.

Human male	Coredum, Fighter L3, hp:23, CG; has heard of Athelstan, and will be overawed by him.
Human male	Garagrowin, Ranger L4, hp:32, CG; knows Tristrum, who will remember him but not fondly.
Human male	Celsius, Magic-User L3, hp:8, NG; has heard of Triladir professionally, but has never met her.
Human female	Marcy, Thief L3, hp:10, N; secretive regular visitor to Fairway; knows of some evil there.
Human females	(4) peasants, hp:3@, N; have seen Athelstan in public town appearances, and will make quite a fuss over him.
Dwarven female	Brauni, Fighter L3, hp:20, LG; comes from Orad, a dwarven town to the southeast.
Elven female	Pehri, Fighter/Magic-User L3/3, hp:13, CG; comes from Breem, an elven town far to the south; despises "half-breeds" (half-elves).

(The DM is encouraged to add other descriptive notes, create backgrounds, and add more personality to these NPCs. The information provided by these characters could be used to introduce several subplots in an intricate campaign.)

Although each normal bandit carries five gp, and each officer carries 50 gp, the lair treasure is also located at the bandit camp. It is buried in 11 large wooden chests, each has a small number carved below a handle.

The chests have been carefully buried, and cannot be found without magical assistance (such as a potion

of **treasure finding**), unless a bandit officer is either captured or interrogated using a **speak with dead** spell. In either case, the location is quickly revealed. For security reasons, the normal bandits do not know where the officers have buried the cache.

Each chest is locked securely and trapped with poison darts. A dart trap is not triggered if a key is used, or if attempts at Finding and Removing the trap have been successful. Otherwise, the person unlocking the chest takes 1d6 points of damage and must save vs. **poison** with a +2 bonus to the roll, or die. The bandit leader has the key ring with all 11 keys. They are all different and numbered, matching the numbers on the chests. Note that the use of the wrong key does not set off a trap, but doesn't open the chest either. The chests contain the following treasure:

- #1. 500 cp.
- #2. 500 gp.
- #3. 500 sp, plus (buried deep in the coins) a small sack containing 13 gems, total value 3,500 gp.
- #4. 500 gp.
- #5. 375 cp, 50 sp, 35 pp (buried deep), plus (also hidden deep in the coins) a finely crafted wooden box which is untrapped, padded and lined with satin, and contains eight pieces of jewelry, total value 10,000 gp.
- #6. 500 sp.
- #7. 500 ep.
- #8. 500 gp.
- #9. 200 gp, 225 ep, and 25 pp.
- #10. 500 gp.
- #11. 500 ep.

Doc's Island lies 50 miles from the mountain pass, south and slightly west. The trail intersects a well-traveled coast road, which leads north to the town of Shell, a small seaport, and south through the dangerous Brazen Hills to Shadow Valley, a place of infamous evil. The hills are a full 60 miles south of Doc's imposing establishment, and will not be traversed by the party.

The only encounters to occur along the coast road are with Neutral or Good merchants, nomads, and/or patrols of soldiers from Shell. The soldiers are all Lawful (some Good, some Neutral), working to keep the trade routes free of scavengers and bandits. If told of the bandit group, they pass the word to the right quarters, and the mountains are cleaned out within two weeks (if the party hasn't done it already). If the party has rescued any of the bandits' prisoners, most depart here, leaving with a patrol. All the prisoners have heard of Doc's famous island, and all non-Good and non-Lawful NPCs go with the guards, knowing full well that they should not continue to Doc's. (Of all the prisoners, only Celsius and Brauni remain with the party.)

On the morning of the day when the party approaches the shore, the weather is overcast and a bit windy. As they approach the shoreline, a drizzle begins. The weather does not look good.

When they reach the shoreline, the party finds a medium-sized galley waiting for them, manned by 20

oarsmen and four leaders. They are all Lawful Good, and the leaders refuse to take on passengers until alignment indicators are responded to, preferably by the paladin. Once reassured, they allow the party to board. They have heard of the Egg, but do not know any passwords. They all work for Doc.

The leaders do not allow the wagon nor the horses to be taken aboard, but the crew helps with loading and storing any other gear. If the NPCs Celsius and/or Brauni are present, they are also invited aboard.

The galley is 80 feet long and twenty feet wide, with 15 oars per side (one-third of the oars are stowed), operated from the first deck below. The top deck is nearly bare; a single square sail hangs from a mast accompanied by the usual rigging. Two square hatches, each six by eight feet and latticed for ventilation, lead from the top deck to the oar deck, each hatch is centered 25 feet from the mast. The sail is illustrated beautifully with the figure of a gold dragon. No flags are flown.

Sea Voyage (Campaign Play Only)

A storm comes up as the boat sets off from shore. All party members become slightly seasick (none of the tournament characters has much shipboard experience), suffering temporary penalties of -1 from each Ability Score and a like penalty to every Saving Throw. This condition can be cured only with time; all Scores and Saving Throws return to normal one hour after the characters land on firm ground once again.

With 20 oarsmen and sail, the galley moves at five m.p.h. However, due in part to the storm, the five-mile trip to the island takes about 2-3 hours.

At the halfway point of the voyage, a group of watching kopoacanth (marine gargoyles) approach the boat from below and try to board. They are operating under orders from Shadow Valley, and cannot be scared away; they fight to the death. If a character is keeping watch with a **detect invisibility** spell, one of the approaching shapes is seen in the water, their surprise attack is thus negated. Otherwise, despite the constant watch from the "crow's nest" (a basket-like outpost atop the mast) by a crew member, the creatures approach unseen and surprise the party and crew as they board.

The DM should have all characters declare their positions on the boat, along with status of arms and armor (what weapons are out, what armor is being worn for the voyage, and so forth). The bulk of the crew are rowing at the time of boarding, but 2-5 crew members are topside, taking breaks and talking with party members. Characters may be below deck, as some cabins are available for privacy if desired. (Note that none of the ship's crew carries magical weaponry.)

If they gain surprise (nearly automatic), the kopoacanth are first seen climbing over the sides of the boat. Four board near the mast (two from each side), two others climb over the bow, and two more climb over the stern. The duration of the surprise is low. The

creatures must climb over the rail and move toward nearby characters. Thus, no "free attacks" are gained by surprise. The kopoacanth boarding fore and aft attack normally, but those boarding amidship are handled differently, as described hereafter.

All crew members flee the kopoacanth, noisily warning everyone of the attack. They all hide below deck (with the exception of the scout in the crow's nest, who stays there quietly until the danger passes).

Kopoacanth

8, AC:5, M:9/15, HD:4+4, hp:35@,
#AT:4, D:1d3/1d3/1d6/1d4,
THACO:15, STs:14, CE, Med;
+1 weapon needed to hit

The creatures boarding amidship try to toss characters overboard, so their combat is handled differently from normal melee. Two "to hit" rolls should be made for each, instead of the normal four, and taken vs. AC:10 (base; THACO:5), adjusted for the victim's Dexterity defensive bonus, magical armor bonuses and shield, and situation adjustments. (For example, a character maneuvering to interpose the mast gains partial cover, for a -2 bonus to Armor Class). These attacks inflict no damage.

If any two kopoacanth score three hits between them against a single victim, that victim is picked up and thrown overboard in the same round. The victim may attack normally before this occurs, and if the participating kopoacanth are attacked by another character, the procedure is interrupted (automatically failing), and the intended victim remains aboard.

If a character abandons all attempts at combat and tries to wriggle loose from the kopoacanth's grasp, he or she gains a saving throw vs. **wands**. If the saving throw is successful, the creatures are forced to drop their victim. The character may get up and retrieve weapons in the same round. The kopoacanth do not throw items overboard, even if conveniently available. Their instructions refer specifically to opponents and barrels. They have been told of the Egg.

To handle character attempts at weaponless combat, consider the kopoacanth as 17 Strength, 16 Dexterity, and 170 pounds in weight.

If the kopoacanth successfully clear the deck, they start throwing barrels overboard. Most barrels float, except the one containing the Egg. When the deck is cleared of characters and barrels, they start dragging out remaining crew members, characters, and barrels below deck to throw overboard. If possible, they continue until the boat contains no survivors, and then dive to recover the Egg (and all bodies) for their masters.

Characters thrown overboard may sink and drown. Non-magical metal armor certainly causes a character to sink immediately, and even magical armor causes encumbrance, although the character remains on the surface. In the rough waves of the storm, any character in the water drowns in a number of rounds equal to his

or her Constitution score. Any sinking character drowns in three rounds. For game mechanics, a character killed by drowning is reduced to -10 hit points.

If a character remains afloat, he or she may attempt to reboard the galley. If a saving throw vs. **death ray** is successfully made, the character may paddle towards the boat, getting close enough to grasp side ropes and climb aboard. The entire procedure takes three rounds from the time the saving throw is made. Only one saving throw is permitted. If it fails, the character cannot reach the boat alone. Assistance from other characters (a thrown lifeline, for instance) gives bonuses to the saving throw (from +2 to +10, at the DM's discretion).

A sunken character may be recovered if the party uses sufficient ingenuity. The depth in this area averages 200 feet, and very few creatures larger than normal fish can be found. There may be three more kopoacanth (70% chance) lurking near the bottom. If so, they attempt to recover the body of the drowned character(s) for their masters, and attack intruders on sight.

The storm continues after the battle's conclusion. After another hour or so of travel, the boat finally approaches the island.

Journey's End (Campaign Play Only)

The island is dominated by a huge castle. Doc's dock is rather small, a 40-foot long pier located at the north end of the island. A worn but neat gravel path leads from the dock to the edge of a moat, opposite the large front gate of the castle. The storm gets worse as the

party approaches, with driving rain and high winds obscuring vision and thoroughly soaking all the characters. The party is not forced to cope with mud or loose footing.

The lead-lined keg with the Egg must be carried by four strong persons. (Only two of the crew are strong enough to help, but Brauni, the NPC dwarf can assist). As the party approaches the castle gate, the drawbridge lowers, and the characters can enter at will. Doc meets them in the entry hall, introduces himself, and exchanges passwords. The storm, increasing in volume and power as the characters approach the castle, hits its peak, making the passwords nearly inaudible through the crashing thunder. It quiets immediately thereafter, and the sun appears within an hour.

After the passwords are exchanged, Doc instructs a team of dwarves (all Lawful Good) to take the Egg to its temporary resting place. Characters may go along. The Egg is taken upstairs and placed on a pedestal in a 30-foot, cubic, lead-lined, walk-in safe. The safe is secured with a solid metal door and a huge, complex lock.

(Although he does not reveal his profession, Doc is a dual-class cleric/magic-user, 25th level in each. He is more Lawful and Good than Athelstan, if such a thing is possible. If used as a regular NPC in a campaign, an appropriate background should be created and given to the characters through conversation.)

This completes the Overland Journey adventure. Remember to return to the Players' Background for the conclusion of the introductory notes before starting Doc's Island dungeon adventure.

DOC'S ISLAND (Campaign and Tournament Play)

This adventure is straightforward, but challenging. The encounters occur separately and simply, until the xorn (Dungeon Level Seven, room #7) start following the party. The undead encounters should be handled with ease, as there is a cleric, a paladin, and a **mace of disruption** in the party.

When the party gets to Level Eight, things get rough; the first encounter is with a horned devil. If properly run, it should do awful things to the party. If it gets cornered, it can teleport away. It should come and go, returning invisibly and trying **charms** and **fire**, but after a long battle (and intelligent play) the devil should be slain. The fire giants aren't dummies either, and serve to slowly use up the party's resources. But they are merely background noise compared to the wily rakshasa, guardian of the Holy Sword. The titan is a mixed blessing; she quickly removes the other two devils, but sets the stage for the rakshasa's entry.

Since a rakshasa can **ESP** and **create** (full) **illusions** simultaneously, it is almost unbeatable if properly played. Its spell immunities, low AC, and spell-casting powers will probably result in one or more deaths. However, if the party is lucky and smart, they should

eventually hit it with a blessed crossbow bolt. The final trap (#20a) only catches those who let their guard down prematurely. The denizens in that trap provide a last bit of excitement before the final success.

Campaign Expansion

This adventure takes place on dungeon Levels Six through Eight. Levels One through Five are not included. For campaign use, the DM should feel free to create and stock the upper dungeon. When doing so, maintain approximately the same level size as the lower levels. The adventure takes place on an island; several tunnels and other connections with the shoreline and other caves may be included.

Levels 1-3 should be relatively empty, and should contain several blocked exits to the shore. This area, now accessible only through the castle, has been cleared and secured by Doc's minions. The outer areas of lower levels should feature pools and other ocean connections, and may include some of those listed in the "Shallow Water Encounters" chart for Salt Water (Large Bodies), on page 180 of the AD&D **Dungeon Masters Guide**.

ENCOUNTER KEY: LEVEL SIX

Trained, equipped and ready, the party takes the glistening white elevator down. The trip is uneventful, and as the doors slide open, the party sees the first section of corridor on Level Six (see map).

1. OWLBears. The room is not locked. Some growling can be heard behind the door if anyone listens carefully. Two owl bears have their lair in this otherwise bare room. They stupidly try to eat anyone wandering in. They have accumulated 5,000 gp worth of coins (weighing a total of 1,500 lb.) and a wand of **magic detection** (with 52 charges). The command word for the wand is on a scrap of parchment buried in the coins, but the number of charges is not included.

Owl bears 2, AC:5, M:12, HD:5+2, hp:35@, #AT:3, D:d6/d6/2d6, THACO:15, STs:14, N, Lg; paw hit of 18+ = hug for 2d8 additional damage

2. TICKS. A rotting carcass lies in the center of this room, apparently the remains of a small dinosaur-like creature. Under, in, and behind the carcass are five giant ticks, which cannot be seen from the doorway. They are easily spotted after the room is entered, but as they are feasting happily at the moment, the ticks do not attack unless disturbed. Under the carcass (and not obtainable except by bothering the ticks) is an ornate ivory scroll case (value 50 gp) containing a clerical scroll of one **restoration** spell.

Ticks 5, AC:3, M:3, HD:3, hp:18@, #AT:1, D:d4 & attach; attach=suck 1d6 per round until dead, THACO:16, STs:17, N, Sm

3. PIXIES. Although there is nothing visible in this locked bare room, four pixies are sitting in a far corner, invisible and slightly drunk on elven wine (although not tipsy enough to impair any of their abilities, as yet). They are passing a wineskin around, and are friendly if approached in a like manner. One pixie has a ring of **fire resistance** that she gives away, absolutely free, to anyone who offers them more wine of any type.

In Campaign play, the pixies know of their playful relatives (the woodland sprites in the Overland Journey adventure), and offer to assist the party if any character speaks favorably of sprites. They do not, however, pass the Gates of Death (#4, hereafter).

Pixies

4, AC:5, M:6/12, HD:1/2, hp:2@, #AT:1, D:d4+1 plus save vs. **spells** or **sleep**, THACO:17, STs:12, N, Sm; AT WILL: **become visible, polymorph self, create illusion, know alignment; touch = confusion** (remove curse cures); 1/DAY: **dispel magic, dancing lights, ESP**

4. THE GATES OF DEATH. Read this encounter thoroughly before starting. This huge room (70 by 150 feet, ceiling 40 feet high) is made entirely of glistening green marble. It radiates magic, cannot be broken or marked in any way, and is far too smooth to climb without magical assistance.

A series of steps by the east wall (see map) leads to a pair of large brass doors, each 15 feet wide and 20 feet high, and each with a large (three-foot long) vertical handle in the middle. The room appears to be empty.

An ice devil is standing **invisible** and **polymorphed** in the form of a lich in the northeast corner of the room. Upon observing the entrance of any visitor(s), it first teleports to the step in front of the brass doors and then appears. It does not attack in any way if not attacked itself and, if attacked, it merely teleports to another part of the room. If forced to flee in this way three times, it then teleports out of the room, returning an hour later.

Ice Devil

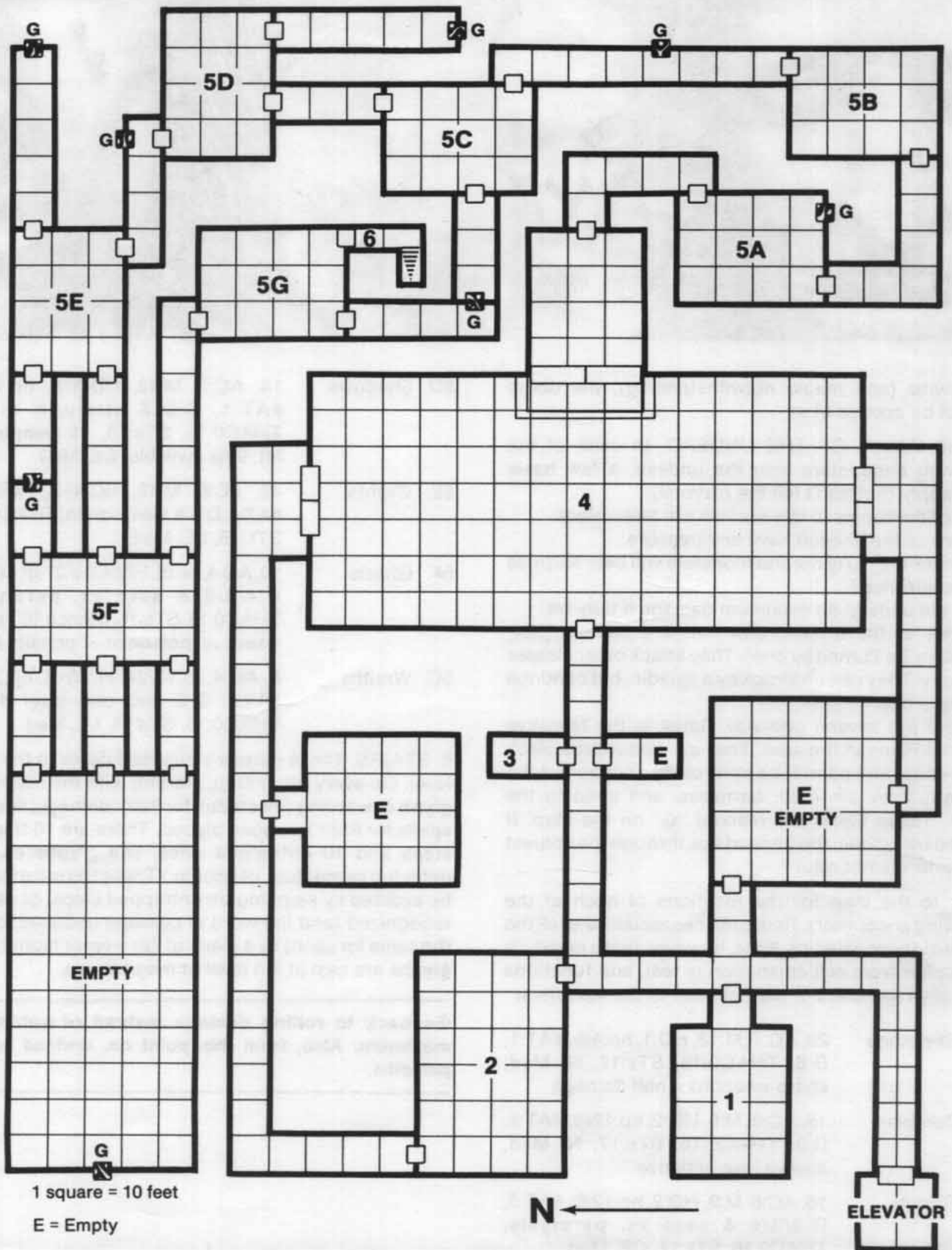
AC:-4, M:6, HD:11, hp:60, MR:55, LE, Lg; radiates fear 10' radius (save vs. **wands**, per round if in range), +2 **weapon** needed to hit; 1/DAY: **ice storm**; AT WILL: **detect invisibility, detect magic, polymorph self, fly, wall of ice, charm person, illusion, suggestion, know alignment, animate dead, teleport** (no error).

If talked to peacefully, the lich/devil freely reveals the following information (some true and some false), one piece at a time:

- These are the Gates of Death. It is the guardian.
- It does not attack unless attacked itself.
- It allows a paladin and his or her party to proceed through the brass doors.
- There are tests for the adventurers in every room to come.
- This is Level Six. There is a Holy Sword on Level Eight.
- There are many traps, so beware.
- True faith conquers all; fighting is fruitless.
- Devils are guarding the Holy Sword.

Either brass door can be easily opened by a paladin.

MAP OF LEVEL SIX





Otherwise (and magic notwithstanding), the doors cannot be opened at all.

5. THE HALLS OF THE UNDEAD. In each of the following encounters with the undead, a few basic rules apply (but don't tell the players!):

- All of the rooms in this section are featureless.
- None of the undead have any treasure.
- Neither the party nor the monsters will ever surprise nor be surprised.
- All the undead do maximum damage if they hit.
- None of the undead can notice a paladin (nor, therefore, be Turned by one). They attack other classes normally. They can be struck by a paladin, but continue to ignore him.
- There are several one-way Gates to the Negative Material Plane in the area. They are featureless black dead-ends, and cannot be entered by anyone but the undead. They are cold, harmless, and solid to the touch. These Gates are marked "G" on the map. If Turned by a cleric, the undead flee through the nearest Gate and will not return.

Refer to the map for the locations of each of the following encounters. Remember especially that all the undead ignore paladins. Note, however, that a paladin's **protection from evil** emanation is real, and functions normally regardless of the behavior of the monsters.

- 5A. Skeletons 20, AC:7, M:12, HD:1, hp:4@, #AT:1, D:6, THAC0:18, STs:17, N, Med; sharp weapons = half damage
- 5B. Zombies 18, AC:8, M:6, HD:2, hp:12@, #AT:1, D:8, THAC0:16, STs:17, N, Med, always lose initiative
- 5C. Ghouls 16, AC:6, M:9, HD:2, hp:12@, #AT:3, D:3/3/6 & save vs. **paralysis**, THAC0:16, STs:17, CE, Med

- 5D. Shadows 14, AC:7, M:12, HD:3+3, hp:16@, #AT:1, D:5 & strength drain, THAC0:16, STs:16, +1 **weapon** to hit, 90% invisible, CE, Med
- 5E. Wights 12, AC:5, M:12, HD:4+3, hp:25@, #AT:1, D:4 & 1 level drain, THAC0:15, STs:16, LE, Med
- 5F. Ghosts 10, AC:4, M:15, HD:4, hp:27@, #AT:3, D:4/4/8 & save vs. **paralysis**, THAC0:15, STs:16, Stench 10' radius = save vs. **poison** or -2 penalty to hit
- 5G. Wraiths 8, AC:4, M:12/24, HD:5+3, hp:30@, #AT:1, D:6 and one level drain, THAC0:15, STs:14, LE, Med

6. STAIRS. These narrow stairs lead down to the next level. On every other step, starting with the second, a **glyph of warding** (electrical, for 16hp damage; save vs. **spells** for 8hp) has been placed. There are 10 trapped steps and 10 untrapped ones. (All **glyphs** can be detected as magical, of course.) These traps can easily be avoided by stepping on untrapped steps, or can be recognized (and the word of passage deduced, being the same for each) by a cleric of 7th level or higher. The **glyphs** are cast at 8th level of magical use.

Go back to rolling damage instead of automatic maximum. Also, from this point on, undead notice paladins.

ENCOUNTER KEY: LEVEL SEVEN

7. PATROL. As the party proceeds along this section of corridors, they notice something rising up through the floor behind them. Two xorn are seen arriving 40 feet away, and try to attack.

Xorn 2, AC:-2/8, M:9, HD:7+7, #AT:4, D:d3/d3/d3/6d4, THACO:12, STs:13, N, Med, immune to fire/cold, electric = 1/2 or no damage

The xorn cannot enter a **protection from evil** (such as the one radiated by the paladin), and if the party forms a tight circle around Athelstan, all are safe from the xorn. If kept from attacking in this way, the xorn follow the party. The characters temporarily lose the xorn when they pass through the teleportal (#8, hereafter). In campaign play, note that only six characters, at most, can group around a paladin within the protection.

If the paladin advances at the xorn, so as to cause the **protection from evil** effect to touch one, the barrier is considered voluntarily broken, though the normal combat adjustments will still apply.

After being evaded, the xorn search, finding the party when they are fighting spectres (see room #12, hereafter, for details.)

8. TELEPORTAL. A section of wall 20 feet wide is missing, and has been replaced by gray mist. Anyone entering may walk through the mist unharmed, to arrive in room #9, hereafter. Up to four characters may pass through in one round. Note that room #9 is always the destination, regardless of the direction traveled after entering the gray mist.

9. MUMMIES. There are six mummies in this room, one in each corner and two in the middle. They all move immediately to attack anyone entering the room. Note the effects of their **fear aura** (as detailed below). If Turned, the mummies run to the Gate in room #12. They have no treasure. There are three normal doors in the room; each is four feet wide and eight feet high, wooden with metal reinforcements, but without visible hinges.

Mummies 6, AC:3, M:6, HD6+3, #AT:1, D:d12 + disease, THACO:13, STs:14, LE, Med; +1 weapon to hit, all blows = ½ damage; **fear aura**: all within 6 inches save vs. **spells** or be paralyzed for 1d4 rounds (humans get +2 bonus to save).

10. SNAKES. This room is full of sticks, leaves, and trash, but two giant (poisonous) snakes can be seen crawling around, moving to attack. If the door is closed immediately after opening, they do not escape the

room, and may be avoided. One has a bulge in the midsection. If this creature is killed and examined, the remains of a paladin are be found, still in platemail. The armor is magical (+2) and looks very ornate. There is nothing else of value here.

Snakes 2, AC:5, M:15, HD:4+2, hp:25, 20, #AT:1, D:d3 & save vs. **poison** or die, THACO:15, STs:17, N, Lg

11. DRAGON. Although inset with an elaborate lock, this door is not secure, and the room is quiet. A solitary young white dragon can be seen sleeping by the south wall amid a few thousand miscellaneous coins and gems. However, a **detect evil** here does not produce results, contradicting the visual image.

This dragon is actually an illusion created by a djinni (relaxing in gaseous form). If avoided, the illusion and the djinni remain as they were. Note that disbelief does not succeed here. If attacked to kill, the illusion disappears and the djinni departs. If attacked to subdue, the dragon and treasure disappear, but the djinni materializes. It has no treasure, but freely gives the following valuable information:

There are several dangerous spectres in the next room. There is a titan in the area (which the djinni met nearby on the Ethereal Plane). A family of fire giants lives downstairs.

12. TROUBLE. This large room is empty, except for a large wooden box (10-foot cube) on the floor. Its far side lies about 10 feet from the beginning of a 20-foot wide descending stairway. There are five normal doors in the room: one on the east wall (through which the room is entered) and two each in the north and south walls.

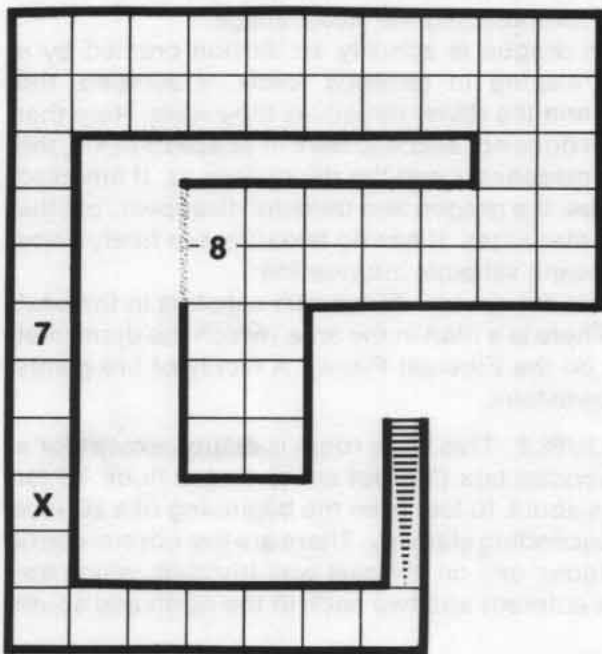
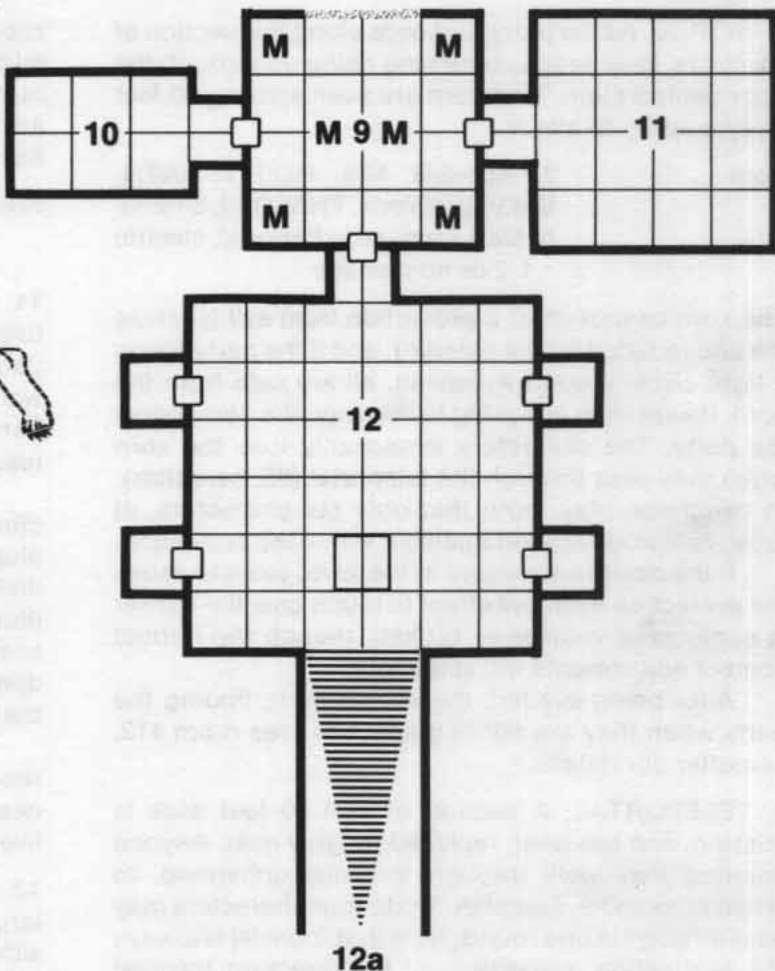
(If the xorn have been slain, disregard this paragraph; otherwise, continue. The party is being watched, but they don't know it. One xorn is in a remote corner, automatically unnoticed. Upon sighting the characters, it leaves to fetch its mate, and later returns during the battle with the spectres.)

The box is a trap, but a rather simple one. If checked for traps by anyone of 12 intelligence or greater, it is automatically found as one (no roll necessary). The edges of the box are cracks and its sides are bulging, obviously about to explode. The trap cannot be disarmed.

If touched (by an attempt to **remove traps**, for instance, or—more advisably—by an object from a distance, such as an arrow), the box explodes for 40 points of damage. The person touching it gets no saving throw, nor does any other creature within five feet, and all others within 30 feet save vs. **wands** for one-half damage (20hp)—including any monsters, if

MAP OF LEVEL SEVEN

N



X = Xorn

M = Mummy

near enough. Magical armor bonuses aid the saving throw, as do shields, if specifically held up in anticipation of trouble. The remains of the two gas spores may later be found amid the debris.

There is a spectre behind each of the doors on the north and south walls. The four spectres all enter and attack if the trap is triggered, or if the first step of the stairs is touched or passed. (They may best be handled one at a time, by going to each door.) They have no treasure, nor is there any in the box. The spectres pursue down the steps if necessary.

(During the battle, the xorn rise up from the floor and attack with surprise, choosing an isolated target if possible. Roll for surprise normally. When attacking this way—from below, half in the floor—the victim's AC

is calculated without Dexterity or shield adjustments, but the xorn are in "soft state," or AC:8. Note that the xorn do not follow the party down the steps.)

Spectres 4, AC:2, M:15//30, HD:7+3, hp:40@, #AT:1, D:d8 & 2 level drain, THAC0:13, STs:13, LE, Med; +1 **weapon** to hit

12A. STAIRS. These stairs are 20 feet wide with a 20-foot clearance above them all the way down to the next (final) level. They are not trapped in any way.

DUNGEON LEVEL EIGHT

Read this section thoroughly before continuing. This conclusion to the adventure is rather complex. A family of fire giants lives here, who believe they (and their pets) are the only residents of the Level. They are encountered as described, but may respond to alerts and attacks as best they can. Thus, if the party encounters them and runs away, they fetch their pets and conduct an organized attack or ambush. However, there are also three devils and a rakshasa lurking here, with a Titan passing through, besides! The overall plot line is as follows:

The party defeats the first devil after a hard, costly fight. When they meet the titan, she gives out cures (even raising and healing the dead) and joins them for a short time. When the additional pair of devils is encountered, she blasts them back to their plane with a **holy word**, which also stuns most of the party. After caring for them, she apologizes for the effects and must then leave, mentioning that she hopes to return.

The rakshasa, listening to the situation by **ESP**, arrives about a turn later disguising itself (via illusion) as the titan, explaining that she got special permission to continue with the party as her help is obviously needed. The DM should keep a very careful record of the illusory curing dispensed, as the party will find themselves unexpectedly wounded later.

The party slays some fire giants and their pets, but cannot pinpoint the rakshasa. It is staying quietly out of their way, awaiting the best opportunities for ambush. They finally corner it and begin a hard fight. The rakshasa attacks fiercely, but the party has begun to disbelieve its illusions and soon overcomes the thing, finally nailing it with a blessed crossbow bolt. The paladin obtains the Holy Sword shortly thereafter, as the party handles the final (often unexpected) guardian monsters without many problems.

Your game will probably not run exactly the same way, although the first encounters have been "orchestrated" to mimic the original in the following way: Three encounters occur in a series after the first engagement with the horned devil. They do not occur at set places, but rather at preset times (see 13, a, b, c, hereafter). Keep track of these encounters, using the room key for the settings.

The level description is presented simply. An Index to Residents is provided hereafter for your convenience, and should help you handle a strategic defense by the fire giants (and their pets) as well as the sly, deadly actions of the devil and the rakshasa.

The horned devils can sense the paladin's arrival on the level. Their only purpose for being here is to help the rakshasa guard the Holy Sword. It has given them instructions to attack immediately and wisely. If they

were to operate together, they could easily defeat the party. The first encounter is with one alone, which should be defeated if the party performs well. The titan encountered later removes the other two devils automatically.

The fire giants are unaware of their role in this drama. They are merely stooges, who become infuriated by the invasion of their home. They are not aware that their young son was slain over a year ago and "replaced" by the rakshasa. The devils always avoid them successfully.

Because of its combined powers of **ESP** and full **illusions** at will, the rakshasa is extremely dangerous. While in its titan guise, it can never be tricked by the party's questions. It always retreats if in any danger. It stashes the Holy Sword in a dangerous place before venturing out to cope with the party. The rakshasa often leaves while the party is just suspicious, keeping up an appropriate illusion—which suddenly vanishes when the party attacks.

The rakshasa is capable of becoming effectively (but not actually) **invisible** by generating the illusion of bare corridor when it is near the party. (Note that such invisibility cannot be foiled via a **detect invisibility** spell.) It anticipates the party's actions, foils their plans, and is generally very tough. In short, it is deadly until the party nears the Holy Sword and forces it to attack. Note that it uses illusions to confuse and misdirect the party as they approach the Sword.

The rakshasa's favorite tactics include actually being 30 feet from where it seems to be, creating more fire giants with its illusions, regularly moving around while its illusions stay in one place, and (if the party gets separated) masquerading as a missing character. If given the opportunity, it pretends to cast a helpful spell while actually casting something damaging.

Disbelief

An attempt at disbelief takes one full round. The player must specify exactly what is being disbelieved by the character. If the effect being disbelieved is real (as opposed to illusory), any saving throw normally granted automatically fails, as the character is ignoring the disbelieved effect, and is unshielded against possible damage from it.

However, before the attempt at disbelief the DM should first rule whether that character would even try to do so, depending on the situation. Illusions have not been common in this scenario. If you allow the attempt, roll the character's saving throw vs. **spells**, including wisdom adjustment (as applicable). If the illusion is very believable (as most of the rakshasa's are), adjust

the roll accordingly (-2, -4, -6, or whatever penalty is appropriate).

Index to Residents

As the fire giants and their pets can be encountered randomly or in their rooms, their statistics are listed here for random use. Statistics are also listed in the room keys for encounters occurring there.

FIRE GIANTS. STs:10, M:12, LE, Lg, immune to fire; other details as given here:

17. Wally. AC:3, HD:6, hp:30, Ht:7,' INT:6, D:2d8+1 or rocks for d10+1 to 11" range; THAC0:11

24. Grandpa. AC:3, HD:11, hp:74, Ht:11,' INT:9, D:4d6+1 or rocks for 2d8 to 16" range, THAC0:9

25. George. AC:1, HD:11, hp:67, Ht:12'6," INT:7, D:5d6+2 or rocks for 2d10 to 20" range, THAC0:8

25. Martha. AC:3, HD:10, hp:44, Ht:11,' INT:7, D:4d6 or rocks for 2d10-1 to 18" range; THAC0:10

25. Henry. AC:1, HD:11, hp:59, Ht:12,' INT:10, D:5d6+1 or rocks for 2d10 to 20" range, THAC0:9

25. Ethel. AC:3, HD:10, hp:45, Ht:10'6," INT:9, D:4d6 or rocks for 2d10-1 to 18" range, THAC0:10

20. Rakshasa, masquerading as fire giant son "Bill"; AC:-4, M:15, HD:7, hp:45, #AT:3, D:d3/d3/d4+1, THAC0:13, STs:10; LE, Med; only affected by high-power spells (L8-9) or magic weapons; ½ damage from weapons +2 or less. Can **ESP** and create **illusion** at will and simultaneously, but neither while casting a spell.
Spells:

command (C1s, R1," DR1r)

cure light wounds (C5s)

jump (C1s, DR1T, 3 jumps)

magic missile (C1s, R13," 4 missiles, 1d4+1@)

push (C1s, R2.75")

spider climb (C1s, DR8r)

detect invisibility (C2s, R7," DR35r)

mirror image (C2s, DR14r)

stinking cloud (C2s, R3," DR7r, 2" cube)

lightning bolt (C3s, R11"+; 7d6)

slow (C3s, R16," DR10r, 4" square)

FIRE GIANT PETS.

14. Hell hounds Ember and Fireball. AC:4, M:12, HD:7, hp:40, 35, #AT:1+breath, D:d10 plus 7hp fire breath (save vs. **breath** for 4), THAC0:13, STs:13; surprised 1/6, locate invisible 50%

18. Otyugh "Thing." AC:3, M:6, HD:8, hp:50, #AT:3, D:d8/d8/d4+1 & disease, THAC0:12, STs:13, never surprised

19. Hell hounds Blaze and Flare. AC:4, M:12, HD:7, hp:40, 30, #AT:1+breath, D:d10 plus 7hp fire breath (save vs. **breath** for 4), THAC0:13, STs:13; surprised 1/6, locate invisible 50%

19. Pyrohydra Spot. AC:5, M:9, HD:8, hp:64 (8 per head), #AT:8+ breaths, D:d8@ +8hp fire breath (save vs. **breath** for 4), THAC0:12, STs:13

ENCOUNTER KEY: LEVEL EIGHT

13. **GUARD.** Past the large doors on the south wall, the corridor continues and apparently turns to the north. It actually forms a "T" intersection, but there is an illusory wall to the south, kept there by one horned devil, waiting to ambush the party. (It was warned by its comrade, the ice devil on Level Six, that a paladin was on his way down). It pursues if necessary, fighting to the death of its material body.

Horned Devil

Lockjaw, AC:-5, M:9/18, HD:5+5, hp:35, #AT:4, D:d4/d4/d4+1/d3, THAC0:15, STs:12, MR:50, +1 weapon to hit, INT: High, LE, Lg (9'); Radiates fear 5' radius (save vs. **wands**, once per round if engaged).

Spells:

1/DAY:

wall of fire (no saving throw; R:8, DR = concentration; height 20,' wall or ring. Wall is 12" square, ring is 3" radius, damage passing through = 16hp, within 10' = 5hp, within 20' = 2hp; ring moves with devil, wall does not.)

AT WILL:

ESP (R:3)

detect magic (R:6)

create illusion (R:12, affects all senses)

charm person (R:12)

suggestion (R:3)

infravision (R:6)

teleport (no error)

know alignment (R:1)

animate dead (R:1)

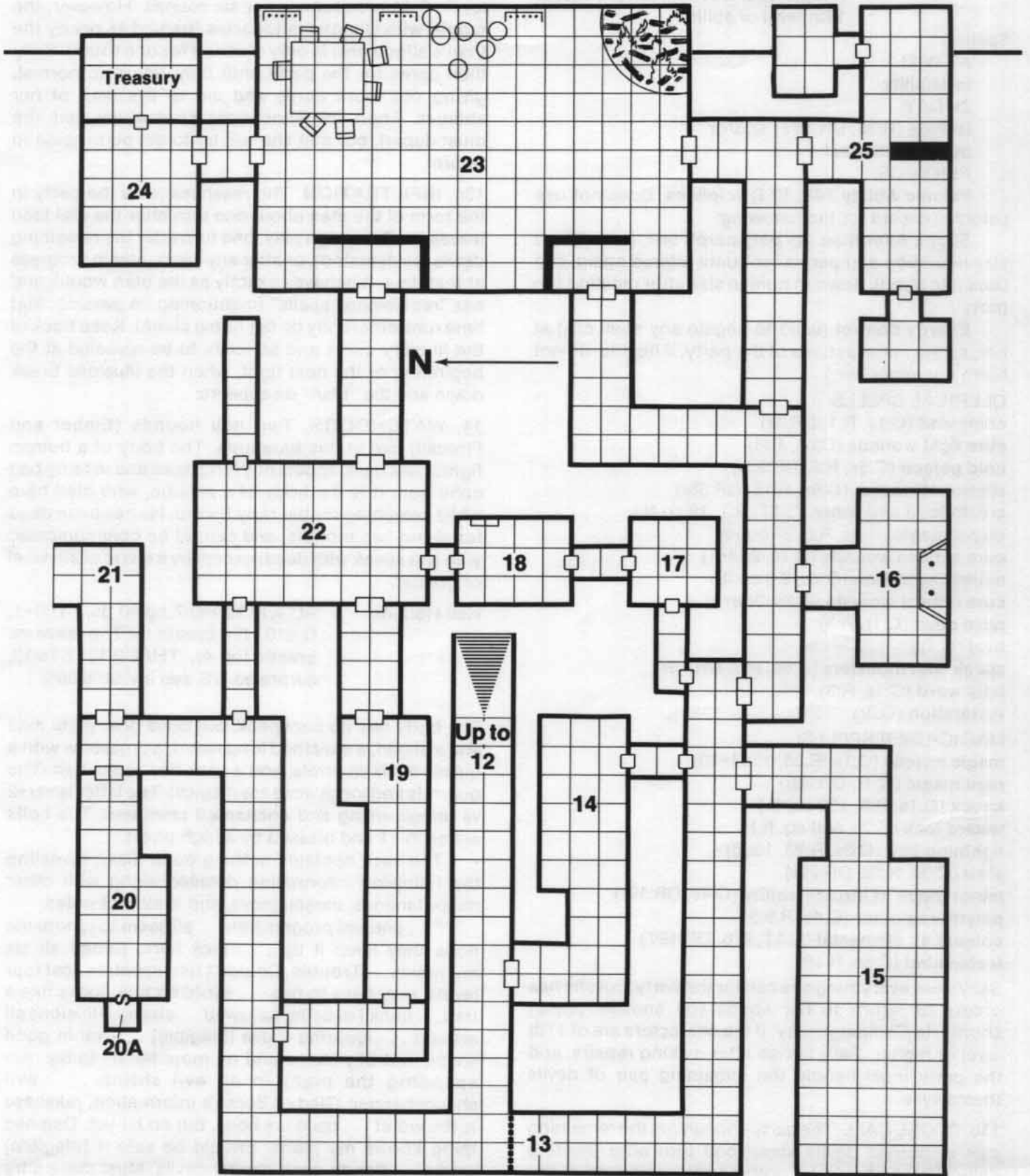
produce flame (normal flame, can be hurled up to 4"; D:1d4)

pyrotechnics (needs and uses fire source, either fireworks of 10x volume, blindness for six segments, or smoke of 100x volume, obscures vision for six rounds).

Hiding behind its illusory wall, Lockjaw tries to **charm** party members. It **teleports** as necessary to avoid combat, and if caught, creates the illusion of another devil gating in. Note that it can use only one ability per round, but in addition to normal melee attacks. Lockjaw mixes illusory fire with its **produce flame**, and tosses in the **wall of fire** at the best opportunity. If the party is getting badly beaten by the devil, feel free to have the titan (hereafter) arrive a bit early and rescue them.

13a. **HELP.** Just before the party tries to open the next door (wherever they may be when this occurs), a huge

MAP OF LEVEL EIGHT



female figure appears near them. It is Sally, a titan, who has the following powers:

Titan Sally AC:0, M:15, HD:19, hp:120, #AT:1, D:7d6, THAC0:7, STs:5, MR:60, CG, Lg (18'). All spells (magic-user and clerical) are cast at 19th level of ability.

Spells:

AT WILL:

invisibility

2x/DAY:

levitate (R:38, DR:19T) and/or

become ethereal

PSIONICS:

Psionic Ability 148, 12 Disciplines. Does not use psionics except for the following:

Shape Alteration (as **polymorph self**, but with no size limitation and permanent until **altered** again, she uses it to shrink down to human size after meeting the party);

Energy control (used to negate any spell cast at her, so the initial actions of the party, if hostile, do not harm nor anger her.)

CLERICAL SPELLS:

command (C:1s, R:1, DR:1r)

cure light wounds (C:5s, 1d8)

hold person (C:5s, R:6, DR:23r)

silence 15' radius (C:5s, R:12, DR:38r)

create food and water (C:1T, R:1, 19 cu.ft.)

dispel magic (C:3s, R:6, 3" cube)

cure serious wounds (C:7s, 2d8+1)

neutralize poison (C:7s, 9.5 cu.ft.)

cure critical wounds (C:8s, 3d8+3)

raise dead (C:1r, R:3)

heal (C:1r)

speak with monsters (C:9s, R:3, DR:19r)

holy word (C:1s, R:3)

restoration (C:3r)

MAGIC-USER SPELLS:

magic missile (C:1s, R:25, 10d4+10)

read magic (C:1r, DR:38r)

knock (C:1s, R:6, 190 sq. ft.)

wizard lock (C:2s, 570 sq. ft.)

lightning bolt (C:3s, R:23, 19d6)

slow (C:3s, R:28, DR:22r)

minor globe of invulnerability (C:4s, DR:19r)

polymorph other (C:4s, R:9.5)

conjure air elemental (C:1T, R:6, DR:19T)

feeblemind (C:5s, R:19)

Sally does everything she can for the party, but she has orders to return to her abode (on another plane) shortly. In Campaign play, if the characters are of 11th level or higher, Sally leaves after making repairs, and the party must handle the remaining pair of devils themselves.

13b. CLOSE CALL. The party encounters the remaining pair of horned devils about one turn after meeting Sally. There should be nothing else going on at the

time. When they are encountered, Sally immediately casts a **holy word**, blasting them back to their own plane before they can do anything. This spell has the following effects on the party members (no saving throw):

characters of levels 4-7 are paralyzed for one turn; levels 8-11 are stunned for six rounds. However, the ranger with Chaotic tendencies (treated as nearly the titan's alignment) is only stunned for one round. Sally then cares for the party until they return to normal, giving out more cures and aid to the limit of her abilities. Then she announces sorrowfully that she must depart, but that she will try to get permission to return.

13c. INFILTRATION. The rakshasa joins the party in the form of the titan about one turn after the real titan leaves (in Campaign play, one turn after the remaining devils are defeated), or after any encounter in progress at that time. It behaves exactly as the titan would, and has "replenished spells" (mentioning, in passing, that time runs differently on her home plane). Keep track of the illusory cures and so forth, to be revealed at the beginning of the next fight, when the illusions break down and the "titan" disappears.

14. WATCHDOGS. Two hell hounds (Ember and Fireball) live in this bare area. The body of a human fighter lies here, apparently long dead and in fairly bad condition. It is the body of a paladin, who died here while searching for the Holy Sword. He has been dead for about two months, and cannot be communicated with (via **speak with dead**) except by a cleric of 9th level or greater.

Hell Hounds AC:4, M:12, HD:7, hp:40, 35, #AT:1+1, D:d10+ fire breath for 7hp (save vs. **breath** for 4), THAC0:13, STs:13, surprised 1/6, see invisible 50%

The body has no backpack, but does bear plate mail and a shield, a sheathed longsword, a crossbow with a quiver of six quarrels, and a sack tied to the belt. The quarrels and longsword are magical. The latter is +1/+2 vs. **magic-using** and **enchanted creatures**. The bolts are each +1 and blessed by a high priest.

The sack contains nothing but a diary, revealing the following information detailed along with other miscellaneous, meaningless, and irrelevant notes:

"... undead progression ... all seem to ignore me hope they keep it up ... luck here; turned all six mummies ... Trouble. Couldn't turn spectres, lost four levels, may have to flee ... avoiding box, looks like a trap ... think I'm being followed ... strange illusions all around ... ignoring those [illegible] ... not in good shape, out of potions and no more hands today. Am spending the night in an evil shrine ... evil shapechanger. Glad of Boran's information, rakshasa is the worst ... used six bolts, but no hit yet. Damned thing knows my plans. Should be safe if [illegible] works ... fiends, can't handle devils. Must make a try

for the stairs . . . hope to cause distraction, but need more tools . . . slim chance, now that they know. Must try . . . hear noise. Giants coming. Hope this works . . ."

15. GYM. There are hundreds of rocks of all sizes scattered around this large exercise area. One wall is painted with a crude mural, chipped and dented, apparently meant to portray paladins in various attacking poses. There are also four giant-size clubs in one corner of the west end of the room.

16. CHAPEL. This plain area bears many clues that it is a shrine to Surtur, god of fire giants. Giant-sized benches fill most of the room, and a crude altar is by the south wall. No items are present, but the altar radiates a dim **dweomer of evil** (and should be defiled by Good characters, with proper alignment play). There are no valuables here.

17. BEDROOM. This is Wally's room, one of the two sons of the fire giant family. (The rakshasa masquerades as the other son, now dead.) Wally is playing with his rock collection, usually kept in a wooden box under his bed. It contains 2,600 gp worth of gems. He also has a (glowing) **two-handed sword +1** hanging on one wall, which he uses one-handed. Several model boats lie scattered around the room, and one dry human head (partially preserved) hangs over the bed, mounted on a small plaque bearing an inscription (in the fire giant tongue) that reads "Wally's first kill—congratulations from Mom & Dad!"

Wally AC:3, HD:6, hp:30, Ht:7', INT:6, D:2d8+1 or rocks for d10+1 to 11" range; THAC0:11

18. BATHROOM. This is a waste disposal area, and looks and smells like one. Inside, amid piles of dung, lives an otyugh affectionately known to the fire giants as "Thing." It is not hostile, and normally ignores those who enter the room. If attacked, it will fight to the death. Hidden under the piles is one gem accidentally dropped there, worth 10,000 gp.

Otyugh AC:3, M:6, HD:8, hp:50, #AT:3, D:d8/d8/d4+1. THAC0:12, STs:13, N, Lg, never surprised; disease with each hit

19. WATCHDOGS. Two hell hounds (Blaze and Flare) normally frolic here with the family's pet pyrohydra (Spot). The room also contains dozens of large rocks, suitable for throwing by the fire giants if necessary. A neglected toy ball lies in the room. Close inspection reveals it as a mimic, nearly dead (HD:7, hp:4). If rescued, it tells (in Common) about seeing the rakshasa here one day, and watching it turn into Bill, a fire giant boy, as a door was opened.

Hell Hounds 2, AC:4, M:12, HD:7, hp:40, 30, #AT:1+1, D:d10 + fire breath for 7hp (save vs. **breath** for 4), THAC0:13, STs:13, see invisible 50%, surprised 1/6

Pyrohydra AC:5, M:9, HD:8, hp:64, #AT:8@ plus breath, D:d8 plus 8hp fire breath, save vs. **breath** for 4hp

20. BEDROOM. This is the lair of the rakshasa, formerly the room of the now-deceased fire giant son, Bill. Under its bed is a long, flat ornamental sword case with a stout lock. If opened carelessly, a poison gas trap fills the room with noxious vapors. All within the cloud die immediately unless they save vs. **poison** with a -4 penalty. This trap may be defused, but at a penalty of -10% from normal **Remove Trap** chances. The chest contains the rakshasa's treasure: 10,000 ep, 1,000 pp, potions of **human** (actually half-orc) **control** and **invisibility**, a scroll of **protection from possession**, and a ring of **fire resistance**.

Rakshasa AC:-4, M:15, HD:7, hp:45, #AT:3, D:d3/d3/d4+1, THAC0:13, STs:10; LE, Med; only affected by high-power spells (L8-9) or magic weapons; ½ damage from weapons +2 or less. Can **ESP** and create **illusion** at will and simultaneously, but neither while casting a spell.

SPELLS:

command (C1s, R1," DR1r)

cure light wounds (C5s)

jump (C1s, DR1T, 3 jumps)

magic missile (C1s, R13," 4 missiles, 1d4+1@)

push (C1s, R2.75")

spider climb (C1s, DR8r)

detect invisibility (C2s, R7," DR35r)

mirror image (C2s, DR14r)

stinking cloud (C2s, R3," DR7r, 2" cube)

lightning bolt (C3s, R11"+; 7d6)

slow (C3s, R16," DR10r, 4" square)

20A. CLOSET. The door to this 10-foot square secret area is always locked, and the rakshasa holds the key. A glowing longsword lies in the center of the room. It is Chrysome, the Holy Avenger (see Appendix for full description). However, a lurker above is on the ceiling, and a trapper is on the floor. The trapper is highly intelligent and bigger than the unintelligent lurker, and gets the first attack at entering prey. The lurker above attacks whoever is left after the trapper closes (about up to four victims at once, depending on who entered the room). Tricked by the rakshasa into this small room, the two creatures are hungry and very dangerous. The rakshasa stores the Sword here when it is out and about, and uses illusions to distract the creatures when it returns to retrieve the Holy Sword.

Trapper AC:3, M:3, HD:12, hp:65, #AT:special, D:4 plus AC of victim, smother in 6r, THAC0:9, STs:10, fire/cold = ½ or no damage

Lurker Above M:1/9, HD:10, hp:50, #AT:1, D:d6/r & smother in d4+1r, THAC0:10, STs:14, N, Lg, surprises 4/6

inset lock is large and rusty. Each attempt at picking the lock results in a broken lockpick (until replaced at a guild, -5% penalty to Open Locks skill percentage per pick broken). A **knock** spell merely jostles some rust loose, without opening the lock.

The key in the fireplace fits here. That key can also be used to open the four large locked chests within the Treasury, revealing the treasure of the fire giant family: 4,000 cp, 6,000 sp, 5,000 gp, gems worth 12,000 gp, jewelry worth 10,000 gp, two potions of **fire giant control**, and one potion of **fire resistance**.

21. EXIT. This corridor leads out for about half a mile, ending in caves under the island's western edge. The giants perform some mining operations here, although such activity is sporadic at best.

22. LOUNGE. A large pit, 30 feet in diameter, is in the center of this very hot room. It contains glowing embers and a flickering fire. The fire giants consider the room a lounge, but it can be harmful to others. Characters in metal armor take 4hp of heat damage per round while in here, others 2hp per round (no saving throw in either case, but **fire resistance** applies). The giants like to play in the fire, but the fire does 20hp of heat damage per round to all unprotected creatures within the flames.

23. KITCHEN. This huge area is large even by giants' standards, and is also used as a living room. Two L-shaped walls shield the room from the west entrances.

Shelves and cupboards line most of the walls. There is a table with chairs near the northeast corner. A weapons rack is on the wall just east of the table. Six large barrels are near the center of the east wall, beside another weapons rack. More chairs to the south of the barrels stand before a large fireplace in the southeast corner. A horn lies atop one of the barrels, and a broom is leaning against another. There are no implements for tending the fire (such as tongs) to be found anywhere. The weapon racks hold huge swords, picks, shovels, and some oversized pole arms. The barrels contain dwarven ale. If the room is searched, a bag and cloak (both magical) may be found in the bottom drawer of one cupboard. The magical items in the room are the horn, broom, bag and cloak. These items are a **Horn of Bubbles**, **Broom of Animated Attack**, **Cloak of Poison**, and **Bag of Devouring** (apparently a **Bag of Beans**).

Hidden in the raging fire in the fireplace, under the coals, is a large key (to the Treasury, hereafter), along with a few valuable gems (total value 8,000 gp) which have survived the heat.

24. BEDROOM-TREASURY. Grandpa fire giant lives here. A large chest is next to his bed. It is not locked nor trapped, and contains 5,000 gems—worth one gp each. A heavy iron door is in the middle of the east wall. Its

25. BEDROOMS. Four fire giants live in this duplex area. Each room contains an oversized giant bed, table, chest of drawers, mirror, padded chair, and adjacent closet. The giants living here are the couples George



and Martha, and Henry and Ethel. They are wearing their jewelry; each male wears 2,000 gp worth, and the females each wear 3,000 gp worth. George (in 25a) has stashed a scroll of **protection from magic** in his closet. Each closet contains only normal giant-sized clothing, with the exception of George's scroll.

Grandpa	AC:3, HD:11, hp:74, Ht:11,' INT:9, D:4d6+1 or rocks for 2d8 to 16" range, THAC0:9
George	AC:1, HD:11, hp:67, Ht:12'6," INT:7, D:5d6+2 or rocks for 2d10 to 20" range, THAC0:8
Martha	AC:3, HD:10, hp:44, Ht:11,' INT:7, D:4d6 or rocks for 2d10-1 to 18" range; THAC0:10
Henry	AC:1, HD:11, hp:59, Ht:12,' INT:10, D:5d6+1 or rocks for 2d10 to 20" range, THAC0:9
Ethel	AC:3, HD:10, hp:45, Ht:10'6," INT:9, D:4d6 or rocks for 2d10-1 to 18" range, THAC0:10

APPENDIX

The Holy Sword

Type: Longsword +5
Alignment: Lawful Good
Title: **Holy Avenger**
Name: Chrysomer
Intelligence: 17
Ego: 38
ToPS (Total Personality Strength): 55

When used by a Lawful Good non-paladin, Chrysomer will not reveal its true identity, but will seem by all tests to be an unintelligent **longsword +2**. If touched by a non-Lawful or non-Good being, it will wait until it is used in combat, at which time it will shock the user for 38 points of electrical damage (no saving throw, no resistances apply unless of divine origin).

When wielded by a paladin, the sword . . .

1. bestows 50% **magic resistance** in a five-foot radius (automatic unless commanded otherwise)
2. can **dispel magic** in a five-foot radius, as if a magic-user of the paladin's level (on command)
3. does +10 damage vs. Chaotic Evil opponents (instead of +5, and automatically), plus effects listed below (see Special Purpose).

Other Abilities:

detect evil, 2" (on command);
detect shifting rooms and walls, 1" range (on command);
detect magic, 1" range (on command);
detect invisible, 2" range (on command);
read languages (on command or voluntarily);
read magic (on command or voluntarily);
telepathy with user (and vice versa, at will);
regenerates user 1hp per Turn (automatic)
teleport with user 1/day, DM rolls normally (as per L5 M-U spell) but Chrysomer helps (the results should be adjusted by up to 5% in the most favorable manner), casting time two segments, maximum total weight 600 pounds (on command or voluntarily, see below).

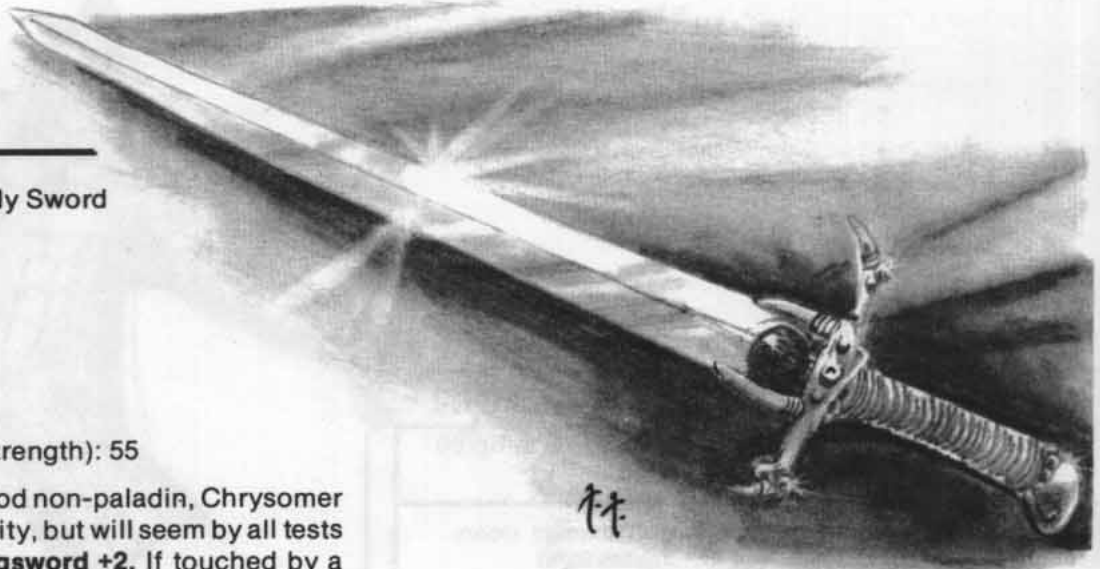
Special Purpose

To defeat Chaos. When used against a Chaotic opponent, a successful hit forces the victim to save vs. **spells** (including) Wisdom adjustment, if applicable) or be paralyzed; Duration: 1-4 rounds.

Languages

Lawful Good, Common, Dwarf, Halfling, Fire Giant, Gold Dragon, High Elf.

As soon as Chrysomer is touched by a paladin, it will inform the paladin of its name and abilities, in the order listed above, at the rate of one bit of information per



segment. This may be pertinent if the paladin needs to use certain abilities of the sword quickly (for example, to **teleport** out from within a lurker or trapper . . .).

Remember that a character's ToPS = Intelligence + Charisma + Level. Note the ToPS of Chrysomer; it usually controls all but the most powerful paladins. However, its behavior and preferences are the ideals of paladinhood. It is extremely Lawful and Good, and tolerates no nonsense from Chaotics.

If Chrysomer assumes control, it relies on the user for Wisdom and counts on its own Intelligence. Where applicable, the user thereafter introduces himself or herself by both names. In other words (to use Athelstan as an example), "We are Athelstan Chrysomer, paladin." Though often misinterpreted as the use of the royal or editorial "we," it is literally an introduction of the two life forces merged into one. Needless to say, Chrysomer does not allow any other magical sword to be used by its paladin, regardless of the results of the comparison between personality strengths. It does not object to the use of other magical items or weapons.

Chrysomer uses its **regeneration** and **teleport** abilities as commanded or as needed, but does not use the latter voluntarily unless the situation is desperate. It demands that it be decorated once per month. If not appeased, it withholds abilities until satisfied (unless the user faithfully promises to "feed" it as soon as possible). It only accepts emeralds, rubies, or diamonds as decorations, and of a minimum value of 5,000 gp per month. The gems currently mounted upon its hilt total 50,000 gp in value.

Chrysomer was forged in the distant past. As one of the Great Legendary Swords, it leads young paladins on the road to fame and fortune. Once it has a paladin under its control, it does not needlessly endanger the character. However, it does occasionally wear out the users if they are not up to the epic tasks it sets before them.



CHARACTER SUMMARY: PALADIN

Human male, Athelstan (ATH-el-stan), AC:0, hp:60
Level: 9, Lawful Good

Strength 18/74	(+2 to hit, +3 damage, doors 1-4, bars/gates 25%)
Intelligence 10	(2 added languages)
Wisdom 16	(2 bonus vs. mental attacks)
Dexterity 12	
Constitution 17	(3 hp/die, SS:97, RES:98)
Charisma 17	(30% reactions)

Armor: Shield +1, plate +1 **AC rear:** 2

Saving Throws

Poison/paralysis 8
Petrify/polymorph 9
Rods, staves, wands 10
Breath 9
Spells 11
+2 Class bonus included

Turn Undead

Wraith 7
Ghast 4
Mummy 10
Spectre 13
Vampire 16
Ghost 20
Ghoul Destroy
Shadow Turn
Wight Turn

Abilities

Protection from Evil, 10-foot radius; detect Evil, six-inch range; lay on hands, one/day (18 hp); cure disease, two/week; immune to disease; three attacks/two rounds.

Languages

Common, Elven, Orcish.

Magical potions

Fire resistance, healing.

Magical Items

Longsword +3 (Paramel, ToPS 23: detect magic one inch, levitation three/day as L9 magic-user, speaks NG, Lammasu, Salamander,) mace of disruption +1, plate mail +1, shield +1.

To Hit (base, adjust for all bonuses)

AC	10	9	8	7	6	5	4	3	2	1	0
	2	3	4	5	6	7	8	9	10	11	12

Weapon Proficiency

Longsword, longbow, dagger, lance, two-handed sword, mace.

Normal Equipment

Three oil, four holy water, any other.

Role Playing Notes

Athelstan is the classic paladin. He comes from Northending, the Lawful Good stronghold. Athelstan avoids Triladir's advances, and wants to protect others from risks, as this quest is his big event. He is unwilling to overuse his sword Paramel until he can afford to mount it with gems. The paladin will give away Paramel if the Holy Sword is found.

CHARACTER SUMMARY: RANGER

Human male, Tristrum (TRIS-trum), AC: 2, hp:60
Level: 8, (Chaotic) Neutral Good

Strength 17	(+1 to hit, +1 damage, doors 1-3, bars/gates 13%)
Intelligence 13	(3 added languages)
Wisdom 14	
Dexterity 14	
Constitution 18	(+4 hp/die, SS:99, RES:100)
Charisma 13	(5% reactions)

Saving Throws

Poison/paralysis 10
Petrify/polymorph 11
Rods, staves, wands 12
Breath 12
Spells 13

Armor

Chain +1, shield +1

AC rear: 4

Abilities

Tracking, base 65% underground, 90% outdoors; surprised one/six; surprises others 65%; 8 damage vs. giant class (bugbear, ettin, giant, groll, goblin, kobold, ogre, ogre magi, troll).

Languages

Common, Elven, Halfling, Ogre.

Magical potions

Invisibility, healing



CHARACTER SUMMARY: MAGIC-USER

Human female, Triladir (TRILL-a-deer), AC: 3, hp:35
Level: 9, Lawful Good

Strength9	(Doors 1-2, Gates 1%)
Intelligence18	(7 added languages)
Wisdom11	
Dexterity16	(+1 missile bonus, -2 AC bonus)
Constitution16	(+2hp/die, SS:95, RES:96)
Charisma9	

Saving Throws
Poison/paralysis13

Magical Potions
Extra healing,
water-breathing.

Petrify/polymorph11
Rods, staves, wands9
Breath13
Spells10

Normal Equipment
Two oil, two holy water,
any other.

Languages

Common, Elven, Dwarven, Orcish, Silver Dragon, Lammasu, Stone Giant.

Magical Spells

Choose any spell level 1-4. Level 5 should be from: cloudkill, teleport, wall of force.

Magical Items

Dagger +2/3 vs. small, bracers AC:6, ring +1, portable hole.

Weapon Proficiency

Darts (9), dagger.

Armor:

Bracers of defense

AC rear: 6

To Hit (base, adjust for all bonuses)

AC	10	9	8	7	6	5	4	3	2	1	0
	9	10	11	12	13	14	15	16	17	18	19

Role Playing Notes

Triladir is very Lawful and very Good. She would like to settle down with Athelstan, but is much too dignified to bring the subject up. Triladir genuinely dislikes Gadoff and thinks Tristrum is a bit coarse. She will do anything reasonable to help Athelstan, and to protect him from harm. This magic-user takes great pride in her magical expertise and wants to impress Doc with souvenirs of victory.

Magical Items

Longsword +2, javelin of piercing +6, chain mail +1, shield +1.

Normal Equipment

Three oil, two holy water any other.

Weapon Proficiency

Longsword, longbow, dagger, two-handed sword.

Magical Spell

Faerie fire (C3, DR32r, R")

To Hit (base, adjust for all bonuses)

AC	10	9	8	7	6	5	4	3	2	1	0
	4	5	6	7	8	9	10	11	12	13	14

Role Playing Notes

Tristrum is Neutral Good but can occasionally act Chaotic. He likes to fight giant class creatures and he is jealous of Athelstan. Tristrum often teases Gadoff and shows kindness for Triladir. Traps worry him.

CHARACTER SUMMARY: CLERIC

Human female, Venacia (Ven-A-see-ah), AC:0, hp:47
Level: 10, (Lawful) Neutral Good

Strength 7	(Doors 1, gates 0%, -1 to hit, weight allowance -150)
Intelligence 10	(2 added languages)
Wisdom 18	(+4 ST vs. mental attacks)
Dexterity 8	
Constitution 10	(SS:70, RES:75)
Charisma 11	

Saving Throws

Poison/paralysis 6
Petrify/Polymorph 9
Rods, staves, wands 10
Breath 12
Spells 11
Note +4 Wisdom bonus

Turn Undead

d20,d66*/d12)
Mummy 4
Spectre 7
Vampire 10
Ghost 13
Lich 16
Special 19
*Skeleton, zombie Destroy
Ghast, wraith Turn
Ghoul, shadow Destroy
Wight Destroy

Armor

Plate armor, shield +1

AC rear: 3

Languages

Common, Elven, Dwarven.

Magical Potions

Levitation, speed

Magical Spells

Command (C1c, R1, DR1r)	Augury (C2r, 79%)
Cure light wounds (C5s,1d8)	Augury (C2r, 79%)
Cure light wounds (C5s, 1d8)	Raise dead (C1r, R3)
Resist cold (C1r, DR9T)	Raise dead (C1r,R3)
Sanctuary (C4s, DR11r)	Remove curse (C6s)
Find traps (C5s, R3, DR3T)	Cure Blindness (C1r)
Hold person (C5s, R6, DR13r)	Neutralize poison (C7s)
Silence 15'r (C5s, R12, DR18r)	
Slow poison (C1s, DR54T)	
Dispel magic (C6s, R6, 3" cube)	
Prayer (C6s, DR9r, 6" radius)	
Cure serious wounds (C7s, 2d81)	
Cure serious wounds (C7s, 2d81)	

To Hit (Base, adjust for all bonuses)

AC	10	9	8	7	6	5	4	3	2	1	0
	4	5	6	7	8	9	10	11	12	13	14



Walters '83

Role Playing Notes

Venacia is very Lawful when Athelstan is around. She keeps her dignity at all times, and likes Tristrum (but will not be open about it). Venacia disapproves of horseplay. She wants a church of her own, and likes to argue proper alignment acts with the Paladin, for their mutual improvement.



CHARACTER SUMMARY: FIGHTER/THIEF

Halfling male, Gadoff (GAD-off), AC:3, hp:37
Level: 4/7, Neutral (Good)

Strength12	(Doors 1-2, gates 4%)
Intelligence13	
Wisdom8	
Dexterity18	(+3 missile bonus, -4 AC bonus)
Constitution15	(1hp/die, SS:91, RES:94)
Charisma16	(25% reaction bonus)

Saving Throws	
Poison12	
Paralysis11	
Petrify/polymorph11	
Rods, staves, wands12	
Breath15	
Spells13	
+4 race/con bonus included	

Magical Items
Shortbow +1,
shortsword +2,
leather armor, wands of
illumination (37 charges),

secret door and trap
detection (10 charges).

Abilities	
Infravision	30 feet
Pick pockets	70%
Open locks	72%
Find/remove traps	60%
Move silently	75%
Hide in shadow	68%
Hear noise	30%
Climb walls	79%
Read languages	30%

Armor: leather +1
AC rear: 7

Normal Equipment
Three oil, two holy water,
any other.

Languages

Common, Dwarven, Elven, Gnome, Goblin, Halfling, Orcish.

Weapon Proficiency

Shortsword, shortbow, dagger, dart, spear, club, sling, trident.

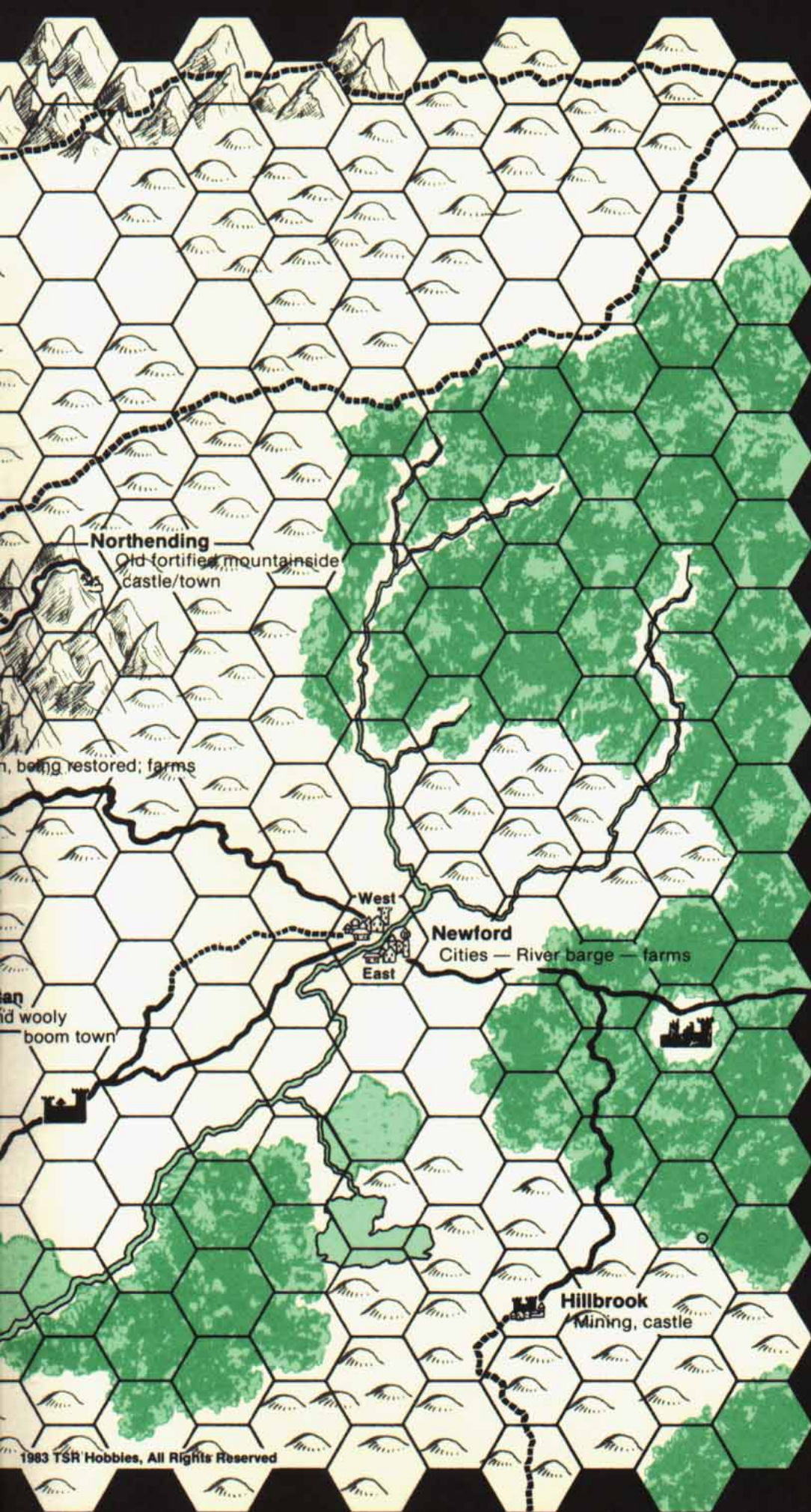
To Hit (base as fighter, adjust for all bonuses)

AC	10	9	8	7	6	5	4	3	2	1	0
	8	9	10	12	13	14	15	16	17	18	19

Role Playing Notes

Gadoff is true Neutral, but is Good when Athelstan is around. He dislikes Tristrum for his constant kidding and lack of respect. Gadoff is amused by Triladir's obvious attraction to Athelstan, yet he likes Triladir's intelligence and they chat often. Gadoff considers Doc a "stuffed shirt."





- | | | | |
|--|----------|--|-----------|
|  | Castle |  | Town/City |
|  | Road |  | Trail |
|  | Mountain |  | Hill |
|  | Swamp |  | Trees |
|  | Water |  | River |

- Master Key**
- | | |
|---|--------------|
|  | Door |
|  | Stairs |
|  | Eternal gate |
|  | Mist |
|  | Secret door |
|  | False door |



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