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The Tower of Azal'lan



By David Prata

The Tower of Azal'lan

An AD&D® Adventure
for 5–9 Characters of Levels 4–6
by David Prata

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Table of Contents

Prologue	5
The Town of Innspa	7
Act I: "The Gnome Who Knew Too Much"	17
Act IIa: "The Trouble With(in) Adri"	22
Act IIb: "North by Northeast"	28
Act III: "Shadow of a Redoubt"	33
Act IV: "Spell-bound"	39
Epilogue	46

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- o Significant inspiration for this module was drawn from the novel *King of the Dead*, by Gene De Weese; some liberties were taken with the source material, particularly with regard to the character Stakaster.
- o Terminology relating to places of worship was taken from Gary Gygax's *Living Fantasy* (previously published by Troll Lord Games; now out of print), an excellent resource for quasi-medieval fantasy world-building.
- o Most of the background for the firbolg appears in the article "[Ettin's Mound and the Northwest Adri](#)," posted by Canonfire! user Peter Ouimette in 2003.
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- o With apologies to Alfred Hitchcock and Rod "Trevanian" Whitaker.

Prologue

WORLD OF GREYHAWK® Setting

The events described in this adventure module initially begin in the town of Innspa (hex N2-68), culminating at a location in the northern Adri Forest (hex L2-63). The nominal season is low summer of 571 CY, although any pre-Wars date would work equally

well; simply modify references to the weather if the season is not low summer. If the DM wishes to relocate the adventure to his or her own campaign setting, any border town on the edge of a temperate forest will suffice. The history of Azal'Lan (q.v.) can likewise be adopted wholesale or altered as needed.



DM's Background

Nearly three centuries ago, in 283 CY, a powerful magic-user named Firan Zal'honan [FEER-ahn zal-HOH-nahn] rose to power in the County of Knurl (in present-day Bone March), which he quickly freed from the depredations of roaming bandits. His subjects proclaimed him "Azal'Lan" [az-ahl-LAN] — "Wizard-King," in Old Oeridian. Azal'Lan swore fealty to the Overking in Rauxes and ruled his dominion with an iron fist for the next 30 to 40 years.

The Wizard-King's hold over Knurl gradually began to weaken, though the populace still feared his power. In particular, his active "discouragement" of priesthoods in Knurl — and the near-total abolition of worship that followed — led to growing peasant unrest. Then, in 327 CY, Firan's own son, Irik [EE-rihk], was discovered freeing some of his father's political prisoners. Torn between devotion to his laws and devotion to his son and heir, Azal'Lan ultimately chose the former; not only did he order Irik beheaded, he wielded the axe personally.

While this drastic action quelled the rebellious peasants, Azal'Lan himself was wracked with self-doubt. He turned inward and began to heed the counsel of the nameless voices that spoke to him in his despair. These dark powers guided the aging wizard-king (already nearing the 100th anniversary of his birth) toward the ultimate power of life and death that he sought; in 329 CY, Azal'Lan shed his mortality and became a lich.

For another threescore years, the lich Azal'Lan ruled the County of Knurl, expanding his dominion ever outward and even daring to renounce his fealty to the Malachite Throne. From the bodies of his fallen enemies, Azal'Lan raised a veritable army of undead minions. His reign of terror consumed the Blemu Hills, the Flinty Hills, and the whole of the Adri Forest.

Finally, in 391 CY, the Wizard-King went too far. After Azal'Lan captured the border town of Innspa, Nyronnd was forced to march against him. The sorcerer Stakaster [stah-KAS-ter], an apprentice of the lich, betrayed his master and led him into a trap. Azal'Lan fled into a nearby fog bank and vanished into the mists, never to be seen in the Flanaess again...

The Town of Innspa

History

A semi-independent border town, Innspa (pop. 2500) has been virtually the personal fief of Prince Corazell Garasteth [kawr-ah-ZEL gah-RAS-teth] (*LN Oeridian male MU 12*) — whose family owns the surrounding territory — since c. 560 CY. Political realities, however, dictate that the Lord Mayor of Innspa, Jiminez Serth [zhih-MEEN-ez SAYRTH] (*N Oeridian male*), swears allegiance to the Prelate of Almor. Initially a small mining village called Nonizburg, the settlement became a vibrant trading post dealing in farm produce from nearby Nyronnd, fish from the Harp River, copper from the Flinty Hills, and timber from the Adri Forest.

From these humble beginnings, the town grew into a resort for wealthy Aerdi nobles, particularly in the last 200 or so years. In 322 CY, an eccentric wizard who was obsessed with personal hygiene had the first ornate public baths built, harnessing the town's natural bubbling springs and (some legends claim) a bound fire elemental. For but 1 cp, commoners are permitted a quick dip in the "tepid water" baths. Members of the upper classes may indulge themselves in a foaming hot water bath, complete with herbal infusions and mineral salts, soap, and hot towels for the bargain price of 2 gp.

As the appeal of these baths grew, and as most of the old mines were depleted, the population of the

place (then known as Minerstown) began to shift. Most of the *dwur* [dwarven] and *noniz* [gnomish] miners moved on to new lodes further up in the Flinty Hills, while tourist traffic began to increase. This influx of visitors sparked the building of several inns and taverns, which in turn gave rise to the town's current name — "Inn" + "Spa".

Layout

Situated on the western edge of the Adri Forest, the roughly half-mile-square town is surrounded by a ten-foot-high wooden palisade. Three gates give ingress to the place: the West Gate, at the terminus of the main road from the northern Great Kingdom and through Almor; the North Gate, with a track leading north — parallel to the noniz aqueducts (q.v.) — and then west through the Flinty Hills; and the little-used East Gate, from which leads a track to the village of Elversford in the Adri Forest (hex J2-67). Just beyond the town's walls, along the northern track, lie a quarry and the one remaining copper mine. There is a lumber mill to the east, and to the south stands the prince's estate.

Most of the architecture within the town shows clear evidence of the *dwur* and *noniz* stonemasons who built the place. In fact, while only a couple of dozen *dwur* still remain in Innspa, the 200 or so inhabitants of the Noniz Quarter are still an important part of the day-to-day life here. Their most impressive

contribution is certainly the series of stone aqueducts — unparalleled anywhere else in the Flanaess — that channel fresh water down from the Flinty Hills and throughout the town, using an ingenious system of interconnected distribution towers. Only a gnome could think of such a contraption...

Taxation

Adventurers visiting Innspa will likely find themselves subject to some of the town's taxes. While the Lord Mayor wishes to encourage trade and tourism revenue, some taxation is still needed to keep the town viable. Taxes that adventurers are likely to incur are described below:

10% tithe on all income

As Innspa features such a large and varied number of religious institutions (qq.v.), all of the residents pay a tithe toward the upkeep of these facilities. The sums collected are distributed democratically amongst the two dozen chapels and temples, without regard to each one's particular creed. Adventurers who wish to sell anything within the town will be subject to this tithe as well, the resident merchant being responsible for collection of same. Thus, if a trader offered the party 100 gp for a cache of long swords, 10 gp would be withheld for the tithe, netting the party only 90 gp.

5% tariff on precious metals

Since Innspa is an exporter of copper ore, the Lord Mayor wants to discourage the importation of copper from other sources. As such, any precious metals (copper, silver, gold, etc.) brought into the town for sale are subject to a 5% tariff. Adventurers would most likely be affected by this if trying to sell jewelry. The jeweler would be responsible for collecting the tariff at the time of sale; thus, if the jeweler offered 500 gp for a gold ring, 25 gp would be withheld toward the tariff, in addition to the 50-gp tithe, netting the party only 425 gp.

10% sales tax

Nothing to sell in Innspa? Then the Lord Mayor will get you on the other end. All shops are required to collect a 10% sales tax on their wares, this going to the town coffers (whereas the tithe the merchants are required to pay themselves goes to the temples). Thus, if the armorer lists a suit of plate mail at 400 gp, the cost to the buyer will actually total 440 gp.

1 cp per night inn tax

The last tax that adventurers are likely to face is the Inn Tax. To each guest's bill, 1 cp is added for each night's stay. While a mere pittance to most visitors (and probably an annoyance to adventurers not used to dealing in piddling small change), the coppers add up due to the frequency of overnight visitors to Innspa.

Population

Race	Number
Humans (Oeridian, Suel)	~ 2100
Gnomes	~ 200
Elves	~ 200
Other demi-humans	Very few
Humanoids	Very few

Food, Lodging, & Entertainment

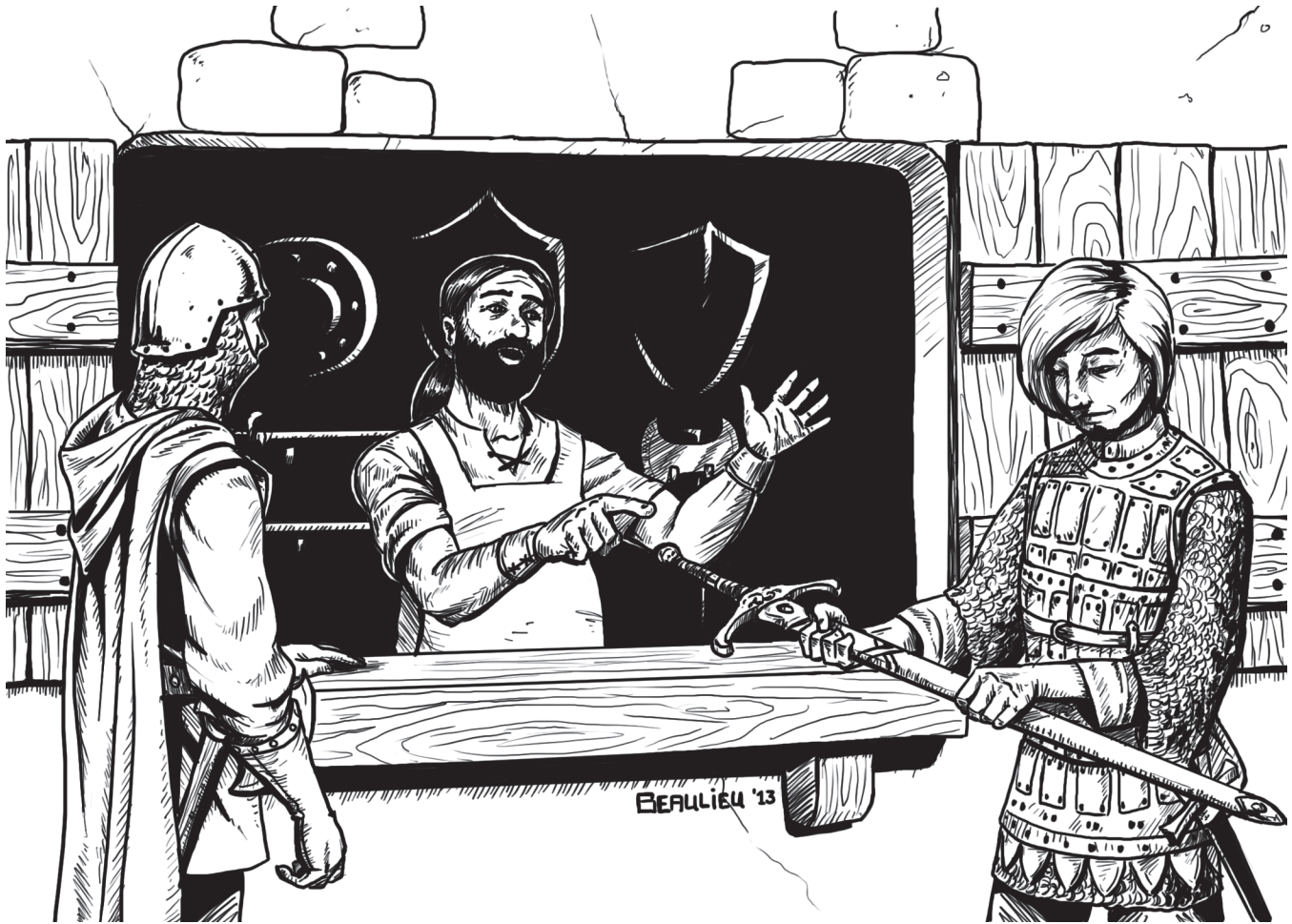
As noted previously, Innspa is well known as being a good place to visit. Thus, it offers a number of establishments catering to eccentric nobles, road-weary merchants, and tired adventurers alike. These are listed below. Inns and taverns are graded on a scale of one to four stars — the highest being the kind of world-class establishment one might expect to find in the city of Greyhawk, the lowest being the kind of low-class establishment where one might expect to contract a communicable disease.

- **2 alehouses;**
- **3 bathhouses;**
- **2 bordellos:**
Merrie Moll's (1-star), 7 sp per night;
The Goose Girl (3-star), 2 gp per night, supper included;
- **3 inns:**
The Faulty Dragon (3-star), 5 gp per night, supper included;
The Peach Tree (3-star), 2 gp per night;
The Rainbow (3-star), 2 gp per night;
- **3 livery stables;**
- **12 taverns** (4 1-star, 8 2-star);
- **1 villa:** 8 rooms (2-star), 15 gp per month, but each prospective resident must first acquire citizenship for a fee of 5 gp per person.

Shops & Services

The following merchants and artisans are available in Innspa. Several may be of interest to adventurers; others may not. Note that some of the following (such as a baker or butcher) are actual shops, while others (such as a linkboy or porter) are merely hirelings available within the town.

- 1 **apothecary**: Liobsorge [lahb-SOHRG] (*LN Suel male*);
- 2 **armorers**:
Bagunde [BAG-uhnd] (*CG Suel female*);
Ninbur Burrows [NEEN-ber] (*N gnome male Clr/Ftr 3/2 of Olidammara*);
- 1 **bakery**: Marive [mah-REEV] (*LG Suel female*);
- 1 **barber**: Farahind [FA-rah-heend] (*NG half-elf male Ftr 1*);
- 1 **barrister**: Igirt [EE-ger] (*LN Oerid-Suel male*);
- 1 **bee keeper**: Coulard [KOW-lahrd] (*LN Oeridian male*);
- 1 **blacksmith**: Dwobkor Burrows [DWOHB-kawr] (*NG gnome male Ftr 1*);
- 1 **boatwright**: Dolfin [DOHL-fihn] (*LG Suel male*);
- 1 **bookbinder**: Rileva [rih-LAY-vah] (*N Oeridian female*);
- 1 **bowyer/fletcher**: Colonder "Cole" Cockerel [koh-LOHN-der] (*LG stout male Ftr 1*);
- 1 **butcher**: Lessinar [les-SEE-nahr] (*NG Oerid-Suel male*);
- 2 **carpenters**;
- 1 **chandler**: Magend [MA-gend] (*LN Oeridian male*);
- 3 **cobblers**;
- 1 **crier**: NineUSA [nihn-ah-EE-sah] (*N Oeridian female*);
- 1 **dog trainer**: Kinsgen [KEENS-gen] (*LG Oerid-Suel male*);
- 1 **engineer-artillerist**: Goulfrer [GOWL-frer] (*NG Oerid-Suel male Ftr 1*);
- 1 **engineer-miner**: Vlili Bantam [VLEE-lee] (*LG stout male*);
- 2 **fishmongers**;
- 10 **furriers**;
- 5 **gristmills**;
- 4 **grocers**;
- 1 **hay merchant**: Odes [OH-des] (*LN Oeridian male Ftr 1*);
- 1 **healer**: Gauro [GOW-roh] (*LN Oeridian male*);
- 2 **jewelers**;
- Churbaug [KER-bowg] (*LG Oerid-Suel male MU 1*);
- Gouldrad [GOWL-drahd] (*LG Oerid-Suel male*);
- 2 **laundries**;
- 2 **leather workers**;
- 1 **limner**: Lauderin [low-DAYR-ihn] (*LN Oerid-Suel male*);
- 10 **linkboys**;
- 1 **locksmith**: Frasil [FRA-sih] (*LN Oeridian male*);
- 1 **magic shop**:
Sithaes Nedhellin [SEE-thise neth-EL-lihn] (*CN high elf female Ftr/MU/Thf 1/1/2*)
The shop sells only material components, ink, parchment, and the like — *no magic items!* Sithaes will, however, purchase a magic item that she can *identify* from the PCs for 50% of the value listed in *Unearthed Arcana*;
- 1 **market/bazaar**;
- 1 **mason**: Folzig Agater [FOHL-zihg A-gay-ter] (*LN deep gnome male Clr 2 of Gaerdal Ironhand*);
- 2 **oil merchants**;
- 3 **pack handlers**;
- 1 **pigeon keeper**: Voncmart [VAHNK-mahrt] (*LN Oeridian male*);
- 3 **porters**;
- 1 **potter**: Noseld [NOH-seld] (*LE Oeridian male*);
- 2 **poulterers**;
- 1 **roofer**: Bidort [BEE-dawrt] (*LG Oerid-Suel male*);
- 2 **ropewalks**;
- 1 **scribe**: Neldar Trout [NAYL-dahr] (*LN stout male*);
- 10 **servants**;
- 3 **teamsters**;
- 2 **thieves' guilds**:
Carime "Bonefist" [kah-REEM] (*LE Oeridian female Thf 10*);
Regide "Whiteblade" [re-GEED] (*LN Suel female Thf 10*);
- 2 **tinkers**:
Giudemid [gee-uh-DAY-mihd] (*LN Oerid-Suel male*);
Schepnab Ravine [SHAYP-nahb] (*NG gnome female Ftr/Thf 2/2*);
- 5 **traders**;
- 1 **weapon maker**:
Wurtand [WER-tahnd] (*LN Oeridian male Clr 6 of Zilchus*);
- 5 **weavers**;
- 3 **wineries**.



Religion

As has been noted previously, Innspa is a cosmopolitan town catering to a broad range of religious practices. Even some evil deities are worshiped/placated here, as the region has a strong history of tolerance in this regard. In the listings that follow, churches will be delineated under one of five categories that broadly define the size of the edifice and the overall power of the respective sect. From largest to smallest, these categories are:

1. **Temple** — a structure holding up to 600 worshipers and overseen by a High Priest; generally reserved for major deities.
2. **Fane** — a structure holding up to 300 worshipers and overseen by a Patriarch.
3. **Chapel** — a structure holding up to 150 worshipers and overseen by a Patriarch.
4. **Chantry** — a structure holding up to 100 worshipers and overseen by a Priest; often affiliated with a monastery.
5. **Shrine** — a small structure holding no more than 50 worshipers and overseen by a Priest.

Deity	Structure type	Chief priest
Atroa	chapel	Daelfin [DILE-fihh] (NG half-elf female Clr/MU 8/7), plus one lesser cleric (cf. Namwyn Moles)
Delleb	chantry	Wurazo [wuh-RAZ-oh] (LG Oeridian male Clr 3)
Ehlonna	fane	Tansy Treewee [TAN-zee TREE-wee] (N hairfoot female Drd 12), plus three lesser druids
Erythnul	hidden shrine	Mothugot [mah-THOO-gaht] (CE troll female Shm 3) (q.v.)
Heironeous	temple	Boldus [BOHL-duhs] (LG Oerid-Suel male Clr 9), plus four lesser clerics
Hextor	chapel	Thidela [thih-DAY-lah] (LE Suel female Clr 9), plus one lesser cleric
Incabulos	chantry	Beldrude [BEL-drood] (LE Oeridian female Clr 4)
Kord	chapel	Lonswel [LAHNS-wel] (CN Suel male Clr 8), plus one lesser cleric
Merikka	chapel	Raulji Gneisskin [ROWL-zhee NISE-kih] (NG gnome female Clr 9), plus one lesser cleric
Nerull	chapel	Widierna [wind-YAIR-nah] (LE Oeridian female Clr 8), plus one lesser cleric
Norebo	chapel	Aldoen [AL-doin] (NG Suel male Clr 8), plus one lesser cleric
Obad-hai	chapel	Hodgebiddle Sharp [HAHDJ-bihd-i] (N gnome male Clr 8), plus one lesser cleric
Olidammara	chapel	Coryjon Moles [kaw-REE-zhahn] (N gnome male Clr 8), plus one lesser cleric (cf. Ninbur Burrows)
Pelor	chapel	Pheliva [fe-LEE-vah] (LG Oerid-Suel female Clr 8), plus one lesser cleric
Pholtus	temple	Cloduin [kloh-DOO-ihn] (LG Oerid-Suel male Clr 9), plus four lesser clerics
Ralishaz	chapel	Mensgar [MAYNZ-gahr] (CN Oeridian male Clr 9), plus one lesser cleric
Rao	chapel	Rontason [rahn-TAS-ahn] (LG Oerid-Suel male Clr 8), plus one lesser cleric (cf. Rhuvon)
Sotillion	fane	Nulstrik [NOOL-strihk] (CN half-elf male Clr/Thf 8/9), plus two lesser clerics
Telchur	fane	Kymmar Ferret [kem-MAHR] (CN wood elf male Clr/Ftr 8/6), plus two lesser clerics
Velnius	chantry	Aegunde [I-guhnd] (NG Oeridian female Clr 3)
Wastri	chapel	Hondrano [hahn-DRAN-oh] (LN Oerid-Suel male Clr 9), plus one lesser cleric (cf. Andrid)
Wee Jas	chapel	Thalleon [thal-LAY-ahn] (LE Suel male Clr 8), plus one lesser cleric
Wenta	fane	Jartrulf [YHR-truhlf] (CG Oeridian male Clr 8), plus one lesser cleric
Zilchus	chapel	Rellingard [REL-lihn-gahrd] (LN Oerid-Suel male Clr 9), plus one lesser cleric (cf. Wurtand)
Zodal	chapel/ hospice	Otfrim [OHT-frihm] (NG Oeridian male Clr 8), plus one lesser cleric

Weather

Innsa is situated on the western edge of the Adri Forest, at approximately 35°N latitude. During the months of low summer, daytime temperatures average around 80°F, dropping to about 65°F at night. Humidity is generally low, with a 40% chance of rain on any given day. A gentle breeze blows from the east.

Because of this warm weather, residents wear as little as practical during the hours of daylight (approximately fourteen hours at this time of year). Wardrobe typically amounts to vests and pantaloons or short breeches for men, while women favor light, airy sundresses. Only in the cooler evening hours will the town guards don armor for their rounds — and even then, nothing heavier than chain mail

will be worn. (Note: these considerations may be overlooked by mounted patrols outside of the town, as they have the benefit of not moving under their own power.) In any event, PCs who walk about the town bedecked in plate armor will, at the very least, receive plenty of bewildered stares (and may find themselves challenged by the town watch for their audacity).

Encounters in Innspa

Following are several possible encounters that a party may have while wandering the streets of Innspa. Check once for each trip the PCs take — once when first entering the town and (presumably) finding an inn, once when traveling from the inn to the armorer, once when traveling from the armorer to the temple, once when departing the town, and so forth. For each such check, a 1 in 6 chance of an encounter exists. These are divided between daytime and nighttime encounters hereafter:

Daytime Encounter #1

Huderulf [huh-DAY-ruhlf] the Cruel, Suel male fighter (AC 10; MV 12"; Ftr 8; hp 64; #AT 2; Dmg d8+3 [battle-axe, double-specialized]; AL CE; THAC0 11; XPV 313; S 14, I 6, W 15, D 13, C 8, Ch 7, Cm 6)

This old, unstable warrior retired years ago. He now visits Innspa twice yearly to partake of the hot baths. Still, old habits die hard, and he carries his trusty battle-axe slung over his shoulder wherever he goes. (The locals give him a wide berth.)

Huderulf will think nothing of striking down anyone who offends him — including any young whippersnapper of an adventurer who happens to bump into him. If a melee does ensue, however, he will back down after sustaining 16 hit points of damage. Should Huderulf be killed (or otherwise incapacitated), a search of his person will yield 100 gp between his two large belt pouches.

In any event, a watch patrol will arrive in d10 rounds, happy to have an excuse to arrest the aged villain. This incident could buy the PCs some "currency" with the town watch. It should also serve to reinforce the value of always carrying a weapon, just in case...

Sample Watch Patrol

Lt. Suingunde [suhn-GOOND], Oeridian male watch commander (AC 10/8 [shield +1]; MV 12"; Ftr 2; hp 11; #AT 1; Dmg d6+2 [footman's military pick +1]; AL N; THAC0 19; S 14, I 12, W 6, D 11, C 13, Ch 7, Cm 11)

This wet-behind-the-ears lieutenant took his current post because he thought it would be easier than his brief adventuring career turned out to be. He is overly talkative and a bit neurotic. Suingunde can cite laws by chapter and verse, but has little practical experience in enforcing them.

Andrid [AN-drihd], Oerid-Suel male lesser servant of Wastri (AC 10/9 [shield]; MV 12"; Clr 4; hp 15; #AT 1; Dmg d6 [club] or d4+1 [hammer]; AL LN; THAC0 18; S 11, I 14, W 12, D 10, C 13, Ch 9, Cm 10; Spells: *magic stone*, *protection from evil*, *sanctuary*; *know alignment*, *silence 15' radius*)

Like all sects in Innspa, the clerics of Wastri are required to take a turn on watch duty. Andrid serves this function for his sect. He is a tall, lanky man in his thirties. If forced to interact with demi-humans in the course of his duties, he will feel "unclean" and will exhibit a pathological desire to bathe as soon as possible.

5 men-at-arms (AC 10/9 [shield]; MV 12"; Lvl 0; hp 7, 7, 6, 6, 5; #AT 1; Dmg 2d4 [broadsword]; Int Avg; AL LN; THAC0 20₂)

Daytime Encounter #2

11 hobgoblins (AC 10; MV 12"; hp 9, 9, 7, 7, 6, 3, 3, 2, 2, 2, 2; #AT 1; Dmg d4 [dagger]; Int Very; AL NE; THAC0 18; XPV 24 [x2], 21 [x2], 20, 16 [x2], 15 [x4])

These creatures are deserters from the Great Kingdom who manage to eke out a living in Innspa's seedy underbelly. While they will be verbally abusive (particularly toward any *olve* [elves] they should encounter), the *high jebline* [hobgoblins] will not attack passersby within the town and will attempt to disengage from any combat. Should they be killed or captured, they will be found to carry an average of 15 cp each.

As before, a watch patrol will arrive in d10 rounds should a melee ensue. In this case, however, the PCs

may find themselves in trouble if they were the ones to initiate hostilities. They may be surprised to learn that just being a hobgoblin is not necessarily a crime here!

Daytime Encounter #3

5 tradesmen (AC 10; MV 12"; Lvl 0; hp 4, 4, 3, 3, 2; #AT 1; Dmg d6 [staff] or d4 [dagger]; Int Very; AL LG; THAC0 20₂)

Itral [EE-trahl], Oeridian female prostitute (AC 10; MV 12"; Lvl 0; hp 3; #AT 1; Dmg d6 [staff]; Int Very; AL LN; THAC0 20₃)

Itral is a 69-year-old, lice-ridden streetwalker with 7 Comeliness. She is attempting to ply her trade with these passing tradesmen, but to little avail. If a young, affluent, good-looking adventurer should approach and offer her any coin — she asks for 5 sp, but will settle for whatever she can get — Itral will happily offer her services and let the tradesmen go on their way (much to their relief).

Anyone who comes in contact with Itral stands a 3% chance of picking up skin/hair parasites. However, she is most knowledgeable about the goings-on in Innspa and can reveal any of the following information to the PCs (as the DM sees fit):



BEAULIEU '13

- Prince Corazell is a bachelor wizard who essentially owns the town.
- The Lord Mayor is incompetent and corrupt (but what public official isn't?).
- The Peach Tree and The Rainbow are good inns for adventurous types. The owner of The Faulty Dragon, a former adventurer, caters mostly to nobles and well-to-do businessmen nowadays.
- The gnomish armorer is good and quick, but expensive. The woman, Bagunde, is cheaper.
- There is a magic shop in town run by an elf woman. She sometimes buys magical items from passing adventurers.
- The town has two competing thieves' guilds: the Bonefists and the Whiteblades. While neither group trusts the other, they generally avoid open hostilities.
- The hot gossip on the black market concerns a map to some long-lost tower, reputedly stolen from a visiting sorcerer by a Whiteblade pickpocket.
- Somewhere in the town is a secret cult of Erythnul, led by some kind of monster. Some of the Bonefist thieves are believed to be members.
- The high priest of Pholtus was exiled from the Pale for heresy.
- The hospice of Zodal is a good place to go for healing.

While all of the above information is basically true, much of it has no connection to this adventure and is intended to mislead the PCs as to the actual nature of the coming danger. The DM is free to extrapolate and expand upon any of these threads that the PCs choose to pursue.

Daytime Encounter #4

Maudegan [mow-DAY-gahn] the Brute, half-orc male fighter/thief (AC 9; MV 12"; Ftr/Thf 7/9; hp 55; #AT 3/2; Dmg 2d4+2 [broadsword +1, flame tongue]; SA back stab x4; SD move silently 80%, hide in shadows 61%, climb walls 113%; AL LN; THAC0 12; XPV 1632; S 17, I 12, W 13, D 15, C 17, Ch 12 [14 to half-orcs], Cm 5 [9 to half-orcs])

This rough-looking, middle-aged creature is the right-hand man (and unrequited lover) of Regide "Whiteblade". He had the misfortune of being born to an Almorian woman who had been captured and raped by *euroz* [orcs]. Despite his disadvantaged background, Maudegan has risen to great (?) heights in Regide's guild, frequently through "aggressive negotiation".

Today Maudegan is training junior thieves in their art. While he watches from an alley, they will attempt to pick the pockets of two PCs. (Roll Maudegan's *hide in shadows* skill to see if any PCs spot him eyeing them.)

Baudminno [bowd-MIHN-noh], Oeridian male thief (AC 9; MV 12"; Thf 3; hp 6; #AT 1; Dmg d6 [short sword] or d4+1 [dagger +1, +2 vs. size S creatures]; SA pick pockets 45%, back stab x2; SD move silently 37%, hide in shadows 25%, climb walls 97%; AL LN; THAC0 20₂ or 20₄ [non-proficient with dagger]; XPV 65; S 9, I 12, W 12, D 15, C 14, Ch 13, Cm 12)

Herlad [HAYR-lahd], Oeridian male thief (AC 8; MV 12"; Thf 2; hp 8; #AT 3 or 1; Dmg d3 [6 darts] or d4+3 [dagger +2, +3 vs. size L creatures]; SA pick pockets 40%, back stab x2; SD move silently 31%, hide in shadows 20%, climb walls 96%; AL LN; THAC0 20 or 20₃ [non-proficient with dagger]; XPV 53; S 16, I 10, W 12, D 16, C 14, Ch 14, Cm 10)

If the pickpockets are spotted, they will attempt to flee immediately (climbing walls, if necessary). Maudegan will fight a delaying action (so that his pupils can get away), striking to *vanquish* if possible. (See *Unearthed Arcana*, p. 109.) He prefers to negotiate his way out of trouble rather than killing the marks and will not ignite his *flame tongue*. Should he somehow be captured or killed, Maudegan will be found to have three pieces of jewelry on his person: a 1000-gp silver belt buckle (10-gp encumbrance), a 600-gp ivory cloak clasp (5-gp), and a 700-gp ivory earring (1-gp). None of the thieves carry any coin.

As before, a watch patrol will arrive in d10 rounds after combat begins. If they see that a lawful duel is underway, the watchmen will not intervene. Should Maudegan win the duel, he will go free. Should he be defeated, he may be turned over to the watch for arrest; alternatively, the victor may claim Maudegan's sword or a piece of jewelry as a prize,

or may demand a service from him. This is left to the DM's discretion — Maudegan could be a most useful ally, though he will evince a strong dislike toward any dwur in the PC party.

Nighttime Encounter #1

20 giant rats (hp 3 each; XPV 3 each)

A watch patrol will arrive in d10 rounds to help deal with the rats.

Sample Watch Patrol

Cpt. Honalo [hah-NAL-oh], Oeridian male watch commander (AC 5/4 [chain, shield]; MV 9"; Ftr 5; hp 34; #AT 3/2 or 1; Dmg 2d4+3 [morning star, specialized] or d6+2 [horseman's mace +1]; ALLG; THAC0 15; S 16, I 11, W 11, D 8, C 11, Ch 6, Cm 12)

The captain presents an impressive figure in his gleaming chain mail. (He spends two hours each day cleaning it with a wire brush.) If the PCs show him respect, he will reciprocate it; if they are flippant, Honalo's mood can change at a moment's notice, and the PCs may find themselves visiting Innspa's gaol.

Rhuvon [ROO-vahn], Flan male cleric of Rao (AC 9 [ring of protection +1]; MV 12"; Clr 4; hp 21; #AT 1; Dmg 2d4 [morning star]; SD ring of protection +1; AL LG; THAC0 19; S 7, I 12, W 17, D 10, C 7, Ch 13, Cm 8; Spells: *bless, detect magic, friends, invisibility to undead, light, penetrate disguise; chant, detect charm, dust devil, messenger*)

This youthful, optimistic Flan cleric fulfills his sect's obligation to share watch duties. In contrast to Cpt. Honalo, Rhuvon looks slight and disheveled in his ruffled white robe. Like all clerics of Rao, he seeks to avoid combat whenever possible, but will not hesitate to join the fray when necessary.

10 men-at-arms (AC 6 [scale]; MV 6"; Lvl 0; hp 7, 7, 6, 6, 6, 6, 5, 5, 5, 4; #AT 1; Dmg d4 [light crossbow, 20 bolts] or d8 [long sword]; Int Avg; AL LN; THAC0 20₂)

Nighttime Encounter #2

Cpt. Autius [ow-TEE-uhs], Oerid-Suel male watch commander (AC 4/3 [scale armor +2, shield]; MV 12"; Ftr 5; hp 20; #AT 3/2 or 1; Dmg 2d4+2 [morning star, specialized] or d8+1 [long sword +1, +3 vs. lycanthropes & shape changers]; AL LN; THAC0 15; S 13, I 9, W 15, D 7, C 13, Ch 6, Cm 14)

This simple, well-disciplined public servant will gruffly ask the PCs' business. If they seem to be up to no good, he will take swift action. Otherwise, he will grudgingly apologize and send them on their way.

Namwyn Moles [NAM-wen], gnome female cleric of Atroa (AC 7 [leather armor +1]; MV 9"; Clr 3; hp 13; #AT 1; Dmg d6 [staff] or d4+2 [sling of seeking +2*, 15 stones]; AL NG; THAC0 20₂ or 18; S 6, I 15, W 17, D 10, C 14, Ch 7, Cm 10 [11 to gnomes]; Spells: *bless, detect evil, precipitation, protection from evil; aid, detect charm, know alignment; gust of wind**)

* See [The WORLD OF GREYHAWK® Deitybase™](#).

The wife of Coryjon Moles (q.v.), this brave little bundle of energy serves watch duty for the sect of Atroa, despite her advancing years. Although they serve different deities, Namwyn and her husband love each other very much. Innspa has been their home for many years now, their four children were raised here, and they are fixtures of the community.

10 men-at-arms (AC 6/5 [scale, shield]; MV 6"; Lvl 0; hp 7, 7, 7, 6, 5, 5, 4, 4, 4, 4; #AT 1; Dmg d8 [long sword] or d4 [dagger]; Int Avg; AL LN; THAC0 20₂)

Nighttime Encounter #3

Ceuterna [sigh-TAYR-nah], Oeridian female prostitute (AC 10; MV 12"; Lvl 0; hp 2; #AT 1; Dmg d4 [dagger]; Int Very; AL N; THAC0 20₃)

This lewd, somewhat unstable woman of average attractiveness (13 Comeliness) is out peddling her "wares". Ceuterna is well dressed, but in a revealing gown that leaves little to the imagination. She will indiscriminately offer herself up to passersby for the price of 15 sp. Ceuterna has no useful information and serves no greater purpose in the scope of this adventure...

Nighttime Encounter #4

Gortert [GOHR-tert], half-orc male ruffian (AC 4 [chain mail +1]; MV 12"; Ftr 2; hp 13; #AT 2 or 3/2; Dmg d4 [4 daggers] or d6+2 [club, specialized]; AL N; THAC0 20 or 19; XPV 36; S 14, 17, W 7, D 11, C 14, Ch 6 [8 to orcs & half-orcs], Cm 11 [14 to orcs & half-orcs])

This dirty, furtive-looking individual is the ostensible leader of his group. He, his *jebli* [goblin] "bodyguard," and his five human companions roam through the shadows of Innspa rolling drunks and picking fights. Gortert will be reluctant to attack a powerful-looking party, but will nonetheless respond violently to the slightest provocation.

1 goblin bodyguard (AC 5 [chain mail]; MV 6"; HD 2; hp 9; #AT 1; Dmg 2d4 [morning star]; Int Low; AL CE; THAC0 16; XPV 8)

5 human ruffians (AC 10; MV 12"; Ftr 2; hp 7 each; #AT 3 or 3/2; Dmg d4+2 [5 daggers, specialized]; Int Very; AL N; THAC0 19; XPV 28 each)

Should combat ensue, Gortert will call for a retreat if any two of his men are killed. If their foes do not pursue, the ruffians will harry them for a round or two with thrown daggers. As before, a watch patrol will arrive in d10 rounds after combat begins. Should the ruffians be captured or killed, they will each be found to carry an average of 17 cp.



Act I:
“The Gnome Who Knew Too Much”

Wherein the plot quite literally lands in the adventurers' laps.

The Inn

The adventure begins with the player characters dining at the inn of their choice (preferably The Peachtree or The Rainbow, both of which are popular with adventurers). They are about to bear witness to (and hopefully intervene in) a violent attack. If the PC party is small and/or at the lower end of the suggested level range, the DM may include any or all of the following NPCs as guests at the inn, to serve as potential allies in the adventure to come:

Lembu [LEM-boo], Suel male fighter (AC 4/3 [chain mail +1, shield]; MV 12"; Ftr 6; hp 60; #AT 1 or 3/2; Dmg d6 [spear] or d8+6 [long sword, double-specialized]; SD *potion of extra-healing*; AL LN [N]; THAC0 16 or 12; S 18/23, I 7, W 12, D 12, C 14, Ch 11, Cm 11)

This dim-witted, muscle-bound warrior is described in adventure module C2 *The Ghost Tower of Inverness*. He is currently wanted in the Duchy of Urnst for killing a guard captain in a barroom brawl. (This adventure takes place prior to the events described in C2.) Lembu is an honorable but completely amoral warrior, and he enjoys a good fight even more than he enjoys spending every last coin drinking, feasting, and whoring. Lembu's inclusion is highly recommended for any party containing fewer than four or five strong fighter-types.

Tildan [TEEL-dahn], Oerid-Suel male druid of Fharlanghn (AC 7/6 [leather armor, small wooden shield, *ring of protection +1*]; MV 12"; Drd 6; hp 32; #AT 1; Dmg d6+1 [spear +1] or d8+1 [scimitar +1] or d4+1 [dagger +1, +2 vs. size S creatures]; SD *ring of protection +1, potions of growth & polymorph, scroll: protection/petrification*; AL N; THAC0 17; S 14, I 6, W 14, D 10, C 9, Ch 15, Cm 16; Spells: *ceremony [dedication], detect magic, precipitation, purify water, speak with animals [x2]; barkskin, goodberry, obscurement; create food & water* [x2]; produce fire*)

* See [The WORLD OF GREYHAWK® Deitybase™](#).

A simple wanderer, Tildan serves the Dweller on the Horizon in the best way he knows how: by traveling from place to place, tending to nature as a whole and "correcting" the Balance as needed. He is brave, true, and well equipped with magic. The DM can use Tildan to assist a party lacking a cleric and/or ranger.

Maudosey [mow-dah-SIGH], Oeridian male illusionist (AC 7 [ring of protection +1]; MV 12"; Ill 6; hp 16; #AT 1; Dmg d4+1 [dagger +1, +2 vs. size S creatures]; SD *ring of protection +1, ring of warmth [not worn], illusionist scroll [hallucinatory terrain, non-detection, rope trick, cast at 10th level]*; AL CG; THAC0 18; S 13, I 15, W 9, D 16, C 14, Ch 13, Cm 6; Spells: *change self, dancing*

lights, hypnotism [x2]; blindness [x2], fog cloud; invisibility 10' radius)

Spell Book:

1st level: *change self, dancing lights, detect illusion, gaze reflection, hypnotism, read illusionist magic, wall of fog;*

2nd level: *blindness, fog cloud, magic mouth, misdirection;*

3rd level: *dispel illusion, invisibility 10' radius, rope trick.*

Maudosey (the "Visionist") was born and raised in the Gamboge Forest to the north. He grew up alongside the olven and noniz inhabitants of the forest and developed an affinity for illusionist magic. He is friendly and unpretentious, but must work hard to overcome his inherent ugliness. (He casts *change self* liberally.) The DM can utilize Maudosey with a PC party in need of a spell caster, or simply to mix things up.

Latunwil [la-TOON-wih], half-gray elf male thief (AC 3 [*leather armor +1*]; MV 12"; Thf 6; hp 13; #AT 2; Dmg d8+1 [*longsword +1*] & d4+1 [*dagger +1, +2 vs. size S creatures*]; SA back stab x3; SD move silently 57%, hide in shadows 52%, climb walls 92%, *scroll: protection/magic*; ALN; THAC0 18/19; S 11, 112, W 9, D 18, C 14, Ch 11, Cm 11 [10 to elves & half-elves])

This youthful half-olve from Sunndi looks the part of the foppish swashbuckler, with his garish clothing and glowing, dual-wielded sword & dagger. In truth, this image is mostly an act; he avoids fighting whenever possible — note his low hit point total — but does appreciate the value of intimidation in his line of work. In addition to the items listed above, Latunwil also possesses a *bag of holding* (500# capacity), which he keeps in his room at the inn. The DM can introduce Latunwil if the PC party lack a thief.

The Hook

The inn is moderately busy this evening, but not crowded. Assuming the PCs sit together, they are the only obvious adventuring party present. If any of the foregoing NPC allies are used, they can be described as needed, but each will be seated alone.

Additionally, a lone noniz sits at one table, apparently

waiting for someone as he looks about anxiously (punctuating his argumentative tirades at the serving wenches). Should one of the PCs approach this obvious maguffin, a 20% chance exists that he will be cooperative (see below); otherwise, he will tell the nosy so-and-so to mind his own bloody business. In any event, before the noniz can relate his story (or if the party simply ignore him), a horrid green humanoid standing 9' tall will leap down from the upstairs balcony and make straight for the hapless gnome!

Mardman Warren [MARD-mahn], gnome male thief (AC 10 [6 vs. trolls]; MV 9"; Thf 4; hp 15; #AT 1; Dmg d6+4 [*short sword +4*]; SA back stab x2, *ring of contrariness / shocking grasp*; SD move silently 38%, hide in shadows 30%, climb walls 73%, +4 saves vs. rod/staff/wand & spell; AL N; THAC0 17; S 8, 17, W 8, D 13, C 14, Ch 8, Cm 7 [8 to gnomes])

This crotchety noniz hails from the Great Kingdom of Aerdy. He had a brief adventuring career before "settling down" in Innspa, where he is loosely affiliated with the Whiteblade thieves' guild. (For some reason, his peers find it difficult to work with him...) Mardman possesses two souvenirs from his adventuring days: his *short sword +4*, a dull black weapon forged of adamant steel that emits a soft green luminescence in a 15' radius; and a silver ring set with a topaz, which is a *ring of contrariness / shocking grasp*.

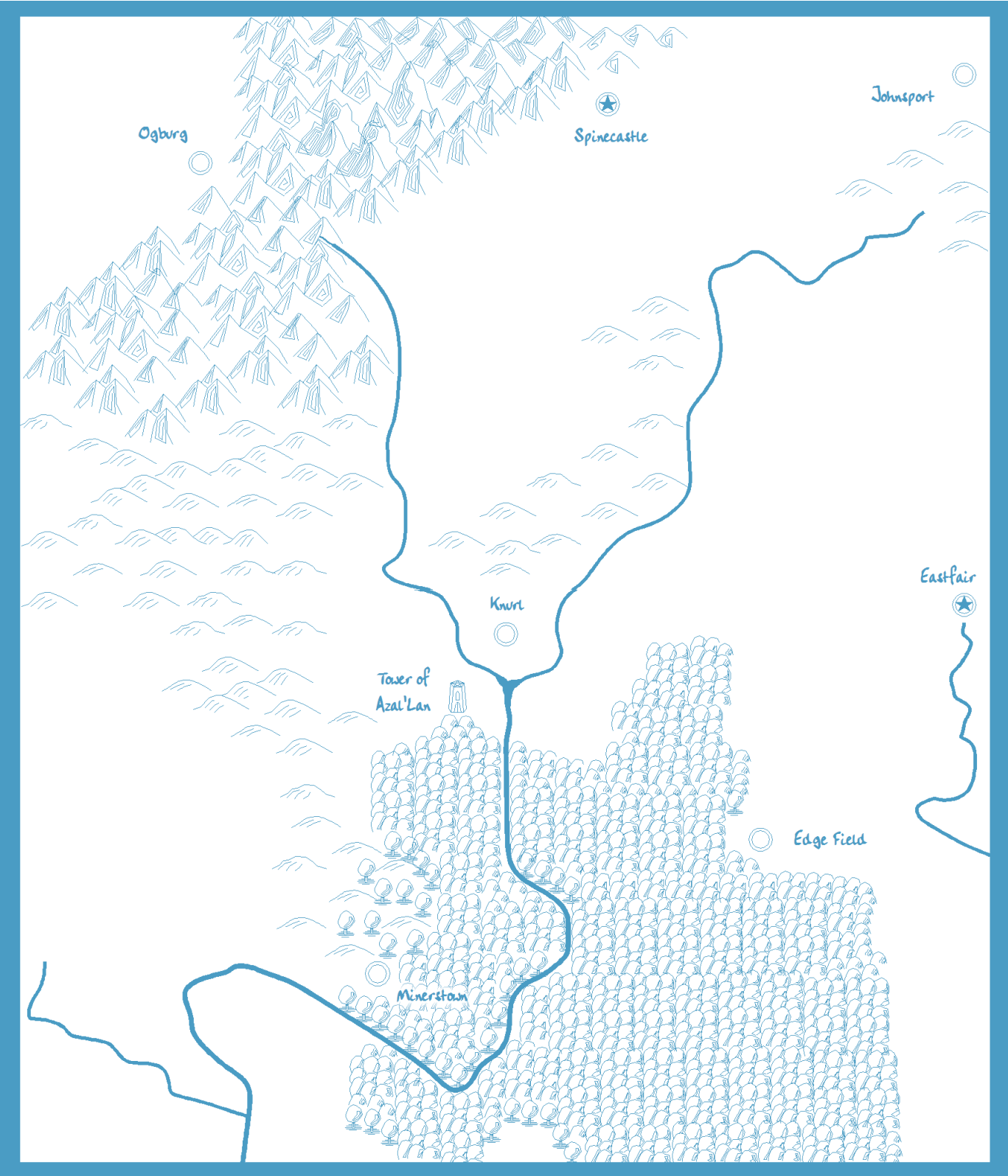
This latter item is the cause of Mardman's interpersonal difficulties. As he is a gnome, any magic ring worn by him fails to operate 20% of the time. The DM can either roll this chance for each interaction the PCs have with him, or simply role-play his condition as "80% obstinate" — making the effects slightly less overwhelming, with occasional flashes of agreeability. (The role-playing approach is the one preferred by this author.) The *shocking grasp* function, however, must be diced for each time it is used. The apparent unreliability of his ring simply gives Mardman one more reason to complain; his contrariness prevents him from accepting that his own magic-resistant nature inhibits the ring from functioning properly. (While it is easy to take this NPC's personality too far, the DM should be careful not to make him completely unsympathetic; the players may decide he is not worth their trouble and thus miss out on the rest of this adventure...)

Mothugot, troll female shaman of Erythnul (Clr 3; HD 6+6 [+2d4]; hp 27; Int Avg; THAC0 12; XPV 164; Spells: *darkness*, *protection from good* [already cast]; *resist fire* [already cast])

This creature will do her utmost to slay Mardman the gnome, likewise eliminating any who stand in her way. (As with all trolls, Mothugot never checks morale and can melee up to three opponents simultaneously.) The noniz, for his part, will spend most of the battle under the table (although the DM can have him conveniently muster his bravery should the PCs be in grave need).

Later investigation may discover that the troll was carried into the inn in a trunk (dismembered) by two men who rented a room earlier in the day. The bloodstained chest can be found in an upstairs room. If Mothugot is somehow questioned (*charm monster* or *speak with dead* being the only ways likely — and she has only the most rudimentary grasp of Common), the troll can add only that she was entrusted with this unholy assignment by a powerful human cleric of Erythnul the Many, to further the cause of the god of malice and slaughter. This cleric was a stranger to Innspa, but he sought her out two days past and told her to kill this particular gnome (and as many others as possible) at this specific place and time. Two members of her grim congregation brought her here to carry out the task. She knows nothing further.





The Map

At some point, inquisitive PCs may wonder why this poor gnome was singled out (his sparkling personality notwithstanding). Depending upon his current mood (and the degree to which the players need to be spoon-fed), Mardman can relate any or all of the following information:

- About two weeks back, Mardman cut the purse of a well-dressed old man, a visitor to Innspa. In addition to a handful of gold and platinum coins, the man's large belt pouch contained a map, which purported to lead to the Tower of Azal'Lan. (See **Players' Map** on p. 20.)
- As fate should have it, this "well-dressed old man" turned out to be a magic-user of less-than-savory character. He grudgingly contacted the local thieves' guilds to arrange for the "ransom" of his map (a common practice).
- A meeting was set for tonight, at which the magic-user was to pay 400 gp for the return of his property. The magic-user never showed — but that terrible troll did!
- If asked, Mardman is just old enough to relate the history of Azal'Lan from the **DM's Background** (though he was but a youth at the time, so the story takes the form of a hazy recollection rather than a sagely dissertation). After the fall of the Wizard-King in 391 CY, and the subsequent invasion of the Bone March in 560–563 CY, the location of his secluded tower faded from public knowledge.

Even Mardman can draw the obvious conclusion (in case the PCs cannot): This magic-user was apparently less concerned with retrieving the map than he was with covering his tracks (and possibly destroying the map). That can only mean that there is something in the Tower of Azal'Lan worth killing for. Any adventurer who does not immediately begin planning an expedition to the place is not worthy of the title. Ever the thief, Mardman will drive a hard bargain, but will eventually agree either to sell the map to the PCs for a greatly inflated price, or accompany them for a significant share of the treasure.

The party may chart any of a number of different courses to reach their destination. Generally, this route will fall into one of two categories: straight through the Adri Forest (the safer route, perhaps, but with a higher likelihood of becoming lost); or north, into the Flinty Hills, then northeast, skirting around the northern edge of the Adri Forest (the surer route, but one that requires more time to be spent in dangerous Bone March territory). The roughly 150-mile trek will require seven to eight days on foot (provided the party does not lose their way in the Adri). This time may be reduced to five days with light or medium horses, or doubled to fifteen days if the PCs encumber themselves. Refer to either **Act IIa** or **IIb**, as appropriate.

Act IIa:
“The Trouble With(in) Adri”

Wherein distraction is the better part of valor.

Encounters in the Adri

Random encounters should be diced for every four hours, with a 1 in 12 chance for one of the following encounters:

Daytime Encounter #1

Idulf [EE-duhlf] of Adri, Oeridian female cleric of Ehlonna (AC -1 [mithral plate mail +4]; MV 12"; Clr 8; hp 37; #AT 2 or 1; Dmg d6+2 [longbow*, 15 arrows +2] or d6 [club] or d3 [knife*]; SD *cloak of elvenkind, scroll: protection/lycanthropes, potion of flying*; AL NG; THAC0 14 or 16; S 11, I 8, W 15, D 8, C 13, Ch 8, Cm 9; Spells: *endure heat* [already cast], *penetrate disguise, purify food & drink, death prayer*, detect charm, dust devil, silence 15' radius; create food & water [x2]; giant insect*)

* See [The WORLD OF GREYHAWK® Deitybase™](#).

This sullen, overly cautious woman leads her “flock” of Adri woodsmen on patrol. These folk are ever vigilant against incursions of humanoids from the north or Aerdi soldiers from the south. The foresters will seek to encircle any group crossing their path before Idulf reveals herself — her *cloak* renders her 99% undetectable — to ascertain their motives. Assuming the PCs are properly deferential and do not overreact to being ambushed, she will send them on their way.

Cloger [KLOH-ger] of Adri, Oeridian male thief// cleric of Ehlonna (AC 5 [leather]; MV 12"; Thf// Clr 5//6; hp 24; #AT 2 or 1; Dmg d6 [longbow*, 14 arrows] or d6+1 [9 arrows +1] or d6 [club]; SA back stab x3; SD *move silently 45%, hide in shadows 36%, climb walls [trees] 90%*; AL NG; THAC0 16 or 15 or 18; S 13, I 12, W 17, D 17, C 12, Ch 6, Cm 7; Spells: *endure heat* [already cast]; *slow poison, speak with animals; death's door*)

* See [The WORLD OF GREYHAWK® Deitybase™](#).

Idulf's (platonic) right-hand man, Cloger is a former street urchin and thief from Innspa. He left town for the forest nine years ago after befriending the young priestess of Ehlonna, whom he found was just as abrasive and socially maladjusted as he. While Cloger is loyal to Idulf and strong in the faith of Ehlonna, he has started to develop a bit of wanderlust and would not necessarily refuse an offer to join a band of like-minded adventurers who could tolerate his gruff nature.

Riganus [rih-GAN-uhs], Oerid-Suel male patrol leader (AC 5 [ring mail]; MV 9"; Ftr 5; hp 21; #AT 2 or 1; Dmg d6+variable [longbow, 20 arrows, specialized] or d6+1 [hand axe]; SD *endure heat* [cast by Idulf]; AL CG; THAC0 15+variable or 16; S 16, I 11, W 9, D 16, C 8, Ch 7, Cm 11)

Whereas Idulf is the spiritual leader of this band of Adri woodsmen, Riganus is the martial one. A dirty but youthful-looking man of about 25, he has a violent temper and needs only the slightest excuse to fire a few "warning" shots at the PCs. Hopefully, cooler heads will prevail.

Audoen [OW-doin], Suel male patrol lieutenant (AC 10/9 [shield, ring mail stowed]; MV 9" [due to heat]; Ftr 4; hp 29; #AT 1 or 3/2; Dmg d6 [spear] or d8+3 [battle-axe, double-specialized]; AL N; THAC0 18 or 15; S 12, I 14, W 14, D 14, C 12, Ch 8, Cm 11)

Audoen is a rough-and-tumble, blustering character. He grew up in these woods and defends them fiercely, but at the same time, he tries not to take unnecessary risks so that he can return home in one piece to his wife of three years, Hedela. Audoen tolerates Riganus' righteous aggressiveness, but favors a more defensive stance.

3 human clerics of Ehlonna (AC 7 [ring mail]; MV 9"; Clr 4; hp 16 each; #AT 2 or 1; Dmg d6 [longbow*, 8 arrows each] or d6 [spear*]; AL N; THAC0 18; Spells: *endure heat* [already cast], *purify food & drink*; *know alignment*, *speak with animals*)

* See [The WORLD OF GREYHAWK® Deitybase™](#).

10 human woodsmen (AC 10/9 [shield]; MV 9" [due to heat]; Lvl 0; hp 6 each; #AT 1; Dmg d6 [spear] or d6 [hand axe]; Int Very; AL CG; THAC0 20₂)

10 human woodsmen (AC 10; #AT 2 or 1; Dmg d6 [longbow, 6 arrows each] or d6 [hand axe])

10 human woodsmen (AC 10; #AT 1; Dmg d6 [spear] or d8 [battle-axe])

Each unit of woodsmen is led by a 3rd-level fighter (hp 18) who is specialized in the appropriate weapon.

Daytime Encounter #2

7 ogres (MV 6" [due to heat]; hp 24, 23, 23, 19, 19, 16, 10; Dmg d10+2 [two-handed sword]; AL NE; XPV 210, 205 [x2], 185 [x2], 170, 140)

These monsters are returning from a successful raid in the Flinty Hills. Each carries an average of 47 gp. In addition, they have among them 10 5-gp very small banded agates, and the largest possesses a 5000-gp sapphire. If four or more of the *eigers* [ogres] are killed, the survivors are outnumbered, and the PCs are taking no losses, then the remaining *eigers* will attempt to disengage; they will otherwise fight until killed.

Daytime Encounter #3

This encounter should be used when the PCs are close to the northern edge of the forest. The party hear sounds of battle nearby, to the west. Should they investigate, after about 100 yards, they come upon a clearing in which a band of sylvan olve have apparently attacked an encampment of human bandits. By the time the PCs arrive on the scene, only two figures remain standing:

Dimruin Thanen [DEEM-roo-ihn THAN-en], wood elf male fighter (AC 10/9 [shield]; MV 9" [due to heat]; Ftr 1; hp 6; #AT 3/2; Dmg d6+2 [spear, specialized]; SA surprise 4 in 6; AL CG; THAC0 19; S 11, I 11, W 10, D 10, C 11, Ch 8, Cm 12 [11 to elves & half-elves])

Angolf [AN-gahlf] "Deathwood," Oeridian male bandit leader (AC 9/7 [shield +1]; MV 9" [due to heat]; Ftr 8; hp 5 [of 31]; #AT 2; Dmg 2d4+4 [broadsword of wounding, double-specialized]; AL LE; THAC0 10; XPV 1021; S 13, I 13, W 14, D 15, C 13, Ch 8, Cm 13)

Dimruin is the last of his band; twenty of his fellows lay dead or dying around the clearing. Angolf, the bandit leader, is gravely wounded but believes he can kill this last wretched elf. The outcome of this duel will likely be decided by the initiative roll, giving the PCs but one chance to intervene. (Hopefully they will choose the right ally...) The other surviving principals are listed hereafter. Keep careful track of their (negative) hit point totals, as they will continue to lose 1 hp per round until their wounds are bound or they expire at -10 hp.



Gloradan Thanen [GLAWR-a-dan], wood elf male fighter (AC 10/9 [shield]; Ftr 2; hp -5 [of 7]; #AT 3/2; Dmg d6+2 [spear, specialized]; AL CG; S 13, I 9, W 12, D 14, C 14, Ch 10, Cm 9 [8 to elves & half-elves])

Orcald [OHR-kauld], Oerid-Suel bandit lieutenant (AC 10/6 [meteoric iron shield +3]; Ftr 7; hp -1 [of 40]; #AT 2 or 3/2; Dmg 2d4+3 [broadsword, double-specialized] or d6+3 [footman's mace +2]; AL NE; S 14, I 12, W 15, D 8, C 13, Ch 10, Cm 15)

Chlidared [klih-DA-red], Oerid-Suel bandit sergeant (AC 10/8 [shield +1]; Ftr 3; hp -6 [of 24]; #AT 3/2; Dmg d6+2 [short sword, specialized]; AL NE; S 13, I 9, W 12, D 14, C 18, Ch 12, Cm 8)

In all, 19 olve and 26 bandits are already dead or beyond aid. Should Dimruin and/or Gloradan survive, they will humbly (and with great reluctance) beseech the PCs to find their priestess (q.v.) and escort them back to their commune, which is located in hex L2-64. (See **The Olven Commune.**) Note that Dimruin and Gloradan speak Olven exclusively.

A sweep of the bandit camp will uncover five non-combatant human women (camp followers / slaves who hid when the fighting started) and two prisoners, detailed hereafter. A great deal of weapons, armor, and coin may be found by greedy PCs (the surviving olve, if any, being in no condition to dispute ownership). The following equipment and treasure may be collected from a systematic search of the camp:

- 61 spears;
- 20 short swords;
- 6 bardiches;
- 39 shields;
- 20 suits human-sized leather armor;
- 8 suits human-sized chain mail;
- 1 suit human-sized *splint mail* +1 (belonging to Angolf);
- 1 suit elf-sized ring mail (belonging to Ithlil (q.v.));
- 1 suit elf-sized *scale armor* +1 (belonging to Adrinedhel (q.v.));
- 1 spell book (also belonging to Adrinedhel);
- 19 weeks' standard rations;
- 364 sp, 145 gp, & 76 pp.

(XP gained from recovery of this treasure should be reduced by at least a 3:2 ratio.)

Adrinedhel Nythiain [ad-REEN-eth-el NEU-thee-ine], high elf female cleric/fighter/MU of Ehlonna (AC 7; Clr/Ftr/MU 4/4/4; hp 13 [of 27]; AL NG; S 15, I 11, W 11, D 17, C 17, Ch 12, Cm 11 [9 to elves]; Spells: *command*; *speak with animals*)

Spell Book:

1st level: *burning hands*, *feather fall*, *read magic*, *write*;

2nd level: *fools gold*, *forget*, *wizard lock*.

The bandits captured this middle-aged olve about three months ago. She has suffered greatly at their hands, having been repeatedly raped and beaten, but her faith in Ehlonna and her altruistic spirit have not been weakened. She has been able to pray for a couple of spells when no one was looking, but she no longer has her holy symbol. Adrinedhel might agree to travel with the PCs for a time, if invited; otherwise, she will ask for a weapon or two — she is proficient with the longbow, long sword, short sword, two-handed sword, and spear — and she will lead the human women to the relative safety of Elversford.

Ithlil Thanen [EETH-heel], wood elf female cleric of Ehlonna (AC 10; Clr 6; hp 1 [of 17]; AL N; S 15, I 16, W 19, D 8, C 11, Ch 12, Cm 7 [6 to elves & half-elves]; Spells: *cause fear*, *cause light wounds*, *cure light wounds*, *light*; *dust devil*, *silence 15' radius* [x2], *speak with animals* [x2]; *continual light*, *create food & water* [x2])

The object of the wood olve's rescue mission, Ithlil has been the bandits' prisoner for some four months. Also well into middle age, her homeliness compared to Adrinedhel has spared her from most of the bandits' lurid attentions, but she has suffered worse beatings for it. As with Adrinedhel, Ithlil has managed to sneak a few spells when the bandits were otherwise occupied (although she too is lacking a holy symbol, limiting her selection somewhat). Unlike her wood olven kin, Ithlil does speak fluent Common.

While the two priestesses have bonded somewhat, their joint captivity has not brought them as close together as one might expect. Whereas Adrinedhel retains a touch of naïveté, Ithlil has always been the strict, exacting, matronly type (despite their similar ages). They will not likely remain together after their rescue.

Daytime Encounter #4

1 wild boar (hp 19; XPV 18)

Nighttime Encounter #1

Yurgh [YERG], orc leader of the Death Moon tribe (AC 7 [ring mail]; hp 8; #AT 1; Dmg d6 [hand axe] or d8 [fauchard-fork]; SA dismounting; AL NE; XPV 25)

11 orcs (AC 7/6 [ring mail, shield]; hp 8, 4, 4, 4, 4, 4, 4, 4, 4, 4, 4; #AT 1; Dmg d6 [spear] or d6 [hand axe]; XPV 21, 17 [x10])

11 orcs (AC 7 [ring mail]; hp 8, 4, 4, 4, 4, 4, 4, 4, 4, 4, 4; #AT 2 or 1; Dmg d6 [short composite bow, 6 arrows each] or d6 [hand axe]; XPV 21, 17 [x10])

11 orcs (AC 7 [ring mail]; hp 8, 4, 4, 4, 4, 4, 4, 4, 4, 4, 4; #AT 1; Dmg d8 [fauchard-fork]; SA dismounting; XPV 21, 17 [x10])

These creatures are raiding into the Adri from Bone March. If Yurgh is slain, the rest will retreat; if ¼ of his troops are killed while he still lives, the cowardly euroz will order a general surrender. Each euroz carries an average of 7 ep.

Nighttime Encounter #2

7 gnome fighters (AC 7 [ring mail]; Ftr 1; hp 8, 8, 6, 6, 6, 6, 6; #AT 1; Dmg d4+1 [sling, 14 bullets each] or d6 [club]; AL LG)

This group of noniz is out hunting. They will want nothing to do with adventurers and will do naught but hurl creative insults should the latter attempt communication. (The noniz speak only their own tongue, so these insults may be incomprehensible...)

Nighttime Encounter #3

4 ankhhegs (HD 7, 5, 4, 3; hp 27, 20, 12, 11; THAC0 13, 15, 15, 16; XPV 329, 266, 238, 230)

The party have inadvertently stumbled upon (or camped over) the ankhhegs' lair. The monsters will burrow up from beneath the party and attack. If the tunnels below are searched, a *hammer +1* and a *potion of invulnerability* may be found in a central cave amidst the creatures' castings.

Nighttime Encounter #4

1 giant skunk (hp 25; XPV 41)

The skunk will wander into the party's camp at night, scavenging for food. If the PCs let it eat the equivalent of two man's rations, it will leave them be. If provoked, the skunk will turn its back on the attacker, giving him one round to flee 6" or be subjected to the creature's noxious musk.

The Olven Commune

This isolated grove is home to some 50 sylvan olve of clan Thanen. (Sadly, nearly half of these were slain in the rescue mission.) They live a communal existence for the most part, with a handful of tree houses and earthen hollows for shelter and privacy. The faith of Ehlonna is central to this clan, and Ithlil is their spiritual leader. Three other olve (described hereafter) form an unofficial ruling council with Ithlil; they decide primarily matters of defense.

When the PCs arrive, they will be sequestered in one of the olve's burrows and left to their own devices amidst the tree roots for a day or two while Ithlil recovers from her ordeal (and tends to the wounded, if any others survived). They will then be brought before the council. Ithlil has been detailed previously; the other council members are as follows:

Athralath Thanen [ATH-ral-ath], wood elf male fighter/MU (AC 5 [ring mail]; MV 9"; Ftr/MU 6/7; hp 17 [19]; #AT 1; Dmg d10+6 [meteoric iron two-handed sword +3]; SA poison; AL N; THAC0 13; S 18/75, I 11, W 14, D 16, C 9, Ch 10, Cm 13 [12 to elves & half-elves]; Spells: *affect normal fires, burning hands, read magic, sleep; darkness 15' radius, detect evil, invisibility; fly, slow; monster summoning II*)

Bauros [BOW-rohs], weasel familiar (hp 2)

Spell Book:

1st level: *affect normal fires, burning hands, find familiar, read magic, shocking grasp, sleep;*

2nd level: *audible glamor, darkness 15' radius, detect evil, invisibility;*

3rd level: *fly, invisibility 10' radius, slow;*

4th level: *enchanted weapon, monster summoning II, wall of fire.*

Athralath is the most hard-hearted and antagonistic of his clan; it is also he who usually has Ithlil's ear. The clan's eiger problem is his foremost concern. Athralath fights with a massive glowing sword of meteoric iron and has been known to coat its blade with type A insinuating poison before battle (save at +6 or lose 15 hp in d4+1 rounds).

Aragar Thanen [A-ra-gar], wood elf male fighter (AC 6 [studded leather +1]; MV 12"; Ftr 6; hp 36; #AT 2 or 3/2; Dmg d6 [short bow, 12 arrows] or d6+2 [7 arrows +2] or d6+6 [short sword, double-specialized]; AL CG; THAC0 15 or 13 or 10; S 18/74, I 8, W 7, D 9, C 14, Ch 12, Cm 13 [12 to elves & half-elves])

Aragar is good-hearted but a bit slow and sometimes gives offense by not thinking before he speaks. He is the least vocal member of the council (his inclusion being somewhat honorary). Still, his mastery of the sword is unquestioned.

Gelevren Thanen [ge-LEV-ren], wood elf female fighter (AC 7 [ring mail]; MV 9"; Ftr 5; hp 34; #AT 2 or 1; Dmg d6+1+variable [short composite bow {STR 16}, 20 arrows, specialized] or d6+1 [spear]; AL NG; THAC0 15+variable or 16; S 16, I 11, W 12, D 13, C 16, Ch 11, Cm 15 [14 to elves & half-elves])

Despite their apparent androgyny to outsiders, olven society is still quite "traditional" in the sense that the males are usually the warriors, while the females raise the young and engage in pursuits that are more peaceful. Not so for this olve — Gelevren is passionate in the defense of her community, and her skills as an archer are superlative. As she favors the female persuasion, she has no desire to settle down with a mate. (While bisexuality is common among the olvenfolk, exclusive homosexuality is viewed with the same prejudice as it is in human society.) If the council should feel compelled to send one of their number with the adventurers (at the DM's discretion), Gelevren will volunteer for the task.

The Eiger Sanction

At the olven council, the PCs will be thanked for their part in Ithlil's rescue (with all the goodwill the olve can muster for these outsiders). As a token of the olve's appreciation, the adventurers will be given an ivory statuette of Ehlonna, carved by their own craft

(25-gp encumbrance, worth 600 gp should the party be callous enough to sell it). Ithlil will then inquire as to the party's business in the Adri (again, with forced courtesy and feigned curiosity).

Should the PCs mention the Tower of Azal'Lan, Ithlil will shudder and exchange worried glances with the other council members (translating for their benefit if the PCs do not speak Olven). The priestess is old enough to clearly remember the evil depredations of the Wizard-King, though the other council members were but carefree youths. However, legendary human tyrants are not what concern these olve.

As the council will relate, a tribe of eigers has dwelt in that forlorn tower for most of the last decade, since the Bone March invasion. Initially they did not pose any more of a threat than their kind typically does, but over the past several years, the eigers seem to have become better organized and more territorial.

Humility is virtually unknown to the reclusive sylvan olve, but they recognize that their lot would be greatly improved if the eigers were removed and try to suggest this to the adventurers without asking for help outright. The olve cannot offer much in the way of aid, but the PCs will forevermore be considered "friends of the Adri" (and treated with grudging respect and hospitality by sylvan olve throughout the forest) if they accept.

A Wrinkle?

If the PCs brought Mardman Warren with them, his *contrariness* could complicate an already awkward diplomatic situation. The PCs may find themselves caught in the middle of two allies if Gelevren is sent along, as she and the gnome will have no tolerance for each other. The DM should play up this conflict to whatever degree it is enjoyable.

Act IIb:
“North by Northeast”

Wherein valor is the better part of distraction.

Encounters in the Flinty Hills

Random encounters should be diced for every four hours, with a 1 in 12 chance for one of the following encounters:

Daytime Encounter #1

This encounter should be used while the party are still within 30 miles of Innspa. They see a mule train ahead, accompanied by a body of soldiers.

Sir Varert [VAR-ert] of Medegia, Oeridian male guard captain (AC 6/5 [shield, chain mail stowed]; MV 12" [medium warhorse, reduced due to heat]; Ftr 11; hp 79; #AT 1 or 2; Dmg d4 [light crossbow, 10 bolts] or d6+7 [short sword, double-specialized]; SA *potion of plant control*; SD *scroll: protection/elementals*; AL NE; S 18/76, I 6, W 10, D 18, C 16, Ch 11, Cm 10)

This rough, opportunistic exile from Medegia now earns his living as a freesword. If he spies an armed party on the track to Innspa, he will order his men to surround and detain them for questioning. Of course, Varert is a bit dense and speaks only Old Oeridian, making such interrogation difficult. Ultimately, the master merchant, Harchbegese [hahrkh-beg-AYS], may need to be prodded from his *laissez-faire* to question the adventurers in Common; he will be markedly disinterested in anything they have to say and will

send them on their way.

Sir Gathe [GATH] of Nyronnd, Oerid-Suel male guard lieutenant (AC 10/9 [shield, chain mail stowed]; MV 12" [medium warhorse, reduced due to heat]; Ftr 10; hp 43; #AT 1 or 2; Dmg d6+1 [medium lance] or d6+4 [short sword +1, flame tongue, double-specialized]; AL LN; S 15, I 6, W 10, D 11, C 9, Ch 10, Cm 5)

Gathe is an old, landless knight of Nyronnd. Why he joined up with the Medegian is anyone's guess, but the two have a fairly good working relationship. As Gathe speaks only Nyronndese, and Varert only Old Oeridian, their communication is severely limited; perhaps this is why they appear to get on so well...

12 human guards (AC 10 [chain mail stowed]; MV 12" [medium warhorse, reduced due to heat]; Ftr 2; hp 11 each; #AT 1 or 3/2; Dmg d6+1 [medium lance] or 2d4+2 [bastard sword, specialized]; Int Very; AL N)

40 human footmen (AC 10/9 [shield, ring mail stowed]; MV 9" [due to heat]; Lvl 0; hp 5 each; #AT 1; Dmg d6 [spear] or 2d4 [morning star]; Int Avg; AL N)

5 human merchants (AC 10; MV 18" [riding horse, reduced due to heat]; Lvl 0; hp 3 each; #AT 2; Dmg d6 [short bow, 20 arrows each]; Int Very; AL N)

5 human drovers (AC 10; MV 9" [due to heat]; Lvl 0; hp 4 each; #AT 2 or 1; Dmg d6 [short bow, 20 arrows each] or d6 [hand axe]; Int Avg; AL N)

20 mules (MV 6" [due to heat]; hp 15 each)

The mules' cargo is 5000# of refined silver ingots from Nyronnd, bound for Innspa.

Daytime Encounter #2

7 wolves (hp 15, 14, 14, 13, 12, 12, 10; XPV 48, 46 [x2], 44, 43 [x2], 39)

Daytime Encounter #3

The adventurers have come upon a dwur clanhold. If the party include a dwur or noniz, the two fork-armed guards at the cave mouth will admit them. The PCs will be granted an audience with the clan elders, two cleric/fighters of Moradin:

Var [VAHR], hill dwarf male Adept of the Anvil (AC 4/2 [chain mail, *shield* +1]; Clr/Ftr 2/2; hp 11; #AT 1; Dmg d6 [hand axe] or d4+1 [hammer]; AL LG; S 13, I 10, W 17, D 15, C 14, Ch 7 [10 to dwarves*], Cm 4 [6 to dwarves]; Spells: *light*, *penetrate disguise*, *protection from evil*, *purify food & drink*)

Horalf [HOH-rahlf], hill dwarf male Adept of the Anvil (AC 5/4 [chain mail, shield]; Clr/Ftr 2/2; hp 15; #AT 1; Dmg d6 [hand axe] or d4+1 [hammer]; AL LG; S 13, I 12, W 18, D 10, C 16, Ch 7 [10 to dwarves*], Cm 11 [13 to dwarves]; Spells: *create water* [x2], *light*, *protection from evil*)

* See [The WORLD OF GREYHAWK® Deitybase™](#).

These two old dwur are the *de facto* leaders of their clan, which presently numbers 75. Var tends to be overly suspicious, whereas Horalf is the softhearted, outgoing one (by dwur standards, anyway). Provided the PCs do not misbehave, they will be shown the legendary hospitality of the dwur. (This would be an ideal place for a PC to find a dwur henchman, if the DM so desires.)

Daytime Encounter #4

This encounter should only be used when the party have descended from the hills and entered the

border area of the Bone March.

2 ogrillons (MV 9" [due to heat]; hp 11, 2; AL NE; XPV 49, 31)

2 ogres (MV 6" [due to heat]; hp 25, 24; #AT 1; Dmg d10+2 [two-handed sword]; XPV 209, 204)

4 ogres (hp 20, 19, 12, 12; #AT 1; Dmg d10+2 [halberd]; XPV 185, 180, 146 [x2])

These creatures are raiding southward into the Adri Forest. The ogrillons are indistinguishable from euroz. If half of their number are killed, the ogrillons will fall back, although the eigers will fight until slain. Each eiger carries an average of 53 gp; in addition, they have among them 5 10-gp blue quartz stones, a 40-gp small aquamarine, a 50-gp very small garnet, and a 100-gp very small black opal. The ogrillons possess 5 gp and 4 gp, respectively.

Nighttime Encounter #1

10 goblins (AC 7/6 [ring mail, shield]; hp 7, 7, 7, 7, 7, 5, 5, 4, 3, 3; #AT 1; Dmg 2d4 [morning star]; Int Low; AL NE; XPV 7 [x5], 6 [x5])

The foremost among them (one of the 7 hp specimens) rides a worg:

1 worg (hp 23; XPV 88)

These jebli are returning from a raid in the Flinty Hills. Each carries an average of 12 sp. If half of their number are killed, the rest of the jebli will flee; the worg (if it still lives) will fight a delaying action to cover their escape.

Nighttime Encounter #2

This encounter should be used before the PCs have traveled beyond hex N2-66. (It should not be used if the party include any half-orcs, as the latter will be killed on sight.) The adventurers have entered the territory of a band of firbolg, who have decided to have some fun at the intruders' expense...

At some point while the party is camped, any sleeping characters are awakened by a deep OOOOOO — UMP!, which is followed by a thick cloud of greenish fog rolling into their camp. The



fog cloud persists for 2d4 rounds; when it clears, two figures stand in the party's midst (having dispelled their *invisibility*). Describe them as a man and a woman who have the look of northern barbarians. The man hefts a halberd and wears an iron bugle around his neck, while the woman holds a long (13') spear. Neither is armored.

In a thick brogue, the man, who introduces himself as Eöchaid [AY-ohk-hide], declares that the party are in his territory and must accept his challenge if they wish to pass. Should they refuse, they must turn back and seek another route through the Adri. Eöchaid's challenge is simple: The party put forth up to three of their best warriors to face him in non-lethal combat, either with weapons (using the *vanquishing* rules from *Unearthed Arcana*, p. 109) or by wrestling (using either the *Dungeon Masters Guide* unarmed combat system, or "System II" from *Unearthed Arcana*, at the DM's option; Eöchaid has STR 22 for purposes of grappling). Each warrior who wishes to face Eöchaid must offer a permanent magic item (i.e., no potions or scrolls), which is forfeited if Eöchaid is victorious. In exchange, the mysterious barbarian offers up to three items from his own cache if he is defeated.

If at any time the PCs take aggressive actions (beyond the scope of Eöchaid's challenge), the firbolg will fight them to the finish, which will likely

lead to the deaths of all the PCs and the end of this adventure. Once the combatants have offered their stakes (which the woman, Fiona [fee-OH-nah], will check with *detect magic*), the challenge will begin. As soon as the PCs are ready, Eöchaid and Fiona will both dispel their *diminution* and assume their full heights of 12½' and 10½', respectively. Eöchaid will then *haste* himself and wade into battle with the hoodwinked PCs, laughing the whole time!

Eöchaid, firbolg male (HD 16+7; hp 75; #AT 1; Dmg d10+10 [halberd, wielded one-handed]; SA *horn of fog*; SD *iron brooch of shielding* [hastes wearer 1/week with no aging]; Int High; THAC0 7; XPV 9083*)

* Award one-tenth this total to PCs who defeat Eöchaid in non-lethal combat.

Fiona, firbolg female shaman of Hiatea (Clr 7; HD 13+2 [+6d4]; hp 77; #AT 1; Dmg 2d6+10 [double-sized spear, wielded two-handed]; Int Very; THAC0 7; XPV 7029; Cleric spells: *cure light wounds*, *detect evil* [already cast], *protection from evil*; *aid*, *speak with animals* [x2]; *cause paralysis*, *prayer*; *neutralize poison*; Illusionist spells: *color spray*, *dancing lights* [x2], *detect invisibility*, *hypnotism*, *light* [x2], *phantasmal force*, *wall of fog* [x2]; *hypnotic pattern*, *improved phantasmal force*, *invisibility* [x2] [both already cast])



If the PCs lose the challenge, Eöchaid will collect their items as agreed and depart. Should they best him (or if they lose, but show exceptional wit in so doing), he will honor his word and lead the party to his home, which is beneath a hill in hex N2-66. There, Eöchaid, Fiona, and a dozen of their kin will fete the PCs. When the adventurers are ready to depart, Eöchaid will produce three magic items, as promised. (If fewer than three PCs accepted his challenge, they must choose one or two of these items.) The items are an iron *ring of warmth*, iron *bracers of defense* AC 6, and a cold-wrought iron *long sword* +1, +3 vs. *lycanthropes & shape-changers*.

Nighttime Encounter #3

An Almorian patrol will approach the party from the northwest. So long as they seem aboveboard, the soldiers will give a friendly greeting, inquire as to the PCs' business, and send them on their way.

Cpt. Idan [EE-dahn], Oeridian male patrol commander (AC 4/3 [chain mail, shield, *ring of protection* +1]; MV 9"; Ftr 6; hp 33; #AT 3/2; Dmg d8+3 [long sword, double-specialized]; SA *potion of super-heroism*; SD *ring of protection* +1, *scroll: protection/magic*; AL CG; S 11, I 6, W 7, D 11, C 12, Ch 10, Cm 6)

This effete, ineffectual leader is always impeccably dressed, to compensate for his marked ugliness. He will make the requisite inquiries of the adventurers, as is his duty, but this dandy is far more concerned with his coiffure than with the comings and goings of such ragamuffins. Idan's lieutenant and magic-user/adviser (qq.v.) make most of the important command decisions.

Hinthaenon [heen-THIGH-nahn], half-high elf male magic-user (AC 10; MV 12"; MU 6; hp 34; #AT 2 or 1; Dmg d4 [2 daggers] or d4+2 [meteoric iron dagger +2, +3 vs. size L creatures]; AL NG; S 10, I 13, W 10, D 7, C 16, Ch 13, Cm 13 [12 to elves & half-elves]; Spells: *magic missile*; *detect evil*; *clairvoyance*, *tongues*)

Spell Book:

1st level: *enlarge*, *erase*, *magic missile*, *mending*, *read magic*, *spider climb*, *ventriloquism*;
 2nd level: *detect evil*, *detect invisibility*, *forget*, *locate object*;
 3rd level: *clairvoyance*, *tongues*.

Standing in stark contrast to Cpt. Idan, Hinthaenon is a ragged, battle-hardened veteran of many skirmishes along the northeastern border. The half-olve is all too familiar with the exigencies of war, and his no-nonsense demeanor reflects this experience. An aspiring battle-mage, Hinthaenon greatly desires to expand his repertoire of combat spells, such as the ubiquitous *fireball* and *lightning bolt*.

Lt. Thirtaid [THEER-tide], Oerid-Suel male ranger of Ehlonna (AC 5/4 [chain mail, buckler]; MV 9"; Rng 4; hp 24; #AT 2 or 3/2; Dmg d6 [longbow, 4 arrows] or d8+2 [long sword, specialized]; AL NG; S 15, I 13, W 15, D 9, C 15, Ch 9, Cm 7)

Though modest about his role, Thirtaid is the driving force and moral center of his unit. He always strives to serve the greater good in any given situation, and he has the faith and wisdom to usually guide

him correctly (an invaluable skill in times of war). Like Hinthaenon, the ranger is a veteran of many battles with the humanoids of Bone March. Thirtaid is the patrol member most likely to join the PCs on their incursion into hostile territory (at the DM's discretion); he has enough influence over Cpt. Idan to be released from service, knowing that he can best serve his country by taking the battle directly to the enemy.

Sgt. Elderd [AYL-derd], Oerid-Suel male fighter (AC 5/4 [chain mail, shield]; MV 9"; Ftr 2; hp 17; #AT 3/2; Dmg d8+5 [long sword, specialized]; SA *potion of half-orc control*; SD *potions of climbing, flying, & levitation*; AL NG; S 18/20, I 9, W 11, D 10, C 11, Ch 9, Cm 13)

Elderd is a well-meaning but inexperienced (and a bit unstable) sergeant. His youthful pride in his great strength, coupled with numerous "gifts" from his grandmother (an overprotective mid-level magic-user who brews potions for the lad), lend him an air of egotism. Still, he is fervently loyal to Almor and can be depended upon in times of need.

3 human veterans (AC 5/4 [chain mail, shield]; MV 9"; Ftr 1; hp 8 each; #AT 3/2; Dmg d8+2 [long sword, specialized]; Int Avg; AL NG)

20 human archers (AC 5/4 [chain mail, shield]; MV 9"; Lvl 0; hp 6 each; #AT 2 or 1; Dmg d6 [longbow, 8 arrows each] or d8 [battle-axe]; Int Avg; AL NG)

Nighttime Encounter #4

This encounter should only be used when the party have descended from the hills and entered the border area of the Bone March.

Gaug [GOWG], renegade gnoll (AC 6 [horn armor]; hp 12; #AT 1; Dmg 2d4+1 [guisarme] or 2d4+1 [khopesh]; SA *dismounting, snagging*; Int Avg; AL CG; XPV 8)

Brutholl [BROO-thawl], renegade gnoll (AC 6 [horn armor]; hp 6; #AT 1; Dmg d10+1 [two-handed sword]; Int Avg; AL CG; XPV 5)

These two *kell* [gnoll] deserters have abandoned their comrades over "ideological differences". They will cautiously circle the party's camp, attempting to determine their allegiance. If the PCs display any recognizable heraldry, or if their number includes any olve — these *kell* feel a strange affinity for the olvenfolk — the *kell* will hesitantly approach.

Depending upon the party's alertness, the intruders may be caught snooping around. The *kell* will fight if they must, but they will fall back if the party number six or more. If negotiations are allowed to commence, Brutholl will do the talking, as he speaks a smattering of the Euroz and High Jebline tongues (in addition to *Kell* and *Troll*; neither is proficient in their new alignment tongue). Brutholl will briefly state their situation and attempt to barter with the PCs for food. The *kell* have between them 9 gp and 16 ep; they will under no circumstances trade their weapons, as they know all too well the fate that awaits them should their kin capture them.

If the PCs treat the creatures with some decency and mention their destination, Brutholl will tell them that he knows of the tower. Eigers have lived there for many years and have terrorized the olvenfolk of the northern Adri Forest. Powerful magic-using humans have been seen near the tower in recent weeks; Brutholl does not know whether the eigers are in league with these humans. That is all he knows of the mysterious tower.

(At the DM's option, it is conceivable that these *kell* could be convinced to serve as henchmen — particularly to an olve. They would need to firmly believe that they would not be used as catapult fodder, but could be loyal to the right master. Still, they are gnolls, despite their "conversion," and the PCs would need to learn to tolerate their predisposition toward avoiding strenuous labor, sleeping all day, and consuming large amounts of live game. This could be an excellent role-playing opportunity for a mature group of players — or, of course, they could kill the gnolls on sight...)

Act III:
“Shadow of a Redoubt”

Wherein a plea for help may fall on dead ears.

Approaching the Tower

The Tower of Azal'Lan can be sighted from a distance of a mile or more during daylight. (If the PCs arrive at night, visibility will be limited to 100–200 yards.) The tower, a spire of violet marble, thrusts upward from a lightly wooded glade. The structure is 40' in diameter at its base, tapering to 20' diameter at the summit 90' above. The pinnacle is surmounted by a well-buttressed, saucer-shaped dome, measuring 50' in diameter and adding another 15' to the tower's overall height. Eight 2' x 4' open windows pierce the tower's face, the lowest of these standing about 35' from the ground. A single 4' wide by 7' high opening allows ingress at the base.

If the party choose to stake out the tower for awhile, there is a cumulative 1 in 12 chance per four hours that a band of fifteen eigers will leave the tower, heading either northeast (d6, 1–3) or southeast (4–6). They will return in sixteen hours, bearing water and game. This is the best time for the party to strike; otherwise, they will be forced to face the entire tribe at once. (The DM should keep careful track of time here, both for the return of the eigers and for the arrival of another interested party...)

Assaulting the Tower

The eigers are not particularly vigilant; unless the PCs loudly announce their presence, they will not be noticed until they have entered the tower. (If they do something so truly foolish that the eigers cannot help but see them, then defensive action will be taken — to include bombardment from areas **7a-d**.) Once combat is joined (unless masked by a *silence* spell), the general alarm will be raised, and every eiger in the tower will respond to repel the invaders. Assuming a battle royal on the first floor, the eigers' response times will be as follows; add or subtract one round for each floor further or closer.

- Round 3: males #4, #5, #6 (from below);
males #7, #8 (from above)
- Round 4: young #1, #2, female #1
- Round 8: males #9, #10, #11
- Round 9: young #3, #4, female #2
- Round 10: females #3, #4, #5
- Round 11: hero, leader #1, male #12
- Round 12: males #13, #14, #15
- Round 13: males #16, #17, leader #2
- Round 14: chieftain

Encounter Rosters

Hereafter are listed the current inhabitants of the Tower of Azal'Lan. These creatures will be referred to by number within the text. Entries in **red** indicate eigers who may be away with a hunting party.

Ogre chieftain (AC 3; HD 7; hp 36; #AT 1; Dmg d10+4 [two-handed sword]; Int Avg; AL NE; THAC0 13; XPV 513); carries 70 gp, 1-gp very small obsidian, 10,000-gp large star sapphire, small key

Braurgh [BROWRG], half-ogre "hero" (AC 6/5 [gnoll horn armor, large shield]; MV 9"; Ftr 5; hp 53; #AT 3/2; Dmg 2d4+6 [bastard sword*, double-specialized]; AL N; SZ L; THAC0 12; XPV 468; S 18/28, I 9, W 6, D 11, C 16, Ch 8 [16 to ogres & half-ogres]; Cm 7 [13 to ogres & half-ogres]); carries 13 gp, 100-gp garnet, large key

* A half-ogre can use a bastard sword to full effect with one hand.

Ogre leaders

- #1** (AC 4; HD 7; hp 31; #AT 1; Dmg 2d4+3 [guisarme]; Int Avg; THAC0 13; XPV 473); carries 80 gp, 500-gp large peridot
- #2** (AC 4; HD 7; hp 31; #AT 1; Dmg d10+3 [halberd]; Int Low; THAC0 13; XPV 473); carries 80 gp, 500-gp large coral

Ogre males

- #1** (hp 21; Dmg d10+2 [halberd]; XPV 195); carries 30 gp, 100-gp coral
- #2** (hp 20; Dmg d10+2 [halberd]; XPV 190); carries 50 gp, 50-gp small amber
- #3** (hp 15; Dmg d10+2 [halberd]; XPV 165); carries 30 gp, 1-gp small chrysoprase
- #4** (hp 21; Dmg d10+2 [halberd]; XPV 195); carries 60 gp, 70-gp small garnet
- #5** (hp 23; Dmg d10+2 [halberd]; XPV 205); carries 60 gp, 100-gp small topaz
- #6** (hp 16; Dmg d10+2 [halberd]; XPV 170); carries 40 gp, 5-gp small banded agate
- #7** (hp 21; Dmg d10+2 [halberd]; XPV 195); carries 50 gp, 50-gp small chrysoberyl

- #8** (hp 18; Dmg d10+2 [two-handed sword]; XPV 180); carries 60 gp, 8-gp eye agate
- #9** (hp 18; Dmg d10+2 [halberd]; XPV 180); carries 40 gp, 5-gp small moss agate
- #10** (hp 14; Dmg d10+2 [halberd]; XPV 160); carries 40 gp, 1-gp very small lapis lazuli
- #11** (hp 18; Dmg d10+2 [two-handed sword]; XPV 180); carries 50 gp, 5-gp very small zircon
- #12** (hp 25; Dmg d10+2 [halberd]; XPV 215); carries 60 gp, 100-gp spinel
- #13** (hp 18; Dmg d10+2 [halberd]; XPV 180); carries 40 gp, 10-gp small star rose quartz
- #14** (hp 20; Dmg d10+2 [halberd]; XPV 190); carries 50 gp, 50-gp large blue quartz
- #15** (hp 18; Dmg d10+2 [halberd]; XPV 180); carries 40 gp, 50-gp very small peridot
- #16** (hp 21; Dmg d10+2 [two-handed sword]; XPV 195); carries 50 gp, 75-gp rock crystal
- #17** (hp 21; Dmg d10+2 [two-handed sword]; XPV 195); carries 60 gp, 50-gp small black pearl

Ogre females

- #1** (hp 5; Dmg 2d4 [Lucern hammer]; XPV 115); carries 50 gp
- #2** (hp 11; Dmg 2d4 [guisarme-voulge]; XPV 145); carries 70 gp
- #3** (hp 14; Dmg 2d4 [guisarme-voulge]; XPV 160); carries 50 gp
- #4** (hp 21; Dmg 2d4 [Lucern hammer]; XPV 195); carries 70 gp
- #5** (hp 16; Dmg 2d4 [guisarme-voulge]; XPV 170); carries 20 gp

Ogre young

- #1** (AC 6; MV 9"; HD 1-1; hp 1; #AT 1; Dmg d4 [sling, 13 stones]; SZ S; THAC0 20; XPV 15); carries 3 gp
- #2** (hp 2; Dmg 2d4 [morning star]; XPV 12); carries 2 gp
- #3** (hp 6; Dmg 2d4 [morning star]; XPV 16); carries 8 gp
- #4** (hp 6; Dmg 2d4 [morning star]; XPV 16); carries 5 gp

The Enemy of My Enemy...

If the PCs enter the tower between the hours of 9:30 P.M. and 2:30 A.M., three men will appear at the entrance within ten rounds of the first clash. They will call out to whichever side appears to be losing, offering their assistance — but they will not enter the tower until either the eigers or the PCs invite them in. Once inside the tower, Stakaster will proceed immediately to **D12**, while his henchmen fight for whichever side requested their aid. He will return with three books and a scroll in 11 rounds, at which time he and his companions will depart.

If the party begin their assault at a different time of day, then the men will arrive at 9:30 P.M. the following night, employing more subtle means of persuasion (or *charms*) to gain entry. These three “helpful” individuals are detailed hereafter:

Stakaster, Oeridian male vampire (MU 9; hp 35; Int Gen; XPV 2772; Spells: *light, read magic, spider climb, unseen servant; ESP, invisibility, ray of enfeeblement; fly, protection from good 10' radius; fumble, monster summoning II; animate dead*)

Stakaster appears as a disheveled but well-spoken man of about 35. This creature was once the apprentice of Azal'Lan. It was he who betrayed the Wizard-King in 391 CY. When Azal'Lan fled the trap, a strange fog engulfed both him and his traitorous lieutenant. They emerged (separately) in the Demiplane of Dread.

Stakaster soon found himself in the clutches of the vampire lord Count Strahd von Zarovich, who drained him of life and bestowed upon him the “gift” of undeath. After nearly two centuries of service to his former master's sometimes-ally / sometimes-foe, Stakaster managed to escape (?) through the mists of Ravenloft and recently returned to Oerth. His schemes are detailed in the **Epilogue**.

Vairel [vi-rel], Oerid-Suel male magic-user (AC 10; MV 12”; MU 6; hp 18 [20]; #AT 1; Dmg d6 [staff]; SA *ring of mammal control*, MU scroll [*light, wall of fire, cast at 8th level*], MU scroll [*polymorph other, cast at 9th level*]; AL CE; THAC0 20; XPV 416; S 7, I 17, W 12, D 12, C 8, Ch 11, Cm 9; Spells: *charm person, magic missile [x3]; detect invisibility, strength; fly*)

Raris [RA-ris], crow familiar (hp 2)

As apprentice to the vampire, this impeccably dressed, thirty-something magician has benefited greatly. His power and his fortunes have increased dramatically from the time when Stakaster found him eking out a meager existence as a mercenary battle-mage among the humanoids of Bone March. Ever the rational opportunist, Vairel has no qualms about serving an undead horror — so long as he retains his own humanity.

Accirus [ah-KEER-uhs], Oeridian male cleric of Erythnul (AC 3/2 [plate mail, shield]; MV 6”; Clr 6; hp 30; #AT 1; Dmg d6 [club] or d6+1 [*horseman's mace +1*]; SA *potion of speed*; SD *potion of fire resistance*; AL CE; THAC0 18 or 17; XPV 684; S 12, I 13, W 14, D 11, C 12, Ch 10, Cm 7; Spells: *cause light wounds, curse, endure heat [already cast], sanctuary; aid, find traps, hold person, scare*; cause blindness, continual darkness*)

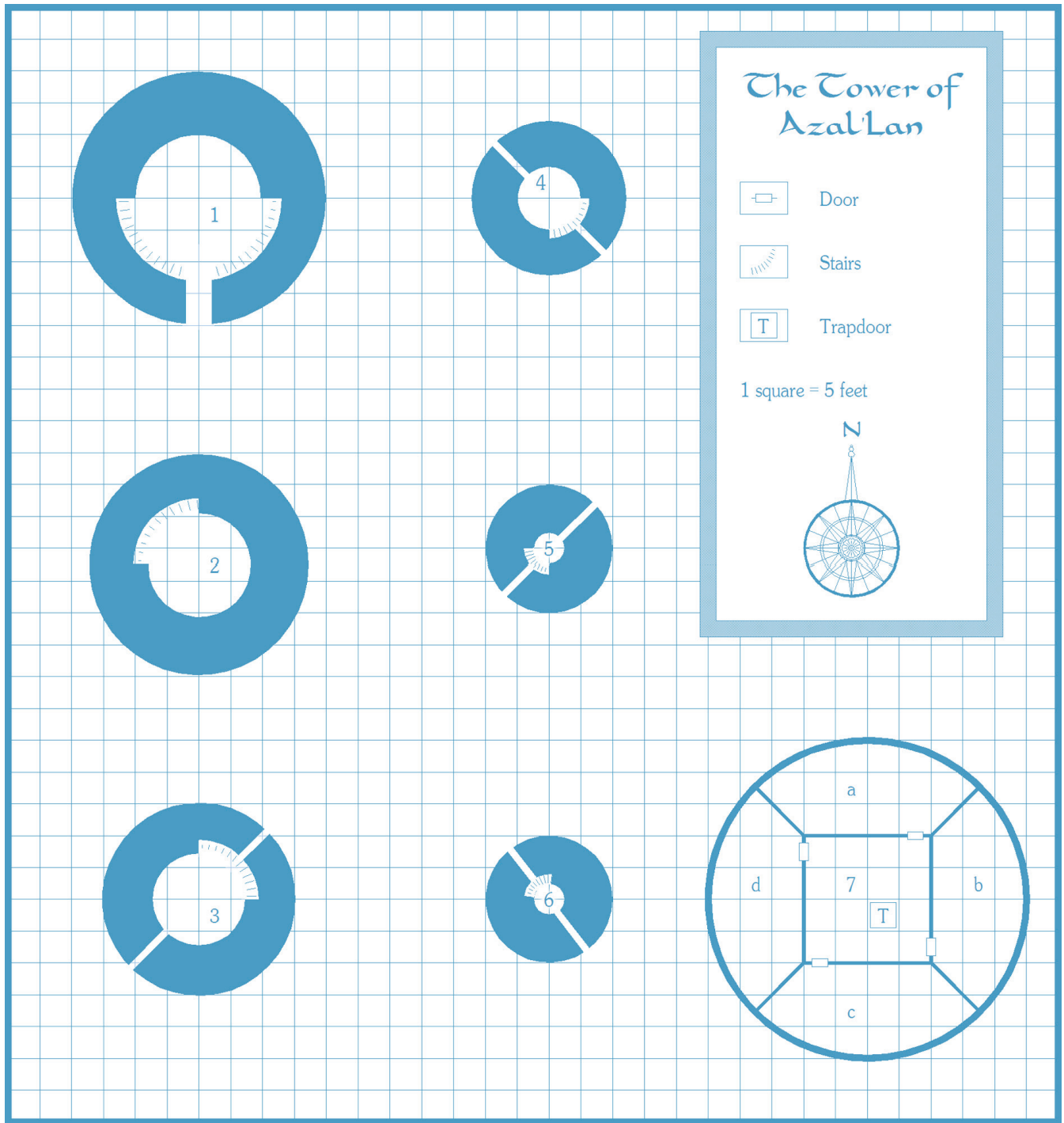
* See [The WORLD OF GREYHAWK® Deitybase™](#).

Though Stakaster's fiendish plans do not quite mesh with this cleric's faith, the resulting violence and mayhem will certainly please Erythnul. Like Vairel, Accirus was found by the vampire among the humanoids of Bone March, where he was spreading his deity's influence. Cold and aloof in most of his dealings, the cleric has been known to fly into a violent rage at the slightest provocation.

Within the Tower

The six stories of the tower proper are each 14' in height, with 1'-thick stone floors separating them. The domed roof level will be described separately. Each flight of stairs is 3' wide and open on one side, and each makes a quarter turn around the tower's circumference while rising 15' to the floor above; this design makes each successive stairway steeper than the one below it. The eigers and most PCs will be forced to walk single-file.

Both the interior and exterior tower walls are considered *smooth, non-slippery* surfaces for purposes of climbing, although the outer walls will be *slippery* if rain is falling or *slightly slippery* if such has occurred in the past 24 hours. When eigers are present on a floor, a torch will be aflame; the tower



is otherwise kept dark. The place is drafty, and the inside of the tower averages from 5–15°F cooler than the outside temperature, depending upon the time of day. This draft will extinguish torches on a 1% chance per turn.

Details of the tower's interior presume that no alarm has been sounded and that the eigers are at rest. In addition, as noted earlier, some of the eigers may be away with a hunting party; if so, ignore those individuals in the descriptions that follow. The eigers

will neither ask for nor give any quarter. Should eight or more eigers be slain, the chieftain, hero, and leaders will recognize that they are outmatched and attempt to escape with their lives. Any other eigers witnessing this desertion will surrender to the PCs at once if they think they will be spared; otherwise, they will fight to the death.

T1: Males #1, #2, & #3 are normally on this floor. A plain throne, carved of the same violet marble as the tower walls, stands at the north end of the 20'-diameter room. A pack of *giant rats* nests here; the eigers throw them scraps and will occasionally eat one for a light meal. The rats will defend their nest, but will scatter if half of their number are killed. Beneath the throne, amidst the rats' refuse, are a

100-gp ivory goblet (10-gp encumbrance) and 1 cp.

12 giant rats (hp 3 each; XPV 2 each)

T2: Males #7 & #8 are normally in this 15'-diameter room, usually lounging about on rotten cushions and pillows. As below, a number of *giant rats* are permitted to nest beneath a large overturned box; PCs may hear them scratching at the sides of the box if all else is quiet. If the box is kicked over, the rats will scurry out and attack, retreating to safety if two or more are killed. A careful search of the rats' nest may uncover a gold earring set with a very small oriental emerald (2-gp encumbrance), worth 5000 gp.

7 giant rats (hp 4 each; XPV 1 each)



T3: Female #1 and young #1 & #2 are usually in this 12'-diameter room. It contains a low, round table and four reed sleeping mats.

T4: This 7'-diameter room is unoccupied. It contains a worn couch, five small wooden chests, and a large, padlocked iron trunk. Four of the chests hold a total of 9273 sp; the fifth chest contains 1229 cp. The iron trunk (for which Braurgh carries the key) holds 5836 ep.

T5: A single wooden chair rests in this 4'-diameter landing. The place is unoccupied.

T6: A cold brazier sits upon a stone pedestal in the center of this 4'-diameter landing. Several gnawed bones are piled nearby, having been dropped here by the eigers above. The stairs here lead up to a trapdoor in the ceiling (which is usually left ajar), opening into **T7**, above.

T7: This windowless dome surmounting the tower proper measures 50' in diameter, with a ceiling tapering from 12' at the center to a mere 5' at the edges. Several 1'-thick stone walls partition the area into five distinct rooms. The central area is normally inhabited by eiger males #9, #10, #11, & #12, and the half-eiger hero Braurgh. The only original furnishings to survive the eigers' depredations are a worn, stained couch and a porcelain urn, which is now used for urination. The doors to **a**, **b**, **c**, and **d** are of metal-bound wood and usually kept open.

a: The eiger chieftain, females #2 & #3, and young #3 & #4 inhabit this room. Murder holes line the north wall, with large rocks piled nearby for dropping on assailants. A 7½'-tall humanoid form stands motionless in the southwest corner. A workbench sits against the south wall, and an oil-filled cresset hangs from the ceiling (usually burning). Atop the workbench is a small, padlocked iron trunk, for which the chieftain carries the key. It contains the following gems:

10-gp large hematite
 55-gp large lapis lazuli
 45-gp large turquoise
 10-gp banded agate
 1000-gp opal
 500-gp spinel
 50-gp zircon
 100-gp small aquamarine
 100-gp very small black pearl
 100-gp very small emerald
 400-gp very small oriental emerald
 1100-gp very small ruby

The humanoid form standing in the southwest corner is a nearly complete *flesh golem*. The eigers have found, to their mixed chagrin and amusement, that they are completely incapable of damaging the thing. All that remains is for a magic-user of 14th or higher level to cast a *strength* spell upon the creature, and it will come to life, recognizing the caster of this final spell as its creator. An enterprising party willing to carry the 350# creature to the nearest city could sell the golem for up to 40,000 gp, assuming a wizard of sufficient level could be located.

b: Leader #1, male #13, and female #4 reside here. As with area **a**, murder holes line the outer wall, with rocks piled nearby. None of the original furnishings from this room remain; however, a search of the eigers' discarded bones may uncover a *scroll: protection/petrification* in a bone tube (detect as concealed door).

c: Males #14, #15, & #16 dwell in this spartan room. If alerted to an assault before the PCs penetrate the tower, the eigers will bombard the attackers from the murder holes near the south wall.

d: Leader #2, male #17, and female #5 are normally present here. As with the other rooms around the perimeter, murder holes line the outer wall, and none of the original furnishings remain.

Act IV: "Spell-bound"

Wherein the lich's pen may
prove far, far mightier
than the sword.

The Dungeon

The stairs from **T1** descend 20' vertically to the floor of the dungeon level. The walls, floor, and ceiling here are of roughhewn stone blocks 1' thick; they are considered *fairly rough* and *slightly slippery* surfaces for purposes of climbing. The ceiling height in the corridors and smaller rooms is 8'; exceptions will be noted in the text. All doors are wooden and unlocked unless otherwise specified.

The temperature in the dungeon averages 65°F. While the air is initially heavy with a dank, moldy odor, a strong, moaning wind will blow from the outside into the dungeon once the secret door to **D3** is opened. This wind has a 10% chance per turn to blow out torches and a 1% chance per turn to likewise extinguish lanterns.

Wandering Monsters

(1 in 6 chance; check every three turns)

d4 Encounter	
1	2 amphisbaena (hp 33, 23; XPV 231, 210)
2	2d4+4 fire beetles (hp 7 each; XPV 23 each)
3	3 gray oozes (hp 18, 12, 7; SZ M; XPV 99, 89, 81)
4	d3+5 shriekers (hp 11 each; SZ M; XPV 11 each)

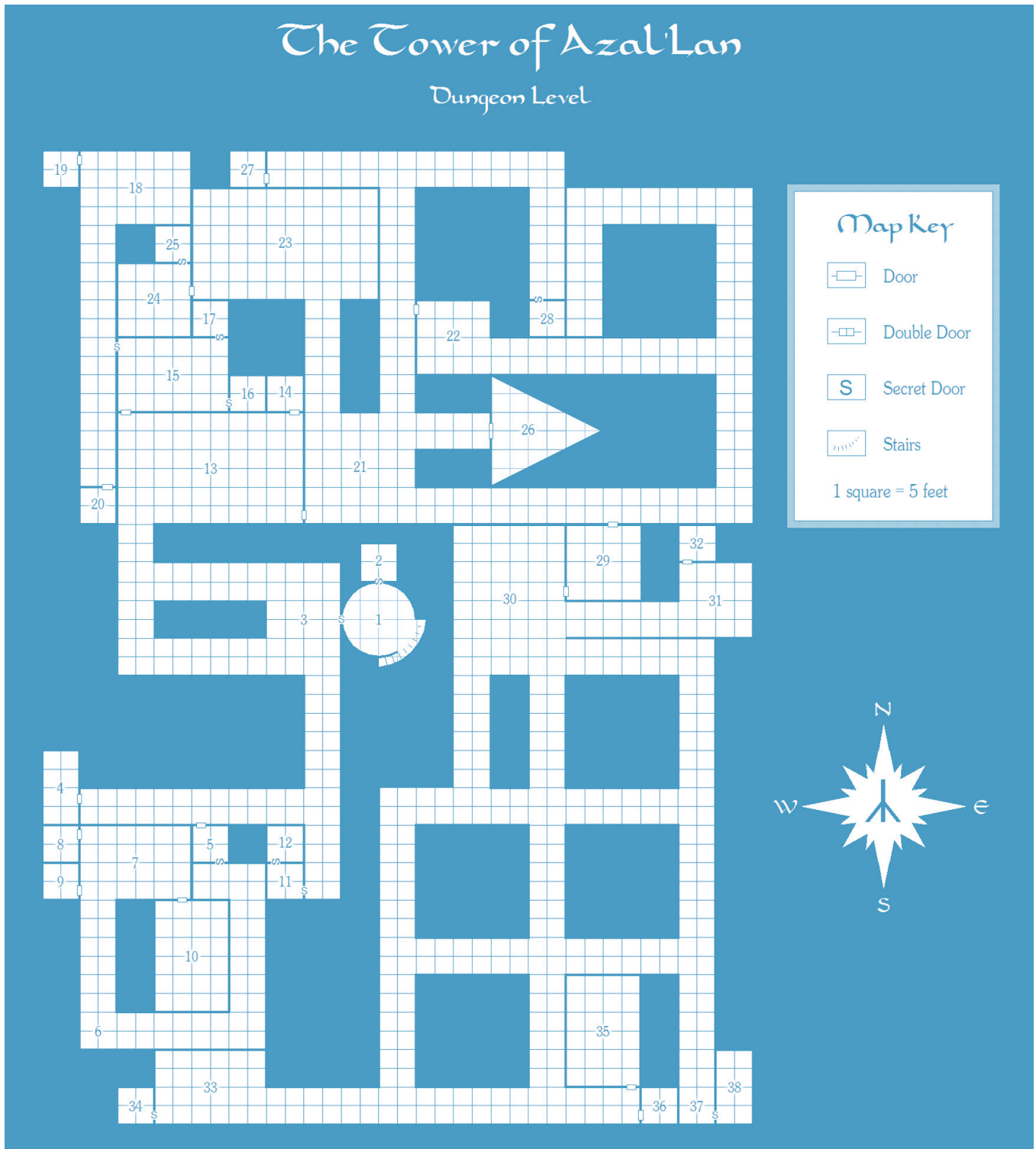
Each of the above encounters may be used but once.

D1: The ceiling in this circular room is arched to 12' height. Unlike the rest of the dungeon complex, the floor here is of bare earth. Excavation will uncover eight human skeletons — the unfortunate architects and engineers of the Wizard-King's refuge. As they were interred most hastily, nothing of value was buried with the remains. (The DM may award 5 XP per skeleton to a PC cleric who gives them a proper *burial*.)

Eiger males **#4**, **#5**, & **#6** normally reside here. Except as noted in their individual listings, the only item of value in their possession is a hogshead holding about 22 gallons of good wine (weighing 215#, worth 88 gp). If Stakaster has already been through here, the secret door to **D3** will be ajar.

D2: A circular pedestal in the center of this small room may tantalize adventurers with the thought of what valuable item was once kept here. Whatever it may have been, Azal'Lan apparently took it with him. The room is otherwise bare.

D3: The ceiling here is arched to 12' height. Sparse bookshelves along the north and west walls hold a total of 74 volumes, each of which could fetch 50–500 gp in a large city (or 20–200 gp in a smaller town). The books weigh an average of 20# each. None are magical or contain spells of any kind.



D4: Even in undeath, Azal'Lan appreciated the finer things in "life"; thus, he kept a fairly extensive art collection behind this locked iron door. Alas, his

paintings have been rotted away by the yellow mold colony that now covers most of the surfaces in this room. Nothing of value remains.

D5: A portrait of a young nobleman hangs opposite the door to this room. (This is the Wizard-King's son, Irik.) A brass candelabrum rests on a nearby shelf. The latter is worth 6 gp (20-gp encumbrance). The framed painting would net about 20 gp if the subject were properly identified (50-gp encumbrance).

D6: There is another yellow mold colony at this turn in the corridor, completely covering the floor. It will have to be burned or otherwise excised to allow passage.

D7: The ceiling here is arched to 12' height. Several divans and low stools are scattered about this otherwise vacant chamber. Wall sconces hold long-burnt torch stubs.

D8: This room is empty.

D9: This room is empty.

D10: The ceiling here is arched to 12' height. A number of straw mattresses and throw rugs (sufficient to sleep sixteen) cover the floor, and eight rotting waste buckets line the south wall. The place is currently unoccupied.

D11: Odd scratch marks on the walls of this small, bare room give mute witness to the type of creature once kept here. (Azal'Lan used a trained *displacer beast* to guard his scriptorium (q.v.)).

D12: This room is Stakaster's destination. It contains a desk with a high stool and a large cupboard. On the desk are two sheets of parchment (suitable for scribing scrolls), an ordinary quill, and a pot of dried ink. The cupboard contains the vampire's goal: an *MU scroll* (*minor globe of invulnerability*, *cacodemon*, *monster summoning VI*, all cast at 18th level) and the lich's spare spell books:

Spell Book #1:

1st level: *charm person*, *enlarge*, *magic missile*, *protection from evil*;

2nd level: *darkness 15' radius*, *detect invisibility*, *web*, *wizard lock*;

3rd level: *dispel magic*, *fly*, *protection from normal missiles*, *slow*, *suggestion*.

Spell Book #2:

4th level: *dimension door*, *ice storm*, *minor globe*

of invulnerability, *remove curse*;

5th level: *animate dead*, *feeblemind*, *monster summoning III*, *wall of stone*;

6th level: *anti-magic shell*, *invisible stalker*.

Spell Book #3:

7th level: *cacodemon*, *delayed blast fireball*;

8th level: *monster summoning VI*.

(This list is not intended to reflect all the spells that Azal'Lan knew; he presumably had additional spell books kept elsewhere.)

In order of importance, Stakaster desires the scroll, spell book #2, spell book #1, and spell book #3. He will, of course, take them all if he is able.

D13: The ceiling here is arched to 16' height. Scattered ashes and burn marks on the walls, floor, and ceiling give the only clues to this chamber's purpose: the practice of combat spells such as *flaming sphere* and *lightning bolt* (but not *fireball*, as one mathematically-challenged apprentice learned an instant prior to his untimely demise). The room is unoccupied. Anyone listening at the door to **D15** may hear a woman's scream (see **D15**).

D14: This small cubicle was Stakaster's quarters 200 years ago. It contains a bed, a bathtub, and a small table. Upon the table are a plain quill, a pot of dried ink, and a mortar and pestle. The room is unoccupied.





D15: The ceiling here is arched to 12' height. A number of padded armchairs (mostly rotted to the frame) are scattered about this airy room. A silver pentacle is etched into the southern end of the east wall (on the secret door to **D16**). On a 3 in 4 chance, the adventurers will hear a woman's scream from beyond the east wall.

D16: The floor of this room is inlaid with a 7'-diameter magic circle of gold, platinum, and gems. The outer circle contains the equivalent of 370 gp; the inner circle, 300 gp (if the entirety is stripped from the floor). The symbols within the magic circle are of crushed peridot; about 12-gp weight can be extracted, for a total value of 100 gp.

Within the magic circle is an *erinyes* that Azal'Lan had bound before his departure. The devil has been in this room for nearly 200 years, unable to escape or

summon aid. She has gradually lost her intellect and succumbed to insanity over the many decades of her confinement.

The *erinyes* is now in a wild, feral state, with no memory of her existence outside of the magic circle. She may (3 in 4 chance) cry out if she hears voices in the adjoining room, but this will be unintelligible babbling at best. When the PCs open the secret door, the *erinyes* will be *invisible* at first. She will *polymorph* herself into the race of one of the PCs and then dispel her *invisibility*, suddenly appearing as a nude female in the middle of the magic circle, equipped only with a coil of rope and a dagger.

Once she is able to establish a telepathic link, she will attempt to converse in whatever language the PCs use — but this communication will be especially primitive, limited to monosyllabic expressions of her

desire for release. If the PCs break the magic circle, the erinyes will assume her true form and attack wildly, welcoming her freedom or her destruction with equal relish. If killed, her magical dagger and *rope of entanglement* remain (though the rope will only respond to commands in the Lawful Evil alignment tongue).

A 1 in 4 chance exists that the erinyes will be in a lethargic state and will not call out for aid. Should this occur, the party will find her in her natural form when the secret door is opened. She may then be killed with impunity, as she will offer no resistance due to her insanity. (In this case, no more than one-tenth of the normal XP value should be awarded.)

1 erinyes (hp 41; SD immune to psionic attack due to insanity; Int Semi; XPV 266)

D17: This room is completely bare.

D18: The ceiling here is arched to 12' height. This chamber is empty.

D19: This small room contains a 20'-deep pit. The bottom 2' depth of the pit contains dried human fecal matter.

D20: Pegs on the walls of this room apparently once held now-unknown items. The room is otherwise empty.

D21: The ceiling here is arched to 16' height. Apart from empty torch sconces and a fine rug by the east wall (250-gp encumbrance, worth 60 gp), this large room is bare.

D22: The ceiling here is arched to 12' height. The place is empty.

D23: The ceiling here is arched to 16' height. The upper reaches of the place are shrouded in webs,



although no spiders are present. Three long tables and 32 chairs line the north, west, and east walls; most are rotten and/or broken. The door to **D24** stands slightly ajar.

D24: The ceiling here is arched to 12' height. A hearth stands in the northwest corner, vented with a 4'-long x 6"-wide chimney to the surface. (This chimney can be detected on the surface as a concealed door, if the party search the correct area.) In the southwest corner is a 50'-deep well, though the rope and bucket have long since rotted away. A large pack of *giant rats* nests here, subsisting on the few food scraps that remain. The rats will defend their lair aggressively, but will scatter if thirteen or more of their number are killed.

50 giant rats (hp 2 each; XPV 9 each)

D25: This former wine cellar has become infested with *green slime*. Patches of the growth cover the east end of the north wall (15 hp), the north end of the west wall (6 hp), the west end of the south wall (8 hp), and the ceiling over the secret door (14 hp). On a successful surprise roll, this last slime growth will drop on anyone entering the room. The creature hits AC 10 on an attack roll of 6 or better, modified only for DEX and magic bonuses, if any. Once the slimes have been eliminated, d8+21 bottles of wine may be recovered (perhaps significantly fewer if the PCs set the whole room ablaze). Each bottle is worth 1–2 gp (60-gp encumbrance each).

4 green slimes (hp 15, 14, 8, 6; XPV 146 [x2], 143, 142)

D26: The ceiling here is arched to 16' height. The room is empty.

D27: The iron door to this room is locked. Within, an olven skeleton, clad in rags, hangs from a set of manacles in the center of the room. A large number of silver coins (6600 sp) are heaped about the skeleton's feet, and a pair of *ioun stones* (one clear spindle, one iridescent spindle) circle about its head.

This skeleton is all that remains of a thief who was captured by Azal'Lan and sentenced to 30 years' imprisonment. The pile of silver was intended as a cruel reminder of the thief's crime, while the *ioun stones* were used to sustain him for his 30-year sentence. Unfortunately for the olve,

Azal'Lan disappeared nearly 200 years ago, and the prisoner was forgotten. He eventually succumbed to disease. As with the skeletons in **D1**, 5 XP can be earned by giving the olve a proper *burial*.

D28: Twenty-two small, metal-bound wooden coffers are spread about the floor of this room. They contain a total of 4982 gp and 253 pp. A hollow space may be found behind a loose block in the west wall (detect as secret door). Within lies another coffer, this one holding the following gems:

50-gp huge azurite
 14-gp very large azurite
 500-gp huge hematite
 1000-gp huge lapis lazuli
 10-gp large lapis lazuli
 50-gp huge malachite
 100-gp very large malachite
 12-gp huge moss agate
 50-gp very large banded agate
 1000-gp very large chalcedony
 10-gp small chalcedony
 5000-gp very large jet
 5-gp very small jet
 500-gp very large sardonyx
 100-gp large sardonyx
 70-gp very large tiger eye
 80-gp very large turquoise
 100-gp large citrine
 500-gp large coral
 1000-gp large black pearl
 50-gp chrysoprase
 12-gp rhodochrosite
 1000-gp small oriental emerald
 50-gp small spinel
 10-gp very small amethyst
 500-gp very small diamond
 20-gp very small garnet
 20-gp very small peridot
 500-gp very small ruby
 1000-gp very small ruby
 5-gp very small topaz

(No experience should be awarded for this treasure.)

D29: The ceiling here is arched to 12' height. This chamber is bare.

D30: The ceiling here is arched to 16' height. Numerous workbenches line the walls, holding

assorted masonry tools, and a half-finished statue of a regal-looking man (a stylized Azal'Lan, prior to his lichdom) stands in the center of this large room. The place is unoccupied.

D31: The ceiling here is arched to 12' height. A small forge stands in the northeast corner, with a chimney to the surface as in **D24**. A workbench, an anvil, and a tub round out the furnishings here, but are mostly obscured by the thick webs that cover the eastern three-quarters of the chamber. This place is now the lair of a pair of *phase spiders*. On a successful surprise roll, the spiders are out of phase when the PCs enter. They will defend their dwelling even unto death. Scattered about the floor of the room is the spiders' meager treasure: 1626 cp, a 350-gp large jade, a 1000-gp large spinel, a 100-gp sardonyx, a 1000-gp star ruby, and a 500-gp very small black sapphire.

2 phase spiders (hp 31, 26; XPV 304, 293)

D32: This modest room contains a bed frame, a bureau, and a small table. It is unoccupied.

D33: The ceiling here is arched to 12' height. This chamber is filled with various molds, slimes, and fungi (all harmless), which are grown and tended by the *boring beetles* that infest the place. They will flee if four or more of their number are killed. Spread about the lair is the following treasure: 667 sp, 2125 gp, a 1400-gp gold chalice (20-gp encumbrance), a 500-gp silver chalice (20-gp encumbrance), an 1100-gp gold pin (5-gp encumbrance), a 200-gp

silver seal (10-gp encumbrance), a 600-gp silver & gold necklace (15-gp encumbrance), a 5000-gp silver statuette of a horned humanoid figure with oriental emerald eyes (the obscure Baklunish deity Dorgha Torgu; 30-gp encumbrance), and an *MU scroll* (*magic missile, web, fly, ice storm, animate dead, feeblemind, anti-magic shell*, all cast at 18th level) in a bone tube. (The latter will be discovered as a concealed door, unless the PCs thoroughly eradicate the molds and make a careful search of the place.)

7 boring beetles (hp 31, 24, 21, 21, 20, 17, 17; XPV 245, 210, 195 [x2], 190, 175 [x2])

D34: This small secret room is empty.

D35: The ceiling here is arched to 12' height. The room is empty.

D36: This room contains a bed, a nightstand, and a desk with a chair. All are rotten and useless. The place is otherwise bare.

D37: A small patch of *yellow mold* grows here.

D38: This secret room contains a desk and chair, a workbench with various alchemical supplies, and two fine rugs. The glassware could fetch up to 1000 gp in a large town or city, but has a total encumbrance value of 4300 gp. The rugs are worth 90 gp each and have an encumbrance value of 450 gp apiece.

Epilogue

What Has Come Before

Stakaster's betrayal of Azal'Lan two centuries ago was precipitated by his blind lust for the lich's magical and temporal power. With the Wizard-King gone, he believed, Stakaster could claim both his spell books and his dominion. The young sorcerer did not expect to be drawn into the Demiplane of Dread (but then, who does?).

Strahd's "gift" of undeath, while prolonging Stakaster's life, was a bitter curse to the ambitious magic-user; as a vampire, he is eternally frozen at his present experience level. Upon his return to Oerth, the vampire was further dismayed to learn the degree to which the political climate had changed since his departure: the Turmoil Between Crowns; the rise of House Naelax and the accession of the Ivids; the fall of Bone March to humanoids. Clearly, his plans would need to be modified.

After months of scheming, and with the aid of his new advisers, Stakaster hatched a new plot. He recalled from his apprenticeship that Azal'Lan had scribed a scroll with the spell *cacodemon* and that the scroll was likely still secreted in the hidden scriptorium beneath the Wizard-King's tower. While the tower's location had faded from human memory over the intervening two centuries, Stakaster had firsthand knowledge of the place.

Alas, his undead curse foiled him again, as a tribe of eigers had moved into the tower, and the vampire found that he was unable to enter without invitation. Stakaster was unable to *charm* the creatures, and even Accirus, the canon of Erythnul, could not sway the eigers to grant them entry (due in large part to the influence of the half-eiger Braurgh, who sensed their foul motives). Frustrated, the vampire decided a different approach would be necessary.

Stakaster drew a map showing the location of the Tower of Azal'Lan. He arranged for it to be stolen from his apprentice, Vairel, in the town of Innspa, lurking nearby to observe and track the thief. Vairel then contacted the thieves' guilds and arranged to pay for the return of his map. As instructed by Stakaster, he was sure to choose a popular inn as the meeting place — one that was frequented by adventurers.

Meanwhile, the vampire had sent his other henchman, the cleric Accirus, to make contact with the underground cult of Erythnul in Innspa. The troll shaman Mothugot was conscripted to attack the noniz thief at the pre-arranged location, but this was merely a ploy. The vampire assumed that some dogooders would come to the gnome's aid, deducing that any adventurers who could defeat a spell-casting troll would be well equipped to handle the eigers. The lure of a lost treasure trove would draw these unwitting pawns right into his hands.

Once the bait had been taken, Stakaster and his cohorts returned to Bone March straightaway. They then began a nightly ritual, flying to the tower every evening after sunset and watching for the party's approach from a safe distance. When the adventurers enter the tower, the villains will follow, offering succor to either the heroes or the eigers without prejudice. Of course, as soon as Stakaster gets what he wants, he and his companions will leave their "allies" to their own devices.

What May Come to Pass

The vampire's intention is to use the *cacodemon* spell to summon Ter-soth, a powerful *type VI* demon in service to Stakaster's new lord, Orcus, Prince of the Undead. He will offer the demon a human sacrifice or two and attempt to bargain with it. If successfully persuaded, Ter-soth will begin *gating* in *type III* and *IV* demons, to form the core of a small army with which the vampire will begin his conquest — but that is a tale for another time...



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