

ANGRY WIZARD

FEZ IIITM

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ANGRY WIZARD



FEZ™ III

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THE ANGRY WIZARD

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INTRODUCTION

FEZ™ III, *The Angry Wizard* is the third in a series of adventures which involve the Chaotic/Good wizard Fez who at the age of 22 discovered the secret of time travel. Since then he has traveled by using clever adventurers to overcome evil.

These adventures have not been published in a chronological order. FEZ I, *The Valley of Trees*, told how Fez used the power contained in a huge blue diamond to bring about the downfall of an ancient, evil dragon. FEZ II, *The Contract*, told how Fez risked his life to gain the service of a powerful demon named Mephistopheles, in order to gain possession of the blue diamond. FEZ III, *The Angry Wizard*, tells how Fez, with the assistance of the demon and a party of adventurers, gains possession of the large blue diamond that was used in the first FEZ adventure, *The Valley of the Trees*.

Each adventure has a different adventuring party, usually consisting of eight characters who are loosely formed into a fellowship through the magic of Fez.

The Angry Wizard is no exception. The party begins as normal humans and is elevated, through the shape change magic of Fez, to powerful monsters. However, they will retain their intelligence and some of their former abilities.

To return to their true forms, they must find and retrieve the blue diamond, named the Queen's Gem, for the wizard Fez. During the adventure there are ancient riddles to solve, prophecies to fulfill, and major strongholds to explore. Should the heroes fail, the Valley of Trees will be overcome by evil.

When play commences, the players know neither the powers nor abilities of the monster forms they inhabit. The adventure, however, is filled with clues. Players can deduce their character's strengths and weaknesses by studying the clues presented to them. For example, one character is described as a fuzzy "Teddy Bear" with an overwhelming appetite for metal. She has been shapechanged into a particular breed of metal eater.

Gamemaster Only

THE QUEEN'S GEM

For many years Fez has been researching the problem of the ancient Red Dragon Scarsnout. Bound by a powerful curse, Scarsnout could not leave his cavern for 100 years, but the Red Dragon's imprisonment will soon end and this huge dragon will once again wreak havoc throughout the land. Fez has decided to rid his beloved Valley of Trees of the evil menace.

But, to have any hope of overcoming Scarsnout, Fez knew he would need to concentrate his efforts on developing an extremely powerful spell. For years he studied the problem, seeking a way to neutralize a dragon with but a single spell.

Fez needed a way to clear his mind. He decided to visit his friends at the University of Illinois (See Fez I: *The Valley of Trees*).

Shifting through time to Champaign, Illinois, Fez found that his friends were away at the Rose Bowl. Fez went to the apartment he maintained in the present era and switched on the television.

The football game had not yet begun, but on another channel he saw a woman interviewing a soon-to-be-famous artist (Fez had already attended the artist's future one man show at the Museum of Modern Art). The artist was explaining in detail his current work which consisted of objects and small blinking lights encased in blocks of crystal-clear acrylic plastic.

Intrigued, Fez ordered his invisible servant to fetch a six-pack of beer from the refrigerator and sat down to

watch the program. He could hardly wait to see the pedestal-mounted, plastic encased 1964 Cadillac Coupe de Ville.

When the interview was over, Fez switched to the football game. Illinois was behind. He opened another beer. That didn't help a bit. U.C.L.A. scored another 14 points in nothing flat. Fez turned off the television and concentrated on his pillage of the six-pack.

Suddenly, inspiration struck Fez, nearly causing him to spill his beer. He was dazed for a moment as he came to realize that the solution to the problem of Scarsnout was at hand. Fez could encase Scarsnout's head in something. Then the dragon couldn't talk, cast spells, use his breath weapon, or even breathe! What substance should he use? Plastic did not exist yet in the Valley of Trees.

Rapidly Fez shifted back through time to his castle and resumed his studies. Consulting with his council of Druids, Fez researched the properties of quartz and other natural crystals. A traveling cleric helped him solve the rest of the puzzle. The components required to summon the magical energy were as difficult to obtain as they were simple to describe: a gem, and a quest successfully completed.

The story of the quest lies in Fez I: *The Valley of Trees*. But before that quest could be completed, the gem must be located. So Fez sent a party back in time to acquire the first major spell component.

Not just any gem would do. Fez needed a flawless gem,

one large enough to encase the head of a Dragon. The wizard returned to his studies. After several years he uncovered the prophecies of the Dwarf sage Sourbeard, concerning the Life River People.

Sourbeard wrote of a flawless, pear-shaped blue diamond, of rare azure and half the height of the queen herself. Fez guessed that this was the gem he sought, so he began his research into the Life River People.

The Life River People

Two-hundred miles north of The Valley of Trees lay the basin of the Life River. The Life River People were very religious and devoutly believed that their pharaoh (king) would become a deity if they kept all the tenets of their religion. These tenets were written by the prophets who decreed that a suitable resting place for the pharaoh must be completed before deification could take place.

For fifty years the Life River People labored to complete the Great Pyramid. Then, following the orders of the prophets, they interred their recently departed pharaoh and dammed up the mouth of the river, creating a huge lake that submerged the pharaoh's tomb.

Once the pyramid was completed, the Life River People settled back to wait for the eight deities (the player characters) who would free the Pharaoh from his tomb, granting him his rightful place among the gods.

To assist the deities, the Life River People filled a room with supplies. To reward the deities, they hid three maps in the pyramid. To prevent pretenders from stealing the secret to the great treasure, many traps were constructed to thwart ordinary thieves. Only those with great power and skill would be able to overcome the traps in this pyramid.

The Life River People revered their queen as the source of all knowledge. They built her a cathedral in which they stored items of knowledge, items requiring great wisdom to retain. One item was the Queen's Gem, the chief treasure of the Life River People. This flawless blue diamond rests in the hidden Monarch's Cathedral beneath the town of Redwood. When Fez read of this giant gem, he knew it would be perfect for his plan.

The Monarch's Cathedral was maintained for many years, but, as the Pyramid grew in significance, the cathedral was neglected and the last high priest planted a redwood tree to mark the beginning of the Path of Knowledge, which leads to the cathedral. As the pyramid grew, so did the tree.

Soon, the rugged beauty of the redwood and the grandeur of the nearby mountains attracted the third son of a neighboring duke. He claimed the land for himself and established his barony in the mountainous countryside surrounding the redwood tree. Meanwhile, the submerged pyramid was ignored and forgotten. The baron built his stronghold and the area soon became known as the Town of Redwood.

Merchants were attracted to the town and set up shop within the stronghold. As the town grew, merchants and artisans settled near the fortress. One enterprising merchant spotted some hieroglyphics etched on a sheer rock cliff (the entrance to the Monarch's Path of Knowledge) near the redwood tree.

Unaware of the significance of the etchings, he opened the Hands on the Wall Bar, using the hieroglyphic covered cliff as one wall. The secret meaning of the ancient protections guarding the path has remained undiscovered throughout the years.

The wizard Fez studied the few remaining stories about the Life River people and devised a plan to get the diamond. Fez and his servants selected eight adventurers to retrieve the Queen's Gem and fulfill the prophecies foretold by Sourbeard. The adventurers were picked because each had a great desire that Fez could fulfill.

Fez then took Mephistopheles, his demon servant and shifted forward 300 years in time to the completed temple.

Quick scrutiny revealed that this monument would prove the mettle of his adventurers. But was this mystery too difficult to solve in the time allotted before Scarsnout could once again roam the countryside?

In order that the adventurers might have a better chance, Fez arranged for a number of clues to the whereabouts of magical aids and passages within the tomb.

One major clue are the maps that eventually lead to the Monarch's Cathedral. Fez hid three maps in the pyramid, each map gives more information toward the location of the blue diamond.

During his travels, he had always to be wary of Mephistopheles, as the demon had his own reasons for wanting the search to fail. Mephistopheles had previously lost his freedom to Fez (see Fez II™: *The Contract*) and was an unwilling accomplice to Fez's scheme. For one clue, Fez instructed Mephistopheles to take a party member to the redwood tree before bringing him to the pyramid for the introductory meeting. Fez reasoned that the party member might remember the tree when the time came for the entire party to enter the town of Redwood.

Mephistopheles, in order to thwart Fez, took the stupidest member of the party to the tree for a moment and then teleported back to the pyramid.

The wizard was happy with his plan. He would begin the adventure three hundred years before the completion of the pyramid, allowing him to place the party in the correct location for a shift in time that would leave them within the completed pyramid.

He and Mephistopheles returned from their tour to greet the party members. Expecting no problems, Fez began explaining the details of the adventure and the prophecies to be fulfilled.

READ TO PLAYERS

PLAYER INTRODUCTION

You and six other adventurers are waiting for Fez to arrive. No one seems to know much about him, but you now know that he has gathered everyone here by promising something to each of you. You all sneaked past the guards and entered the appointed room in the huge, uncompleted temple. You knew none of the others, but have had time to meet them all. They are:

1. Roshan, a Human ranger
2. Stoutarm, a Dwarf fighter
3. Moman, a Human cleric
4. Nightstar, a Female Elven illusionist
5. Fern, a Female Human druid
6. Ramble, a Human magic user
7. Ughblow, a Human fighter.

A man in robes arrives at midnight and introduces himself as Fez. Accompanying the man is a Demon who is introduced as Mephistopheles. The Demon is bound at the neck with a silver collar and chain. Both Fez and the Demon are dripping wet, as if they had just been swimming.

Fez speaks cryptically of a great adventure that lies ahead and of prophecies yet to be fulfilled. While he is talking, you hear the clatter of pebbles falling from above. Calmly, Fez glances up.

"Stealthwidow," he booms, "I've been expecting you. Come down and join the group." A female gnome saunters into the circle of light cast by the oil lamp. She glances around her cautiously as Fez continues.

"The purpose of your quest is to secure a particular blue diamond," the wizard says, "and take it south 200 miles to the Valley of Trees. You will deliver it to my castle. I assure you that there will be plenty of booty.

"And in return for participating in the quest, each member of the group may present a special request to me." Before anyone can speak the wizard raises his hand. "Now, I already know what each of you desires the most, so there is no point in telling me.

"You have been picked because each of you desire something very strongly and will do anything to fulfill these desires. I have placed the answer to each of your personal quests somewhere along the quest for the gem. If you choose to accept my little job, you'll be assured of finding that which you most want."

GM NOTE: Give the players the first handout.

The wizard explains that the start of the journey is right here, where the party stands, and that your first task will be to find a map to a huge blue diamond half as large as the queen. He also says that the directions to the map are above you.

But the party is already on the top floor. In fact, through a skylight you can see the stars in the sky above you.

Fez then explains that the time in which you begin is a paradox. "It is the present, it is future, it is long past, but how you begin is clear. First, I will shape change each of you into a monster."

You are startled, but decide to save your objection. Stealthwidow, however, voices her concern. Fez says impatiently, "The gods gave you two ears and one mouth so that you can listen twice as long as you speak!"

Then Nightstar speaks up. "If the jewel is so important, why don't you retrieve it?" The Demon looks up at the ceiling and shakes his head.

"Why should I retrieve it?" bellows the stunned wizard. "I am one the greatest wizards of all time, a mage of the first order, one of the few humans to know the secrets of time travel, do you think I have time for these trivialities!"

"Besides," he stops for a moment looking at you with a curiously smirk on his face. "I enjoy the excitement of not knowing what will happen. You see, time travel can make things very boring."

At this, Ramble objects in no uncertain terms, quickly mumbling the words to a Fireball spell, while fumbling in his robe for the ball of bat guano and sulphur.

But Stealthwidow beat him to the draw. A dagger struck Fez squarely in the shoulder. It was an amazing throw, considering the protections Fez had taken.

But Fez isn't weak or how could he have captured the Demon. The Demon grins maliciously as Fez flashes with anger. The wizard raises his arms and begins to grow until he towers over the Demon.

His form makes your knees tremble. Blue veins of rage stand out on his forehead. Fez rumbles to the now quiet party:

"You dare fight with me? I offer you what you desire, and you throw daggers at me! Whole kingdoms depend on how well you perform your tasks! Many lives depend on your completing the prophecies of the Life River People. NO! I WILL NOT BE DENIED! YOU WILL DO THIS THING! I DEMAND IT!"

Then he barks commands to the Demon in a peculiar, nasal sounding language. The Demon extends his wings and the room is plunged into darkness. The eight of you black out.

GM NOTE: Pass out the second half of the player sheets to the players. (See beginning of The Pyramid Section for the continuation of the adventure).

FERN'S SPELLS

LOW LEVEL SPELLS

Charm Person
Comprehend languages
Detect Magic
Enlarge/Shrink
Feather Fall
Light
Magic Missile (6 missiles)
Protection From Evil
Read Magic
Sleep
Unseen Servant
Audible Glamer
Darkness 15' radius
Detect Evil
ESP
Invisibility
Knock
Levitate
Locate Object
Strength
Web
Cure Light Wounds

HIGH LEVEL SPELLS

Clairaudience
Clairvoyance
Dispel Magic
Feign Death
Fly
Haste
Invisibility 10' radius
Charm Monster
Confusion
Dimension Door
Ice Storm
Polymorph (self or other)
Wall of Ice
Wizard eye
Cloudkill
Conjure Elemental
Cone of Cold
Magic Jar
Passwall
Stone Shape
Teleport
Lightning Bolt
Transmute rock to mud
Wall of Force
Anti-magic Shell
Control Weather
Disintegrate
Globe of Invulnerability
Invisible Stalker
Legend Lore
Project Image
Delayed Blast Fireball
Minor Globe of Invulnerability

PLAYER CHARACTER STATISTICS

NAME	TYPE	SKL	AC	HTK	INT	APP	M	DAMAGE	SPECIAL
Roshan	Troll	7	4	34	15	5	12"	(3) 2-5/2-5/2-8	none
Stoutarm	Gargoyle	5	5	24	12	5	9"/15"	(4) 1-3/1-3/1-6/1-4	none
Moman	Leprechaun	8	8/-1	19	15	16	15"	none	as per leprechaun
Nightstar	Rust Monster	1	8	9	17	18	12"	none	Dissolves metal
Fern-Ramble	Ivory/Charcoal	none	-3	44	14	14	12"	none	90% magic resistant
Fern (alone)	Magic user	6	9	14	17	16	12"	(1) by weapon	see spell list below.
Ramble (alone)	Fighter	8	3	30	12	11	12"	(3/2) by weapon	none
Stealthwidow	Doppleganger	4	5	18	11	14	9"	(1) 1-12	as per Doppleganger
Ughblow	Two-headed Ogre	9	5	53	05	06	9"	(2) 1-10/1-10	as per ogre

ABBREVIATIONS: NAME: Name of character
 TYPE: Player class/monster
 SKL: Skill Level of character
 (for saving throws)
 AC: Armor Class
 HTK: Hits To Kill
 INT: Intelligence

APP: Appeal (for humans)
 M: Movement Rate
 DAMAGE: The first number in parentheses is the number of attacks per turn, the list of numbers is damage given per attack.
 SPECIAL: All special abilities are explained below.

Notes on Player/Monster Abilities

All party members have permanent water breathing ability while they remain in monster form.

ROSHAN will regenerate 3 HTK per round beginning 3 rounds after he first takes damage. If he attempts to use his magic sword, he will be turned to stone immediately. He can not regenerate fire damage. Like a real Troll, he may strike at three different targets per melee round.

NORMAL STATS: Skill 7 Ranger ST: 17, IT: 15, IN: 15, SM: 17, D: 14, A: 16

STOUTARM Unlike his comrades, who are slowed in water, Stoutarm can use his wings to propel him through water at 15" per melee round. Also, he can only be hit by magical creatures or +1 or better magical weapons. He has 4 attacks per melee round, fighting with his claws, beak, and single horn.

NORMAL STATS: Skill 5 Fighter ST: 16, IT: 15, IN: 16, SM: 15, D: 16, A: 13

MOMAN can use any Leprechaun spell (invisibility, polymorph non-living objects, create illusions, and use ventriloquism) 4 times per day. He does not have the magic resistance of a traditional Leprechaun, but is endowed with other special abilities: If he is not attacking, he has a -1 AC. In addition, he can pick pockets with a 75% chance of success. Moman also rolls his saving throws, opens locks (57%), attacks, and finds/removes traps (55%) as a Skill 8 thief. Moman still has his Raise Dead Fully scroll (one use) which can be used by anyone. Like all Leprechauns, Moman is very fond of wine.

NORMAL STATS: Skill 2 Cleric ST: 13, IT: 15, IN: 17, SM: 16, D: 09, A: 15

FERN and RAMBLE have the option of forming one creature (half charcoal, and half ivory), or two humans (one an ivory skinned magic user, and one a charcoal skinned warrior). When together, they have a 90% resistance to magic, but Ramble cannot fight and Fern cannot cast spells. Ramble is skilled in every weapon. Fern can throw any two spells each melee round. She chooses her spells from the list below. She can throw 5 low level spells and 3 high level spells in a week without becoming fatigued. She regains two spell levels per day. Fern needs neither spell books or spell components to cast her spells.

NORMAL STATS: Ramble: Skill 5 Magic User ST: 09, IT: 16, IN: 10, SM: 16, D: 15 A: 12

Fern: Skill 5 Druid ST: 15, IT: 11, IN: 16, SM: 12, D: 10, A: 16

STEALTHWIDOW attacks with two claws, and has the stealth abilities of a skill 6 thief: Pick Pockets (55%), Open Locks (47%), Find/Remove Traps (45%), Move Silently (47%), Hide in Shadows (37%), Hear Noise (20%), Climb Walls (98%), Read Languages (30%). Note that in addition to her normal abilities, she can change form 3 times a day, use her ESP ability, save as a Skill 10 fighter, and is unaffected by Sleep or Charm spells. Her Sandals Of Climbing allow her to climb normal walls with a 98% chance for success.

NORMAL STATS: Skill 4 Thief ST: 14, IT: 11, IN: 14, SM: 12, D: 17, A: 16

NIGHTSTAR looks like a teddy bear, but she has an insatiable appetite for metals (chiefly brass and iron) and can eat 1 pound of metal per turn. She may eat up to 12 turns a day. She can bite for 1-4 damage, but would rather eat her opponent's weapons or armor. Like all rust monsters, Nightstar can smell metal at 9" distance. Just touching Nightstar with metal, will not cause it to dissolve.

NORMAL STATS: Skill 1 Illusionist ST: 05, IT: 17, IN: 12, SM: 07, D: 16, A: 16

UGHBLOW prefers to fight with his fists, but also feels comfortable with crude wooden clubs. The two heads increase his intelligence to 12; they also make the Ogre more aware: he is only surprised on a 1. Ughblow still has his +1 magic sword. This sword flames when there is a trap nearby (it sputters in water). He must have the sword drawn to achieve this effect.

NORMAL STATS: Skill 9 Fighter ST: 17, IT: 05, IN: 07, SM: 16, D: 11, A: 09

EFFECTS OF POLYMORPH

All player characters retain their own alignments (all of them are Lawful/Good except Steathwidow who is Neutral/Neutral)

While the characters personality remains the same, they will begin to take on traits of the monsters they inhabit. For instance, Moman will like wines that a Leprechaun would prefer. The Dwarf/Gargoyle (Stoutarm) will perch himself on craggy precipices and the Ranger/Troll (Roshan) will find himself with an appetite for raw meat.

In no case, however, will these habits and craving make

a character go against his or her alignment.

Characters will also fight like their polymorphed forms. forsaking weapons and using their claws, hands, jaws, and feet instead of weapons. Roshan, Stoutarm, Ughblow, and Ramble can use weapons.

Being magical monsters, the party can strike monsters which require magical weapons to strike. Unless, specified in the text, only Roshan, Stoutarm, and Ughblow can harm monster that usually need a +2 or better magical weapon to be hit.

Special Underwater Conditions

Even though the characters have been given the permanent ability to breathe underwater, there are still a lot of differences between adventuring on dry land and adventuring underwater. It should be noted by the GM that, since the player characters conduct most of their Pyramid encounters underwater, certain conditions prevail:

1 Movement in water

Movement in water is slower than movement on land. Cut all movement rates in half while underwater.

In combat situations, the speed of reaction/attack is also decreased. Subtract one from all initiative rolls against all creatures and traps in the underwater section of the pyramid.

2 Deep water

In some places in the text, characters will enter areas of the pyramid that are deeper than where they started. The resulting weight of water increases the pressure on the player character and affects their actions.

First, characters become slower than normal. Cut all movement rates to one-

quarter their normal rates for land movement. Subtract 2 from all rolls for reaction/initiative.

Secondly, a strange phenomena called *Rapture of the Deep* can take place. Every time characters descend deeper into the pyramid (at places marked in the text), they must roll a saving throw versus poison. If they fail this roll, they will be affected with *Rapture of the Deep*.

Affected characters have intense feeling of euphoria and good will. They will tear off their clothes and begin playing games with their comrades and even monsters. They will be unconcerned with searching for clues, adventuring, or even defending themselves.

Furthermore, the euphoria is so strong that characters will *refuse* to ascend back to normal pressure, even to the point of swimming away from the rest of the party.

3 Decompression sickness

As noted in the text, when any character ascends within the pyramid quickly, he will suffer from decompression sickness. Characters will automatically experience intense pains in the joints and muscles which cause a -3 in To Hit rolls. Also, characters must save versus poison or suffer temporary, but complete paralysis, and loss of equilibrium for 1D6 melee rounds. This saving throw must be made if characters are to rise into areas of different pressure (as noted in text). If a character is dragged

into these areas without making the saving throw, he will scream in intense agony (as his blood fills with air bubbles) and will die in 1D6 melee rounds.

A simple Cure Light Wounds, or Cure Disease spell will heal any character.

4 Speech underwater

Characters will find that normal speech is hampered underwater. It will be necessary for characters to speak in short sentences. Also, the distance of intelligible speech is only 30'.

5 Up or down?

Characters entering tunnels or areas with no plankton (specifically Areas 32 and 33) will have difficulty distinguishing up and down. The resulting confusion subtracts 2 from all player character attacks.

6 Wooden objects in water

Care must be taken with wooden objects as they tend to float in water. Setting scroll cases, barrels, or casks down without properly weighting them (i.e. in combat encounters) will cause them to float away 10' per melee round.

7 Paper in water

Scrolls that are improperly resealed after reading will be destroyed if exposed for more than 5 Turns in water.

How the character sheets are used

This page should be torn out of the booklet, photocopied, and cut into the sections for each character. It is up to the GM to decide which of his players gets a particular character. The two handouts

are all the players receive. They do not get a listing of their normal stats or of their monster stats, these are known only to the GM (See Player Character Statistics). Players are under no obligation

to tell the other players their character's life story, or even their personal quest. See the next page for the character's second handout.

ROSHAN

For 10 years you've been searching to a cure for your wife's, Venusia, deafness.

The clerics said there was nothing they could do. This wasn't the usual magic-induced deafness which the gods could cure.

The deafness destroyed your marriage. Venusia was always so cheerful and joyous, she loved life and loved you more. Now she sits all day, lost in dreams.

If the clerics can't cure her, how can Fez? You wanted to believe the message that his servant sent you. You have done this type of work before. Your skills as a ranger are well known.

While searching for a cure for Venusia you found Greenblade, the famous sword forged by the ancients. You know that any non-ranger who draws the blade is turned to stone. You have also learned from the clerics that you can absorb 34 HTK before blacking out.

STEALTHWIDOW

You are a thief . . . not the nasty stab-in-the-back variety, rather a locksmith supreme. True, you do have a reputation for your deadly ability with a knife. A reputation is something you need when you've only got 18 HTK.

One night you heard a Bard sing of the wondrous treasure they were going to put into the dam the Life River People were building. Could it be just a story? Tonight seemed to be the right night for exploring. The guards were few.

You've always want to score big. Then retire from this business for good.

NIGHTSTAR

The elders began teaching you at an early age. This was good, as your poor health forced you to neglect your studies often. Yet, through careful use of your skills and frequent rest, you have become an illusionist. You knew, however, that someday your health would be your undoing.

You wanted to be like others. One day an Iron Golem entered the forest and spoke: "In return for Nightstar's help in recovering the Queen's Gem, the Wizard Fez will improve her health."

STOUTARM

You are proud of your dwarven heritage. You have long desired a suit of mithral armor. Few but the kings have ever received such a gift. When Rob the Bard told you of a quest on which you would have a chance at such a treasure, you were enthralled. "When can I start?" you asked, "and what do I do when I reach the center of the Life River Valley?" "Why, follow the sun of course," he replied.

Confident in your abilities, and your 24 HTK, you set out to get that which you desire the most.

FERN

As a druid, you are a devout follower of Mother Nature. She endowed you with your 20 HTK. You have been seeking a rare curing plant to halt the coughing plague which is overwhelming the Black Forest. With Ramble you came to the Life River Valley which this plant is rumored to exist. Secant, the golden Buddah, said you would find the curing plant on a quest that would be explained later.

Therefore when the wizard Fez contacted you, it was an easy decision to agree to the quest. However, you wonder about Ramble. Why would he want to go along on a perilous mission. He is a remarkable man, but curious.

UGHBLOW

Ughblow isn't too smart so it was inevitable that Mephistopheles picked you for a special mission. Mephistopheles promised Ughblow's tribe that Ughblow would return with the ability to see as an Elf does, a definite advantage in their constant battles with the Goblins.

Now, you want to be the chief so you agree to go. You take your magical sword (+2, flames when near a trap) and go with the Demon.

The Demon takes you to a sapling redwood tree. There your magic sword bursts into flames. A moment later you leave and arrive at a unfinished temple.

MOMAN

You are the community leader, a cleric of the Gods of Fate. Sandville, your town, recently experienced violent attacks by all manner of reptiles. The constant warfare exhausted your spells daily.

One day, a traveling minstrel told you of a powerful staff which would solve your problems. A wizard named Fez could guarantee this staff as a reward if you would help him recover a large blue diamond. You didn't want to abandon the town to the reptiles, but it seemed that the Gods of Fate were forcing you on this quest.

Why not? You are still healthy despite having only 19 HTK. You gathered your gear, remembering to take your most prized possession: a scroll of Raise Dead Fully that is usable even by non-clerics.

After a two day journey you arrived at the unfinished temple to meet with the great wizard Fez.

RAMBLE

You always regretted your childhood. Instead of weaponry and fighting skills, your parents were impressed with the magic, so you were taught the arcane arts of magic.

You have 24 HTK, the result of a high Stamina and continual good health.

One friend who has been especially helpful is Fern. Now she needs your help. You would do anything to help her, as you love her. But how could she love a simple magic user? Perhaps someday you might become a fighter and then she'll really notice you.

SUMMARY

GM ONLY: Here is a quick summary of the character's desires:

Roshan: Cure for wife

Stoutarm: Mithral armor

Moman: Staff to control reptiles

Stealthwidow: Money

Fern: Rare herb

Ramble: To become a Fighter

Nightstar: To improve her health

Ughblow: To become chief.

Player Characters' Second Handout

Give this sheet to the players before entering the Pyramid.

ROSHAN

You awake remembering how your group provoked the wizard into attacking you. You feel uncomfortably large, but cannot remember ever feeling stronger. Your clothes no longer fit your oversized body, your skin is now rough and green. Quickly you look around and locate your pack. You pull out the steel mirror.

The wizard has turned you into a Troll! You are now your most hated enemy! You vow to kill Fez. When your reason returns you realize that there must be some purpose behind the transformation and that, if you kill him, you can never return to Venusia.

STEALTHWIDOW

As you awake you know what the wizard has done. Your short stocky form is gone, replaced by a 6' thin, strong, form. You are disappointed and wish that you could have your old form back. Suddenly, you feel yourself changing, becoming the Gnome you were before.

You instinctively understand that you can only do this 3 more times today. But now it is time to think. What creature (for surely the wizard had polymorphed you) can change its form. You know druids can change into birds. Somehow it doesn't seem likely that you are a druid.

Ah!, you know, a Doppelganger. One of them even surprised you in a battle once and you barely escaped by using your ancient Sandals of Climbing.

Thinking of that battle, you realize that a Doppelganger can read his opponents' thoughts three times a day. This adventure might prove profitable.

NIGHTSTAR

When you awake, you feel warm. You have hair everywhere and you are smaller than before. You look like a teddy bear. You watch an evil-looking creature change back into the familiar Gnome female as the others awake. Soon your curiosity gets the better of you. You begin examining the crowded room. Maybe you can find some metal to eat.

STOUTARM

You are the first to awaken. So he has chosen Gargoyle form for you? Not bad. A Gargoyle with your cleverness and guile can surely give anyone a tough battle. You want to watch the others awake, but you only see two in the heat-light, and then they are one. Weren't the charcoal and ivory man two separate beings, one charcoal and one ivory? You light a lantern and dismiss it as dizziness. You must have been trying to get up too quickly. In the light, you clearly see that it is one person, half charcoal black, half ivory white.

FERN

You never felt this close to Ramble before. You separate from his protective embrace. Suddenly, you know that your abilities have changed. Knowledge of strange spells occurs to you.

You sense that you can choose any three high level and five low level spells per day from your mental list. You can cast two of these spells per melee round; spells can be learned/regained at a rate of 2 low or 1 high level spell per day.

If you cast more than 11 spells per week, you will become fatigued and unable to cast or regain spells for 1-4 days.

You inspect yourself, and find that your skin is ivory-colored. Ramble's skin is the color of charcoal. He looks at you and hugs you once more. Soon you both are one being. In his protective embrace you lose all thought of spells, but you feel calm and serene. On your left hand, you can feel a ring which enables you to understand all spoken languages.

UGHBLOW

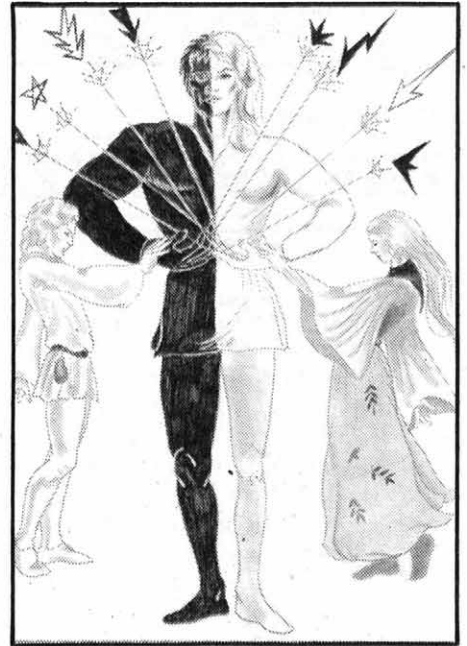
Ughblow wake. We stronger. See two ways. Two heads. Me be Chief now.

MOMAN

When you awake, you look at yourself. You are pleased with your new form. You disappear and reappear. The fatigue from this indicates that you will only be able to use your magical abilities 3 more times today without risk to your health. Then you realize that you are a Leprechaun and that their natural abilities are yours to command four times a day. These are personal invisibility, shape changing one inanimate object, creating a powerful illusion, or projecting your voice (ventriloquism). This adventure will be fun.

RAMBLE

When you awake you are touched by the closeness you feel for Fern. But she leaves your embrace. Odd, her skin is very pale, almost ivory in color, and your skin is dark as coal. You examine the sword at your belt and the plate armor on your back. You feel comfortable with these. Happily you turn back to Fern. As you embrace her again, you no longer feel a need for weapons. You know that while merged you are both protected from magic.



How to escape the pyramid

Below is a summary of the actions needed to escape the pyramid.

At the beginning of play, the players should know from Fez's clues that they must go "up," but there is only one exit from Room 1. After opening the door and discovering the red water, they must solve the puzzle posed by the plug in Room 3. Then they travel down Corridor 5. At the tunnel (6) they can exercise their first chance to go up.

In Room 7 they should find a scroll case, the staff of reptile control, and the brass key which unlocks Room 9.

The scroll case contains the Claim of Innocence, the Prophecies of Aaron, the Prophecies of Sourbeard.

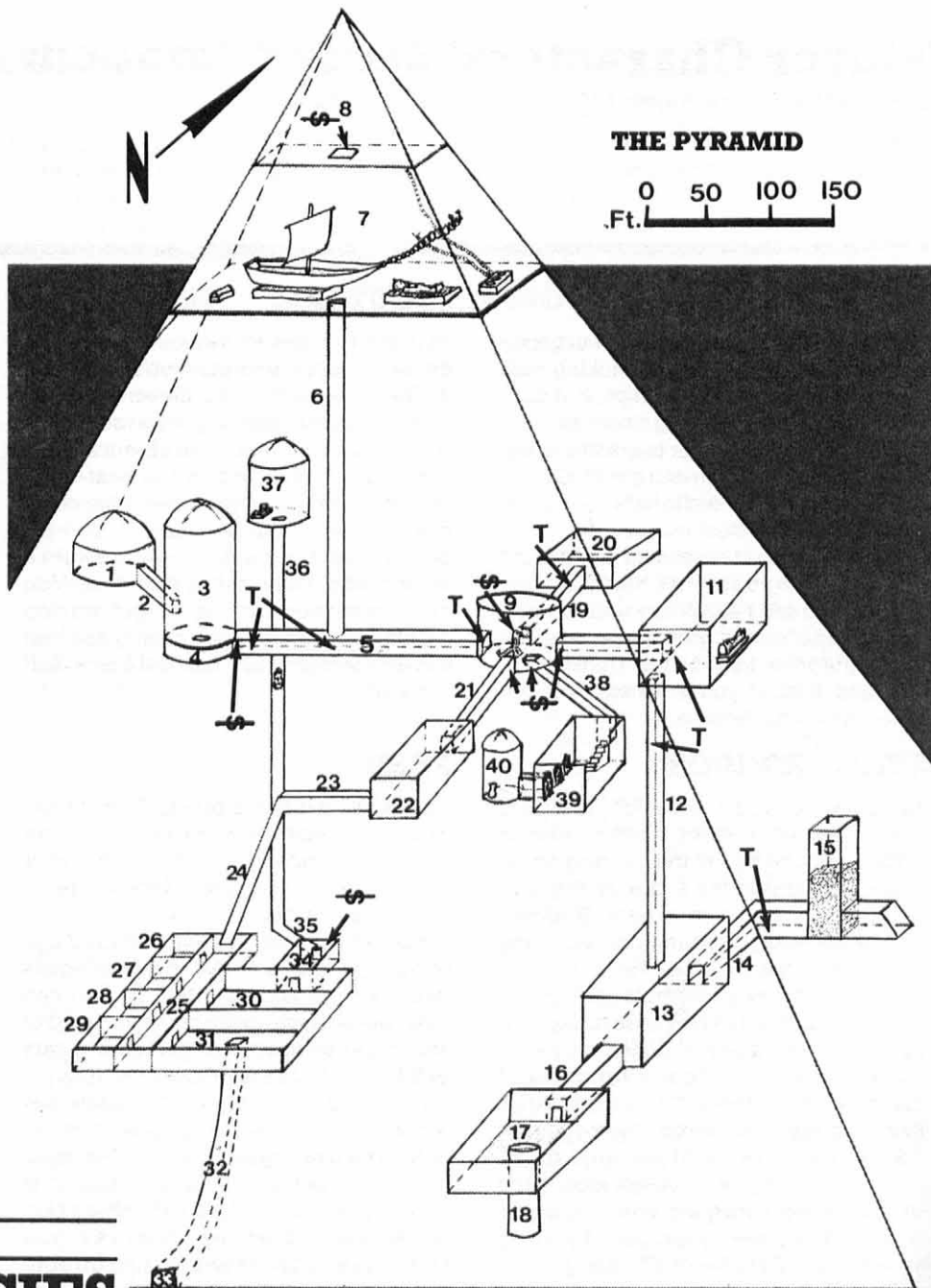
Following the clues in the prophecies, the party should again descend and proceed to Room 9. There the staff will keep the Stone Crocodilemen away.

Removing the tree from the Fresco will show them the path to Room 11 (the Queen's Tomb) where they find the piece of a redwood tree (a clue to go to Redwood) and the steel coin.

Returning to Room 11, the party should remove the sun from the second Fresco. The passage they uncover will lead them to Room 40 for the map of the lake, with a dotted line leading to Redwood, and the brass coin.

Returning again to Room 11, they should find the secret passageway hidden in the cloud. Following instructions hidden in a series of cloud clues, they will locate hieroglyphic key (to translate the pictographs at the Hands on the Wall bar in Redwood) and the silver coin in Room 37.

At this point, the party should again go "up" to room 7. They now have the necessary items to unlock the pyramid and escape.



Player's aid

THE PROPHECIES

Sourbeard

"Only in time can the pyramid be safely entered. Three pieces will be found and they show the location of true knowledge. Only by the lock sealed by three metals can the pyramid be exited. The Deity With No Name shall repay the Life River People by raising their leader to the stature of deity.

"Only after gaining knowledge of greed, of wisdom, of humility, and of danger can anyone dare to touch the blue motherstone, the gem of royalty. To leave the cathedral caverns, they must then gain knowledge of technology. There shall be freed one who will be the father of untold sons."

Claim of Innocence

"Hear me Deity With No Name. I have been a good ruler, fair to my people and firm with their enemies. During my reign, my people have been devout. They have prospered. They have done all that you have prescribed in the Life Canons.

"Now I and my people claim our reward. The moment the pyramid wall slides open, I, on behalf of my people, demand you appear as you promised my father, and his forefathers. On that day, I demand you fulfill your promise that I shall rise and be at your side as an equal, for eternity."

Aaron the Teacher

"A wizard shall unravel the secret of time travel.

"The temple of the Life River People shall be completed and sealed.

"The people of the Life River shall find the path to the lifestone underground.

"Creatures who are not truly creatures will in time enter the sealed pyramid, finding passage to the King's tomb. From there, they shall descend into the depths. They shall uproot a tree in finding the Queen's tomb. They shall remove the sun from the sky, breaking the urn that lies therein. The creatures will find the silver lining, freeing a child's soul."

THE PYRAMID

While the adventurers were unconscious, Fez time-shifted them three hundred years into the future. They are in Room 1 where they originally met Fez and Mephistopheles. When the party awakens their objectives will be to discover their natural abilities, equip themselves properly, and, following the clues provided by Fez, escape the confines of the Life River Great Pyramid, deifying the pharaoh in the process.

While gathering the clues needed for the escape, they will discover three items that lead to the Monarch's Caverns and the Queen's Gem.

Although much of the pyramid is underwater, vision will not usually be a problem since fluorescent plankton

lives in most of the underwater area. (See the section titled Special Underwater Conditions.)

The party should progress smoothly by following the clues in Fez's speech (go up, follow the sky, follow the sun, etc.). However, if your group isn't doing well, feel free to give them other clues.

The Life River pharaoh wanted to insure that only the "deities" could travel through his pyramid. He knew that monsters couldn't survive the flooding of the pyramid, so he authorized many clever traps to catch humans. Since the pharaoh desired secrecy, he didn't tell the designers that the pyramid would eventually be filled with water. This precaution negated the effectiveness of some of the traps.

Gamemaster Only

THE ROOMS

GM Notes: The following descriptions are broken into two parts. The first part, written in italics, is what the player characters can see, hear, and smell as they enter an area or encounter. The GM can read this section in italics directly to the players.

The second part—separated by three asterisks—is for the GM only. It is in regular type (roman) and *must not be read to the characters*. In some rooms, the differing type styles will change back and forth as the characters explore the room.

1 THE ADVENTURE BEGINS

You awake in a circular domed room. The room is 50' in diameter and 20' high. A door leads out of the east wall. The door is coated with sealing wax.

There are eight thrones in the room. The thrones are ornately carved, inlaid with silver, and arranged in a circle.

The room also contains beautiful hand-made bows, arrows, weapons of all types, farming equipment, household items, and fishing gear including paraffin-coated bags. Eight wax-coated barrels, eight wax-coated crocks and 2 beakers stand out among the items.

The crocks are each about 1' in diameter, and 2' high. The barrels are covered; each measures about 5' tall and 3' in diameter.

There are nine murals on the walls. They show:

- *A half-ivory and half-charcoal Human walking unharmed through an area filled with lightning bolts, fireballs, and black gases.*
- *A Teddy Bear eating the hinges off of a door.*

- *A Doppelganger changing into a fair maiden, and disappearing into the shadows.*
- *A Two-headed Ogre fighting an undead monster.*
- *Two Leprechauns, one is turning invisible, the other is picking a lock.*
- *A Troll fighting a Mummy.*
- *A Gargoyle fighting with claws, mouth and horn.*
- *A Charcoal-skinned humanoid warrior in battle.*
- *An Ivory-skinned female humanoid throwing a powerful magic spell.*

* * *

Carvings on the throne depict different monsters. Each carving bears a close resemblance to one of the characters. If an adventurer sits on the throne bearing his likeness, he will find it to be quite comfortable.

Seven of the wax-sealed crocks are filled with spicy foods. The eighth crock contains brass nails. (The Teddy Bear will be unable to withstand her hunger when this crock is opened. She will eat the nails.)

Two of the wax-coated barrels contain spring water. Two barrels are full of grain; one good and one spoiled. The other four barrels are empty. The 4 empty barrels were full of water. When the seals on these barrels broke, the water within evaporated.

The Life River People wanted to make this room comfortable for the deities. The food and items are there for the god's pleasure. Party members can find any standard dungeon equipment they desire, including 500' of rope, among the fishing equipment.

2 THE RED WATER

A steep stairway leads down 30' to a wax-coated door.

* * *

When the door to the lower end of the corridor is opened, red-colored, fluorescent salt water rushes in and fills the corridor to about halfway. The fluorescence is caused by a species of plankton and it is not harmful to the party. In fact, the plankton does not cloud the water but enhances the players' vision underwater, making everything clear, but red-tinted.

Immersed players will find they can breathe water with no trouble (this is a permanent benefit).

3 THE RIDDLE OF THE PLUG

The walls of this room are covered with a slippery algae. The red-colored water fills this room about three quarters of the way to the top. In the center of the floor is a circular plug, about 5' in diameter, with a circular porcelain ring implanted in it.

* * *

The algae growing on the walls makes climbing very difficult (-40%).

The plug is securely stuck in the floor and the party will be unable to move it. Even a Strength spell will only allow the party to pull it out 1 inch.

To get to Room 4, the party can attach ropes to the barrels and crocks (found in Room 1). The buoyancy of the air-filled barrels, plus the combined strength of all party members, will lift the exit plug. Alternatively, the Leprechaun can polymorph the plug into a smaller inanimate object.

4 THE SPOILED TRAP

This circular room has no apparent exits.

* * *

If any party member touches the floor, a trap door will open revealing a 10' deep pit with 8" spikes on the bottom. However, the buoyancy of the water will keep anyone from falling in. There is a secret door located on the eastern side of the room. When opened it reveals a long corridor (area 5).

5 THE TRAPPED CORRIDOR

This rectangular corridor runs east-west for 100'. There is a stone door at the east end of the corridor. After 40', an open tube (area 6) leading up is set in the ceiling. It is about 12' in diameter.

* * *

There are three traps in the corridor. The first is within 20' of the western door. If the walls, ceiling, or floor of the corridor are touched at this point, 4 spears shoot out of the walls. The spears cause 1D6 damage each but strike only as a Skill 1 fighter due to water resistance.

The second trap is directly under the open tube. Any movement of large creatures in the water here sets off a hair-trigger trap on the floor. Two panels, one on each side of the corridor, slide open. Two Mummies, one behind each of these panels, attack the party.

(2) Mummies

AC: 3 HTK: 38, 32 (6D8+2) M: 6"

Att: 1, DM: 1-12, Special: inflicts a rotting disease,

cause fear and revulsion (save versus magic), only be harmed by magic weapons and only at half damage. The Mummies are waterproof because tar was used to hold their bandages together.

Note that if the party flees up the tube, the Mummies will be unable to follow.

The final trap is on the stone door at the east end of the corridor. This door is locked with a tarnished, wax-coated, brass lock. If the lock to the door is touched by anything except the key (from Room #7), the party will see air bubbles shooting out from the walls. This mildly poisonous gas will affect the adventurers unless they swim backward quickly or open the door and advance rapidly.

For the rest of the adventure, any gas dispersed in this way will be absorbed by the water with no effect on the party.

If the player characters are affected by gas, they will be knocked out for 1-6 rounds and take 5 HTK damage.

The Teddy Bear can eat through the lock on the stone door, the Leprechaun could polymorph the door to a small object, or the party can use the key in Room 7. If the Leprechaun tries to pick the lock, he will accidentally jam it with wax. The door cannot be forced open.

6 THE TUBE UP

The walls of this tubular passageway are covered with brilliant orange, hexagonal mosaic tiles. At the top of the passage is a circular, wax-coated brass door. There is a handle in the middle of the brass door.

* * *

The water extends three quarters of the way up the 120' passage, then ends, about 40' from the entrance to Room 7. The mosaics make climbing easy for either the Leprechaun or the Doppelganger.

Players should choose this passage since Fez told the characters that they must follow the sun, and "what you seek is above you."

The brass door is not trapped and opens easily. The hexagons are representations of the sun (a religious symbol for the Life River People).

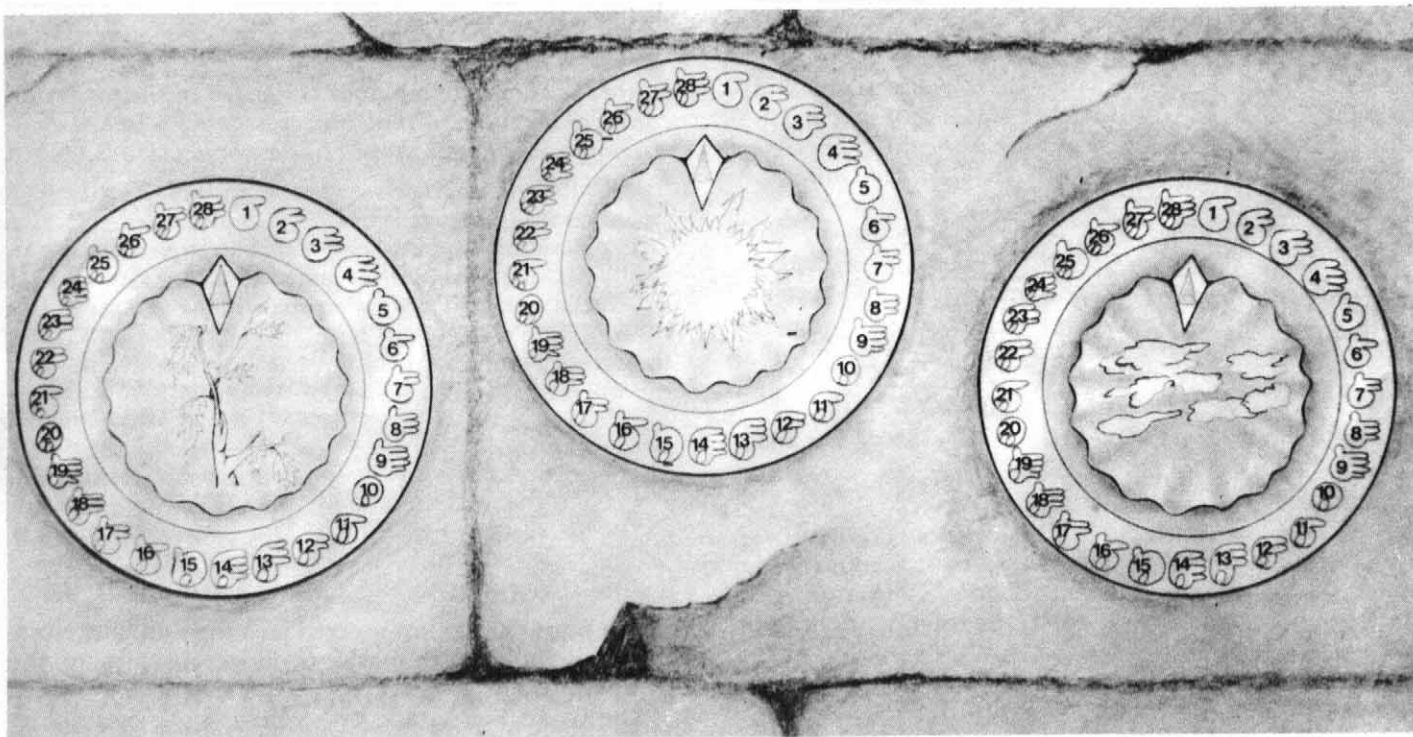
7 THE PHARAOH'S TOMB

Unlike most rooms in the Pyramid, this room is dry. The chamber looks like an Egyptian tomb. All the walls slant inward so that the floor is 40' by 40' and the ceiling is 30' by 30'. The height of the room is 18'. A 20' long boat rests on a wooden stand in the room. Near the west wall is a treasure chest with a brass lock. A large, simple sarcophagus is near the east wall. By the north wall sits a mechanism with three dials. One dial is steel, one is brass, and one is silver. Next to the dials is a wax-coated iron lever. The mechanism is housed in a granite block measuring about 6' x 4' x 4'. Brass chains extend from the block to the east wall and to the ceiling. A brass chain extends from the platform that holds the boat to the east wall.

* * *

Inspection of the boat shows that it is full of provisions sealed in wax-coated containers. The boat has a large cabin and appears to be seaworthy. The players will find a loose floorboard in the cabin. A stone tablet and a scroll case are concealed in the space below. The scroll case contains a set of three prophecies (See pyramid map).

Inspection of the chest shows that it is trapped. A poison



gas hole can be found if looked for. The gas, however has long since evaporated. The chest contains a Crocodile-headed staff and a brass key.

The brass key from the chest will unlock the brass lock to Room 9. The staff from the chest is magical and will allow its wielder to control any reptiles (no save), including the Crocodile monsters in Rooms 6 and 22.

The mere presence of the staff will cause reptiles to hesitate for 1 round before acting. The wielder can communicate simple requests (e.g., stop, flee) to all reptiles within a 50' radius. If more than one reptile is present, they will all obey the same command. They cannot be controlled individually.

Inspection of the sarcophagus will reveal that it appears to be made of solid rock. Anyone tapping on it, however, will note that it sounds hollow.

If the Leprechaun inspects the granite block with the dials, he can easily see that it is a large combination lock system.

There are 28 settings on each dial. The Leprechaun can tell that any attempt to pull the lever at an incorrect setting will cause the granite ceiling to fall.

Chunks of the ceiling will not fall onto the boat or the sarcophagus. Anyone not in either of these areas will take 5D20+10 damage.

Thieves can also discover that the entire east wall is made to fall outwards if the lock is correctly opened.

The players deduce the correct combination to the lock when they find the brass, steel, and silver coins. The players must match the pictograph found on each coin to the dial pictographs on the dial made from same type of metal as the coin.

The dials are numbered 1 to 28 with the first 26 symbols corresponding to the 26 letter alphabet. Thus, to safely open the lock, the dials should spell out "Sun."

The correct settings are: 19 for the steel dial, 21 for the brass dial, 14 for the silver dial.

There is a secret door in the ceiling.

GM NOTE: When the ceiling falls, the Spectres from room 8 will attack the party.

If the lock is successfully released:

The east wall rumbles and then slides outwards, revealing that the pyramid is surrounded by water. The boat, tied to the east wall, is dragged along with the sliding wall. But the boat is so well made that it is not destroyed. Rather, the boat is merely launched into the surrounding water.

The sarcophagus opens, revealing a male Human Mummy in a rich, gold-threaded silk gown. Instantly, a shining humanoid ghost appears in the air above the Mummy.

It announces, "I am the God With No Name. Rise and become a godling." Then the Mummy rises and flies off into the sky.

You hear the shining humanoid murmur, "Now, I owe a debt to Fez." Then the shining humanoid will turn to whomever released the lock's lever and say, "I owe you a debt also. I will grant you your choice of either of two things: A scroll which allows you to ask one question with a fully explained, guaranteed answer, or a scroll which will resurrect any one dead companion to full strength."

After you choose the God waves his hand and is gone.

GM NOTE: All party members must save versus their poison or suffer the effects of decompression when the wall is released. See section Special Underwater Conditions.

8 THE SPECTRAL GUARDS

This empty room can only be entered via a trap door in the ceiling of Room 7.

* * *

Seven Spectres will attack the party one round after it enters. The spectres are ancient relatives of the pharaoh. They attack anything which upsets the pharaoh's tomb. They will not attack anyone who just looks into their room.

(7) Spectres

AC: 0, HTK: 17, 32, 13, 12, 31, 24, 29 (7D8), M: 15"

Att: 1, Dm: 1D10, Special: Life Drain, cannot be struck by non-magical weapons.

9 THE RELIEFS

The west door to this circular room is secured with a brass lock. In the center of the room is a granite humanoid with the head of a crocodile. The room is 40' in diameter, with a 30' high ceiling. The walls, ceiling and floors are covered with images carved directly into the walls, in relief. The reliefs depict:

The sun, floating in a blue sky, on the floor. There is a trap door right in the middle of the sun.

A large evergreen tree on the eastern wall.

A blue sky with a single cloud on the southern wall.

A stormy seascape covers the entire north wall.

The western wall and the ceiling are painted black and depict the Milky Way.

* * *

Unless the reptile-control staff (from Room 7) is in view, the Crocodile-headed granite Statue in this room will attack as soon as the party enters the room. The Statue will attempt to kill anyone who enters the room without the staff.

This figure, originally carved out of rock, represented a minor diety worshipped by the Life River People. The statue was animated by the pharaoh to protect his tomb.

(1) Crocodile-headed Stone Statue

AC: -3, HTK: 39 (12D8), M: 15"

Att: 2, Dm: 1D10/1D10

Besides the trap door on the floor there are three secret doors behind the reliefs. On the east wall, a poorly concealed secret door is part of the evergreen tree.

Examination of the cloud will reveal faint silver lines. Pushing on the cloud at the area encircled by the lines opens a portal and reveals a passage.

There is also a secret door hidden in the seascape on the northern wall. The party will find no other hidden passages.

10 MURALS IN THE CORRIDOR

This corridor measures 10' x 10' x 60'. It leads to an open doorway on the east end. Murals line the walls of this corridor. Flashes of light reflect from gold paint on the north wall. The doorway leads to a 20' x 40' x 20' room containing a shiny metal sarcophagus. Every 30-40 seconds flashes of light reflect against the sarcophagus as well.

* * *

The spot marked (T) on the map hides a poison dart trap. If pressure is exerted on the floor, 3 darts will be fired from the ceiling. Because of the water, only the Troll or the Ogre weigh enough to set it off.

If the party is carrying treasure, however, anyone will weigh enough to set the trap off. Anyone hit by a dart will take 1D3 HTK damage and must save vs poison or lose 1 point of strength until the party escapes the pyramid.

A mural on the north wall of the corridor depicts a golden rooster in a barnyard scene. The mural on the southern wall shows a field of ripe wheat. The flashes of light are caused by a group of large eels swimming in Room 11.

GM NOTE: The Rooster was revered among the Life River People for its directional ability.

11 THE EELS

This 30' by 60' room has a 20' ceiling. Large Eels guard the room. A trap door is located in the southwest corner of the room. A skull and crossbones is etched on it. An iron sarcophagus shaped like a woman stands against the east wall.

* * *

The pharaoh's queen is mummified in this sealed sarcophagus. A panel on the east side of the sarcophagus conceals a wax-coated wooden box which contains a piece of wood and a steel coin with a hand pictograph. Fern, though her magical affiliation has changed, can tell that the wood is a piece of redwood.



Steel Coin

The party should not proceed past the skull and crossbones symbol for it marks a dangerous area of the pyramid.

The Giant Eels attack with electric bolts every other round. The united Ivory and Charcoal humanoid is immune to the lightning bolts from the Eels. If the Fern/Ramble combination enters this room, they will automatically find the hidden panel. Alternately, the Doppelganger can change into an Eel, and move through the room unharmed.

(3) Giant Eels

AC: 1, HTK: 21, 17, 16 (5D8), M: 17"

Att: every other round, Dm: 3D6, Special: Lightning bolt (80' range), Save versus magic for half damage.

12 DESCENT INTO THE DEPTHS

The shaft leading down from Room 11 measures 3' by 6'. Rungs protrude from the north wall. The bottom of the shaft makes an open hole in the ceiling of a fairly large room where shadowy humanoid shapes can be seen.

* * *

Halfway down the shaft is a magical ward. If a saving throw fails, the ward causes paralysis for 1-6 rounds and the character will sink into the lower room in 4 melee rounds. If the party member is carrying any treasure, he will sink into the lower room in 2 rounds.

GM NOTE: Descent into these rooms might cause *Rapture of the Deep* see Special Underwater Conditions.

13 THE WRAITHS

This room measures 30' x 50' with a 25' high ceiling. Open doorways are located in the north and south walls.

* * *

Wraiths will attack anyone who enters the room, and will follow the party even if they retreat after descending the shaft. The souls of a few unfortunate Life River workers were forced to remain to guard the entrance from Passageway 14.

(5) Wraiths

AC: 4, HTK: 18, 21, 15, 22, 10 (5d8+3), M: 12"

Att: 1, Dm: 1-6, Special: Energy Drain; may only be hit by magical weapons.

14 WARD OF BLINDING

This L-shaped corridor is blocked by solid granite.

* * *

There is a ward on the corner of this wall ("T" on the map). Anyone failing to save vs. magic will be blinded when they pass this spot. When the pyramid was under construction, this corridor served as the worker's entrance. It is now blocked by a large granite block.

15 THE GUARDIAN OF THE BLOCK

The granite block was dropped in from above, effectively sealing off the entrance.

* * *

The granite block is inhabited by an Earth Elemental, who will attack if the block is disturbed.

(1) *Earth Elemental*

AC: 2, HTK: 72 (16D8), M: 6"

Att: 1, Dm: 4D8, Special: a +2 magic weapon is needed to damage this creature.

16 AN EMPTY CORRIDOR

The north end of this empty corridor opens into a room; the south end stops at a stone door.

17 THE PIRANHA

The room measures 30' x 60'. There is a circular hole approximately 10' in diameter in the center of the room. Some skeletons of fish float out of the hole as you enter.

* * *

A school of Piranha Skeletons dwells here. Their spirits must guard this room until the pharaoh is freed.

(85) *Piranha Skeletons*

AC: 4, HTK: (1D4), M: 18"

Att: 1, Dm: 1D8 Special: Up to 12 Piranha Skeletons can attack the same party member at the same time. Unaffected by Sleep, Charm, or Cold-based spells.

18 THE GIANT SKELETON CRAB

GM ONLY: In addition to the Piranha Skeletons, there is a large Crab Skeleton at the bottom of the pit. It will not come out until all the piranha have attacked. Under the Crab Skeleton lie three broken swords, two mangled suits of armor and 37 scattered gold pieces.

Crab Skeleton

AC: 7, HTK: 55 (14D8), M: 9"

Att: 3, Dm: 1-20/1-20/1-8, Special: unaffected by Sleep, Charm, or Cold-based spells.

19 A DEADLY TRAP

The walls of this 30' corridor are inlaid with mosaic tiles showing scenes of workers building a 12-sided temple. Other scenes show workers carrying chests of gold and gems into the temple. There is a stone door at the north end of the corridor. The door is unlocked, but is difficult to push open.

* * *

Opening the door that leads to Room 20 releases an iron gate which will burst through the ceiling tile in the corri-



dor and prevents the party from returning to Room 9. The Water Elemental from Room 20 will then attack the party.

The Teddy Bear can eat a hole through the bars in 6 rounds. It will take the Troll and/or the Ogre 10 rounds to bend the bars enough for passage. The corridor's width will only permit 2 characters to fight the Water Elemental at one time (see Room 20 for Elemental's stats). The Water Elemental will not venture past the iron gate.

20 THE WATER ELEMENTAL'S LAIR

This 40' x 50' room contains an altar, six broken vases, a pile of pottery fragments, and a vicious Water Elemental.

* * *

Water Elemental

AC: 2, HTK: 70 (16D8), M: 18"

Att: 1, Dm: 5D6, Special: Knocks opponents over on a hit, save versus dexterity -5.

Although fire-based attacks have double the effect, Ugh-blow can only do normal damage with his sword as he needs the fire bonus just to get the +2 necessary to hit the Elemental. Stoutarm and Roshan can hit the Elemental, but they will each do -2 on damage. Unless they have a +2 magic weapon, Ramble and Stealthwidow can't hit the monster at all.

GM NOTE: These restrictions are in addition to any subtractions due to the depth of the water (see Special Underwater Conditions.)

21 AN EMPTY CORRIDOR

This is an empty north-south corridor. The walls of this 10' x 10' corridor are painted with scenes of farmers planting and gathering crops.

22 THE LIZARD CREATURES

This 20' x 50' room is filled with bipedal, lizard creatures. Approximately half of them are facing a stone table that stands in the middle of the room. They are all armed with swords.

* * *

The Lizard Men have cornered a huge Octopus underneath the table. The reptile-control staff (from Room 7) can be used to freeze the Lizard Men, but the staff will not force the Lizard Men to attack the Octopus. If the staff is not used, 10 + 1D6 Lizard Men will attack the party.

The Octopus will attack the Lizard Men as soon as the players enter the room. When it gets near the party, the Octopus will attack the adventurers instead of the Lizard Men. After 5 rounds, the Octopus will fill the room with a black fluid that obscures all sight for 1D12 rounds.

Scattered about the room are 7 gems worth 50 g.p. each, and a jeweled bracelet worth 2,000 g.p.

(20) Lizard Men

AC: 5, HTK: (2D8+1), M: 12"

Att: 1, Dm: 1D8

Octopus

AC 7, HTK: 33 (8D8), M: 12"

Att: 7, Dm: 1-4x6/2-6, Special: Only the Octopus can see in the fluid, and it will try to escape rather than attack. Each round, six of its arms can attack.

When the room is obscured, the Lizard Men will break off their attack and escape through the secret door into corridor 23. If the darkness lasts longer than 4 melee rounds, all of the Lizard Men will have fled.

23 THE NOISY CORRIDOR

A 10' x 10' corridor goes west about 40' and then slopes down at a steep angle.

* * *

When the players get about half way through this corridor they will hear screams and sounds of bones rattling. The magical noises are harmless and were originally used to keep strangers from entering the inner rooms of the pyramid.

24 STEPS INTO THE DEEP

Steps have been cut in the eastern wall of this steeply-sloping corridor. The bottom of the corridor opens into the ceiling of a long hallway. The opening has been smashed open.

* * *

At this point, characters must save versus poison or they will get *Rapture of the Deep* (See Special Underwater Conditions).

25 THE SERVANT QUARTERS

Hundreds of tiny fish are darting about this 20' x 80' hallway. There is a crude hole hacked into the ceiling near the north end, four closed doors on the west wall, and two open doors on the east wall. Several stone benches are scattered throughout the corridor. There are images above each door. They represent:

26) The solar system

27) The planet Venus

28) A crocodile

29) A sun

30) A blue sky with clouds

31) A withering tree.

(The numbers indicate the room that the image is associated with.)

* * *

The fish are very curious, but the entire school will dart away if any player character gets too close. The images held meaning for the Life River People. The party should have followed the sky clues to get to this spot, so they should reason to enter only the sky door.

26-29 SLEEPING QUARTERS

You see stone tables, broken pottery and the skeletal remains of humans.

* * *

These rooms were sleeping quarters for the slaves who built the pyramid. When the construction was completed, the slaves were murdered with poison.

If any of the rooms are entered, the skeletons of the dead slaves activate and attack.

(4D10 per room) *Skeletons*

AC: 7, HTK: (1D6), M: 12"

Att: 1, Dm: 1D6

30 THE MULE FISH

Eight large oval-shaped, mule-headed red fish are swimming in this 30' x 50' room. This room contains rows of stone tables, piles of badly rusted masonry tools, and two separate floor areas marked off for ten-pins (bowling). The north wall is black.

* * *

The black wall is actually a normal wall colored by a fungus growing on it. The stone door in the north wall is partially obscured by a growth of the fungus, but if players investigate the room they will find it. When the fungus is scraped away, a relief of the sky will be revealed.

The mule fish will attack party members who enter the room. The fungus, if touched, will cause a mild itching for a few minutes. It eats stone, not flesh so it will leave the players alone, except for the Gargoyle. The Gargoyle player character will take 1 HTK damage each time he touches the fungus.

(8) Mule Fish

AC: 7, HTK: 15, 14, 8, 9, 12, 12, 7, 11 (3d8), M: 6"

Att: 1, Dm: 1D8 (butt), Special: This butt will knock players end over end unless they save versus their dexterity. If knocked around, they must spend the next melee round stunned.

31 CHAPEL

This room once served as a minor chapel. Several small altars, statues of humanoids with crocodile heads, and pews clutter the room. A roughly-carved hole is located in the center of the floor. Several rotten sacks are stacked next to the hole. The room contains hundreds of the same tiny green fish you saw in the hallway outside. This room is darker than the rest of the complex since the fish eat the red fluorescent plankton.

* * *

There are 8 sacks, containing a total of 863 tarnished gold pieces. Players who investigate the hole will note that the fish avoid going into it. The gold is fake (fool's) gold. The statues are non-magical. The hole, which leads to the underwater exit (Area 33) was dug by thieves. They were killed by the Crab in the pit in Area 18.

32 A DOUBLE THREAT

A roughly-carved, dark tunnel slopes downward. It is difficult to see in the tunnel since the fluorescent plankton is not present.

* * *

If a light spell is cast into the tunnel, the adventurers will note that the area from the bend in the tunnel to the



outside opening has a slightly different color ceiling than the sides of the tunnel. However, the color is consistent with the floor. Four piles of gold pieces are scattered on the floor near the entrance of the tunnel.

A Lurker Above and a Trapper dwell in this tunnel. They can't see, but are sensitive to movement in the water. The monsters are 30' from the entrance—one on the ceiling the other on the floor. Neither monster will attack until at least two characters step within their attack range.

If the party members enter this area, the monsters will try to smother them. Each round a player character is in the trap he will have an additional -1 (5%) to hit. A party member will be smothered to death in six rounds by the combined pressure of the Lurker and the Trapper. Both monsters must be killed in order for a victim to be released.

The gold pieces are again fake gold. Respectively, the piles have 60, 88, 103, and 34 fake pieces intermixed with bits and pieces of rotting leather.

(1) **Lurker Above**

AC: 6, HTK: 49 (10D8), M: 1"

Att: 1, Dm: 1D6/round, Special: Smother in 1D4+1 rounds

(1) **Trapper**

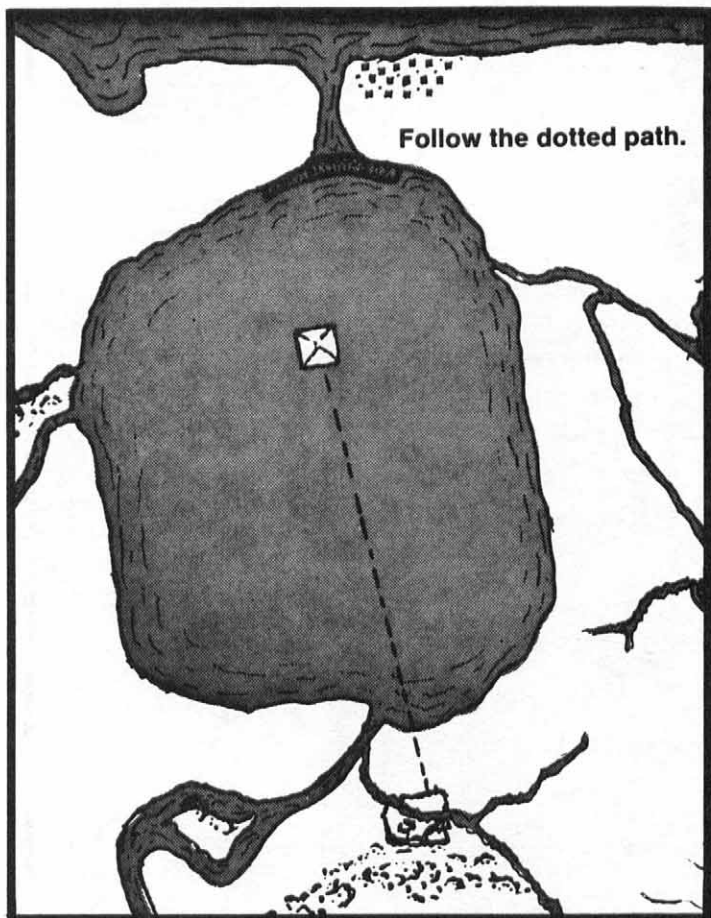
AC: 3, HTK: 61 (12D8), M: 3"

Att: 1, Dm: 4 + opponent's Armor Class Special: smother in 6 rounds.



Silver Coin

Players' Map



33 THE BLOCKED EXIT

There is a large pile of rocks blocking the end of the tunnel.

* * *

A landslide has filled in this end of the tunnel, allowing only small fish and an occasional crab to enter or exit the pyramid. It will take the player characters 50 Turns of hard work to clear an entrance big enough for the Troll or Ogre.

The Leprechaun cannot polymorph enough of the stone work to speed this process. Alternately the Doppelganger could polymorph herself into one of the small fishes they discovered on the upper levels and leave through their exit.

Outside, the lake bottom is very muddy and dark. A huge Crab guards this entrance/exit area, living off the small fishes. The crab has one large claw, and one small claw.

Giant Crab

AC: 2, HTK: 41 (10D8), M: 16"

Att: 2, Dm: 1D8/1D20

34 THE TREASURE ROOM

This 20' by 30' room once was a treasure room. Three small, broken, empty chests are scattered about the floor. The north wall contains the tattered remains of a tapestry. The tapestry shows a scene of a lake. Most of the scene shows a clouded sky.

* * *

Hidden in the north wall is a secret door.

35 THE BALL TRAP PART I

A circular tunnel 8' in diameter extends northward from the secret door.

* * *

The level tunnel extends northward for 70' and then angles sharply upward. At the spot where the tunnel begins to ascend there is a pressure plate on the floor. If any party members stand on this section of floor, they will hear a deep rumbling sound and notice that the floor has shifted downward a little. The pressure of the party's weight opens the door to the trap in the vertical section of the tunnel.

36 THE BALL TRAP PART II

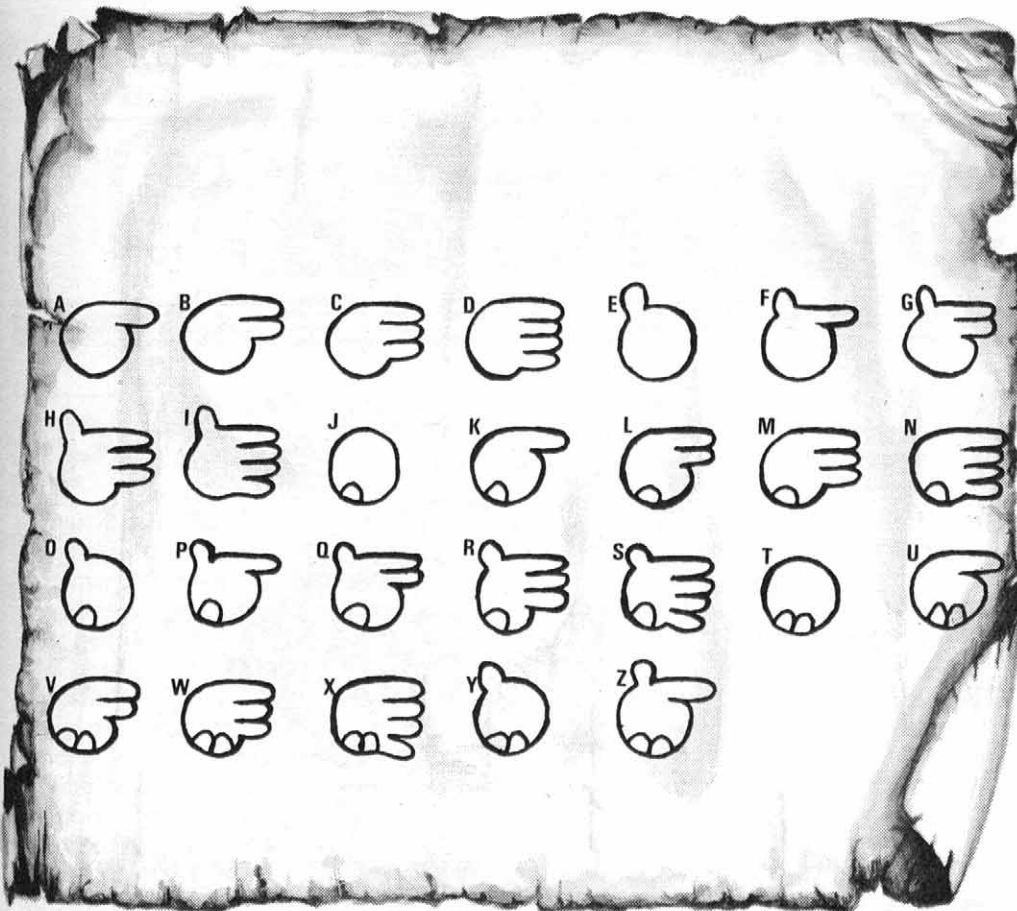
The tunnel continues upward. However, as the characters continue to look up, the tunnel seems to get shorter.

* * *

A character with thieving ability can figure out that the shifting floor (see Area 35) probably triggered a trap, causing a boulder to roll down the passageway. The boulder is slowed by the water and will not hit the party if they immediately go back to Room 34. Otherwise, anyone in the path of the boulder will be struck for 2D10 damage.

The boulder will come to rest against the door to Room 34. The player characters can easily climb over it.

When adventurers look again, they will see that the tunnel goes up 150' to the level where the water in the tunnel stops. The tunnel itself extends upward about another 3', where it stops at a circular door.



Brass Coin



37 THE CHILD'S TOMB

The door can easily be pushed open, revealing a circular room, 30' in diameter and 50' high, with a domed ceiling. There is no water in this room. It is an air bubble.

A 4' long brass sarcophagus sits in the room. The walls are covered with murals showing a child's death and burial in a large white pyramid.

* * *

Player characters are subject to decompression sickness here (See Special Underwater Conditions).

The sarcophagus has etchings on it which resemble a cloudy sky. If a thief investigates the sarcophagus, he will find a button concealed on its side which will open the lid.

Once the sarcophagus is opened, the outline of a small human will rise through the roof. The sarcophagus contains a map (see previous page), a silver coin with a hand pictograph on it, and the mummified body of a small child.

38 THE SPIKED TUNNEL

The floor of this slanting tunnel is covered with hundreds of razor sharp spikes, pointing upward. The tunnel slopes downward towards the east.

* * *

The players can easily swim through the tunnel without hitting the spikes. Likewise, they can safely open the door at the bottom of the tunnel without incurring damage.

39 THE THREE SARCOPHAGI

Stairs lead down to a 20' by 40' floor area. Three sarcophagi stand in an upright position against the west wall. Each sarcophagus is made of silver. Each is locked with a simple release latch mechanism on its side.

Each sarcophagus has an etching on it. The etching on the southern sarcophagus depicts a sun; the etching on the

middle sarcophagus shows a withered tree; the etching on the northern sarcophagus depicts a rainstorm.

* * *

The southern sarcophagus opens to reveal the tunnel to Room 40. In the middle and northern sarcophagi are two stone monsters one with a Frog head (middle), the other with a Snake's head (north). If either sarcophagus is opened, the monster inside will immediately attack unless the staff (from Room 7) is in view.

Stone Frogman

AC: 4, HTK: 30 (8D8), M: 12"

Att: 2, Dm: 1d20/1d20

Stone Toadman

AC: 0, HTK: 22 (3D8), M: 12"

Att: 1, Dm 1d10, Special: The first four successful bites by the Toadman will be poisonous. Unless a saving throw versus poison is made, the player will die in 1D6 turns.

40 A SEALED URN

This circular room contains a sealed urn on a small altar. This purple urn has been painted with a brilliant golden sun. A treasure chest sits on the floor at the base of the altar.

* * *

The treasure chest is twice trapped. One trap is contact poison, the other is an acid which shoots out of a small hole, blinding the player looking at the chest. Characters with thieving abilities can use their normal percentile chance to locate and remove the traps. Alternately, Ughb-low's sword can locate the traps, if it is unsheathed.

The chest contains a golden rattle worth 60 gp. If the sealed urn is smashed, the party will find a brass coin and a scroll which translates the hand pictographs.

REDWOOD

Plague has come to the countryside and the town of Redwood is under siege. The town itself is not affected—yet. As the plague came closer and closer the nobility quietly left the town. Finally, even Baron von Treste and his court fled (except for his wife).

Now, the town of Redwood is gripped with fear and suspicions. Outside, the countryside has been devastated and people no longer travel beyond the gates.

The plague was started by Mephistopheles in order to impede the character's journey to Redwood. The disease is magical in nature, and cannot be cured by the crude science found in this area. 1D6 Turns after the disease is contracted, the victim will begin to sweat profusely. The sweat will be colored yellow and stink. At this point, the disease is especially contagious and person touching the diseased victim have a 10% chance per melee round of catching the disease themselves.

After the bout of sweating (which lasts only a few hours), a diseased character will feel drowsy and cannot stay awake. 1D10 Turns later, the victim dies and his body quickly rots. The disease stays virulent in the corpse for as long three weeks.

The plague can be cured in many ways. Feeding a victim a piece of the rare plant that Fern found when the boat lands will cure any victim.

Also a Cure Disease will instantly cure a victim, as will a Heal spell. Raise Dead, and Raise Dead Fully.

Out at last!

The pyramid is in the center of an oval lake approximately four miles long. At the southern end of the lake is the town of Redwood.

If the characters have gotten all three clues, they should sail the boat on the path indicated by the dotted line of their map.

Fern's destiny is fulfilled.

When the party lands, Fern will recognize these as the rare herb she has been looking for. She can easily obtain specimens. Note that *wherever* the party lands along the shore of the lake they will find these plants. This spot is simply wherever Fern first lands. These plants can cure the plague that has struck the land. There are enough plants for 6 doses. Fern needs at least one dose in order to grow the plant for the plague in her home lands.

The baron's entourage

Before the party reaches redwood they will see a group of humanoid, horses, and carts are quickly making its way westward along a road which crosses the path.

The party can easily hide near the road. The group seems to be in a big hurry, many of the better dressed men are in carts carrying all manner of furniture. One cart contains a huge sign that reads: *Bank of Redwood*.

Guards precede an open sedan chair whose occupant, a man wearing velvet robes and a jewel-encrusted crown, mutters a few words to the guard nearest him. The guard can be overheard replying, "Yes, baron."

The baron and his entourage are escaping from Redwood, where a soothsayer has predicted that the plague would strike in one or two days.

The baron's party is too strong for the characters to attack successfully. Attempts at thievery will be successful only if they are aimed at the guards. The baron is magically protected against theft. If any of the non-humanoid members of the party are seen by the Baron, he will order his guards to attack. If the party flees, they will lose their pursuers in the woods.

Baron's Entourage:

The Baron Von Treste (Skill 15 Fighter)

ST: 18, IT: 17, IN: 12, SM: 17, D: 13, A: 18

AC: -2, HTK: 65 (15D8)

Att: 2, Dm: (By weapon)

Equipment: +3 Sword (triple damage on a natural die roll of 18, 19, or 20), +2 Shield, +3 Armor, Boots of Traveling and Leaping.

(30) *Women, Children, and Courtiers*

(10) *Nobles of the Court*

(2) *Skill 9 Clerics*

AC: 3, HTK: 22, 37 (9D8)

Att: 1, Dm: (By spell)

(20) *Skill 6 Guards*

AC: 2, HTK: (6D10)

Att: 1, Dm: 1D8, Equipment: Chainmail and long-swords.

(2) *Skill 7 Mages*

AC: 9, HTK: 22, 17 (7D4)

Att 1, Dm: (By spell)

GAMEMASTER ONLY

THE TOWN

This medium-sized city is completely surrounded by stone walls. The main gate is flanked by two guard towers which both fly black flags, a sign which mean that a plague has struck inside the city. There are guards on top of the walls at intervals of fifty feet. A strong guard is maintained at the gate. A small castle with its own defense wall can be seen in the southwest corner of the city. In the middle of town grows an enormous redwood tree. The tree towers over everything in

the area including the castle. The path appears to end inside the city.

* * *

When the plague was first reported, Redwood closed its gates to all those outside the city. Since then, it has tripled the guards at all gates. Under no circumstances will it allow the adventurers access into the town. The party will have to sneak in.

Once inside, there is a 05% chance per Turn that the characters will be discovered. (Add 25% percent if party attempts to walk around during the day).

If spotted, townspeople will begin yelling for the guard and throwing stones at the party. Under no circumstances will they go near the adventurers.

Areas of importance have been highlighted on the map. The town itself is enclosed by stone walls. The corners of the walls have defense towers each with 1D6 guards. See "B" for the statistics on these and other guards.

A THE KEEP

The members of the baron's court, druids, magicians, clerics etc. live in the Keep. Many of them fled with the baron. Many guards, however, have stayed, along with the Baroness Devora who, unlike the baron, refuses to flee in the face of adversity.

The baroness is a Skill 8 druid. She wears a See-Invisible ring, and is the only one in Redwood who bears no animosity toward benign monsters.

Devora

Skill 8 Druid

AC: 6, HTK: 26 (5d8)

Att: 2, Dam: by weapon or spell

Spells: 4/4/3/2

The castle has its own interior entrance, guard wall, and courtyard. The castle area is heavily guarded. Six guards stand watch at each castle defense tower. There are 30 guards total within the Keep (see main gate for statistics).

B THE MAIN GATE

A large gate with oak doors and a portcullis is set in the west wall of the town. It is flanked by two guard towers, and watched by a guard stationed outside. There are large signs, posted at 10' intervals along the wall. It reads as follows:

ALL THOSE WHO CONGREGATE OUTSIDE THE WALLS OF REDWOOD WILL BE KILLED IMMEDIATELY, BY ORDER OF HIS MOST NOBLE BENEFICENCE,

THE BARON.

* * *

Even if the party arrives at night, the signs can't be missed.

The town is extremely well-guarded, especially at the gate. The gates are shut at night, and only opened by special order. The guards will not allow anyone into the town. If any monster/Human attempts to enter the city, or is seen within the walls, 25 guards will be summoned and the monster(s) pursued and killed.

There are, however, many reasonable means of entering the city, including:

1. Becoming Invisible. Guards are not able to see invisible creatures.

2. Having the Doppelganger duplicate the baron and make a special exception for the rest of the party. No one would have the audacity to question the baron.

3. Entry via the stream at the northern entry point or the western exit point. The Teddy Bear can chew through the bars guarding either entrance, and the players can still breathe water.

4. Going over the wall. There is a 25% chance any such action will be discovered. (Add 50% if attempted during the day.)

(156) Skill 1 Guards

AC: 5 HTK: 5 average (1D10), M: 9"

Att: 1, Dm: (1D6), Equipment: chainmail, spears, and short swords. 25% of the guards will have missile weapons.

(30) Skill 2 Guards

AC: 5 HTK: 5 average (1D10), M: 9"

Att: 1, Dm: (1D6), Equipment: chainmail, spears, and short swords. 25% of the guards will have missile weapons.

(15) Skill 5 Master-at-Arms

AC: 5 HTK: 25 average (5D10), M: 9"

Att: 1, Dm: (1D8), Equipment: chainmail, long-swords, and daggers. 25% of the guards will have +1 weapons.

(10) Skill 4 Magic Users

AC: 9 HTK: 8 average (4D4), M: 12"

Att: 1, Dm: (1D4), Equipment: dagger, 10% chance of a magic item.

Spells: 3/2

(1) Skill 7 Magic User

AC: 9 HTK: 17 average (8D4), M: 12"

Att: 1, Dm: (1D4), Equipment: dagger, 60% chance of a magic item.

Spells: 4/3/3/2

C UPPER CLASS DISTRICTS

Nobles of the baron's court, and wealthy merchants live in the northwest section of the town. Most of the nobles are away, fleeing to their country estates because of the plague.

D LAIRD LAKE

A large pond full of pure, clean water lies here surrounded by trees.

E THE QUIT RIVER

A river flows through the town from the north wall to the west wall. The river is 4-5' deep, but is partially blocked with metal bars at each wall.

* * *

Nightstar can eat through these bars. The bars are too thick to be bent.

F LOWER CLASS DISTRICTS

The peasants of the town live here. Most people are hiding in their homes and will refuse to go out except for short periods of time.

G THE GRAINERY

This building is for grain storage.

* * *

It belongs to the baron and is guarded by 2D6 Skill 2 guards.

H THE CEMETARY

The cemetery is for former members of the Baron's court.

* * *

At night, some of their spirits roam the burial grounds. The area is enclosed by an iron spiked fence. The spirits will not travel past this fence. No one comes into this area (plague victims are buried outside the walls) and the party has 0% chance of discovery while hiding in the cemetery.

(2D6) **Wights**

AC: 5, HTK: 4D8+3, M: 12"

Att: 1, Dm: 1D4, Special: Drain 1 level on a hit.

I THE BARON'S GARDEN

Here lies a beautifully tended garden.

* * *

The garden belongs to the Baron. 4D8 peasants work the fields during the day.

J THE TOWN WELL

Even with the plague raging around them, this part of town is busy during the day.

K VEGETABLE GARDENS

There are 14D8 peasants working these garden/vegetable plots during the day.

L THE TOWN SQUARE

See below for details.

THE TOWN SQUARE

The Redwood tree dominates the town square. The square is bordered by nine buildings.

This tree was a sapling when Ughblow visited it with Mephistopheles. Ughblow's sword was near enough to the magical "Hands on the Wall" door to detect the pit trap behind it.

The sword has not lost any power, but is weakened because it must now filter out the effects of other traps nearby (like those at the jeweler's shop).

Now the sword must be inside the Hands on the Wall bar to detect the pit trap.

1 THE HANDS ON THE WALL BAR

The building directly east of the tree is the Hands on the Wall Bar. A small hill rises behind the bar.

* * *

Player characters that enter will see an etched wall behind the bar. A sign on a side wall reads, "If you can drink two

of the House Specials and still count the fingers on the wall, you win 100 gp."

The symbols on the wall are exactly like the hieroglyphics in the pharaoh's tomb. The back wall of the building seems to have been carved in the rocky cliff face that serves as the back wall of the bar.

The bar's business hours are 12 p.m. to 4 a.m. The bartender lives in the bar. He is a restless sleeper.

The bartender is a former guard to the baron. He lost an eye in a battle against a tribe of Orcs. He proudly displays his eye patch and will describe his exploits, at great length, to anyone who will listen. Neither he nor any of the patrons knows that the symbols on the wall are hieroglyphics. The bartender can only recall that the strange carvings were there when he built the bar.

Barkeeper

AC: 9 HTK: 12 (2D10) M: 6"

Att: 1, Dm: (1D6) Equipment: Spear.

The players must decode the hieroglyphics and sing the answer to the riddle of the wall. A door will then open in the cliff face. The door can't be found unless the riddle is solved. The decoded message reads:

I am the avenue past, which now before you stands.

I'm brief and long and last, aged and leaking sands.

In me thirteen are one, and measurement is daze.

When the answer is sung, then you may dare the maze.

The answer to the riddle is **Time**

2 MERCHANT'S HALL

South of the bar stands a merchants' hall which is always filled with people during the day and night.

* * *

Investigation of the place will reveal that the grain stores are much lower than necessary to weather out the plague. There is a 75% of getting caught while exploring this building.

3 LIVERY

Southwest of the merchants' hall is a livery stable with horses and wagons for hire. The livery is open from dawn until sunset.

4 CLOTHING STORE

West of the livery stable is a clothing store.

* * *

This shop is shuttered and will not open. The shop owner has fled with the other wealthy merchants.

5 BANK OF REDWOOD

The next building northwest is not titled, its sign seems to have been torn down.

* * *

This used to be the Bank of Redwood, but the place is locked and shuttered. No one is in this building.

1 2 3 4 5 6 7 8 9 10
 11 12 13 14 15 16 17 18 19 20
 21 22 23 24 25 26 27 28 29 30
 31 32 33 34 35 36 37 38 39 40

41 42 43 44 45 46 47 48 49 50
 51 52 53 54 55 56 57 58 59 60
 61 62 63 64 65 66 67 68 69 70
 71 72 73 74 75 76 77 78 79 80

6 WIZARD'S RESIDENCE

This building, due north of the jeweler's shop, has no sign on the door and looks like warehouse.

* * *

A skilled wizard works and studies here. A symbol near the door protects him against thieves and invisible creatures. If a thief or invisible creature enters, they must save vs. magic or fall asleep for 24 hours.

Monero

Skill 11 Wizard

AC: 9, HTK: 29 (11D4), M: 9"

Att: 1, Dm: by spell.

Spells: 4/4/4/3/3

Equipment: Crystal Ball, Wand of Lightning, Arrow of Direction, Ring: See Illusion, Ring: Know Alignment.

This wizard will be very interested in the group. He will alert Devora of their presence and forbid anyone to harm the party—if they are caught.

The wizard will invite the party into his study and will tell them about the creation of the Life River Pyramid and the Queen's Gem (though he does not know where it resides).

If the party enters his study, Roshan will spot books containing formulas for various herbal remedies. A scrap of paper marks the place for a formula to relieve toothaches. Printed on the scrap are the words "Alrazab the Cleric Discovers Cure for Deaf, Dumb, and Mute."

The scrap of paper contains the information Roshan seeks. If he takes the clipping or a copy of it to Fez, the wizard will be able to locate the cleric and obtain a cure for his wife.

7 THE WALNUT INN

The Walnut Inn stands to the east of the sealed building.

* * *

Needless to say, there are few travellers these days.

8 AN EMPTY STOREFRONT

A "For Sale" sign hangs on this building. The windows are boarded up and the door is fastened with a simple lock. Townspeople shun this building.

* * *

The only outbreak of the plague in Redwood was confined to this building. The townspeople instantly sealed the tenants up in their own home and left them to die.

The party can, if necessary, hide in this building during the day. The inside is full of cobwebs but is otherwise empty.

The party is perfectly safe if they stay in the front room of this building. However, if they venture into the back room, they will see three rotting corpses. In this room there is a 10% chance that a random player character will catch the plague.

9 A GENERAL STORE

A general store stands directly northeast of the Redwood Tree.

If the adventurers are caught:

If the party is caught by the townspeople, 2D12 Skill 1 and 2 Guards plus one Skill 5 guard will investigate 1D6 melee rounds later. If these guards are killed, double their number, plus a magic user will search for the party.

The first time the characters are caught by the guards, they will not be summarily killed. The unusual composition of the group will attract the interest of the wizard Monero who will contact Baroness Devora.

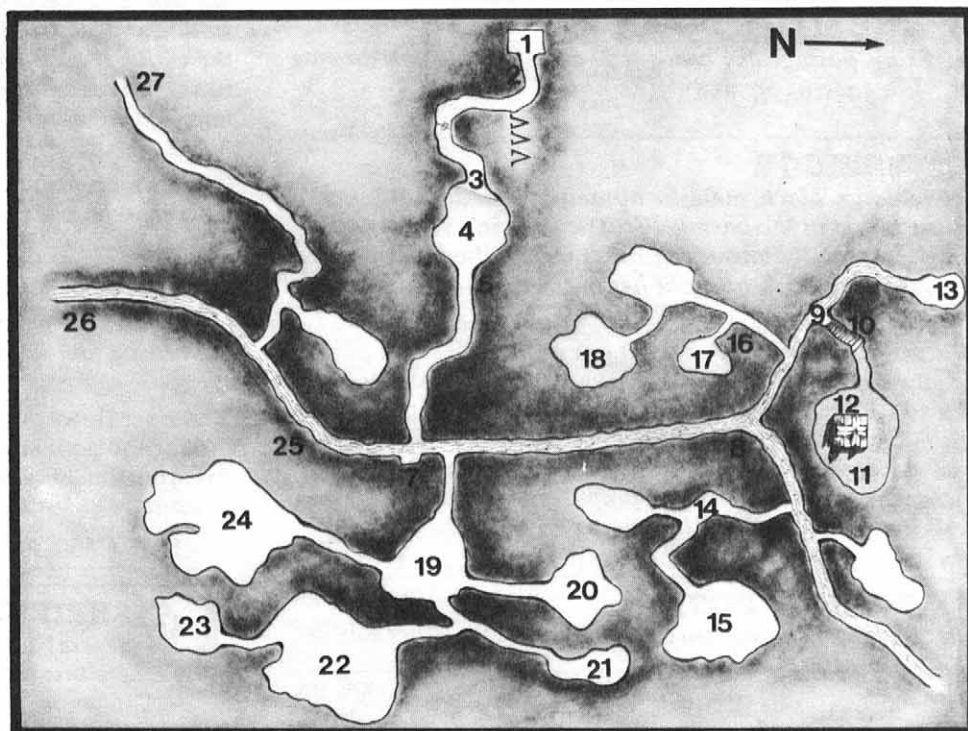
Magical means will be employed to determine if the characters have the plague, are lying, and their alignment. If any character is lying, has the plague, or has become Chaotic/Evil in alignment, the offending character will be killed.

In any case, the party will be ushered into Monero's study where Roshan can find the scrap of paper with the clue to his wife's cure written on it.

MONARCH'S CAVERNS

MONARCH'S CAVERNS

Scale: 0 150



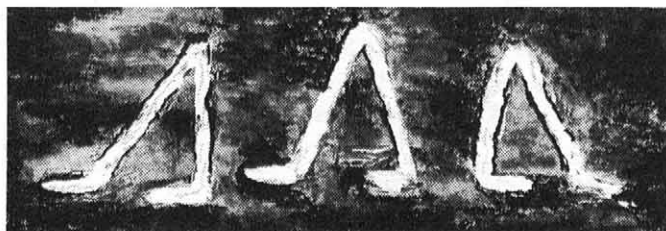
All caves that do not have a number are empty.

"Fez didn't say how I should tell you. I wish you good fortune, imbeciles."

The Demon uses one of his long claw nails and scratches in the floor. "Here," he says, "try to follow that!" The Demon turns, and disappears.

* * *

The scratches in the floor tell the party to turn left, then left, then right.



3 THE DROPOFF

• The corridor opens to a landing with a sharp, cliff-like dropoff. Stalactites are visible hanging from the ceiling ahead. From the room to the cliff, the passageway slopes down about 200'. The height of the dropoff is 85'.

4 PIERCERS

4 *At the bottom of the cliff is a large cavern floor*

Translating the hieroglyphics at the bar will take time. There is a 10% chance that the barkeep will awaken during this process, and another 10% chance he will try to alert the guards. If the players somehow screw up the first attempt at the bar and are discovered, the party will find when they return that Monero the Wizard and 50 Guards will be waiting for them.

Remember, Monero will not want to hurt the party, merely talk to them.

1 THE OPEN WALL

I A secret panel in the hieroglyphics-covered wall opens, there is a cave behind the wall. Its floor is 15' below the level of the doorway and it is damp. A passageway leads from the cave to the east.

* * *

The 15' drop is a pit trap, and will cause Ughblow's sword to flame.

2 THE DEMON APPEARS

L The eastern passageway slopes steeply downward. As the party enters it, Mephistopheles, Fez's Demon servant, appears. Sneering, he scratches markings on the floor and speaks in a nasal, guttural tongue. Fern can understand the language of the Demon. He said:

covered with stalagmites. At the far side of the cave, you can see a floor-level opening.

* * *

There are several Piercers lurking on the ceiling of this cave. They are attracted to heat sources at the bottom of the cave. Even a torch will cause them to drop.

(4) **Piercers**

AC: 3, HTK: 10, 15, 21, 13 (3D8), M: 1"

Att: 1, Dm: 3D6, Special: 95% chance of surprise.

5 THE SLOPE DOWN

This passageway heads east, and slopes gently down 30'. The caverns are getting damper.

6 WARRIOR

A large, black, metallic humanoid stands motionless in the center of the passage. Just beyond it, a river crosses the passage. Nightstar recognizes the metallic figure as the Iron Golem which brought her to the meeting with Fez.

* * *

Warrior (the Iron Golem) will not move unless the party has the Gem. If attacked, he will vanish for the duration of the attack, reappearing at its conclusion. If the party has the Gem, Warrior will teleport them to Fez's castle. Warrior can see all the way to the river and, if the Gem is in view, the party will be teleported and find themselves walking toward a castle (see section titled Fez's Castle).

7 A MAGIC POTION

There is a small, dead-end alcove on the other side of the southward-flowing river.

* * *

The party must choose here. According to the Demon's directions, this is their first opportunity to turn left. The river is too deep to wade, but they can all swim. They still have the ability to breathe in water.

If the party investigates the alcove, they will find a potion labeled "Potion of see in darkness." There is enough potion for the entire party to gain the ability to see in the dark. Without it, the river would block their infravision. The potion lasts three days.

8 THE RIVER FORKS

The river forks. One branch runs northeast, the other runs northwest.

* * *

This is the second opportunity the party has to turn left. They should take the northwest fork.

9 THE CORRECT TURN

This is the party's first opportunity to turn right after the two left turns. They will complete Mephistopheles' instructions by turning here.

10 A STEEP STAIRWAY

A steep 50' stairway ascends 100' before becoming a level passageway that continues to the east.

11 STONE LIZARDMEN

The passageway opens into a large cavern. Two

Stone Lizardmen, the cavern guards, animate as the party approaches.

* * *

The staff can command the Lizardmen to stop.

(2) **Stone Lizardmen**

AC: 0, HTK: 35, 42 (10D8), M: 8"

Att: 2, Dm: 1D10/1D10

12 THE MONARCH'S CATHEDRAL

The cavern houses a large stone building 50' square and 20' tall. Crocodiles and roosters are painted on the walls. Runes decorate the large arched doorway. The runes, written in common tongue translate into: "Monarch's Cathedral of Knowledge."

* * *

(Go to map and descriptions of Monarch's Cathedral). There are no secret entrances.

13 THE RIVER'S BEGINNING

As the party enters, they see water dripping from the ceiling and the walls.

* * *

The river flows out from this pool. The rocks at the bottom of the pool are very sharp, and the water is shallow. Everyone must save versus poison or be cut for 1D6 damage.

EMPTY CAVERN

14 SHRIEKERS

Several large fungi begin screaming when the party enters this cavern.

* * *

The Gilamen in Room 20 were sleeping while on duty. In three rounds, they will appear Room 18 and attack the party. Gilamen look like Gila-headed humanoids. They are bipedal and use tridents for weapons.

(4) **Shriekers**

AC: 7, HTK: 12, 9, 11, 15 (3D8), M: 1"

Att: 0

(12) **Gilamen**

AC: 5, HTK: (3D8), M: 12"

Att: 1, Dm: 1D8

15 TREASURE ROOM

Thousands of coins lie scattered around the floor.

* * *

This is the Gilaman's treasure. It consists of: 2,000 electrum pieces, 40 gems (worth 1,800 gold pieces), and 10,000 gold pieces. If the Shriekers in Room 18 were avoided, the party will see 12 Gilaman sleeping in this room (see Room 18 for stats).

16 TROGLODYTES

The party sees several foul-smelling, reptilian humanoids with tails. They charge to attack.

(7) **Troglodytes**

AC: 5, HTK: (2D8), M: 12"

Att: 1, Dm: 1D8, Special: These reptiles cause a temporary 4 point strength loss if the full impact of their stench is inhaled.

17 TROGLODYTES' LAIR

From seaweed beds and the arrangement of loose stones, this room is obviously a sleeping chamber for one of the reptile races wandering these caves.

* * *

The Troglodytes' sleep here. They have no treasure.

18 GIANT AMOEBAS

You see an empty cavern.

* * *

There is a 10% chance that one character will notice that the ceiling appears very damp. In fact, Giant Amoebas cling to the ceiling, giving it this damp appearance. They will drop on party members that enter this room.

(3) Giant Amoebas

AC: 8, HTK: 40, 32, 28 (8D6), M: 3"

Att: 1, Dm: 3D4, Special: Smother for an additional 1D6 each turn after the initial hit.

19 THE WELL WORN PATH

This cave looks empty.

* * *

If the characters enter this cave they will see there are several well-worn paths in this cavern that lead out of all four tunnels. This is the entrance to a Lizardman warren.

20 ARMORY

This area contains a large collection of javelins, shields, and swords.

* * *

The well-worn weapons are all non-magical.

21 REFUSE DUMP

This cavern smells rank. There are piles of rotting fish parts scattered throughout this cavern.

* * *

This is a refuse dump for the Lizardmen.

22 LIZARDMEN LAIR

You see a large number of humanoid Lizard Creatures sleeping, eating, and playing.

* * *

This cavern serves as the main housing area for the Lizard Creatures.

(20) Lizard Creatures

AC: 4, HTK (2D8), M: 6"

Att: 1, Dm: 1D8

23 LIZARDWOMEN LAIR

This cavern contains mostly female and young Lizardpeople

* * *

This room is used as a birthing room and nursery.

(20) Lizard Women

AC: 6, HTK (1D8), M: 9"

Att: 1, Dm: 1D4

24 A MEETING

A large group of Lizard Men are having a conference in this cavern.

* * *

They are involved in a heated discussion. The party can easily leave without being noticed. If disturbed, the Lizardmen will attack.

(20) Lizard Men

AC: 4, HTK (2D8), M: 9"

Att: 1, Dm: 1D8

25 GIANT LEECHES

Shadowy forms can be seen lurking in the river ahead.

* * *

(4) Giant Leeches

AC: 9, HTK: (4D8), M: 3"

Att: 1, Dm: 1D4/turn, Special: Drain blood.

26 SEA HAGS

You can see whirlpools and eddies at this point.

* * *

This is the lair of a group of Sea Hags

(3) Sea Hags.

AC: 7, HTK: (3D8), M: 15" Att: 1, Dm: 1D4, Special: Creatures who look at the Hags become weak from fright losing 1D6 strength. A frightened victim who catches a second glance from the Hag will die unless a saving throw versus poison is made.

27 A PASSAGE UP

This passageway winds upward into a cave.

* * *

The cave opens on the mountainside outside the town of Redwood.

MONARCH'S CATHEDRAL

The exterior of this brooding stone building is 50' square and 20' tall. The only visible entrance, a rune-decorated arch, is set in the south wall. The door is carved of ebony, and depicts humanoids with lizard, jackal, and eagle heads.

* * *

The Cathedral was built to hold the way to knowledge for the Life River People. Some of the Aspects of Knowledge are found on the first floor, but the majority of Aspects are found on the hidden, upper floor.

1 THE GOLDEN ROOSTER

Before you enter this room, you hear a rooster crow inside. The foyer is 10' by 20'. To the right of the entrance

Scale:

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The diagram shows a building layout with the following rooms and corridors:

- Room 23:** The largest room at the top of the layout.
- Room 20:** A large central room.
- Room 22:** Located to the left of Room 20.
- Room 21:** Located below Room 22.
- Room 16:** Located to the right of Room 20.
- Room 18:** Located to the right of Room 16.
- Room 19:** Located between Room 16 and Room 18.
- Room 14:** Located below Room 20 and Room 16.
- Room 13:** The bottom-most room in the layout.

Corridors are represented by lines with diagonal breaks. A dollar sign (\$) is positioned near the corridor between Room 16 and Room 13.

* * *

* * *

3 A TRAPPED CLOAK ROOM

This is an empty, 5' by 10' cloak room.

* * *

Anyone stepping on the area marked "T" must save vs. magic. Failure to do so will cause a change in the character's religion. He or she will become a worshipper of the Sun. The affected character will throw off his or her clothing, and immediately attempt to find Room 6. Once there, he or she will kneel and pray for 3 rounds. The character will keep the same alignment.

4 SKELETON GUARDS

This 10' x 10' room holds fifteen skeletons, two small stone benches and an unrecognizable tapestry on the south wall. There is an opening in the east wall and doors in the north and west walls.

* * *

Any door opened in this half of the cathedral should be closed quickly to avoid monsters.

(15) Skeletons

AC: 7, HTK 4 average (1D8), M: 12"

Att: 1, Dm: 1D6

5 THE TRAPPED CLOAK ROOM

This 5' x 10' room is empty.

* * *

Any character who steps on the area marked "T" and fails his saving throw will worship the Sky. He or she will seek any opening in the cave walls and stare fixedly upward for 3 rounds.

6 ALTAR TO THE SUN

There is a small altar in the center of this 10' x 13' room. Dug into the ground in front of the altar is a small fire-pit. A 5' x 5' pad lies in front of the pit. Two clay bowls and a matching pitcher sit on a small table in a corner.

* * *

There are familiar heiroglyphics carved on the front of the altar. When decoded they read "SUN." This is a chapel of the Sun. The pad is for kneeling, the fire-pit for sacrifices. The pitcher and bowls are for ritual cleansing.

7 THE GOLDEN OWL

This 10' by 13' room looks like a study. There are chairs, and bookshelves in the room. In the far right corner, a Golden Owl sits on the top rung of a chair back.

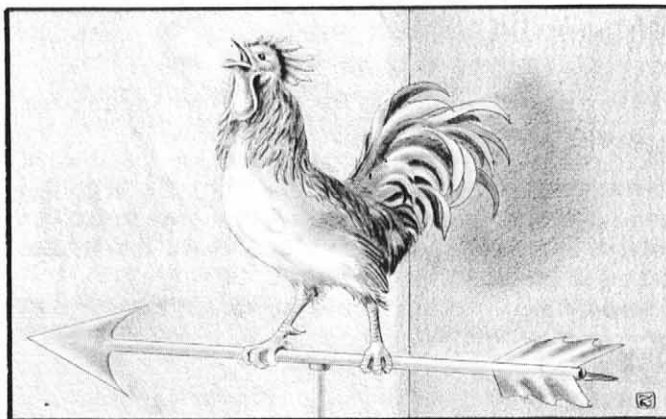
As soon as you enter the room, the door locks behind you. Then the Owl says: "Let's see what fools have come to visit me today . . ."

"I am ages backwards, and issue-forth. What am I?"

* * *

The answer to the Owl's question is the word *emit*. If a player answers the riddle correctly, the Owl will say, "You now know Wisdom." The doors will thereafter open freely.

If no one answers correctly in ten minutes time, the Owl will give this additional clue: "A wise man knows that scrutiny of similar experiences may bring truth to light." (This is a clue to have the players think of the last riddle they solved in the Town of Redwood at the Hands on the Wall Bar. The answer to that riddle was *Time*.)



After another 10 minutes the Owl says, "A wise man knows that one meaning may be conveyed in many forms." (This cryptic clue refers to the word *ages*. *Ages* is the meaning, *time* is the form.)

If the party gives up and begins to leave the room before thirty minutes have passed, the owl will say "A wise man knows when his wisdom is too shallow. You now know Wisdom."

If after thirty minutes the party has not yet given the correct answer, the Owl will say "A wise man knows when his wisdom is too shallow. You do not know Wisdom." At this point, the characters will have failed their mission and Fez will have to complete the mission himself.

8 MUMMIES

There are worn robes hanging on the walls of this 10' x 13' room. Five large humanoids, swaddled in tatters of white cloth stand in its center.

* * *

The Mummies will attack if the door is not closed immediately.

If the robes are examined, one of the robes will seem to be newer than the others. If a detect magic spell is cast, this robe will prove to be magical. The robe conveys AC 2 and immunity from poison to its wearer.

(5) Mummies

AC: 3, HTK: 22, 20, 34, 25, 21 (6D8+3), M: 6"

Att: 1, Dm: 1D12, Special: Opponents must save vs. fear to attack. Fire-based attacks do double damage.

9 SUPPLY ROOM

There are candles, incense, oil, and firewood in this 10' x 13' supply room. There are also several foul-smelling humanoids, and a 12' snake with rotting skin.

* * *

The Ghouls and Zombie Snake attack if the door isn't immediately shut.

(8) Ghouls

AC: 6, HTK: 2D8, M: 9"

Att: 3, Dm: 1D3/1D3/1D6, Special: Successful hit causes paralysis.

Zombie Snake

AC: 5, HTK: 27 (5D8), M: 15"

Att: 1, Dm: 1D6, Special: poison bite (3D6).

10 ALTAR TO THE SKY

This 10' by 13' room contains a brazier, a wooden

box, two metal boxes, and several slow-moving humanoids with rotting skin.

* * *

This is a chapel, similar to Room 6. The hieroglyphics etched into the front of the altar spell SKY.

A 6" cubical, brass box contains flints, steel, and wood shavings. A rectangular, silver 3" box contains a golden spoon lying atop some sweet-smelling incense. The wooden box contains charcoal. The coals, spoon, and incense are worth 25 gp.

Again, the door must be shut immediately to prevent an attack by the Zombies.

(10) **Zombies**

AC: 8, HTK: (2D8), M 6"

Att: 1, Dm: 1D8

11 ZOMBIES

This 10' x 13' room contains a brazier, a wooden box, two metal boxes and several slow-moving humanoids with rotting skin.

* * *

A 6" cubical, brass box contains flints, steel, and wood shavings. A rectangular, silver 3" box contains a golden spoon and some sweet-smelling incense. The wooden box contains charcoal. These together are worth 25 gp.

The Zombies will attack immediately.

(10) **Zombies**

AC: 8, HTK: 2D8, M: 6"

Att: 1, Dm: 1D6, Special: Unaffected by Sleep, Charm, and Cold-based spells.

12 THE QUEEN'S GEM

This 30' by 40' room is a large chapel. Six statues that resemble the Stone Crocodile Statues from the pyramid stand against the walls. The floor is a colorful mosaic of an immense redwood tree. A massive altar stands near the north wall.

A niche in the top of the altar holds a huge blue diamond which blazes in the torchlight.

* * *

The statues are all non-magical. The only hazard in this room is the Queen's Gem. Any player (even the Ivory and Charcoal) that touches the diamond without first meeting Wisdom, Greed, Humility, and Danger will disintegrate in a flash of light (no saving throw).

If the player has encountered all these Aspects of Knowledge, he may pick up the gem without harm. If characters touch the gem with an implement, the implement will disintegrate. The gem must be picked up with bare hands.

After taking the gem, the party will wish to exit the caverns. The logical way out of the caverns is found through passageway 6. There the characters encounter Warrior again. Warrior will show them the Aspect of Technology by teleporting them to Fez's Castle (see end of adventure).

13 GREED

As you enter this huge room (you cannot see its end) you're greeted by an old Dwarf. He wears heavy, jeweled armor and carries a golden Dwarven throwing hammer. He walks slowly to the first of many boxes.

A seemingly endless number of boxes, about 5' apart, are visible in the distance. "You can have what's in this box, or you can have what's in the next box," he wheezes. The next box looks better than the first. In addition, you see a pile of gold, gems and jewels 15' from the boxes.

* * *

If the player characters move to the second box, Greed tells them that they can choose a third, better box. He will continue allowing the adventurers to choose the next, better-looking box until the adventurers choose one. He will not allow the party to return to any previous box.

When the party members finally choose, The Dwarf laughs and says, "Now you know the meaning of Greed."

The Dwarf disappears and the guardians of the boxes appear out of thin air all around the player characters. The first box was guarded by one kobold, the second by two kobolds, etc. The more boxes the characters picked the more kobolds guarding them. The door in the west wall will remain locked until the combat has been resolved.

Ironically, no matter which box the characters pick they will get only one treasure: a Dwarven size suit of mithral armor.

If players decline the first box, Greed will recite his speech anyway. He will then give them the mithral armor and one copper coin (which has a Limited Wish stored in it).

If a character touches any item from the pile of treasure, he must save vs magic. Failure to save results in the character becoming Greed. He will be forever enslaved as the guide in this room until another being touches the treasure.

The Dwarf is indestructible. On any attempt to attack him, he will vanish and reappear. In addition the Dwarf, once freed, cannot be coerced into touching the pile of gold.

(# x number of boxes passed up) **Kobolds**

AC: 7, HTK: 2 (1D4), M: 6"

Att: 1, Dm: 1D4

Number of Kobolds increases by 1 for each box passed up by the characters.

14 THE DOOR TO DANGER

The door from Room 13 opens on to a 5' wide corridor running north. There is a door directly across from the party members. The corridor is L-shaped, turning east after 10'. A statue stands at the eastern end of the corridor 15' away.

* * *

There is a secret door behind the statue. Pointer will go straight through the secret door if he is asked where Humility or Danger are.

15 DEATH

A humanoid figure in a black robe stands in this 10' by 10' room. He carries a scythe. The cowl of his robe obscures his face.

* * *

This Aspect of Knowledge is Death. He immediately attacks the party, continuing the attack until one party member dies. Surviving members will see the soul lift from the body of the dead member. In the now silent room, Death says: "Now you know Death."

Only if a Restoration or Raise Dead spell is cast will the dead individual come back to life.

If Death is somehow killed before a party member is lost, each member in the party will increase their Stamina by one.

Death

AC: -2, HTK: 250 (50D10), M: 18"

Att: 1, Dm: 3D8, *Special*: Death has 95% magic resistance. He can only be hit with magical weapons.

16 HUMILITY

The secret door opens to a 5' wide corridor going north. There is a door on the other side of the hallway. The corridor appears to be empty, but there is a furtive movement by the north wall.

* * *

If they look down, the party will see a small, yellow mouse. He speaks to the party in a timid voice; "Hello. I am a humble mouse. A prophet once told me that I would father a great and peaceful race. Will you please carry me out of this dungeon?"

If asked, the Mouse will reveal that the prophet was Sourbeard. He also knows the way to Danger (Room 23). A skull and crossbones is carved on the door to Room 23.

This Mouse is Humility, another Aspect of Knowledge. When he is finally out of the Cathedral he will declare, "Now you know Humility."

Humility

AC: 9, HTK: 1, M: 12"

Att: 0, Dm: 0

17 LIFE

Lying on a blanket in the middle of this 10' by 10' room is a 3 week old baby.

* * *

This Aspect of Knowledge is Life. If the party carries any dead or injured players into this room, they will be raised and cured. In any case, before the party leaves, the Baby will say, "Now you know Life."

Life

AC: 10, HTK: 1, M: 0"

Att: 0, Dm: 0

18 FEAR

The party sees a weak, trembling Kobold in this 10' by 15' room. In a meek voice he whines; "Please don't hurt me, monsters. I'm so afraid." His left foot is shackled with a silver cuff. A chain runs from this cuff to the wall.

* * *

The party can take one action before the "Kobold" growls, "And now you shall know the meaning of Fear." He polymorphs into one of the Balor, a large bipedal, winged creature about 9' tall. The Demon's first action will be to throw a Darkness spell at the party.

As darkness sets in, party members see fire emanating from his body and hear the crack of his whip and swish of his sword.

When the Demon throws darkness, everyone must save vs. fear. Those who fail will be stunned until the party leaves the Cathedral. The stunned members can leave the room, but must be led by other party members.

Since Fear is chained to the wall, he can't pursue fleeing individuals.

Fear (a Balor)

AC: 2, HTK: 53 (8D8+8), M: 6"

Att: 2, Dm: 1D8/3D6 (whip and sword), *Special*: A successful hit with the whip will allow Fear to burn his victim for 3D6 damage the next round.

19 STUPIDITY

One of Roshan's most hated enemies sits on the floor of this room. This troll is using his fingers and toes in a vain attempt to count 20 gems which lie on the floor in front of him.

* * *

This troll is Stupidity. If the party attacks, the Troll will defend himself. The Troll is bigger than Roshan. If the party tries to help him count the gems, or to con him out of them, he tells them; "Now you know Stupidity." Any attempt to steal gems will have an 80% chance of success.

Stupidity (a Troll)

AC: 2, HTK: 73 (12D8), M: 20"

Att: 3, Dm: 1D10/1D10/1D12, *Special*: This huge Troll is very fast.

20 BRAVERY

An Angel holding a flaming sword floats above the floor in this 15' by 20' room.

* * *

If no one was stunned by Fear in Room 18, the Angel will say; "You have gotten this far in your quest without giving up. You have shown a knowledge of Bravery. Therefore, take the flaming sword of leadership." The sword is +2, +4 vs. cold-based creatures. It lowers opponents morale by 15%.

If a party member has been stunned, the angel will say; "I see that you know Fear. Let me now show you Bravery." With a wave of its hand, all the stunned players revive; their morale is +15% for the remainder of the adventure, but the party will not receive the sword.

21 DOUBT

A beautiful female is chained to the wall of this 10' by 10' room. She pleads with the party to free her.

* * *

She is a Dream Monster. Each attempt to free the woman results in greater and greater "accidental" damage. For instance, a player character slips and breaks his nose on the stone floor.

Once the players finally decide to doubt the woman's need for help, she says; "Now you know the meaning of Doubt." If she is killed by the party, her ghost will speak the message.

Doubt

AC: 10, HTK: 1, M: 0"

Att: 1, Dm: 2, 4, 8, 12, 16, 20, 24, etc.

HTK of damage per melee round (+4 HTK per melee round).

Special: All damage is indirect, "accidental" damage.

22 PATCH THE SWORD

A sword lies on the floor in the middle of this 10' by 10' room. It looks like an excellent sword with a gem imbedded in the hilt.

The sword is usable by any fighter. It is a +3 weapon that goes by the name Patch. If spoken to, it will talk back saying random things like:

Rain clouds on the horizon.

Where are my camellias?

My hovercraft is full of eels.

Place the butt of the spear firmly in the ground.

DUCK! (very loud)

Address me as "Your Highness."

The more there is of mine, the less there is of yours.

The quality of mercy is not strained.

The sword will not stop talking and will continue on and on day and night repeating random things at random times in many languages (but mostly in English).

When the players finally give up the sword, it will say, "Now you know the meaning of Chaos."

23 DANGER

A skull and crossbones is carved in the door to this room. At the far end of this 50' by 20' room stands a Red Elephant dressed in red scale armor. As the party enters the room, the elephant trumpets, stamps its feet, and charges the party.

* * *

If the party shows Humility (the Mouse) to Danger (the Red Elephant), Humility will shriek in terror and, at the sound of a mouse, Danger will skid to a stop and attempt to hide in a corner.

Humility will then say, "Now you know Danger." If the party fights and defeats the elephant, the elephant's ghost will say; "Now you know Danger."

A pair of large, double doors in the north wall of this room is the only exit from the upper level. Any character that steps into the corridor beyond will find himself in



front of the Cathedral. Characters will vanish from sight in Room 23.

Danger

AC: -2, HTK: 67 (10D8), M: 12"

Att: 5, Dm: 2D6/2D6/2D6/2D6/2d6

Characters who find themselves outside the Cathedral may re-enter it to complete their mission.

GAMEMASTER ONLY

FEZ'S CASTLE

When the Iron Golem Warrior sees the Gem, he transplaces the party from Monarch's Caverns to the Valley of Trees.

Suddenly, party members are outside, walking towards Fez's castle. The castle consists of a series of 11 towers, each 33' tall, that look like classical rook pieces in the game of chess. They are arranged in a circle, connected by 30' high walls. In the center of the circle, the party can see a larger, 60' tall tower.

Fez walks out of the main gate to greet the party. He is in a happy mood.

"Ah!", he beams, flashing a rare smile. "You have successfully completed the quest. Each of you has achieved your heart's desire, as I promised.

"Roshan, your party acquired an important clue to your wife's recovery, with it I'll be able to find a cure to her sickness easily.

"I can see by the gleam of your armor that you, Stout-arm, have your mithral plate.

"Moman, your people have been watched over during your absence and are awaiting your arrival with the staff.

"Nightstar, should you choose to change back, your iron deficiency will be cured and your health will be excellent from now on.

"Fern, you now have the cure for the plague in your forests—if you choose to return to them.

Then Fez throws out a bag of money. "This bag contains 100 gold pieces," says Fez to Stealthwidow. "It will refill with an additional 100 gold pieces once a week. Not exactly a king's ransom, but enough to keep you very comfortable for the rest of your life.

"Ramble, for you to continue as a warrior, I may not change you back. Whether you keep your charcoal skin is a decision you must make.

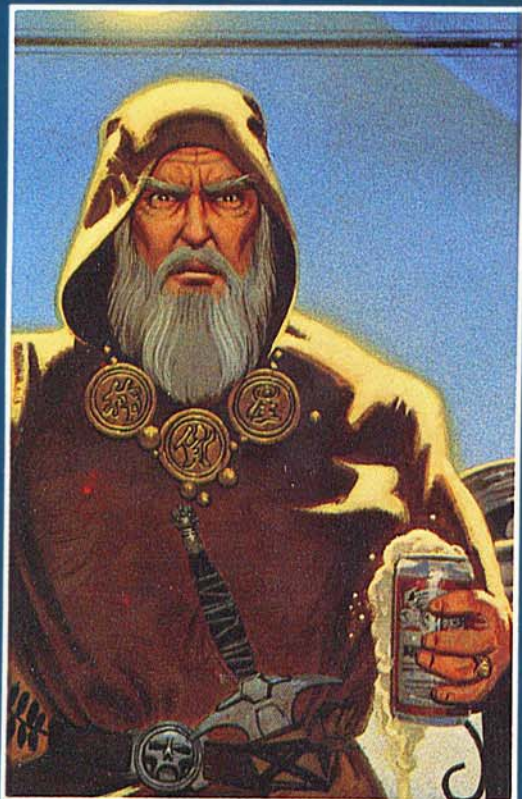
"UghBlow, I have talked with your tribe. If you stay in your present form, you will maintain your sight and become chief of the tribe.

"Now you must choose. Will you stay in your present form, or return to the form and abilities of your past lives?"

* * *

Fez will do whatever each character desires. Ramble may choose to stay the same while Fern changes. Afterwards, Fez will invite them all into his castle for dinner. His servants will then take each character home. If any player didn't achieve his goal, Fez will provide the necessary item(s) if the player acted admirably throughout the adventure, after all he had a marvelous time watching them through his Crystal Ball and was thoroughly entertained!

At the beck of Fez, a time traveling Wizard, you begin an adventure unlike any other. No matter how courageous are your characters, they will view the dread challenge through different eyes. Claw your way through opponents and hazards on a mission for



ANGRY WIZARD

He has guaranteed each hero or conjurer the time of their lives, soon you realize that it may be the time of your death instead. Ah, but the wealth and magic beckon you forward.

ANGRY WIZARD is a fantasy roleplaying module designed for three to six players from first to fourth level.

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