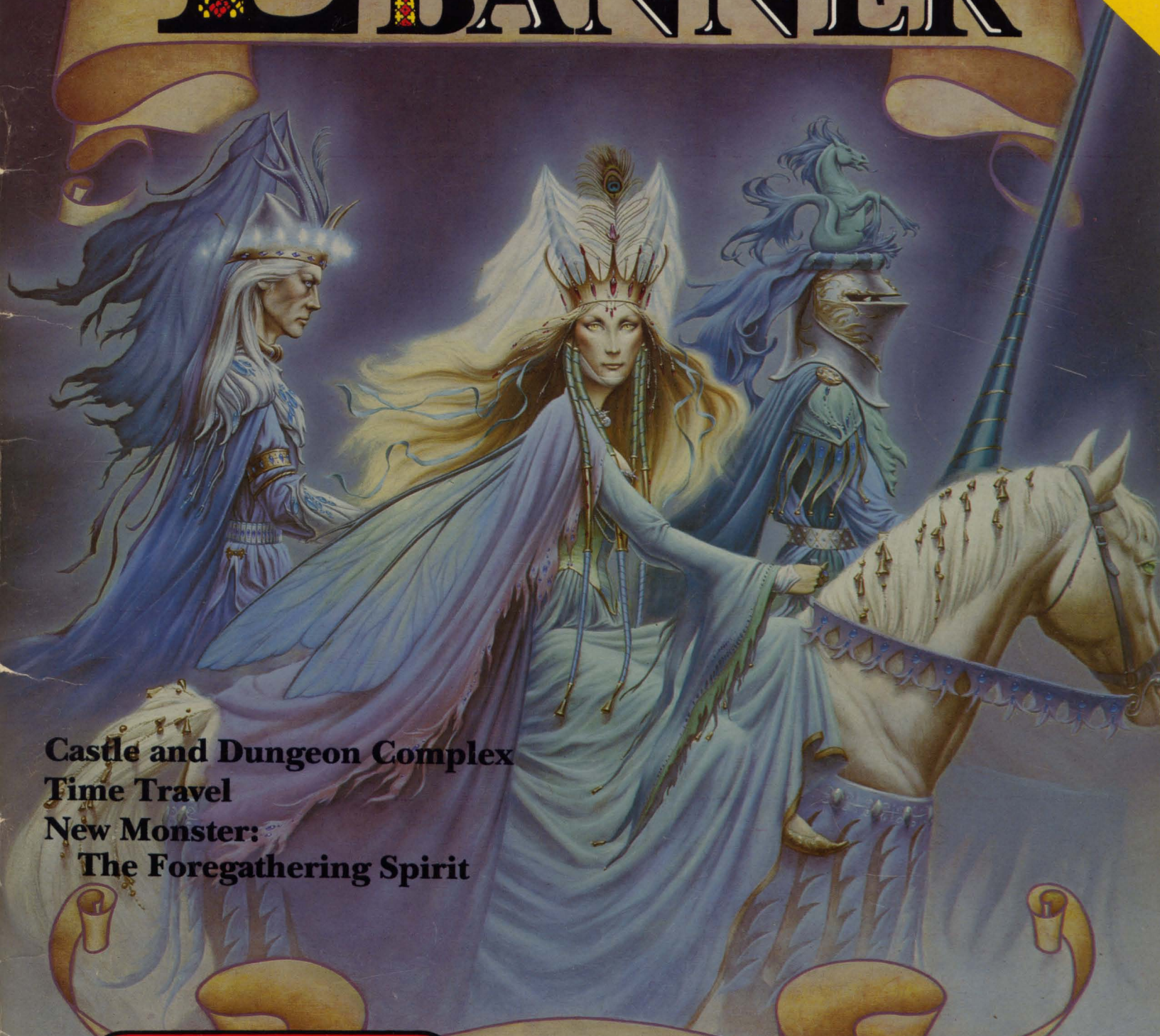


ELVEN BANNER



Castle and Dungeon Complex
Time Travel
New Monster:
The Foregathering Spirit

Presented by the editors
of Role AidsSM for use with

ADVANCED
DUNGEONS & DRAGONS[®]
role-playing game.

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by Laurel Nicholson

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ELVEN BANNER



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ELVEN BANNER

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*Dedicated to
Emily Jo,
our original time traveller.*

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PLAYERS' INTRODUCTION



hen heavy night mists fill the rocky vales and float over the high moors of the Cumberlands, the great Nos-Lohcin elves leave their underground palaces to dance around the Blackthorn trees and weave fabrics of silken cloth from the wisps of night vapor.

At one time, this ancient race of elves walked the Cumberlands freely, content to sing their ancestral songs and weave their fine silks. Rulers of the land feared the elves, for they could not be threatened like mortal men. Common weapons had no effect, and even magical blades were of little use against small bodies that could vanish at will.

Although the elves did not fight, they were capable of magically changing their enemies' own shadows into fierce warriors; thus the elves' enemies were slain from behind by their own shadowy reflections.

The enmity between mortals and the elves lasted until the reign of Alzarhed, the mortal king who ruled the Cumberlands with great strength, bravery, and wit. So powerful and charismatic was Alzarhed, that he won the hand of the elven priestess, Terasella. Her father's gift to Alzarhed was a magical elven flag woven of silvery-colored silk. The magical flag's properties were such that three times could it be unfurled in battle and three times would Alzarhed's enemies be attacked by a phantom host of their own shadows.

For five generations the magical flag was passed down to each successive Alzarhed heir. During those years, the flag was unfurled twice, and both times it fulfilled its promise by defeating evil invaders from the Westerlands, but the evil to the west continued to grow.

The fifth Alzarhed king spent most of his time campaigning, and was away when his beautiful elven bride, Melithra, bore twin sons in a bower high above the ground in the castle's blackthorn tree.

All of the kingdom rejoiced except one—Rasmun, an elven priest who was in love with Melithra. As a youth, he admired her from afar and hoped to win her hand in marriage. When Melithra chose to marry the king, Rasmun grew unfeeling and vengeful. When the twins were born, Rasmun contrived a scheme to win the everlasting gratitude of the queen.

Disguised as a goblin, Rasmun kidnapped one of the royal twins from their blackthorn nursery before the king returned from the battlefield. Rasmun planned to "rescue" the child and become a hero. His plan backfired tragically when the despondent queen died before Rasmun could return with the child.

In the ensuing weeks, hundreds of goblins were captured and interrogated, but the young heir was never found. The goblins who escaped the angry Alzarhed swords sought refuge in the damp forests of Evernight. There they came upon Rasmun and the stolen child. Although Rasmun escaped into the mists, the goblins seized the royal heir. Out of spite and hatred, they instilled in the child a loathing for his own people. It was the goblins' hope that eventually the boy would lead a goblin army in an attack against Alzarhed.

The boy grew to manhood, but he was puny and frail from living in the damp dens. Nevertheless he mated with a human slave before his premature death. The male infant she bore was called Drogar, and Drogar grew to be a strong, evil warrior.

Although the Alzarhed king grieved deeply over the loss of his wife and child, the Nos-Lohcin elves blamed the loss on his departures, and his failure to retrieve the child angered them. On the anniversary of the queen's burial, the elves left their homes in the green knolls and drifted into the bogs of the Cumberlands. Except for a few sightings, the elven folk were never seen again.

The grieving king's life had little joy; all that sustained him was the love of his remaining son, a courageous youth. But tragedy struck once again. During the king's 60th birthday celebration, with numerous relatives gathered, a blistering fire ravaged the castle. Only the king's beloved son and a servant survived, for they were away from the castle on an errand for the king.

When the young heir returned, the castle was destroyed; only the burned and blackened high turret was left intact. All that remained of the magical flag was a pile of ashes on the charred floor.

In the following months, the Westlander army invaded the Cumberlands, and the reign of Alzarhed was broken.

Under the care of loyal retainers, the young heir matured. Soon he began seeking recruits to overthrow the harsh rule of the Westlanders. The rebel soldiers called themselves "Warriors of the Silver Flag," and the youth came to be known as Alzarhed the Strong.

Within the Warriors' mountain hideout, Alzarhed's wife gave birth to a son, Alzarhed the Brave, who grew to be a legendary warrior. Alzarhed regained much of his family's lost lands, and in his 35th year he drove the brutal Westlanders from the Cumberlands in the Battle of Mission Vale.

Alzarhed could not, however, destroy the Westlanders' leader, Drogar of the Black Helm. Drogar rebuilt his army and mercilessly raided the towns on the Cumberland border. A final battle is now brewing, Drogar against Alzarhed, as each man struggles to gain control over the fertile valleys of the Cumberlands.





BACKGROUND HISTORY



In this adventure, characters face the unknown perils of time travel to recover a magical flag from Castle Alzarhed before it was destroyed by fire, 50 years ago.

Three days before the mysterious fire erupted, Sinnebar, the castle's magician, foresaw the king's death in a dream. Fearful lest the royal lineage be extinguished, Sinnebar sent the child heir and a trusted servant to the outlying villages to seek clues of traitorous plots. Although Sinnebar warned the king to cancel the festival, Alzarhed refused, for he felt confident in his guard. Additional lookouts were posted, but security grew lax as the festivities continued.

On the third night of the king's birthday celebration, two separate evils were at work. The elven priest Rasmun and a group of his evil followers had penetrated the maze of passages beneath the castle grounds. Rasmun had learned that Sinnebar, the king's mage, had imprisoned an evil spirit in the dungeon. He also heard that a powerful magic item was carefully guarded in an underground chamber. Surely, he reasoned, the magic item must control the spirit. By wielding this magic, he hoped to gain control of the Cumberlands, so that he could rule over elves and mortals alike.

At the same time, an army of Westlanders was preparing a surprise attack on the castle. Silently, they murdered Alzarhed's guardsmen at the seagate, and captured the poor fisherman who was transporting guests to and from the festival. Hundreds of Westlander raiders with brandished swords crashed into the courtyard, murdering all in their path. The Westlanders set fires to destroy what they could not loot.

Yet, the Westlanders paid for their treachery. When the castle

walls collapsed, the evil Foregathering Spirit (see *The Foregathering Spirit*, page 30) was released from its prison in Alzarhed's dungeon. Like a furious swirling wind, the Spirit flew into the crowds and absorbed the souls of the fiercest warriors, including the king and Sinnebar the mage. In a matter of hours, the castle was left a smoldering ruin, and all its inhabitants lay dead. Laughing maniacally, the Foregathering Spirit swept over the castle walls and disappeared into the sea. Rasmun and his troop of evil followers were never seen again.

Within weeks, a new leader took control of the Westlanders and strengthened his forces with a goblin army. He called himself Drogar of the Black Helm.

Unknown to either Drogar or the Alzarhed King, Drogar's father was the royal child who was stolen from the blackthorn tree. Drogar, having lived underground for most of his life, cannot see by daylight. He forced a captured mage to forge a helm inlaid with black onyx. The mage enchanted the helm to allow Drogar to see as well in daylight as at night.

Drogar

Human, Skill 11 Fighter,

ST: 18 +1 to hit +2 to damage, IT: 16, IN: 14, SM: 17 +3
HTK/level, D: 17 -3 to AC, A: 15,

AC: 0, HTK: 90 (9D10 +6)

Align: Lawful/Evil

THACO: 8 (10 vs goblins)

Att: 3/2, Dm: 2-9, 0-7 vs goblins

Equipment: Battle axe -1 against Goblins, +1 against humanoids, dwarves and elves; Black Helm, when worn will prevent temporary or permanent blinding, either by magical spells or intense brightness. In addition the helm gives Drogar an AC of 0.



TIME TRAVEL

The GM should read this section carefully so he understands how time travel maintains a constant influence in the module.

Time Voids

Each time a character is transported through time, either forward or backward, there is a 3% chance that he will be lost forever in a time void. Only the bearer of King Alzarhed's ring may pass through time without peril.

How Time Travel Affects Objects

Inanimate objects (i.e. swords, treasure, books, etc.) can pass through time zones unaffected due to their molecular stability.

How Time Travel Affects Summoned Creatures

Summoned or conjured creatures will appear in the same time zone as the magic user casting the spell. These creatures fight and

take damage normally. Any attempt to transport a conjured creature through time will fail, as will the spell.

How Time Travel Affects Combat

Even though characters have gone back in time, they are not actually a part of the past; they merely pass through physical space, they do not inhabit it. This is due to the unstable molecular structure of all living beings. When humans, dwarves, elves, gnomes, etc. enter a different time period, their molecular make-up is not exactly aligned with the world around them.

For this reason, when a character is engaged in combat *while in the past*, he will be -1 to hit opponents.

No damage taken in the past will take effect until the character returns to his own time. Thus, if a character takes any damage when *in the past*, his wounds will be apparent for only a fraction of a

second. Then, to his surprise, the wounds will close instantly, and no damage will be visible. It only *appears* as if the wounds were healed, however, and the character will continue to feel pain.

Any character who is reduced to 2 HTK will be suddenly surrounded by a scintillating black aura, visible to all. When the character reaches -1 to -10 HTK, the aura will continue, and certain portions of the character's body will appear blackened. (The GM should secretly determine the affected body parts).

If a character reaches -11 HTK, his entire body will turn black and he will permanently lose one point of Stamina. Each additional point of damage that a character sustains causes another point of Stamina to be permanently lost. (The GM should warn characters that they are feeling weaker with the loss of each Stamina point.) If the character is reduced to a Stamina of 3 or below, he falls into a coma. Death occurs when a character is reduced to 0 Stamina. If a character dies, he is instantly surrounded by a black aura.

If a character can heal himself before he returns to his own time, the black aura will disappear. All that a player must do is restore his character to 1 HTK or higher for him to live. (Lost Stamina points cannot be regained in either the past or the character's own time.)

Any character who sustains more than 10 points of damage beyond his total HTK and does not get cured **immediately**, perishes when he enters his own time. At that time, all battle wounds simultaneously open, and all poisons begin to affect him.

GM NOTE: It is imperative to keep an accurate record of damage taken by each character and to restore appropriate HTK points whenever a character is cured, either by spell or potion. Characters who are reduced to a comatose state cannot, however, be healed with a potion. Any attempt to heal a comatose character with a potion will result in irrevocable death.

Meeting the Younger Self

Characters over 65 years of age have a 5% chance of encountering their younger selves on the windy moors before reaching Castle Alzarhed. Although the older character will instantly recognize his younger self, the younger self will not know his older counterpart. Even so, the younger self will feel friendly toward the older self.

The younger self has exactly half of the character's total HTK. If the character's younger self is killed during this adventure, a tremendous dimensional disturbance will occur, releasing an explosion of energy. Every person within 50' of the younger self at the moment of death takes 2D10 HTK (no save allowed).

The older self will undergo a strange transformation, caused by the time rent, and he/she will be permanently changed. Roll a D4 to determine what race and sex the character will become:

- 1) a male gnome;
- 2) a male human;
- 3) female human;
- 4) male half-orc.

The transformation does not affect the memory of the older self, or his/her class (subject to race and level restrictions). This change is the result of a Wish by Sinnebar that was placed on the pentagram, and it enables the older self to remain alive even though he no longer "exists." When the change occurs, the character automatically acquires the abilities of the new race; however, his/her maximum and minimum ability scores may need to be adjusted.

Attempting to transport the character's younger self into the future never succeeds. The only one who arrives is the character's older self.

How Time Travel Affects the Ring Bearer

Any character wearing the Alzarhed family ring will find that his body does not completely adjust to the time difference, due to the strong psychic bond between the elven ring and its true owner, Alzarhed the Brave. Once the ring bearer enters the past, sections of his body will fade into a time warp. Roll a D4 to determine the affected part(s) of the body.

- 1) Head disappears for three rounds.
- 2) Right or left arm (the weapon arm) disappears for one round.
- 3) Both legs disappear for two rounds.
- 4) Entire body vanishes for four rounds.

These changes will occur randomly three times per day. The temporary invisibility does not physically impair the ring bearer. The GM should not explain the reason for the condition.





THE PLAYER CHARACTERS

Gao Shenfu, Half-elf **Skill 2 Cleric, Skill 2 Fighter,** **Skill 1 Magic User**

ST: 17 (+1 to hit, +1 to damage), IT: 15,
IN: 16, SM: 16 (+2 HTK/Skill Level)

D: 10, A: 14

AC: 4, HTK: 12

M: 9", Att: 1, Dm: by weapon

THACO: 19

Al: Lawful/Good

Equipment: Mace, Dagger, Short Bow, Chain Mail, shield, helm, Holy Symbol, pouch containing 18 g.p., waterskin

Magic Items: Scroll: Detect Magic, Potion: Fly

Spells: Cleric (can learn 2 per day)

1. Cure Light Wounds
2. Command
3. Cause Fear
4. Light

Magic User

1. Charm Person

Gao Shenfu is the youngest member of the party (19 years old). He is very shy and quiet and keeps all aspects of his personal life to himself. He will walk out of sight of the other party members to pray.

Gao's parents were killed by Westlanders when he was 11. Since then, Gao has been on his own. He admires Terrel to the point of being a minor nuisance and, during any quiet times, he will pester Terrel for tales of the Ranger's life and adventures.

Gao has chosen to be a multi-classed character because he has difficulty making up his mind on any course of action. This trait has always hindered Gao in situations that require quick thinking. He is therefore a better follower than a leader.

Julius Tankard, Dwarf **Skill 2 Fighter**

ST: 17 (+1 to hit, +1 to damage), IT: 14,
IN: 13, SM: 15 (+1 HTK/Skill Level)

D: 14, A: 14

AC: 6, HTK: 14

M: 12", Att: 1, Dm: 3-8 (by weapon)

THACO: 19 (18 with sword)

Al: Chaotic/Neutral

Equipment: +1 Short Sword, Studded Leather Armor, small shield, Wand of Wonder

Julius Tankard is +4 to saving throws vs. magical attacks and poison. In addition, he can see up to 60' in the dark.

Julius is the loudmouth of the group. He wears flashy, loudly colored clothing and calls attention to his accomplishments whenever possible. Whenever he wants to impress someone, which is most of the time, he is not above embellishing his ex-

ploits a little. For this reason, Julius is sometimes confused about which version of a story he has told. If he is caught in an exaggeration, however, he will wink, laugh good-naturedly, and poke his "antagonist" in the belly with a stubby thumb. Julius' weapon of choice is his Wand of Wonder, which he keeps in his left boot. The Wand is an unpredictable weapon. For its uses, see the standard rule books.

Lady Kristen, Gnome **Skill 2 Illusionist**

ST: 11, IT: 15, IN: 14, SM: 16 (+2 HTK/Skill Level), D: 16 (+2 to AC), A: 14

AC: 10, HTK: 7

M: 12", Att: 1, Dm: 1D4

THACO: 20

Al: Lawful/Neutral

Equipment: Dagger, Robe of Changing, 5 torches, one week's rations, backpack, full wineskin, tinder box

Spells: (once per day)

1. Wall of Fog
2. Darkness

Lady Kristen is +4 in saving throws vs. magical attacks and +1 to dice throws vs. goblins in melee. She is descended from a long, well-to-do line of illusionists. She is quiet, and seems self-possessed. Her quiet, however, is that of a dormant volcano threatening to erupt.

Lady Kristen usually wears her Robe of Changing, which is made of a material that changes colors slightly in direct sunlight. The Robe allows her to cast an illusion on herself which changes her appearance. Under the robe, she wears a dark tunic and leggings. She will allow no one to see her unless she is covered from head to toe (her face and hands will remain uncovered). Some of the party members, especially Semira and Julius, like to tease Lady Kristen because she is so prim and prudish. In the past, when this happened, she would throw an illusion to make herself appear as a three-headed demon. Now she hesitates to do this, since her robe has only 8 charges left.

Manah, Human **Skill 3 Cleric**

ST: 16 (+1 to damage only), IT: 12, IN: 16, SM: 15 (+1 HTK/Skill Level)

D: 18 (+4 to AC), A: 10

AC: -2, HTK: 14

M: 6", Att: 1, Dm: 1D8

THACO: 20 (19 with Mace)

Al: Lawful/Good

Equipment: +1 Mace, Plate Armor, shield, backpack, waterskin, Holy Symbol, holy water (2), oil flasks (2)

Magic Items: Potion of Cure Light Wounds (2 doses)

Spells: (once per day)

1. Detect Evil
2. Detect Magic
3. Light
4. Protection from Evil

Manah is +5 in saving throws vs. magical attacks. He feels that he has been very lucky. His parents were poor, but he was able to work to pay for his education taking odd jobs around the kingdom. Now Manah is very proud to be a cleric, and he will discuss religion with anyone who will listen. He especially likes to chat with "non-believers" in hopes of converting them to the "one true faith."

Manah aspires to become the leader of his own spiritual order some day, and he never has the least doubt about his faith. He will never do anything which he feels demeans his body (like using tobacco or alcohol), since he feels that his body is a temple.

Semira, Shire Folk **Skill 4 Thief**

ST: 15, IT: 14, IN: 16, SM: 15 (+1 HTK/Skill Level), D: 17 (+3 to AC), A: 13

AC: 3, HTK: 14

M: 12", Att: 1, Dm: 1D4

THACO: 20 (18 with Dagger)

Al: Chaotic/Neutral

Equipment: +2 Dagger, Short Sword, Leather Armor, 3 spikes, lockpick tools, mirror, full wineskin, +2 Ring of Protection, Bag of Holding

Semira lives for what he considers a good prank, i.e. dressed in his black and dark gray clothing, he delights in sneaking up on the party members and shouting "Boo!" He often succeeds in avoiding detection by anyone he wishes to surprise. For this reason and the fact that he is skillful at picking locks, Semira is a valued member of the party.

Semira's thief percentages (rolled on D%) are as follows:

Activity	Success Percentage
Pick Pockets	55%
Open Locks	52%
Find/Remove Traps	40%
Move Silently	48%
Hide in Shadows	45%
Hear Noise	20%
Climb Walls	73%
Read Languages	15%

**Mongol, Half-Orc
Skill 4 Fighter**

ST: 16 (+1 to damage only), IT: 13, IN: 12, SM: 14, D: 15 (+1 to AC), A: 6
AC: 2, HTK: 30
M: 6", Att: 1, Dm: 1D12
THACO: 18 (17 with sword)
Al: Lawful/Neutral

Equipment: +1 Long Sword, Dagger, Plate Armor, helm, shield, 50 feet of rope, Ring of Feather Falling

Mongol is large and hulking. He stands 6' 2" tall, and weighs 195 lbs. Since he is not very appealing, he wears his helm as often as he can. Sometimes Mongol is unknowingly cruel in his attempt to poke harmless fun at the smaller members of the party, but he will never tease Lady Kristen. Mongol is in awe of Lady Kristen's ability to cast illusions, and he half believes that she is able to shapechange into other creatures. Like Gao Shenfu, Mongol has lived by his wits since he was a child. Unlike Shenfu, Mongol left home by choice. Since he feels a sense of protective responsibility toward the other smaller party members, Mongol will feel that it is his duty to watch over the party and see that they come to no harm.

**Raoul, Human
Skill 4 Magic User**

ST: 14, IT: 18, IN: 14, SM: 16 (+2 to HTK/Skill Level), D: 16 (+2 to AC), A: 13

AC: 6, HTK: 15
M: 12", Att: 1, Dm: by spell or weapon
THACO: 20
Al: Lawful/Good
Equipment: Staff with Continual Light, Cloak of Displacement, vial of Holy Water (1), rations for one week, wineskin, 50 feet of rope, 6 torches

Magic Items: Scroll: Message, Potion: Spider Climb (2 doses)

Spells: (once per day)

1st Skill Level: Sleep, Magic Missile, Burning Hands

2nd Skill Level: Web, Knock

Raoul is an insufferable snob, who likes to throw his weight around and tell everyone else what to do. This is due to his insecurity about his high squeaky voice, a fact that is well known to everyone but him. When he keeps his mouth shut, Raoul's dark hair and milk-white complexion give him an air of mystery. He wears dark blue robes that are lined with red satin. When Raoul casts spells, he likes to do it with as much pomp as possible, waving his arms dramatically and muttering in ominous undertones, to the delight of the other party members, who find him hysterically funny.

**Terrel, Elf
Skill 3 Ranger**

ST: 15, IT: 14, IN: 13, SM: 16 (+2 HTK/Skill Level), D: 17 (+3 to AC), A: 14

AC: 0, HTK: 20
M: 9", Att: 1, Dm: by weapon
THACO: 18
Al: Lawful/Good

Equipment: Two-handed Sword, +1 Chain Mail, helm, shield, 8 spikes, rations for 1 week, full wineskin, backpack, large pouch

Magic Items: Potion of Water Breathing (4 doses)

Terrel can see 60' in the dark. In addition he has a 1 in 6 chance (on 1D6) of noticing secret or concealed doors. His chances increase to 2 in 6 (also on D6) of finding secret or concealed doors if he searches for them. Terrel can move silently two-thirds of the time.

Terrel is an elf's elf; he is always well groomed and neat, and is soft-spoken, kind, and easy to talk to. Terrel's friendship is a valuable gift, since he will do anything within his power to help a friend, aside from making himself look foolish in any way. Terrel's bravery is unquestionably one of his finer qualities, but he dislikes talking about his previous adventures. He is the only member of the party who does not laugh at Raoul.



AN AGE OF GREATNESS

Read the following aloud to the players:

Even in an age of great sorcerers and kings, the name Alzarhed stands alone. Renowned for skills in battle, enormous strength, bravery, and a commitment to freedom, the heirs of Alzarhed represent the finest qualities of royalty.

There is no swifter road to fame than to be hired by the Alzarhed king. And now, word has spread that he seeks a group of daring warriors for a perilous quest.

You have ridden many days to seek audience with the King. Open travel is no longer safe and you have left your horses at a distant farm house. Already, camps of evil raiders have taken the border towns of the Cumberlands, and their goblin armies restlessly await orders to begin the Cumberland invasion. Patrols of guards keep watch on the borders with orders from their leader, Drogar of the Black Helm, to let no one pass. Alzarhed, the symbol of freedom, is their enemy.

Wary but determined, you have successfully skirted the raiders' encampments, and killed a small patrol of goblin soldiers that tried to ambush you.

Cautiously, you pass through the small fertile valley of the Semroat. If the rumors you have heard are true, you must follow the road into town and locate Bailey's Inn. An agent of Alzarhed will lead you from there. Keeping to the brush, you see that the shops and homes of the townsfolk are boarded up and the streets are deserted. The only sound is the creaking of a rusty tavern sign, "Bailey's Inn," swinging in a slight breeze. The shutters to the tavern are drawn, and the door is closed.

You break cover and knock loudly at the door. After a moment, a small barred window is unlatched, opened, then swiftly shut. The door creaks open and a nervous innkeeper bids you enter.

Inside is a large, almost empty common-room. A few local farmers sit at the bar holding tankards of ale. They stare at you warily. Bolting the door behind you, the innkeeper hurriedly takes his place behind the bar and asks, "How can I help you?"

* * *

If the characters state that they have come to help Alzarhed, the innkeeper hesitates,

then points to an old man who is sitting at a table in the far west corner, half hidden in the shadows. This is Miglore.

**Miglore
Human, Skill 12 Magic User**

St: 10, IT: 17, IN: 16, SM: 10,
D: 14, A: 12.

AC: 4, HTK: 44 (11D4 +1)

Align: Neutral/Good,
THACO: 14

Att: 1, Dm: by weapon or spell

Equipment: Bracers of Defense of AC 5, +1 Ring of Protection.

Spells: (4/4/4/4/1) Friends, Hold Portal, Sleep, Invisibility, Darkness 15' Radius, Hold Person, Fireball, Confusion, Fear, Wall of Force, Project Image.

* * *

As you approach, you see that the old man is dressed in worn robes which are embroidered with half-moons. His eyes are keen and watchful. In a soft, low voice, he introduces himself as Miglore, personal servant to King Alzarhed.

He tells you that no other warriors have been able to get past the border guards, and

congratulates you for succeeding where others have failed. Before he can continue, a cry is heard outside the tavern.

Unlatching a shuttered window, you see that a company of armed Humans and goblins has ridden into town. They are breaking down the doors of homes and dragging all of the men into the town square. Women and children watch impotently as their friends and neighbors are chained behind the soldiers' war horses.

The innkeeper quickly pushes a table aside and pries a secret door in the floor open. His patrons rush toward the stairs. Just then, two Goblin guards break down the door of the tavern. "Where are you running?" the Goblins demand, drawing their swords. When they see the group of adventurers, they laugh. "What folly is this? Have the farmers taken to arming themselves?" One of them snorts.

* * *

(4) Drogar's Guards
Goblins, Skill 3 Fighters

AC: 7, HTK: 7 each (3D8)

M: 8', THACO: 18

Align: Lawful/Evil

Att: 1, DM: 1-6 with shortwords.

While the party battles the guards, the townspeople escape through the cellar door. The magician does not run.

When the characters defeat the goblin fighters, Miglore calls to them, "Drogar's captain is coming down the street with a company of men. Fighting them will only alert Drogar to your presence, and hasten the invasion. Come with me now and I'll take you to Alzarhed, for he has been waiting for a group like yours. Time is of the essence!" The magician then turns and hurries down the cellar steps.

If the characters remain in the tavern, they will be attacked by the following:

(20) Goblin Soldiers,
Skill 1 Fighters

AC: 8, HTK: 4 each (1D8), M: 6"

THACO: 20

Al: Lawful/Evil,

Att: 1, Dm: 1-6 with shortwords

Equipment: Leather armor and shortwords.

(10) Human Soldiers,
Skill 2 Fighters

AC: 6, HTK: 10 each, M: 9"

THACO: 20

AL: Lawful/Evil

Att: 1, Dm: 1-8 with longswords

Equipment: scale armor and long-swords.

Mongul, Drogar's Captain,
Half Orc, Skill 10 Fighter

ST: 17 +1 to hit +1 to damage, IT: 13, IN:

13, SM: 18 +4 HTK/level

D: 15 -1 to AC, A: 7

AC: 2, HTK: 90, M: 6"

THACO: 9

Dm: 2-11 with two-handed sword

Equipment: +1 plate mail, twohanded sword, +1 Ring of Protection (when the armor is worn, this ring is +1 for saving

throws only). If the characters follow Miglore, read the following description.

* * *

The cellar is a large, dark room with a dirt corridor leading to an outside entrance hidden in a thicket, far from the town square. The cries of the townsfolk fade, and you hear harsh winds sweeping across the grasslands. Miglore rushes ahead, the skirts of his robes flapping behind him in the wind. You pass through many valleys, hidden by tall grasses that arch like dusty canopies over your heads. The grasslands end abruptly. Acres of harvested wheat fields stretch to either side of you, and ahead you see a large army encampment.

As your party approaches the camp, several armed men eye you suspiciously; Miglore ignores them. He threads his way through the maze of tents and smoky campfires, moving toward the eastern edge of the camp. There, on a small knoll, is a tent which is larger than the others. Two soldiers, wearing closely linked chain mail and silver helms, stand at attention at its entrance. Resting at their sides are shields depicting a bright silver flag rising above a field of wheat.

Miglore steps inside the tent, and motions you to follow. At last you are face to face with the great and renowned Warrior-King, Alzarhed the Brave. His chin is covered with a thick brown beard, and his dark eyes are fearless. Nodding briefly to your party, he sits on a pile of blankets, holding a massive battle axe on his lap.

Miglore sits on the blankets facing the king, and gives an account of his mission. With a penetrating gaze, Alzarhed looks to your group and in a gruff voice he says, "What I propose is a matter of life and freedom for the entire realm. I ask you now to risk your lives for people who are not your charge, but mine. Yet, I am a king of goodly wealth and your reward will be as great as your task.

"For 3,500 g.p. each, you must travel back in time, two evenings before a devastating fire destroyed my ancestors' castle on the Isle of Nyese. There you must find the family banner before it is engulfed in the fire, and return it to me—its rightful owner. With the magic of the elven banner I will gain the strength and power to rid the realm of Drogar's mindless destruction.

"For the next 48 hours, the 7 stars of the Dragon are in conjunction with the 3 moons of Silva. Only now has Miglore been able to construct a pentagram that will allow you to slip through time. But beware! If you cannot return within two days, the shifting patterns of time will change, and the pentagram opening will be blocked for another 100 years."

Slowly and deliberately Alzarhed leans closer to your party. "Listen carefully young ones: The events of history cannot be changed, for they have been dictated by the gods. To prevent the fire or tamper with other events is to risk the gods' wrath. I would make the journey, but the temptation to warn and rescue my family would

be too great, and Drogar's forces are unpredictable — the invasion might begin before I could return."

* * *

Alzarhed The Brave
Human, Skill 14 Fighter

ST: 18/55 (+2 to hit, +3 to damage), IT:

15, IN: 17, SM: 15 (+1 HTK/level)

D: 15 (-1 for AC), A: 16

AC: 1, HTK: 78 (9D10 +15), M: 9"

Al: Neutral/Good,

THACO: 6

Att: 2, Dm: by weapon +3

Equipment: +2 plate mail, battle axe.

NOTE: Through a genetic fluke, Alzarhed the Brave is identical to the fifth Alzarhed king (the one the characters may encounter in the past). The same statistics apply to both kings.

If the group agrees to the terms, read aloud:

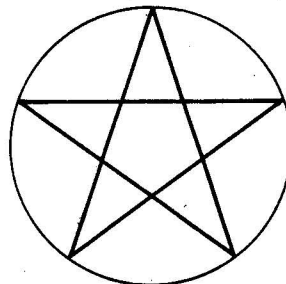
The king carefully pulls a small golden ring from his finger. In the light streaming through the open tent flap, you see that the ring has a glowing, triangular emerald embedded in its center. Alzarhed hesitates, clasp the ring tightly in his palm, then hands it to the group's leader. "I give you this ring reluctantly; it is the only vestige of my past, of my family and their heritage. If it can help you regain the banner, I would be a fool to hold onto it."

Staring fixedly at the new bearer of the ring, the king continues, "Wear it with the greatest care. It was forged by the elves and its true powers are unknown, if it has any."

Alzarhed stands. "There is little else I can say that will help you in your quest," he says sadly. "But this I know: the banner was locked in a gold chest, high in a castle turret that was marked with a white signal flag." Alzarhed takes one last look at your party before turning away.

Hurridly, Miglore opens the hidden pockets of his robe and pulls out several lumps of clay. Singing verses in an ancient tongue, the magician molds the lumps of clay into miniature figures that represent the members of your party. He fashions each replica, even the ones representing other races, with a muscular human body.

When Miglore finishes, he hands you your own six-inch clay replica. "Keep these figures in your pockets," he explains, "and each of you will appear human. This will be necessary if you use the Alzarhed ring and claim to be members of the royal family. All other races will be considered locals or servants, and therefore unable to participate in the festivities. Be cautious," Miglore warns. "If a member of another



race wears this ring, he will be accused of thievery and possibly murder. Though you will appear to be human, you will retain your racial abilities," he adds.

Miglore continues, "The figures are magical, so they cannot be broken, but their powers will dissipate after 48 hours. Be careful that the figures are neither lost nor stolen. If they are, your fate will be out of my hands."

Slowly, the magician turns and lifts up a blanket in the rear of the tent, revealing a large pentagram drawn upon the flattened grasses. The star is surrounded with runes and mystic symbols, all glowing with a faint pulsating light.

The deep lines of the wizard's face are accentuated by the light. Tense with weariness, he says, "I was the Alzarhed servant who survived the castle fire 50 years ago. A child myself, I served the king's son and was an apprentice to the king's wizard, Sinnebar. Sinnebar taught me my craft. He also saved my life and the life of the young prince by sending us into the village the day before the fire erupted. Sinnebar was a great wizard. If you encounter him on your mission, be wary. Sinnebar's magic is powerful and his humor is unpredictable."

Unfolding a piece of paper, Miglore hands it to your party. "Here is a map of the castle as I remember it, although the Inner Keep was beyond my privilege.

"But there are many things I remember from those years that may be helpful. One was a note in Sinnebar's logbook, reminding him to check on the condition of the emerald key 'down below'. When I asked him about the entry later, he pretended he did not know what I meant. Also, it was commonly rumored that goblin thieves had successfully escaped down the Well of Five Brothers, located in the Inner Keep.

"It is a small well, dug ages ago to supply water to the castle residents in the event of a siege. It is adorned with five busts of the Alzarhed kings. Many of the guards suspected that the well led to a labyrinth of caves used by the king to enter and exit the Keep unnoticed. But whether or not they were correct. . ." Miglore shrugs.

Then, massaging the corners of his red-rimmed eyes, he continues softly, "When you step into this pentagram, you will enter another lifetime. There you must find Alzarhed's flag and bring it to this pentagram. When you step inside the runes again, think only of your own time. The castle will be north of the spot where the pentagram deposits you. Now, go."

As you step into the pentagram, you hear Miglore say, "And may the luck and the wisdom of Nos-Lohcin be with you."

* * *

GM NOTE: True Seeing will see through the magical illusion of the clay figures, as will Detect Illusion, or any similar spell.

When the characters step into Miglore's pentagram, read the following aloud:

* * *

You are transported into a small clearing, surrounded by a circle of willow trees.

Heavy green boughs support a drapery of long narrow leaves that reaches the ground. The pentagram is still visible, but now its outline and runes are blackened grasses.

Pushing the drapery of leaves aside, you see that the countryside to the north and west is lush and green, with rolling hills and high, rock-strewn moors. To the south you see acres of farmland, planted in tawny wheat. To the east, shadowy forests of oak, ash, and small gnarled trees ascend to high moors in the north.

You climb the moors until you reach a high, rocky peak. From there, you can see the distant outline of the valley below, stretching to a sudden sharp pinnacle of rock in the distance. The rock is surrounded by the sea. Silhouetted against the sky is the outer wall of a great fortress built on top of the mountain.

* * *

It takes 3½ hours for the characters to walk from the pentagram hidden in the willows to the base of the Alzarhed fortress. Each character over 60 years old has a 2% chance of meeting his or her, younger self on the high moors (see *Time Travel*).

* * *

As you reach the base of the fortress, the rock wall climbs steeply 55 feet to meet the surrounding castle outposts. The face of the rock is black and barren; no growth has survived the harsh sea breezes long enough to establish roots in the crevices between the stones.

The only way into the castle is to climb the sheer rock walls or enter through the sea gate. Several small boats are visible on the shoreline.

* * *

All travelling fees to and from the sea gate will be paid by Alzarhed. If the characters accept a boat ride, read the following aloud:

As the small fishing boat weaves along the rock walls, sounds of merriment echo in the wind. The boat steers east and then northeast, until it docks at a thin strip of sandy rock. Before you is the open sea gate, flanked by large, flaming torches. Two armed guards stand at attention next to the gate and bid you enter.

* * *

**(2) Guards,
Humans, Skill 2 fighters.**

AC: 8, HTK: 7 each, M: 12"

Al: Lawful/Good, It: Average

Att: 1, Dm: 1-6

Equipment: Leather armor and short-swords. Each guard also holds a horn which he will blow in the event of danger.

* * *

Directly beyond the open seagate is a narrow flight of stairs, cut into the rock. The ancient rock steps are damp and slick. Here, a few wind-tortured trees have found purchase between the rocks. At the top of the staircase is a heavy portcullis, which has been pulled up to allow entrance onto a

narrow wooden drawbridge. The bridge spans a deep gorge that drops 70' to the sea.

* * *

Beyond the drawbridge is an opened iron gate, leading beneath the stone archway of the castle's gatehouse. Several tall staffs with globes of Continual Light illuminate the yard. You see the high rock walls that surround the castle. Guards patrol the parapets. A 15' high rounded wall connects the roofs of the stone buildings in the courtyard to the roof of the gatehouse. Two guards stand watch on its wide walkway. The eastern side of the castle is protected by a perpendicular precipice of rock which drops sharply into the sea.

As you pass through the archway beneath the gatehouse, you pass beneath another raised portcullis, its dangling iron spikes suspended over your heads. You can hear raucous laughter and the occasional high sweet notes of a lute.





THE OUTER COURTYARD

At last you have entered the Alzarhed Castle courtyard. Stretching immediately before you is a long flat expanse, filled with a strange assortment of people celebrating the King's birthday: townspeople, jugglers, beggars, and peddlers are crowding around the tables of free food and ale, gambling booths, and a large Wheel of Fortune.

A large water well is located on the far western end of the courtyard. Immediately beyond the well, the ground begins an upward slope to the castle's Inner Keep. Another high wall encloses the Inner Keep, and 3 patrolling guardsmen peer down from this wall. A closed iron gate in the inner wall is the only entrance to the Inner

Keep. A small water well is visible at the Keep's eastern end.

* * *

As the characters enter the courtyard, they are immediately stopped by two guards who ask, "Are you family, or locals?"

If the Alzarhed family ring is shown, the guardsmen will direct the characters to the higher ground, where the largest tents have been pitched. If a character is not represented as human (not carrying his clay figurine), he will be directed to the smaller, more ragged tents set up for townsfolk and servants. All servants, even those of the Alzarhed family, will have to stay in the

smaller tents, as the larger tents are reserved for Alzarhed family members only.

* * *

"Everybody wins, everytime!" You see a bald fat man who stands before a large round wheel that has four symbols of planets carved into its sides. The wood support around the wheel has a large notch cut into its top. For 2 silver pieces, you can spin the wheel.

* * *

Party members automatically win the prize that stops beneath the notch in the wood. (The GM should roll a D4 to determine each player's prize.) The symbols and prizes are:

Dice roll of 1 Bearer of Strength: SUN

This prize is a phylactery with an image of a lion's head pressed into a bronze coin.

The phylactery acts as a Potion of Strength, and automatically takes effect the next time the character engages in combat. The effect lasts 5 rounds, and stops whenever the character finishes the battle, (if less than 5 rounds) and engages once again when another battle begins.

Dice roll of 4 Bearer of Justice: JUPITER

This prize is a round bronze coin, picturing scales balanced with a sword.

The bearer of the coin suddenly agrees with everyone's point of view, and is unable to make any decision of his or her own. Any reasonable argument sways the character's opinion of the matter in question. This lasts as long as the character keeps the bronze coin. If it is lost or given away, the magic will disappear.

Dice roll of 3 Bearer of War: MARS

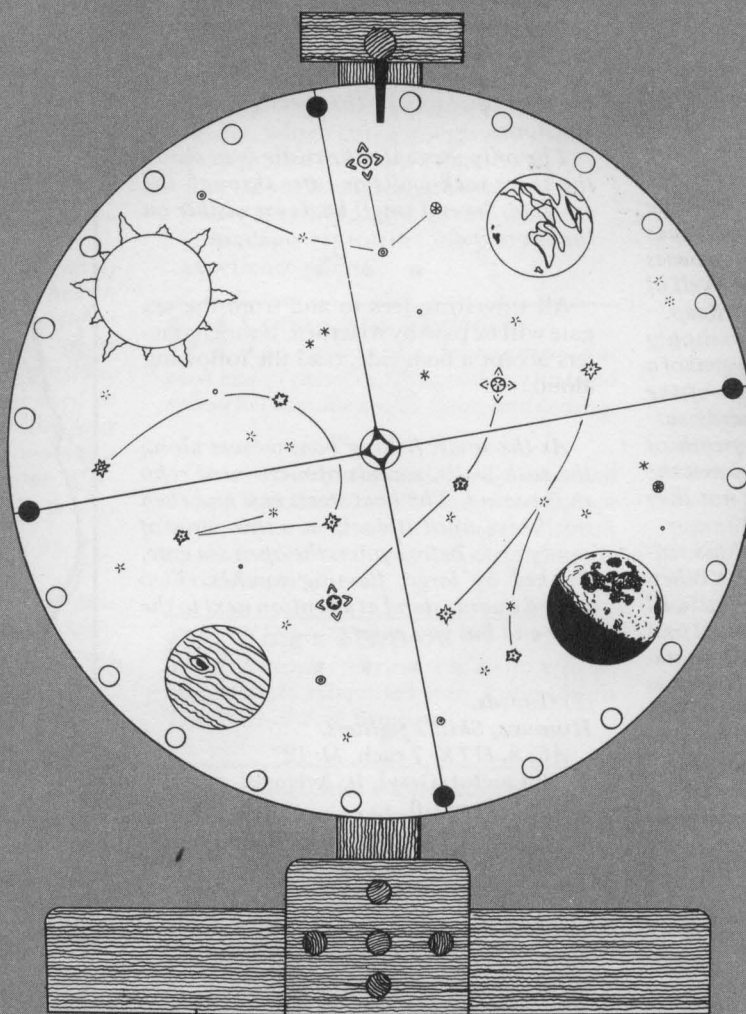
This prize is a small bronze dagger, that is studded with chalcidony.

The dagger will be as dull as a wet carrot and unable to cut or pierce anything. However, if the character enters the Corridor of Darkness (Room 83 of the Dungeon), the dagger will glow with a fiery light. The dagger does double damage against the Foregathering Spirit in Room 84 of the Dungeon. However, once the character is outside of those two rooms, the dagger will become limp once again.

Dice roll of 2 Bearer of Hidden Knowledge: MOON

This prize is a bronze medallion etched with a crab emerging from the water, surrounded by sea holly.

The bronze medallion acts as a Potion of Narcolepsy, and is activated whenever the character sees a large body of water. Upon seeing the water, the character will fall asleep for 3 rounds. Nothing will awaken him/her. The medallion has this effect for 72 hours after it is first placed around someone's neck. Once the medallion is removed from its original owner, the spell is broken.





THE OUTER BUILDINGS

The Outer Buildings of the Lower Courtyard are one-story stone structures with thatched roofs. The 14 rooms contained in these buildings are functional, not ornamental. Although there is no ban on any castle visitors entering the rooms, there is very little reason for most of the celebrants to do so. In addition, there will always be 20 guards present in the area (see below). The guards will become suspicious of anyone who spends a lot of time in, or seems very interested in, the buildings. The guards are:

(7) Guards

Human, Skill 1 Fighters

AC: 8, HTK: 7 each

Equipment: Leather Armor, short swords, Dm: 1-6

(8) Guards

Human, Skill 2 fighters

AC: 6, HTK: 12

Al: Lawful/Neutral

Dm: 2-8

Equipment: Scale Mail, broad swords

(3) Guards

Human, Skill 3 Fighters

AC: 4, HTK: 16, 20, 22

Equipment: Chain Mail, shield, long swords, Dm: 1-8

(2) Guards

Human, Skill 4 Fighters

AC: 3, HTK: 20 each

Equipment: Banded Mail, shield, long swords, Dm: 1-8

The rooms are as follows:

1. Guard Kitchen. There will always be a Skill 0 cook and two Skill 0 peasants working in this crowded, busy room. A door in the north wall of the Kitchen connects to a small pantry where dry goods and sides of meat are kept.

2. Guard Banquet Hall. Connected to the Kitchen by a swinging door, this Hall contains rows of tables and benches. A door in the east wall connects the Hall to a Barracks.

3. Barracks. This large room contains 15 narrow straw beds, beside which are 15 trunks containing each guard's personal belongings and 1-10 silver pieces each. There will always be 15 guards in the room or nearby.

4. Prisoner Pit. This 18' deep pit is used mostly for garbage, since there are currently no prisoners.

5. Armory. This smoky room contains 22 crossbow bolts and 8 crossbows. During the day, Jack Hawley, a Skill 0 Fighter, works over the forge here.

6. Armory Repair. This room contains all of the tools and materials needed to fix damaged weapons and armor. During the day Sam Tallman, a Skill 0 retired Fighter works here. Sam has a 75% chance of correctly answering questions about the castle.

7. Barracks. There will always be from 3-5 guards in or around this sparsely furnished room. At the foot of each of the 5 beds in the room is a trunk containing each guard's belongings and 2-20 silver pieces.

8. Barracks. This barracks is not currently used. There are 5 beds in a jumbled heap in a corner, along with 2 spears and several arrows

9. Practice Area. The wooden walls of this room are painted with pictures of goblins, on which the King's soldiers practice their swordsmanship. The room has connecting doors to the Common Room (north) and a Barracks (west).

10. Common Room. At times other than the festival, this empty room is a recreational facility for the guards.

11. Hospital. This room contains four straw beds with pillows and blankets. It also houses 5 cabinets, each containing bundles of local herbs and three doses of Potion of Healing (restores 1-8 HTK each).

12. General Chapel. The guards and servants of the King hold daily prayer meetings in this rude chapel.

13. Priest's Room. Since Brother Knowles, the King's spiritual advisor, was killed fighting Westlanders, his room is unused and dusty. Everything of value has long since been removed.

14. Servants' Quarters. The cook and the armorer share this plain room. Beside the armorer's bed is a finely made long bow and 12 arrows.



THE WELL OF FIVE BROTHERS

GM ONLY: On the eastern end of the Inner Keep is a small well with busts of five men carved on its arched roof. A long rope is entwined in the well's pulley, and a cracked bucket sits on the well's edge.

The gateway from the lower courtyard into the Inner Keep is always protected by two guards. The wall dividing the lower courtyard from the Inner Keep is 15' high and 5' thick. There are three patrolling guardsmen watching any activities in the lower courtyard.

The well drops 30', but instead of water, the bottom is solid rock. It was Sinnebar who first discovered the goblin lair beneath the well immediately following the kidnapping of the Alzarhed heir. Although hundreds of goblins were captured or killed, no clue of the missing child was ever found in the underground passages. Shortly after the lair was emptied, Sinnebar converted the caverns into an escape route for the king. He also uses the caverns as proving grounds for many of his experiments.

15 Cavern of Riddles

This narrow oblong cavern is lit only with shafts of light that pour from the opening above. Five passageways split from this main cavern. Above each passageway is a different carved symbol: a crown, a palm, a silver chalice, three wavy lines, and a battle axe.

* * *

GM NOTE: Numbers 16-20 are pathways to safety. Characters must have a light

source while navigating these tunnels or they will have a 20% chance of getting turned around in the darkness and ending up where they started. All three tunnels exit onto a low bluff overlooking the seacoast.

16 Pathway
The darkness grows more profound as this tunnel twists north, then east.

* * *

After 50', an archway in the southern wall reveals an intersecting tunnel that leads southeast (17). Seventy feet further, a second intersection leads south (18). Characters travel another 175' through the tunnel before exiting onto the bluff.

17 Pathway
This tunnel winds 60' before intersecting with passageway 19.

18 Pathway
This tunnel deadends at 25'.

19 Pathway
This dark tunnel winds east.

* * *

After 100', this pathway intersects with another tunnel that leads northwest (17). Beyond this intersection, the tunnel continues for another 145' before exiting onto the bluff.

20 Pathway
Blackness envelopes this tunnel like a smothering hand.

* * *

60' feet into the darkness an arched tunnel is carved into the southern rock wall (21).

21 Pathway
From deep within the southern tunnel comes a faint silver glow.

* * *

Following the silver glow, characters will step directly on the trapped floor in the Silver Chalice, Area 22.

Thirty feet after the intersection, the pathway deadends at a pile of mud and fallen rocks. However, if characters dig 5' into the rubble, they will find a newly constructed brick wall, sealing the tunnel. The wall will take 150 HTK before it gives way. Only blunt weapons do damage to the 4' thick brick wall.

Immediately beyond the brick wall, a secret door leads to a dark tunnel (35). The tunnel exits onto the bluff after 165'.

A trap door is hidden in the floor of the tunnel, immediately before the exit to the bluff. It holds a small, iron chest. Inside the chest is a small driftwood model of a ship. (This is **Merfaith**, a magical faerie ship.)

MERFAITH

A mermaid is carved on the bow of the ship, and around her neck is a small indentation that gives the indication that a tiny necklace should be placed there.

* * *

If the characters put the Alzarhed family ring around the mermaid's neck, they will see that it fits the indentation perfectly. Once the ship is placed in a large body of water (with the Alzarhed family ring around the mermaid's neck) it will grow into a full-size sailing vessel in two turns, capable of holding 12 crewmen. The ring will disappear, but the mermaid's eyes will turn into magnificent emeralds, glowing with an inner fire. The mermaid's eyes will always guide lost seafarers to the safest and closest shore, although the character who placed the ring on the mermaid can command the ship to go anywhere. If the gems are removed from the mermaid's eyes, they become worthless slivers of glass. If they are put back in the mermaid's eyes, they once again become glowing emeralds.

The ship can be returned to its miniature proportions by saying the command word, "Merfaith," which is carved into the side of the ship. The ship must be on shore for the diminish command word to work. Once the ship returns to its miniature proportions, the family ring can be easily removed from the tiny mermaid's neck.



22 Chalice of Silver

The walls of this narrow passageway seem to glitter with a pale silvery light. After 15', the cavern curves north and south. Whichever way you turn, you see thousands of silver particles embedded between the stones of the wall. The size of the particles increases until the entire western wall shimmers.

* * *

The silver is an illusion. Characters must disbelieve the illusion before they see that the glitter is merely the silvery-colored rock, mica.

Chopping or cutting at the wall releases a sleeping gas. Characters must save vs. spells or fall asleep (until slapped awake). **NOTE:** This sleeping gas affects characters of all skill levels.

In the floor of the chalice's northwest and southwest corners are weight-activated traps. Anything (or anyone) 60 pounds or heavier that stands or is set on the trapped area will be plunged 12' into a pit containing four rusted iron spikes. Each spike does 1D6 HTK of damage. Trapped characters have a 12% chance of contracting tetanus, which causes the permanent loss of 1 point of Strength and Dexterity within one week.

23 The Magician's Palm

This large, square cavern is brilliantly lit by 5 candles.

* * *

A secret door is located at the end of the eastern passageway (the thumb).

24 Magician's Teleport

This room is painted with mystic symbols and runes. Anyone walking into this room is immediately teleported to Room 67, Magician's Chamber.

The tunnel behind the rusting treasure box leads to the trap in the Chalice. The distractions in this cavern were created by Sinnebar to disguise the 2-way teleport to his personal chambers.

25 Cavern of Kingship

This cavern is shrouded in deep shadows. The only light comes from the faint green glow of a 4' diameter platform that is made of emerald. The edges are ragged and chipped, and in the platform's center is a 12" circle of gold.

Resting upon the gold is an emerald statue of a crouching goblin, dressed in ragged clothes, with a pouch flung over his shoulder. Three live goblins have tied a rope around the statue and are frantically pulling and tugging at it.

* * *

This platform is a trick of Sinnebar's to catch greedy thieves entering the Well. Any character touching the center ring of gold is instantly polymorphed into emerald (save vs magic at -4). The statue was a goblin thief. The others in his thieving party are trying to determine what happened (and benefit from the unexplained bounty of his

transformation at the same time). When the goblins see the party, they will attempt to flee down Passage 16 to safety.

(3) Goblins

AC: 6, HTK: 7,4,3 (1D8)

M: 6", THACO: 20

Al: Chaotic/Evil

Dm: 1-6

Equipment: Leather Armor, short swords

The goblins have heard of Drogar, but they do not know his whereabouts.

The emerald platform can be broken into chips (210 pounds total). Each uncut pound is worth 10 g.p. The emerald statue weighs 65 pounds. Intact, it is worth 20,000 g.p. The circle of gold is worth 3,800 g.p.

Beyond the platform, the western wall of the cavern forms three points. At the tip of the center point is a secret door. It leads into a small circular room (26)

26 King's Teleport

Anyone who remains in this room for two rounds is teleported to Area 65, a teleport room off the Connecting Corridor.

A secret door in the western wall leads into a dark tunnel turning west (area 27).

27 King's Passageway

This tunnel is dark and menacing. Neither torchlight nor Continual Light will cast a glow within these walls. Only the Alzarhed family ring casts a green light.

* * *

The tunnel winds west, directly into a pit. Only the ring bearer can see the trap ahead. If the ring bearer does not lead, there is an 85% chance that the first character in line will fall 20' into a dirt hole, receiving 2-12 HTK of damage.

There is a narrow ledge leading around the pit. Thereafter, the tunnel turns south, intersecting with passageway 35 after approximately 40'.

28 Axehead Passage

Dampness clings to the stone walls of this narrow passageway, and long tendrils of stringy moss hang from the low ceiling, occasionally blocking your view.

After 50' the passageway expands to a width of 25', and forms an irregularly-shaped cavern. A large boulder rests against the northwest wall.

* * *

If a character or object of Alzarhed's weight (200+ pounds) sits atop the boulder, it will begin to sink, exposing a hole in the wall. When the weight is lifted from the boulder, the rock rises. To move the boulder will take a combined strength of 45.

29 The Abyss

Read aloud only if the characters climb through the hole:

You fall 7' down onto a narrow ledge. This ledge, barely 5' square, seems to be the last remnant of a stone bridge that spans the steamy abyss in front of you. If there is

another side of the bridge, it is lost in the clammy mists that rise from the cavern. Long vines from the jagged stone ceiling reach down into the misty chasm. The ledge is damp and slick, and only the stubs of an old railing remain.

* * *

If a character carelessly jumps from the hole onto the ledge, he must roll his dexterity number or less on 3D6, or slip off the ledge. If he fails to save, he can attempt to roll under his dexterity once again, in a frantic attempt to grab onto the vines before plummeting into the abyss. If the character saves, he can pull himself back onto the slippery ledge. If not, he falls 500' into a 35'-deep pool of black water, where he joins the skeletal remains of many broken bodies (and takes 30-300, or 30D% HTK). Should a character survive, he will find himself in Area 30.

The chasm is approximately 35' across. If the party could penetrate the mists, they would see that an apparent avalanche of stone destroyed the bridge and buried whatever passageway may have once existed.

Each vine is strong enough to support 210 pounds. For every additional 10-pound weight, there is a 10% cumulative chance that the vine will break.

If characters climb down the vines, read the following aloud:

Damp tendrils cling to your hair and around your throat like clammy fingers of death. These tendrils can be easily pulled away as you descend, but they leave a slimy residue that soon begins to itch.

As you climb deeper into the abyss, the air becomes cooler. Keeping hold of the vine becomes more difficult as slime trickles down the stem and covers your hands.

Suddenly, you hear popping noises, followed by faraway splashes. At the same moment, the mists momentarily clear and you see that 50' below is a rippling pool of black water. Great bubbles rise on the churning mists. A small skeleton sits upon each bubble. The bubbles rise about 50' and then pop, tumbling the small skeletal figures back into the murky waters.

* * *

Each character who descends the final 50' will be attacked by 2-5 skeletons (1 skeleton every 10'). In order to fight back, a character must let go of the vine with one arm. To do this, he must have a minimum strength of 15 or lose his grip and slide down the vine into the vaporous pool, taking 1D4 HTK.

(2-5) Skeletons

AC: 7, HTK: 1-8 each

M: 12", Att: 1

Dm: 1-6, THACO: 20

The slimes and fungus are irritating, but not dangerous.

The bridge was built by the goblins as a means of connecting lairs. When Alzarhed discovered the Goblin hideout after his son's kidnapping, he personally killed hundreds of goblins in a furious attack. The bodies were tossed over the bridge into



the abyss. Then Sinnebar cast a Rock To Mud spell. The resulting avalanche destroyed the bridge and buried the lairs.

The floating skeletons are the goblins who survived Alzarhed's sword wounds and the fall over the high bridge. Barely alive, they fed off their dead companions. Their bodies continued to deteriorate until all that remained were animated bones... reborn as undead. With broken minds and spirits, these goblin skeletons still struggle to escape, but they cannot climb the slippery vines, and the air is too thin for the bubbles to rise to the high bridge.

30 The Cavern of Death

This damp cavern is filled with dark, rippling water. Heavy mists float like a blanket of clouds upon the water's surface. The cavern walls are lit by luminous seaweed, at the edge of the pool.

Eleven small skeletal figures with fleshy eye sockets wander aimlessly through the pool. Each is occasionally lifted up by a large bubble and carried high into the mists. Shortly afterwards, a loud pop can be heard, and the figure splashes back down into the murky water.

* * *

Deranged and ravenously hungry, the skeletons will brutally attack any living creature they find.

(1) *Goblin Skeletons*

AC: 7, HTK: 1-8 each

M: 12", THACO: 20

Att: 1, Dm: 1-6.

If the characters examine the western rim of the pool they will see that water enters this cavern from a small archway that has been cut into the wall of the cavern. A constant echo of waves flows out of the archway, forming the soft ripples that cross the water's surface.

It cannot be discerned where the archway leads, unless a character lowers himself into the murky water. Only then will a character see that the archway is a small, water-filled tunnel. Its rounded stones are covered with moss and luminous blotches of seaweed. Approximately 45' into the tunnel, a dismembered hand is caught in the masses of seaweed. Upon its skeletal index finger is a tarnished +1 Ring of Protection.

The characters can easily swim through the tunnel if they're not wearing heavy armor. The water in the tunnel is noticeably cooler than in the cavern. After 5', the tunnel opens into a large open area, glittering with tiny luminous mosses that grow freely upon the sheer rock walls.

The skeletons will not follow characters into the tunnel, as they already know the terrible secret of the Lake of horror.

31 Lake of Horror

Immediately before you, a small moss-covered path leads out of the water to a narrow, dry ledge overlooking the subterranean lake. Floating alongside the rocks beneath you are two enormous, flowering

lily pads. Far across the lake you see a narrow flight of broken rock steps winding perilously up the side of the sheer wall. A giant sleeping turtle rests its head upon one of the floating lilies.

* * *

The ledge is only 3' wide and 6' long. The lily pads make excellent rafts; each one will hold up to 500 pounds. However, to get onto the lilies, the characters must awaken the sleeping turtle.

ZoeBol, the Turtle

AC: 2/5, HTK: 60 (15D8)

M: 6"/15", THACO: 8

Al: Neutral, Int: Semi-

Att: 1, Dm: 4-16

ZoeBol is too old and tired to attack the characters unless he is directly attacked. There is a 25% chance that ZoeBol will allow characters to use him as a raft (he can carry up to 6 characters) if they act politely and offer him food (he'll accept anything edible). However, if ZoeBol is aroused to anger, he will attack ferociously.

If the characters cross the lake on ZoeBol, they will not be disturbed by any encounters. However, 20' from the opposite shore, ZoeBol will suddenly pull in his head and flippers and begin to sink. The characters will then have to reach the bottom step of the winding rock staircase by themselves.

If characters cross on the lily pads, they will be attacked by 2 water spiders (who are hiding in the bottom of the flower), and 1 giant frog that suddenly leaps out of the water.

Giant Frog

AC: 7, HD: 1

M: 9"

Att: 1, Dm: 1-3

Al: Neutral, Int: Animal

Special: Strikes with its tongue at +4 to hit. The sticky tongue does no damage, but is used to draw the prey into its mouth. If hit by the tongue, characters have an opportunity to hit back, and if they are successful, the tongue is never used against that character again. If the tongue is not struck, the character will be drawn to the frog's mouth on the next round and take maximum damage. Giant frogs fear fire.

(2) *Water Spiders*

AC: 9, HD: 3+3

M: 15"

Att: 1,

Al: Neutral, Int: Animal

Special: Poison. However, the poison is so weak, characters add +4 to their savings throws. If they fail to save, the characters will become nauseous for 1-4 hours. (The poison will not activate until characters return to their own time.)

Once the characters reach the opposite side of the lake, read the following aloud:

Small waves wash over a flat stone platform that juts out from the far cavern wall. Rising from this platform is a narrow staircase, built into the rock face. It winds higher and higher, bathed in the mists from the rippling lake. The cold from the cavern walls makes your bones ache.

Near the northern end of the platform is a large black hole cut into the cavern wall. As you drag yourselves out of the water, you see 5 pairs of yellow eyes peering out of the darkness.

* * *

Lurking in a cave beneath the steps is a long-time resident: Slutha, the 5-headed hydra. During a thunderstorm years ago, Slutha was washed into the underground streams and into this lair.

5-headed Hydra

AC: 5, HTK: 40 (each head/neck takes 8 HTK)

M: 9", THACO: 15

Att: 5, Dm: 1-6 per attack,

Special: Can attack one character up to 4 times per round.

The Hydra will immediately attack characters who step upon the platform, as she thinks they are invading her territory. She cannot climb the steps, but her heads can reach up to the 20th stair.

The steps are broken and extremely hazardous. Characters running up the staircase must have a dexterity of 16 or higher. If not, they must roll against their Dexterity to see if they slip and fall. Even after a successful roll, characters must climb cautiously. If they try to run, they must make a Dexterity roll again.

This narrow, rock staircase winds 320' up the side of the mossy cavern wall (approximately 1,100 stairs) before coming to a small cave entrance. The stairs continue upward, following the wall of the misty cavern.

If the characters enter the cave, see Area 32, Tunnel of Fire.

If the characters continue up the stairs, they climb another 180'. Beyond the top step is a large rounded archway into a large stone cavern (34).

32 Tunnel of Fire

This cave is very dark inside. Thin strands of moss hang from the low ceiling, and faint mists bathe the ground around your feet. All sounds seem to echo with frightening clarity. The air becomes warmer as you walk.

After 60', the air gets uncomfortably hot. Straight ahead, a soft red glow surrounds the end of the tunnel. As you step closer, you realize that fire encircles the exit.

* * *

The fire is magically lit. If the bearer of the Alzarhed ring steps within 2' of the burning rock, the fire extinguishes itself. However, 1 round after the ring bearer moves 2' or further from the fire, it ignites again. Any character other than the ring bearer who rushes through the ring of fire must save vs. Spells or take 1D10 HTK of damage (save for half damage). Beyond the tunnel is a high, round cavern.

33 Cavern of Shadows

Flames from the burning tunnel reflect against the dark walls of this 15'

diameter cavern, creating eerie shadows.

* * *

Characters who enter and leave the cavern within 3 rounds see nothing but a damp, empty cavern. However, an elf who remains in the cavern 4 rounds or longer will notice five still figures lurking against the west wall. Any character who carefully examines the cavern walls will notice that 5 of the shadows on the wet wall do not waver in the flickering light.

The five still figures are Rasmun and his band of evil elves. They appear only as thin, frozen shadows until they are touched (either with a hand or a weapon). Then, at once, they become visible as Nos-Lohcin. Once they are recognized, Rasmun and his followers will attack.

Rasmun, Elf

Skill 4 Fighter

IN: 13, IT: 11, SM: 17, ST: 17

D: 15, A: 9

AC: 7 (-3 to AC due to dexterity)

HTK: 14, M: 12"

Att: 1 Dm: 2-6, shortsword

Al: Neutral/Evil, THACO: 18

Equipment: +1 shortsword

Special Attack: see below

Special: can become invisible at will

(4) Nos-Lohcin Elves

Skill 2 Fighters

AC: 7, HTK: 11, 09, 07, 07

M: 12" Att: 1

Dm: 2-6 arrows

Al: Neutral/Evil, THACO: 20

Equipment: daggers and short bows with arrows (+1 to hit)

Special: can become invisible at will

Special Attack: Shadow Animation. Nos-Lohcin elves usually attack by animating their foe's shadows. The shadow turns on its "own" character and hits with the same strength and bonuses that the character possesses. The shadow never takes damage. It can be defeated by hitting or killing the elf animating the shadow, or by casting a darkness spell which causes all shadows to disappear.

Each Nos-Lohcin elf can animate up to 3 characters' shadows from any distance, as long as the foe remains clearly in sight. Animating shadows takes concentration, and so does invisibility—an elf can not do both at the same time. Therefore, if an elf is in danger of an immediate, deadly attack, he will opt to turn invisible and escape.

If the party does not notice the group of elves, Rasmun and his followers will quietly talk to them, hoping the characters will lead them to the hidden magical wand. Rasmun will wait until characters retrieve the wand, then he will attack.

34 Cavern of Freedom

Twenty feet ahead of you is a wall of fire with an opening in its center. Blocking this opening is an old man in robes. Smokeless fire covers him completely, and his eyes glow orange. He shouts: "I am the Guardian of Freedom! Who dares to enter the realm that I protect?" As he speaks,

flames dance upon his tongue and sparks fly from his eyes.

* * *

The Flame Guardian does not expect a reply. He expects characters to walk forward *without weapons*. Unarmed characters find that the robed man is gaseous and they can pass through him as easily as through a morning mist. Because he is the Guardian, he protects the cavern; characters need no weapons.

However, if an armed character steps within 5' of the Guardian, he will attack. Immediately, 6 small round balls of fire (Ghostflames) will leap from the Flame Guardian's hands and attack the characters.

Running through the wall of fire causes 4D4 HTK of damage (save vs. Spells for half damage).

Flame Guardian

AC: N/A, HTK: N/A.

Att: The Flame Guardian attacks with his Ghostflames; he can shoot off 16 Ghostflames every 5th round indefinitely.

Dm: Characters who run through the Flame Guardian bearing weapons take 4D4 HTK of damage; unarmed characters take 0 HTK. The Flame Guardian is one of Sinnebar's most successful creations.

(6) Ghostflames

AC: N/A, HTK: N/A.

Ghostflames attack as 3HD creatures. All opponents are considered AC 10. Ghostflames leap at characters, and if a successful hit is made, they pass through the character, causing 1D4+1 HTK. Non-magical weapons do no damage; magical blades slice them in half, creating an additional Ghostflame. These creatures can only be destroyed by dousing them with 1 quart or more of liquid, or by casting a water-based spell such as Create Water, Wall of Fog, or Fog Cloud. Dispel Magic has no effect. The Ghostflames will follow characters through the Wall of Fire and continue to attack.

When characters pass through the wall of fire they see the following:

Another wall of fire faces you. There is an opening in this fiery wall as well, but blocking the opening is a man in robes, covered entirely with smokeless flames. His back is to you.

Between the two curtains of flames is a statue that appears to be a distinguished magic user in long, finely decorated robes. He stands at a table; one hand is pointing a wand toward the roof of the cavern. His other hand rests upon the table. The one-inch diameter wand is made of emerald, and has silver-tipped ends. In decorative script, the word "Freedom" is engraved upon the emerald handle.

* * *

The wand can easily be taken from the statue's hands.

Any characters that are unarmed can pass through either Flame Guardian without difficulty. If characters are armed and come within 5' of either Guardian, six Ghostflames will attack.

Passing through the rear Guardian (located in the southern curtain of fire) will put characters in the back half of the cavern. An unlocked doorway in the south wall opens into a dark tunnel (35) which heads southeast.

There is a secret door built in the wall just east of the doorway. Inside is a small room painted with mystic symbols (36).

The Emerald Wand

The wand is the emerald "key" that un-

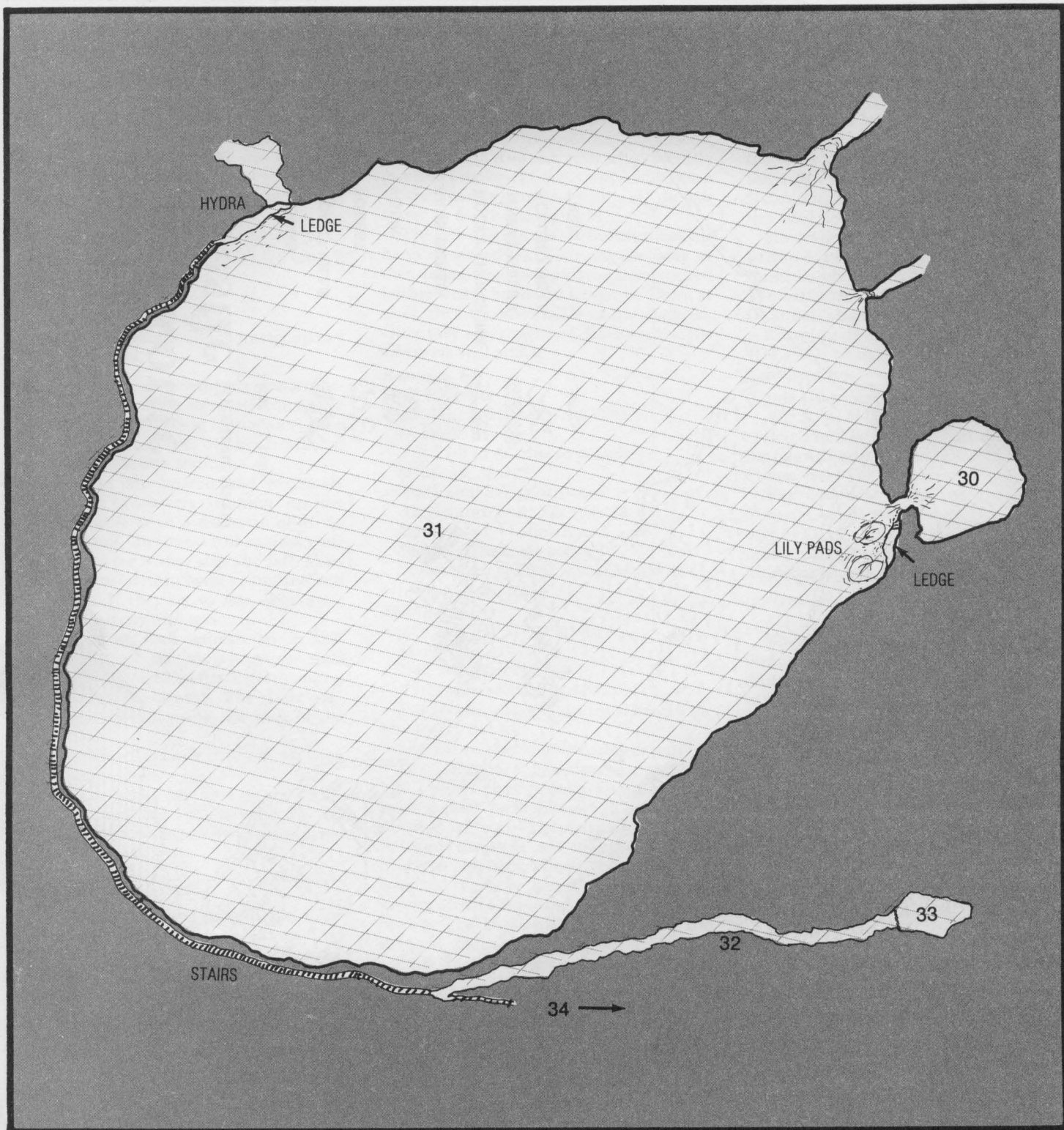
locks the chest in Room 72. It also has additional magical properties: in the presence of undead, the wand automatically converts into a +2 staff. Also, it identifies one magical item per day by speaking the command word "Freedom" carved upon its silver tip.

Before the caverns were discovered, the king kept the emerald wand in his Treasure Room, but Sinnebar persuaded him to move it into the Well for safekeeping.

35 Freedom's Passageway Both ends of this winding 300' tunnel lead to doors. At the western end, a small door opens into the back of Cavern 27. At the eastern end, a secret door leads to Tunnel 20. This passageway also intersects with Tunnel 27.

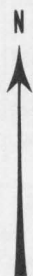
36 Freedom's Teleport Anybody that steps into this small, circular room is immediately teleported onto the straw bed in the Storage Room, Area 71.





1 Square = 10 feet

Lake of Horror

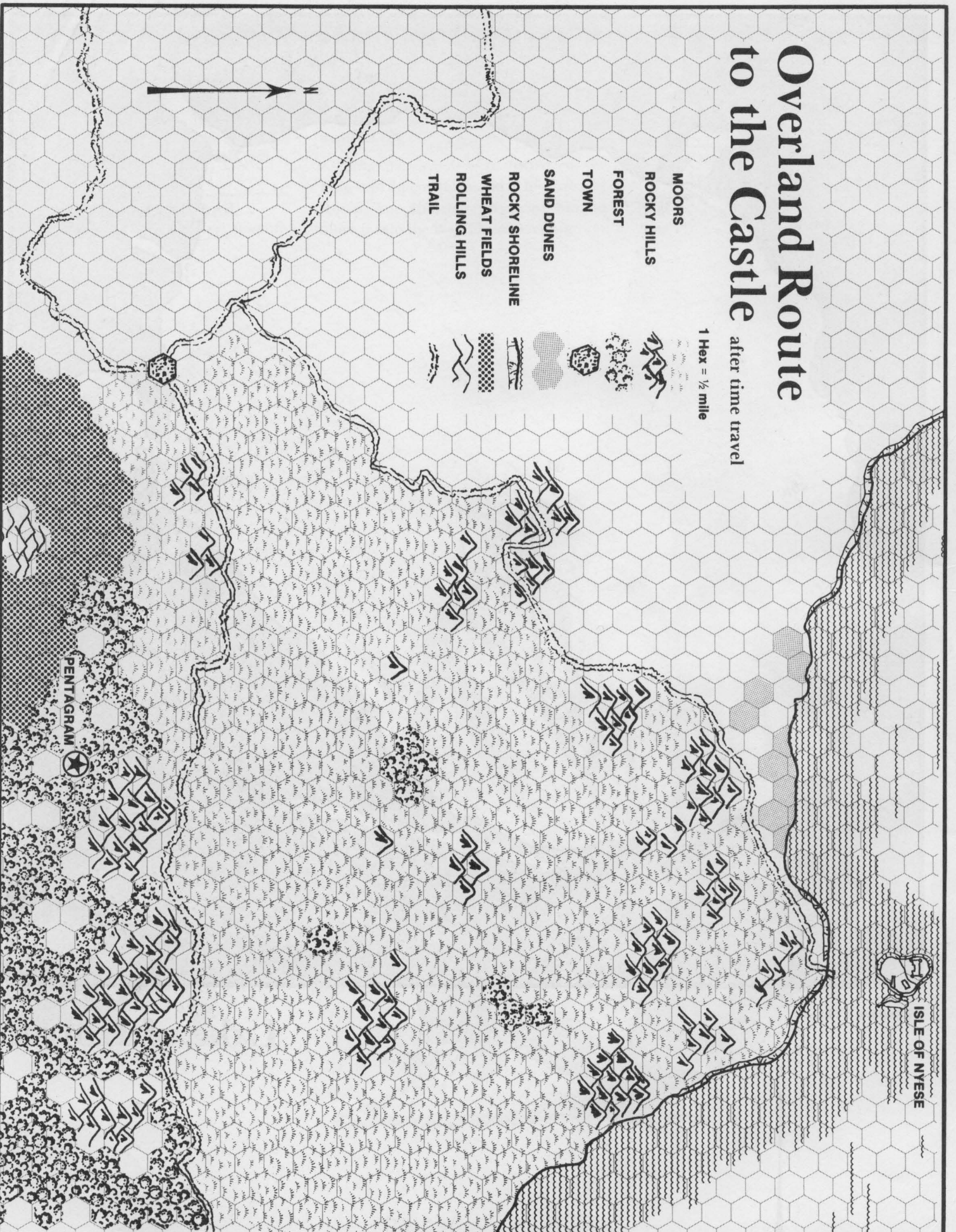


Overland Route to the Castle

after time travel

1 Hex = 1/2 mile

- MOORS
- ROCKY HILLS
- FOREST
- TOWN
- SAND DUNES
- ROCKY SHORELINE
- WHEAT FIELDS
- ROLLING HILLS
- TRAIL



Overland Route to the Castle

before time travel

1 Hex = 1/2 mile



MOORS

ROCKY HILLS

FOREST

TOWN

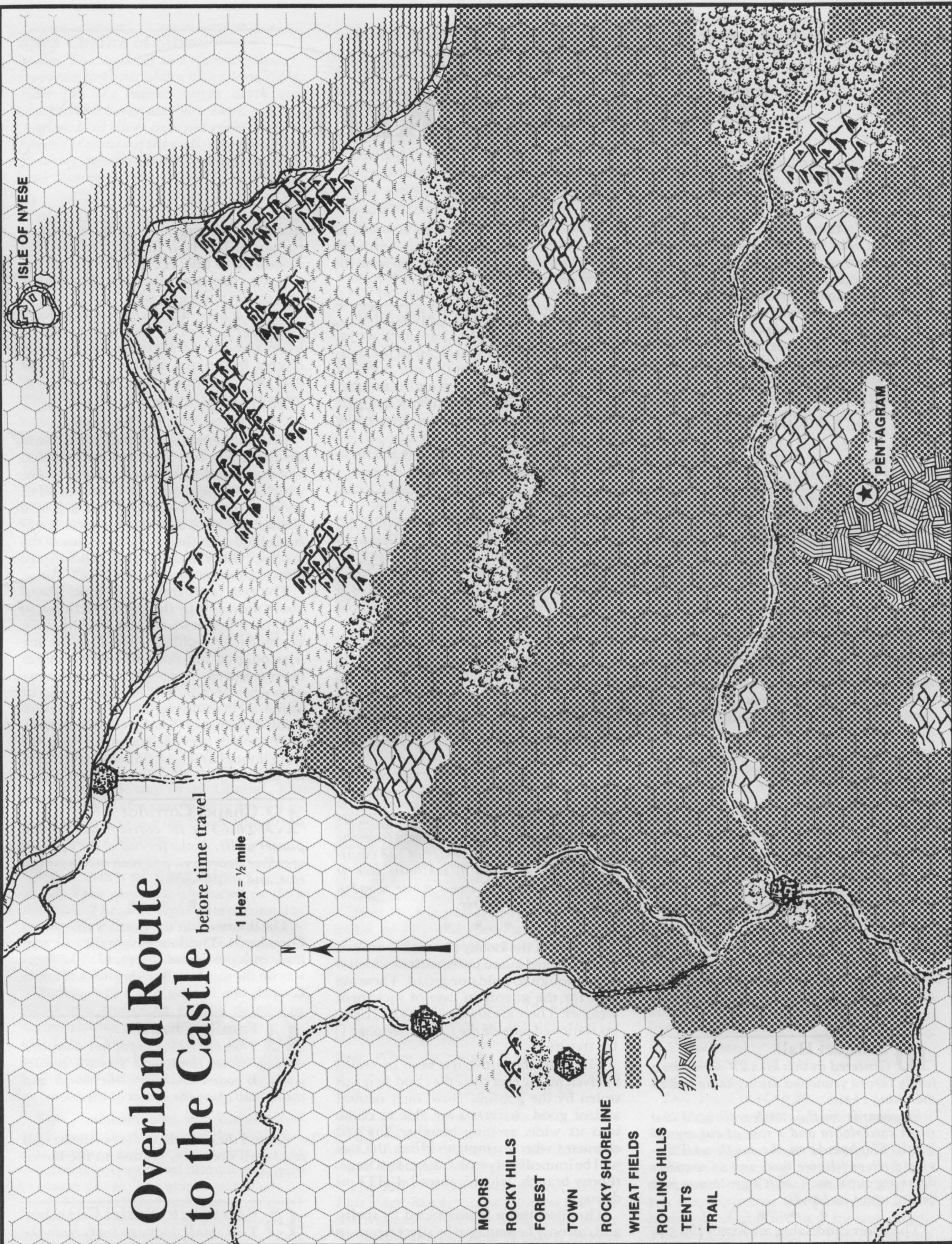
ROCKY SHORELINE

WHEAT FIELDS

ROLLING HILLS

TENTS

TRAIL



PENTAGRAM



THE INNER KEEP

GM ONLY: These rooms are not open to the public. The Inner Keep is guarded, and only family members are permitted beyond the gate. By displaying the Alzarhed ring, the characters will be allowed to wander through this area and, upon request, to pray in the family chapel. Any unusual activities will, however, be noticed, and any characters engaging in these activities will be asked to leave immediately.

37 King's Audience Chamber

This 15' x 15' room has an air of quiet elegance. Its wide-planked floor is covered with plush woolen rugs, and the stone walls are covered with several tapestries. A marble throne with red velvet cushions, centered against the southwest wall, is flanked by two man-sized marble candelabra. Several slanted slits are cut into the mortar between the tapestries on the southwest wall.

* * *

The squared archway on the northeast wall leads into the Great Hall. A secret door is hidden by a tapestry, directly behind the king's throne. It leads to Room 38.

The tapestries are worth 250 g.p.; the marble throne, 1,100 g.p.; and the marble candelabra, 600 g.p.

38 Audience Chamber Guardroom

This 15' x 5' room is used by guards when the king has visitors, in which case there will be two Skill 1 fighters in this room (see page 11 for statistics).

39 Great Hall

The massive hearth on the south wall is made of carved marble. Facing the open hearth are two feather-stuffed chairs and a wine-colored davenport.

* * *

The west archway leads into the King's Audience Chamber. The east archway leads into the Banquet Hall.

40 Banquet Hall

Centered in this 18' x 25' room are a finely carved yewwood dining table and 16 matching chairs.

Sideboards on the north wall hold two silver candelabra and a row of cut-crystal bowls. Sideboards on the south wall display a silver filigree box, and 16 wooden drinking cups, each with a grotesque face carved upon its handle.

* * *

The silver candelabra are worth 150 g.p.

each, the set of drinking cups is worth 85 gp., and the silver filigree box is worth 200 gp. (The box holds a silken ribbon from the faerie queen's hair).

The King's Banquet Celebration

Two nights after the characters arrive, the king will hold a great feast in the Banquet Room for his family and honored guests. The GM can determine the number of participants, and their names and personalities. During this fateful dinner, the Westlander rebels will invade.

If the king is murdered before the invasion, there will be no banquet.

41 Kitchen

The northeast wall of this 16' x 12' room has a large open hearth filled with coals. Caldrons of varying sizes hang on hooks inside the hearth. Cabinets filled with stores of food herbs, cutting knives, a set of clay dishes, and drinking mugs cover the other three walls.

* * *

A doorway in the west wall leads into a Banquet Room. Another door on the south wall leads outside. During the day, the cook and 3-7 local youths prepare the food and carry it outside. All are noncombative, Skill 0.

42 The Close

This large (20' x 50') courtyard is beautifully landscaped with wildflowers and small bushes. Stone walkways from the buildings meet in the center of the courtyard, where a giant Blackthorn tree is always in bloom. A small white wooden fence surrounds the tree.

* * *

Outside of the Lobby (Room 58) are two small, covered guard posts, each of which is large enough to hold one guard. These are used for the guards in case of inclement weather. There are always two Skill 2 fighters stationed outside the Lobby (see page 11 for statistics).

The Blackthorn tree has been protected by elven magic ever since the child-heir was stolen by the goblins. Now, only neutral and/or good characters are able to climb into its wide, arching boughs. Any evil character who attempts to climb the tree will be immediately struck down by a large, thorny branch, which causes 1-4 HTK of damage.

The Blackthorn is unaffected by spells, and can only be damaged by silver weapons

studded with emeralds, or by a weapon enchanted by elven magic. The tree can sustain up to 1200 HTK before it is killed.

If the characters climb the Blackthorn, read the following aloud:

The Blackthorn branches are wide, firm, and closely spaced for ease of climbing. Its leaves shimmer deep-green in the sunlight. Higher in the tree, the branches arch far over the Close below, and the wind sings softly as it drifts through the leafy branches.

* * *

In the upper branches of the Blackthorn, the characters will find two small cradles, woven of intertwined leaves and tree limbs, which rock slightly in the wind. An elf of good or neutral alignment has a 2 in 6 chance (on 1D6) of finding a green gemstone hidden in the leaves above one of the cradles. (Other races have a 1 in 6 chance of noticing the gem.)

The gem is an elven Luckstone, placed above the cradle by the queen, Melithra, to safeguard her newborn son after his twin was stolen by "goblins". Although the boy soon outgrew his cradle, the elven gem was never removed. Now, only the King knows of its whereabouts. The Luckstone gives its bearer a +2 advantage on all die rolls for saves, dodging, or damage to an opponent.

There is a possible encounter with the King if the characters climb the tree during the day.

43 Chapel Corridor

This 3' x 18' corridor has smooth plaster walls. At the far end of the corridor are three doorways: one each on the north, east, and south walls.

* * *

The doorway on the north wall leads to Corridor 51. The doorway on the east wall leads into the Guard Room, 47. The doorway on the south wall leads into the Family Chapel, 44.

44 Family Chapel

This 15' x 18' chapel has a vaulted ceiling, stone floor, and smooth plaster walls. Wooden chairs on the north and south walls face the center of the room.

* * *

Behind the curtain on the northeast wall is a small doorway, leading to the Burial Chamber.

45 Entrance to Burial Chamber

This small doorway leads from the

chapel to a dark, musty room with a narrow staircase leading down. Silver sconces holding white candlesticks are built into the rough stone walls along the staircase. At the base of the stairs is a heavy iron gate.

* * *

The gate is locked at all times. The key is located in a small silver coffer on top of the mantle in the King's Bedchamber.

Beyond the gate is a narrow corridor of blackened stone. After 30', the corridor opens into a circular white marble chamber, 15' in diameter.

46 Burial Chamber

The room requires no light source, for a faint light emanates from the marble walls. In the center of the room is a round marble platform, upon which rests a glittering stone casket with a glass lid. Inside the casket lies the beautifully preserved body of a tiny woman, dressed in long white robes that are embroidered with gold and silver thread. A gold crown rests upon her head, and a sapphire amulet lies on her breast. Her hands are clasped, as in prayer, and upon the third finger of her right hand is a sapphire ring surrounded by clusters of small diamonds.

A shimmering radiance surrounds the body and illuminates the marble of the room. The color of the woman's hair appears to change from dark to blonde amid shifting patterns of shadow and light.

* * *

This is the burial chamber of Melithra, the elven queen.

As the characters enter, an apparition of the body rises from the casket and a light, musical voice says:

"Warriors from another age, you have entered my house as a guest; let it be so. If your aim be honorable, then listen to my plea. For, although my heart is pure, it cries for justice. And only with the banner of my forefathers can the son of darkness be united with the son of light. Harken time travellers and heed my sorrow! Evil may yet be turned to good, and the wounds of injustice may be redressed!"

* * *

The apparition will disappear immediately after this utterance, and the room will once again become quiet.

If the characters defile the queen or steal her belongings, read the following aloud:

A strange, amber-colored ooze begins to

seep from the woman's eyes and skin, and the chamber begins to pulsate with a faint amber light. In 3 rounds, the amber glow begins to fade and a harsh, deafening cry echos within the chamber.

* * *

Characters must save vs. spells or be deafened for 1D8 rounds. In another 4 rounds, the cry will cease (negating the spell). Then a freezing wind will suddenly blow through the chamber, extinguishing any light source, even Continual Light. Then, just as suddenly, the wind will stop. No light sources will burn until the characters pass back through the iron gateway and begin to climb the stairs leading to the chapel.

The gold crown is worth 2,000 g.p.; the sapphire ring, 1,100 g.p.; the marble platform, 600 g.p. The sapphire amulet is worth 800 g.p., and it glows a bright blue when goblins are within 150'. It also adds +2 damage to any hit against a goblin.

47 Guard Room

The floor, ceiling, and walls are made of rugged stone. A rounded archway cut into the protruding wall reveals a circular staircase which leads up.



48 Guard Tower

The top step of the circular staircase leads through another archway into a 10' x 10' circular room that has several arrow slits overlooking the sea.

* * *

There are always two Skill 1 fighters stationed in this turret (see page 11 for statistics).

49 Kidnapped Infant's Room

The door to this room is locked. If the characters successfully unlock the door and enter this 15' x 20' room, read the following aloud:

You experience a tingling sensation inside this chamber. Otherwise the room appears quite plain and exceptionally

clean. There is a four-poster bed against the north wall; its pale blue velvet drapes are pulled open and tied to the wooden bedposts. A plush feather comforter lies upon the mattress.

Flanking the bed are two small tables, each with an empty silver candleholder on it. A dresser stands against the south wall, and upon it rests an alabaster bust of a beautiful infant. Built into the east wall is a hearth with a simple wooden mantle. Resting on the mantle is a silver coffer. A closet is built into the northwest corner. The room has an unmistakable odor of roses.

* * *

If the characters move within 5' of the bed, a strange occurrence will take place. Read the following aloud:

Instantly, thousands of tiny silver, dust-

like particles begin to shimmer between the top of the bed's velvet canopy and its feather comforter. Falling in the midst of the silver dust is an infant child, its mouth contorted in a silent scream, its hands clutching wildly at the air. As the child's image hits the mattress, the scene repeats, with the infant falling between the velvet canopy and the mattress, surrounded by the shimmering silver particles.

* * *

If the image is touched, it will have no substance, nor will its actions be interrupted. Characters can eliminate the image only by retreating five feet from the bed. If they step within five feet of the bed again, the strange vision will re-activate.

The silver coffer on the mantle holds what appear to be hundreds of tiny teardrop-shaped diamonds. These "diamonds" are actually the queen's tears, which she shed for her kidnapped son. The tears have solidified into beautiful but worthless gems. To most people, they appear as diamonds, even if they taste like salt water. A dwarf or gnome can easily tell the difference between the gems and real diamonds.

The dresser and closet are empty. Due to the settling of the Castle, the once-concealed door in the back of the closet is visible. It leads to Area 54, the Queen's Corridor.

This room was created by the elven queen as a lasting memorial to her missing son. Though the chamber has never been cleaned, it remains spotless. None of the magic in the room is harmful, nor can it be dispelled.

50 The Turret of Malaneece

This 15' x 20' room is dark and funereal. Several arrow slits are cut into the north wall overlooking the sea. A large section of the room's floor space is taken up by the protruding wall of a circular staircase, built within the thickness of the exterior wall.

* * *

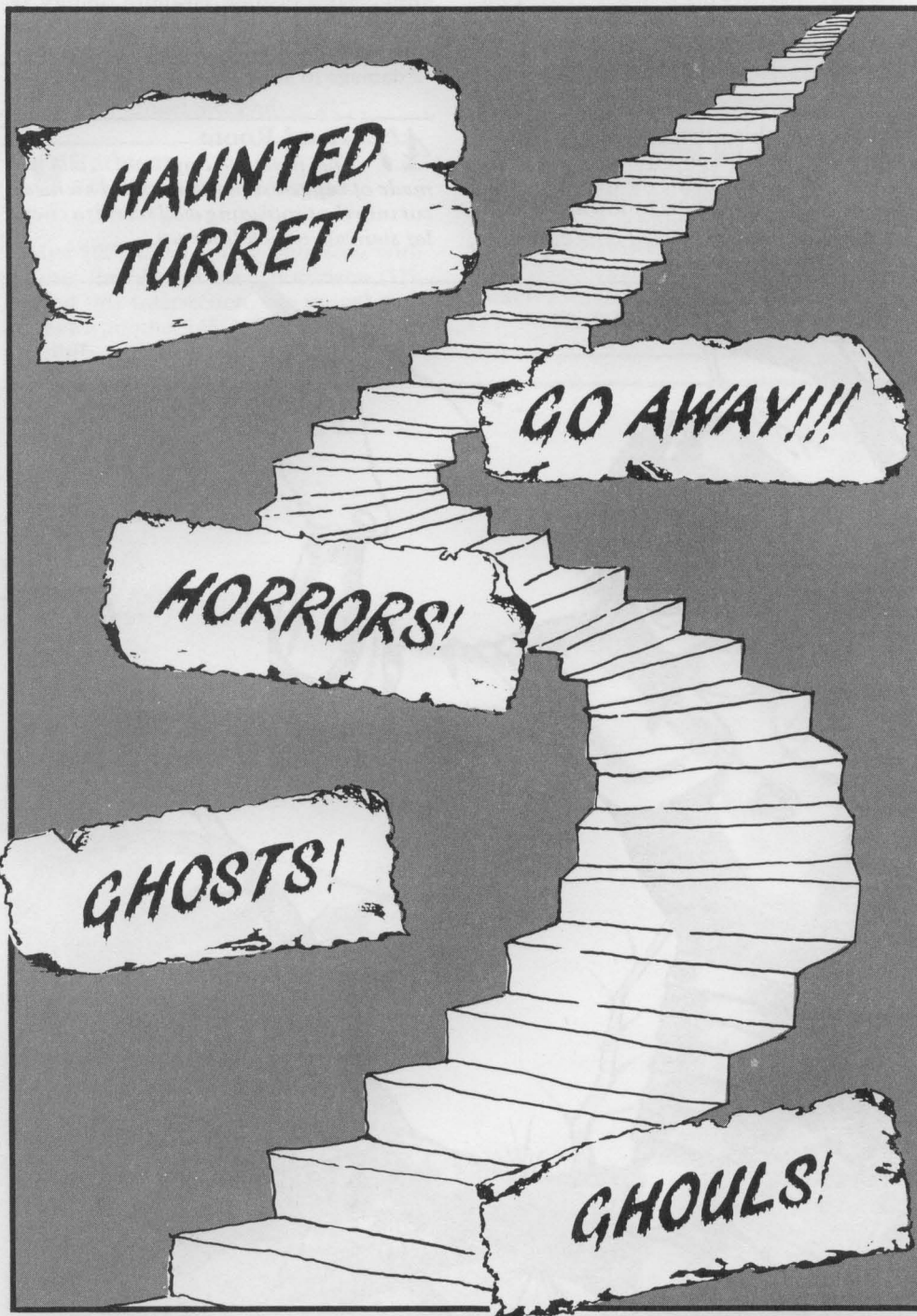
If the characters ascend the staircase, they will pass small signs along the way. These signs (see signs at left) were written to frighten intruders.

If the characters continue up the staircase, they will come to a locked wooden door. At the bottom of the door is a small hatch that swings inward on hinges. The hatch is about one foot wide and six inches high.

If they peek in through the swinging hatch, the characters will see the following:

This 15' diameter room is lit by flaming torches, that are set in sconces on the curved stone walls. A young woman sits at a dressing table that is pushed against the eastern wall. She is staring into a large oval mirror on the wall and brushing her hair, which falls like long waves of yellow silk upon her shoulders. Silverware, an empty wine glass and a plate of leftover food sit on a tray in front of the small swinging hatch.

* * *



The woman is Malaneece, a Skill 0 non-combatant human. She is the insane daughter of a distant Alzarhed cousin. She has been locked in the turret since her illness was diagnosed during childhood. Her food is pushed through the swinging door by the cook; otherwise she has been left alone for years. She will try to use her beauty and charm to escape, and will tell any lies that may motivate the characters to release her from the locked chamber.

Malaneece has a singular habit of eating spiders and their silky webs, believing that the spiders give her hair its sheen. If she is rescued, she will continue her spider diet, occasionally picking small spiders off the walls and floor and devouring them. Also, if any character(s) in the party has light-colored hair, there is a 50% chance that Malaneece will occasionally (no more than twice per hour) attempt to pull out small tufts of that person's hair to swallow.

51 Nursery Corridor

This 3' x 20' corridor has smooth plaster walls, painted with lively, colorful pictures of beautiful Blackthorn trees with impish figures dancing in their limbs or flying through sunlit clouds. The painted tree boughs seem to hum a faint lullaby, and the painted flowers smell of lilies.

* * *

Two large doorways are concealed within the paintings of Blackthorn tree trunks, one each in the east and west walls. The door knobs appear as gnarled knots of wood, although they can be detected upon close examination. The doorway at the far southern end of the corridor leads to the Chapel Corridor, Area 43.

52 Empty Nursery

This 23' x 10' room has bare stone walls and an oak-timbered ceiling. A layer of dust covers the furnishings, and the room has a stale odor. Built into the center of the west wall is a hearth. A wooden bed frame on the north wall holds a rotted straw mattress.

* * *

This room has never been occupied. Its hearth functions as a concealed door, and swivels 2½ feet, leading into Corridor 54. The east door leads into Corridor 51.

53 Prince's Bedchamber

This 12' x 10' room is comfortably furnished. Its stone walls are decorated with beautiful tapestries depicting children at play. Built into the center of the west wall is a hearth.

* * *

The dresser contains miscellaneous clothes, a small metal stamp with the official clan seal, a box of sealing wax, and writing paper. Hanging in the closet are clothes, boots, and belts, as well as a suit of leather armor (the size of a 15-year-old human), and a fitted suit of horse hair to be worn as padding beneath metal armor.

The hearth in this room also functions as a concealed door and can be pulled so that it swivels 2½ feet, leading into Corridor 52 (treat as a secret door).

Beneath the rug in the northwest corner is a loose floorboard, concealing 280 g.p., 45 s.p., a bottle filled with purple liquid (**Potion of Invulnerability**, 1 dose) and a bottle filled with pink liquid (**Potion of Healing**, 1 dose, 1D8 HTK restored). The brass urn holds 30 g.p. and a plain silver ring (worth 50 g.p.).

54 Queen's Corridor

This stone corridor, 3' wide by 5' high, is built alongside the outer wall of the bedchamber and sitting room. Five feet down the corridor is a junction. Ragged stone steps, cut into the east wall, lead down into darkness. Straight ahead, the corridor appears to deadend at 9'.

* * *

There is a secret door in the corridor directly across from the queen's hearth. If it is pushed, it will slide open, revealing a secret entrance to Room 52, the Empty Nursery. There is another secret door at the end of the corridor that leads to Room 53, the Prince's Bedchamber.

The stairs at the junction descend sharply to a damp, musty corridor. After 10', another flight of steps leads up. At the top of these steps is a blank wall, which conceals another secret doorway to the closet in Room 49, the Kidnapped Infant's Nursery.

These corridors were originally designed at the elven queen's request, for easy access into the castle's three nursery rooms. They now house 15 Giant Rats and 20 Large Spiders.

(15) Giant Rats

AC: 7, HTK: 1D4

M: 12"/16", THAC0: 20

Att: 1, Dm: 1-3

Special: 5% chance of transmitting bubonic plague.

(20) Large Spiders

AC: 8, HTK: 1D4 + 1

M: 6"/15", THAC0: 20

Att: 1, Dm: 1

These spiders are not poisonous.

55 Queen's Bedchamber

This 15' x 20' room is elegantly furnished, though a thick coat of dust covers the furnishings, and cobwebs hang from the walls and ceiling. Against the north wall is a four-poster bed with red velvet drapes which are pulled closed. Against the west wall, a skirted vanity is bestrewn with tiny bottles; their contents have evaporated, leaving multi-colored stains inside the glass.

A six-drawer dresser stands against the south wall. Centered on the east wall is a simple hearth.

* * *

Anything of value in the room has long since been removed. Behind a tapestry in the northwest corner is a secret door that

leads to an empty 3' x 12' hallway (Area 64). At the far end of the hallway is a door, leading into the King's Bedchamber.

The hearth in the Queen's Bedchamber functions as a secret door. If it is pushed, it will swivel 2½', giving entrance to a stone corridor, Area 54.

56 Queen's Sitting Room

This small room (7' x 12') appears to have been unused for years.

57 Queen's Guardroom

This small 7' x 7' room is empty.

58 Lobby

*This 7' x 7' lobby is tiled in gray and white marble. A large portrait of the king hangs on the wall opposite the entrance. Carved into the marble above the portrait are the words: **Enter In Peace.***

Two archways on the west and east walls lead into small Guard Rooms. The lobby is otherwise empty.

* * *

Outside of the lobby are two small sheltered areas for guards' use during inclement weather. Each shelter will hold only one guard.

59 King's Guardroom

This simple 7' x 7' room has white plaster walls, a stone floor, and an oak-timbered ceiling. Brass sconces hang on the walls, and a wooden chair reposes in the southwest corner. Centered on the north wall is a large wooden doorway, strengthened by iron braces.

* * *

This door is locked, and leads into the King's Audience Chamber, Room 38.

The guard keeps the key to the King's Audience Chamber in his pocket.

60 King's Private Audience Chamber

During the day, thin rays of light pass through the arrow slits on the north wall, and reflect brilliantly from the polished stone floor. At night, only a trace of moonlight filters into the darkened room.

In the center of the room is a long rectangular table. At the head of the table is a throne-like chair, sumptuously covered with velvet and brocade.

* * *

This 12' x 12' room is the King's Private Audience Chamber. It is always locked, and only the King and the guard stationed in Room 59 have keys. An archway in the west wall leads into the library, Room 61. There is a possible encounter with the King, if characters enter this room during the day.

61 Library

Dark-red rugs cover the stone floor

of this 10' x 12' room, and family portraits adorn the walls. A three-drawer desk is flanked by two armored statues, each holding a large torch. The torches are real, and are half burned. Red gems glow from the statues' eyes. Resting on the desk are an ink well, a quill pen, and a small wooden flute. There is a bookcase against the west wall. The few books displayed in it are old, and the bindings are well-worn.

* * *

The red gems in the statues' eyes are inexpensive local stones of little value. The flute is an ordinary musical instrument that is sometimes played by the King for his own amusement.

A careful examination of the books on the bookcase will reveal that one of them is actually a locked box. It holds a bottle: **Philter of Persuasiveness Potion** (2 doses), as well as a **Neutralize Poison** scroll. Other books on the bookcase include a clan history, works of local poets, and a song book.

Centered on the north wall is a large doorway, locked and strengthened by iron braces. It leads to the King's Bedchamber.

The desk's top drawer holds blank paper and two empty scroll cases. The middle drawer contains maps of the area, including harbors, pathways through the moors, landowner boundaries, and forestland. The drawer has a false back. Behind it is a blueprint of the castle, including all of the secret doors and exits. The rooms are not identified. The third drawer is empty.

There is a possible encounter with the king here.

62 King's Bedchamber

Plush woolen rugs cover the floor of this luxurious bedchamber. A great hearth in the east wall has a pillared mantle of marble, upon which rest a small silver coffer and a brass candleholder. Against the south wall is a four-poster bed, draped in heavy, fur-lined velvet. Each of the four bedposts is carved to resemble a woman's face, each with a different expression. Decorating the stone walls are finely woven tapestries, depicting battle scenes.

* * *

The doorway into this 12' x 25' room is always locked. Only the King has the keys. When the King is in residence, the door is also bolted from the inside.

The small silver coffer holds the key to the gate that leads into the Burial Chamber, Area 46. The base of the brass candleholder can be unscrewed and hidden inside is the key to the Treasure Room.

The door to the Treasure Room door is behind the headboard on the south wall. Concealed behind a tapestry on the east wall is a door into Corridor 64, connecting the King's and Queen's bedchambers.

The carved face on the bedposts is Melithra, the elven queen. Should anyone of evil alignment step within 5' of the bedposts, the carven eyes begin to glow and a loud hum pervades the quiet of the chamber. (The eyes are merely to frighten invad-

ers; the hum is to prevent the King from being assassinated.) This bed was built to the Queen's specifications, and she personally enchanted it prior to her death.

There is a possible encounter with the King if the characters enter this room during the day or at night, when the King always keeps his battle axe close at hand.

The tapestries are worth 300 g.p.; the fur-lined drapes, 40 g.p.; the marble mantle, 800 g.p.; and the silver coffer, 25 g.p.

63 Treasure Room

The walls of this room are entirely covered with red velvet draperies. There are two heavy chests and six satin bags sitting on the plush, wool carpet.

* * *

The chests are locked. Inside one is 6,000 g.p., a gold orb (1,500 g.p.), and a gold scepter with a jewelled grip (2,600 g.p.). The other chest contains 22,000 s.p.

The satin bags contain:

1st bag: A sapphire ring, surrounded by clusters of diamonds (2,400 g.p.).

2nd bag: A blunt tipped, ceremonial sword with a pommel of inlaid rubies and emeralds (4,000 g.p.).

3rd bag: A gold crown with a large sapphire in its center (2,700 g.p.).

4th bag: 500 platinum pieces.

5th bag: 12,000 copper pieces.

6th bag: A silver dagger, forged by the faeries, which cuts through any plant growth, and has an 80% chance of cutting through magical growth, regardless of the alignment of the wielder. (This dagger is worth 1,000 g.p. or 400 experience points).

64 Connecting Corridor

The outline of a door is visible at each end of this 3' x 12' corridor. Dust and cobwebs cover the walls, floor, and ceiling.

* * *

This corridor connects the Queen's and King's Bedchambers. There is a secret door in the center of the north wall that leads to a small chamber with magical writing on the floor, Room 65.

65 King's Teleport

Anyone entering this room will be immediately teleported into Room 26 in The Well of Five Brothers.

66 Magician's Entrance

The smooth plaster walls in this 7' x 15' corridor are bereft of decoration, and the wide-planked floor seems to bow slightly beneath your weight. At the opposite end of the corridor is a doorway with two buttons, one above the other. Next to the top button the word "OPEN" is painted in bright blue letters. Next to the bottom button the word "ENTER" is painted in dull gray.

* * *

If the "OPEN" button is pressed, a 5'

section of the floor, directly in front of the door, will open, plunging characters into a pool of clear blue water, approximately 6' deep. Pressing "ENTER" opens the door (but also activates the closing of a barrier at the top of the turret steps).

Once the door opens, the characters may enter Room 67, the Magician's Chamber.

67 Magician's Chamber

Orbs of Continual Light clearly illuminate the strange happenings within this room. Even the portraits on the wall are animated and appear to be confused. Occasionally, one of the women in a portrait will smile or lick her lips. In other portraits, delicate ladies suddenly grow beards, and well dressed noblemen wear high lacy bonnets and beauty marks.

An apparently empty suit of plate armor is ambling about. In the room's center, two swords battle in mid-air, their silver blades clashing against each other as if guided by invisible hands. The pommel of each sword is jewelled, and on the floor beneath the swords lie two jewelled scabbards.

Against the south wall is a round table that holds a large bowl of fruits and vegetables. The vegetables are engaged in a heated argument with the fruits about their relative nutritional value.

Built into the southwest corner of the room is a glass chamber. In the room's northwest corner is the protruding belly of a circular stairway leading up. Only the first step of the stairway is visible.

* * *

This study contains the various experiments of the king's magician, Sinnebar. The bowl of fruits and vegetables is one of his perfected practical jokes. Sinnebar telepathically activates it at will—especially if strangers enter the room. If a character steps within 2' of the table, the vegetables will shriek at the character to sample them and see if they're not infinitely better than the fruits. The fruits will confidently demand the same in order to prove their superiority to "those tubers and pods". Soon the argument between the vegetables and the fruits will degenerate into name-calling.

If a character tastes any of the fruits or vegetables, his head will change into the shape of the vegetable or fruit that he ingested—but this change will only be visible to others. If the affected character looks into the mirror, he will see no change. Thus, if he eats a tomato, others will perceive a large, red tomato sitting between his shoulders. This illusion, which cannot be dispelled, causes no harm to the character except embarrassment. It lasts for 1D6 rounds.

The swords were taken by the King in a local conquest, and were given to Sinnebar. Sinnebar has been trying to bend the swords' will to do the King's bidding. Sinnebar has had little success.

Both of the swords are enchanted, and have chaotic egos of 16 and Intellects of 17.

(In order for the swords to be tamed, the character must be chaotic, and his or her Skill Level plus his Appeal and Intellect must surpass the sum of the sword's ego and Intellect.) Only a chaotic character can touch either sword. Any other alignment which touches either sword takes an automatic 8 HTK of damage. Once a chaotic character grabs the pommel of one of the swords, it will remain with him forever unless it becomes tamed, at which point the sword can be dismissed.

The Impudent Swords

Each time a character wielding one of the swords fails to hit in combat, the sword begins a loud, cantankerous criticism of the character's battle skills. Every time a successful hit is scored, the GM rolls a D4 to determine the sword's reaction.

1. The character takes the same damage as his opponent.
2. The sword becomes limp as a noodle for 3 rounds.
3. The sword does +2 damage.
4. The sword shoots fire, adding 1D6 to its damage.

In addition, if the sword is left in its jeweled scabbard for 6 continuous turns, it will begin bawling, "Let me out! Let me out!" and will only shut up when it is removed. Once the sword feels the open air, it will sigh contentedly. It can then be replaced without further comment for another 6 turns.

The suit of armor is an ongoing attempt by Sinnebar to create an army of sword-wielding suits of plate mail. So far, his experiments have succeeded only to the point of animating a suit of armor, which totally lacks intelligence. If a character puts the armor on, he falls under its influence and acts as if stricken by a Confusion spell. This can only be corrected if another character pries him out of the armor.

SINNEBAR

The King's magician Sinnebar is unquestionably the greatest wit in the land. Before Alzarhed conquered the Cumberlands, Sinnebar lived alone in a small shanty in the forest. Dressed in torn robes, he was sometimes seen by the local townspeople wandering through the woods.

When Alzarhed took the lands, he quickly saw that the magician could prove to be a valuable ally. Thereafter, Sinnebar was a welcomed friend and compatriot.

Sinnebar

Skill 10 Magic User, Skill 8 Druid.

ST: 13, IT: 18, IN: 17, SM: 11

D: 13, A: 15

AC: 6, HTK: 41

Al: Chaotic/Good, M: 12"

Att: 1, Dm: by weapon type, D: 1-4

The glass chamber is a teleport to Room 26 in the Well of Five Brothers. It activates when anyone steps inside and closes the chamber door.

68 Magician's Laboratory

Climbing the narrow winding steps up the turret, you are blocked at the top by an invisible wall. This smooth, hard barrier prevents you from seeing inside the upper chamber.

* * *

This wall was activated as soon as the characters entered the Magician's Room, Room 67. By pushing the "Enter" button, a mechanism (hidden in the ceiling) lowered the crystalline barrier at the top of the turret steps, which prevents entrance into the laboratory. The barrier reflects light and acts as a dull mirror if characters stand before it holding a torch or lantern.

The barrier is made of a remarkable new substance, which was discovered purely by accident during Sinnebar's experiments. Its only weakness is that it can be melted. If a torch or other fire source is held directly against its surface for 1 turn (10 minutes), the wall will begin to melt. It will take another turn for the fire to burn a hole large enough for a humanoid to crawl through.

If the characters continue to annoy Sinnebar, he will (as a last resort) attack. There is a 5% chance that Sinnebar will allow characters to enter his laboratory to speak with him; this chance is increased to 15% if all the characters appear to be well behaved. Under no condition will Sinnebar help characters steal the banner, nor will he believe they are from another time. If characters do enter his lab and attempt to battle Sinnebar, he will turn Invisible and cast Scare, Polymorph Other, Obscurement and/or Trip spells. In melee, he will cast a Shillelagh spell. The magician will leave his lab only if his life is threatened.

Sinnebar wears torn green and purple

Equipment: Bracers of Defense of AC 8, Ring of Protection +2, Staff.

The following magic user spells are located in the spellbook in his lab, Room 68.

1st Skill Level: Comprehend Languages, Charm Person, Friends, Magic missile.

2nd Skill Level: Knock, Scare, Invisibility, Wizard Lock, ESP.

3rd Skill Level: Dispel Magic, Fireball, Suggestion.

4th Skill Level: Polymorph Other, Minor Globe of Invulnerability.

5th Skill Level: Teleport, Transmute Rock to Mud.

Druidic Spells:

1st Skill Level: Faerie Fire, Shillelagh, Speak With Animals.

2nd Skill Level: Obscurement, Trip, Cure Light Wounds, Charm Person or Mammal.

3rd Skill Level: Cure Disease, Neutralize Poison, Protection From Fire.

4th Skill Level: Cure Serious Wounds; Dispel Magic.

robes with a rope belt. An ancient oak staff with a large ruby-framed "S" cut into the wood is laying on the table, next to him. (His rope belt is used when casting a Trip spell; his staff is used when casting a Shillelagh spell.) He also wears Bracers of Defense of AC 2, and a +2 Ring of Protection.

If the characters enter the lab, read them the following:

Almost every available inch of the magician's lab is taken up by burners, tubes, filters, scales, caldrons, retorts, beakers, flasks, mortars, clamps, and a seemingly endless array of bottled leaves, feathers, flowers, roots, bones, and powders. Eight opalescent jars, each filled with a shimmering green liquid, are jammed into one row of the bottles.

* * *

The jars of green liquid are special healing potions developed by Sinnebar. They are Cure Serious Wounds, Neutralize Poison, and Cure Disease. Each bottle contains one dose of liquid. If imbibed, the potion will automatically cure the most critical body area. For example, if a character is low on HTK when he is poisoned, drinking the potion will Neutralize the Poison but will not restore any HTK. A second bottle must be imbibed in order for the Cure Serious Wounds to take effect.

In the turret's center is a wide table that holds Sinnebar's spellbook (see stats in Room 67, the Magician's Chamber, for spells). Next to the spellbook lies an open log of the magician's current experiments.

69 Guard House of The Keep

GM ONLY: This 15' x 15' guardhouse is entered from the Close—a small enclosed garden area within the Keep. The doorway leading into this building is locked. Cut into the wall on both sides of the doorway are several rows of arrow slits. There is a large square wooden table in the



room's center, surrounded by six matching chairs. Above it hangs a wrought iron candlelabrum. There is a deck of cards on the table. Centered in the west wall is a small wooden doorway.

* * *

Three guards are always on duty in this room. Two of the guards take one hour turns, standing with readied bows and peering out through the arrow slits into the Close. If anyone attempts to crash into this room, 2 arrows will immediately be discharged. The other guard will draw his sword and prepare to attack.

(3) Guards

Humans, Skill 3 Fighters

AC: 4, HTK: 16, 20, 22,

M: 6", THAC0: 18

Equipment: chain mail, shield, long-sword

Dm: 1-8, by weapon type; dagger, Dm: 2-4; and bow and arrow, Dm: 1-6.

Under the table is a large lever. When the lever is pulled, a 6' x 6' section of floor directly in front of the doorway on the southwest wall will drop open, plunging any character standing on these floorboards into a circular 17'-deep pit. Any character that falls into the pit takes an automatic 1-8 HTK of damage. When the lever is slammed back into its original position, the floorboards will close, entrapping the character(s) at the bottom of the pit.

If this guardroom is attacked, one of the guards will feign death early in the battle, fall beneath or near the table, and wait for the fiercest intruder to stand upon the trapped section of floor. The guard will then pull the lever, opening the pit. The pit will then close, capturing the intruder(s), and the guard will leap to his feet, ready to battle any remaining intruders.

The door on the west wall leads to Room 70, the King's Armory.

70 King's Armory

The light in this gloomy chamber is dimly reflected from tarnished metal armor.

71 Storage Room

Empty crates, broken chairs, rags, and pails fill this dank, sunless room. A straw bed stands in the northwest corner. Extending from the west side of this room is a rounded plaster wall. A circular staircase behind this wall leads up to the turret.

* * *

The straw bed is a teleport. Anyone sitting on this bed is immediately teleported into Room 36 in the Well of Five Brothers.

If the characters look up the staircase, they will see that the plaster walls are cracked and covered with cobwebs, and many steps are broken.

The condition of this staircase is an illu-

sion. Actually it is in excellent repair. There is no way to dispel this illusion.

Once the stairs are climbed, the characters will discover a rather common-looking wooden doorway with a plain brass knob and a finely-cut, crystal lever.

72 The Turret of Magic

Thin rows of arrow slits face the rocky cliffs above the sea. Blue and beige velvet tapestries hang on the curved stone walls, and against the north wall is a semi-circular marble platform. Resting upon the platform is a golden chest that seems to radiate white light. An emerald latch locks the chest.

* * *

Any character who steps within two feet of the chest will be touched by the radiating white light and must save vs. Paralyzation or become permanently paralyzed, unless he is pulled out of the light by one of his companions. The character wearing the Alzarhed family ring will not have to make a saving throw.

The chest is trapped. A character must touch the emerald on the Alzarhed family ring to the emerald on the latch before attempting to open the chest. The chest may then be opened without mishap. If the two emeralds are not touched together and characters attempt to open the chest, (or move it off the platform) the entire floor of



the turret surrounding the marble platform will open. All characters standing on the floor inside the turret will be plunged down a long slide. The marble platform and the chest will remain safe in the turret. The character(s) will land in a pile of bones, each taking 1-6 HTK of damage from the fall. After one round, the floor closes again.

This is the only trap. Once the emerald ring is touched to the emerald latch, a soft click can be heard. The latch slides sideways, revealing a hole one inch in diameter. Any attempt to move the chest, or a direct hit on the chest, will cause the trap in the floor to open.

If the characters slip the emerald wand (located in the Well of Five Brothers, Area 34) into the hole in the chest, read them the following:

The lid opens soundlessly, and an apparition of a beautiful woman floats out from between layers of silk. The woman appears little older than a child and the color of her eyes and hair appear differently to each observer. The woman's arms reach out and a sweet, melodic voice says: "Take heart, my family, for you have the power and the blessing of the elves, and no magic is greater." The apparition then disappears.

* * *

Inside the chest, resting upon a pile of silver silk, is a magnificent golden flag pole. Molded into the pole is a large hand-print, as if someone had grasped the golden staff as it was being forged.

There is no flag connected to the pole. However, if the characters unravel the layers of silk upon which the pole rests, they will easily see it is a large, silk banner. This is the Banner of Alzarhed.

73 Lieutenant's Quarters

Opposite the entrance is a small cot with soft woolen blankets and a large feather pillow. A footlocker sits at the end of the bed.

* * *

This 7' x 12' building is the quarters of the Lieutenant of the guards, Turko Hully. The only entrance into his locked home is on the east side of the building. A footlocker at the end of the bed holds clothing, a leather sack containing 185 g.p., 38 s.p., and two bottles of the King's finest liquor. Lieutenant Hully is away from the castle, spying on the Westlanders.

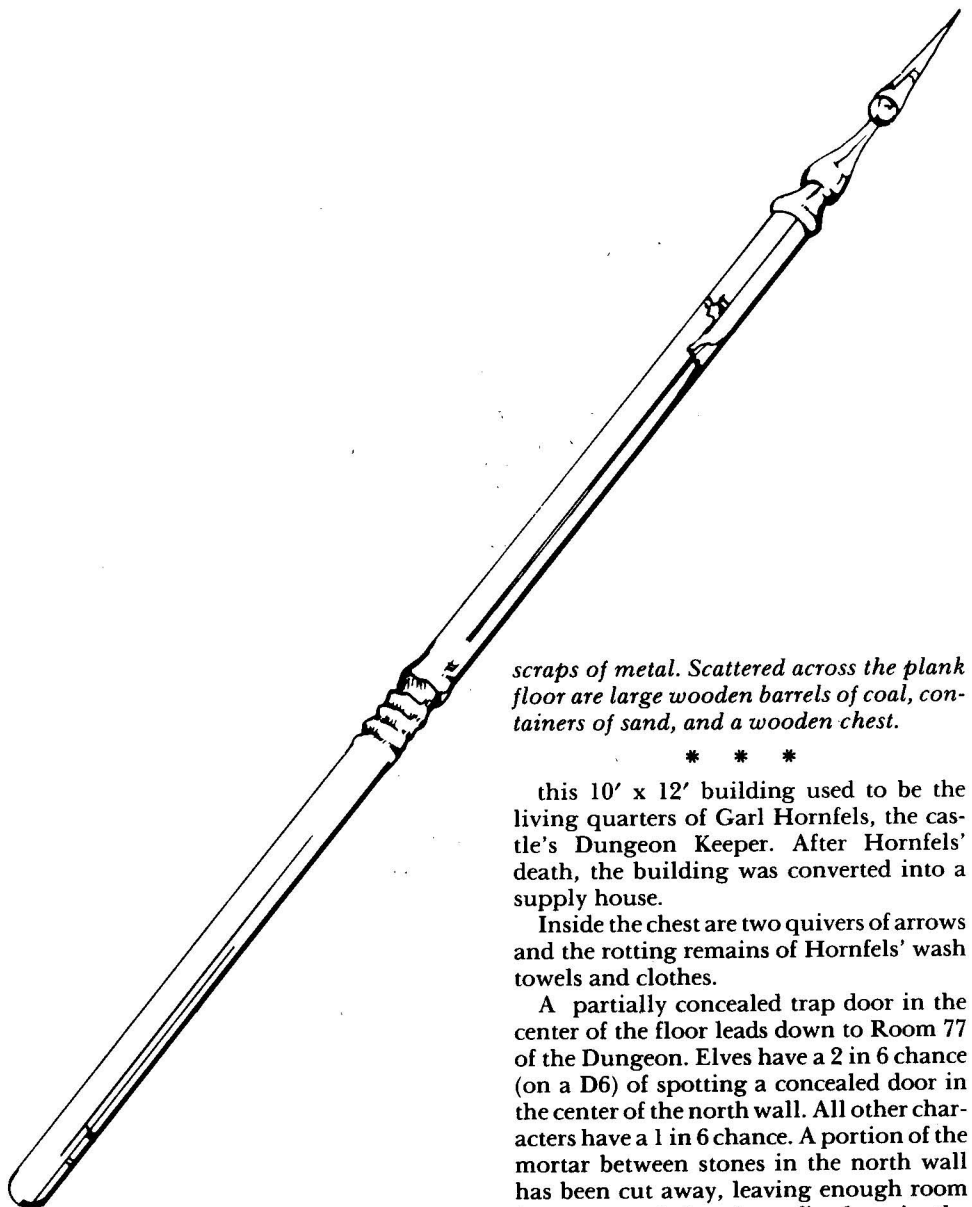
74 Captain's Quarters

Opposite the entrance is a single cot covered with rough linen sheets and a faded quilt. At the end of the cot is a footlocker.

* * *

The footlocker holds a change of clothes, a silver dagger with an inlaid emerald in the handle (600 g.p.), a small fur sack containing 38 g.p., 22 s.p., and 15 c.p., and a jug of home-brewed mead.

This 15' x 15' building houses the Captain of the Guard, Sinew Bloch. There is a



scraps of metal. Scattered across the plank floor are large wooden barrels of coal, containers of sand, and a wooden chest.

* * *

this 10' x 12' building used to be the living quarters of Garl Hornfels, the castle's Dungeon Keeper. After Hornfels' death, the building was converted into a supply house.

Inside the chest are two quivers of arrows and the rotting remains of Hornfels' wash towels and clothes.

A partially concealed trap door in the center of the floor leads down to Room 77 of the Dungeon. Elves have a 2 in 6 chance (on a D6) of spotting a concealed door in the center of the north wall. All other characters have a 1 in 6 chance. A portion of the mortar between stones in the north wall has been cut away, leaving enough room for a person's hands to firmly grip the stones and pull the secret door open.

Once the secret door is pulled open, characters face the spiked interior of an iron maiden. Pushing against the back of the spiked maiden will open a door into Room 77 of the Dungeon. If the maiden's back is pushed, read the following to the characters:

The back of the iron maiden slides open. Before you is a 10' x 10' stone room where two additional, iron maidens are built, one each, on the west and east walls. Foul odors seep through the door on the north wall.

* * *

The door leads into Room 78 of the Dungeon.

76 Supply House

This small building is filled with sacks of corn and flour, bricks of salt, and hanging cuts of smoked meats. A small table on the south corner holds rolls of wool. Beneath the table are large buckets of oil, cases of wax, and candle molds. Several cases on the west wall hold whiskey and mead.

5% chance of finding Sinew in his room at any time of day or night. Sinew is an enormous, sullen man who seldom sleeps. Although he drives his men hard, he is respected for being honest and fair, to which all of the guards under his command will attest.

Captain Sinew Bloch Human, Skill 6 Fighter

ST: 18 (+1 to hit, +2 to damage), IT: 13, IN: 14, Sm: 17 (+3/ hit die)

D: 17 (+3 to AC), A: 13

AC: 2, HTK: 54

Al: Lawful/Neutral

Equipment: Plate Mail, shield, +1 longsword, Dm: 2-9 with +2 strength bonus

75 Supply House

A hearth in the southwest corner is filled with coals, and the building smells of ashes. Cobwebs and dust cover the faded furnishings. Resting on a rotted bed of straw are buckets of wooden pegs and

THE PLAYER CHARACTER





THE DUNGEON

77 The Iron Maiden Room

This 10' x 10' stone room has three iron maidens attached to the east, west, and south walls.

* * *

The iron maiden on the south wall is actually a secret door to a 10' x 15' room, inside of which is a staircase, leading to room 53. In order for the door to work, a character must step inside the maiden and close the door on himself.

78 The Torture Chamber

This 20' x 20' stone room contains the skeletal remains of six torture victims.

* * *

(The skeleton is indicating the way out in its gratitude for being released.) The doorway in the south wall leads into a 10' x 10' room with iron maidens attached to the south, east, and west walls.

79 Hornfels' Treasure Room

Lifting the door reveals a stairway into a small cellar. The coal cellar is half full of coal.

* * *

Buried 2' deep in the coal is a chest containing Garl Hornfels' lost treasure: a small leather bag that holds a plain silver ring (**Feather Falling**), two finely-cut diamonds worth 250 g.p. each, and one large ruby worth 500 g.p. Several other sacks contain a total of 127 g.p., 285 s.p., and 227 c.p. There is also a gray amulet, wrapped in a square of satin (**Periapt of Foul Rotting**), which Garl placed on some subjects as a particularly disgusting torture).

GM NOTE: There is a brick wall between Areas 80 and 81.

The entrance between the Cell Block (Area 80) and the Cavern of Bones, (Area 81) was bricked up when the Foregathering Spirit was captured. A symbol of Neutral/Good, carved in chalcedony, was hung on the western wall of the Cell Block as protection against the Spirit.

80 The Cell Block

Double doors on the eastern wall lead through a rounded archway, down a 7 foot staircase into this 24' x 24' room.

81 Cavern of Bones

There is a large pile of bones in the center of this dark cavern.

* * *

An archway on the west wall leads into Area 82, Cavern of the Catacombs.

82 Cavern of The Catacombs

In this 30' x 20' cavern of rough, black stone.

* * *

A narrow archway is roughly hewn out of the black stone in the center of the northwest wall. Beyond the archway are six steps that descend into the winding Corridor of Darkness.

To the east and west of the Cavern there are four passages into the catacombs.

83 Corridor of Darkness

After five feet, this corridor winds to the east and then abruptly turns north. Your party can now clearly see that after another 15' the corridor ends at a massive wooden doorway, reinforced with iron spikes. Iron bars crisscross a small window through which you can see a faint, flickering light.

* * *

As soon as characters enter this corridor, the Foregathering Spirit, trapped in Room 84 of the Dungeon, will become aware of a living presence. Within one round, a skeleton in the Catacombs will animate and begin searching for the characters. When the skeleton finds a character, it will immediately attack. Thereafter, one additional skeleton per round will be animated for the next 11 rounds (a total of 12 animated skeletons). Any skeleton that is "killed" will be re-animated after two rounds.

The Foregathering Spirit animates the skeletons whenever a humanoid enters the Corridor of Darkness in hopes that the life force(s) gained will provide it with the strength necessary to break the "bonds" that Sinnebar has placed on it.

84 The Foregathering Spirit

GM Note: Any character who looks through the bars in the door will see a 15' x 15' stone room.

In the center of the room is a large pentagram, carved out of chalcedony. At each of the star's five points stands a large burning candle. Within the pentagram is a swirling yellow mist, about the size of a man.

* * *

After a moment, the mist seems to clear and each character will see a vision of his most terrifying life encounter. Instantly, each character must save vs. spells or be affected by the equivalent of a Fear spell. The affected characters will flee as fast as possible for 2-5 rounds.

Locked within the pentagram is the most fearful Spirit in the realm—The Foregathering Spirit. This Spirit is the result of an unfortunate accident in Sinnebar's laboratory. A yellow toxin exploded, killing two apprentices. Their souls were merged with the yellow fumes, and a hideous undead evolved when the apprentices resisted death and began thinking of revenge.

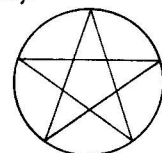
In the Spirit's vengeful search for Sinnebar, it consumed the souls of 10 guards. At last, it found Sinnebar in this barren stone room in the darkest corner of the Dungeon. The magician stood within a pentagram of chalcedony (the mist's anti-toxin), hurriedly lighting five white candles. As the Spirit rushed toward him, Sinnebar waited until all of the yellow mist gathered within the lines of the pentagram. Then, leaping out of the glowing five-pointed star, he shouted: "In the name of all that is good and sacred, hold this evil spirit within the walls of chalcedony until rock turns to sand, and life is no more!"

The entrance of the Dungeon was bricked over, and the Foregathering Spirit was captured within the glowing pentagram for eternity—or so it was hoped.

The great wooden door into Room 84 is locked. If it is successfully opened, the characters will find that they are unable to move into the pentagram or touch the Spirit, as an invisible barrier seems to surround the pentagram. Any character who touches the barrier takes an automatic 1D4 HTK and is violently flung 5' backward.

The candles cannot be extinguished individually, as they are magically lit. Dispel Magic will not work either.

The only way that this barrier can be eliminated is if all five candles are extinguished with holy water *at the same instant*, while the following words are chanted: "In the name of all that is evil and unholy, let the spirit be released into the black of night!" (These words are known only to Sinnebar. He must be on the verge of dying before, in a moment of spiteful anger, he will divulge them.) The Spirit can also be freed if the dungeon walls collapse and the candles are crushed simultaneously.





NEW MONSTER : THE FOREGATHERING SPIRIT

Foregathering Spirits are a form of undead which appear as a swirling yellow mist about the size of a man. When looking at the mist, each individual sees a vision that is so horrible, it cannot be described. The creature actually takes on the appearance of the character's greatest fears.

Foregathering spirits are formed by the merging of two or more human or humanoid spirits who died horribly agonizing deaths. The more spirits are combined when the Foregathering Spirit is formed, the more powerful the monster becomes. Each two souls that are combined to form the creature give it one HTK.

The Foregathering Spirit attacks by moving into the body of its victim. To do this, it must have a successful hit. Treat the intended victim as Armor Class 10, ignoring his/her actual armor class, but allowing for any dexterity bonuses. Once the Spirit has moved into the body, it does 2-5 HTK of dam-

age per round. After six rounds inside the victim—or if the victim is reduced to 0 HTK—absorption of the victim's spirit is complete. The monster then adds another spirit to its total.

Once the creature is inside its victim's body, any attack against the Spirit must also be considered an attack against the victim. The same roll is used, and the victim has a chance to save depending on armor class. If spells are used, the victim must save vs. spells or be affected. The victim can counter-attack the Spirit inside his body by rolling a natural 20 each round, which negates the Spirit's damage for that round, and causes 2 HTK of damage to the Spirit.

If any characters encounter a Foregathering Spirit, they must immediately save vs. spells or be affected by the equivalent of a Fear spell. The affected character will flee as far and fast as possible for 2-5 rounds.

When the Spirit reaches 8 HTK, it gains the ability to animate skeletons and dead humanoid bodies (as zombies). The skeletons and zombies must have complete frames or bodies, but the parts need not be connected. The Spirit has the power to reconnect the parts. It can animate one skeleton or zombie per round, up to a total equal to its HTK. Any animated creature that is "killed" may be re-animated two rounds later.

Foregathering Spirits are affected by normal weapons until they reach 8 HTK. Then, only magical or silver weapons will have any effect on them. Weapons studded with chalcedony do double damage. The Foregathering Spirit has a cumulative magic resistance of 10% for every two HTK, until it reaches a total of 70%.

A foregathering spirit may be turned by clerics and should be treated as an undead of the same HTK.

Foregathering Spirit

AC: 0	M: 24"	Freq: Very Rare
HTK: 12	MR: Var.	No: 1
Att: 1	Int: Very	Size: Medium
T_{HACO}: 9	Align: Chaotic Evil	
Dm: 2-5		

Special: Fear, Absorption, Animation of skeletons and recently dead humanoids. Can be hit by only magical and silver weapons.



Team 8412



WRAP UP

The actions of the Party will determine how the adventure ends.

•If the king is killed by the Characters:

The festival will come to an immediate halt, Sinnebar will take command and all visitors, including family members, will be ordered outside the castle walls until the young heir is located.

However, before the heir is found, invading Westlanders will smash through the castle walls, and in the ensuing chaos, accidentally free the Forgathering Spirit in the Dungeon.

•If the Characters free the Forgathering Spirit:

The Spirit can only be released in two ways. However, once the Spirit is released, it will go on a rampage. It will attempt to kill the characters, but if it is reduced to 10 HTK, it will resume its vaporous form, renourishing itself on another plane of existence. It will reappear when the Westlanders attack and the dungeon walls are destroyed.

Thereafter, it will absorb (kill) all the souls of those remaining at the Alzarhed castle, and then disappear in the harsh sea winds surrounding the Isle of Nyese.

•If the Characters return within 48 hours:

All of the wounds the characters received as time travellers, which mysteriously closed, now suddenly open (if they were not previously cured). Characters who are -1 to -10 HTK will have their wounds immediately bound by Miglore.

If the characters successfully return the banner to Alzarhed without significantly changing history (see below), the grateful king will hand them their 3,500 g.p. reward. Should a character return from the adventure with lost points of Stamina, he can choose between receiving his share of the treasure or having Miglore restore his Stamina points. The king will also reward the party for any knowledge of Drogar.

As soon as Alzarhed touches the flagstaff, he will hear the voice of the elven queen, Melithra, and will see startling visions of the past. Without an explanation, he will leave immediately in an attempt to locate Drogar, and present him with the flag.

If Drogar touches the flagstaff, his alignment will automatically change to Lawful/Neutral. At once, he will see visions of the past. He will know that he is an Alzarhed heir and he will acknowledge his heritage. Standing before his cousin,

Drogar will remove the dark helm (handing it to anyone nearby), and reveal his remarkable family resemblance. When Drogar's alignment changes, so does his reliance on the helm. Together, the cousins will wage war against the Westlander rebels and their goblin mercenaries. They will peacefully share in the rule of the Cumberlands thereafter.

•If the Characters Fail to Return Within 48 Hours:

If the characters have not returned to the pentagram by 7 p.m. on the second evening of their adventure—the time when the king is murdered—they will suddenly experience a terrifying stretching sensation. They will become dizzy, their heads will swim with visions of times they have never seen, of faces yet unknown. Then, with a crash like thunder, they will find themselves flung into Miglore's pentagram, back in their own time. Their bodies will be covered with burns and their muscles will be sore.

Any wounds they received during combat that mysteriously closed, will suddenly reopen (if they were not previously cured). Characters who are -1 to -10 HTK will have their wounds immediately bound by Miglore.

Because characters are pulled through a closing time hole, they return six inches taller due to the stretching. All armor—even magical armor—will no longer fit.

•If the Characters have lost the figurines:

If any character has lost his figurine, or if it has been stolen, he will be unable to return to his own time. When the castle is destroyed and the Forgathering Spirit is released, it will absorb the character if he is still in the castle. If the party has finished its business with 2 hours or more to spare, the character whose figurine is lost will have time to escape from the Isle of Nyese.

•If the Characters' actions change history:

If the actions of the party have a substantial influence on history, (for example, if the party saves the king, or defeats the invading Westlander rebels and thus prevents the castle from being destroyed), the following events will occur when they return to their own time. If they have changed history, read the following aloud:

The troops of Alzarhed are nowhere to be seen. The land is rich, covered with endless acres of wheat. The lines of the pentagram

disappear before your eyes, replaced by swaying stalks of grain. Then suddenly, to your horror, all battle wounds that were inflicted in the past open.

* * *

The king and Miglore are living in the castle of Nyese. The countryside has been spared 50 years of strife due to the party's adventure in time travel.

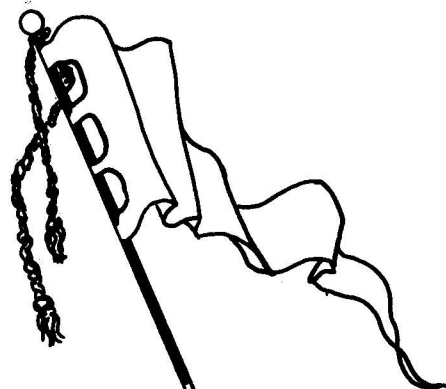
If the characters return to the castle without the banner, they will not be recognized by Miglore or the King, for there never was a time when the king needed—or asked for—their aid. Alzarhed will not recognize the family ring, since it disappeared before his birth.

The characters may also return with the Alzarhed banner in their possession. If they present the banner to the king, Alzarhed will grant them a full pardon, for he will suddenly realize that they resemble the thieves who were said to have stolen the flag 50 years before. If characters ask money for the flag's return, Alzarhed the Brave will become enraged, thinking that they are rebuking his mercy. If characters insist upon a reward, they must prepare to battle the king's guards (see Room 3, and use the same stats for current guardsmen).

In this instance, Drogar, the son of the kidnapped Alzarhed heir, died as an infant in the goblin dens.

•Transporting castle residents into the future

If Alzarhed the Valiant is transported through the pentagram into the future, his strong family resemblance will allow him to be welcomed at the castle as a lost family member. However, should he insist that he is the rightful king, he will be considered a threat to the throne and jailed.



How To Use This Book

Conventions include the "D" abbreviation for "die" or "dice." 1D20 means roll one 20-sided die; 1D100 (or D%) means roll two 10-sided dice sequentially, generating a percentage or number between 01 and 00 (00 is read as 100); 3D6 means roll three 6-sided dice and add the results to get the sum.

Value assumes, with medieval level of civilization, that the value of one gold piece is about \$20 in 1985 U.S. dollars. An income of 20 gold pieces (or gp) would be a very profitable day for a merchant, but 5-10 gold pieces is a more likely sum for a day's effort. Hirelings' wages are usually 10 gp per day per Skill level which raises dramatically with jobs that are perceived to be dangerous.

Armor Class works on a scale where a lower number is better. A character with no armor has AC: 10. A shield adds one step to make it AC: 9; chain mail is AC: 5; plate and shield is AC: 2.

THACO is a convenient statistic meaning "To Hit Armor Class 0." When you know the number required to score a successful hit with a D20 (or multiply by 5 to get the percentage chance of success).

For example, if Erik's THACO is 16, and the target is wearing chain mail with no shield (AC: 5), Erik needs to roll 11 on a D20 ($16 - 5 = 11$), or a 55 or less on a D% ($11 \times 5\% = 55\%$).

Characteristics (or Attributes, Ability Scores, or Statistics) are derived from 3D6. The lowest score for a human is 3 and the highest score is a 18 (00).

Saving Throws decide how you are affected by spells, poisons, etc. You are often required to roll a certain number of a D20 and if you succeed, the effects of the attack on your character are reduced or negated. Remember, for normal saving throws you must roll **equal to or greater than** the saving throw number to succeed.

Ability Rolls on your character's abilities or Statistics work much like saving throws. On certain occasions, your character will be directed to "save against" a basic Ability statistic.

For example, if you want to detect a lie or get further information, you may have to save on a die roll against the statistic of Insight (IN).

Roll a D20 for all saves against Ability Scores. If the number is **equal to or lower than** the Ability Score, you make your save and can tell if a person is lying or notice an important clue.

Ability rolls are often modified. If you are instructed to make an IN roll at +3, you add 3 to the die roll. For example, if your IN is 12 and you roll a 10, you still fail to save ($10 + 3 = 13$).

Maps: All important adventure maps are usually gathered at the end of (or middle of) an adventure and not scattered throughout the book. See Table of Contents for page number.

Reading The Entries

Each of the entries in this book has two sections. What the GM reads to the players is printed in *italic type*. This portion of the text is followed by three asterisks, as follows:

* * *

The portion of the text that tells what the GM should know is printed in regular (Roman) type.

Any information that is of special interest to the GM in conducting the adventure will be indicated by the words **GM NOTE**.

Example:

11 CASCADE *Entrance to Cavern Level II*

A small waterfall flows from a hole in the center of the ceiling. It feeds a stream that cuts through the cave and flows down the passageway to the east.

* * *

The hole in the ceiling is about 8' in diameter and it leads up vertically. The rush of falling water is not sufficient to impede a climbing attempt.

NOTE: This hole in the ceiling is the only access to Cavern Level II.

In some cases, the party will confront more than one opponent in a cave or room. When this happens, the number of attacking opponents will be shown in parenthesis before the opponents' name or monster type, as in this example:

(6) **Dire Wolves**
AC: 6, HTK: 22 each (3D8+3)
M: 18",
AL: Neutral, IT: Semi
Att: 1, Dm: 2-8
THACO: 16
Size: M

Abbreviations

AC..... Armor Class
HTK..... Hits To Kill
M... Movement in feet per melee round
/#..... Flying Speed
//#..... Swimming Speed
AL..... Alignment
Att..... Attacks per melee round
Dm..... Damage per attack
THACO..... To Hit Armor Class 0

Special..... Special attacks or defenses
ST..... Strength
IT..... Intellect
IN..... Insight
DX..... Dexterity
SM..... Stamina
AP..... Appeal
gp..... gold pieces
sp..... silver pieces

4/2/1..... Spells per level of spell
ft..... feet
EP..... Experience Points
Mage..... Magic User
GM..... Game Master
TIME:
Segments..... 6 seconds
Melee Round... 10 segments; 1 minute
Turn... 10 melee rounds; 10 minutes



The Elven Banner, the only thing that might save the kingdom, is in ashes. Drogar of the Black Helm is massing his marauding army on the outskirts of the realm.

DESTRUCTION IS AT HAND.

The king sends out an impassioned plea for brave adventurers. They must go back in time, to before the destruction of the flag, and bring it to the present. If they are not careful, They will . . .

CHANGE THE COURSE OF HISTORY.

There is no time to waste. The adventurers have only 48 hours to complete their mission.

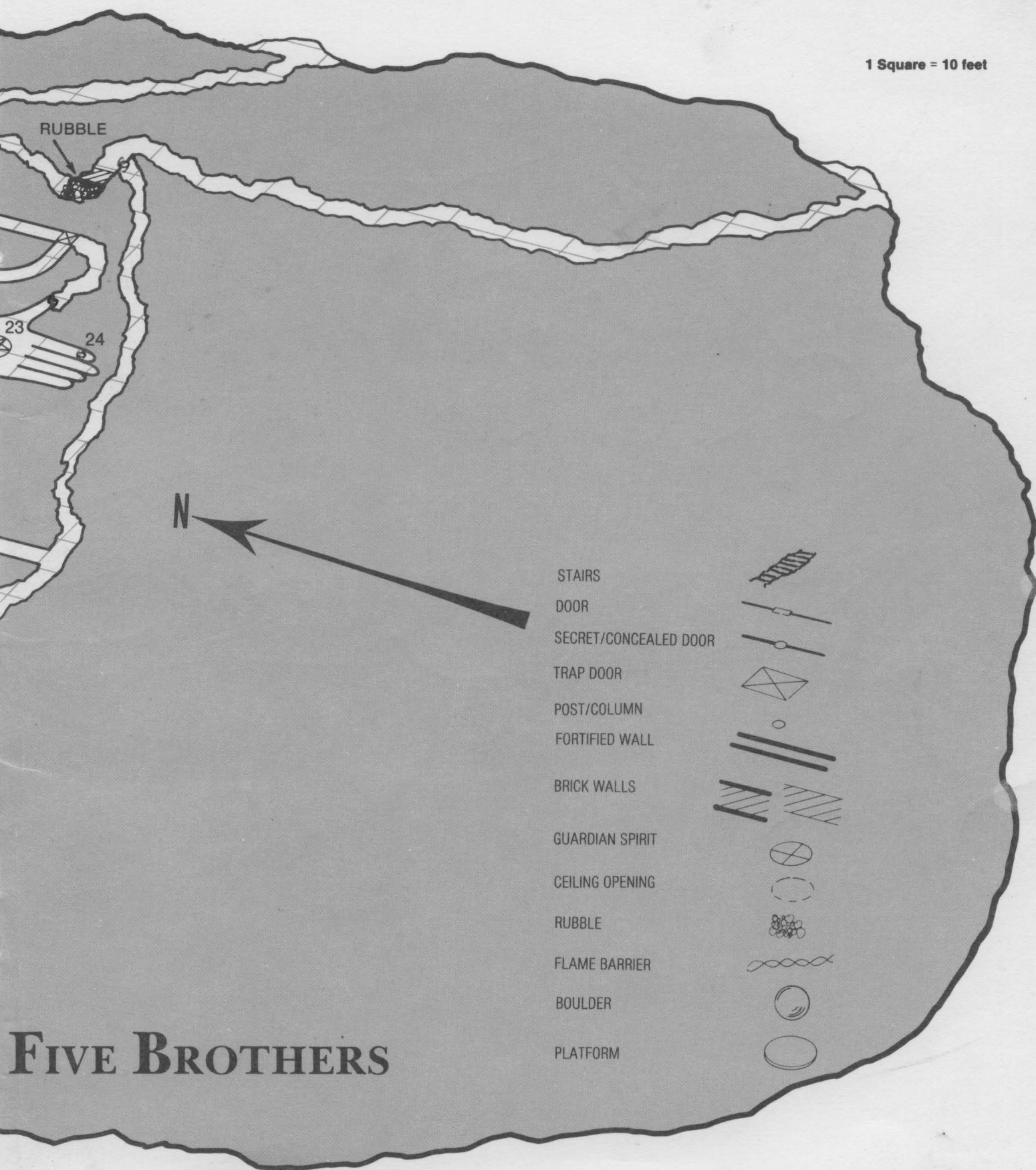
ELVEN BANNER

A role playing adventure for 4-8 characters of skill levels 2 to 4.

0485-732MFG06.00

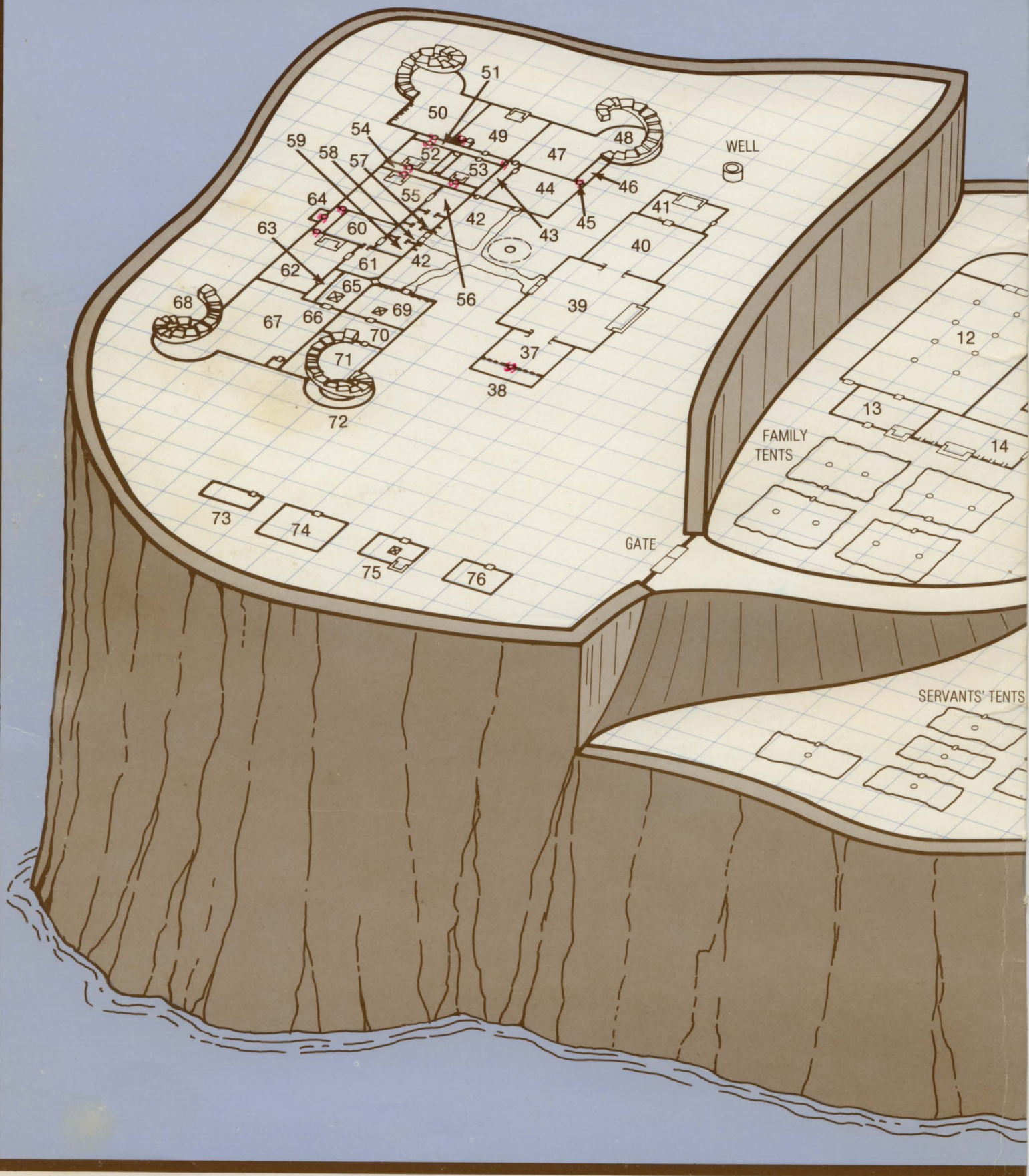


1 Square = 10 feet

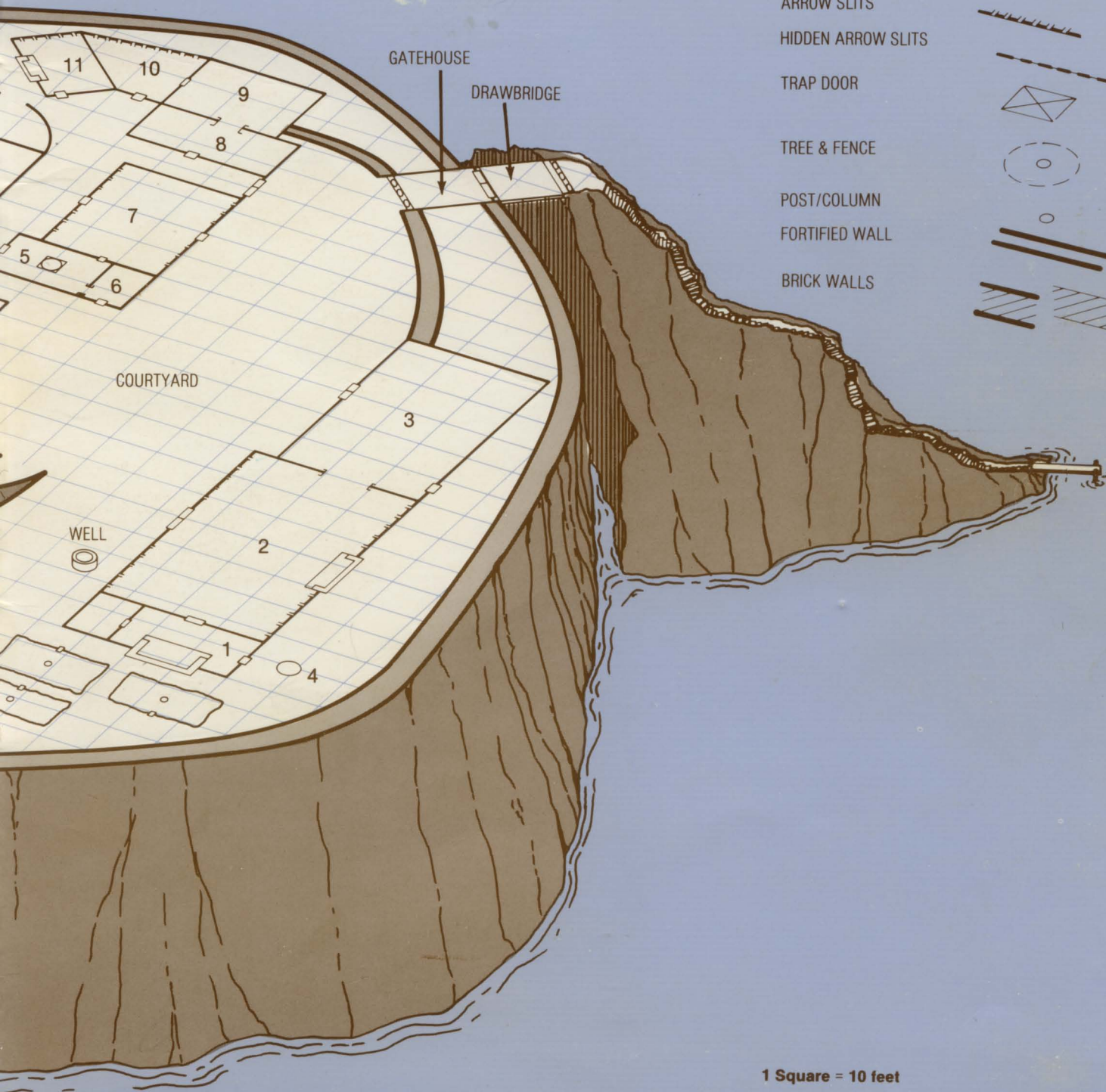


FIVE BROTHERS

The Isle of Nyese



N



ARCHWAY
DOUBLE DOORS/IRON GATE
DOOR
SECRET/CONCEALED DOOR
PORTCULLIS
HEARTH

FORGE

ARROW SLITS

HIDDEN ARROW SLITS

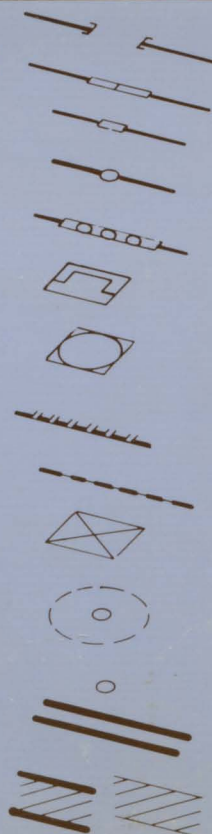
TRAP DOOR

TREE & FENCE

POST/COLUMN

FORTIFIED WALL

BRICK WALLS



1 Square = 10 feet