

DUNGEON CRAWL CLASSICS

gopherio's gabbit

#80.5: A LEVEL 2 ADVENTURE
BY JOBE BITTMAN



GLIPKERIO'S GAMBIT

A Level 2 Adventure

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lipkerio's Gambit is an adventure based on the idea of a patron calling in favors. All wizards know they will be called on at some point to perform tasks in exchange for the great powers their patron's grant. The only question is when. Refusal means loss of power, expulsion or even bloody reprisals from a vengeful patron. The patron in this adventure can be re-skinned with one that makes more sense for your group with a modicum of effort. In this adventure, the adventurers must scale Mount Tyche and ascend the Staircase of Fate to free the Temple of Destiny from occupation by an enemy power. The adventure is designed for a party of 2nd-level characters and can be completed in 1-2 sessions. Due to the hazardous terrain, the characters would be well-served by climbing gear and a retainer or two.

ADVENTURE BACKGROUND

Gaining arcane power is like toying with a venomous serpent: a deadly game played only by the reckless and the insane. Great power is never granted; it must be seized with both hands until either the writhing viper is subdued, or the wielder is left convulsing and black-tongued on the ground. One such mad pursuer of power is the wizard, Glipkerio. Emboldened by his dark patron, Obitu-Que, Glipkerio has brazenly seized a temple of the Three Fates. The wizard has tapped the Fates' wellspring of power to fuel his own magical research. The unique energies of the temple have allowed Glipkerio to imbue an amulet with the power to control time itself. The wizard has stepped back in time to recruit a small army of his younger selves to his cause. Before long, he will be unstoppable.



ENCOUNTER TABLE

Area	Type	Encounter
1-1	C	Magic-corrupted giant
1-3	C	8 devilkin
1-4	C	2 Glipkerio duplicates
	T	Icy bridge
1-5	C	5 snow apes
2-2	T	Corpse Gate
2-3	C	3 two-headed dogs
2-4	C	Many Glipkerio duplicates

JUDGE'S NOTES

Glipkerio's Gambit employs an inverted plot. The final battle is actually fought in the first encounter (area 1-1A), when the adventurers kill the story's main villain, Glipkerio, in the form of a magic-corrupted giant, but that shouldn't become apparent until the adventurers subsequently defeat Glipkerio in the Temple of Destiny. The adventurers encounter Glipkerio's duplicates multiple times on the road to the temple.

The adventure begins in the small hamlet of Cragmere, which is located near the formidable Mount Tyche, atop which sits the temple of the Three Fates. The easiest way to get from Cragmere to the Temple of Destiny is to follow the road that winds around Mount Tyche, but not everyone likes to do things the easy way. Don't discourage players from climbing or using spells to travel to the temple.

The map of Mount Tyche is divided into elevations to accommodate characters who blaze their own trails. At each elevation, you should roll once on the Random Event table below and use the encounter area listed next to the elevation. Adventurers that stick to the road proceed along a linear path through the encounter areas, interspersed with random events. For adventurers that scale the mountainside, use your best judgment as to which encounters might be bypassed. The devilkin in area 1-3 can fly so they could steal items from the party and steer them into other encounter areas. The possessed snow apes in area 1-5 might throw ice down on the adventurers' heads. If the group falls, rather than

take damage, they could fall into a snow bank in a bypassed encounter area. Don't make the players feel like they are being steered down a single path.

CLIMBING MOUNT TYCHE

There are many approaches to scaling Mount Tyche. The characters might tie themselves together and use iron spikes to belay up the mountain, choose to free climb individually, or even cast *enlarge* on the thief and climb on-board. For every hundred feet climbed, characters must make a DC 17 Agility check (unless otherwise specified) or fall. The elevations are divided into 200' sections, requiring 2 successful climb checks to reach the road at the next elevation. Roll on the "Random Events" table while climbing through an elevation and adjust the description to match the environment. Characters that are tied together roll climb checks individually. If more than 50% of the group fails, the entire group falls. Optionally, a character that succeeded in the climb check could stop the entire group from falling with a DC 20 Strength check, giving them time to make another climb check. Falling rules are detailed in DCC RPG (page 96). Alternatively, give falling characters a Luck check, success allows them to land undamaged in a snow bluff. Characters who tie their rope to spikes can only fall as far as their rope allows.

RANDOM EVENTS

Glipkerio has spread eerie manifestations of his power across the area to scare off intruders. While the party is climbing Mount Tyche, roll on the table at least once per elevation reached. Read the text to yourself first. Then, adjust it to fit with the party's current location. Reroll duplicate events. This adventure should be slightly different every time it is played.

d10 Random Event

- 1 Erosion has created a natural set of stairs that leads to a large abandoned nest. No climb check necessary. A search turns up 21 gp, 35 sp, and a silvered dagger inscribed with the name "Lady Blackbird." Pressing the pommel causes the blade to glow like a torch. The next elevation can be reached with a single DC 20 Strength check.
- 2 The phrase "Turn back now" has been chiseled on a rock wall in gigantic letters.
- 3 Dead birds rain from the sky, splatting to the ground around you with muted crunching sounds.
- 4 The air is filled with disembodied snickering, the screech of metal on metal, and eerie wind chimes. A large section of ice sheeting breaks off, triggering an avalanche. Climbers make DC 15 Strength check or fall (see Climbing section);

others make DC 15 Agility check to avoid 3d3 damage.

- 5 Broken sticks are arranged to spell out a message, "Go back."
- 6 Frozen hands, severed at the elbow with fingers outstretched, are planted in a bank of snow.
- 7 The entire area is covered in crimson slush. A red trail leads further up the pass then disappears over a cliff.
- 8 The wind blows the rank odor of dead fish and sewage.
- 9 A thick hempen rope hangs here. A single DC 10 Strength check can be made to reach the next elevation.
- 10 A severed dwarf head is propped on a rock. As you approach, it rasps the same phrase over and over. "You-ooo go-ooo noooooow."

PLAYER START

Read or paraphrase the following:

It's another balmy night in Punjar. The sounds of the Night Market and reveling tavern-goers fill the air where Cheap Street intersects with High Street. Three silent women beckon from an alley and you follow as if in a trance. A delicate nimbus of white light surrounds them and you know instantly they can only be the Three Fates. "The Temple of Destiny has been corrupted. Something blocks our vision. We call on you as our champions to purge the forces of chaos from our shrine."

"We can shroud your approach as if you walked in fate's shadow," says one sister. "...But once you arrive you will be on your own," finishes another. The third sister steps forward. "We offer you this." She cuts off a piece of thread from her spinning wheel with golden shears. "Tying this string around your finger renders you invisible to the agents of chaos, but beware. Our power is undone by the number 7!"

The Fates answer questions as best they can. The Temple of Destiny is located at the frozen summit of Mount Tyche. The temple priests are not responding. The Fates encourage the characters to gather supplies at the Night Market and return when they are ready to depart.

All standard equipment is available for purchase. Additionally, three hirelings offer their services:

- Lucky, a ruffian with a hook hand and an eye patch. HP 3; -1 all saves.
- Harley, a red-bearded dwarf who boasts about "wrasslin' cows." HP 4; +2 to grappling.
- Goud, a cutpurse prone to sneaking off without a word. HP 3; -1 morale checks.

Once the adventure begins, the Fates cannot be invoked until the circle of magic powder is broken in the Temple of Destiny.

Magic thread: The Fates provide the characters with this magic thread. Tying this thread around a finger renders the wearer invisible to chaos-aligned creatures. The wearer cannot be targeted by attacks from chaotic beings. The wearer can attack without ending the invisibility. The thread's power lasts until any rolled die shows a number 7. If cut, the thread loses all its powers.

ASCENDING THE MOUNTAIN

Area 1-1A – The Hamlet of Cragsmere: The adventurers depart in a trance-like state and travel until they reach Cragsmere, the edge of the Three Fates' area of influence. The entire town is deserted. As the band explores the town, a cat-headed giant suddenly appears. The giant hisses venomously and attacks. When the beast is dispatched, a broken trinket is discovered.

Though you have never visited the temple, you have a clear vision of its location. For days upon nights, you hack through brush and ford rivers as you march toward your goal as if possessed, never needing sleep and never growing weary. A biting chill sets in as you climb the foothills of Mount Tyche, but still you press on toward the snow-covered peak. As you near the basin, you spot the tiny hamlet of Cragsmere. The small outpost survives on trade with the temple. Your hypnotic state fades as you enter the town. The village is deathly silent.

The houses are locked, requiring a DC 10 pick lock check (or the characters can bash down a door or climb through a window). Searching turns up household items, warm clothes, rope and 1d20 copper pieces per house.

Once the characters start to leave the town, read:

You see a flash of orange light from the corner of your eye as an enormous figure appears ten feet in the air and slams to earth with a ground-shaking thud. The beast rises with its back to you, giving you a look at its hideous form. The giant stands at least twice the size of a human. Its body is covered in mismatched patches of black fur and green scales, and an oversized head. Where its right arm should be, there is a giant purple, suckered tentacle. Bloody gashes cover much of its body. The hulking brute turns and then you see its terrifying visage. Atop its shoulders rests a cat's head with wild green eyes. The deformed giant uproots a small tree and lofts it over its head while hissing malevolently.

Giant, magic-corrupted (11' tall, 1,000 lbs.): Init -3; Atk improvised club +7 melee (2d6+6) or hurled item +3 (1d6+4, range 40'); AC 15; HD 6d10; hp 36; MV 20'; Act 1d24; SP crit on 20-24, spell casting (spell check +1, caster level 0, spells known: *magic shield*, *magic missile*); SV Fort +5, Ref +2, Will +3; AL C.

Treasure: A search of the giant turns up no valuables,

but a broken half medallion on a chain is found near the corpse. The medallion is forged of black metal and engraved like the top half of a clock, showing the hours 9 through 3.

Area 1-1B – Mount Tyche: *The conifers thin out as you climb over a steep pitch, and then you get your first unobstructed view of Mount Tyche. The thick base tapers into a towering column of rock and ice. A spiraling road is carved into the rock leading to the top. A massive buttress dominates the eastern face, pockmarked with crags and handholds. The gravel trail continues into the basin and beyond to the western ridge before connecting to the spiral road.*

Area 1-2 – Fleeing Monks: *You see a group of robed figures on the path ahead. Most of the figures are limping. They wear singed and tattered robes.*

The characters have not been spotted, so they can attempt to hide. If approached, the group claims to be monks, and begs for healing. They are all duplicates of Glipke-río wounded in the future battle against the adventurers. One monk has a broken arm with a bone sticking out of the flesh. See DCC RPG (page 30) for details on healing broken limbs. The monks offer 1d6 copper, 1d10 silver and small gems (actually worthless colored glass) in exchange for aid. They try to dissuade the characters from traveling to the temple with tales of fire-breathing dragons. The duplicates disappear into an orange flash of light if attacked, or move on quickly if the characters aid them – all the while keeping their faces hidden.

Area 1-3 – Devilkin: *You feel an unholy presence, and look up to see a group of diminutive, obsidian creatures leering from a rocky ledge. The beasts grin, flashing rows of thin, dagger-like teeth, before outstretching their leathery bat wings and launching into the air.*

Clutches of devilkin roost at various spots along the winding path, drawn to this place by the demonic taint of Obitu-Que. The mischievous devils are compelled to steal items even if a few die in the process. The devilkin are adept larcenists, making pick pocket checks with a +5 bonus. Stealing treasure from adventurers during combat requires a DC 20 pick pocket check. Once a devilkin steals an item, the entire flock retreats further up the summit out of reach. The party can encounter the devilkin multiple times in order to recover stolen items if necessary. Devilkin are most attracted to magic items, especially the Fates' magic thread. Devilkin are vulnerable to clerics' ability to turn unholy.

Devilkin (8): Init +1; Atk claw +1 melee (1d6), AC 14; HD 2d6; hp 6 each; MV 10' or fly 40'; Act 1d20; SP pick-pocket +5; SV Fort -1, Ref +2, Will +0; AL C.

Area 1-4 – Ice Bridge: *The frozen path has collapsed ahead. The only way forward is a perilously thin ice bridge over a chasm. Frosty wind howls straight down the craggy*

mountainside, burning your face with tiny daggers of ice.

Crossing the ice bridge requires a DC 15 Agility check. Climbing across the craggy mountainside requires a DC 10 Strength check and two move actions. Alternatively, a mighty deed of arms or a DC 20 Strength check can be used to leap across the 15' wide chasm.

When the first character makes it halfway across, cowed figures leap from behind rocks and attack. These are actually more duplicates of Glipkerio. They disappear in a blinding orange flash just before being slain.

Glipkerio (2): Init +1; Atk dagger +1 melee (1d4) or flaming orb +0 missile fire (1d6); AC 11; HD 2d8; hp 9 each; MV 30'; Act 1d20; SP spell casting (spell check +1: caster level 0, spells known: *enlarge*, *magic missile*, *magic shield*); SV Fort +0, Ref +1, Will +2; AL C.

Area 1-5 – Snow Apes: *Lanky brutes covered in matted, white fur lope across the path ahead on long arms. Surely these are the snow apes of legend. Five enormous red, ghostly eyes appear beyond them, floating in the snowy gloom. A guttural voice echoes and drifts on the wind. "Kill...kill...kill..." The snow apes turn their gaze on you. Their giant, saucer-like black eyes now smolder like hot coals giving off a demonic aura. The largest ape beats its chest and unleashes a war cry as a white plume of frozen breath bursts from its blue lips.*

As the road circles around, snow apes can be seen on the path ahead. The snow apes are under the influence of the demonic patron, Obitu-Que. They fly into a rage and attack, first ripping up large chunks of ice and hurling them, then rushing to attack the characters when they come close. A cleric can use the turn unholy ability to exorcise the evil spirits from an ape. A turned ape immediately stops attacking and flees to its hidden cave.

Hidden cave: The snow apes lair in a cave set high above the mountain path. The opening is situated just above a small rock ledge and covered in thick icicles. Any apes that fail morale checks scramble back to their cave without bothering to cover their tracks. Due to the ice, climbing up requires a DC 15 Agility check. The snow apes fight to the death in the cave to protect their meager possessions: a partially-eaten donkey carcass and a collection of shiny rocks hidden in a small niche. Mixed in the rock collection are 1d10 precious gems worth 20 gp each. A passage at the back of cavern leads into a sprawling network of caverns inhabited by snow apes, extending all the way to the other side of Mount Tyche. Populating this area is left as an exercise for the judge.

Snow apes (5): Init +2; Atk bite +1 melee (1d6+4) or thrown ice +3 missile fire (1d4); AC 12; HD 3d8; hp 20 each; MV 25' or climb 25'; Act 1d20; SV Fort +1, Ref +3, Will -1; AL C.



TEMPLE OF DESTINY

The Temple of Destiny stands at the summit of Mount Tyche in a demi-plane halfway between twilight and eternity. Adventurers who fly to or scale the peak without ascending the Staircase of Fate find only an empty expanse of frozen rock. Under closer scrutiny, the spectral outlines of the temple can be seen dimly, but they are completely insubstantial. The temple can only be reached by climbing the Fates' magical stairway starting from the bottom step.

Area 2-1 – Staircase of Fate: *Freezing winds blast from the northeast, accompanied by a high-pitched whistling sound. Large steps covered in runes have been carved directly into the rock leading up, 22 in all. On your left is a craggy rock wall. To the right, certain death waits on the rock far below. You are nearly at the summit.*

To reach the Temple of Destiny, the adventurers must mount the Staircase of Fate by touching the steps in the proper order. There are 22 steps in all. Shrewd players should remember the admonition of the Three Fates that their power is "undone by the number 7." The unspoken corollary is the number 3, the source of their power.

The Temple of Destiny exists in another time and place altogether. As the adventurers ascend the Staircase of Fate, they cross over to another universe. The proper way to climb the stairs is by only using steps that are divisible by 3 but not 7 (3, 6, 9, 12, 15, 18). Each time the

correct step is used, runes on that step glow with purple light, the air grows warmer, and the winds are less harsh as the adventurers are gradually transported to the new plane. Once the proper steps are activated, the runes' power remains active for 5 minutes. Characters can tread on any stair without having to re-complete the sequence though traps are still enabled. Return travel requires no special actions.

When a character places a foot on a wrong step without completing the entire sequence, all glowing runes immediately go dark and everyone immediately materializes on the icy stairs. They will need to start again. Touching a step divisible by 7 (i.e. 7, 14, or 21) causes additional calamity. A random trap springs, causing 1d6 damage (DC 10 Reflex save for half) to each character within 1 step of the trigger. (Trap manifestations (d5): 1 – spikes shoot up from below; 2 – giant burst of flame; 3 – rocks fall; 4 – darts fire from holes in wall; 5 – cloud of noxious gas.) The traps are undetectable as they exist in another plane of reality altogether, though they can still be triggered with a spell, pole or heavy rock.

Activating the proper steps can be tricky. Characters can jump over one step with DC 10 Agility check (+2 DC for each additional step). The craggy wall can be climbed with a DC10 Strength or Agility check for each 5 steps traversed. Each time a check fails, the character falls on a random step. Roll a d3 and add or subtract it to the character's current position to determine which stair is landed on. A lucky character might fall on the step they originally intended to land on.

Weapon cache: Amimej, first cleric of the Temple of Destiny, foresaw a time of great peril. Upon her passing, her fierce spirit was imbued into a magic two-handed sword to help protect the temple. The sword empathically communicates the desire to slay chaotic beings. The blade, forged from a strange blood-red metal, was dubbed *Mythender* as it possessed the power to slay gods and demons. Is now the fated hour when the sword shall be found? Looking at the handout, you will see the following: F on step 3, A on Step 15, T on step 9, and E on step 12. Pressing the runes that spell the word FATE in order opens the hidden weapon cache under the 21st step. After each rune is pressed in the proper order, it glows with a green outline. The glowing continues independent of the purple stair runes being reset. If a character prays for guidance or appeals to higher powers, allow them this small hint. A rock tumbles down the stair and lands at the feet of the beseecher. A piece of paper tied around the rock reads, "It's the hour / That's never late / It will find you / If you wait". See DCC RPG Core Book, "Sword Magic" (page 366) for details on *Mythender's* banes and powers.

Mythender: two-handed sword +2; Int 9; empathy; Banes: chaotic beings, gods; Type II: cleave, armor-breaker, flame brand; AL L.

Area 2-2 – Corpse Gate: *As you near the top of the stairs, the biting chill subsides and the heavens grow dark, revealing an alien sea of stars. Lit by torch sconces, you see the outer walls of the temple and a massive double-doored portal. The entire gate is upholstered with a patchwork of human skin, hair and faces. Countless dismembered arms and legs are nailed to the door, hanging limp. Where the keyhole should be, there is only a mouth stretched wide-open. The stink of rot and defecation rolls over you like crashing surf, threatening to buckle your knees.*

Glipkerio sealed the temple entrance with an abominable, necromantic ritual. The butchered corpses of the villagers from Cragmere and the temple priests were stitched together and reanimated to create this foul portal.

Corpse Gate: The huge, flesh-covered double doors stand over 20 feet tall. As soon as anyone attempts to open the door, arms situated along the center grasp each other tightly to hold the door shut. The gate attempts to grab any characters within melee range. Grabbed creatures cannot move away from the wall. The gate has a +5 bonus to hit grabbed targets and the critical threat range is increased to 19-20 (crit table U) against the target. A grabbed creature can use an action die to escape with a Strength check (DC 15). Reducing the gate to 0 hit points or forcing the gate open disables the gate. The undead continue to gibber and moan in pain though they no longer attack or hold the door shut.

There are several approaches to opening the door.

- Any attempts to force the door open require a Strength check with a difficulty level equal to the corpse gate's remaining hit points. Using a device as a battering ram adds +3 to the check.
- The cleric's turn unholy ability is very effective against the gate. For each successful turn, the cleric has the choice of forcing the gate to release one grabbed target or causing 1d3 points of damage to it.
- The keyhole is directly connected to the necromantic energies of the gate. A thief can attempt to disable the door by picking the lock. Each successful lock-picking attempt causes 10 hp of damage to the corpse gate. A grabbed target suffers a -5 penalty to "pick lock" checks.

Corpse Gate: Init +2; Atk claw/bite/kick +1 melee (1d8) or throw skull -2 missile fire (1d4); AC 10; HD 4d12+5; hp 41; Act 3d20; SP grab +2 melee (see text); MV 0; SV Fort +2, Ref -2; Will -1; AL C.

Area 2-3 – Temple Grounds: *Beyond the gate, the temple grounds are brimming with brightly-colored tropical flower gardens and the incessant drone of cicadas and tree frogs. A cobbled path leads to a splashing fountain and beyond that an immaculate, white temple – the Temple of Destiny. Sev-*

PLAYER HANDOUT

eral smaller buildings huddle against the outer protective walls of the complex. The night air is hot, humid and thick with the scent of lush vegetation.

The adventurers have a short time to explore the area outside the temple. If they tarry too long, add an encounter with the two-headed dogs from the temple entrance to spur the characters toward the adventure's conclusion.

Area 2-3 (A-E) - Outbuildings:

There are 6 smaller structures arranged around the main temple: a kitchen(A) containing common cooking items, an administrative office(B) which holds a locked coffer containing 300 gold pieces (DC 15 pick lock check), two living quarters(C), a warehouse(D) stocked with food stuff and an outhouse(E) with a hidden stash of exotic pipe weed. Smoking the pipe weed confers +1 bonus to spell checks for 1 hour (3 uses). Stealing from the temple coffers displeases the Three Fates, but making use of other items does not.

Area 2-3F - Fountain: A round fountain is situated in the plaza outside the temple. A spinning wheel carved in stone throws water high into the air.

Drinking from the fountain magically restores 1d3 luck and 1d3 hit points once per week.

Area 2-3G - Temple entrance:

At the center of the garden, a gleaming, white marble rotunda thrusts majestically toward the heavens. Marble columns coated in creeper vines support the temple's vaulted dome. The droning crickets and bullfrogs suddenly stop and you hear muted barking, growling, and the clatter of claws on tile. A black-cowled figure throws open the temple's arched doorway as two-headed war dogs leap from the portal, bounding toward you. The canines are as solid and well-muscled as oxen. Wisps of smoke trail from their fanged snouts. The temple doors swing shut with a loud crack.

After Glipkerio unleashes his dogs, he retreats to the temple to finish preparing his ambush. The two-headed dogs were personally bred by the evil wizard who imbued them with a unique breath weapon; a swirling cone of smoke (10' wide and 20' long) that glows with multicolored lights and can speed up and slow time.



Targets caught in the blast must make a DC 12 Reflex save or the target's age changes by d20-10 years. It's up to the judge to determine what effect rapid age change has on a character.

The temple doors are closed, but unlocked. Characters who walk the perimeter of the temple find no other entrances. The creeper vines make it possible to climb on top of the temple with a DC 15 Agility check. There is a large skylight at the top of the dome directly over the giant statue of the Fates that grants full view of the temple from 140' above (area 2-4).

Two-headed dogs (3): Init +3; Atk bite +1 melee (1d6+1) or breath weapon 2/day (DC 12 Ref or age d20-10 years); AC 14; HD 3d10; hp 14 each; MV 35'; Act 1d20; SV Fort +1, Ref +2, Will +0; AL C.

Area 2-4 – Inside the Temple: The final confrontation with Glikerio happens within the temple. When the adventurers enter the temple, read:

The heavy, marble doors swing open easily on well-oiled hinges. Inside, the temple consists of a single, high-ceilinged room lined with pews. Marble columns circle the vast chamber. A deep red carpet runs directly to the center where statues of three women tower to the ceiling.

When the adventurers approach the center of the temple, read:

The temple is eerily quiet save for the shuffling echoes of your own footsteps. At the temple's center, lit by four enormous iron braziers, a large round pedestal is topped by an enormous statuary depicting the Three Fates at their spinning wheel. A thick line of white powder circumscribes the entire base. Several tables covered in papers and books are arranged haphazardly near the base of the pedestal.

The silence is interrupted by a disembodied voice. "I know not what sorcery allowed you to reach me here, but I assure you, you will never leave. Fear the power of Glikerio!" As the last phrase echoes, cowed men slowly reveal themselves from behind every pillar. The men pull back their hoods together, revealing the same face staring back from each man - some young, some old, but all look to be the same person. One of the men lobs a dart at you, stating Glikerio's intention.

Once the adventurers reach the statues, the wizard springs his ambush. Each time a duplicate is killed, the dying man clutches an amulet on his chest and disappears in a burst of light only to reappear fully healed. When the band is about to strike down the last man, the final opponent grabs his amulet and is painfully transformed into an enormous cat-headed giant. The amulet breaks in two. The giant disappears in an orange flash, leaving behind the other half of the broken medallion.

The combat rules of the final encounter are a little different than normal:

- Glikerio starts out with a shared pool of 100 hit points. Each time a copy of Glikerio takes damage, keep track of the total damage in addition to the damage of each duplicate. Whenever a duplicate is reduced to zero hit points with an attack, it disappears in a flash of orange light and reappears nearby with full health and all lost spells recovered. There are never more than 8 duplicates of Glikerio active at one time: 4 young, 3 adult, and 1 elder. When the shared pool of hit points is exhausted, duplicates no longer reappear.

- Having many duplicates casting spells in close proximity diminishes their power, reducing their action die to d16. Rolling a natural 16 is considered a critical hit. This penalty only affects Glikerio and his duplicates.
- If the party healed the broken arm of a fleeing monk in area 1-2, make sure to read this text after the first duplicate is reduced to 0 health: *The wizard falls backward to avoid your attack and his forearm snaps like a green twig on the marble floor, a bloody bone protruding from the dangling flesh. The wizard disappears in a flash of orange light, howling in pain. The wizard reappears with his arm healed.*

Refer to the Glikerio Battle Tracker on page 12 when running this combat.

Glikerio's duplicates have different levels of ability. The young duplicates are little more than acolytes. They can only cast a single spark of flames. The adult duplicates can cast spells as normal magic-users. By manipulating the threads of destiny, the elder Glikerio can deflect attacks against him onto a random duplicate within 50'. For example, a sword just before connecting turns into a long thin ribbon that stretches across the room where the blade re-materializes and punctures a duplicate. Witnessing the effect is much like viewing a moving object through a glass of water.

Statuary: If someone spends an action to break the circle around the pedestal, the statuary of Fates gains a single free attack at the beginning of every round (lightning: +3 missile fire, 2d6 damage) and can respond to the *invoke patron* spell. The statues target those who have defiled their temple – Glikerio duplicates.

Glikerio, young (4): Init +1; Atk dagger +1 melee (1d4) or -1 dart missile fire (1d4); AC 10; HD 1d8; hp 3 each; SP harmful spell 1/day (range 50', 2 damage, DC 10 Will for half); MV 30'; Act 1d16; SV Fort -1, Ref +0, Will +1; AL C.

Harmful spell: A minor fire spell with a 50' range that causes 2 damage (DC 10 Will save for half damage). The spell refreshes when a duplicate reappears.

Glikerio (3): Init +1; Atk dagger +1 melee (1d4) or flaming orb +0 missile fire (1d6); AC 11; HD 2d8; hp 9 each; MV 30'; Act 1d16; SP spell casting (spell check +1: caster level 0, spells known: *enlarge, magic missile, magic shield*); SV Fort +0, Ref +1, Will +2; AL C.

Glikerio, elder (1): Init +2; Atk club +2 melee (1d4+2) or flaming orb +1 missile fire (1d10); AC 14; HD 3d8; hp 19; MV 30'; Act 1d16; SP deflection (see text), spell casting (spell check +3: caster level 1, spells known: *ray of enfeeblement, flaming hands, mirror image, strength, invoke patron*); SV Fort +1, Ref +1, Will +3; AL C.

CONCLUSION



After defeating Glipekero, the Fates' power can be fully restored by removing the circle of powder. The Fates' statuary comes to life to congratulate the adventurers on their victory. Characters slain in the temple rise with 1 HP and a permanent loss of 1 Stamina. Followers of the Fates get a +10 bonus to their next *invoke patron* spell.

Among Glipekero's effects, the adventurers find the following:

Broken Chronomantic Amulet. The amulet can be re-joined by the *mending* spell or a master jeweler (cost 300 gp), but its powers are greatly diminished. The wearer's

consciousness can travel a few seconds back in time, allowing a reroll of one spell check per encounter. If the roll is 1, roll on the General Spell Misfire table. Each failure permanently increases the misfire range.

Coprolite Club +1: A foul bludgeon bestowed by Glipekero's demonic patron, Obitu-Que. The shaft is wrapped with studded black leather bindings to make it easier to grip. On a critical hit, the target makes a DC 20 Fort save or takes additional poison damage (1d6) in addition to normal effects of a critical hit.

Magic tome: It contains one random level 2 spell per wizard/elf in party.

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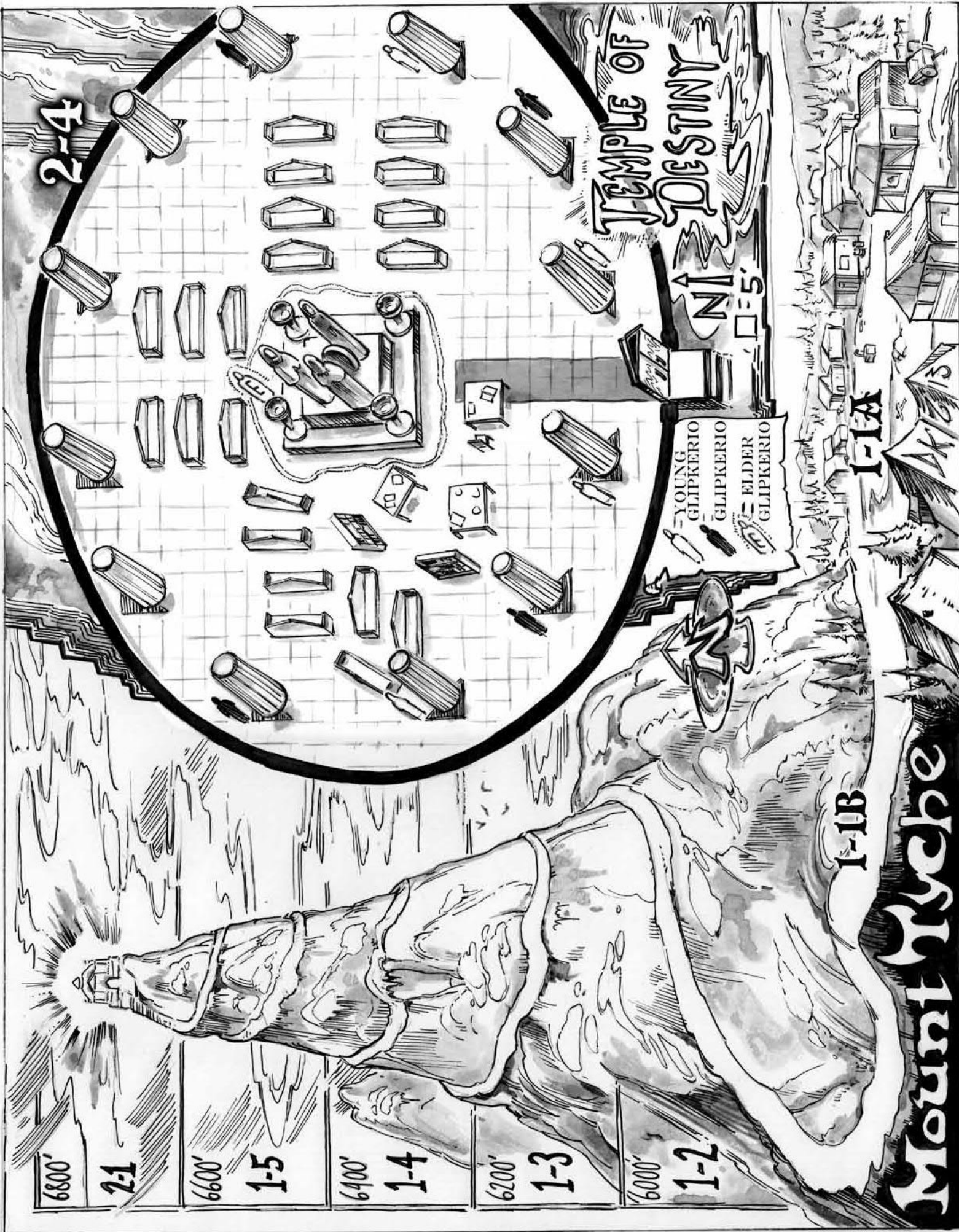
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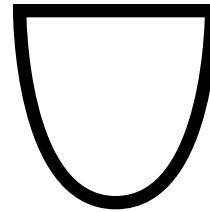
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GLIPKERIO BATTLE TRACKER



Max Hit Points



Current Hit Points

GLIPKERIO, YOUNG

Glipkerio, young (4): Init +1; Atk dagger +1 melee (1d4) or -1 dart missile fire (1d4); AC 10; HD 1d8; hp 3 each; SP harmful spell 1/day (range 50', 2 damage, DC 10 Will for half); MV 30'; Act 1d16; SV Fort -1, Ref +0, Will +1; AL C.

Max HP	Current HP
Used Spells	
☐ Harmful spell	

Max HP	Current HP
Used Spells	
☐ Harmful spell	

Max HP	Current HP
Used Spells	
☐ Harmful spell	

Max HP	Current HP
Used Spells	
☐ Harmful spell	

GLIPKERIO

Glipkerio (3): Init +1; Atk dagger +1 melee (1d4) or flaming orb +0 missile fire (1d6); AC 11; HD 2d8; hp 9 each; MV 30'; Act 1d16; SP spell casting (spell check +1: caster level 0, spells known: *enlarge*, *magic missile*, *magic shield*); SV Fort +0, Ref +1, Will +2; AL C.

Max HP	Current HP
Used Spells	
☐ Magic missile	☐ Enlarge
☐ Magic shield	

Max HP	Current HP
Used Spells	
☐ Magic missile	☐ Enlarge
☐ Magic shield	

Max HP	Current HP
Used Spells	
☐ Magic missile	☐ Enlarge
☐ Magic shield	

GLIPKERIO, ELDER

Glipkerio, elder (1): Init +2; Atk club +2 melee (1d4+2) or flaming orb +1 missile fire (1d10); AC 14; HD 3d8; hp 19; MV 30'; Act 1d16; SP deflection (see text), spell casting (spell check +3: caster level 1, spells known: *ray of enfeeblement*, *flaming hands*, *mirror image*, *strength*, *invoke patron*); SV Fort +1, Ref +1, Will +3; AL C.

		Used Spells	
Max HP	Current HP	☐ Ray of enfeeblement	☐ Strength
		☐ Flaming hands	☐ Invoke patron
		☐ Mirror image	