

LICH LORDS

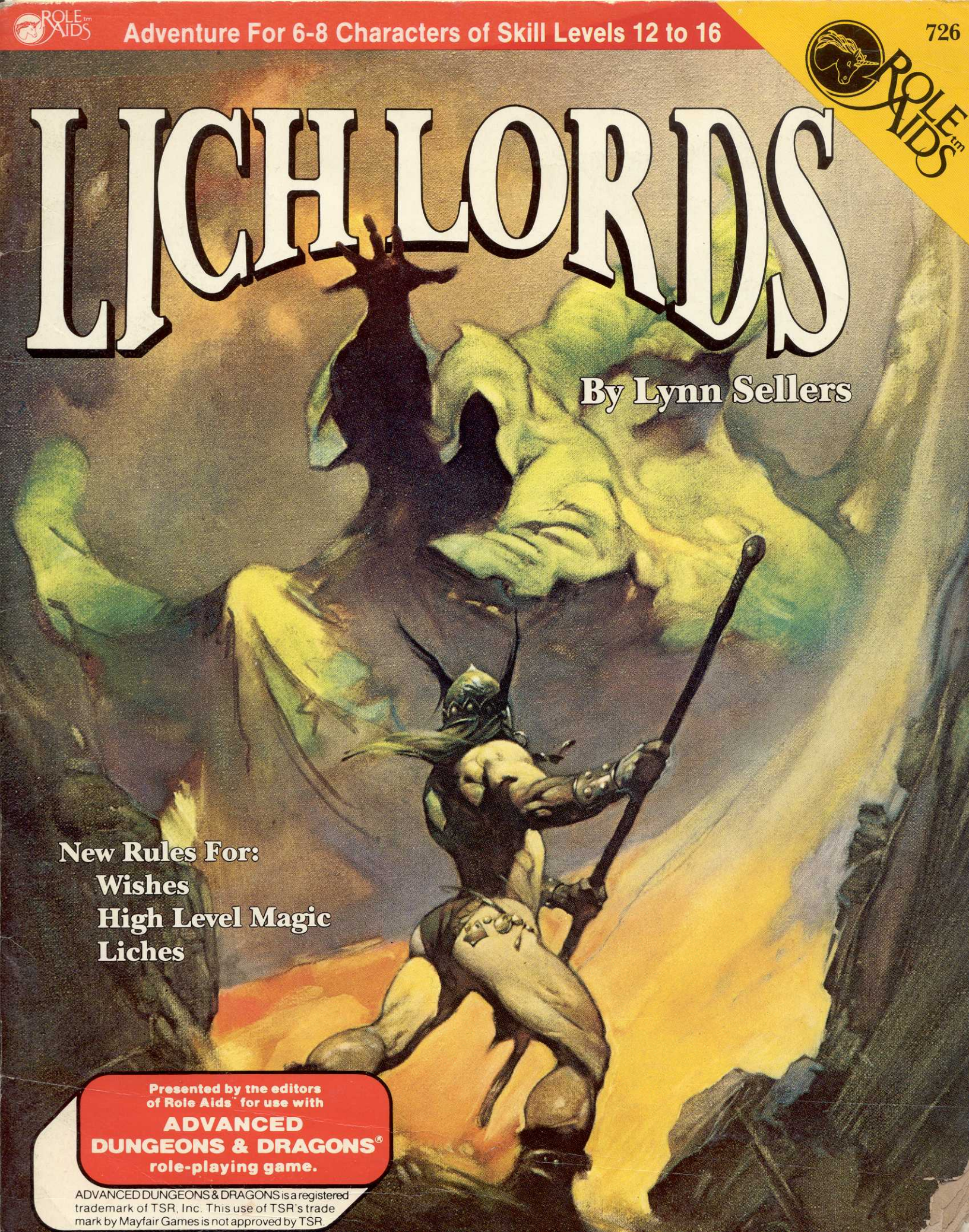
By Lynn Sellers

New Rules For:
Wishes
High Level Magic
Liches

Presented by the editors
of Role Aids for use with

ADVANCED
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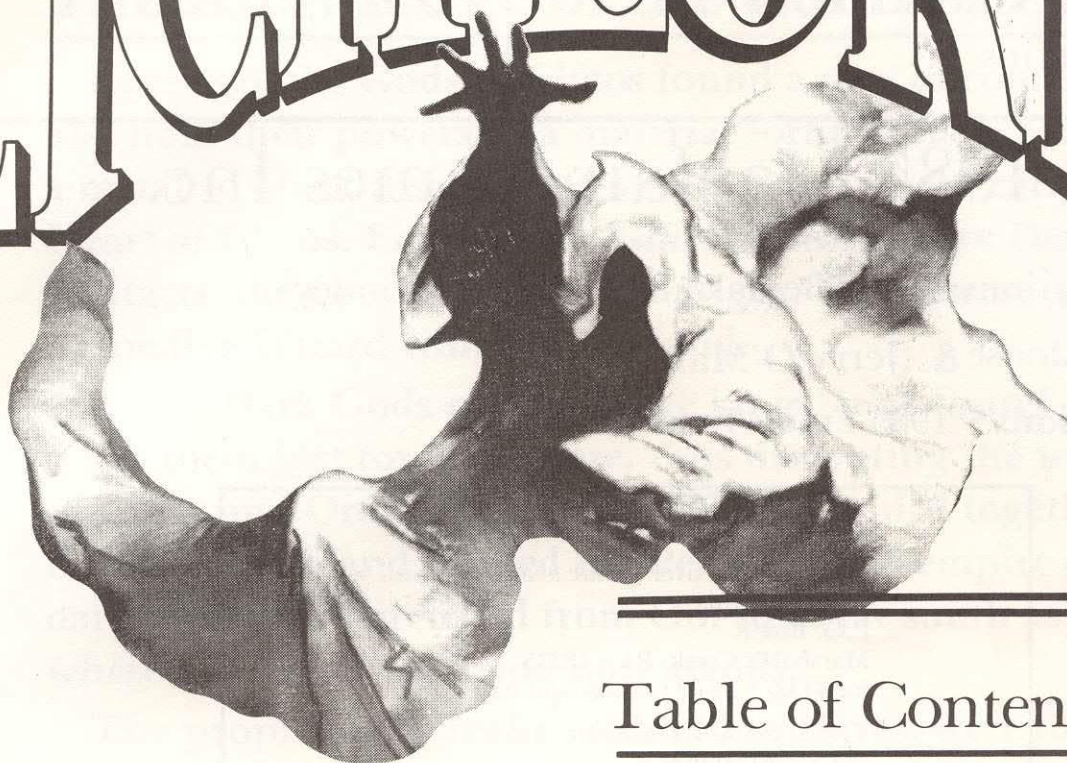


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LICH LORDS

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The Knowledge of the Common Folk

Ages ago, the Gods of Chaos found a way to concentrate and hold their powers in a material form. This substance, a metal so black it seemed to swallow light, was called the Heart of Chaos. From it, the Gods fashioned five Dark Artifacts: the Crowns of Eternal Night. These were given to the five Wizard Kings of the land.

As the Dark Gods expected, the kings' new-found power made them lust for even more, thus disrupting the world of Light and Order. The Wizard Kings banded together in the city of Ool and formed the Pentacate, an empire of darkness which stretched from Ool to as far south as where the city of Saybalod now stands.

The people of the realm, reduced to slaves, were forced to worship the Pentacate as deities. Soon, the five kings began scorning their former beliefs, feeling that they really should be the deities. Indeed, they had great power, but not the thing that separated them from the Gods: immortality. So the Wizard Kings made a pact between them that would give them a kind of immortality — that of the undead. They transformed themselves into Liches and proclaimed their status as True Gods.

This arrogance enraged the Gods of Chaos, who destroyed the city of Ool in a vast cataclysm: the earth opened up and swallowed the city, burying the five kings, their followers, and the once great city of Ool beneath miles of stone. A black cloud swept over the land, slaying those who professed to worship the Pentacate.

The Gods reclaimed their crowns. ☠

New High Level Magic

Scourge of the Violet Spider

A magic user may put all of his magical energy into a final offensive spell, either tripling or quadrupling the spells effective damage dice (i.e. an 11th Skill Level magic user casting a Fireball would do either 33D6 or 44D6, instead of 11D6).

Due to the amount of magical energy put into the 'Scourge, the magic user will lose 1 energy level, for triple damage, and 2 energy levels will be lost if quadruple damage is done. In addition to the energy level loss, the magic user must roll for system shock (if this roll is missed, the magic user will die), and go into a comatose state for 1-10 turns plus 1 turn per original skill level of the spell cast. If the 'Scourge is cast, the caster cannot cast any more spells for the rest of the day.

Crandel's Quick Cast

Since the discovery of magic, mages have tried to gain more control over the magic they have spawned. Until recently, this control was very limited.

Over the last decade, Crandel, a very prestigious wizard, discovered a method of shortening offensive spell casting time. He refers to this as the Quick Cast.

Only 3rd-6th skill level spells may be Quick Cast. 1st and 2nd skill level spells cannot be Quick Cast due to their simplistic magics. On the other hand, 7th-9th skill level spells cannot be Quick Cast, due to the complex magical properties involved with them.

Offensive 3rd and 4th skill level spells can be Quick Cast, causing the spell's damage to be halved, and reducing Saving Throws vs. Magic by one (-1). Casting time is reduced by 5 segments, but it always takes at least one segment to cast a spell.

Offensive 5th and 6th skill level spells can be Quick Cast, causing the spell's damage to be halved, and the Saving Throw roll vs. Spells to be reduced by three (-3). Casting time will be cut by 5 segments, but it always takes at least one segment to cast a spell.

Quick Cast cannot be used on a round that the magic user is surprised. When attempting a Quick Cast, there is always a possibility of a spell miscast. The chance of a miscast is 10% per spell level, minus 2% per point of intellect of over 14 (Magic users of Skill 10 and above subtract 3% per point of intellect).

For example, A Skill Level 5 magic user with an intellect of 17, attempting a 3rd Skill Level Quick Cast, would have a 24% chance of miscast. (10% per Spell Level, giving 30% and subtracting 2% per point of intellect over 14 (3 points, so 6%), leaving 24% chance of Spell Miscast.

No matter how intelligent or high skill level a mage is, there is always a 3% chance he will miscast a spell when using a Quick Cast.

If a miscast has occurred, roll the results on a D8, using the table below. **Note:** There is no Save against Miscasts.

QUICK CAST MISCAST RESULTS TABLE	
Roll 1D8	
Roll	Result
1-2	Spell fails to go off. No damage to caster.
3-4	Caster takes damage equal to 25% of the original spell.
5-7	Caster takes damage equal to 50% of the original spell.
8	Spell backfires, caster takes full damage of original spell.

Notes on the Casting of Wishes

The Wish is a most powerful magic. Used to its fullest extent, it can be most deadly and devastating. When used with imagination and care, however, it can provide some very interesting opposition to a party of good players without destroying the group.

Here are some guidelines:

1. The Wish is a ninth skill level spell, and its magicks are restricted to power capable of being produced by other ninth skill level spells.
2. An extremely powerful Wish will cause the spell caster to become exhausted and immediately fall asleep for four hours.

Examples of extremely powerful Wishes would be: *I wish that (a particular character) was dead;* (The wishing character is advanced into the future where that character is dead. This would take the caster out of the game.); *wishing Magic items to be non-existent;* *wishing invulnerability to all attacks.*

The following Wishes can be used. Possible side effects are written in parentheses:

1. *I wish that _____ could no longer wield a weapon.* (This would last for 1D4 turns.)
2. *I wish that _____ could no longer move.* (The area containing _____ is affected by a Time Stop spell for 1D8 + 9 rounds.)
3. *I wish that _____ were Armor Class 10.* (The character wished against would suddenly be stark naked, with all of his equipment on the ground around him.)
4. *I wish that the next time I were brought to 0 Hits to Kill, I would be fully healed.*
5. *I wish that my next enemy would fail his/her next saving throw.*
6. *I wish that I were in the previous round.* (Time travel, to a very limited extent, such as one or two rounds, is possible with a Wish, but should be carefully used and restricted.)
7. *I wish that my spells will cause maximum damage today.*
8. *I wish the next spell which effects me does minimum damage.*
9. *I wish to make my next saving throw.*
10. *I wish to hit my opponent on my next "roll to hit."*

There are an infinite amount of good Wishes that can be used rather than the simple Death Wish.

One thing that is imperative for a Game Master refereeing a very high skill level game is restraint. This isn't to say that you should hold back your monster's attack. It simply means that you should remember that your players are participating in the game for one reason alone: to have fun. As everyone knows, it is no fun to have a GM destroy the team with overpowering odds.

Wishes do not have to be overpowering if handled with care. They can be used to eat away at a party's skills in an exiting, or even humorous way.

Remember: Restrict your Wishes to the minimum amount of power needed to accomplish the goal at hand.

Player Characters

Players may use their own characters, but should have at least one paladin and one magic user among them.

Kor, Human, Skill 16 Fighter

ST: 18 (00) (+3, +4), *IT:* 14, *IN:* 10, *SM:* 17 (+3), *D:* 16+2, *A:* 08
AC: -6, *HTK:* 102, *M:* 15"
Att: 2/1, *Dm:* (weapon) *THACO:* 3
Alignment: Chaotic/Neutral
Age: 32, *Ht:* 6'3", *Wt:* 270
Weapons: +3 Battleaxe, +3 Longsword, +3 Longbow, 20 +2 arrows.
Armor: Bracers of AC 0, Boots of Speed, Cloak of Displacement.
Magic Items: Ring of Warmth, Potion of Fire Resistance x3, Potion of Flying x4.

Kor, a barbarian from the village of Troth, has flaming red hair and a beard. He is rough and prone to violence. He wears a bearskin tunic, leather boots, and a horned helm. He has a gold ring, set with an emerald (1000 gp); Claw Necklace with gold chain (500 gp), and 25 gp.

Selena, Elf, Skill 13 Druid

ST: 10, *IT:* 14, *IN:* 18,
SM: 10, *D:* 16+2, *A:* 18
AC: 0, *HTK:* 42, *M:* 12"
Att: 1, *Dm:* (weapon) *THACO:* 12
Alignment: Neutral
Age: 28, *Ht:* 5'1", *Wt:* 101
Weapons: +1 Dagger, Oaken Club.
Armor: Bracers of AC 2
Magic Items: Amulet of Proof against Detection and Location, Ring of Invisibility, 1 Potion of Gaseous Form.
Herbs: 3 Doses of Feelflowers (Act as Potions of Healing, each dose restoring 2D4+2 HTK), 2 Doses of Sweetbalm (Removes burn damage as potion of Healing), 2 Doses of Newt-pall (Neutralizes Poison).
Spells: 6/5/5/5/4/3/2.

Abilities: Identification of plant type, animal type, and of Pure Water. Immunity to Charm spells cast by woodland beings. Ability to change form into a swan, an anaconda, or a Sabertooth Tiger, each once per day. Shape Changing will heal from 10% to 60% (Roll D6) of Damage already sustained.

Selena is a witch from the forest of Witchwood, where she lives alone. She dresses in a gossamer robe that somehow never tangles in the rough terrain where she travels. Selena is quite beautiful, and her shining yellow hair is the envy of many a fair maid. She dislikes

violence, but will not hesitate to defend the forest or the wild animals that she loves. Selena, though elven, has attained druidic powers due to her long druidical studies, and powerful magicks.

Elrador, Human, Skill 12 Ranger

ST: 16 (+1), *IT:* 15, *IN:* 16,
SM: 14, *D:* 15+, *A:* 17
AC: -2, *HTK:* 92, *M:* 10"
Att: 3/2, *Dm:* (weapon) *THACO:* 10
Alignment: Chaotic/Good
Age: 42, *Ht:* 6', *Wt:* 150
Weapons: +5 Longbow, 20 +2 arrows, 5 +3 arrows, +2 Longsword.
Armor: Bracers of AC 2, +3 Ring of Protection.
Magic Items: Elvenkind Cloak and Boots, Scroll: Protection from Magic.
Spells: (magic user) Jump, Enlarge; (druid) Entangle, Pass without Trace, Heat Metal.

Elrador is a reclusive woodsman from Nearwutt, skilled at tracking and hunting. He dresses in a camouflage tunic and pants, his Elven boots and cloak. He is reserved and seldom speaks of trivial matters, though he is wise in the ways of the world. He carries 10 emeralds 500 gp each.

Dwerl, Human, Skill 12 Cleric

ST: 17 (+1, +1) *IT:* 14, *IN:* 18,
SM: 17 (+2), *D:* 12, *A:* 17
AC: -6, *HTK:* 80, *M:* 9"
Att: 1, *Dm:* (weapon) *THACO:* 13
Alignment: Chaotic/Neutral
Deity: Dionysis, god of revelry.
Age: 52, *Ht:* 5'2", *Wt:* 160
Weapons: +1 Mace of Disruption, Staff of Striking (17 charges), 5 normal hammers (that he uses for his Spiritual Hammer spell).
Armor: +4 Plate Mail, +4 Shield.
Magic Items: Helm of Telepathy, 4 Potions of Extra-Healing (each restoring 2D4+2 HTK), 8 Potions of Healing (each restoring 3D8+3 HTK), 1 Dose of Dust of Disappearance, Ring of Fire Resistance, Scroll: Heal, Blade Barrier, Commune.
Spells: 8/7/6/4/2/2.

Dwerl is a portly man, quick to perspire, and slightly lazy. He is more interested in hedonistic pursuits than adventuring, but will adventure out of love for gold. He drinks heavily, as every morning he is required to have wine in the service of his God. He dresses in shining armor. On his shield is a goblet engraved in silver.

Theosophiles

Human, Skill 14 Magic User

ST: 12, *IT:* 18, *IN:* 16,
SM: 11, *D:* 15+, *A:* 14
AC: -1, *HTK:* 35 (48 with familiar), *M:* 12"
Att: 1, *Dm:* (weapon) *THACO:* 16
Alignment: Neutral
Age: 47, *Ht:* 6'1", *Wt:* 150
School: The Gray Art.
Weapons: Dagger, Staff of the Magi (22 charges).
Armor: Bracers of AC 2, +2 Ring of Protection.
Magic Items: Wand of Magic Detection (72 charges), Wand of Fire (15 charges), Ring of Regeneration, Robe of Useful Items (bonfire, silver dagger, door, war dog, lantern, oak tree 30', 10' pole, 50' rope), Ring of Spell Storing (5 4th skill level Spells of choice).
Spells: 5/5/5/4/4/2/1.

Theosophiles is a quiet, somber man. He has little sense of humor and is seldom cheerful. He will never fight hand to hand except when he is about to die, preferring to stand to the rear and use his Gray Art. He wears a gray robes and a cloak covered with mystic symbols, and a small, battered cap, without which he feels uncomfortable.

Alerius, Human, Skill 13 Paladin

ST: 17 (18/00) (+3, +4), *IT:* 11,
IN: 13, *SM:* 15 (+1), *D:* 13, *A:* 17
AC: -4, *HTK:* 106, *M:* 12"
Att: 1, *Dm:* (weapon) *THACO:* 7 (5)
Alignment: Lawful/Good
Age: 40, *Ht:* 5'5", *Wt:* 165
Weapons: +2 Spear, +4 Mace, +3 Axe, Sword of Sharpness.
Armor: +2 Shield, +4 Armor of Etherealness. For every 5 charges used, this armor will reduce the wearer's armor class by 1. The armor has been used 8 times before and has 2 more charges before it is reduced to +3.
Magic Items: Rod of Lordly Might, Boots of Striding & Springing, Gauntlets of Ogre Power (The stats in the parentheses for *ST* and *THACO* apply for the Gauntlets, when worn.)

Alerius is the sort of person who will volunteer to fight any form of evil wherever it may be in the name of Good. He is impulsive and overzealous, but is usually able to make the right decisions. He carries 4 Rubies worth 250 gp each.

Player's Introduction

The Summoning

Fifteen minutes to midnight.

The tremors had faded, and so had the aftershocks. The earthquakes to the north had shaken the kingdom of Saybalod, but the people, resilient as ever, went on with their lives after the excitement died down. They laughed and joked and told tales about where they were when they first felt the quakes.

You have been called to the Council Room in the palace of King Korben II. It is an immense room, located far beneath the entrance levels of the castle. Maps of the land, and drawings of the castle and strategic town buildings, are hung on the wall. In the center of the room is a large circular stone table, surrounded by a number of chairs.

The King is there, seated with four of his personal advisors, and a woman whom you recognize as the Elder of the Djar Hardin, a sisterhood of empaths. A number of women, wearing the blue robes of the Djar Hardin, stand quietly along the walls of the room. You are motioned towards the remaining seats.

"You are the greatest heroes of the land," the king says. "Songs of your adventures have been heard in all corners of the known world, and you have achieved great wealth and respect. I feel that I may have need of your services very soon."

"Something wrong is happening — I know it. I can feel it in the pit of my stomach."

"None of my scholars, astrologers, or mages were able to predict today's earthquakes. I want to know why. I have ordered all my men of knowledge to discover the reason for the quakes, and to stay awake until they do."

"Earlier in the evening, I decided to summon the Djar Hardin from their temple near the cliffs by the sea. They arrived sooner than I expected, as they had come to speak with me of their own accord."

"They told me of a great battle in the heavens. The tensions between the Gods of Chaos have finally broken, and they are now engaged in what could be their final battle. What this means to the future of the land, no one can say."

Ten minutes to midnight.

Fair-haired Cantrala, the youngest

of the Djar Hardin, waves her arms as if shooing away flies. "Sister-Mother?" she said to her Elder. "What is happening?" She clutches at her breast as though desperately holding onto something that is being torn away from her. Gasping for air, her eyes bulging in fear and pain, she stumbles around the Council Room, and finally collapses on the floor.

"What's happening to her?" the King shouts at the Elder. "Help her!"

Cantrala's face freezes in a silent scream, as though she is in the midst of unimaginable torture. The Elder begins to tremble. "Th-there is n-no help for her."

"Why not? Summon my Clerics at once!"

The Elder begins to lose control, shaking violently. "They will do no good. S-she feels death, violent death. The souls of hundreds of Northmen have been t-torn from their bodies — devoured by the b-blackness . . . by the blackness . . ." The Elder swats at the air as Cantrala had done, and she too clutches at her breast.

Within seconds, the entire Sisterhood of the Djar Hardin is overcome with the seizures.

Five minutes to midnight.

It begins as a low sound, like a lazy wind rushing across the hollow of a dead tree. But it grows: it is joined by other, similar sounds — a chorus of dead trees, growing louder, more insistent. It rises an octave, then two, losing all similarity to a wind through the woods. It tears up through the scales, and for a moment, just for a moment, it sounds almost human, almost as if it is wailing. In that sound is a sense of deep sorrow, as if someone had lost something or someone very dear, a loss that would be felt forever. The sound rises higher and becomes louder, losing all of its humanity, becoming an anguished scream of the mad, of hundreds of madmen, of thousands, all in chorus, all with the same sense of anguish.

The Royal High Priest bursts into the room: "Sire, it is the scream of the Banshees," he says. "They scream for the souls of the dead. I fear the worst. Save yourself from the madness they cause: guard your—"

Suddenly, all is quiet.

"—ears," the priest finishes.

The town bell tolls twelve times. Midnight.

In the Council Room of King Korben, and in the chambers of all of the kings of the world, and the chambers of the most powerful wizards and paladins and heroes of the world, an ebon face appears, with glowing red eyes and shadowed features.

"I am Vector," the face says, speaking with a voice of rolling thunder. "I am the Herald of Mortebus, Lord of the Lich Kings of Ool. Be it known that the Lich Kings have just now regained the Crowns of Eternal Night from the Gods of Chaos. The time of the Second Pentacate is at hand. Surrender your lands and pledge your worship to Lord Mortebus, and your souls shall be spared. You have no choice, no negotiations, no hope."

The face vanishes.

The Sisterhood of the Djar Hardin lay on the floor of the Council Room, their bodies contorted in silent agony.

The banshees begin their wailing again, continuing long into the night.

The Mission

At dawn, you are summoned back to the Council Room.

There, you meet a haggard-looking King Korben II, and an equally haggard Elder of the Djar Hardin.

"The time has come for what may be your most important mission. The fate of the world is in your hands."

The Elder stands and speaks in a fatigued voice. "The Black Scroll of Secrets has a warning:"

Beneath the Earth, the Gods have hid a foulness.

It gathers up the souls of man, like ripened fruit.

The earth's gross wound will be unsealed,

to spread the corruption that devours mortal hearts.

Attend! The Pentacate must be uncrowned and slain,

before their evil blots out the sun.

A liquid mirror conceals their undoing.

"Let us hope that you are able to un-crown them before the time of the sun's darkness," she says as she sits.

The King draws forth a roll of parchment and hands it to the party. (See Player Map) "This is a map of the realm. You must travel north, to the

city of Ool, and destroy these ancient Kings before they start their Death-march.

"Travel by sea is dangerous this time of year, so you must journey by land. We will supply your party with mounts and provisions, as well as any other basic equipment you need.

"The situation dictates your reaching Ool and destroying the Lich Lords as soon as possible. However, we have no information about the City, nor do we have knowledge of the 'liquid mirror' mentioned in the Black Scroll. If you feel you need this information, then take the route to Magestone.

Maybe you can get information from Berbal Hought, the Wizard. The decision is yours."

"But beware: the longer you take to get to Ool, the greater your chance is of discovery by the Lich Lords."

"Destroy the Liches," says the king. "Return with the crowns so we may destroy them, and our Court Wizard will grant each of you a wish. You must not fail. If you do, it will be the end of all who live."

The City and the Departure

The Sisterhood of the Djar Hardin chants a blessing for you as you leave

the castle. Fully saddled steeds await you in the street, along with an extra horse that has been loaded with provisions and camping gear. The king walks up to each of you and looks into your eyes, as if for the last time.

"May the luck of your gods be with you," the king says as you mount your horses.

The citizens of Saybalod line the streets, silently watching you leave the city. In their eyes you see a mixture of fear and hope. The guards wave you through the gates. Before you stretches a wide road leading north.





PORTIONS OF OOL were not totally destroyed; cavernous areas were left where the five kings and their most powerful followers have inhabited until today.

They are called: Murdros, Lord of Betrayal; Bolder the Formless, Lord of Shadow; Sothgar, Lord of Deception; Lerdrone, Lord of the Cold Fire; and Mortebeus, Lord of the Lich Kings.

Each Lich King controls a section of the buried city, and though Mortebeus claims to rule them all, each one secretly feels superior to the others. This rivalry can be exploited by the player characters and used to defeat the Liches.

Furthermore, if the player characters are beaten and about to be destroyed, the GM can use the rules below to help the party.

Role Playing the Lich Lords

The Five Lich Kings are evil beyond compare. Due to their avarice, they are not especially loyal to their comrades. Each will try to subvert the defenses of the Lich he hates most. Except for Murdros, the first Lich, all the Liches will be aware that the party is in their city and will watch their progress in crystal balls or through the eyes of their servants (rats, bats, cats and the like).

Also, through these devices or servants the Liches can cast spells against their own comrades due a wish cast from a scroll by Boldar. Boldar thinks he is the only one who can attack his brethren from afar, but actually all the Liches have found they have this power.

The Lich Lords

Murdros, Lord of Betrayal (First Level)

Murdros is the greediest of the five, therefore the one most likely to be influenced by bribery.

If the party needs help, use this situation:

He knows the present whereabouts of the other four Liches, as well as their major powers. If offered powerful magic items, Murdros will give this information to the party as well as a map of the first and second levels. He knows nothing of the other dangers still present in Ool.

However, after the players have destroyed three Liches, Murdros will attack the party when they start their attack on Mortebeus (the last and final Lich).

If he gives any aid to the party, they will have to pay for it with at least three major magic items. Gold is useless to a Lich.

Bolder the Formless, Lord of Shadow (First Level)

Bolder is a powerful creature who enjoys considerable sway with Mortebeus, the Lord of the Lich Kings. He frequently spies upon the others and reports their actions to Mortebeus. Because of this, the other three liches hate Bolder. They have banded together to aid the party in defeating him.

If the party needs help, use this situation:

Approximately 1 Turn before the party encounters Bolder, Sothgar and Lerdrone will aid them. Lerdrone will cast a Fireball spell in front of and away from the party to get their attention, and Sothgar will drop his Ring of Spell Storing in front of the group. The Ring is magically charmed so that it will vanish after the party uses it once. All three spells in the Ring are known to the party (see Sothgar's magic items for a listing of these spells).

If the party is quiet after the ring is dropped, they can faintly hear snickering.

Bolder will not part with his crown unless he is defeated.

Sothgar, Lord of Deception (Second Level)

Sothgar and Lerdrone are as friendly as possible for two Liches. Neither

would willingly betray the other, unless the reward were great enough to risk their friendship.

If the party needs help, use this situation:

Mortebeus is angry with Sothgar for failing at the Crystal Falls. (If the party has gotten this far, he has failed.) He has commanded Lerdrone to use his Fumble spell against his friend Sothgar. If this spell fails, Lerdrone is commanded to place a Wall of Force between Sothgar and the party and to then attack Sothgar with his Invisible Stalker. It will take Sothgar 1D4 rounds to realize what has happened.

Explain the effects of the spells to the party. They should be kept in the dark about the battle between the Liches.

When Lerdrone's spells are in effect, there is a 50% chance per round of combat that Sothgar will realize who is behind the attacks on him. In this case he will stop his attacks on the party and request a truce while he hunts down and kills his "friend" Lerdrone.

GM NOTE: The chance of discovery is high because Mortebeus is telepathically giving Sothgar this information.

Lerdrone, Lord of the Cold Fire (Second Level)

Lerdrone is the friend of Sothgar and will not willingly betray him unless the price is right. As with Sothgar, the only price Lerdrone will consider is powerful Magic items.

If the party needs help, use this situation:

There is no need to convince Lerdrone to attack Mortebeus, whom he hates with an intense passion. During the first encounter he will give the party his +5 Defender sword and his Ring of Regeneration if they agree to help him defeat Mortebeus.

GM NOTE: If Sothgar is with the par-

ty to kill Lerdron, this offer will not be made.

Mortebus, Lord of the Lich Kings (Third Level)

Mortebus, wants the other Liches dead and out of his way, but it is beneath him to soil his hands to do it himself.

If the party needs help, use this situation:

Vector the Spectre Lord will help the party against Mortebus. He will try to convince the party to work with him to this end but, unknown to him, Mortebus has heard every word. He will activate a rune engraved on the Spectre Lord's helm that will explode into a Delayed Blast Fireball for 25D6 HTK of damage in a 10' x 10' area around the Spectre Lord. Vector will not be able to save, though the rest of the party can roll against spells.

If the party already has the services of Sothgar or Lerdron, the Spectre Lord will not aid the party, but will attack the other Liches.

Notes on Betrayal

When the party faces Mortebus, he will always attack his betraying Liches first and the party second. The Liches, however, will pale at the sight of the terrible Lord and lose all initiative rolls. Furthermore, Mortebus controls the power of the crowns each Lich wears and will cancel such powers when they are used against him.

After the Mortebus falls, the other Liches with the party will instantly attack the group, even as the caves begin to fall in on them.

Stats of the Lich Lords

The Liches have existed for centuries without the Crowns of Eternal Night, and have thus become considerably weakened. However, now that they have taken the Crowns from the Gods of Chaos, the Liches strength will increase. But this will take about 15 days.

If the adventurers leave Saybalod immediately, stay on the road, and go directly to Ool, there is a good chance that they will still be able to meet the Liches in their weakened states. However, if they dawdle or go to Magestone for help, they may not make it in time. In this case, their best bet is to go to the Crystal Falls in Clearpeak Mountain to get the Holy Sword, Spellbane.

There are two sets of statistics for each Lich. The first set are the Liches in their weakened state, before they are able to work their magicks and the second set is after they have re-activated the Crowns of Eternal Night.

Murdros, the first Lich

Murdros, the first Lich is a ravaged, skeletal figure in rich, scarlet-trimmed black robes. His face is hooded, and only two spots of red light peer from beneath the cowl. Murdros glows with a faint blue light.

WEAKENED STATE

Murdros Skill 20 Magic User

AC: 0, HTK: 40 (14D8), M: 6"

Align: Neutral/Evil, IT: Genius

Att: 1, Dm: 1-10, THACO: 8, Size: M

Special: Immune to Charm, Sleep, Enfeeblement, Polymorph Other, Cold, Electricity, Insanity, Death spells and Death symbols.

Because of his weakened state, Murdros is -1 to all initiative rolls.

SPELLS:

1) Magic Missile x2, Read Magic, Charm Person x2.

2) Darkness 15', Invisibility, Knock, Levitate, Mirror Image.

3) Fireball x2, Lightning Bolt, Dispel Magic x2.

4) Fire Shield, Dimension Door, Ice Storm, Minor Globe, Wall of Force.

5) Cloudkill, Passwall, Teleport, Wall of Iron, Cone of Cold.

6) Geas, Project Image, Repulsion, Globe of Invulnerability.

As soon as the party enters, Murdros

will cast a Repulsion spell, then blast away with Fire balls and Lightning Bolts. If slain, Murdros will have the following equipment with him: 1D10 x 1,000 gp, 5 black diamonds worth 5,000 gp each, +3 dagger, and 1 Black Crown of Chaos (inactive).

NORMAL STATE

Murdros Skill 20 Magic User

AC: 0, HTK: 80 (14D8), M: 6"

Align: Neutral/Evil, IT: Genius

Att: 1, Dm: 1-10, THACO: 8, Size: M

Special: Immune to Charm, Sleep, Enfeeblement, Polymorph Other, Cold, Electricity, Insanity, Death spells or Death symbols.

He wears one of the Black Crowns of Chaos, which imparts 50% Magic Resistance.

SPELLS:

levels 1-6) Spells are the same as "WEAKENED STATE."

Additional spells:

7) Duo-Dimension, Limited Wish, Statue.

8) Maze, Trap the Soul, Mass Charm.

9) Prismatic Sphere, Power Word Kill.

As soon as the party enters, Murdros will cast a Repulsion spell, then blast away with a Limited Wish such as "May your weapons miss on the first attack." etc. If slain, Murdros will have the following equipment with him: 1D10 x 1,000 gp, 5 black diamonds worth 5,000 gp each, +3 dagger, and 1 Black Crown of Chaos (active).

Boldor The Formless

As Boldor the Formless lacks a material body, he will surprise the players on a roll of 1-5 on a D6. The only way that Boldor can be harmed is by +4 weapons or better, as they are the only ones capable of damaging his "essence". When active, Boldor's black crown gives him the ability to cast simultaneous spells at will, and he will

LICHES

turn visible only after he is slain.
WEAKENED STATE

Boldor Lich, Skill 20 Magic User

AC: 0, HTK: 100 (20D8), M: 6"

Align: Neutral/Evil, IT: Genius

Att: 1, Dm: 1-10, THACO: 7, Size: M

Special: Cast magic as a Skill 15 magic user. Immune to Charm, Sleep, Enfeeblement, Polymorph Other, Cold, and Electricity, Insanity, Poison, and Death spells/symbols.

SPELLS:

- 1) Magic Missile x2, Read Magic, Charm Person, Feather Fall.
- 2) Darkness 15', Invisibility, Ray Enfeeblement, Strength, Web.
- 3) Fly, Fireball, Lightning Bolt x2, Protection from Normal Missiles.
- 4) Fire Shield, Confusion, Fumble, Polymorph Other, Curse.
- 5) Hold Monster, Feeblemind, Magic Jar, Telekinesis, Wall of Force.
- 6) Disintegrate, Death Spell, Flesh to Stone, Globe of Invulnerability.

NORMAL STATE

Boldor Lich, Skill 20 Magic User

AC: 0, HTK: 150 (20D8), M: 6"

Align: Neutral/Evil, IT: Genius

Att: 1, Dm: 1-10, THACO: 7, Size: M

Special: Immune to Charm, Sleep, Enfeeblement, Polymorph Other, Cold, and Electricity, Insanity, Poison, and Death spells/symbols. Boldor's Crown is able to summon a 4" wide, 2" high, 2 deep cloud of Shadowstuff (see the Dark, page 22)

SPELLS:

levels 1-6) Spells are the same as "WEAKENED STATE"

Additional spells:

- 7) Vanish, Duo-Dimension, Incendiary Cloud.
- 8) Maze, Symbol of Pain, Polymorph any object.
- 9) Power Word Kill, Wish.

Sothgar

Sothgar dresses in black velvet robes that swirl behind him as he moves. He speaks in what would be a nasal whine if he had any nasal passages to whine through.

WEAKENED STATE

Sothgar Lich, Skill 20 (Casts as 15) Magic User

AC: 0, HTK: 150 (20D8), M: 6"

Align: Neutral/Evil, IT: Genius

Att: 1, Dm: 1-10, THACO: 7, Size: M

Special: Immune to Charm, Sleep, Enfeeble, Polymorph Other, Cold, Electricity, Insanity, Death spells/symbols. Sothgar is able to See Invisible Objects, and is not harmed by any weapon less than +2. Once

per day he is able to automatically Heal himself for 50 HTK.

Because of his weakened state, Sothgar can only cast spells as a Skill 15 magic user.

SPELLS:

- 1) Magic Missile x3, Charm Person, Burning Hands.
- 2) Continual Light, Darkness 15' radius, Invisibility, Forget, Pyrotechnics.
- 3) Dispel Magic, Haste, Hold Person, Fireball, Slow.
- 4) Dimension Door, Fear, Fire Shield, Ice Storm, Wall of Ice.
- 5) Magic Jar, Cone of Cold, Telekinesis, Rock to Mud, Wall of Iron.

NORMAL STATE

Sothgar Lich, Skill 20 Magic User

AC: 0, HTK: 165 (20D8), M: 6"

Align: Neutral/Evil, IT: Genius

Att: 1, Dm: 1-10, THACO: 7, Size: M

Special: Immune to Charm, Sleep, Enfeeble, Polymorph Other, Cold, Electricity, Insanity, Death spells/symbols. Sothgar is able to see Invisible objects, and is not harmed by any weapon less than +3. His black crown gives him the ability to cast 2 simultaneous spells, and Displacement (as per Cloak of Displacement). Once per day he is able to automatically Heal himself for 50 HTK points.

SPELLS:

levels 1-5) Spells are the same as "WEAKENED STATE"

Additional spells:

- 6) Disintegrate, Globe of Invulnerability, Project Image, Flesh to Stone
- 7) Reverse Gravity, Power Word, Statue
- 8) Sympathy, Maze, Symbol of Pain
- 9) Prismatic Sphere, Wish

Sothgar has the following upon his person: 1 black diamond worth 5000 gp, 1 black crown, and a Ring of Spell Storing that holds these spells: Limited Wish, Haste, and Minor Globe of Invulnerability.

Lerdron

Lerdron wears a brown cloak that looks as if it once belonged to a Druid. If he is in his normal state, he is sheathed in a blue light that emanates from the permanent Cold Fire Shield from his Crown of Eternal Night. (See below.)

WEAKENED STATE

Lerdron Lich, Skill 22 Magic User

AC: 2, HTK: 100/600 (25D8), M: 6"

Align: Neutral/Evil, IT: Genius

Att: 1, Dm: 1-10, THACO: 7

Size: M/Huge (36')

Special: Immune to Charm, Sleep, Enfeeblement, Polymorph, Cold, Electricity, Insanity, Death spells/symbols.

Because of his weakened State, Lerdron has lost all of his Illusionist spells.

Magic User Spells:

- 1) Affect Normal Fires, Jump, Protection from Good, Charm Person x2.
- 2) Continual Light, Detect Invisibility, Invisibility, Levitate, Mirror Image.
- 3) Blink, Fireball, Fly, Slow, Phantasmal Force.
- 4) Confusion, Fumble, Polymorph Other x2, Wall of Ice.
- 5) Animate Dead, Cone of Cold, Magic Jar, Passwall, Wall of Force.
- 6) Death Spell, Geas, Invisible Stalker, Legend Lore, Project Image.
- 7) Delayed Blast Fireball, Duo-Dimension, Power Word Stun, Vanish.
- 8) Mass Charm, Maze, Polymorph Any Object, Clone.

NORMAL STATE

Lerdron Lich, Skill 22 Magic User, Skill 12 Illusionist

AC: 0, HTK: 175/1050 (25D8), M: 6"

Align: Neutral/Evil, IT: Genius

Att: 1, Dm: 1-10, THACO: 7

Size: M/Huge (36')

Special: Immune to Charm, Sleep, Enfeeblement, Polymorph, Cold, Electricity, Insanity, Death spells/symbols.

Lerdron's Crown gives him the ability to cast 2 simultaneous spells, and a permanent Cold Fire Shield.

Magic User Spells:

levels 1-8) Spells the same as "WEAKENED STATE"

Additional spells:

- 9) Astral Spell, Shape Change, Prismatic Sphere.

Illusionist Spells:

- 1) Audible Glamor, Color Spray, Darkness, Light, Wall of Fog.
- 2) Blindness, Deafness, Mirror Image, Blur, Ventriloquism.
- 3) Dispel Magic, Non-Detection, Paralysis, Spectral Force.
- 4) Emotion, Improved Invisibility, Phantasmal Killer.
- 5) Major Creation, Shadow Door.
- 6) True Sight.

Mortebus

Mortebus, the Lord of the Lich Kings, wears garments that befit his stature: Long, flowing purple robes embroidered with silver and gold thread.

WEAKENED STATE

Mortebus Lich, Skill 25 Magic User
AC: -2, **HTK:** 180 (25D8), **M:** 6"
Align: Neutral/Evil, **IT:** Genius
Att: 1, **Dm:** 1-10, **THACO:** 7, **Size:** M
Special: Immune to Charm, Sleep, Enfeeble, Polymorph Other, Cold, Electricity, Insanity, Death Spells/- Symbols. +4 or better weapons are needed to hit. Mortebus has a Permanent Globe of Invulnerability,

True Sight, and Fire Shield.

Because of his weakened state, Mortebus cannot cast his clerical spells

Magic User Spells:

- 1) Affect Normal Fires, Charm Person, Magic Missile x2, Read Magic.
- 2) Continual Light, Invisibility, Levitate, Mirror Image x2.
- 3) Fireball x2, Lightning Bolt x2, Dispel Magic.

4) Confusion x2, Polymorph Other x2, Fumble.

5) Cone of Cold, Passwall, Wall of Ice, Wall of Force x2.

6) Death Spell, Project Image, Geas, Invisible Stalker, Disintegrate.

7) Delayed Blast Fireball, Duo-Dimension, Power Word Stun x2, Vanish.

8) Maze x2, Mass Charm, Polymorph any Object, Clone.

9) Wish x 1.

NORMAL STATE **Mortebus Lich, Skill 25 Magic User /Skill 15 Cleric**

AC: -7, **HTK:** 180 (25D8), **M:** 6"
Align: Neutral/Evil, **IT:** Genius
Att: 1, **Dm:** 1-10, **THACO:** 7
Special: Immune to Charm, Sleep, Enfeeble, Polymorph Other, Cold, Electricity, Insanity, Death Spells and Death Symbols. Mortebus' Crown imparts the ability to cast 3 simultaneous spells. +4 or better weapons are needed to hit. Mortebus has a Per-

manent Globe of Invulnerability, True Sight, and Fire Shield.

Magic User Spells:

(levels 1-8) Spells the same as "WEAKENED STATE"

9th level) Wish x5.

Cleric Spells:

- 1) Command x2, Cure Light Wounds x4, Cause Fear.

2) Augury x2, Hold Person, Find Traps, Silence 15' radius x3.

3) Continual Light, Blind, Feign Death, Disease, Dispel Magic x3.

4) Cure Serious Wounds x3, Tongues, Exorcise.

5) Cure Critical Wounds x2, Flame Strike, Slay Living.

6) Blade Barrier, Harm x2.



Movement in the Wilderness

The player characters must travel to the town of Ool, located in the far northern end of the main map. They must travel through the many different areas that make up this land.

As the party enters a new section, the GM should find that section's description in the book and read the introductory paragraphs found in the top box. Then the GM rolls on the encounter chart and, if an encounter occurs, reads the appropriate passages.

The GM rolls on the encounter chart once per day. If the party passes from one section to another during one day's movement, always roll on the encounter chart for the second section.

GM NOTE: Normal monster encounters are not part of this module, but may be added if the GM desires.

Rates of movement:

Terrain Movement Rates in hexes per day.

	Foot/Horse/Flight
Clear	2 / 4 / 4
Forest*	1 / 2 / 3
Hills	1 / 1 / 4
Mountains	½ / ½ / 2
Mud/Ash flats	1 / 1 / 2
The Dark	1 / 1 / 1
Road	2 / 4 / 4

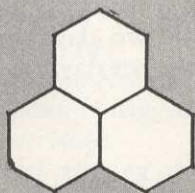
*The forest of Tanglewood is especially dense. Movement through this forest is 1 / 1 / 2

Travelling through the Wilderness:

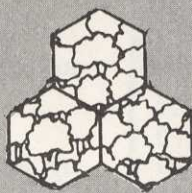
The party can travel by foot, by horseback or, if they have the means, by sustained flight (flying carpet, flying animals, etc).

Rates of travel are different for different types of terrain and for the three modes of travel. Ship movement is not allowed, due to the violent storms that lash the coast during this season.

Because of the disturbance in the magical fields, Teleport spells are especially dangerous for the player characters. There is an additional 25%



Clear 2/4/4



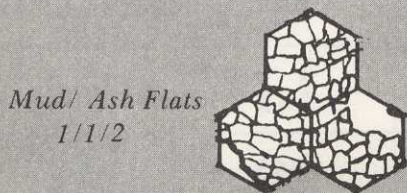
Forest 1/2/3



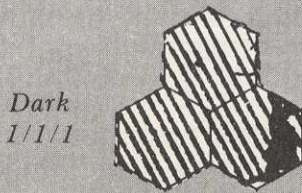
Hills 1/1/4



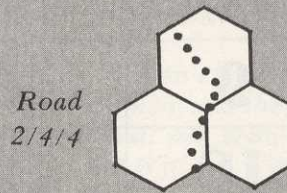
Mountains ½/½/2



Mud/ Ash Flats
1/1/2



Dark
1/1/1



Road
2/4/4

chance that these spells will go wrong. This restriction affects all items that teleport characters. Only character magic is affected by this rule, non-player characters' spells are not.

It is recommended that a small token be used to keep track of the party while they move across the board.

Notes:

The above rates are for characters who are travelling quickly, but not

pushing their mounts or themselves beyond normal endurance. If the party wishes to force a march to Ool, they can double their movement rates, but each character must save vs. his Stamina once per day or be exhausted and unable to move for 1D4 days. Heal and other spells will negate this effect, but the party will still lose one full day of travel. Exhaustion rolls are made at the

end of the day.

The road negates all other terrain considerations as long as the road is followed. The exception is Drear, where the movement rate is half the normal rate.

All of the hexes in the area of The Crystal Mountains should be considered mountainous, so the rate of movement in that area must be adjusted accordingly.

Time

Keeping track of the characters' time while they travel to Ool is extremely important. If they reach the city before a certain time, they will catch the Liches before they have a chance to completely revive their foul powers (see section on Liches). This will make the adventure a lot easier for the party. However, the party must move very quickly and take the chance of missing clues that could lead them to the magical sword, Spellbane.

A chart has been provided below for the GM to keep track of the time. Mark off one box for every day that the party travels. On certain days, certain events will occur. At the beginning of these days, read the characters the appropriate encounter (or roll on the percentages given for that day).

The following events will occur on the specified days:

Day Five: The following will occur early in the morning. Read to the players:

A purple shaft of flame explodes from the ground in front of you, and Vector, the Spectre Lord appears within it.

"You have ten days," he says, then he vanishes. There is a smell of rotted, dried meat in the air.

In addition, there is a 30% chance that a storm begins, in which case all movement is stopped for one day unless the party has a Control Weather spell.

Day Seven: The following will happen at noon. Read to the players:

A band of about forty human and elven peasants is slowly pushing an overloaded cart along the road. They seem barely able to walk. Their shoulders slump. Their hands are purple with blisters and black with grime. Most of the peasants are covered with grit-encrusted sores.

The children are beyond crying. All of their eyes are dry, some wide open in fear, some half closed from exhaustion. Some grief-stricken parents continue to carry children whose eyes will never open again.

* * *

If the adventurers approach these peasants, they will be asked for food and medical help. The refugees are the last to leave Coveton, a small fishing village to the north that was leveled when the first earthquakes hit the land. They are trying to overtake the first group that left for Ulwutt.

In addition, there is a 35% chance that a storm begins, in which case all movement is stopped for one day unless the party has a Control Weather spell.

Day Ten: There is a 40% chance that a Storm begins, in which case all movement is stopped for one day unless the party has a Control Weather spell.

Day Fifteen: The following will occur as the characters awaken. Read to the players:

Ravens and vultures fly swiftly to the north. Heavy black storm clouds blot out the sun. The temperature suddenly drops, and chill swirling winds howl around you.

The howling changes, rises in pitch, tearing up through the scales, going higher and higher, becoming a scream of hundreds, thousands of madmen, all in chorus.

Suddenly, the ground rumbles. Far off in the north, a shaft of purple flame shoots towards the sky, punching through the swirling black mass of clouds above.

A purple shaft of flame explodes from the ground in front of you and Vector, the Spectre Lord appears within it.

"You have just run out of time," he says. Then he vanishes. There is a smell of rotted meat in the air.

The sky seems to open up and the rain pours down.

* * *

It will rain for two days, cutting movement by 1 hex per day.

Time Chart *To be marked off daily by the GM.*

1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21

THE WILDERNESS

Scruffmoor

Read to the players:

The road stretches across the scruffy plains. A few ragged trees and a slight smattering of bushes grow here. The day begins to grow hot; the sun beats down unmercifully.

Roll once per day on a D10:

Chance	Encounter
1 - 4	A
5 - 7	B
8 - 10	No Encounter

See below for encounters. Once an encounter has occurred, ignore that roll the second day.

GAME MASTER'S NOTE:

From this moment on, keep track of the time it takes the players to travel to the city of Ool on the chart provided (see page 12).

[A] On the road ahead, you see a small, fat man with a heavy pack on his back. He is puffing his way toward your party, apparently unaware of your presence.

* * *

This is Blom the Fat, a merchant travelling to Saybalod. He has 20 cheap Potions of Healing (2D4+2) that he is selling for 50 gp apiece. Unfortunately, these elixirs are 50% likely to backfire, having damaging rather than healing effects.

While he is talking to the adventurers, his travelling companion, a skilled thief named Ferret Bombaster, will attempt to steal various small items from the party. Ferret is invisible, due to an Invisibility Scroll that he read as the party came into view.

Blom the Fat Human, Skill 2 Fighter

ST: 11, IT: 12, IN: 12

SM: 9, D: 11, A: 9

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

THACO: 20

Alignment: Neutral

Weapons: +1 dagger.

Armor: None.

Special: +1 Ring of Protection, 20 Potions of Healing (see above)

Ferret Bombaster Human, Skill 14 Thief

ST: 13, IT: 15, IN: 15,

SM: 16, D: 18, A: 10

AC: 3, HTK: 70, M: 12"

THACO: 14

Alignment: Neutral

Weapons: 2 Short Swords.

Armor: Leather

Thief Abilities

Pick Pockets: 120%

Open Locks: 102%

Find/Remove Traps: 90%

Move Silently: 109%

Hide in Shadows: 103%

Hear Noise: 40%

Climb Walls: 99.4%

Read Languages: 70%

Determining Theft Percentages

To determine the chances for a successful theft when percentages are over 100%, subtract 3 from the victim's Skill Level rating, multiply the result by 5, then subtract that number from the Thief's percentage chance. The result of the above calculation is the percentage that has to be rolled against to see if the theft is successful.

For example, if Ferret wanted to pick the pocket of a Skill 13 Magic User, you would subtract 3 from the Skill rating, giving you a 10. Multiplying that by 5 would give you 50, and subtracting that number from Ferret's Pick Pocket chance (120%) would get you 70%. If this number is not rolled, then the theft is successful.

Roll on table once per round to see which items Ferret Bombaster tries to steal.

D20 Roll	Item
01 - 02	Map of Area
03 - 07	Magic Rings
08 - 12	One Player's Gems
13 - 16	Dagger or Short Sword
17 - 20	Magic Potion

If the map is stolen, take it from the party and have them describe their journey in terms of map directions, i.e. Northeast, West, etc.

One hour after the meeting with Blom the Fat, make a few false die rolls then read the following:

This stretch of forest is tangled with underbrush and heavy growth. The road is dark and overhung with a canopy of foliage. There is a suitable campsite just within the perimeter, with clear ground completely surrounded by brush. As you sit around the fire and discuss your plan of action, you hear a metallic clank in the woods.

* * *

This metallic clank is a small dog nosing around in the old skeleton of a traveller. The skeleton has a rusty dagger in its ribs. There is nothing of value here, but as the players scramble to do battle with the "clank," they should now be informed of their missing items and wealth. The dog will run away as soon as the party approaches.

[B] Night falls quickly, and it is unusually quiet. Your talking, the crackling of your fire, the chirping of a few insects, and the gentle rustle of the plants are the only sounds that you can hear.

Then a noise comes from the distance. As it gets nearer, you realize that the sound is laughing and high spirited noisemaking. Approaching you are a number of beautiful young women, who are scantily clad in animal skins, and are dancing with long staffs entwined with ivy and tipped with pine cones. Some of them are carrying large wineskins out of which they squirt long streams of dark red wine.

"Why are you out here?" one of the women asks.

"Where are you going?" asks another.

"Oh," says the first. "I bet they're on the way to Berbal Hought's tower."

"But why would they be going there?" asks a third.

"Especially a group like them."

"Oh, I know, I know!" one chirps excitedly. "They're gonna answer that message from that Spectre Vector!"

"Spectre Vector?" gasps another. "Are they gonna fight him?" She turns to the party and smiles. "You don't have to fight him, our Lord Dionysus will."

"Won't he?" says one of the younger women, and the rest of them chime in: "Will he? Won't he? Will he? Won't he? Will he? Won't he? Will he? Won't he? Will he? Won't he?"

"Of course he will!" says the first, quieting them all. "The Lord Dionysus is a good god, a great god! Mighty and powerful is our Lord Dionysus, for he will save us, his children! Dance for the Lord Dionysus!"

With that, the women begin to dance and whirl about, leaping, screaming, and singing.

Suddenly, one stops, whirls around, and points at you. "If they are going to fight the ancient kings," she says to her companions, "they do not believe in the power of Dionysus."

The rest of the women scream and, while still dancing, attack.

* * *

There is a 45% chance that the character with the highest intelligence will realize that some of the clothes that these women are wearing are made

from human and elf skins. If the percentage roll is not successful, the women will get a surprise attack on the party.

These women are the Maenads (Mee-nads), a name which means "mad-women." Followers of Dionysus, they roam the land, celebrating his greatness by losing themselves in frenzied dancing. They whirl and leap, screaming and singing with the object of losing all rationality.

Because of their uncontrollable state during these revels, the Maenads need only a small excuse to become violent. When this happens, anyone nearby is in jeopardy. The Maenads will seize whatever animal or person is nearby, tear him apart, and eat him raw.

They will then continue with their revelry, with blood dripping from their

mouths and demonic smiles on their faces.

(21) Maenads

AC: 7, HTK: Average of 14 (3D8), M: 6"

Align: Chaotic/Neutral, IT: Av.

Att: 1, Dm: 1-6, THACO: 16, Size: M

Special: Maniacal Attack: they will leap at the party without regard to damage to their own bodies, making the Maenads +3 to hit, +3 to damage, and +1 on Armor Class. They are not affected by Sleep, Charm, or other mind-controlling spells.

GM NOTE: The women will automatically attack with surprise if the above percentage roll (against the player's intelligence) is not made. ☠

Magestone - The Home of Berbal Hought

Read to the players:

Before you is a spire of rock, several stories high, with a ramp leading to its top. Sitting upon the stone is a strange and shifting tower. It appears to stretch into several dimensions and planes at once, but does not wholly exist in any one.

Refracted light sprays around its surface in a thousand rainbows, and staring at it hurts your eyes.

As you ascend the ramp, you see the tower recede before you. As you continue, the distance to the keep does not shorten.

This tower is simply an Illusion. It is the home of Berbal Hought, a skilled wizard and powerful illusionist. His home is actually a small hut which occupies the same ground as the illusory tower.

There is a powerful distance distortion spell cast upon the ramp, and the characters will have to travel up its fifty foot length for a full turn to make any headway. However, after marching up the ramp for a turn, the illusion of the tower vanishes. At this time the party will be able to see the old hut that is actually there.

If the adventurers do not walk the ramp for a full turn, there is no way for them to get to Berbal Hought.

The illusion over his hut is controlled by a magical gem. Currently, the gem, which is Polymorphed into the shape of a brick, is being used as a doorstep.

If the party walks the length of the ramp for one turn, read the following to them:

Suddenly, the tower disappears and you see a thatched hut before you. Standing in the doorway, dressed in tattered gray robes, is an old man holding a gnarled staff. As you approach, he raises a hand and waves cheerfully at you.

"Greetings, Questers. I have heard of your mission and I have important information for you. Come in, come in, and take refreshment."

The old man enters his hut, beckoning for you to follow.

Inside, the hut is one small room, cluttered with books and papers. A desk, buried under piles of paper and stacks of books, stands against one wall, and a musty bedroll lies against another.

"I have been instructed by my masters to tell you of the epic battle of Therja Kor, an ancient paladin," says Berbal Hought, clearing an area on the floor for you to sit on. "I believe you will find it interesting in light of your present quest."

Berbal brings out a cask of wine, and offers you each a flagon. Then he rummages through a dusty, red, leather-bound tome and opens it.

In a solemn voice he reads, "Thousands of years ago, when the Pentacate Empire ruled supreme, there lived a great paladin named Therja Kor. When the Empire swept over his land, Therja swore an oath not to rest until the Five Kings of Ool were dead and buried beneath the earth."

"This started a lifelong war against the forces of the Pentacate. Therja Kor traveled from shore to shore, defeating

the soldiers of The Five like a flood of death.

"Soon word of this great paladin reached the ears of the Kings themselves. Boldor, the Lord of Pestilence, set out to stop this "Black Cloud," as Therja Kor had come to be called by the Empire.

"After a long search, Boldor found the warrior and challenged him. - Therja Kor, seeing this as his chance to partially fulfill his oath, leapt to do battle with the King.

"In the fight which followed, - Therja Kor was mortally wounded. As he lay bleeding on the battlefield, the clouds parted, and a Phoenix descended from the sky. Clutched in its talons was a mighty sword of crystal, which was placed in Therja Kor's failing hand. "With his last breath, the brave paladin plunged the blade into Boldor's breast. The king fell to the ground. But his spirit rose and returned to Ool, never to take a material form again.

"The flaming bird took up Therja Kor's inert body, and flew to the Crystal Mountains. There it hid the sword deep within a crystal cave, behind a waterfall of pure mercury. Then he set guards to protect the sword until the day when once again it would be needed. Therja's body was laid to rest in the Hall of the Heroes.

"It was at this moment that the Dark Gods rose and buried the city of Ool, thus fulfilling Therja Kor's sworn oath."

The old mage then closes the book and looks to each of you. "Or so we thought. Now the sword must rise once again to do battle with the Pentacate. You must travel to the Quick-silver Falls on Clearpeak Mountain,

and regain the Crystal Sword before the Kings themselves do so. They know of its presence, and also of its power."

Suddenly, a howling laugh comes from outside. The smell of rotting, dried meat cuts through the room. Berbal Hought looks about, then shouts "It is the servant of the Lich Lord! You must depart quickly, for they know of your quest."

The door bursts open, and standing

in swirling purple mists is a powerful figure, clad in black plate mail, and wielding a flaming sword. You recognize the face immediately: it is Vector.

Berbal Hought waves his hands in an intricate gesture, and the scene explodes in a blinding flash of light.

You find yourselves standing upon the plains of Non, not far from the forest where the mage lives. Your steeds stand grazing, about 20 feet from the spot where you appear. A faint voice

speaks in your mind, saying, "Seek the Maid of the Forest, for she—"

The voice is cut off.

* * *

For Vector's Stats, see Room 43, Level Three, Ool.

Berbal Hought was able to teleport them to the center of the Hex-space located northwest of the Magestone hex (see the Wilderness map.)

The Plains of Non

Read to the players:

Grassy plains stretch to the horizon in each direction. The wind wafts the long, tufted stalks of grass into gently flowing waves, and a few large, white, puffy clouds drift across the clear blue sky.

Roll once per day on a D10:

Chance	Encounter
1 - 3	A
4 - 8	B
9 - 10	No Encounter

See below for encounters. Once an encounter has happened, ignore that roll the second day.

[A] You are able to march until noon. You dismount to allow your horses to rest.

As you are eating your meal, you notice a small, ruined shrine, twenty feet to your left. You failed to notice it before because of the heavy brush surrounding it. The shrine is a small pyramid, four feet tall, with cryptic inscriptions covering it.

* * *

Allow thieves their normal chance of reading languages. If this fails, give the wizard of the party a chance equal

to his skill level plus his intellect score, and if he rolls less than the combined numbers on the percentile dice, he will be able to read this ancient script.

The writing says: "Here lie the bones of Dyson Termin, the High Priest enslaved by the Pentacate. Though his soul will never rest, may he find peace when his spirit is finally released. . ."

The rest of the writing is not readable. The information here will not be of value to the adventurers until they reach room 36 in the City of Ool.

[B] GM ONLY: Ten Phase Spiders in

the grass are sneaking up on the party. The spiders can be seen from twenty feet away. Due to their stealth, they will not be heard.

(10) Phase Spiders

AC: 7, HTK: Average of 38 (5D8+5), M: 6" * 15"

Align: Neutral, IT: Low

Att: 1, Dm: 1-6, THACO: 15, Size: L

Special: If attacked, a phase spider will shift out of phase until it is ready to bite. Bitten characters save vs. poison at -2. Phase spiders cannot be harmed by standard or magical means when out of phase, unless a character enters the ethereal plane.

The Phase Spiders were summoned by a wizard long ago. Their lair is nearby, in a hole under ground. If the players search for 2 turns, they will find it.

The lair contains 300 sp, 500 gp, A large ruby worth 270 gp, and a pair of jewel encrusted daggers worth 150 gp each.

Ulwutt

Read to the players:

These woods are pleasant and peaceful. The sunlight filters through the trees in brilliant, dew-sparkled shafts, and the wind gently rustles the leaves. Rabbits and chipmunks sniff at the air as you go by.

GM NOTE: The encounter below occurs after the party has travelled 1 hex into Ulwutt.

[A] You come across an orchard of apple and cherry trees, and each branch of every tree is heavy with ripe fruit.

Dozens of thin children, human and elfin, are running and playing around the trees. Some are sitting in the shade of the trees, some are sleeping on the soft grass in the warmth of the sun. Their clothes are ragged but clean, and the majority of them have thickly bandaged feet.

When they see you, they become suddenly quiet, staring at you. One human boy bolts away from the pack, into the woods.

The boy returns in a few minutes with a fat, middle-aged elf in tow, fol-

lowed by about twenty human and elfin adults.

"You were absolutely right, my boy, they are strangers," he says, then turns to you. "Allow me to introduce myself. I am Taylor, Taylor by name and Tailor by profession. I am the . . . person you want to talk to, the . . . leader of these people."

You are led to a clearing, where the sun beams down upon a large flat rock. You are motioned to sit upon the warm rock, and Tailor sits on the ground, facing you.

"I'm the oldest person left alive," he says. "This morning we buried the

man who led us here. So I'm the leader." He sighs.

"We came from Coveton, up north by the Far Sea. We were the first to get hit. There were quakes up there weeks ago, but no one could figure them out. As a precaution, a group of our best fighters went to Ool Crack to see if there was anything happening there. When they didn't come back, we guessed that they found something nasty.

"We were the first group to leave Coveton. I'm afraid we may have been the only group. We were able to take a few things with us, a few magical scrolls and food for the journey. We'd figured we could be safe here in Ulwutt for a while."

"If you're going to Ool, your best bet is to get there as soon as possible. I used a Scroll of Scrying to see how Coveton is doing. There's nothing there but sand."

A tear rolls down his cheek. "Everything we had. . . friends . . . gone."

"Listen," he says, wiping his eyes. "You'll need a map. Do you have a map?"

"Something else, too. Take this Scroll of Mass Teleportation. We had two of these, but we used one to get us across Drear. The children wouldn't have made it." He smiles. "I don't

know if I would have made it. I was in there once, years ago, but I didn't go far. I don't know of anyone who's made it across there."

"Go now. Hurry. All the luck in the world to you. If you see anyone else on the road from Coveton, tell them we're here. Tell them we'll wait for them as long as we can."

* * *

If the party had their map taken from them, Taylor will give them another one. He will also give them a Scroll of Mass Teleportation, that will send the entire party and their horses up to six hexes in any direction they choose.

Witchwood

Read to the players:

The trees in this forest are ancient and large, some rising as high as two hundred feet. Underbrush is scarce, and flowering shrubs are scattered over the forest floor. Dragonflies dart through the air, and huge butterflies flutter from tree to tree.

A glowing golden path, made of some unknown material, winds into the woods. A peaceful aura radiates from it.

GM NOTE: There is a chance (30% + the character's Intellect rolled on a D100) that one random character will know that this is the path which leads to L'Lall, the home of the Maid of the Forest. That character knows there is no danger here unless someone harms the forest or the wildlife it supports.

If the roll is failed, the journey to the Maid of the Forest will take an extra day.

GM NOTE: Read the following to the players:

You come to an immense clearing, in the center of which is a massive log cabin. A very beautiful giant-woman, wearing leather breeches and a silk tunic, is splitting logs. Her golden hair is tied in a braid that hangs to the back of her knees, and her smile is radiant.

As you enter the clearing, she turns to the party. "I am Ingrid, the Maid of the Forest," she says. "I greet you, friends of my friend. I will give you aid, for you are in dire peril."

* * *

Ingrid, the Maid of the Forest is a magic user who tends the forest of Witchwood.

Ingrid Giant-Maid, Skill 15 Fighter/- Magic User

AC: 4, HTK: 87, M: 12"/12"

Align: Lawful/Neutral, IT: Exceptional

Att: 1, Dm: 4-24, THACO: 10

Size: L

Spells: 5/5/5/5/5/2/1

Special: When seen, a Save vs. Magic must be made or the creature that has failed its save will be Charmed. Female characters add +2 to their saving roll, but are still subject to the giant-maid's great beauty.

If any member of the party is wounded or hurt in any way, the Maid will heal them. She will do this with a wave of her hand, as she is gifted with the power to heal at will.

If the party asks for further information about the Lich Kings, the Lady knows the following:

1) Mortebus is the most powerful of the five Lich Kings.

2) The Lich Sothgar is searching for the party with four of his Spectre followers mounted upon nightmares.

3) Vector, the Spectre Lord, has returned to Ool and is suspected of knowing the location of the Crystal Sword.

This information should be given to the players only if they ask.

GM NOTE: Read the following to the players:

The Maid speaks to your steeds in a language unknown to you. The horses wander off to the sweet grass nearby. She then leads you into her cabin.

The interior of the cabin is even more impressive than the exterior, with intricately carved wooden totems rising into the shadows of the rafters far above. Trophies and skins of a variety of predatorial animals hang on the walls, and there are large pieces of comfortable-looking furniture made from carved hardwoods and skins.

She lifts the party one by one to the top of a large table, where there is a human sized table surrounded by a number of similarly-scaled chairs. She motions for you to sit, and she sits at her larger table, facing you.

"I have heard of the death of Berbal Hought," she says. "It is a sad event. It is now up to you to destroy these foul Kings who have risen from the past. As you know they are Liches, the most foul of the undead.

"Therefore, you will need a powerful weapon to slay them. The Mage has told you of the Crystal Sword, and I will teleport you to the Quicksilver

Falls where it is hidden. It must be recovered quickly, for I fear that the servants of the Lich Kings have learned of its location. If they recover it before you do, the battle will be difficult indeed."

"I give you my blessing, and my faith in your success. If you fail, doom will surely creep across the face of the Earth.

"If you are ready, I will teleport you to the Crystal Cave, where the Sword of Therja Kor rests."

GM NOTE: If there is a magic user with the party, the following will happen. If the player characters in the front of this book are used, the following will happen to Selena.

The Maid turns to the magic user and says, "I have a gift for you, my friend."

She goes to a cabinet, brings out a rod, and hands it to the magic user. As the magic user touches it, a tingle of magic runs up his/her arm.

"It is a fresh Rod of Absorption, a powerful magical item which will protect you and let you cast spells quickly without losing your memorized spells.

* * *

The Rod of Absorption will absorb up to 50 spell levels before being drained of its power. Spells stored can be cast without a character losing any memorized spells.

The Lady will then draw a circle in the ground, sprinkle it with golden powder, and tell the party that when they step within, they will arrive at the Quicksilver Falls.

Fellfang River/ Fogdrop

Read to the players:

The ground that slopes steeply down to the river is mostly loose, black dirt, speckled with smooth, round, gray and white stones. There are a few tufts of tough, brown grass, and every so often, a tree leans precariously over the bank. The river itself is a swiftly flowing band

of sparkling green, about one hundred yards across. Stretching across it is an arched stone bridge.

Encounters [A] and [B] will happen on successive days in this area. There are no other encounters.

A farmer dressed in a ragged gray tunic and pants is crossing the bridge. He is driving several pigs before him with a pointed stick. As you draw closer, he raises his hand and waves. He appears surprised to see you and introduces himself as Tuma Habb.

"My wife was right," he says. "She said this morning that I would meet some strangers on the road at this very spot. She claims to be a seer of sorts, but other than predicting rain, she has never done well at all. Still, she said to give you this message: 'Seek the Quicksilver Falls, for there you will find aid.' I don't know what it means, but that's what she said."

The "farmer" is actually Bhahamut, the Platinum Dragon, with his seven Gold Dragon consorts in the form of pigs. This encounter is no accident. He has come to give the party valuable information, but does not wish them to know his true identity.

If asked for further aid or information, he will disclose the location of the falls (Clearpeak Mountain), and tell them to beware the Foul Downs, for an evil dragon lives there. Then he will continue on his way. Before he leaves, he will offer them a pig to take with

them. If the party refuses, he will make no effort to press it on them.

The "pig" is actually a Gold Dragon. If they accept, the farmer will smile, hand over the pig, and leave. Under no circumstance will the pig reveal its true form until the party reaches the Quicksilver Falls. If the adventurers attempt to eat the pig, it will simply vanish, never to return. If the party is in danger, the pig will turn invisible when no one is looking, and hide until the fight is over, for he knows he will be needed most at the Falls.

Fogdrop

This bare land is mostly chalky, white limestone. Small holes pock the ground, and travel is rough and slow. Haze reduces visibility to less than 1 mile, and you can see no other travellers on the road.

You are able to travel until evening with no encounters. As the gray afternoon sky darkens towards evening, you find a suitable campsite where the ground is reasonably flat and a spring bubbles up from a rock.

Determine the watch order, then determine on whose watch the following encounter will occur.

As the watch is making the rounds, a Red Dragon will swoop down on the exposed party.

The guard has a 50% chance of being surprised, unless he is a Ranger, who has a 33% chance of being surprised. The Dragon will swoop down at the party three times to breathe fire, then retreat to its lair in the Downs.

Red Dragon

AC: -1, HTK: 88 (11D8), M: 9"/24"

Align: Chaotic/Evil, IT: Exceptional

Att: 3 or breathe fire, Dm: 1-8/ 1-8/ 3-30,

THACO: 10, Size: L (50')

Age: Very Old.

Special: As this Dragon can speak, it will use spells against the party. It can also Breathe fire (9"x3" cone).

Spells (2/2/2/2): Protection from Good (works as Protection from Evil), Unseen Servant, Mirror Image, Web, Dispel Magic, Phantasmal Force, Dimension Door, Minor Globe of Invulnerability.

If the party is not able to kill the Dragon it will fly north, toward its lair in the Foul Downs. The party will be unable to follow the Dragon to its lair due to its speed. However, if they journey into the Foul Downs they will easily discover the Dragon's Lair.

If the Dragon is attacked and reduced to half or below its HTK points, it will vanish. There will be a strong smell of rotted, dried meat.

GM NOTE: Sleeping party members receive no saving throw from dragon's breath, so if the party is surprised, it is likely that one or two members will die in this encounter.



The Foul Downs

Read to the players:

This is a steep, hilly area, covered with charred tree trunks and brush. Occasionally, tumbleweeds, kicked by the gusting winds, scuttle across your path. Signs of life are seldom; small insects and spiders scuttle away from you into cracks in the ground.

After a difficult trek through the rough hills and crags, you see a cave on the side of a rather large hill. Bones litter the ground around the base of the hill. There is no path leading up to the entrance of the cave.

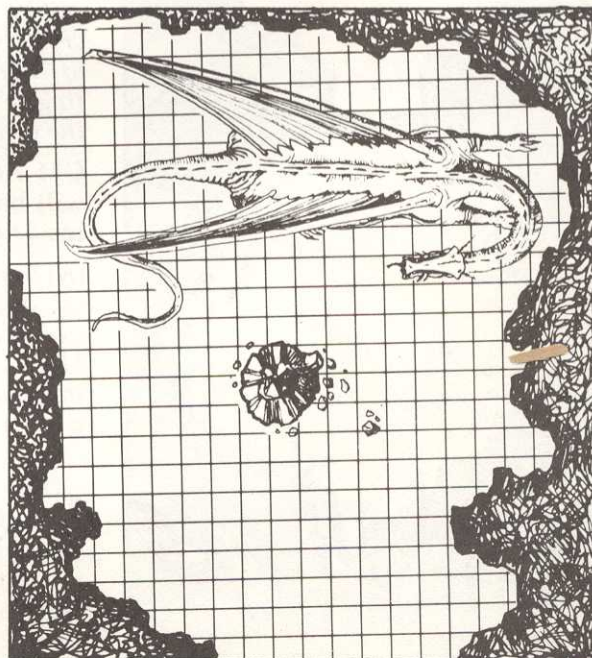
This is the lair of the Red Dragon on which attacked the party in Fogdrop. If the dragon

has been attacked, the cave will be unoccupied. If not, the Dragon will be sleeping within the cave. The cave extends one hundred feet into the hill.

It is composed of one large chamber, fifty feet wide. The Dragon's treasure is scattered in piles on the floor, along with bones and the remains of previous kills in various states of decomposition.

For the Red Dragon's Stats, see the Fogdrop Section.

Treasure: 2000 cp, 4000 sp, 4050 gp, 1000 pp, 5 rubies worth 1000 gp each, 6 sapphires worth 500 gp each, +2 dagger, five +3 arrows, Ring of Water Walking, Potion of Extra Healing, 3 Potions of Healing, a Raise Dead Fully Scroll, and a Potion of Gaseous Form.



A larger version of this map is reproduced in the back.

Tanglewood

Read to the players:

The trees grow too close together to easily walk a horse. Walking on foot is difficult too, as the thick undergrowth entangles your feet and legs, and there are too many bushes to simply plow through. You have to cut your own path through Tanglewood.

A gray sky shines dully through the blanket of foliage above you.

Roll once per day on a D10:

Chance	Encounter
1 - 2	A
3 - 6	B
7 - 10	No Encounter

Once an encounter has occurred, ignore that roll the second day.

[A] *As mid-afternoon approaches, you can see a beautiful crystal mountain rising above the forest. It is formed entirely of quartz, and the sunlight is refracted from it in a dazzling array of light.*

* * *

This is Clearpeak Mountain, where Quicksilver Falls is located.

[B] *You come across a clearing. Sitting in a circle around the dust of a dead fire, are six Stone Giants engrossed in a high-stakes game of Bones, using human leg bones.*

Clearpeak Mountain

Read to the players:

GM NOTE: Paragraphs A and B are to be read to the party if they have arrived here by foot. If the party was teleported here by the Maid of the Forest, read only Paragraph B.

[A] *There is a path leading up the mountain. It is too uneven for horses, but you can easily climb it on foot. The path continues up the mountain for half a mile. The climb is not difficult, except for the last few feet, where an overhang opens onto a ledge.*

* * *

All characters must Save vs. Dexterity or fall 1D8 x 5 feet. 1D4 HTK damage/5 foot fall.

[B] *You stand before the Quicksilver Falls; a brilliant silver cascade of pure mercury gushes from a small hole in the side of the crystal mountain, splashing heavily into the liquid mirror that is the small pool at its base. Two small walkways on either side of the pool lead into the falls.*

* * *

Behind the mercury falls is a cave. There is no space between the falls and the cliff face. Therefore, the party will have to use magical means to pass. If any adventurer tries to walk through the falling mercury, he will take 10-100 (10D10) points of crushing damage.

(GM Note: The monetary value of mercury is equal to silver of the same weight.)

Inside the Crystal Cave.

The roar of the falls makes it necessary to shout in here.

The cave is dazzlingly bright, the crystals within refracting the light in brilliant prismatic rays. Colorful, but fragile looking formations hang from the ceiling and rise from the floor.

GM NOTE: Encounters A, B, and C will happen once the adventurers are inside this area.

[A] *Against the far wall stand two crystal statues, each twelve feet tall. Between them is a four-foot tall quartz block, suspended in mid-air. Above that is a crystal sword, intricately carved with runes and mystic symbols.*

* * *

The statues are Crystal Golems, created long ago by the Phoenix who gave the crystal sword to Kerja Kom to guard the sword. As soon as the players enter, the Golems will animate and attack.

* * *

The party has a 50% chance of surprising the giants.

(6) Stone Giants

AC: 0, HTK: Average of 52 (9D8+5)
M: 12"

Align: Neutral, IT: Average
Att: 1, Dm: 3-18, THACO: 12

Size: L (12' tall)

Special: Hurl rocks 1"-30" causing 3-30 HTK damage. 90% chance of catching any similar types of missiles thrown at them.

The giants are gambling with 1000 gp, but all of it is fool's gold, and it will turn to lead in one day. If the party approaches without violence, the giants will react favorably to them and not attack, though they will be wary.

Within the block rests the body of Kerja Kom.

(2) Crystal Golems

AC: -3, HTK: 80 (12D8), M: 6"

Align: Neutral, IT: None

Att: 1, Dm: 5-50, THACO: 9, Size: L

Special: May only be hit with +1 or better magical weapons. If a Crystal Golem takes more than 8 HTK from a single blow, the Golem will shatter, causing 1D10 HTK to everyone within a 10' radius.

Crystal Golems are able to create a field of static electricity in a 10' radius around themselves once every 3 rounds. This field will cause damage equal to half the current HTK of the Golem. (Save vs. Dexterity for half damage.)

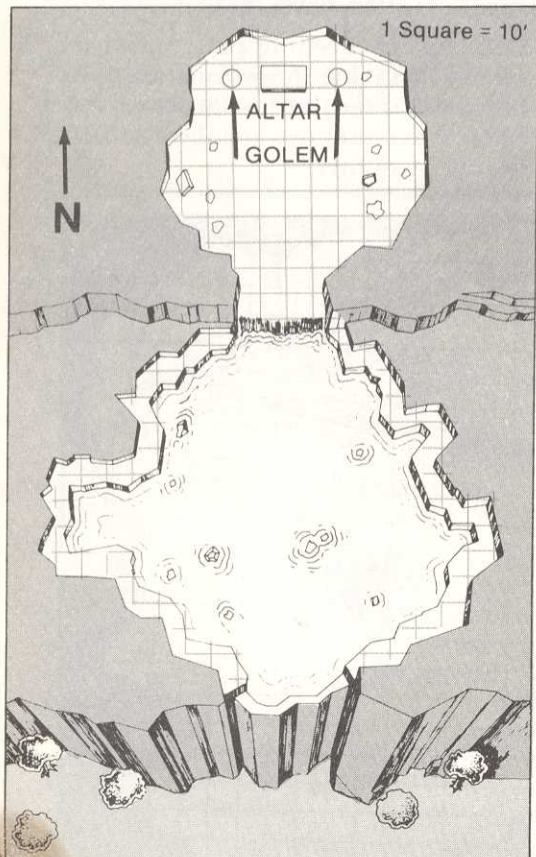
The only magic spell which affects a Crystal Golem is a Shatter spell, which will destroy them.

[B] *As the last Golem falls, you hear a high-pitched howl emanating from the sword. You are soon able to hear the following words:*

"I am the Holy Sword Spellbane, and through my blade runs the power of the Universe. Who claims my might as his own?"

(GM NOTE: The blade will float gently toward whoever claims it, then it will settle into his/her grasp.)

The sword continues, "You, my wielder, shall no longer be affected by hostile spells, for my might will protect you. I offer you the power to strike down your enemies with the lightning within my blade, once per day. No longer shall the hand of evil be placed upon your body, for my strength will prevent its vile touch. Wield me with pride, for I am the most powerful



A larger version of this map is reproduced in the back.

sword in this world."

The sword is then quiet. There is no sheath, but it will fit comfortably into any longsword scabbard.

Spellbane, +5 Holy Sword (+2 if wielded by a non-paladin)

IT: 16, EGO: 18

Special: This sword will create a Modified Globe of Invulnerability when drawn. This will give a 50% chance of negating any spell thrown at it. The sword will also fire a Lightning Bolt once per day for 12D6 of damage.

Spellbane is an egotistical blade which *will* have its own way. Anytime a melee starts, roll percentile dice, for there is a 2% chance that the sword will refuse to fight, and offer none of its power to the wielder.

[C] *As soon as the sword is finished boasting, you hear a rasping voice say, "Come forth, mortals, and deliver into my hand that which will be mine."*

* * *

This is Sothgar, one of the five Lich Kings, who has discovered the party after days of searching. He is mounted on a Nightmare and accompanied by four Spectres, also mounted on Nightmares. They will attack the party on sight. At this instant, if the "pig" ac-

companied the party from the Fellfang River, it will change into its true, Dragon form.

Sothgar, Lich, Skill 20 Magic User
(See Lich Section, page 10 for Stats.)

(4) Spectres

AC: 2, HTK: 45 average (7D8+3), M: 15"/30"

Align: Lawful/Evil, IT: High

Att: 1, Dm: 1-8 plus every level drain (2 skill levels)

THACO: 13, Size: M

Special: +1 or better weapon needed to hit. Immune to Charm, Sleep, Hold, and Cold spells.

(5) Nightmares

AC: -4, HTK: 37 average (6D8+6), M: 15"/36"

Align: Neutral/Evil, IT: Genius

Att: 3, Dm: 2-8/4-10/4-10

THACO: 13, Size: Large

Special: Fly, become Ethereal at will, breathes a smoking cloud (save vs. breath at -2 or be at -2 to hit and damage).

Gold Dragon

AC: -2, HTK: 84 (12D8), M: 12"/30"

Align: Lawful/Good, IT: Genius

Att: 3, Dm: 1-8/1-8/6-36 plus breathe

fire (9"x3" cone) or chlorine gas (5"x4"x3"), and magic use.

THACO: 9, Size: L, Age: Ancient
Special: Magic Missile, Light, ESP, Web, Blink, Haste, Fear, Polymorph Other, Airy Water, Teleport, Legend Lore, Project Image. Gold Dragons can also Polymorph Self 3 times per day.

In this instance, Sothgar will stay and fight until is down to half of his original HTK, then he will teleport back to the safety of the city of Ool, leaving the Spectres to die.

The Spectres themselves have no treasure, and Sothgar should NOT be slain at this point. If he is about to be slain, an earlier wish will teleport him back to Ool.

If the pig is present, it will vanish after the fight and go back to Bhahamut, its master.

After the fight with the Lich, the night will pass with no further encounters.

Those who were teleported here by the Maid of the Forest will find horses (new ones if the party's were killed by wolves) at the base of the mountain. She teleported the steeds in shortly after she teleported the party.



Glass Canyon

Read to the players:

The walls of the canyon smoothly ascend one hundred feet to a narrow ridge, protected by gray quartz boulders. Above that a ledge slopes into the Crystal Mountain range. The bottom of the canyon is sandy, and wide enough for two horses to walk abreast.

Roll once per day on a D10:

Chance	Encounter
1 - 7 8 - 10	A B

See below for details on encounters. Once an encounter has occurred, ignore that roll the second day.

[A] You hear a single metallic click. The sound comes from above and ahead of you, on the ridge.

* * *

On top of the pass are 4 Zombie Stone Giants, preparing to drop boulders on the party. The party will not be surprised and will have the initiative, for the Zombies move slowly. They are one hundred feet above the party and fairly well concealed, so any missile shots at them will be at a -4 to hit.

(4) Zombie Stone Giants

AC: 0, HTK: 51 average (9D8+3)

M: 6'

Align: Neutral/Evil, IT: Low

Att: 1, Dm: 3-30, THACO: 12

Size: L

These Zombie Stone Giants were created by the Lich King Sothgar to guard the pass. They will do nothing

but throw stones, unless the party flies up to battle them. Otherwise, the party can get out of their range in 4 rounds.

If the Zombies aren't slain in their first fight, they will launch another rock attack at night. This will occur every four hours until the party slays the Giants, since they were told to allow no one to pass.

[B] *Your feet are suddenly splashed with water. Behind you there is a thundering crash. You turn to see a stream of water flowing toward you.*

* * *

This is the beginning of a Flash Flood. In three rounds, the main wave (20' high) will slam into the party, doing 1D10 HTK damage per round any party member stays in the water's course. The flood will last a full day,

then lower to a level of 3 feet for two days before it runs dry.

The ledge above the party is too thin and smooth to walk along, but there is a 50' x 50' outcropping on which the party can wait.

If they figure out a way to ride the wave, it will carry them to the end of the canyon by nightfall.



Drear

Read to the players:

Before you is a vast plane of gray mud and slime, dotted with patches of green mold. The road extends onto the plain. Looking east and west, you see that the mud extends to the base of the mountains: there is no other way north except through the mud.

The wind is still, and the stench of the slime makes your stomachs lurch. As you ride out onto the road, your horses' feet sink into the mud up to their fetlocks; each step making sucking sounds as the horses pull their hooves out of the mud.

Ahead of you is a slime pool, and looking

within, you see that it is filled with writhing maggots or some sort of larvae, devouring each other, and squirming together in a huge mass. A light haze quickly thickens to a fog, reducing visibility to twenty yards.

Roll once per day on a D10:

Chance	Encounter
1 - 5	A
6 - 7	B
8 - 10	No Encounter

Encounter [B] occurs after sunset—see below for details. Once an encounter has occurred, ignore that roll the second day.

If the adventurers are in Drear overnight, have them describe in detail what the camp arrangements are to be, as this wet, dreary place is a rather unusual campsite. If they attempt a forced march to get out of Drear, there is a 10% chance per turn that one of the horses will drop dead from exhaustion.

50% chance per day for **A**.

[A] *You travel for one hour, then the road passes four large pools, two on either side of the road. The smell of decay is overpowering.*

As you reach the mid-point of the pools, maggots suddenly shower the party. From each of the four larva pools, a huge white worm raises its head quickly, extending forty feet out of the pool.

* * *

These are Slime Worms. The pools are the breeding grounds for their larvae. The worms will try to land on party members, who must save vs. Dexterity or receive 4D8 of crushing damage. The worms cannot leave their pools.

(4) Slime Worms

AC: 0, HTK: 90 average (20D8),

M: //12"

Align: Neutral, IT: Animal

Att: 1, Dm: (see Special),

THACO: 7, Size: L (60' length)

Special: Crushing damage (4D8) in first round, then Squirt acidic slime for 5D10 HTK (Half if save is successful) in a 3'x 90' stream.

(NOTE: If a player fails his save, he must make a saving throw for each of his magic items as well, or the items will be destroyed.)

GM NOTE: This encounter will happen at night. After determining watch order, roll to see which watch will have the following encounter:

[B] *During your watch, you hear slurping and squishing as small, wet things*

slither through the gray mud. A light fog rolls in, impairing vision.

Toward the end of the watch, you hear a loud "squish" from the other side of the camp, and you see a gigantic gray blob with arms and legs, holding a large gray club over the heads of your sleeping companions.

* * *

This is a Clay Giant. It is perpetually hungry, and will eat any living thing that it can club.

(1) Clay Giant

AC: 3, HTK: 30 (5D8), M: 3"

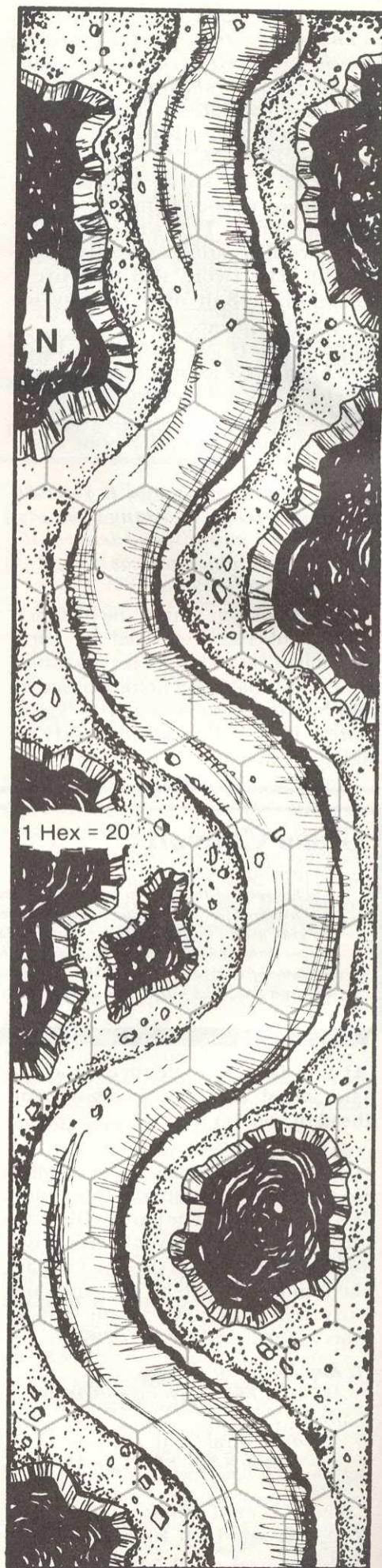
Align: Chaotic/Evil, IT: Semi-

Att: 3/2, Dm: (first round, club) 2-12, 2-12, (second round, fist) 10-40.

THACO: 15, Size: L

Special: Edged weapons have no effect.

It is carrying a clay club, which will inflict 2-12 HTK of damage to the victim. Every time the giant uses the club, the GM must roll D100 to see if it shatters and becomes useless, reducing the number of attacks per round to 1. The chance of a club shattering is equal to 5 times the damage it inflicted. For example, if it did 8 HTK, it will shatter on a D100 roll of 40% or less.



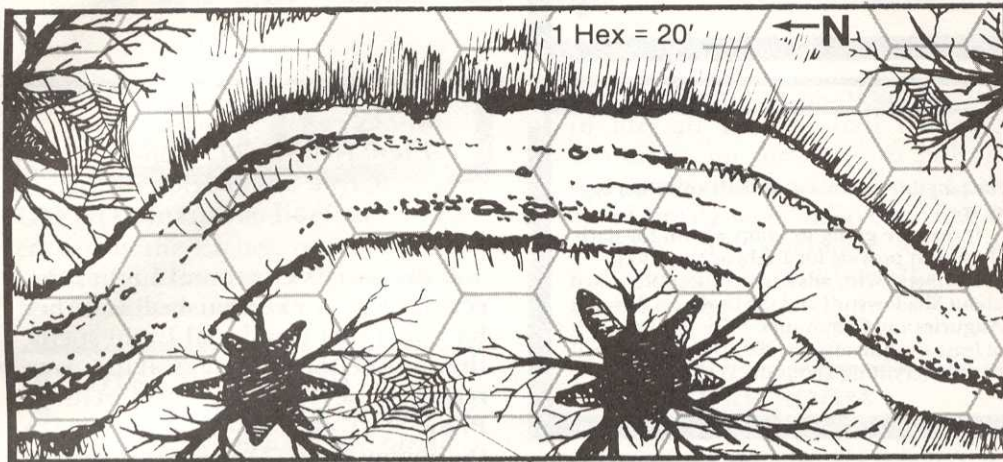
Farwutt

Read to the players:

The trees in this forest are sickly and white-barked with slimy leaves. Each tree seems to drip with pale Spanish moss. There is no underbrush, as the floor of Farwutt is covered with gray mud. The road is overhung with a canopy of these trees, and though the fog has dissipated, there is little sunlight penetrating

the dense, slimy foliage.

You notice that for thirty yards around you, there are huge spiderwebs. The road reaches a tangled pass of the webs. To either side of you the forest looks as if it were draped with sheets of silk.



The adventurers will be attacked by Giant Spiders, attempting to spring a surprise attack. Five of them will sneak up behind the party; the other three will fall on the party from trees. There is a 66% chance that the spiders will surprise the party.

(8) Giant Spiders

AC: 4, HTK: 32 average (5D8+5), M: 3" *12"

Align: Chaotic/Evil, IT: Low
Att: 1, Dm: 2-8, THACO: 15, Size: L
Special: Bite is poisonous (Save at -2 or die). When the spiders have the initiative, they are able to bite.

Within the webs are the spiders' lairs. If the party burns the webs nearby and searches for 4 turns, they will find the following: 4000 cp, 1000 sp, 1000 gp, a +1 dagger, a +2 Ring of Protection, an Ioun Stone (+1 strength), and 1 scroll: (Clerical) Heal, Blade barrier, Plane Shift.

Other than the Spiders, the rest of Farwutt is without encounters.

The Northern Crawls

Read to the players:

This vast plain of rolling, sandy hills is sparsely vegetated, with random tufts of grass and occasional patches of small yellow flowers. There are no trees visible for miles.

Roll once per day on a D10:

Chance	Encounter
1 - 6	A
7 - 9	B
10	No Encounter

Encounter [A] occurs after sunset—see below for details. If an encounter is rolled again, the other encounter automatically occurs. If both encounters have occurred, then there will be no encounter.

Dark clouds drift quickly north, past the full moon. As the middle of your watch approaches, three shadowy, black figures with whipping tails and glowing red eyes suddenly appear, standing in the campsite. They leap at you, wielding black shadow rune-swords.

* * *

The figures are Shadow Dancers, fast, agile fighters from the Plane of Shadow. They fight as Skill 9 Fighters, and each carries a Shadow Sword of Dancing.

Everyone but the ranger will have a 50% chance of being surprised when these Shadow Dancers are teleported into the camp. The ranger will have a 30% chance of surprise. These Shadow Dancers were sent by the Lich Kings to kill the magic-user of the party. Their attacks will be directed primarily at him.

(3) Shadow Dancers

AC: 7, HTK: 72 average (9D8)

M: 15"

Align: Neutral/Evil, IT: High

Att: 2, Dm: 1-4 (tail), 1-8 +2 (Sword of Dancing), THACO: 12 Size: M
Special: Due to the darkness, the Shadow Dancers will have 45% Magic Resistance, a +2 strength bonus, and will be able to Shadow Walk, transporting themselves back to the Plane of Shadow. They also have the ability to create Shadow Images, (2-5 exact duplicates of each Dancer). The duplicates have no material form; they do no damage and are created for diversion only.

GM NOTE: During battle, remember to add the Sword of Dancing Bonus.

If the Shadow Dancers are successful in slaying the wizard, they will Shadow Walk to the Plane of Shadow. From there they will return to Ool and report to the Lich Kings.

Those slain in the fight will vanish along with their gear.

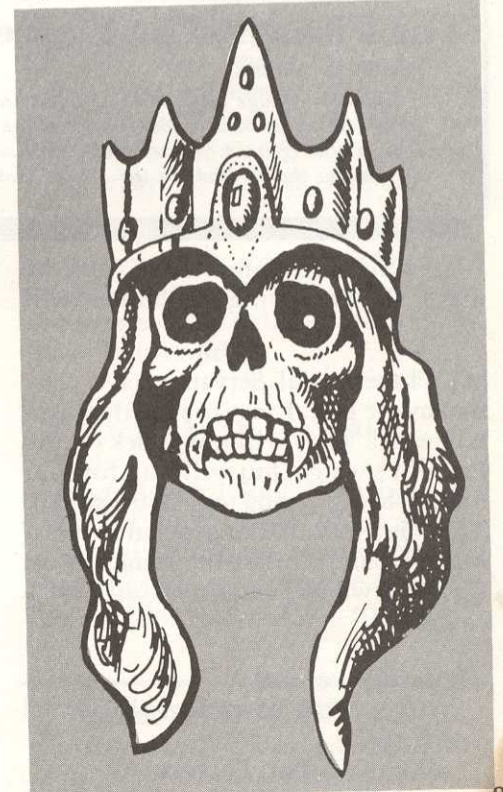
[B] The air before your party wavers, then a skeletal face, twenty feet tall, appears. A deep, resonant voice says, "Return to your homes, foolish mor-

tals, for you toy with the icy hand of death."

A booming laugh follows, as the skull slowly fades from view.

* * *

This was a specially projected image of Morteus, the most powerful of the Lich Kings. He has been scrying the party since their battle with Sothgar. The image is not material, and their weapons will pass harmlessly through it.



The Ash Flats

Read to the players:

A plain of gray ash stretches ahead of you. Above you, dark clouds rush to the north. In the distance you see the clouds descending to the ground, forming a wall of darkness several miles away.

The ash flats themselves are devoid of any type of life. A cloud of thin, dusty ash hangs in the air above the plane, swirling gently in the dry air currents.

GM ONLY: There will be no encounters.

When the adventurers reach the border of the Dark, read the following:

You are less than a mile from the wall of darkness. It descends from the clouds and extends as far as the eye can see on either side.

As you near the wall, even those with infravision cannot see into the total blackness.



The Dark

GM NOTE: The darkness descending from the clouds is made of Shadowstuff. Its strong magic can easily be detected by a Detect Magic Spell. Direct exposure to the Shadowstuff will drain one energy level per turn exposed. The only way to prevent loss of energy is to cast a Continual Light spell, and for all players to stay within its radius. Torches, lanterns, and other non-magical items will not drive back

the tangible darkness, nor will any other type of spell.

If they are going to camp within the dark, they must provide for Light as they sleep.

Be liberal with answers to questions asked about Shadowstuff and the Darkness through Auguries and Communes. A Divination, with at least an equivalent of 200 gp sacrificed, will reveal everything about the Darkness.

[A] *The only area visible is within the radius of your own light. Suddenly you hear a high buzzing sound approaching you. Entering the circle of your light you see four small, flying insects leaving cones of darkness as trails.*

* * *

These insects are Darkening Bugs. Attracted to light, they will attack from

the cardinal directions, flying around the outside of the lit area, sucking up the outside perimeter of light. This action will shrink the radius of the circle of Continuous Light one game inch for every two rounds. Once this is done, the Darkness will close in to drain the energy skill levels as previously described.

(4) Darkening Bugs

AC: 6, HTK: 13 average (2D8)

M: /15"

Align: Neutral, IT: Non-

Att: 0, Dm: 0, THACO: 16, Size: S

Special: Trail of Darkness.

If the party's Continual Light sources have been extinguished and they have no other Continual Light spells, they must either use magical means to return to the Ash Flats (Teleportation, Plane Shift, etc.) or soon perish due to the energy drain. Any player destroyed by the Darkness will become a shadow.

GM NOTE: The party's steeds can withstand only 2 rounds of exposure before dying.

There are three more flights of Darkening Bugs, identical to the first, lurking in the Dark, and there is a 20% chance per hour of the party encountering one, until all of the Continual Light Spells are dispelled.



The Fissure/The Descent to Ool

Read to the players:

Suddenly a huge crack in the ground appears within the radius of your continual light spell. Looking ithin, you see only darkness. You know that it leads to the city of Ool.

If the party camps in the fissure, encounter [A] will happen. Encounter [B] will happen when the party reaches the hex where the City of Ool is located.

Determine at random when during the night the following encounter will occur.

[A] Three Aerial Servants have been sent by the Lich Kings to steal the Crystal Sword. They will not attack on the Paladin's watch, but will wait for him to sleep before trying to steal the sword. There is a 66% chance of them surprising the party, unless the ranger is on watch, in which case there is only a 50% chance.

(3) Aerial Servants

AC: 3, HTK: 76 average (16D8)

M: /24"

Align: Neutral, IT: Semi-

Att: 1, Dm: 8-32 (8D4), THACO: 7,

Size: L

Special: Once they grasp an object, it requires at least a Strength of 18 to break their hold.

All three Aerial Servants will attempt to grasp the sword, then fly off. If the watch attempts to stop them, two will stop to do battle, while the third flies off with the Crystal Sword.

There is a 50% chance that the Paladin will wake up when the sword is grabbed, but an initiative roll is needed to determine whether he is able to hold on to the sword or not. Otherwise, he will awaken after the sword has been wrenched from its place of safekeeping. After this encounter, the night will be peaceful.

The Descent to Ool

[B] *You are out of the darkness of Shadowstuff, and finally able to see the sky above you; it is dark with clouds.*

Examining the fissure, you find a ten foot wide ramp descending into the crack. The other side of the fissure is not visible, nor is the bottom.

* * *

This ramp descends gradually to a depth of one mile. It remains ten feet wide and is smooth. Halfway down its length lurk two shadows. There is a 10% chance that the party will spot them. They will not attack, but will rush into Ool and inform the Liches of the adventurers' approach as soon as they enter the fissure. Otherwise, the group will encounter nothing during the descent.

GM NOTE: Read this to the players:

At a depth of one mile, you reach a ledge that is littered with bricks. A gaping cavern, 70' wide and 10' high appears to the side. You have reached the entrance to the Buried City of Ool, the home of the Five Lich Kings.



THE CITY:

OOL

Level One

GM NOTE: Due to a few wishes cast earlier by the Liches, undead are unable to be turned once the caverns of Ool have been entered.

1 THE COURTYARD

Peering within, you see a rubble-cluttered courtyard, with two ornately sculpted, decorated buildings lying partially buried beneath a landslide of gravel. The ceiling of the cavern is 15' high and glows with a faint radiance which dimly illuminates the cavern.

On the cracked floor there are two skeletons, each wearing a dented helmet and breastplate. On the breastplates are five-pointed stars, with small black crowns at each point. The rest of their gear has rotted away.

* * *

If the party actively searches the bones, they will find a ring worth 500 gp, fashioned of silver and set with a single garnet.

2 THE MUMMIES' TOMB

GM NOTE: The door to this building is jammed, but will yield to a strength of 18.

Having opened the door, you see a dark, musty room. The smell of rotted flesh stings your nostrils. The floor is covered with clumps of dust, and cobwebs hang from the ceiling. Against the northern wall are three 7' long, iron-bound, ebony boxes.

* * *

The mummies in this room will have to climb out of their coffins to attack, so the player characters will receive a +1 on the first initiative roll, and will not be surprised.

(3) Mummies

AC: 3, HTK: 40, 38, 30 (6D8+3)
M: 6", Align: Lawful/Evil, IT: Low
Att: 1, Dm: 1-12 + rotting disease,
THACO: 13, Size: M

Special: Magic weapons are needed to hit; all hits do half damage. Mummies are immune to poison and paralysis, but will receive +1 per die of fire damage. If Save vs. Magic is failed, any character seeing a mummy will be paralyzed (by fear) for 1-4 melee rounds.

3 TREASURE ROOM

The door to this room is mostly rotted and is easily pushed aside. Within is a large chamber. Two tattered tapestries, depicting three great warriors defeating a golden dragon, hang on the walls. Rubble litters the southeastern corner, as that section of the wall has given way to the other side.

* * *

Buried beneath the rubble is a small iron chest containing 500 sp, 15 opals worth 50 gp each, and a potion of healing.

4 THE FIRST LICH

The door to this room is locked. Inside is a long room, with an oak table running most of its length. Strewn about the table are silver goblets, plates, and utensils (**GM NOTE:** If the aerial servants were able to steal the crystal sword, it is also on the table.) Seated at the far end of the table is a figure in rich, scarlet-trimmed black robes. His face is hooded, and two spots of red light peer from beneath the cowl. The figure glows with a faint bluish light.

* * *

This is Murdros, the first Lich, who is prepared for the adventurers with a cold fire shield. He will attack with spells on sight.

Murdros, Skill 20 Lich Magic User

See Lich section, page 9, for stats.

As soon as the party enters, Murdros will cast a Repulsion spell, then blast away with a Limited Wish such as "May your weapons miss on the first attack," etc. If slain, Murdros will have

the following equipment with him: 1D10 x 1,000 gp, 5 black diamonds, +3 dagger, and 1 Black Crown of Chaos.

5 MURDROS' BEDCHAMBER

This door opens into a small bedchamber. There is a musty rug on the floor with faded embroideries of winged animals on it. A bed is against the far wall. A reading stand with a large black tome upon it is in one corner. Three ragged tapestries line the walls, with scenes of the Five Kings seated upon their thrones.

* * *

The book on the stand is an arcane work dealing with demons. Hidden beneath the bed is a locked chest, which is coated with contact poison. Inside the chest are 10,000 sp and 500 pp, as well as a Magic User scroll: Disintegrate, Gust of Wind.

The rug is a Rug of Smothering.

6 THE SPECTRES' LAIR

This door opens easily with a touch, revealing a large chamber with empty bookcases along the walls. In the center of the room, racing toward the door, are 10 shifting shapes.

* * *

These shifting shapes are Spectres, rushing to the aid of Murdros. They are too late. They will, however, attack the party instantly.

(10) Spectres

AC: 2, HTK: 35 ave. (7D8+3),

M: 15"/30"

Align: Lawful/Evil, IT: High

Att: 1, Dm: 1-8, THACO: 13, Size: M

Special: Drain two energy levels on a successful hit. Immune to Sleep, Cold, Charm, and Hold spells.

7 GARDEN COURTYARD

Two buildings lie partially buried in the rubble of stalks and stems in

this courtyard. There appears to be no other exit from the courtyard.

* * *

The stalks and stems will crumble at a touch. There is nothing of value or of interest here.

8 SKELETAL REMAINS

This room is empty, except for two skeletons. Parts of the walls have fallen in. The skeletons wear breastplates and helms with crown-crested stars.

* * *

Beneath the second skeleton is a scroll: (Clerical) Restoration, Heal.

9 THE DARKNESS

This door is not locked, and will open easily. The floor inside is almost filled with boulders. Part of the northern wall still stands. On it hangs a tattered tapestry which is totally black.

* * *

If an adventurer sticks his hand within the tapestry, he will find that the air therein is cool to the touch. When the character pulls his hand out, he will find that it is covered with Shadow. The Shadow will stay on the adventurer's skin, and is easily wiped off. This liquid Shadow can be safely pocketed.

Behind the tapestry is a concealed door leading to room 10.

10 THE IDOL OF LIGHT

This room is filled with a glaring white light that emanates from a statue against the eastern wall. Most of the other walls are crumbled in, and the room is strewn with boulders. The statue is of a seated man with cupped hands. The eyes of this statue are star sapphires, that seem to stare blankly upwards.

* * *

If one of the characters touches the statue with a glob of Shadow, the glob will spread over the entire surface of the statue and absorb the glaring light. A wish scroll will appear in the now-black statue's hands. This will only happen once per week.

It is inadvisable to give any hint about this, as information spells will reveal the power of the statue.

The sapphires are worth 1000 gp each. If they are removed, the power of the statue is destroyed.

11 THE DOOR

This door is carved from a single piece of garnet. The carving is of an inverted five-pointed star with an eye in its center.

* * *

This door will radiate magic, for the eye in the center functions as a Wizard Eye for Boldor, the third Lich, who is watching the party. It also functions as a magical trap. When the door is touched, lightning bolts shoot from the eye, in the 10x30 foot area before the door, delivering a total of 100 HTK divided between the number of characters within this area. Characters may save against spells for half damage.

12 THE GOLEMS

The floor of this large room is covered with a black carpet. The carpet seems unaffected by the ages. On the eastern wall is a coat of arms: a shield bearing a five pointed inverted star with a goat's head symbol, the Pentacate's Star, and, behind it, two crossed staffs, each with a human skull affixed to its tip. In the center of the south wall are two metal statues, about 12 feet tall.

* * *

These statues are Iron Golems, which will animate as soon as the room is entered.

(2) Iron Golems

AC: 3, HTK: 80 each (14D8), M: 6"
Align: Neutral, IT: Non
Att: 1, Dm: 4-40, THACO: 7, Size: L
Special: Immune to all magic but Lightning, which slows them for three rounds. Fire repairs damage on a 1 to 1 point basis. +3 or better weapons are needed to hit.

The staffs are non-magical, but the +2 shield protects the bearer from Magic Missiles.

13 DINING ROOM

This door is mostly decayed. When opened, you see a small room with a table in its center. Two skeletons are on the floor, dressed in helms and engraved breastplates, as were the others. There is a wooden door on the west wall. Rubble litters most of the room.

* * *

Buried beneath the rubble is another skeleton bearing a +3 frostbrand sword.

14 THE STALKER

The door falls apart as you

touch it. Inside is a small, plain room. The eastern wall is caved in. Against the northern wall is a black altar.

* * *

In this room is an Invisible Stalker, which is charged with slaying the most powerful magic-user in the group.

Invisible Stalker

AC: 3, HTK: 67 (8D8), M: 12"
Align: Neutral, IT: High
Att: 1, Dm: 4-16, THACO: 12
Size: L (8'), Magic Resistance: 30%
Special: Permanently invisible (-4 to be hit); Surprise on 1-5 on a D6.

15 THE DUST DRAGON

An irregularly-shaped cavern yawns before you. There is a pool at its far end, but shadows obscure what appears to be the corner of another building. Upon closer inspection, the pool appears to be filled with black liquid.

* * *

Hiding in the shadows is a Dust Dragon, who will breathe on the adventurers as soon as they are within range. Note that a Dust Dragon is a form of undead, and thus will not radiate the heat necessary for it to be seen with infravision.

Dust Dragon

AC: -2, HTK: 42 (6D8+1), M: 18"/24"
Align: Neutral/Evil, IT: High
Att: 3, Dm: 2-5/2-5/3-12
THACO: 13, Size: L
Magic Resistance: 20%
Special: Ability to Hide in Shadows as a skill 10 thief. Breathes a cloud of Shadow-dust 40'x30'x20', which will blind opponents and cause them to temporarily lose 75% of their skill levels, or 50% if a saving throw is successful. This loss of skill will last for 6 turns.

16 THE POOL

This pool is filled with black liquid. The stones around it are set with black gems.

* * *

The gems are opals, which have a combined value of 2000 gp. At the bottom of the waist-deep pool are three Continual Darkness gems in a pouch, and a human skull with 2 Potions of Speed inside it.

17 EMPTY ROOM

This small room is empty, except for the rubble that has slid in through the southeast corner.

18 COURTYARD

In this large courtyard is a building, carved with images of demonic orgies. Each of the large, black, iron double-doors has on it a bas-relief of a demon head with a gaping mouth. On either side of the building is a set of stairs leading down, but they are blocked by rubble thirty-five feet down.

* * *

The doors are magically trapped. If any party member should enter the 10'x20' area directly before the doors, fire will burst out of the demon mouths in a 20'x20' area, causing 40 HTK of damage. If a saving throw vs. Spells is made, affected players take half damage.

19 THE DEMON CHAMBER

Looking within, you see a large room. In the center is a glowing red pentagram, with a human skull at each point and a candle burning atop each skull. In the center of the pentagram is a demon, wreathed in fire, with a whip in one hand and a sword in the other.

* * *

This is a Type VI Demon summoned by Boldor, and left to guard this room.

Type VI Demon

AC: -2, HTK: 52 (8D8+8), M: 6"/15"
Align: Chaotic/Evil, IT: Very
Att: 2, Dm: 3-18/4-24, THACO: 12, Size: L
Special: Darkness 10', Fear (as Wand), Detect Magic, Read Languages, Detect Invisibility, Dispel Magic, Symbol of Fear, Discord, or Sleep.

If the whip hits, the sword blow and damage are automatic, and the victim must Save vs. Magic or be magically bound.

The demon's heart is a Nanorian stone, which will reawaken a dead or magically sleeping person if it is placed upon his chest. When the demon is slain, the stone is left behind since he is returned to his own plane. The stone will function only once.

20 LICH BOLDOR

This door is locked. Inside is a small room, with tables along the eastern wall. The table is covered with books and papers. In the northeastern corner is an iron-bound black chest. Against the far wall is a small altar, with a carved jet statuette of a many-

armed demon atop it. A burning golden brazier hangs from the ceiling, casting flickering shadows about the room.

* * *

In the center of the room is Boldor the Formless. As he lacks a material body, he will surprise the players on a roll of 1-5 on a D6. The only way that Boldor can be harmed is by +4 weapons or better, as they are the only ones capable of damaging his "essence." Boldor's black crown gives him the ability to cast simultaneous spells at will, and he will turn visible only after he is slain.

Bolder the Formless, Skill 20 Lich Magic User

See Lich section, page 9 for stats.

In the black chest are the following items: 5000 cp, 3000 sp, 1000 pp, and a +4 hammer. Amidst the papers is a Magic User's scroll: Minor Globe of Invulnerability, Ray of Enfeeblement. The statuette atop the altar is cursed, and any person possessing it will always fail his or her saving throw. On the Lich himself is a Wand of Frost with 11 charges, and a scroll: Raise Dead Fully x2.

21 EMPTY ROOM

This room is empty, except for the rubble which has caved in the southern wall.

22 THE STAIRCASE

The door to this room has crumbled inward. A small unornamented chamber, with a spiral staircase leading down through its center can be clearly seen.

* * *

These steps lead to the second level of the city. On the fifth step is a trap. The step is made of fragile material that will break when any weight is placed upon it, releasing a 10'x10' cloud of green poison gas that will do 1D10 HTK damage per round for 4 melee rounds.

Level Two

23 THE COLUMNS

The stairway descends into a large chamber with 8 columns, 4 each on the east and west walls. There is an iron door on the southern wall.

* * *

These columns are actually Caryatid Columns, which resemble slender

females if examined closely. They will activate and attempt to destroy the party when the floor is stepped upon.

(8) Caryatid Columns

AC: 5, HTK: 22 each (5D8), M: 6"
Align: Neutral, IT: Non
Att: 1, Dm: 2-8, THACO: 15, Size: M
Special: Normal weapons do only half damage. Magic weapons do normal damage, but without their magical bonuses. All weapons have a 25% chance to snap, -5% per plus. Caryatids make saving throws at +4.

24 COURTYARD

This iron door is not locked, and opens into a large courtyard. In the center of the yard is a large statue of a Lich wearing a black crown. Before the statue is an altar with mystic symbols carved upon it. Several buildings lie partially buried beneath fallen debris.

* * *

Only a Read Magic spell can translate the symbols carved on the altar. They say: "It is later than you think."

The statue is the third Lich, Sothgar, who the party met at the falls. He has Enlarged himself, and then cast a Statue spell. It will only take him 1 segment to return to his normal form. If the players do not make any guesses about the possibility of the statue being the actual Lich, they will be automatically surprised.

If they do have any idea that it might be the Lich, then they will have normal chances of being surprised.

Sothgar, Skill 20 Lich Magic User

See Lich section, page 10, for stats.

Sothgar, incensed with the party because of the incident at the Quicksilver Falls, will cast more potent Wishes than any previous Lich. Suggested Wishes are: I wish that all of you were back at Saybalod; I wish you were lizards; I wish you were my helpless captives.

Sothgar has the following upon his person: 1 black diamond worth 5000 gp, 1 black crown, and a Ring of Spell Storing that holds these spells: Limited Wish, Haste, and Minor Globe of Invulnerability.

25 THE EYE

Hidden around this corner is a Wizard Eye from Lerdron, the fourth Lich. He will not attack the party from room 41, where he is waiting for them.

26 ASSASSIN'S LABORATORY

This door is unlocked.

* * *

When the door is touched, a scythe the sweeps down from the wall above the door to deliver 6-60 HTK of damage to any character in the 10' section in front of the door. Since Finding Traps by a thief requires touching the door, only a Find Traps spell cast by a Cleric will reveal the presence of this intricate trap without setting it off.

* * *

The far wall of this large room is caved in. Two ragged tapestries, with scenes of black-cloaked men stalking a beast, adorn the northern wall. There is a table in the southeastern corner, with several corked, empty vials, weights, measuring devices, and scales. There are also three full sacks of herbal matter, which have almost completely deteriorated into dust. Three capped beakers filled with blue liquid are sitting to one side of the other items on the table.

* * *

This was once the chamber of a Guildmaster Assassin who mixed his poisons here. The three beakers contain a deadly poison, one sip of which is sufficient to slay a character, with a saving throw vs. Poison at -4. The beakers will radiate magic, as they have been enchanted not to break. If the herbal matter is closely examined, the party can deduce that the decayed matter is belladonna, mandrake root, and powdered toadstools.

27 THE EFREETI

A sulfuric stench stings your nostrils and makes your eyes water when you approach the room. The door is not locked, and can be opened easily with a push. Inside is a large chamber.

A huge golden brazier filled with glowing coals is fixed to the floor in the center of the room. The sulfurous odor is coming from the brazier. Magical writing is on the outside of the container, and as you enter, the writing begins to glow.

Wooden chairs line all four walls, but most of them have rotted.

* * *

This was an entertainment room. Trapped within the brazier is an Efreeti, whom the assassins captured, and forced to perform tricks. One round after the characters enter, the Efreeti will rise from the brazier. Having been

in the brazier for three thousand years, he is very angry, and will attack anyone who enters the room. This Efreeti will not grant any wishes to the party, and will fight to the death.

Efreeti

AC: 2, HTK: 80 (10D8), M: 9/24"

Align: Neutral, IT: Genius

Att: 1, Dm: 3-24, THACO: 10

Size: L

Special: Immune to Fire, Invisibility, Assume Gaseous Form, Detect Magic, Enlarge, Polymorph Self, Wall of Fire, Produce Flame, and Pyrotechnics.

The brazier is immobile. The Efreeti's treasure was taken away from him long ago.

there is a dented, blood-crusted helm. Suddenly, from out of the rubble, you are attacked by hungry Carrion Crawlers.

(12) Carrion Crawlers

AC: 3/7, HTK: 13 average (3D8+1)

M: 12", Align: Neutral, IT: Non

Att: 8, Dm: Paralysis, THACO: 16

Size: L

Special: The head of the Carrion Crawler is well protected, but the rest of its body has an armor class of 7. The head is equipped with 8 flailing 2'-long tentacles, which exude a gummy secretion that will paralyze opponents. If a saving throw vs. Paralysis is successful, there is no effect.

The Crawlers will pursue the party out of the room and into the courtyard, but will stop short if the party goes into room 29.

28 CARRION CRAWLERS

Caved-in rubble has filled most of this room. On the tiled floor



29 SHEEVERA

This rotten door turns to dust when touched. Inside is a small chamber. There is a skeleton in the middle of the floor, lying beside a pentagram drawn in dried blood. A black candle stands at each point of the star, and a chalice, a dagger, a wand, and a jeweled human skull lie in orderly progression around the circle. In the middle of the pentagram is the word "Sheevera," also written in blood. An ebony reading stand with a large tome on it is in the northeastern corner.

* * *

The book is a Tome of Demon Summoning, which will fall to dust when touched. The name in the pentagram is the name of a Type V Demoness who was once the long-dead magic user's lover. If any section of the pentagram is touched or any of the articles removed, there is a 75% chance that the Demoness will appear, as she occasionally visits the chamber of her long-lost love.

Sheevera, Type V Demoness

AC: -5, HTK: 42 (7D8+7), M: 12"

Align: Chaotic/Evil, IT: High

Att: 7, Dm: 2-8/1-8 (x6)

THACO: 13, Size: L (7')

Magic Resistance: 80%

Special: +1 or better weapon to hit. Charm Person, Levitate, Read Languages, Detect Magic, Detect Invisible, Pyrotechnics, Polymorph Self, Project Image, and Gate. (Assume that the Gate fails.)

The dagger is +2, and the jeweled skull is cursed, but worth 1000 gp. Any person possessing the skull will always be hit by opponents.

30 SKELETON GUARDS

There are eight wooden chests in this room, four each along the eastern and western walls. On the front of each chest is a brass pendant with the inverted pentagram and goat's head symbol of the pentacate.

Behind each chest is a door-sized rectangle that is completely filled-in with cobwebs.

* * *

The door-sized rectangles are niches, and the cobwebs hide Skeleton Guards in those niches.

If any of the chests are touched, the Skeleton Guard behind it will be activated and will attack with long swords.

(8) *Skeleton Guards Skill 9 Fighters*

AC: 3, HTK: 42 average (9D8)

M: 10"

Align: Neutral/Evil, IT: High

Att: 1, Dm: 1-8, THACO: 12

Size L (9' tall)

The chest in the southeast corner has 2000 gp inside it. The rest are empty. The brass pendants are worth 10 gp each.

31 THE IDOLS

The door to this room is made of iron, but the hinges are rusted and it gems with a little effort. The room beyond is large, and five idols, fashioned in the forms of crowned men, stand in the room, one in each corner and one in the center. They are standing upon large blocks of red quartz, which glow as you open the door.

* * *

The idols are likenesses of the five Kings before they became Liches. The blocks of crystal simply glow when living tissue is present, and have no other magical properties. They are worth 500 gp each, but weigh 400 lbs. apiece.

32 THE DANCE HALL

You see an immense room with a polished marble floor. Along the south wall are five marble pillars. The northeastern corner is filled with boulders.

* * *

This room is actually larger than it looks, because the far wall is an Illusion, behind which are 10 Wraiths.

(10) *Wraiths*

AC: 4, HTK: 31 each (5D8+3)

M: 12"/24"

Align: Lawful/Evil, IT: Very

Att: 1, Dm: 1-6, THACO: 15, Size: M

Special: Touch causes 1 skill level energy drain. Immune to Sleep, Charm, Hold, Cold, Poison, and Paralysis.

The Wraiths will not appear until the first trap of the room is activated. One round after the first person enters, any person standing on the floor save vs. Magic or the floor will make him begin to dance. The floor has a permanent Irresistible Dance Spell on it. Characters will receive no Dexterity bonus on their armor class, which will be reduced by 4 points. These players will also be unable to make their saving throws. The magic of the floor is cast at skill level 22.

33 SCARECROWS

The door to this room is locked. When opened, you see treasure scattered about the floor, consisting of 5000 cp, 1000 sp, and 500 gp. There are several piles of old clothes heaped on the floor and draped over the chairs. Also strewn about the floor are marrowless bones of various sorts, cracked open.

* * *

This room is the lair of 7 Scarecrows. Two rounds after the party enters the room, the clothes will animate into human forms and attack the party.

(7) *Scarecrows*

AC: 2, HTK: 28 ave. (5D8+5),

M: 12"/18"

Align: Chaotic/Evil, IT: Very

Att: 3, Dm: 1-6/1-3/1-3

THACO: 15, Size: L (9')

Special: Scarecrows will wrap themselves around the adventurers, squeeze with a strength of 18/00, and try to either suffocate adventurers in their folds or snap their necks. They will then rip the skeletons out of the bodies and begin feeding. Scarecrows are only affected by magic weapons.

After spending centuries in the Darkness of the City of Ool, these Scarecrows, once the clothes of a Giant Wizard, took on a life of their own. They cannot actually fly, but can make extended controlled flight leaps in the air of up to 100 yards.

34 COURTYARD

You see another large courtyard, with several buildings. On the pavement are 7 more skeletons, identical to the previous ones.

35 THE TOMB

The face of this building is intricately carved with demon shapes, and the doors are cast bronze works of art depicting in bas-relief the lives of the Five Kings. When the doors are opened, they reveal a large room, with ten stone slabs against the side walls. Lying upon each slab is a corpse, in an advanced state of decomposition. There is a door on the far wall.

* * *

These are ordinary corpses.

36 TERMIN'S CHAMBER

The back of this room has been destroyed by a large boulder. The

floor is covered with black carpet; black curtains hang from the walls and cover the ceiling. In the center of the room is a raised dais, upon which stands a statuette, carved out of a single crystal, in the shape of a human head.

* * *

The statuette contains the soul of the ancient arch-priest Dyson Termin, a Cleric who opposed the Pentacate. He is the priest mentioned on the shrine in the Plains of Non. The statue will radiate magic, and will answer 3 yes or no questions if asked. If it is touched, it will deliver a powerful electrical shock, doing 20 HTK damage, and will continue to do so each round it is touched. The value of this item is 10,000 gp. Dyson Termin cannot be released from the crystal unless a Shatter spell is thrown on it. This will allow his soul to go to his god's plane.

37 TRAPPED ROOM This door opens easily. Behind it is a small empty chamber, with a door on the far wall.

* * *

This room is a trap. The floor is made of fragile balsa, which will break when weight is placed upon it, dumping the unlucky adventurer into a pool of acid below. Players will take 30 HTK of damage for every round submerged, and a Save vs. Acid must be made for each magic items submerged. If any item fails its saving throw, it will be destroyed.

38 GUARDIAN DEMON This door is unlocked. Inside is a small room, with a broadly grinning Demon sitting on a large iron

chest that stands against the northern wall.

* * *

This is an adolescent Guardian Demon, charged with protecting the chest.

Adolescent Guardian Demon

AC: 1, HTK: 43 (8D8), M: 10"

Align: Neutral, IT: Very

Att: 3, Dm: 1-6/1-12/1-12

THACO: 12, Size: L

Special: Immune to Hold, Sleep, Polymorph, and Fear. Limited immunity (70%) to Charm. +2 or better weapons are needed to hit it. The Demon is immune to all sword attacks, as swords will simply pass right through it. Ability to breathe fire in a cone 3' long for 5-30 HTK. A successful saving throw vs. Breath weapon will reduce the damage by half.

This Guardian Demon is still young, and will try its hardest to prove itself a worthy Guardian. However, if beaten to within half its hit points, it will panic and run away.

In the chest is a +4 ring which imparts 30% Magic Resistance to its wearer. There is also a +5 shield and 3 +5 arrows.

39 THE DEATH SOLDIER As you enter this huge room, you see that rubble has diagonally sealed off half of it. In the center of the open triangle, astride a firey black steed, is a tall figure clad in black plate and full helm. He wields a large shield with an emblem of a red skull on it and a two-handed sword. The steed has hooves that seem ablaze, and dense puffs of smoke rise from its nostrils.

* * *

This is Theodros, a Death Soldier, seated upon a Nightmare. He is a personal friend of Lerdron's and has just arrived from the Ethiereal Plane to offer his assistance in reforming their empire.

Theodros, Death Soldier

AC: 0, HTK: 88 (9D10), M: 10"

ST: 18/00, IT: 17, IN: 14

SM: 15, D: 13, A: 9

Align: Chaotic/Evil

Att: 1, Dm: 1-10+3, THACO: 12

Size: M, Magic Resistance: 75%

Weapons: +3 sword, Armor: +1 shield

Special: Fear 5' radius, Wall of Ice, Detect Magic, Detect Invisible, 2x day Dispel Magic at 20th skill level, Power Word and fireball (20D6) once per day.



Nightmare

AC: -4, HTK: 37 average (6D8+6),
M: 15"/36"

Align: Neutral/Evil, IT: Genius

Att: 3, Dm: 2-8/4-10/4-10

THACO: 13, Size: Large

Special: Fly, become Ethereal at will, breathes a smoking cloud (save vs. breath at -2 or be at -2 to hit and damage).

Theodros will fight ferociously to the death. All of his equipment will vanish with him when he is slain. The Death Soldier will spend one round to break through the wall into the courtyard (#34) in order to get more room for maneuvering.

40 THE CORRIDOR OF DIMINUTION

This is a large circular building fashioned of black marble. To the north is a locked double door engraved with writhing dragons. When opened, you can see a corridor spiraling to the east. As you travel down the corridor, it becomes wider, and at a distance of 100 feet it is nearly 40 feet wide. After moving around one half of a spiral, which seems disproportionately long, the corridor is about 50 feet wide. After another half-spiral, the corridor is 60 feet across. There is a huge door at the corridor's end, as tall and wide as the hallway itself.

* * *

The corridor is not becoming longer and wider at all; the party members are shrinking. If detected for, there is a powerful dweomer on the walls and ceiling, for besides the Diminution power, there are also permanent Walls of Force built into the walls, floor and ceiling.

The actual distance the party has traveled is 420 feet, but their perceived distance is 2520 feet. Due to the logarithmic progression of the diminution process, it has taken them 8 rounds to move this far. If the adventurers move back through the corridor, they will grow.

They have been reduced to 1/6th of their former size, so a 6' tall character is only 1 foot tall. Their strengths and the damage that their weapons will do has also been reduced to 1/6th. To make this easier to figure, multiply the HTK of the Lich who is lurking on the other side of the door by six, so that you can record their normal damage, but the ratio will remain the same.

Any adventurer who has Magic Resistance should have it rolled secretly for him. As the magic was cast as a

22nd skill level spell, there will be a reduction of 55% from their normal chance.

The door at the end of the hallway is huge for the party right now, so it will take the entire party to open it.

Dispel Magic has the normal chances of returning them to normal size. Remember that the magic is cast at skill level 22.

41 THE INNER CHAMBER

Having opened this huge door, you see a gigantic room before you. In its center you see a 36-foot tall Lich smiling down at you. He is holding a giant staff.

* * *

This is Lerdron, and if the party has been returned to their normal size, he will appear as his normal height of 6 feet tall.

Lerdron, Lich, Skill 22 Magic User, Skill 12 Illusionist

See the Lich section on page 10 for stats.

Lerdron has the following items upon his person: 1 Black Crown, 1 Robe of Eyes, 1 Ring of Regeneration, and a 500 gp diamond brooch. In the room is an invisible chest that will take the party 1 turn to locate if they actively search. Within are a +5 Defender Sword, 5 Potions of Extra Healing,

and 2 scrolls: Heal, Raise Dead Fully.

42 BLOCKED STAIRWAY

This is a stairway leading to the next tier of the city, but it is totally blocked by debris, and there appears to be no way to descend.

* * *

The party will have to use magical means to pass the 20 feet of rubble, or spend 10 turns digging through it.

Level Three

43 THE CAVERN

As you enter, you see a large open cavern, with a huge building to your right. Standing in the middle of the cavern is a figure dressed in black plate mail, holding a sword veiled in black flame. He is outlined in shimmering light, and no portion of his skin is exposed.

* * *

This is Vector, the Spectre Lord, personal bodyguard to Morteus. He has known of the party's approach, so he has prepared himself with a Minor Globe of Invulnerability and a Fire Shield (hot).



Vector, Spectre Lord

AC: -7/2, HTK: 100/89 (9D10+3)
M: 12"/24" (15"/30" without armor)
Align: Lawful/Evil, IT: Genius
Att: 2, Dm: 1-8 (+4), 1-8 + Energy
Drain (2 levels per touch)
THACO: 12, Size: M
Magic Resistance: 50%

Special: Vector is dressed in special plate mail which will absorb the first 100 HTK of damage inflicted upon him. After that, the armor turns to dust, and his Armor Class drops to 2. Until then, he will attack 2 times per round with his +4 sword, which forces hit opponents to Save vs. Magic, or be sucked into the blade. After Vector's armor disappears, the sword does also. He will then attack once per round for 1-8 HTK and drain 2 energy levels per hit.

Vector is immune to Sleep, Charm, Hold, Cold, Poison, and Paralysis. +4 to hit when armor is intact, +1 thereafter.

GM NOTE: The only way to free a character sucked into the sword is to slay Vector. However, characters sucked into the sword are instantly slain.

44 THE DEVIL'S DEN

GM NOTE: This door is magically trapped. When touched, the ten foot section of stone directly before the door turns to mud for 5 seconds, then turns back to stone. Any character who is standing in this section will be trapped in the rock unless a Save vs. Dexterity is made.

* * *

You see a huge chamber. Covering most of the floor is a pentagram with a goat's head engraved in its center. Five swords hang in the air, one at each point of the star. As you enter, the pentagram begins to glow with yellow fire.

* * *

As soon as any adventurer enters the room, the five swords will fly to the attack. Each sword fights as a Skill 10 Fighter and inflicts 1-8 HTK on a successful hit. The only way to stop this attack is by casting a Dispel Magic spell, cast at the 20th skill level. The swords themselves cannot be struck.

Three rounds after the swords attack, Xadano, the Arch Devil, will appear.

Xadano, Arch Devil

AC: -5, HTK: 170, M: 13"/17"
Align: Lawful/Evil, IT: Genius
Att: 2, Dm: 2-8 (+4), THACO: 7,

Size: L, Magic Resistance: 80%

Special: (As a skill 22 Magic User) Animate Dead, Beguile, Charm Person, Detect Magic, Dispel Illusion, Detect Invisibility, Dispel Magic, Geas, Illusion, Invisibility, Know Alignment, Light, Produce Flame, Pyrotechnics, Raise Dead Fully (no reverse), Read Languages, Read Magic, Shape Change, Suggestion, Teleportation, Wall of Fire, Fulfill Another's Wish, Symbol of Pain (3x per day), Unholy Word (1x per day), Gate, Temporal Stasis.

Xadano will appear, thinking that Morteus has summoned him. When he discovers his error, he will slay the party unless each member relinquishes their most powerful magic item.

If the party attacks Xadano, and they are successful in reducing him to 55 HTK, then he will grant them one wish to prevent them from slaying his material body.

45 TIGHT SQUEEZE

A collapsed section of rock extends to within half a foot of the wall. Party members will have to dig through it for 5 rounds in order to enter the next cavern.

46 ROOM

This room has the remains of an old carpet on the floor, and piles of what used to be furniture. The light is dim in here, and large slabs of rock are all that is left of the southern and eastern walls.

* * *

This room holds nothing of interest.

47 THE TRAP

GM NOTE: The dotted area on the map is the area of effect of the magic on the doors to room 50. Any character entering this area is instantly affected by a Hold Person spell and cannot move until the effect has been successfully dispelled. The magic is cast at skill 25, so this might prove difficult. One could Teleport, Dimension Door, or use other such spells in order to pass the trapped area.

48 PILLAR OF GRAVITY

You see a large, black pillar against the northern wall. There is a gem-encrusted door on the far side of the room.

* * *

The pillar will forcefully attract any-

thing that enters the room, and an adventurer can be stuck fast to it, taking 4D6 of damage from the impact. The Pillar has the equivalent of a 33 strength, so the same amount of force will have to be applied to free any character who is stuck. The pillar is not magical, but made of extremely dense matter that has a powerful gravitational field.

49 WHIP-DRAGON

Through this door is a large reptile with a whipping tail that sharply cracks in the air. This room is large, and the eastern wall has caved in.

* * *

The lizard-like creature is a Whip-Dragon. Whoever looks into the room must make a saving throw or be paralyzed.

Whip-Dragon

AC: 4, HTK: 71 (9D8+3), M: 15"
Align: Chaotic/Evil, IT: High
Att: 3 (claw, claw, tail)
Dm: 1-6/1-6/3-12, THACO: 12
Size: L (5' high body, 20' tail)

Special: Gaze holds for attack (1 round paralysis). Characters avoiding the gaze still have a chance to meet it (rolled on a D10) as follows:

Action	Chance to Meet Gaze (rolled on a D10)
Viewing Monster	1 - 5
Attacking Normally	1 - 3
Actively Avoiding Gaze	1

Characters actively trying to avoid the gaze strike at -4. The Dragon has an acid breath weapon, that shoots as a cone 5" wide x 30" long causing 4-24 HTK of damage. If a successful Save vs. Breath Weapon is made, damage is reduced by half. If the save fails, all magic items must be checked (Save vs. Acid).

Scattered about the room are: 5000 gp, 4000 pp, a Potion of Flying, and a Scroll: Dimension Door (x4).

50 BLASTING GROUND

When you open these double-doors, you see a semi-circular wall of solid iron before you. There is a small 3"x3" hole midway in the wall, with a short piece of stick thrust through it.

* * *

This is the staff of Morteus, who is behind the wall of iron. As soon as the party enters, he will start blasting them with lightning bolts from his staff of Spell Storing. There are twenty bolts held in the staff, each of which does 20

x 1D6 HTK damage, with a save for half damage.

The staff is able to reach any area within the dotted lines, but conforms to a lightning bolt with regard to range and area.

The only way that the party can pass the wall is to Teleport, Dimension Door, or by using other magical means. As soon as they do so, Morteus will Teleport himself to area 57. He will not be surprised.

GM NOTE: Read this to the party if they have entered the area behind the semi-circular wall:

Behind the south wall you hear a slight tapping sound. A rat pokes its head through a space between the bricks of the south wall. Seeing you, it pulls its head back in.

51 BLOCKED ROOM

GM NOTE: This room is accessible by magical transportation or by destroying the wall. A Strength of 24 is needed to break through.

* * *

There is gravel scattered in the middle of the floor, along with human bones and worthless shiny objects. Rats scurry away from you into a tunnel in the eastern part of the room.

52 TUNNEL

This tunnel looks as though it were dug by a large animal. It is big enough for the party to walk through in a single file, although you will have to crouch.

* * *

Have the characters determine the order that they will go through the tunnel. Make a few secret false die rolls and tell them that there is no encounter.

53 TIGHT SQUEEZE

At the end of the tunnel is a wall. Along the wall, to the north, you can see a door. Unfortunately, a large, unsteady-looking slab of rock has fallen in such a way that there is less than six inches of space between it and the wall.

* * *

The rock cannot be dug through. If the characters try to blast the rock, the tunnel that they are in will collapse on top of them, doing 6D10 HTK damage to everyone. However, there is a 10% chance that the rocks will fall in a manner that will cause the wall to collapse, and they will be able to walk through.

If the characters decide to go through the wall, it will take the equivalent of a 24 strength to do it.

54 RED DRAGON

There is one other building in this area. Sprawled alongside it, on the cavern's floor, is a Red Dragon, looking hungrily at you.

* * *

Red Dragon

AC: -1, HTK: 88 (11D8), M: 9"/24"

Align: Chaotic/Evil, IT: Exceptional

Att: 3 or breathe fire, Dm: 1-8/1-8/3-30

THACO: 10, Size: L (50')

Age: Ancient

Special: As this Dragon can speak, it will use spells against the party.

Spells (2/2/2/2): Protection from Good (works as Protection from Evil), Unseen Servant, Mirror Image, Web, Dispel Magic, Phantasmal Force, Dimension Door, Minor Globe of Invulnerability.

The Dragon has 45 diamonds worth 1000 gp each.

55 TRAPPED DOOR

When this door is opened, poison spikes protrude from the ground in the ten foot section before the door. Any character there must save versus poison or die immediately. The room is empty, except for the rubble on the floor.

56 TUNNEL

This tunnel is big enough for the party to walk through in a single file, although you will have to crouch.

* * *

Have the characters determine the order that they will go through the tunnel. Make a few secret false die rolls and tell the players that there is no encounter.

57 THE FINAL BATTLE

When you appear in this cavern, you see one partially buried building. Standing in the center of the floor is Morteus, the last and final Lich.

* * *

Morteus, Lich, Skill 25 Magic User/- Skill 15 Cleric

See the Lich section for stats.

The Lich that the party sees is actually a Projected Image of Morteus, who is hiding around the corner of the building. When a character strikes the image with a weapon, the weapon will pass through it.

Morteus will use powerful Wishes (see Wish section, page xx) against each party member until he is either slain, or there are no more adventurers.

58 TREASURE ROOM

This room looks familiar, with its faded carpeting and rotted furniture.

* * *

It is the other half of one of the rooms that was visited earlier.

However, this part of the room contains the following: 1,000,000 cp, 500,000 sp, 250,000 gp, 50,000 pp, 20 opals worth 1000 gp each, 15 sapphires worth 1500 gp each, 10 diamonds worth 2000 gp each, +5 dagger, +5 shield of 20% MR, 3 doses Oil of Etherealness, a +5 Longbow, and a Staff of Striking with 35 charges.

The Return

As Morteus, the final Lich, falls dead, thunder shakes the ground. His body turns to dust before your eyes, leaving behind only a staff, a scroll, and one black crown.

* * *

The Staff is a Staff of Spell Storing which will hold up to 20 skill levels of any type of spell. The scroll is a magic user scroll with a 25th skill level Teleportation spell on it.

* * *

The cavern begins to rumble even more, and small stones begin to fall from the ceiling. Larger boulders begin to fall, and it seems that the whole place is about to come down around you.

Fissures open in the floor, and the walls are beginning to cave in.

* * *

If the party uses the Teleportation scroll to leave, they will be able to escape unharmed. If they stay, the whole place will collapse in 2 turns, killing them all.

It is suggested that they use the scroll to teleport back to Saybalod, where the king is awaiting them anxiously. If they use the scroll to return to Witchwood, they will find that the Maid of the Forest is nowhere to be found.



The Welcoming

The guards lead you to the throne room. The King awaits you with a wry smile on his face. He is flanked by his Men of Knowledge and the entire Sisterhood of the Djar Hardin, who are in good health.

The Elder of the Djar Hardin speaks first: "As you can see from our appearance, the danger is over. With the death of the Lich Lords came the lifting of the cloud over the northern lands. The souls of the dead from those villages have been released and have gone to their respective destinations."

"You returned much sooner than we expected," says the King. "Armies of adventurers are even now converging upon Saybalod to undergo the same

mission from which you have just returned. This kingdom will be deluged with folk who will have naught to do save drink at our inns and partake of our brothels. The only thing I can do about the whole situation is to make it official. The celebration is in your honor. Enjoy the city, for all doors are open to you."

Later, you are led into the town square and introduced to the people of Saybalod as those who saved the world. You can see an object that is covered by a large tarpaulin; you are led to stand in front of it.

"This world owes you much more than we can repay," says the King. "And your wealth is already so great that whatever we could offer you would be but a pittance. So we have erected this statue of bronze in your honor." A

rope is pulled and a dramatic statue of the entire party in battle with the powers of Darkness stands gleaming in the sunlight. A bronze plaque on the statue reads "The Defeat of the Second Pentacate."

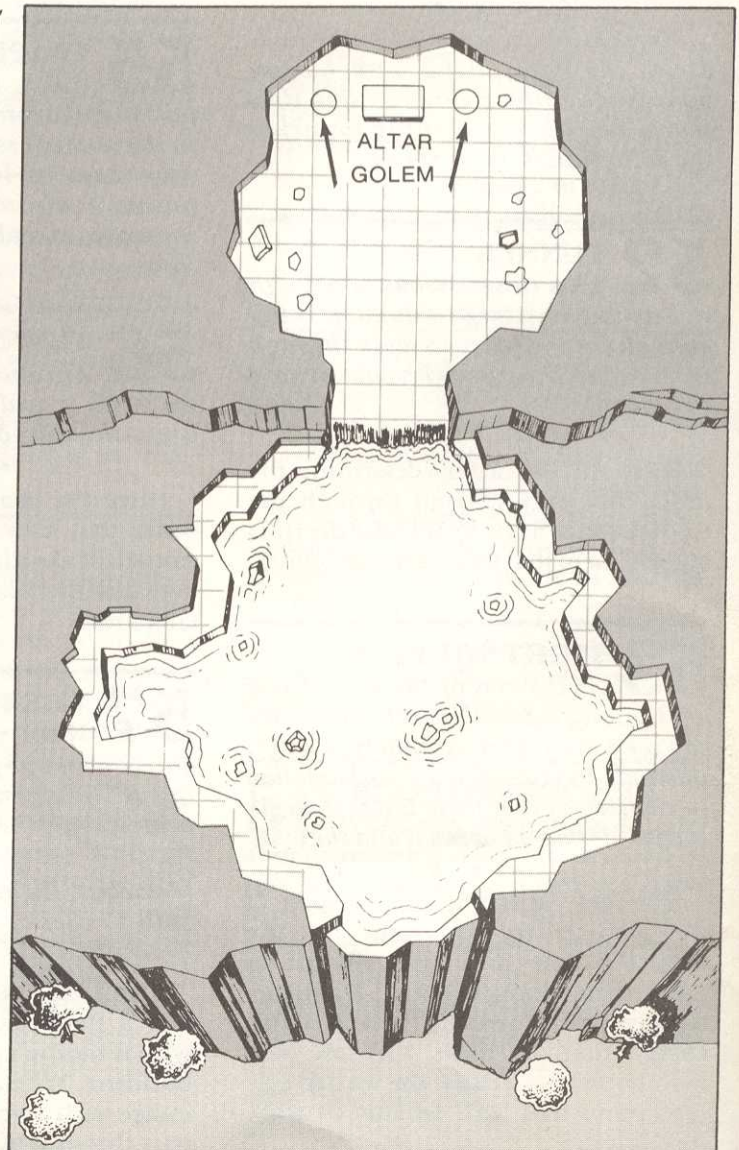
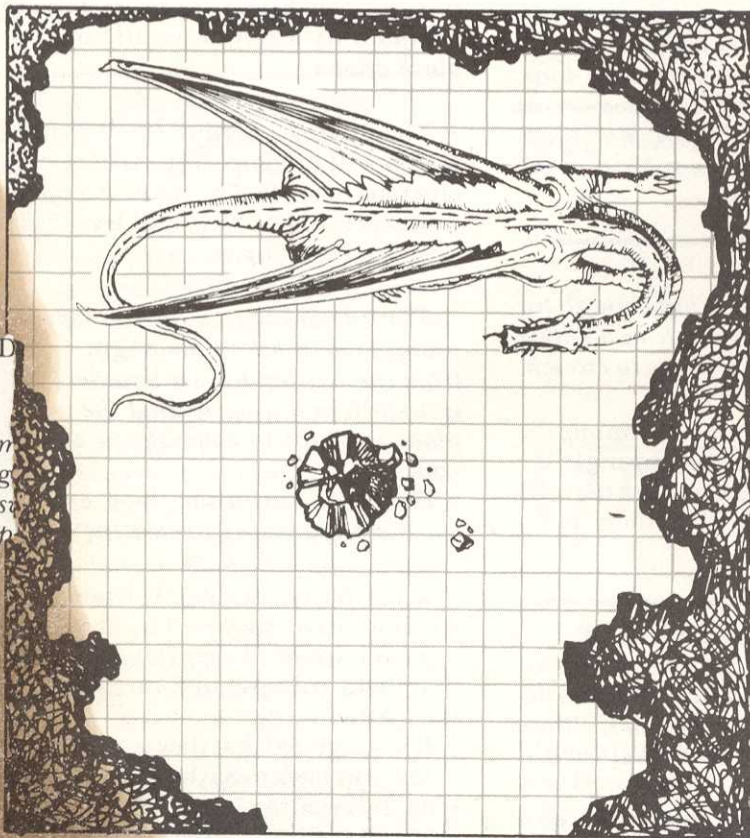
The king smiles. "I thought I would have had to put this plaque on instead." He shows you a piece of bronze that is inscribed "The First to Die in the Battle against the Second Pentacate."

"I dedicate this to you, my friends, as an eternal reminder of our gratitude to you. Let the official celebration begin!" the king shouts and the crowd goes wild. They surge up onto the platform where you are and lift you up upon their shoulders, shouting your names.

The celebration lasts for a number of weeks.



1 Square = 10'



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 preceived 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

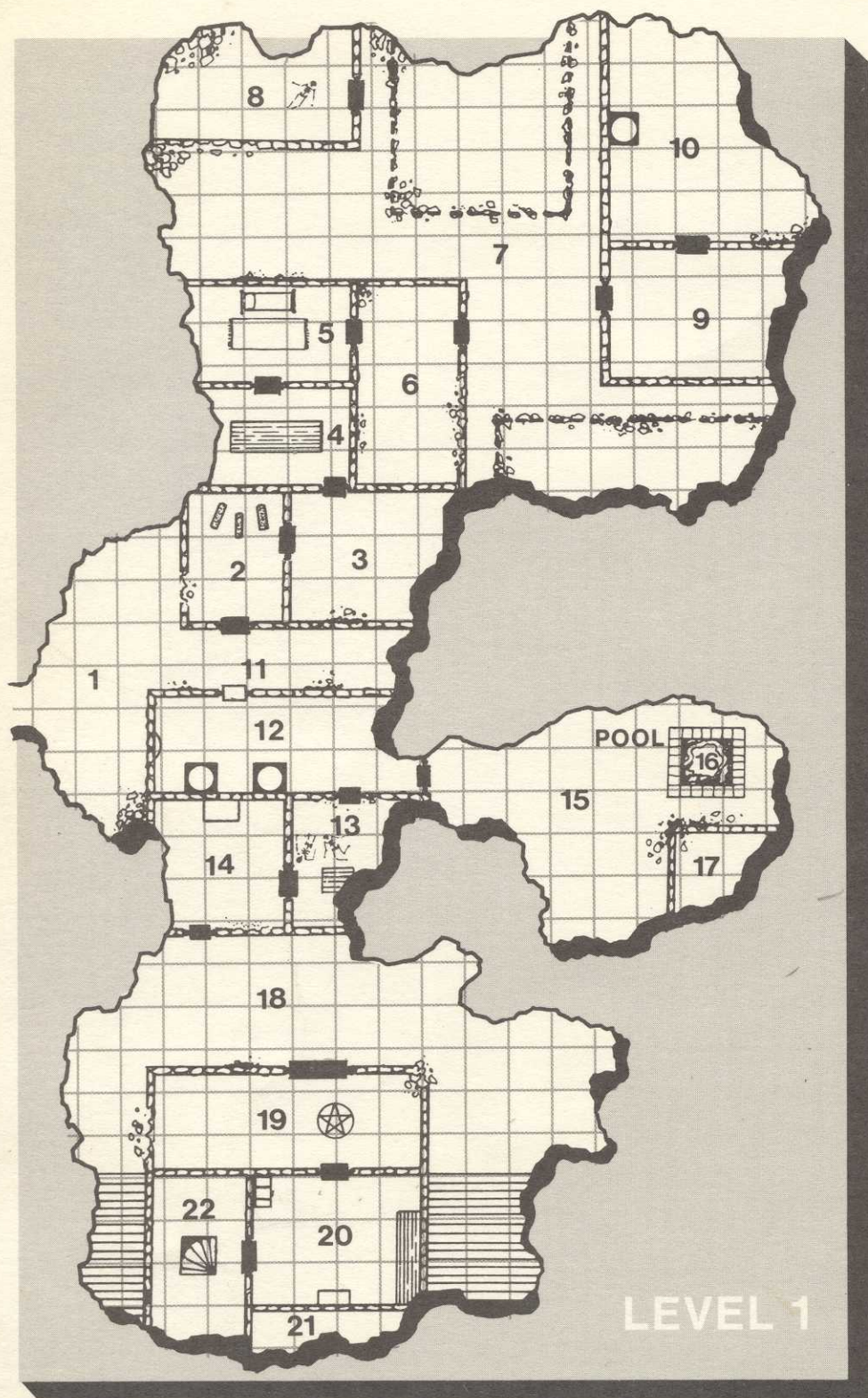
Abbreviations

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

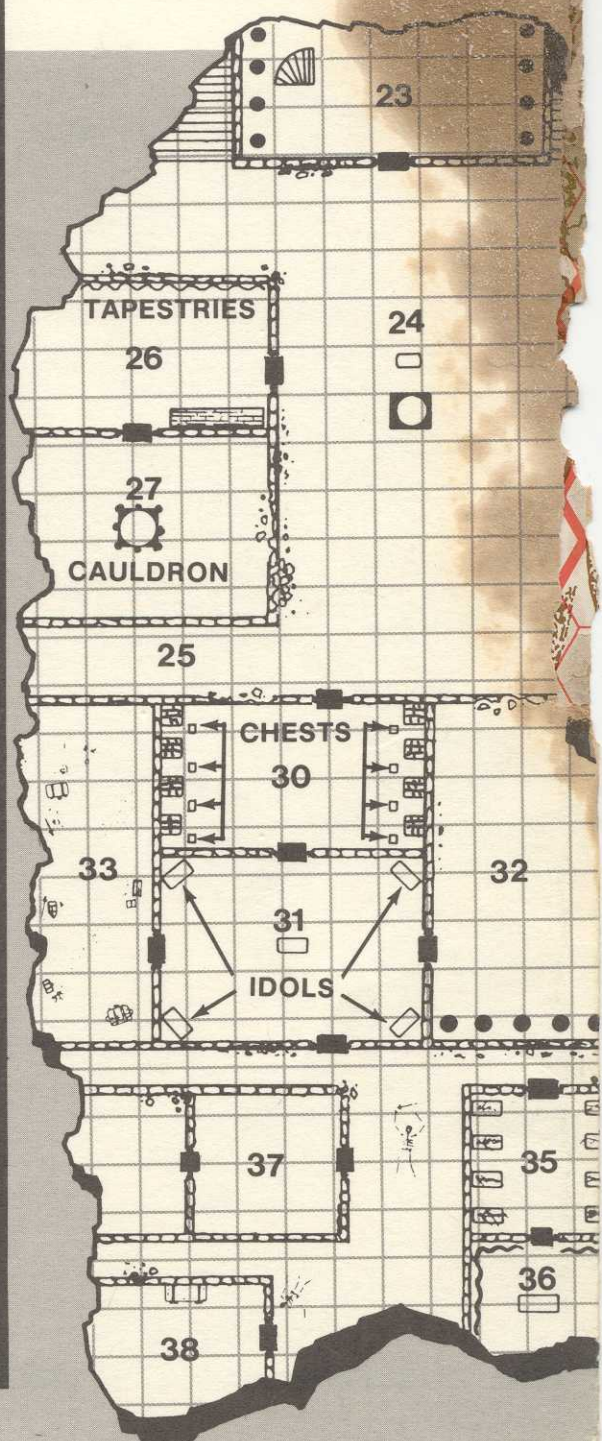
Special..... Special attacks or defenses
ST..... Strength
IT..... Intellect
IN..... Insight
DX..... Dexterity
SM..... Stamina
AP..... Appeal
gp..... gold pieces
sp..... silver pieces

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 CITY



LEVEL 1



LEVEL 2

Entrance through the Fissure

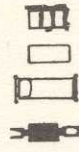
Spiral stairway from Room 22 to Room 23.

Stairway between levels — Blocked by rubble.

POOL

1 Square = 10'

CHEST
ALTAR
BED
DOOR



STAIRWAY



CIRCULAR STAIRCASE
STONE WALLS



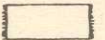
CRUMBLING WALLS



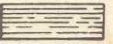
READING STAND



RUG



TABLE



COFFINS



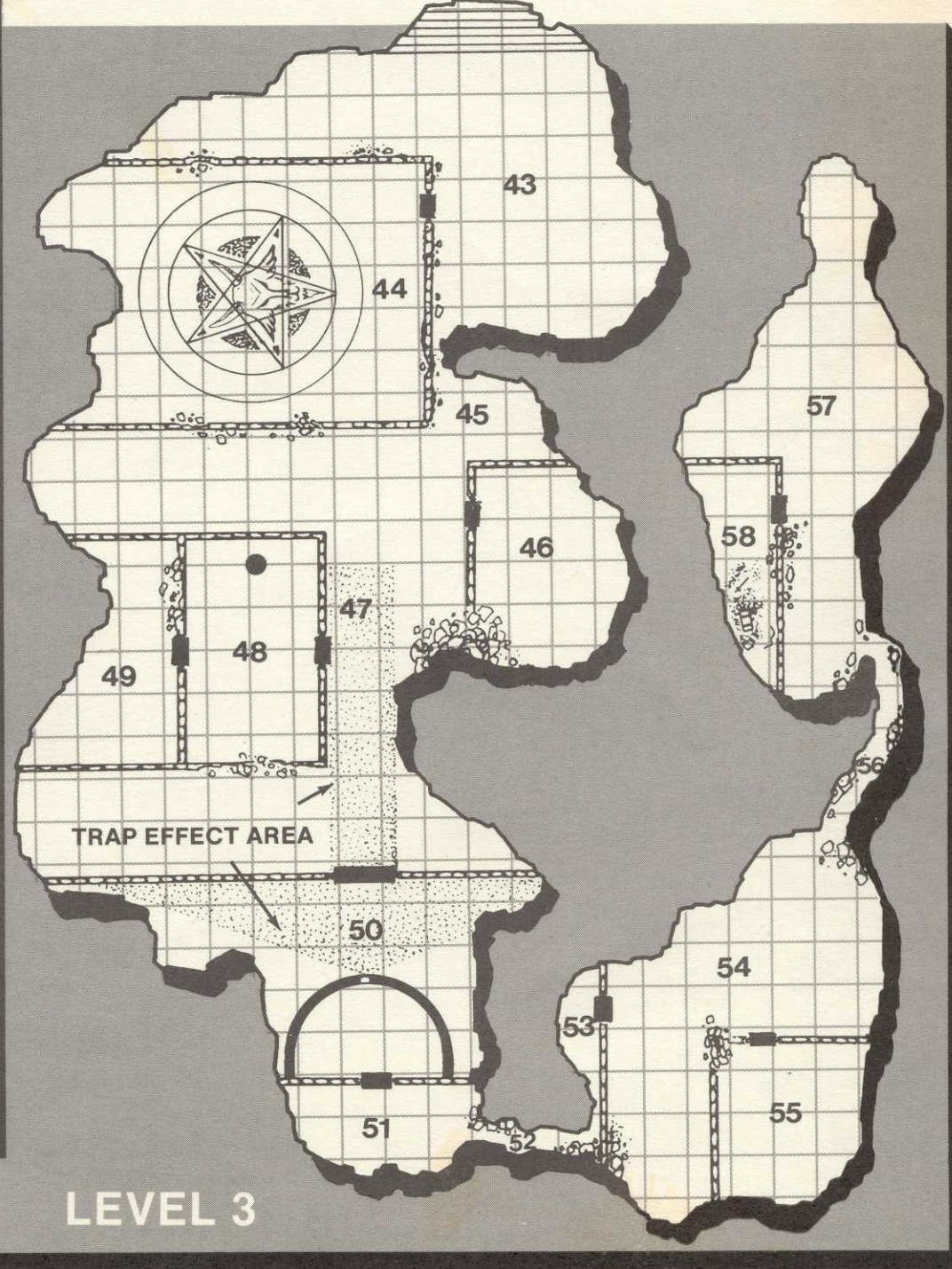
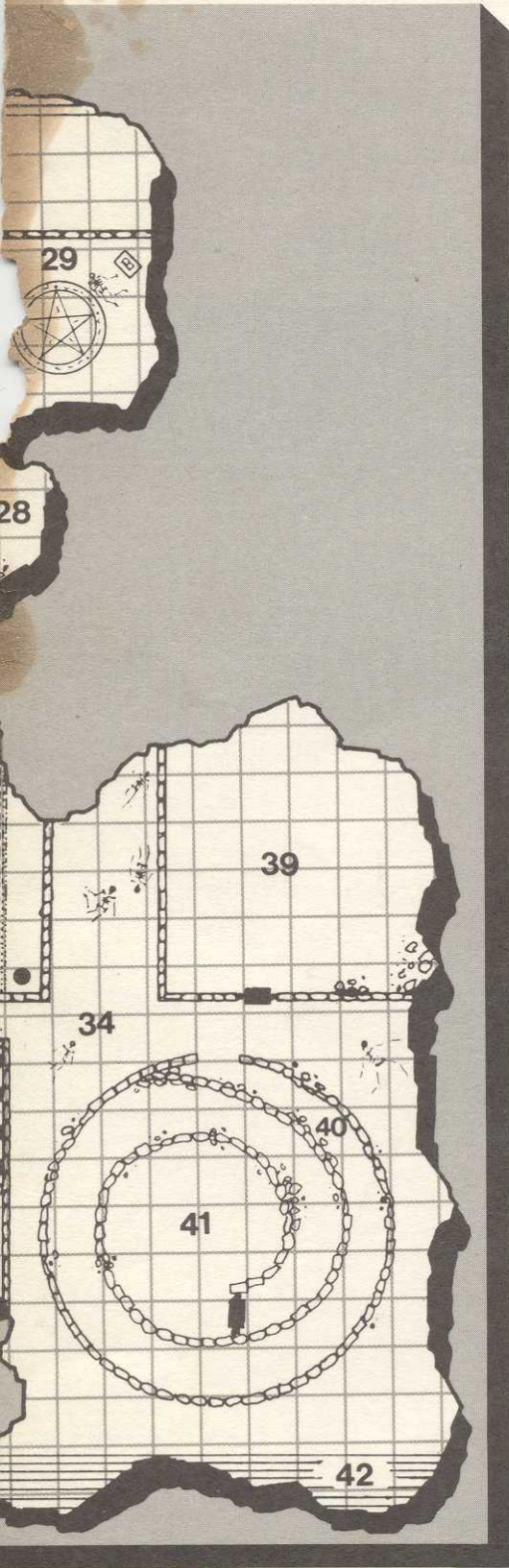
SLABS & BODIES



STATUE



PILLARS



LEVEL 3



FAR SEA

Rates of movement:

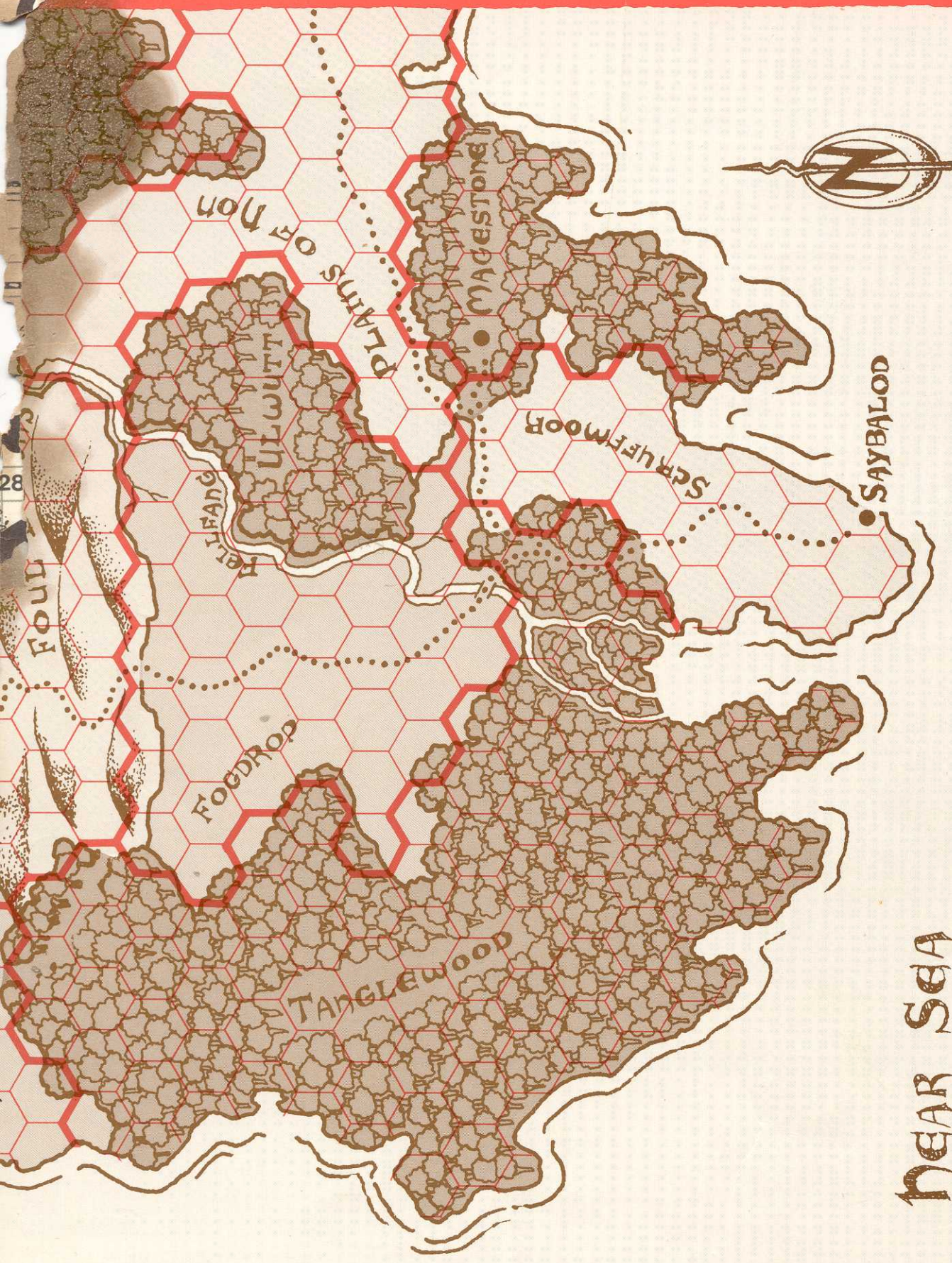
Terrain Movement Rates in hexes per day.

	Foot/Horse/Flight
Clear	2 / 4 / 4
Forest*	1 / 2 / 3
Hills	1 / 1 / 4
Mountains	1 / 1 / 2
Mud/Ash flats	1 / 1 / 2
The Dark	1 / 1 / 1
Road	2 / 4 / 4

*The forest of Tanglewood is especially dense. Movement through this forest is 1 / 1 / 2

It is recommended that a small token be used to keep track of the party while they move across the board.





NEAR SEA THE WILDERNESS

For Further information, see "Movement in the Wilderness," page 11.

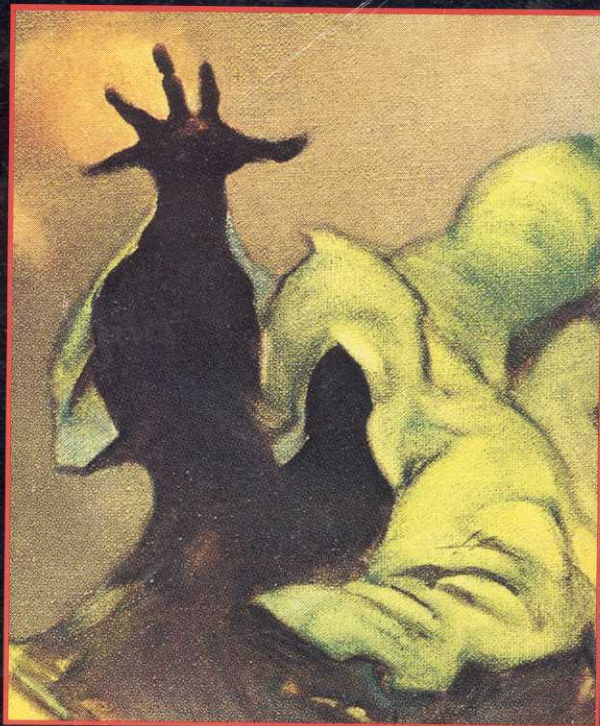
After countless millenia,

A DARK POWER AWAKENS.

You have been summoned to appear before your king, who was once a great man, but is now held fast in the icy grip of fear. Trembling, he tells of mighty earthquakes to the north that destroyed villages and unearthed the . . .

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Enter the catacombs of this buried city and find the way to destroy the evil before it brings the onslaught of eternal night. The fate of the living world is in your hands. Defeat the lords of darkness and great reward is yours. Fail and see a world . . .



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LICH LORDS is a high level quest for 6 to 8 adventurers of Skill Level 12 to 16. Brave every danger in the quest to rid the world of the most awesome of the undead.

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