

E3

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Mini-dungeon Module E3

Well of Woe

by Matthew E Kline

AN ADVENTURE FOR CHARACTER LEVELS 3-5



The Mana Well, a font of mystic energies long thought extinct, has suddenly sparked back to life. Some say it's power is cursed. That doesn't stop people from trying to claim it. The "people" in this case are a group of ogres...

Well of Woe is part of a series of mini-dungeons designed to drop into existing adventures or campaigns. Use them as side quests or a way of getting in a quick adventure when you're short on time.



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Dazegoneby

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Writing, design, layout: Matthew E Kline
The Mana Well on the cover and inside cover, was created by Dennis Saputra with Critical Hit!

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Dungeons of Dazegoneby

Mini-Dungeon Module E3

Well of Woe

The Well of Magic, a font of mystic energies long thought to be extinct, has suddenly sparked back to life. Some say it's a source of limitless power, a power which can lead to madness. It's believed that this madness persists even after death, causing those who have tasted the well's power to rise again as mana wraiths, endlessly seeking out magic to feed upon.

About This Product

Although it can be scaled by the Gamemaster for groups of other sizes, The Well of Woe is designed for 4-6 adventurers of level 3-5. This product is part of a line of mini-dungeons designed as quick, drop-in adventures. They're ideal for use as short side quests, or for gaming sessions where you're pressed for time. You could even string them all together as a mini dungeon campaign.

Gamemasters should feel free to adjust this adventure to suit their group's style of game-play or level of difficulty.

It's recommended that the Gamemaster read through this product at least twice in order to familiarize themselves with the adventure prior to playing. They should also take note of any new monsters or magic listed at the end of the document.

This product requires the use of the *Swords & Wizardry* rules. More information can be found online at www.swordsandwizadry.com

On the pages that follow you'll find boxes like the one surrounding this text. These boxes hold suggested descriptions of the rooms that can be read out loud to the players.

After most of the room descriptions you'll find one or more of the following symbols:



This symbol indicates that there's a monster or monsters in the room.



This symbol indicates there's treasure in the room.



This symbol indicates that there's a dangerous obstacle in the room.

A description of the monsters, treasures, or obstacles encountered follows after each symbol.

About Dungeons of Dazegoneby

I can remember a time in my distant past when I could head to the local mall walk into one of the two bookstores they had at the time, plunk down around five dollars, and walk out with a brand-new Dungeons & Dragons module. Our *Dungeons of Dazegoneby* line is a tribute to old school gaming, paying homage to a time filled with graph paper maps, wandering monster tables, hand-drawn character sheets, and lazy afternoons filled with adventure and wonder. We hope you enjoy playing these products as much as we enjoyed making them.

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Gamemaster's Eyes Only:

The Well of Magic was thought to be a myth, an "old apprentice's" tale passed down through generations of eager novices, enamored by the thought of a "short cut" to arcane knowledge. Only a few ancient wizards knew the truth of its existence, and of its curse.

Ages ago, in the area that would much later come to be known as the Valley of Heroes, a rift opened up, spewing pure magic energy. A well was built around the rift, designed to channel its energies, and a temple was created to house it. Masters of the arcane arts made long pilgrimages to the well, viewing it as a gift from Medamellara, the Goddess of Magic.

The history of the well becomes a bit hazy at this point. Some say that a trio of powerful wizards became greedy and went to war for control of the well. Some say that the Goddess became angry when she discovered that her gift was being mis-used and "muddled" with. Still others believe that the well became tainted by dark magic. At any rate, all agree that the well became cursed, causing madness in those that drank too much of its power. Then, eventually, the well simply ceased to be.

With the well's energies no longer flowing, the temple was sealed up and left undisturbed for ages, until now.

Now magic users across the realm are experiencing strange dreams; a stone well, sitting somewhere sealed away in darkness, emitting a spout of blue energy. Only a few know what this vision means.

The Well of Magic has returned...

Set Up

The party finds itself visiting Windy-Glen for one reason or another (caravan guards, resting after another adventure, etc.) There they encounter a nervous looking girl, dressed in the ill-fitting robes of a wizard's apprentice. The girl introduces herself as Zia and is looking to hire a group of adventurers to escort her into the Valley of Heroes, more specifically, to a place known as the Temple of the Well, hidden somewhere in the valley.

A Note to the Gamemaster

The set up described here is only a suggestion. Feel free to introduce this scenario to your group in any way you see fit.

Perhaps a magic user among the party is experiencing a recurring dream of the well. Clues within the dream point them to Windy-Glen and the Valley of Heroes.

[The town of Windy-Glen, along with its nearby Valley of Heroes, were first mentioned in Mini-Dungeon Module D6: *The Warlord's Vault.*]



Meeting Zia Lightbridge

The Valley of Heroes is a favored place to build monuments, memorials, and tombs to heroes who have passed on. The valley is also a popular place for people who do not wish to be disturbed to create secret ateliers and hidden workshops; the entrances to these easily lost among countless others. Finding a specific tomb, crypt, or memorial (or secret lair) would be near impossible without some sort of map or guide. As a result, many of Windy-Glen's residence subsidize their income by selling maps to specific sites in the valley; some genuine, some not so genuine.

When the party is approached by a young waif of a girl in ill-fitting apprentice robes, its easy for the group to mistake her as one of the map-hawkers. Especially when



she leads with "Excuse me? But would you happen to be heading into the Valley of Heroes?"

The girl introduces herself as Zia. She states that she was, until recently, apprentice to the wizard Durrakis, a magic user who kept a tower six days journey north of Windy-Glen. Her and her master had become haunted by dreams of a well that spouted a blue stream of endless magic. Durrakis had become convinced that it was the legendary Well of Magic, long thought to be extinct, and that something had caused it to become active again. They set off for the Valley of Heroes to investigate. Along the way to Windy-Glen they were attacked by a band of ogres led by someone calling himself "The Manticore."

The Manticore slew her master and stole his notes, among them, the secret location of the Temple of the Well, hidden somewhere in the valley.

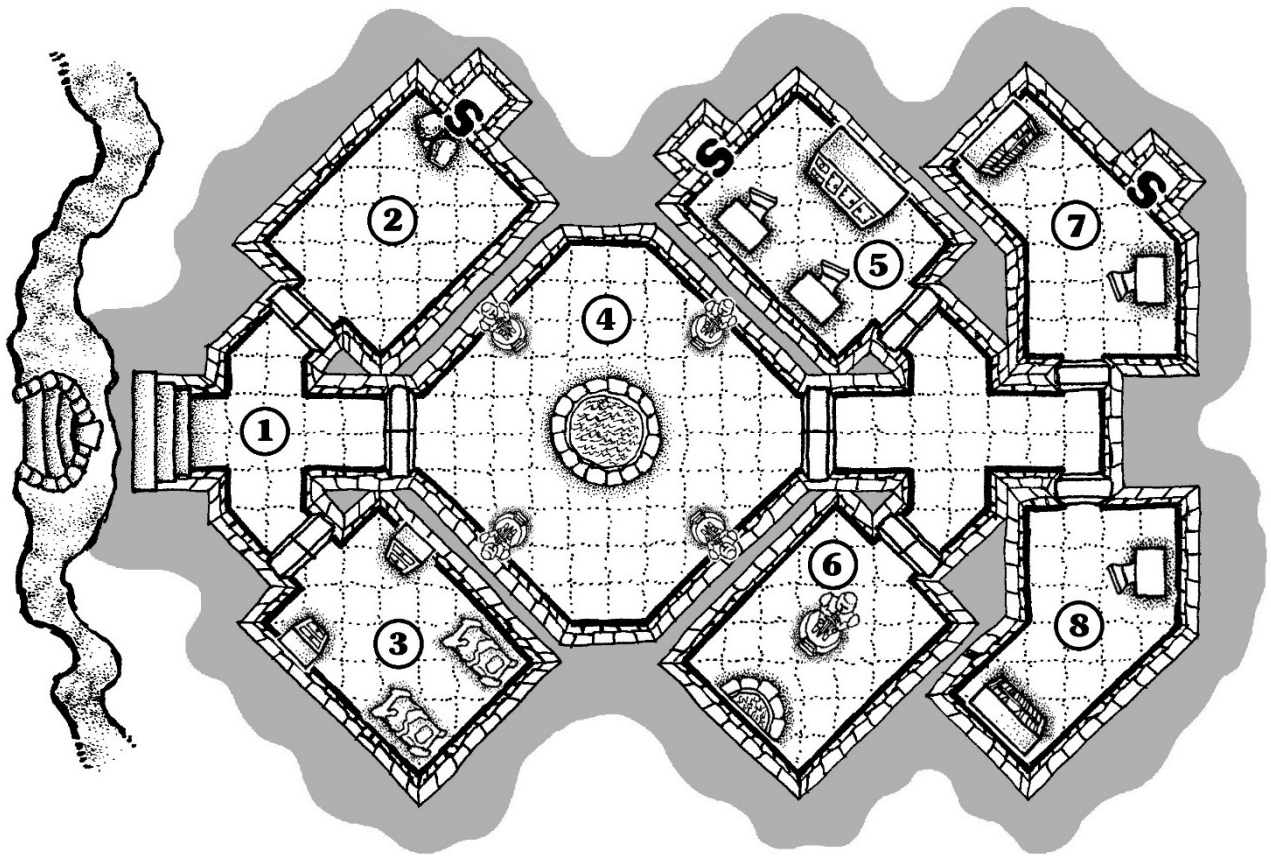
After her narrow escape, Zia made her way to Windy-Glen hoping to enlist heroes to help her prevent The Manticore and his ogres from gaining control of the temple.

She cannot offer much by way of reward, however she believes the well, is capable of bestowing magic powers upon an individual, and, if used sparingly, one could avoid being cursed or driven mad. There may also yet be other treasures still hidden in the temple as well.

Stats for Zia are presented below:



Zia: HD 2; HP 8; AC 7[12]; Atk 1 weapon (1d6); Move 12; Save 17; CL/XP 2/30; Special: Magic user spells.



Key to the Temple of the Well

Zia states she knows the way the Temple of the Well, having read over her master's notes while they traveled. After a half hour's walk into the Valley of Heroes the group stands before the entrance to the temple. The opening looks the same as the others that dot the valley, only this one apparently leads to a well of endless power...

1. Entrance

A set of wide stone steps descends 20' to a small hallway where a pair of ogres are doing battle with a trio of floating blue skulls.

Upon seeing the skulls Zia will gasp, "mana wraiths." Turning to the group she explains, "the spirits of dead wizards. They feed off magic. If any of you carry a wand, you'd do best to keep it well hidden."

The party can choose to wait and see what happens or attack. If they wait the ogres manage to defeat the mana wraiths after 2d4 rounds of combat, suffering 1 point of damage for each round the combat lasts. If the players attack before the wraiths have been dealt with they'll come under attack by both groups (the ogres and wraiths will continue fighting each other as well.) The players could attack the wraiths, thinking helping the ogres could win them as allies. However, the ogres will resent the help, thinking themselves more than capable of taking

care of the 'floatie skulls'. They've been stationed there to keep the wraiths and anyone else from getting past the entrance. If the players insist on entering the temple the ogres will attack, calling for help from the ogres in **Area 2** and **Area 3**.

After the wraiths and ogres have been dealt with Zia will gush, "Then it's true! If the mana wraiths have been drawn here the well must be active! The Well of Magic has returned!"



Ogres (2): HD 4+1; HP 22,17; AC 5[14]; Atk 1 weapon (1d10+1); Move 9; Save 13; CL/XP 4/120; Special: None.

Mana Wraiths (3): HD 2; HP 9,8,8; AC 3[16]; 1 bite (1d4); Fly 20; Save 13; CL/XP 3/60; Special: Drain charges, non-magical weapons deal ½ damage.

2. Empty Room

This room is empty save for a pair of ogres. They hammer at a section of the wall at the rear of the room with stone clubs.

This room was once used as a storeroom for various items long ago when the temple was first active. When the well ceased its flow of magic, the items stored here were taken away.

The two ogres here have located a secret chamber behind the room's northeast wall. Lacking the delicate skills necessary to determine a way to open it they've taken to forcing it.



Ogres (2): HD 4+1; HP 24,19; AC 5[14]; Atk 1 weapon (1d10+1);

Move 9; Save 13; CL/XP 4/120; Special: None.



A thief or dwarf examining the rubble will be able to determine that it was, until recently, a secret door. Armed with this information, they'll be able to detect other secret doors within the temple as though they were an elf.



The majority of the secret door at the rear of the room has been broken open, allowing non-ogre sized creatures to squeeze through into the small chamber beyond. The chamber holds a wooden wine rack, sitting against one wall. Most of the spaces are empty however it still holds three dust covered bottles, distributed randomly among its slots. The bottles bear labels in ancient halfling reading "Morning Meadow Dew". The bottles contain an exceptionally good honey mead and could fetch up to 200gp each.

3. Guard Room

This room contains two beds and two dressers. A layer of dust and cobwebs indicates that it hasn't been used for quite some time.

This room was once occupied by a pair of paladins, sent here to safeguard the well. After the well went dormant they received new assignments and moved on.

A single ogre is here, looking to push the two beds together to make one ogre-size bed. If he hears the sounds of battle, or a call for help from **Area 1** he will move to investigate after a round.

The dressers are empty.



Ogre: HD 4+1; HP 23; AC 5[14];
Atk 1 weapon (1d10+1); Move 9;
Save 13; CL/XP 4/120; Special:
None.

4. Chamber of the Well

A large circular stone ring sits at the center of this room, spewing a spout of blue energy towards the ceiling. Three ogres stand transfixed, staring at the pillar of light. One reaches his hand into the stream. His eyes start to glow.

The entire room is bathed in an eerie blue dancing light, constantly cascading upwards. The well emits a low hum as the magic energy flows from it. The energy disperses at the top of the spout as it strikes the ceiling 20' above the floor.



Statues of a tall armored figure stand against each wall of the room.

The ogre (25HP) that stuck his hand in the well's energy stream has become charged (see Well of Magic.) He's subsequently gained the ability to cast magic missile once per day...



Ogres (3): HD 4+1; HP 25,20,14;
AC 5[14]; Atk 1 weapon (1d10+1);
Move 9; Save 13; CL/XP 4/120;
Special: None.

5. Workshop

The door to this room bears the word "Workshop" written in ancient magic runes.

This room contains two workbenches as well as a large cabinet with a variety of drawers in different shapes and sizes.

Any magic user may be able to read the runes on the door. A magic user will also be able to identify the cabinet and workbenches here as the types used in the construction of magic items.

The cabinet once held all kinds of material for creating wands, rods, rings, and assorted "wondrous items". It now stands empty.



The secret door in the northwest wall is detected as normal, unless a thief or dwarf among the party studied the secret door rubble in **Area 2**, in which case there's a chance of them being aware of its presence without even having to search for it.



A wooden rack standing in the center of the hidden room holds an *Anyspell Wand* (see New Magic)

6. Statue Room

The statue of a figure clad in robes stands at the center of this room. It faces a shimmering pool set into the wall of the rear of the chamber. The statue's back is towards the door.

The statue here is of Medamellara, depicted as a formidable looking mage dressed in robes and a long flowing hooded cloak.

The pool set into the wall was part of an experiment conducted to see if the magic of the well could be harnessed in some way to create magic potions. It worked... to a degree.

Zia seems to take offense to this room, muttering something about having "a well of pure magic in the next room and they had to go and muddle with it here." Then after glancing at the hooded statue she'll add "got the nose wrong." Zia has little else to say about the pool, other than to advise not to drink from it. She will not refrain however from adding an "I told you so" if the effect is unwelcomed or an "enjoy it while it lasts" if the effect is beneficial. She exhibits an odd amount of contempt for this room and its statue...

Drinking the shimmering liquid directly from the pool has a random magic effect on a player. Roll 1d20 on the following table to determine the result. Drinking a second time from the pool before the effect of the first drink has worn off will have no effect.

Roll 1d20	Result
1	Poison (as per potion*)
2	Water (no effect)
3	Diminution (as per potion*)
4	Skin changes to a bright primary color for 1d6+1 turns.
5	Player exudes a foul odor for 1d6+1 turns.
6	Player (falsely) believes they're being harassed by flying pixies for 1d6+1 turns.
7	Frozen Concoction (as per potion*)
8	Player exudes a pleasant flowery smell for 1d6+1 turns.
9	Player's hair grows at a rate of 1 inch per minute for 1d6+1 turns.
10	Growth (as per potion*)
11	Player coughs up 4d4 gold pieces every 10 minutes for 1d6+1 turns.
12	Slipperiness (as per potion*)
13	Player (falsely) believes they've grown, shrunk, or turned invisible for 1d6+1 turns.
14	Player (falsely) believes they've been transformed into a copy of another party member for 1d6+1 turns.
15	Gaseous Form (as per potion*)
16	Player exudes a sweat that eats through non-magic clothes for 1d6+1 turns.
17	Player coughs up 1d4 gems (worth 20gp each) every 10 minutes for 1d6+1 turns.
18	Healing (as per potion*)
19	Invisibility (as per potion*)
20	Extra Healing (as per potion*)

*The effect is the same as a player drinking the potion of the same name. Any potion with a duration only lasts 1d6+1 full turns.

Any liquid taken from the pool immediately loses its magical properties.

7. Emerald Study

The door to this room bears the words "Emerald Study" written in ancient magic runes. There's a small niche below the words which shows signs of something being forcibly pried out of it. It held a large emerald at one point in time.

The floor of this room is covered with green tile. There's a desk and chair just inside the door. The back of the room angles to the left, where an ogre stands before a bookcase. He's looking at an open book, scratching his head.

This was one of two rooms housed within the temple, dedicated to the study of the arcane arts. The bookcase at the rear of the room was once packed full of magical manuscripts, however now only a few worthless, ruined, or indecipherable tomes remain.

The ogre here is hungry. He knows that there's a spell that will create food and started searching the books that remain here for it. If the players give him food he'll leave them alone.



Ogre: HD 4+1; HP 26; AC 5[14]; Atk 1 weapon (1d10+1); Move 9; Save 13; CL/XP 4/120; Special: None.



The secret door in the northeast wall is detected as normal, unless a thief or dwarf among the party members studied the secret door rubble in **Area 2**, in which case there's a chance of them being aware of its presence without even having to search for it. If the ogre here has been "pacified" by an offer of food he may still demand the items the players find in the

hidden chamber for his master, The Manticore.



The chamber beyond the secret door holds a bookcase, empty save for three books: *Odes to The Goddess of Magic*, a collection of poems written in various languages with Medamellara as the subject (worth 100gp); a blank spellbook with a copper, gem-studded cover (worth 500gp); and a *Manual of Beneficial Exercise*.

8. Ruby Study

The door to this room bears the words "Ruby Study" written in ancient magic runes. There's a small niche below the words which shows signs of something being forcibly pried out of it. It held a large ruby at one point in time.

The floor of this room is covered with red tile. A man in a mask sitting at a desk just inside the door looks up as it opens. His hair is a plume of blue-green flames. "I told those fools I was not to be disturbed!" He snaps angrily as he rises from his chair, "no matter, this shouldn't take long."

This man is The Manticore. He wears the *Mask of The Manticore* (see New Magic), now charged with the power of the well. He'll immediately expend a charge from the mask to cast a *shield* spell upon himself.



The Manticore (7th level human magic user): HD 7d4+1; HP 22; AC 7[12]; Atk 1 weapon (1d6+1); Move 9; Save 9; CL/XP 7/600; Special: Magic user spells. Gear: +1 dagger, *Mask of The Manticore*.



As stated above The Manticore has a +1 *dagger* and the *Mask of The Manticore*.

He was sitting at the desk going over the notes and journals he stole from Durrakis. Collected, these could be worth up to 1000gp to someone interested in the well. They're filled with speculations and of no real use to the players.

Wrapping Up

The killing blow knocks the mask from The Manticore's face, revealing him to be an ordinary human spellcaster beneath. The mask skids to a stop at Zia's feet, it's blue-green flames extinguished. "All that fuss over this." Zia will mutter as she stoops to pick it up. She'll then hand the mask to a party member (a spell caster preferably) adding, "I'm afraid I haven't

been absolutely honest with you..."

In reality Zia is Medamellara, banished from her place among the Gods, cast down through the rift that would become the well, and trapped for ages in the feeble form of a novice spellcaster. The re-igniting of the well was her way home re-opening, an invitation for her to return.

"I spent years in the service of Durrakis! Me! a Goddess! Begging for magical *scraps* from that old man!" Zia will start walking back to **Area 4** and the well. "Still," she'll continue, "he deserved better than this. Better than death at the hands of some masked buffoon!"

"I knew The Manticore sought to charge his mask at my well. I couldn't bear the thought of him running around using its magic to terrorize others, or the thought of his ogre thugs tromping about my temple, unimpeded. They had to be dealt with before I departed."

Zia will step into the well. She'll levitate within the beam, bathed in its blue energy. There she will transform into something resembling the statue in **Area 6** only with a better nose.

"I thank you for your service. The well should remain for a bit after I'm gone. Feed upon its energies and be blessed! You should remain free of its curse provided you do not indulge too often..."

And with that she vanishes

It's unclear what kind of a timeframe "a bit" is, and whether she meant a bit of time by mortal standards or a god's.

The players will most likely need to deal with more mana wraiths on their way out of the temple.



Mana Wraiths (4): HD 2; HP 8,7, 7,6; AC 3[16]; 1 bite (1d4); Fly 20; Save 13; CL/XP 3/60; Special: Drain charges, non-magical weapons deal ½ damage.

Continuing the Adventure

Here are some suggestions for further adventures:

✕ Mana wraiths hunt the party, attempting to feed off the charges they acquired from the well. They'll show up every few days until the party's charges have been depleted.

✕ The well's energy turns black as another God is spit out into the mortal plane, this time a God of the dead. The well's energy now has the power to grant 'half-life' to the deceased, making them neither fully alive, nor fully undead.

✕ A mana wraith befriends a party member, basically becoming their pet or familiar. Its owner gains a +1 bonus when saving against spells and any damage dealt to them by spells is reduced by 1 point. The mana wraith sticks around as long as it gets to feed on magic at least once per day.

✕ The Well of Magic undergoes some sort of change, becoming tainted by chaotic energies. It starts to produce swarms of mana wraiths. These have a bite that deals 1d6 damage and has a 50% chance of draining a magic charge (or 'stealing' a spell.)

✕ The Well of Magic shatters and the rift begins to grow, transforming the Valley of Heroes into a nightmare version of an enchanted forest.

✕ The player wearing the *Mask of the Manticore*, becomes The Manticore. Apparently, whomever wears it becomes possessed by the spirit of a mad wizard trapped inside the mana shard it contains.

✕ If Zia dies prior to making it back to the well, things will play out differently. Another God will appear in the well's light revealing to the party that Zia was Medamellara, then task them with a quest to return her to the living.



Well of Magic

The Well of Magic is actually a rift between the mortal realm and a realm of magic energy over which the Goddess Medamellara reigned. For reasons unknown, she was cast down from her plane and sentence to roam the mortal world as a novice spellcaster. A stone well was built around the rift to contain and focus the magic into a spout of blue energy. It was discovered that this energy had the ability to recharge magic items. It also had the ability to bestow magic charges upon individuals as well!

Placing a magic item that can hold a charge, such as a staff or wand, into the energy of the well will cause it to regain 1d4+2 charges (provided that the item can be recharged.) For each charge regained there is a 5% non-cumulative chance that the item will shatter, destroying it irrevocably.

If a player reaches their hand into the well (or steps into it for that matter) the player will gain the ability to cast a spell.

Roll 1d10 on the following table to determine which spell is gained:

Roll 1d10	Spell Learned
1	<i>Charm person</i>
2	<i>Detect magic</i>
3	<i>Hold portal</i>
4	<i>Light</i>
5	<i>Magic Missile</i>
6	<i>Protection from evil</i>
7	<i>Read Languages</i>
8	<i>Read magic</i>
9	<i>Shield</i>
10	<i>Sleep</i>

The player also gains 1d4+2 charges. The player can cast the learned spell twice per day, expending one of their charges to do so. This is considered to be a special ability. It functions separately from any

spell casting abilities the player may already possess. Once the player runs out of charges they lose knowledge of the spell.

Each time the well is used to charge a person after their first, that person has a cumulative 10% chance of gaining some form of madness. It's this risk of insanity which earned the well its other name; The Well of Woe.

The Gamemaster should feel free to bestow their own forms of madness upon players who "abuse" the well's gifts, however some suggestions follow:

Inflicted "Madness"
Player sees every event as being hysterically funny, even the grievous injury of a teammate.
Player views even the simplest of obstacles as being presented with a non-win situation. Panics accordingly.
Player gains an incapacitating phobia.
Player has random fits where they mindlessly gibber for hours.
Night terrors prevents the player, along with anyone within earshot, from getting a full night's rest.
Player constantly hears the piping of a flute. It slowly drives them insane, to the point where they no longer have control over their actions.
Player suffers from migraines, during which they may lash out or cast spells randomly at friendly targets.
The fuller the moon is, the less in control they are of their actions.
Player believes themselves to be constantly stalked by shadowy demons. It slowly drives them insane to the point where they no longer have control of their actions.
Player believes everyone (and everything) wants to take their prized possession. They take extreme steps to guard their "precious" ...

In most cases a "madness" will either slowly or immediately cause the player to lose control. It's recommended that the Gamemaster control an "out of control" player until a cure can be found.

Curing the well's "curse of madness" should be a costly and involved endeavor, after all, the curse was placed there by the Gods to prevent people from taking advantage of the well. If the sufferer can simply "take a couple of aspirins" to cure themselves it wouldn't be much of a deterrent. The sufferer may have to seek out a powerful spellcaster capable of casting a high enough *remove curse* or *cure disease*, use up a *wish*, or they may even have to petition the Gods themselves to remove the well's madness. When (and if) this occurs any charges the player may still possess will vanish.

NEW MAGIC

Anyspell Wand

An *anyspell wand* is basically a "blank" wand full of charges. The wand is designed to copy the first spell that's cast into it, provided that spell is from 1st to 3rd level. The charges then adapt to the spell. If a first level spell is cast into the wand, the wand will hold 15 charges of that spell. If a second level spell is cast into the wand, the wand will hold 10 charges of that spell. If a third level spell is cast into the wand, the wand will hold 5 charges of that spell.

Once the charges have adapted to a particular spell, the spell the wand holds cannot be changed. Like other wands, it can be recharged by casting the selected spell in it, however each time that this is done there is a 20% chance of destroying the wand.

Mask of the Manticore

The Mask of the Manticore was built around an artifact known as the mana shard. The shard fell into our world when Medamellara was cast out of the realm of the Gods. It holds charges in a way similar to a wand or staff, and expends them as its powers are used.

When casting a spell with a duration which lasts longer than a turn the wearer can expend a charge to have the spell last 1 turn longer.

The first time each day the wearer casts *magic missile* the mask automatically expends a charge, creating 24 energy spikes which it then stores. These spikes can be fired off at a rate of 4 per round. They strike their targets (up to 150' away) unerringly, dealing 1d2 damage each. Any unused energy spikes dissipate at the start of the next day.

Once per day the wearer can expend 3 charges to have a damage dealing spell deal its maximum damage.

So long as the mask has at least 1 charge the wearer's hair is replaced by a plume of blue-green flames. These flames produce light equivalent to a torch. While charged the mask also grants its wearer a +1 bonus to their AC.

The mask holds up to 50 charges. It can only be recharged at the Well of Magic. Just like other magic items, each time the mask is recharged there's a chance of the mana shard shattering rendering the mask inert. It must be worn to charge it which means the wearer must step into the well, risking a chance at insanity. Any charges the wearer may personally possess from the well are negated by the mask, dealing 2 points "magical feedback" damage per charge.

NEW MONSTERS

Mana Wraiths

Mana wraiths are the spirits of spell casters obsessed with their quest for magic, a quest that continues long after their deaths.

They resemble floating skulls, comprised of blue light, trailing wisps of blue energy. They're semi-solid and are able to phase through solid structures, such as doors and walls, however there's a limit as to how long they can stay incorporeal.

Mana wraiths feed off magic, specifically the magic charges contained in items such as staves and wands. They'll seek these out, able to detect and hunt down such items for miles. Mana wraiths can also feed upon charges bestowed upon creatures by the Well of Magic.



A mana wraith attacks with a chilling bite. Each time it makes a successful attack there is a 30% chance of it draining a charge from a magic item carried by the target.

Mana wraiths turn as though they were challenge level 4 undead. In the presence of a magically charged item they become even harder to turn (challenge level 6.)

Each time a mana wraith successfully feeds it heals itself for 1d4-1 HP.

Mana Wraith: HD 2; AC 3[16]; 1 bite (1d4); Fly 20; Save 13; CL/XP 3/60; Special: Drain charges, non-magical weapons deal ½ damage.

Art Credits

We'd like to thank the following for providing great spot art at a low cost.

The Mana Well on the cover and inside cover, was created by Dennis Saputra with Critical Hit!

The Monster, Treasure, and Obstacle icons, as well as our 'Red Herring' were made by Lorc. These are available on <http://game-icons.net>

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'Zia' on page 3 was taken from Terrible Character Portraits by Jeff Preston.

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