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NANORIEN STONES™

By Jim Gallagher and Steve Morrison



The Quest For The NANORIEN STONES

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PLAYER HISTORY

Scarcely had Dieter settled into the shade cast by the city wall near the front gate when he was surrounded by a crowd of bright-eyed, ragged clothed urchins of all ages.

"A story, Dieter, a story!" they clamored. "Tell us what is happening at the castle!"

"A story!" they clamored.

"Please . . ." They fell silent, expectant as he held up his hands.

"Children, you know I make my living with my knowledge," he began, ready to shoo them away in favor of a paying customer.

Dieter was startled as a large gold coin thudded into the dust before him; not so startled, however, that he wasn't able to palm the coin deftly before the dust began to settle over it.

"Give the children their story, storyteller," came a soft voice.

Dieter looked up at the figure leaning against the shaded portion of the wall a few meters distant. He was tall, cloaked in leather and sported a wide smile.

"I know it's a 5 crown piece, Dieter. Money has little value where I'm bound. Give the children a treat — a long story. The whole story . . ." The figure settled into a more comfortable position as the children quickly closed ranks on the ground around the storyteller.

Dieter coughed, slid the goldpiece into an inside pocket and began:

"To explain the sudden activity here in Jitra, the capital of the Kingdom of Rolania, we must journey back through time about 10 years. On a dark moonless spring night, the royal palace was invaded by a band of thirty evil mercenaries. To this day, no one knows why they came or what they were after.

The battle was long and hard; some say it lasted as long as six hours. Many of the Palace Guard died valiantly defending the monarch. As the leader of the marauders lay dying, he uttered a terrible curse against the royal family. Within hours, all members of the royal family except the King were afflicted by a terrible wasting disease.

All the clerics, druids, and sages in the Kingdom were summoned to find a cure for the disease. They labored for weeks, but were able to only arrest the progress of the disease only for short periods. The royal family grew worse and worse.

Finally the great sage Allavan revealed a special spell he had researched. It was a permanent sleep spell, and when cast the victims would sleep forever in a virtually unaltered state. They would be alive, but frozen in time. Anyone in this state would sleep until touched by a Nanorien Stone.

The clerics, sages, and druids insisted they would be able to formulate a cure for the disease, if only they had more time. They urged the King to allow Allavan to cast the spell. At last, fearing he would lose his family to death's messenger, the King agreed and the Queen, the two Princes, and the little Princess went to sleep.

In the ensuing years, many have come to Rolania hoping to be able to provide a cure to the disease. At last, several months ago, the cleric/sage Kirith Marut was able to distill a potion that arrested and finally destroyed the affliction. Now the royal family could be awakened, but none of the Nanorien Stones had been discovered.

The King called on his close friend Sir Gawaine to assist in acquiring the Stones. They spent a day and a half with several powerful mages. I think it is fair to assume they were summoned to the castle to assist in divining the location of the Stones. At the end of this period, Gawaine and the King signed a pact and the Knight left immediately. Those who saw him depart say he rode through the Gate of Neveryon and disappeared as do all who enter the Gate.

Four days ago, Gawaine reappeared. His horse was gone and he now sat upon a Pegasus. Both man and beast were clearly dying. The Pegasus was horribly burned and its wings were slashed and torn. The Knight's armor was melted and cracked and he no longer had his sword. His hair had gone from dark brown to snow white and he bore many wounds.

Most of you still remember the sight of the wounded Knight returning to fulfil his comission. Most of the town watched in silence and horror as he mounted the palace road. It was in the palace courtyard that Gawaine and the King met again. The King's grief was plain as he rushed to assist his friend, calling for the royal surgeons and clerics.

As the King helped Gawaine dismount, he smiled and said, "Nay, sire, I am past your help now. Others come now for Cloudwalker and me. Our task is complete." And with those words, both Knight and Pegasus died.

A hush swept over the royal courtyard. In the stillness, music seemed to be approaching from afar. It has been said that most of the town people were present when the Gods came for Gawaine. Who could forget the sight of a huge figure striding out of the clouds escorted by twenty women mounted on Pegasi? Glorious music came from the mounted escort.

As Nuada approached the bodies, a golden Pegasus with four human escorts appeared. Lightning crackled across the sky and thunder rolled from horizon to horizon as the God lifted Gawaine. The four humans lifted Cloudwalker and, amid a shower of ball lightning, the entire godly assembly disappeared, bearing the bodies with them.

All that was left was a piece of Parchment on the scorched ground."

At this point, Dieter cleared a patch of ground before him and drew a rough map in the dust.



1 stone in the ocean (middle)? in dark water
 1 stone under the barren land - enter via chasm
 1 stone on a cloud?
 1 stone in volcanic area (sanctuary temple?)

He continued, "This concludes the story for now, children. All that is known for sure is that the King is handpicking those individuals of bravery, honor, and integrity who will follow the trail, if that is what it can be called, that Sir Gawaine died to deliver."

Dieter looked up, noted the empty space at the nearby wall, and continued, "I am sure your story was sponsored by one of those brave men. Thank him with your prayers for his success. I'm sure they will be needed."

Smiling, Dieter rose to his feet. "Scat, for now children, I'm off to gather more material. When the end of this tale is known, you shall have another story . . . free of charge."

And he strode off toward the Pine Mountain Tavern.

JUDGE'S NOTES

The Nanorien Stones have for purposes of this adventure an affinity bond for each other. This means that they will always attempt to come together when on the same plane. Please note they will not smash each other nor do they pull with a noticeable force. If a player was to hold one in his hand, it would roll in the direction of the nearest stone on his plane. They will always stop within 10' of another stone. Yes, they can be brought closer together without anything happening.

After the players have initially examined the treasure and all the players have their share, the Nanorien Stone will randomly destroy one magic item from the party in order to fuel the Dimension Door which it opens and through which it propels the party. No player will ever lose more than one item unless that player has more than 50% of the party's magical items. The following priority should be used in the removal of magic items: potions, scrolls, rings, bracers, miscellaneous, dagger, shield, and lastly main weapon.

The judge should keep a record of what is lost and who lost it. The party will go to the planes in the following order: Earth, Water, Fire, and then Air. It is possible to go from plane to para-plane to plane. Just use the random encounter charts and the trip will take two weeks no matter what the team does (in time differential). Approximately one encounter of some type should take place once every 8 hours. Random encounters are rolled for only when indicated (when the party leaves the path normally). Yes, certain magic items have been included simply to befuddle the players.

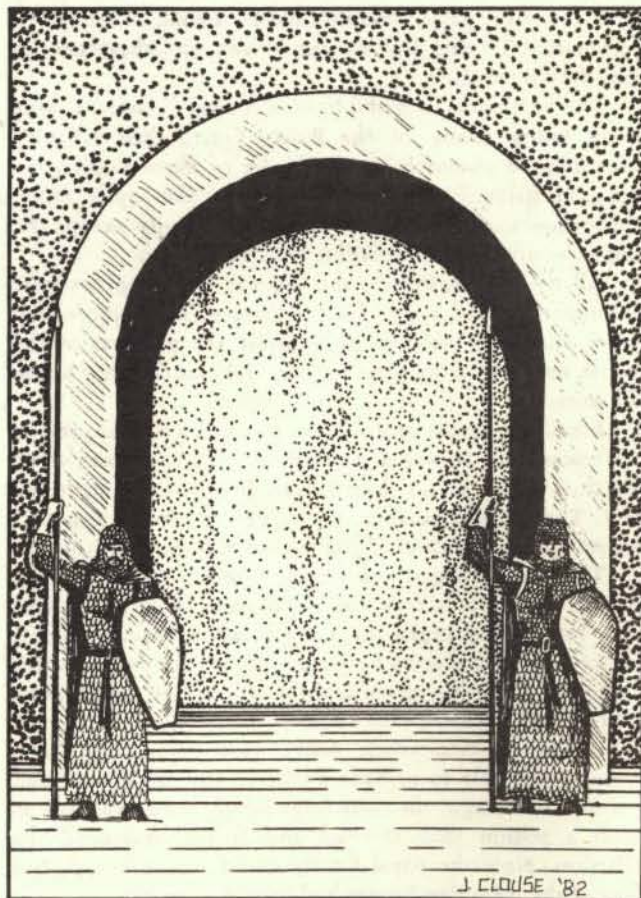
The Locator Wand on the Plane of Earth only works when immersed in water. When in water, it will automatically shine a beam 2' wide of white 1,000' in the direction the party should go. Yes, the light can be obstructed normally. Anytime the person carrying the light is in combat and his attacker misses him, roll again; if a 15 or better is rolled, the Wand is damaged and will no longer function in the proper fashion. See the Plane of Water for details.

All magic items are subject to the normal identification

procedures. All wands have their command words magically inscribed upon them, i.e. Read Magic is needed to read the word. All random monsters, unless specifically noted, have 2/3 of their HTK (Hits To Kill). All monster's treasures are rolled off the appropriate table. All scrolls have titles. The Arrow of Slaying has a rune on it. The rune is a skeleton on a horse. The Flying Carpet uses the following commands: Unroll (open), Higher (up), Lower (down), Left, Right, Stop (halt), Fast (go fast), Slow (go slow), and Roll Up (close). The Ring of Spell Turning found on the Fighter (skill 10) on the Plane of Fire only works for fighters. The Arrow of Direction does not work on the Plane of Fire.

THE GATE OF NEVERYON

The Gate of Neveryon is a planar portal to the Plane of Earth. The portal is constructed of a heavy black-grey material. This is not recognizable to anyone (it is from Alternate Primal material). The material is fashioned in the shape of a 20'x20'x20' archway. Nothing can be seen in the archway but a dark grey shimmering film of some sort. It is not subject to any form of physical attack. If a weapon is employed against it the weapon will shatter (NSA). It is also not subject to any form of magical attack below skill nine spells and even at this skill, there is a 50% chance of the spell being dissipated by the field of energy. The gate is located in the town of Romen which is just below the castle. The gate itself is in a secluded courtyard and is always guarded to prevent strangers and small children from accidentally entering it. Legend lore is ineffective against



the gate thus requiring research by a sage to discover any information about it. For purposes of this adventure the gate is 100% safe and accurate.

No Elemental can be summoned on his own plane or one of opposition (e.g. Air to Earth). There is a list of affected spells for this adventure, so be careful that the players don't see it as they will not be able to determine beforehand which spells will work. All potions work except if they resemble a prohibited spell. All scrolls work, except if they resemble a prohibited spell. All staves and wands work except where a function is prohibited. Staff of Command does not work on an Elemental's home plane. Furthermore, no magical command will work on an Elemental's home plane. The following items must save versus lightning each time they are planar transported: shields, all weapons, and bracers. No other items need save. No artifact need ever save. If an item fails to save, they will lose one magical plus for that plane only.

The party starts with 7 days of spell components (tell them). With every treasure found in a temple (including the heavy water) will be 2 more days of spell components. Spell components are not affected on the Plane of Water (due to sealed oilskin). A roll of 20 always does double damage of at least 4 points. A roll of 1 always fumbles — roll again to see if you hit the nearest party member. All cures do a minimum of 2 points healing. Any player who is not with the group when they are teleported by the stone is stranded on that plane. If the player manages to have an encounter with any monster of neutral, law, or chaotic alignment with good tendencies, the player can attempt to make a deal to be gated to where the party is. The monster must make a D12 reaction roll and score a 7 or better. This deal will always cost the player 3 magic items or ten years service if he doesn't have enough magic items. The creature will always take the magic items first rather than the service. After the player has paid, he will then be gated to the party.

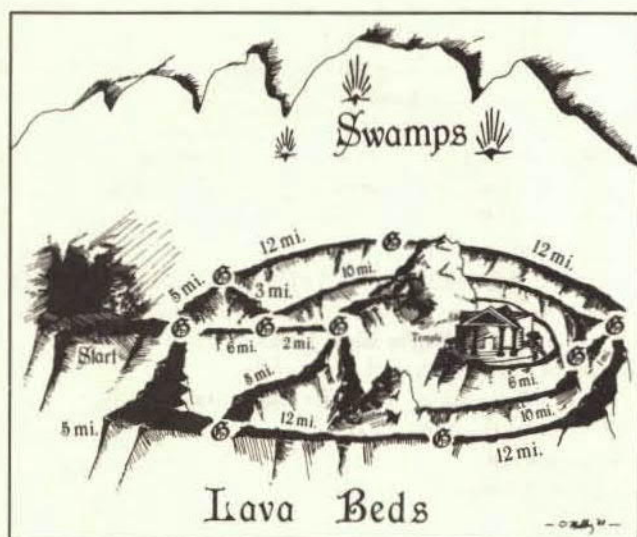
THE ELEMENTAL PLANE OF EARTH

The Plane of Elemental Earth ranges from swamp to super dense earth to molten lava. The Nanorien Stone is located in the center of the Plane of Earth at the end of a very long and deep chasm. The chasm is totally enclosed and thus there is usually no illumination. The portion of the path that runs along the swamp is sheer on one side (the chasm) and is level with the swamp on the other. The portion of the path that runs along the lava fields actually

runs through part of the lava field approximately 50' above it for three miles. The temple itself is perched on an immense slab of rock which rests on a rather shaky bed of cracked rock and debris. If the players were to ask if the slab could fall into the chasm, the answer is yes. The path the party takes will never be more than 10' wide and there is a 25% chance that it is actually 2'-4' wide. The height of the chasm will range from 50' to 200'. The walls of the chasm have a 10% chance per mile of collapsing and causing a landslide; a save vs. dexterity is made and if failed, 2-20 of damage is taken. If the damage is more than 15 points, the party member has been buried and must make a save vs. paralysis or die from suffocation in 4-12 rounds. The judge should note that wherever the path splits, the following is indicated:

1. That the path continues undisturbed along either the right or left.
2. That there is no path crossing over to the inside of the split and that as a result, the party must either fly or find another way to get across to the other side.

Hopefully, it is obvious where the party starts. They actually appear on a ledge in the chasm with their backs to a 500' tall wall (i.e. they can only go forward). A "G" on the map indicates the presence of a guardian who must be bypassed in some fashion. Special note: If the party leaves the path for the chasm bottom, it will cause random encounters in addition to the guardians. Also all earthquake damage is increased by 5 HTK (Hits To Kill) due to more debris!



THE ELEMENTAL PLANE OF EARTH
Passage Through The Chasms

THE NINE GUARDIANS OF THE CHASM (TO BE USED IN ASCENDING ORDER)

JUDGE'S NOTE: The guardians are always placed so as to obstruct the team's progress on the path they have taken.

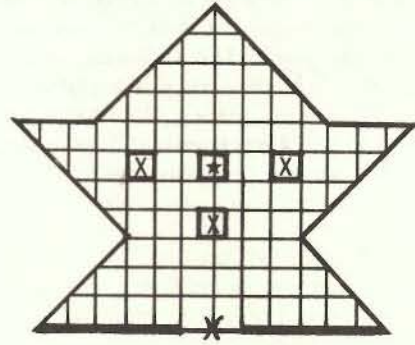
- 1 – Guardian Naga (AC: 3, HTK: 38 (11D8), AT: 2 1-6, Special: 2-8 and poison bite - spits 30') Spells: Detect Evil, Command, Know Alignment, Hold Person, Dispel Magic, Cure Serious Wounds. Lawful Good. This Naga has to be convinced of the sincerity of the party's mission before it will allow the party to freely pass. If the party cannot convince it that they are sincere, it will demand that the party leave one of themselves behind to prove their good intentions.

JUDGE'S NOTE: Unless the party is specifically asking what the Naga is doing, they will be unaware of when it is using its spells as they are all low pitched and require only verbal components. If the party is caught lying, the Naga will instantly attack, assuming that they are evil. The party can easily convince the Naga by telling the truth, any other method requires a D12 reaction roll.

- 2 – 7 Headed Hydra (AC: 5, HTK: 50 (7D8), AT: 7 1-8) Will be on the same side as the party (attacks). It is on a 20' ledge.
- 3 – Stone Giants (AC: 0, HTK: 37, 39, 38, 53 (9+3D8), AT: 1 3-18) No. 4. They will hurl rocks first doing 3-30 and then will attack party from concealment leaping among the party.



- 4-8 Earth Elemental (AC: 2, HTK: 60 (8D8), AT: 1 4-32) Hit only by plus 2 weapons.
- 9 – Ancient Green Dragon (AC: 0, HTK: 72 (9D8), AT: 3 1-6x2 2-20, Breath weapon: Chlorine gas 50'x40'x30') Lawful Evil. 36' long. Spells: Command, Create Water, Cure Light Wounds, Sanctuary, Augury, Detect Charm, Snake Charm, Speak With Animals. The Dragon has its lair in a large cavern directly adjacent to the ledge. It rests with its head in the entrance. This allows it to view the entire path in both directions for 180'.



Scale is 10 yards per square.

The Temple on the Plane of Earth

- ★ Pedestal: Underneath the pedestal is a pit in which the treasure, the Nanorien Stone, and the locator wand is hidden. The pit is exposed when the pedestal is slid to the left.
- ✕ Three Female Statues (AC: 5, HTK: 22D8, AT: 1 2-8) All saves at plus 4 and are 7' tall. The statues animate and attack when the pedestal is moved. They save as a 10D Fighter and appear to be dressed in long flowing robes. Each holds a wood staff in her hand.
- ✕ The two double doors are actually two Carnivorous Amoebas (AC: 7, HTK: 65, 66 (10D8), AT: 1 3-12).

THE TREASURE ON THE PLANE OF EARTH

2 Potions of Healing in silver flasks
Wand of Polymorph with 4 uses left
Scroll of Protection From Fire Elementals
4 Cloaks of the Manta Ray
Ring of Warmth
Helm of Underwater Action
Flail (+2)





The Chart For Random Occurrences

Roll D4 Once Every 12 Miles

- 1 The earth trembles, all characters save vs. dexterity or fall to the ground; if a 1 or 2 is rolled the save must be made again. If it is failed this time, the character has fallen off the path. Check for the current height of the path.
- 2 A group of Elementals pass parallel to the path causing 120' of it to be covered with debris. If the party climbs the rock, there will be a 10% chance per member of losing 1-2 random pieces of equipment. It falls into the depths.
- 3 Natural movement of rock due to settling. Save vs. dexterity or take 3-24 HTK of damage.
- 4 Toll bridge: 2 Elementals will span the chasm (break in path) for a fee of 100 g.p. per player.

Random Encounters on the Plane of Earth

Swamp Area

- 1 – Swamp Man (AC: 5, HTK: 5D8, AT: 2 1-10x2) +2 and higher weapons do full damage; edged weapons or any blunt weapon do half damage. Immune to fireballs and lightning.
- 2 – Swamp Elemental (AC: 4, HTK: 15D8, AT: 1 4-40) 40' long - Always attacks the largest creature.
- 3 – Black Pudding (AC: 10, HTK: 10D8, AT: 1 3-24) Dissolves wood and metal.
- 4 – Heat Elemental (AC: 9, HTK: 8D8, AT: 1 2-12) Body heat (300° F) does additional 2-20. Hit only by +1 weapons.
- 5 – Brown Fungi (AC: 7, HTK: 3D8, AT: 1 1-4) Rotting

poison

- 6 – Bats (AC: 4, HTK: 7, AT: 2 1-6x2, Special 1-4)

Central Area Of Plane

- 1 – Stone Giants (AC: 0, HTK: 9+3D8, AT: 1 3-18) No. 1-8.
- 2 – Ooze (AC: 6, HTK: 4D8, AT: 1 2-16) No. 1-4. Very Corrosive
- 3 – Stalactites (AT: 1 4-24) No. 1-20. Surprises 95%. Falls from ceiling.
- 4 – Giant Worms (AC: 6, HTK: 15D8, AT: 2 2-24, Special 2-8 and poison) No. 1-2
- 5 – Tripus (AC 3, HTK: 12D8, AT 3 1-12x2 1-3) No. 1-6. Surprise 75%.
- 6 – Young Elementals (AC: -3, HTK: 6D8, AT: 1 3-18) Surprises 1-7D8 – attack as 12D8 monsters.

Lava Beds Area

- 1 – Vapor Elementals (AC: 9, HTK: 12D8, AT: 1 1-6) Appears as a cloud or other form of mist such as ground fog etc. or as a result of heat exhaust.
- 2 – Fire Giants (AC: 3, HTK: 13D8, AT: 2 3-30) Hurl rocks for 2-20) No. 1-8.
- 3 – Imp (AC: 2, HTK: 3D8, AT: 1 1-4 and poison) No. 1-3 Magic Resistance: 25%. Only hit by magic weapons.
- 4 – Lava Demons (AC: 6, HTK: 3D8, AT: 2 2-9 and body heat for 1-8) No. 1-2. Breath weapon automatically hits for 1-6.



THE PLANE OF WATER

The judge should be aware that the players must choose their own path. No clues, please. Yes, the party can leave the beacon path that the indicator wand illuminates. If they do, you, should start rolling for random encounters using the chart provided. The party should be inflicted with no more than four encounters per area and you should eventually allow them to find the heavy water area. Underwater spell use is covered in the List of Affected Spells. For purposes of the adventure, it is not possible for the party to encounter the ruler of this plane. For huge waves, sudden calms, unexpected hot or cold currents, use dexterity as saving throw to avoid these areas.

In the middle of the Plane of Water is a small area of water which is best defined as heavy water. It is in this area that the Nanorien Stone is located. It is located in the center of the heavy water and is in itself hidden inside a square crystal with the other treasure items. All around the heavy water are sudden tides and water currents. If caught in a current, there is a 10% chance of being hit by a piece of flotsam which will do 1-10 in damage.

Swamp encounters are normal with the following restrictions: No humanoids are normally present. There is a 05% chance of any encounter being humanoid and if it is, they will be one of the following:

- 50% will be either Sea Elves or Sea Gnomes (equal chance).
- 30% will be Mermen clerics or princes doing a pilgrimage.
- 15% will be Locanth who have wandered through a portal.
- 05% will be Sea Sprites or Nymphs at double their number of hits (due to the fact that they are the elders of their race).

As is indicated on the map there is a serious chance that any party that wanders into the Swamp Area will be overcome by the terrible vapors that are generated there. Any character who succumbs and is left behind will be drained completely as this is the breeding ground for Will-o-Wisps.

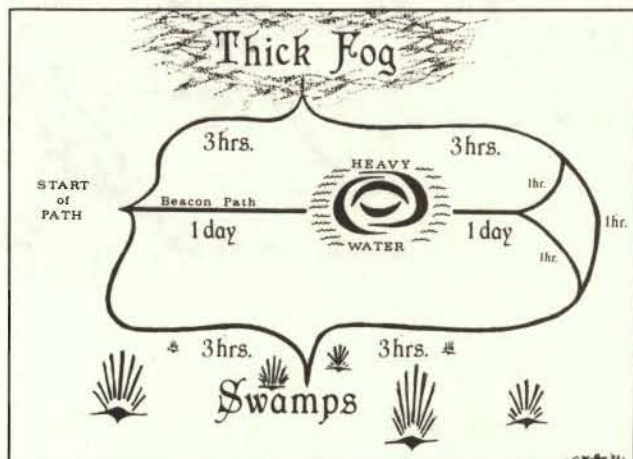
Fog encounters always are surprise encounters for either monster or the party. Whichever group gains surprise will attack at +4 for one melee round. Due to the highly liquid nature of this environment and the lack of any type of long or short range visibility, there will be a 15% chance of the party becoming completely disoriented and wandering away from the path during any melee. It is in this area that the Mist Giants and the Mottled Worms fight for supremacy with only Vapor Elementals for observers.

The heavy water area allows all Water Elementals to do 75% more damage than normal. An Airy Water spell will negate this advantage and give 75% of the spell's normal effects. There are four 16D8 Water Elementals in this area as guardians of the crystal. If the party is smart, they will not fight them but will simply take their damage and shatter the crystal. The treasure will fall out of the heavy water area and the four Elementals will be free of their bondage to guard it and will thus leave the area without further attacking the party.

Judges should note that in all areas there are countless small creatures such as plankton, shrimp, etc. There are also

a variety of smaller creatures (basically fish) which can be used to confuse the players. The water could suddenly go dark around them as a large cloud of plankton or shrimp passes by overhead. Eerie lights can be seen moving through the water as phosphorescent fish swim nearby. Indeed, a semi-intelligent fish might become curious about the party (12 on a D12) and follow it throughout the adventure. Use your imagination, don't just go from encounter to encounter.

If the wand that indicates the correct path has been subject to any attack, it will malfunction. Roll a D6: on a 1, 2, or 3 the party goes up, a 4, 5, 6 the party goes down. See Map.



The Plane of Water

Thick Fog: almost like jello - some areas are solid (10%) - 1 day of time spent here regardless of what the party does.

Swamps: 2 days spent here regardless of what the party does. Area is mist and vapor laden. Save vs. stamina or fall unconscious for 1 - 4 hours.

The Plane of Water: Set Path Encounters

Beacon Path

- 1 - 35 Tritons (AC: 5, HTK: 22, 18, 14, 5, 9, 19, 13, 17, 17, 16, 17, 12, 24, 13, 19, 12, 9, 8, 7, 14, 14, 12, 6, 14, 12, 14, 12, 7, 9, 11, 15, 15, 22, 17, 18 (3D8), AT: 1 trident: 2-7) MR: 90%. Neutral.

Three Subleaders (AC: 4, HTK: 34, 22, 26 (5D8) AT: 2 trident and net: 2-7 and entanglement)

Leader (AC: 4, HTK: 45 (8D8), AT: 2 trident and net: 2-7 and entanglement)

All of the Tritons are mounted on Seahorses (AC: 5, HTK: 16 (3D8), AT: 1 2-7). The Tritons will attempt to delay or capture the party depending on what shape the party is in. If they are unable to do either of these they will retreat from the party. The judge should initially treat this encounter as two parties accidentally coming together. This is not the case. The Tritons have been specifically sent to see if they cannot slow or stop the party without getting into a costly melee.

- 2 - Two Water Elementals (AC: 4, HTK: 18, 17 (4D8),

AT: Drowning) It attacks as a 16D8 monster by constricting causing loss of breath if a save vs. paralysis is failed. It always attacks with surprise first round.

- 3 - The party encounters a large party of Dolphins who tell them a huge Octopus is nearby. If the party believes them the delay will cost them 2 hours. The Dolphins are an illusion and if the party disbelieves, the Dolphins disappear. (Dolphins need air and there is none in this section of the plane.)



The Top Path to the Fog Area

- 1 - Three Ghosts (AC: 0, HTK: 53, 45, 48 (10D8), AT: 1 damage 10-40 years) The Ghosts will tell the party to go back as they are on the wrong path. If the party persists on going straight ahead, the Ghosts will disappear and the party will be immediately attacked by two Mist Giants (see random encounters).
- 2 - If the party survives the Mist Giants, they then encounter a large herd of Giant Worms 2 hours later. A dexterity roll is needed and if failed, the character has been rolled over and takes 2-20 in damage and is ground into the semi-solid ground for 1-6 turns. It will take 30 minutes for the herd to pass and it will be impossible for the party to rescue anyone who has been trampled during this time. Any character who has been trampled and who attempts to surface before the herd passes, will take an additional 1-10 of damage and there is a 15% chance of drawing notice to the character. Persistent attempts are sure to draw the attention of 1-6 Giant Worms and the damage is repeatable per attempt. Players will not suffocate while buried.
- 3 - Snake Skeleton (AC: 6, HTK: 16 (2D8), AT: 1 1-8) Paralysis if victims fail save vs. magic; surprises party 70% of the time.

The Path to the Swamp Area

- 1 - See No. 3 on the Tides and Currents Table.
- 2 - Three Sea Hulks (AC: 2, HTK: 36, 44, 32 (8D8), AT: 3 1-2x2, 1-10) Neutral Evil. Depending on the

outcome of encounter No. 1, the Sea Hulks will either ambush the character who is farthest from the party or they will submerge in front of the party and then rise up when they are at the nearest point. There is a 10% chance that a character will walk directly over one - giving it a +2 to hit.

- 3 - The party has reached an area where the entire path is under 2' of water. The water is very still and undisturbed. Approximately 10' past the shore, the quicksand starts. Any character venturing out into this area will become immediately mired and will additionally attract the following creatures:

15 Demons (AC: 7, HTK: 7 each (1D8), AT: 3 1-2, 1-2, 1-4) Chaotic Evil. Plus one weapons are needed to hit - 3' tall. The path is under water for roughly 10 miles before rising out of the mire. The Demons are underwater laying face up by the quicksand. The water is murky and full of small growths.

Water Plane - Random Encounters

Swamp Encounters

- 1 - Giant Crayfish (AC: 4, HTK: 28 (4+4D8), AT: 2 2-12x2) No. 1-3.
- 2 - Apatosaurus (AC: 5, HTK: 30D8, AT: 1 3-18) No. 1-4. Tramples for 4-40
- 3 - Archelon Ischyrras (AC: 3, HTK: 40 (7D8), AT: 1 3-12) No. 1-2. It has a 12' diameter (it is a turtle).
- 4 - Cetiosaurus (AC: 6, HTK: 125 (24D8), AT: 1 3-18) No. 1-6. Tramples for 4-40.
- 5 - Mosasaurus (AC: 7, HTK: 75 (12D8), AT: 1 4-32) No. 1-2. 50' long.
- 6 - Giant Eels (AC: 6, HTK: 30 (5D8), AT: 1 3-18) No. 1-6.
- 7 - Death Kelp (AC: 6, HTK: 16 (4D8), AT: 1 1-8) No. 1-20. Strength 12 or better to get free.
- 8 - Vapor Elementals (AC: 9, HTK: 60 (10D8), AT: 1 1-4) No. 1-8. Looks like a ground mist.

Deep Encounters

- 1 - Zombie of the Deep (AC: 5, HTK: 10D8, AT: 3 2-8, 2-8, 1-6) No. 1-4. Lawful Evil.
- 2 - Giant Lamprey (AC: 6, HTK: 25 (5D8), AT: 1 1-6 and drains blood) No. 1-6.
- 3 - Killer Whale (AC: 7, HTK: 125 (30D8), AT: 1 1-6, swallows on 18-20) No. 1-4.
- 4 - Kelp Maiden (AC: 6, HTK: 27 (5D8), AT: Special Charm Person) No. 1-3.
- 5 - Giant Shark (AC: 5, HTK: 67 (12D8), AT: 1 4-16, swallows on 18-20) No. 1-8
- 6 - Giant Whale (AC: -1, HTK: 40D8, AT: 2 4-40x2) 300' long

Fog Encounters

- 1 - Mist Giants (AC: -6, HTK: 70 (12D8), AT: 4 3-18x4) No. 1-4. Plus 2 weapons are needed to hit. Surprises 70%. 90% invisible.
- 2 - Giant Worms (AC: 6, HTK: 15D8, AT: 2 2-24, 2-12 poison sting; swallows on 18-20)
- 3 - Vapor Elementals (AC: 9, HTK: 80 (10D8), AT: 1 1-4) No. 1-6. Looks like a ground mist.

Tides and Currents

- 1 - Water becomes intensely cold: 1D6 of damage per turn in area; detour takes the party 1 hour (not playing time).
- 2 - Reverse of 1 (water becomes intensely hot) - same cost in time and damage.
- 3 - 2 currents meet, party must save vs. dexterity or become disorientated. There will be a 20% chance of becoming caught in the maelstrom and taking 2-20 of damage and being separated from the party.
- 4 - Party comes across a large area of still water. (Which is an Elemental at rest.) If left undisturbed, nothing will occur; if the party attempts to pass through make a D12 reaction roll.
- 5 - Underwater Tidal Wave: Party will be scattered for 1-10 miles and will take 1-4 hours to become reunited. Roll for random encounters twice, and use a D6 for who gets the encounter.
- 6 - Party has come across 1-4 Elementals who are busy trying to kill each other. There is a 15% chance that the fight will accidentally engulf the party doing 3-30 of damage to one member of the party.

THE TREASURE ON THE PLANE OF WATER

Long sword cursed - always attempts to strike friend instead of foe (treat as +2 for Identify spell)

Scroll Protection From Elemental Heat - duration 4 days, area of effect: 30'

Robe of Useful Items

Arrow of Direction

Carpet of Flying - 6 persons - 8'x11' speed 180 (note: the carpet may hold all the characters in the party)

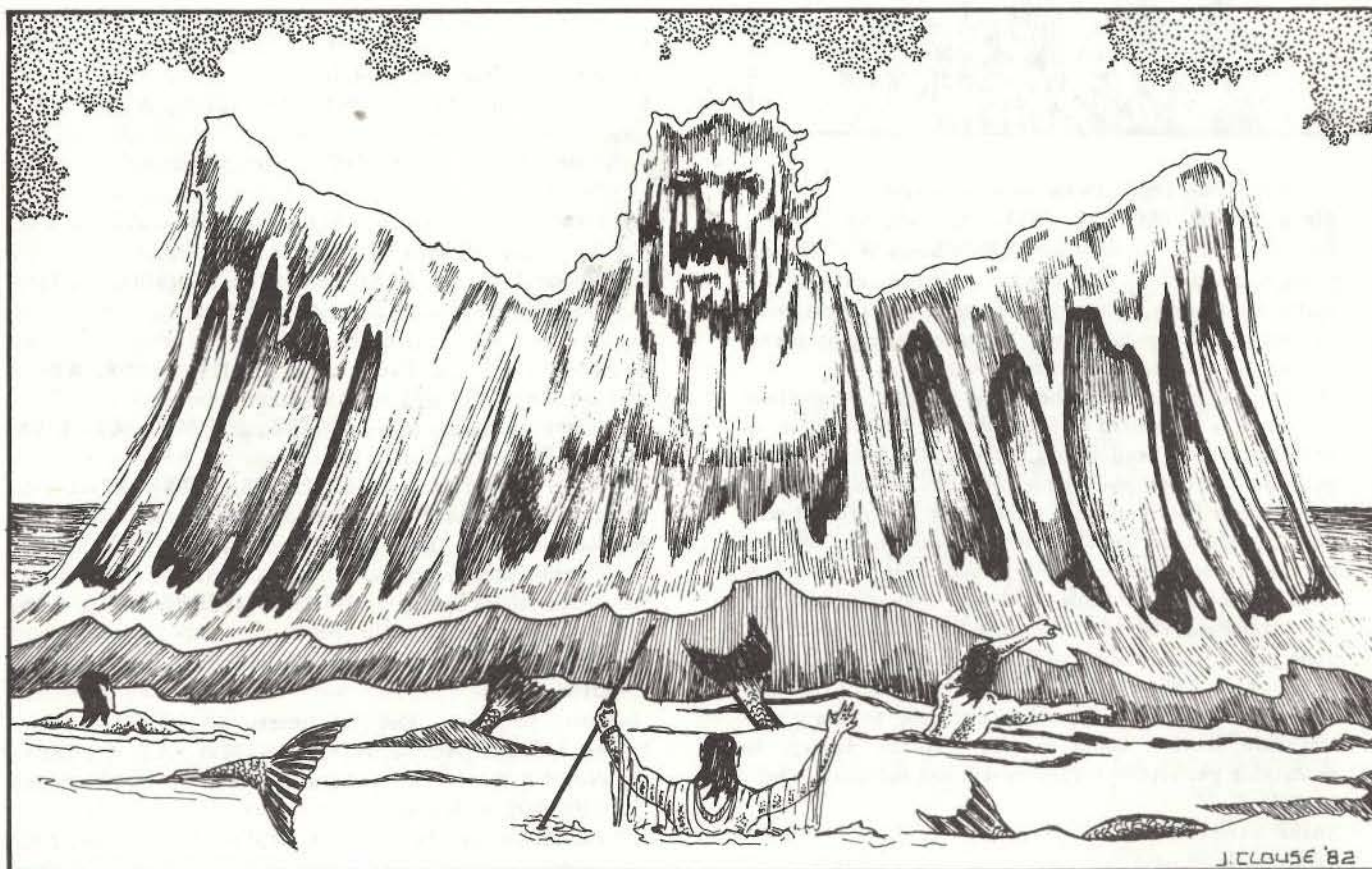
Bracers (armor class 2)

Orb of the Wyrms Lords

(powers are: Charm any very old Dragon ego 16, int 16; Mind Blank three times a day; Obscurement once a day; Web once a day; Write once a day; Vision once a day; Sanctuary when held or won once a day; Teleport twice a day - no error; Wall of Ice twice a day.

Side effects: Acne on face; user can never be away from artifact more than 24 hours if possible; lose 1 point of strength permanently.

This item uses the following command words (which are not inscribed on the item): Fog, Exit, Spider, Scribe, Blink, North, Beta, Caller)

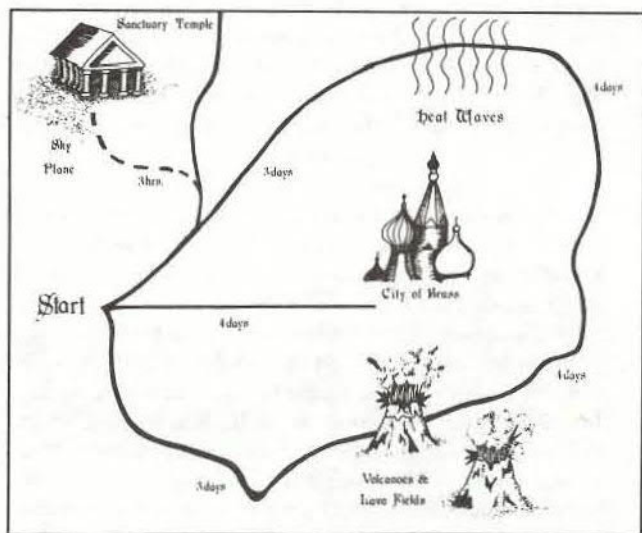


THE ELEMENTAL PLANE OF FIRE

The center of this plane has an average temperature of about 2,000° Kelvin (equivalent to the temperature at the sun's surface). Where the lower portion merges with the Plane of Earth it becomes molten lava. The temperature there varies between 150° F to 1,500° F. The upper portion of the plane where it merges with the plane of air becomes an area of dancing flames and dust. Should the party or character lose their protection, they will sustain 2-20 points of damage from the dry arid heat and dust per round. All normal magical devices will work on this plane unless they are specifically prohibited within this text. See Judge's Notes.

Wandering throughout this plane are the many paths of sanctuary. They are always in areas of low heat (or perhaps they cause it?) In any case, a path is safe without any protection as the path allows no harm from heat to any that tread it. It is a fact that the path always adjusts local temperature to a comfortable margin for any that tread it. This extends 5' to the front and rear of the creature. The paths also emanate a soft blue light which is visible for up to ¼ mile. Even while on the path, the party will be subject to encounters (see encounter chart).

The Plane of Fire is for some obscure reason extremely vulnerable to time fluctuations. Every time an encounter occurs the Judge should roll a D6: on a 1-2 a time fluctuation has occurred. When it occurs, the party rolls a D10 and the judge rolls a D10; whichever is highest is hasted in respect to the other group for 1-4 melee rounds before time synchronization occurs. A tie is possible.



The Elemental Plane of Fire

Heat Waves: This area is extremely dry and is filled with arid heat as a rule.

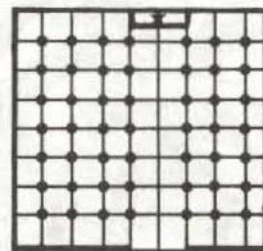
The City of Brass: There is no land as the players know it the temperature is 2,000° Kelvin or the temperature of the sun). Shimmering sheets of blue, red, and gold heat drift pass the path as the players walk or fly by.

The Nanorien Stone is to be found on the Sky Plain. The Sky Plain is an area of approximately 20 miles of dust which has coalesced temporarily and for all practical purposes is solid. The path passes within 50' of the Temple which is constructed of a greenly shimmering material. There is some kind of broken path which leads up to the doors of the temple. The path has been partially destroyed by those who oppose the party. There is a break in the path every 5' and the break is 4' wide. If jumped, a save vs. dexterity must be made or the character has slipped and fallen taking 1-4 of damage. There are 5 breaks in the path. If a character should fall off the path (fail a save with a 1), he will land on the Plain of Dust. This is the hatching area for FireSnakes and, as soon as a player hits the dust, 1-8 of them will slither out of holes and attack.

Fire Sanctuary Temple

The pillars are 400% reflective and any Light spell thrown in this dimly lit temple will cause blindness to all who fail a saving throw vs. paralysis. If the save is made, the blindness only lasts for 1-4 days. The pillars are the only source of illumination in the temple and this is because they reflect so well. The pedestal is guarded by a Neutral Evil Demon (AC: 1, HTK: 56 (8D8), AT: 3 1-6, 1-12x2) which appears as a six legged gold and black colored cat. It is immune to Charm Hold, Sleep, Plymorph, Fear, and can breath fire for 30' for 5-30 of damage. It is only hit by +2 weapons and is cold immune.

The pedestal has a concealed latch which will release the Nanorien Stone and the treasure which is hidden inside the pedestal. The latch cannot be found accidentally. It must be searched for. There is a 20% chance per character of finding it on any given turn and this increases by 5% for every consecutive turn of searching. The Demon will appear as soon as the latch is pressed. Once a day, the temple is visited by two 16D8 Fire Elementals who check to see that the Nanorien Stone is still there. They will take anyone they find for sacrifice, effectively killing anyone.



Scale is 10 yards per square.

Fire Sanctuary Temple

The Stone rests in the middle of the pedestal

- Pillars
- Pedestal
- Archway

Encounters on the Plane of Fire

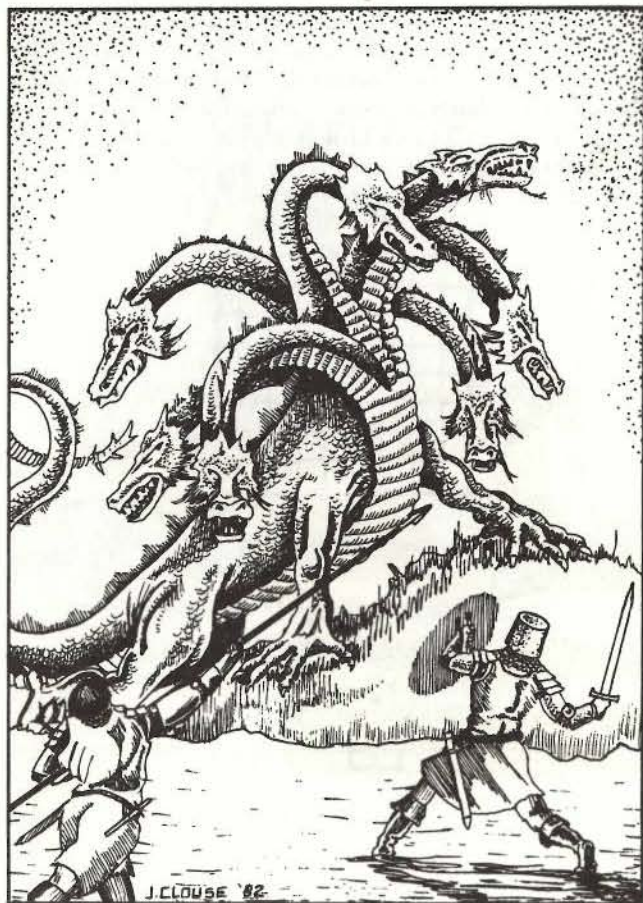
Random Encounters – Used if the party leaves the path

Lower Part of the Plane

- 1 – Lava Demons (AC: 6, HTK: 3D8, AT: 2 2-9, Body heat 1-8, Breath weapon for 1-6 – NSA) No. 1-6.
- 2 – Fire Elemental (AC: 2, HTK: 8D8, AT: 1 3-24) Plus 2 weapons are needed to hit.
- 3 – Heat Elemental (AC: 9, HTK: 8D8, AT: 1 2-12) Body is 300° F and does 2-20 additional. Hit only by +1 weapons.
- 4 – Hell Hounds (AC: 4, HTK: 7D8, AT: 1 1-10, Breath weapon 2-7) No. 1-6. Surprises on 1-4D6. Sees invisible 50% of the time.
- 5 – Fire Hydra (AC: 4, HTK: 8D8, AT: 8 1-8, Breath weapon does 1-6) 1-4 attacks per opponent.
- 6 – Salamanders (AC: 3, HTK: 9D8, AT: 2 2-12x2, Body heat does 1-6) Has limited spell immunity and magic weapons are needed to hit.

Central Part of the Plane

- 1 – Kakatal (AC: -2, HTK: 300, AT: 2 2-20x2) Hit only by +4 weapons. MR 50%. 20' tall and Chaotic Neutral. Immune to fire, body heat does 4-40 within 20', is totally unaffected by water, can summon 1-10 Elementals when he wishes of 16D8, and has no human worshipers. Kakatal will always listen to the party, but will never help. If attacked, he will kill the attacker by incinerating him or her.
- 2 – Hell Hounds (AC: 3, HTK: 8D8, AT: 1 1-10, Breath weapon 2-7) No. 1-10. Surprises on 1-4D6. Sees invisible 50% of the time.



- 3 – Efreeti (AC: 2, HTK: 10D8, AT: 1 3-24) No. 1-4. 12' tall.
- 4 – Fire Hydra (AC: 4, HTK: 8D8, AT: 8 1-8, Breath weapon does 1-6) 1-4 attacks per opponent.
- 5 – Titan (AC: -3, HTK: 22D8, AT: 1 8-48) Spells, psionics, invisibility, ethereal; Neutral
- 6 – Fire Elementals (AC: 2, HTK: 16D8, AT: 2 3-24x2) No. 1-6. Hit only by +3 weapons.

Upper Part of the Plane

- 1 – Aerial Servant (AC: 3, HTK: 16D8, AT: 1 8-32) Surprises 1-4D6. Magical weapons are needed to hit
- 2 – Red Dragons (AC: -1, HTK: 77, 88 (11D8), AT: 3 1-8x2 3-30) They use magic. This is their mating flight.
- 3 – Heat Elementals (AC: 9, HTK: 12D8, AT: 1 2-12) No. 1-6. Body is 300° F and does 2-20 additional. Hit only by +1 weapons.
- 4 – Dust Elementals (AC: 9, HTK: 16D8, AT: 1 1-6) Drains moisture: with every hit, lose 1 point of stamina.
- 5 – Kirin (AC: -5, HTK: 12D8, AT: 3 2-8x2, 3-18) Magic using, psionics, MR 90%. It has used its psionic ability, Shape Alteration, to turn into a Fire Elemental of 12D8. It will not disclose its true identity if the party appears to be hostile. If the party is in dire straights, he will endeavor to help in some unseen fashion: cures, etc.
- 6 – Salamanders (AC: 3, HTK: 9D8, AT: 2 2-12x2, Body heat does 1-6)

Set Encounters on the Paths

Path to the City of Brass

- 1 – If the party goes straight they will in 4 days reach the City of Brass. There they will be taken prisoner and tortured for a week. In the process of this torture, they will lose half of their hit points. At the end of this time, they will be released at the temple gates on the Sky Plain. They will have no equipment and no weapons, just the clothes and armor they were wearing.

Top Path

(one encounter per day)

- 1 – Smoke Demons (AC: 4, HTK: 23, 18, 17 (3D8), AT: 2 1-4x2, Breath weapon 1-4). 15' tall, Lawful Evil, Invisibility, Dancing Lights once a day. When killed, all in 10' radius take 1 point of damage.
- 2 – A Nighthag sits on a Nightmare in the middle of the path: Nighthag (AC: 9, HTK: 45 (8D8), AT: 1 2-12) MR 65%. Neutral Evil. Magic Missiles three times a day for 2-16 each; ethereal at will, Know Alignment, Polymorph Self, is not affected by Sleep, Charm, Fire, Fear, Cold. This Nighthag has used all of her enfeeblement ability. Hit by silver, iron or +3 weapons. Nightmare (AC: -4, HTK: 46 (8D8), AT: 3 2-8, 4-10x2, Breath weapon of smoke) Minus 2 to attacks and damage if save vs. poison is failed. Neither of these creatures will stay till slain. When either one is within 10 points of dying, they both go ethereal and leave.
- 3 – A Fighter (skill 10) stands in the middle of the path. He will not allow the party to pass without a fight. He is AC: -2 (plate mail and shield are both +2) HTK: 68 (10D10), AT: 2, Chaotic Neutral, +1 to hit, and +2 to damage, due to 18 strength. He is 6'8" tall and uses a +3 battle axe. To hit AC 0 he needs an

unmodified 12. He carries a Bag of Holding in which is the following: 534 e.p., 4 Potions of Healing, 4 weeks of gourmet rations, 5 daggers, 2 potions of oil, 2 wineskins, 2 water skins, a pair of boots, a pair of gloves and 4 changes of clothes. He wears a Ring of Spell Turning on his left hand (90%)

Lower Path

- 1 - Zombie (AC: 3, HTK: 14 (2D8), AT: 1 1-6 and disease (acute cardio-vascular-renal)) Saving throw vs. poison must be made. Will initially appear as a dead warrior laying on the road in an attempt to gain surprise. When rolled over, it will throw an axe at +2 (surprise) at nearest party member. It is Chaotic Evil and is hit only by silver or magic.
- 2 - 10 Fire Lizards astride 10 Firemounts will charge into party in attempt to force at least one party member off the path into the terrible heat that awaits them amidst the leaping flames. Fire Lizards (AC: 5, HTK: 7, 10, 11, 12, 9, 10, 13, 12, 11, 10 (2+2D8), AT: 1 2-5 (pike) and breathes fire 1-6, 5' range) Neutral Evil, saves at +3 against all fire attacks and at -3 to all cold attacks. Firemounts (AC: 4, HTK: 6, 10, 7, 6, 6, 4, 12, 7, 7, 8 (2D8), AT: 2 1-8, 1-10) Immune to normal fire and +2 to all saves against magical fire. Neutral Evil. Heat of all sorts acts as Cure Light Wounds once every 3rd round. Breath weapon is +4 and has a 50' range and can use it twice an hour.

- 3 - Demon (AC: -2, HTK: 3 (9D8), AT: 3 1-3x2 4-16) MR 55%. Chaotic Evil. 7' tall; Cause Darkness 15' radius, Cause Fear, Levitate, Detect Invisible, Telekenese 3,000 g.p. psionic. Has two minor (Invisibility and Detection of Good and Evil) and no major. Has level 5 mastery of ability.

Temple Area

On the Plain of Dust there are several thousand Firesnakes who have just recently been hatched. Firesnakes (AC: 8, HTK: 2D8, AT: 1 1-4) Bite paralyzes if a save vs. poison is failed. They gain surprise 60% of the time due to natural coloration. If the party throws an Ice Storm or some similar spell at the Firesnakes, four Salamanders will leave their caves and attack the party. Salamanders (AC: 3, HTK: 53, 45, 20, 43 (9D8), AT: 2 2-12x2, Body heat 1-6) Limited spell immunity and magical weapons are needed to hit. All four are armed with Javelins of Lightning which they will use first before they close with the party.

THE TREASURE ON THE PLANE OF FIRE

Cube of Frost Resistance
 4 uses of Dust of Disappearance
 3 Javelins of Piercing (+6 to hit range 60', 7 - 12 damage)
 2 Jars of Keoghtam's Ointment
 A necklace of missiles (seven globes on a chain) 7D6, 5D6,
 5D6, 3D6, 3D6, 3D6, 3D6 Fireballs



THE ELEMENTAL PLANE OF AIR

The top of this plane is mainly rarefied atmosphere no human could normally breath. The range of this section is about 500 miles. The central section is about 1,000 miles and this is where most of the stronger Elementals are found. It is also the home for many of the gods that sometimes inhabit this plane. The bottom of this plane consists of variety of cloud forms which eventually turn into at least partially solid masses. These are generally opaque to white in color. In between dancing clouds and screaming winds can usually be seen at least one of the many cloud castles which are to be found here. The Queen of the Air has allocated each god an individual piece of sky which is theirs alone. The Queen rules all that live here without question. There is no Elemental outside of Yan-C-Bin who will touch her without her consent. There is no way that any Elemental can be forced to harm her - they would die instead. Even those who fly through the air will not willingly slight her. The Nanorien Stone is hidden inside the Dome of Crystal Winds. The party must be resourceful and cunning on this plane. They can readily find the location of the dome by literally asking the winds who know the answer to most common questions about the plane. Each hex on the map represents 30 miles in each direction. Any time the party passes through a numbered hex, they will have intruded upon the personal domain of one of the gods. The judge should check the list of gods given elsewhere and see if the party alignment is radically different from the god living there. If it is, then the god will dispatch an appropriate entity to drive out the intruders. In no circumstances will the gods help the party in any visible manner. It will take the party four days to get to the dome after they know its location. The party will have one monster encounter per day. This is taken from the appropriate chart.

Natural Habitat Encounters

(Roll Once For Each Day)

- 1 - Pocket of poison air: Saving throw means only 1-10 of damage taken; if failed character loses consciousness and takes 3-30 of damage.
- 2 - Hurricane Winds: Characters become lost on a 1-5D10, move path 1-6 hexes away from current location without telling party.
- 3 - A howling wind envelopes the party briefly. Visible in the wind are 1-10 demi-human faces.
- 4 - The air pressure drops suddenly necessitating a system strength roll. If failed, the person will be disorientated for 1-4 turns.
- 5 - The party encounters a large calm area; 1 hex detour is necessitated to bypass.
- 6 - The party encounters a raiding party from the nearest god: D12 for reaction to party. Check appropriate chart for type.

The Plane of Air: Random Encounters

(The judge should roll a D20 for these encounters)

- 1-4 Herds of Gas Spores numbering 50-500 (AC: 7, HTK: 4D8, AT: 1) Touch causes infestation: explodes for 6-36.

- 5 - Blue Dragons (AC: 2, HTK: 48 (8D8), AT: 3 1-6x2, 3-24) No. 1-2. Breath weapon is a bolt of lightning 5' wide and 100' long. Lawful Evil and 42' long. Spells: (Illusionist) Detect Illusion, Detect Invisibility, Hypnotism, Blur, Detect Magic, Invisibility.
- 6-8 Clakar (AC: 4, HTK: 35, 24, 42, 27, 37, 30, 32, 37 (6D8), AT: 3 1-12x2, Rend for 1-8) No. 1-8. Immune to fear - never surprised. MR: 25%. Chaotic Neutral.
- 9 - The party will encounter one of the following, use a D4 to determine which: Silver Dragon, Gold Dragon, Pegasi, or Unicorn.
- 10-12 - Wind Spirits (AC: -2, HTK: 100, AT: 1 1-10 (broadswords)) No. 1-20. Immune to Charm and enchantments, are naturally invisible, and attack as 16D8 monsters. MR: 50%. Neutral.
- 13 - Mist Giants (AC: -6, HTK: 12D8, AT: 4 3-18x4) No. 1-4. Chaotic Evil. Plus 2 to hit - found only on the bottom of the plane, otherwise a no effect encounter



- 14 - The party sees a castle (cloud giant); They will never be able to get any closer than 500', no matter what they do.
- 15 - Aerial Servants (AC: 3, HTK: 16D8, AT: 1 8-32) No. 1-4. Only hit by magical weapons.
- 16 - Air Vortexes (No. 1-4): 25% chance of being sucked in. Save vs. paralysis or die. Released in 1-4 turns.
- 17 - Dust Elementals (AC: 9, HTK: 11D8, AT: 1 1-6) No. 1-6. Drains moisture: lose 1 point of stamina per hit.
- 18 - Air Elementals (AC: 2, HTK: 8D8, AT: 1 2-20) Whirlwind - hit only by +2 or better weapons.
- 19 - Djinni (AC: 4, HTK: 7+3D8, AT: 1 2-16) No. 1-6. Whirlwind and magic use.
- 20 - Aerial Stalkers (AC: 3, HTK: 8D8, AT: 1 4-16) No. 1-4 Surprises 75% of the time. Invisible: -4 for opponents to hit.

ASPIN OF THE GRAY

MAGE

Strength: 16
Intellect: 15
Insight: 09
Dexterity: 10
Stamina: 06
Appeal: 14
HTK: 35
Skill: 14
Damage Dice: 11+2
System Strength: 50%
Revival: 55%
Height: 6'0"
Weight: 170
Age: 35
Lawful Neutral



Speaks: Common, Fire Giant, Gold Dragon, Hill Giant, Medusian

Spells: 7-11 per level, know spell 65%
Read Magic, Burning Hands, Charm Person, Detect Magic, Magic Missiles, Darkness 15' radius, Detect Evil, Detect Invisible, Fools Gold, Forget, Clairvoyance, Dispel Magic, Explosive Runes, Fireball, Flame Arrow, Dig, Dimension Door, Enchanted Weapon, Fear, Airy Water, Animal Growth, Animate Dead, Bigbys Interposing Hand, Anti-Magic Shell, Bigbys Forceful Hand, Delayed Blast Fireball.

Other:

Plus 1 to hit
Open doors: 1-3D6
Extraordinary: 10%
Totally Fearless — Unaffected by any fear attacks
To hit AC 0: 16 is needed

Saving Throws: Paralysis, Poison, Death: 11; Petrification, Poly.: 09; Rod, Staff, Wand: 07; Breath: 11; Spells: 08

Magical Equipment: Bracers (AC 2), 1 Potion of Gaseous Form, Ring of Protection (+2), Dagger (+1)

Normal Equipment: 2 daggers, robes, 1 flask of oil, 1 water skin, 2 small sacks, spell book, 1 week rations, 2 belt pouches, 65 p.p., 87 g.p., 32 c.p.

This character is imposing, moody, modest, avaricious, and energetic.

You are normally a follower of the order of neutrality. But you have a personal grudge to settle. It was ten years ago that the raid took place, ten years of memories. It was then that your mentor Calebdale and two of your closest friends died on raider swords. Only you had the courage to stand amidst the carnage and cast a spell. It was from that point on that you stalked the castle, your arms full of scrolls. It was partly due to your efforts that the intruders were initially stymied. Alas, it was not enough. Far too many innocents died that night despite all that you did. Indeed, even now, acolytes are being told to emulate you. You appear to be utterly fearless in perilous situations. You never panic and are frequently the rallying point. After ten years, it is time to go, time to repay the debt owed. It will be risky, but you always pay your debts.

LORD FASTRED OF GREYHELM

DWARF FIGHTER

Strength: 18
Intellect: 11
Insight: 12
Dexterity: 13
Stamina: 14
Appeal: 16
HTK: 60
Skill: 10
Damage Dice: 9
System Strength: 85%
Revival: 90%
Height: 4'0"
Weight: 141
Age: 254
Lawful Neutral



Speaks: Common, Dwarf, Gnome, Kobold, Orc, Earth Elemental, Manticore

Other:

Plus 1 to hit
Plus 2 to damage
Open doors: 1-3D6
Extraordinary: 16%
To Hit AC 0: 12 is needed

Saving Throws: Paralysis, Poison, Death: 08; Petrification, Poly.: 09; Rod, Staff, Wand: 10; Breath: 11; Spells: 09 (dwarf bonus - +4)

Magical Equipment: Splint Mail AC 3 (+1), Mace (+2), Periapt of Wood Closure, 1 Potion of Slipperiness

Normal Equipment: Light crossbow, 20 bolts, short sword, 2 daggers, 2 backpacks, 1 small sack, 7 candles, 25 iron spikes, 1 wine skin, 1 water skin, 2 torches, tinder box and flint, 3 blankets, 161 g.p., 25 c.p.

This character is helpful, retiring, even tempered, rough looking, and mature.

Player History

You were a loyal member of the King's guard on the night the raid occurred ten years ago. During the battle, you received a terrible facial scar which disfigured you terribly. Since it healed, you have always worn a full grey leather helm. It covers your entire face, with holes for eyes, nose, and mouth only.

You were honorably discharged from the Guard and were given a small estate by the King. Planning your revenge has dominated your life. You know that time is near; a summons arrived two days ago from the King.

The first night is like a nightmare. There are memories in every stone you see; haunting memories. Sounds of battle and screams of women and children echo through your head. And that sword! The terrible long sword descending in the torch light toward you . . .

You spend the rest of the night preparing yourself for retribution. The next day you and your companions stride through the Gate of Neveryon in search of the four Nanorien Stones.

LORD NORMAN OF VASTAY

FIGHTER

Strength: 18/62
Intellect: 14
Insight: 10
Dexterity: 10
Stamina: 18
Appeal: 09
HTK: 122
Skill: 12
Damage Dice: 9+9
System Strength: 99%
Revival: 100%
Height: 6'8"
Weight: 275
Age: 23
(looks young)
Neutral Good



Speaks: Common, Xorn, Satyr, Centar, Bronze Dragon

Other:

Plus 2 to hit
Plus 3 to damage
Open doors: 1-4D6
Extraordinary: 25%
Plus 1 to hit with maces and flails

Saving Throws: Paralysis, Poison, Death: 07; Petrification, Poly.: 08; Rod, Staff, Wand: 09; Breath: 08; Spells: 10 (-3 vs. Sleep and Charm)

Magical Equipment: Potion of Invulnerability, Ring of Protection (+1), Set of Eyes of the Eagle, Shield (+3)

Normal Equipment: Plate armor (AC 3), mace, long sword, 2 daggers, short bow, 20 arrows, quiver, 2 backpacks, 2 large sacks, 3 blankets, 50' of rope, 2 water skins, 2 weeks of rations, 4 torches, 8 candles, tinder box and flint, 200 g.p. 50 s.p.

This character is optimistic, modest, easy-going, energetic, and a gambler.

You are the sole survivor of the Vastay clan. Your wife, family, and relatives were all killed in the raid ten years ago. Since then, you have honed your battle skills to a fine edge. You are the terror of your barony, frequently leading raids and forays against local thieves and insurgents.

When you heard the cure had been found, you collected your troops, instructed them in the way you wished your barony administered, and travelled to the Royal Castle. After a short discussion with the King, you became one of those chosen to find the Nanorien Stones.

When Gawaine returned from his search, you were among those present. Indeed among those present, you were best able to understand how Gawaine, though mortally wounded, continued on until he met the King. It is your fervent wish that the opposition should try to stop the party. Your lust for vengeance welcomes the opportunity for combat.

MARSKAL THE SMART

FIGHTER

Strength: 17
Intellect: 15
Insight: 14
Dexterity: 13
Stamina: 10
Appeal: 10
HTK: 52
Skill: 6
Damage Dice: 6
System Strength: 70%
Revival: 75%
Height: 5'8"
Weight: 187
Age: 34
Lawful Neutral



Speaks: Common, Orc, Bronze Dragon, Triton, Blue Dragon

Other:

Plus 1 to attack
Plus 1 to damage
Weapons: Mace: 2-7, 1-6; Bastard Sword: 2-8, 2-16; Javelin: 1-6, 1-6; Battleaxe: 1-8, 1-8; Dagger: 1-4, 1-3

Open doors: 1-3D6

Extraordinary: 13%

To Hit AC 0: 16 is needed

Magical Equipment: 1 Scroll with 2 spells on it (MU) (Conjure Animals, True Sight), 1 Potion of Polymorph (self), Hammer (+1 to hit only)

Normal Equipment: Banded mail +1 (AC 3), helmet, boots, cloak, 4 buds of garlic, 4 belt pouches (small), 50' of rope, 2 small sacks, 1 water skin, 6 iron spikes, 4 torches, 1 tinder box & flint, 3 weeks standard rations, 1 vial of holy water

This character is careless, energetic, egotistical, miserly, and rough looking.

You are a member of the King's secret police. Your usual cover is that of a military leader en route to a new post, a position you can easily portray since you were in the cavalry for twelve years before the recognition of your more useful talents and your 'promotion' into the police force.

Your mission is to gather as much information as possible about the perpetrators of the raid and to return to inform the King. Also, the four Nanorien Stones must be recovered; the mission would be an abject failure without them. Nothing must interfere with that.

You are aware that the risks to those on this mission are great, but you readily agree to do the King's bidding. After all, a happy King is a generous King. You have been promised a large reward and a high position in the King's own guard if you succeed.

MINARDIL PELAGIR

CLERIC

Strength: 15
Intellect: 14
Insight: 16
Dexterity: 10
Stamina: 18
Appeal: 14
HTK: 60
Skill: 10
Damage Dice: 10+2
System Strength: 99%
Revival: 100%
Height: 6'7"
Weight: 187
Age: 41
Neutral Good



Speaks: Common, Hobgoblin, Fire Elemental, Goblin, Salamander

Spells Per Level: 6-6-3-3-2 (includes insight bonus)

Other:

Plus 3 to attack

Minus 4 to AC when defending

Plus 2 to all saves vs. magical attacks

Open doors: 1-2D6

Extraordinary: 07%

To hit AC 0: 14 is needed

Saving Throws: Paralysis, Poison, Death: 06; Petrification, Poly.: 09; Rod, Staff, Wand: 10; Breath: 12; Spells: 11

Magical Equipment: Iron Hammer (+2), Potion of Levitation, Potion of Healing, Scroll with 2 spells (Cure Light Wounds, Detect Evil)

Normal Equipment: Holy symbol of Nuada (silver hand), 2 flasks of holy water, 1 water skin, 1 backpack, 1 week of rations, chain mail +1 and shield (AC 3), flail, 65 g.p., 36 s.p. 23 c.p. in belt pouch

This character is helpful, blustering, very honorable, brave, and energetic.

You were just thirty one when the raid occurred. You still have nightmares about that night. You can still see the gleaming fire and torches glowing in the night. The figures laying slumped in hall and room. But, worst of all, you still recall the face of the child that died in your arms. The look of puzzlement on her face as you held her and felt the life force fade away. It is this memory that drives you on. Whenever you faltered, her face would appear, driving away all doubts. You have studied for many seasons in preparation for this adventure. Indeed, for almost six months now you have been waiting for the King's signal to proceed in search of the four Nanorien Stones. Even after the death of Gawaine, you did not feel too terribly afraid, for, once again, the child's face came in your dreams. After this expedition is over with, you will build a temple to Nuada. The King beckons to you, indicating that it is time to leave. The party rides through the town to the courtyard of the Gate of Neveryon.

ALCAIN PROTALECK

CLERIC (SAGE)

Strength: 12
Intellect: 14
Insight: 10
Dexterity: 13
Stamina: 10
Appeal: 09
HTK: 24
Skill: 4
Damage Dice: 4
System Strength: 70%
Revival: 75%
Height: 6'4"
Weight: 116
Age: 72
Chaotic Good



Speaks: Common, Elven, Kirin, Gnome, Fire Giant

Spells **Spell Failure:** 15%

Purify Food, Purify Food, Hold Person, Speak with Animals, Snake Charm, Spiritual Hammer, Cure Blindness, Cure Disease, Speak With Dead, Protection From Evil 10' Radius, Tongues

Other:

Weapons: Flail: 2-7, 2-8; Quarter Staff: 1-6, 1-6

To Hit AC 0: 18 is needed

Saving Throws: Paralysis, Poison, Death: 13; Petrification, Poly.: 12; Rod, Staff, Wand: 13; Breath: 15; Spells: 14

Magical Equipment: 1 Potion of Healing, 1 Ring of Fire Resistance, 1 Bag of Holding (holds 500 pounds, 70 cubic ft., weighs 15 pounds), 1 Scroll with first level Cure Light Wounds.

Normal Equipment: Belt, boots, cap, cloak, robe, chain mail +1 (AC 5), 2 sprigs of Belladonna, small iron box with 4 reference books inside (lockable), 6 candles, 2 flasks oil, 1 small lantern, 5 small belt pouches, 1 small sack, a back pack, tinder box & flint, 2 torches, 2 water skins, 2 weeks of iron rations, 1 week of regular rations, 4 incense sticks, 1 holy symbol (iron), 3 potions of holy water.

This character is mature looking, moody, hostile, a liar.

Why, oh why, did you have to go carousing at the Pine Mountain Tavern last night?

After the first few hours, the evening became a blur. Your companions informed you, when you could find them this morning, that you spent most of the evening telling all who would listen that your vast knowledge and expertise in dealing with unusual situations, you were insulted that the King had not included you in the party he was forming.

This morning, you were awakened by a messenger from the King. The King wishes you to forgive a grievous oversight. Would you please report to the castle in an hour prepared for an excursion worthy of your many talents?

Your areas of expertise are:

Humanoid & Giant Kind. Legends and folklore (major)
Demi-Human Legends and folklore,
Theology and myth (minor)

METTHEDRAS METTARE
GNOME THIEF – ILLUSIONIST

Strength: 13
Intellect: 16
Insight: 12
Dexterity: 16
Stamina: 13
Appeal: 16
HTK: 30
Skill: 8/8
Damage Dice: 8
System Strength: 80%
Revival: 85%
Height: 3'6"
Weight: 80
Age: 105
(youthful)
Chaotic Neutral



Speaks: Common, Gnome, Dwarf, Goblin, Kobold, Elf, Nixie, Brass Dragon, and any burrowing animal

Thief Abilities:

Pick Pockets: 65%	Open Locks: 67%
Detect/Disarm Traps: 65%	Move Silently: 67%
Hiding: 54%	Hear Sound: 35%
Climbing: 81%	Know Languages: 40%

Spells: 7-11 per level, know spells 65%

Detect Illusion, Detect Invisibility, Wall of Fog, Phantasmal Force, Invisibility, Mirror Image, Blindness, Dispel Illusion, Spectral Force, Hallucinatory Terrain, Shadow Monster, Massmorph

Other:

Plus 1 to attack
Minus 2 to armor class when defending
Poor liar (-4 to appeal)
Open doors: 1-2D6
Extraordinary: 04%
Backstabbing does triple damage, plus 4 to hit
To hit AC 0: 19 is needed

Saving Throws: Paralysis, Poison, Death: 13; Petrification, Poly.: 12; Rod, Staff, Wand: 11; Breath: 15; Spells: 13

Magical Equipment: 2 Potions of Healing, 1 Potion of Flying, 1 Scroll Protection from Magic, Bracers (AC 6)

Normal Equipment: Robes, 2 daggers, 1 flask of oil, spell book, 1 wineskin, 1 backpack, 2 small sacks, lockpick tools, belt pouch, 50' of rope, 1 week of rations, 20 p.p., 6 small jewels (65 g.p.)

This character is pessimistic, aloof, easy-going, imposing, and driven.

Your father, Dietherdra the Quiet, was tutor to the King's two sons. He was the first to spot the invaders and gave the alarm. He gave his life defending the entryway to the princes' rooms.

Upon returning from a hunting expedition, you found your father's funeral taking place. Upon his grave, you swore an oath of revenge. You have served the King for ten long years waiting for the opportunity to manifest itself.

Patience is its own reward, it seems. You have been chosen for the party that will attempt to recover the Nanorien Stones.

GIL - GALAD
HIGH ELF THIEF

Strength: 12
Intellect: 13
Insight: 09
Dexterity: 18
Stamina: 16
Appeal: 10
HTK: 49
Skill: 9
Damage Dice: 9+1
System Strength: 91%
Revival: 94%
Height: 5'0"
Weight: 100
Age: 127
(looks old)
Lawful Neutral



Speaks: Common, Elven, Gnome, Halfling, Hobgoblin, Orc, Gnoll, Air Elemental, Silverdragon

Thief Abilities:

Pick Pockets: 85%	Open Locks: 72%
Detect/Disarm Traps: 65%	Move Silently: 85%
Hiding: 76%	Hear Sound: 35%
Climbing: 98%	Know Languages: 45%

Other:

Plus 3 to attack
Minus 4 to armor class when defending
90% resistant to Charm and Sleep
Open doors: 1-2D6
Extraordinary: 04%
Backstabbing does triple damage, plus 4 to hit
To Hit AC 0: 20 is needed

Saving Throws: Paralysis, Poison, Death: 11; Petrification, Poly.: 10; Rod, Staff, Wand: 10; Breath: 14; Spells: 14

Magical Equipment: Potion of Healing, Levitation, Bracers (AC 4), Dagger (+2)

Normal Equipment: Robes, 4 daggers, 4 flasks of oil, 2 water skins, 2 backpacks, lockpick tools, belt pouch, 50' rope, one week of rations, 89 g.p., 12 i.p.

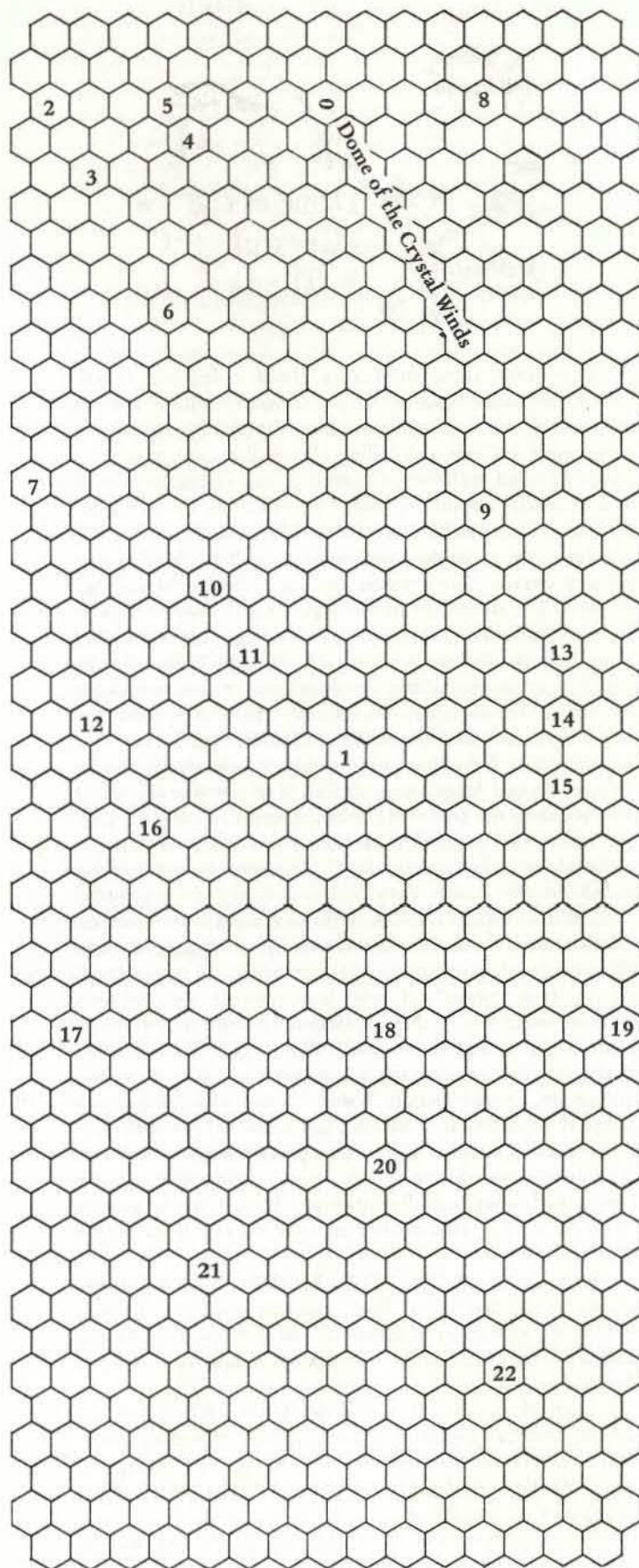
This character is insensitive, truthful, brave, and well spoken.

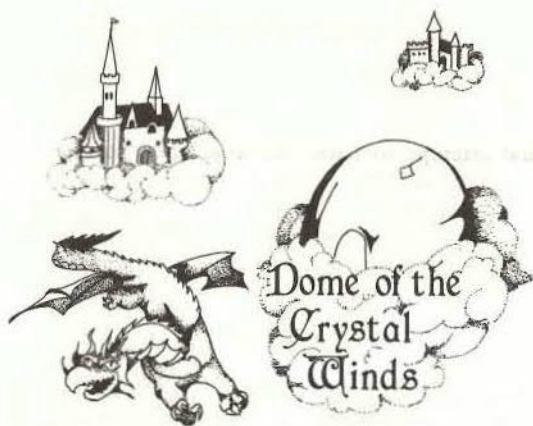
You are a representative of the MOON DAWN clan. Ten years ago, the daughter of one of the clan elders died here. Elves are a patient people and the clan has waited for this day. It is a high honor to have been chosen for this task. You will see it through. You have read many separate accounts of that night and all the things that have transpired since. A strong evil is at work here. The party will have to be careful lest they perish. After the return of Gawaine, your evaluation of the risk seemed accurate. A hero such as he could not do more than roughly map and even that was death. Alas, the morning bells ring. It is time to meet at the Gate of Neveryon. A last look at the room and then you are off to meet your companions at the Gate. Soon the search for the four Nanorien Stones will begin.

Encounters in the God's Areas

- 1 - Queen of the Air Elementals will spend four 16D8 Elementals to bring the party before her. If party resists, she will order the winds to blow them up into the rarefied atmosphere where they will die - NSA.
- 2 - Heng: Nothing will happen if this area is entered except that the party will get rained upon.
- 3 - Hotaru: If this area is entered, 1-6 lightning bolts will strike in front of the party - if they continue, each member will be hit by one for 2-20 of damage.
- 4 - Feng Po: The party will be set upon by 1-4 Whirlwinds until they leave.
- 5 - Fei Lung: The party will be set upon by 1-4 Whirlwinds until they leave.
- 6 - Lei Kung: The party will be subject to a terrific wind storm which will blow them 1-4 hexes in a random direction.
- 7 - Wen Chung: The party will again be warned with lightning bolts and attacked if they proceed any further.
- 8 - No encounter
- 9 - Misha: A Wind Elemental will warn the party to leave - if they persist, they will be attacked by 1-20 Air Elementals.
- 10 - Ithaqua: The air will be very cold here and a save vs. paralysis at -3 is made. If failed, the character falls. If the party persists, the air becomes filled with snow and the party then must save vs. wands at -3.
- 11 - Shu: A Wind Elemental will warn the party to leave - if they persist, they will be attacked by 1-20 Air Elementals.
- 12 - Anu: A small breeze blows here - if the party persists, a Dragon will appear and ask them to leave (any type but always neutral).
- 13 - Frigga: A party of Valkyries will ask the party to leave or fight them if they don't (No. 1-8)
- 14 - Zeus: The party will be warned away by lightning bolts and attacked by Giant Eagles if they persist.
- 15 - Rudra: The god is not present - nothing occurs.
- 16 - Ramman: 1-6 lightning bolts will strike in front of the party. If they persist, each member will be hit with one for 2-20 of damage.
- 17 - Raiden: The party will be subject to a terrific wind storm which will blow them 1-4 hexes in a random direction.
- 18 - Indira: 1-6 lightning bolts will strike in front of the party. If they persist, each member will be hit with one for 2-20 of damage.
- 19 - Ukko: A Wind Elemental will warn the party to leave. If they persist, they will be attacked by 1-20 Air Elementals.
- 20 - Enlil: The party will be subject to an electrical storm - 25% chance of each character being hit by a 30 point bolt of lightning.
- 21 - Yan-C-Bin: The god will attempt to kill the party outright by sending two 16D8 Elementals per character to attack them.
- 22 - Hastur: The god will send 1-4 Byakhee to kill the party per character.

The Elemental Plane of Air





The dome rests on a very thick and fluffy cloud. Indeed the cloud is so thick that the party will be able to walk on it without any problems. The winds around the dome itself are soft and lolling (this will require a save vs. winds or stand still for 1-8 turns). If any character should look carefully around the dome, he will begin to see images of beautiful crystalline structures. No matter how hard they look, the individual will never be able to clearly make out any details. The crystals are not actually there. They are astral projections of an intelligent Earth Elemental who is simply curious about the party. Should anyone attack the dome, use the following stats: AC: 0, MR: 25%, Hits: 50 per 10' section. Attacking the dome will release one Ghost per attack for the first ten attacks. They will have the following stats: AC: (0), HTK: 60 (10D8), AT: 1 age 10 - 40 years. The following spells will locate the door: Detect Illusion, Dispel Magic, and Detect Magic within 10 yards (this is due to the fact that the entire dome radiates magic).

When the party enters the dome, they will see a multitude of whirling clouds. If they venture towards the middle of the dome, they will eventually see a pedestal through the whirling clouds. Hidden amidst the swirling clouds are two Iron Cobras and one Spirit Naga. There is a 10% chance of spotting one of the creatures. If not spotted, the two Iron Cobras will strike from the rear (+4) and with surprise (+2). The Cobras will immediately withdraw to await the results of their attack. The Naga will Haste itself in the first round that the party spends inside the dome. During the second round, it will throw a Web spell at the party. If any party members are still unaffected, it will then throw a Sleep spell. It will at all times attempt to keep out of sight during this time. If, at any time, it is closely approached, it will use all of its Magic Missiles at the nearest threat. There is a 40% chance of locating the Naga in the swirling fog.

Iron Cobra (AC: 0, HTK: 8 (1D8), AT: 1 1-3 and poison at -2) No. 2. 3' long, immune to Sleep, Charm, Web, and nonmagical weapons do half damage. It hides as a skill 8 Thief (49%) and saves against magic as a skill 12 Magic User.

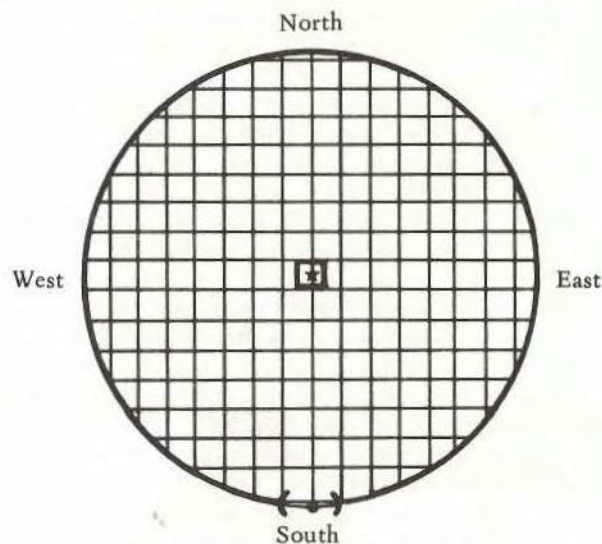
Spirit Naga (AC: 0, HTK: 64 (10D8), AT: 1 1-3 and poison) Neutral Evil and 5' long. Spells: (Clerical) Cause Fear, Protection from Good, and Resist Fire; (Magical) Magic Missiles, Shield, Sleep, Message, Hold Portal, Detect Invisible, Web, and Haste.

The treasures and the Nanorien Stone are hidden beneath the pedestal which will require an 18+ strength to

move. When the pedestal is moved, the dome collapses and a blinding sleet storm will envelope the party. The party must save vs. dexterity or fall (1D6). Should anyone be in a position to see where the pedestal was, they will now be able to see a large chest resting in the space revealed.

If anyone who has not been true to their alignment touches the chest, they will see a Hound of Ossar appear (they will not recognize it as such). It appears as a large 5' tall dark and shadowy wolf with glowing amber eyes. It will give out a tremendous and terribly sad howl. It is also only seen by the victim. No save is possible from the effects of this howl. A Remove Curse spell will halve the damage if thrown within one turn of the howl. Effects of the howl are as follows: The next 1-10 wounds will inflict quadruple damage upon the victim. If the victim survives, all of these attacks, the curse ends. The character will receive 1 point of damage recovered per day as natural healing but that is all. It is possible for a correctly worded Wish spell to temporarily alleviate this condition, but that would be very rare.

The Dome of the Crystal Winds



Scale is 10 yards per square.

The door is invisible due to the fact that an illusionary spell has been placed on it. The spell makes it appear that there is nothing but solid wall there.

Pedestal slides east.



Door



Pedestal

THE TREASURE ON THE PLANE OF AIR

Portable Hole

Robe of Blending

Emerald Scarab of Protection

Elven chain mail (+3) — human size

Shield — -1 missile attractor

Brass mace (+2)

A thick Arrow of Slaying (Death Knight) with a rune of a skeleton knight upon it

Long sword (+1) — luck blade with 2 limited wishes

THE SHADOW DEMON STRIKES

The party has finished their task. They now have all four stones. They divide the loot, heal their wounds. The stones destroy a magic item. The group fades out only to appear in Limbo. A stunned party looks around in disbelief. A grey featureless sky hangs above them. Far to the left a low range of mountains frowns gloomingly. Behind the party, a flat plain almost devoid of features stretches as far as the eye can see. Directly in front of the party is a low parapet 10' high and 30' long with a width of 7'. To the right of the party a stone road trails off into the distance. Inside the parapet, the Demon Tetraxol awaits with his group of undead. On his head is a circlet of silver and adamantine, a solitary black opal gleaming fitfully from its fitting. The Skeleton Warrior sits coldly; his huge sword in hand. The ten lesser Skeletons sit on stone benches. Two are archers, long bows in hand, ten +1 arrows rest in their quivers. Four Skeletons hold great battle axes in their hands. Even in death, the berserker lights glow in the eyes of these four. Two spearmen are next, their adamantine spears tall and silent as the hands that hold them. The last two Skeletons wear black and red robes, green glows nestle in their eye sockets. Mages of a long dead empire, they silently await the battle to come.

Tetraxol gives a silent command and the parapet splits with a silent rumble. The eleven Skeletons walk out to greet the party. The Warriors will silently stalk the party, awaiting for someone to expose themselves or for one of the archers to distract the party long enough for them to strike. During this time, the 2 Magic Users will be using Dispel Magic spells on the party's clerics and magic users,



rendering them effectively useless. The Skeleton Warrior will stalk the strongest of the party and attack this individual at the first chance. If and when the skeletons are all killed, the Demon will simply vanish. Should any individual attempt to enter the now open parapet, all he will see is darkness. If he enters the parapet, the Demon will attack at +4. He will continue attacking until he himself receives damage at which point he vanishes and the party is returned to the Prime Material Plane.

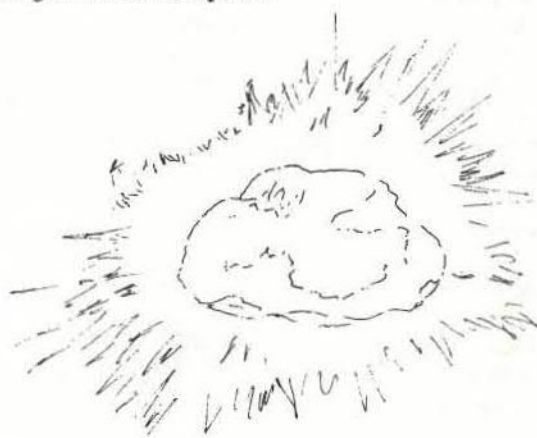
The Opposition

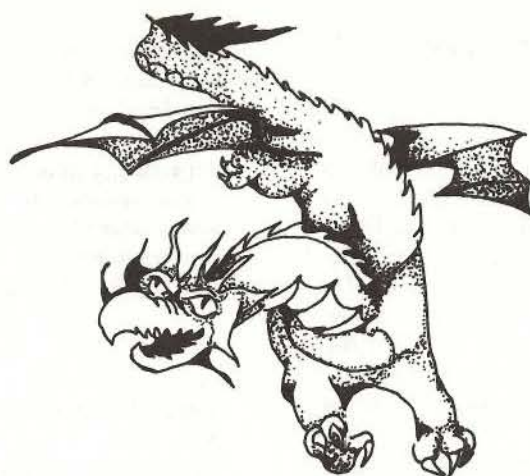
Tetraxol Demon of Darkness (AC: 1, HTK: 56 (7+3D8), AT: 3 1-8, 1-6x2) Attacks at +2. Immune to fire, cold & lightning. Cast Darkness 10' radius once a day, and Fear over a 30' radius. Wears a circlet that controls Skeleton Warriors. At his waist is a belt that lets him return to the lower planes at will.

Skeleton Warrior (AC: 2, HTK: 70 (9+6D8), AT: 2) Huge 2 handed sword 6' long. Skeleton is 7' tall. Sword is not magical, but the Skeleton strikes at +3. Only hit by magical weapons. MR 90% Neutral Evil. (The Demon will never let him exceed his 240' radius of control)

Lesser Skeletons (AC: 5, HTK: 40 (5D8), AT: 1/2 (archers only)) Two archers are armed with long bows which are +2 to attack and arrows which are +1 to hit and damage. They will shoot arrows until they are out of arrows and then use short swords and attack, damage 1-8. The four Berserkers are armed with great axes (5') which are +4 to attack and +2 to damage, damage 1-10. The two spearmen are 6' tall with adamantine spears which are +3 to hit and damage and are barbed and poisoned. Thus when they are withdrawn, they will do 1-6 of damage and when they strike they do 1-8. The save is at -2. The two Magic Users each have 10 Dispel Magics which they will use each time someone attempts to use a spell. Both are armed with +2 daggers.

Note: None of the Skeletons in Limbo can be destroyed, but they will stop for 1-4 melee rounds if an attempt to turn them is made. During this time, they can still defend themselves (i.e. minus 2 to their AC). Limbo negates most clerical abilities. This is due to the absence of most gods, including Nuada. Clerical spells still function, but they are not regainable on this plane.





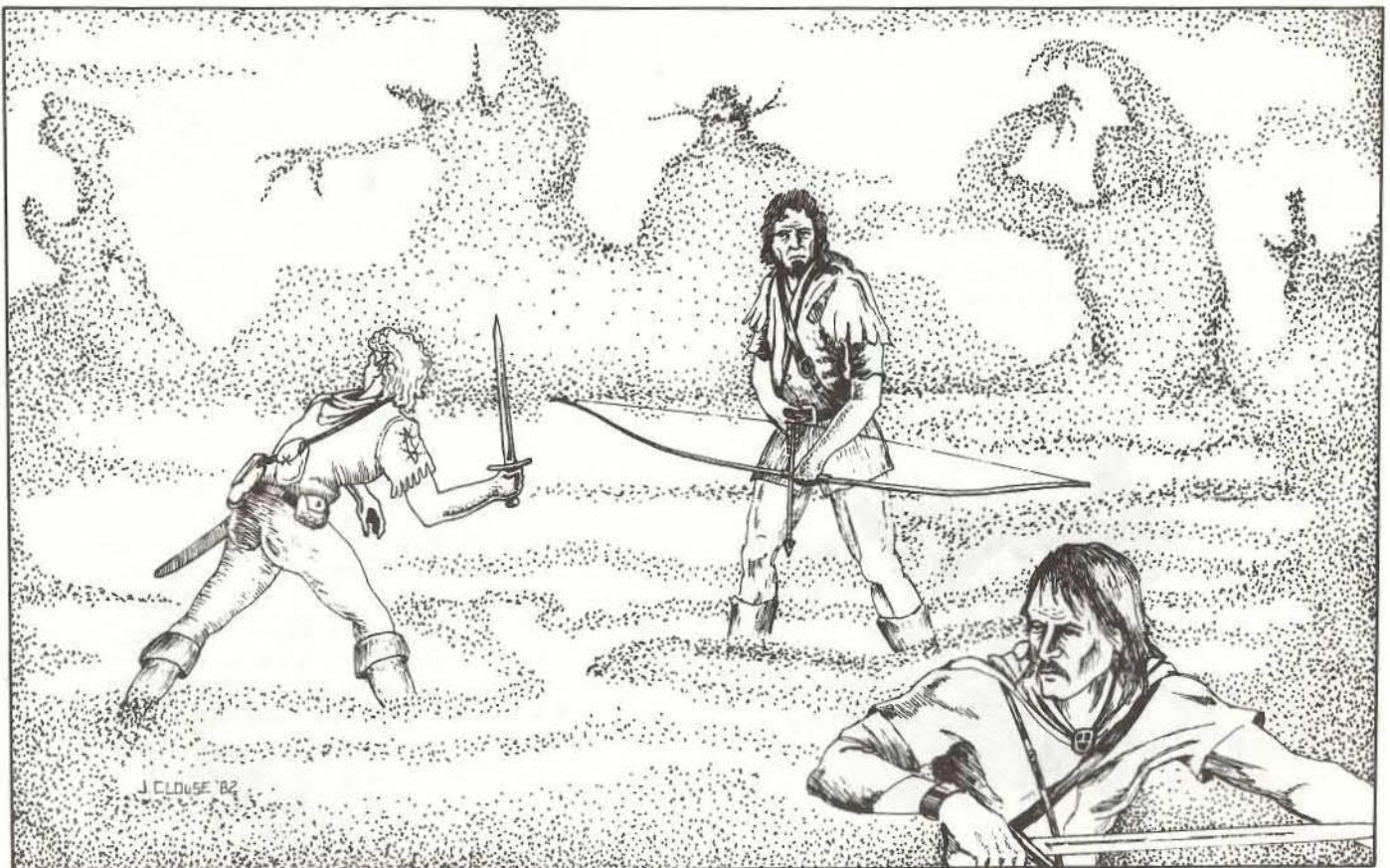
A LIST OF AFFECTED SPELLS

(Clerical)	FIRE	WATER	AIR	EARTH
Resist Fire	½ effects	no effect	normal	normal
Lower Water	no effect	no effect	normal	normal
Flame Strike	no effect	no effect	normal	normal
Plane Shift	(only possible if totally secluded and protected from the environment)			
Ariel Servant	normal	no effect	no effect	normal
Stone Tell	normal	no effect	no effect	has no control over it
Earthquake	¼ duration	no effect	no effect	no effect
(Magical User)				
Affect Normal Fire	no effect	no effect	normal	normal
Burning Hands	no effect	no effect	normal	normal
Stinking Cloud	¼ duration	no effect	normal	normal
Fireball	no effect	no effect	normal	normal
Fly	normal	no effect	normal	normal
Gust of Wind	normal	no effect	½ duration	normal
Ice Storm	no effect	no effect	normal	normal
Wall of Fire	no effect	no effect	normal	normal
Wall of Ice	¼ duration	normal	normal	normal
Fire Charm	½ effects	no effect/cold flame*	normal	normal
Fire Shield	½ effects	no effect	normal	normal
Airy Water	normal	½ duration	normal	normal
Conjure Elemental	(see notes in text)			
Cone of Cold	double damage	normal	normal	normal
Control Weather	½ duration	no effect	½ duration	normal
Invisible Stalker	normal	no effect	no effect	normal
Lower Water	no effect	no effect	normal	normal
Move Earth	no effect	no effect	no effect	reverse of intent
Stone to Flesh	normal	normal	normal	+2 save
Incendiary Cloud	no effect	no effect	normal	normal
Meteor Swarm	no effect	no effect	normal	no effect
Delayed Blast Fireball	no effect	no effect	normal	normal
(Illusionist)				
Dancing Lights	¼ effect	no effect	normal	normal
Wall of Fog	no effect	normal	½ effect	normal
Fog Cloud	no effect	normal	½ effect	normal
Misdirection	(double effects on all planes, but not for an Elemental of the plane)			
Minor Creation	normal	normal	½ effect	double effect
Major Creation	normal	normal	½ effect	double effect

RANDOM MONSTER TREASURE FOR ALL FOUR PLANES

The judge should roll once on this table for every encounter until all treasure is gone. The treasure should be located nearby the monster (hidden, of course).

- 1 - 60,000 c.p. in 10 locked chests; 10,000 s.p. in 5 locked chests.
- 2 - A map in a scroll tube locked and trapped with contact poison. The judge should create a map which gives a rough outline of the temple (anyone).
- 3 - 1 scroll with a (skill 4) Illusionist Spell of Emotion on it in a scroll tube.
- 4 - A locked case (very small) containing a Scarab of Protection.
- 5 - A Wand of Negation is found. It has one (1) charge left.
- 6 - Splint mail (+3)
- 7 - Dagger (+1)
- 8 - Necklace of Prayer Beads; bead of Curing, Atonement, Curing, Blessing, Karma, Karma, and 25 other precious stones. In a locked jewelry case.
- 9 - Wand of Magic Detection with 18 charges left.
- 10 - Silver sword (+1; +2 vs. magic using and enchanted creatures)
- 11 - 1 scroll Protection From Lycanthropes in a locked scroll tube full of poison gas.
- 12 - Stone axe (+1)
- 13 - Wand of Wonder with 4 charges left.
- 14 - Splint mail (+4)
- 15 - Chain mail (+2)
- 16 - 1 Potion of Growth carried by monster
- 17 - 1 Potion of Diminution carried by monster
- 18 - 1 Potion of Longevity carried by monster
- 19 - Plate mail (+2)
- 20 - Shield (+3) - will crack if any attacker scores a 15+
- 21 - A totally erroneous map which leads absolutely nowhere in a locked scroll case.
- 22 - Iron sword (+5 defender)
- 23 - 1 scroll case with map will lead party to a chest in which is the following. 10 - 100 g.p. gems in a leather pouch; Scroll of Protection from Air Elementals; mace (+1). The chest is locked and Wizard Locked. In addition, it is also trapped. The trap is a Curse spell costing the opener of the chest one stamina point.
- 24 - 1 Potion of Oil of Slipperiness
- 25 - 16,000 g.p. in 3 locked chests. Each chest has a Power Word of Insanity on it.
- 26 - 1 Potion of Longevity
- 27 - Sword (+1)
- 28 - Plate mail (+2)
- 29 - Plate Mail of Vulnerability

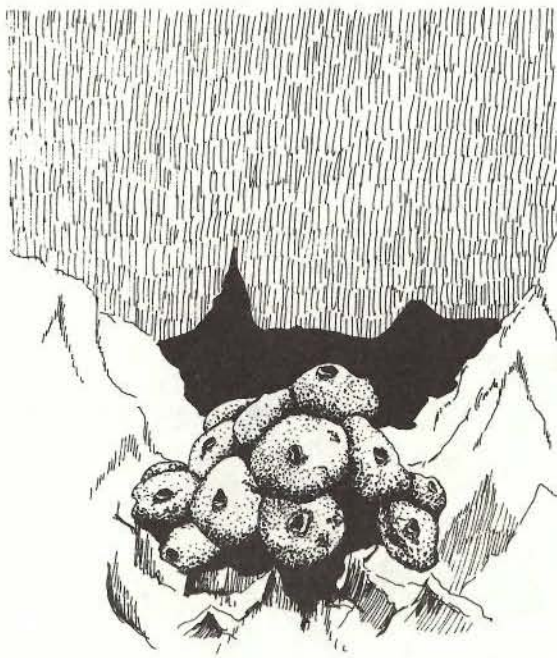


BEASTIARY

AERIEL STALKERS

AC: 3
HTK: 8D8
Damage: 4-16
Special: Surprises 75% of the time; Invisible — minus 4 for opponents to hit

Aerial Stalkers are weak elementals who are servants or vassals to the more powerful types of elementals found on the Plane of Air.



BROWN FUNGI

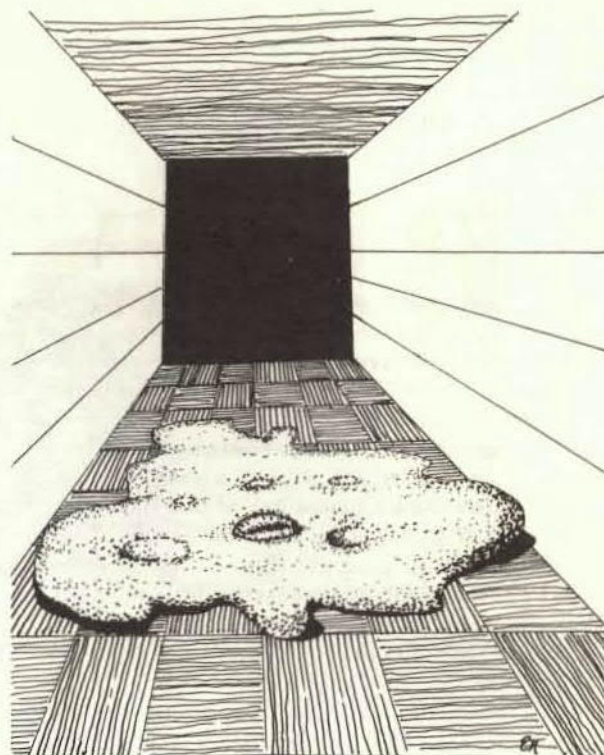
AC: 7
HTK: 8D8
Damage: 1-4, rotting poison

Brown Fungi is apparently a mutation of brown mold. In appearance, they are the same color but the fungi are normally able to launch 1-4 pods 1-6 ft. at an opponent. A hit causes poison to be released into the flesh of the opponent. Within the hour, the flesh of the victim will begin to rot. A Cure Disease will stop the poison and a Cure or Neutralize Poison will cure. Permanent effects of the poison are a loss of 1 point of strength and dexterity if a cure is not received within 10 minutes of being hit. If the disease progresses beyond one day, there will be 25% of contacting another disease from infection.

CARNIVOROUS AMOEBAS

AC: 7
HTK: 10D8
Damage: 3-12

Carnivorous Amoebas are certainly an offshoot species of the gelatinous cube. Carnivorous Amoebas are always found in the large to huge size and almost never found or seen until they reach this size. They appear to be able to completely alter their skin to look like any inanimate object. The Amoeba attacks through use of its digestive juices and suffocation if the victim is small enough. Amoebas are of low intelligence and are always ready to eat.

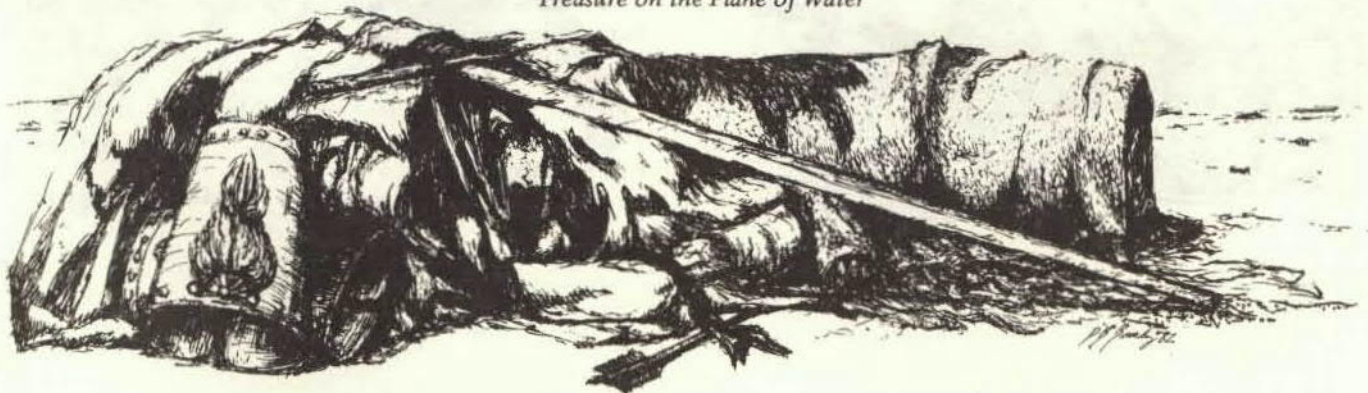


DEATH KELP

AC: 6
HTK: 4D8
Damage: 1-8

Death Kelp is a variety of marine plant life. It can be almost any shade of yellow or green. Death Kelp is slightly mobile and it will move to strike a stationary target. Strands of Death Kelp normally reach a length of 6'-10'. The strands are unusually resilient and rubbery and only edged weapons will do full damage. All other weapon types do ¼ damage. Death Kelp is normally found in a colony of 1-20 strands and larger beds have been reported to exist near certain islands.

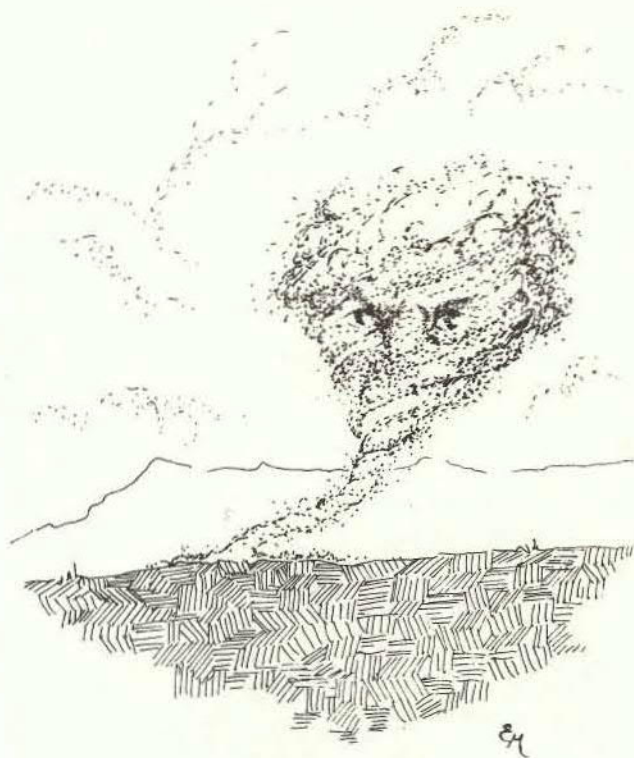
Treasure on the Plane of Water



DUST ELEMENTALS

AC: 9
HTK: 16D8
Damage: 1-6, plus loss of one point of stamina per hit

Dust Elementals are perhaps not wholly elemental. While they are to be found between the Planes of Earth and Air, their actions frequently are tainted with evil acts. What little research is available indicates that perhaps the sire was some form of demon rather than another elemental. The creature frequently attacks all life, attempting to drain it of moisture. The attacks are of such a viscious nature that every hit causes the additional loss of one stamina point as well as the loss of 1-6 HTK. Once the attack is started, it will not cease until someone dies. If summoned, it will always be hostile and if conjured, very difficult. Research as a skill nine spell. In appearance, the creature looks like a large tornado full of sand.



GIANT WORMS

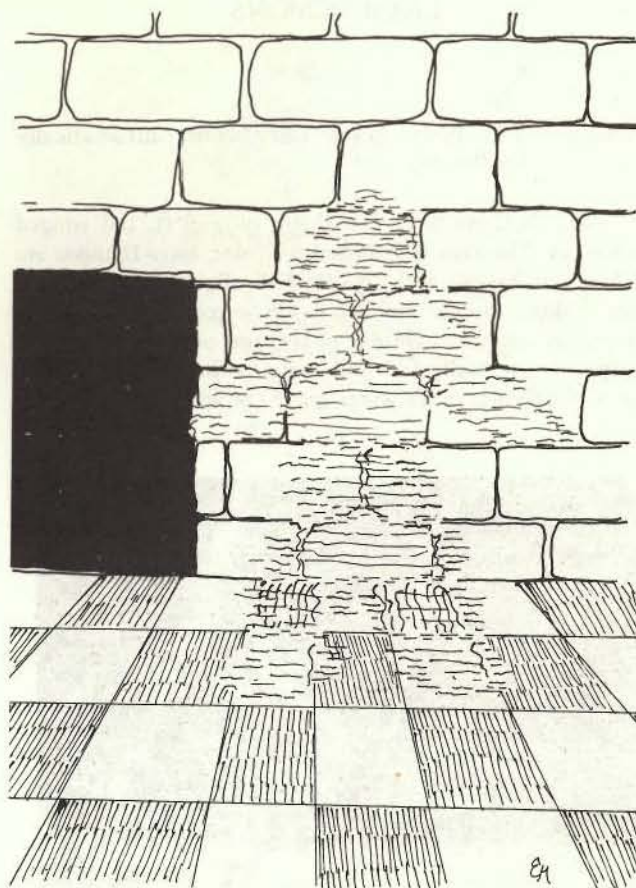
AC: 6
HTK: 15D8
Damage: Bite: 2-24; Sting: 2-8 and poison

Giant Worms strike with their mouths. If a hit is scored there is a 50% chance that a poison sac has released one ounce onto the victims skin. The method of release is by a small tube in the worm's mouth. The creature will typically have 10-20 doses of poison. The worm reaches a length of over 50 ft. when full grown. Coloration has been known to vary, but it is normally a light tan or sand color. The worm will have a large fleshy band $\frac{1}{4}$ of the way from its head. This band is believed to indicate the creatures mating cycle, but information is sketchy.

HEAT ELEMENTAL

AC: 9
 HTK: 4-8D8
 Damage: 2-12, body heat does an additional 2-20
 Special: Can only be hit by +1 weapons or better

The Heat Elemental is found between the Planes of Earth and Air and cannot be conjured for some reason not yet known. It can be summoned (research as a skill seven spell) and if properly commanded and paid (threats rarely work), the creature will do as commanded. While there is apparently no ruler over these elementals (they are fiercely independent), they are rumored to have a loose coalition for defense purposes. Heat Elementals are frequently perceived as heat waves or distortions in the air. When extremely angry, a vague outline of a humanoid shape roughly 12' tall can be discerned. Their bodies are approximately 300° F.



KELP MAIDEN

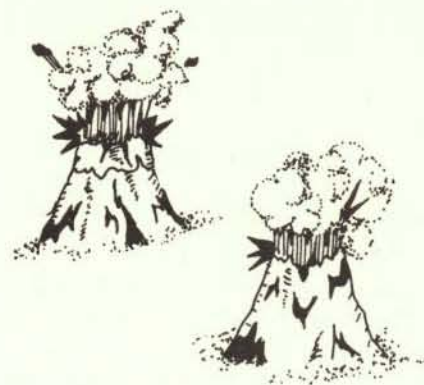
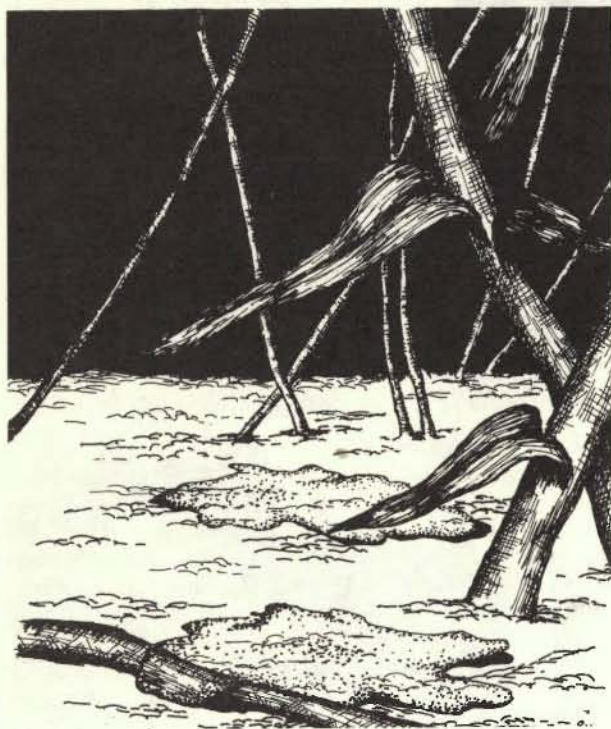
AC: 6
 HTK: 5D8
 Damage: Special

The Kelp Maiden is a plant/animal hybrid. It has the ability to charm any male at -4 to his save. They are normally green in color and have a plus 16 Appeal. The alignment of a Kelp Maiden is probably Neutral Evil although some sages are in disagreement on this point. Kelp Maidens are frequently found near beds of Death Kelp, although no reason is discernable for this. A Kelp Maiden will rarely give up her prey. (Men are tough to find.) When a Kelp Maiden is finished with a man, she will normally (85%) kill him. If a man tries to escape and fails, it is certain to kill him. Kelp Maidens will spend (90%) in the lair if a man is present. If no man is present, they will (75%) be out looking for one.

LAVA DEMONS

AC: 6
HTK: 3D8
Damage: 2-9; Body heat: 1-8; Breath automatically hits for 1-6

Lava Demons have the shape of a 5 ft. tall winged humanoid. The skin is red-black in color. Lava Demons are of low intelligence and Chaotic Evil alignment. They also have a short temper and are easily angered. Their breath weapon is actually a globule of lava spit out at the foe. The creature is unusually fast and is almost impossible to backstab while flying, as the wings get in the way.



OOZE

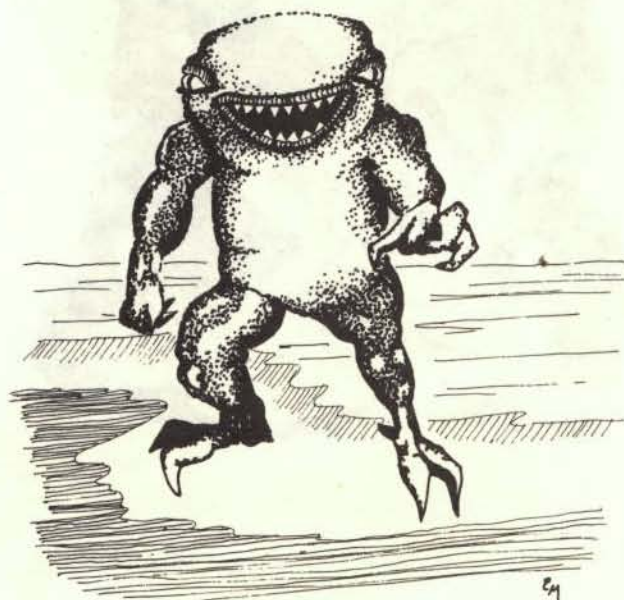
AC: 6
HTK: 4D8
Damage: 2-16
Special: Very corrosive; 75% undetectable to all humanoids who have 40 HTK or less

Ooze is believed to be the parent strain for all other types of ooze. This variety is completely transparent and has no discernable odor.

SEA HULK

AC: 2
HTK: 8D8
Damage: 1-2/1-2/1-10

Sea Hulks are a shallow water relative of the Vodyanoi. The Sea Hulk is a very intelligent creature of Neutral Evil alignment. Sea Hulks range from 4' to 9' tall and are normally either brown or grey-green in color. Sea Hulks are known to cooperate with Mermen for the appropriate pay. There are also rumors of another species of Sea Hulk that is allied with the sea gnomes and elves. This species is rumored to be light green or light gold in color and extremely shy.



SMOKE DEMONS

AC: 4
 HTK: 3D8
 Damage: 1-4/1-4/Breath: 1-4
 Special: When killed, all within 10' radius take one point damage.

Smoke Demons are some form of upgraded wraith. They appear as a 15' tall human with a haggard looking face. From each hand, the creature can cause either invisibility or dancing lights once a day. The body of the demon is like a billowing cloud and the form is somehow maintained by some form of translucent skin. If the creature dies, the skin ruptures, causing a cloud of gas to be released, doing damage to all within 10'.



SNAKE SKELETON

AC: 6
 HTK: 2D8
 Damage: 1-8
 Special: Surprises 70% of time

The Snake Skeleton is an animated skeleton with control being that of its creator. This is accomplished through Medallions of ESP. Its bite may paralyze if the saving throw is failed. The creature is very silent and it attacks with surprise adding plus 3 to the dice roll. If paralyzed, a victim will remain so for 24 hours or until a Neutralize Poison is administered to the victim. The skeleton is 8 ft. in length and 1-2 ft. in width. The bones are frequently dull gray or yellow in color and the creature is turned as a Wight.



Treasure on the Plane of Earth



SWAMP ELEMENTAL

AC: 4
HTK: 15D8
Damage: 4-40
Special: Always attacks the largest creature

The Swamp Elemental is totally omnivorous in nature and outlook and is normally hungry. It is dark green to blue black in color and has dorsal and ventral fins and a single large mouth. A bulk eater, it will always go for the biggest morsel. It is at least semi-intelligent, but has no known language. Research available indicates that it is probably the offspring of a large whale and some other equally large creature.

SWAMP MAN

AC: 5
HTK: 5D8
Damage: 1-10/1-10
Special: Immune to fireballs and lightning

The Swamp Man is greenish green in color, of average height, and carrying no weapons. The creature uses its two fists to hit with and is at best semi-intelligent. Research available indicates that the creature is the offspring of some elemental hybridization. There is no evidence of it being able to exist on the Prime Material Plane. It appears to exist off light and raw organics of any type.



TETRAXOL DEMON OF DARKNESS

AC: 1
HTK: 56
Damage: 1-8/1-6/1-6 — attacks at plus 2
Special: Immune to fire, cold, and lightning

Tetraxol, Demon of Darkness, is the lord of a small section of the abyss and has currently been assigned to stop anyone who attempts to get to the Nanorien Stones. The Demon cannot be summoned or conjured before the sun has set. He stands about 7 ft. tall and has a very muscular build. His shape is humanoid with the exception of his face which is apparently no more than a collection of shadows through which two amber eyes gaze mockingly out upon the world. It is not known of what exact alignment the demon is — all that is known for sure is that he is evil.



TRIPUS

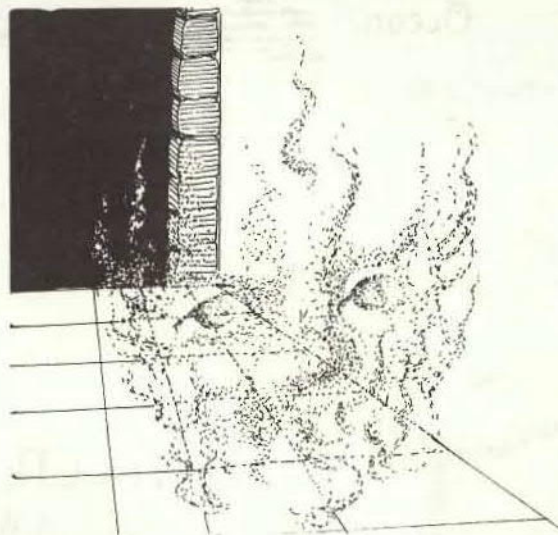
AC: 3
HTK: 8-12D8
Damage: 1-12/1-12/1-3
Special: Never surprised

An adult Tripus is a formidable opponent. Its three arms are tipped by hard, sharp claws. Further, the skin of a Tripus is thick and difficult to penetrate. Besides their trilateral symmetry, the most distinctive feature of a Tripus is the unusual location of its mouth. In the center of the head, the mouth is capable of swallowing whole large objects. Little is known about the breeding or even nesting habits of the Tripus. Developed in the villa of Orlow the Beastmaker, these vicious, ever-hungry creatures have been seen entering the Gate of Neveryon. Apparently, the guards were not willing to hinder them.

VAPOR ELEMENTAL

AC: 9
HTK: 6-12D8
Damage: 1-6

Vapor Elementals are shy and elusive creatures. They are however very curious and frequently will appear as clouds or some form of mist or ground fog. Normally to be found only between the Planes of Earth and Air. They have however drifted over into the Prime Material Plane. To summon or conjure, research as a skill eight spell. Vapor Elementals have no shape to mention and are completely immune to all forms of cold and heat attacks taking two additional points of damage per dice of damage. There are of course much stronger creatures, but they are normally found in the hearts of volcanoes and are always 160 HTK or greater.



WIND SPIRITS

AC: -2
HTK: 16D8
Damage: 1-10 (broadswords)
Special: Immune to Charm and enchantments; are naturally invisible

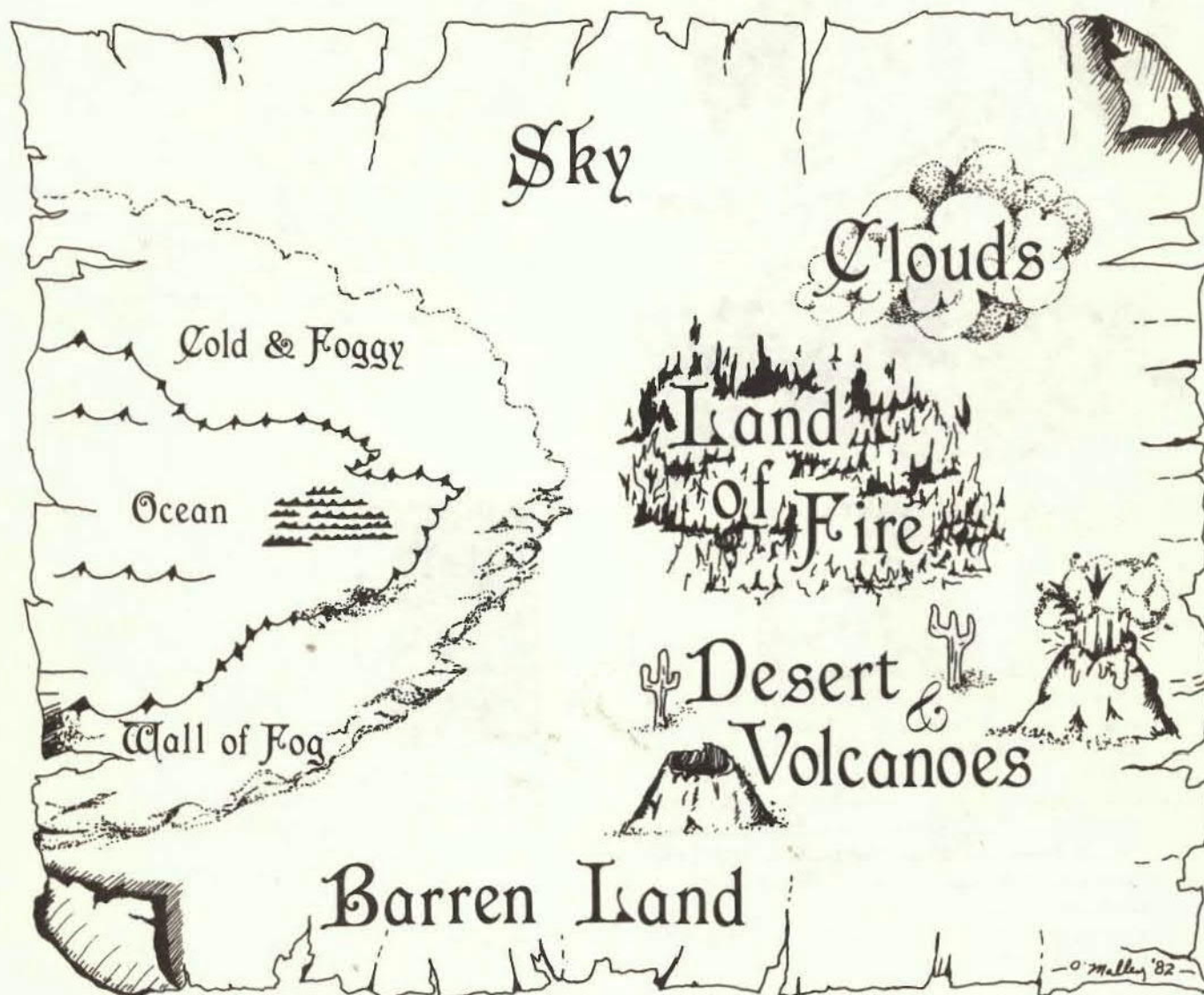
Related to the classical Marut, the Wind Spirit is invisible simply because it is only constituted of air. The special broadswords they wield share this invisibility and are impossible for other than a native of the Plane of Air to even use. Wind Spirits have enough individuality to act as individuals, but legend says they seem to show amazing co-ordination when acting in a group.

ZOMBIE OF THE DEEP

AC: 5
HTK: 10D8
Damage: 2-8/2-8/1-6

The Zombie of the Deep is apparently some form of undead. In appearance, it resembles a small cyclops having just a solitary eye. Each hand is capable of striking for 2-8 and the eye emits a stunning beam of light for 1-6. If the saving throw is failed, the character is blinded for four melee rounds and stunned for three melee rounds. If the saving throw is made, the characters AC goes up two for the melee round. In coloration, the creature is a pallid blue. Neutral Evil.

GAWAINE'S PARCHMENT



- 1 stone in the ocean (middle)? in dark water
- 1 stone under the barren land - enter via chasm
- 1 stone on a cloud?
- 1 stone in volcanic area (sanctuary temple?)





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