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FIRST
EDITION

Storm over Skyreach

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There are whispers that a storm dragon has returned to the mountain kingdom. Soon the whispers will spread and terror will fill the hearts of the people. The king must act fast and your group is the tip of his spear. You must find a way to ascend Skyreach Mountain and penetrate the keep of a missing wizard to find the secret of the Storm over Skyreach!

Storm over Skyreach is a tournament adventure that was originally held at Gen Con™ 22 in 1989 and released again at the 2011 North Texas RPG Convention. It is designed for use with the First Edition Advanced game system and compatible with the OSRIC™ system. The scenario is designed for six to eight characters of 5th to 7th level.



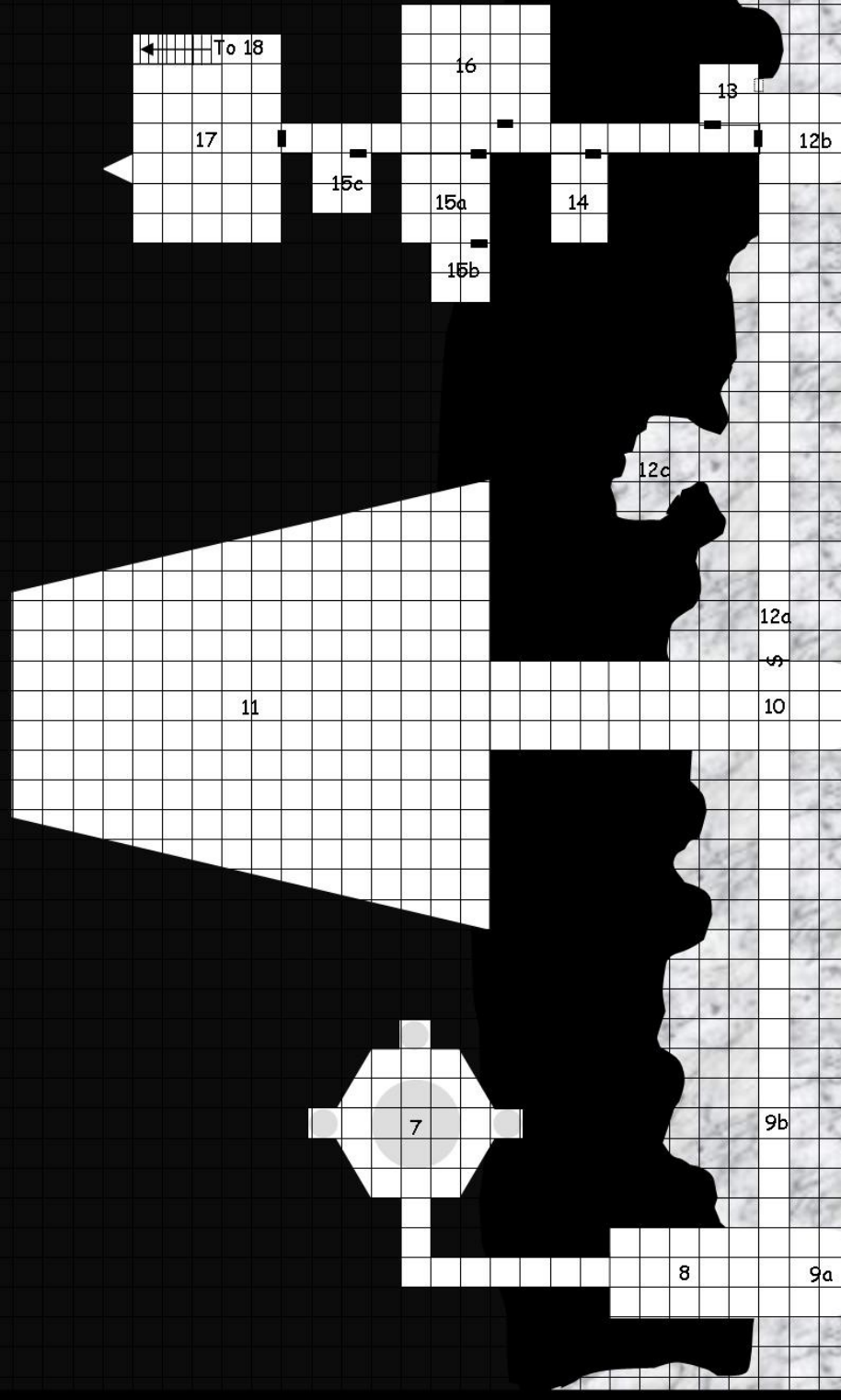
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Storm over Skyreach

Map #2





Storm over Skyreach

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GETTING STARTED

Tournament Information and Introduction

Storm over Skyreach is a tournament adventure for use with the First Edition Advanced game system and compatible with the OSRIC™ system. The scenario is designed for six to eight characters of 5th to 7th level. A balance of character classes is suggested but no particular class is required. Particular emphasis on at least three fighter types is recommended. In tournament play, the party consists of eight pre-generated characters.

This event was originally held at Gen Con™ 22 (1989) in Milwaukee, Wisconsin. The tournament was successful and included 144 players in the first round with a total of 18 groups of eight players each. The second, and final, round consisted of the six top-scoring teams competing for the winner's slot. The scenario has been slightly revised for the 3rd annual (2011) North Texas RPG Con held in Irving, Texas. But for the most part, it is exactly as it was in 1989.

This tournament version of the scenario follows a pre-set course in which the player characters are presented with an overall mission, but must overcome numerous minor encounters to achieve their ultimate goal. The scenario follows the possible reappearance of a powerful, and evil, wizard and his minions, the storm dragons. The player's primary goal is seek out and destroy a recently-sighted storm dragon and determine if the evil wizard, Hilgdred, has returned to spread chaos.

Because this is a tournament, there is little opportunity for actual role-playing. Additionally, the scenario follows a fairly rigid progression of events and encounters. The players may vary the course of the adventure, but only as outlined by the scenario. In short, each group must follow the basic script of the adventure and proceed through pre-set encounters to receive points. When each round is complete, the DM adds/subtracts the points awarded for each completed encounter and a total is generated. At Gen Con™ 22 the points from the first round were used to determine which groups advanced to play in the second round. At the North Texas RPG Con, each group will automatically advance to the second round. The point totals from both rounds are combined to determine the winning group.

This version includes all the information needed to play the adventure as a tournament, but adjustments have been made to make the module fit into a standard game campaign.

Tournament Rules

Equipment: At the start of the tournament, the players will have **30 minutes** to select their characters and equip them. The players may select equipment from the *Players Handbook*. They may not acquire any magical items or exchange magical items with other players.

Spells: Spellcasters cannot change their spell selection at any time during the scenario. Players must use the pre-selected spells that are indicated on the character sheet.

Rest: Unless otherwise indicated, the PCs may rest for the night. They will regain spells and up to 2 hit points per rest period. However, each time the group rests, a deduction of 15 minutes of game time is applied.

Game Time: This tournament has a duration of **3.5 hours**. The players have a maximum of 30 minutes to select characters and equipment. If they complete preparations in less than 30 minutes, they can start immediately and add the unused time to the game time. When the players are ready to start, a timer is set for three hours. When the **three hour time limit** is completed, the round is over, **immediately**, for that group. If a group is in the middle of an encounter, the round still ends at that time.

Character Death: If a character dies, the player must leave the table. He may not assist for the duration of the first round. However, if the group advances to the second round, all players resume play. At the start of the second round, the **entire group** of PCs are included and they are considered to be at full hit points and spells. In the second round, the players may help even if their character has died during play.

How to DM a Tournament: General Advice

Running a tournament adventure is much the same as running any adventure. The only difference is that the players are being scored as they progress through the adventure. Your skill as a dungeon master will be tested. No matter how narrow a particular encounter may be structured, an ingenious player will discover a loophole. Your job is to minimize loopholes, but remain fair. By their very nature, tournament adventures are very narrow in scope. There are a number of encounter areas, some more important than others, which give the players opportunities to score points by having their PCs make the "correct" decisions or actions.

Maintaining a tight control is the hardest thing for a DM to do in a tournament setting. In a regular game, all

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options are open to the players. They can dictate the direction of the adventure as much as the DM. In a tournament, that is not the case. A tournament is a group of encounters – typically set in a particular order – that provide the players with opportunities to score points. There is very little role-playing as a tournament is designed to challenge the skill of the player, not the role-player. That is not to say some role-playing is not important because it can be. But it is impossible to score a team on how well they role-play.

As a DM you must keep the play moving along. If the group stumbles around, let them. But not for too long. It is okay to prod them in a direction from time to time. Do not give them answers, but give them direction. In general, the more encounters a group completes, the higher their potential score. With that in mind, you do not want to push the group. But if they are clearly lost, let them wander for a bit, then give them a nudge.

An important aspect of any tournament is the clock. In this tournament, the group has **three hours to complete each round**. Not all groups will finish in that time, while others will blast through it. Let the players know that the clock is ticking if they seem to be caught up in something completely irrelevant.

Lastly, be fair. In our regular house games we fudge the dice and alter situations when things may be getting out of hand. In a tournament, you must adhere to the strictest guidelines. Dice rolls are dice rolls regardless of the end result. In general, the good and bad will balance in the end. Have some fun and keep the players on their toes.

DM's Background

Hilgdred the wizard was a very powerful magic-user. He had achieved many advancements in arcane lore and study, but primarily in conjuration. His quest for power and knowledge was all-consuming. To that end, he attempted to take the lands around his keep by force. By acquiring the neighboring kingdom for his own, he reasoned he could increase his wealth. An increase of wealth would increase his ability to gain powerful magic. In his first attempt, he was thwarted and he retreated to his keep. Fearing the trapped wizard, his opponents simply left him alone.

Several years later, the wizard massed another army and attacked. This time the army was supported by a

horde of dragons – a dragon type never seen before. They were called storm dragons and with their help, Hilgdred's army was on the verge of victory. But, unbeknownst to Hilgdred's opponents, the storm dragons rebelled. They simply abandoned Hilgdred in the dead of night. The next morning the army of evil was once again routed. Hilgdred retreated to his keep, but his time he was pursued. The keep was sieged and eventually razed. But the evil wizard was not found.

Later it was discovered that the wizard had a secret lair high atop Skryeach Mountain. It was also learned that he had created or summoned the storm dragons. What happened to the dragons was not known, but it was assumed they were merely summoned from another plane. But since neither Hilgdred nor the dragons were sighted again, the issue was laid to rest. The truth of the rebellion by the storm dragons is known only by Hilgdred and the dragons themselves. Also unknown was the fact that Hilgdred had given up on his idea of conquest. He had better things to do and time was no longer his friend.

Now 50 years after the second defeat of Hilgdred, a storm dragon has been sighted. Old fears have resurfaced and this time a pre-emptive strike to stop the wizard is set in motion. A group of adventurers has been summoned to the palace of the mountain kingdom. Their mission is to find the wizard's secret lair on Skyreach Mountain and determine if there is a threat. If a threat exists, the adventurers are to take action to end the terror of Hilgdred and the storm dragons.

How to be a Player in a Tournament Setting (read this to players)

A tournament is a competition. It is important for you to understand that your team is being scored based on its success and failure. Each encounter has opportunities to gain or lose points. Basically, each encounter you face will have a set scoring table that the DM will use to award, or subtract, points from your group's total. Sometimes you can earn points by simply making a good decision and other times you only earn points for combat. You will not be scored on your role-playing ability.

Unlike a regular game session at home, a tournament is a timed event. Your group is given a mission and you have three hours of table time to complete that

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mission. When the DM starts the **Player Introduction**, the tournament has started for your group. At that point it is up to you to get the job done. That does not mean you have rush through every encounter, but it is important to watch the clock. Tournament scoring is very specific. You gain points for solving a problem when faced with an obstacle. You will never gain points for sitting in an inn and discussing the finer points of which type of room to rent.

Let everyone have a voice during the event. This is about solving problems and getting it done. Great ideas come from all players, so get involved. That said, be organized. Have party caller or leader. Set your marching order and stick to it. Disagreements happen, but find a way to resolve them quickly and without reservation. Your group will not handle every encounter perfectly, and if you try, you are sure to get caught up in the smallest of details that will erode your game time before you know it. If you are constantly shifting your

marching order, or changing things, you are going to waste valuable time.

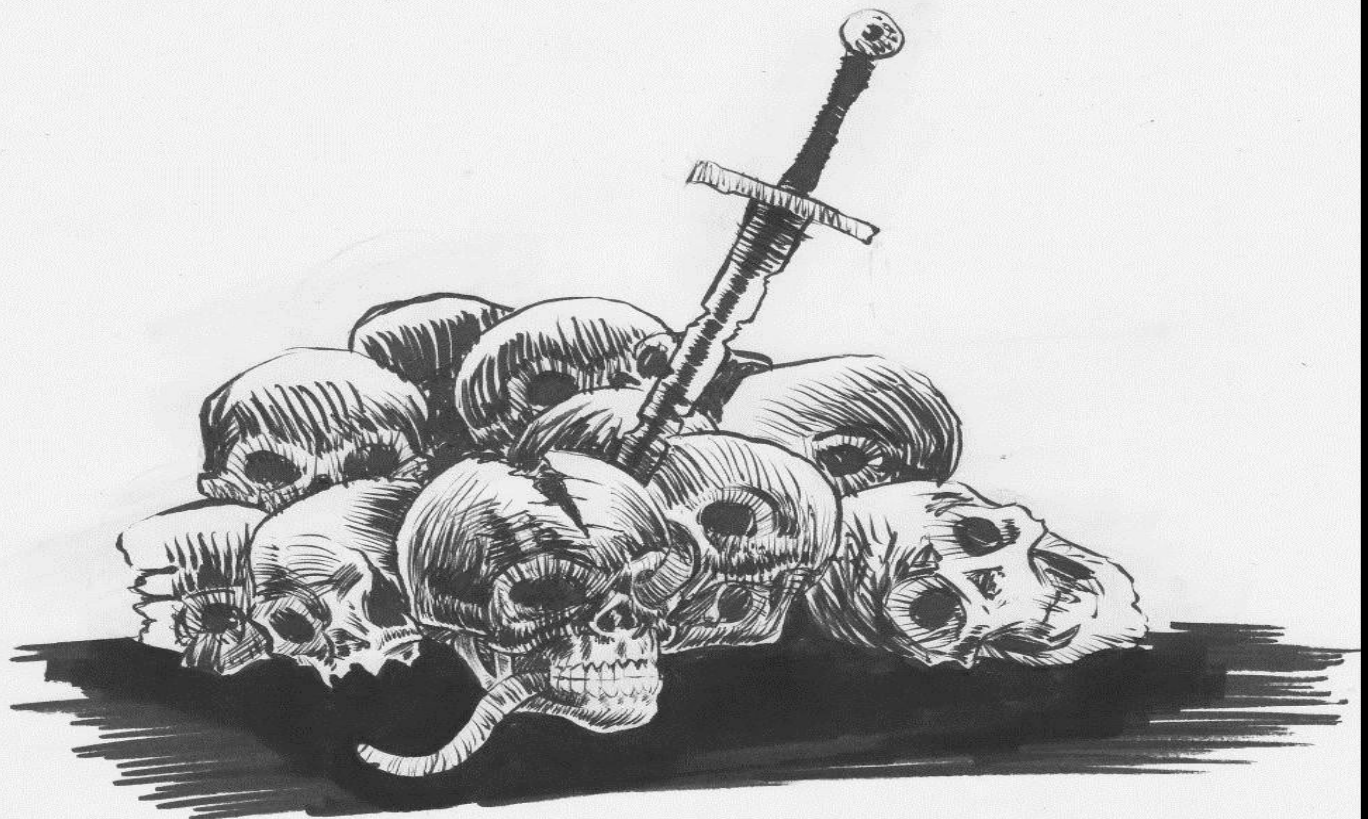
Finally, don't forget to have fun. Sure, a tournament is serious, but it is also a great opportunity to play the game in a different way. Every group is going to gain and lose points. Don't be so stressed that you forget to enjoy yourself. Nobody wants to lose the tournament, but it would be a real shame if you did not enjoy it.

Campaign Setting

This module is designed to fit most any campaign setting. All you need is a mountainous area. There are no maps included for the outdoor portion of the adventure, and you can make your own or skip it entirely.

Start the Adventure

At this point you are ready to start the adventure. Go to Section 2 and read the player introduction.



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PLAYER START

Round One Start

Player's Introduction

"I apologize for this hasty meeting ladies and gentlemen, but I am sure you will soon see the need for swiftness," rasps the elderly king. It is just past midnight and the moon is full in the sky. The palace is all but deserted and only a few guards patrol the grounds. Standing next to the king is his advisor and a young elf. The elf is clad in brown and green, but a glint of metal betrays the chainmail hidden under his tunic.

"This young elf," the king continues, "has some terrible news from the north. It seems he has sighted a storm dragon, and a large one at that. I should not have to tell you what happened the last time these creatures came to our lands. But then again, some of you are young and others have a foreign countenance.

"A little more than 50 years ago, the vile wizard Hilgdred formed an army and attacked our lands. The army was headed by a small horde of dragons of a type that none had seen before. The dragons, now called storm dragons, savaged our army and easily destroyed any resistance. We managed to reform our forces, with some help from our neighbors to the west and east, and waited for the morning and the final battle. But for some reason the storm dragons had disappeared. We have always assumed they had some sort of short-term pact with Hilgdred and with victory in his grasp, he dismissed them. We triumphed that day and pursued the wizard's forces to their keep. We laid siege and destroyed the place. Only later did we discover the wizard had a secret lair on Skyreach Mountain. But our forces were tired of battle and we ignored it. Besides, there was no solid confirmation the lair actually existed.

A tribe of barbarians make their home in the lands around the mountain and they permit no intruders. They believe their gods live at the peak of the mountain. The barbarians are technically within the confines of the kingdom, but we have an informal arrangement with them. Live and let live has sufficed. Besides, Skyreach is a desolate mountain and the lands around it are wild. But I digress from the point.

"This young elf ranger witnessed the storm dragon as it swept out of the sky and snatched up a cow like a

hawk catches a mouse. The dragon, carrying the cow, flew back in the direction of Skyreach Mountain.

"What is of critical importance is that a storm dragon has resurfaced. It's presence has not been reported by any but this elf. But sooner or later, the populace will be alerted. The talk of Hilgdred's return will spread like a wildfire. I will not sit idly by while this occurs. Your mission is find the lair of Hilgdred on the mountain. There you will surely find the storm dragon. Learn what you can. Kill the dragon or chase it away. It is my belief that the dragon is simply returning for some other reason. After all, neither the wizard nor a storm dragon has been sighted in 50 years. But I prefer to be cautious in this matter. Your reward is 10,000 gp. It is a three day journey to the lands around the mountain. You must make haste and leave immediately."

DM's Description: The players may ask questions of the king, but it must be pointed out that the tournament has started and the clock is ticking. The ranger has no further information to share about the dragon. He knows the mountain is a dangerous place and scaling it will take no less than three days. The assumption is that the wizard's lair is on the south face of the mountain.

The king also has no further information about the dragons. He can give a general description, as can the ranger. The king will tell the PCs that the barbarians are reclusive and they do not tolerate intrusion in their lands. They are also very superstitious and they view the mountain as sacred. The king will comment that the wizard surely knew this but somehow managed to build his keep in secret. The irony of the barbarians defending a wizard's lair is very frustrating to the king.

It is a three day journey to the mountain and the PCs are to use the excuse that they are hunting a renegade troll, not unusual for these parts. There is a single encounter for this portion of the adventure. In the village of Nogham, the PCs will encounter Hilgdred's apprentice, who is now a semi-lich. Move to the Nogham section of the adventure.

Encounter #1: Nogham

The countryside is making the transition from fertile valley lands to rolling hills and endless pastures for cows, sheep and goats. The occasional merchant and small caravan have passed you on the road and they are eager to hear of your troll hunt. The mountains are growing to the east and west as you travel north and soon the land will be colder and more stark. It is the end of your second day on the road and the lights from the village of Nogham are in sight. The village lies at the crossroad where the Great East Road follows the eastern pass toward the ocean 300 miles away.

Nogham's most notable feature is the sprawling inn and tavern, the Stoned Giant. A statue of a stone giant stands in a large circle of flowers and it holds the sign noting the entrance to the inn. Many of the patrons are making their way out of the place, some singing loud wenching songs. A stable boy rushes forward and greets you. He takes your mounts to the stables.

A serving girl watches you enter and sighs. Apparently, she was ready to head home. She ushers you over to the bar, as all the tables have been cleaned for the night and their chairs up-ended. The barkeep takes your orders and returns quickly with food and drink.

DM's Description: The barkeep is the owner of the inn. His name is Boldin and he is friendly to the PCs. He is a retired adventurer – a dwarf fighter. He will converse with the PCs but he has no interesting information.

If asked about Skyreach Mountain, he will relate a story from his youthful days as an adventurer. He and his group of companions had heard a rumor of a secret keep that was hidden on the mountain above the cloud-enshrouded peak. The group discovered a cave system directly beneath the mountain. But before the group could investigate, they were assaulted by a band of stone giants. The dwarf will reference the statue outside and mention it was a gift from his wizard comrade. But after the battle with the stone giants, the group was too badly damaged and they left the mountain and never returned.

After the PCs have had time to question Boldin, they will hear a disturbance from outside the inn. If they exit the inn, they will see a house across the street is on fire. A

child is trapped on the second floor of the building. His mother is crying for help in the street.

Flying over the house is a black horse with bat-like wings. The horse is mounted by a heavily-robed skeletal figure. The rider, a semi-lich, holds a red skull in its hand. With a sinister laugh, the semi-lich hurls the skull and it lands near the PCs' feet. As the skeleton rides away it shouts, "Soon I will have the Arcanum and you will all be destroyed!"

From the eye sockets of the skull, eight shadows emerge and attack the PCs. The semi-lich has also used its *wand of negation* to free the petrified stone giant and it will regain its true form one round after the PCs' exit the inn. The giant will fly into a berserk rage and attack until dead. A single PC may attempt to rescue the child from the house, but the PC will be unavailable for six rounds.

The semi-lich was Hilgdred's apprentice. His name was Astragar and Hilgdred performed an experiment on him in hopes of discovering immortality. The experiment ended with Astragar becoming a semi-lich. His appearance in Nogham is purely coincidence, but the players may assume it is Hilgdred turned into a lich. The semi-lich will be encountered in the second round of the tournament.

The skull is made from powdered ruby and worth 1,000 gp. The PCs may rest for the night at the inn with no penalty to game time. If they stay for an additional night (s) a 15 minute penalty (per night) will be applied to the game time balance.

Shadow (8) AC 7; HD 3+3, hp 20 (x4), 18 (x4); #AT 1; Dmg 1d4+1; SA strength drain; SD Undead, +1 or better to hit; AL CE; MV 12"; SZ M; Thaco 16; Exp 255 +5/hp

Stone Giant (1) AC 0; HD 9 +1-3, hp 51; #AT 1; Dmg by hand 3d6; SA None; SD None; AL NE; MV 12"; SZ M; Thaco 12; Exp 1,800 +14/hp

Encounter #2: Cloudbreaker

The PCs have entered the foothills beneath Skyreach Mountain. Night has come and they have made camp at the base of the mountain which is still nearly a day away.

You awake to a terrible sound. It seems as if the heavens are crashing down about you. It is still night but the stars are hidden behind rolling storm clouds. Lightning flashes and thunder echoes through the foothills. Now comes the rain, pelting you like hundreds of tiny stones.

The howling wind carries a strange sound that pierces the resounding thunder. It is the sound of an arrow in flight, only a thousand times louder. A silvery-blue creature borne on massive wings rockets overhead in a blink of an eye. A single explosion of thunder throws your camp into shambles. You are sprawled in the muddied earth and blackness floods your mind as your pain-racked ears scream for relief.

DM's Description: The PCs have just had their first encounter with a storm dragon. The dragon, Cloudbreaker, passed over their camp creating sonic boom (only for use in this scenario). The PCs are not damaged but have been rendered unconscious. Cloudbreaker has taken one of their horses.

In tournament play, the PCs are captured by the local barbarian tribe while unconscious. In non-tournament play you may wish to simply let the PCs continue toward the mountain. It is up to you to determine how and if they encounter the barbarians. If the PCs meet (on friendly terms) with the barbarians, they shaman will cast detect lie (in secret) as the chief makes inquiries. In any case, the PCs will have to discover who use the magic platform or learn about the cave system in order to approach Hilgdred's keep atop the mountain.

The PCs will awake a few hours later only to discover they have been captured by the barbarians that live beneath Skyreach Mountain. Read the following player description:

Your arms and legs ache severely from muscles that have been knotted or strained for most of the day. You and your companions hang from a giant oak tree. Ropes lashed to your wrists hold you tight. Even your feet are lashed together at the ankles. The ground is 15 feet away. A lone sentry notices your awakening and with a bird call he alerts the tribe.

In just a few minutes, several hundred barbarians including women and children assemble around the tree. They point and laugh at your circumstance. But slowly the laughter turns more ominous and angry shouts arise with an alarming frequency. As you watch the crowd becomes more aggressive, two men move in your direction. One of the barbarians carries a skull-capped staff that reaches eight feet in length. He is clearly the tribal shaman. Behind him walks a larger man with an authoritarian stride. His white beard and hair mark his age. He carries a spear that looks to be solid silver. The men stop and converse in hushed tones. All the while the crowd grows more belligerent.

The shaman raises his staff high, and then a brilliant flash of red light silences the crowd. The king steps forward.

"Who are you to trespass in our kingdom? What brings you to the sacred mountain?"

DM's Description: The players have two options in dealing with the barbarians. Tell the truth or lie. The direction of the adventure will move forward based on that decision. The shaman has cast a *detect lie* and if the PCs lie, red flame will erupt from the skull atop the staff. If the PCs tell the **truth**, go to **Section 5: Valley of the Spirit**. If the PCs **lie**, go to the **Section 6: Caverns Deep**.

Valley of the Spirit

The barbarian king takes a moment to consider your story. He glances at the shaman who nods in the affirmative.

“You have been truthful. Go to the Valley of the Spirit and search out the resting place of the First One. When you have found it, swear allegiance to the tribe of the mountain. Then, and only then, will you be allowed to climb the mountain. If you fail to appease the First One, the gods will smite you off the mountain and you will be cast into the furnace below.” The king finishes and he gestures to several warriors. The men hurl their spears! A moment later you have fallen to the ground. The crowd breaks out in laughter.

The shaman steps forward and draws forth a small silver bowl and a bone-handled knife. Each of you in turn is asked to extend a hand. The shaman cuts you, adding a sinister smile with each slash, as several drops of your blood splash into the bowl. He adds some of his own blood to the mixture. The shaman points to the base of the oak tree where your equipment has been unceremoniously piled. As you equip yourselves, the shaman speaks, “I shall know if you triumph or if you fail. The blood of your life will turn to dust with your assured failure. But in the unlikely event you succeed, it will turn to silver. Either way, I will rejoice. Now go to the Valley of the Spirit to the north.” The shaman walks away laughing to himself.

DM’s Description: The PCs have the opportunity to become honorary members of the tribe. They only have to find the bones of the first barbarian chief that are hidden in the sacred valley. When this task is accomplished, the PCs will be given tribe status and the First One will give them a clue that can get them up the mountain. If the players are confused, you can explain this through the shaman. At this point, start the Valley of the Spirit section at location #1.

Location #1 – The Edge of the Valley

The path to the valley is an easy one to follow. The valley now lies before you. There are no slopes leading into the valley. Tall cliffs surround the sacred place. Creeper vines grow in some sections along the walls. Near where you stand, a large fire pit holds ash and what appear to be bones.

Scattered throughout the valley are enormous ash trees. Many are so tall that they surpass the rim of the cliff which is 100’ above the valley floor. The valley floor is mostly covered with jack pines. A small river falls over the cliff at the north end. The waterfall cascades down the cliff wall, forming five pools, as it descends into the valley.

DM’s Description: If the PCs decide to skip the search for the First One and head for the mountain, they will be captured by a horde of at least 100 barbarians. They will be brought back to the chief and shaman. At that point they will be thrown into the cavern (per **Section 6: Caverns Deep**).

Entering the valley can be accomplished by a variety of methods. If the PCs have enough rope, they can climb down without incident. There are three other methods which include using one of the tall ash trees, climb down the creeper vines, or use the pools of water as a staircase of sorts.

Climbing down an ash tree only requires the PC make a combined ability check. Add the strength and dexterity score of the PC and divide by two. The player will then roll a d20 and if the result is equal or less than the str/dex average, then the character has successfully leapt to a tree and climbed down. If the PC fails to make the roll, they will fall the 100 feet and suffer 10d6 damage from hitting branches and striking the ground.

Climbing down the creeper vines requires the same ability check roll as leaping to a tree, but a +2 bonus is applied.

A group of 10 stirges have their nests in the creeper vines. They will attack the PCs when they are half way down the cliff wall (50’). A PC may attack a stirge at -4 to hit (one hand has to hold onto the vines). Any spell requiring movement is not allowed. A PC moves down the vines at 10’ per round.

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VALLEY OF THE SPIRIT

The PCs may also jump from pool to pool at the cascading waterfall. This is safe and no ability check is required. However, a pair of migrating water weirds are located in the second pool from the top. They will attack any PCs that enter their pool. If disrupted, they will continue their migration and ignore the PCs.

The fire pit contains a *ring of delusion* under some of the bones. A PC that wears the ring will immediately think he can fly. The affected PC will then move to the cliff edge and jump unless stopped by another PC.

Stirge (10) AC 8; HD 1+1, hp 6 each; #AT 1; Dmg bite 1d3; SA blood drain 1d4 (max 6 hp); SD None; AL N; MV 3"/18"; SZ S; Thaco 16; Exp 36 +3/hp

Water Weird (2) AC 4; HD 3+3, hp 21, 20; #AT 1; Dmg N/A; SA save vs. paralyzation or drown in 2d4 rounds; SD Edged/pierce weapons inflict 1 damage max, fire does 1/2 damage; AL CE; MV 12"; SZ M; Thaco 14; Exp 370 +4/hp

In the Valley

When the PCs reach the valley floor, they are free to navigate as they please. There are no pre-set location-based encounters with the exception of the Roc's nest. As the PCs move about the valley, there are three possible events that will give them clues to the location of the First One. No map is included for the valley.

Event #1: The Bear

A lone black pine stands in the clearing you have just entered. The tree sways with forceful lunges of an angry cave bear. The bear is preoccupied with a raccoon that chatters in panic. The bear continues to rend the tree, oblivious to your presence.

DM's Description: The bear will take three rounds to bring the tree down and he will then catch the raccoon and kill it. The bear will ignore the PCs unless it is attacked. It will fight until it is has 10 or few hit points at which time it will flee. The bear can be scared off by magic, if it is impressive.

The raccoon may help the PCs if it is rescued. It knows there are some human things in a Roc's nest at the center of the valley. It can give basic directions. The PCs

must be able to speak with animals to communicate with the raccoon. Speaking to the bear will not have any effect and it will continue to chase its meal.

Cave Bear (1) AC 6; HD 6+6, hp 40; #AT 3; Dmg claw 1d8, claw 1d8, bite 1d12; SA Hug if claw to hit roll = 18 for 2d8 dmg; SD None; AL N; MV 12"; SZ L; Thaco 13; Exp 475 +8/hp

Event #2: The Dryad

In the midst of a thick growth of pines you find a giant oak tree. The tree has no lower branches and its very gnarled with age. Emerging from the tree, as if an apparition, a slender female figure steps in your direction. Her grey eyes seem to glow in the shadow of the tree.

"Why do you enter my home, strangers?" she asks in the elven tongue.

DM's Description: The female is a dryad. She has no intention of enslaving any of the male PCs (in tournament play). Her only wish is for the PCs to leave the valley. She is aware of the Roc's nest, but will only mention it if the barbarians are brought up in conversation. She will say the barbarians usually look for that location.

If attacked, she will immediately retreat into her tree.

Dryad (1) Stats not required.

Event #3: The Spider

One of the huge ash trees rises before you. Tall grass surrounds the tree on all sides. The grass shifts like a restless ocean as the warm summer breeze blows about. It would be a very serene picture if not for the armored skeleton that lies against the tree.

DM's Description: The skeleton is that of an adventurer who picked a bad spot to rest. He was poisoned by the giant spider that lives in the tree's upper branches. The bones of other creatures litter the ground, but they are hidden under the grass. There are webs in the tree, but they cannot be detected from the ground. The spider will climb down the tree on the opposite side of the skeleton

to avoid detection and attack any PC that investigates the skeleton. The spider will attempt to poison the PC and then retreat to the upper reaches of the tree in hopes the PC will be left behind when the group leaves the area. It will then come back down and feast on the carcass.

The skeleton and its possessions have been weathered and decayed great deal over the years. The plate armor is pitted and beyond use. The skeleton holds a bone scroll case in one hand. The case contains a map of the valley. There are no distinguishing markings on the map, but if a *read magic* is cast on it, writing in common will appear. The writing will indicate the location of the Roc's nest.

Giant Spider AC 4; HD 4+4, hp 34; #AT 1; Dmg 2d4 +poison; SA poison is save or death; SD None; MV 12"; AL CE; SZ M; Thaco 15; Exp 315 +5/hp

Location #2: The Roc's Nest

DM's Description: The roc's nest and final resting spot of the First One is located in a tall ash tree near the center of the valley. The nest has been abandoned for 300 years, but

remains intact. This is partially due to the fact it is the grave of the first barbarian chief. Climbing the tree is not overly difficult and each PC must make a combined strength/dexterity check (as in Location #1 of this section) with a +2 bonus. Failure indicates a fall of 50' and 5d6 damage.

Inside the roc's nest the PCs will discover the bones of the First One. The PCs simply need to swear allegiance to the tribe. Each PC must swear his allegiance or nothing will happen. If all the PCs comply, a spectral image of the first barbarian chief will form over the bones. The spectral chief will welcome the PCs to the tribe and ask their business. The chief cannot answer any questions regarding Hilgdred or the storm dragons. If asked about the scaling the mountain, he will simple say the following: "Circle to the Sky or Circle to the Below. These be your choices." He will then point in the direction of the mountain, and specifically to the location of the circular slab (see **Section 6: Caverns Deep**: Location #1). The apparition will then fade away.



Caverns Deep

If the party lied to the barbarians, read the following boxed text.

If they have come from the Valley of the Spirit, read the Location #1 boxed text. Use Map #1 and Map #2.

“It is the law that you be sacrificed to the mercies of our gods who live on the mountain. You shall be cast into the pits of Skyreach where you shall live in darkness and pain for the next thousand years!” shouts the king. The crowd cheers and then disperses. You are cut down from the tree. The bindings that hold your wrists are not removed, but your legs are free. A procession of 50 barbarian warriors leads you toward Skyreach. You struggle to keep your balance on the rocky trail, but after half a day, you arrive at a small plateau.

In the center of the plateau a perfect circular hole forms a black void the descends into darkness. The hole is 20' in diameter. Lying close to the hole is what must be the slab that was removed to form the hole. Magic must have been used to remove the slab. It is two feet thick and perfectly smooth.

A cool breeze rushes up from the void. The smell of stagnant water is evident. As your eyes adjust to the darkness, you can see water about 50 feet below. The water fills a large cavern that appears to be about 100 feet in diameter. A corridor is located on the western side of the cavern, which is closest to the mountain.

DM's Description: The barbarians will move the PCs to the edge of the hole. They have brought the PCs' possessions and the troop leader will ask each PC, in turn, which items they wish to take to the afterlife, as is their custom. Each PC may select one weapon and one item from his own equipment list. All others are removed from the character sheet with the exception of rings (which the barbarians did not initially remove). Also, spell casters have retained their material spell components. After the selections are complete, all the PCs are held over the pit with each PC held by two barbarians. A third barbarian cuts the wrist bindings and the PCs are dropped into the pit as a group. Consult the Caverns Deep map (location #1).

The fall will not inflict any damage and the PCs may swim to the corridor. However, there are eight giant leeches in the water. The leeches will attack the PCs, but no more than one leech per PC. Near the location the PCs

entered the water, a short sword lies at the bottom of the cavern. The water is only 15 deep and a PC can easily dive down to find it. The sword has a slight glow and can be spotted by a PC taking the time to scan the area. The weapon is a *short sword +1/+3 vs. enchanted creatures*.

The ledge will give the PCs access to a long corridor that reaches deep inside the mountain. There is a short stair that leads down to the corridor from the ledge. The corridor is filled with water that is two feet deep. That is location #2 on the Caverns Deep map.

Giant Leech (8) HD 2, hp 10 each; #AT 1; Dmg 1d4; SA blood drain 1d4; SD None; AL N; MV 6"; Thaco 17; Exp 160 +4/hp

Location #1: The Pit and the Slab

It has been a steady, but gradual, climb through the foothills of the Skyreach Mountain. You are moving toward the south slope when you come to a small plateau. In the center of the plateau a perfect circular hole forms a black void that descends into darkness. The hole is 20' in diameter. Lying close to the hole is what must be the slab that was removed. It is two feet thick and perfectly smooth.

A cool breeze rushes up from the void. The smell of stagnant water is evident. As your eyes adjust to the darkness, you can see water about 50 feet below. The water fills a large cavern that appears to be about 100 feet in diameter. A stone ledge is located on the western side of the cavern, which is closest to the mountain.

DM's Description: If the PCs have come from the Valley of the Spirit, they may be in possession of the key to ascend the mountain. The secret lair near the apex of Skyreach Mountain was not originally built by Hilgdred. It was the keep of another wizard that died before the barbarians came to the mountain. Hilgdred came upon the location of the lair when he discovered the journals of the wizard when he was still an apprentice at the Acaem – a repository devoted to all things arcane. Hilgdred took possession and used it as a secret base to conduct experiments.

In order to build the lair, the wizard created a magic elevator using the slab on the plateau. He also discovered

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the cave system beneath the mountain and created a secret emergency entrance in the event he was attacked.

The slab has the ability to levitate when the command words “Circle to the Sky” are spoken. The PC that utters the command word must be standing on the slab or nothing will happen. If the PC uses the “Circle to the Sky” command from the plateau, the slab will ascend (immediately) to Skyreach Keep (**Section 6 Caverns Deep**: Location 9a). The slab will return to the plateau if the phrase “Circle to the Below” is used.

If the phrase “Circle to the Below” is used while the slab is on the plateau, the slab will immediately teleport to the Abyss. It will remain there for one full turn. Any one on the slab will be attacked by a Type III demon (max hps). The demon will not return to the prime material plane when the slab returns to the plateau. The slab will not respond to any commands while in the Abyss. A PC that steps off the slab while in the Abyss, and does not return to the slab before it returns, will be lost forever. The slab never arrives in the same location when it travels to the Abyss.

#2: Corridor

The water-covered corridor has penetrated deep inside the mountain. You have walked for at least 30 minutes and found nothing. Finally, the corridor has reached a carved, rectangular chamber. Like the corridor, the floor of the chamber is covered with brackish water. At the opposite side of the chamber a short stair leads out of the room to another corridor.

DM’s Description: The room’s floor is completely covered with water. It is brackish and it obscures any vision beyond the first six inches. The water in the corridor is approximately two feet deep. The water in the room is also two feet deep with the exception of the middle part of the room (see map). The lower area of the room is six feet deep. A trip wire stretches across the room one foot below the surface of the water. The trip wire is located in the center of the room. If a PC contacts the wire, a five foot wide hole will open in the center of the room draining all the water out of the chamber and corridor in a matter of seconds.

The trap will create a powerful whirlpool effect and any PCs in the deep water will be sucked into the drain and be lost. A PC in the vortex may make a dexterity check to grab the brass trip wire and avoid death. The wire will hold a maximum of two characters. Also, the PCs not in the deep water have exactly one round to save any PCs caught in the whirlpool.

#3: The Statue

Standing in the center of this room is a damaged statue of a female warrior. The statue stands a full 10 feet tall. There are many gashes and chips in the torso of the statue, and its left arm is missing. Behind the statue, hanging on the east wall, is a silver cloak and a gold key.

DM’s Description: The statue is a stone golem. It will not move unless the cloak is taken from the wall. The golem will attack the PC who takes the cloak, but will cease if the cloak is returned. The key can be taken without reprisal from the golem. The cloak is a *cloak of protection +2*. The gold key is required to open the door at location #5.

Stone Golem (1) AC 5; HD 11, hp 60; #AT 1; Dmg 3d8; SA Cast *slow* spell; SD +2 or better to hit; AL N; MV 12”; SZ L; Thaco 9; Exp 8,950

#4: The Blades

Suspended in the center of this room is a silver key. Magic must be at work as no physical form of support can be seen. Spinning around the key are a dozen shining blades that form a protective sphere. A dried pool of blood lies on the floor beneath the blades. Also, dried spatters of blood can be seen on the walls and ceiling.

DM’s Description: The silver key suspended in this room is required to open the silver lock on the door at location #5. The key is protected from all avenues of approach by the spinning blades. If a PC attempts to grasp the key, he will suffer 1d8 damage and lose his appendage (before reaching the key).

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The blades will stop spinning if a drop of blood is voluntarily placed in the pool of blood beneath the spinning blades. A dispel magic will stop the spinning blades for three rounds. Any other spells will have no effect on either the blades or the key.

#5: The Locks

A huge brass door is set into the end of the hallway. The door looks surprisingly clean and untarnished. There are two locks at its center. One lock is gold and the other silver. The door will not move despite all your attempts to move it.

DM's Description: The door can only be opened by using the keys found in locations #3 and #4. No other means of operation will open the door. The locks cannot be picked.

#6: The Wind Elevator – Bottom Floor

A roaring blast of warm air greets you as the door swings open. The chamber beyond is hexagon shaped with a large 30 foot diameter hole at its center. A continuous and powerful flow of air rises from the pit and rushes through an equally-sized hole in the chamber's ceiling. The shaft disappears into darkness above and below.

DM's Description: The air shaft is a crude form of an elevator. Any PC that enters the shaft area will instantly be thrown upward. The character will arrive at location #7 in a few rounds. The PC will be suspended in the chamber, but with some effort he can reach the edge and exit the air shaft.

There are three secret doors in this room that lead to smaller and weaker air shafts. These shafts are used to descend from location #7. An PC that enters any of these shafts will simply float at or above the floor level of the shaft by a few feet, based on the weight of the PC.

#7: The Wind Elevator – Top Floor

The chamber beyond is hexagon shaped with a large 30 foot diameter hole at its center. A continuous flow of air rises from the pit and rushes through an equally-

sized hole in the chamber's ceiling. The shaft disappears into darkness below, but looking up you can see the sky at the end of a 100' long shaft. There are three alcoves that also hold air shafts, but the strength of the air flow is considerably weaker than the main shaft.

DM's Description: This room is the top level of the air shaft. A PC that enters the main shaft area will simply float within a few feet of the floor area, based on the weight of the PC. The alcove shafts drop to location #6. A PC entering an alcove shaft will fall, at a high rate of speed, but eventually the air flow will slow the descent until the PC reaches location #6 at which point the descent will cease.

The secret door in the east wall is poorly hidden from this side and it will be discovered on a 1-3d6 (elves/half-elves on a 1-4d6).

#8: The Wyvern

This chamber recesses into the mountain and is connected to a curved balcony and narrow bridge. Lying in the center of the floor are the skeletal remains of a very large winged creature. The bones appear to move as you watch. They gather and form what must have been an enormous wyvern.

DM's Description: The skeletal wyvern will attack the party immediately. It cannot be turned as it is cursed to guard this platform. However, a successful turn attempt (against a wraith) will inflict 2d4 damage to the wyvern. The wyvern cannot poison its victims or fly. The remains of a cleric lie under the wyvern's bones. The only remaining item of interest is a silver scroll tube (50 gp) that contains a *scroll of five clerical spells: cure light wounds x3, cure disease, resist cold and aid*.

Wyvern (skeleton) AC 3; HD 7+7, hp 49; #AT 2; Dmg bite 2d8, tail stinger 1d6; SA None; SD per skeleton (1/2 damage from edged weapons); AL N; MV 6"; SZ L; Thaco 12; Exp 925 +10/hp

#9a: The Balcony

This stone balcony hangs over the face of the mountain. White clouds shift below and the air is cold and thin. It is a labor to breathe, but you adjust in a few minutes. A bridge of stone leads northward and it disappears into a protruding section of mountain about 120 feet away.

DM's Description: The levitation stone from Location #1: Caverns Deep arrives at this location if it is used correctly. The stone bridge has no railing.

#9b: The Bridge

This stone bridge reaches across a long expanse with virtually no arch. There are no railings on the bridge and strong winds race across its surface.

DM's Description: There is no danger of falling off the bridge, but the PCs will feel the strong winds.

#10: Landing Strip

The bridge ends here in a 20 foot wide corridor leading east and west. To the east, it only travels a short distance before ending at the mountain side. There is no railing at the edge. To the west the corridor leads into the mountain and darkness.

DM's Description: For tournament purposes, the PCs will not find the secret door in the north wall. That is the starting location of the second round of the tournament. The corridor leads to location #11: Cloudbreaker.

#11: Cloudbreaker

Light from the wide corridor illuminates much of this massive chamber. The walls rise into darkness and the ceiling is shrouded in darkness. A pile of treasure is pushed against the south wall of the chamber. Several weapons are visible as are thousands of coins. The half-eaten carcasses of numerous animals lie near the west wall.

DM's Description: There is a recessed ledge directly above the entrance to this chamber. It is high enough that normal light from the entrance does not reach the opening and it will not be detected without direct light applied to the general area. Cloudbreaker the storm dragon is currently sleeping on the ledge. He will awaken when the PCs enter the chamber.

Cloudbreaker will remain hidden in an attempt to ascertain the PCs' general alignment or intentions. He will address them if they attempt to take any of his treasure. He will ask the PCs the customary questions: who are you and what do you want? Based on the answers provided by the PCs, Cloudbreaker will react accordingly. He will attack if he feels the PCs are evil or if they are aligned with Hilgdred. Otherwise, he will simply tell them the story of the storm dragons (if they ask).

The dragon will explain that Hilgdred created the storm dragons here in his secret lair. The dragons were still very young when they led his army. What Hilgdred failed to understand was that the storm dragons had developed a sense of right and wrong and they rebelled against his evil. The dragons simply abandoned the evil wizard to his fate. The dragons agreed to return to the keep after 50 years and Cloudbreaker arrived a bit early to make sure Hilgdred was not home. The dragon is fairly confident that the wizard is gone, but something is stirring within the lair. He will also tell the PCs that Hilgdred had a very powerful book called the Arcanum. It was that book which aided the wizard in his research. He assumes the book is still within the keep.

If pressed, Cloudbreaker will promise to cease raiding the local farms and he will make sure the other storm dragons avoid terrorizing the locals. As a gesture of good faith, Cloudbreaker will reveal the location of the secret door that leads to the Location #12a. This is the starting location for round two of this tournament. This encounter is the last encounter in the first round of the tournament. The round ends when the PCs either finish talking to Cloudbreaker or if they attack him. The combat should be played out as PC fatalities does affect tournament scoring.

Cloudbreaker AC -2; HD 10, hp 50; #AT 3; Dmg claw 1d6+1, calw 1d6+1, bite 5d6+5; SA breath weapon, spells SD magic resistant 50%, immune to lightning; AL NG; MV 9"/48"; SZ L; Thaco 10; Exp 3,000 +/14 hp

Round Two Start

DM Introduction

The second round of this tournament will find the PCs standing in front of the secret door in Location #10. The PCs have met Cloudbreaker the storm dragon and he has located the door for the party and they are free to enter the lair of Hilgdred. The dragon has noticed that something is moving within the lair, but he is too large to investigate. The disturbance is the result of Hilgdred's apprentice search for the Arcanum, a book of terrible power.

The players will use the same character they used in the first round. Each character will be at full hit points and all spells have been replenished. Any items lost in the first round will not be replaced. Characters that died are back in the condition listed above. Read the **Player Introduction** to start this round. Use Map #3 for this section.

Player Introduction:

The mission to this point has been a success. You managed to gain entrance to the secret lair of Hilgdred and found Cloudbreaker, a storm dragon. The creature explained that the storm dragons were actually good and they had rebelled against Hilgdred. They are returning to the place of their birth for the first time in 50 years. The king will be relieved that the dragons do not intend to stay and they mean his kingdom no harm.

But that leaves the question about Hilgdred. Cloudbreaker has divulged the entrance to the evil wizard's inner sanctum and he has suggested that something is moving about the chambers. The dragon cannot enter the wizard's lair, but you must. The second part of your quest is to determine the whereabouts and intentions of Hilgdred, and kill him if possible. The secret door is open and it is time to move on.

DM's Description: The PCs will find themselves on a stone bridge that leads to the entrance of Hilgdred's secret lair. They will start at location 12a.

Location 12a: The bridge too far

The stone bridge reaches across a long expanse of open air to a carved balcony. There are no railings on the bridge and a heavy wind threatens your balance.

DM's Description: The PCs are perfectly safe on the bridge as the wind is not nearly strong enough to topple them. But it is an uncomfortable situation as the ground is two thousand feet away. When the PCs reach the middle section of the bridge, two gargoyles will emerge from their lair and attack. If a gargoyle strikes a PC with both attacks in a single round, the PC must make a dexterity check or be knocked off the bridge. The gargoyles will fight to the death. They have some treasure in their lair (12c).

Margoyle (2) AC 2; HD 6, hp 28, 26; #AT 4; Dmg claw 1d6, claw 1d6, claw 2d4, claw 2d4; SA None; SD +1 or better to hit; AL CE; MV 6"/12"; SZ L; Thaco 13; Exp 275 +6/hp

12b: Balcony

This balcony stretches more than 30' over the face of the mountain. White clouds drift below on strong winds and block your view of the land. A pair of doors is set into the mountainside. The doors are covered with runes.

DM's Description: The doors are protected with a *firetrap* spell. Damage is 1d4+19 or save for half damage. The doors are not locked.

There is a window to location #13 just 10 feet off the balcony to the north. It is closed and locked. A thief can pick the lock and enter. There is the problem of getting to the window, of course.

12c: Margoyle Lair

DM's Description: The gargoyles have their lair in a small cave. They have amassed some treasure including 700 gp, 4 – 100 gp gems, two *potions of extra healing* and one *potion of fire resistance*. The potions are labeled.

Inner Sanctum of Hilgdred

There is only one monster on this level of the sanctum, a drelb. The lair has been empty since Hilgdred's mysterious disappearance 50 years ago. Dust has covered everything. There is no artificial light in the complex and the PCs must provide a light source.

A drelb acts as a haunting custodian and it will attack any intruders on sight. The drelb moves around the level randomly. To determine its location roll 1d6 each turn. On a result of a "6" the PCs have encountered the drelb. If the party has not previously encountered the drelb, they will find it in location #17.

Drelb (1) AC 2; HD 5+3, hp 34; #AT 1; Dmg touch 3d4; SA Chill touch; SD +1 or better to hit; MV 6"; AL NE; SZ M; Thaco 14; Exp 575 +6/hp

13: Library

Book shelves line the walls of this room. A single window is shuttered in the east wall. A single book lies on the seat of a plush chair.

DM's Description: The books on shelves are decayed and have deteriorated beyond use or recognition. The book on the chair is in remarkably good condition. It is magical, but only in as much as it decays very slowly. The book is a journal belonging to Hilgdred. There is just one entry in the book:

"I have made a terrible error. In my quest for immortality, I have consulted the Arcanum. The process is very complex and I experimented on my dull-witted apprentice, Astragar. Initially, I was encouraged as it seemed he was in excellent health and spirit. But today I found him dead in his chambers. No, not dead, but undead.

Of course that was not my mistake. My mistake was performing the process on myself before waiting long enough to see the full effect on young Astragar. Now I must leave my sanctum and find the Deathstealer. Only that vile creature can deliver me from this accursed spell. What that may cost scares me more than my current condition.

Regardless, I will return and consult the Arcanum. Surely the secrets to immortality lie hidden within its

pages. And when I have mastered death, I may just hunt down those traitorous dragons."

Hilgdred refers to the Arcanum, a book he stole from the secretive halls of the Acaem, a repository in the dark lands of the Isle of Blight. Hilgdred left the book and his lair to find the Deathstealer, a powerful demon lord that has been banished to the prime material plane. What has happened to the wizard remains unknown.

The apprentice, Astragar, was forced out of the secret lair when Hilgdred departed. But the undead apprentice has returned in search of the Arcanum and his salvation. The semi-lich as entered the keep at location #25 and can be found at location #21.

14: Astragar's Chamber

A bed, table with matching chair, and a large iron chest mark this room as a bed chamber. A large mural is painted on the south wall depicting a bloody battle. Evil is clearly triumphing over good. A huge, gold warrior clad in platemail is at the forefront of an evil army. Lighting crashes on the battlefield. The word "Deathstrike" is emblazoned at the top of the mural.

DM's Description: This chamber was used by Astragar. The furniture is fragile from neglect. The chest is locked and the key long since lost. The chest holds clothing and a *ring of spell storing: lightning bolt and haste*. The word "Deathstrike" is the code word that stops the brass golem in location #20.

15a: Dining Room

This room holds a long dining table accompanied by a set of four ornate chairs. A fireplace is set into the east wall. A silver candelabra is centered on the table. Six, half-burned candles await flame. The stems of the candelabra resemble snakes. The fireplace contains a pile of black soot and ash. A thin brass poker lies on the floor near the hearth.

DM's Description: This room was used by Hilgdred and his apprentice. There are two seats for guests, but they were rarely used. The only item of interest is the poker which if inspected will resemble an arrow more than a

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fireplace instrument. It is in fact an *arrow of undead slaying*. The silver candelabra is worth 100 gp.

15b: Kitchen

This room is obviously a small kitchen. A preparation counter covered with a vast array of implements lines the south wall. A tall metal cabinet is remarkable as it is not covered with dust. A fire pit in the center of the room is cold and empty.

DM's Description: The metal cabinet is cold to the touch and radiates magic. It is one of Hilgdred's more successful experiments. Everything inside is maintained at a constant 33 degrees. It is currently empty. There is nothing else of interest in the kitchen.

15c: The Cook's Chamber

A small cot and open chest are the only features in this room.

DM's Description: This room was used by Hilgdred's personal cook. The cook attempted to scale the mountain when he ran out of food. His bones are trapped in a crevice a few hundred feet below location #25.

16: Hilgdred's Chamber

A large golden-framed bed and matching chest set dominate this huge chamber. The floor is covered with a varied array of rugs, adding some warmth to the otherwise cold room. The walls are covered with tapestries. Both chests are open and empty. The bed is covered with fine silk sheets which hang over and touch the floor.

DM's Description: A small footlocker is hidden under the bed. It is locked and trapped. The trap is a poison needle variety and it will inflict 20 hp damage to the unlucky thief attempting to open the box. Inside the footlocker is a *cloak of displacement*.

17: Practice Room

It is as if a war has passed through this room. The walls are charred and chipped. The floor is blackened in many places as is the ceiling. Piles of bones litter the floor. More startling is the alcove in the western wall. A red ball of fire hovers three feet of the floor of the room. Directly beneath the ball of fire is a one foot long black rod inset with rubies. A set of stairs leads down in the north section of the room.

DM's Description: If the PCs have not encountered the drelb, it will be in this chamber and it will attack as soon as the PCs arrive. This room was used by Hilgdred to practice spell casting. The remains of one his experiments remains in the alcove. A *temporal stasis* spell holds a *delayed blast fireball* in place. If the alcove is penetrated or entered, the stasis will cease operating and the fireball will explode in two segments. The wand is an illusion and it will disappear with the *temporal stasis* spell. The fireball will fill the entire chamber but it will only deal 6d6 damage to each PC in the area. A PC may save vs. spells for half damage.

Drelb (1) AC 2; HD 5+3, hp 34; #AT 1; Dmg touch 3d4; SA Chill touch; SD +1 or better to hit; MV 6"; AL NE; SZ M; Thaco 14; Exp 575 +6/hp

18: Empty Room

As you reach the bottom of the stairs you come upon a rectangular room. A single hall in the east wall appears to be the only exit. Otherwise, the room is empty.

DM's Description: This room is indeed empty.

19: Traps

DM's Description: The corridors that lead east, west and south from this intersection are trapped. Each has covered pit that is triggered by the door at the end of the hallway. Any PC standing on the pit area will fall in to the pit (when the door is opened) and suffer 1d6 damage from the fall. The secret door in the west hall can only be found and/or opened from inside location #20.

20: Laboratory

The dust covered laboratory you have entered seems to radiate magic of a very dark nature. The air is cold and it chills your spine. Dwarfing the tables and furniture is a massive statue of a warrior clad in platemail. The statue is clearly made of some sort of dark metal and it reflects yellow off your light. The statue is 12 feet tall and it holds a over-sized battle axe in each hand.

The room beyond the statue is of a two tier nature. The level you stand at is the lower of the two. The other level, to the north, is elevated five feet. Long cabinets line the walls of the entire room. Two tables and a fire pit dominate the lower area. The upper tier feature a large desk and plush chair.

DM's Description: This is Hilgdred's private laboratory. He created the storm dragons in this chamber as well as some other strange creatures. The cabinets hold jars and containers filled with strange liquids, body parts and unrecognizable items. The fire pit is filled with bones from creatures that cannot be determined. The tables are blood-stained and in disrepair. The desk has been cleaned up and contains nothing of interest, but four rolls of unused parchment are in good condition.

The statue is an brass golem. If the PCs enter the room, a *magic mouth* will appear on the golem's face and ask the following question: What is my name? The answer is Deathstrike. If the name is not correctly spoken (first), the golem will attack all intruders. It will not chase PCs out of the room.

Brass Golem (1) AC 1; HD 10, hp 50; #AT 2; Dmg 2d10 per axe; SA Sever a limb on a roll of "20"; SD +1 or better to hit, Damage from spells is reduced by 50% prior to any save; AL N; MV 6"; SZ L; Thaco 10; Exp 3,600

21: False Arcanum

You see the ornate book stand immediately as it dominates the small room. The stand is very large and you cannot see what is on the opposite side. But you hear a sickening voice shouting in anger. "This is not it!" exclaims the hidden voice. "Hilgdred, you will pay for this." Then a horrible figure steps away from behind the stand. Remnants of a colorful robe hang off bleach white bones. Small fires burn in the black eye sockets of its exposed skull. The thing holds an obsidian rod.

"No," it shouts, "the book is mine." The skeleton raises the rod and sparks of energy dance off its tip.

DM's Description: The PCs will recognize the creature from their encounter with him at Nogham. This is Astragar the semi-lich. He was Hilgdred's apprentice and he is resentful, to say the least, about his current condition.

Astragar wields a *rod of absorbtion* (8) and he will use it for his first attack. He will also shout, "Deathstrike, intruders!". A second later the PCs will hear the brass golem from location 20 approach (unless the PCs destroyed him previously). The golem will only respond to commands from Astragar.

The semi-lich has returned to the lair in search of the Arcanum after 50 years of searching in vain for a way to return from the undead. His desperation has brought him back to the lair of Hilgdred.

The tome on the book stand is Hilgdred's back up spell book. It contains 1d6 spells of each level through fifth level and 1d3 spells of sixth through ninth level.

Astragar, Semi-Lich (1) AC 2; HD 6, hp 35; #AT 1; Dmg claw 1d8; SA Spells; SD Spells, +1 or better to hit, immune to hold, sleep and charm spells; MV 12"; AL CE; SZ M; Thaco 13; Exp 575 + 6/hp
Spells: *Magic Missile*, *Read Magic*, *Shield*, *Shocking Grasp*, *Mirror Image*, *Darkness 15' Radius*, *Slow*, *Lightning Bolt*.
Equipment: *wand of negation* (3), *rod of absorpstion* (8)

22: The Arcanum

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Special Note: The secret door is *wizard locked* and a *knock spell* is required to open it. There is a covered pit just beyond the secret door leading into this room. It will collapse when at least two PCs cross over it. Each falling PC will suffer 1d6 damage and they will fall on 1d4 spikes which inflict 1d4 damage each.

~~Dust has filled the small confines of this chamber.~~

Cobwebs hang from the walls and ceiling. A pedestal in the shape of a clawed hand rises up from the floor. The outstretched talons reach out as if grasping some unseen object. A dagger encrusted with a pink pearl leans against the base of the pedestal.

DM's Description: The room once contained the Arcanum. It was stolen by the master thief, LaFlague only one year ago. The dagger is his calling card and it is instantly recognizable by a thief character. The dagger is worth 250 gp.

The players may choose to end round two at this point.

23: Crypt

~~Two rows of coffins line the walls of this room. All of the coffins are open and their lids lie on the floor. Various articles of battle lie on the floor including broken weapons and pieces of armor.~~

DM's Description: At one time a party of adventurers succeeded in entering the complex at location #25. They disturbed the mummy in this chamber and they were soundly defeated. The mummy is in the middle coffin along the east wall. It will rise and attack if the PCs enter this room. The only item of interest in this room is an ornate broad sword located in one of the coffins. It is a *broad sword* +3.

Mummy (1) AC 3; HD 6+3, hp 48; #AT 1; Dmg hand 1d12; SA fear, cause disease; SD +1 or better to hit, half damage from all attacks; AL CE; MV 6"; SZ M; Thaco 13; Exp 1,150 +8/hp

24: Cavern

~~This natural cavern has a very low ceiling and it averages about five feet from the floor.~~

~~DM's Description:~~ There is nothing of interest in this chamber.

25: Nightmare

~~The bright light of the outside world illuminates this chamber. A wide opening in the mountainside allows cold air to circulate throughout this room. Standing in the center of the room and stamping its feet is black-winded horse.~~

~~DM's Description:~~ This nightmare is the mount of Astragar. It will attack the PCs on sight.

Nightmare (1) AC -4; HD 6+6, hp 48; #AT 3; Dmg bite 2d4, hoof 2d4+2, hoof 2d4 +2; SA None; SD breathe fog giving all attackers -2 to hit and damage unless save is made; MV 15"/36"; AL NE; SZ L; Thaco 13; 600 +8/hp

End of Second Round

Conclusion

In tournament play, all the DM must do is record the group's point total for this round of the tournament. Technically, the PCs can return to the king after they have destroyed the semi-lich and discovered the Arcanum is missing. If they found the diary in location 13 they will also know Hilgdred has disappeared.

An expanded edition of the adventure, *TM2 Storm over Skyreach*, is available from Pacesetter Games & Simulations which expands this scenario. The adventure continues at the 2012 North Texas RPG Con with the next installment of this tournament module, *A Shadow in Time*.

8

NEW MONSTERS

Semi-Lich

Frequency: Very Rare

No. of Appearing: 1

AC: 2

MV: 6"

HD: 6

% in Lair: 20%

Treasure Type: X, Y

No. of Attacks: 1

Damage: 1d8 by touch

Special Attack: Spells

Special Defense: Spells, +1 or better to hit, same as skeleton

Magic Resistance: None

Intelligence: Genius

Alignment: Any evil

Size: M

Psionic Ability: Nil

A semi-lich is yet another dread form of undead that has ties to the prime material plane. These creatures, much like their more powerful lich relatives, were either magic-users or illusionists prior to their deaths. The semi-lich is created in the same general manner of lich manifestation. When powerful magic-users aspire to lichdom, they typically perform an experiment or two on their apprentices to make sure they will be successful. If the apprentice survives and becomes a semi-lich, the process is ready for archmage.

When a magic-user becomes a semi-lich he loses most of his sanity, but not his memories. The creature becomes a hateful and vengeful spirit that seeks to spread chaos and destruction at every opportunity. They have a single purpose to destroy all that is good in the world. They prefer open conflict over treachery.

A semi-lich retains the ability to cast spells at the same level as in life. The only restriction to spell-casting is that the semi-lich can only regain the spells it had memorized when it was transformed. A semi-lich may not change or study for different spells. It may regain spells via rest and study. Semi-liches can use any magic item useable by magic-users.

The foul semi-lich appears as a skeletal figure not unlike a standard skeleton. They are easily identified as their eye sockets are filled with small fires. They typically wear the robes of a wizard.

Storm Dragon

Frequency: Very Rare

No. of Appearing: 1 or 2

AC: -2

MV: 9" / 48"

HD: 10

% in Lair: 20%

Treasure Type: H, R, S, T

No. of Attacks: 3

Damage: 1d6+1/1d6+1/5d6+5 claw, claw, bite

Special Attack: Breath weapon, spells

Special Defense: Immune to lightning or electrical based attacks

Magic Resistance: 10% +5% per age bracket

Intelligence: Exceptional

Alignment: Neutral Good

Size: L (35' long)

Psionic Ability: None

Chance of: Speaking 100%, Magic Use 100%, Sleeping 30%

Of all the dragon types, the storm dragons are the most obscure and mysterious. They are the creation of the archmage Hilgdred. But the dragons, which are rumored to be a mix of blue dragon, white dragon and brass dragon, rebelled against the wizard. The dragons do indeed resemble a mix of blue and white dragon, but show the mental characteristics of brass dragons. It is believed that Hilgdred used the brain of a brass dragon to increase the intellect of the creatures, but failed to take into account the good nature of those wyrms.

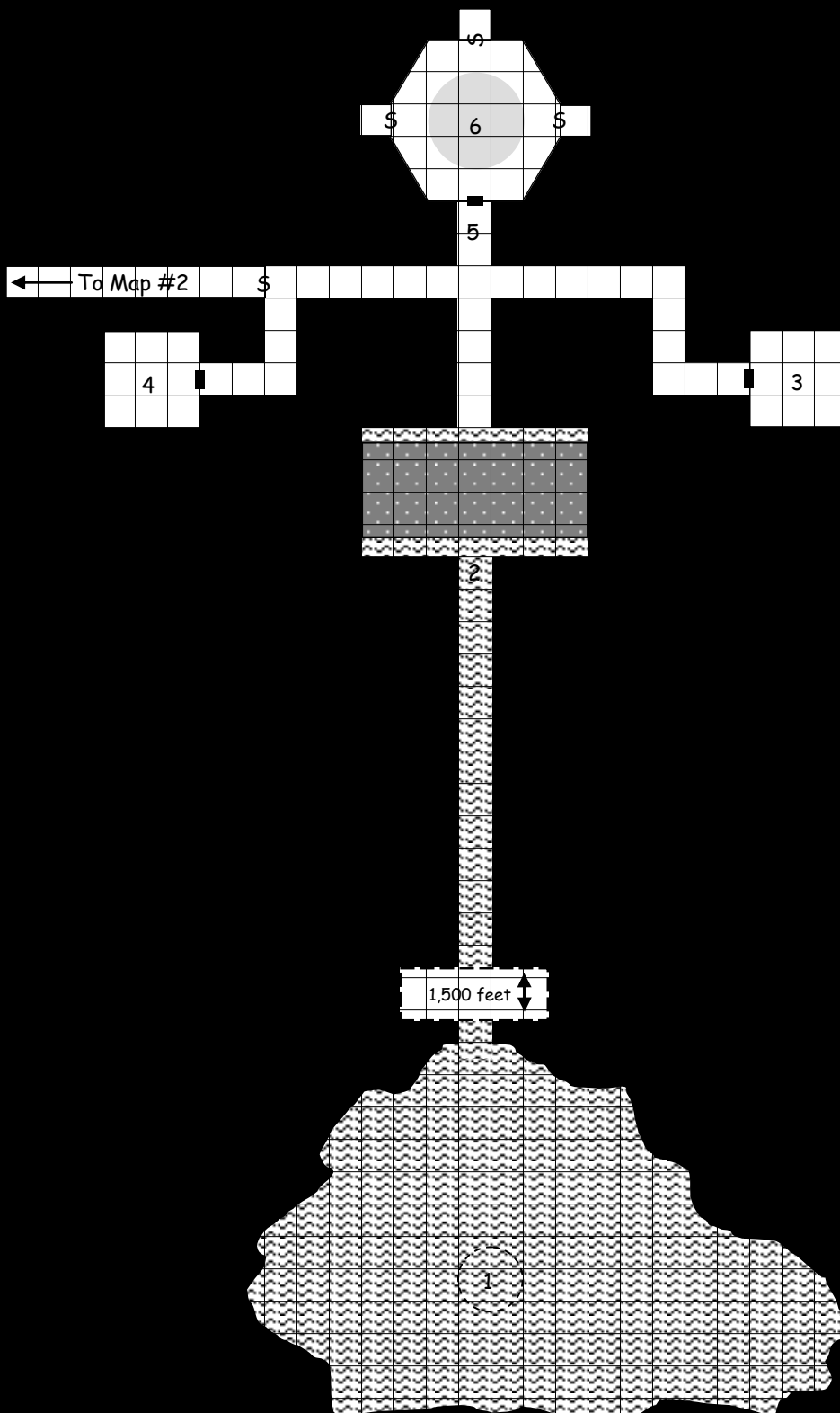
The oldest storm dragon, *Cloudbreaker*, is 52 years old. The youngest are only a few years younger. The true number of the creatures is unknown, but sightings indicate that there are fewer than 10. They are only now reaching breeding age and their numbers will increase.

The dragons are very adept in the use of magic, due in large part to their creator. A storm dragon can cast spells as the same level magic-user as their age bracket. The dragons are also magic resistant.

A very solitary creature, storm dragons are rarely encountered. They take great care to avoid contact with mankind (in any form). They were used by Hilgdred in his war on humanity, and it appears the dragons will never again become involved with men and their ambitions. Storm dragons tend to reside in mountain ranges in colder climates.

Storm over Skyreach

Map #1



Tournament Scoring

Points are awarded for each encounter the players complete. The following list includes point values for specific actions within each encounter in this tournament.

Round One**Introduction**

Question the king 5

Nogham

Ask Boldin about Skyreach 5

Save child from fire 5

Cloudbreaker

Barbarians – Tell the truth 10

Barbarians – Tell a Lie 5

Valley of the Spirit

Use vines 5

Use ash tree 8

Use pools 10

Use magic or ropes 5

Talk to raccoon 8

Talk to dryad 8

Find map 8

Swear allegiance to tribe 5

Caverns Deep

Use elevator stone – up 8

Use elevator – abyss -10

Voluntarily enter water cavern 5

Avoid leeches 5

Find magic sword 8

Avoid wire trap 8

Avoid stone golem 5

Avoid blade damage 5

Find secret alcoves 5

(only award once)

Talk to Cloudbreaker 10

Attack Cloudbreaker -5

Misc. Points

Each character that survives 5

Completion of first round 10

Round Two**Margoyles**

Character is knocked off bridge -5

Treasure is found 5

Balcony

Firetrap avoided 5

Enter through window 8

Dining Room

Find magic arrow 3

Hilgdred's Room

Find hidden box 3

Disarm trap 3

17. Practice Room

Ignore Fireball trap 8

Set off trap (PC damaged) -3

Set off trap (no damage) 3

19. Corridor Traps

Per character damaged in trap -1

Trap discovered 3

20. Laboratory

Iron Golem Deactivated 5

21. False Arcanum

Destroy the semi-lich 8

22. Missing Arcanum

Disarm trap 3

Discover Arcanum is missing 3

23. Mummy

Find magic broad sword 3

Misc. Points

Each character that survives 5

Completion of first round 10

Kare Dedlef 1/2 Elf Ranger/Cleric 4th/5th Level LG

Strength 14

Intelligence 15

Wisdom 17

Dexterity 16

Constitution 15

Charisma 16

Hit Points 36

Armor Class: 2 Armor: Chainmail, +2 *Cloak of Protection*

Weapons: Two Handed Sword*, *Staff of Striking* (6)

Equipment: Pack, Pouch, Spell Components, Water Skin

Magic: *Potion of Hill Giant Strength*

Spells: *Bless, Detect Magic, Light, Cure Lt. Wounds x2, Aid, Hold Person, Silence 15' Rad., Withdraw, Dispel Magic, Death's Door*

* *Single Specialization w/two handed sword*

Brade Quiklaren Human Paladin 5th Level LG

Strength 17

Intelligence 14

Wisdom 15

Dexterity 15

Constitution 15

Charisma 17

Hit Points 38

Armor Class: -1/-3 Armor: Platemail, +2 *Shield*

Weapons: +2 *Long Sword*, Flail, *Javelin of Piercing* (2)

Equipment: Pack, Tinder Box, Torch (3), Iron Spike (4), Large Sack (3), Rope 25'

Magic: *Potion of Extra Healing, Pearl of Sirine*

10

PRE-GENERATED CHARACTERS

Howidser	Human Magic User 5th Level NG
Strength	7
Intelligence	17
Wisdom	12
Dexterity	15
Constitution	12
Charisma	10
Hit Points	18
Armor Class: 3	Armor: <i>Bracers of AC 5, +1 Ring of Protection</i>
Weapons:	<i>Dagger +1</i> , Dagger (3), Darts (12)
Equipment:	Pack, Candle (3), Pouch (2), Spell Components
Magic:	<i>Ring of Wizardry (1st level), Potion of Healing, Wand of Magic Missiles (11), Elven Cloak</i>
Spells:	<i>Magic Missile x3, Armor, Read Magic, Stinking Cloud, Mirror Image, Fireball</i>

Drut Leadin	Human Fighter 6th Level CG
Strength	18/47
Intelligence	10
Wisdom	9
Dexterity	11
Constitution	16
Charisma	12
Hit Points	57
Armor Class: 3	Armor: +1 Chain Mail and Shield
Weapons:	+2 <i>Morning Star*</i> , Hand Axe* (4)
Equipment:	Pack, Candle (3), Pouch (2)
Magic:	<i>Potion of Growth, Potion of Super Heroism, Ring of Free Action</i>
	* Single Weapon Specialization

Tyrewave Berem	Human Illusionist 5th Level CG
Strength	8
Intelligence	18
Wisdom	12
Dexterity	16
Constitution	11
Charisma	15
Hit Points	17
Armor Class: 4	Armor: <i>Bracers AC 8, +2 Ring of Protection</i>
Weapons:	+1 <i>Staff</i>
Equipment:	Pack, Waterskin, Blanket
Magic:	<i>Wand of Paralization (5), Potion of Healing</i>
Spells:	<i>Chromatic Orb, Phantom Armor, Detect Invisibility, Hypnotism, Mirror Image, Blindness, Hypnotic Pattern, Paralization</i>

Pinesol Tilex	Human Druid 6th Level LG
Strength	12
Intelligence	10
Wisdom	16
Dexterity	17
Constitution	12
Charisma	15
Hit Points	28
Armor Class: 4	Armor: +1 <i>Leather</i>
Weapons:	+3 <i>Scimitar</i>
Equipment:	Pack, Lantern, Flask of Oil (2), Holy Water (2)
Magic:	<i>Broach of Shielding (21), Bag of Tricks (6-8), Keoghtums Ointment (3)</i>
Spells:	<i>Entangle, Faerie Fire x2, Animal Friendship, Speak with Animals, Detect Snares & Pits, Charm Person or Mammal, Cure Light Wounds x2, Barkskin, Heat Metal, Summon Insects, Neutralize Poison, Protection from Fire</i>

Arami Furrtoe	Halfling Thief 7th Level NG
Strength	10
Intelligence	13
Wisdom	12
Dexterity	18
Constitution	15
Charisma	10
Hit Points	39
Armor Class: 3	Armor: <i>Ring of Protection +3</i>
Weapons:	<i>Short Sword +2</i> , Sling
Equipment:	Pack, Tinderbox, Torch, Thieves Tools, 10 Bullets
Magic:	<i>Gem of Seeing, Oil of Sharpness (1), Bag of Holding, Bullets of Impact (10)</i>
Open Locks	72%, Find Traps 60%, Remove Traps 60%
Climb Walls	89%, Hide in Shadows 75%, Pick Pockets 80%
Hear Noise	30%, Move Silently 85%, Read Languages 30%

Stitsu Aru	Human Fighter 5th Level LG
Strength	10
Intelligence	11
Wisdom	10
Dexterity	17
Constitution	9
Charisma	11
Hit Points	23
Armor Class: 4	Armor: +1 <i>Leather</i>
Weapons:	Long Bow*, Broad Sword*
Equipment:	Pack, Large Sack, Torch (5), Iron Spike (6)
Magic:	+2 <i>Arrows (16), Potion of Speed, Ring of Fire Resistance</i>
	* Single Weapon Specialization

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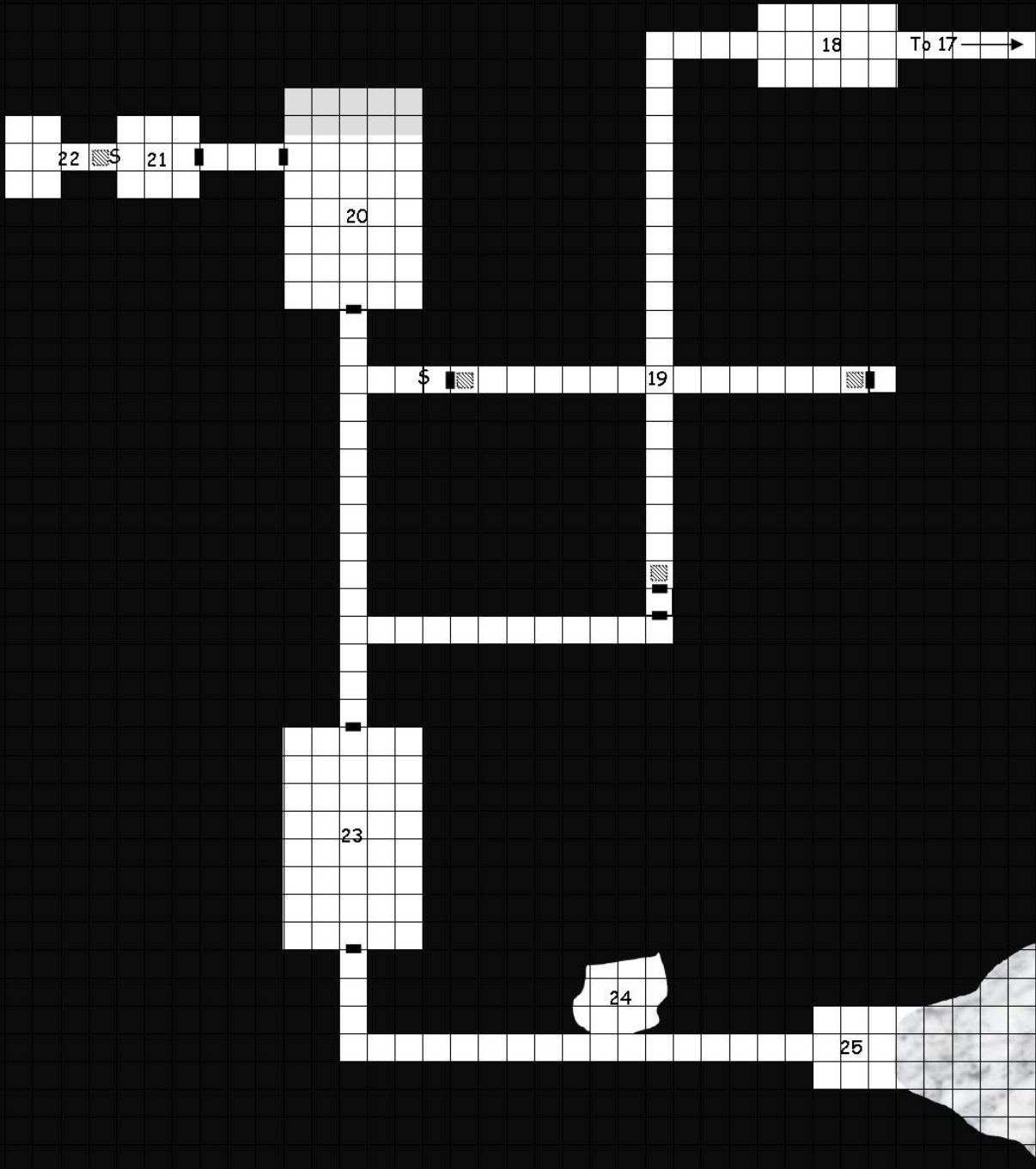
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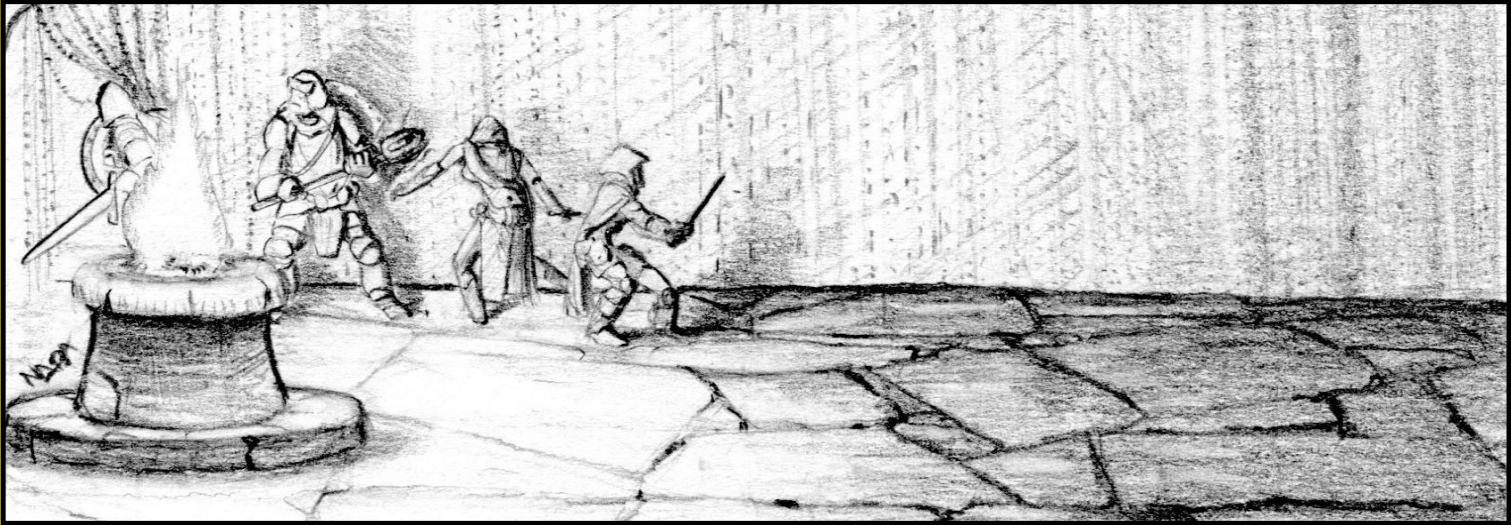
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Storm over Skyreach

Map #3





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