

WIZARDS



Join the
great mages in
adventure:

Gilgamesh

Merlin

Circe

Morgan LeFay

Lynn Abbey

Shadowjack
Roger Zelazny

S. Carolinus
Gordon R. Dickson

Aahz and Skeeve
Robert Lynn Asprin

Lythande
Marion Zimmer Bradley

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5 Adventures
Edited by Bill Fawcett

WIZARDS

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WIZARDS

Edited by Bill Fawcett

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Dedicated to Yang

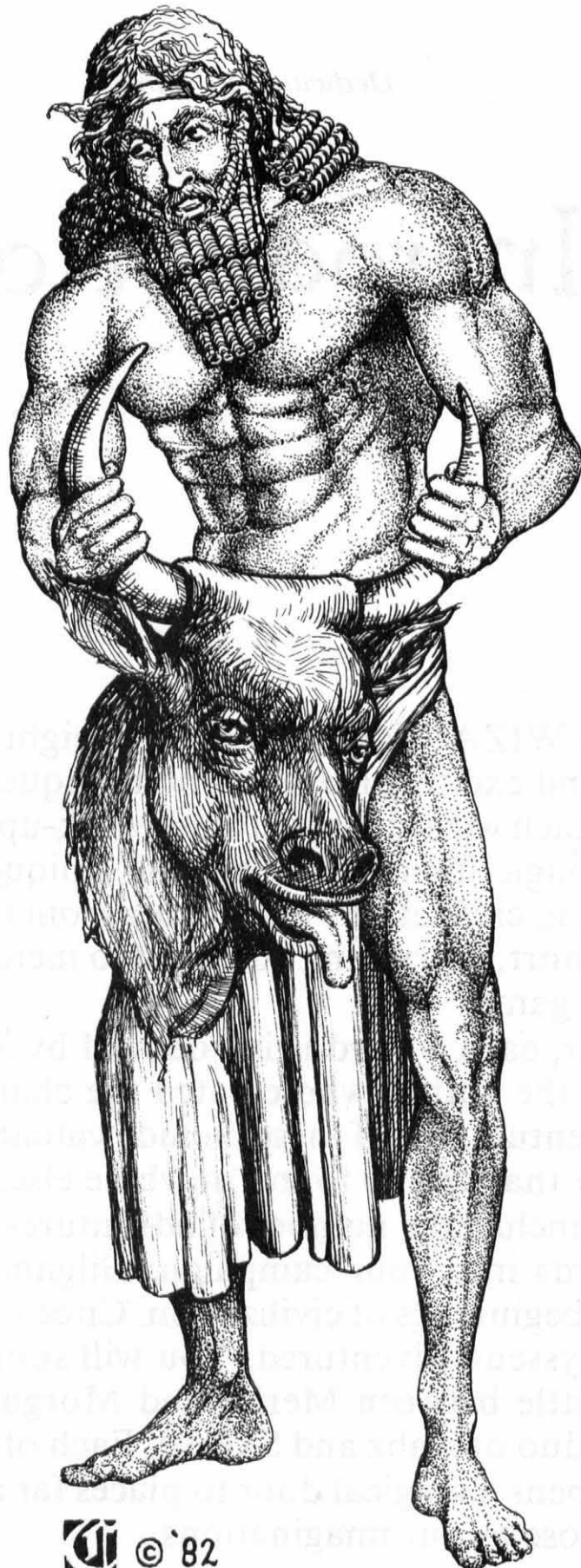
Introduction



In WIZARDS you will meet eight of the most unusual and exciting members of a unique breed, Magic Users. Each wizard is given a full work-up detailing his powers, magic items, abilities, and unique monsters, artifacts and civilizations that spring from the wizard's world. In short, everything you need to include them in your own fantasy role play game.

But even better, each wizard is introduced by a background article, many written by the author who created the character, which sets the scene for the adventure. All of these include valuable insights on how to run the character that can be found nowhere else.

Finally, we've included a number of adventures tailor-made to introduce these wizards into your campaign. Gilgamesh leads you to the misty ages at the beginnings of civilization, Circe welcomes you onto the Island where Odysseus adventured. You will soon find yourself in the middle of the battle between Merlin and Morgan LeFay or puzzling over the strange duo of Aahz and Skeeve. Each of the eight articles and six adventures opens a magical door to places far away as the very edge of time and as close as our imaginations.



Gilgamesh

Introduction written by

Cory Glaberson & David Bromley

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ilgamesh is first mentioned in the Sumerian King-Lists written around 2500 BC in Mesopotamia. He is the fifth king to rule the land after the Great Flood (historians believe it is the same one mentioned in the Bible). That puts Gilgamesh living about the middle of the fourth millenium BC or 1500 years before Homer wrote *The Iliad*, and 3500 years before Christ was crucified. Gilgamesh is an incredibly ancient king and the city he ruled was one of the first to rise out of the small mud villages of Mesopotamia.

But the fame of Gilgamesh has survived to this date because he is the protagonist in one of the greatest of all Epic stories. This chronicle of his adventures was extremely popular in the thousand years after his reign and numerous versions of the story have turned up in Asia Minor, Saudi Arabia, and even India. The tale is called, *He Who Saw The Abyss*, but is better known by the more prosaic name of the *Epic of Gilgamesh*.

Sumeria is situated in the Mesopotamia plain bounded on the south

by the Euphrates river and the north by the Tigris. This area is now the southern portion of modern day Iraq. In Sumerian times the land was divided into a number of warring provinces and city states. The plain was bounded on the east by the Zagros Mountains and to the north by the Armenian mountain range. The biblical lands of Canaan and Phoenicia lay off to the west and to the south was the vast desert wastes of Saudi Arabia.

The Mesopotamian plain itself is not exactly the most temperate of lands. Vast stretches of the country were semi-arid desert, suitable more for the jackal and the lion than the wheat farmer. The soil was rich from the constant deluges of silt brought down the two rivers, but the annual rainfall was too small to raise crops.

The answer to this problem was massive irrigation and a complex system of canals and locks to control the seasonal floods. Such a project is formidable today. Over five thousand years ago, it was immense and took the combined efforts of an entire race of people. The close cooperation, specialization of jobs, and centralization of resources required for the undertaking brought the small village people together. Soon, great cities rose on the sides of the rivers.

It is from this background that the great hero Gilgamesh was created. At the very birth of civilization, he was the figure of a man who had tamed the deserts and the wild beasts, bringing peace and prosperity to his people.

Gilgamesh also represented the great energy and skill of the Sumerians. Their lands, though potentially rich in agricultural products, lacked all the essential commodities of civilization. Timber, stone, and metal ores had to be imported. Except for the clay and mud of the river, there was very little else to build with. Most of the buildings, including the houses of nobles and merchants, were made primarily of mud brick mixed with straw.

But the Sumerians built ships which they plied the rivers and the Gulf of Arabia. From the northern mountains, mining and lumber colonies were established. Merchants would travel throughout the ancient world trading with the Assyrians, Hittites, Indians, and Egyptians. It was these energetic traders who invented a system of writing to keep their records. Astronomers and mathematicians developed formulas for navigation. Sumerian artisans created tons of finished goods from pottery to toys which the merchants would trade to the less civilized peoples around them.

By the time Gilgamesh reigned, his city Uruk was already 500 years old with a rich history and culture. Many historians believe it was the center of the Sumerian world. The city boasted a large army, a fleet of trading vessels, and a number of far-flung colonies. It also had a great wall, sheathed in copper, which became a byword for security. Gilgamesh is credited with building the wall.

Security was uppermost on the minds of the merchants of Sumeria. The flat terrain of the region gave no protection for the people. Constant fighting erupted between rival city states (many of which were so close they could see the tops of each other's temples).

Each city developed elaborate fortresses to protect their possessions. The infantry for wars was raised through hereditary obligations that extended into pre-history. Usually the troops supplied their own weapons which included javelins, short swords, and simple short bows. The weapons and armor were all made of bronze, since steel and iron would not be discovered for another 1,000 years. Heavy infantry

wore chest armor, helmets, and carried wooden or hide shields.

Nobles went into battle riding two or four wheeled chariots drawn by mules or, later on, horses. The noble would carry javelins or bows and a driver would be needed to control the animals. There are examples of very heavily armored chariots going into battle. In one respect, they were the first armored cars.

Large pitched battles were not recorded by the Sumerians. Most great "battles" were fought between raiding parties from hundred to a thousand men on each side. Instead of attacking each other's cities, the Sumerians would tend to ambush trading caravans or burn fields of grains and dates that surrounded a town. When a big battle did occur, both sides fought in tightly massed ranks and hacked at each other until one side fled in panic or collapsed in exhaustion.

An army that managed to capture an enemy's city gave no mercy and took many citizens as slaves. Holding important people for ransom was a favorite pastime.

Inside the secure walls of Uruk, the city was divided into three sections. One third for the temples, one third for the city residential areas and one third set aside for a vast network of gardens. The gardens were an important part of Sumerian life. Every wealthy man had a garden and even the common folk apparently set aside a small plot of land to grow herbs and spices. The main Gardens of Uruk had practical uses beside recreation. Areas were set aside for farming and grazing in case of siege.

The citizens of Uruk mostly lived in one story, one or two room structures made from mud brick. The nobles and wealthy merchants had much more impressive buildings, often sheathed in copper and studded with colored ceramic tiles. Copper, silver, and gold sculptures graced the interiors, as did intricately woven rugs and tapestries. Glass was considered one of the most expensive of items, since its manufacture was largely unknown. In many cases, glass was more precious than gold.

The last third of the city was devoted to the temples of the gods. This section was located in the center of Uruk. The temples were erected to local deities and were the nucleus for a complex of palaces and civil buildings.

The particular god owned in perpetuity the ground on which his temple stood; successive temples were therefore built on platforms made from the crumbling brick of the old temple. The result was a stepped pyramid called a *ziggurat*. The ziggurat was solid with a temple at its very top that was reached by steep stairways.

The Gods

Like many ancient civilizations, the Sumerian gods were personified as a capricious and very human group of powerful supernatural beings. They often interfered with the destinies of men, fathered children, and bickered and fought among themselves. The most powerful gods formed a triad that ruled over the three realms of the Universe.

ANU, son of Anshar (the celestial) and Kisnar (the mother terrestrial) was the Lord of the Sky and Heavens. He was also the chief justice of the gods. The stars were his soldiers, though they never came to earth. In fact, Anu was so wrapped up in running the heavens, he had little to do with the affairs of men.

ENLIL, Lord of Air, however, had great interest in men. His weapons were the mighty hurricane and the flooding deluge. It was Enlil who sent the Great Flood which destroyed the world. Only the followers of Utnapishtim, the wise were saved from the terrible flood by the other gods. It was Utnapishtim who built the ark which saved himself and his family.

But Enlil was also the judge of man. It was said he dispensed both good and evil like some terrible and powerful father. Enlil controlled the Jenni who were a race of beings that carried out the God's wishes. There were good and bad Jenni, but Enlil is most closely associated with the seven evil Jenni who constantly harassed and attacked man.

EA was the third of the high triad. He was God of all the sweet (fresh) water that surrounds the Earth, and on which the Earth floats. All magic and incantations came from Ea. Stone carvers, carpenters, bronze smiths, and other craftsmen also revered him. Ea appeared to his followers as a man with waves springing from his shoulders and from a vase in his hands. Ea was a friend to man.

Beneath the main triad followed the rest of the gods. The number of gods in Sumeria was immense since each city, each village had its own collection of spirits and protective "gods." Slowly, the more powerful cults spread throughout the Sumerian civilization. The pantheon of gods reflected the society of man that created them. The heavenly beings retained courtiers and cortesans, soldiers and servants. Most of these gods concerned themselves with the world of men, and like humans they bickered and fought each other, took offense at the slightest insult either by man or god, and were concerned with their fame and glory. The gods would meet once a year at the feast of Zgmuk in Upshukina to decide the fate of man.

SIN, The Moon God. Beneath the main triad was a lesser powerful triad of gods. Sin, the father of Ishtar and Shamash, was an elder in the heavens. Sin appears as an old man wearing a turban on his head and sporting a beard the same light blue color as the gemstone lapis lazuli. Every night in his boat (the moon), Sin navigates the heavens. He was the enemy of evil-doers in general and the seven Jenni in particular. Sin was extremely wise and both gods and men sought him for consultation.

SHAMASH, the Sun God, was Sin's child. Shamash lived in the mountains of the east. His gates were guarded by the scorpion men—immense beings that were half men, half scorpions. Each day, Shamash mounted his golden chariot driven by Bungne, his charioteer, to ride across the heavens.

The wise Shamash was a judge of the heavens and earth. It was his power that gave man the ability to divine the future. Shamash was the protector of Gilgamesh to whom he gave many magical weapons and powers.

ISHTAR, the Goddess of Sensual Love and War, was also the daughter of Sin (although other texts say she was the daughter of Anu). Ishtar was so great a beauty that many mortals fell passionately in love with her. In war she is often seen riding a chariot drawn by seven lions. She often uses a bow. Easily irritated and incapable of tolerance, her love was often a dangerous thing to have. When she became bored with a lover she often destroyed him, shrivelling him up until he wasted away to nothing.

Life of Gilgamesh

Gilgamesh's mother was a goddess of the sky, Ninsun. His father was the third king of Uruk, Lugulbana. Depending on the texts, that made him one-third man and two-thirds god, or one-third god and two-thirds man. Either way, Gilgamesh was blessed at birth by Shamash with great strength, beauty, and wisdom.

He grew up to be a man of great ambition and spirit. In war, all the men would follow their king straight into the thickest of the fighting. They were all heartened that their king would fight alongside them and be totally fearless.

In love, Gilgamesh had no equal. He would sleep with woman whether they be the daughter of an elder, the sister of a captain in the army, or the wife of a friend.

In peace, Gilgamesh was ever restless. To build the great wall of Uruk he impressed every man in the city. The fields lay fallow and the livestock untended. The merchants left their shops and the sailors their ships to help with the construction. Gilgamesh had total sway over any man he met.

Part of the reason for his uncanny control was his ability to divine the truth. Shamash had given him the power to know everything about the person even before he met them. A man's dreams, desires, and destiny was like an open book to the king.

Therefore deception was totally useless and the elders of the city despaired for the king was destroying Uruk with his excesses. Finally, the elders appealed to the gods (who thought the whole thing very amusing) and they helped curb Gilgamesh by creating a "wild man of the wilderness" named Enkidu.

Now Enkidu was raised with the wild beasts and was as strong and virtuous as Gilgamesh. Eventually, Enkidu came to Uruk and heard of their king whose excesses and love for life was destroying the city. When the two men met they immediately started to fight, smashing down doors and breaking pillars—shaking the whole city to its foundations. Gilgamesh finally got the better of Enkidu, but not before gaining an immense respect for the wild man. From there to the end they were the best of friends.

Soon tiring of city life, the two companions set out on an adventure to increase their fame and glory. Gilgamesh decided to kill the monster Humbaba which guarded a cedar forest to the west. They fashioned weapons of incredible weight and size and petitioned their gods for protection and aid.

Shamash gave Gilgamesh control over the four winds: the Whirlwind, the Ice Wind, the Scorching Wind, and the Tempest and Lightning. In high spirits, the Enkidu and Gilgamesh set off to kill Humbaba. In several days the companions crossed mountains and rivers that would take others months to conquer. Soon the gates of the forest loomed before them. When Humbaba appeared, Gilgamesh loosed the four winds on him and the monster was dazed and defeated. Humbaba pleaded for mercy, but Gilgamesh killed the beast in three strokes.

On their way back, Ishtar noticed Gilgamesh and became enamored with him. She spoke to him of her love, but incredibly Gilgamesh spurned her. Gilgamesh knew of her cruel treatment to lovers.

Enraged, Ishtar threatened her father Anu into giving her the Bull of Heaven to torment Gilgamesh and his people. The great beast causes sever droughts within a land.

The two friends met the bull together. And together they destroyed it. The city was ecstatic with joy. At the official ceremony, Gilgamesh reverently offered the heart of the bull to Shamash. But Enkidu, filled with the pride of his success, ripped off the beast's thigh and threw it at Ishtar's temple. Then he boasted how his king was greater than the gods.

That night, the gods met in council. Ishtar was enraged and Enlil demanded revenge. Although Shamash pleaded for the heroes, it was decided that one would have to die. Soon, Enkidu fell sick of a terrible fever. In his dreams he saw a man-bird with a vampire's face and lion's claws swoop down and smother him. Finally, he died.

Mad with anguish, Gilgamesh fled his own kingdom to wander in the wilderness. For the first time, Gilgamesh was scared of something. He feared death. The gods had given much to Gilgamesh, but not immortality. Gilgamesh resolved to find that elusive gift. Gilgamesh traveled over mountains and seas until he reached the Mouths of All Rivers, where Utnapishtim lived.



Personal Data:

Race: Human
Armor Class: -2 (in armor)
HTK: 100

Strength: 23 (Storm Giant)
Intellect: 14
Insight: 18
Stamina: 20
Dexterity: 18
Appeal: 20

Spells normally used: MAGICAL— Charm Person, Comprehend Languages, Friends, Identify, Scare, Strength, Lightning Bolt
CLERICAL— Bless (2), Command (2), Remove Fear, Chant, Know Alignment (2), Resist Fire, Snake Charm, Locate Object, Prayer In addition, Shamash has given Gilgamesh the power of one Heal spell per day

Abilities:

Profession: Fighter/Magic User/
Cleric
Skill Level(s): 15/5/5
Alignment: Chaotic Good

Spells:

MU	Cleric
Level 1st: 4	Level 1st: 5
2nd: 2	2nd: 5
3rd: 1	3rd: 2

Gilgamesh prefers to think of himself as a warrior/king and rarely uses his clerical or magical abilities. When he does, it is normally incidental to combat. His 23 strength gives a damage bonus of +12 as well as other abilities; consult the Girdle of Storm Giant Strength for a detailed explanation of the strength modifiers.

Gilgamesh's Magic Items

Gilgamesh's weapons (while made by him) have been endowed with special powers by his god Shamash. They are always +3 to hit and damage. This raises the base for damage on any hit to 15 *plus* the weapon's bonus. Since his weapons are so heavy, only Gilgamesh may use them. Normal weapons used by Gilgamesh will be destroyed by his first blow.

THE MIGHT OF HEROES +3 Battle Ax.

Once per day, the ax allows Gilgamesh to cast each of the following spells as a Skill 10 mage (or druid): Summon a Thunderstorm (Call Lightning), Passwall, Message, Firestorm.

THE VOICE OF HEROES +1 Breast Plate.

Although only covering the breast, the armor confers AC 1 to Gilgamesh's entire body without slowing him

Utnapishtim and his wife, the builders of the ark that survived the great flood, were one the few people to be granted immortality by the gods. But Utnapishtim was doubtful whether Gilgamesh should be given the secret of immortality. He bade Gilgamesh to stay awake for seven days. If the king could, the boat man would appeal to the gods. Weary from his travels, Gilgamesh could not stay up even one day and fell into a deep sleep. When he awoke Gilgamesh totally collapsed in grief over his failure.

In sympathy, Utnapishtim's wife told Gilgamesh of a thorny plant at the bottom of the ocean that could return a man's youth. Instantly, Gilgamesh tied rocks on his legs and arms and leaped into the ocean. When he found the plant, he untied the ropes and floated to the surface.

Gilgamesh left the ocean and washed himself off of the salt water. This was a fatal mistake, because as he bathed a snake ate the plant. (Which explained to the Summerian why snakes never seemed to die, just shed their skin.)

This shattered Gilgamesh. He returned to his kingdom a changed man, still fearful of his own mortality.

Gilgamesh

down. (Although that is partly due to his god-like strength and stamina.)

SWORD +3 Longsword

The Longsword gives Gilgamesh the ability to perform each of the following spells once per day: Lightning Bolt (12 die), Cone Of Cold (12 die), Create Food and Water (as a Skill 12 Cleric), Dispell Evil (as a Skill 12 Cleric).

ALANNA +3 Bow

This bow can carry an arrow three times as far as a normal arrow. Furthermore, even a non-magical arrow shot from this bow can strike any magical beast (however with a -3 to hit and damage).

Gilgamesh rarely uses the powers of his weapons. This is partly due to Shamash's warning to use the weapons sparingly and partly because Gilgamesh prefers to overcome all opponents using only his native abilities. (Shamash knows that if the weapons were used constantly, another god would steal them from Gilgamesh.) To accurately portray these restrictions, the GM should always play Gilgamesh.

Gilgamesh and the Seven Jenni

Adventure written by
Cory Glaberson

One of the characters wakes up screaming in terror. He has had a nightmare where a man-bird with the face of a vampire and lion's claws was chasing him. Right before the demon could grab him, the character woke up. If the players investigate the dream either by Commune or consulting an oracle, the beast cannot be identified. But a fortune teller or the like will be able to divine that the party will soon be taking a long, long trip to a land buried in sand (the sands of time).

A few days after the dream, the same character will again be plagued with the same nightmare. This time the vampire beast swoops down and carries the player character off towards the setting sun. The effects of the nightmare will be a total loss of sleep and a creeping feeling of paranoia and anxiety. A Remove Curse or Dispel Magic will allow the adventurer to sleep undisturbed for but a few hours. As the dream progresses, the character will have a clue as to the origin of the dream. Everytime he closes his eyes, even for a second, he will see a circle of seven stones carved with crude illustrations of men, animals and geometric symbols. The character will not understand why, but he knows the direction where the circle of stones lie. Soon the nightmare is so intense (and it is getting harder and harder for the person to shake himself out of the dream) that he will waste no time in setting off for the only clue.

About a week of hard riding will bring the group to the edge of a valley that seems uninhabited. In the center of the valley is a small hill with a circle of seven stones as seen in the dream. Below the illustrations already mentioned are rows of wedge-shaped knife marks. They are unlike any language written in the world. A Comprehend Language or Tongues spell will work, but due to the incredible age of the writing it will take three times as long for the magic to take effect. The writing identifies the stones as a Gilgal of Summoning (similar to a Gate spell). A gilgal is a circle of sacred stones. The god evoked for the summoning is called Shamash. This god should be totally unknown to the player characters.

The stones will also detect as magical; in fact, the entire area will glow if a Detect Magic spell is cast.

If an adventurer steps into the circle, he will instantly feel at ease and secure. The bad dreams plaguing the player will stop as long as he remains inside the stone ring. Rain, wind, cold, or heat cannot penetrate the magic shield around the seven stones. If the players decide to spend the night at the circle, in the morning they will find a vessel filled with cold magical water. Carved on the pitcher is a rising sun and below it a merchant's balance. The water is a traditional offering to the god Shamash. Once drunk (either knowingly or not) the group's fates are linked to the will of the god. Anyone who drinks the water will encourage the rest of the party to do the same.

That night, the characters who drank from the water will dream of a mountain silhouetted by the sunrise. Seven small dark clouds swirl around the mountain. As the sun breaks over the mount's peak, the clouds disappear.

The next morning, whether they drank the water or not, the adventurers will awake to discover they are surrounded by a violet haze. The sun is rising and there is a pleasant breeze blowing from the east. The violet haze is like a fog which clings to their clothes. As the sun breaks over the far ridge, the circle of stones is bathed in a glowing golden white light. The fog reflects and enhances the light until the characters seem to be floating in a swirling golden sphere. A rustling is heard in the trees, then a hearty laugh. By the eastern stone now stands a very tall, muscular man. He is deeply tanned and his hair and beard are intricately braided. His chest is protected by a golden cuirass of ancient design. At the center of the chest plate is a rising sun similar to the one engraved on the water pitcher. Hanging from his belt is a huge longsword sheathed in gold and precious stones. On the other side is an equally impressive battleaxe. On his back is strapped a quiver and a short bow gilded in gold and studded with semi-precious stones.

What is most striking about the man is his face. Weathered and aged, it seems noble and serene, but at the same time there is a trace of sadness so deep and compelling that the players can't look too long at the face without feeling sad themselves. Any attempt to attack the man will cause the characters to become weak and unable to concentrate on spells, or even draw weapons. The effect is instantaneous and the players will get no saving throw. The warrior will not react except to smile and shake his head.

Any spell, however, that is meant to communicate with the man or detect his alignment will work. He will detect as Chaotic Good and his weapons will detect as magical. Even without magical aids the characters will be able to perceive his alignment as good, although they will not understand how. Evil characters will feel a small prickling sensation on the backs of their necks. The aura of good that emanates from and around this man is so strong it interferes with the links to their own alignment. From the moment this man arrives, they will feel slightly cut off from their gods and magical fields. It will not be a problem in terms of fighting others, but it will make them uneasy in his presence.

If anyone queries the visitor, he will sit crosslegged and motion for the party to do the same. With a deep baritone voice he will tell of his travels. If a player looks closely, he will notice that the words being spoken do not correspond to the movements of the man's lips.

The man will introduce himself as Gilgamesh, the ruler of a land far away from where the party sits. He is looking for a few brave lads to help him recover a personal possession

stolen by a race of creatures created by the god Enlil to spread misery and death among men. Gilgamesh will ask for the adventurers help in retrieving his belonging and will promise the characters fame and glory beyond imagination. A whole nation, he will say, will lift up its voices in chorus to praise the group's brave deeds. "Statues, like the one which commemorates my friend Enkidu," will be built in their honor (or memory). Children will be named after them and their own children will be revered as members of a noble blood line.

If fame and glory are nice, but not enough, Gilgamesh will reach up into the sky. In his hand will appear brilliant stones including rubies, emeralds, uncut diamonds, and lapis lazuli. He will give the players the rarest substance of all. In his hand will appear an ordinary lump of glass. This sacred material can only be used by the noblest of men, he tells his audience.

If the party still doesn't feel interested, he will lean closer to the group. His face looks much older close up. The last thing he can offer, he says, will be the gift of everlasting life. He thinks the secret is hidden somewhere inside the ziggurat of the Jenni. When the party goes there to regain Gilgamesh's property, he will search for the secret. If found, he will share it with his noble friends.

If these prizes are not enough incentive to convince the group, Gilgamesh will use his ability to sway men's souls. His god Shamash has told Gilgamesh each of the player's most cherished desires, the resurrection of a friend, the restoration of a level, the increase of an ability, the acquisition of a magical item. He also knows the players' fears and weakness. He will use such knowledge to lead the players into his service. Gilgamesh cannot guarantee these things, but will promise to ask his god Shamash to favor the party.

The party can refuse all offers to help. They have the free will to leave the circle and Gilgamesh will not stop them. But the farther away they travel from the circle, the more disheartened the group will become. After a few days, any action will seem to be futile and without purpose. Soon the whole group will fall into a kind of lethargy and will be unable to learn spells, commune with their gods, or even keep their weapons in good repair. The minute, however, one of the players mentions going back to the stone circle, the entire party's spirits brighten. The closer they get to the circle, the more enthusiastic and excited the group becomes. Until by the time they are less than a day away, they will run to the valley calling out Gilgamesh's name. At the stone circle, they will see Gilgamesh, his arms outstretched in welcome. Once the company accepts the challenge, they will all feel a surge of well-being and courage.

Mentioning to Gilgamesh the dream that brought the party to the circle of stone will make him clench his fists with fury and rage. "The vampire bird is one of the seven Jenni," Gilgamesh explains, "and the one which took my great friend Enkidu to the Underworld. He is also the monster which stole the necklace of Enkidu which was my only token left of Enkidu. That is why I have enlisted your aid: to regain his necklace."

About this time, the characters will notice that the warrior is slightly out of focus. At first, just a rubbing of the eyes will snap him back, but later, it won't be that easy. Suddenly, the players will realize that Gilgamesh is not really before them. The figure in front of them is just an image, a reflection of a

man speaking from far away. In other words, the group must make the coming journey alone without the direct help of Gilgamesh or his god.

The Journey into the Past

Gilgamesh's image will direct the characters to go to a vast desert that lays far off the map to the "east" (DM: any direction will do if your map is not based on Earth). The land journey, however will not take much time because Shamash will allow the party to hitch a ride with his father Sin, the moon god, who still navigates the celestial sea with his boat.

That night, Sin will appear to the party as an old man with a beard the color of lapis lazuli (ultramarine blue) and wearing a turban on his head. Sin will escort the group to his boat and together they will sail across the world in one night. The moon god will give each character an amulet that will help him fight the seven Jenni. Each of them will feel a tingling all over the moment the amulet is put on. He cautions the characters to never take the amulet off while on their trip, for the Jenni will be able to destroy them immediately without it. The amulets do not increase any ability, but they do make the characters able to see and fight the Jenni. Otherwise, the characters cannot hurt these evil beings.

Sin will direct the party to go down into the vast desert and to walk towards the sun. The desert is brutal and characters will not be able to wear plate, chain, or studded leather in the heat. Travelling by day will be a mistake and will cause the adventurers to save versus stamina or become drowsy with sun stroke.

The party will not have to travel far. After about five miles, they will come across another circle of seven stones. This time, a pillar is standing in the middle. There are also ruins of a small village that look (and are) thousands of years old. Just the bare outlines of the mud brick huts are left. The party is quite alone. Gilgamesh's reflection is nowhere evident. (see map)

There are two dangers in the ruins. The first is a group of Giant Scorpions which have excavated a section of the ruins. They are very hungry and need no provocation to attack. The excavated portion reveals the existence of what appears to be a huge dungeon complex under the sand. In fact, it was once the great city of Uruk, now buried in the sand.

(4) *Giant Scorpions*

AC: 3, HTK: 22, 24, 27, 16 (5D8+5), M: 15"

Att: 3, Dm: 1-10, 1-10, 1-4 plus poison

The second danger is a giant Sand Snake which sleeps coiled about the circle of stones, just below a thin layer of sand. The first player to step on the snake or to touch the pillar will rouse the huge monster.

A *Sand Snake* is a cousin to a Purple Worm. It is 30-40 feet in length and about 3-4 feet in diameter. Once the tail hits to cause constriction, it does not have to strike again to cause damage.

Sand Snake

AC: 6, HTK: 41 (10D8), M: 6" land/15" (under sand)

Att: 2, Dm: 3-18 (bite), 2-12 (constriction)

The gilgal once was atop the highest Ziggurat in Uruk. Now only the stones of the roof are peeking above the sand. On the pillar is a carving of the Sun rising and below it a copper jewel setting. As the players look at the hole, a blue

and gold medallion will appear in the holder. In their minds, the players will hear a voice. "Find the stone and come to me," it will say. Then the reflection will disappear.

The City of Uruk

As told in the prologue, the city of Uruk is divided into three sections: one for the residences, one for the garden, and one for the temples of the gods. The party is in the section reserved for the gods. The area excavated by the scorpions is the Temple of Ishtar, the Goddess of love and war.

DM NOTE: THERE ARE NO WANDERING MONSTERS IN THIS DUNGEON

1 The only way into the city is through the hole excavated by the scorpions. Towards the end of their lair is a doorway and a room half-filled with sand. In the center of the room is a slight depression. Digging in the sand, the characters will discover a trap door leading down. The handle of the trap door is made out of lapis lazuli worth 50 gp.

2 This 30x40 foot room has archways in all four directions. The rooms are unlit and smell very dusty. The temperature is a good 50° lower than outside and armor can be worn. On the floor is a compass marked in gold and lapis lazuli. On the walls are murals of ancient design. They depict a goddess riding in a chariot and smiting her enemies. Her enemies appear to be turning into black shadows whenever she hits them and then the shadows fight for her.

3 This room is filled with jars. Most of these are broken or filled with sand, but three are still sealed. In them are a black and oily liquid. It will detect as magical. This is the Netherwaters on which the entire world floats. To a priest of Sumeria, they would be necessary for a number of religious rites. For the character, they act as Holy Water against Undead and will also effect demons and devils. Anyone who drinks the Netherwaters will fall asleep for 12 hours—no saving throw.

4 This room is half buried in sand. In the southwest corner of the room is a chest made from bronze. On the wall above it are bronze weapons and a suit of bronze armor sized for a regular human. The chest is locked. When the chest is opened, an Illusion will be generated which will make the chest appear to be filled with a thousand crawling tarantulas. Anyone who does not make his save versus magic will run screaming from the room and down the corridor to Room 7. If a save is made, the characters will see the hairy spiders turn into copper pieces: 1200 in number.

Also in the room are two Sandmen. They will wait until the party is separated by the Fear spell and then attack. Sandmen are humanoid figures made of sand. Any character coming within 20' of a Sandman must save versus magic or fall asleep. If a character touches or is touched by a Sandman, the same save must be made. Sandmen never hurt their victims, just put them to sleep.

(2) Sandmen

AC: 3, HTK: 18 (4D8), M: 9"

Att: Sleep, Special: Sleep is cast upon any character coming within 20' or by contact.

5 The murals on the walls of this room show the Sun rising in the east and priests praying to it. In the center of the room

is a fountain. The water is still fresh and tastes like the water drunk at the first Circle of Stones. It will cure players of any exhaustion, fear, poison, and will heal 1-6 HTK of damage.

On the east wall flanking the corridor into Room 6 are two stone columns shaped into the form of human females. Each carries a slender stone sword. The columns will animate the moment they are attacked or if a player approaches within 10' of the opening into the corridor of Room 6. The sword becomes bronze and the female statues take on a fleshy appearance. They will fight until destroyed or the party leaves the room. If killed, they return to stone (as do the swords).

(2) Caryatid Columns

AC: 5, HTK: 22, 22 (5D8), M: 6"

Att: 1, Dm: 2-8 (fights as a skill 6 fighter), Special: If a weapon, magical or not, strikes a column, there is a 25% chance that the weapon will snap. Each plus of a magical sword reduces the chances of snapping by 5%. +4 to all saving throws for the Columns.

6 This is the Temple of Shamash, the God of the Sun. The room is perpetually bathed in a golden light coming from a set of cuneiform symbols on the wall. In the center of the room is a column of light 10' in diameter. If peered into, the column will act as a limited crystal ball. (The players can only work the mechanism inaccurately.) The column will show a picture of the medallion and a compass direction pointing toward the West. It will also show a picture of a human figure dressed in a long grey cloak and holding a sword that bursts into flames.

A gold brazier sits in the southwest corner. If the brazier is taken from the room, it will turn into a Giant Snake and attack the person carrying it.

Giant Snake

AC: 4, HTK: 14 (4D8), M: 12"

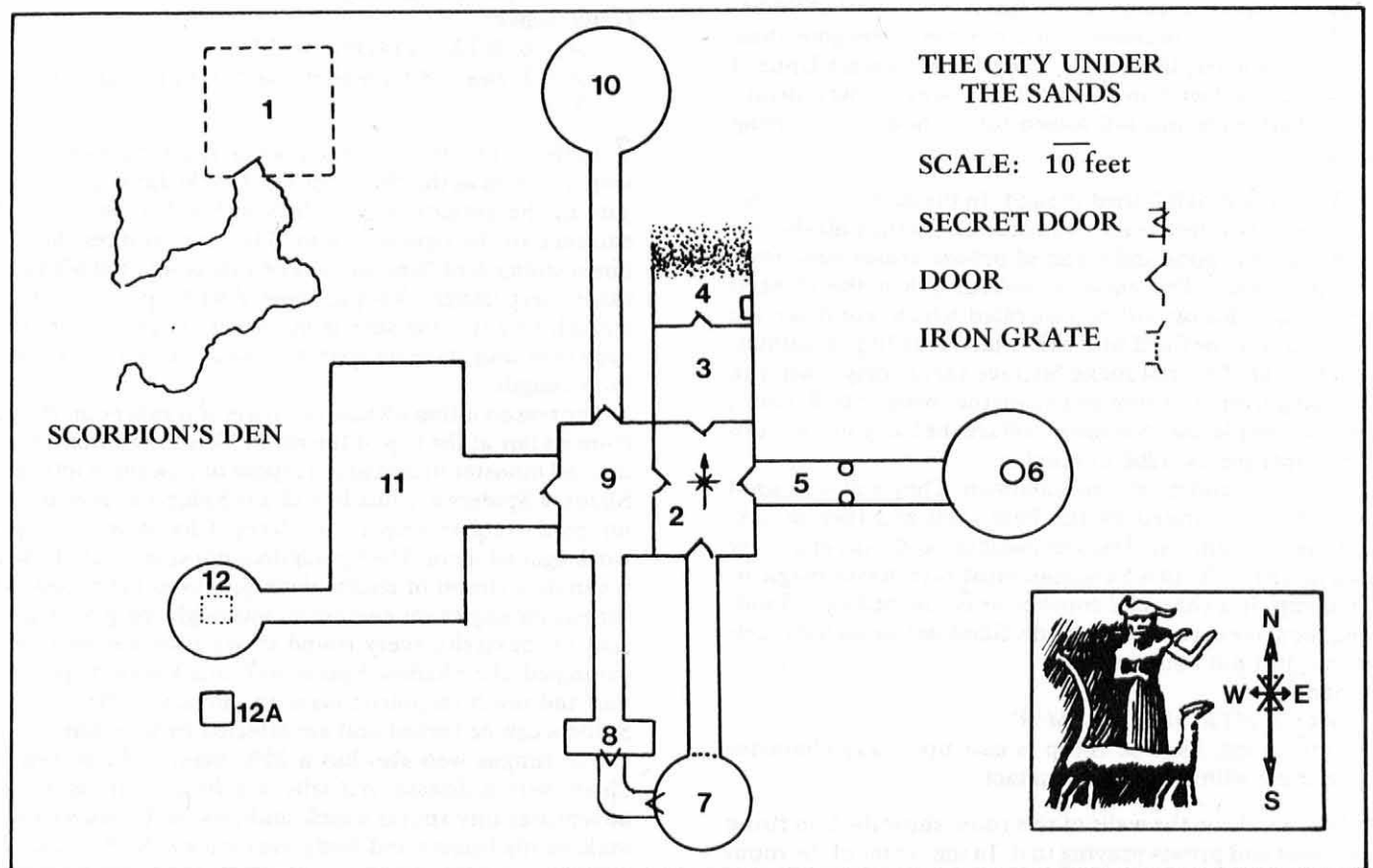
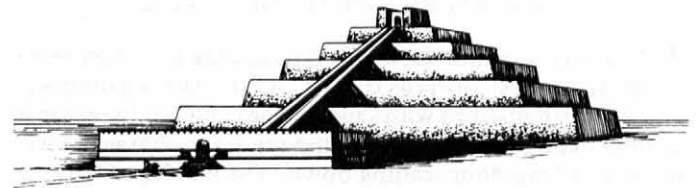
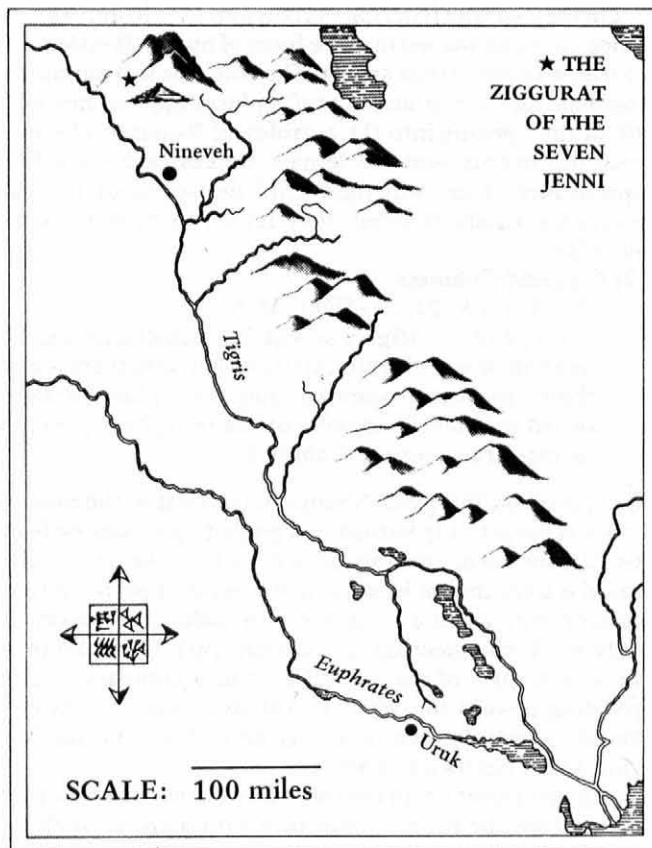
Att: 2, Dm: 1-6 (constriction), 1-2 (bite, plus poison for 3-24)

7 In this room, the character(s) who fled from Room 4 will stop. As soon as the character reaches the far wall, a bronze gate in the pattern of a spider's web will slide across the entrance to the circular room. The gate requires the combined strength of 38 to move. The gate is studded with small razor sharp flanges. They are coated with a poison powerful enough to kill if the save is not made. Even though it has been centuries since the gate was made, the poison is still at full strength.

The reason is that a Shadow Spider still envenoms the gate from its lair at the top of the room. A Shadow Spider is an undead monster that exists to dispose of unwanted intruders. Shadow Spiders are just like Giant Spiders except they do not need to eat or sleep, nor do Sleep, Charm, or Hold spells work against them. The Spider does not spin a web. Instead, it shoots a strand of sticky black fungus at the player. The fungus entangles on character, although the player gets a save vs. dexterity every round to see if he has escaped. If entangled, the Shadow Spider will attack with its powerful bite and inject its poison (save vs. poison or die). Shadow Spiders can be turned and are affected by holy water.

The fungus web also has a 25% chance of infecting the player with a disease. Actually, the fungus injects into the adventurer tiny spores which multiply in the player's skin, making his fingers and body very sticky. A character will

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stick to anything he touches and must roll his strength times 5 as a percentage to rip his skin from his clothes, wall, weapon, etc. Furthermore, the fungus spores are extremely itchy and will drive the player wild if he can't expose his skin to scratch (-3 to hit). This effect appears in six hours.

Needless to say, a thief so affected will have almost no chance of pickpocketing or picking locks. Holy Water will relieve the victim for a few turns and a Cure Disease will rid his body of the fungus for a few hours, but no permanent cure is known. As a side effect, a character's chance of climbing walls increases by 75%.

There is a secret passageway from Room 7 to Room 8. If a player character trapped in Room 7 searches closely, he will see a series of worn cuneiform symbols on the wall. Pressing them will open a stone door to Room 8.

Shadow Spider

AC: 4, HTK: 21 (5D8), M: 12"

Att: 2, Dm: 1-10 (bite, plus poison), web (see text),

Special: Undead

8 This room has 21 Skeletons. They are lined up in rows and are armed with bronze swords and shields. Bronze is a poor metal when up against iron or magical weapons—the Skeletons subtract 2 from their chance to hit players in chain or plate mail. Also, on a roll of 20, the players will automatically break one of the bronze swords. Also in the room are robes made of metal fibers which are still usable, although very old and brittle. A medallion hangs from a hook on the wall. It is magical and is made of gold with a milk ivory disc in the center. If worn, it will increase the strength of a character by one.

(21) Skeletons

AC: 7, HTK: 6 each (1D8), M: 12"

Att: 1, Dm: 1-6, Special: Armed and armored in bronze—see text.

9 No torch will light in this room unless magically aided. The room seems to absorb light like a black sponge. Even a Light spell will only give a faint flickering glow. Inside this room wait 15 Shadows. These are not ordinary Shadows. They were once the lovers of the Goddess Ishtar. When the goddess was bored with them, she turned them into these apparitions. They act as regular shadows except they are decked out in bronze armor (which decreases their armor class) and fight with bronze weapons (see note on bronze in Room 8). The room is so dark, they will almost always get first strike as a surprise. However, the bronze weapons will glint in the weak light or torches increasing their detection from 40 to 75%. Note: The Shadows can drain strength through these weapons.

(15) Shadowmen of Ishtar

AC: 7, HTK: 16 each (3+3D8), M: 12"

Att: 1, Dm: 1-6 plus strength drain of 1 point, Special: Unaffected by Sleep, Hold, or Charm spells, 90% undetectable in shadows, +1 or better weapons needed to hit. These shadows have substance on the material level, but turn as a shadow

10 This room was the sanctuary of a great mathematician and scholar. Clay tablets are stacked everywhere and they offer numerous glimpses into Ancient Sumerian life. There is a 10% chance that any tablet is trapped and will explode for 1-10 points of damage if read. Some of the tablets decipher cuneiform into the "new" languages of Common and

Dwarvish. Another, if deciphered, will increase one's appeal by one (this will take weeks of laborious translation), then disappear. Another tells of the death of Gilgamesh and a band of followers from out of the distant future who foolishly attacked the Palace of the Seven Jenni and were torn apart by the last and most powerful Jenni. Another, conflicting text tells the story of Gilgamesh's death as an old man who drank too many fermented grapes.

There is a secret panel in one wall. It is locked, but can be easily picked. Behind it are two drawers. In one is the remains of a long dead snake; in the other is a Goblet with a snake motif. The goblet is made of gold and set with lapis lazuli. The goblet detects as magical. Whatever is put into the chalice will turn into a powerful poison with a -2 to saving throw. The liquid remains the same color and smell as the liquid poured in, but will taste bitter (this will be too late).

11 This large room is the abode of the great protector of the Temple and one of the seven Jenni. His name is An-Saptam, which is written in cuneiform above the archway to Room 9. An-Saptam, the tablets in Room 10 will read, is a Jenni who is aligned with no element. Neither wind, earth, fire, or even the great waters created him. The rumor is that he was created by the focusing of starlight through a small hole and formed in the shape of a human. Nevertheless, An-Saptam can change his molecular structure so that any one elemental or energy form cannot hurt him. He can change, for instance, so that an iron sword will not hurt him, or that a Magic User's Fireball will be ineffective. He can change once every melee round. He also has ESP in a 9" radius so he can detect what the members of the party will be preparing for him.

An-Saptam gives 1-10 points of damage with each fist, but his main weapon is the wondrous Elemental Blade. The blade has the power to change into any one of four elemental types, giving the wielder certain powers.

Element

Effect on Possessor

<i>Water</i>	Waterbreathe, +2 to hit and damage versus water creatures, does 1-8 extra hits to fire creatures. Its wielder cannot be attacked by Water Elementals.
<i>Air</i>	Ability to Fly, +2 to hit and damage against flying creatures, create a Gust of Wind (as spell) once per day, Air Elementals will not attack wielder.
<i>Earth</i>	User strikes for double damage while in contact with earth or stone. Earth will not attack wielder. Gives Fire Resistance (as clerical spell).
<i>Fire</i>	Impervious to regular fire and fireballs. +2 to hit and damage against all fire-using creatures. Fire Elementals will not attack its wielder. The sword immolates when using this form.

The sword can turn into any one form, but must stay in that elemental form for one hour before changing form. The sword is powered by the experience of the player. The sword will start burning experience points at the rate one per day or portion of a day, and then doubles the rate of points it burns for every day or portions of a day its elemental powers are used (2, 4, 8, 16, etc.). The sword can be told *not* to use its elemental powers and it will act as a normal +2 sword and not burn experience. If the sword is used by someone else, the sword will start again burning one point and begin its progression all over again. However, if the original owner takes the sword back, it begins burning experience at its old

rate.

An-Saptam

AC: 4, HTK: 24 (5D8), M: 12"

Att: 1 (Sword or spell), *Special:* Fights as a 10th skill Fighter, has ESP in a 9" radius, and can make himself impervious to anyone element or energy each melee round.

12 This room is lined with chests. Most of them are trapped and locked. The chests are all made of bronze and inlaid with lapis lazuli. There are ten chests in the room.

Chest #1

This chest has a dagger trap and its lock is 50% harder to pick. It contains 100 gold pieces.

Chest #2

There is a poison needle in the lock. The chest contains three vials of oil and some rags.

Chest #3

This chest is open and contains nothing.

Chest #4

When opened, a spear shoots up from the base of this chest, doing 1-12 points of damage from the force of the thrust. It contains 300 lapis lazuli discs (worth 2 gp each).

Chest #5

Opening this chest will cause Chest #7 to open and will release a rock fastened to the ceiling. The rock will land in front of Chest #8 doing 3-24 points of damage. Inside Chest #7 is 1,000 sp and a ring worth 50 gp.

Chest #6

Picking this chest's lock will open a trap door in the center of the room. It opens into a shaft 30' deep, tapering to less than 2' across. Characters who fall take 3-18 points of damage and become wedged so tightly that they cannot climb out without help. The chest contains Bracers of Defense (AC: 4).

Chest #7

Four spears will shoot from Chest #5 from each of the cardinal compass points if an attempt is made to pick the lock of this chest. (Chest #5 has nothing in it.)

Chest #8

This chest is made of solid bronze and therefore cannot be opened. As it has no interior chamber, it contains nothing. If the lock is tampered with, the chest will become red hot and will remain hot for 10 turns.

Chest #9

This chest has three buttons on its front. If any button is pressed, a stream of black oily water will spew out towards Chest #8. If Chest #8 is red hot, then the water striking it will generate a huge cloud of steam which will fill the room and reduce vision to 5 feet. Originally, the trap would also set off an alarm, but this part of the defense is long gone. The steam will last for 1-6 hours.

Chest #10

In this chest is the medallion needed to help Gilgamesh. Light glows from a magical source in its center. The chest is trapped to open and suck the nearest person into it the instant it is touched. This is accomplished by a vacuum which exists in the 10'x10' room beneath the chest (12A). The player suffers 3-18 HTK from the fall. The medallion is in the center of the room. Even after the person is sucked in, the chest will close and remain locked for 1 full turn.

Once the party retrieves the medallion, it can place it in the Gilgal outside. The trip thrusts the party far back in time. Such a journey usually takes just a few minutes, but the gods have traditionally put barriers against mortals crossing the fields of time. Time travel is a right they exclusively hold for themselves. The party is protected by Shamash, but the time lanes are still deadly. There is a 5% chance that one of the characters will become lost in the twisting veils of time and will drift for a few days before Shamash can locate him. The mortal mind is too frail to comprehend the terrain of the time lanes so the character will be unconscious. Any character who becomes lost will arrive 3-4 days later than the rest of his party.

Gilgamesh and the City of Uruk

The time journey will disorient the characters and exhaust their physical bodies. When they recover their senses, they will find themselves on the top of an oddly shaped pyramid (called a ziggurat) in the center of a huge city surrounded by a huge wall sheathed in copper. It is dawn. Beyond the city, the characters can make out lush green fields and the fluttering ribbon of a river, which snakes past the city.

Two men in bronze and gold masks and wearing ceremonial robes will motion the group forward. These men are clearly afraid of the party and keep a respectable distance. The priests remove their masks and lead the party through the Ziggurat and down into the street. Uruk is a bustling city and filled with merchants and traders. The people have a (vaguely) oriental look about them and are dressed in robes and leathers. They are richly jewelled with gold, silver, and semi-precious stones. Their clothes are made of exquisite silk and brocades. Their hair is elaborately braided and entwined with gold.

The priests lead the party to the Gardens which take up an entire third of the city. The Gardens are open to all citizens, but today they are being used by the royal entourage and King Gilgamesh himself. Gilgamesh is dressed as the characters saw him at the gilgal. When the characters first sight him, he is stretching his huge bow. He freezes for a second . . . and then lets the arrow fly. It goes soaring into the sky, until it is just a speck. Gilgamesh laughs and slaps his knee. When he notices the party, he roars his pleasure and strides over to the group. With a wave of his hand, the players are suddenly able to understand what is being said (permanently understand spoken Sumerian, but not writing).

In person, Gilgamesh is even more impressive than in the reflection. He stands a good three feet over everyone else in the group and his arms are thick with muscles. "My friends," he says, "I'm glad you made it. Come, we have much to discuss."

Gilgamesh throws a party in the characters' honor and the feasting is most excellent. The adventures of Gilgamesh are told by a cream-tongued bard who relates the tale with such passion that Gilgamesh bursts out in open tears when the bard sings of the death of his friend Enkidu. "Oh," cries Gilgamesh, "When I get my hands on you An-Azuth-ba, I'll wring your neck like this goblet." The characters watch as Gilgamesh twists a solid bronze goblet in half. Then the king turns to his advisors and his captain of the guard and mumbles something. Turning to the characters, he smiles and says that they leave in the morning. (Note: Any character who straggles behind the group will have to catch up, since Gil-

gamesh waits for no man.)

The disorientation of the time journey is gone, but the characters will notice some permanent effects of the journey:

Magic Users: All magic use is distorted in the ancient past.

Magical fields, rhythms, and currents are all different.

The added strain is forcing all Magic Users to spend a lot more energy. Thus, the times to memorize and cast spells are *doubled* and the spells' duration is *halved*. Furthermore, the amount of spell components needed is also *doubled*. Remember, some spell components might not exist in the primordial past, or they exist in changed forms which will effect the spell. Wands, staves, scrolls, potions, and other magical items which were brought from the future are not affected by these distortions. It will take months for the Magic Users to get used to the differences in the delicately balanced fields.

Clerics: Some of the gods to which they pray are not yet born, others are still perceived only dimly or have yet to reveal themselves to the world. Therefore, unless the cleric was a specific worshiper of Babylonian gods before he agreed to go on this mission, the clerics will have a failure rate for all his spells. Clerical spells will fail at the rate of 50% minus 5% per level. (A fifth level cleric therefore will have a 25% failure rate.) Again, all magic items, scrolls and potions are not affected by a failure rate.

Some spells are unusable no matter how the character rolls. Spells that specifically ask for information from contacts which have yet to be created will not be honored. They might work (10% per level) if the local gods are evoked. These spells are: Commune, Prayer, Divination, Exorcise, Contact Other Plane, Legend Lore. Druids are unaffected by the distance in time since they gain their power directly from the natural world around them.

All Classes: The iron and steel weapons which the players own are completely unknown to the Sumerians. To them, the weapons must have come from the gods. Because of this, whenever you fight against normal men or monsters armed with bronze weapons and armor, the following rules apply:

- -2 to the player character's armor class if he is wearing steel or iron chain or plate mail armor.
- +2 to hit versus bronze armor.
- On a roll of 20 or better, the bronze weapon of an opponent will break.

If any character gives an iron or magical weapon to a Sumerian, the weapon will immediately become a poisonous snake. Shamash doesn't want the players to screw up history, just to play their part and leave. Giving an iron sword to the Sumerians would be tantamount to giving Napoleon the secret of the Atomic Bomb.

The greatest benefit of Sumeria is Gilgamesh himself. His personality is so powerful and riveting, it is comparable to divine awe. When he speaks, the party will feel the urge to utterly trust him although he might be advocating rash or even unwise action.

Whenever a character is within 60 feet of Gilgamesh, his fighting ability goes up one full level. At 40 feet, the character fights two full levels above his ability, and at 20 feet or closer, the player will fight at three levels above his normal capacity. Magic Users and Clerics also benefit from his

presence. They both can cast one extra spell per level when they are 20 feet or closer to the King of Uruk. Should Gilgamesh move before the Magic User is finished with the spell, it still can be cast.

His presence has the opposite effect on those that oppose him. First, second and even third level fighters will not be able to attack in his presence in the same 60, 40, and 20 foot radius circles. Magic Users will, however, be able to cast spells and fighters outside the radius can throw javelins and shoot arrows. Non-human monsters will not be affected by Gilgamesh's presence.

The Journey to the Seven Jenni

[Yes, *seven* Jenni. Just because the characters killed off one in the future doesn't mean he doesn't exist in the past. An-Saptam is still very much alive.]

Gilgamesh sets off with the party in the morning as planned. He is positive that the necklace of Enkidu is in the hands of the most powerful of the Jenni, An-Azuth-ba. Shamash has told Gilgamesh that the Jenni leader and all his brothers are living in a Ziggurat in the far north.

To get there, the party will have to travel through countries hostile to Gilgamesh. In order not to cause an incident with other city states, Gilgamesh will not travel with the party, but slightly ahead, or parallel to the adventurers. Only at night will the great man stay close by the group. Never fear, says Gilgamesh, if there's a fight, he'll be the first in the fray.

The royal party splits off from the adventuring group about a mile from the city. The 200 royal guards and all the nobles turn and head back to the gates. Only an old man on a donkey is left of the huge crowd. He introduces himself in perfect common as Silas. He is from the future some three to four hundred years after the adventurers' time. He was sucked back in time because of an unfortunate magical accident. Silas has been assigned as the party's interpreter. He is the only member of the royal retinue who can help the party with the task of destroying the Jenni. If any of the people of Uruk helped the characters, the god Enlil (who is the master of the Jenni) will use it as a pretext for destroying the city with a flood or plague. Enlil has done it before with less provocation. That's why Gilgamesh needs a group from the future with no ties to his own people.

Silas

Human Magic User (Skill 9)

AC: 8, HTK: 22, Align: Neutral

ST: 08, IT: 18, IN: 18, SM: 10, D: 12, A: 16

Spells: Sleep, Charm, Unseen Servant

Equipment: Wand of Lightning with 34 charges. Delivers a 8D6 bolt of electricity.

Silas has long ago forgotten all other spells except for the three listed (which he can cast once per day each). He is fluent in Common and Sumerian, reads cuneiform, and is knowledgeable about local customs and gods.

Every once in a while, Silas will smile secretly or ask a question about other prominent NPC's in your world. He will shake his head and say "that explains why..." and other such cryptic phrases. If pressed for an explanation, he will refuse.

He will explain that he cannot speak of the future or future knowledge without incurring the wrath of the gods. He is allowed to live in Sumeria only by scrupulously watching his tongue and actions. Trying to ESP Silas will not work as the

gods will stop such action by removing the power to ESP forever (or at least till one gets back to his own time). The gods of Sumeria were fickle and unpredictable and not above very unfair punishment.

Gilgamesh is famous for the distance he can cover in one day. The pace will be murderous on the party and will leave them exhausted at the end of every day. Gilgamesh's presence can make the effects of exhaustion disappear, but the minute he leaves from sight, the exhaustion returns, only worse. It's as if Gilgamesh's presence acts like a barbituate which burns up those hidden reserves of energy. But eventually, the body must stop and rebuild its supplies. For every three days on the road, the party will have to rest one day. Any encounters on this fourth day will overtax the players and cause them to save versus their stamina or fight as two levels below their level and give only half damage. Furthermore, they will subtract two from their initiative dice. Magic Users and Clerics will be unable to cast spells higher than second level on this fourth day (although magic items will work).

The Journey will be broken into three sections: The Mesopotamian Plain, The Mountain Journey, and The Final Approach to the Jenni.

The Mesopotamian Plain Journey

The plain is picturesque and pleasant with the scent of dates groves in the air and the long rows of irrigated eikhorn wheat and barley stretching as far as the eye can see. Most of the land is easy travelling. The rivers are filled with merchant ships and the towns all have pleasant inns. The peasantry is very respectful of the party and its weapons, but as Gilgamesh passes out of his own land, and toward the headwaters of the Tigris river, the people begin to avoid the party and the villagers hide when they march by (Gilgamesh always travels on foot).

Roll a ten sided die once for each day to determine the party's encounters while on the plain. Each encounter can only occur once. The subsequent times an encounter is indicated, the die should be rerolled. The group will take but eight days to reach the city of Nineveh where the Great Zab river feeds into the Tigris. The Zab is the most direct route into the mountains.

1 The party hears the sounds of a battle over the next hill. Rushing to the hill's crest, they see Gilgamesh fighting single-handedly about 15 to 20 heavily armored chariots from a rival land. Gilgamesh does not seem to need the characters' help, but one of the charioteers incredibly flings his javelin and stuns the warrior. It will take the group three melee rounds to reach the fray and Gilgamesh will be stunned for 4-12 melee rounds. There are 15 chariots, each with two men and two horses. One man is the driver and the other either shoots a short bow or throws a javelin. Chariots are not as maneuverable as horses, but they move at 24" and if they close with the party, the charioteer driver can attempt to run down a player. On a roll of 19 or 20, the chariot has run a character over, giving 2-24 points of damage. Only one chariot per melee round may attempt to run over a character.

(30) Charioteers

Human Fighter Skill 1

AC: 7, HTK: 6 each, M: 12"/24" in chariot

Armed with javelins and short bows

2 Laughter rings from a small grove of trees. Silas will remark that "Trees are a remarkable sight in this area of the world." As the adventurers approach, they see Gilgamesh sitting against the trunk of a slender tree, almost bending it to the ground. Around him dances a group of little fairy people dressed in green garb and singing a merry tune. Any elves in the group will gasp in recognition for these are the proto-elves beings that went on to the great forests and founded the line of elves.

These happy people have laboriously planted this small grove and are delighted to see the renowned warrior, Gilgamesh. There are ten of these people, all about three feet tall and all of them look alike except for one who has a sly expression and wears a much darker green than his fellows. The party has to keep a careful eye on this one, for he is up to mischief.

The elves invite the adventurers to dinner and they run about getting berries and vegetables from the garden. The characters see one speak to a rock and it gushes forth with a sparkling water that heals 1-6 HTK (once per character). Most remarkable of all, two of these elves merge into one large elf in order to pick some fruit from a tree. The elves can do this without penalty and for as many of their number as desired. The dark green elf, the adventurers will notice if they are watching, never joins his body with any of the other members of his race.

As the group dines, the elves fill a goblet with the water from the stone. If the party is watching closely, they will notice that the dark green elf is the silversmith and goldsmith of the elves. The goblet has the same snake motif as the cup in the mathematician's room. Indeed, it is the *same* cup! Like the cup in the future, this cup will change any liquid into a powerful poison with a minus 2 to a victim's saving throw. If Gilgamesh drinks from the cup, he will not die, but he will know he was poisoned and fly into a horrible rage. He will attack the elves and their forest, tearing all the young trees up and throwing them at the elves. The elves will form into a single figure 20 feet tall with the dark green elf riding on its shoulders. The huge elf will fight with a huge club that does 6-36 points of damage. But, usually, they will try to escape.

(10) Proto-Elves

AC: 7, HTK: 8 (1D8), M: 18"

Att: 1, Dm: 1-4 (dagger), Special: can cast a Phat-smal Force once daily, can speak to plants and animals naturally, can merge to become giant elf.

Giant Elf

AC: 8, HTK: 50 (9D8), M: 12"

Att: 1, Dm: 6-36, Special: Can cast Spectral Forces once daily and has Cloud Giant Strength.

If the party recognizes the cup and take "their" cup out of its pouch, both cups will instantly disappear in a flash of blinding light. It is not necessary to have the cups touch. If the party tries to stop the elves from giving Gilgamesh the poisoned cup, they have to do it secretly or by making up an excuse ("butter fingers"). If Gilgamesh discovers he *could* have been poisoned, he will fly into a rage and attack just as if he *had* been given the cup. If Silas is informed of the poisoned cup, he will warn the group about Gilgamesh's famous temper.

- 3 While travelling along a river bank, a boat carrying bronze and precious cedar wood to Uruk is attacked. The surviving crew members tell of a giant sea snake which has travelled down the river. The "sea snake" turns out to be a Dragon Turtle and will attack the party the minute they set out in boats to fight it. (Gilgamesh must fight this menace to his lands).

Dragon Turtle

AC: 0, HTK: 48 (12D8), M: 3"/9"

Att: 3, Dm: 2-12, 2-12, 4-32, Special: Breathes Steam for 12D6 damage

- 4 Gilgamesh and the group settles down in a small town for the night. Suddenly, the group's sentries (if they posted sentries) wake up the rest of the company. There is screaming going on downstairs. When the adventurers rush out, they see Gilgamesh in his loin cloth holding a beautiful half-naked woman. She has at least an Appeal of 18. She is Ilana, the daughter of the innkeeper. At first, it looks like Gilgamesh was trying to seduce the woman and she didn't like his advances. ("Impossible," says Silas, "Ishtar herself was drawn to his beauty.")

But when the first Lokar barrels through the door, the picture changes. Lokar are huge winged apes that work for the Jenni. They have Hill Giant strength and are used by the Jenni to abduct beautiful women. Seven of them have attacked in order to kidnap Ilana.

Gilgamesh can take on three, but the rest of the Lokars will grab her unless the company moves fast. Except for those on guard, the adventurers, will not have armor on, although weapons should be ready. The room is 50 x 60 feet and has windows along its front. Five Lokars are in the room and two more wait outside as reinforcements and to discourage the townspeople from joining in.

Ilana will be so grateful for the party's help, she will be attracted to the first character who approaches her. Anyone who sleeps with her will increase their appeal by one for one year.

Even if the party defeats the Lokars, the party's presence will be announced to the Jenni. The next night, the dreams begin (see mountain section).

(7) Lokars

AC: 6, HTK: 20 each (4D8), M: 9"/12" fly

Att: 1, Dm: 2-16, Special: Hill Giant Strength, Flight

- 5 While travelling across the plains, the group sees smoke rising in the distance. Topping a small hill, the group is met by Gilgamesh who stands like an oak tree. Below, a small village has been destroyed. Gilgamesh has tears in his eyes, but is silent.

Examining the ruins and burying the dead, the group will discover that deep wheel ruts criss-cross the entire village. It looks like chariot tracks, but they are much too deep for a normal chariot. It will take one full day of hard work to put out the fires and bury the dead. Gilgamesh then performs a mourning ritual with a lot of wailing and shouting threats of revenge. He will ask the party's clerics to join in.

The next day, the party sets out again and on the same hilltop they crested the day before, three glittering houses are sighted. As the group marches closer, they

realize that these aren't houses, but armored chariots. Between the horses, the chariots have a bronze battering ram, which strikes as a skill 5 fighter for 6-36 points of damage. Each chariot also contains six archers, a javelin thrower, and a driver. While in the chariot the charioteers have an effective Armor Class of 2. If caught under the wheels of the chariot (on a natural die roll of 19 or 20), a character will receive 10-60 points of damage. In one chariot is a skill 4 Magic User with an amber ring capable of absorbing one spell daily. The second chariot contains 1,000 gold pieces and two gems worth 300 gp.

(27) Charioteers

Human Fighter Skill 1

AC: 6, HTK: 5 each

Short Bows and javelins

Magic User

Human Magic User Skill 4

AC: 8, HTK: 8, Intellect of 16

6-10 No encounter takes place.

The Mountain Journey

The mountains begin at the city of Nineveh. This city is a rival of Gilgamesh's, but economically they are tied together. It is here the hill people trade wood and metal for finished cloth, weapons, and trinkets made in Uruk and other cities in Mesopotamia. The royalty of Nineveh is not pleased to see Gilgamesh and will not treat him with faunting respect. They will, however, give him and the party royal quarters. While travelling in the city, the party will hear the tale of "Gilgamesh and his Companions of Iron." Silas will explain that the storytellers mean the adventurers. Although the group has been travelling at a pretty good speed, the tale has beaten the party to the city! The tale will relate any experience that the party has had up til then, but will give all the credit to Gilgamesh and his god, Shamash. Gilgamesh will laugh if the party complains.

Thieves abound in Nineveh and a rudimentary Thieves' Guild has formed. There is a 25% chance that a thief will attempt to pickpocket a weapon or a magic item. As the party leaves Nineveh (Gilgamesh will stay there only one day to rest), a skill 6 thief will try to steal one of the magic amulets Sin gave the party. The thief is working for the seven Jenni. If successful, the group will be one amulet short. There is no way to recover the amulet once it is lost.

The Dreams

It will take the party eight days to travel the mountain paths to the vicinity of the Ziggurat of the Seven Jenni. This journey will actually be easier, since Gilgamesh is moving at a slower pace. (He doesn't want to miss a vital clue.) The group will not suffer from exhaustion. However, the dreams will begin.

Every night the entire group will suffer from strange and horrible nightmares. Demons will come to adventurers veiled in the illusions of beautiful women. Hands will grab a character out of the darkness and pull him into a stinking hole. The character who was plagued by the vampire-bird demon will again dream of him. Other members of the company will suffer dreams so bad they cannot remember what happened. But the closer and closer the party comes to the Jenni's lair, the more substantial the dreams become. Such nightmares make sleep almost impossible and make

the bravest of the group nervous and jittery. For the first four days of travel, subtract one from all saving throws. Thereafter, for the next four days, subtract two from the saving throws. Note: These penalties will not be in effect when the characters stand within 30 feet of Gilgamesh.

To determine the party's encounters, roll a ten-sided die per day of travel.

Adventures in the Mountains

- 1 The hill people are a savage lot and are fiercely territorial. They do not like intruders. In order to scare the group away, they have carved sacred symbols into the rocks and made scarecrows out of dead birds and animals. These will not deter Gilgamesh. Later, they will start a landslide. Characters must save versus dexterity or take 2-24 points of damage from falling rocks. The hill people who started the landslide can be easily caught and they will immediately betray another group of hill folk. If forced to tell the truth (Gilgamesh will know), they will lead the adventurers to a small canyon. The party will immediately be attacked by 50 hill folk carrying stone spears and knives. Their leader is a skill 7 cleric with leather armor and a staff with a emerald set in the top. The emeralds will fire off a 10 die lightning bolt once daily. Only clerics can use this staff.

(50) Hill folk

Human Fighter Skill 1

AC: 9, HTK: 8 each, M: 12"

armed with stone weapons

Shaman

Human Cleric (Skill 7)

ST: 15, IT: 15, IN: 16, SM: 13, D: 12, A: 16

Staff of Lightning bolts

- 2 Along the mountain path, the party will encounter a wizened old man with a beggar's cup in one hand and a fabulously jewelled necklace in the other. Gilgamesh will not speak a word, but will silently pass, as will Silas. If anyone puts a coin in the man's cup and walks away, he will receive a Cure Serious Wounds spell, or a Cure Disease (whichever is appropriate). If a player puts a coin in the cup and then tries to take the necklace, he will find that the old man cannot let go of the jewelled treasure. To the player's horror, neither can the character. Killing the old man will not release his grip. Silas will tell the party that Enlil creates such unfortunate creatures to warn man of being too greedy. Although the old man can be cut away, the player who grabs the necklace will never be able to release his hold on it. Only a Wish, or the will of another god, can remove the curse. This can prevent the use of a shield or conjuring.
- 3 The road will rise sharply as the party enters some high hills. The path is treacherous during this part of the journey. Gilgamesh will alert the party that they are being watched, but by whom he cannot tell. This upsets him greatly. That night, the guards will notice the whites of a pair of eyes peering at them from the rocks. The next day, the group will find a red cap with a point on it hanging from a tree limb at the spot where the spy was. That day, the players will encounter a small little man sitting on the side of the road. He is bareheaded. In one hand, he has a pot of gold, containing about a thousand gold pieces. He bows to the group and asks if they have

seen a pointed hat. If the characters feign ignorance, he will offer his pot of gold for the return of the hat. The hat is magical. It will allow anyone to Dimension Door once per day. The little man will not argue with the party if they refuse his offer.

His name is Bau. Any dwarves in the group will immediately remember that one of the first Dwarves in the world was a legendary fighter named Bau. he was supposedly a little man who had the strength of several Storm Giants. If Gilgamesh hears this story, he will instantly challenge the Dwarf to a wrestling contest. The Dwarf will smile and accept, but will wager a bet that if he can beat Gilgamesh, Gilgamesh must give him his axe, The Might Of Heroes. Gilgamesh accepts and says that if he wins, the Dwarf must show him a short cut to the Ziggurat of the Seven Jenni, which was built by dwarven labor). Bau accepts.

Bau and Gilgamesh fight. The players should play Gilgamesh and the DM play Bau. Use the standard non-lethal and weaponless combat procedure. Bau does indeed have tremendous strength, but no more than Gilgamesh. Whoever wins the fight, the bet will be honored by the loser. Note: The two warriors are fighting to *subdue*, not to kill. If Gilgamesh wins, the trip to the Ziggurat will be shortened by two days and Bau will reveal a secret entrance toward the back of the temple. Gilgamesh, should he lose, will give the Dwarf his ax, which Bau renames and it becomes the first Axe of the Dwarven Lords.

Bau

Dwarven Lord Fighter (Skill 15)

AC: 3, HTK: 95, M: 12"

Storm Giant Strength, Can use these spells once per day: Speak to Stones, Move Earth, Passwall

- 4 Gilgamesh leads the group through a high mountain pass when a snow storm starts. This is no ordinary storm. It is very powerful and very cold. Armor will become so cold that an adventurer's unprotected skin will stick to it. Subtract 2 for all rolls to hit and damage for one day after the storm. There is a 25% chance that any one member of the group will get frostbite and need a Cure Disease to live. Gilgamesh seems not to feel the effects of the storm, but nevertheless stays close to the fire (if one is started).

The real danger, though, is not the storm, but what comes after the storm. A band of Winter Wolves are following the storm, scavenging off the remains of animals which the cold and winds kill. There are eight wolves in this group. One has a silver collar studded with jewels. The collar is worth 200 gp. This wolf is the personal pet of one of the Jenni (An-Zakar). If this Jenni sees the collar, he will attack with berserker fury, screaming "You killed my son!"

(8) Winter Wolves

AC: 5, HTK: 20, 22, 26, 32, 31, 30, 33, 40 (6D8), M: 18"

Att: 1, Dm: 2-12 or frost breath, Special: Frost breath for 6-24

- 5 The party comes a mountain lake. The water is clear and clean, although there is a scum of green algae on the top. If anyone drinks from the water (Gilgamesh and Silas will not be thirsty) or bathes, the character must save

versus magic or be infected. The fungus causes tiny roots to grow from the person's extremities and bind him to the ground. In the space of one night, the growth will become so thick, the person will not be able to move. The fungus then uses its new-found food source to grow more spores—airborn spores. The roots can be cut away and the person will feel no ill effects. However, his skin will turn green. The fungus can be killed with a Cure Disease, but it will return in 1-2 weeks. The only way to keep the growth from becoming too limiting is to keep moving. The minute the player stops to rest, the growth begins anew.

A player can give the fungus to other members of the party, even Gilgamesh. Every time he touches any other member of the party, there is a 5% chance he will infect his fellow companions. The Druid spell of Cure Disease will destroy the infecting fungus permanently.

6-10 No Encounters

The Final Approach

At one point, the path narrows to a single file passage. This goes on for about a mile, but nothing happens. (The GM could enliven this part of the adventure by having a rock or two drop from the cliff sides.) The path opens into a small valley covered with small stone spires about three to five feet tall. The spires are all carved in the shape of faces twisted in horrible torment. When the winds blow through this valley (every 1D10 melee rounds), the spires howl like the undead. It is so unnerving a sound that it will act as a Fear spell (unless within 30' of Gilgamesh).

At the end of the valley is a vast chasm over 100 yards wide. Following the crack, the group will come across an area that is only 80 yards wide and is spanned by a bridge made from bones, human bones. The skeletons grip each other to form a span and two skeletons act as posts on each side. Needless to say, this is the only way across the chasm except by flying. Gilgamesh will not fly. He will defiantly stride onto the bridge. He will expect his companions to do the same. There are 30 Skeletons on the bridge. They will wait until the adventurers are in the middle of the bridge to attack, 15 on each side. The bridge will not unravel because these skeletons attack. The bridge is 240' long and 30' wide. The skeletons can be turned with a -1 to the die roll.

(30) Skeletons

AC: 8, HTK: 6 each (1D8), M: 12"

Att: 1, Dm: 1-6

The Dream Battles

After the bridge, the terrain will turn even more difficult. No trees grow in this land, though it is low enough for them to survive. Most foliage has disappeared and the country will become an endless vista of barren rock. This part of the journey takes only two days, but the Jenni will make their first appearance here.

As the party sleeps that night (they will be too exhausted *not* to sleep), the Jenni will come to them in their dreams. The fight in the dreamscape will be as real as if it were fought in the conscious world. Not all the Jenni will attack. The character who has the watch at two in the morning (the soul's midnight) will notice the conflict between the characters and

the Jenni, but will be powerless to awake the player characters. He can, however, cast spells on them (Strength, Cure Light Wounds, etc.). More useful, though, would be to wake Gilgamesh. Unfortunately, the king is famous for sleeping through almost anything (by this time, it should be apparent to the group that Gilgamesh is famous for everything he does).

Thus, waking Gilgamesh will be no easy matter. Silas will be easier to awaken and he knows that if a piece of metal is heated and stuck into Gilgamesh's mouth, he will awaken. Gilgamesh, who is snoring up a storm, will not appreciate the treatment and the character will have to talk fast in order not to receive a blow (a character with low appeal might stumble over his words and incur Gilgamesh's famous rage). Not burning Gilgamesh will make it twice as hard to wake him. Gilgamesh will awake in 6+1D6 melee rounds, half that if burnt. Heating the metal will take one melee round, as will waking Silas and telling him the predicament.

The characters who fight the Jenni will find themselves dreaming of a room filled with smoke. The room is big (100' x 100') and is lit from some unknown source. As the smoke condenses to the floor, the character will see one of the Jenni approach him and smile. He will offer his hand in friendship, although the smile is really a horrible parody of a real smile. If taken, the adventurer will automatically be charmed by the Jenni, *no saving throw*, and that fight will be over before it has begun. If possible, play the dreams separately with each player. They should have no knowledge of each other's dreams.

If there are more Jenni than player characters, the extra Jenni will not appear. Silas and Gilgamesh are not plagued by these monsters. The amulet given to each party member by Sin is necessary to hit the Jenni when they attack through a player's dreams. If the Amulet is stolen or destroyed, the player cannot strike the Jenni and must run away (not very effective), or hide (not easy to do since the Jenni can see invisible and ethereal) until Gilgamesh comes to help.

If a Jenni kills an adventurer, the body of the character will go into a sort of coma and the soul will be trapped by the Jenni in their lair. The surviving players will have a chance to rescue their unfortunate companions in the Jenni's Ziggurat.

Jenni #1: An-Zakar

An-Zakar appears as six disembodied mailed hands. Each hand flies and strikes separately. Destroying one hand will not kill An-Zakar. If the hands are not attacking, he can change himself into a flock of six ravens, or a cloud of stinging insects, but these changes will not affect his abilities. DM: An-Zakar is the master of the pet wolf, so make sure that he appears to the possessor of the wolf's collar—if any of the dreaming characters possess it—in which case, An-Zakar will immediately attack in a berserker's rage screaming, "You killed my son!" The handshake to charm will not then be attempted.

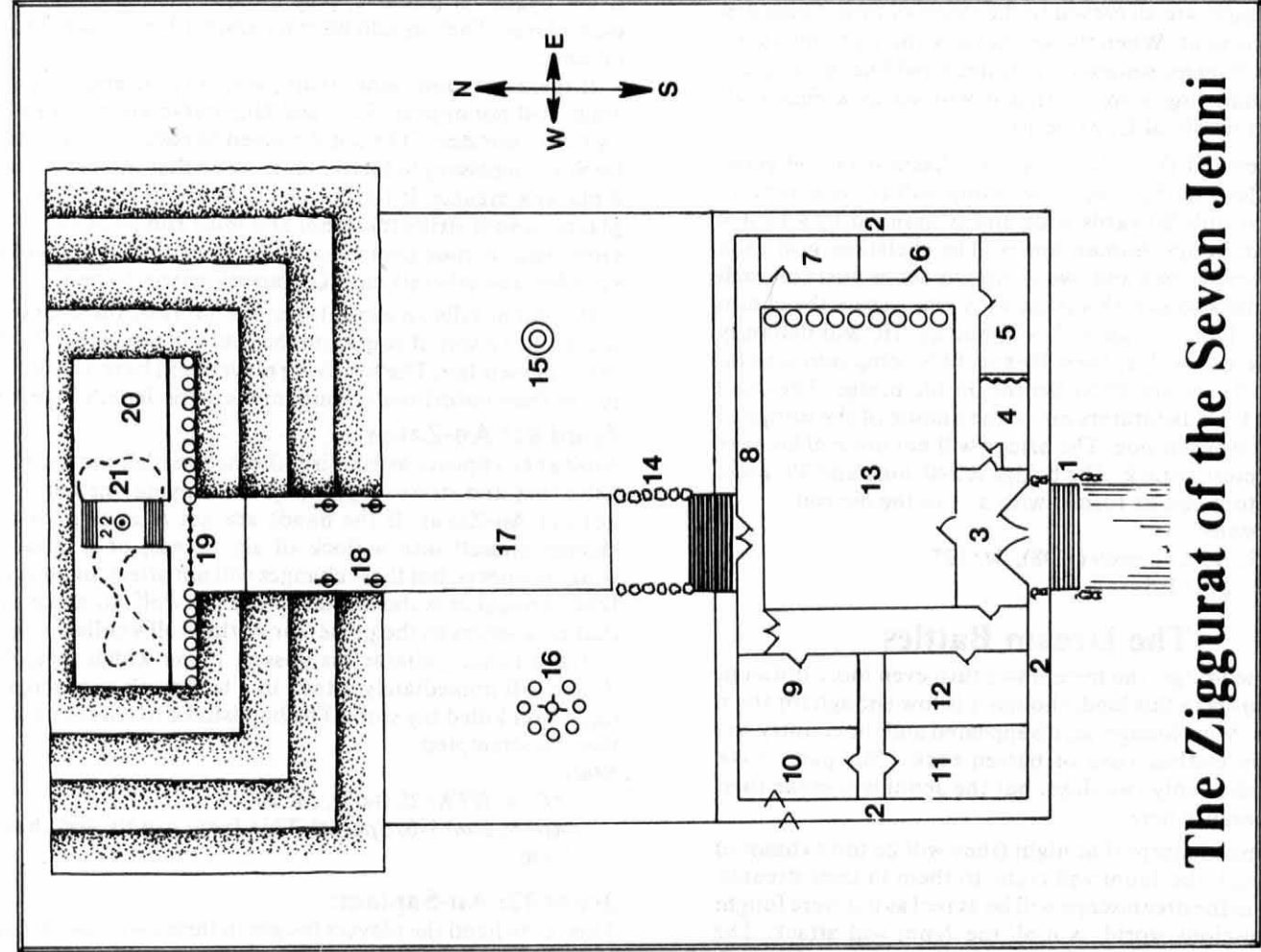
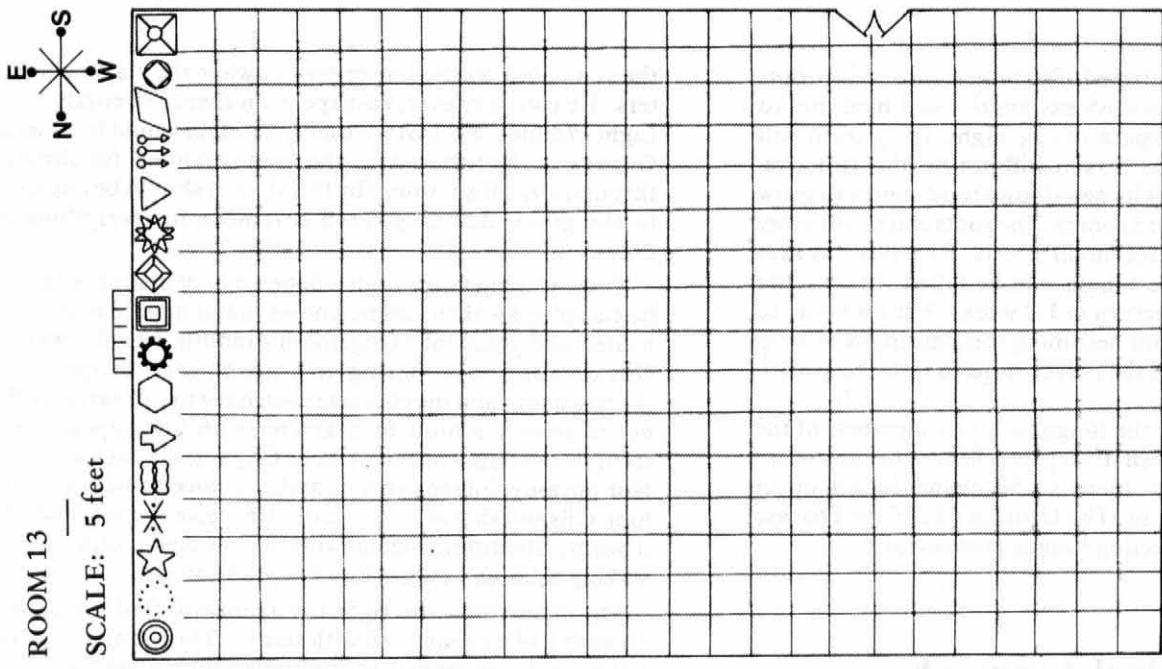
Stats

AC: 4, HTK: 28 (6d8), M: 24"

Att: 6, Dm: 1-6, *Special*: This Jenni can fly and change form

Jenni #2: An-Saptam:

This is the fiend the players fought in their own time. He can change his molecular structure so that any one element or energy source will not affect him. A iron sword will be



useless if he chooses iron as his element. An-Saptam has a glimmering blade made from a silver alloy in his hand. It is +2, but if An-Saptam so desires he can let go of the sword and it will disappear. When he wishes, it will appear again in his hand, ready to swing. This always increases his initiative by one. This is the Dimension Sword and the player who kills An-Saptam can keep the weapon. The blade disappears into its own dimension and cannot be stolen by creatures living in other dimensions (like Leomund's Secret Chest). Any character who gains the sword can summon it at any time he wants, and dismiss it with just a thought.

Stats

AC: 4, HTK: 24 (5d8), M: 12"

Att: 1 (Sword or Spell), Special: Also has the ability to ESP up to 9" away, telling him what his opponent will throw at him. He fights as a skill 10 fighter and usually with a magic sword.

Jenni #3: An-Ezkial

This Jenni appears before the player as a beautiful woman. In his dream, the character seems to wake up at his camp. No one else is around. The woman is wearing a thin veil. She smells sweet and is soft and warm. Her eyes are the color of a forest at dawn. Her teeth are as white as milk—with a trace of red. She will smile and say that the party left without him. They will return soon. Instead of a handshake, she will offer to kiss the adventurer. If the player accepts the kiss, he will be charmed and his soul will be taken away to the temple.

An-Ezkial is a master at illusion. If the character believes he is in his camp with a beautiful woman, he will find himself getting sleepy (make a saving throw versus magic or fall asleep). An-Ezkial has a dagger envenomed with a powerful poison. If she stabs the character, he must save versus poison or his soul is trapped by An-Ezkial.

If the adventurer does not believe An-Ezkial, then she will try to run from the character. If the character attacks her, or casts a spell, she will turn around, her face changed to that of Ilana, the beautiful girl at the inn. She will plead not to be hurt, saying that she is merely a spirit trapped by the evil Jenni. She will try to use this ruse to get close enough to use her dagger. An-Ezkial's real appearance is that of a beautiful woman, but with the face of a jackal.

Stats

AC: 8, HTK: 18 (4d8), M: 12"

Att: 1, Dm: 1-4 plus poison, Special: Can attack with illusion generation. Can make Improved Phantasmal Force at will and also use Phantasmal Force. Other spells: Mirror Image, Invisibility, Continual Darkness, and Blindness illusions spells once per day. She does not need any material components for her spells.

Jenni #4: An-Mawil

This Jenni appears as a humanoid with the face of a vampire, the talons of an eagle and the wings of a bat. It is the Jenni which carried Enkidu to the Underworld. An-Mawil is the Lord of the Undead in this era. He can drain experience points as a vampire, but only one level per bite.

This Jenni can lift a humanoid off the ground and carry him away. His favorite tactic is to lift a victim off the ground and suck him midair. If the character is too hard to fight, he will drop him. If An-Mawil hits with both his talons, then he has grabbed the player and will, in the next melee round, lift him up into the air 60 feet. The damage from a fall at this

height is 6D6.

Stats

AC: 5, HTK: 50 (9d8), M: 12"/24"

Att: 3, Dm: 1-6, 1-6, 1-4 (bite), Special: Drains one skill level per bite (only bite drains experience).

Jenni #5: An-Romar

This Jenni has the upper body of a man, the claws of a lobster and the lower body of a scorpion. If the player is struck with the stinger and does not make his saving throw against poison, he will die.

Stats

AC: 2, HTK: 30 (8d8), M: 12"

Att: 3, Dm: 1-10, 1-10, 1-4 (plus poison)

Jenni #6: An-Aconite

The player will see a small 20' x 20' cloud approach him. The black and purple cloud appears charged with bolts of lightning and within it floats dark masses. The cloud is the sixth Jenni. It will try to envelope the character and kill him with three different attacks. The Jenni can only use these attacks inside the cloud.

The first attack is lightning. The Jenni can fire a 2 die lightning bolt every melee round. The second attack is heat. An-Aconite can heat his gaseous body to the temperature of steam. Every round the player is enveloped within the cloud, he will receive 1-10 points of damage. The third attack is the cloud itself. While in the cloud, the player's vision will be obscured; he will suffer a -2 to hit.

An-Aconite's bodily mass is suspended in the cloud. The player must state that he is striking at the dark masses inside An-Aconite. Otherwise, the strike or spell will have no effect.

Stats

AC: 4, HTK: 34 (6d8), M: 18"

Att: 3, Dm: 2d6 (lightning), 1-10 (heat), -2 to attack (vision obscurement), Special: Can only attack those he envelopes within his cloud.

The seventh Jenni, An-Azuth-ba, will not appear to the players. He is the leader of the Jenni and will not leave the safety of the Ziggurat. The Jenni, if killed, will not appear for hundreds of years.

Once Gilgamesh is awake and warned of what is happening, he will immediately begin praying to his God, Shamash. The God will grant Gilgamesh the ability to enter into the dream world and fight all the Jenni simultaneously. In each dream where the battle has not yet been decided, Gilgamesh will suddenly appear and strike at the Jenni. The Jenni will scream in panic and flee, but Gilgamesh will get in at least one strike before it flees. (Note: If at anytime, a Jenni is being seriously beaten, he can flee, but the character will get at least one strike from behind.)

The Ziggurat of the Seven Jenni

A Ziggurat is a massive structure much like a pyramid, only the sides of the structure are stepped. A Ziggurat is a solid structure. There are no rooms in it except, perhaps, a stairway leading to a temple on its top. Usually, the staircase winds around the outside of the building. In this case, the staircase is a ramp and goes straight to the temple atop the Ziggurat. In front of the Ziggurat is a temple. It is one story tall and is made of dried brick. This Ziggurat is made from thousands and thousands of human skulls. Gilgamesh

doesn't know where his necklace is, so he will just start at the temple and work his way up. If the secret entrance has been revealed, Gilgamesh will use it, but he will not stay with the party long. Anxious to get revenge, Gilgamesh will storm into the temple, running recklessly through the rooms searching for his treasure. Immediately after entering the temple, he will disappear down a corridor. As he leaves, he will call out for the players to follow as best they can.

The Temple

1 The Temple entrance is guarded by two stone lions. They will turn into real lions and fight with berserk fury. Two more lions are just inside the door. These will also attack. If entering through the front, Gilgamesh will immediately kill one of these animals and disappear into the temple. The party must fight the rest of them. If the group has met up with the Dwarf Bau, the secret entrance, as indicated on the map, may be used by the party.

(4) Lions

AC: 5, HTK: 20, 22, 25, 10 (5+2D8),
M: 12"

Att: 3, Dm: 1-4, 1-4, 1-10 (bite), Special: rear claws can also rake for 2-7 each.

2 This balcony runs the entire circumference of the Temple, but a Spell of Misdirection has been permanently cast on it. Anyone who attempts to use it to get into the garden will end up back at the front entrance. The spell cannot be dispelled short of a Full Wish.

3 The walls here, in the front foyer, are covered with a mural depicting various forms of evil deeds being inflicted upon human beings. Six of the seven Jenni are depicted (An-Azuth-ba is not). Gilgamesh, who ran in ahead of the party is nowhere in sight. The door to the north is made of bronze and, beyond it, the adventurers hear the sounds of a battle. The door isn't locked. The western door is locked and trapped (dagger from the ceiling). The eastern door appears closed, but the door is actually an illusion. The real door has been ripped off its hinges by Gilgamesh. The Temple, however, immediately created an illusion of a whole door. These illusions will be dispelled if touched. The Temple itself is self-aware. Because of vanity, and to fool the unwary, the temple will create illusions in order to cover up any unpleasantness, or any structural damage (i.e. broken furniture, windows, blood, etc.). The damage which Gilgamesh does will generally be hidden from casual observation.

4 The east end of this room is covered by a curtain. Behind it, the players will find a mirror. If they look closely, the mirror will begin to cloud. A figure will approach from the far side of the mirror. Then it will disappear. Anyone who looks into the mirror after the figure disappears will see Medusa's head (save vs. petrification or be turned to stone).

5 Twenty Ghouls led by a Ghast are in this room. They are wearing bronze breast plates and carry bronze swords and axes. The Ghouls will follow the party out of the room, as well as anywhere the party goes, until they (either group) are dead. These undead are *edimmu* and are controlled by the Jenni.

Ghast

AC: 4, HTK: 20 (4D8), M: 15"

Att: 3, Dm: 1-4, 1-4, 1-8 (bite), Special: paralyzation touch (save applicable).

20 Ghouls

AC: 6, HTK: 8 each (2D8), M: 9"

Att: 3, Dm: 1-3, 1-3, 1-4 (bite), Special: paralyzation touch (save applicable).

6 This is the abode of An-Zakar. If not killed in the dreams, the players will find this Jenni here. If any injury was done to him in the dream world, the damage will be healed. An-Zakar has created a room of perpetual darkness so intense that torches and Light spells will not shed any light. A Continual Light spell is necessary to give the room a weak glow. Without such light, the mailed fists of Zakar are practically invisible and will gain the appropriate bonuses (+2 to hit and -4 to armor class). If the player fighting Zakar in the dreams lost, his soul will be trapped in a jar sealed with cuneiforms which is hidden in the southeast corner of the room. Immediately after the seal is broken on the jar, the soul will return to the character's body. The character will revive at full strength and will feel no disorientation except mild indigestion. He will return to the same physical condition as right before the fight with the Jenni. [GM: for stats on Zakar, see the dream battles.]

7 This is the abode of An-Saptam. His room is richly appointed with five oriental rugs of intricate design worth 1,000 gold pieces each. Also, in the center of the room, An-Saptam has a brazier made of gold. With the brazier, he can summon a 16 die Fire Elemental. An-Saptam will summon the Elemental if the party has entered through the front door (alerting all the Jenni). If the party has entered through the secret door (even with Gilgamesh), he will be reclining on his bed, playing with a glass jar. The jar will contain the soul of the player he has taken in the fight, if An-Saptam won, or, if not, the soul of a beautiful woman (A: 17) he captured a month ago.

An-Saptam will use yet another magic sword on the group. This is the Sonic Sword. Besides its +2 to hit and damage capability, the sword has the power to create objects out of solid sound. These objects use a number of power points from the Sword. The points increase proportionately to the skill level of the user. The rate is 10 points per skill level per day. Hence a Skill 5 Fighter can use 50 points on solidified sound a day. These objects have the substantiality of Djinn creations. An-Saptam can use 60 points.

Power

Cost/Effect of Power

<i>Englobe</i>	15 points per use. A 5' diameter sphere surrounds any one area. The sphere will take 20 pts. of damage before shattering. It will float slightly (6") off the ground.
<i>Increase Damage</i>	5 points per melee round. The sword can vibrate at a rate which adds +1 to damage.
<i>Absorb Damage</i>	2-20 points. The sword can create a shield which will absorb 1-10 die of physical (arrows, charging horses) or magical damage at a rate of 2 points per die. The shield lasts only one melee round.
<i>Sonic Blast</i>	10 points per use. The sword can generate a cone of sonic vibration so strong it can cause 5 dice of damage. The cone extends to 60 feet from the sword.
<i>Solid Forms</i>	The sword can create simple forms at the rate of 2 sonic points for every point of damage the form can sustain. For instance, the wielder can create a wall section with 10 pts. that will withstand 5 points of damage before shattering. The area of a solid form is 5' x 5' per every five points used to make the form. Forms must be kept simple with no more than one or two moving parts.

An-Saptam is skilled with all these forms of the sword and

will not hesitate to use them. All of the forms and powers of the sword will be negated and dissolved by a Silence spell. If An-Saptam was killed in the dreams, then the sword will be in the hands of the Guardian of the Garden (see Room 15). [Stats for An-Saptam are in the dream section.]

8 This hallway is lined with shutters on one side and murals of laughing demons on the other. The shutters are painted black. While moving down this hallway, the demon faces will whisper to the players obscene and horrible things like: "Imagine a head cheese using a human head, hee, hee!" or "Think I'd like some puppy dog stew right now!" The GM can use his own sick ideas for the gallery. The doors leading out to the garden are made of banded steel and oak. They look solid, but in reality, they were sheared off in one stroke by Gilgamesh. An illusion has replaced the real doors. To lure the players away from Gilgamesh, the Temple will cast an audible illusion of the sounds of battle taking place behind the doors to the south. The players will also hear the roar of a tremendous warrior, but Gilgamesh's voice will not be heard.

9 This is the living quarters for An-Romar, the Scorpion man. The room is crawling with live scorpions and they are no illusion. In fact, the illusion of a neatly kept study will prevail until the first player steps into the room. *THEN* the scorpions appear. These scorpions have been specially bred by the Jenni to deliver a specially potent sting. However, against armor or leather boots, the chance of getting hit is reduced to a natural 20 for these nasty insects. Anyone who is unlucky to be bit must save vs. poison or be paralyzed. Anyone struck three times will die. The number of scorpions in the room dictate that anyone who enters can expect to be struck at least 4-12 times a melee round. If An-Romar won his fight, the character's soul will be kept in a huge jar shaped like a giant scorpion in the northwest corner of the room. The jar is made of solid gold and is worth 1500 gold pieces. It will also be very heavy and require a combined strength of 30 or greater to carry. [See the dream battles for An-Romar's stats.]

10 A secret door exits to the outside from this room. The secret door is hidden behind a tapestry depicting a group of humans being drowned in the great flood. This room is the personal living space for An-Mawil. He is out of the room and in the garden (if he survived the dream-battles—see 18). All that is in the room, besides some oversize furniture, are two lovebirds in a cage. If the birds are released, they will fly straight to An-Mawil at the first opportunity and tell him of the party's presence.

11 Painted on the hallway wall outside this room are the images of two lovers. The lovers are in chains, stretching their arms out to each other, but just out of reach. This room is the boudoir of An-Ezikial. She will be in robes of shimmering silver if the party can surprise her. Otherwise, An-Ezikial will flee. She realizes that once her powers of illusions are detected, she cannot win a fair fight. The jar with the soul of the player (if the battle was won by An-Ezikial) will be hidden in the ceiling in a trapped panel. The panel will explode outward for 1-10 points of damage if touched without first running a finger around the crack.

12 The door to this room will noticeably have a tight fit and is obviously airtight. The room itself is filled with noxious

fumes so terrible that a save versus poison must be made or the character will be overcome with nausea for 1-4 melee rounds. This is when An-Anconite will attack (if he survived the dream battle). If he vanquished the character he attacked in the dream state, a jar will be floating within the Jenni which contains the trapped soul.

13 If the players rush into this room, they will see Gilgamesh wrestling with a huge spider at the eastern end of the room. This is an illusion. The room is actually an elaborate trap.

At the other end of the room are a collection of statues. These massive pillars are spiked, flanged, and barbed with razor sharp protrusions and are moving randomly forward at an alarming pace. The statues, however, do not all move at the same speed or in the same direction at the same time. It is possible to slip through the back and forth motion of the statues. The door through which the characters entered the room is one way and disappears on the room side. Any character who looks into the room after the first character went in will continue to see Gilgamesh fighting a Giant Spider. Any character trying to stand in the doorway, half in and half out of the room, will find himself inexorably tugged into the room.

The statues fill the entire space they are in right up to the ceiling (one cannot fly over them). Each statue's movement should be rolled for twice each melee round. Roll one six-sided die to see in which direction the behemoths move. On a roll of 1, 2, 3, the statue will move west. On a roll of 4, the statue will move north, on a roll of 5, the statue will move south, and on a roll of 6, the statue will move east. Once the direction is determined, the GM rolls the six-sided die again to see how many 5-foot sections the statue moves. For example, an initial roll of 1 indicates that a column moves west. Then the GM rolls a three which translates to 3 five foot sections or 15'. If two statues bump into each other, nothing happens and they can move the next round. The situation creates a perilous area of unpredictable and deadly statues moving between the characters and their goal.

If struck by a statue, a character must make his saving throw against his dexterity or be mowed down. A statue will give 6-36 points of damage if the save is not made, and 2-12 if it is made. If a character rolls a one on his saving throw, the statue has sucked him into the machinery of the whirling blades and appendages and caused *double damage* of 12-72 points. The same damage will occur if a character attempts to ride one of these automatons.

Behind the statues is a panel with four levers. Each lever will deactivate four statues. Next to the four levers is a button. The button will open the doors on the south wall. [GM: for ease of play, the number of statues can be cut down to eight by simply making them 10' x 10' instead of 5' x 5' and move 10' per point on the die.]

14 The garden is an important feature of Babylonian life and its origins extend to ancient Sumeria. Every noble's house had a lush garden, which would often be very large. The Jenni's garden is composed of the skeletons of humans with evil-looking flowers growing out of the heads and wrapped around the limbs. Hundreds of human skeletons are "planted" in the grounds. Of these, twelve are lined up in rows flanking the beginning of the ramp to the ziggurat. These 12 skeletons are especially overgrown with a black and red plant that seems to drip a blood-like juice from its razor

sharp leaves. These plants are Sliths. Using the skeletons as a crutch, the Sliths can move towards the party at a rate of 3" a melee round. Sliths have a powerful tendril with a razor sharp tip with lashes out at its victims. The arm does 1-8 points of damage.

But the Slith's main attack is a gland near the top of its stalk which spits out a poison. If hit, a character must make his save versus poison or be blinded. The poison must touch exposed flesh to work. If the poison misses its intended victim, it will *crawl* after the person at 1" per melee round. If it hits a protected area of a character, like an armored shoulder, the spit will crawl up a character's arm or down his leg in search of exposed flesh. A Neutralize Poison, Dispel Magic, or a drop of Holy Water will destroy the poisoned spit.

12 Sliths

AC: 7, HTK: 12 each (3d8), M: 3"

Att: 1, Dm: 1-8, Special: Spits poison (save vs. poison or become blind) which crawls at 1" per melee round.

15 The Fountain of Youth—at least that's what the sign says in cuneiform writing. The fountain actually flows with an acid which will spray up at an approaching player. The spray will reach 40 feet from the font and does 2-12 points of damage (save vs. magic for half damage).

16 The Gilgal of the Jenni. This gilgal is the personal circle of summoning for the Jenni. However, it can be used to transport the party back to its own time when the mission is completed. Even if the mission fails and Gilgamesh is killed, Shamash will return any surviving members of the party back to their own time, if they have killed all seven Jenni.

In the center of the circle is a statue of an armored warrior. This is the Guardian of the Garden. He has the face of a lion, four arms, the legs of a goat, and the tail of a bull. The moment a character approaches within 60 feet of the statue, it will change into a flesh and blood warrior. He can strike thrice in a melee round using either a mace or a sword and his bite. If An-Saptam was killed in the dreams, he will use the Sonic Sword (see Room 7). The Guardian can use 40 points a day. The Guardian's other swords are made of common bronze and are non-magical.

Guardian of the Garden

AC: 8, HTK: 45 (10d8), M: 9"

Att: 3, Dm: 1-8, 1-8, 1-10 (bite).

17 The ramp is made of a rough limestone and is relatively easy to climb. As soon as the first player begins the ascent, the limestone will heat to red hot temperatures. The heat will immediately cause 1-6 points of damage. At this point, any character suffering from this trap will hear a voice in his head. It will say, "Look into my eyes." The voice will be familiar. If the player looks, he will see Gilgamesh standing at the top of the ramp (19). As long as the player stares into Gilgamesh's eyes, he will not feel the heat of the ramp and will not take any damage. If he looks away, even for a second, he will receive 1-6 points of damage and immediately feel the heat.

18 About two-thirds of the way up the ramp, there are four perches for birds. On them will be four birds. However, one has been skewered on his own perch and another looks very badly hurt. The birds are Giant Ravens and they will attack anyone attempting to fly up to the Temple, or anyone who is climbing the ramp. Also guarding the temple ramp here is

An-Mawil (if he survived the dream battles) who will attack anyone on the ramp or in the air. [An-Mawil's stats are given in the dream battles.]

(3) Giant Ravens

AC: 7, HTK: 10, 14, 6 (hurt by Gilgamesh), M: 3"/24"

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

19 Gilgamesh, his feet burnt and cindered (take off 20 HTK), is straining before a gate which he has been trying to lift. The gate is made of solid bronze and is bolted securely to the floor and ceiling. Twenty melee rounds after the players first enter the Garden, Gilgamesh will rip it from its mooring. (Note: he will stop his labor in order to help the players get to the top of the Temple.) Behind the gate, an ordinary looking man in priestly garb will be laughing at the warrior. The priest seems to have a thin pink tail which runs from beneath his costume and out behind him into the Temple building.

20 The Temple of An-Azuth-ba consists of just one large room divided in the middle by a raised platform with the necklace of Enkidu on it. Beneath the platform and filling the room is the rest of An-Azuth-ba. An-Azuth-ba will smell vaguely like rotting flesh and this odor will be strong when first encountered.

21 An-Azuth-ba is the leader of all the Jenni and the most powerful. He is made out of a blob of protoplasm 110 feet long by 25 feet wide and 10 feet tall. An-Azuth-ba can form his self into any number of appendages and faces and he can cast illusions on his various extremities to make them look like other people, horribly deformed monsters or such like. The Jenni leader also has ESP in a 90 foot radius and can lift his body with a Levitation spell (works only on himself). The Jenni can only coordinate 18 different movements at a time, but he can attack a creature no more than six times per melee round. If the Jenni hits with three or more tendrils in one melee round, the victim has been partially enveloped by An-Azuth-ba and is subject to another 1-6 points of damage due to very strong digestive juices.

An-Azuth-ba is immune to most magic, but some spells do damage. A Purify Food and Water will do 4d6 damage to the monster, as will a Passwall. A Flesh to Stone will give An-Azuth-ba 3-30 points of damage, a Disintegrate 4-40 points, a Repulsion 5-50 points of damage. A clerical Light spell will hurt for 1-10 points and a clerical Continual Light will give 5-50 points of damage to the monster. Cure Disease will cause 6-36 points of damage and a Neutralize Poison 2-20. All other magic spells do nothing. The ones that do work allow a saving throw for the Jenni.

An-Azuth-ba

AC: 8, HTK: 300, M: 3"/certain parts move faster: 12"

Att: 18 (only six at one character), Dm: 1-4 each,

Special: If three or more appendages hit a character, An-Azuth-ba can excrete his powerful digestive juice for an additional 1-6 points of damage. This Jenni can also ESP in a 90 foot radius.

If the battle is going badly for An-Azuth-ba, he will grab the necklace of Enkidu and form out of his flesh another necklace that is bejewelled. He will thrust both necklaces out at Gilgamesh and say in a booming baritone that if Gilgamesh leaves his temple now he will give him this necklace which will give him eternal life or Enkidu's necklace.

Usually such a ploy would be laughed at by adventurers,

but Gilgamesh is very sensitive in this area. The King of Uruk will stand transfixed, unable to make up his mind whether to take the Necklace of Enkidu or the fake necklace. He will drop his weapons and stop attacking.

An-Azuth-ba, however, will not stop attacking the rest of the party. The characters must quickly find a way to show Gilgamesh that the "Immortality Necklace" is fake.

First of all the necklace is not magical and will not glow under a Detect Magic. Secondly, tearing the necklace out of An-Azuth-ba's grasp will instantly cause the illusion to be broken and the necklace turn into a rotting stinking flesh. Third, a Dispell Illusion, or Dispell Magic can be thrown on the Necklace which will again show Gilgamesh what it truly is. Finally, killing An-Azuth-ba will instantly dispell the illusion. It will also be the end of the adventure.

If the illusion is broken, Gilgamesh will snap out of his trance and scream in rage at the deception. He will fight with beserk fury against An-Azuth-ba (+2 to Hit, +10 to dam).

22 This is the necklace of Enkidu, the necklace is not magical, but merely a token from Shamash to Enkidu. It is made of thorns entwined with beads and gold filigree.

An-Azuth-ba does not have a lot of treasure, just two thousand gold and jade pieces in chests on the platform, but he does have a golden skull with eyes that follow the holder that is worth 4,000 gold pieces. If a gold coin is placed in the mouth of the skull, it will answer a yes or no question on any

subject once per day.

The End Of The Adventure

When the battle is over and all seven of the Jenni killed, Gilgamesh will thank the party for helping him on the noble quest. He says that he wishes he can bring them back to Uruk to have a proper feast, but his deal with Shamash states that he must return the warriors the moment he does not need them. In appreciation, he will allow the character to keep the amulets given to them by Sin. Each Amulet will allow the characters to strike any monster even if they can be hit by only a magical weapon. It will not strike animals out of phase or ethereal, just allow a regular weapon to strike monsters that normally would need a magical weapon to hit it. Animals that need a specially made unique sword to kill them still will not be hurt by a character with the amulet.

As a final token, Gilgamesh will strip himself of all his gold and lapis lazuli necklaces and rings and give them to the characters. None are magical, but they total over 5,000 gold pieces in value (including a 1,000 gold piece diamond from his hair). Finally, Gilgamesh will ask Shamash to grant the party with a Wish for each surviving member. Shamash cannot give so much power away at once so he will give the party a Ring of Three Wishes.

Afterwards, the party will be summoned to the Gilgal in the Garden (the Guardian won't animate) and sent back to their own time. They will arrive at the first circle of stones in the valley where the adventurers first met Gilgamesh.



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Merlin

Introduction written by

Shari Holmer Lewis

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My king has commanded me, his humble servant Marcus to record the true and full story of Merlin, wizard and soothsayer, revered in both chronicle and legend. Neither Geoffrey of Monmouth nor Thomas Malory has written the complete history of this man, half human and half spirit. So now at the bidding of my lord and with his gracious blessing, I take my pen in hand and entreat his kind forbearance with my feeble efforts.

It has ever been said that Merlin was neither of this world nor the other, but of both. Whether these men speak truth or not, many would swear that Merlin had found the doorway to the netherworld among the hills of Britain, had passed there, and had returned from whence no man has ever returned, not even Arthur, for whom we wait with songs of welcome on our lips. It is certain that Merlin possessed powers beyond those of the canniest of men; he could see the future and discern truth—he had the sight. He understood men—no small gift—and some say he could read their minds. He was wise in counsel, could enlighten

men's minds and cloud their eyes. He was known to all and known by no one. These powers and more he carried with him from an early age.

Thus we come to his beginning.

In the early days of Britain, when the land was still ravaged by invaders, Vortigern set about the task of building a mighty tower as defense against the Saxons. After much searching he chose Mount Snowdon as site for this undertaking and gathered stonemasons from around the country to accomplish it. But each night the work that had gone forward in the day vanished into the earth as if nothing had been done. Greatly perplexed, Vortigern summoned his magicians, who told him he must find a boy who had no father.

So messengers of Vortigern spread across the countryside seeking such a boy. They came to the town of Carmarthen where they found one who was said to have been born without being fathered. Quickly they brought the child and his mother to Vortigern, who questioned the woman about her son. "Sire," she replied, "It is true. The boy was begotten of no man, but rather a spirit visited me in my chamber, and thus the child was born."

When the magicians heard it, they rejoiced and were eager to spill the boy's blood to cement the foundation that was swallowed up by the earth each night. But the boy stood forth and boldly said the magicians had lied, challenging them to speak the truth regarding the tower. When the king's wizards were silent, the boy spoke, revealing the presence of a large pool beneath the foundation which kept the tower from standing. When the builders sought beneath the earth, they discovered a large pool, just as the boy said. Then the boy turned to the magicians urging them to disclose what lay in the pool. But again these men were silent and the boy revealed to Vortigern that they would find two dragons, one red and one white, asleep on the bottom of the pool. Moreover, the fight that would ensue between these dragons would prophesy the fate of Britain, their own land. When the pool was drained, the dragons were found, as the boy had said. The boy's name was Merlin.

The Saxons harassed the land for many years and Aurelius, who now led the continued resistance against their incursions, desired that a monument be raised to honor those who had died in the struggle. He gathered his builders and architects, but none could conceive a plan that was worthy. Finally one spoke, saying Aurelius must send for Merlin, the prophet of Vortigern. It was done, and Merlin came and spoke to the king, saying he must send for the Giant's Ring, which was in Ireland; such a ring of stones, each so large that no man can move it unless he be possessed of great skill and craft, would be a fitting tribute. At this the king laughed; there were stones a plenty in Britain with which to erect a dance. But Merlin silenced him. These stones, carried from Africa by giants, were possessed of such magical and healing powers that a man would be healed of all his wounds if he bathed in water that had only passed over one of these stones.

So Aurelius set off for Ireland with a large body of men, and Merlin was in the company. But when they came to the Giant's Dance, the stones could not be moved, despite the engines and strength that they employed. Then entered Merlin into the heart of the Dance and stood there as if transfixed, after which he instructed the men to move the stones, and the stones were brought to the sea and to Britain with

ease. Then Merlin erected the stones once more on the Plains of Salisbury in the place that is called Stonehenge.

Men say that nature was a part of Merlin, in a way that was unnatural for a man. He had a subtle craft for making things and could endow them with powers not otherwise known. It was Merlin who in the days of Arthur caused Knight Balin's sword to be put in a marble slab as large as a millstone and let that stone hover over the water for many years until it finally came downstream to Camelot. Merlin could also hold men in thrall; his speech was subtle and men thirsted for his visions of the future. Men tried to use Merlin for their own purpose, but Merlin knew only one purpose—Britain, and Arthur.

It happened one night when Uther, Aurelius brother, was out in search of the enemy army that a great star appeared with many shafts of light and a ball of fire in the shape of a dragon. Uther was astounded and summoned his wise men, Merlin among them. Uther questioned them closely as to the meaning of this portent, but none knew, save Merlin. Merlin disclosed to those assembled that Aurelius the king was dead and that Uther would be king after him. From that time forth Uther was known as Utherpendragon because of the star.

When Utherpendragon had many victories to celebrate, he came together with Gorlois, Duke of Cornwall. The Duke brought his wife Igraine, the most beautiful woman in all the land. The king desired her greatly, but Gorlois, noticing the king's desire, withdrew from the feast, taking Igraine with him. At this the king grew furious, swearing he would ravage Gorlois' land.

So Uther laid siege to the fortress where Gorlois was encamped. Igraine his wife was not with him, but was at Tintagel, a castle not far removed. Uther revealed his desires to Merlin, and Merlin, knowing they could otherwise not gain access to Tintagel, changed Uther's visage into that of Gorlois and his own into that of Gorlois' companion. Thus they came into Tintagel and Igraine was glad to receive her husband, for such she believed Uther to be. The night passed quickly. The dawn saw Uther and Merlin hastening from Tintagel as messengers arrived to announce the death of Gorlois that night to the bewilderment of Igraine, who had actually been widowed before Uther visited her in the guise of her husband. In need of a protector, Igraine was joined to Utherpendragon in marriage, and from their night together was born a son, and they named him Arthur.

Merlin, it is said my lord, was a master of disguise, and among those who do not believe he sleeps are some who say he is with us yet today. He is not known unless he makes himself known; a word of knowledge, a prophecy, these are his signs. Arthur himself did not know Merlin when he approached Arthur as a beggar. And it is said Merlin came before Caesar himself, appearing as a stag in the streets of Rome then transforming himself into a wild man of the forests before Caesar's eyes. Quickly, Caesar captured Merlin, but Merlin revealed to Caesar that his wife was an adulteress and her ladies-in-waiting, male pages. Caesar's astonishment gave Merlin delight; soon Merlin was released.

No man has been known to take on likenesses of other men or beasts as Merlin could. Some say this power came from Merlin's understanding of all around him; he saw into the core of all being and the secrets of the world were revealed to him. Merlin was no stranger to the forest, where he could move with stealth. Some say he could move unseen.

It is written that he vanished before the very eyes of companions and appeared far hence before a mortal man had traversed three steps. But, Merlin had not this power only over himself. Arthur marvelled once to Merlin as the two were riding together that a passing knight had not seen fit to greet him. But Merlin, knowing that the knight's greeting would have been by the sword, answered him not to blame the knight's courtesy for in truth the knight saw Arthur not.

And again Merlin used his craft to safeguard Arthur: for a knight, in fear of Arthur's wrath, boldly drew forth his sword to slay him. But therewith Merlin let an enchantment fall upon the knight so that he came to the earth in a great sleep, from which he awakened only after three hours. This and many other wondrous things did Merlin to preserve the king whom he nurtured with advice and counsel.

It was with Merlin's counsel that Arthur was able to claim his kingship and often with his advice that he was able to hold it. Though not a knight himself, Merlin had stores of wisdom and his plans and strategy were unsurpassed in all the land. But even Merlin was not without a weakness, a weakness that led to his living burial and death among the very hills he called his own.

Merlin had never consorted with women, but one day he came upon a Lady of the Lake, a damsel named Niniane, seated by a crystal spring. Merlin would give her no rest and would always be with her, charming her with visions and magical tricks. Though Niniane did not return Merlin's



Personal Data:

Race: Unknown
Armor Class: 7
HTK: 30

Strength: 08
Intellect: 18
Insight: 18
Stamina: 10
Dexterity: 16
Appeal: 15

Although Merlin has a broad ranges of powers, he is practically defenseless when faced with a number of armed men. Merlin's strength lies in his ability to interact with single individuals, to persuade them, listen and understand their thoughts and motives. Only if absolutely necessary will the mage weave a spell around some one person.

Merlin's magical art is subtle; he does not, and cannot, use broad strokes like laying waste to large areas or armies of men. Merlin is a strategist—he will direct armies—but does not personally use violence. So subtle is Merlin's craft that it is often difficult to tell whether Merlin is using magic or is only exercising a higher degree of insight and skill than most humans possess. If Merlin is ever discovered while disguised, it is because his famous wit and knowledge are recognized even through the illusion.

It is true that Merlin seems to be able to disappear and reappear at some distant place; however, Merlin cannot pass through solid object or small openings any more than any non-magic user can. Therefore, Merlin must be played with care; he possesses heightened human powers rather than superhuman ones.

Merlin's Magical Spells

Merlin may use these spells at 12th Skill level as often as he desires, except where noted.

regard, she respected his knowledge and besought him to reveal to her all of which he had command. To enjoy Niniane's favor and to gain what he desired Merlin complied with these requests, for he could not be parted from her.

After a time Merlin came to Arthur to say he should not be with him long but would be carried away live into the bowels of the earth. Forthwith Arthur charged him to use his crafts in such a way that this misadventure would not befall him. But Merlin refused him, saying it could not be, and so he departed from the king.

When later the lady went into the forest, Merlin came with her and sought to make her his own by his powers. But Niniane held such sway over him that Merlin consented to do her will and hold her safe from his enchantments. After a while Niniane grew very weary of Merlin and bethought a means to be free of him. Some say that she used the very subtleties taught her by Merlin to imprison him under a flowering shrub around which she had cast a spell, but others claim she caused him to enter into one of the hollow hills and that it is there the aged lover sleeps and dreams of her.

Once in passing Sir Galahad of the Round Table was said to have heard Merlin's voice, but the wizard, soothsayer, sage has never been seen again. Many claim Merlin but sleeps and will wake again to greet Arthur on his return to this, his land.

Merlin

Abilities:

Profession: Magic User
Skill Level: Not Applicable
(saves as Skill 12 Mu
or Skill 10 Druid,
whichever is better)
Alignment: Lawful Good

1. *Plane Travel (To the Netherworld only)*
2. *Augury (as the clerical spell)*
3. *Truth Tell (as clerical spell)*
4. *Speak With Animals (as druidic spell)*
5. *Empathy*
6. *Limited Invisibility (affects only one person or object at a time)*
7. *Telekinesis (10 pound limit—useable once per hour and lasts one turn)*
8. *Limited Fire Trap (works only on individuals and very small groups. Usable once per hour, but only needs a verbal somatic or material component for spell.*
9. *Divination (as clerical spell but with a 100% chance of succeeding—usable but once per week)*
10. *Change Self (as the illusionist spell)*
11. *Teleport (usable once per day—remember that Clin-schor's Pillar is protected against Teleports)*
12. *Mass Invisibility (as spell, usable once per day)*
13. *Sleep (as spell, usable once per day)*
14. *Persuasion (affect is similar to carrying a Rod Of Rulership including range limitation (12"), but not duration limit while in range.*



Morgan LeFay

Introduction written by

Lynn Abbey

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My world of King Arthur and Morgan LeFay is a world of fantasy and magic. Morgan is one of several magically powerful characters who weave in and out of the many legends that have been told and retold for over a thousand years and are among the best known in our language. She plays a vital part in the history of Camelot, though some would say that it is a destructive or villainous part because it is as a result of her actions and plots that Arthur is mortally wounded and the glory of the Round Table vanishes forever. But, unlike the other popular fantasies which are the work of one person's imagination, the legends of King Arthur are the product of uncounted imaginations. There are neither heroes nor villains in Camelot; every character has a very complex role to fulfill and every scene has been told in many different ways.

Similarly the magic of Camelot belongs more to the world itself than to any of the individuals within it. By most gaming standards Morgan LeFay has few definable spells, yet within her world not even Merlin himself could stand against her. She had the mystic visionary's ability to divine the future and so was able to defend herself by avoiding conflict;

she had no death-words nor bolts of lightning with which to protect herself. Sometimes she is said to have had some power over both animals and weather, but not to any remarkable extent. Her greatest magical creation was her castle which, in the later stories, she seldom left. Usually described as hidden in a forest not far from Camelot, but occasionally found much further afield than that, Morgan's home might well have been a pure illusion, though the men who saw the beasts and ghosts in its hallways would not believe that. It was beautiful as well, though, for when Morgan lured a knight through the gates he would remain with her until she released him.

She had been born with her greatest magic: the ability to see the truth. As a child, witnessing Uther Pendragon's entry into Tintagel castle where he committed adultery with Morgan's mother, Igraine, Morgan saw through not only the disguise which Merlin had set about the king, but through Merlin's motives in sending the love-struck king over the wall on that particular night. Later, as a young woman, she recognized the gawky lad who was about to be crowned king when only Merlin was supposed to know his true identity and seduced Arthur in his innocence. Later still, she saw the facade of Guenivere and Lancelot's chastity and with a series of paintings which she induced the knight to place on the walls of her castle while she held him enchanted there, sealed their fates as well. In each instance a very small amount of magic: the ability to see the truth behind another's actions, produced far-reaching results.

And it would seem that she invariably produced tragic, disastrous results. The legends of Morgan LeFay as they have been preserved for us do not present a particularly pleasant picture of Arthur's half-sister. It would be understandable, perhaps if she had opposed her stepfather, Uther Pendragon, or Merlin himself but the thrust of her art seems always directed against Arthur personally, wreaking havoc among the people he loved most. She seems to be such a trouble-maker that it is surprising none of the knights undertook to rid their king of her permanently; the knights were certainly not adverse to slaying people for lesser reasons and Morgan was not powerful enough to have stopped them if they had all arrayed themselves against her. There must have been a reason that she continued to live close by Camelot—and that reason lies somewhat outside the popular versions of the legends.

It is now generally accepted that there was a King Arthur who lived in sixth century Britain and that there probably was a Camelot as well. The Round Table, the Sword in the Stone, the Lady of the Lake and other images from the legends have well-documented counterparts in other events of Dark Ages Britain. And, while the sixth century was probably no more magical than the twentieth, people in the sixth century were much more apt to believe in magic and to perceive its effects on the events of their lives. There were real, feared sorcerers and magicians in Arthur's time and at least one of them was named Morgan.

Who was the real Morgan, and what was it that Arthur and his contemporaries believed of her? From her name we know that she was Celtic, unlike both Arthur and Guenivere who traditionally come from Roman stock. Her people had been conquered by the Romans centuries before Arthur came along to fight the new menace of the invading, maraud-

ing Saxons. The Druids with their bloody oak groves and human sacrifices were already reduced to memory and the magical well-being of those Celts who remained was in the hands of the wise-women who lived with them—not with the few wandering magicians, like Merlin, who remained. These women took the names of their goddesses as their own and, probably using mildly hallucinogenic potions, became those goddesses in their rites and rituals. It should come as no surprise to learn that Morgan was the name of one of the Celtic goddesses.

The Celts were not a literate people. What we know of them we know through the eyes of their neighbors and conquerors who often were not in the right mood to appreciate the Celt's broody, fatalistic ways. When the Romans came a-conquering they found numerous fierce tribes which dwelt in rowdy rivalry with each other. The natives had an exquisite sense of design such as the Romans had not seen before and sent their women into battle beside their menfolk—which the Romans hadn't seen either. By Arthur's time Roman ways had succeeded in taming the Celtic women somewhat. A priestess like Morgan would not likely have gone into battle herself but she would have chosen, initiated, and armed any war leader who claimed Celtic loyalty—and she would have performed those rites near a lake, preferably on an island at the center of it.

Looking through the legends as they have come down to us back to the time of the real Arthur we can see a clearer picture of Morgan LeFay. She was a priestess, a Lady of the Lake in her own right, who agreed with the choice of Arthur as war leader against the Saxons (she did not, after all, object to Arthur's birthright or to his coronation). And she was charged with accompanying him throughout the battles and afterwards in the brief years of peace and victory (hence the location of her castle near Camelot). But Arthur was not Celtic. He and his queen embraced the new Christian religion which had no tolerance for priestesses who carried swords and spoke with the voice of a goddess. Although Arthur stopped the Saxon invasion, he was not the champion the Celts needed—something which Morgan, with her ability to see the truth, would have known from the moment he was conceived at Tintagel.

Regretfully the Celtic priestesses were forced to uncreate their war leader—knowing that to do so was tragedy for everyone. Perhaps they truly did send Morgan and Arthur's son, Modred into battle against his father; Modred's name is the only other name that comes to us from the sixth century chronicles themselves. But perhaps they simply withdrew their support and exposed the weakness always present in Arthur, the man, and in those around him. But there can be no doubt that what they did they did with regret and sadness. In one of the most moving scenes of the legends, after Excalibur has been returned to the Lady of the Lake, Arthur himself is carried to the edge of a lake where a shrouded barge already carrying three veiled, weeping women awaits to bear him away to Avalon where he will rest, recovering, until he shall once again be summoned to be the champion of all Britain. Foremost among the weeping queens is Morgan herself and as the barge slips into the mists of time and legend she is last glimpsed cradling her brother's bloody head in her arms and speaking softly to him of the better times to come.

Master Bleise,

Even in your retreat in Northumberland you have undoubtedly heard of the trouble that is brewing within Britain again. Some of the lesser kings have been grumbling once more about the precedence given to Utherpendragon and there is even the rumor that Morgan herself, young as she is, may be plotting to aid their cause—with a view of gaining power herself, of course. I think she knows that Arthur is alive and well, hidden though he may be, and does not intend to let him ascend the throne when that day comes. She has charms, the young one, and if she cannot come to power directly, she'll contrive to marry the one most likely to succeed Uther.

But the unrest within the kingdom, indeed, within the very walls of Camelot cannot match the peril that is threatening from overseas. Word has come that a huge Saxon force has landed in the north and is assembling in the Fen Lands. The northern kings have all pledged support, but we in the south hardly know which Britons are to be trusted.

The Saxon plans are unclear, but if they take the usual route for invasion they will find us waiting and prepared. I expect them, however, to be more devious this time. My dreams keep reminding me of the Valley of Clinschor. No Briton has ventured that way for many years; yet I know his tower still stands. Clinschor has always been peaceable himself, but as one of our fellow brethren in the arcane arts, he is not likely to welcome either Briton or Saxon into his domain.

*Though I have never seen Clinschor's tower or its marvelous pillar, I cannot forget your description of it, Master Bleise. How fortunate you were to have glimpsed it when it was **Queen Securdille's** pillar, before it passed into the hands of Clinschor. He certainly would never let you see it now!*

Obviously, the power of the pillar cannot fall to the Saxons. Even if they have not brought with them a high-born woman to move the locus of its sight, they still would be able to hold the valley forever. No army could enter within the range of the pillar without being seen. You used to say its eyes were sharper than a hawk's—the crawling creatures of the earth do not remain undetected, even at night.

*But if the Saxons did bring a noblewoman to Britian, they could move the locus of the pillar and skry anywhere on the island. And if Morgan and her forces ally with the Saxons it would be a catastrophe. Could you imagine that young witch watching over all of us? Only one man will ever have **that** power—the knight destined to sit in the Seige Perlious at Arthur's Round Table—and that knight is not yet born.*

And so, Master Bleise, I am on my way again, this time hoping to see this pillar myself. I need to work a little magic to make events turn out as we have planned them. Clearly Clinschor won't invite a British army into his domain, and with the lesser kings in a rebellious mood, it won't be wise to march into Clinschor's valley with five thousand foot soldiers.

But the pillar must be kept from the Saxons at any cost, or from anyone else who would challenge Britain and her king: Uther. Ultimately, there is only one way to stem the Saxon tide and secure the countryside—Clinschor himself must invite Uther to defend his land. I would that I could issue the invitation myself.

*Your faithful student
Ambrosius Merlinus*

The Pillar of Clinschor

Adventure written by

Shari Holmer Lewis and Sam Lewis

The Pillar of Clinschor is an adventure set in the time of King Utherpendragon, about nine years after Arthur's birth. The quest is for three to four adventurers from 4 to 6 skill level. The land the adventurers are in is very magic poor. Only the most powerful and wealthy people have magical weapons. Furthermore, there are very few magic users of high skill level. In fact, in all of Britian there are only three mages of merit: Clinschor, Morgan, and Merlin. The adventurers will be dealing with all three. Consequently, it is urged that the adventurer's magic be kept down to a dull roar. First of all, magic use will be noticed extremely quickly by the people and most likely with bad results. These people are very suspicious of magic and its users. Secondly, a magic-heavy party will blow everyone away and have no fun. If possible, the ideal group would not even include a Magic User, since Merlin will be along to help the players.

One of the players must be chosen to play the role of Ambrosius Merlin. The GM should brief him before the adventure begins on his dreams and the basic political situation. This player could be the one normally running a mage in previous adventures. The Merlin player should also read the article preceeding this adventure and be given the letter he has written to his former teacher Bleise as well as the map showing the location of Clinschor's castle. Questions about Clinschor's abilities, the castle layout, or garrison should be answered in generalities. For example: Clinschor is a powerful mage, but not as powerful as Merlin; the castle is well garrisoned, but will not withstand an assault by the Saxon horde. The Merlin player should be given the sheets on Merlin's powers and temperament.

Background

Currently, Merlin is at Viroconium with Uther's court. The political situation is tense; intrigue and counter-intrigue has been stirred up by the 14 year old Mogan LeFay and the lesser kings of the realm. The pressure from the Saxon army is increasing and they are expected to move into the southern plain at any time.

King Uther has assembled a small army of trustworthy vassals and is also on the march to block the traditional invasion route through Deva. But the other possible invasion routes cannot be reinforced because they are in the realms of neutral or independent lords. If Uther moved to forcibly garrison one of these valleys, the minor kings—goaded by Morgan—would use the garrison as a pretext for insurrection. They are waiting like wolves to pounce on Uther's crown.

Meanwhile, Clinschor's tower and valley have been appearing in Merlin's dreams. Merlin dreams of the valley filled with hordes of Saxons streaming southward. (The castle just happens to lie on one of those ungarrisoned routes.) Then the dream shifts to reveal Uther being attacked by hawks with the Saxon standard emblazoned on their chest. Uther runs from the hawks, but every time he finds a hiding place, the sharp-eyed hawks spy him out and renew their attack.

Soon after the dreams began, Merlin remembered the tales of his mentor Bleise. The teacher told of the Pillar of Clinschor's ability to give a birds-eye view of the surrounding area for a distance of six miles. Merlin believes that the dream foretold of the Saxon's use of Clinschor's valley as their invasion route to the south and even more importantly, the sharp-eyed hawks of the dream convinced Merlin that the Saxons would seize control of the Pillar and use its powers of observation to destroy Uther.

The Merlin player cannot reveal his dreams to Uther or anyone else at court because Morgan and her spies are everywhere.

In order to stop the Saxon invasion, Merlin decides to go to Clinschor's castle, assume Clinschor's identity and invite Uther into the valley (with his army) himself.

Additionally, Merlin will need champions to provide protection against the more physical threats that will face the wizard. Once again, Merlin dares not approach anyone at court for fear of contacting a warrior loyal to Morgan LeFay. But there is an inn on the outskirts of town where mercenaries gather in hopes of finding employment in the coming campaign.

The GM should explain to the Merlin player that he can use any plan he wishes to achieve the objective, but subterfuge is Merlin's speciality and will be the most likely to succeed. Disguising the party and himself as a wandering band of merchants/peasants/noblemen/etc, is a good way to cross country undetected. The Merlin player does not even have to reveal himself as the famous wizard to the other players. He can tell them he is a wealthy merchant afraid of the roads, or a messenger from the king who needs to travel in secrecy. In fact, if he talks openly of his plans in the inn, there is a 5% chance that Morgan's spies will hear him and alert Clinschor.

What to tell the group

The rest of the players should be informed that the Saxons have landed in the north and Uther is riding out to meet them at Deva. The players have come to the inn in hopes of hiring out as mercenaries in Uther's army or as

guards for a wealthy merchant. If asked, the Gamemaster should give the players some rumors about the political situation. Below is a list of rumors floating around the tavern:

1. Uther isn't calling on all the lesser kings for troops because he feels that they are in league with the Saxons.
2. Morgan La Fey is plotting to have Uther killed and take the throne herself.
3. One million Saxons from all of the German tribes have landed on the northern coast and no one can stop them (this is false—less than 8,000 troops are in the invasion force.)
4. Ambrosius Merlin has vanished from court again.
5. Saxon raiding parties are already loose on the plains of Britian.
6. A red dragon was seen in the valley of Deva. It was set upon by 1,000 hawks and killed.

Roll 1D6 for the number of rumors received and then roll again to discover which rumors are told. No rumor will be given more than once.

After the rumors have been fed to the players, the GM should let Merlin enter the inn and attempt to enlist the player's aid.

Encounters

It is a 14 day march to the east side of Clinschor's valley. No roads lead there and the party must cross a wide expanse of wilderness area. Twice a day the GM should roll 1D20 for random monsters. If a 01-07 are rolled there is no encounter. If a 08-15 are rolled, the GM should use the standard encounter charts for *Temperate and subtropical conditions—Inhabited and/or patrolled areas*. If 16-20 are rolled the following encounter chart should be used:

16-17. 2-12 Saxon scouts armed with short bows, swords, and leather armor. The scouts will attempt to capture the party and question them. If attacked and badly beaten the surviving scouts will flee into the forest and return 2D6 turns later with a raiding party of 3-24 Saxons armed similarly led by a Skill 3 Sergeant

(2-12) **Saxon Scouts**

Human, Skill 1 Fighter

AC: 7, HTK: (1D10)

Average Stats

Short sword, short bows, leather armor

Saxon Sergeant

Human, Skill 3 Fighter

AC: 7, HTK: (3D10)

ST: 14-17, IT: 13-15

short sword, short bow, leather armor

18. Pack of six wolves will stalk the party and attack when they set up camp. Wolves are afraid of fire.

(6) **Wolves**

AC: 7, HTK: 12, 10, 11, (2D8+2) M: 12"

Att: 1, Dm: 2-5

19. The adventurers encounter an skill 1 Cleric wheeling a cart with all his belongings on it. The man has sharp penetrating eyes and detects as Neutral Evil. He will plead with the group to travel together, as there is

safety in numbers in a land filled by Saxon raiding parties. The man is actually a spy in the employ of Morgan LeFay. He is traveling to Clinschor's castle to keep an eye on the gathering of knights there to celebrate Sir Jamis Moore's successful quest. The spy will not suspect the group, unless they use magic, or speak of their mission. He is naturally suspicious of everyone and has been a thief and psy long enough to smell out a lie. The man is actually a skill 5 Thief by the name of Raoul.

If the party does not encounter Raoul, he will be at the castle when the party arrives (see adventure).

Raoul

Human, Skill 5 Thief

AC: 6, HTK: 14, Align: Neutral Evil

ST: 12, IT: 14, IN: 09, SM: 12, D: 16, A: 16

Raoul has a +1 dagger which he keeps in a special sheath that is filled with venom. He also has a bag 25 of magical silver coins, each one with the head of a pigeon on them. When tossed in the air it becomes a live carrier pigeon which will fly back to Morgan. The flight will take 2-12 days depending on where she is. If Raoul is hurt or about to die he will throw the contents of the bag into the air turning all the coins into pigeons simultaneously. When Morgan sees all the pigeons coming back at the same time, she'll know that something is wrong with Raoul.

20. Sir Jamis Moore, a knight under the fealty of Clinschor. He will question the party as to their destination. If he discovers that they are going to Clinschor's castle, he will act as escort. Sir Jamis is returning from a quest to avenge Lady Rachel. The quest involved the killing of a giant who had destroyed her father's castle, thus impoverishing the family. The Lady Rachel traveled to Clinschor's keep and found a champion in Jamis.

Sir Jamis Moore:

Human, Skill 7 Fighter

AC: 0, HTK: 60, Align: Neutral (Good)

ST: 17, IT: 12, IN: 13, SM: 18, D: 14, A: 16

+2 Armor, +2 Longsword (+3 versus giant class)

Note: Events 19 and 20 can only occur once, then rolls 19-20 become "no encounter."

Clinschor's Castle

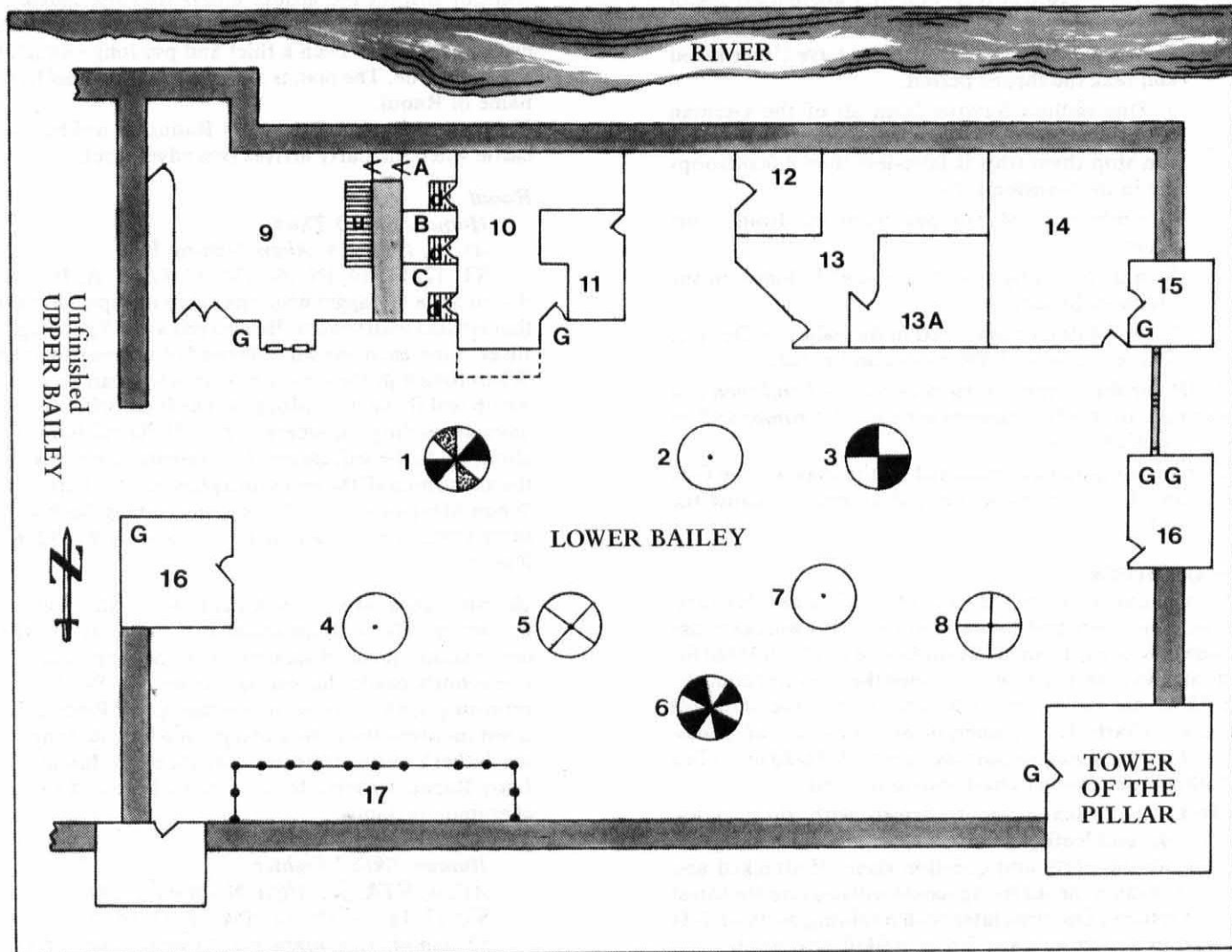
If Sir Jamis Moore was encountered, he will invite the party to join him in his victory celebration. That is, unless the party is disguised as peasants, in which he will order the group about like galley slaves. If the party did not encounter Moore, or if they were not invited to the feast for whatever reason, they must go into the village.

In the village, the party will be approached by Clinschor's Seneschal (castle administrator), Kenthal. Depending on the disguise, he will invite them to either be a guest, provide the entertainment, or serve the tables at the feast. Whatever is appropriate.

That evening, Clinschor will have a feast in the Great Hall. The celebration is in honor of Sir Jamis Moore whose successful quest has avenged the honor of Lady Rachel. Moore, Lady Rachel, Kenthal, and 20 more noble gentlemen and ladies will be there; as will Raoul (see random

Clinschors Castle

Ground Level



SCALE: 5 feet STAIRS UP DOWN DOOR SECRET DOOR WINDOW

encounter chart no. 19), who now seems 25 years old and is posing as a wine merchant.

Much to Merlin's and the parties' dismay, they will also learn that Morgan LeFay is in the castle. She arrived the day before the party and has shut herself up in a room on the second floor ordering everyone about like peasants and demanding silence so she can study. Her hasty arrival and rebuff of the invitation to the feast is the prime topic of conversation at the dinner table. Careful listening will provide the players with excellent clues as to what strategies can be used later on.

Sometime during the course of the feast the following information must be given to the players: The Pillar of Clinschor is kept at the top of the large northeast tower. Also, no one except Clinschor and his followers may enter the Tower and live. Clinschor has protected the Pillar with many spells, traps, and summoned creatures.

(Note: Merlin will realize the Clinschor has protected himself against his Persuasion spell—the chance of it succeeding is 10%—with a 50% chance of getting caught).

After the party, Clinschor will retire to his chambers, as will the rest of the guests. The party will also be given lodging appropriate to their station. It is during this first night that the players will have the best chance of making the switch between Clinschor and Merlin. The description of the castle given below is only valid between the hours of 11:00 p.m. and 6:00 a.m. At all other times, there are many people roaming the hallways and Clinschor will never be found alone. If the party fails to change places with Clinschor the first night, they should be invited/hired to stay another night.

Merlin has prepared a scroll to use on Clinschor, but he has to see him and be within 60' to use it. The scroll (one of a kind) banishes Clinschor to the Ethereal Plane where he will be cared for (in fact, feasted and guested) by friendly spirits. Having disposed of Clinschor, a simple Change Self spell will complete the charade.

If the player characters pose as noblemen or merchants, they will be led to tent number eight, which is lined with silks and rugs. A very cozy room indeed. If the group poses as servants they will be given quarters in the barracks/servant's

quarters. Leaving here will entail sneaking past the 2-12 guards asleep in the room. Troubadors and entertainers will be housed in the kitchen (a tradition they encouraged). This will make sneaking about a greater challenge as there will be constant traffic through the kitchen day and night. See room descriptions for details.

The floor plan of the castle is actually modeled on Chepstow Castle, which was built from the 11th to 13th centuries. Most action should occur in the Lower Bailey, which is the oldest part of the complex.

The residents of Clinschor's Castle are generally Lawful Good or Lawful Neutral in Alignment. Clinschor himself is a true Neutral/Neutral. It should be remembered that these men are being faithful to their liege lord. While in a good cause, the players are the intruders who are in effect kidnapping the ruler and subverting the realm of one of Uther's equals. While allowable due to the emergency, the players do not have license to cause any more damage or harm more than absolutely necessary.

Guardsmen

Guardsmen are the men-at-arms found in station all around the castle. They will be unarmored if not on duty. All generally carry a sword and will grab a shield if handy. Virtually every male in the castle carries some sort of knife. These are used as tools and in lieu of silverware.

Guardman (on duty):

Human, Skill 3 Fighter

AC: 4, HTK: (3D8), Align: Various

All stats are average

chain mail, halberd, shield nearby, sword on belt. Those on duty in tower or on wall carry light crossbows and 10 quarrels.

The guardsman are more afraid of the Guard Captain than they are of anyone else including nobles. Orders from nobles will be respected, unless they contravene a direct order from the Guard Captain or their assigned duties. Generally, the guards are friendly unless crossed in doing their duty. There is always an Officer of the Guard moving about at night, checking the guard posts. A missing or injured guard will be discovered five turns after the characters dispose of him.

Clinschor's Castle

#1-#8 KNIGHTS TENTS

In order to maintain themselves in a proper manner, many of the knights visiting Clinschor have brought tents to stay in. These are fairly luxurious with cushions (borrowed from the castle), skins, and often a rack of weapons. Staying in a tent will be either a knight and his lady or the knight and two squires. Other servants have been sent to the temporary quarters in the barracks building.

These tents are gaudily striped and made of wool or layers of cotton. They are supported by a single large center pole and tied down by 8-12 stakes. There is only one entrance and this will be facing south to avoid the cold spring winds. Each knight's personal fortune will be found in a small chest under furs in their tent. The chest will contain 20-200 silver pieces, 4-16 gold pieces, and one piece of jewelry valued at 50-75 gp.

During the day there is constant activity in the tent area. A knight will be armored only if practicing (10% chance during the day). To the west of Tent One is an area where the knights practice (and show off). During the cool of the morning and at mealtimes, the area is used to instruct the squires.

Tent 1

Sir Wissard

A close ally and potential brother-in-law to Clinschor. This knight is strong, loyal, and not very bright. His father is one of Clinschor's principal supporters and Wissard's sister is being considered for a state marriage when she is old enough. At this time she is 14.

Sir Wissard

Human, Skill 7 Fighter

AC: 2, HTK: 41, Align: Lawful Good

ST: 16, IT: 7, IN: 9, SM: 15, D: 14, A: 9
+1 Longsword, Plate Armor and Shield

Tent 2 Sir Griflet of Graham

This knight's family has been the local rival of Clinschor for over a century. Currently they have found it expedient to follow his lead and Clinschor has treated them fairly. He will tend to give Merlin (disguised as Clinschor) a hard time merely from habit, even if he has no reason to be suspicious of a substitution.

Sir Griflet of Graham

Human, Skill 6 Fighter

AC: 2, HTK: 38, Align: Law/Neutral

ST: 14, IT: 13, IN: 9, SM: 14, D: 12, A: 14

+1 Longsword, Plate Armor and Shield

Sir Griflet's squire, while young, has already established a reputation as one of the best swordsman in the area. He has also begun a habit of wearing green (with his knight's permission, of course) armor and clothing.

Tent 3 Sir Wensal

Beginning to show his age, Sir Wensal will be a moderating influence on any discussions. He is a big man, but losing his strength and speed to age and hard life. He will be accompanied by his grandson who will serve also as his squire.

Sir Wensal

Human, Skill 5 Fighter

AC: 2, HTK: 40, Align: Law/Neutral

ST: 12, IT: 14, IN: 16, SM: 10, D: 10, A: 15

+1 Longsword, Plate and Shield

Tent 4 Sir Galabson

Stocky and with a scar marring his features, this knight struts about as if he has a chip on his shoulder. This might be because he does. Sir Galabson's father (Sir Galab, of course) was the king's champion and perhaps the most renowned jousting of his day. Being constantly concerned with appearing as good as his father was, Sir Galabson will seek any excuse to fight (friendly or otherwise). Any insult, real or imagined, from the party would lead to a challenge to mortal combat, but Clinschor (or Merlin) can mitigate such a challenge to a joust as this is his castle and it was poor form to kill another man's guest without his permission.

Sir Galabson

Human, Skill 6 Fighter

AC: 1, HTK: 37, Align: Law/Neutral

ST: 16, IT: 09, IN: 08, SM: 17, D: 15, A: 10

+1 Longsword, Plate armor and shield.

Tent 5 Sir Ector de Mont

This knight is actually a bitter enemy of Clinschor. He has made a pact with the Saxons to make him king of the area after they pass by. If given the opportunity, he would assassinate Clinschor (or Merlin if the switch is successful), but fears discovery. Occasionally he will make a comment on how Uther is more a threat to Clinschor than the Saxons could ever be.

Sir Ector de Mont

Human, Skill 7 Fighter

AC: 2, HTK: 44, Align: Law/Evil

ST: 14, IT: 15, IN: 10, SM: 14, D: 16, A: 16

+1 Longsword, Plate armor and shield.

Tent 6 Sir Geralt O'Melmsi

The slight accent this knight has when excited betrays his foreign (Irish) origins. While one of Clinschor's most dependable fighters, he has the tendency to accept the opinions of the majority as his own. This tends to make him popular which appeals to his sense of insecurity. He is never the first to voice an opinion or lead in any way except battle. He prefers a battle ax to the normal knightsword carried as a foot weapon.

Sir Ector de Mont

Human, Skill 6 Fighter

AC: 2, HTK: 36, Align: Law/Good

ST: 16, IT: 13, IN: 08, SM: 16, D: 15, A: 10

+2 Battle Ax, Plate Armor and Shield

Tent 7 Sir Melias

The typical knight of the era, Sir Melias is rather uneducated, but a skillful fighter and very proud. He forms an opinion and pride himself on never changing his mind. (Roll randomly for his opinion on any topic being discussed.) While a total bore and insisting on every courtesy befitting his knighthood, there is no one more stalwart in battle. He is fanatically faithful to Clinschor and distrusts Morgan merely because she is a woman in a man's world.

Sir Melias

Human, Skill 7 Fighter

AC: 2, HTK: 46, Align: Law/Neutral

ST: 17, IT: 09, IN: 10, SM: 16, A: 09

+1 Longsword, Plate Armor and Shield

These knights, plus the other residents of the rooms near Clinschor, will be present when Morgan attempts to expose Merlin's deceit. When not in full armor they will be wearing padded armor (quilting) and carrying +1 Longsword and a dagger.

Ground Level

#9 THE GREAT HALL

This is the meeting hall and fanciest portion of the castle. The walls are completely covered by tapestries of varying quality. The floor is tiled with stone recovered from a Roman bath, wool rugs, and animal skins. During the day, most of the knights will be here. This is also where Morgan will attempt to expose the substitution if the players are successful in making it.

A stairway to the second floor runs along the East wall. This is made of thick timbers and is several decades newer than the building itself.

In the northwest corner of the room is an alcove with a second entrance. This room has a simple table and chairs. It is used for planning and private meetings by Clinschor. Along its east wall are several shelves covered with maps of the surrounding area. Due to the power of the pillar, these maps are remarkably accurate for the era.

A guard always is present in the courtyard outside the Great Hall. He is assigned to question any suspicious or unfamiliar people who attempt to enter the hall or alleyway to the west. During the daylight, the post is more ceremonial, but after dark the duty is taken quite seriously. There is no chance of this guard being asleep.

#10 KITCHEN

The kitchen is, perhaps, the most active place in the castle. Three cooks each alternate supervising 4 to 8 young assistants in the near constant preparation of food for the visitors, garrison and servants. Even very late at night, one will be preparing the next day's bread and drying meat for the winter. There is a 10% chance during the day of a visiting knight being in the kitchen and a 20% chance after midnight of two off-duty (unarmored, but armed) guardsmen scrounging in the kitchen for a midnight snack.

There are three cellars off the kitchen. As all the food needed that day is normally removed at sunrise, they are rarely visited at other hours. Cellar A contains bins of grain. Cellar B contains dried meat and fish. Cellar C contains wine, beer, and large casks of water. All are cool and dank as they have been dug about 10 feet below the floor level of the surrounding rooms. A secret door on the west wall in Cellar A opens to a narrow tunnel. The tunnel allows one person at a time to crawl to another secret door which opens onto a stairway to second floor. Both secret doors will open outwards with a gentle push or pull. They are known only to Clinschor and his Seneschal.

(3) Cooks

Human, Skill 2 Fighters

AC: 9, HTK: 12, Align: Lawful Good

ST: 17, all other stats average

cleaver (hand ax) with +2 to damage due to strength bonus.

The cook will accept strangers in his kitchen until they insult his food or act suspiciously. Then he will ask them to leave. If attacked, he will call out loudly for the guards. One cook is on duty at any hour.

(4-8) Cook's assistants

Human, Skill 0 Fighters

AC: 9, HTK: 2, Align: Law/Good

dagger (kitchen knives) or mace (rolling pins) with a -1 to damage.

They follow the cook's lead. 1-4 on duty at any hour. Easily bribed

#11 STORAGE ROOM

This room serves as storage for such items as hides, furs, and construction materials. Most are kept in case of siege. The south wall is lined with stone jugs filled with oil and the mechanism for heating oil. If poured out and lit, this oil will fill the storage area, kitchen and most of the second floor with black oily smoke. The door is kept locked nights, but generally left open during daylight for use by Clinschor's artisans.

#12 GUARD CAPTAIN'S ROOM

Both office and sleeping quarters for the captain of the men-at-arms of the castle, the captain spends a lot of time in this room. Furniture consists of a straw mattress on a wooden pallet, a chest containing clothing a small sack of 21 silver pieces, a small table and chair, two shelves. On these shelves are the records of the guards, the accounts and plans for reinforcing the boom across the river.

Guard Captain Gwendlen

Human, Skill 7 Fighter

AC: 5, HTK: 55, Align: Neutral

ST: 17, IT: 15, IN: 13, SM: 16, D: 14, A: 14.

+1 Longsword, chain, never carries a shield.

Gwendlen is low born and knows that at 32 he has risen as far as he can. Because of this, he is torn between his dislike of nobles (pampered brats) and his fidelity to Clinschor. The only bribe capable of gaining Gwendlen's assistance against Clinschor would be the promise of knighthood granted by King Arthur. Even then he will not allow the party to physically harm his liege lord as he has sworn to protect him.

There is a 80% chance Gwendlen will be asleep after midnight. He lays his weapons and armor on the table near his bed. There is also a 15% chance of one of the knights ladies being in bed with him. If so discovered there is a 70% chance he can be blackmailed under the same provisions outlined above.

#13 BARRACKS/SERVANT'S QUARTERS

This building used to house guards and the squires of the resident knights. Because of the overcrowding, the squire's room (13A) has been appropriated to make room for the extra servants serving the visiting nobles. Both rooms contain several dozen bunks and a few small tables. The squire's chests have been piled into the northeast corner of the barracks area. The squires will, as a group, resent having been displaced and act in a generally unfriendly manner to the party if they are posing as servants.

There will be 10 more hired help in the servant's quarters (*Fighters skill 0 with only daggers*). They will make an effort to avoid any trouble. Simply, they don't care who is king since their lot never gets any better anyhow. All are easily and cheaply bribed, but there is a 75% chance a peasant will try to double-cross the party and sell any information to Gwendlen.

During the day, 2-12 guardsmen are in the barracks and 22 sleeping at night. At 2 a.m. 10 of these will exchange bunks with those coming off duty and leave to take up their duty stations. **After midnight, there is only a 10% chance of any guards being awake—except when the guard changes.** All will be unarmored in the barracks and generally fairly close to a sword or mace if attacked or alarm sounded.

#14 REGULAR BARRACKS

This room is filled with bunks and straw mats. Nearly 50 guardsmen are housed here. There are four large tables in the southern portion of the room where the garrison is fed breakfast and supper at sunrise and sunset. Near each bed is a small chest (all locked) with the guard's personal possessions and 3-18 silver pieces each. There is usually someone awake at any hour in this barracks. Often there is a dice game going in the northwest corner. Strangers are not welcome here.

#15 PRISON TOWER

There is always a guard on duty at the entrance to this tower. There is only a table and chairs on the first floor. A heavy wooden door at the top of the stairs opens into a cell where prisoners are kept. Currently there are two men held here. One is a local peasant accused of poaching. He has been imprisoned to scare him, but is scheduled to be released in a few days. In the meantime he doesn't know what penalty

he may face. (Feudal law allowed Clinschor to execute the criminal at his option.)

The second prisoner is a spy from Uther's court who was caught while posing as a merchant. He is too well known now to be of any further use in the area, but did manage to find out a new fact about the Tower of the Pillar. In conversation with a local acolyte, he discovered that a highly skilled Cleric was casting wards or glyphs on one floor of the Tower. It was probably an upper story, as the cleric complained of the stairs being too steep and too many.

He will only tell his information to the characters if Merlin identifies himself or drops his disguise for a few seconds. He is also capable of bringing the message to Uther that the castle is now in friendly hands when the characters succeed in the substitution.

Jehren

Human, Skill 4 Thief

AC: 9, HTK: 18, Align: Neutral

D: 16, IT: 15, all other stats are average

No equipment.

#16 GUARD POSTS

There are two one story buildings which have crenelated roofs from which guards can overlook both entrances into the lower bailey. One is located next to the main gate and the other next to the opening into the middle bailey. There will be one guard on duty looking down from the roof of each. These will be principally concerned with who passes through their gates. Only if there is a disturbance will they pay any attention to happenings in the compound.

There will also be three more guardsmen dicing at a table on the first floor of each guardpost. All will be armed, armored, and carrying light crossbows in addition to short swords. Any attempt to exit the compound after sunset will be stopped and checked by these guards.

#17 TEMPORARY STABLES

A temporary stable has been established against the south wall of the lower bailey. Here the horses of the visiting knights and their retainers are kept. Three stable boys sleep here at night. They will not fight, but will raise an alarm if any unknown parties attempt to steal horses.

Second Floor

#21: Guardroom

Clinschor's personal guards live here. There will be two guards in the hallway near the staircase. Because of the crowd of nobles and the constant coming and goings of people, they will accept any reasonable explanation for the party's presence. There will be four guards asleep at night and the room will be empty during the day.

(2) Personal Guards

Human, Skill 4 Fighters

AC: 5, HTK: 30, 27, Align: Law/Neutral

Average Stats

Chain, halberd, sword, helm.

#22: Private Meeting Room

In this room the king holds private meeting. It is furnished luxuriously in furs, padded couches (roman style), and has a map of the surrounding areas on one wall. On the

table, a rough sketch drawn on a vellum tablet shows that Clinschor is aware of the current location of the Saxons, but expects them to use their traditional route. The route is drawn on the map.

#23: The Treasury

The only furniture in the room are three chests and a table with two benches. The windows are barred.

Chest #1—500 silver pieces.

A rune is on the inside cover. Any who see the rune and fail to cover it immediately (1 segment) will fall asleep (no save).

Chest #2—300 gold pieces and a small sack of pearls worth 400 gp.

A trap on this chest will fill the room with chlorine gas (1-8 pts of damage if save vs. poison fails and watering of eyes regardless). The trap is deactivated by turning the key three times (and only three times) in the lock before opening.

Chest #3—This chest is filled with silks and a smaller chest containing spices. The silks are worth 350 gp and the spices are worth over 400 gp. These include most "common" spices, pigments for dyes, and spell components.

#24: Seneschal

Kenthal, Clinschor's Seneschal, lives in this room. He also takes a personal interest in his liege's welfare and will appear in the corridor three rounds after any unusual, loud noise. Kenthal was raised near the castle and Clinschor has known him since childhood. The king has great faith in his Seneschal. In some ways, he is the wizard/king's best friend—though his peasant birth and lack of skill at arms prevents him from being ennobled. He will be the most suspicious of Merlin after the substitution, but will also be most hesitant to put his "friend" in any real jeopardy.

Kenthal (Seneschal)

Human, Skill 2 Fighter

AC: 8, HTK: 12, Align: Law/Good

ST: 11, IT: 17, IN: 16, SM: 09, D: 10, A: 14

dagger, mace (kept in room), no armor except padding

#25: Sir Jamis Moore

This room has been reserved for Sir Jamis Moore, whose one request after coming home from the quest was a "soft and warm bed." Lady Rachel is in the room with him and there is a 50% chance he will be tipsy from all the toasts to his health and good fortune made that evening. For Moore's statistics and history, consult the encounter chart.

#26: Sir Robert of Stratinham

Robert of Stratinham is the first son of a minor king. While only loosely allied to Clinschor, with Saxons in the north and Uther in the south, this knight is worried that his small kingdom will be swallowed up by one of these twin evils. Because of this, he will be very hesitant to put Merlin (when disguised as Clinschor) in a corner. He will support the "safe" solution while promising death to any who would harm his "close friend."

Sir Robert of Stratinham

Human Skill 5 Fighter

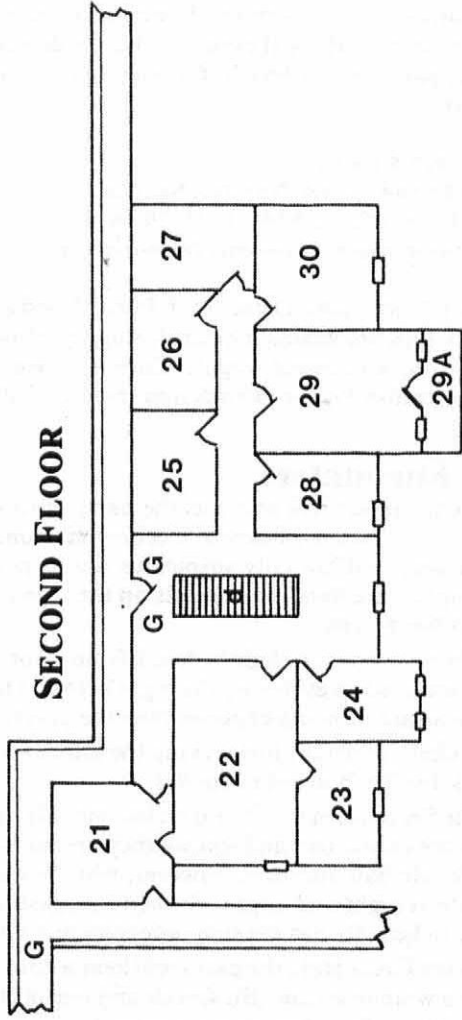
AC: 2, HTK: 40, Align: Law/Neutral

ST: 16, IT: 12, IN: 10, SM: 14, D: 13, A: 15

+1 Longsword, Plate Armor and Shield

#27 Morgan LeFay's Room

Like Merlin, Morgan has been having premonitions about Clinschor's castle, but because she sees two threats (the



SECOND FLOOR



SCALE: 5 feet

STAIRS UP

DOWN

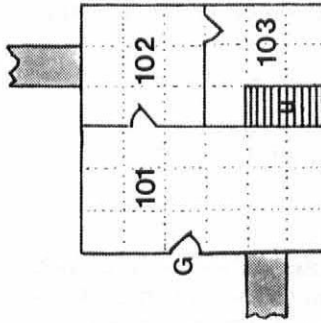
WINDOW

DOOR

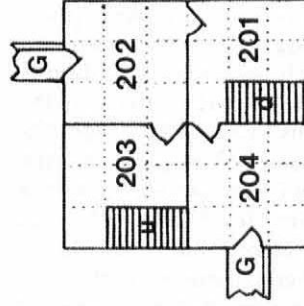
SAFE SQUARE

Clinschor's Tower

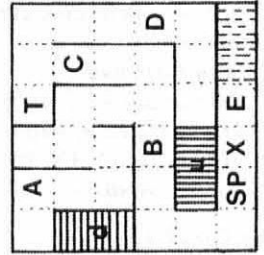
FIRST FLOOR



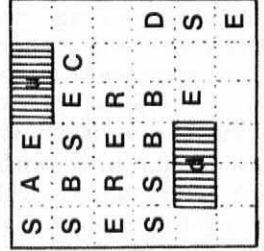
SECOND FLOOR



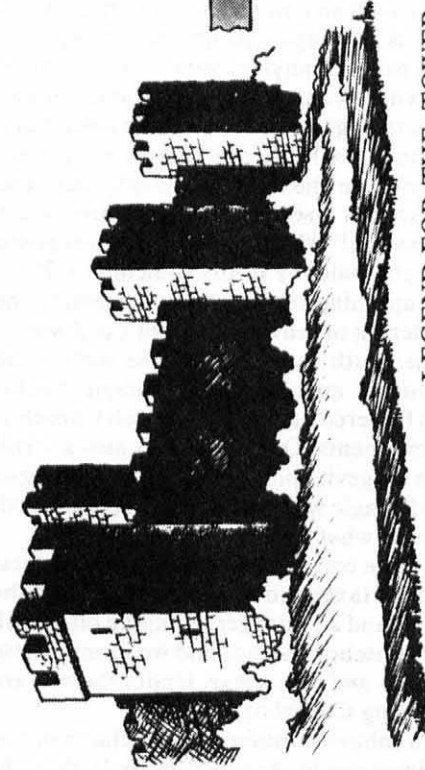
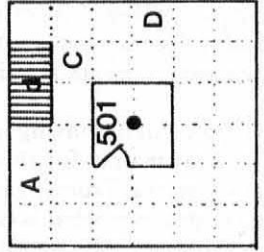
THIRD FLOOR



FOURTH FLOOR



THE ROOF



LEGEND FOR THE TOWER

- S- Stun
- E- Exploding Rune
- B- Blind
- R- Reverse
- SP- Slow Spell

Saxons and Uther), these visions have been muddled and confusing. To make sense of her vision, she has decided to go to the castle in hopes that its proximity will clear away the fog.

Morgan will be staying in this room when the characters arrive. Fortunately for their disguises (remember Morgan always sees the Truth), she will be secluded in this room trying to discover what is causing her premonitions of Clinschor in danger. The door to the room is Wizard Locked. It will take a major disturbance to break her trance. (See Morgan LeFay chapter for her statistics).

#28 *Mistresse's Boudoir*

Furnished with rugs, pillows, silks, furs and large plush furniture, this room is almost stifling. The current occupant is Jessica of Geneava, a very exotic blonde who is the daughter of a minor Swiss nobleman. She is also the mistress to the king and the room is connected to his by a secret passage. She will be sleeping in her own bed on the night the party tries the switch. If they fail to quickly invite Uther, she will make the next night interesting, but difficult, for Merlin. She will think he is Clinschor and be very affectionate, but Merlin will know better than to return her attentions as this will totally prevent his power over men's minds for the next 24 hours. Also, such intimate contact would eventually penetrate his disguise.

Jessica of Geneava

Human Skill 2 Thief

AC: 9, HTK: 9, Align: Neutral/Neutral

ST: 11, IT: 15, IN: 09, SM: 14, D: 16, A: 17
dagger, no armor.

#29 *King's Chamber*

This is the bedroom of a magic user and a king. Naturally, it has magical guards placed on it by Clinschor himself. Over the door to the hall is a Magic Mouth which will yell "Danger! Danger!" whenever anyone with a drawn blade enters the room. The windows are barred and a small explosive rune is exposed by trying to bend or shift the metal bars. This rune will cause only 1-4 HTK of damage, but is loud enough to alert everyone on the floor to the intruder. The doorway to the balcony has a second Magic Mouth which will yell "Assassin! Assassin!" when anyone with an exposed blade enters through the balcony doors (balcony is 29A). Neither will react to anything once a character enters the room—only when entering or leaving through the doors.

The east wall is lined with shelves. On these shelves are vials of spell components and Clinschor's magic books. Near the doorway is a battered oak table on which Clinschor prepares his spell components. On this table is also a scroll with the formula for a longevity potion written in a long lost language (only a Read Magic will decipher it). This is worth 500 gp to any who know what it says.

On either side of a large bed on the west wall are shelves. On one are the records of taxes and a sack of 150 gp. On the other are personal items and a +2 dagger. Hanging on a hook near the door will be Clinschor's armor and weapons. These include a +2 short sword and a +1 spear. Under the bed are four flat chests containing Clinschor's clothes.

Next to the door is a cabinet containing Clinschor's suit of +1 plate armor and a large shield. Around the castle, though, Clinschor will only carry his +2 short sword and wear quilting. When readied for battle he has all the items normally

carried by a knight and also carries a Wand of Magic Missiles which he keeps fully charged and by his bed. Clinschor is a sound sleeper and will be easily surprised by the party if they are able to reach the door without creating a stir. The door is not locked unless he has a visitor for the night, which he won't the first night the switch is tried, but will if the party is detained, or waits to try the switch on the second night.

Clinschor

Human Skill 4 Fighter/Skill 4 Magic User

AC: 1, HTK: 32, Align: Neutral/Neutral

ST: 15, IT: 16, IN: 12, SM: 14, D: 14, A: 17

+2 Short sword, +2 Dagger, +1 Spear, +1 Plate Armor, Wand of Magic Missiles.

#30 *Orlor the Cleric*

This room is occupied by Orlor, a cleric. He is both the abbot of a nearby monastery and a political ally of Clinschor. The room is furnished normally, but in addition there is a large holy symbol on the north wall and a chest with 400 gps under the bed. As a priest of a new religion (Christianity), Orlor is a fervent opponent of Morgan (and Merlin). As a matter of policy, he will take the opposite stand from Morgan and even attest to Merlin's authenticity as Clinschor. Many of the traps in the Tower were put there with Orlor's assistance. He will even say that he detects no evil among the party or on Clinschor (even if there is evil among the group).

Orlor

Human, Skill 8 Cleric

AC: 7, HTK: 44, Align: Neutral/Neutral

ST: 12, IT: 14, IN: 15, SM: 10, D: 10, A: 17

leather armor, mace, vestments (non-magical)

Spells:

Command, Cure Light, Detect Evil, Purify Food and Water (to guard Clinschor against poisons), Augury, Hold Person, Slow Poison, Continual Light, Cure Disease, Remove Curse, Neutralize Poison, Protection from Evil 10' radius.

Night Encounters

These encounters will occur as the party moves through the castle area toward Clinschor's bedroom. None of those they encounter will initially suspicious unless noted. How the encounters are handled depends on the type of disguise the group has picked.

1. Three squires, all slightly drunk from a bottle of wine they secreted away during the night's feast. They will be more afraid of being exposed than the players are.
2. A chef's assistant just leaving the kitchen with a late snack for Sir Wissard (Tent #1)
3. The Sergeant of the Guard on his tour. He has already seen the characters and knows they are allowed in the castle. He will question, however, why they are awake so late at night and approach them, suggesting they go back to bed. He has the same statistics as a guardsman.
4. In the Great Hall, the party will hear a door close and then a woman giggle. (Sir Geralt and one of the serving wenches in the lower meeting room.)
5. See a ghostly shape move down the hall ahead of them and enter Morgan's room. It is a Spirit Messenger and ignores them entirely unless attacked. Treat as Wight, but neutral and disinterested in anything, but delivering

the message.

6. Raoul is following the group. The thief has been suspicious of the group and is following them by Hiding in Shadows and Moving Silently—wondering where they are going. If this encounter occurs, Raoul will wait until the group enters Clinschor's room (if they haven't noticed him by then) and then move directly to Morgan's room. He will not attempt to raise a general alarm.

What happens if the switch fails?

There are two possible outcomes if the switch fails. The first is fighting all the lords, clerics and guardsmen in the entire lower bailey in an attempt to escape, or subdue the castle. This will include taking on Morgan LeFay and her spy. In this case, Merlin will disappear, leaving the party to its own devices.

Even if such a stunt could be imagined and perhaps attempted, there is *no* way to keep Morgan from contacting her loyal supporters and giving away the whole idea of a switch if she finds out *before* the switch is made.

However, if the party makes a blunder, the GM should realize that, while difficult, the exchange of Merlin for Clinschor is not intended as an impossible task. Furthermore, the scroll reading and Change Self spell will only take 3 segments (18 seconds) to complete. Merlin does not need to be within more than 10' from Clinschor for the scroll to work. It is even possible to ask for a private audience with Clinschor and during the day make the change.

Thus the second outcome of a blown exchange is to have the party try to same stunt the next day. The chances for it being successful will be much less, but nonetheless the characters should be given every chance of covering up their mistakes and getting a second chance. Only a persistently stupid group could possibly blow the attempt twice.

What happens if the switch succeeds?

Once Merlin has taken Clinschor's place, he will send for Uther. Uther and his court along with an army numbering well over 5,000 men-at-arms and knights will enter the valley 14 days later. (Merlin will use his Plane Travel spell to the

Netherworld and from there fill in Uther about the situation.)

At the same time Merlin-disguised-as-Clinschor is giving an official invitation to Uther and his army in the Great Hall, Morgan LeFay will break from her trance. As the mage addresses the nobles about what a great friend Uther is, a hearty laugh will issue from the rear of the room. It is Morgan. She will make her way to the head of the crowd laughing and pointing at Merlin/Clinschor.

"Oh Merlin," she will say. "This really is the most outlandish trick yet." Then she will turn to the crowd of nobles and declare that the man before them is *not* Clinschor, but Merlin.

The result will be chaos and bring to head the varying conflicts and ambitions within the knights. But as long as a Merlin continues to declare that he is Clinschor (the alternative is death), no one will be confident that Morgan (after all just a little girl) is speaking the truth. No direct action will be taken.

Morgan, however, sensing this hesitation will suggest a simple test. The tower in the southwest corner is known to be deadly to anyone but Clinschor. To prove his identity, all Clinschor/Merlin must do is to enter the tower and climb to the top. Morgan will even allow a few people to help Clinschor with his traps. She will then pick the other characters as companions, explaining that these knights/nobles/merchants can act as objective observers. (If the characters are disguised as non-fighters, Morgan will explain that Clinschor should not need more than a few servants in his *own* tower.) Also, she knows that by having to drag a party along with him, Merlin cannot turn invisible and Teleport to the top of the Tower.

There will be elements in the crowd of nobles that will side with Morgan from the beginning and they will immediately call for Merlin/Clinschor to do just as Morgan suggested. Eventually all the nobles will feel the test is fair and just. The characters will be escorted to the entrance of the Tower. As they are about to leave, Morgan says that she expects to see the group wave from the top of the Tower in just one hour. That's all. If an hour passes, she warns, they might as well not show themselves again.

Clinschor's Tower

The tower was designed by Clinschor to be quickly and easily passed through by him and any guests he chooses to guide. To discourage strangers trying to sneak in and use the pillar for themselves, he has arranged hazards for anyone who strays off the one safe route. The party has *one hour* from the time they open the door to the first floor for Merlin/Clinschor to reach the top (or fifth) floor and be seen by the crowd below. Obviously if he is a battered wreck, this will also be an indication that he is not what he claims to be. The condition of the rest of the characters is not relevant to the test. If harmed, it will be assumed they accidentally strayed off the safe path. This has happened before, with painful consequences, for a few of the castle's garrison and guests. The tower has no windows.

Time

As the players have only one hour of game time to reach

the top of the tower, it is very important to keep a record of time. To do this, a chart with six turns divided into ten rounds each has been provided. Each activity takes a set amount of time and the party should be kept informed of the time they have remaining.

The floorplan is divided into 5' x 5' areas. Two characters can stand in one area without crowding.

Action	Time in Rounds
Searching one area carefully	1 round
Moving carefully through two areas	1 round
Walking carefully over three areas	1 round
Running through five areas	1 round
A round of combat	1 round
If the players argue or discuss for one minute of real time	1 round

Movement on stairs is the same as on level surfaces. No Teleport, Invisibility, Fly, Levitate, Detect Magic or Dispel Magic spell either from a Magic User or a magical item, will work within the confines of the tower or within 60 feet of it. This is a side effect of the pillar's magical supports. If a party walked the perfect route, the climb would take just over 20 minutes. In an emergency, Clinschor could run up the route in half the time.

Time Chart

Rounds										Turns	Total
O	O	O	O	O	O	O	O	O	O	1	10 min.
O	O	O	O	O	O	O	O	O	O	2	20 min.
O	O	O	O	O	O	O	O	O	O	3	30 min.
O	O	O	O	O	O	O	O	O	O	4	40 min.
O	O	O	O	O	O	O	O	O	O	5	50 min.
O	O	O	O	O	O	O	O	O	O	6	60 min.
											1 hour is up

The Tower

FIRST FLOOR

#101

The entrance area of the tower has no true hazards. No door is visible because of the illusionary walls. The walls divide the room into 10' x 10' rooms. These will remain visible even as a character walks through them. They obscure the doorway to #102 until an adventurer is actually in the small illusionary alcove surrounding it.

#102

There are ten skeletons with swords placed in this room by Orlor, the cleric. These were meant to assist Clinschor in the event he was forced to guide anyone up the Tower. They will ignore Clinschor (Merlin), but will attack anyone Clinschor does not specifically say may pass. Anytime Merlin/Clinschor so states they will allow others to pass unmolested. If Merlin/Clinschor does not vouch for the party verbally to the skeletons, they will attack until destroyed.

(10) Skeletons

AC: 7, HTK: 5 (each) [1D8], M: 12"

Att: 1, Dm: 1D6

#103

This entire room has a permanent Darkness spell placed on it. Clinschor knows to walk with his hand on the wall to the right and he will come to the foot of the stairs. It takes one full Continual Light spell to nullify the Darkness spell and a second source of light to provide any illumination for the room.

SECOND FLOOR

#201

A Stone Golem stands at the point indicated. His orders are to ignore anyone who walks right by him and to the door to room #202. A party taking any other route through the room or trying to open the locked door to room #204 will be attacked. An empty locked chest sits against the south wall.

The golem cannot leave the room, but will attack again any who enter the room from #204, unless they move directly to the door to room #202.

Stone Golem

AC: 5, HTK: 60, M: 6"

Att: 1, Dm: 3D8, Special: Slow spell, +2 or better weapons to hit, most spells do not affect Golem.

#202

Clinschor knew to walk safely through this room, which is magically darkened by a Continual Darkness spell, by simply keeping his hand in contact with the wall. Anyone entering the upper two-thirds of the room will be attacked by a shadow placed there by a friendly (to Clinschor) Demon. The door to the wall is both spiked closed and barred from the inside to keep unwary guardsmen from wandering in by mistake. The shadow cannot leave this area. Characters who are drained to a strength of 5 or less move at half speed.

Shadow

AC: 7, HTK: 21 (3D8+3), M: 12"

Att: 1, Dm: 2-5, Special: drain strength for one point per hit

#203

Clinschor has allowed a Gas Spore to develop in this room. It is harmless unless struck, but resembles an Eye Tyrant (Beholder). If struck it will do 6-36 points of damage to everyone in the room and infect them with its own spores. These cause death in about 24 hours, but are easily removed with a Cure Disease.

#204

An Invisible Stalker has been ordered to attack anyone who enters the room and does not know his name. The name is "Herumbloom." He will attack even Merlin. He is restricted from leaving the room. After the stalker slays three intruders he will have fulfilled his task and can immediately return to the Plane of Air. Because of this, he will be most anxious to attack the party. The door to the outside curtain wall is spiked and barred.

Invisible Stalker

AC: 3, HTK: 27 (8D8), M: 12"

Att: 1, Dm: 4D4, Special: surprises on a 1-5, Invisible (-2 to hit)

THIRD FLOOR

This floor is simply a maze. There is actually nothing lethal on it. In the locations A, B, C, and D the floor has set in it two dozen very sharp foot-long spikes. These are imbedded in the floor facing towards the ceiling. They are easily walked through at a normal pace with no damage. If a character runs over the spikes must save versus their dexterity. Failing means they have tripped on one blade and taken 1D6 points of damage. Careful examination of the ceiling above these spikes will show the thin line of a trap door in the floor above.

The area in the center of the north wall (X) will teleport any who enter to the space marked on the south wall. The space directly west of this area has a Slow Spell cast on it (SP) and takes a character an entire round to run across (or two rounds to walk across) the **one** space. An illusionary stairway up is easily visible in the southeast corner of the

maze. The space before the illusion has an Explosive Rune on it. The first character to enter the space will take 2-12 points of damage.

FOURTH FLOOR

This appears to be a completely open floor with the stairs to the next floor clearly visible. In reality, this floor is covered with a variety of runes, glyphs, and pit traps hidden beneath a thick layer of dust. Only one route can be safely traversed. Since all these hazards are invisible or hidden, this route is not visible.

A, B, C, and D are trap doors. Anyone walking over them will be dropped onto the spikes on the third floor and will receive 2D6 of damage.

Those areas marked S contains a Symbol for "Stun" hidden under the dust. Stepping into one of these areas will cause a character to be knocked unconscious for 1-4 rounds.

Areas marked with the letter B will cause a character entering them to be blinded (no save) for 2D6. It is not permanent.

An E in a space means that the area contains an Explosive Rune. Anything disturbing these areas (even a thrown coin) will set them off. A character will take 1D8 points of damage if he is in the same area. Also, the dust kicked up the explosion will act as a Blindness spell over the entire floor for 1 round.

The areas marked R contains a permanent, but weak, Reverse Gravity spell. Anyone stepping into these areas will be trapped until pulled out by someone in an adjoining space, or using a rope.

Each of these effects will occur as often as the space is entered.

THE ROOF

There are no traps on the roof except for the three trap doors. Falling through these will mean the character also falls through the doors directly below on the fourth floor and will end up on the spikes on the third floor. This time they will receive 3D6 of damage from the fall and the spikes. The doors snap shut again meaning anyone who falls has to walk up again.

The door to the room with the Pillar will be locked and made of stout oak. The lock will seem unpickable (it is) and all attempts to batter it open will fail. The door will detect as magical if checked. It really has no normal lock (the lock is a fake with no tumblers to trip), but will open anytime the phrase "Open for Clinschor" or anything similar is spoken. The key words are speaking "open" and "Clinschor" in the same sentence. There are no further guardians for the pillar.

THE PILLAR OF CLINSCHOR

#501

The pillar is 10 feet tall, 6 feet in diameter and appears to be made out of solid white granite. However, when approached within three feet the sides become translucent and the viewer can see with perfect clarity the surrounding countryside in a six mile radius. Darkness, fog, rain and other weather conditions do not obscure the view. If desired by the viewer, the scene can be shifted to give a close up view of a particular area.

Currently the center of the focus is the location of the Pillar. But this center, or locus, can be shifted by any lady of noble birth or by the one knight who will sit on the "Siege Perlious" at the Round Table when Arthur becomes king. All an individual must do to change the locus is visualize the location in her (or his) mind and the view will shift.



Morgan LeFay

Personal Data:

Race: Half-Elf
Armor Class: 9
Hits to Kill: 31

Strength: 09
Intellect: 17
Insight: 14
Stamina: 10
Dexterity: 11
Appeal: 16
Never wears armor.

Spells normally used: CLERICAL— Bless, Command, Detect Evil, Sanctuary, Augury (2), Know Alignment, Glyph of Warding, Locate Object, Prayer, Divination (2), Tongues, Commune, True Seeing.

DRUIDIC— Detect Magic, Detect Snares and Pits, Faerie Fire, Predict Weather, Cure Light Wounds, Locate Plants, Obscurement, Protection From Fire, Pyrotechnics, Control Temperature 10' Radius.

Abilities:

Profession(s) Cleric/Druid

Skill Level(s) 10/6

Alignment: Lawful/Neutral

Spells:

Druid	Cleric
Level 1st: 4	Level 1st: 4
2nd: 3	2nd: 4
3rd: 2	3rd: 3
4th: 1	4th: 3
	5th: 2

Morgan LeFay (or Morgana depending on your preference) has all the normal Druidic abilities for her skill level. But being a priestess for a Celtic religion,

Morgan has no power to Turn Undead. She can use a sword and carries a +3 scimitar.

See introduction for more detailed description of Morgan.



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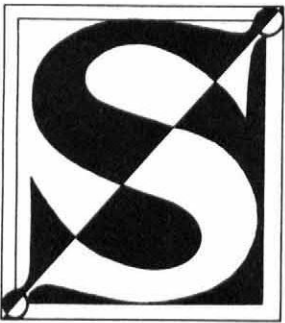
Shadowjack

Introduction written by

Roger Zelazny

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Shadowjack (also known as Jack of Shadows) enjoys a unique position on his peculiar world. The planet he inhabits keeps one face perpetually turned to its sun. On the dayside, the laws of science prevail and the hemisphere is kept from frying by means of powerful force screens which temper the primary's light. The nightside is a realm of magic, kept from freezing by means of a series of interlocked magical spells. Science does not operate on the nightside, nor does magic function on the dayside.

Many of the beings born in the dark hemisphere possess magical powers. These, mainly, are keyed to certain locales—"places of power" for these individuals—so that many possess a certain territory, kingdom, or realm. (Border wars are common, at places where adjacent shadows are about equally balanced. Also, there are some magical instruments which may be moved from place to place.) Jack's power is peculiar because it grants him mobility. He was born in the twilight area between the dayside and the nightside, and his is a power involving

shadows.

Wherever shadows exist Jack can draw strength, granting him physical prowess, invisibility, levitation, illusion-casting. He also has the ability to hear what is said whenever he is spoken of in shadow. This, coupled with a natural sneakiness and deftness, has helped considerably in his long and successful career as a thief. About six feet tall, dark-haired, dark-eyed, and clad generally in gray, he established his reputation by penetrating many of the magical realms of the world's dark side to steal objects of intrinsic value as well as talismans, jewels, wands, and books representing exportable magical quantities.

The nightsiders are soulless (hence, not particularly compassionate) creatures possessed of more than one life. Each of them knows exactly how lives he, she, or it possesses, and each keeps this number secret as it would be an obvious source of strength to an enemy. (Jack shares this feature with the others.) When one gets down to the last few lives one tends to become more conservative and would rather bluff than take risks.

One's resurrection/return following the loss of one's life always occurs at the west pole of the world in a particularly noxious place known as the Dung Pits of Glyve—the place where refuse tends to find its home. One is then faced with a perilous journey back to one's home, requiring outwitting or outfighting the people or creatures who prey upon those who return, as they pass through generally unfriendly realms.

Jack claims that he possesses a hidden realm—Shadow-guard. Whether or not he is lying is unknown. No one else has ever seen it and told about it.

Jack's best friend is a demonic or Promethean figure (depending upon how one views these matters)—Morningstar, a giant horned being from the waist up. He is fused with a

mountain peak below the waist, and he faces the east, looking toward the place of the dawn which never occurs. It is said that if the sun ever rises he will be freed. He is virtually omniscient, yet almost totally powerless when it comes to influencing events. He seems to have played either a heroic or a sinister role (or both) in the creation of this world.

Any nightsider may periodically be magically summoned to stand "shield duty"—i.e., to contribute his forces and skills for a time in a magical operation required to maintain the shield spells which hold back the cold of outer space. To refuse this duty would be to become a pariah. No one does.

Jack's twilight heritage also permits him to wander over to the dayside in the course of his activities—a place ordinarily shunned by the nightsiders. His understanding of this area, at one point, is sufficient to permit him to use a dayside computer to solve for the gaps in a fragmentary magical spell as if it were an equation of peculiar complexity.

Jack's chief enemy in the novel is the Lord of Bats. Another enemy is the Colonel Who Never Died. At one point, Jack is pursued by a particularly grisly creation of the Lord of Bats—the Borshin, a being capable of pursuing him to the planet's dayside.

Other enemies Jack has known include the mad Lord Belring and the sorceress Vara Lylyra. Standing in strong shadow Jack's power is stronger than that of a vampire, and he has occasionally surprised one which has pursued him into shadows by drinking its blood—if he happened to be in dire need of sustenance.

Jack's only honest employment of record may have been when he worked as a lecturer in Anthropology at a dayside university for two terms, acquitting himself surprisingly well. He used the name Jonathan Shade at that time.

Shadow Guard

Adventure written by
Jack Thorn

"Jack faced the pink-skied east once more. 'The Key That Was Lost, Kolwynia, is lost again,' he said. 'This time forever.'"

—*Jack of Shadows*

Chapter 13

Once it was that the Earth did not rotate and science ruled the World of Day and magic ruled the World of Night. But Jack of Shadows, Shadowjack the Thief, who broke the Compact and duped the Lord of High Dudgeon; who was beheaded in Igles and rose again from the Dung Pits of Glyve; who drank the blood of a vampire and swallowed a stone—walked in silence and in shadows, sought vengeance upon his enemies. With the Power of The Key That Was Lost, Kolwynia, Jack of Shadows united the World of High Dudgeon, destroyed the Land of Filth and brought peace to the Shadowguard. But in accomplishing all, Jack was forced to lose all. The Earth once more spun on its axis, magic ceased as an Art, Shadow Guard fell, and The Key That Was Lost was lost again.

But not forever as Jack predicted.

The Power contained within the Key was not extinguished, merely dimmed. Decades, as men measure time, have passed, and the Power within the Key renewed itself and that Power's presence has been felt by those who have renewed practice in the Art.

But magic still functions only within the cloak of the World of Night, and as the Earth continues to spin, only those spells cast within Shadow have effect. This limitation has caused the precise location of the Key to remain hidden, and only recently has the location of the ruins of Shadow Guard been ascertained.

Shadow Guard! Once the most magnificent of castles, a great sprawling place of high, torch-lit halls, underground labyrinths and many towers. There had been things of great beauty there, and things of incalculable worth. Shadows had danced in the corridors, and the facets of countless gems had gleamed brighter than the sun.... Now only a pile of weathered rubble marks the spot where once this great palace existed...and marks the spot where The Key That was Lost lies buried.

Kolwynia! A talisman of such incredible power that only the most learned and experienced practioners of the Art would dare its possession, let alone its control, and all other treasures pale in comparison. Its lure is compelling to the point of hypnotic.

For Kolwynia you will brave the dangers of the ruins of Shadow Guard.

Notes to the Referee

Those familiar with Roger Zelazny's novel, *Jack of Shadows* will recognize much of the background of this module as having been drawn from that book. In the book, both science and magic co-existed on Earth, but the planet was held stationary on its axis through the combined efforts of science and magic, with the laws of science holding true only on the day side of the planet, the Art of magic ruling the dark side, and both working in the twilight.

For this scenario, it is assumed that the Earth depicted by Zelazny now spins on its axis, much as our own Earth. The Art of Magic exists, but functions only in and during the night; this is to say, spells may be cast (and magical artifacts used) only after the sun sets and before it rises, and the effects of any spells or artifact usage last only during that time and while the object of that spell remains on the night side of the planet. For this reason, the players' characters must complete their adventure within 12 game-time hours or be forced to deal with their environment without the benefit of magic for a 12 hour period until the sun sets again.

This night-only magic qualification will place a burden on the referee to determine the results of magic in effect at dawn, but has been included in an attempt to both reconcile the scenario with the ending of Zelazny's book *and* to force players to plan their adventure carefully. This module has been designed as a "thinking" module, rather than a combat module. All too often, fantasy role-playing games revolve around too much indiscriminate spell casting and not enough thought. Within this module, there are not a large number of monsters to blast with fireballs, and indeed, there are times and situations when it is a *disadvantage* for magic to function, and a preceptive group may use a "Let's wait for dawn" strategy to their advantage within the labyrinth of the ruins of Shadow Guard. However, the scenario may be played with magic functioning in conventional game manners, if the referee and players so desire.

The Ruins of Shadow Guard

Shadow Guard—formerly High Dudgeon of the Lord of Bats before being conquered by Jack of Shadows—is now in ruin. These ruins lie in a remote area—so remote that the referee may wish to provide some means of transporting the players' characters to the site rather than have them suffer

the logistics of overland travel, perhaps by gifting the party with a Scroll of Teleportation capable of transporting the entire party. Once at the site of the ruins, the party has a 10% chance per turn (cumulative) of discovering the entrance to the subterranean levels of Shadow Guard, with normal chances for random wilderness encounters for each turn remaining outside the ruins. Certain magical spells and/or actions by the characters may effect the ease with which they find the entrance, of course (for example, a cleric using a Speak With Plants spell to gain information about the entrance's location).

In that the majority of Shadow Guard was constructed by magical means, during the hours of darkness the entire area will radiate an aura of magic if a Detect Magic spell is cast. This effect continues with the underground portions of the ruins, and only areas with particularly strong magic will be able to be distinguished from background emanations, unless the spell-caster is quite near the source of the magic. The Key, obviously, is the most significant source of magical emanations within the ruins.

Once the entrance to the ruins is discovered (a man-sized gap between two large blocks of stone opening to a rubble-strewn but passable 10-foot wide stairway leading down), characters must carry lighted torches or rely on infra-vision unless in areas specifically indicated as light-ed by other means.

Within the ruins, construction is primarily of mortarless stonework and wooden beams, with trim of wood veneer and fabric (the trim now mostly rotted away). Unless otherwise indicated, all doors are of heavy wood construction with bronze hinges, handles, latches, and locks. Also unless otherwise indicated, all passageways and rooms of level one are strewn with rubble, but passable. It will be evident that the very foundations of Shadow Guard were shaken and fractured. Any actions by characters other than slow, careful, and quiet movement or searching (loud noises such as shouts or dropped weapons, incautions shifting of rubble, etc.) have a 5% chance of causing a further collapse of the walls and/or ceilings, falling in front of the characters one-third of the time, behind them one-third of the time, and on them one-third of the time. The referee will have to weigh individual circumstances of falls to determine damage, if any, to characters, and if any blocked passageways result.

All locked doors within the ruins of Shadow Guard, one-time domain of master thief Jack of Shadows, will require twice the normal thief lock-picking ability to open. (Divide die roll by two to determine success or failure.) Magical spells used to open door locks function as usual.

Since the entryway to this level is open, many small creatures (and a few large ones) have used the ruins as dens and burrows, and evidence of their trespassing will be apparent.

Level One

1. Corridor

Stairs from the surface descend about 20 feet over a run of 40 feet to the north. A corridor then extends a further 50 feet northward, ending with doors on the east and west walls. There is some fallen rubble littering the floor, although the walls and ceilings appear relatively intact. In addition, there are leaves, twigs, and other debris of the outside world scattered about and various small tracks (and a few bones) may be seen in the dirt and dust. The door to the east (to

room 4) stands ajar, while the one to the west (to room 2) is shut and locked.

2. Anteroom

This room has remained sealed since the fall of Shadow Guard, the door from the corridor having been locked and the south-west exit having been blocked by a collapse of the walls and ceiling. The remains of rotted fabric and leather cover some wood furniture. If the characters search, they will find some disintegrating leather and fabric clothing (metal and bone fasteners will still be intact) covering the bones of two human skeletons. Two empty wine bottles and two broken goblets lie nearby. On each skeleton is a small tarnished dagger, but no other weaponry. Also on each skeleton are small pouches, one containing 12 g.p., the other 22 g.p. and 8 s.p. Nothing else of value or interest will be found in this room unless the characters move the rubble in the southwest corner of the room, where they will discover a third skeleton whose fingers clutch at a bronze key on a bronze ring. This key will open the lock of the door to room 5. Movement of the rubble to find the skeleton and key will necessitate a check for further collapse of the room.

3. Anteroom

The door to this anteroom is ajar. Lurking within is a lair of three huge Spiders concealed in the southeast part of the room. If the characters check the interior of the room prior to entering (say, by pushing open the door with a staff and tossing in a lit torch), they will note several small animal bones littering the floor and the spiders will surprise the characters only on a roll of 1-3 on 1d6—otherwise the spiders will surprise on a roll of 1-5. In one corner of the room, beneath a clutch of spider eggs, are three small rubies, each worth 1000 g.p. Other than the usual rubble, there is nothing else of note in room 3. The door in the southeast corner is ajar.

(3) Spiders

AC: 6, HTK: 10, 14 (2+2D8), M: 18"

Att: 1, Dm: 1-6, Special, Poison bite, Surprise on a 1-5.

4. Corridor

Non-descript other than the collapsing walls on the west side. Attempts to clear the west end of the corridor towards room 2 will result in further collapse of the corridor.

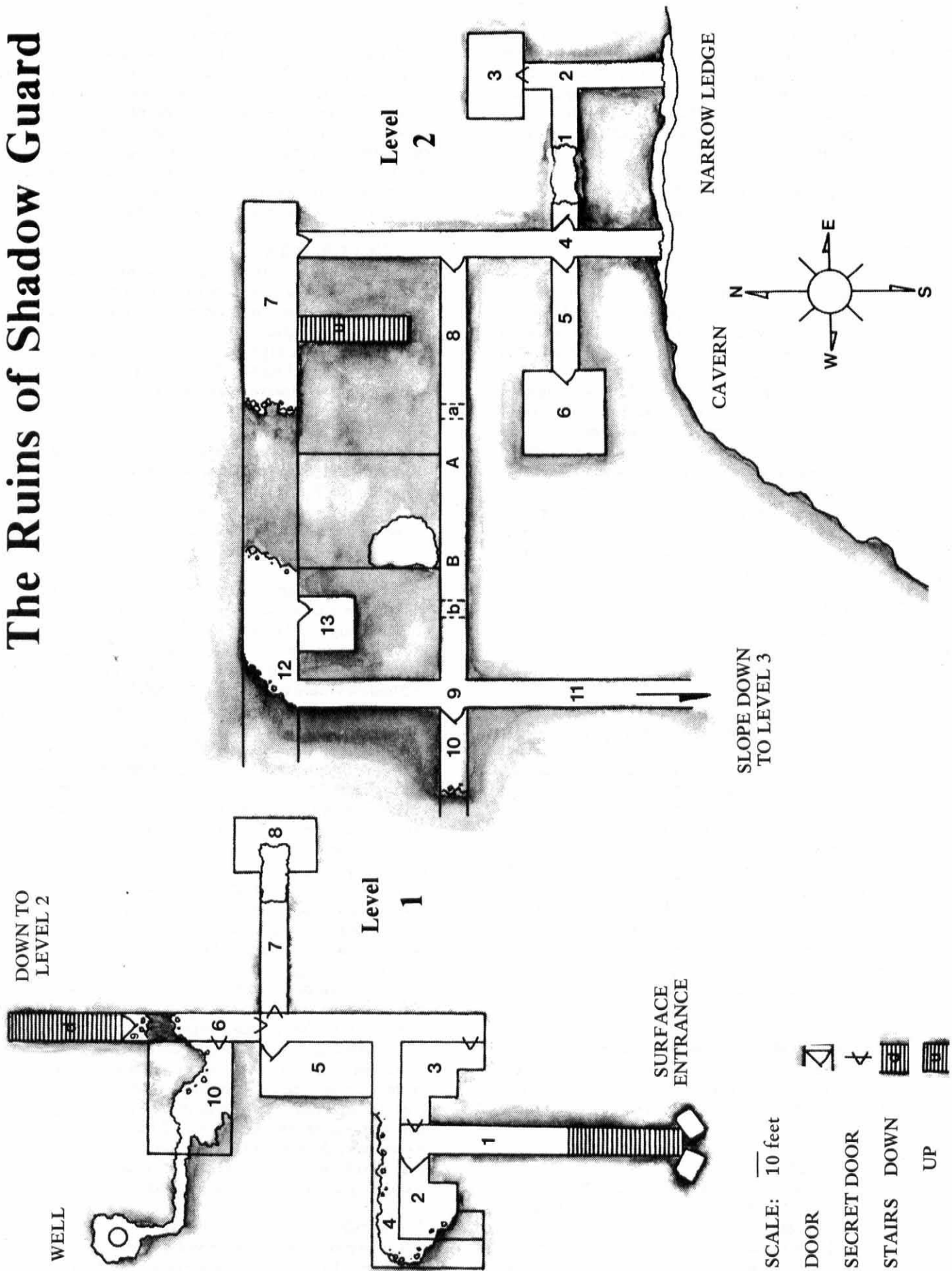
5. Wine Cellar

The key from the skeleton in room 2 (the former wine steward of Shadow Guard) will open the door to this room, otherwise the lock must be picked or the door magically opened. Inside are racks of bottles of wine (about 2500 bottles). The corks of most have dried and the wine spoiled, but about 50 intact bottles may be found if the characters search for several rounds. The wine is probably not fit to drink, but the intact bottles would bring 10 s.p. each as curiosities. If the characters remain in this room for more than 6 rounds, the Umber Hulk from corridor 6 will enter and attack.

6. Corridor

The door to this corridor stands ajar. Beyond the door the corridor extends about 15 feet north to a point of ceiling and wall collapse and blockage. A door to the immediate west

The Ruins of Shadow Guard



stands ajar. If the party chooses to attempt to move the blockage to the north and does not cause more further collapse, they will find the doorway to the stairs to level 2.

Present in corridor 6, unless the party has spent more than 6 rounds in room 5, is an Umber Hulk. Its lair is through the doorway to the west in room 10. The monster will attack the characters on sight.

Umber Hulk

AC: 2, HTK: 50 (8+8D8), M: 6"

Att: 3, Dm: 3-12, 3-12, 2-10, Special: save versus magic or be confused.

7. Corridor

The door to corridor 7 is ajar. The passageway is empty and extends about 40 feet to a gaping hole in the floor. About a 10 foot square area of corridor floor, plus an equal area of floor of room 8 beyond have collapsed into a void below (actually to corridor 1 of Level 2).

The corridor is particularly littered with rubble, and only a careful search will reveal that in the first 20 feet of corridor from the door are several small openings near the floor—tunnel openings for Giant Rats. After the party has passed the openings, a pack of rats (21 in total number) will emerge over a period of 3 rounds (7 per round). If the party spends more than 6 rounds total in the corridor, the umber hulk from corridor 6 will enter and attack. The only item of note in the corridor is a large block of stone (about 500 pounds in weight) near the opening in the floor. This block of stone may be used as an anchor point if the party uses a rope to descend to Level 2 (see Level 2, corridor 1 description).

(21) Giant Rats

AC: 7, HTK: 3 each, (1/2 D4), M: 12"

Att: 1, Dm: 1-3, Special: 5% chance of infection

8. Storeroom

If the party manages to cross the gap in the floor, they will find that this room once served as a storeroom for various mundane items. Nearly all the chests, boxes, and casks have been smashed by the collapsing walls and ceiling, and their contents broken or spoiled, but a careful search will find two small (about one cubic foot) wood chests bound with iron straps and locked with bronze locks. The locks require only a thief's normal lockpicking ability to open, but the strap-ping is so oxidized that any character with a strength greater than 15 can break the chests open by hand. One chest is padded inside and contains 12 glass stoppered flasks of a clear liquid (actually alcohol), each flask containing about a quart. The other is filled with bluish-white crystals resembling diamonds (actually only quartz).

9. Corridor

This is the north end of corridor 6. If the characters clear the fallen rock to reach this point, they will find a locked door at the north end that leads to the stairway beyond. This stairway leads down about 20 feet over a run of 40 feet to Level 2.

10. Umber Hulk's Lair

This room, formerly about 30' x 40', has suffered a collapse of the walls and ceiling to the north and west. It now serves as the lair for an umber hulk. If characters search this room, they will find the opening to the tunnel used by the umber hulk to reach chamber 11. The search will also dis-

cover a pile of gold and platinum pieces (28 g.p., 12 p.p.), a small leather pouch containing an emerald worth 4000 g.p., and a scroll tube. There is a small but venomous spider in the pouch with the emerald. Unless a character announces he is taking special care in opening the pouch, or is wearing gloves or gauntlets, the spider will automatically bite—character must then save vs. poison or take 1d20 points damage. The scroll tube contains the remains of a map, mostly faded beyond legibility, but will indicate the location of the stairs beyond the door in corridor 9 to level 2.

11. Well Chamber

This chamber is circular and roughly 20' in diameter. Formerly, Shadow Guard's water supply was obtained from a natural artesian well in a room below this chamber on level 2. With the collapse of that room on Level 2, the water seeped upward through the rock and now forms the pool in the center of this chamber. The water is pure and drinkable, but the room is otherwise unremarkable.

Level 2

Level 2 is in somewhat better condition than Level 1, and there will be less rubble from collapsed walls and ceilings. Since the door at the west end of corridor 1 has remained locked, outside wildlife has only been able to gain entrance to the passageways to the east and to room 3.

The Cavern

As Shadow Guard fell into ruin, the violent earth tremors slashed an extension of a subterranean chasm into the southern edge of the castle's lower levels. Corridors 2 and 4 of Level 2 now open into this chasm, as does corridor 1 of Level 3, in the side of a sheer wall (the magical foundations of Shadow Guard caused an *extremely* sheer fracture. Characters attempting to climb up or down the wall's face must save vs. dexterity -4 or fall).

A grey mist or fog floats about 40 feet below where the corridors open into the chasm, preventing view of anything below. This mist is actually carbon dioxide. Any character entering the mist will feel suffocated and must leave immediately (within one round) or fall unconscious. If the character is not removed from the mist within 4 rounds, he will die from lack of oxygen.

A narrow ledge or shelf runs along the wall of the chasm, just below the corridor openings, and just wide enough to allow single-file passage, if desired, from corridor 2 to corridor 4 and vice versa. The ledge ends just beyond either corridor opening.

This chasm actually connects with a vast underground cavern system that extends deep into the earth and connects with several other planes. Thus, when near the corridor 2 and 4 openings to this chasm, characters will have a one-in-three chance per turn of encountering either earth or fire elementals, or type I, II, and III demons (the referee should balance such encounters with the strength of the party). If the party is on the ledge, the chance for an encounter increases to 50% per turn spent on the ledge. The Cavern may also be used as a rationale for encounters with exotic wandering monsters on Levels 2 and 3 of Shadow Guard.

1. Corridor

The first thing adventurers will notice in corridor 1 are the skeletons of several small creatures which entered Level 1

from the outside and fell to their deaths through the collapsed floor of the corridor above. In the dust on the floor, observant characters will notice humanoid sized foot prints (both shod and bare) leading to both the east and west. None of the tracks appear to be recent.

2. Corridor

Corridor 1 intersects with corridor 2 at a "T" intersection, where corridor 2 runs north and south. To the north, the door to room 3 stands ajar. To the south, the corridor ends in the Cavern (as detailed in the Cavern description). If characters check, they will note fewer footprints in corridor 2 than they did in corridor 1.

3. Stirge Lair

Twelve stirges inhabit this room, living off whatever small creatures come near, or venturing out to the outside world when necessary. Any noise made by characters within 10' of the doorway to their lair will cause the stirges to emerge and attack. Should the players gain entrance to the room, they will find the bones of several small creatures, along with the skeleton of a human.

The skeleton will be draped in the remnants of leather armor, and a rusted (and useless) sword will be found nearby. A search of the skeleton will reveal an empty canteen, a rotting pack containing 50' of rope (which has been affected by dry rot—if players attempt to use it, there is a 10% cumulative chance for every 25 pounds of load placed on it that it will break), flint, steel, tinder, a couple candles, other assorted odds and ends, and a leather wallet. In the wallet are two fragile parchments—a fairly detailed map of the surface near the ruins of Shadow Guard and a letter. The language of the letter is strange, but readable. It describes a fabulous treasure known as the Hellflame that is thought to have been at Shadow Guard at the time of its fall.

Attached to the belt of the skeleton are several small pouches containing keys, lock picks, and other tools of a thief. One pouch contains 6 small diamonds (of 6000 g.p total value). Another contains a small vial (a Potion Of Healing).

(12) Stirges

AC: 8, HTK: 7 each (1+1D8), M: 3"/18"

Att: 1, Dm: 1-3, Special: each melee round after striking drains another 1-4 points of blood.

4. Corridor

Once through the locked door from corridor 1, characters will find themselves opposite another locked door to the west, and in a corridor running north and south. To the south lies the Cavern (the opening detailed in the Cavern description), to the north, corridor 8 runs to the west, and farther to the north, this corridor intersects with corridor 7 running east and west. An examination of the floor at this point will reveal footprints of several sorts of creatures showing travel in all directions.

5. Corridor

This corridor leads west and ends with a locked door. At the midway point of the corridor, the center five feet of floor is a slab-pressure sensitive to any weight over 300 pounds—the trigger to an alarm and trap. If the characters stay close to the walls on either side of the slab, or if none of the characters weigh over 300 pounds (don't forget to figure in

the weight of equipment and armor), they may pass over the trigger on their way to the door to room 6 without incident. A close scrutiny of the floor will reveal the separate slab of stone. If not detected, though, the moment the slab registers 300 pounds a loud gong will sound three times. Originally intended to summon the guards of Shadow Guard, the alarm will now "only" attract the attention of a Fire Elemental from the Cavern through the opening of corridor 4. If the characters have closed the door to corridor 5 behind them and remain quiet, the elemental will return to the Cavern in 3 rounds. If the door is ajar, the elemental will enter, or if closed but the party makes noise, it will burn through the door in 2 rounds and attack.

Fire Elemental

AC: 2, HTK: 84 (16D8), M: 12"

Att: 1, Dm: 3-24,

6. Room of the Gem

The door to this room appear exactly as the others the characters have encountered thus far in their explorations, and indeed, is the same, except it has been Wizard Locked.- Characters will have to either break the door down or open it magically. Once inside, characters will note immediately that the room is dimly lit by a red glow from no apparent source (if it is still night—the glow is caused by a Continual Light spell).

On a low pedestal in the center of the room is a small onyx box, the room is otherwise bare. A check for magic will reveal emanations from the box. Close examination of the box will reveal a Symbol of Stunning carved on the top. Even after the Symbol has been dealt with, the box remains trapped with a poison needle (1d20 +10 points of damage if sprung). Inside the box is the Gem of the Lord of Bats (see description at end of adventure).

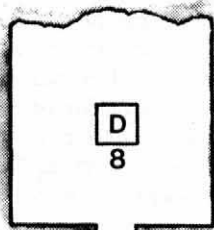
7. Corridor

Corridor 7 is a short section of what was once one of the main corridors beneath Shadow Guard. Solidly blocked by rockfalls at the indicated points on the map, there is an archway on the southern wall opening to the stairs that lead up to Level 1 at corridor 9.

8. Corridor

This long east-west corridor is trapped with sliding blocks of stone at points "a" and "b" with pressure sensitive stone slab triggers at "A" and "B" respectively, much like the slab trigger in corridor 5. These triggers, however, require only 150 pounds to set off the trap. If a trigger slab has 150 pounds of pressure placed upon it, the appropriate stone slab will begin to descend from the ceiling, taking about 10 seconds to descend completely to the floor. Once in place, the slab can only be moved by the efforts of characters with a combined strength of 75 or more (who may slide it back up temporarily, but it will descend again as soon as it is released) or by breaking/blasting it down. This trap was originally designed as merely a containment trap, but is very dangerous now, as the north wall is very unstable, and the vibrations of both sliding slabs descending will cause the wall to crack open near the well on the other side. Water will pour in, and with both stone slabs in place, will fill the now sealed passageway at the rate of two feet per minute. The water will continue to rise for 4-5 minutes until it is within one foot of the ceiling when the air it has compressed will

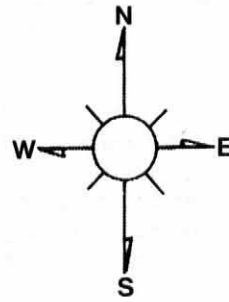
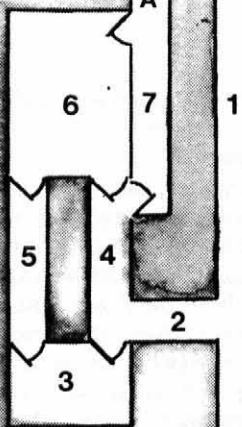
Level
3



C

B

A



SCALE: 10 feet

DOOR

stop its progress. However, if the characters are still trapped, they must tread water to remain at the surface (don't forget to take into account the weight of armor and the restriction of clothing), and the amount of air trapped will only last for 30 breathing minutes (with a party of six characters, for example, 30 divided by 6, or only five minutes).

If the characters escape the water trap by breaking/blasting down one or both of the slabs, water will continue to pour out of the fractured north wall, running down corridor 4 into the Cavern if the eastern slab is down, and into the hole in the floor at intersection 9 and down sloping corridor 11 to Level 3 if the western slab is down (the effect of water running at intersection 9 and running down corridor 11 will be detailed in Level 3 descriptions). Water in corridor 4 will deter fire elementals.

9. Intersection

A "T" intersection with corridor 8, this corridor extends level to the north and slopes down to the south. There is a door to corridor 10 on the west wall at the intersection.

10. Corridor

This corridor dead-ends 30 feet beyond the doorway with collapsed walls and ceiling and is otherwise empty.

11. Sloping Corridor

This corridor slopes down to the south and eventually ends on level 3. The slope is readily apparent.

12. Intersection

The north-south corridor intersects with the continuation of corridor 7 here. A fallen ceiling has nearly blocked the intersection, but there is still room for characters to pass.

13. Weapons Storeroom

Upon opening this door, characters will notice a very humid atmosphere, caused by seepage from the nearby well into this storeroom. Racks of weapons line the walls and shelves in this room, pole arms, swords, maces, shields, etc., but all have a thick coating of rust and would require considerable work by a weapons smith to be put back into usable condition. A careful search will discover, however, an ironwood chest about four feet long, one foot wide, and one foot deep. An aura of magic may be detected about it.

The chest itself is not trapped, but if it is touched incautiously, unfortunate bare-handed characters will discover it is covered with a slimy fungus. The fungus will immediately be absorbed through the skin and will do 1-6 points of damage each turn until the character receives a Cure Disease spell or its equivalent. A Healing Potion or spell will remove damage, but the fungus will continue to do damage until removed.

Inside the chest (it is not locked, only latched) are a pair of identical swords in perfect condition. Each has a finely wrought hilt and pommel, with elaborate filigree on the blade. One is magically enchanted to be +2 to hit, the other is cursed to be -2 to hit. There is absolutely no physical way to tell the swords apart, other than in battle (although certain magical means might be used to make the distinction).

The opening of the door to the weapons storeroom and the scent of iron has also attracted two Rust Monsters. If the party closed the door behind them, they will encounter the creatures immediately upon leaving the room. If the door

was left open, the rust monsters will appear 3 rounds after the room was entered.

(2) Rust Monsters

AC: 2, HTK: 40, 39, (5D8), M: 18"

Att: 2, Dm: 0, Special: all weapons struck are corroded to a pile of rust.

Level 3

Level 3 will be the most dangerous for the players' characters, but contain the greatest rewards. At the referee's discretion, the characters should encounter type I, II, & III demons on this level, particularly as they attempt to return from their explorations of the level.

1. Corridor

This corridor slopes up to the north to Level 2, corridor 11 and down to a "T" intersection with corridor 2 to the south, where it levels out and continues south until it opens into the Cavern. Under normal circumstances, there will be a 25% chance of encountering a hostile Earth Elemental at the intersection. If water has been running down the corridor from level two, the chance increases to 50% (the water will deter fire elementals, however). At the opening to the Cavern from this corridor, the carbon dioxide mist is only 10 feet below the corridor's floor.

Earth Elemental

AC: 2, HTK: 115 (16D8), M: 6"

Att: 1, Dm: 4-32, Special: +2 or better weapons to hit.

2. Corridor

Corridor 2 leads west from corridor 1, finally turning north to corridor 4. At this point there is a door to the south to room 3.

3. Maze Room

The room contains a permanent Maze spell. Characters should be given directions as if they are actually traveling through some sort of labyrinth, although the referee should make no attempt to have his directions make sense to the party's mapmakers. After an appropriate time in the maze, the party will emerge facing one of the two doors in the north wall (50-50 chance for either).

4. Corridor

A seemingly ordinary corridor, this passageway is trapped with a pressure sensitive slab in the center of the corridor that will release Fear Gas (effects for failing to save against the gas are the same as the spell of the same name) when triggered by 150 pounds. The cloud of gas will fill the corridor in one round, then disperse in one round. Those affected by the gas will be in particular danger if they should turn south out of corridor 2 in their panic.

5. Corridor

An ordinary corridor running north and ending at the door to room 6.

6. Illusion Room

This room has had a permanent Illusion cast upon it, but is otherwise an empty, ordinary room. When characters enter the room, it will appear to be 30' x 30', with an illusory wall 10' south of the actual north wall, hiding the door on the east wall to corridor 7.

7. Corridor

A very long north-south corridor, this passageway is trapped on the south end by the door from corridor 7 to corridor 4. When the door between these two corridors is opened (from either side), a heavy iron grate will drop from the ceiling at point "A", lock in the down position, and a loud gong will sound four times. The sound will attract a fire elemental if there is not water in corridor 1, an earth elemental if there is. Once the door between corridor 4 and corridor 7 is opened, it will not be able to be closed (too forceful attempts will only succeed in breaking the hinges). To raise the grate will require two Knock spells and combined character strengths of 50 to lift it—otherwise it must be somehow broken down.

At point "B," any spell casters will start to feel the presence of the Key, which lies in room 8, as some sort of compulsion to continue north. They will even vocalize this feeling to other members of the party, and if the others in the group suggest slowing the pace or using more caution, those feeling the compulsion will argue for continuing as quickly as possible. Point "C" is the 10 foot square area in front of the archway to room 8. It is in no way distinguishable as a trapped area, but the moment *any* object touches the walls, floors, or ceiling of this area, it triggers a special type of Guards And Wards spell (powered by the Key itself) that causes 1) all corridors within the ruins of Shadow Guard to become misty, and visibility is reduced to 10', 2) all doors to be Wizard Locked (although only as if by a seventh level magic-user), 3) all stairs to become filled with Webs from top to bottom, and 4) a Confusion spell to exist at all corridor intersections that will sometimes (50% of the time) cause characters to believe they are going in exactly the opposite direction they actually are. The only way characters could avoid tripping this spell would be if they managed to cross without touching the floor, walls, or ceiling, by some magical means. This spell will last for one hour, or until dawn, whichever comes first, or until a character gains possession of the Key and willfully cancels it.

8. Chamber of The Key That Was Lost

This chamber may have been seen before the trap was tripped at point "C," but otherwise characters will have to explore it 10' at a time because of the reduced visibility. In the center of the room is a raised dais, draped in red velvet, and upon it rests The Key That Was Lost, Kolwynia. However, as noted earlier, the Key has had permanent Invisibility spell cast upon it, so characters must discover it by feeling for it, casting a Detect Magic spell, or a combination of these or other methods (a perceptive player might suggest waiting until dawn when all magical effects cease, and the Key becomes visible).

The final task, of course, is for characters to now make their way out of the ruins of Shadow Guard.

Artifacts & Creatures

The Hellflame

The prize given to the champion of the Hellgames, the Hellflame is a slim urn, gracefully wrought of platinum in the shape of a flame with a fist-sized ruby at the uppermost tip. The urn and ruby have been magically melded so that the ruby may only be removed after the casting of a Remove Curse spell by a 12th level or higher magic-user.

The Hellflame itself is priceless, since it is the only artifact

of its kind, but the value of the materials used in its making would be 30,000 g.p. for the platinum and 50,000 for the ruby. The referee may not wish to have this treasure actually exist to be found by the adventurers, as its immense value might upset the game's balance—in which case the description should be used to tantalize the players and entice them into further exploration of the ruins of Shadow Guard.

The Key That Was Lost, Kolwynia

This magical artifact, like the Hellflame, should not actually be able to be found by the players unless the referee determines that its possession will not jeopardize the balance of the game. The Key is an artifact that allows characters capable of casting spells to increase their spell casting ability to double their normal ability—a sixth level magic-user, for example, could learn and cast spells as if he was 12th level, while possessing Kolwynia. However, for each level of usage beyond the spell-caster's normal ability, there is a 5% cumulative danger of loss of spell-casting power. This loss takes the form of losing a level of spell casting ability. For example, a sixth level magic-user attempting to cast a fourth level spell (normally available only to seventh level and higher magic-users) at seventh level ability would have a 5% chance of having the spell fail, dropping his actual spell-casting ability to fifth level. If this were to happen, the magic-user would immediately become a fifth level magic-user (losing the number experience points to put him at the beginning of the 5th level). He then might attempt to cast the same fourth level spell, this time at 10th level ability (the maximum now, in this case, i.e., double his fifth level ability), but now runs a 20% chance of losing another level. Thus, as a magic-user attempts magic farther beyond his normal ability, he stands a greater chance of the consequences. The higher the level of the magic-user, the higher the level of ability he may attempt to act, but with higher risk. A 12th level magic-user might use the Key to attempt to act as a 24th level magic-user, but would run a 5% x 12 or 60% risk of losing a normal level and dropping back to 11th level.

Physically, the Key resembles a large skeleton key made of silver, with an elaborately engraved shaft. The Key has had a permanent Invisibility spell cast upon it, and thus is invisible during the hours of darkness.

The Gem of the Lord of Bats

This artifact is a large (about 1" in diameter) multifaceted, blue-white crystal attached to a heavy silver chain. It has the power to contain 10,000 cubic feet of space (the equivalent of a room about 35 feet square and eight feet tall) and any objects that could normally fit into that space. The Gem functions somewhat as a Bag Of Holding, opening into a non-dimensional space although the environment around the Gem, particularly temperature, affects the area contained "within" the Gem. Physical possession of the Gem by an eighth level or higher character capable of casting spells will allow the possessor to control the Gem, placing or removing anything that will fit within its confines by sheer will. The possessor may also enter the confines of the Gem, so long as he retains possession of it. Once within the confines of the Gem, an object (or person) will remain until intentionally released by the possessor of the Gem (exception: see the Borshin). Contents of the Gem may be observed from outside the Gem as if they were miniature objects within.

The Gem will contain the headless body of the Lord of Bats, placed there by Jack of Shadows after his conquest of High Dudgeon.

The Gem would be valued at 10,000 g.p. as a piece of jewelry—as a magical item, the referee may determine its value relative to the game.

The Borshin

The Borshin is a terrible creature, a half-success at creating artificial life wrought by the Lord of Bats from the reincarnation of a homunculus. It appears as a horribly deformed humanoid, standing on short legs with disk

shaped pads for feet, from which protrude dozens of long worm-like toes. Its arms are longer than its entire body and its flesh is white with blue blotches, but transparent enough to allow its bones to be seen. Its head appears as a sickly doughy bulge with holes poked into it. Nearly mindless, yet with an instinctive cunning and aggression, it will attack all who threaten it and 50% of the time, even those who do not.

The Borshin has the ability to travel through non-dimensional space, at appears within the Gem of the Lord of Bats at random intervals. For game purposes, treat the Borshin otherwise as a homunculus created by a 21st level magic-user, capable of existing independent of its creator

Jack Of Shadows



Personal Data:

Race: Human, or possibly Half-Elven due to intravision
Armor Class: 6
HTK: 40 (40)

Strength: 18-99 (14)
Intellect: 16
Insight: 10
Stamina: 18 (10)
Dexterity: 17
Appeal: 14

Spells normally taken: Charm Person, Comprehend Languages, Detect Magic, Shocking Grasp, Continual Darkness, Fools Gold, Knock, Wizard Lock, Dispel Magic, Feign Death, Phantasmal Force (2), Confusion, Hallucinatory Terrain, Minor Globe of Invulnerability, Polymorph Self, Contact Other Plane, Conjure Elemental (summons a shadow) (2), Passwall, Legend Lore

Abilities:

Profession(s): Wizard/Thief
Skill Level: 12 (0)/9
Alignment: Neutral/Neutral
 (evil tendencies)

Magic User Spells:

Level 1st:4
 2nd:4
 3rd:4
 4th:4
 5th:4
 6th:1

Alternately called Shadowjack, this mage gains his powers by merging with shadows. He can merge where ever shadows exist and the merger makes him effectively invisible, even if moving. The values in parenthesis indicate day-side, or values when not in shadow. Values shown are for deep shadow, lesser shadows lessen his abilities and the power of his spells proportionately. Shadowjack dresses in loose fitting grey robes and shuns all armor.

His special abilities are:

- * Hear any statement spoken anywhere if using his name and said in a shadow.
- * Regenerate 2 HTK of damage a round and remove all

exhaustion while in a shadow.

- * When in deep shadow, the wizard is immune to magic or any attack from a magical monster.
- * Intravision (while in shadows)

THIEVING SKILLS:

Pickpockets:	80%
Open Locks:	62%
Find/Remove Traps:	60%
Move Silently:	70% (100% in shadows)
Hide In Shadows:	100%
Climb Walls:	98%
Read Languages:	80%



S. Carolinus

Introduction written by

Gordon R. Dickson

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. Carolinus, D.A. (Doctor of the Arts). As those who have read *The Dragon and The George* have seen in that book—and will see in its sequel, *The Dragon Knight*, which I'm going to get around to writing just as soon as I get time here—S. Carolinus is a tall, thin, old magician, with white eyebrows, a dingy-looking white beard and a cantankerous disposition. His degree, Master of the Arts, refers to *Doctor of the Magickal and Sorcerous Arts*. In the parallel Earth that Carolinus and the others who appear in *The Dragon and the George* inhabit—which is, by the way, at the Thirteenth Century, while ours is at the Twentieth—such a degree is rare and hard to come by, held only by a few talented individuals. One of these individuals, which the readers will meet in *The Dragon Knight*, lives up to his rank, residing in a massive palace with all sorts of magical appurtenances. Carolinus prefers a small cottage in the woods.

One reason people like Carolinus are so important in this parallel world is because of the part that magic plays in that continuum. It has a

place right alongside physics; and it operates by rules equally as strict.

The first of these rules is one that Carolinus quotes to Jim Eckert near the beginning of *The Dragon and the George*, when Jim has the temerity to name himself a Master of the Arts, using the term in its here-and-now world academic sense, since Jim is a teaching assistant at Riveroak College, or was, when he was here and now.

In the process of explaining to Jim how Jim happened to end up there, in the body of a dragon, Carolinus refers to the First Law of Magick. Jim, of course, doesn't know what he is talking about, and Carolinus is outraged at the state of modern education where Jim comes from. As he points out to Jim, the First Law of Magick is the Law of Payment. And he quotes it to Jim—*For every use of Art and Science there is a required or corresponding price*. In fact, he gets quite excited about the matter. He says to Jim:

"Why do you think I live by my fees instead of running through the aleph tables? Just because a number is transfinite doesn't mean you can use it to get something for nothing. Why use hawks and owls and cats and mice and familiars instead of a viewing crystal? Why does a magic potion have a bad taste? Everything must be paid for *in proportion!*"

The fact of the matter is, as Carolinus explains in part at this point, that magic is what keeps the balance between Chance and History which, in this continuum of Carolinus, have their own laws as well, equally inflexible. Carolinus says:

"Imagine a teeter-totter, Chance sitting on one end, History on the other, swinging back and forth—Chance up one moment, then Chance down and History up. The Dark powers," he adds—which are the opposing force to such people as Carolinus and the good side of the world in which Carolinus lives—"know that. They throw their weight at the right moment on the side that's already headed down, and either Chance or History ends up permanently on top. One way we get Chaos. The other way we get Predictability, and an end to Romance, Art, Magick, and everything else interesting."

He points out that Jim's insertion into this continuum, this world, has upset that balance, and now it is up to Jim to help set the balance back correctly—which, those who read the book will remember, Jim does by fighting the Dark Powers.

Now, all of this has to be kept track of—that is, who has the advantage at any moment, the Dark Powers or the Bright Ones, the good ones, and how particular individuals, such as magicians, stand. This is the job of something called the Accounting Office, which speaks in a deep bass voice about four feet off the ground but is completely invisible. Carolinus himself has a comfortable balance with the Accounting Office, since all magicians of any worth and seniority take pains to accumulate a large credit balance, because the more they have in their credit balance, the larger magic they can venture to use. Now, their use of that magic may cause them to succeed in their ends—in which case they will increase their credit balance. But, if they end up by losing, they also lose the credit they have invested. So, it is a tricky business, keeping your balance with the Accounting Office.

Jim, because of what he does in *The Dragon and the George* and because of the way he has been thrust into this continuum without having intended to come, ends up at the end of the book having a balance with the Accounting Office—to which he pays little attention until the moment of the opening of the sequel (yet to be written), *The Dragon Knight*.

In that sequel he wakes up one morning to discover that he has inadvertently changed into a dragon. Now, in *The Dragon and the George* he was *resident* in the body of a dragon, but he was *not* a dragon. Now, he *is* a dragon; and as Carolinus points out to him when he goes to see the magician to ask him about it—that balance Jim has with the Accounting Office cannot simply be allowed to lie idle there. Jim must either use it, or it will use him.

So, at the beginning of *The Dragon Knight*, Jim is faced with the problem of learning how to use his balance. There is no excuse for him not learning, as Carolinus points out, since Jim has already claimed to be (sneer, chuckle), says Carolinus, a Master of the Arts.

S. Carolinus



Personal Data:

Race: Human
Armor Class 9
Hits To Kill: 27

Strength: 10
Intellect: 18
Insight: 16
Stamina: 14
Dexterity: 13
Appeal: 16

Magical Ability:

Profession: Wizard
Skill Level: 12
Alignment: Lawful Good

Spells:

1st Level: 4
2nd Level: 4
3rd Level: 4
4th Level: 4
5th Level: 4
6th Level: 1

Spells normally used: Dancing Lights, Comprehend Languages, Message, Sleep, Continual Light, Detect Evil, Locate Object, Scare, Dispel Magic, Fireball, Protection From Evil 10', Tongues, Charm Monster, Fumble, Minor Globe of Invulnerability, Polymorph Other, Wall Of Force.

S. Carolinus is a gifted and respected, if somewhat vain Magic User. He is a lawful good in alignment, but the strong influence of the Cosmic Balance in his magical abilities requires that he receive payment for all services rendered. Sometimes these "payments" can be very dangerous, as was the case with Gorbash/Jim's adventure, in which case the wizard is likely to assist at a crucial moment in person.

Over the years, S. Carolinus was able to reach the "Auditing Department" of the Cosmic Balance. This force tells him the Cosmic Balance will directly intervene to correct the e there is an imbalance between good and evil or effort and gain. Too great an imbalance and the Cosmic Balance will directly intervene to correct the situation. This is similar to a Limited Wish spell, but can lead to dire consequences. Carolinus and those about him are much more under the influence of the Cosmic Balance than most (perhaps because the wizard is in such close contact with the Cosmic Balance).

S. Carolinus takes his responsibilities as a wizard very seriously. He gained his powers only after years of study

(hence the D. A. , which in his universe represents a man trained in the only true science: Magic).

Carolinus' Staff:

This staff is said to have the power to enhance the range of spells as long as the magic is thwarting evil. It also has the ability to maintain any spell as long as the mage using the staff can concentrate on the spell and nothing else.

The staff gains its energy from S. Carolinus' Stamina. for each turn he maintains a spell with the staff, S. Carolinus temporarily loses one point of Stamina. When his Stamina drops below three points, the Magic User collapses exhausted. The Stamina points are regained at a rate of 3 points an hour while walking slowly, or 5 points an hour while sleeping.

The Wizard is known to employ many minor magic items. He is most interested in those which fortell the future or aid him in his role as a balancer of evil. When possible he will have a watchbeetle in residence in his home. He far prefers subtle magic of the mind to flashier physical spells.

A Dickson Menagerie

The monsters that populate the world of S. Carolinus

Written by
Bill Fawcett

Dragon

(James Eckert as Gorbash)

Armor Class: 4

Move: 6" walking/18" flying

Hit To Kill: 54 (8D8)

Rarely found in his lair

Damage from Attacks: 1-6/1-6
(claws), 2-24 (bite)

Special Attack: Fiery Breath for
3-30 HTK of damage

Special Defenses: None

Magic Resistance: None

Intelligence: High Average

Alignment: Neutral/Good

Size: 24 feet plus tail

60 foot wing span

Languages: Common and
a dragon tongue

No Magic Use



The dragons of Dickson's *The Dragon and the George* are less formidable than the typical Role Playing Dragon. Gorbash, or Jim Eckert, was a young adult dragon who had already established a reputation as both a fighter and an eccentric even before he was turned into a large reptilian monster. While inspired by the traditional dragon's qualities of greed and hunger, Dickson's dragons tend to be more careful and less impetuous than the way most dragons are played.

While on the ground, a dragon's great size tends to slow his movement. This same bulk makes flying long distances difficult in adverse weather conditions. By necessity, the leather-winged dragons of Dickson's universe were soaring fliers much like larger versions of sea birds, that active fliers such as a sparrow or a hawk. They also were, by the laws of momentum, limited in their ability to dive or land in rough terrain. A dragon's wings are barely able to support it as it climbs and a dragon attempting to pull out of a steep dive could tear every muscle and tendon used in flight.

In order to allow a creature of such size to fly at all, the wings are partially hollow and so both lighter and less sturdy. This makes Gorbash and his fellows vulnerable to damage if they crash land (or if struck with a lance). Even while soaring, a dragon must rest his wings every 12 hours

for every 12 hours aloft.

When trapped on the ground, a dragon is much more vulnerable than his size would indicate. While strong, the configuration of his muscles would limit his rate of movement or even turning. Like all marginal fliers, a dragon needs a fairly long run or good drop to get airborne. A knight on a charger has at least one shot at the beast even if it chooses to flee. And if a dragon stands and fights, a knight on a horse is still much more maneuverable.

This is not to imply that slaying a dragon such as Gorbash is a simple matter. Along with two short arms ending in four inch claws and a long, reptilian mouth full of three inch teeth and even larger fangs, a dragon also has the ability to breathe fire.

This appears to be the only breath weapon Dickson's dragons use and it is much less damaging than dragons portrayed in other fantasy game systems. A Dickson Dragon does have the advantage of being able to use his breath weapon many times a day. The gas burnt in the dragon's flame is manufactured by their digestive systems. Or so it appears since it takes a dragon as much as a half an hour to recharge his supply of gas to breathe again. Still, 3-30 points of flame damage can discourage even the most courageous knight.

The breath is capable of causing damage for about the same distance in front of a dragon as the length of the monster's body (without the tail) or about 240 feet. On a larger dragon, this means a knight will be bathed in flame several feet before his lance can strike home. The flame will also freak a charging horse. A knight on horseback will be -4 to hit if a dragon breathes while he is approaching.

On foot, a knight is hardly more maneuverable than a dragon and normally will come out on the short side of the battle. This might be one reason a trained and dependable warhorse was so valued by knights.

Less of a tank than other dragon-types, the Dickson dragon use their intelligence rather than their brawn in battles or the acquisition of treasure. They also have no illusions about false pride and will run if the battle seems to be going against them or unexpected reinforcements arrive for the opposition. This native cunning is balanced by a bloodlust that often overwhelms dragons engaged in mortal combat (a 25% chance it will fight to the death), though when Gorbash was occupied by Jim Eckert's mind, he had much better control over his natural urges (only a 5% chance of bloodlust). This frenzy leads to a condition similar to berserker rage with a +2 to hit and a -2 to Armor Class.

Dickson's dragons are more social than most. They tend to live in large communal caves located in isolated mountain cliff faces.

They are all too proud to have a closely knit social structure, but value family ties. When two or more of Dickson's

dragons are seen together (10% chance of 2-4), it is 90% likely they are related. If one is smaller than the others it will always be the child of the largest. Threatening or harming the child guarantees the chance of the parent to fly into a berserk rage. While living communally (there will always be a few dragons in the den) the treasures in their hordes will be secreted individually in side caves. These dragons prefer the traditional forms of wealth such as gold, gems, jewelry and the like. They have even been known to occasionally capture the children of wealthy human nobles for ransom. Looting a dragon's treasure guarantees he will be forced by greed and wounded pride to search out the thieves. A fine sense smell and excellent aerial vision assist them in finding the perpetrators.

Watchbeetle

Very Rare

Armor Class: -3

Move: 6"

HTK: 1 (½D8)

No Attacks

No Special Defenses

No Magic Resistance

Intelligence: Above Average

Size: 1" in length



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The watchbeetle appears to be a normal beetle, and they are, except for two aspects. First, they are slightly smarter than the average human. Second, upon magical investigation they appear to be only part of much larger creature that extends into another, undetermined, plane of existence. No amount of plane travel will reveal the home plane of the Watchbeetle, because the insect actually extends into the Time Fields.

Their special relationship with time give a Watchbeetle knowledge on all that was or will be. Generally, they use this information to avoid blows or natural hazards.

If summoned by a Magic User, the wizard can cast a Tongues spell upon them and ask one question.

The answers tend to be short and often enigmatic, but always correct, in their own way. They never will answer with a simple yes or no. They rarely will answer with more than a five word phrase. The Tongues spell will disorient the Watchbeetle (it is speculated) because after answering one question correctly there is a 50% chance they will answer with nonsense to further questions.

While a Watchbeetle may choose or stay a time in a sandy bowl filled with food, one kept involuntarily will die after just a few minutes of captivity. Watchbeetles are always found singly and detect as magical. They are never found where there is danger. There is no way to determine if any of the literally billions of beetles is a Watchbeetle unless a Detect Magic is thrown specifically on each one. A Limited Wish has been rumored to attract a Watchbeetle long enough for it to be enticed to stay.

English Wolf

Rare

Armor Class: 4

Move: 12"

HTK: 6D8 (Aargh had 41 HTK)

Attack: 1-4, 1-4 (claws)/

2-24 (bite)

Special Defense: impossible to surprise

Magical resistance: None

Intelligence: Average

Alignment: Chaotic Neutral

(Aargh was C/G)

Size: 3 feet at the shoulder



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The English Wolf is probably related to Were-creatures, but has no human form itself. It may be the ancestor of traditional lycanthropes or a mutation. They appear to be merely a very large wolf. English Wolves are all intelligent and cunning. Combined with this intelligence are the keen senses of a wolf. In normal circumstances, this makes it impossible to gain surprise on these creatures.

English Wolves are very territorial. Any creature wandering into an area they consider theirs is likely to be attacked. A party that appears too strong to attack directly, but makes camp within a wolves' territory will likely be attacked at night. Since English Wolves mark their territories with scent, most humans will never be aware of their indiscretion until they are attacked.

The monster's philosophy simply put is: "What's mine is mine and what's yours is mine to use." This view of the world make them very unpopular with farmers whose sheep are often included in the yours-is-mine category. If befriended, an English Wolf can be a powerful ally. They are intelligent, strong, fierce fighters and faithful to death.

There is a strong sense of racial identity among these wolves, and while two may fight to claim territory (or impress a bitch), they rarely will hurt each other badly. Any other creature, however, will not be so lucky. When fighting adventuring groups, they know enough to track the party, identify who are the Magic Users, and attack them first.

English Wolves live in a strong family packs. The only exception is the traditional banishing of all males before they are large enough to challenge their father's leadership. Most packs will consist of 3-8 adults and 1-6 pups. Capturing an English Wolf pup is considered bad luck since the adults will track the thief over any distance regardless of terrain or losses. When a pup is stolen, it is too intelligent to be trained. A tamed or neutered English Wolf cannot fight.

Mere Dragons

Armor Class: 5

*Move: 9" walking
18" flying*

HTK: Average of 36 (6D8)

Do not have lair

*Damage from Attacks: 1-6, 1-6
(claws)/ 2-20 (bite)*

Special Attacks: None

Special Defenses: None

Magic Resistance: None

Intelligence: Average

Alignment: Neutral/Neutral

*Size: 15' plus a short tail
50' wingspan*

Languages: Common and

Dragon tongue

No magic Use



Mere dragons are cousins to the dragons described above. They tend to be barely more than half the size of a true Dickson dragon and live in lightly forested or swampy areas.

The Mere Dragon is by nature cowardly or at least very unsure of himself. He tends to travel alone and avoid any risks possible. In the continuing battle between knights and true dragons, they are low on the totem pole. Easy to kill and less likely to put up a valiant defense, the Mere Dragon is a favorite choice of opponents who are more interested in racking up victories and trophies than in valor.

When cornered, a Mere Dragon will fight, but fleeing has more appeal. They are better fliers than their larger cousins and are able to get aloft much quicker. They also are less muscular and soar more than actively fly. A Mere Dragon will often tire of flying and be forced to land (or crash) after no more than six hours of continuous flight.

Mere Dragons are ordered about by the larger true dragons on the rare occasions when the two beasts meet. While a Mere Dragon has no fixed lair, they too will gather a horde of treasure. Because of their natural paranoia and lesser strength, the horde of a Mere dragon tends more towards precious stones and jewelry than to heavy quantities of gold. The timid dragons are talkers and will try to beg, whimper, or bribe their way out of a situation. They are also notorious liars. "Good as a Mere Dragon's word" is an insult in Dickson's world.

Sandmirks

Rare

Armor Class: 6

Move: 9"

HTK: 1 (½D8)

Number appearing: 30-50

Attacks: 1-3 (bite)

Special Attacks: Panic

Special Defenses: None

Magical Resistance: None

Intelligence: Low

Alignment: Evil

Size: 8-10 inches in length



Normally found along the seashore, Sandmirks are easily controlled by powerful, evil Magic Users. They are a favorite weapon for wearing down the resistance of Good parties challenging such wizards. Sandmirks tend to run in packs of 30 to 50 individuals. The Sandmirk has the general shape and snout of a rat, but a larger head and beady, red eyes.

A Sandmirk's chief weapon is the panic which the chittering of any pack of ten or more can create. Any character hearing this chittering must save versus spells or run in panic. The result is similar to a Fear spell. The Sandmirks will follow the character, chittering away until he drops from exhaustion. They then will swarm around the unconscious victim before he can recover.

The chittering is apparently a subsonic effect. It will merely make a deaf person nervous and is nullified by a Silence spell. Once a person saves successfully against a particular pack, he is immune to their effects for six hours. Certain creatures, including English Wolves, appear to be naturally immune to their chittering.





Myth~Chief~The Magic of Aahz and Skeeve

Introduction written by

Robert Lynn Asprin

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Aahz (pronounced Oz) is a demon, as in dimension traveler from Perv (making him a Pervert or Pervect, depending on who you ask). He's also a magician, or would be if his powers hadn't been nullified by joke powder back in the first book, *Another Fine Myth* (blatant plug). His apprentice is Skeeve, who is a Klahd

in every sense of the word, including that he hails from the dimension of Klah.

As bumbling as this comic duo are, it should always be remembered that they can be dangerously effective. In particular, this should be remembered if you are gaming when one or both is with your party. If only one of them is present, it will be Skeeve. The odds of baiting Aahz into an adventure away from his apprentice are so low they can't be considered seriously.

Skeeve is self-conscious and unsure of himself. He does, however, have a temper, and when it's provoked he doesn't kid around. Careful observation will show that his ire is usually aroused if someone or

something he cares about is threatened or repeatedly insulted. That is, like most of us, he's more apt to defend his friends than himself. His own pride will occasionally surface, but only if "it's the last straw" in a series of putdowns, though all putdowns may not necessarily have to come from the same source. (If he's been dressed down by Aahz and several others and swallowed all their guff with increasing difficulty, the next person to lean on him might come up missing a few fingers.) When his fit of temper takes a physical turn, he usually uses *levitation* (like levitating a chair against the back of someone's head), but he wouldn't be above a malicious application of his *light fires* spell.

In many ways, Aahz is the mirror-image of his apprentice. Where Skeeve is shy, Aahz is arrogant and self-confident. He's used to getting his way whether anyone else likes it or not. The Pervert (excuse me, Pervect) is a brawler, and though stripped of his magik still has the sheer strength and viciousness to back up his mouth. If you *really* want to get him on your ass, though, lean on his apprentice. For all his gruff criticism, Aahz has a genuine affection for "the Kid" and is fiercely protective of him. Nobody, but nobody bad-mouths Skeeve but Aahz, and hit the dirt if he thinks his apprentice is in physical danger. Gamers should be warned, however, that except for Skeeve, Aahz probably doesn't give two hoots in Hell for anyone else in the party except, of course, himself. He will calmly sacrifice someone else to keep his apprentice out of danger ("Watch the stairs, kid, while Whatsisname here opens the chest.") or, if things really get rocky, do his best to convince his student that what they should really do is bug out while the rest of the party draws fire. Oh yes! There is one situation involving Aahz I'll refrain from giving advice on. You're on your own when it comes to convincing him what a fair split of the loot should be!

So much for character introduction. If you want more, break down and buy the books!

Every fantasy writer has to come to grips with the same problem that confronts all FRP Gamemasters. How do you keep your characters from becoming too strong? I mean, if by the time your character reaches the third level (or third volume, if you're writing) he can kill off Balrogs with the ease of a pre-schooler stomping ants, where's the adventure?

One solution is to run increasingly more powerful monsters/villains at your character. Even a mediocre ecologist can tell you the problem of the philosophy: any given environment can only support so many big nasties. Whether their diet is raw flesh or political power, predators need a given amount to survive on a day to day basis. Too many predators usually results in no predators at all in a very short time. The old rule of "one tiger to a hill" usually means there will not be enough bodies around to support your character through a prolonged gaming campaign or series of books.

A much more practical solution is the one I've utilized in the Myth-Adventures; start your hero (very) low and keep him from growing too fast.

Aahz may or may not have been powerful before losing his powers. He certainly talks and acts like he's used to being a mover and shaker. Unfortunately, without some heavy-duty magikal firepower to back his moves, such actions can only lead to trouble. Instead of a world-class magician, Aahz has Skeeve . . . so his actions *always* lead to trouble.

Skeeve doesn't know much in the way of magik when the

series starts. After three books, he still doesn't know much. His current powers consist of:

- Levitation** At the start of the series, he can move small objects, like a feather. Three books later, he can move heavy objects (like a statue . . . *not* like a mountain)
- Flying** Which is explained as Levitation in reverse.
- Disguises** Simple illusions, usually used to masquerade as someone else. *Cannot* disguise large inorganic objects.
- Building Wards** A protection spell primarily used as an early warning system.
- Light Fires** After struggling to light a candle, our boy has progressed to the point where he can set fire to arrows in flights.
- Sleep** Billed as a simple spell to learn, it's also of limited effectiveness . . . Like keeping people asleep who are already asleep. He has used it to put one person to sleep who was awake, but that person was co-operating at the time. If from this you deduce that this is not the normal gaming "Sleep Spell" that's so handy in combat, you're right!

That's it folks. Six, count'em, six spells . . . none of which have a direct application in a fight. Well, okay! There a few other bits of magik floating around, but these are referred to as "mechanical" rather than "natural" magic. To wit, they are:

- Fireball Ring** - don't get your hopes up. The one time they try to use it, the thing doesn't work. They end up giving it away.
- "See Through Disguises" Charm** - which they trade away before they put it to use.
- "Control Dragons" Pendant** - which they've never used.
- "Languages" Pendant** - which simply lets them communicate with beings in other dimensions (writer's ploy).
- Sheet of Invisibility** - stiffer and cheaper than a Cloak of Invisibility but used the same way.
- Flash Powder** - The same stuff used by stage magicians. it comes in handy for dramatic entrances.
- D-Hopper** - This one they use a lot. It's a mechanical device about the size of a bicycle hand-grip that lets them hop back and forth between the dimension. It should be noted however, that Skeeve is expecting to learn how to do that stunt magikally (without D-Hopper) when his powers increase a bit.

Doesn't sound like much does it? Well, you're not alone. Skeeve doesn't feel that it's a particularly powerful arsenal either . . . especially considering the competition he gets matched up against. I mean what can you *do* with a handful of mediocre spells and gimmicks?

Well, so far they've a) survived being hung by an angry mob; b) triumphed in a brawl with half a dozen street toughs from assorted dimensions; c) defeated a master magician in a stand-up duel; d) stopped an army patterned after the Roman Legions; e) lifted a treasure from the middle of a parade despite its escort of crack, armed troops; f) beat the point spread in a three-way team contact spectator sport; g) . . .

well, you get the picture.

Of course, the fact that the series is a comedy spoof of normal heroic fantasy helped, along with a few of their off-dimension friends, a half-grown dragon, and an author who stands to make good bucks if these two stay alive. But what of that? There is another factor that keeps our dynamic duo on top, one that is all too often missing in FRP. We're talking about Intelligence, my favorite weapon.

Skeev doesn't learn a lot of new spells, but he's constantly inventing new ways to use the ones he already knows. If he can figure out how to use his "Light Fires" spells to convert normal arrows into bits of flaming disaster, does he really



Personal Data:

Race: Demon
Armor Class: 5
HTK: 81

Strength: 19
Intellect: 17
Insight: 13
Stamina: 18
Dexterity: 15
Appeal: 17

Aahz lost all of his spell casting abilities, but still has the experience of a high level wizard. He will know and be able to identify magic spells and will be able to use magic items made for Fighters or Magic Users

Aahz appears to be a humanoid demon standing over six feet tall and heavily muscled. Aahz has fingers ending in claws and sharp teeth which come to a point. Aahz was a major wizard who was robbed of his powers by a friend/competitor as a practical joke. The friend then died suddenly before he could remove the spell. While this is a grave loss, Aahz is still one of the most formidable members of a race who travel the dimensions. He can be very persuasive and also very threatening when he makes an effort to be so.



Personal Data:

Race: Human
Armor Class: 8
HTK: 12

Strength: 10
Intellect: 18
Insight: 13
Stamina: 12
Dexterity: 16
Appeal: 15

Spells normally used: Levitation, Flying, Change Self, Building Wards, Produce Flame, Sleep (not perfected)

Skeev appears to be a relatively short, unprepossessing young man. If any resident of Possiltum (the local kingdom) is asked about his skill, they will tell you tales of tremendous and impossible feats of magic. There is also a 50% chance anyone describing Skeev will say he really is a foreboding man in his 30's who has given himself the impene-

have to learn a "Fireball" spell?

Whether in gaming or in life, you soon discover that there's always someone or several someones out there who've got you beat for strength, power, or invulnerability. The only way to consistently win is to get more out of what you've got than they're getting out of what they've got . . . and that means THINKING.

In Heinlein's *Starship Troopers*, he states "There are no dangerous weapons, only dangerous people!" The same applies to magik. Weapons or magik are no substitute for intelligence, but the combination can be devastating. For all their banter and bumbling, Aahz and Skeev are dangerous. Ask any Devel who's bet against them.

Aahz

Abilities:

Profession: Fighter/Magic User
Skill Level: 9/10
Alignment: Lawful Neutral

Spells:
None

Though Aahz prefers negotiation to combat, he can do 1-12 points of damage with each hand and, if pushed, deliver a nasty bite for an additional 2-12 HTK (3 attacks per melee round, at damage listed).

The demon is very protective of Skeev and will fight with berserk fury (+2 to hit and damage, +1 to initiative) if the boy magic user is seriously threatened or badly hurt. Otherwise, Aahz prefers accumulating gold and his leisure to most other activities.

Skeev

Abilities:

Profession: Magic User
Skill Level: Saves as Skill 5
Alignment: Lawful Good

Spells:
See Below

tratable disguise of a youth. While the range of spells Skeev can employ is actually very limited, they can be used as often as desired. See article for a detailed description of spells. Also, Skeev will have one of the magical items listed in the introduction, however they are used very sparingly since they tend to burn out and become useless.

Mythtified

Adventure written by
Bill Fawcett

The adventure begins as the party approaches the entrance to the castle of Rodrick V, king of Possiltum. Well, actually the adventure began about five hours before, when the characters entered a small village for a brew at an inn, but it sounds better to say the adventure begins with a king and a castle.

And yet, it was at the inn when the 30-odd Fighters (all with drawn bows) surrounded the party. With dodging a hail of arrows the alternative, the prudent course of action seemed to follow the horde of soldiers to the stinking reconverted pig barn the locals laughingly called a jail.

The crime they were charged with was somewhat vague; it appears to have been the regional equivalent of *not* spitting on the sidewalk when entering a tavern. So the characters were hauled off to jail to face the Hygienic Court. The usual sentence for such a crime being the forcible removal of the perpetrators' tongues.

Enter Aahz.

Actually, Aahz was also in a difficult position and needed the assistance of a group of adventurers. For whose services he would no doubt have to pay (a thought that curdled in his brain). It was much easier to simply frame the next group of adventurers that sauntered into the bar. Unfortunately, it was the characters who the demon spotted (and quickly connived to be thrown in the slammer).

The party, of course, has no idea that it was Aahz who set them up. When he appeared to the group (and assured them he was not there to eat them), he introduced himself as a person of some importance in the kingdom. Specifically, he is the special assistant to the mighty Skeeve.

As Court Magician, Skeeve would soon be appearing in several ceremonies where a guard of honor was required. The First Advisor to the King had "forgotten" to warn Skeeve of this requirement until all the local talent had already been hired. So, out of generosity to beleaguered strangers (and because they just might do), Aahz was willing to intercede with the Court of Hygiene on the adventurers' behalf. That is, if they agreed to act as a bodyguard to Skeeve for the next few weeks.

When the group was understandably reluctant to trust the demon's largess, Aahz began a loud discussion with the local guard on the local tradition of punishments. It seems the crime the characters committed is normally punished with having their tongues ripped out, but since it is tourist season a multiple beheading or hanging is much better entertainment. With their usual Valor and Wisdom, the party decided that Aahz's offer is looking better and better.

Hence, the characters are walking toward a walled for-

trell with the demon Aahz about to meet a king. As the party approaches the gate to the castle, a grinning guardsman will swing it open and turn to his fellow guard. "That's three silvers I win," he says grinning.

"I should know better than to bet against a Pervert," will be the not too quiet response.

"Pervect." Aahz will rumble loudly, but he is visibly pleased by something. This will be the general response of the servants and guards as the group passes through the castle. People will first be surprised, then they will congratulate Aahz on his good fortune.

Rodrick the Fifth is a middle aged man. When the characters arrive he is deep in conversation with a massive warrior with an even more massive axe in his belt. Both will look up with surprised expressions when the adventurers enter the throne room. Around the walls of the throne room are perhaps 50 soldiers carrying halberds. Near the throne is a youth in a silk robe and an older man doing his best to not acknowledge the young man's existence.

Everyone will look at Aahz questioningly. Aahz will just nod slightly and break into a toothy grin. Instantly, smiles will appear everywhere. The youth will look particularly relieved and the older man will be visibly less pleased than anyone else.

A Conversation with the King

"So these are the brave volunteers you spoke of?" the king says, gesturing to the group to approach closer. "I really appreciate their sacrifice.

"You know finding something like this has been a dream of mine for years," the king continues in a friendly manner. "I really and truly appreciate your doing this for me . . . and the kingdom, of course. Why even after old Derwin found that dusty text I figured no one would be brave enough to venture into the old catacombs."

"Or stupid enough," a guard mutters just within earshot.

"These are very brave and great warriors, your majesty," Aahz breaks in before any of the players can reply. "Much more likely to retrieve the Bearer Of Kings than even so great a Wizard as Skeeve."

At this point the king is interrupted by the older man pulling him aside. Several minutes of animated conversation follows while Aahz carefully ignores any protests from the players. Finally, Aahz mumbles "oh no . . ." under his breath just as the king turns and faces the characters again.

"J.R. Grimble has pointed out," says the king, "that while these heroes have already been rewarded with the gold

advanced to Aahz (Aahz looks at the ceiling), we also are paying our Court Magician a handsome salary. It seems to me that both Skeeve and this group will be twice as likely to recover the Bearer Of Kings so your beloved majesty can lead the Spring Parade upon it.

"I have decided then," continues the king, "both may have the honor of regaining my families' great magical inheritance. A great wizard with such a magnificent group of warriors, and such great warriors with so magnificent a wizard as Skeeve will be safe against the dreaded monsters in the catacombs below."

When this pronouncement is made (and Skeeve's eyes return to their sockets), Hugh Badaxe pulls out the weapon for which he is named and volunteers to go as well. For a moment Skeeve looks hopeful, but that expression changes when the king asks his loyal general to guard the portal to the catacombs instead. His axe will be needed in preventing the horrible creatures that live in the maze from escaping into the castle. The king again profusely thanks everyone for volunteering and makes a swift exit through a side door.

Through the Portal

On the way down nearly a dozen flights of stairs to the portal to the catacombs, Skeeve will explain the mission. The party is also accompanied by Hugh Badaxe and an "honor guard" of 25 soldiers. Skeeve will be somewhat surprised the party really didn't volunteer, but any attempt to question Aahz on this will apparently not be heard by the demon. Eventually the young magician will tell the party all

he knows about the mission. This consists of five facts:

- A librarian named Derwin found an old tome in the castle library which told of a magnificent magical item on which Rodrick's ancestors rode at the head of their armies.
- The item was said to have been left in the catacombs below the castle some 500 years earlier. No one knows what it is anymore.
- These catacombs appear to have been sealed off since an earthquake over a hundred years ago drove several unusual monsters out of the catacombs and into the castle.
- The castle was once the home of a mighty wizard, but it has been so long, even his name has been forgotten. In one history of Possiltum the catacombs are referred to as the wizard's laboratory.
- No where is there any hint of treasure in all the stories about the catacombs. (When this is told, Aahz will begin grumbling loudly about egos and kings.)

Just before the party reaches the entrance to the catacombs, a messenger will rush up to Hugh Badaxe. The warrior will then pass you a note which commands him not to allow anyone back out of the catacombs until they have retrieved the Bearer Of Kings. The note, Aahz will observe, was signed for the king by J. R. Grimble.

Skeeve will then remember a sixth fact:

- The tomes were definite that since the earthquake a century ago, there is only one way in or out of the catacombs.

The Catacombs

The entrance to the catacombs is barred by a massive iron gate 15 feet across. An oak beam nearly a foot thick and 20 feet long is holding it closed. It will take the soldiers several minutes of heaving and grunting to lift the beam off the supports. The door itself is a foot thick with a three foot scorch mark and a melted area in the center. Hugh Badaxe will wish you well and sorrowfully admit he must carry out the king's orders not to let anyone out without the Bearer Of Kings. After you enter, a sound much like the bar being returned to its supports can be heard.

Note: A detailed description of all monsters appears at the end of this adventure.

#1

Entering the catacombs, two routes of travel are possible. Easily observed along the corridor to the west is a fissure opened by the earthquake. This fissure is ten feet wide and has a drop of over 50' into glowing lava. Beyond the fissure wooden stakes have been driven into the rock floor to prevent anyone from risking a jump. An examination of the ceiling will show it to be cracked and unable to hold any additional weight. If the party looks carefully, they will notice the corridor further on is partially filled with rubble.

The main area in room #1 is occupied only by skeletons of several humans complete to rusting armor and broken weapons. These are scattered about the room, and if the party takes the time to check, they will count eleven bodies. The armor is engraved with the royal symbol of Possiltum.

Exit from this room is blocked by a large grating. This is quite sturdy and locked in place. There is no chance of lifting it by force alone. The lever to lift the grating can be found in the hallway near the library (room #2) and in the first alcove beyond the grating. The grating will lift or fall easily whenever one of these levers is pulled.

#2

This area was once a library. The numerous "books" appear to have been clay tablets. The wooden shelves these tablets were stacked on have collapsed from age or the earthquake. All the clay tablets are smashed beyond reading or riddled with what looks like worm holes—except one near the door. That one is whole and is four inches thick by two feet across. There is a letter "B" on one side of the tablet. Other the other side, there are descriptions of the beasts similar to the one that appears at the end of this adventure.

Corridor

Each of the three alcoves off this corridor contain **GRIFF OFF AND ON (s)**. They have 34, 28, and 37 Hits To Kill respectively. Also in the southernmost alcove is a lever working the grating to Room #1. At the north end of the corridor are double doors made of bronze which are inscribed with the royal symbol of Possiltum. They are not locked.

#3

In this otherwise empty room are nine **GOBBLELINS** (4,

3, 4, 2, 5, 4, 3, 4, 2 HTK). They are all armed with short-swords and spears. They will appear quite thin. They are carrying a heavy beam out of the door to the south when the party enters. Immediately one will yell, "FOOD!" and they will rush to attack (+1 to initiative roll).

#4

When the party enters the hallway leading to this room, the sound of many people eating and slurping will be heard. The door to Room #4 is locked, barred, and dented from the beam carried by the starving Gobblelins in Room #3.

Inside the room will be five fat Gobblelins (6, 7, 8, 7, 4 HTK). They will be sitting among sacks of grain and racks of dried meat stuffing it in their mouths as fast as possible. They will not even notice the party when it breaks down the door.

There will be a sack of eight gold coins on the floor which can be taken with impunity. Aahz will grab it.

NOTE: By now, Aahz will have dropped back to the rear of the party with Skeeve just ahead of him. They will stay this way for the rest of the adventure. Any suggestion of a different marching order will just make Aahz argue that he has to guard Skeeve who is their most valuable weapon. Skeeve will just look concerned and say nothing.

#5

This room will be lined with hooks and shelves containing the dried remains of bridles and saddles. A few will appear to have been chewed on by Gobblelins. All will be dusty and useless due to age.

#6

From the fallen rubble, it is obvious this room was once connected by a large passage to the outside. This is a small section at the western edge of the cave in where someone tried to dig their way out. This excavation is nearly 20 feet deep and goes nowhere. (There is now several hundred feet of stone between the characters and the outside.)

At the center of the east wall is a massive chariot. This chariot was pulled by four large horses and is eight feet wide with wheels nearly six feet in diameter. The body of the chariot is covered in purple velvet embroidered with the royal symbol of Possiltum in golden thread. The floor of the chariot is covered in a finely made persian style rug also containing the royal heraldry.

The chariot detects as magical and is made from a single casting. If one looks under the rug, he will discover that the chariot is made of iron and seems to be free of rust. (The air in the room is really very dry for an underground cavern.) While it can be moved by all the party, minus Aahz and Skeeve—who stand guard—it is too heavy to be turned on its side. No weapon will damage or dismantle any part of it (except the cloth on the sides and the rug).

As the party assesses their situation they will realize that getting the chariot out of the catacombs will be tricky. The corridor to Room #6 narrowed to five feet wide and has solid stone walls. Fortunately, the west wall of the Room #6 opens to a 20' wide corridor.

NOTE: All the characters in the party can move the chariot two spaces per round along the corridor. Aahz and Skeeve will avoid this labor except in the most dire emergencies.

#7

The room was once a barracks and store room. As the party passes by, a CARRY-ON CRAWLER (10 HTK) will rush out of the door and attack the nearest party members. (Aahz and Skeeve will immediately flee a safe distance away.) Inside the barracks are the broken remains of a dozen bunks and a few empty chests.

#8

Living in this room is a colony of **ORC-HARDS**. They have some access to the outside as there will be fresh fruit in a pile on the table in the southwest corner of the room. Straw mats will virtually fill the chamber. When (if) the adventurers enter, there will be 11 warriors (5, 8, 6, 4, 6, 7, 8, 6, 5, 4, 8 HTK), seven females (4, 3, 2, 4, 4, 4, 4) and three young. The females and young will flee out the door on the south wall.

If the characters stop to talk, the Orc-hards will not attack. They will tell the party about the huge monster in the Web. Aahz will show a great interest in how they enter and exit the area and eventually pull one aside and have a murmured discussion. The bag of gold pieces will be seen to trade hands and then Aahz will shrug his shoulders and wander back to the party. (He will have found out they have a Ring of Waterbreathing and are exiting through their well in Room #11.) The "orcs" will have no armor and all will carry spears. If pressed, the female will use clubs to defend themselves.

If the party simply attacks without provocation, all the Orc-hards in the three rooms below will also attack the party as they pass by the doors. None will leave the room unless attacked.

#9

This room is the treasure/storage room of the Orc-hards. It is lined with shelves and contains three waterproof sea-chests. There will be an additional five warrior Orc-hards (5, 6, 7, 5, 8 htk) and any of the females of young that fled room #8. If the party does attack the group, Aahz will keep Skeeve from entering until the fighting dies down.

On the shelves are mostly old weapons, tools and other scrap of metal. The bottom shelves run all the way around the room and are filled with dry cornbread loafs. The three chests are all filled with corn (you have to expect a lot of corn in an Aahz and Skeeve adventure).

#10

As the players pass this room they will smell smoke. As it is a dung fire, the odor will be fairly strong. Aahz will sneeze and mumble about the odor encouraging the adventurers to push faster. In the room are the rest of the female Orc-hards and their young. If the party has not been hostile and makes any noise, even talking, the young will pour into the corridor and begin laughing at the group pushing the chariot. Eventually, one of the females will come out and call the children back into the room.

There are seven females in this room and 19 young. They will have spiked the door shut if there has been any combat earlier. If the party enters the room it will contain three more sea-chests of corn, a number of bowls and stones for grinding the grain and an oven with a dung fire blazing in it. The top half of the room will be smoky and make the characters' eyes water. The oven is actually a glass blowing oven used by the wizard to make lab equipment.

#11

A well is the only object in this room. Ten feet down the well is dark water. Two rounds after the adventurers enter the room, three Orc-hards will appear at the bottom of the well and climb out using handholds imbedded in the side. One will have a rope attached to a sea-chest. Hidden under the corn in this chest are 10 gold pieces they stole from an unwary merchant. They will be leary of the characters, but not openly hostile. They will be quite amused to learn that the characters are pushing the chariot through the catacombs.

Aahz will try to "borrow" their Ring Of Waterbreathing, but a questioning comment from Skeeve will cause him to accept the Orc-hard's polite refusal.

STABLES

Before the party enters the stables they will find the tip of an animal horn on the floor. It appears to have broken off against the ceiling of the corridor 10 feet above. A scrape mark can be seen which is relatively fresh. If the tip of the horn is touched to the Tablet of the Beasts, the section on the **MAXITAU** can be read.

Sleeping by the door, in the northeast corner of the room, is a very old Maxitaur. As the characters approach (within 40'), the Maxitaur will snort and sniff the air as if smelling the characters. Then his eyes will snap open. The monster will not appreciate being awakened and will roar with protest. If the characters immediately retreat (Skeeve will suggest this), the beast will not advance toward them. If they attack (as Aahz suggests), it will attack the nearest warriors. Aahz will hang back and keep Skeeve with him.

The Maxitaur is not expecting trouble since it has only had to contend with Orc-hards and Gobblelins for the past 50 years. This Maxitaur has 51 HTK. Once attacked it will fight or follow the party until slain.

#12

The northern curve of the hall area is completely filled with a **JACK SPIDER WEBB**. This Webb is alive. Anyone coming within 10 feet of the Webb will be struck with a net like mass of threads and dragged into the net. The net is sticky and a character must roll beneath their strength on a 20 sided die to tear free. It is easily severed with bladed weapons, but immune to attacks by blunt weapons and often traps them in its sticky mesh.

Within the Webb is a large dark spider. It is actually harmless. The spider will approach to paralyze the victim and wrap him in silk.

Spider

AC: 7, HTK: 3 (1D8), M: 12"

Att: 1, Dm: 1-2, Special: paralyzation bite

It would take hours to cut through the Jack Webb, but it is flammable. Whenever any player suggests to burn the Webb or after two turns of hacking, Skeeve will use his Produce Flame spell to start the Webb aflame in several places. Three rounds later, the hall will be clear. The spider will die when the Webb does.

#13

The doors of this room are thick wood, five feet across and nearly 15 feet high. Each is attached by bronze hinges and easily removed. They are not locked and take two persons to carry.

The room itself is filled with five foot deep layer of murky water. While no current is visible, the water is stirred up and muddy. While shallow enough to roll the chariot across, the floor of the pool is filled with rubble and it will be impossible to simply push the heavy chariot across. The doors, however, are buoyant and lashed together can serve as a raft for the party and the chariot.

When the raft is halfway across the room, or whenever a character is halfway across the pool, a tentacle will lash out and drag one of the characters under water. This is the tentacle of a **DRAGGIN** living in this water. It is very hungry, but will retreat if three tentacles are destroyed. this Draggin has 5 htk per tentacle and 20 htk in its body.

#14

Once the laboratory for creating spell components, all the tables and shelves in this room have been smashed by its resident. This is a **HI AND DRYA** (10 heads, 5 HTK per head) who is trapped in this section of the catacombs by the water in Room #13. It will attack anyone who enters its lair.

When the door is opened, Aahz will notice a small gem which has fallen into the far corner of the room. He will encourage the party to attack the beast and order Skeeve to be careful and stay out of the fight. Two rounds after the fight begins, Aahz will appear to run out on the fight. One round later he will enter through the back door and grab the gem (a small diamond worth only 47 gp due to a flaw). After he escapes back out the door he will yell for everyone to break off combat. If the incident is discussed later, he will change the subject.

#15

This room was used by the wizard Ty Lenil as a laboratory. In the center is a pentagram inlaid in copper on the stone floor. Due to the many experiments and spells cast here, there is a residue of magical essence which will cause every item in the room to seem enchanted. This includes three tables covered with pots and jars, two shelves of faded, unreadable tomes, and a number of scraps of wood, steel and copper.

#16

Dangerous items used by Ty Lenil were stored in this room. The door is locked and Wizard Locked. If the party does manage to enter, chlorine gas escaping from the degenerating chemicals will prevent them from entering (treat as a Dragon Breath). On a shelf in the far wall is a map of the catacombs drawn before the fissure appeared.

Nothing else here is of any value.

#17

This storeroom appears to be filled with piles of gold, jewels and magic items of all types. In actuality, it contains a device which projects illusions. Over time, the trickle of magical essence has built up enough charge to create one final illusion. The device picked up the image most strongly present in the minds of the party. In this case it was, of course, Aahz daydreaming as the party approached.

Actually, there is a crack in the ceiling through which the drains for the sewers of the castle above empties into the room. Three inches of slimey dung covers the floor and it smells appropriately vile. Any of the treasure will turn to dung if removed from the room. After three turns the charge finally burns out and the illusion disappears.

#18

This entire room is divided into cages of different sizes. Here the wizard Ty Lenil kept his creations. Lenil was noted for his great imagination, if not always for his technical ability. The creatures in the catacombs are the descendants of these experiments.

The cages are all rusty and useless. Living in one is a **LYCAN'THROPE**. He will make it clear he is not hostile and also give the party the feeling he is too good to talk with them.

Aahz will become rather annoyed with him and Skeeve will caution the demon to keep his cool . . . until the obnoxious monster insults Skeeve's magical abilities. When this exchange occurs, Skeeve will levitate the creature a few feet off the ground. Due to a Lycan'thrope's vulnerability to being pushed over, this will terrify the creature. He will beg to be put down, apologizing profusely. Once the short and egotistical monster has settled back to earth, he will rush out of the room. When he is a safe distance ahead, he will yell back that playing with him is like playing with "High Explosives." Skeeve does not understand the phrase, and Aahz suggests the party hurries on its way, warning that even the most obnoxious of creatures can have some dangerous skills.

The Fissure

The fissure can be easily crossed if the players have

enough sense to use the doors to Room #13 as a bridge. They are sturdy and wide enough. The doors can be carried without difficulty to the fissure.

The Final Chapter

Once the party arrives back at the door, Hugh Badaxe will open it a crack and look in. He will readily admit they have apparently brought back the Bearer Of Kings. He will let everyone back into the entrance area and send for Rodrick V. When the king arrives, he will be accompanied by J. R. Grimble (looking unhappy) and a heavyset monk (Derwin), who is holding a decrepit looking piece of parchment.

The king will be in a pleasant mood and will say to the group, "It is too bad you left so soon, Derwin here has deciphered some more of the old records and had some additional information." The king will then turn to the monk and ask if they got the right one. Derwin will compare the cloth and the rug to the parchment. After a few minutes concentration, he will carefully remove the rug and kneel before Rodrick V, holding the rug over his head.

The king will look delighted and once again thank the party for regaining the family Flying Carpet. As he turns to leave, he will stop and with a puzzled look say:

"But if you don't mind, could you get rid of that ugly chariot?"

The Beasts of the Tablet

The Tablet is a round clay block of ancient age. Inside its slightly raised edge are carved the names of animals in an extremely old script. After each name, the inscription is very light and impossible to read. These are the descriptions of the beasts who were created by Ty Lenil, the now forgotten wizard. On the back and side of the two foot wide tablet is inscribed the letter "B." The "A" and "C" though "Z" tablets are smashed and unusable.

Gob•ble•ins

GOBBLELINS are small, ferocious creatures who are noted mainly for unending hunger. They will readily consume any food placed near them. Even in the middle of a battle, a Gobblelin will stop to eat any food it comes across. They are basically mindless and hungry.

AC: 7, HTK: (1D8), M: 12"

Att 1, Dm: 1-6 (or bite for 1-3)

Car•ry On Craw•lers

CARRY ON CRAWLERS are walking garbage disposals that are able to carry on in the most difficult of circumstances. This is because they regenerate 3 HTK per round. Fortunately, they lack the paralyzing sting of their larger cousins. Their eight tentacles do 1-2 points of damage when striking. They can only be destroyed completely by burning or immersion in acid.

AC: 4/8, HTK: (2D8), M: 9"

Att: 8, Dm: 1-2, Special: regeneration 3 HTK/round

The tablet must be touched to a beast (alive or dead) before its description appears. Once touched with a part of the animal, the description (in common) glows in intense green letters for one round then fades again. It can be touched as many times as necessary.

The names are spelled phonetically and occasionally Skeeve will be able to pronounce one, but he will never be able to read the descriptions.

Hi And Dry•as

HI AND DRYAS have for a soul the essence of the desert. They appear as a thin, almost emaciated, hydra. They were spawned where the Elemental Plane Of Fire intersects into the Great Erg. While otherwise fierce and hard to kill, the Hi And Drya is vulnerable to water in any form. Whenever a flask of water touches their dessicated skin they receive 2-12 HTK. Heat and fire spells have no effect on a Hi And Drya.

AC: 3, HTK: (1D8 per head—5-12 heads per monster), M: 12", Att: 5-12, Dm: 1-6, Special: immune to fire or heat spells, but hurt by water.

Maxi•taurs

MAXITAURS are to *Minotaurs* what giants are to humans. It is very unfortunate to antagonize one of these monsters because they are deadly in combat. Fortunately, the Maxitaur is relatively peaceful; they rarely *start* a fight.

AC: 6, HTK: (9D8), M: 12"

Att: 2, Dm: 2-12 (butt) and weapon, *Intell*: Average to Low, *Size*: 9 to 12 feet tall, *Alignment*: Chaotic Neutral

Orc•hards

ORC-HARDS have very thick skin, otherwise they are like their racial ancestors: the common *Orc*. Their elephantine skin give them a natural Armor Class of 2. Unfortunately, it also slows their movement compared to regular orcs. Orc-hards are very slow to anger no matter the provocation. They are very protective of their territory, however, and have an inherited dislike of giant insects. Their thick skin would make them excellent shock troops in combat, but currently they are too rare to effectively recruit into large units. All other breeding and cultural habits are the same as regular orcs.

AC: 2, HTK (1D8), M: 6"

Att: 1, Dm: by weapon type

Griff Off And Ons

GRIFF OFF AND ONS are low intelligence creatures normally found on the Elemental Plane of Earth. Almost all appear in the form of a Griffon stone statue. Some suspect they were created by Ty Lenil, but most maintain they are a natural creature. When on any plane, including the Prime Material Plane, containing Klah, they appear as statues. Touching a Griff Off And On will allow the "statue" to animate. Griff Off And Ons appear to resent the interruption since they always attack those who animate them.

Touching these creatures a second time causes them to instantly return to their statue-like form (hence the name). A sword or pole touch is sufficient to achieve these effects.

AC: 8 to touch, 2 to damage, HTK: (7D8), M: 6"

Att: 3, Dm: 1-4, 1-4, 2-12 (bite), Size: 5 feet,

Ly•can't•thrope

LYCAN'TTHROPES are a distant cousin of a *Wererat*, but are much more rotund and prone to overeating. It is endowed with great knowledge and intelligence, but guards its secrets jealously. By their very nature, these five foot tall, rat-like humanoids are unable to tell an untruth. Conflicting with this racial inheritance is a society that desires to keep all knowledge secret.

The result is that while a Lycan'tthrope always tells the truth, it only answers exactly what is asked of it in the shortest possible manner. It never volunteers any information and often its answers are difficult to understand. Furthermore they will refuse to clarify any answers they give.

Due to an unusual defect in most Lycan'tthropes legs and lungs, once the portly beasts have been knocked over they are unable to breathe or even stand up. They will suffocate in 2-5 rounds if not rescued.

AC: 7, HTK: (2D8), M: 9"

Att: 3, Dm: 1-3, 1-3, 1-8 (bite), Intelligence: High

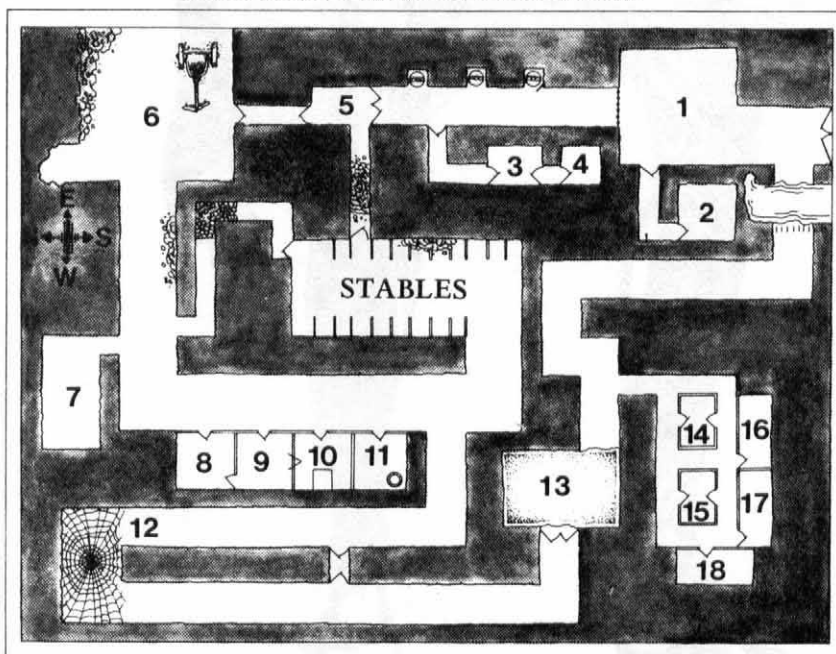
Dragg•in

DRAGGIN is a water-dweller that does exactly what its name implies. Living in shallow water, they hunt by dragging their prey into and under the water. Once their victim has drowned, they can consume it at their leisure. Other than six strong tentacles, they have no attack. A victim must roll under his strength on a 20-sided die to break free from a tentacle. If he is held by more than one tentacle for 1D6 rounds, the person drowns.

AC: Body 3/tentacles 5, HTK: 6D8, M: 3" in water only

Att: 6, Dm: 0, Size: 8-10 feet with tentacles, Intell: Non.

THE CATACOMBS OF POSSILTUM



SCALE: 10 feet

DOOR

LEVER

STATUE

SPIKES

SECRET DOOR



G

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The Riddle of Lythande

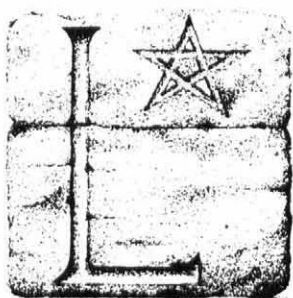
The Adept of The Blue Star

Introduction written by

Marion Zimmer Bradley

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ythande is pronounced; Lee THOND.

In person, Lythande is tall—approaching six feet if not actually topping that height—and extremely muscular, moving with a dancer's grace or the grace of one who knows, to the point of expertise, several different varieties of martial arts. Lean, almost to the point of emaciation—which is not surprising, since no man and few women have ever seen Lythande eat; one of the vows of a Pilgrim Adept prevents any of them from eating or drinking in sight of anyone outside their order, with certain exceptions.

The face is clean-shaven, and the eyebrows and eyelashes either clean-shaven or so pale in color that they are invisible. Lythande's hair is long and luxuriant, falling to the shoulder-blades, and greying from blonde to silver; but it is usually hidden under the encompassing mage-robe, a loose garment of shadowy grey-brown with a deep hood under

which very little can be seen of the face unless Lythande wishes to be seen, when the hood can be thrown back either partially or completely. Under the mage-robe (which has many deep capacious pockets) Lythande generally wears a loose, full-sleeved shirt of saffron yellow, loose trousers, tied at the waist, of brown velveteen, with precious chased-filigree silver buckles at the knees; thick wollen stockings, and ankle-high boots, sturdily built, rubbed and old, of suede leather. When it is very cold, over the shirt a leather jerkin is worn, loosely laced in front; but the mage-robe is very warm. It is long enough that most people would stumble over it; managing it may be one of Lythande's magicks.

Twin daggers are belted about the waist of the trousers, under the mage-robe. The right-hand dagger is for dealing with the real world; ordinary assailants, footpads, thieves or adversaries. Lythande is an expert in swordplay, and has never been seen to lose blood, however severe the combat. Possibly this is because of the crimson leather scabbard, embroidered with strange runes, which encases the real-world dagger. The lefthand dagger is for dealing with attacks from the world of the Unseen; werewolves, bane-wolves, ghosts can be slain by this dagger of the invisible. The left-hand dagger, too, is in a scabbard . . . but this one is of pale-green leather and it is rumored that it is made of the skin of a werewolf. And both daggers are of pure silver, which has legendary powers against evil.

Perhaps Lythande's most unusual distinguishing mark is the Blue Star in the middle of the forehead, which is high and severe. When the wizard is angry, it glows and sparkles as if with electric arc-light.

Among Lythande's known powers are; to tell true gold from false, to melt metal so that an opponent's dagger will fall as limp as if it were made of boiled asparagus, and to create an impermeable sphere outside Time, where prisoners can be questioned at leisure; this can be created even under water, and is perfectly safe. It does, however, take a certain amount of time to create this sphere, at least the time it takes to recite the alphabet backward. So that if surprised, Lythande cannot always escape but must stand and fight, either with daggers or with magic.

Lythande can also get access to much curious and obscure information by summoning the Place Which is Not, where, outside Time, the great Adept of the Blue Star can be consulted. However, this also takes time.

In a lighter mood, Lythande is given to a certain cynicism about magic—"Philosophy, while an entertaining diversion while we await the final battle between Law and Chaos, puts no beans on the table." As with many Adepts of the Blue Star, Lythande plays several musical instruments and sings

in a rich voice which sounds like a cross between the clear contralto of a woman, and the counter-tenor of an exceptionally clear-voiced man. Lythande also carries at all times a small sack of a certain magical herb, which can be rolled into small tubes of paper or parchment and smoked or inhaled; at times these magical herbs are also burned in a brazier or thrown on the coals, to make a magical cloud of incense in which Lythande can disappear.

Speaking of disappearing, Lythande moves silently as any elf, and tends to keep to shadows, so that people are always prepared to swear that the Adept has appeared out of (or disappeared into) thin air.

Very few people know that Lythande is a woman. She is the only one in the known universe to have penetrated the sanctuary of the Pilgrim Adepts in disguise (and probably under a magical glamour) and gained their secrets to such a degree that they could not kill her; they could only give her the Blue Star and lay a *geas* upon her, that if her true sex is discovered, she must lose her power—which, since the Adepts of the Blue Star are fiercely competitive and jealous of one another, is tantamount to a death sentence. Lythande's true sex has been surprised out of her twice, but in both cases she has managed to kill the discoverer.

It is a lonely life; she can trust no man; nor can she love and trust any women unless she is willing literally to trust the woman with her life, and there are those who would not hesitate to torture any known confidante of Lythande to discover her secret. (For every Adept of the Blue Star has a Secret; a sacrifice made for power; and the power is forfeit to any other Adept who can discover the secret.) Lythande would not wish to endanger anyone she loves; therefore she is fiercely solitary.

It is not known why she chose this path. But choices for women, in her world, are few; domestic bliss, life as a courtesan, or vows of chastity and solitude. Lythande chose, instead, a lonely road to power, and walks it alone.

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The Book of Secrets

Adventure written by

Mark Nyderek

Eugene T. Leander

Jim Griffin

“So you’ve paid some coppers and you want a story?” said the old man. He seemed to change in the firelight, as if the adventurers were witnessing some metamorphose from an tired old man into a dark and terrible figure. The storyteller’s voice changed. In it was an invitation to learn secrets so evil they would change the party’s life forever.

“Now listen to this old spinner of tales speak of this Year of the Full Moon . . .

“The city has not been not as closely watched as usual, and through its gates came those who saw this as an opportunity for their own gain. But most newcomers have not lasted long . . . this city is not known for its kindness to outsiders who come to thief.

“At about this time a new, unknown horror entered the city. The first hint surfaced when the smugglers—long known for being able to take care of themselves—started to avoid the southern part of the swamp across the river. They had long used this area for unloading ships and storing goods—but no more. Stories circulated that small parties of smugglers were found butchered.

Large search parties sent throughout the swamp found nothing, but the fear grew as more and more smugglers were found murdered. They soon pulled out of the southern half, and turned the northern section of the swamp into an armed camp. Then the murders started in the city.

“Always at night, always with the same butchery, the murderers struck again and again. Victims were found torn arm from arm and leg from leg as if by a group of vicious animals. Yet some intelligence lay behind the madness, for the victims were those who possessed something very valuable, but were too weak to defend themselves. Included among the victims were Rimbar the Blackmailer, whose house was searched and his papers taken, and Loran, a priest who had the bad habit of bringing some of the days offerings home with him. He was found spread over an empty room in his cellar.

“Most of the victims of the Night Butchers (as people name them when whispering about their deeds) did not have money or valuables, but magical items or scrolls, books and instruments dealing with magic. No mage above the apprentice level have been attacked, just their customers (or those foolish enough to let others know they possessed some magical item).

Now that the knowledge of what the Night Butchers are killing for has spread throughout the city, there is a sudden

selling of many magic items. Swords, rings, and scrolls have become available for a fraction of their true worth. Their owners are trying to get rid of the bait before the Night Butchers are tempted to visit *them* on some dark night.

“With the collapse of their market in magic goods, one might expect that the powerful amongst the city’s mages would protect their profits by removing whatever is preying on their customers. However the mages are more interested in protecting themselves. In the last six months more than half of them have been killed under very strange circumstances . . . but then, that’s a different story, one which you listener’s can purchase another day.

“Just know that the city’s mages have other more important matters to concern themselves with than a pack of killers who are ruining their profits, but who have left them alone.

“Alone that is, until the day a merchant caravan from the north was attacked a day’s journey from the city. The clear trademarks of the Night Butcher’s style were left—all the guards and traders were found torn limb from limb, and all goods were taken. Among the items stolen was a curious ancient book found in an old ruin far to the north. The title, written in an ancient tongue, was the Book of Secrets. The book was on its way to Lythande, an adept of the Blue Star. Many are the stories that could be told about this dealer in power! But most important Lythande is *not* one to be trifled with!

“And that my friends is where this story rests. But if you would like to know more of what Lythande intends to do about his stolen property, I suggest you ask him yourself.”

The adventurers leave the tavern, with the address of Lythande’s dwelling safely in a pocket. The old man had said he was hiring groups to help him find the magical tomb.

“Ha, ha, ha!” roared the story teller from behind. He had turned back into the old man again, leaning against the doorway with a bottle in his hand. “Go to him my good friends and maybe I’ll be charging a copper to tell your story some day. Hahaha!”

If the players hesitate to contact Lythande, the DM should relate to them stories of Lythande’s famous generosity, and remind them of the tidy collection of magic items the Night Butchers have been gathering.

Another way of forcing the players to seek out the company of Lythande is to have the city garrison make a recruiting sweep in the neighborhood and forcibly impress a number of local men. The rumor is that the garrison soldiers

will be back tomorrow to search for adventuring groups as a way of cleaning them out of the city.

Lythande

GM NOTE: Throughout this adventure Lythande must be referred to as a male, as she would appear to be to any adventurers. Any adventurer who fails to treat Lythande as a male in every way, will be challenged by her immediately, if in public, or attacked in private at the earliest opportunity. In each case she will give no quarter. It must be stressed that to find out Lythande's secret will effectively sign her death warrant so she will have no compunction to doing away with a inquisitive character.

When the players meet Lythande she (he) will be dressed as described. He'll look the party over and shake his head. "I suppose you'll do," he'll say. That afternoon the Magic User will fill the party in on the journey ahead.

Lythande sent word to his people to gather up all news of the Night Butchers, and of all people newly arrived in the city. Time and time again came the name of Teleander, a magician who had a reputation for evil activities and who was forced to leave the capital. The magician bought a townhouse northwest of the city. He lived there with five or six personal bodyguards—bodyguards who quickly gained a reputation as vicious and evil men. They would fly into murderous rages at the slightest insult—real or imagined. The bodyguards usually kept together when in the city and were dubbed the Pack.

What interested Lythande the most about Teleander was that he bought most of the magic items that were dumped on the market by nervous owners. Also, several members of the Pack were seen crossing the river and heading south toward Smuggler's Swamp. Lythande discovered that they had a hideout dug into the side of a low hill. The camp was right in the middle of the area the smugglers now feared the most. The adept suspected they were responsible for the murders, but had no proof.

Lythande decided to investigate the hideout with a group of mercenaries like the adventurers. The agreement the party will reach with Lythande is that the Adept would guide the party through the northern part of Smuggler's Swamp, the area still held by the smugglers. At the West Road Lythande would leave the group and return to the city while the party would continue on through the swamp to the area of the hideout.

At nightfall, Lythande would magically attack Teleander's house near the city, occupying his attention and hopefully pulling most of the Pack out of the hideout. The group would enter the hideout after nightfall and discover whatever they can.

After Lythande is finished with his plans, he tells the group that he will meet them at the river bridge early the next morning.

GM NOTE: Explain to the party members that they have four objectives to accomplish:

- Recover Lythande's Book of Secrets.
- Discover proof that Teleander is behind the Night Butcher attacks. A reward of 5,000 gold pieces has been offered by the mages of the city to whomever can reveal the man behind the attacks.
- Destroy the hideout so that the Pack can no longer use it

as a base.

- Grab any treasure they can.

Smuggler's Swamp

The party, with Lythande, will leave the bridge at daybreak, 8:00 a.m. Because Lythande suspects that Teleander has placed sentinels and spies to watch the swamp, the party will not use the road, but will travel overland by foot.

Before leaving the bridge, Lythande will give the party two magic items he has prepared for them: a scroll with one Knock spell and a Rod of Guiding. The Rod of Guiding is a six inch long wooden rod with a small clear gem on the end. This Rod will point the way to the hideout, after Lythande leaves the party. The Rod will gently tug in the direction the party has to travel. When the group is within 100 feet of the hideout, the small gem will begin to glow. Lythande will tell the party that the Rod works by sensing a strange aura of magic that she has detected at the hideout. (S)he suspects the aura is caused by the collection of all the stolen magic items. (S)he is wrong. The unusual magic field is generated by a portal leading to another world.

The adventurers will reach the swamp in one hour. The swamp is a damp dreary place with many pools, winding water courses, and great stretches of grasping mud that hinder the party's passage. Lythande will point out a faint path and tell the group that it leads to the general area of the hideout. Even on the path, travel through the swamp will be difficult. Off the path, it will be impossible. Characters can move 200 feet per hour while on the path. Visibility is poor because the moors are covered with a light mist combined with the dense growth of low trees, scrub brush, and hanging moss. The party can see only 100 feet in any direction.

As the adventurers moves down the path, they will have six encounters at the points marked on the map of Smuggler's Swamp. At Points A, B, and D roll on the Smuggler's Swamp Random Encounter Table with the percentile dice. No other wandering monster encounter rolls will be made.

Swamp Random Encounter Table

ROLL	CREATURE	NO. APPEARING
01-04	Giant Lizards	(1D4+1)
05-08	Giant Wasps	(1D10)
09-18	Will O' Wisp	(1)
18-23	Poisonous Snake	(1)
24-28	Wild Boar	(1D6)
29-43	Crocodile	(1D10)
44-46	Giant Frogs	(1D4)
47-48	Poisonous Frogs	(1D4)
49-53	Giant Toad	(1D6)
54-58	Giant Spider	(1D4)
59-00	Smugglers	(1D4+5) Treat as bandits.

The Smugglers will have leather armor, long swords, and daggers, with one of every four smugglers also armed with a short bow.

POINT C: At Point C the party will hear cries and several screams and as the mist clears slightly, the player characters will see six smugglers fighting with four human shaped figures (werewolves in wolf form). One of the four figures sees the party and attacks them. Before anyone can react, Lythande will spring forward while drawing his left

hand dagger. Lythande will slash at the vague form. The figure will emit a howl of pain, turn and flee, accompanied by his three companions. (Give the players a vague description of the figure as none of the adventurers except Lythande got close enough to see them clearly.)

Lythande will turn to the party, his face pale, and say, "Things are far worse than I imagined. I must go back to the city immediately. Move quickly to the hideout and be ready to enter just after nightfall. I'll begin my attack before then. If all goes well, Teleander will call his men to him and just a few will be inside when you enter. But be careful, there are powers involved here far worse than I expected."

Lythande will leave. The party, if it checks the area, will find the bodies of six smugglers torn apart in the familiar Night Butcher pattern.



Personal Data:

Race: Treat as Elven
Armor Class: 0
Hits to Kill: 42

Strength: 15
Intellect: 18
Insight: 14
Stamina: 13
Dexterity: 17
Appeal: 15

Spells normally used: Charm Person, Detect Magic, Magic Missile, Sleep, Invisibility, Knock, Web, Clairvoyance, Fireball, Fly, Charm Monster, Cloud Kill, Confusion, Sphere Outside of Time (see new spell descriptions).

Lythande also knows some special spells, see below for descriptions.

Abilities:

Profession(s): Fighter/Magic User
Skill Level: 5/10
Alignment: Lawful Neutral
(leaning towards Good)

Magic User Spells:

Level	1st:	4
2nd:	4	
3rd:	3	
4th:	2	
5th:	2	

Lythande

The secret to Lythande's power is the fact that everyone considers her a man and not a woman. If a character ever reveals that he knows the secret, Lythande will most likely try to kill him/her. The GM should always be careful to refer to Lythande in the masculine.

Magic Items

Lythande is armed with two long silver daggers. The right hand dagger is +1 to hit and damage. This dagger's crimson scabbard is magical, treat as Bracers of Defense A/C 3 (Lythande's dexterity bonus lowers her A/C to 0). The left hand dagger is +3 to hit and damage versus lycanthropes, and undead. It's green leather scabbard is also magical. The wearer of it will never contract lycanthropy.

New Spells

In addition to having the spells common to all skill 10 Magic Users, Lythande, as an adept of the Blue Star, has four additional spells. These spells can only be learned by adepts of the Blue Star and no one else.

MELT METAL: (2nd level) Treat as Druid's Warp Wood spell, but this spell works on an equal amount of metal instead.

TELL TRUE GOLD FROM FALSE: (2nd level) Range 1". This spell enables Lythande to instantly discern counter-

POINT D: Roll on the Swamp Random Events Encounter Table.

POINT E: The party will see an 8' foot canoe tied up to the bank of a shallow creek. In it lies a long dead body of a human wearing rotted clothing. If approached closely, a small dagger with a jewel in the hilt can be seen on the corpse's belt. If the dagger is touched, a small pea sized ball on the hilt will burst (Swamp Squeaker spore case—see New Monster Descriptions at the end of this adventure). The dagger is a +1 weapon with a 200 gp gem in the hilt. The small bag contains 20 gp and 10 silver pieces.

POINT F: The party will come upon the West Road set up above the swamp on an earthen bank. On the Road at

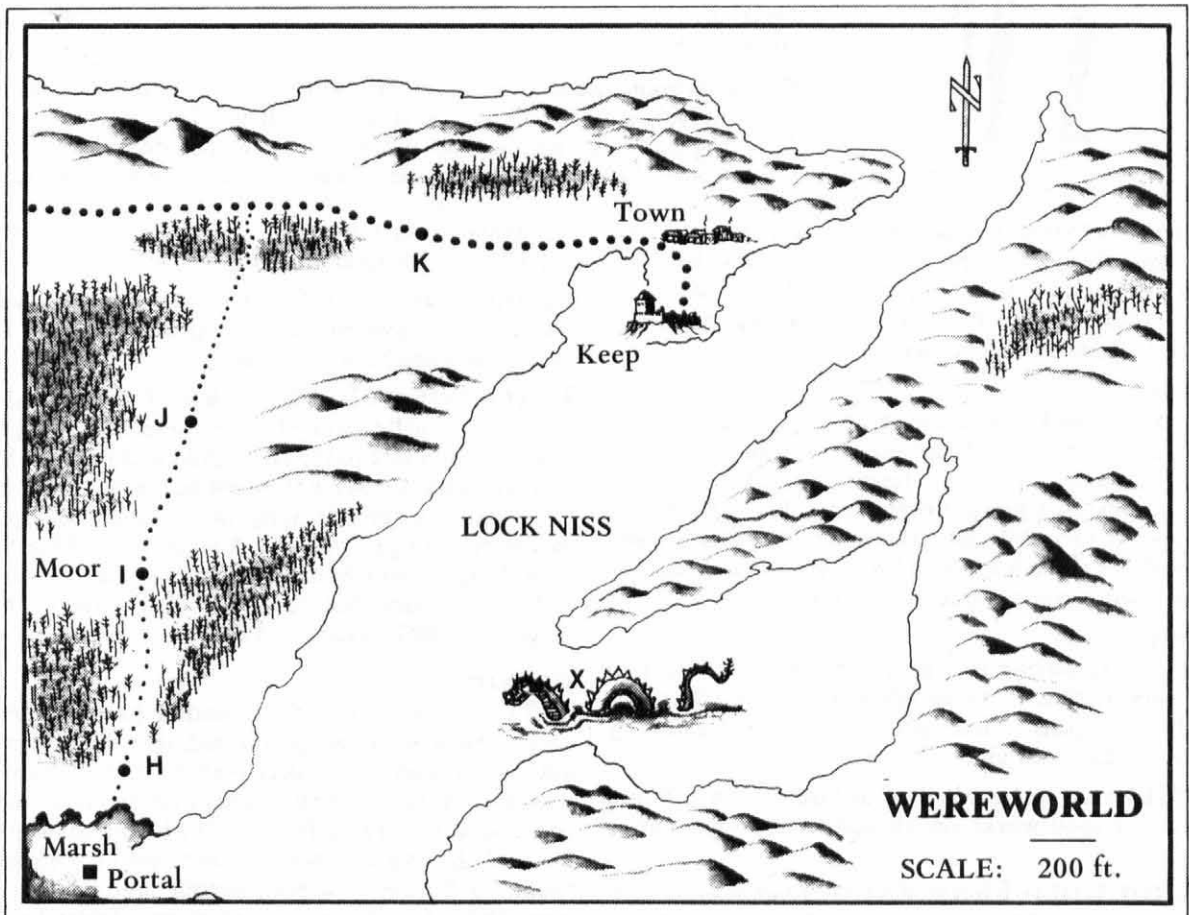
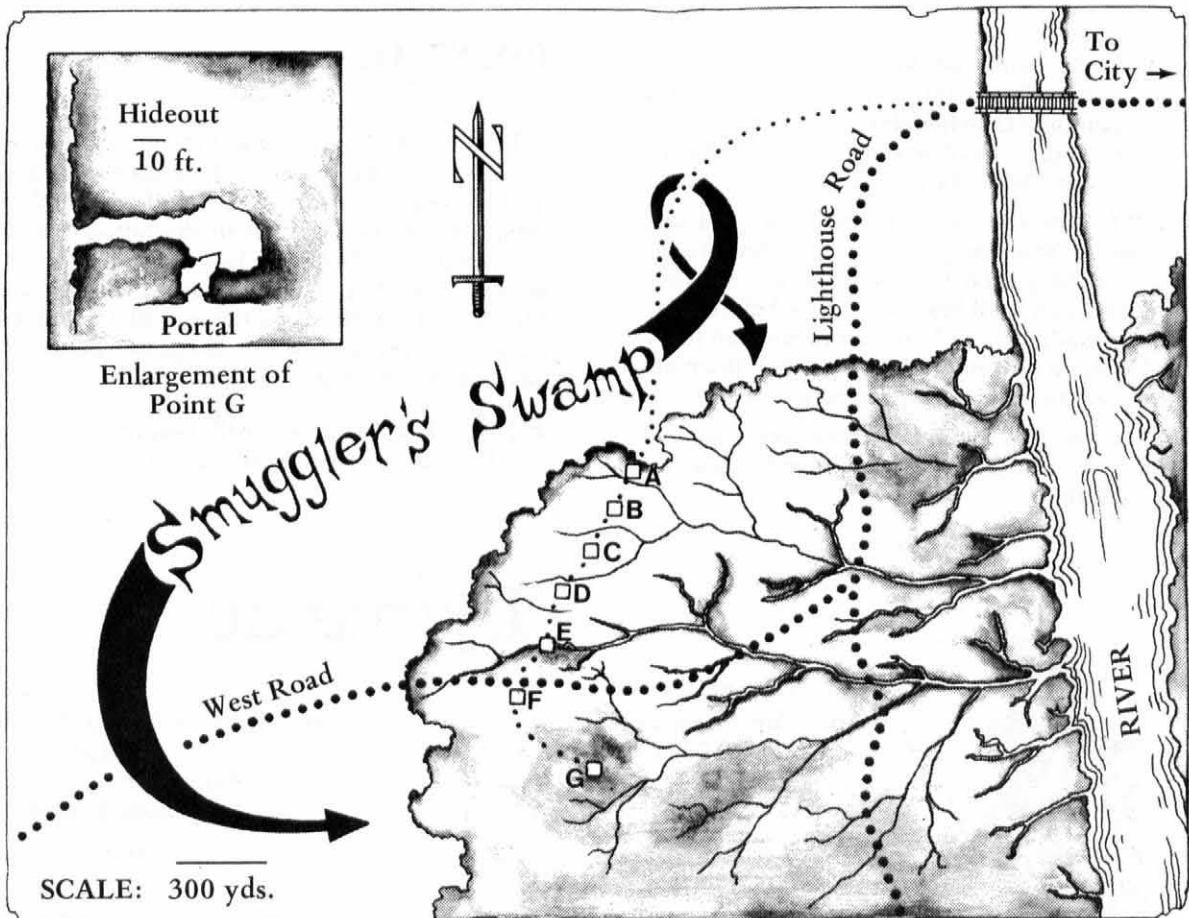
feit money and fake gold items, regardless if they were magically or physically faked.

SPHERE OUTSIDE OF TIME: (counts as two 5 level spells) As 9th level Magic User spell: Time Stop. Lythande can use this spell only once per day.

PLACE WHICH IS NOT: (5th level) A modified 5th level Magic User spell Contact Lower Plane. By casting this spell, Lythande can talk to the Great Adept of the Blue Star, who will willingly answer any question he has the answer to. There is no chance of insanity for Lythande. This spell can be cast only once per week by Adepts of the Blue Star. Any other Magic User who attempts to cast this spell will instantly become insane for 10 weeks. Furthermore, the insane mage has a 20% chance of dying.

DM NOTE:

While in the course of this module Lythande will not be able to use most of the spells listed, they are presented as an aide for further adventures with Sorceress. Furthermore, Lythande will not willingly fight or use any magic during the trip from the bridge to Point C. She has hired the party for a job and she expects them to take care of themselves. Lythande will fight to defend herself. She will need all her strength for her upcoming contest with Teleander.



Point F the group will see a two-wheeled horse drawn cart which is lying tilted to one side with one of its wheels off. A short old crone wearing typical gypsy clothing is attempting to replace the wheel. If the party approaches, she will call out for aid. She will offer to read the adventurer's fortunes if they help her fix the cart. She introduces herself as Maria Osspenskya and says she always tells true fortunes.

When the cart is fixed, the gypsy woman will look at each character's right hand. She will become more and more agitated, more visibly upset with each hand she looks at. She will say, "I cannot speak of the evil things I see." The old woman will go to the back of her cart and get out a small (1 pint) leather covered flask. "You will all need this where you are going," she says, "it will protect you. Each of you pour a little of this oil onto your hands, and smear it over your skin and some on the soles of your boots. Water will wash it off, so wait until you need it. Do not waste any, for it will only last one day—and you *will* need it."

GM NOTE: Flask contains Oil Of No Scent. The wearer has no body odor and cannot be detected or tracked by his scent. Flask has only enough for one application to each member in party. Running water will remove it, just walking on damp ground will *not*. The oil will wear off naturally in two days.

After giving the party the flask, Maria will quickly get into her cart and drive off towards the city. Just inside ear shot who will call out, "Beware the Full Moon tonight." (If the party should ask, state that the moon is in the first quarter, nowhere near a full moon.)

If the party mistreats the old woman, she will hurl an ineffective curse and tell or give them nothing. If the cart is searched, the characters will find nothing of value.

POINT G If the players do not dawdle over some encounter, the characters should approach Point G around 6:00 p.m. When the group is 100 feet away from this point, the Rod of Guiding will glow faintly. The characters will see a path disappearing into a three foot high tunnel dug into the

side of a small mound. If the party wishes to hide and wait for darkness, there is plenty of cover to do so safely.

At 6:30 p.m., just as darkness falls, a small creature will fly up and enter the cave mouth. Immediately afterward, four humans will leave the cave and travel north along the path. If the party does not wait for darkness and enters the cave they will encounter the four in the cave. If the party have delayed traveling and is still on the trail after darkness falls, they will encounter the four coming the other way. These four men are part of Teleander's Pack. They are werewolves (the same four as encountered at point C). They are in human form and armed with longswords. They have no armor. HTK: 10 (injured), 20, 23, 24.

(4) Werewolf

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

Att: 1, Dm: 2-8, Special: Surprise on 1-3

When the party approaches the cave mouth it will appear as an old crocodile den. The Rod of Guiding will brighten when the party reaches the cave mouth (as bright as a candle flame). The tunnel inside is made of packed earth, 10' wide and 8' high running 40' into the mound. At the end, the tunnel opens into a large (20' x 30') oval room, with the rotting remains of a crocodile on the far side. A heavy wooden door is on one side of the room. The door will open easily into a 10' x 10' x 10' stone-walled room.

On the far side of this room is another door. As this door is approached, the gem on the Rod will turn as bright as a lantern. This door will also open easily and through the doorway the players can see a dark heavy fog. No walls can be seen. The floor is rough, and drops sharply downward. If the doorway is passed through, the characters will realize they are at the bottom of a sheer cliff face. Beyond is a grey and forbidding marsh. When the person holding the Rod passes through the door, the gem will flash brightly (as bright as a camera flashbulb), and then dim. On the other side of the door the Rod will gently tug back toward the doorway. (This doorway is a portal between the alternate worlds of the city and Wereworld.)

Wereworld

In Wereworld the normal balance between Law and Chaos has been upset and Chaos is rapidly becoming supreme over all. The differences between Good and Evil still hold, but because Law is suppressed, Clerics of Lawful alignment cannot obtain new spells by praying to their gods while the cleric is on Wereworld. Also they will turn Undead as a cleric 3 skill levels below their true power.

A gravel path leads through the marsh on the other side of the portal. Travel off this trail is impossible since the route is bordered by bog and quicksand. 300' down the trail the marsh ends at a low earthen bank. When the party climbs this ridge, the darkness is broken as a breeze moves the mist and a full moon comes out from a cloud.

The adventurers will see the terrian shown on the map of Wereworld, but still somewhat obscured by a heavy mist lying 2-3 feet off the ground. Ahead of the party lies a gently rolling moorland, covered with dead grass and scattered

skeleton-like trees covered in moss and toad stools. A well beaten road can be seen. To the northeast, across an expanse of water, several lights are shining.

If the party stays on the path, they will have no problem traveling. The visibility through the drifting fog staying at 30-40 feet. If the party leaves the path, they will immediately get lost, as the fog will thicken (visibility 6-12 feet) and all vision will be blocked. The characters will be able to get back on the trail easily only if they turn back immediately. If the adventurers persist on staying off the path, they will move randomly about, unless the Rod is used, which will lead them back to the portal doorway.

Encounters in Wereworld

As the party travels down the path on the moor, they will have three encounters.

POINT H: The characters will hear a rustling sound and out of the fog will run a small (1 ft high) dog-like animal. It will have enormous paws and an oversize head. It will act curious and puppy-like. Indeed, it is a puppy—a Direwolf puppy (4 HTK). The puppy will be wagging its tail, trying to sniff each character. If the party acts friendly the puppy will go to the friendliest character (if more than one, roll randomly) and will stay with this person at all times. This character now has a pet Direwolf. As a puppy, it will be boisterous and noisy, note this for surprise rolls. If the party does not act friendly, but does not harm the puppy, it will leave quietly in 2 melee rounds. If the puppy is attacked or harmed it will howl loudly and try to run away. If the howl occurs, in one turn the group will be attacked by two adult Direwolves (the angry parents).

(2) Direwolves

AC: 6, HTK: 21, 16 (3+3D8), M: 18"

Att: 1, Dm: 2-8,

If the wolf becomes a pet, he will give a warning (whining, growls) just before the encounters at POINT I & J. When in the Keep, the puppy will be afraid and will stay close to its master. The direwolf will give a warning only once in the Keep—just before Room #7 on the third floor.

POINT I: The party will see a human male. He is 6' tall and very burly. He is dressed in homespun clothing and carries a quarterstaff. The man is further armed with a long sword, but he has no armor. The big man will be wary of the party, but if addressed carefully and peacefully he will talk with them. If the adventurers reveal by outright statement or by obvious questions that they are strangers in this land and know nothing of what is happening, the man will act surprised and say he did not think anyone could now be aware of what has transpired. He will tell the player characters that five years ago a mad wizard unleashed a set of spells that upset the natural order of the world, and now Chaos is running rampant.

As an area fell under the power of Chaos, it stayed night continuously and constantly under the power of a full moon. This area only recently had been enveloped by night. In the nearby village of Thond (where the lights are) a powerful Lord had defended these moors with his magic powers. But an evil wizard named Teleander and a pack of wolfmen attacked and captured the castle after killing the Lord.

The burly man does not go to the village now because the wolfmen and their leader are very evil. He has heard that there were still some normal people left in the village and the party ought to talk to the cleric there. The cleric is a good man who knows the situation in the village and the castle.

If the adventurers do not act reasonably civil, the man will tell them nothing and will quickly leave. If the party attacks the man, they will discover he is a Werebear when he changes into wereform and attacks back.

(1) Werebear

AC: 2, HTK: 59 (3+7D8), M: 18"

Att: 3, Dm: 1-3, 1-3, 2-8, Special: Hug for 2-16, Exceptional Intelligence

Once the Werebear has told the party about the cleric in the town he will wish them luck and leave.

POINT J: Roll on the random encounter table for Wereworld given below:

WEREWORLD ENCOUNTER TABLE

01-25	Party will hear wolves howling both near and far away, but nothing will attack them.
26-30	1-6 Wolves
31-35	1-4 Wargs
36-39	1-4 Ghosts
40-43	1-4 Ghouls
44-50	5-10 Skeletons
51-75	1-2 Werewolf (in wolf form)
76-80	1-4 Wererat (in rat form armed with swords)
81-85	2-8 Giant Lizards
86-00	A Man. He will run away from the party toward the village when sighted. The man will stay on the path, and if he is caught, will be found to be a 0 skill peasant. The man is nearly mad with fear, and will mumble and moan about the awful wolf-thing with the bright eyes and the horrible howl. Nothing intelligent can be gotten out of the man, but he will lead the party to the town if the group promises to protect him. (He is the husband of one of the women hiding in the church.)

The Village

When the party approaches the village, they will see that only three buildings (#1, #3, and #4) have lights on. Building #1 has a sign over its front door with the word "Grif" and a bottle of wine painted on it. The building, an inn, is built of wood. It is 40 feet long and 30 feet wide. The inn is two stories high, but only the first floor is lighted. Suddenly, the party will hear in quick succession: yells, a scream, the sounds of a fight, a howl, and a crash all coming in a melee round from the first floor of the inn.

By the time the party enters, they will see three men with drawn swords standing over the body of a fourth man. The whole floor is one room. It has tables, chairs, a bar, a kitchen in the back and a stairway leading to the second floor. A window along the back wall is smashed open. The three men will be very suspicious and unfriendly. The largest man of their group will ask the party who they are and what they want. If the group did not handle the werebear well and do not know to ask for the cleric, the men will order the party to leave. They will be ready to force the characters to leave.

If the adventurers do ask for the cleric, or show the men they have found the insane villager (see encounter table) the men will visibly relax. The large man will introduce himself as Tad, one of the villagers. Tad will kneel at the body of the dead young man and take him in his arms. The boy was badly raked and is horribly mutilated. Tad will look up with tears in his eyes and explain that the four of them came to the inn to get some food. While they were searching the inn, one of the werewolves jumped down the stairs and attacked Timby, Tad's brother, and killed him. The monster then leaped at Tad, but met Tad's sword first. The wolf howled and leapt out the window. If the party looks out the window, they will see the dead body of a naked man.

Tad says that the remaining people have taken refuge in the church.

The cleric, Thom Goodman, was taken by the wolf-things to the castle three days ago. Tad will offer to go with the party to rescue the cleric from the Keep's dungeon.

Tad:

Human Fighter (Skill 3)

AC: 5, HTK: 21, Align: Lawful Good

ST: 15, IT: 11, IN: 12, SM: 10, D: 12, A: 13

Weapons: +2 long sword, dagger.

Gwil:

Human Fighter (Skill 2)

AC: 7, HTK: 13, Align: LN

Weapons: sword, dagger.

Lesis:

Human Fighter (Skill 1)

AC: 8, HTK: 8, Align: Lawful Good

Weapons: short bow with 12 arrows, dagger.

The other two men will refuse to even talk about entering the castle, and will gather up the food and leave for the church. Tad will ask for help in carrying his brother's body to the church.

All the buildings labeled #2 are small wooden houses, 20' x 20', one story, with thatched roofs. All are empty, their occupants carried off by the werewolves or in the church. Buildings marked #3 are the same except a man and a woman are cowering in the corner.

Building #5 is a one story wooden warehouse, 20' x 75'. This building contains boxes and sacks of food. Three wererats are raiding the supplies.

(3) Wererats:

AC: 6, HTK: 10, 12, 13 (3D8+3), M: 12"

Att: 1, Dm: 1-8 (sword), Special: Surprise on 1-3

The church is building #4. It is a 20' x 20' one story wooden structure. Inside are three very frightened pea-

sant couples, 4 children, and the wife of Thom Goodman. They will scream if the adventurers enter without Tad and his companions (see building #1). If they do yell, Tad and the other men will come rushing in 2-12 melee rounds later. It will be very difficult to convince them the party means no harm, but it is possible. If the party mentions wanting to see the cleric, his wife will tell them the story Tad knows. The cleric's wife is praying at the altar of the church. The altar is a 4 feet high statue of an old man holding a flaming sword (this is a shrine to Ukko, a Lawful Good god from Finnish mythos).

The cleric's wife will begin to cry if the players relate their story. If the players have agreed to rescue the cleric, she will remove six vials of clear fluid from a small cavity in the base of the statue. She will give the vials to the party and say that the power of Ukko will aid them. The vials contain holy water.

She also will tell the players that Thom was a close friend of the dead lord and knew the castle well. Thom had once told her of a secret escape route out of the castle dungeon. It was dangerous because it crossed the Loch. The Loch is supposedly inhabited by a great sea-monster although no one has seen it in two generations. The old lord was supposed to have something that kept it at bay.

Finally, she pleads with the group to save them explaining that the villager's power to resist Chaos is finished and they have no hope of living through the night. If the party tells the villagers of the Portal and where it is, they will cry out in gratitude and leave.

Tad will lead the party to the castle. The 30' high walls are cracked and broken. The gateway is smashed. Inside the courtyard, more ruins can be seen, with burnt buildings lining the walls. Only in the southeast corner is a large tower intact. That is the Keep.

The Keep

The Keep is strongly constructed of stone. It is 70' square at ground level. Its walls taper inward slightly as they rise three stories tall. Double doors are in the middle of the east wall and there are slit windows on the second and third floors. Before the whole length of the east wall is a six to ten foot deep ditch. A drawbridge crosses the ditch at the double doors. The doors, the drawbridge, and the surrounding stonework all show fire damage. The chains used to raise and lower the drawbridge hang loose and broken.

First Floor

All the rooms in the Keep have plaster-covered 10' ceilings. The walls are smooth stone. The floor on the first, second and third floors are made of varnished wood. The dungeon floor is constructed of flagstones. There are lanterns lit everywhere, dimly lighting most areas.

#1: The Killing Ground

The first set of double doors open easily, showing a bare 10' x 10' room. Another set of double doors form the far wall. If the first set of double doors are kept open, nothing will open the second set of doors. If the outer

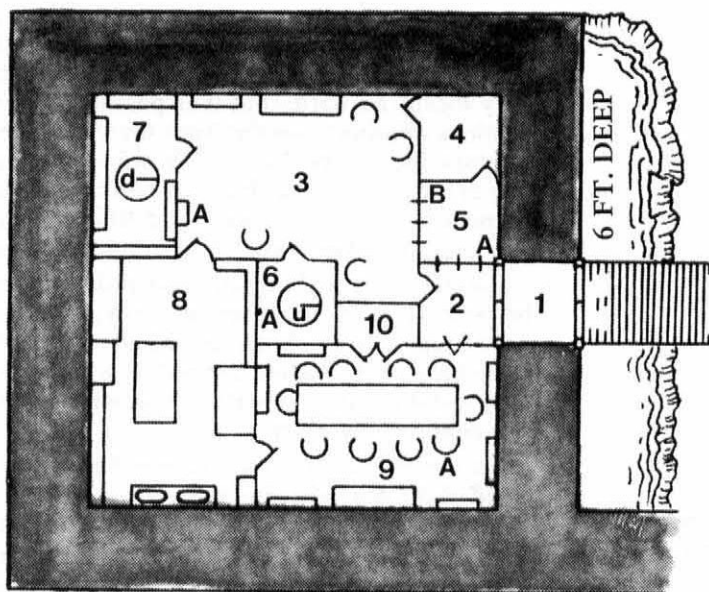
doors are closed, then the inner doors will open easily. The reverse is also true. Both sets of doors have strong bolts on the inside for locking the doors. The ceiling of the room has small slits opening into the room above. The defender of the castle once used this area to trap attackers and then slaughter them from above. The current occupiers of the castle have no men guarding the walls or the doorway since they think they disposed of their only threat (in this area).

#2: The Entranceway

On the left wall are two 3' x 4' paintings of the former lord. Between the paintings is a secret door to Room #9. On the right wall are three loopholes, three inches wide and two inches high, angled so that they cover all of Room #2. A wooden door is on the far wall.

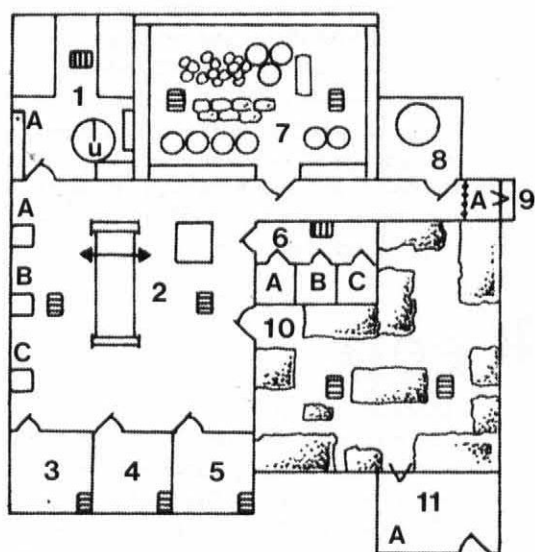
#3: The Main Hall

The walls are covered with paintings and stuffed animal heads. Some chairs and benches are scattered along the walls. At Point A is a small chest. The lock has a small poison needle trap (save versus poison or take 3D6, half damage if save is made). In the chest is a dagger with a jeweled hilt, a 4" wide hilt guard, and a



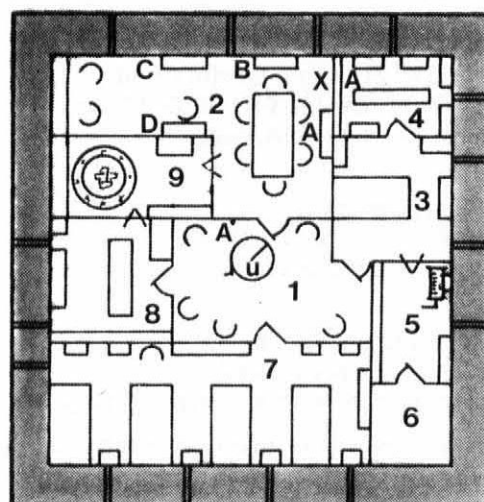
FIRST FLOOR

DUNGEON



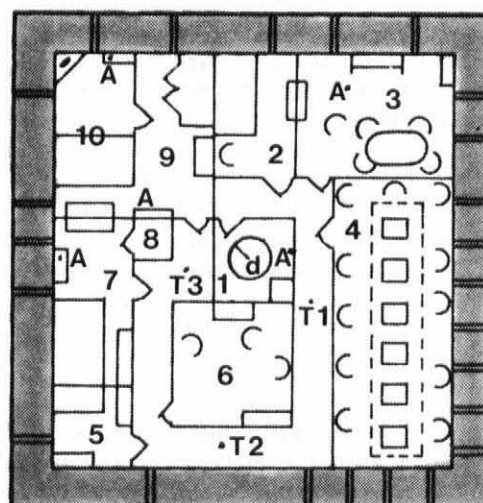
THE KEEP

NETTING



SECOND FLOOR

THIRD FLOOR



SCALE: 10 ft.

DOOR

SECRET DOOR

STAIRS

UP

DOWN

FIRE SLIT

SLIT WINDOW

GRATE

PATH OF BLADE



a blade made of a pale silvery metal which is very soft. Engraved on the blade are the words "Dagger of Hot Flame."

The Dagger is made of pure magnesium. If placed in a hot flame (bonfire, magical flame, or burning phosphorous) the blade will ignite. It will burn for five melee rounds casting a harsh white light in a radius of 15 feet. Any were-creature or undead in this area must save versus spells of flee from the painful (to them) light. If the save versus spells is successful, the creatures will be partially blinded by the glare, and will attack at -5 to hit. If the holder uses the dagger while it is not burning, the blade will simply bend. A burning dagger does 3D6 per hit, hit rolls are the same as a normal blade.

#4: Guards Quarters

Two beds, some furniture and two werewolf guards, in human form, are in this room. If the party has been noisy in Room #3, the guards will have changed to wereform. In human form they have no armor and are armed with swords. They have 23 and 18 Hits to Kill respectively.

#5: Guardroom

This room has three loopholes on the wall facing Room #2, and three loopholes on the wall facing Room #3. Along the east wall are several spears, and on a shelf, two crossbows (broken) and four silver and six regular crossbow bolts. There is a Green Slime at Point A.

Green Slime

AC: 9, HTK: 12 (2D8), M: 0"

Att: None, Dm: turns everything touching it into more Green Slime, Special: can only be frozen, burned or excised, other forms of attack are ineffective

At Point B is a cloak hanging on the wall. A slight tear of the cloth is visible on the inside surface if the cloak is examined. If this cloak is worn, the tear will act as a Bag of Holding. The capacity of the bag is 10 cubic feet and 100 lbs. The cloak at full capacity will weigh 5 lbs. Already inside the pocket is one Cure Light Wounds potion.

#6: Stairwell; Section One

This 10' square room has a 6' diameter spiral staircase. It can be seen to extend all the way to the third floor. The stairs are constructed in two sections, one leading from the first to second floor and the second section extending from the second to the third floor. Both sections are trapped. At Point A on the wall is a lantern set in a brass holder. The lantern glass is colored with separate red and green panes. The lantern is the control for the trap. It is currently on (set to a green pane). By turning the lantern glass clockwise to a green panel will turn the trap on. Turning the glass to a red panel will turn the trap off. The lantern will turn on or off both sections of the staircase.

The staircase from the first to second floor has 21 steps made from iron grating, set into an iron frame, with a brass handrail. The 14th step has a mechanism built into the frame (it can be seen if examined closely).

When stepped on with the average weight of a person, the step will depress with a loud click. Immediately, all the steps will angle down from the hinges on their inside edges, turning the staircase into a spiral chute. All characters on the staircase will tumble down to the bottom (1D4+1 damage for each person).

Players with dexterity of 14 will have a 30% chance of grabbing hold of a step or the handrail and holding on, as

long as no one falls on them from above. For every point of dexterity above 14 add 10% to percent chance of hanging on. The steps will snap back in place after two melee rounds. The trap will automatically rearm.

#7: Stairwell

This room has a 6' diameter spiral staircase going down. There are shelves along the walls holding various household goods such as sheets and blankets. There is nothing of value in this room. Any loud noise made here will alert the guards downstairs.

#8: Kitchen

The room has not been used lately. There are sinks, filled with dirty utensils, a large empty ice box, shelves with pots and pans on them, and an empty cabinet. If the party lingers in the room, two giant rats will come out of the large fireplace in the northwest corner and two more from under the sink on the west wall.

(4) Giant Rats

AC: 7, HTK: 4, 4, 3, 3 (½D8), M: 12"

Att: 1, Dm: 1-3, Special: 5% chance of each wound infecting victim with serious disease.

#9 Dining Room

The door to this room is open. Indeed, it's half torn off its hinges. Inside, there is a large table with chairs around it. Some of the chairs are overturned or smashed. On the floor lie five skeletons in chainmail armor with shields and swords. These skeletons have nothing of value on them. On the table are plates, broken, and a complete set of golden cutlery worth 200 gold pieces. The chair labeled A is actually a battered Killer Mimic.

Killer Mimic

AC: 7, HTK: 5, (9D8) M: 3"

Att: 1, Dm: 3-12, Special: Glue

#10: Cloakroom

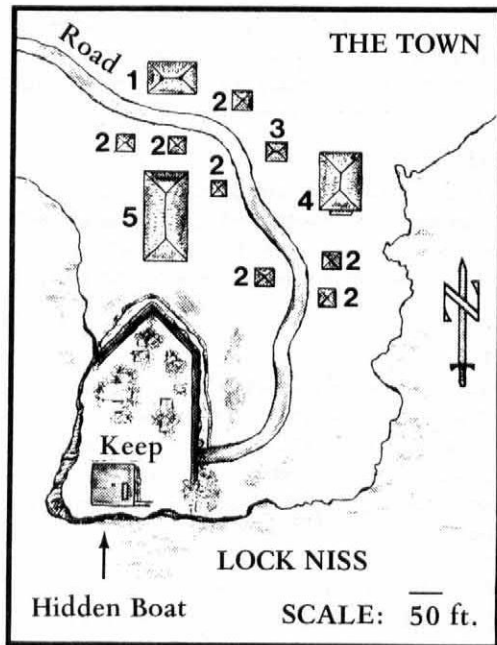
There are various cloaks, coats, and hats hanging on the walls, none of any value. A large cloud of moths will suddenly fly out into the face of any person moving the clothes (harmless but startling). There is a leather backpack in one corner containing moldy iron rations, clothing, and two pint bottles full of light oil. Each bottle has a ¼" square chunk of a soft white substance in it. This is pure white phosphorous. If exposed to air by pouring off the oil and smearing out the chunk it will burst into a bright hot flame in one melee round. This will ignite any flammable substance nearby. It will burn for six melee rounds and do 2D6 burn damage per round. Water and other liquids cannot put out a phosphorous fire once started.

The Dungeon

#1: Guardroom

The spiral staircase from Room #7 of the first floor drops down into this room. In the chamber are two beds and some shelves with clothes and equipment. There are two werewolves in human form in the room (AC: 5, HTK 21, 19 [3D8+3]).

They have longswords and no armor. If alerted by any noise they will already be in wereform when the party descends the staircase. On the shelf at Point A is a set of keys on a ring. They are numbered 1-8. Nothing of value is in the room. There is a grating set into the floor covering a drain.

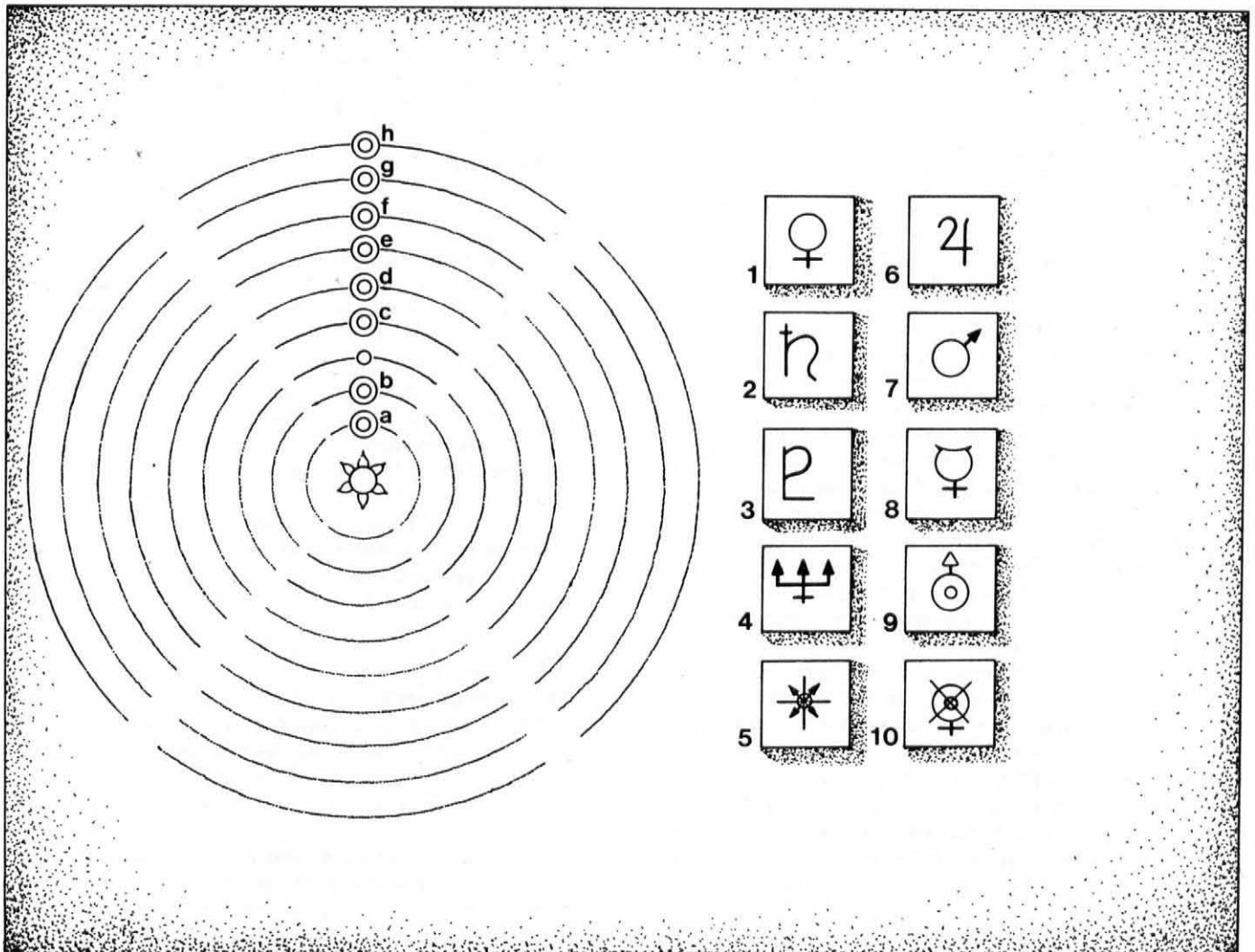


THE METAL PLATE

Buttons stick out 1/2" from plate.

Central sun is yellow
 dot on (a): dark grey
 dot on (b): light grey
 next dot: blue
 dot on (c): red
 dot on (d): orange
 dot on (e): dark yellow
 dot on (f): light green
 dot on (g): dark green
 dot on (h): light grey

- (1) Venus
- (2) Saturn
- (3) Pluto
- (4) Neptune
- (5) Nothing
- (6) Jupiter
- (7) Mars
- (8) Mercury
- (9) Uranus
- (10) Nothing



#2: Torture Chamber

The contents of this room include a brazier and a rack which stands in the middle of the floor. On the rack is a newly dead body. On the floor around the rack are the vestments of a cleric. Tad (if he is along) will cry out at the sight of the corpse and begin unchaining the body.

When the rack is touched by Tad a large pendulum blade, suspended from the ceiling, will sweep across the rack hitting Tad for 8 points of damage. If any party member has also gone to the rack, roll for a 50% of his being hit instead of Tad.

A hit will cause 2-12 points of damage. The blade will stop after 4 swings. Tad will drop the body of the cleric when struck, but he will continue to free it from the rack and carry it upstairs and back to the village. He will fight anyone trying to stop him.

One of the vestments on the floor is especially well made. It had gold and silver thread and small jewels woven into it (400 gp). If the vestment is examined closely, it will be seen that along the front the threads of silver and gold form printed words. The vestment is also a clerical scroll! It has one Chant spell woven in its threading. The Chant can be read three times before the words disappear.

On the west wall are three iron maidens. The door of A is slightly open. If approached closely, a faint light will be seen within. A skeleton with the rags of woman's clothing is inside and around her neck is a chain with a gold medallion. The medallion glows whenever Undead are within 20 feet. Iron Maidens B and C contain Undead skeletons armed with short swords. The doors on these two torture devices are closed.

(2) Skeletons:

AC: 7, HTK: 8, 8 (1D8), M: 12"

Att: 1, Dm: 1-6

If either iron maiden B or C are opened, both skeletons will spring out. The medallion will glow brightly when the skeletons appear. The moment the skeletons are destroyed the medallion will stop glowing.

#3: The First Cell

If the door made of bars is approached, a man can be seen chained against the far wall. At the sight of the party members he will cry out for them to release him. He will not warn the players of the other dangers in the room. He will say that Teleander's evil monsters are torturing him. If the party questions the prisoner *before* releasing him he can be made to reveal the following:

- He (the prisoner) worked for Teleander, but was not a member of the Pack. He just did the washing up. He was forced to work because of Teleander's threats. (This is a lie. He is a werewolf—AC: 5, HTK: 24, [3D8+3].)

- He was thrown into the cell to force him to tell where he had hidden a magic sword he had found while cleaning upstairs. (Another lie, he was thrown into the cell for getting blind drunk while on guard duty.)

- He will offer, if they unlock the cell door and unchain him, to tell them where he hid the sword. If the party agrees, he will say that he threw the sword down into the sewers under the last stall (C) in the privy. (Another lie, there is nothing of value there, but he knows that a 20 HTK Black Pudding usually is hiding in there.)

- If questioned about Teleander, he will say he knows nothing and act scared. If pushed for an answer he will tell

the party that he heard Teleander talking to one of his lieutenants. Teleander had discovered a spell that opened a portal between alternate worlds. Teleander was from the world of the City. He opened the portal in order to recruit the wolves as a military force to gain power over the City. (This is the first true statement the werewolf will make.)

- If asked about the stolen magic items from the world of the city, he will say that the werewolves brought many things to the Keep and put them either in the wizard's rooms on the third floor or in the library and workroom on the second floor. (This is also true.)

The party will not be able to open the cell without the keys. If the party does not have them, the prisoner will tell the group where they are. Key #1 will open the door to Room #3. Key #2 (smaller than key #1) will unlock the cuff of the chains. While unlocking these chains, give the player characters a 50% chance of noticing that the cuffs are heavily tarnished silver (200 gp). Once released, the prisoner will immediately make a break for the stairs to the first floor. If he escapes, he will alert the other guards in the keep. If the adventurers catch him, he will change to wereform and attack.

#4 The Second Cell

This room is empty. Key #3 will open the door. The chains in this cell are made of silver as well. The cuff will magically snap shut on anyone trying to take the chains. Key #4, the small key next to key #3 will unlock the cuffs. Trying the wrong key in the cuffs will cause the cuffs to contract on the wrists of the trapped character for 1D6 points of damage.

#5: The Third Cell

This room is empty. The door is open. The chains are iron. There is nothing of value in the room except that in the northwest corner a small sketch of the dungeon with a arrow pointing to the boat and the escape route and the words: "Beware the monster of the loch," is scratched in the wall. This was all the cleric, Thom Goodman, had a chance to scratch before he was killed. The map and message are covered by a pile of straw. Key #5 is for the door and key #6 is for the cuffs.

#6: Privy

There are three stalls. Stall C has a 20 HTK Black Pudding hiding high up on the back wall of the stall. It will drop down on anyone who enters the stall.

Black Pudding

AC: 6, HTK: 20 (10D8), M: 6"

Att: 1, , Dm: 3-24, *Special*: Will dissolve wood and metal. Blows, cold, and lightning do not harm.

#7 Food Storage

Key #7 will open the door. Inside, the walls are lined with shelves laden with dried and preserved foods. On the floor are barrels and stacks of grain sacks. One of the rooms two drain grates is open. Hiding in the room are two wererats (AC: 7, HTK: 11, 9 [3D8]) armed with short swords.

#8 Cistern

Inside this room is a brick well, a windlass, a rope, and a bucket. If the well is approached, a Water Weird will attack. The monster will not extend more than 5' from the cistern.

Water Weird

AC: 4, HTK: 15 (3D8+3) Att: 1,

Special: Strikes as 6 hit die monster, drowns victim

#9 Secret Storage Area

A secret door set into the end of the corridor opens on this small area. In the space revealed is a +1 sword, +3 versus lycanthropes, and a leather bag containing 500 platinum pieces. Just in front of the secret door at Point A, is a trap. A stone set into the floor will—if stepped on—release a grating made of thick iron bars. There is a 20% chance per person to set off the trap. Use Bend Bars and Lifting Gates percentage for chance of lifting. The grating is marked on the map by a dotted line.

#10 Storage Room

Key #8 will unlock the door. The room is filled with dusty furniture. There is a secret door on the south wall.

#11 Escape Route

This room is very dusty and dirty with many spider webs on the walls. At Point A are five cloaks hanging from hooks. Several back packs filled with moldy iron rations are on the floor under them. The cloaks are covered with webs. If the webs are disturbed, five large spiders will come running through the door to the south wall which is slightly open.

Large Spiders

AC: 8, HTK: 7, 5, 3, 6, 7, 4 (1D8+1), M: 15"

Att: 1, Dm: 1, Special: Poison (+2 on save)

Four cloaks are normal all-weather cloaks and the last is a Cloak of Elvenkind. If the player characters go through the open door, they will find themselves in a downward sloping stairway. At the bottom of the stairway is a secret door on the east wall. Behind the door is a small cave. There is a small pier next to the secret door. Tied up to the pier is a small boat 16' x 5'. The bottom of the cave, except for the pier and boat, is covered with water. All the walls are of stone except for a camouflaged opening at the south wall. If someone gets into the boat and puts their hand on the tiller, the boat will magically begin to move 10". The camouflaged opening allows anyone to sail out onto the Loch undetected.

The Second Floor

#1 The Day Room & Stairway to Third Floor

There are chairs scattered around the room and paintings and tapestries on the walls. At Point A is a holder with a glass lanterns. This is the control for the stairway traps like the one found on the first floor. The stairway leading to the third floor has a different trap than the first. Here the 14th step again has a mechanism built into it so that when stepped on it will give out a loud click. But nothing will happen. If the 15th step is stepped on, it will give out another loud click and an electrical charge will pass through the metal of the staircase.

Whoever is standing on the staircase wearing shoes or boots will take 1-2 hit points of damage for each segment (six seconds) time they are in contact with the steps. Those who have metal or flesh touching the iron steps will take 1D4+1 points of damage for each time segment in contact with the steps. Those holding on to the brass rail will take 1D6+1 points of damage per segment. The staircase will remain charged for 1 minute (10 six second segments) and then stop dead for 5 minutes. The trap will then automatically reset.

#2: Library

The door to the library is locked and barred (add one to all bash rolls). In the room is a table with papers covering the top. There are six chairs around the table. A light fixture hangs down from the ceiling above the table. On the left wall at A and on the far wall at B and C are three gray slabs. Around the corner is a fourth slab (D) and beyond it a fireplace flanked by comfortable chairs. Six **Quips** (see new monster descriptions at the end of this adventure) will fly from various parts of the room and attack the party. (6)

Quips

AC: 4, HTK: 3, 3, 4, 4, 4, 5 (1+1D8), M: 3"/24" (flying)

Att: 1, Dm: 1-4, Special: strike as 3 hit die monster.

If the papers on the table are examined, they will be found to be lists of the magical items stolen or bought in the City and to whom they had subsequently been sold. In one unmarked envelope is a letter that reads:

*"I have gotten the **Book of Secrets** for you. It was being carried to the City as you said it would be. My men had no problem getting the book. There may be problems keeping it though. That magic user you mentioned, Lythande, is making inquiries about me and may have to be dealt with. I will send the book to you soon.*

Teleander"

The four gray slabs on the walls are made of some very durable and hard substance, but it is not stone. In fact, the substance is a force field which protects the libraries' books. The slabs cannot be moved or destroyed and will resist any magic except a wish. On the wall at Point X is a 1' x 1' metal plate set into the wall at shoulder height. (see diagram). There are two sets of buttons which control the force fields. The eight round buttons set in a vertical row on a background of concentric circles is a representation of the solar system. There are 10 square buttons in two rows to the right of the round buttons. Each of these square buttons has a symbol printed on it. Eight of the symbols are the astronomical signs that correspond to the eight planets that each of the round buttons signify. The two extra square buttons have meaningless symbols printed on them.

Using the astrological meaning for the planets, four of the planets can be connected to four classes of characters:

Mercury to Thieves

Mars to Fighters

Saturn to Clerics

Uranus to Magic Users.

If a player simultaneously pushes the correct square button and its corresponding round button, the force field surrounding the bookcase containing that planet's character class of books will shut off. Pushing single buttons, or wrong combinations will not affect the force field. Pushing the buttons for a bookcase that has its field off will turn the field back on.

● **Bookcase A.** Round button a and square button 8. The planet Mercury is concerned with quickness and sensing the outer world. The books are of interest to Thieves.

● **Bookcase B.** Round button e and square button 2. The planet Saturn is associated with wisdom and teaching. The books on this shelf make interesting reading for Clerics.

- **Bookcase C. Round button f and square button 9.** The planet Uranus influences intelligence and creativity. Books under this sign are especially written for Magic Users.

- **Bookcase D. Round button d and square button 7.** *Mars is traditionally the planet of warriors as it is concerned with energy activity and the catalysts that make things happen. The books enclosed in this force field are of particular interest to Fighters.*

Each bookcase has 50 books in it. 49 of the books are non-magical and of little interest to the party. The 50th book is a magical tome. Even with the force field off, the titles of the books cannot be seen. They will have to be taken out and examined one by one. It takes one melee round to skim one book. Roll a percentile dice to determine where in the bookcase is the magical tome.

Magical Tomes

- **Bookcase A. *Manual of Quiet Stalking.***

A Thief will need 24 hours of careful reading to learn all the lessons in this book. After one month of reading and practicing the exercises listed, the Thief or Assassin will gain 10% on his abilities to Move Silently and Hide in Shadows. Monks, Fighters, and Magic Users reading this book will find it incomprehensible. Clerics, Paladins, and Rangers reading any part of this book will take 3D4 points of damage and be stunned 1D6 turns due to the shocking ideas found in this book.

- **Bookcase B. *Tome of Faith.***

A Cleric will need 24 hours of uninterrupted study to absorb the teachings in the book. After meditating for one month, the Cleric will gain the ability to roll on the Cleric versus Undead Table one level higher than the Cleric's true level. The effect is permanent.

A Fighter or Magic User will be unable to understand the ideas present in this work. A Thief who reads this book or any part of it will take 1D6 points of damage and will lose 10 points of dexterity for one week. The book so successfully questions the morality of thieving, it causes a thief to doubt his calling in life. He will hesitate everytime he tries to fight or thieve and therefore acts as if he has lost his "touch" (at least for one week).

- **Bookcase C. *Book of Intelligence and Memory.***

A Magic User will need 24 hours to read this book. After one month of using the exercises proscribed in the volume, the mage will gain one point of intellect and will be able to determine his maximum number of spells knowable as a Magic User one intellect point higher than the mage's true level. A Cleric or Thief looking at the book will be unable to understand its arcane logic. Any Fighter reading or even looking at any part of the book will cause him to remember his worst injury in combat so strongly he will receive 2D6 points of damage.

- **Bookcase D. *Manual of Proper Use of Strength.***

Fighters, including Paladins and Rangers, will need 24 hours to read this book. After using the exercises for one month, the reader will increase his Weight Allowance, Open Doors, and Bend Bars/Life Gates

ability adjustments one strength level higher. The Fighter's strength will not go up, just his ability to use it. Thieves and Clerics will gain nothing from this book. A Magic User reading any part of this book will receive 2D6 hit points of damage caused by attempting physical activity incorrectly.

As with all magical books, once read by a person who can use the information in it, the book will vanish. Those who find the book unreadable will not willingly let it out of their possession, and will try to stop anyone else from reading it. Those who are studying the book will also not let anyone else touch or read it. Those who are damaged by the book will destroy it. This compulsion will have the strength of a Geas, but there will be no need to immediately accomplish it.

#3 Bedroom

Once belonging to the castle's major-domo, it is now the bedroom of the chief fighter of the werewolves. There is a bed, dresser, and a chest of clothes in the room. There is nothing of value in the room. Under the tapestry on the south wall is a secret door.

#4 Office

This was the major-domo's office. Inside the room is a desk and chair and several shelves stacked with papers. The room is dusty and cobwebs are on the shelves. There are two large spiders in the room (AC: 8, HTK: 9, 9, Poison bite). They will attack anyone going through the papers. At Point A amongst the papers is a leather case with a complete map of the dungeon.

#5 Armory

The room has racks of weapons containing 3 shields, 4 short swords, 4 spears, and 5 daggers on the west wall. On the east wall is a large windlass with chain on it for the drawbridge. There are small trap doors in the floor which cover small 1' x 1' holes that open onto room #1 on the first floor. These holes are covered with a sturdy iron grate and were used to shoot arrows, throw javelins, and pour oil into Room #1 on the first floor. In the southeast corner is a set of shelves stacked with cheap padded armor and helms. There is a door on the south wall. Guarding the door is an invisible stalker.

Invisible Stalker

AC: 3, HTK: 38, (8D8), M: 12"

Att: 1, Dm: 4-16, Special Attack: Surprise on 1-5, Special Defense: Invisibility.

The invisible stalker will attack the first person to cross the mid-point of the room. It will not follow anyone who past the mid-point. The heavy, reinforced door on the south wall is locked (add two to all bash rolls).

#6 Treasure Room

Against the far wall are two chests. One contains 2,000 copper pieces. The other chest contains a bag with 30 silver pieces and a sack with 250 gp. Set into the east wall is a painting. It looks like a finely made portrait of an old man, his face ravaged by time and a life of excess. He is dressed in grey, and a small brass plaque reads *Florian*.

The painting detects as magical and can be removed by sliding it up and lifting it out of the frame (which is part of the wall). When removed from the frame, the painting will start to grow younger as the possessor grows older. As long

as the picture is out of the frame, the character ages at the rate of 1 year per hour. If returned to the frame the process will reverse itself until the picture looks like it originally did and the character is back to his normal age. If put into the gold carrying case (on third level) it will not affect anyone, although it will also not reverse!

GM NOTE: A player character will not notice the aging at first. Especially if he is a young man. During the course of that first day the curse is in effect give subtle hints to the player. Perhaps his hair will fall out in a few hours, or liver spots appear on his hands (while similar spots fade from the portrait). If he sleeps for eight hours, have him wake up without any teeth, or with fine wrinkles that progressively become deeper and deeper. The reverse should be happening to the painting.

#7 Servant's Quarters

The room has four double bunk beds. It is obviously been recently in use. There is dirty clothing, rags and other filth on the floor. Two werewolves are in the room, in human form. They will reinforce any action in Room #1, but will wait three melee rounds to see how powerful the party is. If they easily beat the guards these cowardly were-creatures will hide in Room #7. However, if they avoid the characters, they will wait until the party is on one of the two trapped stairs and then turn the mechanism on. If challenged they will flee back to this room. They are both armed with daggers (AC: 5, HTK: 25, 19 [3+3D8]).

#8 Magic User's Workroom

This workroom formerly belonged to the dead lord of the castle. It is now Teleander's. The door is thick and bound in metal (add 3 to all bash rolls). The lock is very complex (subtract 20% from thieves chance to pick). If the door is forced open, a bronze gong will be rung by a hammer. The gong is in the northwest corner and the sound will carry clearly throughout the keep. When the gong is sounded, an answering howl will be heard through one of the open windows. The howl will be far away, but it is clearly a very strange and frightening one.

The room contains a large table and several sets of shelves. All are covered with various magic and alchemistic vessels, bottles, glass tubing, alembics, and mortar and pestles. Along the west wall, at Point A, is a set of shelves with 30 small ½ pint bottles made of crystal. Each vial is filled with a colored liquid. The colors travel the spectrum.

Each bottle has a stopper that is easily removed, and a label with a strange unknown script on it. The label will remain unreadable (even under a Comprehend Languages or Tongues spell) unless a Commune or Contact Other Plane spell is used. If a stopper is removed, roll on percentile die for each bottle opened. Gases that spill out of bottles will disperse in 3 melee rounds.

Die Roll Result

- 01-02: **Deadly Poison Gas:** This gas will immediately rush out of the bottle and fill a 5' x 5' x 5' area around the bottle. Death will occur in one melee round unless a save versus poison roll is successful. Even if the roll is made, characters within the cloud will take 3D4 points of damage.
- 03-04: **Poison Gas:** This gas will fill a 5' x 5' x 5' area around the bottle. The gas will cause 1D6 points

of damage unless a save versus poison roll is successful. If saved, no damage will be taken, but the character will be nauseated for 1D6 turns (as a Stinking Cloud spell).

- 05-07: **Mild Poison Gas:** This gas will also fill a 5' x 5' x 5' area and has the same effect as a Stinking Cloud spell.
- 08-25: **Sleep Gas:** This gas will create a 10' x 10' x 10' cloud around the bottle. Save versus spells or fall asleep (as Sleep spell).
- 26-40: **Potion of Delusion**
- 41-50: **¼" chunk of White Phosphorous submerged in a light oil:** (see Room #10 First Floor for effects).
- 51-55: **Potion of Fire Resistance**
- 56-58: **Levitation**
- 59-60: **Potion of Water Breathing**
- 61-70: **Potion of Healing (1-6 HTK)**
- 71-75: **Unholy Water**
- 76-80: **Holy Water**
- 81-85: **Distilled Water**
- 86-88: **Diminution**
- 89-90: **Plant Control**
- 91-98: **Fine Oil**
- 99-00: **Super-Heroism**

On the north wall is a 6' x 6' chart. The chart shows various alchemical and chemical tables and charts. Behind the chart is a secret door.

#9 Magic User's Secret Storage Room

This room has a large fireplace with a roaring hot fire going. In front of the fireplace is a 9 foot diameter double circle drawn on the floor. The space between the two concentric circles is filled with stacks of scrolls, books, potion bottles, and small chests.

If the circle is crossed by any means or the encircled magic items disturbed in any way, the fire in the fireplace will roar up, and a 50 HTK Salamander wielding a +2 metal spear will rise up.

Salamander

AC: 5/3, HTK: 50 (7+7D8), M: 9"

Att: 2, Dm: 1D6+2 with spear (+1D6 heat), 2D6 by constriction with tail (+1D6 heat), *Special Attacks:* Heat and constriction, *Special Defenses:* impervious to firebased attacks, +1 or better weapons to hit, unaffected by Sleep, Hold, and Charm spells.

If the party stays in the room and fights, the Salamander will cross over the circles, his body heat destroying all of the items there. Teleander is a petty, chaotic wizard. If someone is about to steal the wizard's treasures, then no one can have them.

The GM should roll saving throws for a few of the potions and chests, or allow the players a chance to grab a couple of the magical items (roll 1D4 then consult the treasure charts), but Teleander carefully placed in this room only very flammable articles. In any case, the items should not be more powerful than one a first or second skill level Magic User would own.

If the party immediately leaves the room without disturbing the circles, the salamander will not leave the fireplace. It will stay on guard for 5 turns. If no one opens the door to the

room again it will return to the Elemental Plane of Fire. It will not return unless the circle is again disturbed (even if objects within circle are all destroyed).

If the salamander is killed, its +2 spear will remain very hot. For six melee rounds, anyone attempting to pick up the spear will receive 1D4 damage from burns. On the east wall is a heavily barred door which is the other side of the secret door in Room #2.

The Third Floor

#1 Stairwell

The staircase ends here. In the southeast corner metal rungs run up the wall to the ceiling where a trap door opens onto the roof. The roof is a flat 50' x 50' area with chimneys, a skylight, and crenelated battlements. On the wall in room #1 at Point A is a lantern in a holder. This is the control for the staircase. The door on the north wall opens onto a corridor.

#2 Nurse's Bedroom

In the room is a bed, a fireplace, and a chest of drawers. There is nothing of value in the room.

#3 Lord's Den

The room has a fireplace, a table, chairs, an empty rack for armor and weapons, and a very comfortable chair. The chair and small table at Point A are near the fireplace. On the table is a piperack with five finely made pipes and a wooden jar with the word *Gold* carved on the outside. The jar is filled with Pipeweed of Relaxation. Smoking it will cause a person's cares and worries to vanish. The weed is worth 200 gp. One of the five pipes (roll randomly) is trapped. Smoking anything in it will cause the smoker to go into a coughing fit for 5 turns, unless a save versus poison is made. The person will be unable to do anything but cough violently.

#4 Solarium

This room has many slit windows set into the walls. An expanse of glass covers much of the ceiling. Set around the walls every few feet are one foot diameter lighted glass globes. These globes, which are giving off a strong light, will extinguish if tampered with. Running down the middle of the room are six large wooden plant boxes. Four contain the dried out remains of plants. Boxes A and B contain healthy plants.

Box A: A 4' wide x 6' high plant with a round bushy leafed base is growing out of this box. A tall stem sticks up from the base and is tipped with a large very colorful red flower. There is a name plate on the west side of the box which can be read if approached closely. It reads *Tripped* (see new monster description at the end of the adventure). This plant is a carnivorous monster.

Tripped

AC: 0, HTK: 19, (2 or 3D8), M: 0"

Att: 2, Dm: poison/1-4 per melee round—acid

Box B: This box contains a 4' high plant with thick spikey leaves like the top of a pineapple. The label on the west side of the box reads *Super Ahlu*. If the plant's leaves are cut, a milky sap will ooze out. This sap will feel pleasantly soothing on the skin. The raw juice can cure 1D4 points of burn damage per application (limited to four applications a

day). This plant's tissue is very valuable. If it is taken to an apothecary before it spoils, it is worth 100 gp per pound (the plant is about 10 pounds). A 2D4 burn potion can be made from it. Unpreserved the Ahlu will spoil in one week and turn into poison (save versus poison or die in one week). The preserved Ahlu potion will last forever.

Hallway traps

Point T1 is a sprung trap. A 1' x 1' section of hinged flooring lies open on one side of the corridor next to a 4' deep hole with spikes covering its floor. Point T2 is also a trap. This is unsprung.

A 1' x 1' square of wood is set into the middle of the corridor. If it is stepped on, a cloud of acid vapor will fill a 5' x 5' x 5' section of the corridor at that point. There is a 20% chance of springing the trap for each person passing over the square. Each person in the affected area will take 1D4 points of damage unless a save versus breath weapon is made, in which case no damage is taken. The cloud will disperse harmlessly in three melee rounds.

#5 The Nursery

This room contains a crib, shelves, with stuffed toys on them, and a chest of drawers filled with a child's clothes. A silver rattle, 15 sp, is in the crib. If the rattle is picked up and removed from the baby bed, a permanent unseen servant will snatch it back and return it to the crib. If the rattle is firmly held, the unseen servant will follow whomever has a rattle, and at the first opportunity take back the rattle to the crib.

#6 The Sitting Room

There are chairs scattered around, a chest filled with sewing articles, a spinning wheel, and a fireplace. There is nothing of value in this room.

#7 Mistress's Bedroom

The room is in disarray. Clothing is on the floor, the bed is torn up. A chest of drawers lies overturned. At Point A is a dresser and mirror. In one of the dresser drawers is a large ebony box.

Inside, set into velvet, is a six inch long Conch shell. The shell has a silver mouthpiece set into one end, and a picture of a long necked flippered sea-monster skrimshawed into the side. A silver label on the inside of the ebony box has the words *Horn of Pacification* engraved on it.

If this horn is blown in the presence of the plesiosaur that lives in the Loch it will stop it from attacking, or even moving, for five melee rounds. The second time the horn is sounded, the monster again will not attack or move for five melee rounds—but this time it will appear agitated. The third blowing of the horn will cause the monster to be enraged and swim directly for the holder of the horn at 50% additional speed and attack at +2 to hit rolls.

If the monster is attacked after the first or second sounding of the horn, its spell of pacification over the monster will be broken forever.

#8 Closet

This room has woman's clothing hung on a rack. One of the dresses has a pearl necklace worth 200 gp woven into its collar.

Hallway Traps

At Point T3 is the same type of trap as T1, but it is unsprung. There is a 20% chance for each person passing over it to spring the trap. It will cause 1D4 points of damage to the person who springs the trap.

#9 The Lord's Bedroom

If the direwolf puppy is present, he will whine as the door is approached and will refuse to enter the room. The door is very heavy metal reinforced, and locked. Add +2 to all bash rolls.

When the door is opened, a spray of Holy Water will shoot down from either side of the door frame, soaking anyone in the 5' x 5' section of the corridor in front of the door. The Holy Water sprayer was set up by Teleander to prevent his pet demon from passing through the doorway. The room contains a large bed, a fireplace, a set of dresser drawers full of clothing, and a large double door cabinet. When the party enters the room, two adult direwolves (AC: 6, HTK: 21, 18, 3D8+3) will leap out of the cabinet and attack. There are two pets Teleander left here on guard. On a shelf at Point A is a two foot long, two inch wide gold tube with a screw cap at one end. The tube detects magical. Engraved on the tube is the word *Florian* (see Floor Two, Room #6).

#10 Temple

The room has a normal door. When it is opened, an altar can be seen in the northwest corner of the room. A four foot high statue of a figure in a hooded gray cloak is on top of the altar. The face of the statue cannot be seen except for two bright red eyes. On either side of the statue are tall red candles that produce a dark black smoke.

This was once the altar room of the castle, now it is a temple to N'Drek, a very minor demon prince. A Glyph of Defilement is set high up on the wall above the doorway. The Glyph will render useless any Holy Water that is passed under it (no save). On the floor in front of the altar is a portly figure in clerical vestments. He is apparently bound hand and foot. Upon seeing the party, he will begin pleading to be released before the evil inhabitants of the castle come back and sacrifice him to the demon prince.

When the party is in the room the illusion cloaking the figure will dissolve and the group will be faced with a toad-like Type II demon.

Type II Demon

AC: -2, HTK: 42 (8D9), M: 6"

Att: 3, 1-3, 1-3, 4-16, Special: Magic resistance: 55%, Spells: Fear (as fear wand), Levitate (as 8th level Magic User, Detect Invisible Objects, Telekinesis 3,000 gp weight).

This demon was summoned by Teleander and forced to guard the temple. The spell binding it to this room prevents it from gating in additional demons. At Point A are shelves with the *Book of Secrets* and four scrolls on it.

Scroll #1: This is a Protection from Lycanthropy Scroll.

Scroll #2: A Clerical scroll with two Cure Light Wounds, one Cure Critical Wounds, and one Cure Disease.

Scroll #3: This is a scroll with the label *Power to Open and Close Portals*. A Magic User reading this scroll, using a Read Magic, will realize that the scroll will either open or close doorways between alternate worlds once. If the scroll is used to close the portal between Wereworld and the world

of the City, the scroll will become blank after the first use and the Magic User who read the scroll will remember none of the spell from the scroll.

Scroll #4: This is a cursed scroll which will be meaningless to anyone reading it. It will cause an immediate and complete case of lycanthropy to occur in ½ hour of reading the inscription. The afflicted person will show no symptoms until then. Roll on a 20 sided die for type:

Die	Wereform
01-04	Werebear
05-08	Wereboar
09-13	Wererat
14	Weretiger
15-19	Werewolf
20	Banewolf

Leaving the Castle

As the party travels out of the Keep, they will hear a chorus of fearful howling coming closer and closer. If the party has the direwolf puppy with them it will not want to go to the doors on the first floor. If the party does go out the double doors, they will see two banewolves (see new monster descriptions at the end of the adventure). The banewolves (AC: 4, HTK: 34, 29, 2+5D8) will be 30 feet from the far end of the drawbridge. As soon as the two monsters see the party they will let out their fearful howl. Party members who fail to make their save versus spell will flee back into the castle in fear and panic. Their panic will be so strong, they will forget that the first set of double doors has to be closed in order for the second (inner) double doors to open. The feared members of the party will huddle against the door screaming and clawing for entry. The banewolves will *not* attack the party if over half the group saved against the fear howl. The banewolves will leave in 1D6 turns.

If the party fights and kills the banewolves, they can use the overland route back to the portal. The village will be completely empty. At points K, J, I and H roll on the Wereworld Encounter Table, change die rolls 01-25 and 86-00. to 1-2 banewolves.

The party can also use the boat to cross the Loch and cut their travel time in half. The boat will barely fit twelve men and equipment. The players must specify their route (draw it the map) over the Loch.

When the party is half way to the portal they will hear a loud splashing at Point X and see a long neck come out of the water. It is attached to a plesiosaur who will start swimming toward the tiny boat.

Plesiosaur

AC: 7, HTK: 75 (20D8), M: 15"

Att: 1, Dm: 5-20

If a fight occurs, the monster will leave if it takes 45 HTK.

Either way the party gets to the marsh where the portal is located, they will find the bog covered in a dense fog. So thick, in fact, that they will immediately lose their way without the Rod of Guiding. Roll a six sided die to see how many encounters they have while wandering in the swamp if lost just once if they still have the Rod.

Back Home

The party will have no trouble going through the portal and into the crocodile's den. When the adventurers enter the tunnel leading out to Smuggler's Swamp, they will see Lythande fighting a werewolf (AC: 5, HTK 21, 3+4D8). The combat will be short (especially if the players help) and Lythande, wounded from some terrible battle, will tell the party she was badly injured in magical combat with Teleander himself. But Teleander was much stronger than Lythande had suspected. The evil mage escaped and several of his werewolves chased her. She finally escaped them and then followed them to this hideout. As she was checking around, the one wolf attacked. Lythande thinks there may be more waiting in the swamp.

New Monster Descriptions

Swamp Squeaker: unintelligent fungus parasite

Number appearing: 1-4

HTK: 1 htk

Armor Class: 9

Attacks: 0

Intelligence: Non

Alignment: Neutral

Size: ½" sphere

Move: 0"

Description: Swamp Squeakers are usually found in damp areas (marshes, dungeons) as a ¼" dried up brown ball. They are attuned to magical auras and tend to settle on magic items such as scrolls, books, swords—anything that emits a magical aura. When touched or disturbed, the spore-case will burst, releasing a cloud of spores. All within 5" have a 30% chance of infection, the character who actually disturbs the spore case has a 95% chance of becoming infected. Only one spore per person will take root.

In five minutes an itching and redness will start on an exposed portion of skin (60% hand or wrist, 30% face, 10% neck). In one hour it will grow to a 1" round swelling, dark red on top with a small hole.

Once the spore is grown, everytime the character becomes excited or agitated (fear, anger, heavy exertion) the swamp squeaker will emit a loud chirp once every turn. It is a high-pitched noise easily heard for 40 feet (60 feet for those with exceptional hearing... like wolves).

Even when the infected character is resting the Squeaker will chirp once per hour. A Cure Disease will have no effect, though a Limited Wish will remove it. Cutting out the spore or burning it will cause one htk to the character, and a new squeaker will regrow in 15 minutes. After 24 hours, the squeaker will shrink, and fall off as a new spore case.

Quip: Very minor demon

No. Appearing: 1-6

HTK: 1D8-1

Armor Class: 4

Attacks: 1

Damage/Attack: 1-4

Size: very small 6"-12"

Move: 3"/20" (flying)

Special Attacks: Attacks as three hit die monster

Description: A robin-sized grey-brown demon with a flat head that looks like it is all teeth with two bright red eyes on

Lythande

Hits to kill left: 20 (out of 42)

Spells Left: Sleep, Web, Magic Missile

There are two werewolves outside the hideout. They will jump the party as it leaves the tunnel. They have 31 and 19 HTK respectively. They will try to strike Lythande first. If outmaneuvered, they will fall back and strike again further down the road. They will not stop attacking until dead.

Besides the Werewolves roll twice on the Smuggler's Swamp Encounter Table. Any route can be taken. If the party closed the portal the Night Butcher attacks will end. If the party brought back the letter in the library that proves Teleander was behind these brutal attacks the mages of the City will award the party the 5,000 gp.

top. A quip has two bat wings which enable it to fly very fast and four claws coated in a sticky slime which make it able to cling to walls, ceilings etc. The monsters make especially good guards for rooms and other confined areas because they are extremely territorial. They will not willingly leave their room, and will fight until dead. Normal weapons and all spells work against these little buggers.

Tripped: unintelligent plant carnivore

No. appearing: 1-2

HTK: 2D8 to 3D8

AC: 0/8

Attacks: 2

Damage/Attack: poison/1-4 per melee round—acid

Int: Non

Align: Neutral

Size: four to six feet

Move: 0"

Description: The Tripped is a plant usually found in marshes. A tall stalk with a eight to 10 inch wide flower, usually dull red orange, comes out of a tough bushy base. At the base the flower, two coiled lashes can spring out when any movement occurs within two feet of the plant. If lash hits, it will stick to prey, as it is coated with a very sticky and corrosive sap. Anything hit by a lash will take 1D4 acid damage per melee round the lash is in contact. The lash is soft (AC: 8) and can take only 1-6 points of damage before severing. The lash will continue to stick to its victim and must be pulled off. Use "open door" percentage to determine whether lash has been pulled off.

Banewolf: Lycanthrope

No. Appearing: 1-4

Hit Dice: 2=5D8

Attacks: 1

Damage/Attack: 2-12 (bite)

Int: Average

Align: Chaotic Evil

Size: man sized

Move: 15"

Special Attacks: Fear Howl

Description: In human form this monster will be as all other lycanthropes. On were-form it becomes a silver-gray furred figure with bright red glowing eyes. This creature has the ability to use its fear howl (treat as a fear spell) four times a day. The fear howl cannot be used in melee.



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Circe

Introduction written by

Paul Karczag and Susan Khas

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irce, daughter of Helios and the ocean nymph Perse, is a beautiful woman of indeterminate age. Circe spent her early childhood in a small seacoast town with her doting grandparents, persuing those pleasures that younger maidens delight in. She also studied magic, for which she had a natural inclination and facility.

Soon after she reached the age of maturity, the town was attacked by seafaring barbarians. Her grandparents were killed and she, along with the other women of the town was taken captive. Aboard the barbarian ship she was forcibly seduced by the crew, compelled to wear a slave collar, and was beaten until she would submit to serve her ill-bred captors.

When Perse learned of the destruction of the town, she searched the oceans for the barbarian vessel that carried her daughter. With the aid of creatures from the ocean depths, she sank the ship and saved Circe.

Fearing for her safety, Perse transported Circe to an uninhabited, but pleasant, island where her daughter would be isolated from the brutality

of the world. Circe was grateful for the quiet and isolation after her ordeal and spent her time persuing the magical arts. Perse was inordinately delighted with her daughter's accomplishments and spurred her on to ever greater feats of intellect and courage. Thus as time passed, Circe, with her mother's encouragement, ignored the danger and challenged the gods for her right to join them in their exalted pantheon.

Now the gods had watched Circe's growth with keen interest, awaiting a time when she would prove herself worthy to join their ranks. Her direct challenge, however, angered them and they ignored her. The sorceress, undaunted, stoically continued her challenges. One day, in a fit of rage brought about by the god's continued silence, she cursed one of them. It was her misfortune that the goddess in question was ill-humored and jealous of Circe's beauty. Even worse, the goddess was observing Circe when she flung the curse. The goddess decided to punish the sorceress for her insolence by taking her most prized possession—a pair of ivory bracelets, a gift from her mother Perse—and secreted them in the Hall of Heroes on a nearby island.

By means of her magic, Circe discovered the hiding place of her bracelets and made many attempts to recover them, but to no avail. The goddess she insulted had made certain that Circe could never set foot inside the Hall of Heroes by cursing the place so that no woman can pass through the portals and live. Despite her continued distrust of men, Circe thereafter no longer shunned their presence when fate would send a ship to her island. On the contrary, she enjoyed setting a beacon fire each night along the western shore of the island luring ships onto treacherous reefs that lay between them and the island of Aiaia.

Once the unfortunate sailors made their way ashore, she wined and dined them in a most lavish manner, all the while testing them, observing them, hoping to find among them one who could command her respect. It was her plan that if she found such a man, she would entrust to him the task of retrieving her bracelets.

As the years passed, a number of ships did find their way to the island; and while Circe bore many children by the sailors, she never found one who commanded her respect. Of all the men encountered, not one proved to be trustworthy.

Her disillusionment over men grew so strong that when she bore a male offspring it was transformed into a lion cub.

The test for each man who landed on the island was the same. She would tempt the sailors with their own vices, encouraging them to gluttony, lust, or vanity. While she offered them hospitality, she observed them closely, those who failed her rigorous tests were transformed into beasts.

The adventurers' actions determined the type. These beasts are cared for and tended by Circe's many daughters until it is the adventurer's turn to become part of a feast provided by a group of visitors or for provender for her great lion sons. The island has no native animals, save a few small ground rodents.

Human to Animal Polymorphing Chart

Characteristics of Adventurers	Animal
Gluttonous, unmannered, lazy	Swine
Obstinate, stubborn, lascivious	Goats
Pretentious, snobbish, foppish	Peacocks
Unprincipled, devious, sly	Jackals
Opportunistic, cruel	Wolves
The meek, the followers	Sheep
Thieves, connivers	Weasels
The frightened, the cowardly	Rabbits
Those with poor hygienic habits	Skunks
The ungainly, the unattractive	Mules
The easily influenced	Swans
The stupid, dull and boring	Oxen

The fate of the shapechanged humans is not a pleasant one. Each day that they remain in animal form, there is a 1% (cumulative) chance that they will be selected for dinner, a fate doubly cruel in that while appearing in all aspects to be a true beast, they retain their human memories and intelligence. Despite this, they are unable to cause injury to Circe or her daughters, and will obey them explicitly.

Since the gods are not overly interested in the fate of beasts, only the very devoutest worshippers of the gods will be allowed to continue Divine Intervention rolls. Yet even this is small comfort, for they are allowed only one roll per day. Even thus, their only hope is a beneficial intervention in the form of a Shape Change or a Wish.

Divine Intervention Tables

Circe appears in one of the world's greatest adventure stories: *The Odyssey*. Written by Homer sometime in the 9th century B.C., the Epic Poem is a tale of mighty heroes, fair damsels, terrible monsters and capricious gods—all prime ingredients in a fantasy role-playing adventure.

In the *Odyssey*, Homer paints a vivid picture of the classic Greek belief that all human actions are influenced, enhanced and controlled by the many gods. His prime protagonist is Odysseus, a wily and brave king of ancient Greece who offends the Gods and spends a good portion of the rest of his life trying to get back home. Through his many adventures Odysseus comes under the influence of a number of different gods who bicker over his exploits, put down wagers (then try to fix the game) and basically act like a group of schoolboys

playing with an anthill.

These godly influences can be subtle or direct depending on the god and the circumstances. This interference with human affairs allows heroes to be braver, tasks to be tougher and monsters to be incredibly dangerous, for the gods see all and will rescue any properly worshipful human who wanders astray.

Thus, if one is to properly run a fantasy campaign with a truly Greek flavor, a divine intervention table is not only called for, but is definitely required. Use the following intervention table to determine if a god (or gods) interfere with the actions of an individual (or the party). The Gamemaster should roll *three times a day* on this table: morning, noon, and night.

Table #1:

DIVINE INTERVENTION TABLE

(roll three times a day: morning, noon and night)

Die Roll	Result
01-25.....	No Interference
26-60.....	God Affects the Actions of One Player
61-80.....	God Affects the Actions of 1D6 Players
81-89.....	God Affects the Actions of the Party
90-99.....	God(s) Affect the Actions of the Party
00.....	God(s) Control Party Directly For 1D6 Turns

Table #3:

DEVOUTNESS MODIFIERS

(use with Interference Table)

The terms used here are, of course, relative. A Very Devout man would ascribe all good fortune to his gods and would make numerous and expensive sacrifices to his god (or the gods). He would spend a lot of his time in prayer and meditation. One who worships *all* the gods should be very tolerant of other religions—at least of his same alignment. A Chaotic Evil could very well worship all Gods of Chaotic Evil alignment.

Character classes should be used to determine only a general area for the character's devoutness. A Paladin is not automatically a Very Devout man. The same is true of Clerics and the like.

The GM should not explain the exact nature of these modifiers. They should always be kept aware, however, that the gods are actively judging them on this adventure.

% change	Reason
-20%.....	Character is Very Devout to All Gods
-15%.....	Character is Moderately Devout to All Gods
-10%.....	Character is Very Devout to Own God (Assumes Character's own god is interfering)
-05%.....	Character is Moderately Devout to Own God (Assumes own god is interfering)
00%.....	Character is Lax in Worshipping All Gods
+05%.....	Character is Lax in Worshipping Own God
+08%.....	Character Doesn't Actively Worship Gods
+10%.....	Character Actively Denies Existence of Gods

Table #2:

INTERFERENCE TYPE TABLE

(roll once per encounter)

Die Roll	Result
01-20.....	Beneficial or Advantageous Interference
21-80.....	Neutral or Non-Aligned Interference
81-99.....	Hostile or Harmful Interference
00.....	Fatal Interference

Table #4:

EFFECT DURATION TABLE

If the Divine Intervention roll indicates either Beneficial or Non-beneficial intervention, roll on the table below to determine how long the effects will last for *each* character. This table should not be used for Neutral or Fatal interventions, which are permanent, or when the intervention roll indicates that the gods control the character's actions directly. All damage given or healed by the gods is, of course, permanent.

Die Roll	Duration
1.....	Effects last for 1D6 hours
2.....	Effects last for 2D6 hours
3.....	Effects last for 3D6 hours
4.....	Effects last for 4D6 hours

Table #5

BENEFICIAL INTERVENTION TABLE

If previous roll indicates more than one party member is affected, roll separately for each party member.

Die Roll	Result
01-05.....	+1 to all saving throws
06-10.....	Prime weapon becomes +3 (not permanent)
11-15.....	Prime stat raised to 19

Beneficial Intervention Table

- 16-20.....Character becomes impervious to certain weapon attack (non-magical):
 01-33: Missile Weapons
 34-66: Edged Weapons
 67-99: Blunt Weapons
 00: All Magical Weapons
- 21-25.....Character turns ethereal when in grave danger
 26-30.....God cast Sanctuary spell on player character
 31-40.....Character can slay next foe he meets
 41-45.....God will cancel next hostile intervention visited on adventurer
 46-50.....Character's AC lowered by 1D4
 51-55.....Character gains a random spell immunity
roll on table below to determine type of spell
 01-33: Magic User Spell
 34-66: Druidic Spell
 67-00: Clerical Spell
roll D20 on table to determine spell level
Magic Users:
 die roll 1-5: level 1, die roll 6-8: level 2,
 die roll 9-10: level 3, die roll 11-13: level 4,
 die roll 14-16: level 5, die roll 17: level 6,
 die roll 18: level 7, die roll 19: level 8,
 die roll 20: level 9.
GM may choose spell or generate randomly.

Druid, or Cleric:

- die roll 1-6: level 1, die roll 7-10: level 2,
 die roll 11-13: level 3, die roll 14-15: level 4,
 die roll 16-17: level 5, die roll 18-19: level 6,
 die roll 20: level 7.

GM may choose spell or generate randomly.

- 56-60.....Character gains random spell casting ability 1D4 times a day.
Use tables above to determine Type and Level of spell. Non-spell casters will also be granted the ability.
- 61-65.....Character fights at +1 to hit and damage.
 66-70.....Character under effects of Haste spell—no system shock roll required.
 71-75.....Character finds miscellaneous magic item
 76-80.....Character gains surprise in next encounter for 1D4 segments.
 81-85.....Character regains 1D10 hits to kill lost in battle (permanent heal).
 86-90.....Character regenerates 1 hit to kill per round
 91-95.....Character receives ability to detect lie
 96.....Character is granted the natural ability of a random animal (i.e. climb like a monkey, swim like a fish).
 97.....Character is granted a second saving throw
 98.....Character is granted 10% Magic Resistance.
 99.....Character receives the ability to shape change.
 00.....Character is granted 1 wish, but is not aware he received it. (Wish must be used up in time as specified by duration roll, or it is lost.)

Table #6: NEUTRAL INTERVENTION

- | Die Roll | Result |
|------------|--|
| 01..... | Roll on Beneficial Table |
| 02-10..... | Character finds monetary treasure:
01-10: 1D100 Copper Pieces
11-20: 1D100 Silver Pieces
21-30: 1D100 Electrum Pieces
31-40: 1D100 Gold Pieces
41-50: 1D100 Platinum Pieces
51-60: 1D100 Gems, each worth 50 GP
61-70: 1D100 Gems, each worth 100 GP
71-80: 1D100 Jewelry, each worth 50 GP
81-90: 1D100 Jewelry, each worth 75 GP
91-00: 1D100 Jewelry, each worth 100 GP |
| 11-20..... | Character gains ability to speak with animals |
| 21-30..... | Character gains ability to walk on water |
| 31-40..... | Character's hair and beard grow at 10 times normal rate |
| 41-50..... | Character's sex changes |
| 51-60..... | Insects are attracted to character |
| 61-70..... | Character can hear plants talking |
| 71-80..... | Small animal (squirrel, rabbit, etc) befriends character |
| 81-90..... | Character receives new suit of clothes |
| 91-99..... | Character's charisma raised (01-50) +1 or lowered (51-00) -1 |
| 00..... | Roll on Non-Beneficial Table |

Table #7: NON-BENEFICIAL INTERVENTION

- | Die Roll | Result |
|------------|---|
| 01-05..... | Character's Armor Class raised by 1 |
| 06-10..... | Character loses 1D10 HTK (can be healed) |
| 11-15..... | Character's sweat becomes the consistency of tree sap (very sticky and attractive to insects) |
| 16-20..... | Character's prime weapon breaks or loses magic (if broken must be reforged to regain magical abilities) |
| 21-25..... | Character finds cursed Sword -3 to hit and damage and believes it is beneficial |
| 26-30..... | Character unable to defend himself from attack, (+3 to Armor Class) |
| 31-35..... | Character loses morale, fights at -1 to hit |
| 36-40..... | Character becomes confused and:
01-10: Wanders away in a random direction
11-20: Attacks nearest ally
21-30: Lies down to sleep
31-40: Believes he is at a country fair
41-50: Attempts to befriend next/nearest foe
51-60: Believes he has shrunk to the size of a mouse
61-70: Believes he has grown to a height of 12'
71-80: Believes he has the ability to fly
81-90: Believes he is an Archmage (if not a Magic User) or believes he has lost all spell casting ability (if spell caster)
91-00: Believes that he is in a desert (01-50), or in the Frozen Wastes (51-00) |

Non-Beneficial Intervention

- 41-45.....Character under the effects of a Slow spell—roll versus system shock
- 46-50.....Character's prime stat reduced by 1D4
- 51-55.....Character's stats reduced to 9
- 56-60.....Character takes double damage from certain weapons:
- 01-33: Missile Weapons
 - 34-66: Edged Weapons
 - 67-99: Blunt Weapons
 - 00: Magic Weapons
- 62-65.....Character develops an infirmity:
- 01-15: Faints at the sight of blood
 - 16-30: Character blinded
 - 31-45: Character loses hearing (01-50) or speech (51-100)
 - 46-60: Character has epileptic seizures
 - 61-75: Character has uncontrollable sneezing/hic-cough attacks
 - 76-90: Character develops overpowering body odor (-3 to appeal)
 - 91-00: Character develops painful cramps in arms (01-60) or legs (61-00)
- 66-70.....Character is defenseless against next foe he meets (-5 to Armor Class)
- 71-75.....Character is stricken with fear and is rooted to the spot
- 76-80.....Character finds cursed miscellaneous magic item he believes beneficial
- 81-85.....Character's clothes, armor and weapons vanish (will return)
- 86-90.....Spell caster sutters/fighter fumbles (65% of the time)
- 91-95.....God negates next beneficial intervention
- 96.....Character is struck with amnesia
 - 97.....Character become quarrelsome and obstinate
 - 98.....Character develops kleptomania
 - 99.....Character turns everything he touches (except self) to mud
 - 00.....Character rolls twice on this table

Table #8

DIRECT INTERVENTION TABLE

Use this table when the gods directly control the entire parties' actions for the duration of an intervention

- 01-50.....Party awakens and discovers they have been teleported:**
- 01-20: To a familiar city, same continent
 - 21-40: To a unfamiliar city, same continent
 - 41-60: To a familiar city, remote continent
 - 61-80: To a unfamiliar city, remote continent
 - 81-00: To a strange kingdom on a legendary continent *and* that:

01-20: They are in a market place...

- 01-20 Being sold as slaves
- 21-40 Wandering around
- 41-60 As merchants hawking their wares
- 61-80 On guard, as members of the Town Guard
- 81-00 as beggars

21-40: They are hailed as heroes/saviors/leaders by...

- 01-20 Religious community
- 21-40 Ruling Body
- 41-60 Pilgrims
- 61-80 The Populace
- 81-00 The Lunatic Fringe

41-60: They are hunted by...

- 01-20 Religious community as heretics
- 21-40 Ruling Class as agitators or spies
- 41-60 The Assassins Guild
- 61-80 The Populace, for slurs against the community

61-80: They are mercenaries in...

- 01-20 In the Town Guard
- 21-40 In the Navy
- 41-60 In the Army
- 61-80 Aboard a Slaver's Ship
- 81-00 In the Merchant Marines

81-00: They are in a prison cell...

- 01-20 Awaiting trial
- 21-40 Awaiting execution in 8 days
- 41-60 Serving five years at hard labor
- 61-80 For desertion from the army
- 81-00 For molesting a noble's wife

51-70.....Party awakens to discover that they have:

- 01-20: Aged 1D10 years
- 21-40: Grown 1D10 years younger
- 41-60: Died and been reincarnated randomly as per Druidic spell
- 61-80: Died and been reincarnated randomly as per Magic User spell
- 81-00: No memory of anything prior to awakening

71-80.....Party awakens to discover that they are in strange bodies:

- 01-25: Sex changed
- 26-50: In each other's bodies (exchange stats)
- 51-75: In totally unfamiliar bodies (roll new stats)
- 76-00: In monster bodies (as reincarnation)

81-90.....Party has been teleported to Elysium

- 01-25: And must bargain with the gods to be returned to the Prime Material Plane
- 26-50: And must entertain the gods in order to be returned to the Prime Material Plane
- 51-75: And must explain their presence and negotiate to be returned to the Prime Material Plane
- 76-00: And have been chosen to champion the cause of the gods in a fight against a random Hero opposing the gods.

91-00.....Party has been teleported to Hades. Use table above for alternatives.

FATAL INTERVENTION TABLE

- 01-10.....Character develops fatal hemophilia, will lose 1 HTK per round till dead
- 11-20.....Character is struck down by lightning during freak storm
- 21-30.....Rift caused by earthquake swallows up character then closes immediately
- 31-40.....Character contracts untreatable disease and will die within 24 hours
- 41-50.....Character struck with apoplexy at sight of next foe
- 51-60.....Character struck down by uncontrollable diarrhea, and will die of dehydration within 24 hours
- 61-70.....Character is teleported to one of the elemental planes and perishes
- 71-80.....Character teleported to the Negative Material

Plane and perishes

- 81-90.....Character's skeletal structure dissolves: death results in 1 round

- 91-00.....Character's blood turns to crystal: death is instantaneous and painless

Note to GM: The Gamemaster must not over look the possibility that a single player might have to simultaneously endure the attentions of many gods. And might find himself trying to accomplish conflicting goals. Furthermore, the situations explicated in these charts does not mean a character cannot sue for additional help from his god (or gods). Such additional divine intervention must be accompanied with the proper prayers and sacrifices appropriate to the complexity of the request and the gods invoked.

Circe

Personal Data:

Race: Human
Armor Class: 4
HTK: 69

Strength: 09
Intellect: 18
Insight: 15
Stamina: 15
Dexterity: 17
Appeal: 20

Abilities:

Profession(s): Magic User/Druid
Skill Level: 12/9
Alignment: Chaotic Neutral

Spells:

Druid		MU	
Level	1st: 5	Level	1st: 5
	2nd: 4		2nd: 4
	3rd: 3		3rd: 4
	4th: 2		4th: 4
	5th: 1		5th: 4
			6th: 1

Spells normally used: MAGICAL— Detect Magic, Enlarge, Friends, Shield, Fools Gold, Mirror Image, Shatter, Wizard Lock, Blink, Gust of Wind, Monster Summoning I, Slow, Massmorph, Monster Summoning II, Plant Growth, Polymorph Other, Animal Growth, Distance Distortion, Monster Summoning III, Stone Shape, Control Weather

DRUIDIC— Detect Magic, Entangle, Invisibility to Animals, Predict Weather, Purify Water, Charm Person, Cure Light Wounds, Fire Trap, Obscurement, Call Lightning, Neutralize Poison, Summon Insects, Animal Summons I, Cure Serious Wounds, Control Winds



Besides her magical powers, Circe has some special innate powers and some very special magical items. To help her deal with all the different sailors which come to her island, she can naturally Comprehend All Languages. Also, due to her study into the field of polymorph, she has become immune to any Polymorph spell herself. Through her studies she has also gained impressive knowledge about plants and their effects on mortals. She will be able to prepare potions, based on plants, just like an Alchemist.

Magical Items

Circe also has some powerful magic items. Note: the two armbands are not in her possession at the beginning of this adventure.

- * Ring Of Protection (-6 to Armor Class, +1 to saves)

- * Wand of polymorphing (Unlimited Charges)
- * She will have one of each potion listed on the potion tables **except** Dragon Control, Oil of Etherealness, and Giant Strength. She might give one or two of these potions to help a party, and if the party recovers her armbands she will give, as promised, each character one potion from her vast stock of potions.
- * The Armbands of Power:
 1. Allows any pool of water to be used as a Crystal Ball
 2. Control Weather as the Druidic Spell.
 3. Invulnerability to Spells below 5th Level
 4. Grants 10% Magic Resistance
 5. Wearer may cast one Heal spell per day

Into The Hall Of Heroes

Adventure written by
Paul Karczag

There are a number of simple methods to introduce this adventure into a gaming world. The easiest is simply have the characters on a ocean voyage from Somewhere to Elsewhere when a storm brews up and blows them totally off course. After a few days of fruitless wandering (with supplies running low and sharks in the water) they sight Circe's island chain.

Another tried and true tactic is the humped-back-old-man-with-a-treasure-map formula. This invariably creates lots of suspicion among the players, but since they realize the Gamemaster has nothing else planned for that particular saturday afternoon, they usually go along.

It is very important that the characters do not know they are about to encounter Circe. Nor should she introduce herself as Circe. If the players have any knowledge of classic Greek mythology then they would have an unfair advantage over the Gamemaster's limitations. The trap here is to let the characters fall by their own weak will power and/or vices. Just describe the scenes hereafter without the names that might give the sorceress away (it is not improbable that she is aware of her infamy).

In any case the arrival of the party on Circe's island will not go unnoticed, but Circe will not immediately rush out to greet the visitors, preferring that they come to her of their own will and inquisitiveness. If the party climbs to the highest of the hills surrounding the anchorage, they will be able to see her palace, and journey to it unmoled by Circe, her daughters, or Circe's lions (who roam freely over the entire island). The lions will be visible, but will avoid the party if approached.

As the players approach the palace, Circe's daughters will come out and greet the party, escorting them to the palace. They will shower the party with rose petals and garlands. Inside, Circe will come out and greet them, carefully avoiding her true name, and order that a feast be prepared in their honor.

She will linger among them just long enough to pique their interest, then retire to her chambers. As the sun begins to set, the adventurers will be seated on either side of Circe in the main hall and the feast will commence. Circe's daughters provide a banquet worthy of a king. Each dish is tasty and exquisitely presented, and each contains a liberal helping of a magical powder prepared by Circe that will negate any individual saving throw against being charmed or polymorphed. Once a drop of wine or a morsel of food is consumed, the party will be at Circe's mercy.

In all her actions, Circe is soft-spoken and gentle, as are her daughters. She is a lavish hostess and goes to great

lengths to amuse her guests. It is here that Circe begins her testing of the men.

During the banquet, the party will be entertained by Circe's daughters who will perform dances, recite poetry, and sing in soft melodious voices. They are clad in gossamer gowns and wear a subtle and haunting perfume whose scent clings to the adventurer's clothes and skin. These women try to please their guests in every way and, in fact, will attempt to seduce each member of the party. Those unfortunates who fall prey to the girls' charms will be allowed to enjoy their short-lived victory, but immediately afterward will be polymorphed into beasts and removed to the pens outdoors. This will happen in the privacy of each girl's boudoir and, because of the powder the characters may have ingested, will have no saving throw against the polymorph. The same powder is mixed with the lipstick and perfume of the women, so anyone who foregoes the meal, but not the woman, will also forfeit the save.

Once again, these midnight trysts must not seem insidious to the remaining characters. The Gamemaster should explain to them only that these certain amorous characters are gone. Let *them* figure out why it was these certain men. Circe and her daughters will say they know nothing and will weep if verbally attacked. If physically assaulted, they will defend themselves.

The survivors of the first night's testing will be invited to share an intimate supper with Circe herself the following evening. After the men have been bathed by Circe's daughters (#4E Palace map), their bodies anointed with pleasant perfumes, their hair dressed with wreaths of flowers, and gowned in gossamer tunics, they will be led to Circe's private hall (#5 Palace map).

Once again they will be wine and dined in the most luxurious manner. Once again, the food and drink will be liberally salted with Circe's magical powder. During the meal, Circe's fairest daughters will play stringed instruments or sing while others perform dances that are very provocative, and finally, remove their gowns and stage acts of love designed to arouse even a stoic's passion. If the guests are aroused, the girls make it very obvious that they long for the character's embrace. Only those who still resist are escorted to Circe's bedchamber (#6 Palace map), where Circe herself attempts to seduce the remaining character(s).

Circe's seduction is the final test. Those who submit will suffer the same fate as their companions. Those who comport themselves with restraint and do not attempt to take advantage of Circe's very obvious charms will be viewed with respect by the sorceress. A way for the characters to

have their cake and eat it too is securing a promise from Circe not to harm the character if he sleeps with her. Circe will give such a promise—if it is asked of her.

If a stalwart character is found among the members of the group, she will speak honestly with him and request his aid in the recovery of her ivory bracelets. In return for this favor, she will be willing to return his companions to their normal forms.

There is a good possibility that *all* the characters will fail to control themselves and the entire party ends up as a ill-fated menagerie. The Gamemaster should remember that there is a 1% chance per day (cumulative) that the character will end up as meat for the lions or the table.

However, the characters are not totally lost. If (and only if) the party is totally caught in Circe's web, then about a week to ten days later (just to make the group sweat out a 10-15% chance of being eaten) Odysseus should appear. He has just finished his trip to the Hades and is returning to Aiaia to say good-bye to Circe before going home. Circe will plead with him to rescue her ivory bracelets and Odysseus will relent, but will not want to go alone. He will ask the

Magic Users to restore some of the warriors she has turned to livestock. Enter the adventurers. This time Circe and her daughters will jeer and deride the group and will serve them the same food they were fed while in animal form.

Odysseus

Armor Class: -1

Move: 3

Hit Points: 101

Number of Attacks: 2

Damage/Attack: per weapon type

Size: Man

Alignment: Chaotic Neutral

15th level Fighter

Strength: 18 (34), *Intellect:* 16, *Insight:* 18, *Dexterity:* 16,

Stamina: 17, *Appeal:* 18

As soon as the characters have set foot on the island where the Hall of Heroes is built, Odysseus will leave. He explains that he agreed to the mission only so Circe wouldn't try to stop him from going home. His ship is off the coast of the main island and will return immediately. If the characters attempt to follow him, he will threaten to tell Circe that they were cowards and turn them all back into pigs.

Circe's Island

The Islands

AIAIA, the main island, is the home of Circe and her maidens. The island is encircled by tall, rolling hills, while the center of the island is pleasant meadow island.

IEALIA, is located due west of AIAIA. The treacherous IEALIAN coral reefs comprise most of the island and, being constantly awash, are very hard to spot. Three small coral islands rise above the reef, and many a ship has tried to sail between them only to discover to the crew's horror that they had run aground on a coral reef. Circe has aided the deception by maintaining a nightly beacon fire atop the point of land between the southernmost two islands.

AILIAI, at the northeastern tip of the main island is inhabited by several packs of giant sea turtles. The island is fairly flat; the land mostly sandy and barren. Circe will not take kindly to unwarranted slaughter of the creatures and will deal severely with any offenders.

AIAEU, just east of AILIAI, is a small volcanic island. The land is covered with scrub and is uninhabited. Circe will send the party to this island (see introduction to Hall of Heroes) to fulfill an errand before she will help them leave the island and sail for home.

ESIAH, south of AIAEU, is better known as the Island of Tears. It is named for the fields of wild islands that grow in profusion over its entire surface.

AAILIE, along the southeastern coast of the main island, is an unpleasant jungle-covered island. Mostly swampland, it is populated by venomous snakes and large, vicious spiders.

YIALOI, the southernmost island off the west coast of AIAIA, is a barren and lifeless land covered with jagged rocks and coral.

Circe's Palace

Circe's palace is a marvelous structure of marble columns and arches draped in walls of gossamer veils. These walls are made from a shimmering substance spun from the scales of goldfish. It is a gift from Circe's mother Perse, the ocean nymph. By day, the gossamer is sheer, but by night, it darkens and becomes totally impervious to light. The gossamer is immune to fire, and the sharpest blade will not mar its delicate weave. Circe and her maidens are able to part the substance and pass through at will, but no other hand will cause it to part or open.

#1 Palace Courtyard

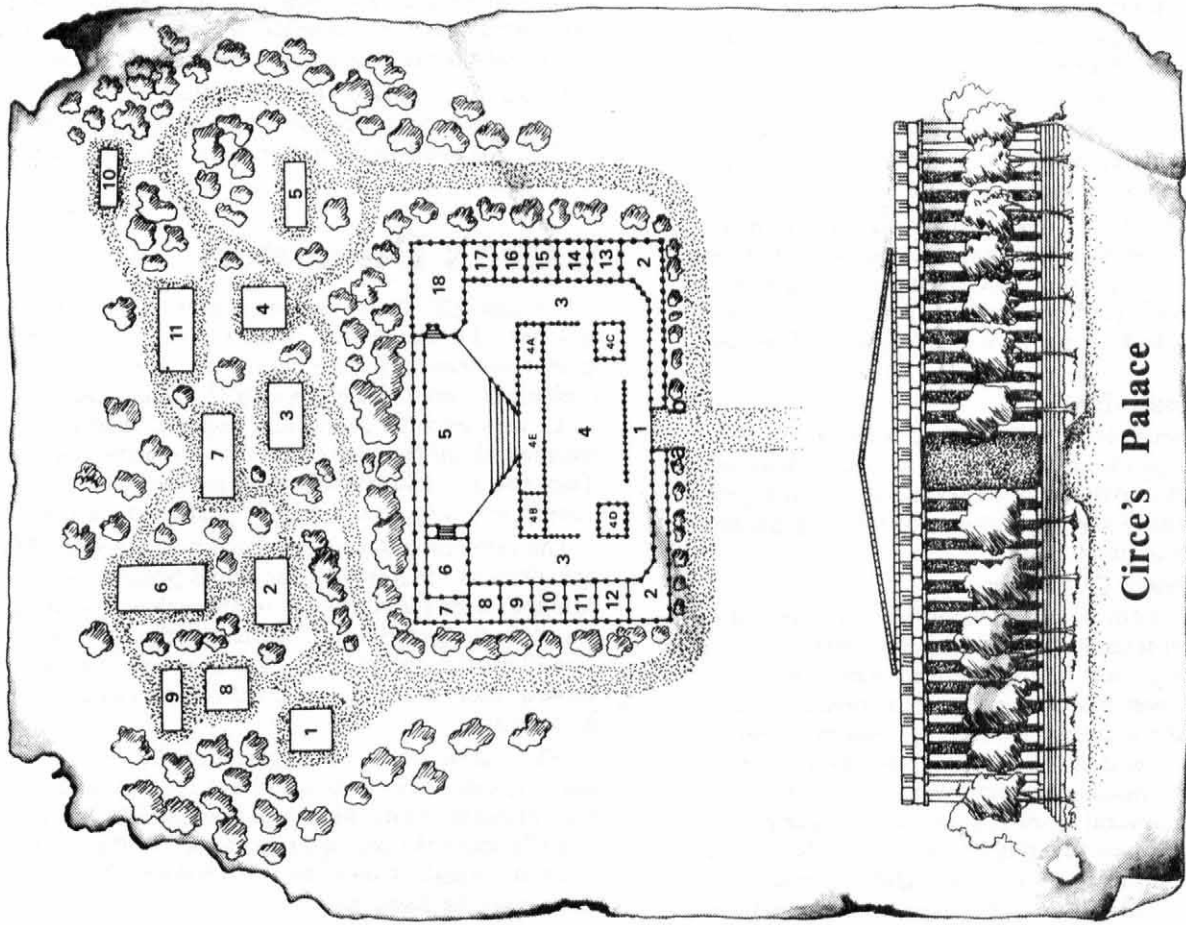
This courtyard, flanked on three sides by marble columns, is covered with a well-tended lawn and a profusion of wildflowers growing along the columns. To the north are the two entrances to the main hall. By night, the gossamer wall (between columns a & b) securely seals off the entire complex from outside intrusion.

#2 Maidens' Quarters

These two areas of the palace house the younger maidens (all daughters of Circe). The halls are furnished with lots of large pillows strewn about the floor. The rooms are decorated with vases of flowers, urns of floral scents, and small turtle shell boxes and tables.

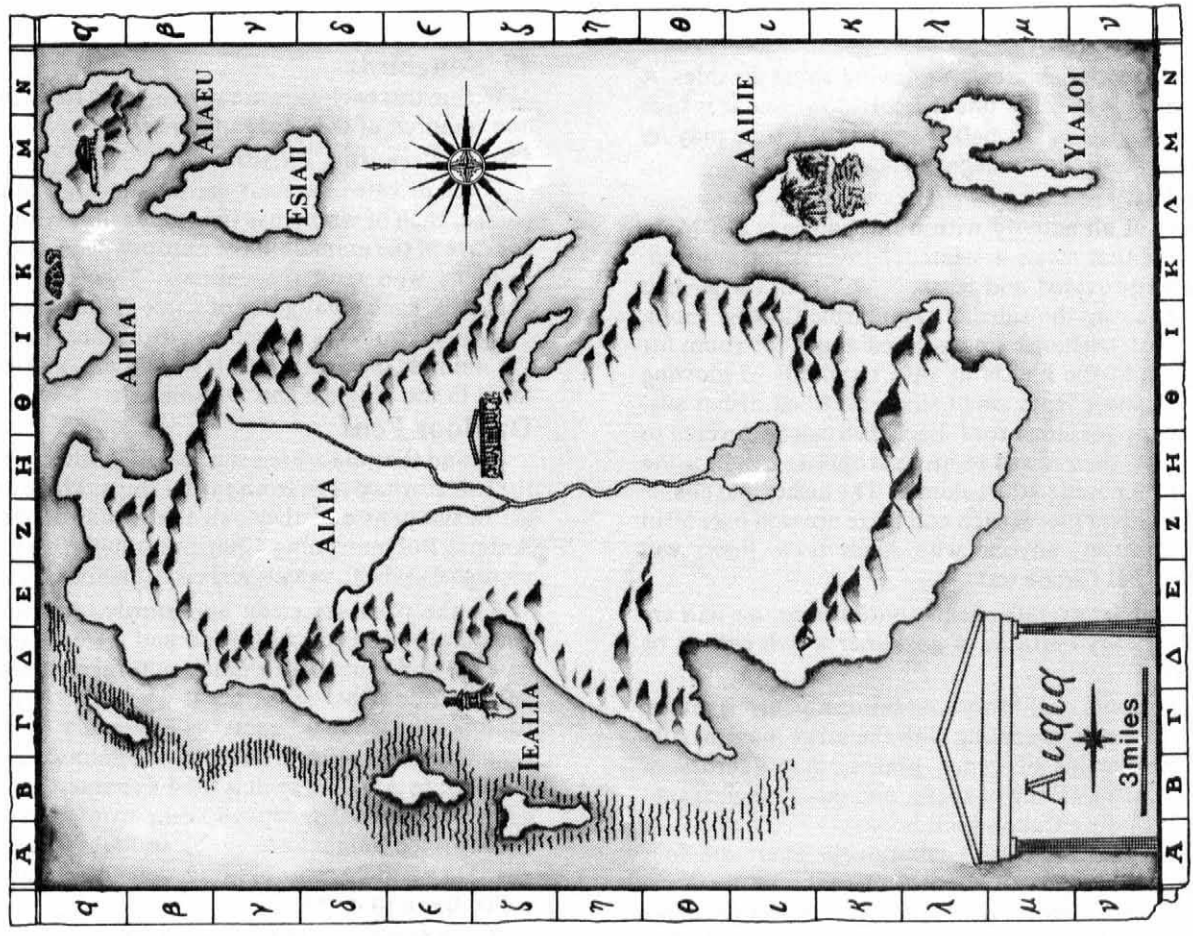
#3 Open Air Corridors

As in the courtyard, the grounds consists of a well-tended



SCALE: 100 ft.

STAIRS ≡ GLOSSAMER WALLS AND COLUMNS -----



carpet of grass, with field flowers growing along the sides. A number of marble benches line the corridors, and it is here that the young girls of the palace spend their time playing and studying under the tutelage of their elders.

#4 Main Hall

The center of all activity within the palace is the Main Hall. It is here that meals are eaten, conversation enjoyed, entertainment provided and feasts held. Small turtle-shell tables are set along the sides of the marble-floored room, and large, plush cushions are scattered about the room for seating. By night the hall is lit with hundreds of glowing lights that emanate from small silver oil filled dishes suspended from the gossamer roof. Each dish can be lowered to be filled and lit, then raised to an appropriate height using silver chains anchored to the columns. The dishes and chains are worth 150 silver pieces each and there are well over 50 in the room; however, anyone who steals these lights will automatically fail Circe's test.

The four smaller private rooms contained in this hall are separated by heavy curtains of gossamer which cannot be seen through.

4A: This room is a library containing numerous tomes, books and scrolls dealing with the other magical subjects properties of gems, plants, manufacture of potions, the weaving of spells, and other magical subjects (including Circe's spell books).

4B: This room is Circe's laboratory. There are four tables holding the usual paraphernalia of research: scales, small dishes, dissecting knives, bowls, glass jars, and vials containing various substances including all spell components for spells up to 8th level.

4C: This room, used for the treatment of the ill, contains a number of pillow beds, small tables and several shelves holding ointments, unguents and potions.

4D: This room is used to segregate the maidens who are close to giving birth. They are tended by several young women at all times.

4E: The entry hall to Circe's private chambers is paved with tortoise shells inset with silver. In the center of the room there is a pool of warm flower-scented water. Those whom Circe intends to entertain in private are led here, bathed by maidens, and dressed in fine gossamer robes.

#5 Circe's Private Hall

This large room is lavishly furnished with many items salvaged from ships wrecked on the Ielian reefs. There are statues of gold from Athens, fine carvings from Italy, precious tapestries from Assyria, plush carpets from Egypt, and many other items of great value.

#6 Circe's Private Chamber

Circe's private room is simply decorated. The ground is covered with well-tended grass. Along the west wall is a round pedestal, eight feet in diameter that supports a mattress of goose feathers in a casing of golden gossamer. Scattered on top of the mattress are fur rugs and many small pillows. Along the east wall, just inside the entry to the room is a natural pool containing warm, scented water. Near the pool are several vases of scents and flower petals. Growing by the pool are two bushes. One is the plant *Moly* which will cancel the effect of Circe's magical powder. The other is poisonous and will kill a character in 1D6 turns from eating its leaves or berries (save versus poison at -1).

#7 Songbirds

Within this enclosure are several large trees, many shrubs, and hundred of colorful songbirds.

#8-18 Private Chambers

These private chambers are for the High Maidens of the palace, each of whom has the responsibility for supervising the care of the animals in the outdoor pens, and training the maidens who tend the animals. There are twelve Elder Maidens, each a daughter of Circe (as opposed to a granddaughter), who was chosen by virtue of her skill in handling the animals, her ability to teach others, and her advancement in the Magical and Druidic arts.

Outdoor Pens

Behind the palace are a number of animal pens that house the transformed men from earlier ships. There are 242 animals in the pens and they run the gamut of the Human to Animal Polymorphing Chart; although there seems to be more goats, rabbits, weasels, and swans than other kind of livestock.

All the pens are clean and sturdy, and the occupants constantly provided with food and water. Circe's maidens care for and protect all animals natural and transformed. A curious side effect of the herbs which Circe mixes into the food is that while a "guest" is physically transformed, he retains his memories. A transformed animal cannot talk, but if a Talk to Animals spell is used a character can communicate with the polymorphed compatriot. Despite this, the transformed humans are unable to harm Circe or her maidens. They will do their bidding, defending them to death, if called upon to do so.

Any adventurer unwise enough to summon animals by spell, will have a 75% chance of summoning one of these enchanted beasts. These beasts will promptly join sides with Circe and her maidens against the summoner and his party.

South of the palace, there is a small lake where over one hundred Grey Swans reside. These were on one of the ships that ran aground on the reef and Circe has been raising them ever since.

Circe's Daughters

Circe has 129 daughters and granddaughters. Of this number, 42 are under the age of 13, and will seldom be seen except in area 3 (palace map) receiving instruction from their older sisters. There are also 27 young girls, over the age of 13 who tend the flocks and much of their time is spent learning about the care of animals from their older sisters. They too are seldom seen, except when performing their chores, and they do not usually participate in the feasts.

The remaining daughters, known as the High Maidens, constitute the majority of the island population. The High Maidens wash the clothes, cook the meals, tend the gardens, entertain the guests and perform all other domestic chores. The 12 most accomplished maidens are chosen each year to serve as Elder Maidens, the chief teachers and overseers for all activities.

While most of Circe's daughters are fiercely loyal to their mother, there are those who have rebelled against Circe's eccentricities. No daughter will ever harm her mother intentionally, but if the characters try to befriend a daughter then there is a small chance the truth behind Circe's nefarious testing will be discovered.

If meeting a daughter, except during the feast, and

attempting to pump her for information, subtract her appeal from the character's appeal and use the resulting number as a saving throw for the maiden. Any magical modifiers for saving throws can be used. If she does not make her save, she will have fallen in love with character and will warn him of Circe's plan. She will also tell him of the plant in Circe's private chambers that will negate the magical powder in the food. Each character can only attempt to seduce one girl a day.

Circe's Daughters Table

Note to GM: When it is desirable to determine information about Circe's maidens (daughters), use the table below. Roll a percentage and read across the column, or, for a wider range, roll on the table once for each column. All of the maidens thus encountered are High Maidens. Elder Maidens should be considered to have a minimum Appeal of 17, and a Skill 8 in Magic ability and Skill 6 in Druidic ability

% Roll	Appeal	Mu/Skill	Dr/Skill
01-05	13	3	1
06-10	15	8	3
11-15	17	7	3
16-20	14	0	2
21-25	12	5	5
26-30	16	1	3
31-35	15	3	0
36-40	18	0	1
41-45	15	5	3
46-50	14	2	2
51-55	18	1	4
56-60	18	6	4
61-65	17	3	5
66-70	15	2	3
71-75	14	1	1
76-80	14	1	0
81-85	17	0	0
86-90	15	3	0
91-95	16	5	1
96-00	15	2	0

Into The Hall Of Heroes

Circe will not be able to help the characters find their way home unless they retrieve her ivory armbands from the Hall of Heroes. She explains that without them her ability to view the rest of the world has been lost.

She cannot herself go because the hall was placed off limits to any woman by the (male) gods. But one day Hermes came down and prophesied that a band of men loyal to Circe would be able to enter the Hall, brave the dangers, and recover her armbands.

If there are any female adventurers in the group (who incidentally will be seduced by Circe and her maidens in the same manner as the men), Circe will fix a potion that will change the females to males for 24 hours. There is a 5% chance the change will be permanent which is why Circe or her daughters have not used it. Otherwise, female characters cannot go into the Hall itself (although they can adventure in the garden).

The party has the free will to refuse Circe's offer and just for passing her test, she will give them a few non-magical gifts worth 1,000 gp total. She will, however, offer to give them much more (10,000 gp) in gifts plus a magical potion each (roll randomly on charts and ignore curse potions) if they come back with the ivory armbands. She will also offer to guide them on their journey home. Such guidance will be necessary if the group is to go home; for one day after they leave, without helping Circe, a storm will brew up and blow their ship back to her island.

The gods have been watching the events and find them amusing. Ares himself has placed a wager against the outcome of the adventure. Consequently, if the party refuses to help recover Circe's magic item, they automatically have a +10% on their divine intervention modifiers and roll *four* times a day. The negative to the modifiers will increase by 1%

per day. Furthermore, any beneficial intervention will include a warning from a "nice" god that Ares is upset by the character's refusal to act like "men" and rescue the woman's trinket.

Once the party has agreed to assist Circe, she will provide them with direction, and transportation to, the island of Aiaeu. The boat journey will not take long, for Aiaeu is located only three miles from the northeasternmost point of Circe's island.

Aiaeu is a bleak volcanic island covered with eroded lava flows, small dead craters, and low hills composed of volcanic ash. The only plant growing in this hostile environment is a short, thorny bush whose flat green color contrasts sharply with the jet black volcanic background.

The only distinguishing feature of Aiaeu is a large building which stands on a rise near the center of the island. This building, constructed of chunk of polished volcanic rock, is the Hall of Heroes. The Hall of Heroes is the resting place for many of the brave men that fell during the Trojan War.

As the party approaches the structure, the only opening that can be seen is a 20' wide stairway in the south wall. At the northern end of the building, next to the walls of the Hall itself, a larger version of the flat green bush grows in thick clumps. This larger version does *not* grow near the walls surrounding the garden. These bushes reach almost 5' in height, possess large thorn-covered nodules on each branch. These nodules are a darker green than the rest of the plant. Each thorn can be easily seen, for they are covered with a bright yellow, very poisonous sap.

These large bushes are semi-intelligent. When movement is detected within 15', 1-4 nodules on 2-8 plants will explode, hurling 2-12 thorns a distance of 200 yards. Each nodule holds 6-30 thorns, but only 2-12 will be thrown in any one



direction. The force of the explosion is so great that the needle-sharp thorns are like a bullet shot out of a gun. Within the first 25 feet they will pierce shields and plate armor (adjust armor class accordingly). A Protection From Normal Missiles spell is also ineffective in defending against these thorns (although a Protection From Magical Missiles spell will work).

Each thorn delivers only 1 HTK of damage, but the poisonous sap causes paralysis if the save is not made (at a -3 to saving throw). Each 10' square area holds from 36-48 bushes; each bush contains 12-36 thorny nodules (with 6-60 thorns in each nodule).

If the players climb the rough walls of the Hall they must be careful. The bushes can open fire above them under the same guidelines. The plants have the ability to discern the difference between living and inanimate objects; they will not fire at an object that is not threatening them. Also the plants are immune to the effects of fire or frost (even magical), and Sanctuary or Invisibility spells.

If the party decides to leave the bushes alone, they can enter the garden located south of the Hall of Heroes. The surrounding 15' wall is rough and can readily be scaled. Once on top of the wall, a player can easily step onto the roof of the Hall. (Although there is no way in from the roof).

The garden contains many fruit trees, lush green grass, a gravel path, a crystal clear pool whose bottom is filled with rust-colored leaves, a large sundial, and four non-magical statues of semi-nude sea nymphs frolicking in the ocean. The walls of the garden as well as the walls and ceiling of the Hall will absorb any spell which is thrown at them and will resist all attempts to dig or blast through them. The *only* way for the players to enter the Hall is for them to solve the riddle posed on the brass tablet nailed to the front door.

The Courtyard

A gravel path starts at the entrance, leads around a pool, past a large sundial, right up to the massive double doors guarding the entrance into the Hall of Heroes. The heavy stone doors are closed; no lock is apparent and no amount of pushing or spell-casting will open the doors. A horizontal slot 4" by 12" is cut into both doors at waist height. A worn, green-tinted brass tablet is nailed to the left door with heavy brass studs. At one time a similar tablet must have occupied the right door, but now only three stud holes and a corner fragment (lower right) remain. The tablet on the left side reads:

*Here is fortune indeed
to those who gain entrance
and live*

*The key may be gained
by passing back to ages dead
these long years*

*Tears the earth goddess will shed
tears not unlike drops of blood
led to where thy first step is taken*

*Beware the apple and the asp
all is not as it seems
and changes as time passes by*

*Sharp edged peace is the goal that we all seek
with luck you may own it for a while
and enter to the perils within*

The party must first decipher the clues given in the tablet in order to proceed. If they decide to investigate the gardens, they will find venomous snakes (asps) in the grass, invisible poison-coated thorns on all the fruit trees, and toxic acids in all the seemingly delicious fruits.

The sundial, made from a brass face-plate and a brass indicator arm mounted on a marble pedestal, shows the correct time. It is large (the face is 2 feet across) and massive; the party cannot move it or tip it over.

If the party deciphers the first clue about the tears, they should send someone into the pool to inspect the bottom. The bottom is covered with leaves (the Earth Mother's tears), but is otherwise quite ordinary. If the sides of the pool are felt or probed, a small passage will be detected. The passage leads north. The walls must be felt for the passage to be noticed, for it is concealed with a permanent illusion that duplicates the other rocky walls of the pool. The water-filled page leads upward and eventually emerges in a small air-filled chamber. When the character surfaces and feels the rocky roof above him, a small lever will be felt. If the lever is pushed to the up position, the indicator arm of the sundial above can be moved.

The indicator arm currently points east. As the arm is rotated counter-clockwise (it cannot be moved in a clockwise direction), it will stop at each of the main compass points. Each time the arm is moved the party moves back in time. At every compass point, the air will shimmer and the scenery will change right before the adventurer's eyes. Only the outer walls of the garden and the sundial will remain constant. The area outside the garden will appear to be a hazy mist. Anything put outside will be lost in the intersecting Time Fields and may not return into the garden.

The party is traveling back in time through seven different time zones. They must fight the monsters and recover the pieces of the magical sword named PEACE, though they only have the poem as a clue to their mission. If they defeat the monster(s) in a time zone, but do not recover the missing "piece," the indicator arm cannot be advanced. Remember, the indicator arm may not be moved clockwise (towards the future); the party must proceed back in time until all of the pieces of the sword are found.

Indicator Area Descriptions

NORTHEAST: Suddenly, all the trees disappear. The garden area is covered with tall grass. Four Wereboars (AC 4, Move 12", one attack for 2-12, HTK: 34, 36, 29, 27) are rooting at something buried in the ground. After they have been dispatched, the party can find a mounted gem (a hilt gem) at the spot the Wereboars were digging. If the gem (worth 100 gp) is held up to a light source, an imperfection can be seen. The flaw is in the shape of a dove.

NORTH: The tall grass disappears, leaving only bare earth. As the party looks around, two Anheks (AC 2/4, Move 12", one attack for 3-18x1-4 or acid for 8-32, HTK: 35, 33 [5D8]) burrow out of the ground and attack. Another (HTK: 27 [5D8]) waits below in their lair. After they have been defeated, another hilt gem will be found in the lair.

NORTHWEST: The bare earth disappears, leaving the party atop what appears to be a glacier. A giant Polar Bear climbs out of a crevasse to attack the party (*AC 6, Move 12", three attacks for 1-8, 1-8, 1-12 or hug for 2-16, HTK: 48 [6D8-6]*). When it has been defeated (either by killing it or feeding it), the party will find the hilt portion of a sword among the foul-smelling remains of previous meals that were dragged into the crevasse. The hilt will have two holes on the pommel in which the gems will fit perfectly. On the hilt, in fine silver filigree, are the words: "*We dedicate this sword to the most noble of all mortal aims.*"

WEST: The glacier disappears and is replaced by a low, warm sea. The water average 12 to 15 inches deep and fills the garden end to end. The party will find themselves in the middle of a large patch of Strangle Weed. (*AC 6, No. Appearing 7, HTK: 24, 21, 17, 14, 20, 17, 22 [4D8]*). Under the weed patch, the crossguard portion of a sword will be found.

SOUTHWEST: The sea vanishes, and the party appears on the shore of a small pine-covered island. Four Displacer Beasts appear and attack the party (*AC 4, Move 15", two attacks for 2-8, 2-8, HTK: 35, 32, 29, 27 [6D8]*). Under one of the trees, the tip portion of a sword blade (about 18 inches long) will be found. It has the letters "ce" etched on it.

SOUTH: The pine forest vanishes and the party appears on a rock cliff overlooking a rushing river 300' below. A Minotaur (*AC 6, Move 12", 2 attacks 2-8 and weapon type, HTK 42 [6D8x6]*) rushes out of his cave (20' down the cliff face) to attack the intruders. In his cave, the hilt portion of the blade (approx. 18 inches) will be found. It has the letters "Pe" etched on it.

SOUTHEAST: The party appears in a hilly area covered with palms, ferns and fungus. A cave and forge are dug into the side of the largest hill. The center 6" portion of a sword blade with the letter "a" etched on it hangs in plain sight above the cave mouth.

A party of 9 Dark Trolls (*AC 1, Move 12", 3 attacks for 5-8/5-8/2-12, HTK: 36, 28, 26, 25, 23, 19, 15, 21, 25 [5D8]*) will approach the party and demand the remaining parts of the sword. Once they have them, they will forge the weapon whole. If the party decide to fight the Trolls and kill them all, they will have to reforge the sword before they can leave the area.

Once the Trolls have reforged the sword, they will trade it to the party for a magic item. If the party decides to kill all the Trolls at this point, they will discover that a random magic item will be missing when they advance the sundial arm.

EAST: Once the arm is pushed back to this position, the party reappears in the original fruit orchard. If they then insert the blade of the sword "*Peace*" into the slot in the double doors, the huge bronze doors will silently swing open and the sword will disappear.

Main Floor

Once the party has entered the Hall, they are faced with the task of locating Circe's magical bracelets. All of the rooms on this floor, with the exception of Room #29, are crypts. Greek heroes are buried in Rooms #1-#11, #23 and

#24, while Trojan heroes are buried in Rooms #12-#22, #26 and #27. Rooms #25 and #26 are empty entry chambers. The main main hallway is paved in smooth marble and has the names of battles written in ancient greek on the walls. Both the Greeks and Trojans are considered to be Chaotic Neutral in alignment. Thus, the appearance of undead in the crypts is a result of protection provided by the gods, not the innate alignment of the person buried therein.

The door to each tomb has a plaque mounted on it. The name of the hero buried within is inscribed on the plaque (in ancient Greek). When the party opens the door to a crypt they will see a superb coffin resting on a marble pedestal. After a minute, a wraith-like form will appear and question the party about their motives. If the party is respectful and answers all questions put to them truthfully, the wraith will answer one question itself honestly. However, all it knows is the former life of the occupant and the contents of his room.

If the party decides to attack the figure or try to take any of the magic items, the shadowy shape will prove to have all the powers of a Spectre (*AC 2, Move 15"/30", one attack for 1-8 plus energy drain, HTK: 37 [7D8x3]*). After 2-5 rounds, the gods will make their displeasure known by sending 2-8 Wraiths (*AC 4, Move 12/24", one attack for 1-6 plus energy drain, HTK: 5D8+3*) to assist the entombed hero (These undead may not be turned or dispelled).

Each hero is buried with magical armor, a magical weapon, a miscellaneous magical item, and 100-1200 gold pieces worth of gems. These items may be used within the Hall with no further penalty (after all, the characters did fight a Spectre and 2-8 Wraiths for the privilege). However, if the party tries to take the weapon or items from the Hall, the gods will send a column of fire to warn them that pillaging a tomb will incur their wrath. If the players persist in flaunting the gods' laws, they will be punished for their insolence. Each member will get hostile divine interference rolls three times a day for 120 to 360 days.

The individual magic items contained in each tomb can be pre-rolled before the adventure begins. Not every tomb has to be filled since it is doubtful the characters can fight that many undead. Just stock a few rooms and then roll randomly among those few rooms for the booty the characters can use while in the Hall.

There are five sections of blank wall on the main floor. A secret door can be found in the center of each. Traps are secreted behind four of them (marked with a T). A teleport to Room #29 can be found behind T #5 (marked with a star).

Trap #1 Located on the blank wall between Rooms #21 and #22, this secret door conceals a whirling vortex. When the door is opened, anyone within 20' will be sucked into the vortex (no save). Those drawn within will be deposited in the vicinity of Circe's palace, but will be randomly shape changed into one of Circe's creatures (and fair game for her lion sons). These creatures will be normal in all respects, except they retain their human minds.

Trap #2 Located on the blank wall between rooms #1 and #2, this secret door conceals a full-length Mirror of Opposition.

Trap #3 Located on the blank wall between Rooms #10

and #11, this secret door conceals an anti-magic symbol. All magic items worn by any character within line-of-sight of the symbol and within 60 feet must save vs. magic or be negated forever.

Trap #4 Located on the blank wall between Rooms #11 and #12, this secret door conceals a unique trap. When anyone steps on the floor of the room behind the door, the rest of the floor in this level will become the consistency of quicksand for exactly 15 seconds. It then rehardens instantly—trapping those who have sunk down. (Eventually, the party will be able to extricate themselves by opening and closing the door and utilizing Fly or Levitation spells.)

Trap #5 (marked with a star on the map) Located on the blank wall between Room #12 and #13, this secret door conceals a teleport to Room #29. When the small room is entered, the character appears in the Southwest corner of Room #29.

Room #29

In the center of the northern wall of this room is a large marble statue of Apollo. The statue is not solid marble; it is full of holes. Sheets of flame cover the surfaces of the statue. The flames are, in reality, a large Fire Elemental (*AC 2, Move 12", one attack for 3-24, HTK: 70 [12D8]*). Its fire source is a large brazier hidden under the statue.

If the Elemental is defeated and the statue is moved, a large flaming brazier will be seen sitting in a six-foot deep pit. If the fire is quenched and the brazier removed, a 40 foot deep shaft will be revealed. This shaft leads down to level two.

In order to teleport back to the main Hall, a character must cross to the southeast corner of Room #29. Assuming that no one is being transferred into Room #29, the return teleport will function immediately. Otherwise, the person will have to wait one round for the sending to work.

Lower Level

L1 As the party descends into this chamber thru the hole in the ceiling, they will notice that the floor is covered with a random pattern of black and white tiles. Approaching the opening to the north (within 15") will cause a portcullis to fall from the ceiling, blocking entry to Room L4 (it takes a combined total of 41 Strength points for the party to raise the portcullis in order to wedge something under it).

There are three secret doors leading from this room; those on the east and west walls are normal secret doors. The one on the south wall is of special construction. It appears to be a normal secret door until the party opens it. Behind the door is a 6" thick wall of fine-grained cement, colored to look like the rock walls. Thus the door appears like a hidden false door.

If the party pounds on the cement they can hear the hollow room behind it. The false wall will take 40 points of damage before crumbling. Only then can the party enter Room L5

L2 Hidden behind a secret door, this room is completely dark (no amount of light will dispell the darkness). Four pairs of luminous yellow eyes peer out of the blackness, accompanied by sounds of growling. The pairs of eyes are of various sizes, giving the impression that the room is larger than it really is.

If a party member enters the room, the growls will intensify and the character will fall into a 50' deep shaft that leads to a deep pool of water containing a Water Weird (*AC 4, Move 12", strikes as six die monster-kills by drowning, HTK: 20 [3D8x3]*)

L3 Hidden behind a secret door, this small room contains a large chest. The chest, filled with chunks of marble and quartz, is locked. It has two poisoned needles in the lock, and is covered with explosive runes on all sides.

Each set of runes will deliver 6D4+6 HTK of damage. If one side is detonated, the other sides will also explode, creating an explosion equal to 30D4+30 HTK of damage (save vs. spells on all sides except first for half damage).

L4 Once the party raises the portcullis, they can enter this room. The mechanism for fully raising the gate can be seen in the southeast corner. On the other side of the 20 foot hall, 10 doors await the party. The floor of the hall consists of a random pattern of blue and white tiles.

As can be seen from the map, two of the doors are false. The rest conceal chambers that house illusionary scenes. When anyone enters one of the chambers, and the door is closed, he will be teleported to the indicated chamber. No ill effects accrue from being teleported—this area is just a time waster.

Room	Teleport	Illusionary Scene
1	5	A treasure room, complete with chests of coins, jewels and magic items.
2	8	Empty, save for blood spattered walls
3	1	A blood-stained body in plate mail lies on the floor
4	3	The room appears to be half filled with sand. It spills into the hall, but vanishes when the door is closed
5	4	Paintings of battle scenes from the Trojan War adorn the walls
6	2	A decapitated head with some sort of wafer in its mouth lies on the floor
7	6	A pendulum descends out of a hole in the ceiling, the weight swinging slowly back and forth
8	7	A headless body in robes lies atop a black stone altar

L5 When the room is entered, the characters will see a large pool filling most of the room. A large statue of

Poseidon rises from the center of the pool. Poseidon holds a trident in one hand and a sword in the other. Note: all the secret doors in this room are normal secret doors.

The pool is quite deep and houses a Water Elemental (AC 2, Move 6"/18", one attack for 5-30, HTK: 76 [12D8]). The Elemental will not attack unless the party enters the pool, approaches the statue, it opens the door to Room L8. When the elemental is damaged over half his hit points, it will disappear for a round. During that round it will swim down and open a panel to allow the Water Weird from the pit in L2, if it is still alive, to join in the battle.

The trident is a +2 Trident of Hippocamp Summoning. The sword is *Peace*, the sword that allowed the characters to open the door to the Hall of Heroes. The Trident, if dipped into an ocean, will allow the wielder to summon 2-8 Hippocampi from as far away as 50 miles. (GM must role to see if any are in the vicinity.) The Trident's master can control the sea horses' actions for 2-12 days.

The sword is a +0 magical longsword with a natural ability to shatter stone. Any animated stone creature hit by the sword (e.g.: golem, gargoyle, etc) must save vs. spells or shatter into many small fragments.

L6 When this door is opened, a shining wraith-like form of of Apollo will be seen. If those visible to the figure immediately pay homage to the form, it will secretly grant a Limited Wish to the first character to begin worshipping the figure (the player will not know he has the Limited Wish and it must be used in the next 24 hours or be lost). The figure will vanish immediately in a flash of light after the Wish is given.

If the players are skeptical to or discourteous of the god-form, it will hurl an 8 die Fireball into Room L5 before vanishing.

L7 Green Slime (AC 9, turns anything it touches into more green slime, HTK: 30 [8D8]) covers the walls, ceiling and floor to a depth of 3 inches. When first character enters this room, a huge stone block 10' x 5' x 20' will fall from the ceiling and imbed itself in

the floor, sealing in the character. Any adventurer caught in the doorway must roll under their dexterity (at -2) or be crushed by the falling block.

L8

The floor of this large room is made of blue and gold tiles arranged in a random fashion. At the four corners of the room are 12' statues of Titans. Centered on the east and west walls are large flaming braziers, which illuminate the entire room. In the center of the room is a large altar covered with gold and silver colored tiles.

Atop the altar sits a crystal dome and under the dome stand a pair of golden lions statues.

When the dome is lifted (or shattered) the huge statues of the Titans (AC 0, Move: 6", one attack for 4-24 points of damage, HTK: 65 [12D8]) animate, one at a time, to attack the party. The statues can only be damaged by blunt weapons (full damage) or by magical weapons (half damage). They save versus the magical sword *Peace* at 12 or better.

Once the party has the golden lions statues, the may activate them (by tossing them to the floor). However, if they think the lions will fight for them they will be disappointed, for the beasts will turn into Giant Lions (AC 5/6, Move 12", three attacks for 1-4, 1-4, 1-12, and rear claws for 2-7, HTK: 24, 24 [5D8x2]) and attack the party as soon as the statues are destroyed (or escaped from). **As each lion is slain, its body will disappear and an ivory armband will appear in its place.**

NOTE: If a party member puts on an armband, he will immediately be polymorphed into a huge lion (no save). Only Circe possesses enough power to transform the lion back to human form and to safely remove the armband.

The Power of the Armbands

When both armbands are worn, Circe will possess the following additional powers:

1. Any pool of water can be used as a crystal ball.
2. Unlimited ability to Control Weather (as spell)
3. Spells below Fifth level will not affect Circe.
4. Circe gains a 10% magic resistance.
5. One Heal spell may be cast by wearer each day.

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