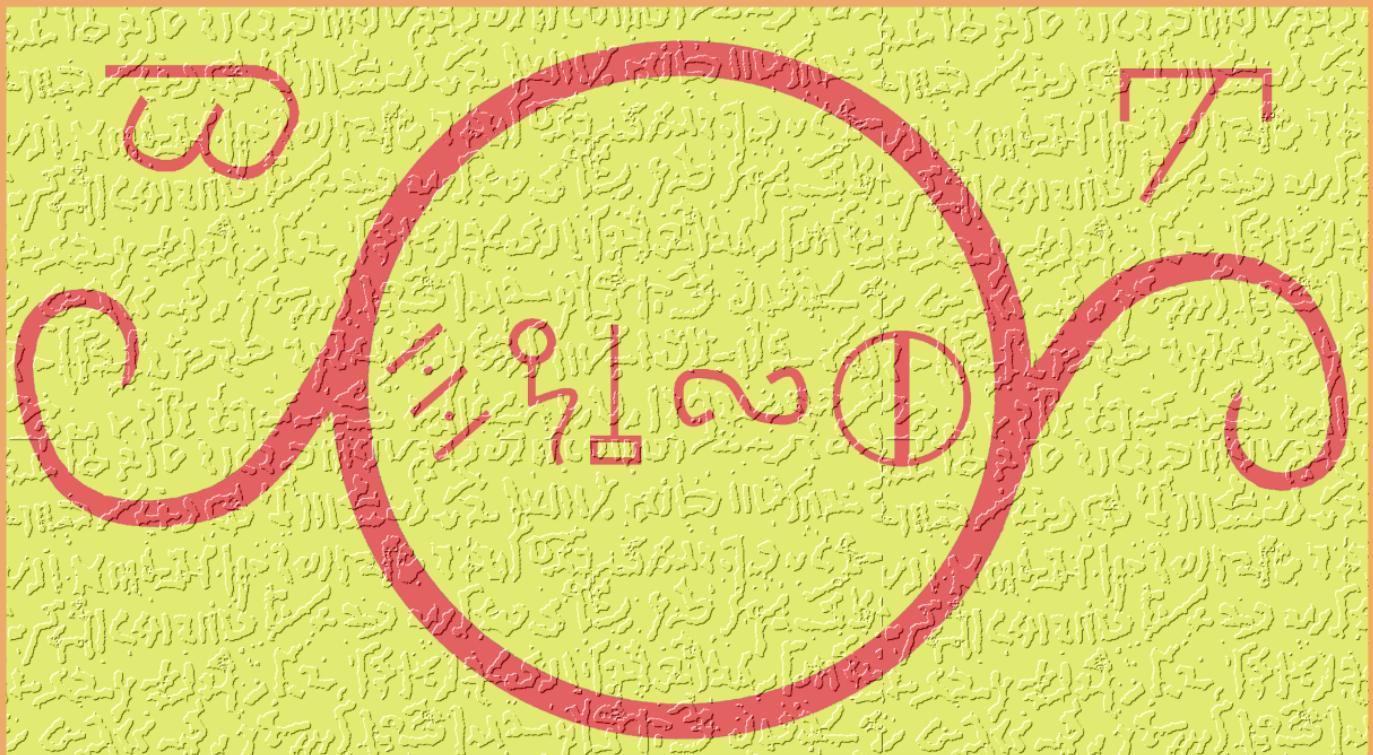


BQ1

FOR AD&D 1st EDITION

The Patchwork Man

by Jesper Udsen



At a distance, the hooded figure looked like a man with a strange gait, perhaps a club foot. But for every step they gained on him, the less certain his humanity seemed. He stopped, and much like prey at bay by hounds, he turned to face his pursuers with a snarl. They had steeled themselves, or so they had thought. Still the sight that revealed itself as he threw back his hood froze their blood. One half of his face was black as coal, and in place of his right eye, a flame flickered. The other half was scaly like that of a lizard. He raised one giant fist, oversized fingers fused together like a weathered statue.

"Don't kill him! That thing... It... He is still my father!"

Sensing their hesitation, the monster turned and bolted. They stood rooted to the spot in fascination and horror as the lumbering hulk shambled away.

"The mill! It's running for the windmill!"

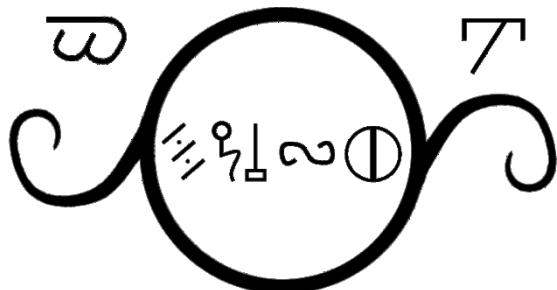


Dungeon Module BQ1

The Patchwork Man

by Jesper Udsen

AN ADVENTURE FOR CHARACTERS LEVELS 6-9



Playtesters: Peter Verder, Leon Mitchell, Jens Terstrup, Bent Castensøe

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INTRODUCTION

In the real world, most people are familiar with 'Frankenstein'. Whether they confuse Victor with his monster, and whether they read the novel or not, they know the work of Mary Woolstonecraft Shelley.

As with most fantasy worlds, the name Frankenstein means nothing in **Bandagora**. The Patchwork Man, however, holds a comparable position. He is a monster, dangerous and horrid. But compared to the destructive power of dragons, the vileness of vampires, or the magic powers of liches, he is mostly tragic.

It is not the intention of this adventure to be played as if was gothic horror, but if Ravenloft is your thing, then it's certainly possibly. It begins with an abandoned windmill with haunting creatures. The focus should be on problem-solving. Some of the puzzles might stump the PCs. If they have trouble solving them, they will still be able to finish the adventure with a little more fighting.

The Patchwork Man is set in **Hardnit**, 1102 CC. Only recently a full kingdom, **Hardnit** is a troubled place with islands of order. It is your standard semi-medieval setting with knights hunting down monsters and wizards dealing with dark forces. Just the place for a party of adventurers.

Now comes the part where you are warned to stop reading if you want to play this adventure. You can, however, find out a little about what might happen by reading *Enemies of the Sun: Tales From the Mute Banshee*, Book VI, where it plays a minor part, including mild spoilers.

If you are a DM, you're also welcome to do so. However, if you want more information about the kingdom of **Hardnit**, the Mubar runes, the history of **Kartria**, maps, and the role-playing world of **Bandagora** in general, you should probably try the Bandagora Wiki, which describes my game world. The world of the books and the world of my AD&D

campaign overlap for the most part, but are not completely identical, since I wanted my books to be original, whereas I simply imported parts from role-playing materials or other sources into my game world.

As an example, in the module, the party stumbles upon the body of a Knight Vestral. To know what that means, you'd have to read the books. However, if you check out the Wiki, you'll probably work out that in my game world, such a person would go by the less original term Knight Templar.

CONSIDERATIONS BEFORE THE ADVENTURE

It took my own group of players roughly 35 hours of game time to complete the adventure. They are a seasoned group of role-players familiar with the game world who enjoy the immersion. My players will take the time to consult the Bandagora Wiki on their phones after their character has employed the help of the magic library assistant at the Adventurers' Guild. Though obviously dominant for a time, the goals of the adventure were just one of many strands in their storylines. So I would guess a party with a more narrow focus would get through it faster. Still I expect the adventure to last several gaming sessions. Remember that the **Portfolio** puzzles may serve as "homework" between such sessions.

The adventure is fairly modular in the sense that it will be difficult for the party to move on to a new section before finishing the previous. *How the Adventure Plays Out* should help you stay ahead of the players. If one or more players do not have a suitable PC ready, consult *An adventuring party* (Appendix E).

There is a lot of treasure to be found, especially potions. If you want to reward one or more of your player characters, giving them a more 'personalized' item, you can easily replace some magic items, consult the Treasure quick reference chart (Appendix G) to find the locations and make the adjustments. It is recommended

that you place any such rewards in C10, and make up some reason for them to be there. Say one of your players have a dwarf character and you've decided that it's time for that character to find a good axe. But why would Kartrian alchemists produce a dwarven axe? Because they struck an agreement with a company of dwarves to mine the **conduitite** in return for enchanting an axe.

You will want to introduce the mubar runes to the party at some point during the adventure, or even better, prior to it. It isn't absolutely necessary, but I strongly suggest you read How To Use the Mubar Runes in Your Campaign, and make sure the players have access to the Mubar Runes Handbook. If you don't want to use the runes, you'll have to revamp **Portfolio** page 4 (Handout P4, see the **Currents Affairs Portfolio** sidebar on how to make your own puzzles).

You may also want to produce extra copies of the **Portfolio** puzzles, and of handout E1b (to cut into individual runes).

It is also recommended that you look through the ideas in Expanding the adventure (Appendix F) before playing.

Linear vs. open

I think a campaign works best when it appears open, but is in fact linear. You should give the players a feeling of control, yet guide them through the obstacle course you have prepared. In this module, the **Portfolio** serves as a rather obvious series of signposts. A lot of players will have no problem with that.

Feel free to make the players feel as if they're being manipulated. Do they still want to discover the secret of the alchemists and reap the rewards? Well, what else are they going to do? Sit around the inn hoping for a mysterious stranger to arrive with another quest for them?



ADVENTURE BACKGROUND

In the 7th century, human spell casting was revolutionized. Mostly driven by the intuitive genius of **Yondemar**, what had previously been prolonged rituals were now becoming short battle spells. The two governing principles were condensation and essence capture, methods that replaced preparation time with powerful components.

Even after **Yondemar's** death in 661, this process continued, empowering all magic fields. It was a time of excitement and discovery. Not everyone was happy, though. The alchemists believed that they were at the forefront of this research, and that they should be the ones directing it. Yet Autarch **Iktemar I** did not agree. His vision was clear: Alchemy should be part of a wizard's basic training, since this was the most obvious way to serve non-wizards. The main purpose of alchemy as it was taught in **Balvine** and **Essara** would be to prepare powerful and reliable potions. Once a regimen of standard potions had been decided upon, research would only be meaningful if the goal was to refine the production of these potions. If anyone wanted to explore other fields of study, they would have to do so on their own time at

their own expense, after completing their education as wizards.

When the idea of breeding magical beings, notably dragons, in order to study them and harvest their parts surfaced around 700, this led to a conflict. What started out as an academic discussion ended in an irreparable breach. In 702, eight alchemists, three of whom were arch mages, left **Kartria** in anger. Of the three arch mages, **Aldwin** was the group's leader, whereas **Denby 'Nistris'** was the scientific achiever, and briefly a member of the Marentian Supreme Council.

The intention of this break-out group was to found a new center for research into alchemy. For their base, they chose an abandoned experimental facility in the northern part of formerly Marentian **Servania**. The area had been lost during the Nomad invasions, but had recently been re-civilized under **Zorma**.

Fearing repercussions, they decided to stay secret at first. Their plan was that once they had acquired sufficient scientific knowledge, they would come forward and present their findings. As it happened, they would remain secret forever. At first, it was because the breakthrough eluded them. Later, they would grow suspicious of **Zorma**. **Margrave Zorma** named his firstborn **Kristiorn**. Himself born in and loyal to **Penboyn**, **Zorma** did this because his own name gave away the fact that his own origins were partly Varnasir. **Zorma** wanted his son to have a less barbarian name. To the alchemists in exile, however, it appeared as if **Zorma** was paying tribute to the Lich, whose given name was **Kristeyn**. Every wizards trained in Kartria knew that, but outside of Marentia only a few sages did. **Zorma** knew the Lich by the moniker **Ogonjok**, "the Undying". Had he known, the fact that he unwittingly gave his son almost the same name as his arch enemy would have caused him much grief.

So remaining hidden became a priority for the alchemists. They soon discovered that

they needed a source of energy to perform their experiments. So they built the mill. It looked like a windmill, and it did harvest the energies of the wind. But its wings never moved. No grain was ever milled.

Finally, after decades of experimenting, they got a breakthrough. North of the **Brindan** river, they stumbled upon a yellow glass-like substance that worked as a conduit of essence, which they would call **conduitite**. In truth, this mineral was nothing but the crumbling remains of a seal closing a rift to the Upper Plane. It would eventually lead to their doom, but for a time, what they had hoped to achieve suddenly appeared within their grasp.

Armed with their new material, they expanded the old labs. This was done mostly by magic. In their original exodus, they had brought with them a total of thirty assistants and servants, and a lot of wealth. And with the mill working, they had access to power.

As their first major success, both a practical and a theoretical one, they used this new material to extract the excavating powers of the umber hulks and transfer them onto two automatons, enabling them to expand their facilities with relative ease.

Simultaneously excited and paranoid, they decided that the new additions should be underground and protected by complicated locks and magical wards. To even find the entry, one would need two magical coins (the '**millcoins**'). Their logic was that one single wizard might be ambushed and overpowered, but not two.

With the slow but relentless progress of scientific rigor, they began by acquiring diverse beasts known to be imbued with magic. It wasn't easily accomplished, but armed with location and hold spells, they did net a few less dangerous breeds. Then another difficulty arose. Building a cage strong enough to hold such creatures was not a daunting enterprise, but the daily care and proper containment of such beasts soon began to present one. Denby

suggested that they look to the works of another wizard who had also left Kartria in roughly similar circumstances, **Brenson 'Khan'**. **Brenson** had settled close by, and though he would at that time (around 725) be long dead, he might have left behind a legacy of research. If his spell **temporal stasis** did what they thought it did, then that offered a perfect solution. Aldwin and the others agreed that it should at least be looked into.

So **Denby** traveled to **Trakiars**, where he learned many of **Brenson**'s secrets. One of which was that **Brenson** most probably wasn't dead at all, but had placed himself in a kind of suspended animation much like temporal stasis. The spell **the sleeper wakes** allowed him to wake once more when certain conditions were met. Obviously, learning **temporal stasis** was of more immediate interest, but **Brenson**'s research triggered an idea in **Denby**'s mind. One could reverse the process of the temporal stasis, fast forwarding time within the area rapidly. Such a process might reveal whether a hybrid magic beast was a viable one. Still, **Denby** was intrigued by **Brenson**'s notes on predicting the future. A process so complicated that it was practically impossible. What if, however, one could extract the essence of a city, a country, and place that 'model world' much like a ship in a bottle, then fast forward time?

Returning to more practical applications, **Denby** showed the others how to install stasis chambers and soon they began filling up what they referred to as the Zoo. Once they had gained what they thought was sufficient knowledge to extract the essence of such magic, they began building what they called the Core. A conduit to the very center of the world, not geographically, but conceptually (note: the word the alchemists used was 'astrally', a modern real life reader might call it 'meme-ish').

Then things began to go wrong. With a fantasy cliché, in their eagerness, the alchemists delved too deep. Their theory

was flawed. The 'essences' they searched for were and are combinations, not fundamental building blocks. A metaphor would be food which could be viewed as consisting of different parts, some of which are substances, some of which are flavors. Now you might break up the flavors, and you might even isolate each flavor molecule. This would be the essence. But breaking that molecule into individual atoms simply destroys it. Now they thought the Elemental Plane represented substance, and the Spirit Plane flavor. They were wrong.

They constructed an extraction chamber, where the yellow glass-like substance was turned into a sponge-like porous ball. Now all they had to do was to place something with the inherent powers they wanted to reproduce below it. Say a bird for flying, and then sympathetic magic would then simply extract that essence of flying into a bowl. It was easy, all too easy.

At first, it didn't work. Then they turned up the power. Way too high. Instead of extracting essence, the sponge tore a hole between the planes. It was now a portal that allowed access from all the planes. And things began pouring out, mostly demons and devils, eager to escape their present unpleasant habitat. Though the Core had a barrier in place to contain such creatures, it wouldn't last long under sustained pressure.

When the alchemists discovered they'd basically opened up a gate to Hell, they reacted as their morals dictated. They were Kartrians, superior to ordinary humans, which allowed them to treat ordinary people no better than trash. However, they also adhered to another cliché: With great power comes great responsibility. So they tried to close the gate. In vain. Of the six alchemists responding to the threat, soon only two remained, **Stannian** and **Denby**. Desperately, **Denby** used the spell he had been researching to enclose the gate and himself in a time bubble, isolating it from the

world by fast forwarding the time within it several centuries.

It worked. **Stannian** saw a blur of movement, then the ruined contraption and withered skeletons lying on the floor. A shimmering in the air suggested that the gate was still there, if not in use. Conferring with the two other survivors, **Aldwin** and **Risgar**, **Stannian** told them what had happened. In all haste, **Denby** had explained his plan to **Stannian**, and the three of them were familiar with most of his work.

Theoretically, the bubble with the gate would be self-contained, cut off from the world.

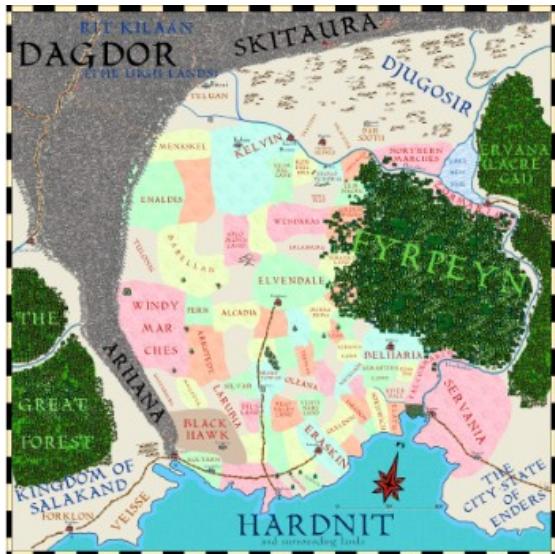
The three remaining alchemists had two major concerns, however. One was that four centuries from then, when outside time caught up with the 'bubble', that the bubble would simply dissipate, leaving the gate open. The other was that someone else might discover the bubble and decide to find out what was inside.

Aldwin, **Risgar**, and **Stannian** decided that **Risgar** would remain with the surviving assistants, removing any evidence from the mill and the lab. They decided to leave the beasts in stasis. Aldwin and Stannian decided to use the **the-sleeper-wakes** spell. Aldwin would wake up when the lab was entered. Stannian would wake up when the time in the bubble had passed. After having prepared these 'graves' elsewhere, **Risgar** was the only one who remained on his feet. Having spent a few months in the complex, he moved to **Enaldis** in 732, where he lived the rest of his days in relative quiet. He disposed of the **millcoins** he could find, except two. He was too sentimental to destroy his own, telling himself he might need it someday. He figured that one coin alone wouldn't be enough to reveal the location of the entrance. The other one he left in the secret room under the mill, allowing **Aldwin** and **Stannian** (who each still had theirs) to locate the entrance even after centuries had passed.

Centuries did pass, until the sealed gate from which the **conduitite** had been harvested began to crumble to the point of breaking. Then the patchwork men began appearing.

Ironically, **Denby** had actually engineered what he thought would be a fail-safe against the **conduitite**. Trained in **Kartria**, he and the others nurtured a strong suspicion against anything other-planar, especially demonic. So he developed a ritual based on the principles of **Drawmij's instant summons** that would instantly teleport all conduitite within roughly 250 miles (including all of **Hardnit**) and deposit it on the Spirit Plane. He figured that since the mineral was otherworldly in nature (and therefore arguably 'on loan' here on the Material Plane), the ritual would probably work even if the conduitite was currently owned by someone. When disaster struck, he didn't have the time to implement it, nor would it have made much sense to lock the proverbial barn door.

Happily, it's not too late for the party.



HOW THE ADVENTURE PLAYS OUT

Getting Started.

The party travels to **Belharas** and discovers the location of the mill.

Portfolio pages 1 and 2.

Objective: Get the PCs involved and get to the mill.

The Mill.

The party investigates the mill, where they encounter a **PATCHWORK MAN**, whom they may elect to bring (dead or alive) to **Belharas**. Whether they do so or not, they should discover the secret door in M2 leading to the basement and eventually the second **millcoin** in M14S.

Portfolio pages 3 and 4.

Objective: Find the second **millcoin** and gain access to the lab.

The Lab.

Guided by the **Portfolio**, the party should make their way past the 'elevator room' to the lab. The area is guarded mostly by golems. Hard to miss but crucial is the diagram in L3. Other items of importance are a sample of **conduitite** in L11, the codes in L8, the potions in L7, and the magic items in L13.

Portfolio pages 4, 5, 6

Objective: Find the codes to the holding cells and the sample of **conduitite** before moving on to the zoo.

The Zoo.

In order to complete the adventure, all the party needs to do here is find **Denby**'s notes in Z3S, pick up the crucible in Z17, and defeat the two monsters (the urten in room Z8 and the dragon in room Z14).

Other than that, this level essentially plays out like a classic dungeon crawl: Open the door, kill the monsters, loot the treasure. Though some of the treasure needs a little more work in order to be fully exploited, there should be some good stuff. Tucked safely away in their cages, some of the monsters can be left alone if the party doesn't want to tackle them. Without the "time codes", the party should be hard-pressed. On the other hand, with them, and armed with the knowledge of what they're up against, the challenge will much reduced compared to meeting these monster "in the wild".

It is quite conceivable that some parties will simply leave the most of the monsters alone. It is the intention that they should have that option. If you want them to clear out the dungeon, see notes on Expanding the Adventure.

Portfolio pages 7, 8, 9

Objective: Find Denby's note, the **crucible**, the **spear of banishment**, and the **essence of summoning crystal**. Enter the core.

The Core.

Once the players get past the "Mastermind"-type gate, their task is relatively simple. After besting elementals, a **modron**, and **slaad** (all which are most easily done by pressing the 'purge' button), the next thing to do is place the crucible in the magic circle. Unfortunately, this action will break a seal and the party earns the attention of the many-hued demon. Once that threat is dealt with, they can end the menace of the patchwork men.

Portfolio pages 8, 9, 10.

Objective: Use **Denby**'s ritual to rid all of **Hardnit** of **conduitite**, ending the curse of the patchwork men.

GETTING STARTED

There are several ways to get the players started:

1) The dead knight.

Assuming that the party is already on an adventure, then when they are about to wrap that up – close to or in the treasure pile if that makes sense – the PC's find a dead body of a knight Vestral. Among his belongings are the **millcoin** (handout MC) and the **Current Affairs Portfolio** (see Sidebar 1).

The knight, **Brother Ireston**, was trying to discover the origin of the patchwork men, and he thought that there was a clue, or maybe some **conduitite** in the treasure. He has died recently, exactly how should fit in with the adventure the party is already on. Returning the remains to the nearest temple or church (especially those of **Enki**, **Tyr/Vahaun** or **Inanna**) should earn the party enough trust to let them keep the two items. They will also be told that while he was out, **Emlan**, the leader of the **Vahaun** temple in **Belharas** sent a message to Ireston that he had more information on the patchwork men.

1A) A simpler version is letting the party find the two items along with a note with the name **Belharas** on it.

2) The patchwork men.

In **Belharas**, there is an abandoned windmill, where grotesque monsters sometimes haunt. These creatures look like mismatched jigsaw puzzle pieces of men patched crudely together, and the patchwork men claw at the door, climb the wings and make strange cawing sounds, demanding answers they never get. The monsters have been killed or scared off, and the local priests have tried to exorcise the mill to no avail.

Once they start investigating, they will be pointed to **Belharas**. When they get close, they encounter a **patchwork man** in the

beginning stages. He can only ramble about what happened to him. Thinking that his personal belongings they were the cause of his demise, he discarded them all, except for the **millcoin** and the **Portfolio**. He explains that the **Portfolio** told him to hand it and the **millcoin** off to the party. Though the part of the pages speaking to him sounds mad, this is actually the one that makes most sense.

2A) If you would prefer a more direct approach, you simply let the party encounter a fully 'turned' **patchwork man**. He is extremely aggressive, attacks on sight, and cannot be subdued. On his body the party finds the **millcoin** and the **Portfolio**. Tracking or otherwise investigating will reveal that he was making a beeline for **Belharas**.

3) The Adventurers' Guild.

You can start this anytime the player characters visit a large town (**Zormaras**, **Belharas**, **Enkisburg**, **Servan in Hardnit**, or **Koira** or **Enders**). If they look at the 'Adventurers Wanted' section, they will see the following notices:

3A) Merchant needs escort to **Koira/Servan** (whichever is farther).

This is just a filler, since this would be the bulk of the work adventurers do. You, however, can play this out. It should be rather boring. Each day you ask the marching order, in which sequence and how long they are going to sleep, what spells they prepare, and so on, rolling for random encounters. Maybe let a handful of highway robbers try to shake down the caravan. They should be disappointingly easy to scare off or simply eradicate. Then go to 2A)

3B) Help me find my family's treasure.

This is meant as a real dud. If the party bites, they will meet **Genord**, who is convinced that his grandfather buried a great treasure back in 1077 or thereabouts, when the Salaki were approaching (pick a nearby shire). He has no idea where. He has no

money, but offers the party a quarter of the treasure. Since there is no treasure, this is definitely not a good deal. You can either let the party waste their time and give up (then pick another option), or you could let them encounter a patchwork man (go to 2A).

3C) I need an elixir of love.

Also intended to be something the party elects not to do, especially since the would-be buyer, **Corann**, seems to be an unsavory fellow with rather lustful intentions. Of course, if they actually have such an elixir from a previous adventure, then they should be able to negotiate a good price for it. Or, if the characters somehow find the prospect interesting, you may direct the party to a nearby alchemist. When they arrive, they discover that he has recently developed a rather aggressive case of 'porphyria' and has left in all haste to find a cure (something about a mill...). If the party decides to follow the alchemist, go to 2)

3D) Help me find out what happened to my brother, the alchemist apprentice.

Of course the last one is the one that most directly starts the adventure. The brother will tell them that his brother did mention a haunted mill. Proceed with option 2).

4) The missing patron.

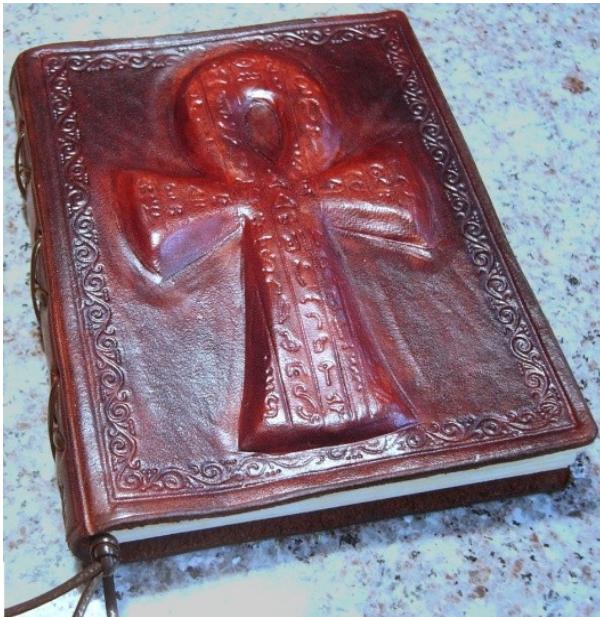
This simply begins with the party being in **Belharas**. Here they will be told that if they are willing to perform a simple task, they will be given favorable rates at **The Shrinking Violet**. Here **Raymon** wants the party to retrieve **Meliandos** and especially his outstanding debts. **Meliandos** had some pretty strange (and expensive) demands, which **Raymon** gladly catered to as long as he expected payment. When **Raymon** then demanded that **Meliandos** settled his bill, **Meliandos** gave him the **millcoin** and the **Portfolio** as a security deposit, insisting they both were incredible valuable. Now a week has gone by, and **Raymon** knows he

probably won't see the money. He gives the party the two items in return for them either getting **Meliandos** to pay up or deliver him to the magistrate (dead or alive). At this point, **Raymon**'s chief concern is that no one publicly gets away with skipping the bill at **The Shrinking Violet**.

If you use this entry point, it works better if **Meliandos** have solved the first page in the **Portfolio** partially (at least the word violet). Or you may skip the first puzzle in the **Portfolio** entirely.

5) The world is ending... (well, maybe not, but things are bad)

Not all players jump at the bait. If you need a more heavy-handed approach, then rifts in the prime material plane have allowed the many-hued demon to seep through (or this will happen soon). Terrors spread across the land (finally you get to use Appendix D in the DMG). Meanwhile, one by one, every alchemist is affected by the patchwork curse. Whatever potion they're brewing, the curse will turn them into a version of the patchwork man, a schizophrenic madman with the physique of what in real life would be described as a Frankenstein's Monster. They may be from other parts of **Hardnit**, or even **Bandagora**, but intuitively they're drawn to the windmill, looking for answers that do not exist. And unless something is done, eventually all alchemists will fall victim to this curse, and then it will spread to everybody using spells or magic items... Of course, then you'll have to work out what the many-hued demon is, but it sounds like a cool adventure for later.

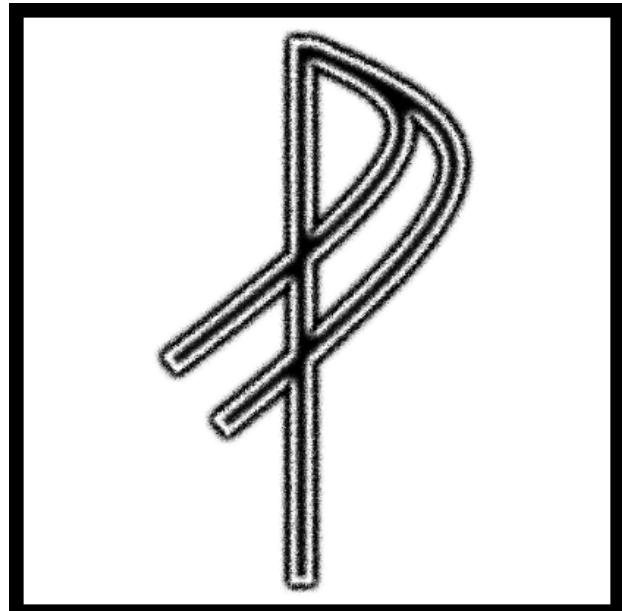


SIDE BAR 1: The Current Affairs Portfolio

A worn notebook, loose pages held together by a leather strap, filled with symbols. As you look at one of the pages, it is as if the letters themselves have slipped off the page and landed in a jumble below. You feel a strong desire to restore order from chaos. Those word form sentences. A message!

Also known as the Notebook of Thoth, the **Portfolio** is a relic of **Thoth**, and its purpose is to spread the desire to organize knowledge. In this adventure, it will be the primary driver. The **Portfolio** is an artifact, and though you would be hard pressed to find one more benign, it will eventually bend the owner's mind. In this adventure, it is trying to become indispensable as the PC's companion. It has no real motive to discover the fate of the **patchwork man**, but it thinks that the PC wants to, and it wants to convince him or her that the best way to find out anything is to read about it in a book. Prolonged exposure will steadily sap the PC of his or her adventuring spirit, causing them to want to prepare for any endeavor by studying extensively, and finally abandoning active duty altogether to become a librarian at **Mnemthosis**.

It is the intention that when the party successfully banishes all the conduitite, the **Portfolio** is 'accidentally' also banished. However, if these puzzles fit your group's style of play, let them keep it. It's easy to rule that donating rare and/or valuable books to the temple of **Thoth** will 'appease' the **Portfolio** and 'recharge' it when a hint or two is needed. If so, fallen-phrases puzzles are relatively easy to construct by using the free online tool at <http://puzzlemaker.discoveryeducation.com/FallenPhraseSetupForm.asp> For the fantasy feel, I'm partial to rhymes (which you can look up at rhymezone.com), but that's no rule. See Handouts P1-P10, also Appendix J.



SIDE BAR 2: Solving the puzzles (both portfolio pages and the others)

It's perfectly possible to solve the puzzles without anything other than brain power. However, it may take a while, especially the later ones which also involve combat. Depending on the players, this could mean they love it, or it might mean that they find it tiresome, or worse: that they disagree on how much time to spend racking their brains. As a DM, you know your players, and

know what works best. If one or more of your players are puzzle enthusiasts, and the rest are happy checking their messages or grabbing takeout, then fine. But if it creates a problem, here are a few ways to solve it. Like all the puzzles in this adventure, you can get hints. In the case of the **Current Affairs Portfolio**, this will be in the form of fully formed words (those in boldface). In the other cases, it will be noted in the room descriptions.

Here's how the PCs may get a hint:

1. Using the *insight* from the **mental acuity potions** (found in M3)

With each puzzle, the effects of drinking the potion is noted, at least for the first 'gulp'. If the players need more clues, or use the potion elsewhere, you'll have to adjudicate the effects.

Depending on how things play out, you may let the party find more **mental acuity potions** (L7 is the obvious place, but you can place them anywhere).

2. Using class abilities. Clerics or magic-users have spells that offer some kind of information. You may twist the effect of these spells to suit the circumstances, such as letting an **identify** spell give a clue with a temporary loss of 1 constitution point.

Alternately, a cleric can simply ask his or her deity for guidance. Not all deities are equally helpful, so assume that a benign one would give a hint in lieu of a first level spell. Less helpful gods may demand more or refuse altogether.

Thieves and other rogues have a lot of experience about how things work, and they also have contacts. Allow a thief to get one free *insight* per day.

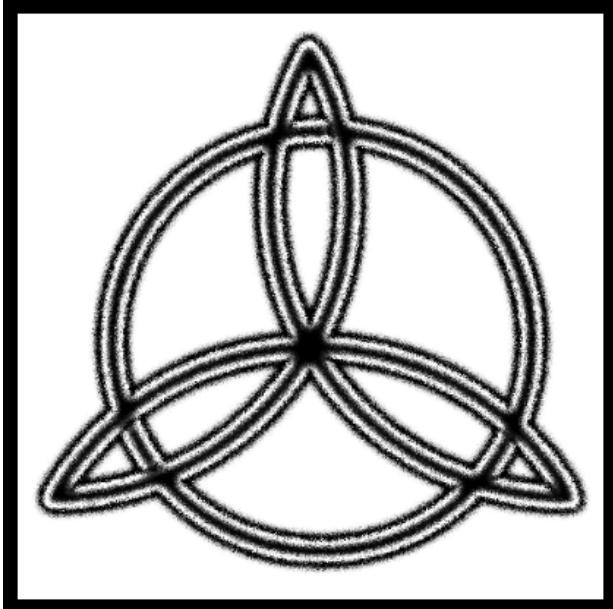
3. Battling the librarian. This applies to the **Portfolio** page puzzles. If you want the players to be able to summon an oracle in other circumstances, you'll have to make your own rules.

The **Portfolio** is really the visible extension of a library spirit. This spirit loves order, but sees itself as a benign teacher, challenging its 'students' with simple problems (such as rearranging the letters in a sentence). The owner of the **Portfolio** will know that he or she can summon the **Portfolio** by an extreme mental effort (basically expending 1 h.p.) Then anyone in the party can demand a clue. The library spirit will grant this if the PC will best them in a mental challenge such as a riddling contest, or word game. If you have a number of riddles or trivia questions ready, feel free to insert them here. If not, assume the library spirit has a Wisdom and Intelligence score of 15. Let the player choose either one of those. The DM and the player then each roll d20, whoever rolls the higher but still lower than the corresponding score, wins. If both miss, roll again. If the player rolls 20 the PC answers exceptionally stupidly and is punished with an invisible 'ruler slap' and loses another h.p.

In addition, once the librarian has delivered a clue, it is a sore loser demanding the 'last word', lambasting the PC causing him or her to lose another 1-4 h.p.

Depending on the frequency of these appeals for clues, you may adjust the exact circumstances. For example, you may simply let a PC 'buy a vowel' for 10 h.p.

If your players refuse to accept clues and solve the puzzles without help, this could end up taking some time. Feel free to have the **Portfolio** 'anticipate' the party's progress, so that you can give the players one or more puzzle to solve beforehand between sessions. Whether you do so or not, if the puzzle-solving takes up a sizeable chunk of playing time, you might also consider awarding experience points for completing puzzles without hints. I suggest something like 100 xp/per average character level for each puzzle.



My system is simple, divide the gold prices by a hundred to get a gold ducat (gd). A silver dollar (sd) is a tenth of a gold, and copper coin (cc) is a hundredth (which makes it equivalent to a "traditional" g.p.). I also have a brass bit (bb), which is tenth of a cc. Here you'll have to double them in order to calculate the equivalent number in s.p.

A list of the total treasure that can be found in the adventure is given as a DM aid at the end of the module (appendix G).

SIDE BAR 3: Treasure

A sale value is given for most of the treasure. Values are in the Bandagoran monetary system explained below.

As a general rule, if the PCs can sell or give the item in question to someone who has a direct need for it, it will represent twice that amount.

As an example, the PCs find a **longsword +1**. In the adventure, this is given a sale value of 4 gd. If the PCs give it to a henchman who can use the sword, it will effectively represent 8 gd. If the henchman already employs a +2 sword, the effective worth stays at 4 gd.

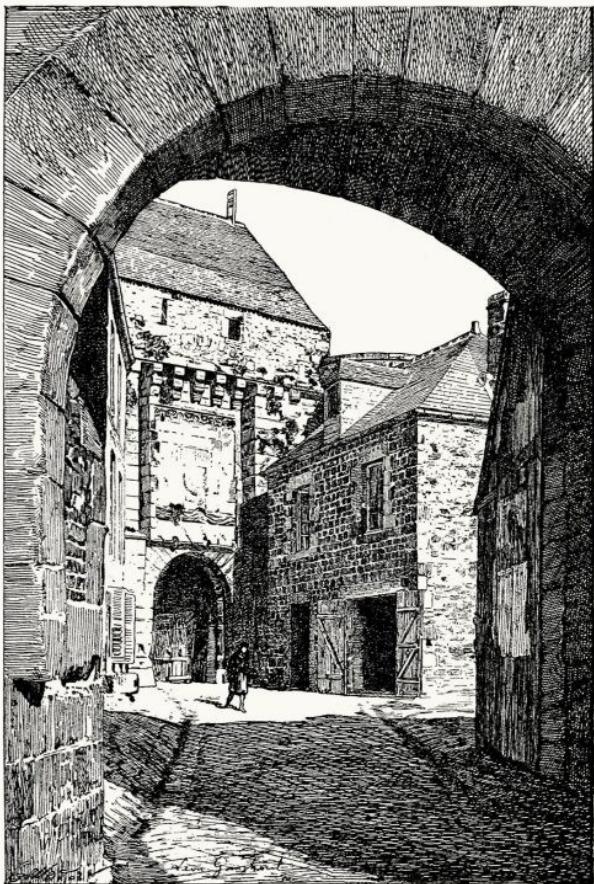
In the real world, the Emperor Henry VI demanded about 100,000 pounds of silver for the safe return of Richard the Lionheart. Though hard to estimate precisely, it's around 2 or 3 times the gross domestic product of England around that time. In AD&D terms, if we say 10 silver coins to a pound, that's a million s.p., which in AD&D equals 50,000 g.p. It's a lot of money, enough to buy you two or maybe three warships. Still, Richard arrived at Acre with about a hundred warships, so the magnitude is off by roughly a factor of a hundred.

And then there's the part where you pay 10 pieces of gold for a cow. Really?

BEGINNING THE ADVENTURE

Once the party hears about the patchwork man, the owner of the **Portfolio** will suddenly think that there could be some relevant notes in it. Whether the PCs find this odd or not, it turns out to be true. Give the players Handout P1 (it might be useful to make more copies so that more players can work at it simultaneously).

Solving the puzzle yields that 'violet' is a clue. You may give them a few false leads, but anyone local to **Hardnit** (either within the party or someone they ask) will know that a lot of adventurers are patrons of **The Shrinking Violet** in **Belharas**.



THE TOWN OF BELHARAS

Belharas is not the biggest of towns, but it is old and relatively prosperous. Five inns service the town. **The Shrinking Violet** is a fine establishment, expensive and very discreet, catering to the needs of a very select clientele for whom privacy is at a

premium. Boisterous patrons are kindly asked to take their business elsewhere. Adventurers are welcome as long as they respect this. In fact, though nobles and high-end merchants also frequent the **Violet**, adventurers make up the greater part of the clientele. Endorsed by the Adventurers' Guild, it has a number of specialists on call, such as wizards, courtesans, and artisans. It's expensive, but not outrageously so.

Today, however, things are different. Avoiding a scandal has taken precedence over discretion.

Unless the party makes an effort to disguise the fact that they are adventurers, once they arrive at the **Shrinking Violet**, they will be asked if they are interested in a job.

Raymon, the day-to-day manager, shows the party a 'wanted' poster, promising a bounty of 2 gd for Melkor, who is described as disfigured and wearing a hooded cloak. Not much to go on, except that 'Melkor' rented a room in **The Shrinking Violet** and may have left some clues. **Raymon** offers the party an additional gold ducat if they will be discreet in their inquiries, especially doing so without mentioning the **Violet** elsewhere.

Note: **Raymon** knows that 'Melkor' is really **Meliandos** (and is a court alchemist, otherwise he would never have allowed his tab to run so high), but will protect his identity unless absolutely forced to do otherwise. **Meliandos** may be a criminal, but he is still a patron.

Meliandos is an alchemist in the employ of Lord **Avelmir Nuteldon**. In his ambition to achieve better living through alchemy, he became a member of the Hardnitian Society for Self-Improvement. Unbeknownst to **Meliandos** and most of the other members, it is controlled by the Black Order who refers to society as "the gravediggers". Inspired by the Death Mask (a powerful artifact), the idea is to create a 'blank' flesh golem, unto which vital organs of a freshly

deceased person is then grafted. If that person showed exceptional abilities, say, was very strong, then the blood of the flesh golem would then be imbued with that strength, and when ingested, the blood would permanently increase the strength of the imbiber. At least in theory. Despite numerous grisly attempts, the results had been disappointing. Until **Meliandos** began working with **conduitite**...

Unfortunately, there seems to be some rather adverse side effects.

Currently, he is at the mill, sleeping most of the time as the patchwork effect ravages his body. At this point, he has lost any semblance of sanity.

The **Millcoin** (see Appendix B: New Items, also Handout MC)

Investigation: If detected for, the **millcoin** is magic (divination).

If the party are members of the Adventurers' Guild, the local representative will inform them that its general shape (the diameter and the face of the sun) conforms to a Pellan 'halo', a large gold coin worth around 6 gd. However, as the **millcoin** is obviously silver, it is more likely that it wasn't intended as counterfeit, but rather to resemble a foreign silver coin. If anyone got hold of it, they would miss its significance and simply spend it. In **Hardnit**, home of the gold ducat, the halo was already becoming a rare sight by around 925CC, which would indicate that the **millcoin** was made prior to that.

Now it seems the **Portfolio** has another riddle. Show them Handout P2

Note: the first two riddles aren't too difficult, nor is the information they gain from solving them absolutely necessary. They are meant as introductions telling the party to expect more such riddles as they proceed. From now on you'll have to decide when to present the next puzzle (consult Appendix H). You can either let it be a mental prompting from the **Portfolio**, or wait until the

characters think of opening it to see if there's anything new.

Finding the haunted mill should now be the obvious course. You may let the party ask around for more information.

The Adventurers' Guild should be a place to start. It is a relatively small outlet, where **Laris**, the local guild representative, runs the place more or less by himself.

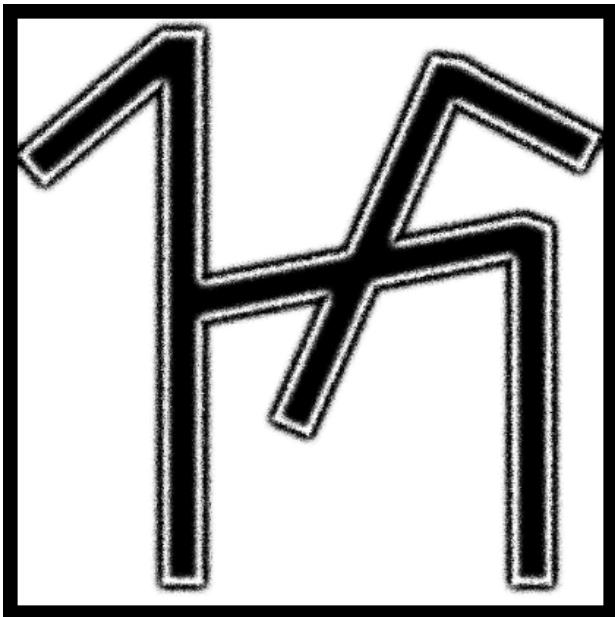
He has heard of the alchemists' affliction and is aware that some of the monsters have been reported to converge on **Belharas**, or at least **Belharia**.

He is also aware of the haunted mill, which was supposedly cleansed of evil by a knight **Vestral** a few weeks ago. He had no idea that the two were connected. He will have a map of **Belharia** the party can buy for 1 sd, though he will allow them to copy it for free. On it is the hamlet of **Arntoft**, which is in the vicinity of the mill, and the locals should be able to direct them further. Handout MB. He will also offer them a map of **Hardnit** or **Bandagora** for 2 sd. Handouts MH and MW.

Note: In the role-playing world of **Bandagora**, the Adventurers' Guild is a one-stop shop for the PCs. Here they can ask about monsters, local and world history and current events, get their magic items identified, sell the ones they don't need, buy that magic dagger the last party didn't want to keep and sold to **Laris**, get directions to the local spell-caster, blacksmith, or jeweler, and so on. If you do not want that kind of thing in your campaign, let Sir **Sueton** (see below) serve as a liaison between the party and the town of **Belharas**.

Investigation/further developments: If **Laris** is asked to find out more about the Knight **Vestral**, the next day he will have uncovered that the knight in question is **Brennan** (see SIDEBAR4), who is currently thought to reside in **Zormaras**. **Laris** will offer to contact him (for free if by letter, which will

reach **Brennan** in 6 days, 5 sd for a homing pigeon, which will reach **Zormaras** within hours).



SIDE BAR 4: Brother Brennan

Brother Brennan is 5th level cavalier. As a Knight Vestral, he answers to Bishop **Gylhaven** of **Enkisburg**, but generally helps any Hardnitian noble if asked. He has been to the mill with **Emlan** and they performed a ritual of cleansing (treat as **Exorcism** against undead). **Brennan** really doesn't know anything that **Emlan** doesn't. He will be disappointed to know that the ritual had no effect, and if possible take steps to remedy the situation. This could lead to some conflict, as **Brennan** is somewhat rigid in his views, especially when it comes to law, order, and station. He accepts adventurers as long as they respect his authority in return. If the party finds anything that appears very valuable or significant, he will insist that they bring it all before Baron **Belhar** or Sir **Sueton** and ask them what to do with it.

There are five inns in **Belharas**, of those **The Two Falcons** (relatively expensive, though not as exclusive as **The Shrinking Violet**) and **The Red Rooster** (Adventurers' Guild favorite with regard to value for money) will be the

best places for search. At **The Red Rooster** they will get a more or less accurate description of the mill (see Getting Started, option 2). Feel free to embellish the story. Most people will know that it is somewhere to the north by the outskirts of the **Fyrpeyn Forest**. Maybe they'll mention **Arntoft**. At the lower end of the scale, **The Den** (cheap, low quality, but generally safe) will give the party a lot of drunken nonsense, while **The Bard and the Maid** (basically a front for a whorehouse with pickpockets and confidence men out in force) will probably give the PCs nothing but splitting headaches and holes in their purses. **The Shrinking Violet** will yield little else than already noted: **Raymon** will ask them not to disturb his customers.

If the players visit the temple of Vahuan, the head priest there, **Emlan**, will tell them that he and Brother **Brennan**, a knight Vestral, tried to exorcise the place maybe three weeks ago on the orders of Baron **Belhar**. He thinks the place looked odd. He and only entered the ground floor and scanned the place for any undead presence. Meanwhile, **Brennan** quickly searched the place and the surrounding area for anything else. As there was nothing to be detected at the time, **Emlan** performed his ritual and they left the place. **Emlan** knows that the hamlet of **Arntoft** is the closest place to the mill, and he can give the party directions. Unless directly ordered by a superior, he is not leaving **Belharas**. He has a map of **Belharia**, which you may let the PCs copy. (use the same map, Handout MB.)

If they go to the magistrate, the local law enforcer, **Cheris**, then he is also aware of the mill. He also has a map of **Belharia**. He will confirm the bounty, and though he commands a small force, any business outside the town of **Belharas** should be handled by Sir **Sueton**, one of the baron's knights.

If the party tries contacting Baron **Belhar**, they will be dismissed at the gate. He is currently elsewhere (**Enkisburg**) and even if he were not, he won't be bothered with adventuring rabble (if one or more in the party holds a high station, you will have to adjust accordingly). If the party accepts this in good order, one of the guards will suggest that they approach Sir **Sueton**, a former adventurer knighted by the baron.

Sir Sueton will be relatively helpful. He will tell the party that the baron is greatly concerned with the patchwork disease. If they haven't already seen it, he will present the players with a map of **Belharia** (still the same Handout MB). He will tell them that they may keep anything they find as long as they do their best to resolve the matter. He will be reluctant to assist the party directly but will gladly help them any way he can.



THE HAMLET OF ARNTOFT

Arntoft is nothing more than two dozen houses clustered together, more or less in a circle, with farmland radiating out from the center. A dirt road runs through it, and the houses at the center also serve as part-time businesses, including an inn that can take in travelers if need be. Mostly it is empty during the day, but a few locals come around at night to drink a couple of watered-down

pints of ale. If asked about the mill, they will say it's always been there, though no one can remember when it was in use. The story goes that one of the witches living in Fyrpeyn cursed it centuries ago, and the wings no longer turn during the day. Still, howling and screeching sounds can be heard at night as if the wings turn at night, though no one has ever seen it and lived. When it rains at night, lightning seems to strike the windmill, even when it's not a thunderstorm. The mill is obviously haunted, and it's only a few years ago they recovered the charred body of a boy who was dared to spend the night in the mill. Now hulking figures have been seen close to the mill, even in the day. Last week Sir [sic: the correct title is Brother] **Brennan** came by, claiming he had inspected the mill on Baron **Belhar's** orders, and found nothing. He also claimed to have exorcised it of evil. The inhabitants of Arntoft wouldn't want to presume that Sir **Brennan** is wrong, but they're not going near the place except in large numbers.

THE MILL

The mill is made of stone and was built around 700 CC (with a lot of magic help, such as **stone shape** and **fabricate**), and though sturdy, it shows obvious signs of being four centuries old. The furniture is crumbling, the walls cracked, and the corners are cobwebbed, but someone has been here recently. If someone successfully tries to track in the mill proper, he or she will discover that the tracks belongs to one or more beings similar to a large human wearing either rudimentary or extremely worn footwear. These tracks are consistent with the patchwork man arriving three days ago, rummaging around the mill, and ending up in M3. The basement is devoid of tracks and cobwebs.

As a group, the alchemists lived nearby in wooden houses. This explains that though the party may find numerous tools for lab work and analysis, they will find few for building and repair. The larder in the basement was kept well-stocked in case these houses were raided. **Risgar** burned down the houses, and the rest are overgrown. Diligent characters may find remnants of these buildings, but there really is nothing of interest.

The facilities in the mill and the subterranean quarters for eating, sleeping, and bodily functions were meant to accommodate those in the workplace, especially when the process of getting to and from work got more and more complicated. As the alchemists felt they were getting closer to achieving their goals, they grew increasingly paranoid and kept adding security features to keep outsiders from discovering their secrets.

Important: The wings of the mill are designed to absorb energy, but currently this energy has no outlet. The sheer energy density had caused small rifts in the material

plane, allowing **plasma ghosts** to enter from the elemental plane. Also **shockers** (FF) appear from time to time. Unless engaged in combat or another major distraction, spell-casters will notice a slight tingle of static electricity when they cast a spell. Tally active uses of magic in the mill and immediate vicinity, including the basement. Violent spells (typically evocation spells) count as their spell level, other magic counts for one regardless of level. When the counter reaches five or more, this summons a **shocker** (FF) close to the party, possibly in the middle of combat. If outside, the party will see it as a strike of lightning coming from one of the blades of the mill, independent of the weather.

Once the **shocker** is summoned, the counter restarts (carrying remainders is optional, as is varying the hit points of the shocker). Though electrical in nature, they appear as if they are ghosts hungry to touch the PCs.

Use the Magic Use Tracker on the Mill map.

Random encounters:

There is a 10% chance of somebody arriving at the mill every 12 hours. However, each day the party spends there, it increases by 2% to a maximum of 20%.

Roll percentile dice for

Encounter	Daytime	Nighttime
Angry villagers*	01-15	-
Curious boys*	16-25	01-10
Gnoll raiders	26-40	11-40
Orc raiders	41-60	41-80
Patchwork man	61-80	81-100
The rivals*	81-100	-

*An asterisk means that the encountered people are the same, if applicable. If the party deals with them in such a way that it does not make sense for them to return, a thunderstorm (see below) occurs instead.

Angry villagers: 16 angry men from **Arntoff** show up armed and demand that the party

leaves the mill. They have convinced themselves that the party has stirred up the ghost, who in retaliation has possessed a man (turning him into a patchwork man) in order to attack the village. Most of all they are afraid, and if the party can convince them that investigating the mill properly is the best way to resolve things, then they will be appeased for at least a few weeks. As they are 0-level men armed with pitchforks and tools, they should pose no real threat. They will flee if met with true force. However, if things turn ugly, the party will not be welcome in **Arntoft**, and the villagers will send a messenger to the magistrate in **Belharas**.

Curious boys: 4 young boys from **Arntoft** are trying to spy on the party. One of them has been dared by the others to enter the mill. If the party acknowledges his presence, maybe offers him a small trophy (something of little value from the mill), he will scamper off proudly. In that case, however, they will return if rolled again. If the party ignores him for an hour or two, he will eventually tire of the game and wander off. In this case the boys will not return. Unfortunately, if the party has another encounter during that time, the boy who enters the mill risks being targeted by a monster.

Gnoll raiders: 7-13 (7+d6) **gnolls** (MM) from **Fyrpeyn** attack. They will flee once their numbers are reduced to 4 or less.

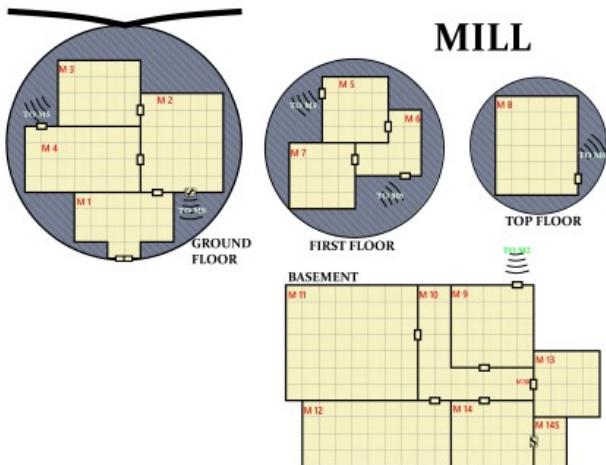
Orc raiders: 6-16 (4+2d6) **orcs** (MM) from **Fyrpeyn** attack. They are desperate to bring back loot, and will not flee unless they can grab something valuable and run away with it.

Patchwork man: See New Monsters. Roll d6 for hit dice; 1-3: 6HD, 4-5: 7HD, 6: 8HD.

The rivals: A rival adventuring party. See Expanding the Adventure. This is meant as a role-playing encounter to keep the

characters on their toes (not to have the rivals team up with them). The rivals are annoyed that the party is already exploring the mill. In principle, they are willing to join the party (as per the Adventurers' Guild rules), but are deeply suspicious that the party is withholding information and magic items. If you don't feel the situation suits your style of play, substitute with thunderstorm.

Thunderstorm: Other than making a lot of noise, a thunderstorm will generate two **plasma ghosts** (see New Monsters). The first two stay in M8 and the party will not encounter them unless they go there. If another pair is generated, then the second pair will seek out the party and attack them.



THE MILL. ROOM DESCRIPTIONS.

M1. ENTRANCE

In a crude attempt to make the mill appear as an actual mill, there are barrels and vats here. Other than that, there's a store counter split down the middle as if by a crushing force.

Investigation: It looks as if a giant has punched the counter in anger. The barrels and vats were once full of grain, now only some brittle shells remain.

The arrangement seems rather impractical, since the grain would then have to be carried through the rooms and up the stairs. A real mill would have a loading port.

M2. LOUNGE AND LIGHT READING LIBRARY

A table with chairs, two reclining chairs, a writing desk, and a bookcase are in this room.

Investigation: The books are dry and brittle, and the pages tend to crumble to the touch. They are low-quality books made by writing golems, held together by string. All of them are in Marentian, most of them are reproductions of what was considered classical works dating from the Island Concord. One exception is a biography of Autarch Politorn I (who ruled 505-534, though he is not referred to as 'the first' in the

work since it was written long before the relatively recent Politorn II (1080-1085))

Search: The writing desk covers a secret door leading to a narrow stairwell. The whole desk was designed to slide along the wall. **Risgar** placed three concealed wedges locking it in place, so either the wedges must be discovered and removed, or the whole desk taken apart in order to access the stairs.

M3. SLEEPING QUARTERS

Three simple bunk beds are here, each with a small nightstand.

Note: This was used as overnight accommodations for those working on projects that needed regular attention.

Monster: A **patchwork man** (see New Monsters) is sitting on one of the beds here. HD 7. 45hp. Unless the party is very loud, he will attribute noises to the voices in his head. He will attack, demanding answers in an incomprehensible growl. Any attempts to parley will fail within seconds as he instinctively believes that the mill holds the solution to his problems and that the party is trying to stop him from solving them by killing him.

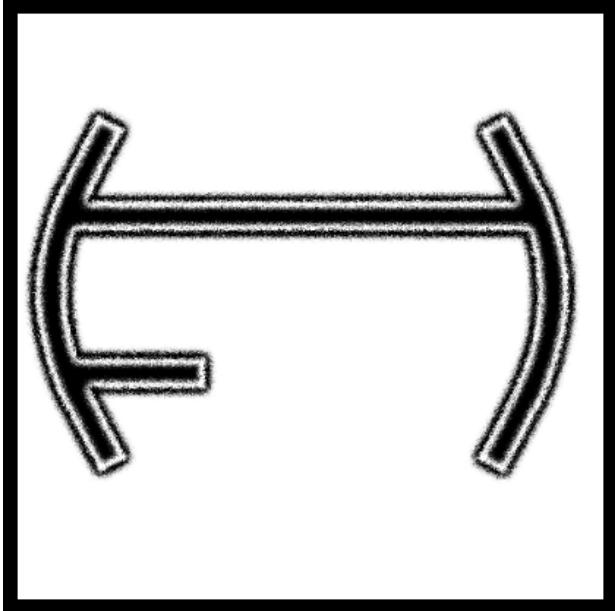
Treasure: The patchwork man's belongings:

Bracers AC7 with the ability to heal 2 hit points once per day. Unfortunately, the healing magic only recharges when the bracers are used as the primary armor. Sale Value: 10 gd

Spellbook with **detect magic, sleep, read magic, identify, invisibility, knock, and levitate**. Sale Value: 3 gd

Dagger +2 Sale Value: 5 gd

2 potions of mental acuity (See New Items and Sidebar 2) marked "WHEN IN DOUBT, DRINK A THIRD" Sale Value: 4 gd
Purse with 23 cc. Also a cloak.



SIDEBAR 5: The Patchwork Man

The patchwork man is **Meliandos**. He is not evil, but has turned into a monster. Even for the most devout of paladins, there should be no repercussions for his death. Still, the party may want to avoid killing him, either for humanitarian or for information-seeking reasons. He can be subdued normally, or brought to 0 or negative hit points. Then he will have to be secured. He cannot be reasoned with without help from a cleric. If they bring back the dead body, the magistrate will reward them the 2 gd plus possibly another gold ducat from Raymon (the manager of the Shrinking Violet).

If the party manages to knock him out and restrain him, they can bring him to the local temple of Vahaun (or Tyr), where the priests soon realize that the best they can do for him is to keep him in a sedated state by praying for him around the clock. This is obviously untenable in the long run.

To cure him, he needs **restoration** or a full **wish** spell. Though it's thinkable that Bishop **Gylhaven** of **Enkisburg** (**Gylhaven** is a high priest of Enki) could do so, it's unlikely that he would expend Enki's powerful gift on **Meliandos**. Sooner or later, if the reason for the patchwork curse is not found, there will be no other recourse than to end **Meliandos**'s miserable life.

What the head priest of the Vahaun temple in **Belharas, Emlan**, can do, is to cast **cure insanity**. This will temporarily (say, for fifteen minutes) banish the voices in the patchwork man's head, and he will regain enough clarity to communicate (relatively speaking). Much like white light is divided into the colors of the rainbow by a prism, his body is split into elemental parts while his mind is splintered into temperamental parts (think sanguine, melancholy, choleric, and phlegmatic, but also cunning, suspicious, mischievous, egoistical). Even when able and willing to communicate, **Meliandos** will act much like a paranoid schizophrenic with a heavy dose of multiple personality disorder. Though frequently interrupted by short periods of maniacal laughter, despondent silences, and answers to suggestions and comments about the PCs that only he can hear, **Meliandos** will tell the party that he acquired a small amount of conduitite several months ago. It was supposed to be a universal catalyst that would double, if not triple, the yield of a batch of potions. He proceeded carefully and methodically, and it seemed to be exactly that. In fact, even better, he was able to produce the potions of **mental acuity** with only a **mind flayer** brain and a few basic materials. Though **Meliandos** will not have the patience nor the clarity to explain why, he will express extreme elation when recounting that achievement. Usually an alchemist will have to go through a long process to determine which other ingredients mixed together will bring out a particular effect. More often than not, the original material (such as the **mind flayer** brain) will be consumed before that happened, and even if not, the alchemist then has to procure such additional materials, some of which tend to be rare. From here on, **Meliandos** will begin to break down, uttering short bursts of word. Something like: "It was, it was a success, a big one. Yes! What? Yes it was! Oh, the rash? (Meliandos looks at his right hand

which now looks much the claw of a lizard man). Not a problem! Just needed an ointment... I had just the thing. What? No! We don't speak of the Society. Shush! Ha ha ha ha! Self-improvement - what a joke! I looked for the conduitite. It wasn't.... Then the fire. There was a small fire. I put it out. You know I did. It kept burning within me. The mill. I knew the answer was in the mill. I knew. I just knew. It was here in **Belharia**. My money is good here. I knew. Just needed a few... A few more... Couldn't wait. Had to go to the mill. No, he wouldn't cheat me. No! NO! He showed me. I was at the mill. Had the potions with me. So close. The voices warned me, taunted me. Needed sleep. I couldn't sleep. So close. The cure was there. Just needed to... to find... then someone attacked me. I recognize you! You attacked me!!! Arghh..... Grrr!!! **Meliandos** slips back into his aggressive madness.

M4. MESS AND MEETING ROOM

A long table with chairs sits in the middle of this room. A few cupboards line the walls.

Investigation: The PCs may notice that there is no real kitchen in the mill. This room was mostly used during eating breaks and the occasional staff meeting.

M5. GLASS AND CERAMICS WORKSHOP

There is an oven here, and a somewhat scarred workbench. A bit smallish, this room produced glass and ceramics containers of various sorts, such as beakers, jars, retorts, mortars and pestles, crucibles, and potion flasks, especially in the early days. Later, only potion flasks were made here.

Treasure: 20 high quality potion flasks in a crate. Sale value 8 sd.

M6. LABORATORY STORAGE

This corridor is rather cramped as shelves line the walls. Once well-stocked, they are mostly empty.

Investigation: The stuff on the shelves are for use in an alchemy lab. Most of them are consumables, the less valuable bulk ingredients, such as salt, stone powder, ingots of metal, and the like. Also some of the more used equipment such as tongs, small tripods, and crucibles.

Treasure: Alchemy lab equipment. Sale value 25 sd.

M7. METAL WORKSHOP

There is a furnace here, and a rather abused workbench. As its glass counterpart, it is rather small. Not a real smithy, it was used to produce smaller metal tools such as pliers, metal stands, iron rings, tongs, tripods, and clamps, again mostly in the early days.

Treasure: High quality iron ingots. Sale value 15 sd.

M8. POWER CELL ROOM

Tubes and conduits cover the walls, many of them leading to a central table, where straps indicate that something man-like has been secured on it. Even now, glass containers randomly flash intensely blue or glow a bright yellow fading to a dull red before dying. Three violet ghost-like figures move to attack once the door is opened.

Monsters: 3 **Plasma Ghosts** (see New Monsters)

Investigation: Even though they are aged, the straps show signs of damage. The table itself is scarred by cuts on the table as if from a dull axe or knife. The straps were designed to hold the **recharge golem**, a crystalline man-like creature (see automatons in New Monsters). Initially, recharge crystal were used to hold the magic energy, but with the underground expansion, the alchemists felt it was too cumbersome to carry these around. Instead, they designed a golem that could walk by itself. Even though it was created as a receptacle, it still convulsed violently when the energy streamed into it.

Treasure: Recharge crystal (see New Magic Items). Sale Value: 5 gd

BASEMENT. ROOMS M9-M14

Note: Due to a permanent cleaning spell, this area is free of dust and dirt, and the air feels fresh. In principle, any mess the party makes will disappear. However, it is a slow process and will only be evident if the party spends several days here or returns later. The ceiling is imbued with **continual light**, giving lighting conditions much like daylight on an overcast day.

M9. PACKAGING ROOM

Two worktables are positioned in the middle of the room. Shelves and crates line the walls. A bulky metal statue stands beside the tables.

Note: At one time this basement was to be the main storage for the alchemists. The statue is an automaton. It was to carry the heavy crates and to keep out intruders. Once the PCs enter the room, it will wait for a password for one round, then move to the attack.

Monster: **Carrier automaton** (see New Monsters).

The password is in Ancient Marentian (treat as Latin): Veritas dolet; Dubium ruinas; Mendacium destruit (which translates to: Truth hurts; Doubt ruins; Lies destroy).

M10. HALLWAY

The walls are lined with clutter. Most of it is broken crates and lab equipment. Not totally ruined, just dinged up, bent, or a vital part is missing. This was stuff that the alchemists were unsure whether to repair, recycle, or simply throw away. Unfortunately, Aldwin announced that he would develop a spell that could assess the best use of the materials. He never did, and what was meant as a temporary deposit eventually filled up.

Investigation: There are many raw materials here. For example, the party could easily find something to use as spikes. If it's a little more specific, such as string that could serve as bowstring, allow a 70% chance of finding something that could serve the purpose with, say, an hour of work by a skilled person.

M11. LAB SUPPLIES

Cabinets line the wall and broad backless bookcases stand in the middle. Though most of the shelves are empty, quite a lot of lab equipment remains.

Investigation: The stuff on the shelves is for use in an alchemy lab. Much like M6, a lot of it is consumables, less valuable bulk ingredients. Also here are a few tools that the alchemists didn't produce themselves. When the mill was the center of the operation, M3 would serve most day-to-day needs, while this room stored larger quantities and a few items in rarer use.

Treasure: Alchemy lab equipment. Sale value 5 gd.

M12. FOOD STORAGE

Cabinets with filled jars line the wall across from the door. To the right hams and sausages are suspended on hooks. To the left sacks are kept. Barrels stand in the center of the room. Though hardly brimming, this looks like a well-stocked pantry.

Investigation: This is indeed a pantry filled with edible food and drink, though the contents are about four centuries old. Thinking nothing of it, the alchemists routinely laced the foodstuff with preservatives.

If you run a campaign where "tampering with the natural order" has consequences, you may let the food be tainted in some way. Otherwise, the food is perfectly wholesome. Six of the barrels contain beer,

two hold wine. Everything is of good quality, not outstanding.

Treasure: Connoisseurs will note that there are three caskets of Dacrian brandy from 695 (the text is in Dacrian, and the containers may not be immediately recognizable for what they are). Though the spirits are still quite drinkable, its value as a historic relic is probably higher. In 690, Emperor **Belizar I** decreed that in order to finance the hard-pressed Pandese army, every noble whose lands were currently occupied by the enemy would have to pay an annual fee in order to keep their title. One of the consequences was the export of Dacrian brandy. Sale value 6 (3x2)* gd. *could be a lot more if the right buyer can be found. On the other hand, if sold merely as reasonably good brandy, the sale value is 45 (3x15) cc.

M13D DOOR TO VAULT

The door to the vault has a simple unlocking mechanism. Casting any kind of spell, including cantrips (actually a cantrip may be the best option, as this will not count as a spell on the Mill Magic Use Tracker). Also expending a charge from the Crystal.

M13: THE VAULT

There is a table in the middle and cupboards along the walls.

Other than that, a guardian attacks.

Monster: **Steel Sentry** automaton (see New Monsters)

Treasure: None.

Once brimming with valuables, this room was almost depleted when **Risgar** emptied the vault of what remained. He left the lock and the guardian in place to discourage any looters.

M14. OFFICE

Immediately recognizable as an office with a desk, and several low cupboards for

storing documents. However, it has obviously been looted, for the few remaining papers are strewn out on the floor. Behind the desk (1) and opposite the door (3), large portraits of wizards adorn the walls, four in all.

Investigation: The looting was staged by **Risgar**, hoping that any intruders would think the room devoid of valuables. The papers are mostly ledgers of laboratory supplies. Once the office (which belonged to Aldwin) also stored careful notes documenting the experiments, but these were removed by **Risgar**.

The portraits are paintings which are clearly Chalmarentian in style, meant to appear as if they are mirrors with the portrayed person standing in front of them. To a casual observer, they look like middle-aged men wearing robes. There are no names, but the alchemists easily knew by the objects accompanying them. Left to right, they are Nistris I (An orange-glowing gem on a pillow), Politorn I (a scepter grasped firmly), Ashanar I (a whip floating mid-air), Celestian I (no object, but he stands with his hands spread out, invitingly).

Search: A low cupboard lies knocked over and opened. Apparently, when thrashed, it randomly landed in front of the portrait of Nistris I. The painting is, however, a secret door to the stash. Close inspection will reveal that a part of the frame can be turned much like a door handle. Turning the handle will not be enough, however, as the door is also wizard-locked, but not impervious to brute force. If the latter is used, the automaton in M14S will attack anyone entering the room.

Insight: The alchemists regarded Nistris I as their model wizard. He used magic to both unlock secrets and keep the same secrets out of the hands of fools.

M14S. THE STASH

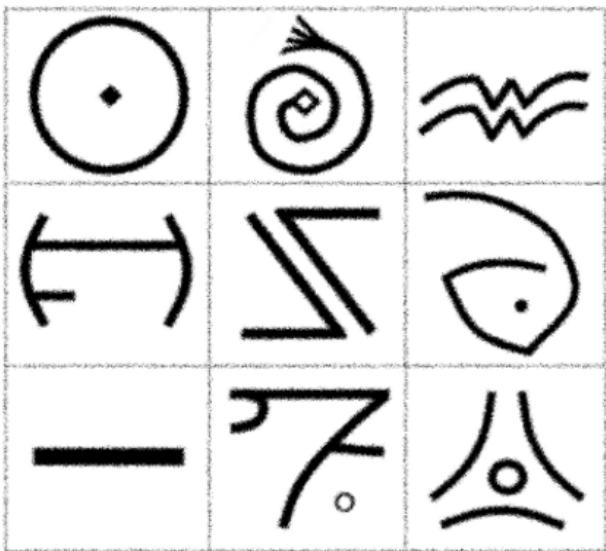
A small digging golem has been re-appropriated to act as a guardian. If the door is opened after dispelling or otherwise

neutralizing the **wizard lock** in a non-violent way, the golem will merely stand to attention.

Monster (possibly inactive): **Digger automaton** (See New Monsters. Note that this one only has 7 hit dice)

Treasure: On the floor beside the golem, there is a small chest. Within is a purse with 15 silver coins (14 of are Salaki coins depicting **Lothar II** worth 2 sd each, one of them is a **milcoin**). Also here are 2 potions: **polymorph self** and **extra-healing** (these are also four hundred years old, but work fine).

Sale Value: potions 19 sd.



THE LABORATORY

General note: Though obviously meant as a working environment, the underground lab was built in the somewhat bombastic architectural style originally dubbed Chalmarian (from the autarch who made it pervasive in Marentian culture to the point that it went out of fashion quickly after his passing, even though the style predates him by a century), though it's more commonly referred to as Chalmarentian. Mostly used around 550-660, this involved stylized fantastic creatures in bas relief. Typically, the upper corners of the walls have a winged creature such as a griffon or a dragon spreading its wings at a right angle along the two adjoining walls, and its head apparently supporting the ceiling. The ceiling would then have more (eight or twelve) of the same creatures flying, forming a rudimentary mandala.

When the alchemists took over the lab, they refurbished most of the rooms and built a few new ones. These new additions are plainer, meant to be functional. Not wanting their work environment to be absolutely austere, they decorated these new additions with mubar runes. They were meant as ornamentation only, and were not chiseled as deeply as real runes (though you might let a few of them contain a message hidden in plain sight). Note that the

alchemists did not use runic magic, and only knew little about it. They just thought the runes looked cool and used them as a way to distance themselves from Kartria.

If the party tries to "redecorate" the rooms with spells such as **stone shape** or **rock-to-mud**, these spells will automatically fail, and a **storm guardian** at maximum strength will attack. This can happen a maximum of three times, so if the characters persist, they will eventually succeed.

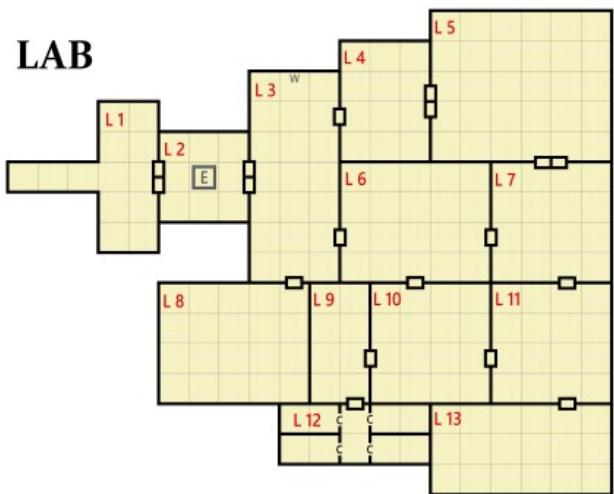
Dimension door and other teleporting spells will work, but will also trigger the summoning of a **storm guardian** (start a new separate tally for teleporting spells beginning with 3). As the Zoo and the Core are protected by **non-detection**, there is no way the party can arrive at either place without using the tiles in L2. Once the location of the Zoo is discovered, however, teleporting spells will work fine as long as the party accepts the appearance of an increasingly unfriendly storm guardian.

Random encounters:

None, unless the party stays for more than three days:

After 72 hours, every six hours roll d6: 1-4: nothing; 5: **Storm guardians** (level 3); 6: **Automaton: Cold One**,

Note: There is a lot of treasure on this level that can be grabbed without a fight. This is intended. As always, it is your prerogative to change that.



THE LAB. ROOM DESCRIPTIONS

L1. ENTRANCE

Except for the north wall, which is slightly damaged with some debris on the floor, the room is entirely empty. The walls and the ceiling are decorated with demons and devils fighting. Balors and pit fiends alternate in the upper corners as a rather menacing variation of the Chalmarentian style. Many of the creatures seem to look out of the wall at the beholder rather than concentrate on the battle they are embroiled in.

Insight/detect evil or similar spell: There is nothing truly otherworldly about the ornaments. They are meant as a dire warning that if you enter this place, you will be dealing with great power and the danger that accompanies such power.

L2. THE "ELEVATOR" ROOM. REFURBISHED

This 30' by 30' room is almost devoid of features except for the central floor square. The two sets of double doors are reinforced with steel and without any ornamentation, or handles, for that matter. To leave, you push them, and they swing open, closing again once nobody is near the opening. Note that the teleportation will not work unless both sets of doors are closed (and intact).

The middle of the floor (denoted "E" on the map) is a foot lower than the rest of the floor, and divided into nine smaller squares, filled with stone tiles inscribed with a mubar rune. One of the tiles (the 'portal' tile) is different, as it has a handle (like a drawer pull handle) in each corner. If the tile is lifted from the floor, this reveals grooves allowing the tiles to move vertically and horizontally, much like a sliding puzzle. The correct combinations are noted on the maps.

When the PCs arrive the first time, it will be in a position as shown in Handout E1.

Important: The tiles are extremely sturdy, and warded against magic assault, but not indestructible. However, if the party should manage to break one or more, the "elevator" stops working. Similarly, extreme brute force should be enough to force the doors open. Assume ten man-hours of destruction to be enough to cancel the magic, and another ten to gain entry. A conscientious DM would ask his players several times if this is how they want to proceed. If persistent, the party can access the Lab, but will be barred from reaching the Zoo and the Core (unless they get busy with the mending spells).

Each use of the 'elevator room' comes with one free use of the portal tile. If it is lifted out of the floor, and the others rearranged so as to conform to one of the three correct patterns, then, when the portal tile is placed in the empty space, the eastern doors will open, and the party will possibly be teleported.

However, once one of the PCs slides one of the other tiles into the center space, it will glow a dull red. As there is no other way to solve the puzzle, this is bound to happen, and it is actually the right move. Nothing will happen until the PCs slide the tile away from the center. Then a storm guardian is summoned accompanied by a loud thunderclap. It immediately attacks the character moving the tile (see **Storm Guardian** in New Monsters, appearance

starting at one). Again, rearranging the tiles in the pattern to enter the Lab cannot be done without vacating the central position at least three times, so there will be at least three attacks. An appearance also happens if the portal tile is replaced without the pattern matching one of three correct ones.

If the party gains a clue or uses *insight* from the potion, they will realize that each time a tile is moved from the center, a storm guardian attacks, and that they get stronger with each appearance. The first one is feeble, easily overcome. But if the party proceeds by trial and error, and vacates the central space more than four times, then they can be challenging.

If the party realizes this too late, they must wait till the next day for the tiles to reset (they could discover this by simply waiting or by using *insight*). Note that the tiles stay in their position, so another safe way would be to expend one or two 'center moves' a day. Note: Though you're not supposed to step on them, treat the tiles as the elevator proper in the sense that there is only one set of tiles which is transported along with the party. The tiles are enchanted to appear in any occupied elevator room, if the current one is empty. If all are empty, they stay put. Most likely the tiles will move with the party and they won't see any of the rooms without them. However, if you're using the Rivals option (see Expanding the Adventure), you may create some tension by either having the party return to one of the room and see the floor empty (which means that the rivals are in another elevator room), or see that the tiles have been rearranged.

Though these security measures might seem somewhat extreme, the eight wizards leading the alchemists considered them necessary to insure that assistants would only enter the underground facilities in the company of a wizard. The leaders each had an amulet that dismissed the angry spirits up to three times a day, and they routinely prepared *forget* spells. If anyone needed

more than that, they deserved to get attacked.

If you feel the party needs help getting past the storm guardians, you may let them find such an amulet or a scroll with a few *forget* spells.

L3. FOYER. REFURBISHED, ONE CORNER

PARTIALLY DESTROYED

This large room contains a lot of equipment for moving and storing large quantities, such as barrels, crates, wheelbarrows, wooden pallets with handlebars. Scuffs and scratches tell of a lot of heavy traffic, especially leading to and from the door to L4.

The north wall originally showed the three working positions of the sliding puzzle in L2. From left to right, the Core, the Zoo, and the Lab. See Handout E3.

Note: Since the PCs should already know the combination to the Lab, and only the lower left corner remains of the combination to the Core, the only new and complete information is the access code to the Zoo. However, heading directly for the Zoo without the codes in L8, the potions in L7, and the magic items in L13 (less important) will prove a much greater challenge.

L4. BARRICADE SUPPLIES. REFURBISHED

This room is full of reinforced screens, some with windows in them. Also cages and rope, including some wrangling equipment. The doors to L5 are not just reinforced double doors, but blast doors of wood plated with steel can be slid into place behind them. That something explosive might have gone on in L5 is also supported by the fact that many of the screens are heavily pitted with small craters and burns.

Monster: **Carrier automaton** (New monster).

L5. CRUDE EXPERIMENTS LAB. REFURBISHED

This room was obviously subjected to serious abuse and reinforced to withstand it. The original chimeras that ornamented the walls and ceiling are all but gone. Three drains in the floor are surrounded by corrosion and discolorations. Tripods, large tongs, metal vats, and crucibles are places along the wall, covered in soot and some partially melted.

A mysterious pillar with ceramic plating is heavily charred as if struck by lightning. Close inspection reveals a cavity where the recharge crystal fits.

The doors to L7 are similar to those from L4. **Monster: A recharge golem automaton.** See New Monsters.

L6. DINING AREA.

Reminiscent of M5, it has a central long table with chairs, and a few cupboards on the walls. Since the 'commute' here was a lot more inconvenient than to the mill, real meals (prepared in L10) were consumed here, not just packed lunches.

L7. DELICATE EXPERIMENTS LAB/POTION

DISTILLERY. REFURBISHED

Originally built for what the alchemists called 'finer' experiments, this was a place for long-running, controlled research.

Basically anything that reacted without going bang when mixed.

After their breakthrough, however, they built L11, and the purpose of this room primarily became the production of potions.

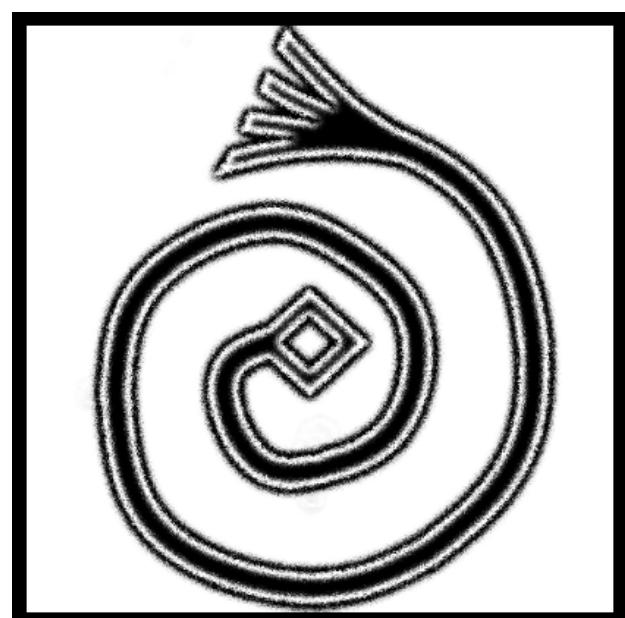
Investigation: There are a lot of potions here. Unfortunately, many of them have not been sealed and made permanent, which has made their magic peter out and be feeble at best. Others, though sealed, have not been fully developed and have some kinks. All the potions are clearly labeled in Marentian. Also, in a cupboard is a small box with a sample of conduitite.

Note: The attenuated potions are all the standardized potions that the alchemists

held in such contempt. However, the very fact that they had become Kartrian staples made production predictable and results reliable. That way they could be used to measure the relative power of new potions. Two of each to establish baseline and variation. Since they were meant for analysis, not to actually be drunk, they were never sealed properly.

Also, if you feel that the party needs a boost, you may add a few potions of your choice. Perhaps one or two **mental acuity**, or simply good old **healing**.

Treasure: 23 potions in total. 12 (6x2) are attenuated version of standard potions, 11 are 'new' potions (of which 1 is a 25 dose potion identifier, 7 (labeled 1-7) are new magic and 3 (labeled i-iii) are in development). See sidebar, and consult the treasure reference list for sale value. Basic alchemical ingredients. Sale value 2 gd.



SIDE BAR 6: The potions.

For complete descriptions, see New Items.

1: **Potion of Dragon Breath Resistance** (works like fire resistance, either one person 2+1-4 turns, or 3 gulps each protecting against one breath within next 15 minutes,

2: **Potion of Iron Will** (grants immunity to hold, sleep, charm as per undead, and +4 versus other mind-affecting spells)

3: **Dragon's Blood: Lightning bolt.**

(temporarily grants the ability to cast lightning bolt spells)

4: **Dragon's Blood: Melf's acid arrow.**

(temporarily grants the ability to cast spells of Melf's acid arrow)

5: **Warrior's Blood** (MU*): This potion allows a magic-user or illusionist to use the combat skills of a fighter of the same level, including armor and weapon use. He or she will be proficient with all weapons. It also temporarily gives the drinker an additional 3 hit points per level. Half of any damage incurred is taken from these temporary hit points.

6: **Potion of Spot Hidden.** This works as a *detect invisible* spell. It also confers immunity to magic effects that confuse attackers such as *blur*, *blink*, or *displacement*. If searching for secret doors, the imbiber detects them 100% of the time (he or she will still have to spend the time actively searching).

7: **Potion of Stoneskin.** This grants virtual immunity from weapon attacks. Though it works much like the spell of the same name, it protects from all hits occurring within the same round.

Alchemist's Elixir (25 doses). This potion is set apart by being in a crystal carafe with a stopper. A golden-brown liquid, it looks much like a fine brandy. It is, however, an invaluable tool for the alchemist. The stopper comes apart with the top serving as a small glass (think of a hip flask with a cup that fits onto the top). Drinking a thimble will make the drinker feel empowered by a keen sense of smell, and he or she will be able to *identify* any one potion merely by sniffing it. Currently there are 25 thimbles in the carafe. Note: Given their weakened state, allow one thimble to identify three different types of attenuated potions.

i: **Troll's blood potion** (in development): This potion imbues the drinker with an enchantment that last two full hours or until triggered. If hit or wounded, the troll blood effect will kick in, and starting the following round, the imbiber will regenerate 2 hit the next 5d4 rounds. If brought down to - 10 hit points, he will still regenerate. Unfortunately, the potion can only recover hit points lost after the potion has taken effect, so it cannot be used to save a dying ally (though it will stop any bleeding).

ii: **Barkskin potion** (in development): This potion causes the drinker's armor class to be lowered by 2, and he or she receives +2 on all saving throws. Unfortunately, the skin grows stiff and the limbs get wooden, which means that any melee to hit rolls are penalized by a -3 modifier. Furthermore, any ranged attacks or spells that include a somatic component are impossible.

iii: **Astral elixir** (in development): This makes the drinker (including his or her body) astral. Unfortunately, the imbiber cannot move or use magic, and is thus reduced to simply watching until the potion wears off. Still, it is a useful way to observe any astral beings, and it can serve as a temporary refuge much like *rope trick*.

2xHeroism (weak): Grants 3 temporary hit points (no levels).

2xGiant Strength (weak): Grants +1 to damage rolls.

2xInvisibility (weak): Bestows invisibility 5-10 rounds.

2xPolymorph Self (weak): The drinker can turn into another human or demi-human once only.

2xHealing (weak): Heals 1-4 hit points.

2xPoison (weak): Causes 1-8 hit points damage when drunk.

18. RESEARCH LIBRARY. NEW

Lined with bookshelves, the room has several writing desks and chairs. The shelves are mostly empty, but a few introductory textbooks, almanacs, and tables remain.

Investigation/Insight: Once full of notebooks, alchemical compilations, encyclopedias, and textbooks, someone clearly removed the most important of the books. What remains is either beginner's stuff or outdated, but still worth something.

Search: Though the alchemists agreed to memorize the codes for the cages in the Zoo (see General note) by magic, Stannian thought it wasteful to use magic for such a mundane use. So he made his own list (Handout Z1), which he put between the pages of *Summary of the Alchemical Elements* by **Virdan**, thinking that none of his colleagues would ever look in such a basic and flawed textbook.

Treasure: Alchemy books. Though **Risgar** emptied the library of all research, he did leave a small collection of books on alchemy. Most of these are classical works that were written by scholars of **Balvine** in the age of the Island Concord (-190 to 251, so roughly a thousand years ago). Originally a part of the research library as a mixture of nostalgia and completionism, they will well enough serve as primers if one can master the Ancient Marentian. Sale value 2 gd.

L9. RESTROOM

Though small, this is equipped with a bath, and three rather sanitary toilets (when you 'flush', magic deposits your waste discreetly somewhere in the nearby Fyrpeyn forest)

L10. KITCHEN

Stoves, ovens, cupboards, cooking utensils, and the like should make the purpose of the room obvious.

Quite a few boxes of well-preserved staples, including some surprisingly edible bread, bacon, and eggs. Also salt, flour, and molasses for baking. Even the result of a resounding research triumph: a small sack (weighing roughly a pound) of "crystals of sweetness essence" (non-magic, treat as sugar). Meals (round the clock) mainly

consisted of oat porridge, and there are two barrels of oats, one full, the other almost empty.

Though this was not a place of culinary excellence, you may let the party find a few exotic spices or condiments. The normal ones were not preserved by magic, as they were already relatively long-lived. After four centuries, however, they've lost their aromas.

L11. ANALYSIS LAB. NEW

In the original complex, there were two labs: One for large experiments, another for smaller ones. The alchemists realized that they needed to make the larger experiments more violent, but that they also found that their research demanded in-depth studies of the constituent parts of their ingredients. So they built this new addition.

Treasure: Alchemy lab equipment. Though **Risgar** emptied the place of things that had obvious monetary value such as precious metals, this is where the PC will find the best instruments. Sale value 5 gd.

L12. SLEEPING QUARTERS

Four small rooms are separated by the central corridor with noise-dampening curtains (magic, but old and will rip and tear if taken down). These small cubicles are rather bare and impersonal. They were meant as a place to nap when overseeing prolonged experiments. Each bed has a small nightstand equipped with a small bottle and 2 small sealed pouches (roughly the size of a teabag) containing a powder. The bottles contain magic sleeping draught (see New items). Though this potion may not seem particularly helpful to the party, it ensures sleep. The pouches hold abstinence powder. Again perhaps not too interesting for the party, this magic powder is a metallic gray with iridescent sparkles of rainbow color. Made from a beryl residue that would otherwise have been discarded, the

contents of a bag is meant to be mixed in water or other drink. The effect of ingesting one dose is to make the wearer both impotent and totally uninterested in sexual activity for a month. Meant for the assistant alchemists. The top tier was already relatively disinterested in sexual pursuit, either because of ambition or as a side effect of life-prolonging treatment. And the more menial servants were allowed to seek companionship, even wives among the local populace.

Treasure: **Sleeping draught.** Sale value 16 sd (1sd per dose).

L13. EQUIPMENT STORAGE. NEW

Empty shelves line the walls, which appear to be inscribed with mubar runes. A few vats, metal stands, and other bulky lab equipment remain here.

Once a depot of state-of-the-art refined tools, this was emptied of anything of obvious value by **Risgar**. Even so, a few larger pieces remain in perfect working condition.

Investigation: The runes carry no meaning, and only serve as decoration.

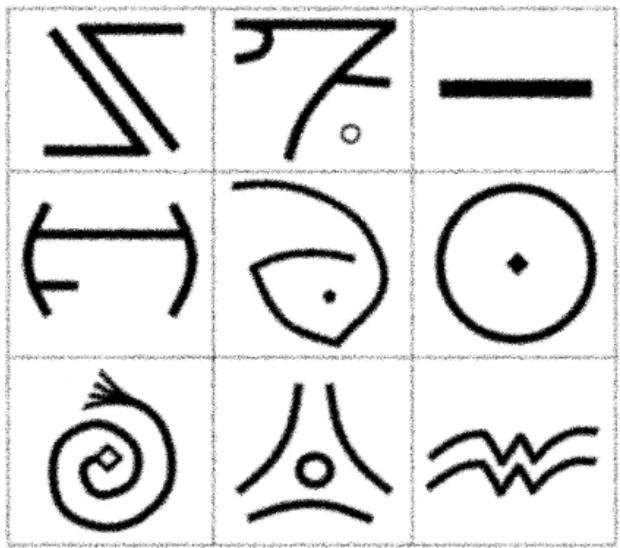
Search: In a closed but not locked crate, there are three magic items meant for the men-at-arms helping with the capture of magic beasts. The plan was always to return to Marentia, and the alchemists never really thought of employing soldiers on a permanent basis. However, securing monsters alive occasionally did require some brute force, and they did produce a few magic items to help with that. **Risgar** thought these were too unwieldy for immediate transport and decided he didn't need them.

Treasure: Bulky lab equipment. Sale value 2 gd.

Large shield +2 (also +2 vs breath weapon and 'frontal spells'). Min str. 15. Sale value 20 gd.

Bastard sword +2, monster puncher. Subdues all monsters with a brain. Sale value 7 gd.

Plate mail +0, imbue with spell ability (currently **detect invisible**). Sale value 15 gd. See New Items for full description.



THE ZOO

General note: The entire level is lighted with **continual light**. Despite the alchemists' best efforts to create soft, ambient lighting, it is a cold white, making the colors ashen and generally off. The walls are bare, except for the workrooms (Z2, Z3, Z5, Z9, Z11, and Z13, which have a band of mubar runes running a feet below the ceiling).

Random encounters: In the beginning, there are no wandering monsters, but once the party enters Z15 (See there), randomly summoned monsters will begin to appear three times a day.

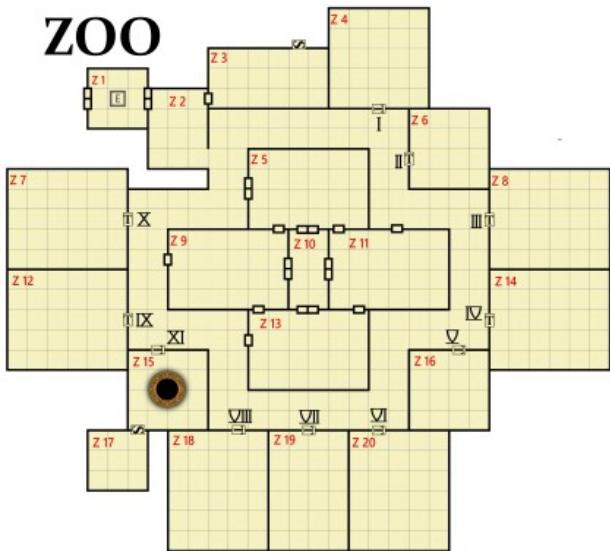
There is bar on each holding cell door, which can simply be lifted off. The specimens in the time cages are held in **temporal stasis**. Entering a room will break the spell. However, the alchemists did not have access to the actual spell, rather they developed their own version of it from **Brenor Khan's** notes. It didn't quite work as well, though, for the alchemists lost their first guinea pigs as the shock of time speeding up again hit the animals. So they tweaked the spell, making it release some of the pent-up time when ending. That made the animals survive, but had the side effect of making them effectively **triple-hasted** for a turn, then **hasted** for another turn. It wasn't a problem with benign animals, but with

monsters the alchemists needed a safety protocol.

Thinking it would serve doubly as a deterrent against intruders, the alchemists placed a magic time lock much like a modern-day numeric pad with 5x5 mubar rune symbols. (See handout Z3). You press four symbols in correct order, and then the **temporal stasis** ends, the door seals magically shut for twenty minutes, then opens.

Note: Once the party punches in the code, and the door wizard-locks at level 15, then they might think they've done something wrong. This is intended. However, if you want to reassure your players that they're on the right track, have a **magic mouth** announce: "Security measures in process, door will open in 20 minutes." in Marentian (though Lakedi is the language spoken in **Hardnit**, adventurers typically know some Marentian as it is the lingua franca of the nations around the **Inner Sea**). The magic mouth then reiterates at 15, 10, 5, 2, 1, and finally ends its countdown to warn the party that the door is now unlocked. Also see Room Z14 sidebar 7.

Rooms Z15 and Z20 are empty, as the alchemists liked to have a holding cell or two to spare. But you should feel free to put your favorite monsters in them, just as you could replace others to better suit your campaign.



THE ZOO. ROOM DESCRIPTIONS

Z1. ELEVATOR ROOM

Built to be an exact copy of L2, there are slight discrepancies. There is less debris here, but more scratches in the floor. The double doors to the west are fake.

Z2. LOADING DOCK

A carrier automaton stands to attention here. It is dormant the first time the party enters, and will not attack except in self-defense or if magic is used within 10' of it. Barrels, pallets, and a wheelbarrow are here, all empty.

Monster (Inactive unless disturbed): **carrier automaton** (see New Monsters)

Z3. EXTRACTION WORKSHOP

Empty except for pieces of broken furniture, this room looks like it has been a dragon hatchling playground. Seared, scarred, burned, crumbled by fire, lightning, acid, cold, not much remains except dust and debris.

Though hard to see in its present condition, this room was the pinnacle of the alchemists' achievements. It was here their theory of the condensation principle finally had its crowning moments. Here they extracted pure essences, typically out of organs from magic beasts.

Risgar thought that if anyone reached the zoo, the hasted monsters would deal with them swiftly, so to speak. He did not dare to leave this room intact, however, as the key element to the procedure was conduitite. He took what valuables he could grab and used all the destructive magic he could summon to remove any trace of what had happened here.

Z3S. DENBY'S VAULT

When the first extraction attempts in the core appeared to be a failure, most of the alchemists were in favor of increasing the magnitude of the 'sponge'. **Denby** was against it, arguing caution and more analysis. **Aldwin** thought that with **Denby** being the most knowledgeable of the lot, they should defer to his decision, but the disagreement was festering. **Aldwin**, **Denby**, and **Stannian** were all steadfast and dedicated to proceeding with scientific rigor, but most of the younger wizards and assistants were tiring of the isolation. The longevity potions had run out, and though self-imposed celibacy was more or less standard for any high-level Kartrian, such commitment was not expected of servants and lower-tier wizards. They wanted the glorious return to **Kartria** they thought they had been promised. The group had already lost a handful of men to defection, and among those who had stayed some were whispering about toppling the current leadership.

Finally **Denby** announced they should go ahead with work on a larger scale, he just needed to finish some calculations first. So while most of the other alchemists worked in the Core setting up what they thought would be their defining moment as pioneers of magic, **Denby** moved back up here to devise a plan to rid all **Hardnit** of the **conduitite**. After finishing it, he decided to keep the plan for himself. The items are in a chest imbued with **non-detection**.

Mistakenly thinking that he now had a way

out of whatever problems might occur, he then agreed to proceed with the large-sized experiments.

Here, **Denby** kept a number of essence crystals locked away, along with notes on the **conduitite** (if the players want to know the details, read or paraphrase the entry under New Magic Items), and also this instruction (Handout Z2):

"If I am dead, take the crucible from the time vault in Cell XI, and the essence of summoning crystal from Holding Cell IV, also the spear of banishment from Holding Cell III. Bring these three things to the magic circle in the Core, and place the crucible within the circle, the crystal in the crucible. Also put in all you can find of the conduitite, and then use the large blue pestle which should be there already to grind the crystal. When the crystal is ground, it should summon all conduitite from the Servan Plain into the crucible. Once you think it has all been collected, stab the conduitite with the spear, and if all goes well, it should send the cursed lot back whence it came. As soon as you see the process start, stay back, lest you be sucked in with it. Good luck.

Nistris of the Servan Plain"

Z4. LARGE HOLDING CELL (I): UMBER HULKS

This holds three prime quality umber hulks, 60 hit points each. Though the walls are reinforced to withstand the digging powers of the hulks, the alchemists routinely sedated them or cast **hold monster**. All such effects were gone before the **temporal stasis** was activated, however.

Monster: Umber hulk(3) (MM)

Treasure: In a perforated metal box in one of the corners are two **vials of sleep gas** (see New Items), each of which was to be triggered remotely by casting a modified version of **shatter**. Sale value 8 sd (4 per vial).

Z5. ABATTOIR

Workbenches and a lot of slaughtering equipment make no secret of the purpose of the room. Meat cleavers, bone saws, tongs, knives in many variations and ring mail gloves hang on the walls. This was basically a chop shop, where the monsters were cut up and divided into constituent parts for optimal salvage. Typically the skin and bones went into the Z9, while organs and surrounding tissue would go to Z11.

Treasure: Two sets of **magic nose clamps** (see New Items). Sale value 24 sd (12 per clamp).

Z6. SMALL HOLDING CELL (II): CARBUNCLE

This relatively harmless creature was kept in order to harvest the carbuncle on its head. If the creature willingly parts with it, it becomes a **carbuncle garnet** with some magic healing properties (see New Items).

Monster: Carbuncle (FF)

Treasure: **Carbuncle garnet**. (see New Items). Sale Value: 2 gd.

Z7. LARGE HOLDING CELL (X): THRI-KREEN

There are ten of these mantis warriors here. They are fully armed, with both polearms and throwing wedges. The idea was to harvest simultaneously the agility and strength of the thri-kreen and the returning ability of their weapons. The alchemists placed a crystal of haurium (now gone) in the floor which was supposed to drain the thri-kreen of the powers by absorbing them. Belatedly the alchemists realized that perhaps they should have started out smaller, limiting the number of specimens. Pending procuring a scroll of protection against normal weapons, they decided to leave the mantis warriors alone.

Monster: Thri-kreen (10) (MMII)

Treasure: **Agility powder**. (see New Items). Sale Value: 5 sd.

Z8. LARGE HOLDING CELL (III): URTEM

Note: Dating back to the Third Empire, Balvine was founded as a center of pure learning. Over a thousand years later, in the 7th century, the study of magic had long overshadowed the quest for knowledge. But academic traditions still ran deep, so than an average Kartrian wizard might spend two decades studying mostly theoretical magic, and less than a year in the laboratory as a part of his basic training. Aldwin and his allies thought it was infinitely stupid, and looked to the rising star that was Iktemar to change it. But when Iktemar did, it was for the worse. Now the wizards weren't even required to do alchemical research, only to be able to reproduce a handful of different standard potions. Aldwin felt betrayed. Though it was the dragon controversy that was the last straw, it was always Aldwin's project to show the traditional thinkers what alchemy could do. What if one could learn, say, to cast a new spell, or the fundamentals of elemental magic, or basically anything by drinking a potion? Then poring over books endlessly would obviously be a waste of time. Before you could install knowledge, however, you needed a way to copy or extract it. With its ability to possess, Aldwin thought the urten might be a good place to start. It turned out to be rather dangerous, and he decided to install a safety measure: A spear of banishment loaded in a ballista aimed at the door. The alchemists (correctly) figured that the mindless urten wouldn't recognize the weapon, and as long as they stood in the doorway, if launched, the spear would most likely hit the monster and banish it. So, if someone appeared to be in danger of being possessed, they could trigger the ballista either by hand or by telekinesis. In the end, they shifted their focus to the less dangerous obliviax.

Monster: **Urten** (see New Monsters).

Treasure: **Spear of Banishment**. (see New Items). Sale Value: 3 gd.

Z9. MATERIALS TESTING LAB

This was where the larger monster parts were tested. The skins of hardy creatures would be subjected to various elements to measure their resistance. Conversely, bones would be used as primitive weapons to see if they had properties that made them useful against a particular type of enemy.

Z10. CORRIDOR/IMPROMPTU MESS ROOM

The "elevator" and corresponding storm guardian attacks made going home for a midday meal rather not worth it. Instead, the wizards and their assistants working at the Zoo made this corridor their mess room, filling it with low quality furniture that is now more or less crumbled to dust. There was talk of expanding the level with a kitchen and a real dining hall, but as things developed, the Zoo was frequented by less and less people as the center of attention moved to the Core.

Z11. DISSECTION CHAMBER

Smaller work tables with hooded lamps lit with continual light. The tables have grooves allowing fluids to drain off. Once this area was full of activity with new shifts waiting in Z10 waiting for a work table to be freed up. As the innards of fantastic beasts were catalogued, the focus narrowed somewhat to fewer number of promising organs. And in the later days, at most one of the tables was in use at a time, routinely harvesting potion-brewing materials.

Z12. LARGE HOLDING CELL (IX): IMORPHS

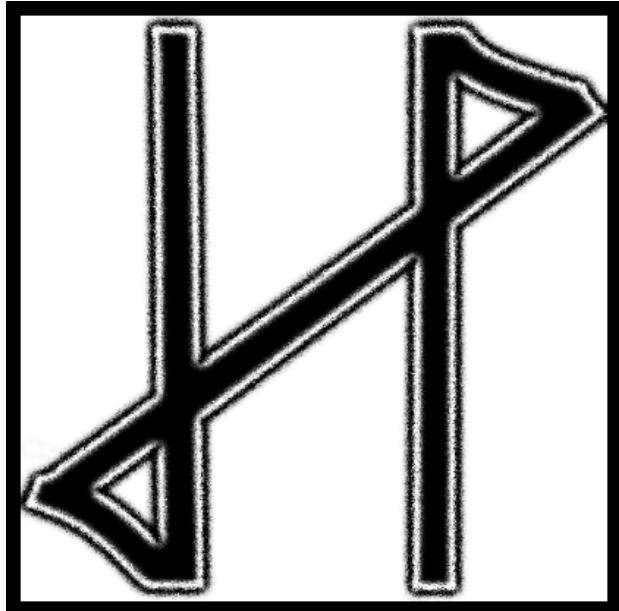
Obviously valuable for harvesting vital ingredients to potions of polymorph self, these **imorphs** are extra large (treat as 6 HD monsters).

Monster: Imorph (3) (FF)

Z13. HATCHERY

Strange red bulbs hang over large nests placed in booths. This was where eggs of fantastic creatures were hatched under close scrutiny. Fearing that some monster might emerge from one of the fertilized eggs, **Risgar** removed them all before he left.

Also here were manifests of what monsters were inside the holding cells. Unfortunately, **Risgar** grabbed them on his way out. There is, however, a previous version, not entirely accurate, of the ledger pinned to the wall of one of booths. See Handout Z4.



Z14. LARGE HOLDING CELL (IV): WHITE DRAGON

Unfortunately for the party, it's bred for size and actually a fourth-part shadow dragon. It is a unique creature, treat as a white dragon except for the following. It has 10 HD (70 hp, with an AC of -1), and has 25% magic resistance (even if the spell goes through, any damage is reduced by at least 25%, round remaining damage down). Its breath drains 2 (or 1 if a saving throw is made) temporary levels.

It attacks first by breathing, then melee attacks for two rounds, then the pattern repeats twice. This dragon can breathe a maximum of three times per day, and only every third round. Though a cone at its outset, the breath is a billowing cloud of freezing cold fog that conforms to the surroundings. Covering beside the door in the corridor will give +4 (cumulative with other protection) to saving throws. In the fourth and seventh round, if the characters surround the dragon, it can opt to breathe 'down itself', affecting anyone in melee range.

Monster: **White Dragon** (MM/MMII variant as described)

Treasure: Dragon egg and essence of summoning crystal. Sale value 20 gd in total.

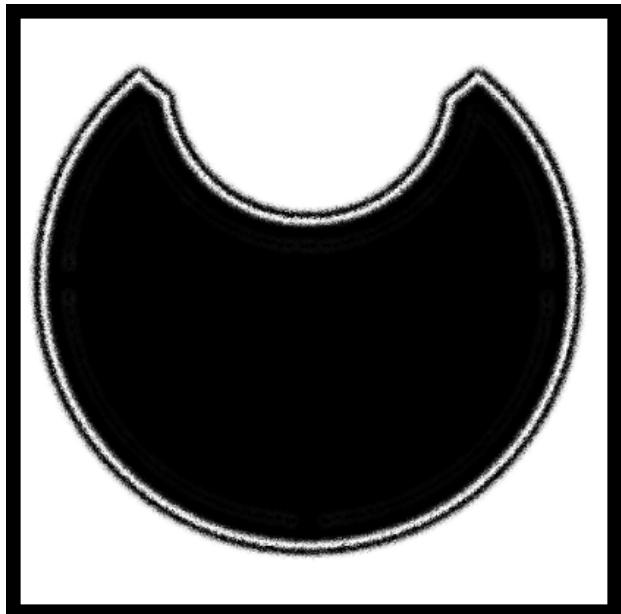
SIDEBAR 7: The Dragon

Not a puzzle per se, this fight is still meant to be a challenge to be "solved" in the sense that the characters must figure out what they are up against and prepare accordingly. The breath is devastating, the melee attacks far less so. Note that three party members can share the Protection from Breath potion, and that it reduces the temporary level drain to either 1 or 0, respectively, depending on whether they make their saving throws. The large shield from L13 works cumulative with the potion. In playtesting, the party quickly found Denby's note, figured they'd do what it said, and proceeded to open the cell to the urten. It was a scary fight, but they brought it down. After the battle they looked into the summoning circle room and didn't enter. Then they opened into the dragon. Even with the code punched in, all the twenty minute wait did was increase their impatience. When the door opened, the dragon killed two of the character instantly in its first breath. If they'd realized they were about to fight a dragon, things might have gone differently. **Portfolio** page 5 warns of a dragon, and the ledger obviously gives it away. I figured the party should have proceeded with a little more caution. If you think that it's a bit harsh, you may want to change that. The reason Denby didn't warn

them that the essence of summoning crystal was guarded by a dragon was that he thought there'd still be posted signs on each holding cell door describing the occupants and their expected attack forms. Risgar removed the signs, but if you think that's unfair, you can have leave a corner of the sign to give a clue ("Whit... or something). You can also reduce number of hit dice it has (though no less than 7 for 49 hit points). You may also wonder why the crystal is in with the dragon. Breeding dragons was the idea that started the whole thing, and though the focus had shifted away from it, it was still a project dear to the alchemists. According to their research, the most important factor in determining the viability and size of a dragon specimen hatched from an egg was the presence of treasure. At first, they made a nest of copper and silver coins to cradle the egg. But as resources were running low, they exchanged that with the most valuable piece of treasure they could spare. With the conduitite, summoning wasn't that important, but the crystal was still strongly magic, so it was an obvious choice.

Z15. MONSTER SUMMONING CHAMBER/SMALL HOLDING CELL (XI)
Entering the code appears to do nothing (but it unlocks the panel hiding the secret door to Z17. There is no monster and no stasis field here). Except for a magic circle in the floor, this room looks just like the others. Investigation: It is a summoning circle. At one point, one of the alchemists suggested to summon monsters instead of going out into the field to catch them, which was risky not just because of the danger, but also because it might expose the group. Thinking that it was a prospect worth pursuing, they managed to prolong the duration of the monsters' stay, but couldn't make it permanent. So for actual harvesting purposes, it was a failure, as the monsters still

disappeared after dying. For a time, it did serve as a useful tool for analyzing monsters.



SIDEBAR 8: Triggering wandering monsters in the Zoo

Entering the room "arms" it, and exiting it without punching the code in reverse order (right to left on handout Z1) will cause the room to automatically begin **monster summoning**. The first monster appears after 8 hours, and this repeats after another 8 hours, at which time the first summoned monsters disappear, and so on. Unless the party keeps the circle intact and replaces the bar on the door, this will produce a steady wave of wandering monsters.

There is only magic energy for this to happen twenty times or so. However, it is only triggered when there is movement on the level. Some parties may be suspicious of a magic circle, and may try to destroy it by defacing it. This will not have the desired effect, however, as the circle was meant to focus the summoning and contain the monsters, an effect that no longer works anyway. If the circle is rendered inoperable, the summoned monsters will now appear randomly anywhere on the level (Roll d20 for room number, if a holding cell, place the monsters in the corridor immediately outside). A magic-user spending a turn

investigating should realize that the circle works as an arrival point. *Insight* or spells such as *read magic* should reveal the full information.

There are no notes of the summoning anywhere in the complex, and it is extremely unlikely that the party will figure this out without using some kind of magic. The **Portfolio** will give no clues as it wants the characters to move on. Remember that if the circle is intact, and the bar replaced, these monsters are locked in. Unless the party returns to Z15, the monsters will have no impact.

If applicable, use the following table every eight hours (d6):

1-2: Monsters stay put, only encounter party in original location:

3-4: Monsters wander, encounter a party on the move.

5-6: Monsters wander, encounter party staying put.

If an encounter is indicated, roll d12+d8 and consult the Zoo Summoned Monster Table. Remember that their bodies and whatever they carry eventually disappear.

16	YUAN-TI	1-3
17	ABOMINATION	
18	ANKHEG	1
19	MUMMY	1
20	OWLBEAR	1-3
	TUNNEL WORM	1

Z16: SMALL HOLDING CELL (V): OBLIVIAX

In the center of the holding cell, a philter containing dissolved chelidonium (a red or black stone taken from a swallow's gizzard). The philter has restorative power with respect to the mind. The idea was that the obliviax would extract knowledge, then the philter would absorb it, and subsequently it could be transferred to another, allowing people to learn skills or secrets.

You can (A) rule that the philter did not extract anything but the chelidonium still works, and treat this as a Cure insanity - potion.

Or (B) you can have the philter generate a vivid memory (along the lines of the real life tv show iZombie) and a temporary skill set of one of the alchemists (it could be **Risgar** using the Alchemist's Elixir to determine the effects of the **stoneskin potion**. To him, this was a powerful moment of great accomplishment)

Or (C) you can assign a somewhat generic 600 xp to whoever drinks it.

Monster: **Obliviax** (MMII)

Treasure: **Philter of memory** (see New Items). Sale value: 3 sd.

Z17. TIME VAULT

If the correct code was punched into the door to Z15, the sliding panel that serves as a secret door is relatively easy to spot (treat as a concealed door).. If the party entered another way, the panel flushes perfectly with the wall, and is **wizard locked** at 15th level.

Roll (d8+d12)	Monster type	Number appearing
2	LIZARD KING	1
3	SPECTRE	1
4	RAKSHASA	1
5	ICE LIZARD	1-2
6	CHIMERA	1
7	WILL-O-WISP	1
8	SALAMANDER	1-2
9	MANTICORE	1
10	TROLL	1-2
11	WIGHT	1-3
12	WRAITH	1
13	COCKATRICE	1
14	MARGOYLE	1-2
15	HYDRA (9HD)	1

Note: It was called the time vault by the alchemists because the things within were stored in a stasis field, which was great for preservation purposes, but this is no longer the case. Other than described, the vault has no special qualities.

Treasure: 24 halos at 3 gd each. Crucible of confluence (New magic item). Sale value 4 gd.

Z18: LARGE HOLDING CELL (VII)

BEHIR/REMORHAZ HYBRID

Monster: **Behir/remorhaz hybrid** (see New Monsters)

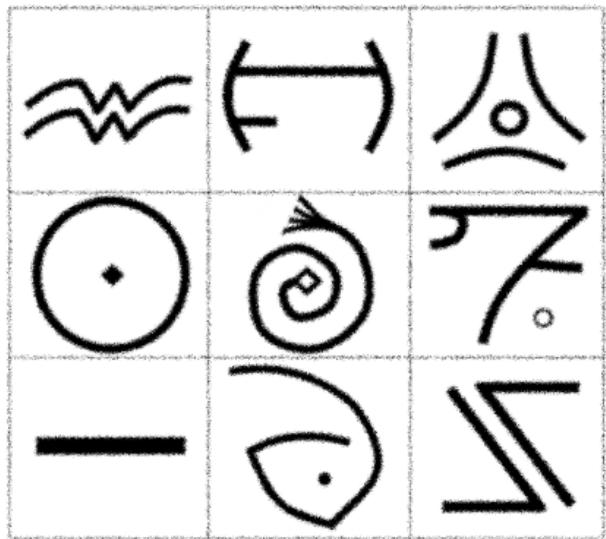
Z19. MEDIUM HOLDING CELL (VI):

HELLHOUNDS

Five small size (4 or 5 HD) hellhounds are here along with an invisible stalker. Bred mostly for their detection abilities, they were trained by having to sniff out an invisible stalker. These fine specimens detect invisible 90% of the time. The invisible stalker can fly, and having been commanded not to harm the hellhounds, is presently hovering close to the ceiling, out of their breath weapon range.

Monsters: **Hellhound** (5).

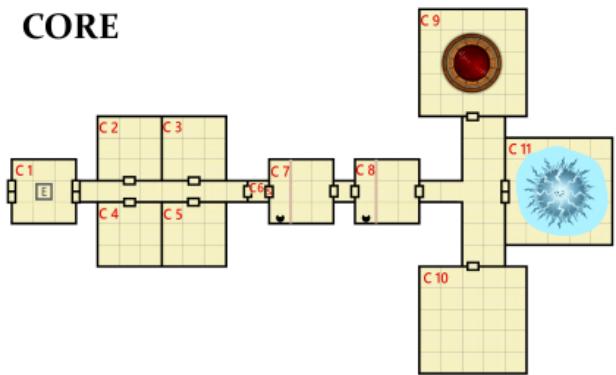
Z20. LARGE HOLDING CELL (EMPTY)



THE CORE

Many of the rooms on this floor are barely finished. The alchemists figured they could decorate things once the **conduitite** operations were up and running. At its conception, this level was supposed to be placed at the center of the globe (planet, if you will) of Eustasia. Though this idea was quickly abandoned, it is still more than a mile underground. It is an extremely dangerous place, rigged for self-destruction. Though they ultimately were too arrogant not to toy with the dangers of the **conduitite**, the alchemists were well aware of them. The elemental and spirit barrier make for a costly return. If the party exits through C9 without having performed the ritual, they can return and try again (though they'll probably find it rather tiresome).

CORE



THE CORE. ROOM DESCRIPTIONS

C1. ELEVATOR ROOM

Also meant to be a copy of L2, the efforts to do so are minimal. The room has the same proportions, but corners are unfinished and the fake doors to the west are obviously just paint on the wall.

C2. EXOTIC ANIMAL PARTS

A storage room meant for special ingredients from beasts of diverse sorts. Either to be used to extract a magic effect, or to be imbued with one. The alchemists never really got around to stocking the room, and only a handful of hides and skins are to be found here.

Treasure: Hides. Sale value: 15 sd.

C3. METALS AND MINERALS

This was meant to store the raw materials for use in the manufacture of magic items. Much like the rest of the level, this room never saw the intended use. A few crates are here, mostly iron ingots.

Blood ore (hematite) for automaton manufacture.

Treasure: Blood ore: 9 sd.

C4. UNFINISHED ROOM

The walls are raw, uneven, and jagged. Nothing is in it.

Insight or other form of divination: The alchemists had intended this to be an office/display room with careful notes on the results and perhaps a few examples of their magic craft to admire.

C5. LIQUIDS

This room is actually relatively well-stocked. Barrels and shelves with glass cylinders containing oils, wine, pure alcohol, holy water, and quicksilver line the walls. Also a dozen potion flasks are lined up on a center table (one to the left, then two, then three, then six)

Insight or other form of divination: The alchemists were preparing a simple calibration experiment to determine how much magic power a "drop of essence" contained.

Treasure: Alchemical liquids: 25 sd.

C6. SECURITY GATE

To pass into the core, you had to enter five mubar runes in the correct order. Though it has the same 5 by 5 panel as in the Zoo, here the runes appear on the wall, next to the door. As the code is random for each entry, the **Portfolio** can't predict it, though it will help a lot. Above the display will be a number between 441 and 600. When the party enters, the number will be 525 (give the players handout C1)

Once you press a rune, it will appear on the display. If the same rune is pressed again, it will appear next to the first. Once five runes are entered, they are "inspected"*. If all five are correct and in the right order, the door opens. However, if any of the runes are incorrect or in the wrong place, a number of black and grey dots appear below the display panel. The order of the dots is independent of the mistakes. It will always

be 3 (the middle), 2, 4, 1, 5. Black dots, then grey. It is basically a "Mastermind" puzzle, except that the black are wrong runes, whereas the grey are right runes incorrectly placed.

*) Though this inspection is done by magic, it does not have to be instantaneous. Since you'll be doing it as the DM, you may want to take your time in order to avoid mistakes. If you're not familiar with Mastermind (or Code Breaker), then it may be helpful to consult the examples (Appendix C). Unfortunately, each incorrect pattern also triggers a storm guardian. With all 25 runes in play, this could be a pretty deadly game. For the alchemists, however, it was much less complicated. To them the runes simply read like the succession of autarchs, which they knew by rote. To them, the real problem was remembering which mubar rune (which wasn't part of Kartrian tradition) represented each autarch.

It is the intention that the characters only need to pass the security gate once. However, there may be any number of reasons for them to have to try several times, or they may simply want to retreat, rest up, and start over. In any case, if the room is vacated for any reason, the year and combination resets.

Consult Appendix C. and roll d8, multiply the result by 20, and add 420. Then roll d20, and add that result to the number. The total will be the new start year. If the year is a "death year", start with the autarch that was inaugurated that year. Say you roll a 5 on d8 and a 14 on d20, that generates $420 + 5 \times 20 + 14 = 534$. Then the first rune will be "Power", symbolizing Nimrod II (534-549). For more information, consult appendix C.

If the characters use *insight*, one dose will reveal one of the following:

- that the black dots are for entirely wrong and the grey dots are for wrong placement.

(Though this should be evident once the party solves the **Portfolio** puzzle)

- the nine possible runes (see handout C2), and that each one occurs a maximum of two times. (The party might get this from the Portfolio, though that's far from certain)
- one of the correct runes in the current setting (pick one randomly).
- that a *forget* spell will reset the storm guardians (only relevant if they have access to such a spell).
- that the number on the wall is actually a year in the Common Calendar, and that it is significant.
- that the runes represent autarchs (an experienced adventurer would likely have the travelers' edition of *Encyclopedia Bandagora*, the '*Micropædia Bandagora*', which includes lists of regents Handout A1)

Remember that they may also use *insight* to solve the **Portfolio** puzzle. If the party has already guessed one of the above, let one dose confirm that "for free" in addition to giving them a new clue.

Note that the first clues emphasize solving the puzzle itself, whereas the last ones are more role-playing oriented. You'll have to decide which are more fitting, or simply ask whoever drinks the potion what they want to know.

Even with *insight*, the party may still have to fight a few storm guardians.

C7 ELEMENTAL SIEVE

A meandering band of eldritch symbols clearly delineates that one third of the room where the party enters is off-limits for certain creatures. From the elementals trapped in the room, it should be obvious that they cannot pass the barrier. It's actually a one-way barrier, allowing passage toward C8, but forbidding return.

The barrier attempts to disintegrate all "pure" matter, which are the mindless building blocks of all material living beings. Once a character crosses the line, if he or she wants

to return the same way, they must make a saving throw versus death magic or suffer half or his or her full hit points (if currently afflicted by temporary level drain, full h.p. means at the lower level). If the saving throw is made, the character loses a quarter. Round damage down in all cases. It's possible to return this way, but certainly not recommended.

Note that rooms C7 and C8 effectively have two monsters each, one in the room to start with, the other in a magic holding cell in the ceiling. The holding cell is extra-dimensional, and works much like a summoning circle. The idea was to capture the monsters stopped by the barrier, and if unwanted, simply to dismiss it. If a character specifically inspects the wall or uses *insight*, he or she will notice a button on the right wall in the shape of a Monster rune (●). Pressing the button will safely return the occupant to their home plane. Otherwise, crossing the barrier opens the holding cell, depositing the monster as if placed there by dimension door, ready to attack in the following round. Monsters: earth elemental (MM) in room and water elemental (MM) in cell.

C8. MIND TRAP

Much like C7, this room is also divided into two distinct parts. The symbols are different, but the one-way principle is the same. This barrier, however, destroys spirit-based creatures such as demons, deva, devils, or slaadi.

This barrier attempts to destroy all "pure" mind, and creatures made from desires or impulses, regardless of whether these are noble or base.

Once a character crosses the line, if he or she wants to return the same way, they must make a saving throw versus death magic (apply adjustment for high wisdom here, not in C7) or temporarily lose two levels of experience. Even if the saving throw is made, the character loses one level of

experience temporarily. Recovering one level lost in this manner requires one day of full rest, and only after that can the character regain hit points or spells corresponding to that level. Unless warned somehow, the characters have no idea that this will happen before they try it, and it should not cause them to lose any real experience. If they continue to move back and forth, or otherwise deserve it, you might rule that they have lost some experience, or at least do not earn any when they are at a reduced level.

For no reason will a character be reduced below 0th level, in which case he or she will perform as a 0-level human with 3 hit points. Again, finding another egress would be preferable.

Monsters: **Pentadron** (MMII). **Red slaad** (FF)

The slaad and the modron are natural enemies, but unless reasoned with, they will team up against the party. Partly telepathic, the pentadrone will communicate readily enough under calm circumstances, and if the party can convince it that they had no part in its capture, it will not attack, and might even help against the slaad. Once the party crosses the barrier, however, there will be no more time for negotiations. The pentadrone does not know of the existence of the "eject button".

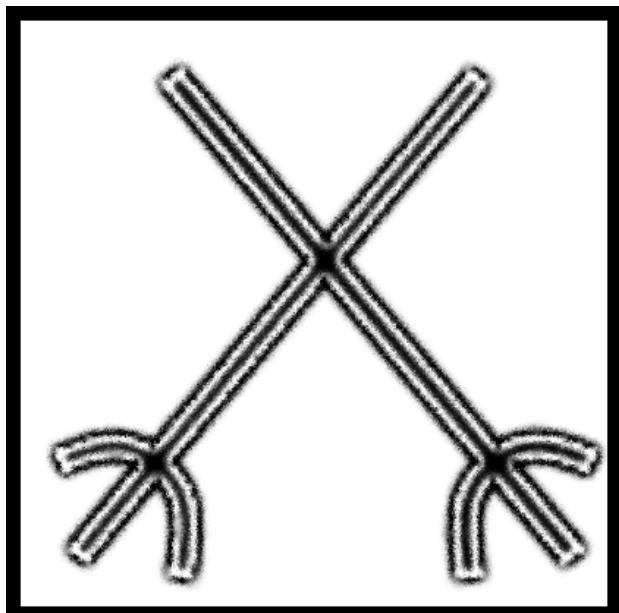
C9. PORTAL ROOM

There is really nothing here except the magic circle in the floor.

Magic-users (or anyone using *read magic* or *insight*) should recognize that the circle is meant for egress, not summoning or containing. This is the magic circle **Denby/Nistris** mentioned in his note.

When the Essence of Summoning crystal is broken, lumps of **conduitite** will begin to materialize in the Crucible. Unfortunately, so does the many-hued demon. Because of the many still-functioning wards, it isn't fully able to enter the Material Plane, yet. The image should be that of something huge

and horrible only able to attack through a small tear in the fabric of the universe. The tear is roughly three feet high and one foot across at the middle.



SIDEBAR 9: Cinematic battle

This is meant to be a dramatic climax, more storytelling in nature than a precise combat. It is important that the party waits until all the **conduitite** is collected before ramming the spear into the pile. As they will not know exactly when that is, it is a process similar to waiting for the last corn to pop in a batch of popcorn. The demon will try to attack whoever is holding the spear, trying to destroy it before it can be used. It should be obvious that if the demon enters the Material Plane, then the entire party is doomed. If you want numbers, treat it as a 25 HD monster with 200 hit points, an AC of -8 and a magic resistance of 80%.

In the first round, the demon will try to use **telekinesis** to grasp the spear. Let the spearholder make a Strength Check to counter it. If failed, allow the others to help. Attacking the demon will distract it, but only break its concentration if the attack is successful. Allow the players to be creative, such as blocking the tear with a shield, throwing holy water at it, or just anything. Make sure everybody has a role, even if it's only

observing when the pile of **conduitite** is done growing.

In the next round, if the telekinesis hasn't been broken, the demon will draw the spear close to the rift, perhaps dragging whoever is holding it along (merely failing the Strength Check does not mean he or she is letting go). This time, allow the others to grab the spear and make Strength Checks of their own. Or think of something else. If all fails (and you think they've done their best), the magic of the spear will activate when close to the tear, which will break the spell. Now the demon will simply attack, both in rage and in an attempt to stop the spear from being deployed. If the target is within five feet of the tear, it will attack with what looks like a dragon's claw as a 12 HD monster doing 2-16 hit points of damage. If the target is farther away, then it will throw a bolt of fire (then lightning, then cold), doing 3-24 hit points of damage, unless a saving throws is made. The target saves at +3 (in addition to other bonuses), since the magic carries poorly through the rift.

Make the players believe that the many-hued demon has many limbs and while not attacking, these appendages are working on expanding the tear, unless a constant barrage of attacks keeps it occupied. So let them attack it for a couple of rounds. Then all the **conduitite** is in place, and the **spear of banishment** can now be jammed into the pile. The power of the **conduitite** now works in reverse, sealing off the rift.

- If you want a more traditional finale, let a **ghilabranz** (see New Monsters) appear to stop the party from finishing the ritual. You may want to go over the monster description and possibly adjust its powers to make it a challenging, yet doable combat. Since these monsters are volatile in nature, it's perfectly reasonable that the specifics vary.

However, there will be no time for celebrating. Once the ritual is completed,

an unfortunate side effect is obvious. The **conduitite** was too much an integral part of the structure, and the Core is quickly becoming unstable. It is only in a small part because the physical disappearance of the **conduitite**. Much worse is that magic used to build the place is unraveling. Within an hour, the whole place will nothing but rubble six thousand feet below the ground. The party can either as suggested by the **Portfolio** use the teleport exit (which will continue to function for 45 minutes), or they may return through the elevator room since the magic barriers in rooms C7 and C8 will no longer work. They will have to fighting the air spirits as usual. The elevator room is not directly affected by the **conduitite** removal, but it will be buried in debris when the rest of the floor collapses, killing anyone in it.

There should be ample time for the characters to grab their stuff and whatever loot they've already collected. There is no time for more than a cursory search elsewhere.

C10. MAGIC FOUNDRY

A solitary work table and a chamber pot beside it is all this room contains. Meant to be the place where the alchemists would create magic items to be imbued with whatever essences desired, things never got to that.

However, a few exemplary items are here, meant as standards to be emulated.

Treasure: Broadsword +3, ring of protection +1, quarterstaff +2. Total sale Value: 30 gd.

Note: It is recommended that you substitute these items with some that are suitable rewards for your party.

C11. EXTRACTION LAB

Opening the door will reveal that the crowning achievement of the alchemists is lost in a vaguely silvery fog. Looking closer, it

looks like mercury, reflecting back distorted images. Unless you plan to use time bubble (see Expanding the Adventure), the party should have a very bad feeling about entering the fog. Probing it will make whatever object touching the sphere break off, and if the stump is retrieved, the material near the break will be brittle from decay, as if a hundred years old (metal will look rusted, wood or rope rotten, and so on).

APPENDIX A: NEW MONSTERS

AUTOMATONS.

General note: It's reasonable to expect that with a name like the Patchwork Man, there'd be a flesh golem in here somewhere. However, working with flesh is necromantic, and the alchemists abhorred the very thought of it. That did not stop them from wanting strong, reliable servants. At first, these were meant to be workers more than guardians. Not bound by tradition, they developed their own. The basic idea was simple: animate a suit of armor. Then they experimented with modifying the build to better accommodate the automaton's purpose. These automatons were not permanent, they had to be recharged regularly with energy from the mill and wore out eventually. Then, they'd be broken down for parts and recycled.

Later, after Denby had read Brenson Khan's notes on golems (which were and still are pretty advanced), he implemented some of his ideas, most notably the contingency protocols, allowing the automatons to stay dormant indefinitely until needed. Some of the automaton versions are unlikely to be encountered in the adventure as it is, but are included as extra wandering monsters or as possible opponents if you decide to include additional challenges or expand the adventure in some other fashion.

- Brawn over brain option: If your players are tired of solving puzzles, you could have the security gate in C6 be broken, instead further passage into the Core is guarded by whatever automatons **Risgar** could commandeer down there before he left (the exact mix is up to you).

BASIC AUTOMATON

FREQUENCY: Rare

NO. APPEARING: 1-2

ARMOR CLASS: 1-4

MOVE: 12"

HIT DICE: 6-10

% IN LAIR: Nil

TREASURE TYPE: Nil

NO. OF ATTACKS: 2

DAMAGE/ATTACK: 2-12

SPECIAL ATTACK: Varies

SPECIAL DEFENSE: Half damage from ranged or spell attacks + see below

MAGIC RESISTANCE: See below

INTELLIGENCE: Low

ALIGNMENT: Neutral

SIZE: M

The automatons all have the general look of a metal statue of a knight in armor. However, many are bulky (with the stature of a dwarf but as tall as a human) and have grotesquely oversized arms and hands.

They are immune to *sleep*, *hold*, and *charm* based spells (but not cold). They are not truly mindless, however, and can be affected by illusion and confusion, though they receive +4 on saves against such spells.

All the automatons take ½ damage from ranged attack or spells* that cause damage, including cold.

*) If applicable, they still receive a saving throw, which if made will reduce the damage to one quarter. However, they do have a weakness to lightning bolt spells in the sense that if a 1 is rolled on such a saving throw, the bolt has "shorted" a vital part, causing it to break down ("killing" it instantly).

CARRIER (lifter automaton)

FREQUENCY: Rare
NO. APPEARING: 1-2
ARMOR CLASS: 3
MOVE: 9"
HIT DICE: 6
% IN LAIR: Nil
TREASURE TYPE: Nil
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 2-12
SPECIAL ATTACK: Nil
SPECIAL DEFENSE: Half damage from ranged or spell attacks + see above
MAGIC RESISTANCE: See above
INTELLIGENCE: Low
ALIGNMENT: Neutral
SIZE: M

COLD ONE (experimental freezing automaton)

FREQUENCY: Rare
NO. APPEARING: 1-2
ARMOR CLASS: 2
MOVE: 12"
HIT DICE: 8
% IN LAIR: Nil
TREASURE TYPE: Nil
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 2-12/2-16
SPECIAL ATTACK: Ray of cold
SPECIAL DEFENSE: Half damage from ranged or spell attacks + see above
MAGIC RESISTANCE: See below
INTELLIGENCE: Low
ALIGNMENT: Neutral
SIZE: M

Imbued with ogre mage magic, this automaton is also immune to cold. Not only immune, but any cold-based spell will recharge if it is below three charges. If not in melee, it can project a ray of cold causing 3-18 hit points at a single target (save vs. wand for half damage). It can do so once per round for three rounds. If still not in close combat, it will retreat and re-refrigerate its innards (1 turn per cold charge).

DIGGER (excavating automaton)

FREQUENCY: Rare
NO. APPEARING: 1-2
ARMOR CLASS: 1
MOVE: 9"
HIT DICE: 10
% IN LAIR: Nil
TREASURE TYPE: Nil
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 2-12/3-12
SPECIAL ATTACK: Paralyzation
SPECIAL DEFENSE: Half damage from ranged or spell attacks + see above
MAGIC RESISTANCE: See above
INTELLIGENCE: Low
ALIGNMENT: Neutral
SIZE: L

Imbued with umber hulk magic, any successful attack (melee, magic, or ranged) will cause the attacker to see an extra pair of eyes superimposed upon the digger's eyes. The attacker must save vs. paralyzation at +4 or be dazed for one round (he or she cannot attack in any way, but can perform all other actions unimpaired). The general resistance to mind-affecting spells still applies.

RECHARGE GOLEM (battery automaton)

FREQUENCY: Rare
NO. APPEARING: 1-2
ARMOR CLASS: 4
MOVE: 12"
HIT DICE: 6
% IN LAIR: Nil
TREASURE TYPE: Nil
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 1-12
SPECIAL ATTACK: Magic shock, dispel magic
SPECIAL DEFENSE: Half damage from ranged or spell attacks + see above
MAGIC RESISTANCE: See above
INTELLIGENCE: Low
ALIGNMENT: Neutral
SIZE: M

This was meant to be a passive energy transporter, a walking battery, if you will, carrying the magic energy within itself. However, though not intentionally built for attacking, it can deliver quite the punch with its fists as it channels magic power. On a roll of 17 or more, in addition to its regular damage, it will deliver a magic shock equal to that of magic missile (2-5 hp damage). The shock will also dispel any one spell effect within 10 feet. If more than one can be affected, then illusions first, otherwise lowest spell level first.

STEEL SENTRY(guard automaton)

FREQUENCY: Rare

NO. APPEARING: 1-2

ARMOR CLASS: 2

MOVE: 9"

HIT DICE: 9

% IN LAIR: Nil

TREASURE TYPE: Nil

NO. OF ATTACKS: 2

DAMAGE/ATTACK: 3-8

SPECIAL ATTACK: Nil

SPECIAL DEFENSE: Half damage from ranged or spell attacks + see above

MAGIC RESISTANCE: See above

INTELLIGENCE: Low

ALIGNMENT: Neutral

SIZE: M

WELDER (forge automaton)

FREQUENCY: Rare

NO. APPEARING: 1-2

ARMOR CLASS: 3

MOVE: 12"

HIT DICE: 7

% IN LAIR: Nil

TREASURE TYPE: Nil

NO. OF ATTACKS: 2

DAMAGE/ATTACK: 2-12/special

SPECIAL ATTACK: *burning hands*

SPECIAL DEFENSE: Half damage from ranged or spell attacks + see above

MAGIC RESISTANCE: See above

INTELLIGENCE: Low

ALIGNMENT: Neutral

SIZE: M

Imbued with remorhaz magic, every other round starting with the first, the welder attacks in place of its second attack with kind of *burning hands* causing 9-12 hit points damage to one attacker within 3 feet, others within 5 feet of the welder and within 60° of the prime target are also hit but are allowed a saving throw versus breath weapon to sustain half damage. This can happen a maximum of three times (the 1st, 3rd, and 5th rounds of combat).

BEHIRHAZ (BEHIR/REMORHAZ HYBRID)

FREQUENCY: Very rare/unique

NO. APPEARING: 1

ARMOR CLASS: 2

MOVE: 12"

HIT DICE: 12

% IN LAIR: Nil

TREASURE TYPE: See below

NO. OF ATTACKS: 6

DAMAGE/ATTACK: 1-6

SPECIAL ATTACK: Lightning bolt, fiery missiles.

SPECIAL DEFENSE: Body heat.

MAGIC RESISTANCE: 45%

INTELLIGENCE: Animal

ALIGNMENT: Neutral

SIZE: L (30')

This hybrid is a highly magical creature. It looks much like a behir except for the long fin down its back. Almost as agile as a pure behir, once every 5 rounds, it can discharge a 20-foot long lightning bolt causing 6d8 hit points of damage unless a saving throw vs. breath weapon is made. Once the bolt is discharged, it will seek to close with its enemies and use its claws. Anyone attacking it in close combat will feel its extreme heat, and suffer accordingly. The first and second round it will merely be uncomfortable, the third round the attacker will suffer d4 of heat damage, and the fourth and following rounds d8. Adjust this schedule by +1 if the attacker is using a metal weapon +1 if the attacker is wearing metal armor -1 if either weapon or armor is magic. For this reason, attackers who know that the behirhaz cannot discharge its bolt every round may seek to attack it with ranged weapons. If the behirhaz cannot attack anyone with either its claws or its lightning bolt, it will grow furious, causing it to belch up fiery missiles. These missiles can be spat up to 8" away, and when they impact they explode like a *fireball* causing 6d6 of damage within a 3" diameter sphere.

The results of breeding, these creatures do not live in the wilds and normally do not accumulate treasure. However, the glands, of which 4-6 can be extracted without too much expert knowledge, are usable as fiery missiles. All in all, the average adventurer could skin it and take its head, and this would bring in about 10 gd (add to this the glands which are worth about 1 gd each).

Harvested properly (and immediately after its death), all sorts of magical ingredients can be obtained.

GHILABRANZ (MANY-HUED DEMON LIEUTENANT)

FREQUENCY: Very rare

NO. APPEARING: 1

ARMOR CLASS: 1

MOVE: 12"

HIT DICE: 12

% IN LAIR: Nil

TREASURE TYPE: Nil

NO. OF ATTACKS: 3 + spell use

DAMAGE/ATTACK: 2-8, 2-12, 1-10,

SPECIAL ATTACK: Elemental bolt (2-16 h. p.)

SPECIAL DEFENSE: +2 or better weapon to hit, blink

MAGIC RESISTANCE: 20%

INTELLIGENCE: High

ALIGNMENT: Chaotic Evil

SIZE: L (8')

The ghilabranz looks vaguely like a human with four arms. However, its appearance is not fixed, and ripples of change run through it constantly, exchanging one body part at a time. Examples are: Jet-black obsidian, scaly skin, shiny metal, coal, mud, bone, any elemental.

In combat, each round it uses three arms/appendages against melee opponents, and then blasts an elemental bolt, preferably against any spell caster or others employing ranged attacks. Each time an "arm" has been used in an attempt to strike an opponent, that arm fades out

of existence and is replaced by another, different in color and texture. In game terms, this effect is purely cosmetic. One of the arms is always elemental in nature, and this is the one projecting the bolt with a range of up to 80 feet.

For purposes of protection (and description), roll d6: 1- force (treat as magic missile-like), 2-wind (vortex), 3-fire, 4-lightning, 5-cold, 6-ice. Once the bolt is discharged, the arm is replaced by a new one (roll again).

As it constantly in a state of flux, any hit (melee or magic that is not affecting an area), has a 25% chance of hitting a "discarded" part, causing the ghilabranz no damage. This can happen a maximum of once per round. The effect comes before checking for magic resistance, also a successful hit from a non-magic weapon could trigger it.

Unless compelled to do otherwise, the ghilabranz will leave the Prime Material Plane once there are no enemies within sight.

PATCHWORK MAN

FREQUENCY: Very rare

NO. APPEARING: 1

ARMOR CLASS: 4

MOVE: 9"

HIT DICE: 6-8

% IN LAIR: 30%

TREASURE TYPE: M, S

NO. OF ATTACKS: 2

DAMAGE/ATTACK: 1-8

SPECIAL ATTACK: Special

SPECIAL DEFENSE: Special

MAGIC RESISTANCE: Special

INTELLIGENCE: Semi

ALIGNMENT: Neutral

SIZE: M

Special defense/attack: Each round, the patchwork man will automatically trigger

one of the following effects if applicable. Once that happens, he cannot trigger any more that round, and each effect can only be triggered once per day.

- 1) Magic Resilience. Any damaging spell only inflicts 10% damage (round up)
- 2) Magic Adaptability. Any damage-over-time spell (including spells such as heat metal) fades after one round. Hold person and similar spells that incapacitate will cause the patchwork man to lose his attacks for the next round, then he'll shake it off. Fumble, slow, even rock-to-mud will slow the patchwork man one round, then he'll adapt.
- 3) Vampiric touch. One hit restores half the inflicted hit points (only triggers if the patchwork man has taken at least 4 hit points of damage, and he hits).
- 4) Iron skin. Melee damage from a weapon that hits AC0-AC3 is ignored.
- 5) Fist of stone. One hit inflicts an extra 4 hit points. Only triggers if he hits with his second attack.
- 6) Sparks. Each opponent within 5 feet suffers 1-4 electrical damage. This effect cannot be triggered before the third round of combat.
- 7) Icicle dart. A magic dart automatically hits its target and causes 1-4 cold damage. Furthermore, the victim must save vs. spell or lose the next round due to cold. For purposes of protection, this is considered a version of magic missile. Only triggered by non-adjacent attacks such as missile fire or magic use.
- 8) Magnetic skin. Any metal melee weapon that hits will become stuck for one round. Warriors with more than one attack per round may use their first attack to either draw another weapon to get the second attack or try for a successful open door roll.

Note: The patchwork man may be a type of monster, but in principle each such monster is unique. Chances are that the party only sees a couple of them, so they

won't develop any familiarity. But feel free to change the above list of abilities by adding or replacing your own. Also, there could be weaker or stronger versions, or even already formidable monsters afflicted by the patchwork effect.

PLASMA GHOST (Saint Elmo's Fire

Elemental)

FREQUENCY: Very rare

NO. APPEARING: 1-6

ARMOR CLASS: 0

HIT DICE: 6

% IN LAIR: Nil*

TREASURE TYPE: Nil*

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 3-10 (electrical)

SPECIAL ATTACK: Nil

SPECIAL DEFENSE: Any spell causes the spell caster to suffer 1-3 electrical damage.

MAGIC RESISTANCE: 15%

INTELLIGENCE: Average

ALIGNMENT: Neutral Evil

SIZE: M

Special weakness: Dispel magic or other spells that banish summoned creatures cause caster's level times d6 in damage, save vs. spell for half.

Description: Looking much like pale purple ghosts, they're floating elongated humanoids. They are transparent, mostly white but occasional bright sparks of indigo and violet.

*) These creatures are often found close to powerful and/or energetic magic.

STORM GUARDIAN

FREQUENCY: Very rare

NO. APPEARING: 1

ARMOR CLASS: 0 or lower

MOVE: 18"

HIT DICE: 2 or higher

% IN LAIR: Nil

TREASURE TYPE: Nil

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 1-6

SPECIAL ATTACK: See below

SPECIAL DEFENSE: See below

MAGIC RESISTANCE: Special

INTELLIGENCE: Average

ALIGNMENT: Neutral evil

SIZE: S

The alchemists thought that the best monster to guard their secrets would be something like the monster they hated the most: the will-o-wisp. Storm guardians are indeed reminiscent of will-o-wisps, these creatures look like white-purple glowing spheres floating in the air. However, they do not naturally appear on the prime material plane. As a sort of elemental spirit, the storm guardian is summoned and powered by magic energies, each appearance accompanied by a loud thunderclap. For the purpose of the adventure, any undefeated storm guardian will remain in place. However, if left alone for more than a few weeks, these creatures will eventually dissipate and return to their elemental state. These guard the "elevator sliding puzzle" in L2, Z1, and C1 and also the "master mind" in C6. The alchemists were proud of their sliding puzzle key, but it had a flaw. It couldn't be done without a minimum of three vacations of the central square, sometimes four. Though they had an amulet that dismissed the first three the storm guardians on a given day, sometimes an alchemist would have to use the elevator room more than once. Instead of re-thinking the method of opening, they insisted that it would be a valuable tool to keep their minds sharp. Indeed, they let the storm

guardians increase in power with each appearance. That way the first storm guardians served as mild reminders that trial and error would not be a good approach, but if someone, be that a disorganized alchemist or the real targets, potential intruders, persisted, they would be met by lethal force.

Tally the number of appearances. In L2, this is triggered by vacating the central square in the floor pattern (except the first lifting of the portal tile, which is 'free', though subsequent liftings are not). This counter is reset every day, unless a storm guardian is present (not defeated), in which case it remains at its present number.

In C6, it is triggered by submitting an incorrect master mind pattern. In either the Lab, the Zoo, or the Core, it is triggered by teleporting magic.

The three counters are independent of one another.

that exorcise/dismiss summoned creatures or cause damage. They only suffer a quarter damage from damage spells (possibly halved again if a saving throw is made).

Special cases are *protection from evil* and *dispel magic*, which give the storm guardian a saving throw. Even if made, it suffers a -2 penalty on to hit and damage rolls. If not made, it is dispelled. However, no matter how fast the party acts, if another, stronger, storm guardian appears subsequently, then any previously cast spells will have no effect, and a new spell must be employed.

Another exception is *magic missile*, which does the full amount of damage.

The most notable exception, however, is *forget*. If this spell is cast, not only will the storm guardian disappear, but the counter will be reset at 0.

Appear-ance #	Hit Dice	Armor Class	Da-mage	X.P. Value
1	2	0	1-6	40 + 2/hp
2	3	0	1-8	70 + 3/hp
3	4	-1	1-8	100+ 4/hp
4	4	-2	1-10	120+4/hp
5	5	-2	2x1-6	180+5/hp
6	6	-3	2x1-6	300+6/hp
7	7	-4	1-8 /1-6	400+8/hp
8	7	-4	2x1-8	450+8/hp
9	8	-5	2x1-8	750+10/hp
10	9	-6	1-10 /1-8	1000+12/hp
11	9 (max)	-7 (min)	2x1-10 max.	1200+12/hp

Against non-magic missiles, the storm guardians have an AC of -7, regardless of the number of appearances. If magic arrows or bolts are used, then they follow the table.

They are extremely resistant to magic, and are immune to all spells except for those that

URTEN

FREQUENCY: Rare

NO. APPEARING: 1

ARMOR CLASS: 1-4

MOVE: 12"

HIT DICE: 7

% IN LAIR: Nil

TREASURE TYPE: Nil

NO. OF ATTACKS: 2

DAMAGE/ATTACK: 1-8/1-10

SPECIAL ATTACK: Poison, possession

SPECIAL DEFENSE: Brain drain

MAGIC RESISTANCE: 25%

INTELLIGENCE: Low

ALIGNMENT: Neutral evil*

SIZE: M

These creatures consist of mud and slime, and are usually created in decaying organic matter where there is strong magic and no sentient beings around for some time.

They are primitive elementals without real intelligence. As they are not summoned, they cannot return to the Elemental Plane. Instead they feel a strong urge to gain a mind in order to belong to the Material Plane. An urten will try to possess intelligent beings, preferably human. Their behavior is reminiscent of mindless undead.

When dormant, the urten looks much like a pool of mud with a green tinge. When a creature with above animal intelligence comes within a hundred yards, it will rise and form a vaguely humanoid shape much like a mudman.

They will, if possible, choose one human opponent and concentrate all their attacks on that person. It will be one of those closest to them, but otherwise randomly. They do not understand armor and non-magic taunts will have no effect. In close quarters, they are extremely dangerous, as any successful hit inflicts a paralytic poison that slows the victim unless a saving throw is made. A *ring of free action* and/or protection from poison or paralysis will negate the *slow* effect, but in

all cases the full damage is inflicted and the victim's intelligence score is temporarily reduced by one.

If a slowed victim is hit again, or both attacks in one round succeeds, then (after reducing the intelligence score) an intelligence check must be made at a +4 penalty. If the roll is above the victim's adjusted (by previous attacks, but also by wisdom 'magical attack adjustment') intelligence score, then the urten fuses into the victim, taking over the body. The victim will lose consciousness within a round. The process will be final in three turns. Remove curse, slow poison, or cure disease will all slow down the transformation, each adding one hour. Neutralize poison will give the victim a new intelligence check (at the reduced score, but without the penalty) to expel the urten (which will be at half its full hit points, but must still be dealt with), and even if failed, will also add an hour to the process. Exorcise will halt the process, and once successful, kill the urten and cure the victim. As will dispel evil and heal.

Brain Drain. Each successful (ranged or melee) hit or spell affecting the urten creates a mental link. The attacker must save versus death magic or temporarily lose one point of intelligence. If for some reason an attacker's intelligence drops below 4, he or she will lose consciousness and the urten will seek out him or her as its new prey.

Should the urten succeed in taking over its host, it becomes a non-aggressive human being with true neutral alignment. He or she will have no real skills and only a rudimentary language, and often end up becoming a village idiot.

Unless possessed, any intelligence loss will recover at one point per hour.

APPENDIX B: NEW MAGIC ITEMS

Abstinence powder

This magic powder is a metallic gray with iridescent sparkles of rainbow color. The effect of ingesting one small bag is to make the wearer both impotent and totally uninterested in sexual activity for a month. Sale value: None.

Agility powder

In itself, just a green powder with a faint magic aura. However, with it (and other ingredients with a value of 4 sd, or as determined by the DM), any alchemist will be able to produce a potion of Cat's Grace. The potion increases the dexterity score by 8, up to maximum of 18. Duration 4 + 1-4 turns. Sale value: 5 sd.

Bracers of minor healing

In addition to armor class improvement, these bracers also have the ability to heal 2 hit points once per day. Unfortunately, the healing magic only recharges when the bracers are used as the primary armor. Sale Value (AC7): 10 gd.

Carbuncle garnet

This particular ruby is not large, but it is magic. The carbuncle garnet will serve as a medallion through which the wearer's life force may be monitored, assisting in a medical examination. For purposes of recuperation, detection and recovery from afflictions, the carbuncle will increase the wearer's constitution score to 16, or add 1 if already 16 or higher. If a "1" or "2" is rolled in any of the cure spells, it will automatically convert to a "3". Using the medallion requires calm, so it does not affect healing in the midst of combat, nor any instant effects such as system shock. Sale Value: 2 gd.

Conduitite

Conduitite is a yellow-tinted glass-like substance, somewhat like pale amber. It may also have formed elsewhere but this particular batch originates from a crumbling seal of a gate to the Spirit Plane. The gate itself is located underground in Eruulan (northwest of Darsooth). As the seal crumbled, the conduitite gained magic gate-like powers by sympathetic magic. In the beginning, this was perfectly safe in small measures.

Say one of the alchemist wanted to make an invisibility potion. He would then affix the conduitite to a container full of air, use magic to pinpoint the desired effect, and then, in the process of a few weeks, extract "essence of invisibility". This essence could then be mixed with a basic "neutral" potion and sealed for storage. However, the conduitite did not extract the invisibility from the air, but rather from the magic powers of Spirit Plane denizens. Though demonic in nature, this was a minor effect and the tear between the planes negligible. The metaphor would be a trickle through a dam easily stopped by the proverbial finger. These rift mended themselves by the natural healing of the barriers between the planes.

Seeing that the end result had no demonic taint, the alchemist chose to overlook the origins. In their impatience to return to Balvine as academic heroes, they got greedy and expanded the operation, breaking the metaphorical dam and inviting in powerful demons, putting a terrible end to their ambitions.

Risgar destroyed all supplies of conduitite (except the sample in L11) and did his best to track down whatever remained elsewhere. And the location of the sealed gate was inhabited by powerful monsters. So for centuries, the danger was averted. Unfortunately, the gate kept crumbling, and whereas the alchemists had needed fist-sized lumps of conduitite for it to work, eventually pebbles now was enough.

Which in turn lead to conduitite's properties being discovered by other alchemists.

Used carefully, it still worked wonders. Until in recent years, when the crumbling of the gate reached a point which allowed things from the other side to seep through. Then, no matter how careful the alchemist was, the mere use of magic in the vicinity of the conduitite would usher in some uninvited guests. His or her mind and body would be inhabited by a dozen or so random former denizens of the spiritual and elemental planes, growing in power as they slowly used his or her own body as a funnel. The physical changes and the mental breakdown was a matter of time. For some reason, one mental image shone like a beacon in heads of the victims of this affliction, that of a strange windmill.

Sale value: Not relevant.

Crucible of confluence

About four feet high, it is basically a metal bowl on a tripod. When a heat source is placed below it, it concentrates all heat to the center, leaving the outside cool.

Halves the time of any reactions.

Sale value: 4 gd.

Essence crystal

This is a pure crystallization of a magic principle. It comes in several versions. The alchemists mostly used the conduitite to extract what they called singular essences (such as those corresponding to the four classic elements, but also "time" and "intellect"). However, to suit his needs, Denby also distilled what he called compound essences, most notably the "essence of summons".

Other examples are travel, sunlight, battle, or construction.

Of particular use to magic-users and alchemists, assume that one of these crystals with an effort of 20 hours (by someone skilled in the works of magic) can produce a consumable magic item roughly worth 5000 g.p.

Thus an Essence of Storm could yield 13 levitation potions OR 7 flying potions OR a non-rechargeable wand of lightning bolts with 30 charges. Obviously, it has even greater potential as an ingredient in a permanent item (for example, it could add the power of flight for 2 turns or the ability to throw lightning bolts as the wand (both usable once per day)). Depending on your campaign, this could be a wonderful opportunity or a lot of unnecessary hassle. If the latter, treat the crystal simply as an oddly shaped magic wand.

Essence of Flame can be used for anything involving fire or heat OR can be used as a non-rechargeable wand of fireballs with 30 charges.

Essence of Stone can be used for anything involving the element earth, rock or armor, OR as a non-rechargeable wand of minor mage armor* with 30 charges. *) minor mage armor is a protection spell that has a duration of 20 rounds. It surrounds the recipient with a magic field of protection that can absorb up to 10 points of weapon damage (as a rule, weapon damage is damage that requires a to-hit roll).

Absorbing the full 10 hit points dispels the armor. As long as the minor mage armor is in effect, it lowers the armor class of the recipient by 1. It is cumulative with permanent magic items, but not temporary effects such as spells. Spending another charge will (only) renew the armor.

Sale value: 12 gd.

Millcoin

Originally eight of these existed, now only four remain. Stannian and Aldwin each have one, but unless you are thinking of Expanding the Adventure, they will play no role. Alone, they merely radiate a magic aura (divination). If two are brought together and held in each hand, they

work similar to a dowsing rod, pointing the person holding them in the direction of the entrance to the lab. This effect only works within a mile of the mill.

Sale value: 6 sd.

Nose clamp

The main function of this item is to make the wearer insensitive to strong odors and other unpleasant smells. It also gives the wearer +2 against magic effects that are olfactory based such as troglodyte secretion, ghastly stench, or stinking cloud.

Sale value: 12 sd

Plate mail +0, imbue with spell ability

Though there is no armor class bonus, this armor is still considered magic. It also has an enchantment similar to the fourth level cleric spell *Imbue with spell ability*, except that the spell be a magic-user spell of second level at the most. Once cast into the armor, the spell can be rememorized by the original caster. Anyone can trigger the spell, as long as he or she is wearing the armor. Note: The armor in Z13 is imbued with **detect invisible**.

Sale value: 15 gd.

Recharge crystal

This item appears to be an amulet. A transparent dark blue gem is fitted in an oval disc with a chain attached to it. It can be hung around the neck. The gem itself is slightly yielding to the touch and the disc around it is inscribed with six mystical symbols. Other than that, it looks rather austere for a piece of jewelry (much like an oversized dog tag with a piece of indigo plastic in the middle). It is however, extremely valuable. The crystal is made mostly from simurgite, a rare magical mineral that has the ability to accumulate magic power.

In the hands of a non magic-user, it can only function if the owner has another magic item that accesses a spell or spell-like ability (up to 5th level or equivalent)

once per time period. For example, an intelligent sword that detects magic once per day. If so, the crystal can recharge the sword, giving it an extra use. This, however, discharges the crystal. In order for the crystal to work, it must be hung around the neck, then it will slowly recharge. It takes five days to fully recharge, currently it is depleted. The strange sigils is simply a decorative (or obscure) way of indicating the numbers 0 to 5. Once the crystal is activated, the symbol representing 0 will glow. After a night's rest, the 0 and 1 will glow, and so on.

In the hands of a magic-user, the crystal can be used to augment spell casting. This can be done at any time the "meter" is above zero, and expending as many or few as the caster wants. Augmenting a spell means that the caster level is increased by the number of charges when determining effect. Thus a 6th level magic-user expending 3 charges can cast a *lightning bolt* at 9th level.

Sale value 5gd.

Shield +2, large, vs breath weapons

In order to use this shield, a minimum strength of 15 is needed. The +2 enchantment also applies to any magic effects that are basically frontal in nature, including breath weapons.

Sale value:

Sleeping draught

This drink ensures sleep. Each dose makes the drinker fall rapidly asleep, sleeping soundly for two hours. Only extremely vigorous shaking will wake the sleeper (who will suffer at least 1 hit point of damage), and even if awake, he or she will act sluggishly (as if he or she were two levels lower). If several doses are imbibed in succession, the sleep will last a corresponding multiple of the two hours.

Sale value: 1 sd per dose.

Spear of banishment

Though it can be used as a spear +1, its true purpose is a consumable weapon against other-planar creatures. Against these, it performs at a +3 enchantment, and once a successful hit is made with it, the spear performs much like a *dispel evil* spell. There is no regular saving throw, but it might not work against entities with magic resistance, in which case the magic of the spear is treated as being of 16th level.

Even if resisted, it inflicts triple normal damage (1-6/1-8 +3)x3 (other adjustments to damage are unaffected).

The spear disintegrates upon hitting. It can be used against creatures of good alignment just as well as against neutral or evil.

When attacking weak opponents (less than 2 hit dice) of other-planar origin, the wielder can opt to use it any number of times at +3 (in this case damage is not tripled).

This item is sometimes found in other weapon type versions, such as arrows, daggers, or javelins.

Sale value: 3 gd.

Sword +2, bastard, monster puncher

This sword allows the wielder to subdue any monster with a brain, except undead or other monsters that the DM considers to be too alien or anatomically different. The +2 is applied to the subdual damage.

Sale value:

Vial of sleep gas.

Breaking this vial will release a gas that immediately fills a 4" diameter area (or 4x4 if enclosed). The next round the gas will spread to cover 24 1" squares. Any creature caught within the original area or unable to escape the spreading gas is affected by a *sleep* spell, starting with those closest to the broken vial. The combined hit dice of the creatures cannot exceed 30, and creatures of 5 HD or higher are allowed a saving throw. If the saving

throw is made, they merely become sluggish and drowsy (-4 to attack rolls). Either effect lasts twenty minutes. The magic effect is considered to be at 6th level. Note: Unlike *sleep*, use of the vial does give the owner any control over who is to be affected. Using a *nose clamp* (found in Z5) grants immunity, as will throwing it far enough.

Sale value: 4 sd.

POTIONS:

Alchemist's elixir

This potion is set apart by being in a crystal carafe with a stopper. A golden-brown liquid, it looks much like a fine brandy. It is, however, an invaluable tool for the alchemist. The stopper comes apart with the top serving as a small glass (think of a hip flask with a cup that fits onto the top). Drinking a thimble will make drinker feel empowered by a keen sense of smell, and he or she will be able to *identify* any one potion merely by sniffing it. Then the potion smell will seem overpowering and ruin the finely tuned senses. Taking a second shot will 'clear the sinuses' (but the drinker will feel a little lightheaded) and it another potion may be identified. One 'thimble' of the elixir can identify one potion (or oil, basically any liquid imbued with consumable magic). The potion can be identified without breaking the seal. And if several potions are present at that time, the imbiber can single out those identical to the one identified with the same shot. There is no chance of false information. Much like strong brandy, it should be used sparingly. Though the identifying works fine, imbibing a third thimble will reduce the constitution score of the character by one temporarily (as will any following thimbles). This effects resets each day. Currently there are 25 thimbles in the carafe. Note: Given their weakened state, allow one thimble to identify three different types of attenuated potions.

Astral elixir (in development)

This makes the drinker (including his or her body) astral. Unfortunately, the imbiber cannot move or use magic, reduced to simply watching until the potion wears off. Still, it is a useful way to observe any astral beings, and it can serve as a temporary refuge much like *rope trick*. Duration 4 + d4 turns.

Barkskin (in development)

This potion causes the drinker's armor class to be lowered by 2, and he or she receives +2 on all saving throws. Unfortunately, the skin grows stiff and the limbs get wooden, which means that any melee to hit rolls are penalized by a -3 modifier. Furthermore, any ranged attacks or spells that include a somatic component are impossible.

Duration 5d4 rounds.

Dragon blood

Drinking this potion of prepared dragon blood turns the imbiber into a natural spell caster. Only one specific (typically) magic-user spell can be cast, and it is fixed when the potion is created. Unless the spell effect is related to the dragon, only first or second level spells are possible.

It will only be spells that use readily available components, though none are needed. Instead, the caster pays a number of hit points equal to the spell level (reflecting the effort of producing the spell effect).

There is no need for memorization, and the spell can be cast as often as wanted within the duration, which is 4+1d4 turns. Sale value around 25 sd (depending on the spell, this number may vary greatly).

Dragon breath resistance

Drinking this potions grants protection against dragon breath, cutting damage in half. Furthermore, any saving throw are made at +4, and if successful, will reduce damage to a quarter. Duration is 2 +1-4

turns if consumed fully. Alternatively, it can be divided into 3 gulps, which each protects the imbiber against one breath attack within the next 15 rounds. These gulps can be drunk by different individuals or the same individual at different occasions. However, if opened and partly consumed, it will have to be re-sealed magically somehow or the potion will no longer be effective after three weeks.

Iron will

This potions grants immunity to any fear-based attacks. Also immunity to hold, sleep, or charm spells, similar to that of undead. Furthermore, any mind-affecting spells not included in the above, such as some forms of illusions, are saved against at +4.

Mental acuity

Imbibing this potion will raise drinker's intelligence by 2 (or to 17, whichever is greater) and his or her wisdom by 1 (or to 16, whichever is greater). This effect last 4+1d4 turns.

Another use is to drink a third in order to solve a problem at hand, called *insight*. This will give the person a breakthrough at the problem at hand, if applicable. It may also reveal that there really is no solution. Once opened, the potion should be consumed with two weeks, or the magic will fade.

Actually, the potion was developed by the alchemist in order to increase his chance of learning new spells. Unfortunately, the duration is too short for that to work directly. However, if an entire potion is drunk within a week of failing to learn a new spell up to third level, it gives the imbiber enough fresh knowledge to give him or her another chance. Drinking two full potions will allow a new attempt for any spell.

NOTE: In this module, *insight* can be applied specifically to the puzzles. It could also be used to give the players clues

about what to do or explain the history of a room. Not a standard potion, in this story the recipe (in which a key part is mind flayer brain) is lost. Even if Meliandos is restored to sanity, he will have no memory of it, and his lab has burned down. Feel free to change that.

Sale value 2 gd.

Philter of memory

This drink has restorative power with respect to the mind. It will either:

- (A) work as a Cure insanity (as spell)
- (B) generate another person's vivid memory

Or (C) earn whoever drinks it 600 xp.

Sale value 3 sd.

Spot hidden

This works as a **detect invisible** spell. It also confers immunity to magic effects that confuse attackers such as **blur**, **blink**, or **displacement**. If searching for secret doors, the imbiber detects them 100% of the time. However, he or she will still have to spend the time actively searching (assume 2 rounds per 10 feet of wall searched), which may cause the effects to terminate before anything is found. Duration 5d8 rounds.

Sale value 5 sd.

Stoneskin

This grants virtual immunity from weapon attacks. Though it works much like the spell of the same name, it protects from all hits occurring within the same round.

Duration: One round. If not triggered, the effect dissipates after 6 + d6 turns,

Sale value 6 sd.

Troll blood (in development)

This potion imbues the drinker with an enchantment that last two full hours or until triggered. If hit or wounded, the troll blood effect will kick in, and starting the following

round, the imbiber will regenerate 2 hit the next 5d4 rounds. If brought down to - 10 hit points, he will still regenerate. Unfortunately, the potion can only recover hit points lost after the potion has taken effect, so it cannot be used to save a dying ally (though it will stop any bleeding).

Warrior's blood (MU)

This potion allows a magic-user or illusionist to use the combat skills of a fighter of the same level, including armor and weapon use. He or she will be proficient with all weapons. It also temporarily gives the drinker an additional 3 hit points per level. Half of any damage incurred is taken from these temporary hit points. Duration 5d8 rounds.

Note: You may allow other classes to use this, in that case a thief would gain 2 h.p./level, a cleric 1 h.p./level, while a fighter would (just) be proficient with all weapons.

Sale value 7 sd.

Weak potions (unsealed potions that have lost most of their potency):

Weak Giant Strength: Grants +1 to damage rolls. Duration 5d8 rounds. Sale value: 1 sd.

Weak Heroism: Grants 3 temporary hit points (up to 5d6 rounds). Sale value: 1 sd. Weak Healing. heals 1-4 hit points. Sale value: 3 sd.

Weak Invisibility: Bestow invisibility 5-10 rounds. Sale value: 2 sd.

Weak Poison: Causes 1-8 hit points damage when drunk. Sale value: None.

Weak Polymorph Self: The drinker can once turn into another human or demi-human only.

Sale value: 3 sd.

APPENDIX C: LIST OF AUTARCHS AND THEIR RUNES FOR C6. ALSO MASTER MIND PUZZLE EXAMPLES

- If, for any reason, the following is not how you want to play this adventure, then you can substitute this challenge with an appropriate number of automatons (see Appendix A, Automatons: Brawn over brain option)

The alchemists left Marentia at the end of the 7th century, by which time autarchs had ruled the nation for a quarter of a millennium. These first ten autarchs and their history were considered rudimentary knowledge among the alchemists, and it was only fitting that this knowledge would serve as a shibboleth to keep out the riff-raff. Unfortunately, their former colleagues, other Kartrian wizards, would also be familiar with the succession of autarchs. So the alchemists coded it in the runic language, since most true Kartrian would have nothing but contempt for the mubar runes.

It is assumed that the players have access to the Rune Handbook.

You can find more information in the Bandagora Wiki at

http://bandagora.wikia.com/wiki/Bandagora_Wiki

If you can accept the incongruity of mixing a fantasy setting with an online presence, the Wiki is the online version of the Encyclopedia Bandagora, currently edited and published by the University of Anistar. It represents the knowledge of various sages and scholars. Not necessarily the truth, but what is generally accepted as such. All Adventurers' Guild outlets (including the one in Belharas) will have this work in their library. So, if the party goes there for information, you may allow the players to peruse the Wiki.

Autarch	Historical Role	Rune	Start of Rule	End of Rule
Nimrod I	The first autarch, who insisted that the power he personally commanded as a wizard equaled that of armies.	 [Power]	441	505
Politorn I	Perhaps not as personally powerful as Nimrod I, he was a good commander, and generally considered an ideal autarch by the alchemists.	 [Aristocrat]	505	534
Nimrod II	The first to change his name to that of a former autarch, and much more of a diplomat than his namesake. The alchemists simply used the same rune because he had the same name.	 [Power]	534	549
Bazen	Though the Book of Enchantments disappeared during his predecessor's reign, Bazen was the one blamed by historians for not recovering it.	 [Injury]	549	564

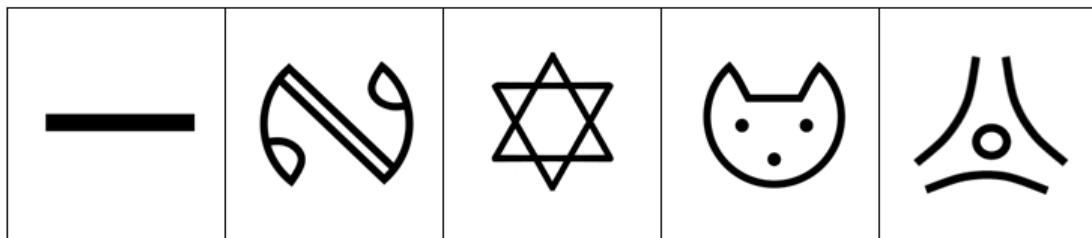
Celestian I	Celestian was the one who adopted to new reality and founded the colleges, encouraging the wizards to work together.	 [Union]	564	588
Ashanar I	Ashanar I introduced the term renegade and believed that retribution in general was a viable foreign policy tool.	 [Revenge]	588	605
Nistris I	Though ruling was necessary, Nistris I considered his most important task that of putting his skills as an artificer to good use. Denby agreed with this, and took the same name upon being chosen for the Supreme Council.	 [Talisman]	605	633
Faldorno	Though he was probably the strongest wizard since Nimrod I, Kartrian historians has judged him harshly for his rash and impulsive decisions in military matters.	 [Action]	633	647
Chalmar	Overcompensating for Faldorno's mistakes, Chalmar did practically nothing against the Iluvan. Instead, he turned his attention to architecture, which remains his sole legacy.	 [Wait]	647	656
Iktemar I	All historians agree that Iktemar I was the grandest autarch ever, ushering in the Time of Kings since no one was adequate to replace him. To the alchemists, however, he was a backstabber, who betrayed his calling by letting the demands of non-casters overrule the true masters of magic.	 [Betrayal]	656	726

Security gate "mastermind"

How it works: When the party first enters C6, the numbers show 525. This corresponds to the following correct sequence: Politorn I/Aristocrat, Nimrod II/Power, Bazen/Injury, Celestian I/Union, Ashanar I/Revenge.



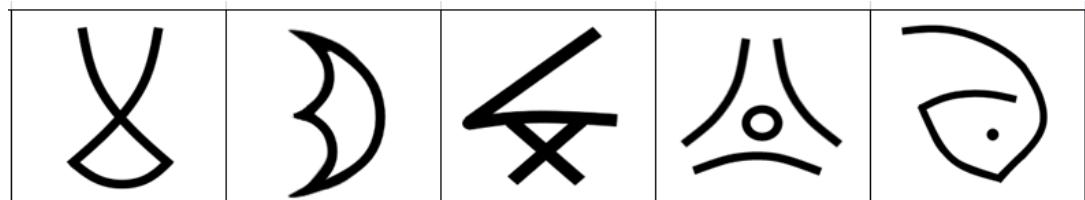
Example 1: Let's assume that the party simply enters the top row of the runes.



This is wrong, and they will be attacked by a storm guardian (appearance strength of 1). However, one of the runes (Union) is correct, though it is in the wrong place.



Example 2: Now the characters punch

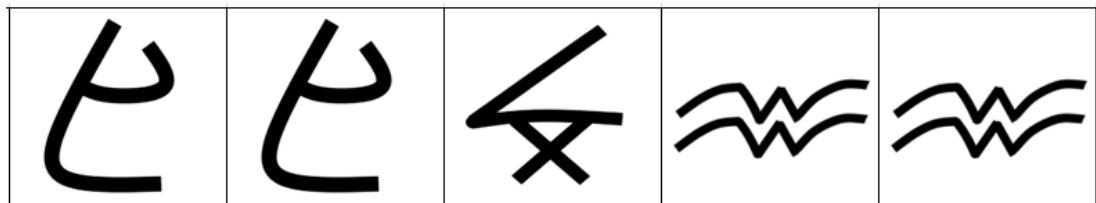


Here, three runes are correct. Power and Injury are in the right place, while Revenge is not. Remember that the alchemists were more prone to punish mistakes rather than rewarding correct answers. In this perspective there are two completely wrong runes and one wrongly placed rune, which yields



Example 3: What if the characters repeat the same runes? It is quite possible that one rune should appear twice (in that case it would be Power in the 1st and 3rd position). However, if there's only one of a given type in the correct sequence, then the second one is considered incorrect (one could argue that it could count as a rune in the wrong place, but that's not how the rules work here).

So



would result in two correct runes and three incorrect runes, since the second Aristocrat rune is considered (totally) incorrect.



If the characters leave the room, the runes will reset with a new start year. The appearance number of the storm guardians is independent of this, as it resets around midnight.

To generate a new start year, roll d8, multiply result by 20, then add 420 and d20.

Formula: $420 + d8 \times 20 + d20$

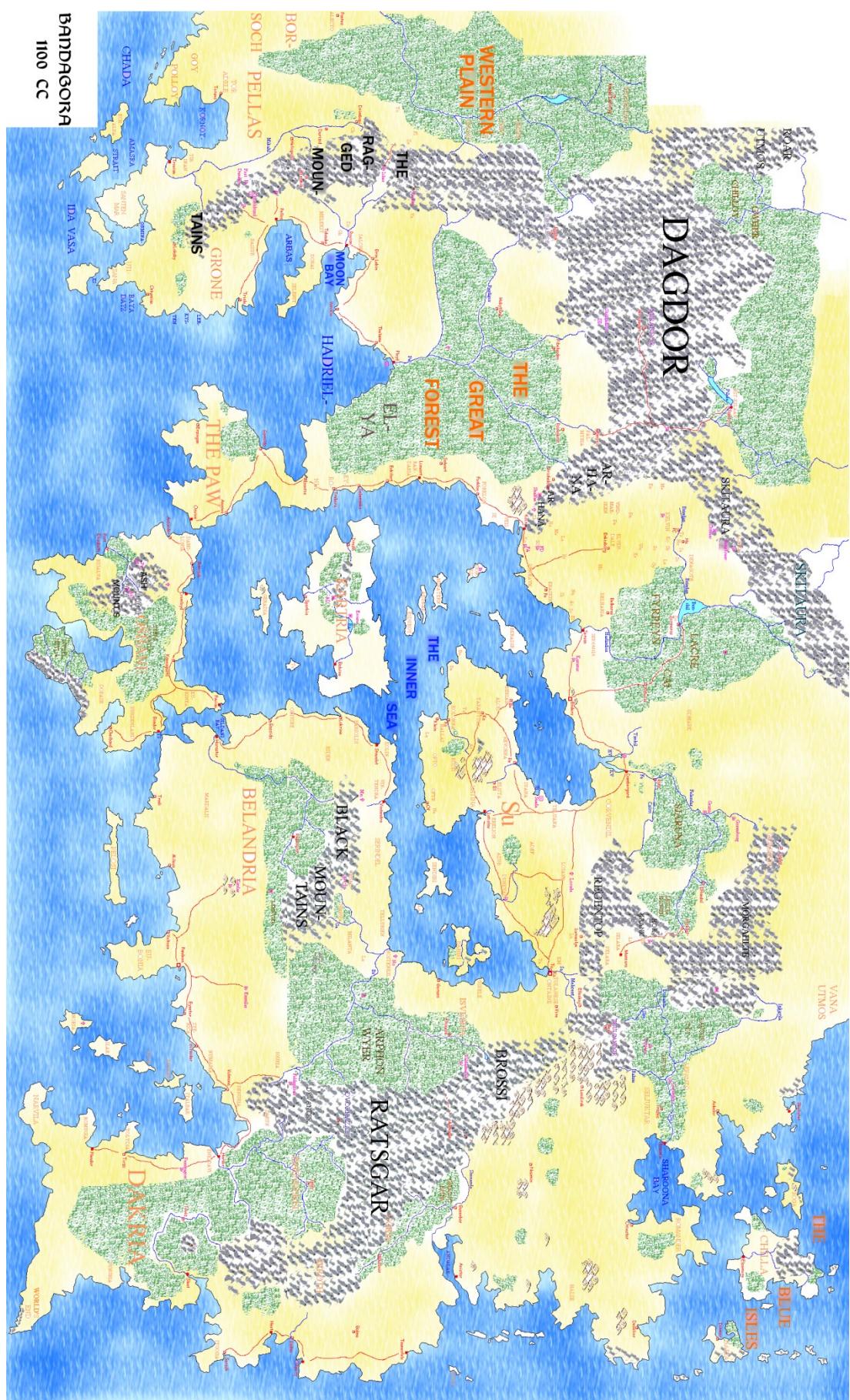
Examples: 3 on d8 and 9 on d20 would yield 489CC (Power, Aristocrat, Power, Injury, Union)

7 on d8 and 15 on d20 would result in 575 CC (Union, Revenge, Talisman, Action, Wait)

8 on d8 and 20 on d20 would result in 600 CC (Revenge, Talisman, Action, Wait, Betrayal)

APPENDIX D: MAPS

Bandagora (possibly handout MW):



Hardnit (possibly handout MH):

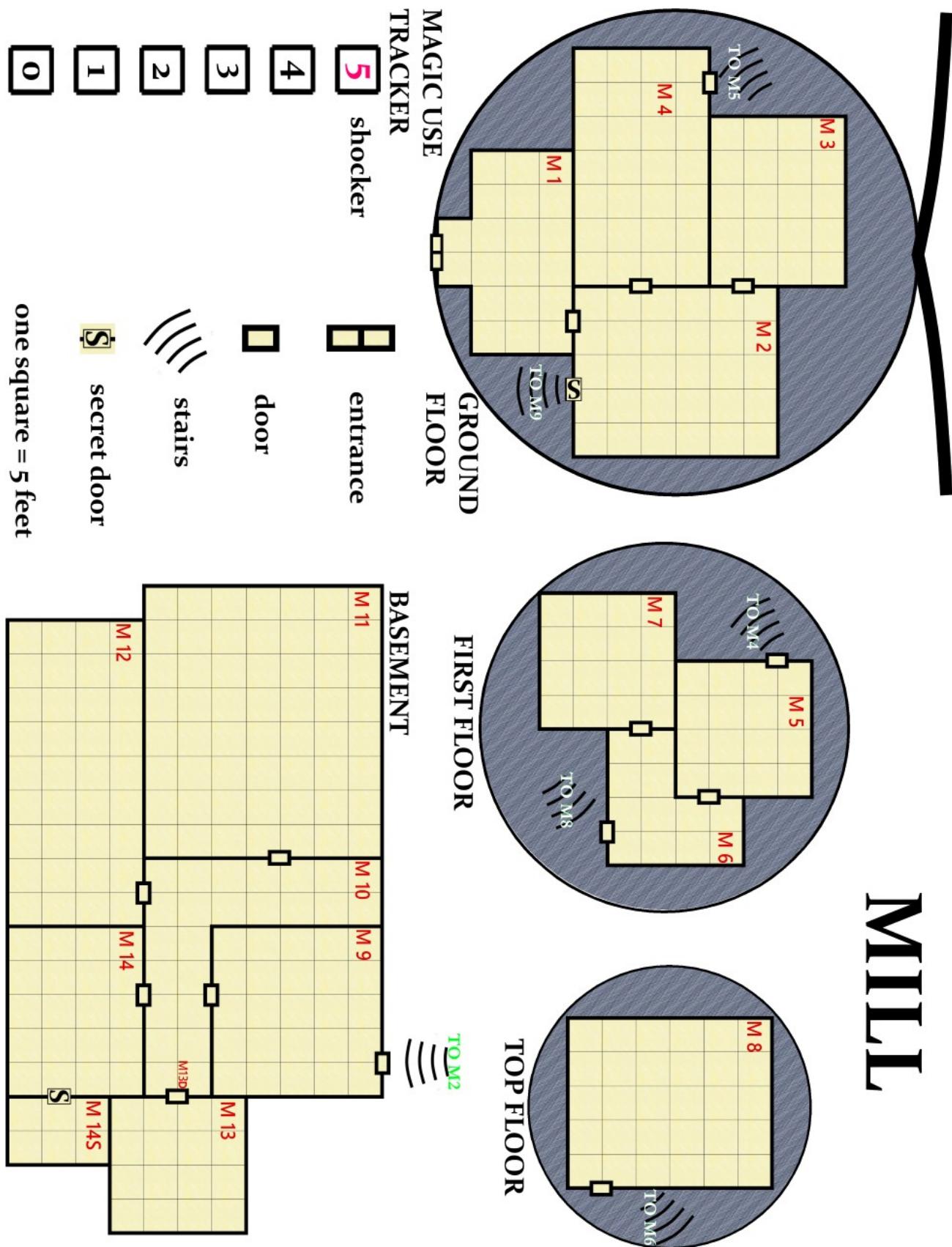


Belharia (handout MB):



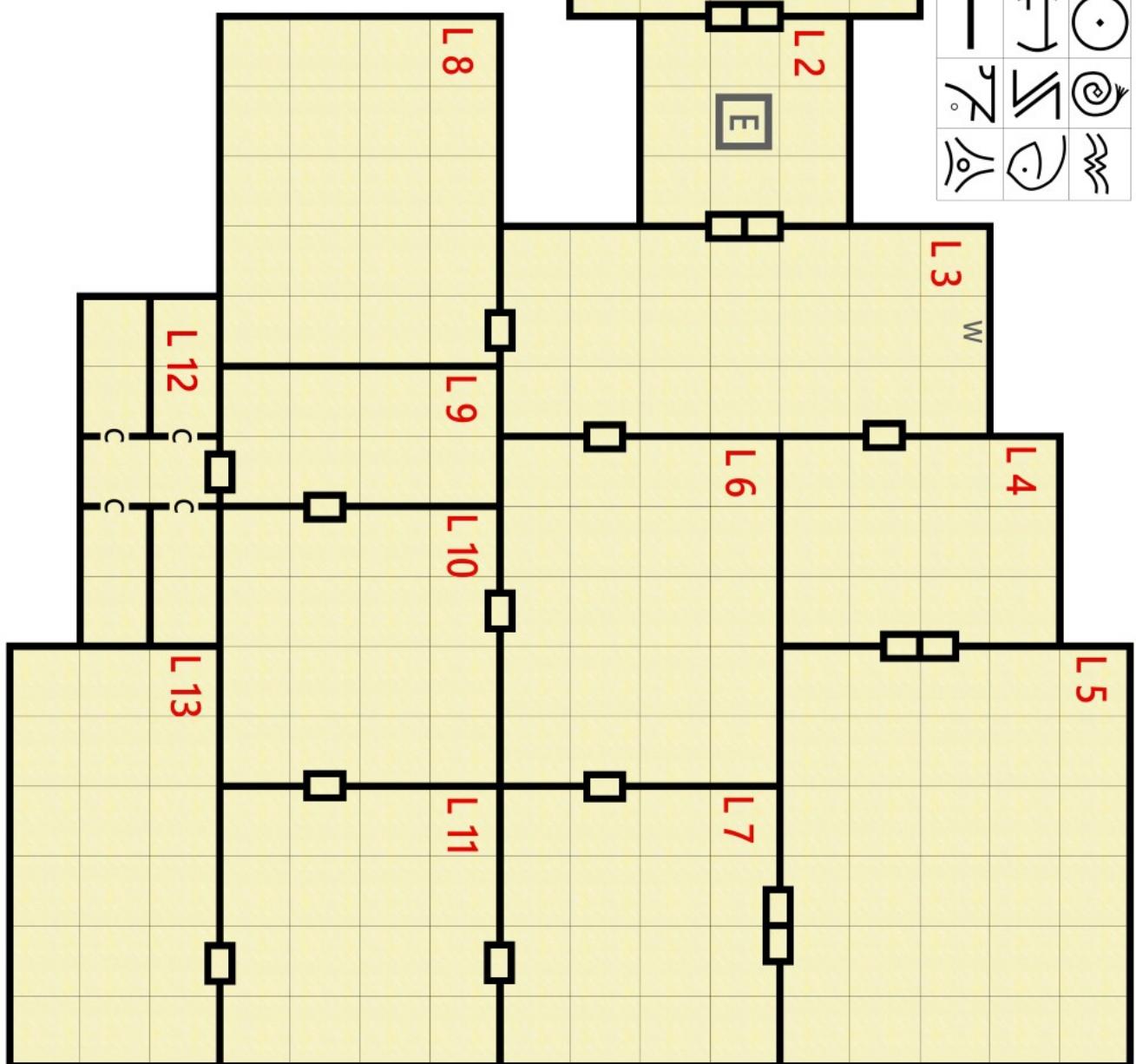
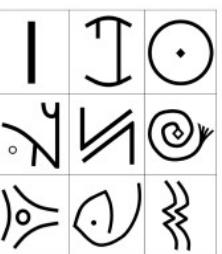
MILL

The Mill:

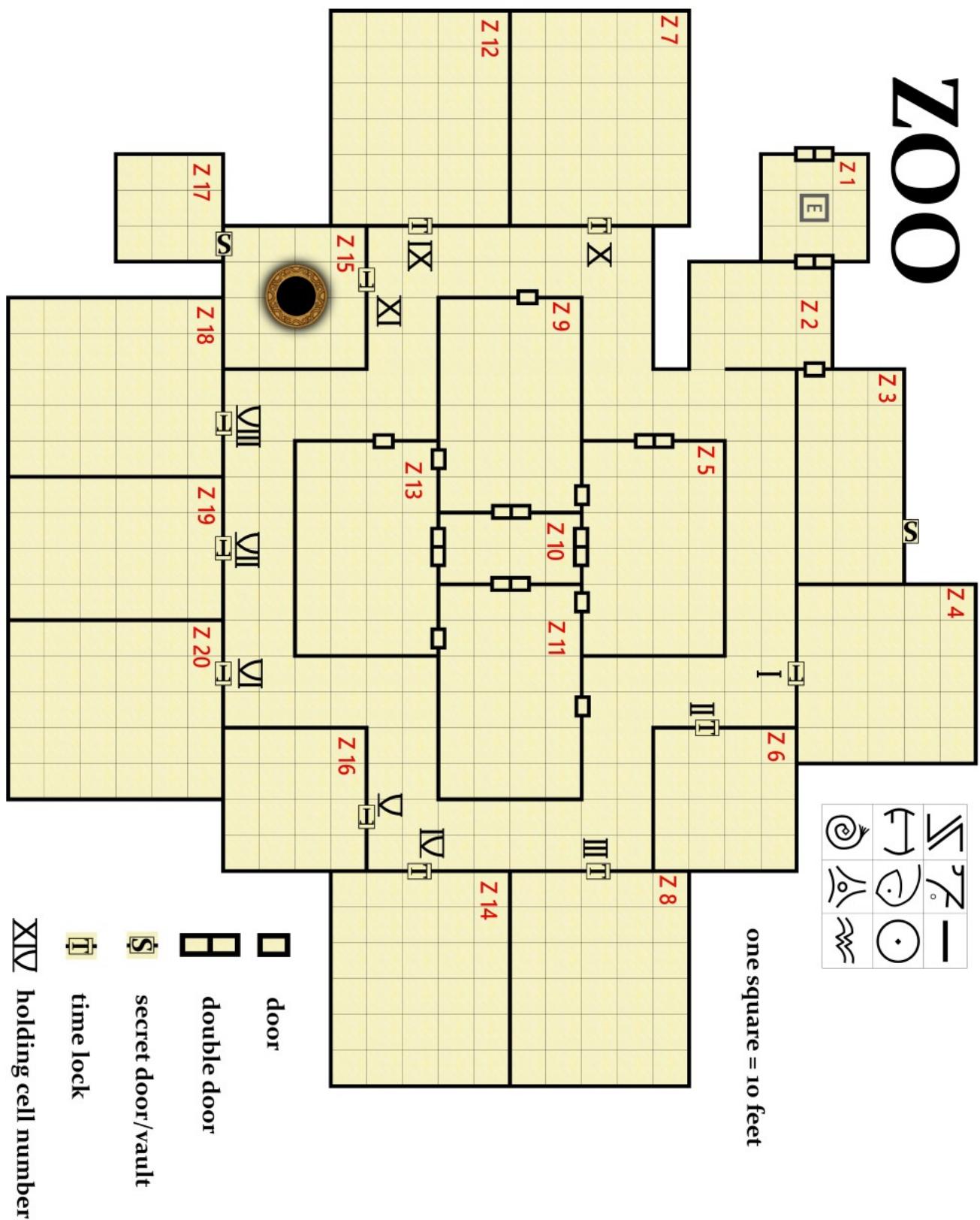


The Lab:

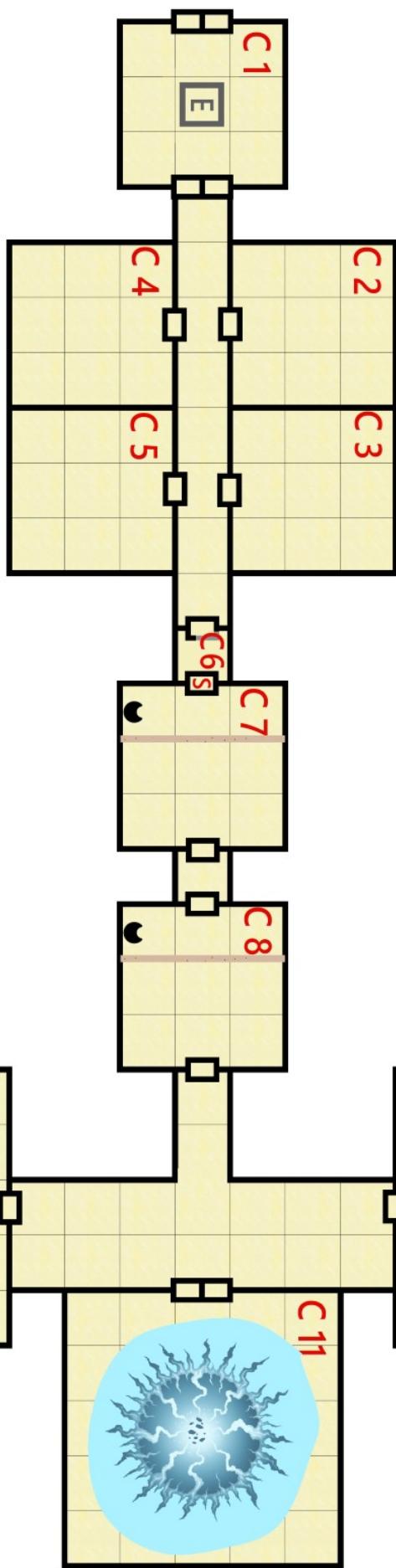
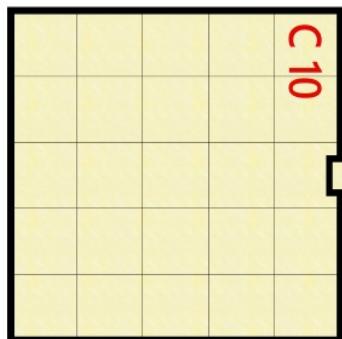
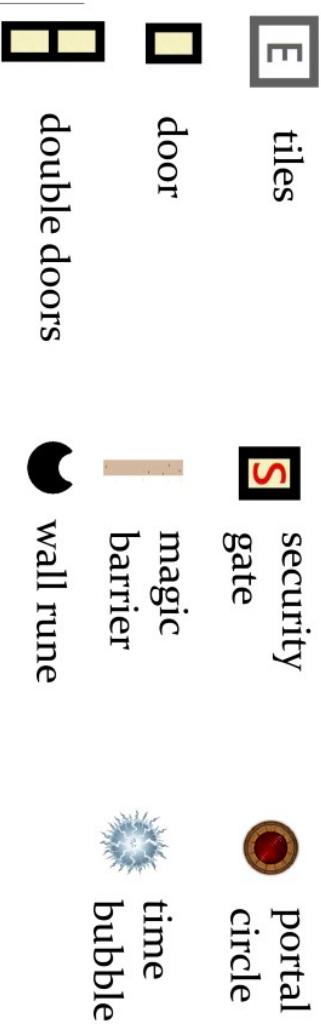
LAB



The Zoo:

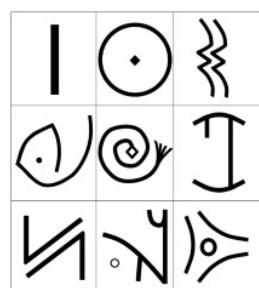


The Core:



one square = 10 feet

CORE



APPENDIX E: AN ADVENTURING PARTY.

These characters can be used either in total or in part as pre-generated characters for use by the players. They can also serve as a rival party (see Expanding the adventure), or just as individual NPCs. In the tradition of the classical modules, these characters have less treasure than real PCs normally would, and their abilities are by no means overly impressive. If you want to use them as player characters, you may want to give them a little extra. You will also have to work out exactly which spells are in Besome's spellbook.

Miranda:

True neutral female human thief (8th level): Str 11, Int 10, Wis 9, Dex 17, Con 15, Cha 12. Equipment: Short sword +2, dagger +1, Bracers AC 6 of the warrior (allows the wearer to fight (THAC0 and number of attacks only) as fighter of same level). Miranda lost both her parents in gang violence as her father was a member of the Tower Rats in Servan. She then had to beg for a living the next few years until she was promoted to thief. Though she hates doing it, she is extremely skilled in blending in with whoever else is there, hiding in plain sight, as it were. Recent events in Servan led to the dissolution of the Tower Rats, freeing her of obligations. Her last "job" in Servan she did for herself, looting one of the Tower Rats lieutenants' secret stash. She doesn't mind detecting for traps and listening at doors as long as the others appreciate it. She also likes to fight in the front line, but knows that even her magic bracers does not give her strength or many hit points. Though she can be indifferent to strangers, Miranda feels a strong loyalty to the party. She regards the others much like family. She makes no secret of disagreeing with them, but leaving them hasn't crossed her mind.

Note: There are no real opportunities to pick locks or disarm traps in this adventure. However, a thief is skilled at observing, and knows a lot. So to reflect that, Miranda should get the information from "investigation" after a few minutes of observation. And allow her one "free" insight per day.

Selidan:

Neutral good male human cleric of Diancecht (7th level): Str 11, Int 12, Wis 16, Dex 11, Con 10, Cha 14. Adventuring priest of Diancecht. Though he isn't very skilled at it, Selidan sees his primary purpose as teaching humans to get along. Preserving human life is the highest goal in all situations. Though he does not approve of bad behavior, he is sometimes forced to condone conduct that others find morally wrong because he values human life above all. This could mean letting criminals escape. Or it could mean accepting slavery, if ending it would lead to bloodshed. He chose life as an adventurer because city life constantly confronted him with not only the shortcomings of humans, but his own inability to rectify them. His favorite adventure is when he gets to save his fellow men from a dangerous monster, especially if it's undead. As he considers humanoids monsters, he has no compunction killing them, either.

Note that due to his dedication to preserving human life, Selidan's healing spells (not orisons) cannot heal less than 7 hit points. As it also comes with the restriction that Selidan requires those he heals to swear not ever willfully to take a human life, it's not a freebee. In my campaign world, what started out as a great bonus led to the dissolution of parties. No one wants to play priests of Diancecht anymore. You may choose to dispense with this, and simply treat Selidan as a more generic priest of neutral good alignment.

Equipment: Chain mail +2, shield +1, footman's mace +1.

Velniel "Ella":

Neutral good female half-elf ranger (6th level) Str 16, Int 12, Wis 16, Dex 11, Con 15, Cha 12.

Though her name is Velniel, she calls herself Ella except when in the company of elves. She is the daughter of a wandering elf mother out of Lacre-Cai and an human warrior from Koira. Like most half-elves, she does not feel home anywhere. The elves are deep and earnest, harmonious creatures. Ella is too restless for that. One day of singing and enjoying nature is fantastic, a week of it makes her want to puke. Actually, though humans are prone to bullying and shallow pleasures, most of which are disgusting for some reason or another, Ella leans to her human side. She rather enjoys spending a day or two alone in the wilderness, but knows that to accomplish great things, people must work together.

Role-playing note: Though Ella and Selidan are natural allies, they usually disagree whenever things are being discussed within the party. He thinks she is too rash, and doesn't really know humans. She thinks he is extremely naive.

Equipment: Chain mail +2, shield +1, long sword +2.

Besomel:

Lawful neutral male human magic-user (7th level). Str 9, Int 17, Wis 11, Dex 10, Con 12, Cha 11.

Besomel is the illegitimate son of the Lord Pern, his mother the daughter of a traveling merchant. Both the lord and the merchant are dead now, but before they died, they agreed that Besomel should have an education, a good one. And since the young Besomel had shown aptitude for magic, he was sent to Kartria for wizard's training. He returned to Hardnit in his early thirties, promised a position as a

court wizard for Lord Wendar. Things had changed, however, and the new Lord Wendar wasn't interested in the bastard son's services. Besomel's mother married a farmhand and the wizard now has three step-siblings. He does not feel welcome at their house. Adventuring is his "home" now. Though Besomel knows he's not a 'real' nobleman, he still believes in the principle of "noblesse oblige", especially as this meshes perfectly with his Kartrian education. He feels he owes Hardnit to put his magic powers and training to good use. In return, he feels that he should be treated with respect, and expect people to act their best around him. A wizard needs his rest, and can't be bothered with menial tasks. He is sometimes impatient with the party he is in, but he thinks he can do more with the others than on his own. Through his background, he is well versed in Marentian history.

Equipment: Bracers AC 5, quarterstaff +2, spellbook.

Tornay:

True neutral male human warrior (7th level) Str 16, Int 11, Wis 9, Dex 15, Con 15, Cha 10.

Equipment: Plate mail +1, shield, long sword +1, Belt of might (up to three times a day it increases its wearer's strength by +6 increments for a number of rounds equal to his level, giving Tornay 18/91-99).

Tornay is from Enders, where he started his career as a guard. He was soon promoted to escorting merchants. On one of those journeys, one of his colleagues had a rune medallion with the Abjuration rune (Φ). That medallion worked like a scroll of anti-magic when activated. Though they did not encounter anything magic on that trip, from that day Tornay has been even more fascinated by magic items in general and rune items in particular. He decided to try his luck as an adventurer, and so far he feels he's doing okay. In battle he will lead the charge, but out of combat he feels at ease letting others decide what to do.

APPENDIX F: EXPANDING THE ADVENTURE

These are optional ideas for further adventures that may require some development.

1. The Rivals

Use the party from appendix E as an NPC rival group competing with the PC to solve the patchwork crisis. This can give the adventure a sense of urgency, both in the sense that this is a serious problem in Hardnit, and that if the PCs don't get their act together, someone else will step in. If so, the rivals may agree to join forces with the PCs. This only happens when the PCs are further ahead than the NPCs. They will only do so as a group, never on an individual basis. For example, the PCs may ask Selidan for healing. It's only reasonable since he was given his powers to heal people, right? But Selidan doesn't see it that way. He does not know the PCs. They might not hold human life sacred the way he does. He could risk his powers if the PCs abuse it by killing, say, a patchwork man. Unless it's an emergency, he does not heal anybody he doesn't trust.

The rival party was hired in Servan by a merchant called Wenander. Their objective was to find out what happened to Paulon, Wenander's friend, who until recently worked as a court alchemist in Enaldis. Wenander had already tracked a lumbering disfigured man across Hardnit to Belharia, and witnesses overheard the hulk ranting something about "the mill".

The rivals do not have a millcoin, nor the Portfolio. They may have found the mill before the PCs, but they will soon be stumped. There is no precise timeline for the rivals' progress. They will typically trail the party, always behind but perhaps finding one or two things the PCs overlooked.

If you feel that the PCs need a gentle shove, let the rivals discover something new, such as a new level, but let them be so battered by the storm guardians that they need to retreat and recuperate. On the other hand, if the PCs need to spend some time doing something else (possibly not related to the adventure) which you actually think is a good idea, then have the rivals encounter the thing that Paulon has now become. This can occupy their time for as long as you want. Either a few days, or it could also involve them transporting him somehow to Enkisburg, where the bishop there might agree to help him in return for their services.

2. The mubar runes

If you want to use them further in the adventure, you can put a rebus in the Lab section, where the walls are already decorated with them. Or you could have the party encounter them later.

3. Cleaning out the Zoo (option A)

For a more active adventure, simply let the *temporal stasis* spell end while the party is there. The thri-keen are now roaming the level, and they have opened all the other doors, guiding the monsters out in the wild so they can loot whatever they guarded. Remember that you can place new monsters of your liking in the Zoo, and/or exchange others to fit your campaign. You could even expand the level or simply divide some or the larger rooms into smaller chambers.

4. Cleaning out the Zoo (option B)

In this case, have a sub-plot where the party is also looking for a vital magic ingredient. In fact, that could have been what led them here to begin with. You could then have one of the monsters

guard it (except they may not know which monster), or it could simply be a part of the monster. "It is said that a rare crossbreed of dark unicorn and nightmare has a horn (the alicorn) which if impaled into the possessed heart of Madrianna will rid her of all evil" or something like that. You may want to prepare an extra page of the Portfolio. Again, feel free to invent new monsters for the occasion.

5. The alchemist angle (option A)

A journeyman alchemist might offer to supply a handful of random potions in exchange for being allowed to salvage the remains. Let the players roll, say, 7 times and pick the 5 they want. You may also let the alchemist create dragon blood potions (see New Magic Items).

6. The alchemist angle (option B)

Instead of relying on outsiders, one in the party may want to start their own alchemy lab. If he or she can negotiate a deal with Baron Belhar, it basically has all the space and equipment, though it lacks a good stock of raw materials. Assume that it represents 50% of starting a new lab, as it needs a lot of work to be fully functioning. And the plasma ghosts and storm guardians will have to be dealt with somehow.

Alternately, the equipment can be salvaged for use elsewhere. In that case, it represents roughly a 1/6 of a new lab, broken down as follows:

The Mill: 4%. Bulk materials, racks, tripods.

The Lab: 6%. Beakers, retorts, charts.

The Zoo: 2%. A few exotic hides and animal/monster parts.

The Core: 5%. Rare/potent materials, minerals.

No matter which approach (A or B) you use, the characters will want to harvest the monsters they defeat. Again, you can use a generic approach: Say 5 HD's worth of rare and appropriate monster corpse yields the special ingredients for one

potion. To this you have to add 8 sd of common ingredients and a day's work for a skilled laborer. Roll randomly (either the DMG's IIA, or the UA's IIIA). Or you can develop your own system.

7. The Dragon Egg

If treated properly, the unhatched dragon egg in room Z14 will produce a small white dragon (without shadow dragon traits). This could simply be treasure, or it might be the start of another adventure. The sage Velimar has been searching for the fabled Orb of Dragonkind for a long time. All he needs to complete his search is a pristine egg from each evil dragon type... Alternatively, you can replace it with another fantastic creature's offspring frozen in temporal stasis (perhaps in Z17, the Time Vault).

A very generous DM could let the players find one or more dragon horse foals. These would have to be tended for a period, but would be perfect mounts for high level characters. To be honest, these creatures are a bit "high-magic" for my own Bandagora campaign, but you may tone their powers down or substitute another steed.

8. The Time Rift

This is a projection into the future, a dark scenario of things that might come to pass. If you have another adventure lying around that doesn't really fit into your campaign, but you want to try anyway (like, say, Expedition to the Barrier Peaks or one of the Battle System modules), a little adjustment could make it work. You could also let the magic go totally haywire and have it be a portal to anywhere (say, land the party in the Desert of Desolation).

9. The Shrinking Violet

If the party handles the patchwork man discreetly, there may be other work for them at the Shrinking Violet. Procuring exotic animal parts, hunting down other

bill-skippers, transporting valuables, that sort of thing. It wouldn't be anything big, but it would give the party a base in Belharas. You can then combine this with either option (4) or (5) above, so that the party would have a place to exchange their monster innards with potions and/or other magic items.

10. The eggs of Risgar

When Risgar removed the eggs from the hatchery (Z13), he placed them in a chest imbued with *temporal stasis*. He had intended to use them for further research, but he decided that he'd done enough and never touched them. Unfortunately, when the conduitite disappeared, the enchantment on the chest stopped working (perhaps you can think of a better reason, such as the local lord's curious son/daughter opened the chest, and since then they have gone missing...). Now basilisks, cockatrices, behirs, dragons, chimeras, and whatever monsters you can imagine coming out of an egg are roaming Enaldis. Maybe even some exotic cross-breeds. On the upside, Risgar grabbed a lot of valuables on his way out. And the local lord needs a new alchemist...

11. The fate of Aldwin

Recently awoken from *the sleeper* wakes, Aldwin is currently north of Brindan, where he is working toward permanently closing the gate from which the conduitite came. He plans to "fuse" the gate through the use of an alchemical solution. Unfortunately, the creeping evil of the gate has caused humanoids and undead to inhabit the catacombs where the gate is located. And with the sudden disappearance of the conduitite, things are speeding up way

too fast. Aldwin may even resort to looking for outside help. While he prepares the remedy, he may employ a party of adventurers to clear the catacombs.

12. The fate of Stannian

Also recently awoken from *the sleeper* wakes, Stannian has become obsessed with predicting the future and avoiding disaster. Ironically, this means he has rather neglected the patchwork man crisis. He is currently serving the somewhat shady Lord Trolnar of Konhuldra as court wizard. After dabbling in rune tablets and tarot decks, Stannian has begun to reproduce the time projection that Denby inadvertently created. Though far from a precise instrument, and extremely dangerous to use, it actually works. The Black Order is very interested in his results.

13. The Many-hued demon

This demon is knocking on the gates, and maybe someone is foolish enough to let it in. Or it may just be a former patchwork man, whose body might have been restored, but whose multiple personalities haven't quite fused back together. Much like Twoface/Harvey Dent, except this guy doesn't flip a coin, he rolls d8... You'll have to flesh out the details. Use the ghilabranz (New Monster) as inspiration, otherwise the many-hued demon and its minions will be a cross between a type V (Marilith) demon and Tiamat.

14. Tie-in with other Bandagora Adventures

Currently, the Patchwork Man is the only one in the series, but look out for more, such as The Rune Vault which will be ready in 2018.

APPENDIX G: TREASURE QUICK REFERENCE TABLE

Treasure	Magic/New Item (M/N)	Location	Looted	Appraised /Identified	Sale Value (sd) *) may be worth a lot more
Millcoin	N	Start	<input type="checkbox"/>	<input type="checkbox"/>	6
Bracers AC7*	N	M3	<input type="checkbox"/>	<input type="checkbox"/>	100
Spellbook	M*	M3	<input type="checkbox"/>	<input type="checkbox"/>	30
Dagger +2	M	M3	<input type="checkbox"/>	<input type="checkbox"/>	50
2 x Potion: Mental Acuity	N	M3	<input type="checkbox"/>	<input type="checkbox"/>	2 x 20
Purse	-	M3	<input type="checkbox"/>	<input checked="" type="checkbox"/>	2,3
Potion flasks	-	M5	<input type="checkbox"/>	<input type="checkbox"/>	8
Lab Equipment	-	M6	<input type="checkbox"/>	<input type="checkbox"/>	15
Iron ingots	-	M7	<input type="checkbox"/>	<input type="checkbox"/>	9
Recharge crystal	N	M8	<input type="checkbox"/>	<input type="checkbox"/>	50
Lab Equipment	-	M11	<input type="checkbox"/>	<input type="checkbox"/>	11
Brandy	-	M12	<input type="checkbox"/>	<input type="checkbox"/>	60*
Silver coins	-	M14S	<input type="checkbox"/>	<input checked="" type="checkbox"/>	28
Millcoin	M	M14S	<input type="checkbox"/>	<input type="checkbox"/>	6
Potion: Polymorph self	M	M14S	<input type="checkbox"/>	<input type="checkbox"/>	9
Potion: Extra-healing	M	M14S	<input type="checkbox"/>	<input type="checkbox"/>	10
Pot: Resist Dragon Breath	M	L7	<input type="checkbox"/>	<input type="checkbox"/>	20
Potion: Iron Will	M	L7	<input type="checkbox"/>	<input type="checkbox"/>	5
Dragon's Blood potion: Lightning bolt	M	L7	<input type="checkbox"/>	<input type="checkbox"/>	30
Dragon's Blood potion: Melf's acid arrow	M	L7	<input type="checkbox"/>	<input type="checkbox"/>	20
Potion: Tenser's Tonic	M	L7	<input type="checkbox"/>	<input type="checkbox"/>	8
Potion: Spot Hidden	M	L7	<input type="checkbox"/>	<input type="checkbox"/>	4
Potion: Stoneskin	M	L7	<input type="checkbox"/>	<input type="checkbox"/>	4
Alchemist's Elixir (25 doses)	N	L7	<input type="checkbox"/>	<input type="checkbox"/>	25 x 0,5
Experimental Potion: Troll's Blood	N	L7	<input type="checkbox"/>	<input type="checkbox"/>	3
Experimental Potion: Barkskin	N	L7	<input type="checkbox"/>	<input type="checkbox"/>	3
Experimental Potion: Astral elixir	N	L7	<input type="checkbox"/>	<input type="checkbox"/>	3
Potion: Weak Heroism (2)	N	L7	<input type="checkbox"/>	<input type="checkbox"/>	2 x 1
Potion: Weak Giant Strength (2)	N	L7	<input type="checkbox"/>	<input type="checkbox"/>	2 x 1
Potion: Weak Invisibility (2)	N	L7	<input type="checkbox"/>	<input type="checkbox"/>	2 x 1
Potion: Weak Polymorph self (2)	N	L7	<input type="checkbox"/>	<input type="checkbox"/>	2 x 1
Potion: Weak Healing (2)	N	L7	<input type="checkbox"/>	<input type="checkbox"/>	2 x 1
Potion: Weak Poison (2)	N	L7	<input type="checkbox"/>	<input type="checkbox"/>	2 x 1
Basic alchemical ingredients	-	L7	<input type="checkbox"/>	<input type="checkbox"/>	20
Alchemy books	-	L8	<input type="checkbox"/>	<input type="checkbox"/>	20
Sugar	-	L10	<input type="checkbox"/>	<input type="checkbox"/>	8
Alchemy equipment	-	L11	<input type="checkbox"/>	<input type="checkbox"/>	50
Sleeping draught (16)	N	L12	<input type="checkbox"/>	<input type="checkbox"/>	16 x 1 sd
Abstinence powder(8)	N	L12	<input type="checkbox"/>	<input type="checkbox"/>	none*
Large shield +2	N	L13	<input type="checkbox"/>	<input type="checkbox"/>	200
Bastard sword +2, monster puncher	N	L13	<input type="checkbox"/>	<input type="checkbox"/>	70

Plate mail +0, imbue w/spell ability	N	L13	□	□	150
Essence of Storms crystal	N	Z3S	□	□	100
Essence of Flame crystal	N	Z3S	□	□	100
Vial of sleep gas	N	Z4	□	□	2 x 4
Nose clamps (2)	N	Z5	□	□	2 x 12
Carbuncle garnet	N	Z6	□	□	20
Agility powder	N	Z7	□	□	5
Spear of banishment	N*	Z8	□	□	30
Dragon egg	-	Z14	□	□	100*
Essence of Summoning crystal	N*	Z14	□	□	100
Philter of memory	N	Z16	□	□	2
Coins (24 "halo"s)	-	Z17	□	□	24 x 30
Crucible of Confluence	N*	Z17	□	□	40
Hides	-	C2	□	□	15
Blood ore	-	C3	□	□	9
Alchemical liquids	-	C5	□	□	25
Broadsword +3	M	C10	□	□	150
Ring of protection +1	M	C10	□	□	110
Quarterstaff +2	M	C10	□	□	40

APPENDIX H: LIST OF HANDOUTS

Handout:	* indicates that the players may not necessarily be presented with it.	
P1	Portfolio page 1 (clue to Shrinking Violet)	Start
MC	Millcoin	Aquiring millcoin
P2	Portfolio page 2 (clue to mill)	Belharas
MB	Map of Belharia	Belharas
MH*	Map of Hardnit (costs 2 s.d, but is on display)	Adventurer's Guild in Belharas.
MW*	Map of Bandagora (costs 2 s.d, but is on display)	Adventurer's Guild in Belharas.
P3	Portfolio page 3 (clue to search for second millcoin)	Entering Mill
P4	Portfolio page 4 (clue to Lab sliding puzzle)	M14S
E1(a+b)	3 by 3 grid and the nine runes	L2, Z1, C1
E2	Wall with Elevator combinations	L3
P5	Portfolio page 5 (clue to location of Zoo codes)	Entering Lab
P6	Portfolio page 6 (clue to grabbing conduitite)	Lab, whenever page 5 is solved.
Z1*	List of Zoo codes	L8 (if found)
P7	Portfolio page 7 (clue to Denby's note)	Lab, whenever page 6 is solved.
Z2	Denby's note on how to end the patchwork curse	Z3S
Z3	5 by 5 rune panel	Zoo, any holding cell, also C6
Z4*	Holding cell manifest	Z13 (if found)
P8	Portfolio page 8 (clue to Core sliding puzzle),	Zoo, whenever page 7 is solved.
P9	Portfolio page 9 (clue to master mind puzzle),	Core, whenever page 8 is solved.
C1	Security gate display	C6
A1(a+b)*	Chronological list of autarchs (almanac pages)	Possibly on person [†]
C2*	Reduced rune panel with the 9 autarch runes	C6, if diamond clue is solved
P11*	Portfolio page 9B (plan B if Denby's can't work)	Core, if necessary.
P10	Portfolio page 10 (clue to be ready to move)	Core, when page 9/9B is solved.

†: Many adventurers in Bandagora are members of the Adventurers Guild, and of those, most carry with them the *Micropædia Bandagora*, a small book with a collection of tabulated knowledge.

APPENDIX J:

SOLUTIONS TO THE CURRENT AFFAIRS PORTFOLIO PUZZLES

Words in boldface are suggested as help, if the party needs and obtains a clue. Or as already filled in words for a less "puzzle-inclined" group.

The two first ones are relatively simple, especially if one or two of the players are familiar with this type of puzzle. Then it gets a little harder. Remember that some players love to fiddle with these puzzles while others get impatient. In some cases it would make sense to have those who enjoy it to have a go at it between sessions.

If they don't figure it out themselves, another hint would be to point out that they are all comprised of four lines that rhyme.

Page 1 (handout P1)

That **violets** are **blue**

Is not really true

Yet it gives you a clue

To what you can do

Page 2 (handout P2)

The **building** on the hill

Is sitting there still

It looks like a mill

One that gives you a **chill**

Page 3 (handout P3)

Once wizards and **alchemists** roamed this place

Now they are gone without much trace

Their secrets guarded in a hidden **base**

Find a pair of **coins** if you would give chase

Page 4 (handout P4)

If you are looking for one hiding place **beneath the soil**

Put **water** in the kettle, then on the **fire** to make it boil

Keep the gate in the center below essence, over oil

Earth must sink, **air** must rise, **left*** otherwise they'll spoil

*you may also indicate that a comma could be inserted after 'left'.

Page 5 (handout P5)

Finding knowledge in a book would appear **elementary**
Between the pages there may be something supplementary
Useful against monsters when you need to gain entry
Too much time on its claws makes a dragon quite the sentry

Page 6 (handout P6)

Not everything **yellow and shiny** turns out to be gold
and some **minerals** are dangerous, even merely to **hold**
Yet there are times heroes simply must be bold
And secure the means for their story to unfold

Page 7 (handout P7)

The most inventive of the alchemists thought himself a cautious man
And to **eliminate all conduitite*** he hatched a clever plan
Too late for him to execute, but perhaps you still can
To the left of the **zoo entrance** find a **scorched wall to scan**

*unless you've introduced the name, you may also need to hint at what conduitite means.

Page 8 (handout P8)

Trial and error might have helped you before
And it is a quite doable way to the **core**
But to **minimize** tiresome **attacks** from the floor
It is useful to know that **water** goes opposite door

Page 9 (handout P9)

Correct **order** is paramount placing rune after rune
Think name after name, not words in a tune
Black is wrong, gray too late or too soon
Searching for **diamonds*** may grant you a boon

*not the most obvious of clues. It refers to the fact that the nine autarch runes line up to form a four-part diamond (like the real life hazard diamond). If they figure this out, they should be presented with handout C2.

Page 10 (handout P10)

Once you have done what you came to achieve
The patchwork men no longer will have reason to grieve
Be warned that your heroic act will break the **planar sieve***
The **portal room** is recommended as a place from which to leave

*this refers to the fact that the Core allows entry but not exit from other planes. That is, until the conduitite disappears.

Page 9B (handout P11)

To save the patchwork men from their evil fate
Grab from each **barrier** a **bottom** wall slate
Mix it with **powerful magic*** within the **gate**
Be ready to follow, for the shock will abate

This is meant as a plan B for the benevolent dungeon master. A lot of things can go wrong. Say the party doesn't find Denby's note or uses the **spear of banishment** against a **storm guardian**, and now it's gone. Or they are afraid of the conduitite and destroy it.

If anything irreparable happens, and you still want a "happy ending", then assume that the Portfolio wants to resolve the mess and move on.

In this case the Portfolio gives the party the 9B puzzle. The slates in question are flat stones where the wall meets the floor in rooms C7 and C8. They should be possible to pry out. For extra excitement, you can have the first one be brittle and break prematurely (or at least make them roll, say a dexterity check). There should be two in each room, so there's one spare in both cases. Note that you can grab the slates without crossing the barrier. Still, at least one character will have to suffer the temporary level loss in order to get one from C7.

The idea is that the two barrier enchantments (which was made with the help of conduitite) will merge and purge the world (or at least the part of it that is within "astral" reach through the gate) of conduitite. The logic is a little fuzzy, and that's why some sacrifice is needed in the form of powerful magic. You may want to let the characters invoke their favorite deities for some divine help to steer the process in the right direction.

*powerful magic. Well, here's your chance to make the party suffer. They'll have to sacrifice some of their loot, maybe even something they already had. If all they did was miss one ingredient from Denby's ritual, then it shouldn't be too harsh (say a handful of potions). If you feel they messed up, then it should be painful (this is the opportunity to get rid of that annoying magic item you regret giving them).

APPENDIX K: LIST OF NPCS

in the order they appear in the text.

* indicates that he or she may very well play an insignificant role in the adventure.

Name	Description	Location
Aldwin (or Alduin)	Magic-user, leader of the alchemists	North of Hardnit
Denby ("Nistris")	Magic-user, inventive alchemist	dead
Stannian	Magic-user, high-ranking alchemist	Konhuldra
Risgar	Magic-user, high-ranking alchemist	dead (Enaldis)
*Ireston	Paladin, knight Vestral	dead
Emlan	Cleric of Vahaun, head of the temple in Belharas	Belharas
*Genord	o-level with useless treasure map	Any major city
*Corann	Lecherous o-level merchant	Any major city
Raymon	Manager at the Shrinking Violet	Belharas
*Avelmir	Lord of Nuteldon	Nuteldon
Meliandos ("Melkor")	Alchemist turned into patchwork man	The mill
Laris	Local Adventurers' Guild representative	Belharas
*Brennan	Cavalier, knight Vestral who visited the mill.	Zormaras
*Gylhaven	Cleric of Enki, Bishop of Elvendale	Enkisburg
*Cheris	Magistrate of Belharia	Belharas
*(Victor) Belhar	Baron of Belharia	Enkisburg
Sueton	Knight of Belharia	Belharas
*Miranda	Thief, potential rival	---
*Selidan	Cleric of Diancecht, potential rival	---
*Ella (Velniel)	Ranger, potential rival	---
*Besomel	Magic-user, potential rival	---
*Tornay	Figher, potential rival	---
*Wenander	Merchant, may have hired rivals	Servan
*Paulon	Alchemist, now patchwork man	dead? (near mill)