

**QUEST
FOR THE
GOLDEN ORB**



ORIGINS 84
TOURNAMENT DUNGEON
BY
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Player's Introduction

(to be read to each team):

Welcome to QUEST FOR THE GOLDEN ORB, an Advanced Dungeons and Dragons adventure for 6 characters, levels 4-6. You, as players have 2 1/4 hours to complete part one of the module and distribution of character sheets begins the clock. You may consult any books you wish, but as soon you are ready to begin the adventure, only the Players Handbook may be used. Your character's spells and possessions have been chosen especially for this adventure and may not be altered. However, possessions may be exchanged between consenting characters.

The tournament goals are 1) finding the lost Orb and 2) returning the Orb to the city of Veluna in the least amount of game time. Players in different rounds of play are asked not to compare experiences, as there are several methods of scoring and different scenarios that could detract from the enjoyment of all and reduce your chances of playing in the final round.

Player's Background Information

The Golden Orb of St. Cuthbert has been the center of many ballads both in and outside of Veluna for many years. If a visitor to the fair city of Veluna knew nothing else, he at least had heard the wondrous tales of this ancient artifact. It is told that the Orb emanated an aura of goodness and well-being which had kept Veluna content and safe for centuries from the ravages of war. The Orb was once a proud symbol of Cuthbert the Holy, patron saint and protector of Veluna. Balladiers sung that Cuthbert gave the Orb to the city as repayment for a small kindness, the healing of his pet raven by the city's herbalist.

Whether the bird was truly stricken, or whether it was all a test of Veluna's kindness and generosity is unclear. Cuthbert never forgot a friend, nor forgave an enemy. But Cuthbert is long since dead and departed, and those were

when times were good. That was before the Orb was stolen from Veluna Tower one evil night without a trace. Before chaos, selfishness, and theft became commonplace to the city which once boasted of her lawful and churchgoing citizens. That was only two days ago — two long days ago when the cloak of darkness concealed the theft of the golden Orb. It seems like forever.

The theocratic Council of Common Good, already in a flux since the Orb disappeared, now has a new crisis. Outlying provinces report several tribes of gnolls and other vile creatures massing for war. Small war parties have been intercepted and sightings of gnomish slave-gatherers have caused hundreds of peasants to flee their farms for the safety of the city. The Piar of the Council predicts it will be no more than a few days before Veluna itself is attacked. While the city prepares her defences, St. Cuthbert has appeared as a vision during the night to each of four individuals. Cuthbert has quested each of the four to join forces with two of the best the city can offer to regain the lost Orb before the invading gnomish army reaches beloved Veluna.

Although the party does not entirely meet St. Cuthbert's standards of Righteousness and Good (except for the Veluna volunteers, of course) he hopes they can all work together until the crisis is over. In his spirit form Cuthbert cannot directly aid the party, although they do get a vague impression that traveling south holds the answer.

At dawn the next morning, the party assembles for the first time at Veluna Tower where the benign Piar has provided a mule with provisions and spare weapons. Good luck and God speed because a few days to retrieve the Orb and return it to Veluna is all you have.

For the Game Master Only:

Distribute the character sheets for part one THE QUEST FOR THE GOLDEN ORB and then read the Players Introduction. Record the starting time as you do this. Remember, the session ends 1) when the 2 1/4 hour time limit is up, 2) the party completes the scenario mission, or 3) all the party characters are dead.

Information presented is divided into two sections. The boldfaced script is material which should be read to the players unless special circumstances prevent them knowing the information given there. The other information (not boldfaced) is material for the DM only. Characters may discover this information as play continues, but they will not know it from the start nor will it be immediately obvious.

Background Information

An evil nighthag, Baba Zag by name, has formed an odious plan to create more larvae. Larvae are those evil persons who are the most selfish of all souls and they are the most highly prized of possessions.

One treacherous night, Baba Zag and her nightmare stead stole the Orb of St. Cuthbert from Veluna Tower using their ethereal powers and separated the orb into two sections, thus negating its inherent abilities. She gave one half of the Orb to a troop of githyanki who were aided by a cruel young adult red dragon, Prebrax. She secreted the second half of the Orb in her dungeon catacombs, once owned in ancient times by a goodly wizard. How cruel are the turns of fate!

The plan promised to succeed because of the vulnerability of the Veluna citizens themselves. So protected were they for centuries by the aura of goodness and well-being from the Orb, that when missing the Orb, they succumbed at once to the vices of selfishness and theft, never imagining it was all a scheme by

Baba Zag to secure their now weak souls. With a little prompting, once hesitant to attack tribes of gnolls are now rampaging the countryside of Veluna, trying to capitalize on its apparent weakness. Baba Zag is content to cash in on the hoards of new larvae she has just secured. O, how can this evil plan be thwarted?

Fortunately for the goody-two-shoes who inhabit this world, all is not lost. St. Cuthbert himself has a vested interest in the return of his Orb and so has quested six characters to seek it out quickly, lest things get completely out of hand. Unfortunately, he cannot intervene directly himself. And so begins the QUEST FOR THE GOLDEN ORB.

Information on Play:

The text of the module needs clarification on one major point. If the players cannot solve one of the riddles, do not find a clue, a map, or the given route to continue, the following occurs

- 1) The players, regardless of direction or intent, will succeed in arriving at the next scheduled encounter. For example, the players did not find the map on the body of the dead thief in Area B. They will arrive at Area C, The Oak of Life anyway.
- 2) A "random" encounter will happen each time (1) above occurs. By the example above, the players did not find the map on the thief in Area B. They tell the DM they will continue west down the path. They will have a "random" encounter before they arrive at Area C, The Oak of Life.
- 3) After each of the three "random" encounters is used (at -5 pts. each time) they will continue to be recycled again with one additional creature per encounter. For example, three times the party has not succeeded in finding the clue to the next encounter. On the fourth encounter, instead of ten gnolls encountered, there are eleven. The

first "random" encounter is a, then b, then c, followed by a again but with one extra creature.

The encounters:

- a) 10 Gnolls (AC:5; MV:9"; HD:2; 8 hp each; #ATK:1; Dmg 2-8 or by wpn). They are giant-class creatures. Three of them have longbows, 20 arrows (17 normal, and 3 +1 arrows) and battle axes (Dmg 1-8); four use pole arms (Dmg 2-8); three use two-handed swords (Dmg 1-10).
- b) 9 Hyenas (AC:7; MV:12"; HD:3; 12 hp each; #ATK:1; Dmg 2-8)
- c) 3 Giant Boars (AC:6; MV:12"; HD:7; 35 hp; #ATK:1; Dmg 3-18). They fight for 2 additional rounds after reaching 0 to -10 hit points, but die immediately after reaching -11 hit points]

All randomly encountered creatures will fight intelligently and will retreat, except the boars, after 2/3 of their number is lost. Tell the players the woods are considered impossible for regular travel. If the players enter a woods area in order to continue in a given direction, they will have a "random" encounter before they arrive at the next scheduled encounter.

Do not give away clues unless the players expressly fulfill the required conditions listed. Don't spoil their fun, or anguish.

If Area C, the Oak of Life encounter puzzle, is not completely solved, the players will still find the gypsy camp, Area D, after a random encounter as described earlier. I just wanted to clarify that one more time.

The party can ask St. Cuthbert for help once per week. He will only help them identify a magical item, telepathically. Do not tell the players this. Wait for them to attempt it.

The characters may not renew magic spells (as they do not have their books with them). The cleric may renew any 1st or 2nd level spells he has expended after one night of rest. No 3rd level spells may be renewed. The characters gain back 1 hp of damage each night of rest.

The druidic spell **Shillelagh** is a special gift to the cleric from St. Cuthbert for being a follower.

Remember also, any creature attacking the paladin strikes at -2 due to his aura of **Protection from Evil**.

Night occurs as the party finds the gypsy village. Characters must sleep one night. No one can wander around in the dark.

Good luck and have fun!

Encounter Descriptions:

A. Altar Box

After several hours of traveling the southern route, the road from Veluna narrows to become a dusty path. No activity is noticed save a few peasants with all their possessions on their backs hurrying past you to gain safety of the city walls you have just left. In the distance a large woods looms directly ahead. By 10 o'clock you approach to within a few hundred yards of the first dark trees. The path you are on leads to a crossroads with the major path continuing south. Narrower paths lead east and west. Before the crossroads on the right, a lone black raven sits on a wooden box at a roadside altar. As you approach, the raven takes wing and circles lazily overhead, revealing a familiar symbol on the altar: The holy symbol of St. Cuthbert!

If the characters approach the altar box, they will see it is a plain wooden post with a wooden box nailed to it. The box has a slot in the top and a small bit of leather holds the lid closed. The slot

is large enough for coins to pass through. If a character offers either a prayer to St. Cuthbert or money (any amount) St. Cuthbert (in raven form) will be pleased and the following should be read:

The raven circles the party, then flies off towards the west dropping a black feather onto the west path as it does.

If a character touches the feather it becomes a **Ring of Feather Falling**. The characters will only know what kind of ring it is through usage, casting **Identify** (automatically succeeds), or by imploring St. Cuthbert for guidance (can be used once per week, confers telepathically the nature of the item). If no prayer or money is offered and the raven is not attacked in any manner, the raven still flies west and drops the feather on the west path, but it remains an ordinary feather.

If the raven is attacked in any manner, it will fly to the south. Coins fed to the box make no sound (they disappear), but if the box is inspected, 10 copper pieces are inside.

Any character looking for tracks will easily (100%) see wagon tracks and large numbers of human footprints in the dirt, all lead north and west.

B. West Path

The path west leads into the dark woods but enough sunlight breaks through the heavy foliage to enable clear vision. The trees are thick and green and the woods smell fresh with damp moss. After 1 mile or so, something is seen on the path ahead. Two bodies are sprawled on the ground, weapons and equipment nearby. A red stain can be seen on the back of one.

The dead bodies are of 2 human thieves who intruded into a swarm of flying snakes.

15 Jaculi (AC:6; MV:9"/51"; HD:1; 4 hp each; #ATK:1; Dmg 1-6; SD: Camouflage)

The jaculi will be 100% unnoticeable to most of the party, being well-hidden and waiting in ambush in the tree branches. The elf and the ranger each will see them if actively searching the trees. The jaculi otherwise will have surprise (free attack phase) on the party for their first wave. The jaculi attack in 3 waves of 5 jaculi each. No more than 2 jaculi will attack a single character per wave. Jaculi attack by gliding at high speed and biting on a successful hit.

After each wave the jaculi take one round to get back to a tree (characters get +4 to hit a fleeing jaculi) and 1 more round to climb the tree. Thus, 2 rounds after it attacks, a jaculi can attack again (i.e. a wave should attack every round). The jaculi will not pursue.

The bodies of the two thieves are new, dead and the second body searched will contain a map (give the players ITEM #2 sheet). They have nothing else of value. If **Speak With Dead** is used (2 questions only) the thieves will say they were going to the Oak of Life to find the Orb. They know nothing else except they had heard rumors it was there. They heard the Oak tree can talk.

The jaculi, being snakelike, will be frightened away by any illusion in the image of a creature (such as an eagle) that might prey on them.

Arrows or other weapons used against them that deny the jaculi a surprise attack will also be effective. **Wall of Fog** will be completely effective against the jaculi, but **Gust of Wind** or **Web** will only stop half (7) of the jaculi from attacking. The jaculi cannot detect invisible characters.

C. Oak of Life

The woods thin out and a large clearing opens in front of you. A grassy plain covered with flowers and shrubs leads to a huge white oak tree in the center of the glade. The oak tree has a large sword imbedded in it up to the hilt, and dark red blood is dripping out of the wound on the tree. A low weeping sound can be heard coming from the tree.

The sword is magical (+1, +3 vs. lycanthropes and shape changers) and can not be pulled out unless the riddle (see ITEM #2) is solved. Inside the tree is a dryad who is dying from the sword wound.

Dryad (AC:9; MV:12; 4 hp; #ATK:1; Dmg dagger; SA: Charm; SD: 50% MR)

The riddle is solved in the following manner and must be done in sequence.

"First strip the alarm of the dog" means some bark from the white oak must be removed. "Then, boil it and place it in the fog" means the bark must be boiled and then put into a fog. The fog can be either from Wall of Fog or created by pouring water over the fire, for example. There are no fog conditions at the Oak of Life unless created.

"The most stubborn born must call into the foggy morn" means the mule must be prodded to bray and only the mule. The fog will dissipate when the mule brays.

Third, "a holy man chants his magical verse, while you must cry 'Arise fair maiden, we remove your ---'" means the cleric must cast Remove Curse while a character finishes by saying "Arise fair maiden we remove your curse."

When this is all completed in sequence, the blood from the tree stops dripping and the sword can be easily removed.

When the sword is pulled out, out from behind the Oak of Life will step a beautiful maiden (The Dryad) clutching

her side. The dryad will not offer any information but will answer any questions the party asks. She knows:

- 1) The Orb was in the woods two days ago, but isn't now.
- 2) Evil people have possession of the Orb.
- 3) The Orb has been separated into two sections.
- 4) The gypsy queen, Madam Orcus, can help them the most.
- 5) The location of the gypsy camp (see DM's map).

When asked about her wound and the tree, she will say an evil witch came at night and stabbed her with the sword. The witch did this to silence the dryad, because the dryad had seen the witch with the Orb.

Then the dryad will take from the Oak a dry golden leaf. This is a Leaf of Augury (same as the 1st level clerical spell). When crushed and tossed into the air, the particles of the leaf will float up (well) or down (woe) according to the question asked. One use only. The dryad will disappear after rewarding them with the leaf. She will not attempt to charm the paladin. She does not know of anything outside the woods.

D. Gypsy Camp

There is only a short while before dusk when you approach the area the dryad spoke of where the gypsies are. Through the trees you can see a few campfires burning, a brightly painted wagon and 2 or 3 people walking around the camp. Suddenly, a rustling noise comes from the bushes next to you. Out from the bush bursts a young boy, in full flight, right into the arms of the party leader.

The boy is Zargo Dogsnapper, an 11 year old gypsy boy:

Zargo (AC:10; MV:12"; HD:1; 2 hp; #ATK:1; Dmg 1-2 (bite))

who was spying on the party when he tried to run away and didn't see the leader. He will not bite unless the party hurts him.

Zargo will tell them his name, that he is the gypsy king's son (he is) and that he had better be released, or else. He will act very defiant.

One round after questions are asked of Zargo (or equivalent time) in front of the party appears:

18 Gypsy Men - 2nd lvl Ftrs (AC:7; MV:14"; Hit points: 11, 11, 11, 11, 11, 11, 11, 11, 11, 9, 9, 9, 9, 9, 9, 9, 9; #ATK:1 or 2; Dmg by weapon). Nine gypsy men (11 hp) have bows, all 18 carry long swords.

With them is their leader: Bilgo Dogsnapper the King of the gypsies.

Bilgo - 7/3/3 Thief/Druid/Ranger. (AC:5; MV:14"; 30 hp; #ATK:1 or spells; Dmg 3-10(+3 scimitar); SA:triple backstab).

Bilgo carries a +3 scimitar and a +1 dagger. He is +2 to hit and to damage because of dexterity. He is +2 on saving throws vs. fire, lightning. He knows these spells: 1st level: **Detect Pits and Snares, Entangle, Pass Without Trace**; 2nd level: **Trip, Warp Wood**; 3rd Level: **Tree**.

Contrary to appearances, this armed group doesn't want to fight. All they want is the return of Zargo (the son of Bilgo). If he has been killed or hurt the party will be attacked when the body is seen. If he is unharmed, the gypsies harbor no ill feelings and will invite the party to have supper. If asked about the Orb, the gypsies will say "you must ask Madam Orcus". They will never attack first unless the boy was hurt.

The gypsy camp is colorful, a brightly colored covered wagon crowded with cooking gear, men with moustaches, scarves. There are humans, half-elves,

half-orcs, and half-gnolls. The women are happy and wear bright clothing and there are several children. Bilgo will suggest the party speak to Madam Orcus- "she knows everything"- but not until Bilgo is relaxed and the pipe and drinks are passed around.

E. Madam Orcus

She is a grizzly old half-orc who will only receive visitors in the wagon.

Madam Orcus (AC:9; MV:4"; HD:2; 4 hp; #ATK:0; Dmg 0)

She will say "Come in, Madam Orcus knows all, sees all. What do you wish to know? Don't tell me, you are on a journey. Is that correct? And you are searching, searching for someone. No, that's wrong. Searching for something. Something very valuable to you. You see, I know everything about you."

She sits in front of a clear crystalline rock of jagged proportions. In exchange for information about the Orb, she will want any one single magic item from the group. As long as the item is magical she will accept it. If the characters give her an item, she will ask "What does it do?" and will hold the item in question in front of the crystal rock.

The crystal rock detects magic, so even if a **Light** spell is cast on a rock, she will accept it if the party can convince her of its "value". Upon the receipt of a magic item, she will fall into a trance, saying: "The spirit world speaks thus: 'The colored pathway is divine. Death is never certain where little has fled. The tree shall speak the way inside the rock.'" She will say this slowly, but will not repeat it and after waking up will not remember the trance or the above verse.

This clue refers to the rainbow leadir to the divining rod part of the Orb, the gnome village slaughter, and the Greater

Dismal Swamp voyage to meet the dragon, respectively.

F. Morning

In the morning, a fine mist covers everything and the bright sun creates a beautiful rainbow rising from the camp and pointing to the west. Bilgo bids you good luck and wishes he did not have the responsibilities as a father and a leader and could search for treasure with you. As you leave he presents you each with a package of cookies and a gypsy bear hug good-bye.

The cookies are good, but harmless. The bear hug was not. Unless the players immediately check possessions (before they leave camp) Bilgo has just stolen the Ring of Detect Alignment. If accused of theft right away, Bilgo will return the item. If confronted later, he will keep the item and deny taking it unless the players start to fight, in which case he will decide it's not worth the trouble and return it.

G. Sundial

With the sun at your back you follow the rainbow towards the west along a thin path. The early morning dew is fresh and a small stream gurgles nearby. You enter into a grove of tall, towering dark trees that make you skin prickle with excitement, but you don't know why. Inside the trees, the path turns and twists and empties into a large circular clearing. The clearing has numerous boulders scattered around, and, in the center, a large high stone obelisk. The towering trees completely enclose the clearing in shadow except for the expanse of sky that is immediately overhead but even the sun is not directly visible. There seems to be nothing of interest in the clearing and the path continues onward at the other side.

(If the characters continue:) The path enters the trees again and, after a

moment of walking, you are outside the woods. The sun is before you and a small creek is flowing nearby.

At this point, the characters may realize something is amiss. The sun was at their backs, and now is in front of them although they continued in a straight line. If the characters continue on, read them the description of the gypsy camp, as that is where they are now.

The Obelisk in the clearing is part of a large sundial with the boulders as the hour markers. Time stands still in the clearing because there is no sunlight except when the sun is directly overhead.

Each time the characters enter the clearing and woods (even backwards, or separately) they will exit it at the same place they entered it, namely, the path by the stream. The only methods to "defeat time" are to light a torch or fire or use a Light spell in order to cast a light on the Obelisk, or to wait for several hours until the sun passes overhead, in which case a true shadow will be cast. Otherwise the characters are caught in a time warp, where they cannot progress because time does not advance.

As soon as light is cast on the Obelisk, time marches on and the characters can truly exit the woods. If not, they continuously return to the entrance of the woods. The stream is included only to be used as a reference point by the characters; it leads nowhere and is very short. The clearing isn't totally dark, just enclosed in a semipermanent shadow. The characters can still see well enough with normal vision.

H. Village of Gnomes

Four wild cattle are drinking at the swamp as you arrive at a village of bamboo huts. There are several small canoes on the beach, but the sight in the village is astounding. Dozens of bodies

of gnomes are lying dead, most cut in half. It's very gruesome and the blood is still fresh on the soil. A man in religious clothing with a small animal on his shoulder is leaning over a dead gnome saying "Woe to the poor gnomes of this unhappy place".

The man is actually Lodvar, the leader of a squad of githyanki.

Lodvar - 7/6 Fighter/MU (AC:0; MV:9"; 40 (36)hp; #ATK:3/2; Dmg 3-10(+2 long sword); SA: spells).

He wears +4 splint mail and carries a long sword ("Dragon-slayer" +2, +4 vs. dragons, triple damage vs Black dragons) under his (stolen) robes and he will tell the party he is on a holy quest. Lodvar has these spells: 1st level: Find Familiar, Burning Hands, Magic Missile (x2); 2nd level: Wizard Lock, Stinking Cloud; 3rd level: Feign Death, Fireball. He has a weasel familiar:

Weasel (AC:6; MV:15"; HD:2; 4 hp; #ATK:1; Dmg 1-6; & blood drain of 1-6).

Lodvar will tell the party that the best way to help him is to get some clerical items for him to help bury the gnomes in a civil way. Lodvar will say the clerical items are in the large main hut directly in front of him. If the party balks at this suggestion, Lodvar will throw back his hood and attempt to cast **Magic Missile** while the weasel attacks any characters in range.

Party members foolish enough to enter the hut for the clerical items Lodvar "needs", will be ambushed (automatic surprise for free attack) by the other githyanki:

Rovar - 6th lvl Ftr (AC:0; 42 hp; #ATK:1; Dmg 2-11 (+1 two handed sword))

who will be hidden behind the doorway, sword drawn, and two fighters:

3rd lvl Ftrs (AC:4; HP:23, 17; #ATK:1; Dmg 1-10)

who will be hidden in small huts, on (23 hp) to the right of the party, one (17 hp) to the left. They will rush out to fight when Lodvar throws back his hood (a signal).

After casting **Magic Missile**, Lodvar will draw "Dragonslayer" and fight hand to hand. When Lodvar reaches 20 hit points or less (the weasel adds +4 to his, -8 when the weasel dies), he will collapse to the ground muttering something inaudible and not move. This is his **Feign Death** spell and he will revive himself when the party uses the canoes to cross the swamp. Then he will use his **Fireball** spell when the party is over the swamp water (canoes save as wood or rope, thin vs. magical fire). Any metal armor worn in the water must be immediately discarded or the character will drown in two rounds. It takes 3 rounds to reach the Gnome village shore again. There are an infinite number of canoes to be found at the gnome village.

Damage to Lodvar while "dead" is one half real damage and he takes 1 round to revive himself. He may **Feign Death** up to 12 rounds. His **Burning Hands** does 6 pts. damage per member, no save possible. Lodvar will use this spell if the characters are in the water and swim ashore (all characters can swim).

Lodvar is humanlike with ugly features and cold dark eyes. The glint of polished armor can be seen in the folds of his clothing, if the character ask for his description. He is very bony and speaks in a raspy voice, and will lie convincingly.

The githyanki are all lawful evil and are in league with the "witch" who stole the Orb and a young adult red dragon who acts as their steed. The dragon is now guarding the Orb in Area 1 and is short expecting the return of the githyanki. The githyanki will fight to the death and

will give no information, unless **Speak with Dead** is used.

Only Sir Miles can fit into the githyanki armor (+4 splint) and only Lodvar and Rovar wear this armor. The word "Dragonslayer" is engraved in gold letters of Lodvar's sword.

Lodvar has a prisoner in the main hut, the gnome chief. The chief is tied up, but overheard the githyanki talking about where the cave is that the Orb is in. He will point it out, but will not go himself. He has no reward for the party.

The gnome, Marlena Gnopp, will fight the githyanki at +2 during the fight because she is so enraged at the slaughter.

1. The Cave

Near the landing is the entrance to a large cave mouth, flanked by numerous bushes and shrubs. Two vultures are on the ground near the front of the cave, picking at some charred meat and bones. At seeing you, they desert their meal, and, with a hiss, fly away.

At regular intervals, smoke drifts out of the warm cave entrance. On the left of the cave entrance stands a two-legged stone statue with one huge stone eye and no arms.

The statue is a magic alarm set by Prebrax, the dragon. Any visible creature walking past the statue causes a **Magic Mouth** to say "Speak the password, or face the awakening wrath of the master." The password is "Prebrax" but no one can know that. If the **Magic Mouth** is activated, Prebrax will awaken (the voice is loud). **Dispel Magic** will inactivate the mouth.

One round after the **Magic Mouth** is activated, Prebrax will awaken. On the second round after activation, Prebrax will be up and ready for combat. On the third round, Prebrax will cast **Mirror**

Image on himself, creating one (1) duplicate.

On attempts to hit Prebrax, roll a d6. On a 1-3 roll, the real Prebrax is struck. Prebrax is a small, young adult red dragon:

Prebrax (AC:-1; MV:9"/14"; HD:9; 36 hp; #ATK:3 or breath or spell; Dmg 1-8/1-8/3-30) Fire based attacks hit dragon at -1, damage is at -1 per die.

He speaks common but will not bargain. He reeks of evil and can employ the following spells once per day: 1st level: **Magic Missile** (x2); 2nd level: **Magic Mouth** [used], **Mirror Image**.

In combat Prebrax will first use his breath weapon. If a save vs. breath weapon is made, players only take 18 points damage otherwise full damage is 36 hp. Then he will use claw, claw, bite. Then another breath attack. Then another round of claw, claw, bite. Then he will use his last breath attack. He will not use any **Magic Missile** attacks until all three breath attacks have been used first.

If the characters use the Leaf Of Augury near the cave entrance, the leaf will float up and then over behind some bushes to the right. Looking behind the bush reveals there is a secret tunnel hidden at that spot. The tunnel is easily found by any characters stating they are looking around the entrance area.

Any attempt to blind the stone eye of the statue or cover it will result in its activation, as will spells such as **Wall Of Fog**. Only **Invisibility** or **Dispel Magic** will succeed in defeating the **Magic Mouth** activation.

The secret tunnel leads to a well with hand holds on the well walls.

From behind a corridor comes periodic puffs of smoke. The cave is very warm.

In area A is Prebrax's lair. If he has not yet be awakened, the characters may still surprise him while he sleeps.

If the characters step foot inside area A, Prebrax will automatically awaken (from the scent). Characters are given a free strike (+3 to hit) for the first round only. On the second and subsequent rounds, initiative and combat proceed as normal. He cannot cast **Mirror Image** if surprised. Prebrax will never move further out of the cave than near the well. He may be subdued but otherwise will not surrender.

Nearby is a large chest which requires two characters to lift and carry. The chest is **Wizard Locked** (automatically opened by a **Knock** spell) and contains the divining rod section of The Orb of Saint Cuthbert. When the divining rod is lifted out it triggers a poison dart trap (2 pts plus save vs. poison or die) that hits the character lifting the rod. If located by a thief or **Find Traps** spell, it may easily be disarmed.

The smoldering remains at the cave entrance are those of a gnome adventurer. A **Speak With Dead** spell will reveal no information. The mule will not enter the cave.

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This part of the module is now complete. Please complete your team's score sheet and return the completed form, module, and all materials to your tournament director. Team scores will not be posted. Teams for the final round will be announced Saturday night around 2300 (11:00 pm) and posted in the RPG Headquarters area.

QUEST FOR THE GOLDEN ORB (part two) CAVE OF THE NIGHT

FOR THE DM ONLY:

This second half of the tournament and the final round is entitled Cave of the Night. The play begins as the character sheets are handed out. The time limit for this half is 3 hours.

Characters cannot break through or climb walls described herein as impossible to climb. At the beginning, characters are readjusted somewhat as to abilities. The team now has one long sword +1 (+3 vs. lycanthropes and shape-changers), "Dragonslayer", a long sword +2 (+4 vs. dragons), a two-handed sword +1, and the top half of the Orb of St. Cuthbert. At this point give them the description of the Orb. The top half is a divining rod which always points true to the other half, no matter the distance.

The illusionist has the 1st level spell **Detect Illusion** instead of **Wall of Fog**. The scroll **Remove Curse** is removed from play and is unavailable. The ring of **Detect Alignment** is in play. The players may only use the **Players Handbook** once play has begun. They may exchange possessions between themselves. All dead characters of round one are now alive.

All doors throughout the Cave of the Night open inwards towards the characters and are unlocked unless specified, except the doors that are trapped (marked A,B,C,D, and E) which open away from the characters. Door hinges can be seen on doors opening inwards towards the characters.

1. Frog Fountain

The Divining Rod section of the Orb has led you to a small clearing about 1/4 mile from the cave of the githyanki. In front of you is the sheer face of a gigantic mountain that is capped with a crown of white stone. A small fountain gurgles peacefully near the mountainside. On the fountain is a large statue of a frog, which hungrily seems to be slurping

at a statue of a flying insect, likewise larger than life. The eyes of both statues twinkle menacingly at you as you approach.

The fountain is the key to entering the Cave of the Night. Anyone near the mountain face will, with close examination, see a fine, hairline seam which outlines a huge doorway. There seems to be no way to open this door and spells will have no effect on it.

The stone is magically enchanted. The only way to open this secret passage is by depressing or pressing in the tongue on the frog statue. Then the boulder that is the portal will partly open to allow the group in. It is a one-way only door and once inside, no one can leave. The mule will not enter, so the players must carry any possessions they wish to take inside with them.

If some enter, the door will close. Those outside can press the tongue again and those inside can escape. However, to discourage a team from leaving a weak character outside permanently, once per game hour (turn) have the "random" encounters described in Part One, The Wilderness, arrive outside the Cave of the Night.

The statue of the frog has two green gems (value 200 gp. each) as eyes. If touched or pried loose, these will appear from the edge of the woods:

3 Giant Frogs (AC:7; MV:3"/9"; 6 hp each; #AT:1; Dmg:1-6 (bite); HD:2; SA: swallows elf, gnome, or dwarf on roll of "20".

They are 4 feet long and 150 pounds with a tongue of 12 feet and attack at +4 with their tongue. If swallowed there is 1/3 chance of damage to the frog applying also to the victim.

The statue of the flying insect has two red gems as eyes (value 150 gp each). If touched or pried loose, these will appear from the edge of the woods:

4 Giant Fireflies (AC:5; HD:1+2; 5 hp each; #AT:1; Dmg:1-4; SD:wooden weapons (club, staff, etc.) catch on fire if fireflies are struck with them. Any weapon on fire for 2 rounds becomes useless.)

They are 3 feet long with red flaming bodies and long wings. They move 8"/round in flight. +5 to save vs. fire-based attacks. If the fireflies and frogs are both activated simultaneously, the frogs will chase the fireflies away.

2. Guard Door

Just 15 feet into the cave, a thick door with some metal bars across a small window blocks your passage. The bars conceal a type of peephole it seems. The peephole only can be opened from the other side. The door is old and rusty.

Characters listening at the door will hear nothing on the other side. The door is locked and is guarded by a hooded skeleton wearing a swan amulet on a chain around its neck. If the party is relatively silent, the skeleton can easily be caught off guard.

The lock is picked automatically if attempted by the thief; however, the hinges of the door are rusty, and if not oiled, or silenced, will alert the skeleton to call out in alarm. Knocking on the door or other undue noise will cause the skeleton to open the peephole (it opens from his side only) to investigate after alerting the others in Area 3.

1 Skeleton (AC:7; MV:12"; 5 hp; HD:1; #AT:1; Dmg:1-6: sword; SD:half damage from edged weapons)

3. Guard Room

There are eight more skeletons (same as #2 above) who guard the main entrance point. They all wear identical black

cloaks with swan amulets of black metal. They are manning a Gong of Paralyzation which they will strike if alerted to the party's presence. One of them will attempt to flee to Area 6 to alert the others.

The gong will not affect anyone who saves vs. paralyzation or until they are bumped, slapped, etc. awake. Characters must state explicitly if they are examining the gong; otherwise it appears ordinary. Area of affect for the gong is 60 feet. It does not affect undead. Characters will not notice the swan amulets unless searching the skeletons, or their remains.

3A. The Gong

(Read only if gong is examined:)

The gong rests on a tripod supported by leather straps and is highly finished brass with intricate symbols on it. 1 letters S-K-U-L-D are plainly noticeable and the center of the gong is stamped out in the shape of a swan.

The swan amulets worn by the skeletons exactly fit into this swan-shaped hole. That, in fact, is the method to negate Area 7, The Time Corridor. An amulet must be inserted into the center of the gong to negate the corridor's effects.

Skuld is the name of the Norse Fate of the future, and it is her gong which creates the time distortion down the corridor. The swan is her symbol.

3B. Storage Room

This room is unknown to the skeletons. The concealed door to this room is hidden behind a wall tapestry.

(Read when characters are near the gong:)
The barracks of the skeletons is here with extra shields and swords scattered about. A wall tapestry depicts a flying

black horse over a battlefield with red flames following it.

(Read if the concealed door is found:) This small chamber contains several dusty manuscripts, shelves of beakers and dirty vials, and odd assorted laboratory equipment. A strong rope hangs from the center of the ceiling and goes through the opening.

The books are all quite old and useless and the contents of most bottles have dried up or disappeared. There is, however, a Scarab of Protection in the bottom of a vial of bat-wings, as well as 2 test-tubes that are still stoppered and contain potions.

The Scarab of Protection is +1 to save vs. magic. If no save normally possible (i.e. Magic Missiles) a 1 in 2 chance is gained. It can absorb up to 12 level drain attacks on the person wearing it.

The first potion is marked "Potion of F" (the rest is unreadable, and if drunk, turns the imbiber into a frog! The effects are permanent unless an immediate save vs. polymorph is made or Dispel Magic is used.

The other potion is marked "Potion of Last Resort". It contains a potion that is actually a poison, and a save vs. poison at -3 is required if drunk (It's a sort of suicide potion, you see).

There are a few shovels and picks and other such tools, also, but nothing else is of value. The rope, if pulled, opens a trap chute that leads to Area 5. Any player falling through the chute will take 3 points damage. The first 3 characters falling through the chute (or climbing down) will be teleported to the locked cells numbered #4A, #5A, and #6A by the Crypt Thing. If the thief is one of them, he can easily pick his own way out and release the others.

5. Torture Chamber

This large room reminds you of a medieval torture chamber. There are many jail cells lining the walls, some occupied by starving humans, some filled with bones only. Various instruments of extracting pain and blood fill the rest of the place. In front of you stands a ghastly sight. A pale, skeletal creature wearing a brown hooded robe is staring silently at you and pointing at the empty cells.

1 Crypt Thing (AC:3; MV:12"; HD:6; 35 hp; #AT:1; Dmg:1-8; SA: Teleportation; SD: +1 or better weapon to hit)

On a wall hangs a ring of keys to fit the appropriate cells. The Crypt Thing is not undead, so it cannot be turned.

In cell #1A is a dying female dwarf who knows nothing of the dungeon except that "The only way forward is by looking back." After saying this, she will die. In Cell #2A is a crazed lizard man who will say, "Have you seen my precious? Is that me precious? I need my precious." The lizard man will not move from his cell. Cell #3A has a berserk skeleton on the floor which will rise up and attack (see Area 2 for statistics) anyone who opens the cell door. Cells 4-6 are for the party.

6. Temple of the Undead

This chamber is an obvious religious room of some sort with prayers benches, religious symbols of an evil nature everywhere, and candles throughout.

Tapestries conceal the spiral staircase to Area 5 and, also, to the arrow slit ambush section of Area 6A. There are 15 normal skeletons here (see Area 2 for details) and 3 of them will move with bows and arrows to Area 6A if warned ahead of time, the rest ready behind the main door.

The leaders of the skeletons are special indeed:

2 Leader Skeletons (AC: 7; MV: 12"; HD: 2; hp 9 each; #AT 1; Dmg: 1-6; SD Turned as ghast, regenerates 2 hp/round after 3 rounds) with black gems for eyes.

If the gems are taken (value 400 gp) the bones will scuttle and crawl towards them trying to reform. All these skeletons wear black robes but no swan amulets. Remember that if the characters take the black gems/eyes, the bones will follow the party around, making noise, for as long as the bones can keep up.

In the back of the temple is a large ornate chest with 3 black candles lit on top of it. The chest springs open after the candles are blown out. The smoke of the candles forms:

3 Wraiths (AC 4; MV 12"/24"; HD 5+3; hp 20 each; #AT 1; D 1-6; SA Drain one level; SD +1 or better weapon to hit)

Each is conjured from the smoke, one at a time for each candle extinguished. If a candle is re-lit, that wraith will disappear. The wraiths cannot approach the paladin because they are conjured and he has a **Protection from Evil** aura.

The chest contains four (4) Javelins of Piercing with the words "Thrust Home" on each of them. If "Thrust Home" is spoken, the javelin will launch. The spell **Identify**, a plea to St. Cuthbert (once per week, confers information telepathically), or usage will identify the javelins.

6A. Ambush Room

This alcove has concealed slits to allow bow-fire and renders the skeletons as AC 3 to hit. Turn undead will still work.

7. The Time Corridor

You enter a long hallway of indeterminate length and strange shadows and lights flicker on and off as you walk down it. The air seems to flow around you, yet there is no breeze. A faint light source glows from the end of the corridor, but very indistinctly. Even the walls seem hazy and fuzzy as you pass by them.

At the midpoint of the corridor: Your breathing becomes a little more forced any you notice your heart beat has quickened.

At the three-quarter point: Your skin feels tight and dry and you feel much weaker then before. The pace of your walk slows down and your equipment is rather heavy.

At the end of the corridor: What has happened to you? Your skin is wrinkled and yellow and you have trouble catching your breath. Knees creak, back slump and your arms hurt. then you realize what it is — you and your companions have become old!

The characters have discovered an awful truth -- they have become extremely old. If the players backtrack to the gong, they will become young again with no ill effects. Putting a swan amulet into the missing gong section will negate the time corridor completely. Otherwise, all characters now are at 3/4 of all their abilities. That means 1) all strength bonuses to hit or damage are now gone, 2) all dexterity bonuses (to armor class) are now gone, 3) all constitution bonuses (to hit dice) are gone, hit points are reduced accordingly, 4) movement is at 3/4 speed, 5) any damage acquired in combat becomes doubled due to frailty. Give the players the new character sheets "B" after they reach the end of the corridor to reflect their old age.

At the end of the corridor is the great massive doorway leading to the Temple the Undead (Area 6) and to the right is

Area 6A, the ambush slits. To the left is a sloping tunnel.

8. Statue Room

There is a small white statue on a black pedestal in the center of the room. The statue is that of Loki who is facing west and holds a mirror in his hands. The statue faces a wood door, sealed with fresh red wax. Runes (in common) of warning are inscribed on it, telling of the evil within.

The statue base pivots easily, but only 90° to the right towards a blank stone wall. On this east wall nothing can be seen or detected at all except by looking through the mirror's reflection. Even if a character sees the reflection and then turns around, the door will have disappeared. Thus, it must be approached backwards while looking in the mirror constantly. A magic door, obviously, and the answer to the clue given by the dying dwarf in Area 5.

The new master (see Area 17 for details) recently sealed the door and cast a permanent Protection from Good ward cast on the doorway, see Area 8 for details).

9. God of Goodness

(The room has a Protection from Good ward cast on the doorway, see Area 8 for details).

A statue of a bearded man in armor surrounded by a blue aura is in this small alcove. The clean, honest eyes of the statue seem alive with nobility and honor. The hair on the statue is made of gold and silver. In his outstretched hands is a rod of majestic quality and he seems to be offering it to you.

The statue is that of Forseti, God of Justice. The blue aura surrounding him will inflict 8 points of damage to any neutral alignment person, 16 to any evil alignment persons, and will still not

allow them to come near. However, any player of good alignment can freely enter the aura and take the rod, it is the only way to get this prize. It is a Rod of Smiting and has as many charges as the possessor has levels (5th level cleric = 5 charges). It is a +3 magic weapon inflicting 8 points damage, 16 vs. golems, when striking. Any hit against a golem drains 1 charge, a score of 20 destroys the golem. Any score of 20 draws off 1 charge, and causes 24 points damage. It cannot be recharged.

10. Meenlock Lair

The entire chamber is empty except for a man hole cover-type object that fits snugly over a hole in the floor. There is a sturdy-looking handle on the top.

This is the lair of:

5 Meenlocks (AC:7; MV:9"; HD:4; 25 hp each; #AT: Dmg:1-4/1-4; SA: Paralysis; SD: Dimension Door)

If the cover is lifted off, a strong aura of evil will manifest from the shaft. Even if the cover is replaced, the meenlocks will slowly climb out and follow the party, but they will not wait until night to attack. The paladin will receive telepathic messages from them that he is being pursued and will soon become a meenlock himself. He will hear rustling and scratching sounds and will catch a glimpse of something in the shadows. This is illusory and only affects the paladin. The paladin becomes -1 to hit after the party reaches the False Orb room (Area 14) until the Meenlocks are killed.

The manhole cover will crack and break if replaced once lifted. The Meenlocks will wait in the Immense Cavern Room (Area 11) for the Paladin to return, and attack there.

11. Immense Cavern

The huge double-doors to this great cavern are made of cast bronze with two shiny bronze rings as knockers on them. Swinging open the gigantic doors unveils a majestic sight for eyes accustomed to the drab stone walls of the cave. Inside is a lovely garden setting of wondrous proportions. A field of multicolored flowers stretches for several acres inside of a V-shaped cavern. The top on the V is nothing but clear blue sky and billowy clouds, but that would be a climb indeed as the sides are steep and jagged. A flagstone path circles this big garden and opposite you can be seen a smaller wooden doorway, probably the exit. The only factors disturbing the tranquil setting is the cemetery on the left with dozens of opened caskets laying on the ground and a big black object flying down from the sky towards you trailing a puff of smoke.

The flying object is:

1 Nightmare (AC:-4; MV:15"/36"; HD:6+6; 38 hp; Dmg:2-8/2-8/4-10; SD:Smoke obscures vision, -2 to hit and damage unless save vs. breath is made)

It will attack anyone in this cavern. It is the steed of the new "Master" and has just placed the Orb of St. Cuthbert in its last hiding place. The Orb is now levitating 225 feet in the center of the V-cavern in an unlocked box that has been made **Invisible**. The sides of the cavern are incredibly difficult to climb and will resist all attempts by the party to do so. Although the Divining Rod part of the Orb will point truthfully to its location, the players see nothing any have no means to reach it as yet.

If the players do reach the box and open it, the Night hag will instantly realize this (via a magical alarm). Two rounds after the chest is opened, the Hag and a Type I Demon (see Area 16) will teleport into Area 11 and attack the player(s) with the Orb.

The flowers are Poppies of Amnesia. If smelled, they will cause a complete loss of memory for 1-4 turns.

In the casket marked 11A is a secret escape tunnel, but if any players approach to within 5 feet of it, out will step:

1 Mummy (AC:3; MV:6"; HD:6+3; 27 hp; #AT:1; Dmg:1-12 & rot; SA:Fear, save vs. spells or be paralyzed for 1-4 rounds (humans at +2 to save); SD:hit only by magical weapons for 1/2 damage; Sleep, Hold, Charm and cold based spells have no effects; magical fire are at +1 per die of damage).

The nightmare will become ethereal to pursue the attackers in front of the doors.

11. Tunnel

This tunnel is a shortcut to the lair of Baba Zag, the Night hag.

12. Snake Fountain

There is a small fountain in the center of this room. A slime-covered snake statue in the middle of the fountain spews out dirty water into the smelly basin. Near the coils that line the fountain is seen an ornate gold ring just below the water line. There are two other doors in this room, one opposite you and one to your right. There is a stone statue of a flying insect, similar to the one outside the cave, near the snake fountain.

If the water in the fountain is broken by any object or person, the stone snake will animate and hiss at the person. The character must Save vs. Petrification or be turned to stone. The ring is illusion (permanent) and will reappear after each touch.

The door marked A is stuck and pushes outward. If a combined strength of 25 or more is applied, the door will burst open and, if pushed against by shoulders or bodies, will cause the characters involved to fall (see Trapped Doors A-E) in the Pit and take 16 points of damage for falling 30 feet (1d6 + 2d6 + 3d6).

The other door has 3 stones in the center of it, one gold, one silver, one copper. There is no knob or normal means to enter. Instead, when a character stands before the door, a **Magic Mouth** speaks, (slowly, but only once): "Least is not last. Best is not first. First is neither least nor best". This is the pattern to opening the door by means of touching the appropriate stones. The order to touch them is silver, copper, gold. Touching them in the incorrect order causes an electric shock of 5 points damage each occasion (not each stone).

13. Illusion Room

The door swings open when you press the stones and another doorway is in front of you, about 10 feet away. The only obstacle to getting there is the flow of molten lava streaming past your feet.

This "lava" has no heat and can be walked through if any character says he doesn't believe it is real. It will not dissipate at the touch, but neither will it harm an unbeliever. If anybody does touch it, intentionally or accidentally, and that person believes it is real, it will burn for 18 points of damage. Obviously, it cannot burn rope, wood or an inanimate object.

14. False Orb

This large chamber is tastefully furnished with rugs and furniture of impeccable nature. A red carpet covers a hallway to your left. Before you is a large treasure chest bound in silver. Two large mirrors flank the room and the word "Barlithian" is on the mirror to

your left. "Syndrape" is on the one to your right. They are almost like reflective guardians of the chest, solemnly staring at one another. A huge man stands silently behind the chest, arms folded. As you stare, he slowly begins moving towards you, as if awakening from a deep sleep.

The guardian of the chest is a **Flesh Golem** and will attack as soon as the room is entered, or the door opened. It will not pursue.

1 **Flesh Golem** (AC:9; MV:8"; 40 hp; #AT:2; Dmg:2-16/2-16; SD: Magical weapons only do damage; most spells no effect; fire or cold based spells slow to 50% speed).

The red-carpet hallway is an illusion and the characters take 16 hit points for falling into The Pit. The illusion is permanent.

The Chest is wizard locked and trapped (2 poison darts, save vs. poison or die). In it is 10,000 gold pieces and a golden mask. It is a **Mask of Seeing** and acts as a **Gem of Seeing** when worn. The **Mask of Seeing** shows the true image 100% of the time and it has range of normal sight. A false Orb of St. Cuthbert is here also and is accurate in all details except it is not magical. Even the divining rod section the party has will fit into it exactly, but will not point to it.

The Pit leads to nowhere and the sides are too slippery to climb. Characters cannot travel through The Pit.

If the name of the respective mirror is spoken aloud, a character may walk through these "doors". The **Mask of Seeing** will reveal them only as mirrors. The mirrors, otherwise, are treated as normal.

14. Syndrape Room (West of Chest)

This room can be entered only by saying "Syndrape" before walking through. Inside this room is:

1 Firefly (AC:5; MV:8"; HD:1+2; 5 hp; #AT:1; Dmg:1-4; SA: wooden weapons (such as staff or club) catch fire and become useless if firefly is struck with them)

It is starving and will fly away into the hallway at once. This room can hold many people and is similar to a Mirror of Life Trapping except after one person is in it, someone must enter the room before anyone can leave. Thus, there must always be one body in the room at all times. If the players are clever, they can throw a dead creature's body in the room to free someone trapped inside. The firefly flies out as the first character enters the room.

15. Barlithian And the Larvae Cell

This area may only be entered by saying the word "Barlithian" before walking though the mirror.

This appears to be a storage room of some sort. There is a shovel and two brooms in one corner while a pick and a hoe lean on the wall opposite you. Dust and dirt is everywhere. Near the pick and hoe is a ghastly sight.

In front of you is a large cell with bars on it containing 10 or 20 foul-looking creatures. They are a ghastly yellow color and resemble big worms with human faces on them. They are sneering and cursing at you. A door is to your left, a hallway in front near the cell.

These are:

20 Larvae (AC:7; MV:6"; HD:1; 5 hp each; #AT:1; Dmg:2-5)

They will attack if released. The lock can be easily picked by the thief.

The two brooms in the corner are magical. The first one touched is a: Broom of Animated Attack (AC:7; MV:18"; HD:4; 18 hp; #AT:4-2 with each end; Dmg: 1-3 if handle hits, Blindness for 1 round if straw end hits,). It is chaotic evil alignment and will attack anyone touching it.

The other is a: Broom of Flying with the command word "Pegasus" inscribed on it in gold. This is the key to obtaining the Orb in Area 12. It carries only one person at a time. The command word must be spoken before it will work. It will not travel alone to a destination. It must be ridden.

16. Cave of Night

Further up the corridor is a cell full of worm-men, taunting and cursing you. While you are staring at them (and they are doing likewise) a panel of the wall near them suddenly slides open and out steps two truly horrible monsters. One looks to be a blue-black horned witch and the other a vulture-man with nasty looking claws.

"Death", says the witch, "may be a pleasant experience that will not elude your grasp any longer".

The witch is Baba Zag:

1 Nighthag (AC:9; MV:9"; HD: 8; 38 hp; #AT:1; Dmg: 2-12; SA: Magic Missiles 3 / day for 9 pts. damage each, Ray of Enfeeblement 3 / day for 25% strength reduction, none if save vs. spells is made; SD:Sleep, Charm, Fear, fire, and cold spells have no effect, +3 or better weapon to hit, 65% Magic Resistance)

and with her is:

1 Type I Demon (AC:0; MV:9"/18"; HD:8; 37 hp; #AT:5; Dmg:1-4/1-4/1-8/

1-8/1-6; SA:Darkness, Telekinese, Detect Invisible; SD: 50% Magic Resistance, Darkness 5' radius).

The Demon and the Nighthag will immediately return to their own plane if the second part of the Orb has been located and if the Dispel Evil is used from it. Neither the hag nor the demon may summon any others.

The hag was haggling over the price of the larvae with the demon when she was alerted by the sounds in the other rooms. She will concentrate her spells on the paladin and/or the holder of the Orb (either section). The demon will Telekinese chairs (3 of them, D 1-4) lamps (2 of them, D 1-6) and tables (2 of them, D 1-8) at the paladin to keep him away (his Protection from Evil aura) or attack normally against someone else. If things get desperate he will cast Darkness. Inside the cavern (Area 11) the demon will telekinese stones at the paladin (two at a time; damage 2 points each) but will not levitate unless the paladin approaches it, preferring combat to destroy the others).

Remember Magic Resistance is from the 11th level of usage. A 6th level magic user striking something with 50% Magic Resistance is actually at 50% + 5% per level between 6th and 11th or really 75% resistance. Thus 90% for the nighthag.

The only weapons which can hurt the hag are the sword +1, +3 vs lycanthropes and shape-changers (she can Polymorph herself) the Javelins of Piercing (+6 to hit) or the Rod of Smiting.

17. Treasure Room

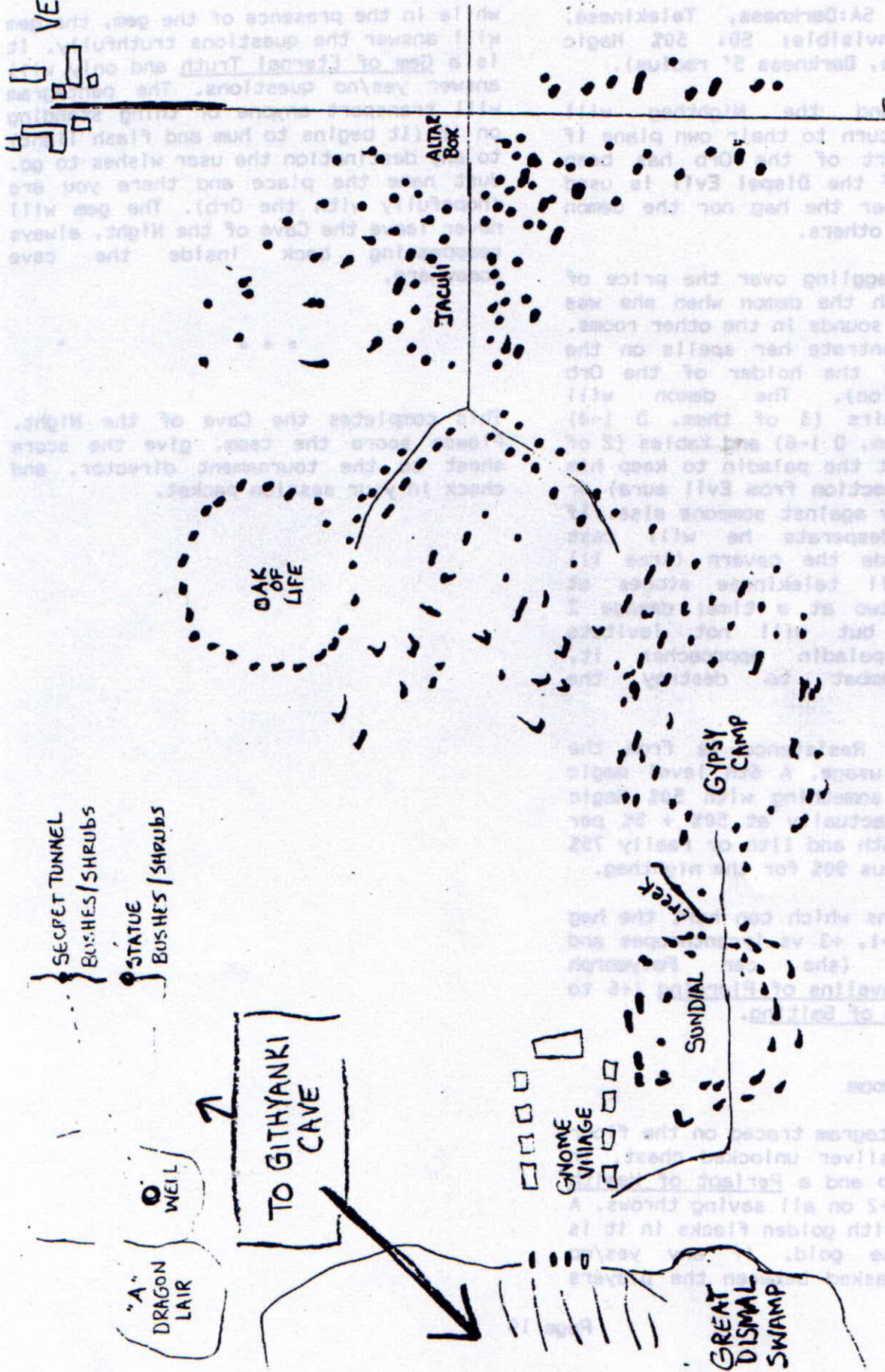
There is a pentagram traced on the floor and a large, silver unlocked chest. In it is 40,000 gp and a Periapt of Health which is also +2 on all saving throws. A huge pink gem with golden flecks in it is sitting on the gold. If any yes/no questions are asked between the players

while in the presence of the gem, the gem will answer the questions truthfully. It is a Gem of Eternal Truth and only will answer yes/no questions. The pentagram will transport anyone or thing standing on it (it begins to hum and flash light) to any destination the user wishes to go. Just name the place and there you are (hopefully with the Orb). The gem will never leave the Cave of the Night, always reappearing back inside the cave somewhere.

* * *

This completes the Cave of the Night. Please score the team, give the score sheet to the tournament director, and check in your session packet.

VELUNA



REFEREE MAP

QUEST FOR THE GOLDEN ORB

PLAYERS MAP (ITEM #2 Sheet) QUEST OF THE GOLDEN ORB

Veluna

OAK OF
LIFE X TREASURE!

SWAMP

Three things you need to
set her free
And put the blade from
the great white tree

First strip the alarm of
the dog then boil it
and place it in the fog

Second the most stubborn
born must call into
the foggy morn

Third A holy man chants
his magical vers
while you must
cry "Arise fair Maiden
we remove your

Score for part one - Quest For The Golden Orb

Team name: _____

Session: A B C D E F

Players: _____

Point

Value

Encounter or Criteria

Team Score

- +1 Taking money out of altar box (for any reason)
- +1 Offering money or prayer at altar box
- +1 Gaining Ring Of Feather Falling
- +1 Identifying ring as Ring Of Feather Falling
- +4 Discovering jaculi before attack
- +5 Avoiding combat with jaculi and gaining map
- +3 Using Cure Light Wounds or Lay on Hands on Dryad or on tree
- +7 Stripping bark from tree (Riddle: "alarm of the dog")
- +2 Boiling bark from tree (Riddle: "then boil it")
- +3 Creating fog (Riddle: "place it in the fog")
- +5 Getting mule to bray into fog (Riddle: "the most stubborn born")
- +3 Casting Remove Curse (Riddle: "chants magical verse")
- +1 Saying 'Arise fair maiden, we remove your curse.'
- +15 Bonus for entire spell completed in sequence.
- +1 Gaining sword in tree
- +1 Identifying sword as +1, +3 vs. lycanthropes & shape changers
- +/-5 Creative play in giving Madam Orcus a magic item
- +3 Discovering missing Ring Of Detect Alignment before leaving camp
- +7 Casting light or using Light spell over obelisk
- 3 Waiting for sun to pass overhead at obelisk
- +3 Killing Lodvar completely
- +4 Bypassing or inactivating eye/mouth
- 3 Activating Magic Mouth spell
- +2 Using Leaf Of Augury at cave entrance
- +10 Attacking dragon while its still asleep
- +1 Finding secret tunnel to well
- +20 Killing Prebrax the dragon
- +25 Subduing Prebrax the dragon
- +5 Gaining the Orb (first part)
- +2 Deactivating dart trap
- +2 Opening chest with Knock spell
- 1 Smashing or destroying chest to open it
- +/-5 Imagination, role-playing, and creativity bonus
- 5 Engaging in encounters A, B, or C (each time)
- 20 Each additional night spent (over one)
- 10 Each party member killed
- +2 Using Speak With Dead spell at any time

Total points

DM: _____

Score for part two - Cave of The Night

Team name: _____

Players: _____

Point

Value

Encounter or Criteria

Team Score

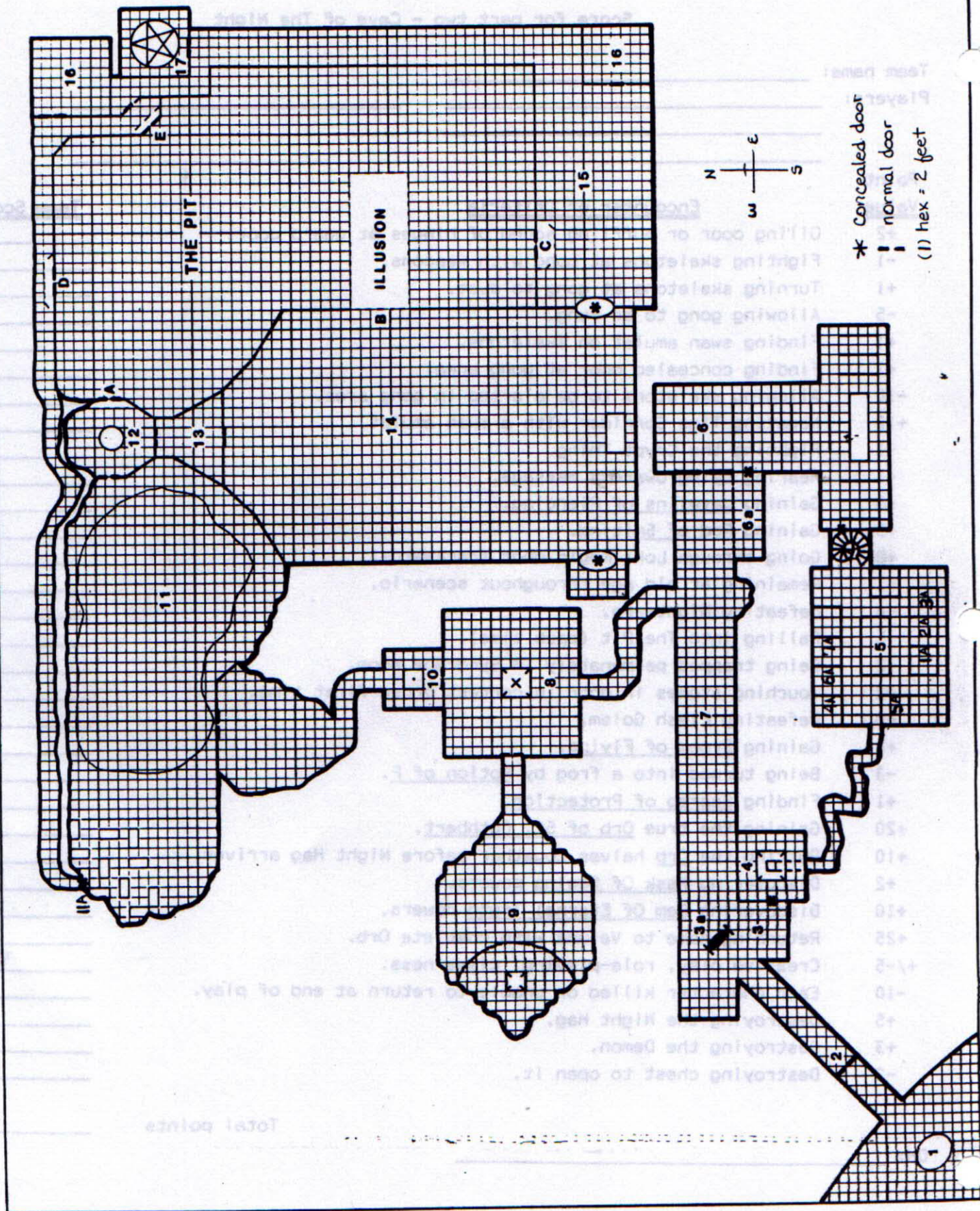
- | | | |
|------|--|-------|
| +2 | Oiling door or muffling sound of hinges at guard door. | _____ |
| -1 | Fighting skeletons at gong with weapons. | _____ |
| +1 | Turning skeletons at gong to dust. | _____ |
| -5 | Allowing gong to be rung. | _____ |
| +1 | Finding swan amulet on skeletons. | _____ |
| +1 | Finding concealed door at gong area. | _____ |
| -10 | Allowing skeletons to be alerted in gong area. | _____ |
| +12 | Negating Time Corridor with a swan amulet. | _____ |
| -1 | Fighting the Crypt Thing. | _____ |
| +1 | Hearing dying dwarf's message. | _____ |
| +5 | Gaining <u>Javelins of Piercing</u> . | _____ |
| +5 | Gaining <u>Rod of Smiting</u> . | _____ |
| +8 | Going through Loki magic door (backwards). | _____ |
| -3 | Remaining at old age throughout scenario. | _____ |
| +4 | Defeating Nightmare. | _____ |
| -5 | Falling into The Pit (each time). | _____ |
| -2 | Being trapped permenately in Syndrape room. | _____ |
| +2 | Touching stones in door in correct order first time. | _____ |
| +6 | Defeating Flesh Golem. | _____ |
| +8 | Gaining <u>Broom of Flying</u> . | _____ |
| -3 | Being turned into a frog by <u>Potion of F.</u> | _____ |
| +1 | Finding <u>Scarab of Protection</u> . | _____ |
| +20 | Gaining the true <u>Orb of St. Cuthbert</u> . | _____ |
| +10 | Putting the <u>Orb</u> halves together before Night Hag arrives. | _____ |
| +2 | Discovering <u>Mask Of Seeing</u> powers. | _____ |
| +10 | Discovering <u>Gem Of Eternal Truth</u> powers. | _____ |
| +25 | Returning home to Veluna with complete Orb. | _____ |
| +/-5 | Creative play, role-playing, cleverness. | _____ |
| -10 | Each character killed or unable to return at end of play. | _____ |
| +5 | Destroying the Night Hag. | _____ |
| +3 | Destroying the Demon. | _____ |
| -2 | Destroying chest to open it. | _____ |

Total points _____

DM: _____

- A) THIS DOORWAY IS STUCK AND OPENS OUTWARD IF PUSHED AGAINST BY SHOULDERS OR BODIES. CHARACTERS FALLING IN THE PIT TAKE 16 PTS. DAMAGE (1d6+2d6+3d6).
- B) THIS ILLUSIONARY CORRIDOR IS COVERED BY A PERMANENT SPELL THAT DEPICTS AN ENDLESS HALLWAY COVERED BY A RED CARPET. DAMAGE FOR WALKING INTO THE PIT IS 16 PTS. THE PIT IS 30' DEEP AND CANNOT BE WANDERED AROUND IN.
- C) WHEN THIS DOOR IS OPENED (IT OPENS OUTWARD, AWAY FROM THE CHARACTERS) A CHUTE IN FRONT OF THE DOOR IS TRIGGERED. ANY CHARACTER NOT MAKING A SAVE VS DEXTERITY AT -3 IS FALLEN INTO THE PIT FOR 16 PTS. DAMAGE. THE CHUTE IS 5' X 3' IN FRONT OF THE DOOR.
- D) SAME AS A) ABOVE
- E) SAME AS C) ABOVE





RB of STUTZ bert



----- CHARACTER SHEET 'B' -----

SIR MILES - PALADIN 5th LEVEL

HUMAN:MALE AL:LG AGE=67 HP=35 AC=2

ST: 16 (+1 TO DAMAGE)

IN: 9

WI: 15

DX: 14

CN: 16 (+2 TO H.P.)

CH: 18

DAMAGE SUSTAINED DOUBLE DUE TO FRAILTY

I FAIRWYNDE - MAGIC USER 6th LEVEL

I FEM;ELF AL:LN AGE=1120 HP=15 AC=8

I ST: 7 (-1 TO HIT)

I IN: 16

I WS: 13

I DX: 14

I CN: 14

I CH: 17

I DOUBLE DAMAGE DUE TO FRAILTY

SLYFINGER - THIEF 5th LEVEL

MALE:DWARF AL:CN AGE=325 HP=23 AC=7

ST: 6 (-1 TO HIT)

IN: 18

WI: 11

DX: 15 (+1 TO A.C.)

CH: 6

CN: 15 (+1 TO H.P.)

DOUBLE DAMAGE DUE TO FRAILTY

PP:25% DL:52% F/RT:50% MS:15% HS:36%

HN:0% CW:50% RL:25%

I MARLENA GNOPP - FT/ILL 4th/3rd LV

I FEM:GNOME AL:N AGE=542 HP=19 AC=7

I ST: 9

I IN: 15

I WI: 17

I DX: 14

I CH: 10

I CN: 15 (+1 TO H.P.)

I DOUBLE DAMAGE DUE TO FRAILTY

I SPELLS:1st=PHANT.FORCE;DETECT ILL

I 2nd=INVISIBILITY



LUPID GREENTEETH - RANGER 5th LEVEL
MALE; HUMAN AL: NG AGE: 68 HP=37 AC=4
ST: 15
IN: 14
WI: 16
DX: 12
CN: 15 (+1 H.P.)
CH: 7
DOUBLE DAMAGE DUE TO FRAILTY

GODFREY GENTLEBONE - CLERIC 4th LEVEL
MALE; HUMAN AL: LG AGE: 78 HP=39 AC=5
ST: 14
IN: 12
WI: 14
DX: 5 (-2 TO A.C.)
CN: 11
CH: 15
DOUBLE DAMAGE DUE TO FRAILTY
