DUNGEONS & DRAGONS®

Master Game Adventure

Vengeance of Alphaks
by Skip Williams

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The Vengeance of Alphaks

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INTRODUCTION

The *Vengeance of Alphaks* may be played as a sequel to module *M1, Into the Maelstrom,* or separately. The D&D® Master Set Rules are necessary for running this game.

For best results, four to eight characters of levels 28-32 should join the adventure and at the beginning, the sum of the party's levels of experience should be greater than 150. Player Characters (PCs) ruling dominions are desirable but not mandatory.

If the party is too low in levels, six prerolled characters are suggested at the end of the module. In order to balance the forces, use these characters as either PCs or non-player characters (NPCs). The prerolled characters can control a dominion and a corresponding armed force described in Chapter Four.

Players with characters who have completed the *M1* adventure may take with them all spells and equipment accumulated during the adventure. Such extra equipment may include any of the magical items gained during the various encounters or any of the rewards bestowed by immortals in the *M1* Epilogue.

How to use this Module:

This module is divided into five chapters, beginning with a dominion raid and ending with a struggle to destroy a magical castle creating havoc for Norwold's forces. The entire adventure should be read before play starts. The module is intended to fit into an ongoing campaign in Norwold.

Dungeon Master Background

Centuries ago, Alphaks was a despotic ruler of Alphatia. In a war that nearly destroyed Alphatian civilization, his own subjects revolted and banished him to another world where he attained immortality. In M1, he returned to the Prime Material Plane seeking revenge but was repulsed by other immortals. Having discovered a way of manipulating men from his own Sphere of Entropy, Alphaks is again seeking revenge.

To prevent intervention, Alphaks has devised powerful magic and tricks against any sort of detection and divination from mortals and immortals alike.

As Alphaks cannot intervene in the open, he has concocted a plan that allows man to do Alphaks's bidding for him. In short, he hopes to destroy the human race by raising tensions in the already unstable region of Norwold and create a major conflict that will include Thyatis and Alphatia.

Norwold History

Norwold, for a long time an unsettled, unimportant region, has become a volatile region in the D&D® game world.

The northern part of the continent has been settled by Alphatia and the southern part by Alphatia's historical enemy Thyatis. Territorial differences on the continent have become yet another in a long list of frictions between the two powers.

In addition, nobles from Alphatia's Kingdom of Norwold are becoming restless as time and the burden of taxes breaks down the allegiance linking the colony with the mother country. Even Norwold's King Ericall, the second son of Eriadna the Wise, the current empress of Alphatia, is beginning to talk of independence.

These frictions combined with the petty jealousies and self-centered interests and vengeances of small-time political players, makes Norwold ripe for an adventure of treachery and war.

For more information on Norwold and the competing empires see CM1, Test of the Warlords.

Alphaks's Plan

At the center of Alphaks's plan is Baron Norlan of Qeodhar (see NPC capsule, page 2). The baron's fief is an island off the northwest coast of Alphatia. Qeodhar owes fealty to the empress of Alphatia but because she refused a marriage proposition from the baron for one of her daughters, the baron is seeking revenge.

Feigning allegiance to Alphatia and beckoned by Alphaks's mental suggestions, the baron will enlist a number of petty Alphatian nobles and conduct a raid on several of Norwold's port cities. According to the baron, the raids are being conducted as retribution for Norwold's increasing acts of independence and declining tax revenues. Although the raids are not officially sanctioned by Alphatia, the baron's troops will be aided by a magical flying castle, a gift from the empress's son. After the raids have been conducted the baron, in an act of treachery, will give the captured port cities over to Thyatis. Also to be turned over are a number of the nobles, and the empress's son may be among them.

Thyatian Interests

Just as Thyatians have over the past century continued rapidly expanding their empire, they have for a long time viewed Norwold as conquerable territory. And many feel that if not for Alphatia's influence in the region, Norwold would be a part of Thyatis.

Thincol the Brave, the leader of Thyatis, views the current situation as fortunate. With Baron Norlan, he has a catalyst in the conquest of this northern land. With only a minimum of effort and loss of manpower, key strategic ports may be turned over.

Alphatian Interests

Norwold's protector and the enemy of Thyatis, the proud empire of Alphatia, in order to protect its interests, will almost inevitably be dragged into the war.

To further complicate matters the petty Alphatian nobles who raided Norwold's port cities will be captured, imprisoned, and held as ransom by Thincol.

The Party's Interests

Alphaks, hoping to pull as many powerful forces into the conflict as possible, has devised a plan to draw the PCs into the war.

Two rival clerics, Lambert Bohn and Coiger de Mory (see NPC capsule on page 2) have fought a running battle across Norwold in search of the same artifact, the *girdle of De'Rah*. Lambert Bohn seized the artifact and tried to return home with a *travel* spell. Alphaks, however, cursed the *travel* spell and now, Coiger has an opportunity to track Lambert down and take the artifact by force. On his way home, Lambert crosses a dominion of a PC or a friendly NPC.

Alphaks has set up a number of diversions to keep the party occupied until the war starts. If the party can aid King Ericall in stopping the war, their dominions will be saved and they will be handsomely paid.

Place and Time

Each chapter of this module features a location that must be placed in your world. Areas are suggested, but if they do not suit the campaign, the settings can be anywhere. Where the encounter is placed will determine the quantity of time and magic expended. Time and magic are all-important factors in this adventure.

Monster Statistics and Random Encounters

All spells throughout the module marked with an asterisk(*) indicate reversible spells.

The statistics of any monster mentioned during the adventure can be found in the Combined Monster Chart on the inside of the module cover. Each chapter lists its own Random Encounters Chart.

NPC Capsules

Coiger de Mory
C34, Chaotic

S 15 D 11 I 14 C 16 W 16 Ch 16
AC -8 hp 76 Basic THAC0: 3
Weapons: *mace* +4 (master proficiency), *hammer of flying* +3 (expert proficiency).
Armor: *suit armor* +4, *shield* +3, *cloak of displacement*.
Equipment: *ring of quickness, ring of spell storing* (five spells: *mirror image, water breathing, dimension door, telekinesis, reincarnation, sword*) *cartographer's amulet* (see New Magical Items section), *chime of time. Ointments of blessing* (x1), *of healing* (x2), *of scarring* (x2). *Potions of strength, of fortitude. Scroll of questioning.*

Spells
Level I: *cure light wounds** (x3), *detect magic* (x2), *protection from evil* (x2), *resist cold* (x2).
Level II: *bless** (x2), *know alignment** (x3), *resist fire** (x2), *silence 15' radius* (x2).
Level III: *continual light**, *cure disease**, *locate object* (x2), *remove curse** (x2), *speak with the dead* (x3).
Level IV: *animate dead, cure serious wounds** (x2), *dispel magic* (x3), *neutralize poison** (x2).
Level V: *cure critical wounds** (x3), *raise dead** (x2), *truesight* (x3).
Level VI: *animate objects, barrier* (x2), *cureall* (x4), *word of recall*.
Level VII: *holy word* (x2), *restore** (x2), *raise dead fully** (x3), *travel*.

Coiger is as evil and selfish a man as ever was. His major passion in life is collecting rare magical items, and he has carefully hidden away old artifacts without records of their locations. Coiger has a photographic memory. He usually destroys the document after reading it so that only he has the knowledge gleaned.

Lambert Bohn
C30, Lawful

S 15 D 9 I 14 C 14 W 16 Ch 13
AC -5 hp 63 Basic THAC0: 5
Weapons: *mace of flaming* +3 (master proficiency), *hammer* +4.
Armor: *plate mail of healing* +3, *shield* +2, *cape of protection* +2.
Equipment: *ring of memory, ring of truth, staff of commanding, cubic foot, potions of luck, giant strength, plant control.*

Spells
Level I: *cure light wounds* (x3), *detect magic, protection from evil* (x2), *resist cold* (x2).
Level II: *bless* (x2), *know alignment* (x2), *resist fire* (x2), *silence 15' radius* (x2).
Level III: *continual light, cure disease, growth of animals* (x2), *remove curse* (x2), *speak with the dead* (x2).
Level IV: *cure serious wounds* (x2), *dispel magic* (x3), *neutralize poison* (x2).
Level V: *cure critical wounds* (x5), *truesight* (x2).
Level VI: *speak with monsters, barrier* (x2), *cureall* (x3), *find the path*.
Level VII: *holy word* (x2), *restore* (x2), *raise dead fully* (x2).

A powerful and still rising lawful cleric, Lambert has his eyes set on immortality. He constantly quests and crusades for the cause of law and the interests of the Sphere of Time. He will make a good immortal.

Baron Norlan of Qeodhar
F18, Chaotic

S 17 I 13 W 10 D 14 C 16 Ch 12
AC 0 hp 108 Basic THAC0: 9
Weapons: *sword* +4 vs. *magic-using beings* (Grand Master proficiency).
Armor: *chain mail* +3 *of electricity, shield* +2
Equipment: *ring of human control, greater talisman of elemental travel*

Baron Norlan is a brave fighter, but his many years of fealty to Alphatia have taught him to conceal his real motivations and feelings. He is not above acting cowardly if it will give him an advantage. He now seeks revenge against Alphatia because the empress would not allow him to marry one of her daughters.

Chapter 1: DAWN OF THE GIANTS

Encounter Setting

The events in this chapter should take place in a PC's dominion, or if no PC has a dominion, a friendly NPC's dominion. The events are given in the Encounter Key and should be played in order according to their numbering.

In addition to their original mission of intercepting Lambert Bohn, Alphaks occasionally causes the giant missionaries to attack and ransack the dominion. If the adventure starts in a PC's dominion, messengers from outposts or guard houses will warn the PC. If a friendly NPC fief is victim of the giants' raids, the NPC immediately seeks the help of the PCs.

Random Encounters

Roll for Random Encounters as the party seeks out the giants or travels to the NPC's headquarters. The encounters occur only within 20 miles of the giants' base camp. The encounters may help the party find its exact location.

For every three hours of daylight (PCs' time), roll 1d20 and consult the chart below.

Table 1. Random Encounters

1-12 No encounter

13. Fire giant raiding party: 2d4 fire giants, each carrying three oversized javelins (range 400 feet, +4 to hit, 3d6 damage) and 2d4x100 gp in his shoulder sacks, are controlled by Alphaks from his plane. While the PCs fight 2d6 hell hounds, the giants are throwing the javelins. When they run out of javelins, the giants charge the party and fight to death.

14. Evidence of giants: The party finds the site of a combat (burning village or farm, crushed bodies, large broken javelins, etc.) and within 2d10 turns, the party has a 50% chance of finding tracks leading to encounter 13 or 15 on this table.

15. Small fire giant patrol: If encountered this patrol of three fire giants always seeks to retreat from the party, using their five giant hell hounds to attack and delay foes (see encounter 13 on this chart). Each giant carries 2d4x100 gp in a shoulder sack which he can hurl (range 300 feet, damage 3d4) to distract pursuers. If the giants do not think they are being followed (DM's discretion) they go directly to their camp (see encounter 1 in the Encounter Key).

16. Invisible stalker patrol: The mission of the 1d4 + 2 stalkers is to spy on any heavily armed troops and report to Coiger. They carry no special weapons or treasure and if discovered, they immediately attempt to return to Coiger's Lair (see Chapter 2). If they are attacked, one flees while the others try to grab some valuable items from the PCs (10% chance per round of melee) and then each flees in different directions.

17. Peasant refugees: Groups of peasants flee from the site of a raid. If questioned they mention what place has been attacked. The information has a 60% chance of leading to another encounter (encounters 16, 18 or 19 in this table), within 2d10 turns.

18. Large fire giant patrol: 3d4 fire giants, 4d6 giant hell hounds. Run as encounter 13 in this table.

19-20. Mountain giant patrol: This patrol consists of 2d6 mountain giants each carrying 2d6x100 gp in his shoulder sack and 12 oversized *darts* +2. They can hurl these twice a round up to 400 feet at +8 to hit, inflicting 4d8 + 2 damage.

Preferring to parley, the mountain giants do not attempt to initiate a melee with the PCs. Acting and dressing like hill giants to fool the party they will not reveal the location of the base camp unless suitably bribed with at least 500 gp per giant present.

If attacked by a superior force, they flee and have a 20% chance of finding another patrol (encounter 18 on this chart). If this happens the mountain giants and their 2d6 hell hounds attack the party while the other patrol ambushes them and attempts to capture the PCs and bring them to Coiger's lair (see Chapter Two).

Encounter Key

1. News of the Giants

If an NPC ruler is calling on the players for aid, read the following message aloud to the party.

(Be sure you preface this message with the full names and titles of all the PCs who are present. The PCs have become powerful and important people and should be treated with respect and ceremony, especially by their NPC peers.)

> "My friends, I send you greetings, but also grave tidings. Trouble is afoot in Norwold again. During the last few days, peasants living near my dominion's wilderness frontier have fled their homes.

> They bring me reports of great tall giants and huge black beasts the size of oxen that belch out flame and brimstone. Who or what these marauders are, or where they have come from I cannot tell.

> "Therefore, I beseech you, whose mighty deeds have made you heroes of Norwold, to come and deal with this threat. Please make haste, I have already sent word to the king, but these marauders will not wait for His Majesty."

2. The Base Camp

This encounter should be played when the party finds the location of the giants' base camp. The camp's whereabouts can be discovered through the Random Encounters (see Encounter Setting) or with the help of Lambert Bohn (see encounter 5).

The exact location of the base camp is at the DM's discretion. As general guidelines, the location should provide easy access to the dominion (within five miles of the border), be defensible, and be hard to spot. It may be located, for instance, in a thick forest or rocky area.

The camp consists of a few large fire pits, many giant-sized beds of leaves and twigs, and several small (by giant's standards) huts for storing loot and supplies.

The base camp contains 36 fire giants, 20 giant hell hounds, 20 mountain giants, 25 hell hounds, two large red dragons (the dragons do not talk nor cast spells), and 12 invisible stalkers. Each time the party attacks patrols or defeats the giants in other encounters, the casualties should be deducted from the camp's total forces.

The invisible stalkers, the dragons, and half of the giants and hell hounds will always be awake and on guard. Two to four giants will be posted as lookouts, alertly searching the land and sky. The giants will fight to the death and will pursue the PCs if the party flees.

The War Machine Battle Rating (BR) for the force at the camp is 120, Troop Class Good. If the camp suffers 50% or more casualties, the troops try to retreat to Coiger's lair (see Chapter Two).

3. The Crone's Dreams

The Crones of Crystakk are a trio of immortals, one of each alignment, who watch the affairs of Norwold through a magical mirror. They often give advice and portents, for a price, to those who make the journey to
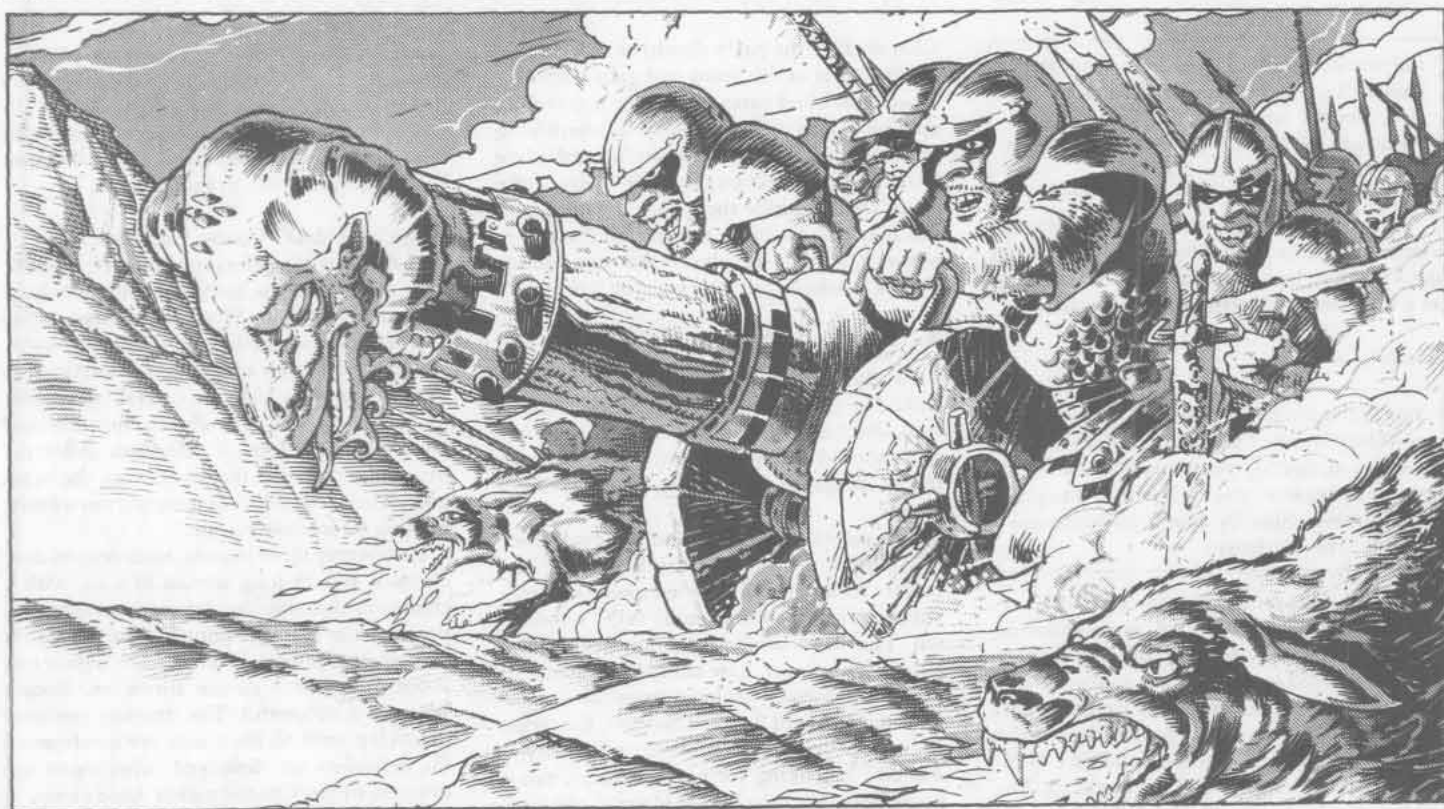
their isolated cave. More detail on the Crones can be found in *CM1, Test of the Warlords.*

The Crones have sent the PCs cryptic warnings in the form of five dreams about the events to come. Like most omens, these visions are vague and their true meanings cannot be fully discerned until after the events they predict have come to pass.

All the dreams occur on the first night of adventure in this module. If there are more than five PCs, some will have the same dream; if there are less than five PCs, some will have more than one dream.

Dream One

Wearily, you press on toward the dazzling and disturbing red hue of sunrise. It seems as though you've been traveling for years, and you strain to get a first look at the sea beyond the green hills of home. The trail up the hill seems endless. A light fog shrouds your mount's hooves as it seems to run without moving. Panting and sweating, the destrier reaches the top of the hill. Finally, the ocean appears, with hundreds of ships bearing the blue star pennants. The flags grow to gigantic pro-

portions, until they mask the entire scene. The blue star fades away, leaving behind only a bright red symbol.

This dream predicts that the character will leave home and discover large fleets sailing toward his land from the east. The blue star pennants are the symbol of Baron Norlan of Qeodhar. Characters who went through module *M1* should be reminded of the origin of the pennant, provided they ask. Characters new to this campaign will have to contact a sage in either Alpha or Oceansend to identify the pennant. The red symbol represents the family coat of arms of Thincol the Brave of Thyatis. In all cases, the party must meet a sage for this information or use a *commune* spell for the same effect. The red symbol refers to the treachery involving the baron of Qeodhar and Thincol of Thyatis.

Dream Two

You can hear no sound but the fevered panting of your mount and your nostrils are filled with the odors of the sweating horse. Below the hill on which you stand is a crowd of refugees stumbling past the

ruins of a city. Unable to bear the sight of their pained faces, you look away quickly. A friend detaches himself from the crowd and steps toward you. "How did it happen?" he asks. You hear yourself answering "an old enemy..." Appearing in the sky is a familiar face grinning and laughing.

This dream predicts the coming of a great war. It is intended as a warning against Norlan's raid and the possible intervention of Thyatis and Alphatia. If the party has played in M1, the dreamer should be able to recognize Alphaks's face in the sky. If the party has not played in *M1*, then only a *commune* or *contact other planes* spell will reveal the nature of the face in the dream—but not Alphaks's intentions and secret plans.

Dream Three

You sit with two friends, your feet stretched toward the warmth of a campfire. Suddenly, one of your friends slumps forward, a knife in his back. Jumping to your feet and scanning the darkness, you can see in the valley a multitude of flicker-

ing torches dotting the site of the army camp. An old henchman, sitting by the fire, seems uncharacteristicly fidgety. Although the battle has yet to begin, there is already blood on his hands.

This dream predicts that a PC will be the victim of treachery. In Chapter Three, one of the PCs may be assassinated, or his identity as a dominion ruler usurped by a traitor.

Dream Four

You and a neighbor meet in a glade, and you clasp hands. Despite a long feud and a mutual antipathy, your quarrel has been set aside because you feel greater dangers are coming. Side by side, you lead your hosts to the battlefield.

This dream predicts that the PC will quarrel with an NPC ruler of a neighboring dominion, possibly Coiger, but the dispute will be resolved in time for the character and the neighbor to jointly face a greater challenge. If the players ask for more detail on the neighbor, describe Coiger in detail (see NPC capsule at the beginning of the module). The dream also tells the PC to look upon the neighbor as an ally more than as an enemy. As Coiger may be a terrible foe, he may be of some help in the war that menaces Norwold. At the end of the next chapter, the party has an opportunity to enlist Coiger onto their side. Coiger is able to raise an effective military force that could be of some help despite its fearsome and evil nature.

Dream Five

You are staring up at the battlements of a castle, but they are so high that the tallest towers disappear in the clouds. Dizzy, you look away from the castle and notice you are standing in a familiar town that has been wrecked and pillaged. In rage and clutching your sword you look at the castle to discover its walls have disappeared. The fortress seems to be hovering on a far-away cloud, and you shout, "You have escaped again, but I *will* find you!"

This dream refers to the flying castle that appears in Chapter Five. If the player asks, the PC should be allowed a chance to recognize the location of the castle landing (roll 1d20 under Intelligence, with a penalty if the chosen town is in a distant dominion). In

Chapter Five the party should be able to wait for the castle at this town and gain entrance. A well qualified cartographer or a traveling merchant may help the party in identifying the town and the *cartographer's amulet* (see Magical Items Section) may also help. If the party asks, describe the village during a season that can easily be recognized (just after harvest), so that the players have an indication as to when the castle may be there.

4. Storm at Dawn Rising

At the DM's discretion this encounter should be run when appropriate to the adventure. At the moment of the encounter, the party should be in a small town or castle, resting, purchasing equipment, or questioning people.

The giants, once again under the influence of Alphaks, are plotting a major raid. The target can be a small fortified town or a large village in a PC's or a friendly NPC's dominion. The target should be within striking distance of the giants' base camp (see encounter 2), and reasonably isolated from the dominion's main armed forces. Likewise, the target should be reasonably weak militarily—Alphaks is looking for easy pickings, not a pitched battle. If the PCs manage to reinforce the best target, the DM should pick another unless the change is one that the giants are not likely to discern (ie., hidden defensive works or the presence of the PCs themselves.)

The raiding party consists of 20 fire giants, 15 giant hell hounds, and 2 large red dragons. Unless the party or another substantial armed force is at hand to stop the raid, the giants should completely destroy the target. If the town is able to put up some resistance, fight the battle. Otherwise just assume the target has been destroyed at no loss for the giants.

If sufficient information on the target is not available to the DM, an example of the battle and a fortified town is given below. Included are some of the giant's combat tactics. The battle site is represented on Map I, page 15 of this module.

War Machine Battle

If the party is using troops to defend the town, the giants have a War Machine BR of 95, Troop Class *Fair.* The giants' mission is to storm the target, get as much loot as possible and return to the camp by the shortest route. At the end of the battle, the track to the giants' base camp will be obvious (see encounter 2).

The defending forces consist of 80 militia-

men (F1) armed with crude pikes and swords. Their BR is 35, Troop Class *Poor.* The town militia benefits from the protection of the walls with a +50 bonus on the combat result, but troop morale is penalized -30 on the combat result due to the dragonfear.

Regular D&D® Game Combat

If the party is defending the city alone or with very little help, the giants should engage in regular combat. Most of the troops may run away as soon as they see the two dragons.

The first episode of the fight consists of the dragons' attack. Using a special tail attack, the red dragons fly parallel to the walls and try to clear the tops of defenders. After the first dragon attack, the giants rush the main gate. They start 300 feet from the town limits moving 80 feet per round.

Once every three rounds, each dragon may sweep a 40-foot-long section of wall, with a chance to dislodge the defender on that section causing him 1d6 points of damage from the fall. Defenders of 16th level or higher can avoid falling if a saving throw vs. Breath Weapon is successful. The dragons continue the sweep until all the giants are inside or all the defenders are dislodged, whereupon the dragons fly back to the giants' base camp.

Four fire giants, each pushing a mantlet (AC 0), lead the rush. Four more giants follow, immediately behind (also AC 0), pulling a 12-foot green log ram for use against the town gate. The hell hounds follow the ram, and the rest of the giants are 50 feet behind the hounds.

When these extra giants are within medium range (60 to 130 feet) they stop and throw boulders at the gate (AC 2, 100 hit points). Each striking boulder inflicts 1d8+8 points of damage. If the leading giants reach the gate, they will be able to strike with the ram once every two rounds, inflicting 1d6+8 points of damage. While they are using the ram, the giants will still be protected by the mantlets.

The hell hounds stand behind the ram and automatically breathe over the giants' heads at any defenders above the gate (the fire giants are immune to these fire based attacks). Once the ram is functioning, the rest of the giants move to close range (less than 60 feet) and hurl boulders at defenders on or over the walls.

When the giants have sucessfully breached the gate, they send in the hell hounds, breathing in all directions, setting the houses ablaze and trying to kill defenders who lie in ambush or murder holes at the gate (see rules on fire, page 26 of the Master Players' Book). Once

the way into the town is open, the giants all charge in, killing anything that moves and looting the biggest buildings first. If any long melees develop, the hell hounds breathe into the crowd.

The giants have an unlimited supply of boulders and are outfitted with equipment useful for sieges—ropes and grapnels for climbing walls and pulling comrades out of pits, bundles of brush for filling in pits and ditches, pots of oil for use as grenades, and anything else they might reasonably be carrying.

Giants are not very intelligent and their strategy is devised spontaneously during battle. If anything goes awry, they will storm the walls with grapnels. If more than 66% of their forces (240 HD or more) have fallen on the battlefield, one of the giants sounds a general retreat. The giants then rush back to the base camp (see encounter 2).

5. The arrival of Lambert Bohn

Run this encounter shortly after the giant's raid (encounter 4).

Despite the giants, Lambert managed to reach the PCs' headquarters. Read the following when Lambert and the PCs meet:

A mature looking and travel-worn man walks up to you and bows. *"My lords, I am called Lambert Bohn. Many leagues of hardship and travail lie behind me. Your realm is indeed a pleasant sight, but I see that you are beset by marauders who seek to destroy what you have built here.*

"I know the despoiler of your lands, who, driven by greed and spite, seeks to prevent me from completing my holy quest. He thinks nothing of trampling you to gain his foul end. I am sorry that I have led his forces here. I would never have knowingly allowed a settled land to share my peril, but this part of Norwold is not familiar to me.

"Having seen the giant's camp, I could lead you there and help drive them away. One quick battle, and those giants would bother you no more.

"Furthermore, I know where their leader dwells and where he has stored the plunder from a score of dominions. Beat the scoundrel in his hidden lair and you shall have plunder enough to repair your realm and fill its coffers. For myself, I ask nothing in return. To have a hand in dealing my foe a defeat is reward enough."

Lambert will answer questions and tell the PCs general information about his running fight with Coiger de Mory. He will not, however, reveal that he holds the powerful artifact, *The girdle of De'Rah.*

Lambert is reluctant to speak about his quest, saying it is a highly personal matter which involves his path to spirituality. If the PCs persist in asking for details about his quest, he will stop the questioning there. Under no circumstances will Lambert part with the artifact as it is one of the items he needs to please his immortal master.

If the party refuses Lambert's offer of help, he will take his leave. If the party attampts to capture him, Lambert will surrender.

The *girdle* is hidden in a small dimensional pocket and a talisman, which the cleric keeps in his robes, summons the item when the command words, "In time all dies and lives," are spoken. Coiger, too, knows these command words.

While Lambert is with the party, Alphaks secretly removes the artifact from its interplanar cache and *teleports* the item to a remote hiding place in the principal city or castle of the dominion.

Once the artifact is *teleported* from its dimensional pocket, Alphaks lifts the curse preventing Lambert from using his travel related spells.

The cleric then tells the party of the *girdle* and that it is missing. Lambert and the party should use all of the powers available to them to detect the location of the artifact. The use of a *commune, contact outer plane,* or *wish* may help.

If the PCs agree to Lambert's offer, he will tell them the exact locations of both the giants' base camp (see encounter 1) and Coiger de Mory's lair (see Chapter Two). Lambert will then place himself at the PCs' disposal until the giants are driven away.

Using his *Cartographer's Amulet* Coiger, too, notices the artifact has been moved. Ignoring the movement of the party, Coiger orders his giants to find and seize the *girdle.* Coiger's army consists of 30 fire giants, 12 giant hell hounds, 20 hell hounds, and 20 mountain giants.

Finishing Chapter One:

With both forces heading toward the area where the *girdle of De'Rah* is now located, any number of scenarios may take place.

Depending on the distances needed to travel to the principal city or castle, either of the two forces may arrive at the site, capture the artifact and leave before the arrival of the opposing force. One force may seize the artifact, but may be unable to escape the area without running into the opposing force. Alternatively both forces may arrive in the area simultaneously. In all but the first scenario a battle should be expected.

It should be remembered, however, that although Lambert and Coiger are enemies, and Lambert has sought the help of the party, the PCs and Coiger are not necessarily enemies. If the party intercepts Coiger's army with a superior force, the chaotic cleric will make at least weak overtures toward negotiations. Saying he regards the artifact as his, Coiger will offer the PCs a finder's fee of 20,000 gp for either the *girdle* if they have it, or for their help in securing it (if the two forces meet on the way to the area).

If the PCs recognize the offer as unreasonable and refuse it, a battle will probably ensue, perhaps here or perhaps near or in the principal city. If the party accepts the offer they are bound to it and the adventure continues with Chapter Three.

If the PCs have captured Lambert, Coiger is impressed but will be unwilling to pay a ransom for his custody. Coiger is interested in only the artifact. If Coiger recovers the artifact or if he is defeated, he immediately returns to his lair, leaving the giants to fend for themselves.

Encounter Setting:

This chapter is to be played only if the PCs decide to attack Coiger. The location of the lair is at the discretion of the DM.

If the PCs use normal modes of travel to reach the lair instead of *teleport* or *travel* spells, roll for Random Encounters each day of the trip using the appropriate wilderness encounter table from the D&D® Expert rulebook.

Coiger's Lair

Coiger de Mory's hall is housed in one of a series of forested bluffs overlooking a small river. The area is remote, far from any human, demi-human, or humanoid communities. The location of the main entrance should be obvious, with a well-trod path leading directly to a 30-foot opening into the cavern.

Rooms in the hall are unlit unless otherwise noted. All doors are made of plates of hardened bronze and are not locked unless otherwise noted; locked doors are difficult to force (1 in 6 chance of opening, strength bonuses halved, dropping fractions). Some doors are giant-sized (noted in the encounter description), and are equally difficult to force even when unlocked due to their exceptional size. A *knock* spell will open any door in the hall.

Random Encounters

There are no random encounters for the hall but six meks regularly patrol the area. The party has a one in six chance of encountering the patrol once every two turns.

Morale

All the meks and the undead beholder in area 15 will fight to the death and never check morale. All other creatures and NPCs check for morale unless other guidelines are given in the encounter. If a foe fails a morale check, he flees if an escape is available, otherwise he surrenders. If the PCs mercilessly kill everything they come across, no resident will surrender.

Tactics

When running Chapter Two, keep in mind the reaction of the residents of the hall as a whole. When the presence of the PCs becomes known, it is unlikely the more intelligent residents will just sit in their rooms waiting to be attacked. On the other hand, no resident will be out organizing a foolproof defense if the attack has not been detected.

If the PCs kill or take prisoners at every opportunity, within one turn, the fact that some creatures are missing will lead other residents to assume they are being attacked. If any resident successfully flees from an encounter, assume the entire hall is alerted. Once every three turns, the residents have a one in four chance of discovering the party.

When the party is discovered, the servants will either hide or flee. The giants will post extra sentries and bar their doors and Coiger will gather the strongest surviving residents and carry the fight to the party. Coiger will especially try to protect areas 12 and 14.

If the party defeats Coiger in a fight, he will use his *word of recall* spell to get back to his temple in area 15.

Encounter Key

see Map II

1. Gate Guardpost

Run this encounter when the party arrives at the entrance to Coiger's lair.

Three mountain giants, one young fire giant and two giant hell hounds stand guard by the portcullis. Two more mountain giants man a pair of murder holes over the stairs (area 1a). The murder holes are extremely well concealed and are considered secret doors.

If the party attempts to parley, the giants are rude and uncooperative. If the PCs decide to attack, the giants in area 2 join the fight immediately. All the giants are armed with a club and a long 25 foot *pike +2*. Standing behind the portcullis, the giants attack the party from outside of the reach of the PC's melee weapons. The two giants manning the murder holes, also armed with pikes, attack spell casters in preference to other characters. Pike-armed giants attack at +3 to hit and damage.

The young fire giant and the hell hounds do not join the fight immediately, waiting for any foe attempting to *teleport* past the gate. If the melee turns against the giants, the young fire giant runs to area 2 for help.

The room contains a ratchet for operating the portcullis (position R on the map) and a rack containing 20 *pikes +2* at position PR.

2. Guardpost Rest Area

Four mountain giants lounge here. They aid the giants in area 1 if the gate is attacked. The sinkhole in the east end of the room leads to an exit which opens 300 feet from the entrance of the lair, behind a large rock.

3. Secret Door

This secret door, which closes area 11, is locked. The residents pass through the door by use of a key or by knocking three times, which brings a Mek from area 11 to open it.

4. Secret Alcove

This area is concealed by a large rocky panel. The alcove contains a drolem whose mission is to guard the door to area 11.

Watching the hall through a peep hole, this construct attacks any creature tampering with the door. Gaining surprise unless the secret panel behind which it hides is detected, its first attack is always a flying leap that ends with a four-claw attack as it lands. Thereafter, the drolem attacks normally. The creature will defend itself.

5 a-c. Giant's Barracks

Two mountain giants, armed with stone clubs (normal damage) and oversized darts (hurled twice per round, 400 foot range, +6 to hit, 4-24 points of damage) stand guard at these giant-sized secret doors. If attacked they raise a hue and cry warning their comrades in area 5b. The two guards begin a fighting retreat if either loses more than 50% of his hit points.

5a. Mascot's Alcove

A giant wyvern lives here. At the first sign of fighting it hunkers into the sinkhole, waiting for a chance to attack the enemy from behind. Unless a PC looks directly into the sinkhole, the wyvern cannot be seen.

5b. The Giant's Ballista

This chamber contains several piles of skins, a few barrels, and a rack of oversized darts. Three giants man the ballista while three others brandish huge darts.

The giants fire the ballista or throw darts until the PCs get within melee range. If three giants man the ballista, two bolts are fired each round. If two giants are on the ballista, two bolts are fired every second round, and if only one giant is manning it, two bolts are fired every third round.

The ballista has the same hit probability as the giant firing. Both bolts are aimed at the same target, but the attack should be rolled separately for each. There are 20 bolts and each inflicts 5d6 points of damage.

When the party reaches area 5b, the giants in area 5c will start shooting their ballistas.

5c. Living Area

The one-way doors leading out of this room are giant sized.

> Furnished with a chaotic mass of furniture and eating utensils, this chamber looks very lived in. The chamber's most noteworthy contents are two fire pits, four chests, a rack of darts, and two ballistas. The 10 giants in the chamber glare at you.

Two of the chests each contain 36 pieces of rare and fragile pottery, worth a total of 12,600 gp. The third contains a collection of insects worth to a collector 2d12x100 gp and the last chest is worthless.

6 a-c. Prison

6a. Cell Block

Two meks guard the entrance to this area not allowing the PCs to enter without a fight. Any disturbance near the entrance will bring the jailer (see area 6b).

> This chamber is particularly offensive and damp, with an almost charnel stench. To the north you see six sheets of bronze, each 8 feet square, lying on the floor in two rows. Each sheet is fitted with a 1-foot-square hatch covered with a pile of rocks. Farther north you see a second group of bronze sheets. From somewhere below, you can hear the soft moaning of a creature in great pain.

The bronze squares cover individual cellpits about 25 feet deep, 8 feet square at the bottom and narrowing to 7½ feet at top. The reverse slope and slipperiness of the walls make them impossible to climb. The hatches are used for periodic observation and feeding of the prisoners.

A. A human skeleton is draped over a rotted wooden stool. This was once an important prisoner, now forgotten.

B. Leandrax: Coiger plans to offer this lady as a human sacrifice in the temple. When freed she will ask for armor and weapons and if refused will try to escape. If a PC convinces her to stay with the party, she may, at the end of the adventure, become his henchwoman.

C. Fortios: An acrobat in a road show, he too is being held as a future sacrifice. He has nothing special to offer the PCs but can be trained as a thief.

D. Zargos: Another future sacrifice.

E. Empty.

F. Sire Entrechat: Caught snooping around the hall several months ago, this prisoner is being kept as a source for potion ingredients. Actually a wererat, he will present himself to the party as a wealthy merchant appalled at the treatment he has received. He will offer the PCs a large, non-existant ransom if they get him out safely. When the opportunity arises, he will transform into a rat and try to escape.

G. Dondella: This lady was being held as a sacrifice when the jail keeper strangled her in a rage. While the jailer looks for a way to make her death seem like an accident her body remains here.

H and I. Empty.

J. Revener: Lying veiled in a bundle of rags, only half of this creature is visible from the hatch. Hoping to lure someone close enough to attack, the creature moans as though in great pain. If a curious PC descends into the pit, the creature lashes out, surprising the victim on 1-3, and hitting on its first attack automatically if it gets surprise.

K and L. Empty

6b. Jailer's Quarters

> This squalid hole contains a bed with vile covers, two chests, a wardrobe, a bench, a weapon rack, and a stool. All are dirty from neglect.

Peiglle, the jailor, might be here, or in area 6c tending the implements. He will investigate any noises at the entrance of the jail.

Peiglle: D12, Chaotic, THAC0 3, M S17, I15, W10, D17, C14, Ch8; AC −9, hp 86

Equipment: *sword* +3 (master proficiency), light crossbow (master proficiency), *plate mail of ethereality* +4, *shield of electricity* +3, *ring of protection* +1, *claws of raking*, *poker of searing*, *ring of remedies*, *medallion of empathy; potions of blending, of strength* and *of speed.*

Both untrapped chests are locked with intricate locks. To open either requires two *knock* spells or a successful attempt to pick locks at −30% to the roll. Peiglle has the only set of keys.

The first chest contains a worthless assortment of materials for polishing metals.

The second chest contains a full set of dwarf-sized *plate mail* +1, cleaned and wrapped in soft leather, a teak box with brass fittings (value 50 gp) containing a war *hammer* +1, a walnut box with brass fittings (value 35 gp) containing a *short sword* +1, a quiver containing *quarrels* +1, eight silver quarrels, nine normal quarrels, a light crossbow wrapped in soft leather, and a *ring of protection* +1. All of the items are part of Peiglle's adventuring equipment which he keeps carefully preserved to remind himself of the good old days.

Under all these valuables is a false bottom guarded by a blinding gas ejector. Extremely well hidden, this trap is hard to remove (−30% penalty on both rolls). If a saving throw vs. poison fails the player is permanently blinded until a *cureall* spell is applied. If the saving throw is successful the victim still suffers temporary (four to 16 rounds) bouts of blindness occurring every three to six turns. The bouts come without warning and persist until a *neutralize poison* spell is applied. Under the false bottom are two non-magical jeweled daggers (value 4,000 gp each), a crown (value 11,000 gp), two sacks each containing 250 pp, and a pouch containing three 2,000 gp opals.

The weapon rack is empty, except for a case of 12 *quarrels of blinking* +4, and a *light crossbow* +2 *of distance.*

6c. Torture Chamber

> The walls and floor of this small chamber are set with thick steel rings, each well oiled and bright. The 10 foot section of north wall is hung with yards of equally polished steel chains, all equipped with manacles and fetters. Completing the decor are a giant sized iron maiden, several iron boots, a furnace with a supply of charcoal and ingots, and a rack of torture implements. A three-armed giant stands in the middle of the room.

Peiglle's assistant, an athach of sufficient intelligence to obey simple orders, is here. An exceedingly stupid creature, it will immediately attack the closest PC. It continues its attack, ignoring everything else, until it or the PC is dead. The athach wields three huge *maces* +2 in combat. There are no prisoners or treasure in the torture chamber.

7. Storage Cavern

This chamber contains a mass of crates and barrels and a huge pile of charcoal. There is an equally huge pile of dung and smaller piles of hay and straw. In addition there are several cages full of various livestock, including chickens, pigs, goats, and sheep. The place looks, sounds, and smells like a barnyard.

8. Pantry

A storage area for perishable foodstuffs, the room is fastidiously clean.

9. Kitchen

This brightly lit room is hot and humid. A large stove occupies the entire east wall and two brick ovens occupy the northwest and southwest corners. Three large tables are in the center of the room.

10. The Great Hall

The walls of this room are hung with rich tapestries, fresh rushes are strewn on the floor, and the north and south walls each contain a huge unlit fireplace. In the center of a dais on the west side of the room is an eastern facing throne with a table in front of it. The lower eastern portion of the room contains two similar tables but with less ostentatious benches arranged along both sides.

11. Guardpost

Three meks are always on guard here. They will open the secret door at area 3 if they hear three knocks. If hard-pressed in a fight, the meks escape through the secret door to the west. One goes to area 12 for help, another warns Coiger in area 14, and the last one flees to area 9.

12. Officers' Mess

This large room contains numerous bunks and chests arranged in an orderly fashion. Four men sit around a large square table in the room's center. Two large metallic creatures, one in the northwest corner, the other in the southeast corner stand guard.

The creatures are meks on duty as officers' body guards. The four men, Coiger's officers and level 10 magic-users, use the following spells when aware of the party:

Spells
Level I: *charm, magic missile, shield*
Level II: *ESP, mirror image, phantasmal force*
Level III: *dispel magic, fireball, haste*
Level IV: *dimension door, polymorph others, wall of fire*
Level V: *magic jar, teleport*

All four officers have been outfitted with *potions of speed, wands of lightning bolts,* and *rings of protection + 4.*

Two of the bunks have hollow compartments. In one lies four 2,000 gp gems and a spell book containing the spells listed above. In the other lies two 1,000 gp gems and a pearl and silver necklace worth 3,500 gp.

13. Office

Where Coiger keeps his records and does his accounting; the room has a desk, chair, and a small fireplace.

The areas south of the office marked "S" indicate the servants' quarters. There is a 30% chance that 1-4 servants are in the cubicles when the PCs arrive. The servants flee without a fight if given a chance.

14. The Temple

This dimly lit room is dedicated to religious worship, but it is unclear as to what deity. To the east, on square pedestals, stand two 10-foot-tall statues both depicting lizardmen and each with four arms. The large figures each hold up two clenched fists and two crude, sputtering lamps in the other hands.

Between the statues, a 20-foot-wide staircase rises 5 feet to a dais supporting a diamond-shaped soapstone altar. On the floor of the temple, in the prayer area, are rows of flat cushions. Everything seems quiet.

The two statues are bronze golems. They animate one round after the PCs enter the temple and attack the party immediately. If the PCs flee, the golems do not pursue.

Coiger, in area 15 with two meks and a hsiao construct, watches the PCs from a small peephole. If the golems start losing the melee, Coiger opens the secret door behind the altar and sends the two meks to help the golems.

Coiger then closes the passage and opens a small window which increases his armor class and that of the hsiao by 5 points. While the party fights the four monsters, Coiger and the hsiao cast spells, hindering the party and

trying to prevent their entrance into area 15.

If the creatures in area 14 are defeated, Coiger shuts the windows and backs into the other end of area 15.

15. Coiger's Room

This living area is lit by a subtle blood-red glow that falls softly from the ceiling and obscures the colors in the room. A man in heavy armor sits behind an imposing desk. His hands folded, he observes you quietly. The north wall is lined with bookshelves.

The man at the desk is Coiger. Recognizing powerful foes he attempts to negotiate. If the party mentions the possibility of war in Norwold, Coiger offers an army of giants to help fight the invader with the provision that the party agrees to leave the lair, to return all valuables found therein, and to set him free. His offer appears to be honest and if necessary, Coiger will swear on his deity, at the altar, that he speaks the truth. He will also reveal notes from his diary concerning a visitor from the north who may be tied to the war (see end of encounter).

In addition Coiger will also return any plunder from the earlier giant raid on the PC or NPC dominion. The pillaging was conducted by "uncontrolled" elements within his troops. Coiger did not order the pilferage and is still investigating the cause of the insubordination.

If the party agrees to Coiger's terms, he will spend 1d4 weeks raising his army (see army rosters in Chapter Four). If the party imprisons him, he will not resist, but will await an opportunity to break away.

The bookshelves contain hundreds of volumes of assorted books and scrolls, detailing everything from the linguistic history of the common tongue to legends about artifacts. In order to confuse any rivals, Coiger has falsified the legends about artifacts.

The room is well furnished. A wardrobe contains ceremonial vestments for use in the temple. Their total value is 12,000 gp.

A large cabinet near the bookshelves is filled with a large supply of writing and drawing equipment, normal adventuring equipment and 7 potions: *rainbow hues, flying, speed, treasure finding, luck, fire giant control,* and *healing.*

The desk has three drawers, each locked and trapped with darts. The traps are well hidden with a −25% penalty to find traps roll, and very difficult to disarm; −50% penalty to remove traps roll. If triggered, one dart is fired straight up and two are fired ahead. They have

an effective THAC0 of −1 inflicting 1-4 points of damage, and automatically paralyze any creature they hit for 10d10 rounds or until a *neutralize poison* is applied.

The first drawer contains assorted writing implements and materials, and a pouch containing six 5,000 gp gems. The second drawer contains the latest three volumes of Coiger's journals detailing his travels and adventures. At the DM's option, these may lead the PCs to some new adventuring grounds. If the journal is studied carefully, the PCs will find an entry dated six months ago describing an unsuccessful attempt by Baron Norlan at enlisting Coiger in a raid against Norwold.

In the diary, the cleric wrote his belief that the baron has fantastic war schemes, perhaps involving Thyatis. Coiger also mentions a rendezvous point near the city of Oceansend, two weeks after the party reads the book.

The third drawer contains Coiger's master ledger, listing the entire contents of the lair treasury (see area 17). If the PCs study the ledger carefully, they will discover many entries marked "beholders' pay."

16. Chasm

A huge chasm, plunging downward, lies ahead of the path. A hot, moist, sulphurous draft rises from it, and a veil of steam covers the bottom. A rope bridge of dubious sturdiness stretches from an outcropping on your side of the cleft to a similar outcropping on the other side. Hovering over the far end of the bridge is a large spherical object with numerous curious bristles sprouting from its top. The area around the object is dotted with skeletons.

The maximum depth of the chasm is 250 feet and the walls are difficult to climb (−50% penalty to the climb roll). Any character falling into the chasm will suffer 20d6 of damage, and an additional 2d8 from the steam. Descending to within 20 feet or less of the bottom will cause 2d8 points of heat damage for each round. A *resist fire* spell or a *ring of fire resistance* reduces the damage to 2d4 each round, but will not totally negate the damage.

The bridge, despite its appearance, is stoutly built but slippery from the rising steam. Any character moving along the bridge is limited to a movement of 30 feet per round (40 feet for thieves), and once each round must roll under his Dexterity with 2d10 or slip into the chasm.

While fighting on the bridge all Dexterity bonuses to armor class are negated, attacks are made at −4 to hit, and ACs are penalized +4. Characters fighting on the bridge must roll for slipping twice a round.

Beholders: undead and normal

The spherical object at the far end of the bridge is an undead beholder. Moving over the chasm to attack the PCs when it sees them, the undead beholder will use a *dispel magic* (eyestalk #9) against obvious spellcasters and *animate object* (eyestalk #8) to throw small stones and hinder spell casting. The beholder will direct its energy drains (eyestalks #5 and #6) versus heavily armored fighters.

One character will be chosen at random to be the victim of eyestalk #10 (*telekinesis*) that will try to drop the victim into the chasm. Eyestalk #1 will animate the 20 skeletons around the beholder which attack the fighters coming off the bridge. Any remaining eyestalks will be used against PCs approaching the beholder.

Lurking in the steam below the bridge is a normal beholder that works for pay. Staying close to the cover of the mist, he rises slightly, but remains below the lip of the chasm. Attacking with its eyes as the undead beholder does, the paid beholder concentrates all of its eyestalks on a single target.

If more than two PCs are on the bridge at any time, the normal beholder uses its *telekinesis* to twist the bridge. A PC may avoid the fall if he roll his Dexterity or less on 2d10 + 4.

The undead beholder fights to the death. The normal beholder retreats into the steam if it suffers 50% damage to its body, the loss of half of its small eyes, or if the undead beholder is killed.

The normal beholder's treasure lies hidden in a fissure at the bottom of the chasm. The hoard contains 10,552 gp, 2,413 pp, 6,500 gp gems, and 12 eggs of wonder, all lying loose. Bagging the treasure takes a single character two turns.

17. Treasury

The two doors to this room are both locked and trapped. The north door's trap causes several thousand pounds of loose rock and stalactites to fall when the door is opened. Very difficult to detect or remove with −50% penalty to both rolls (dwarves detect this trap on a roll of 1), if the trap is trigggered the entire shaded area will be covered by a pile of debris 6 feet deep, the north wall will be blocked and any character within the shaded area will suffer 6-60 points of damage (saving throw vs Turn to Stone for half). Clearing the door will require three turns of digging.

The south door has a 28th level magical trap that can only be detected magically. It can be removed only with a successful *dispel magic*. The trap casts a *slay living* spell at the character who opens the door and a *slay living* at the third character who passes through it.

There are six large and 76 small chests in the treasury. Two of the large ones contain 25 gold bars, each weighing 400 cn (value 350 gp per chest). The other four each hold 25 silver bars (weight 400 cn, value 35 gp).

One small chest contains 25 1,000 gp gems and an assortment of jewelry worth a total 20,000 gp. The remainder each hold coins; 20 hold copper, 28 hold silver, 18 hold gold, and nine hold platinum. There are two bags of coins in each chest, each holding 250 coins.

Half the chests are covered with a contact poison which causes death. A saving throw negates, but the victim still suffers 4-16 points of damage.

Chapter Three: NIGHT OF THE BEETLES

This chapter is divided into two sections. Section A contains notes on some of the disasters listed in the D&D® Companion set, (Book 2, page 10). Section B contains details on an adventure which must be played to end one of the disasters.

Section A
Encounter Setting

A few days after the end of Chapter One, Alphaks brings a disaster down on each PC's home dominion. If the PCs have attacked Coiger (see Chapter Two), the disasters occur while the PCs are away. The DM should not correct the players if they think Coiger is responsible nor should the DM hint at the real cause.

Alphaks uses these disasters, which occur simultaneously in the Pc's various dominions, to confound the party and to hinder its preparations for war. If only one dominion is available, the DM should choose the disaster best suited to the situation.

Assassination

This event is appropriate for any PC without dominions.

The commander of the flying castle (see Chapter Five) has a favored henchman of a PC murdered. The assassins carry away the body and the commander demands a ransom. It should be about 5% of the annual dominion income, of the current dominion treasury, or of the PC's personal savings, whichever is greatest. The ransom demanded should also include at least one magical item that the PC owns but does not use often. A mujina is sent to collect the ransom.

If the PCs attack the creature, it will surrender and reveal only what it knows; when and where it was to deliver the ransom. If the PCs go to this location, the character who had dream five in Chapter One will recognize it as the place depicted there. Two months and a half after this encounter, the flying castle will appear at the indicated spot. Run Chapter Five if the party is in the proper location when the castle arrives. The kidnapped body will be kept in the flying castle's warden (area 15).

Usurper

Alphaks sent an adaptor to impersonate a PC and usurp power in his dominion. Until the party confronts it, the adaptor will rule in the PC's stead and will fight until reduced to 20% of its original hit points. It will then attempt to escape using its plane-walking ability.

A few days after usurping power, the adaptor establishes a series of outraging new taxes. With the dominion near the point of revolt, the PC, when first seen, is likely to be attacked by his own subjects. The ruler will need to do some fast talking or be forced to kill his own subjects. Otherwise, the PC and the party will be locked up until the dominion's retainers realize the usurper is still at large. A trial to discern who the true leader is will take place.

When power is rightfully restored, most of the PC's subjects will not understand that there was a usurper. Instead, they will sadly remember the usurper's reign as the PC's "time of madness."

Raiders from
Another Dominion

In this event, an NPC attacks a neighboring PC's dominion. The strength of the attack depends on the resources of the neighboring dominion. If details on these resources are not known, use one of the forces listed in the army roster in Chapter Four.

Sparked by false information planted by Alphaks, the raids occur because the aggressor believes the PC was planning an attack.

This event could have varying effects on the PC's dominion, depending on how quickly it is resolved. At the very least, the dominion will lose income due to resources captured or destroyed by the raiders. At worst, the PC and his neighbor could feud for a long time, which could interfere with their ability to participate effectively in the war. If either party answers King Ericall's call to arms late or with understrengthed forces, both will have to explain to the king.

Earthquake

The dominion is shaken by a series of local but severe earthquakes. Many buildings in the dominion are damaged causing a 25% reduction in the dominion's financial resources. The total cost of rebuilding the most important structures is equal to a whole year's revenues for the dominion. Mines each have a 50% chance of collapsing and cave-ins are considered destroyed. They must be abandoned because of the hazards they present and their income value should be deducted from the dominion's resources.

When the PCs return to the dominion, entire villages will mass around the party's headquarters, begging for food and help. The party must spend at least a week touring the land to prevent looting and to direct the resto-

ration of the economy. If they do not, the dominion's resources will fall another 25% and its armed forces decrease to 66% of their original troop strength. These declines occur progressively over a period of 10 days as supplies dwindle and deserters go home to help their families.

Section B should be played in connection to this disaster, but can used with any other disaster described in Section A.

Section B

As the party tours the land, a large sinkhole opens in its path. Each party member must roll 1d20 under his Dexterity or fall into the chasm with his mount. Any creature falling into the sinkhole takes 8d6 points of damage.

At the bottom of the sinkhole a series of tunnels lead to the adventure (see Map II).

Subterranean
Random Encounters

1-3 **Cave-In:** a tremor produces a minor cave-in and loose rock falls from the ceilings and walls inflicting 2d10 points of damage on each character. A successful saving throw vs Turn to Stone indicates half damage.

4-6 **Earthquake Beetle:** a newly created monster just happens by, and it is hungry (see Appendix).

Encounter Key:
1. Entry Cavern

The sinkhole drops over 300 feet to this chamber. The bottom of the sinkhole is covered with sand and various debris and rubble from the surface. A tunnel opens to the south, leading to encounter 2.

2. The Guide

A 5-foot-square iron box sits in the middle of the passage, with the slits in the top and sides. They are so narrow that you can barely see someone inside.

Peering out through the slits is a small reptilian face. Returning the creature's stare, you see it has two legs and tiny wings and you catch a glimpse of a precious metal draped around its neck. A well-filled leather sack is lying next to the creature. "Greetings from my master, heroes of Norwold," the creature says. "My name is Bill and I am your guide."

Bill is an earth elemental drake. Alphaks has recruited him to guide the PCs through this adventure. He will never reveal that Alphaks is his master.

The slits are too closely spaced to allow any melee or missile attacks to reach Bill. An *anti-magic shell* continually operates within the confines of the box, rendering Bill immune to spell attacks while inside. The box's door, intended to keep the PCs out and not Bill in, is latched from the inside and the bars are too closely spaced to allow the latch to be worked from the outside. A character can however, rip the box open with a 2 x Strength roll on percentile dice.

If the PCs ask who Bill's master is, he replies, "Someone who doesn't like you." Upon attack, Bill tries only to avoid being hurt. The first time the party inflicts damage, he escapes using his *magical collar* which allows him to *teleport* to the Plane of Earth. The collar is good for only a single trip, for one creature and Bill will never return. The collar can be sold for 15,000 gp.

After introducing himself, Bill pauses awaiting to see if the PCs take no hostile actions. He then says:

"The source of the earthquakes that plagued you is in these caverns. Unfortunately for you more earthquakes are on the way, and their numbers are about to increase astronomically. You see, there are five machines here that generate earthquakes. If you don't shut them down quickly, disaster will befall your land.

"I am to accompany you as you seek out these five machines. I am to put to you a problem of logic each time you find one. When you answer correctly, I'll shut off the machine and it will destroy itself. If you fail, you must disable the machine yourself, as best you can. Of course, you needn't accept my assistance. You can test your strength against all five machines if you wish, but I warn you that this may take precious time. Do you wish my assistance?"

If the PCs agree, Bill will unlatch the box, step out, and change to his giant form. He then reaches into the box and pulls out the sack—a *bag of holding* with five keys and all the props for the puzzles listed in encounter 3. Bill then stomps the box flat, destroying it.

If the PCs attack Bill he will return to his plane and the party will have to physically destroy the machines. Alphaks has granted Bill immunity to *charms*, *ESP*, *magic jar*, *rul-*

ership, *hold person*, and all other magics that affect the mind for the duration of his service as guide. Bill never takes damage from cave-ins or earthquake beetles, but he can be killed by the colossus in encounter 6. Bill never offers advice to the PCs, but he will engage in light conversation. He loves off-color jokes, and will squeal with delight if he is told one that he has not heard before.

3. Monoliths

Run this encounter each time the party enters an area numbered 3.

Five magical sculptures are the source of the earthquakes. They are machines making earthquake beetles. Each sculpture is a flat monolith, 9 feet high, 4 feet wide and 1 foot thick. Twelve images of earthquake beetles are carved in low relief on their surfaces.

Every two turns, one of these images broadens into three dimensions and drops off, expanding into an earthquake beetle statue about 10 feet long. At this stage in its development the construct has as many hit points as a live beetle, it has an AC of −10 and no attacks. The construct continues to grow at the rate of 10 feet per round until it reaches 40 feet when it becomes a live beetle with normal AC and one bite attack.

If no characters attack the beetle, it will wander away from the monolith and continue to grow at the same rate until it reaches its full size of 100 feet. At this point it gains kick attacks. During its wanderings, particularly during melee, the beetle may get stuck in a narrow tunnel and will have to burrow itself free. During that time, the beetle cannot bite, but the burrowing causes a tremor that will shake material from the cavern walls and ceiling. The tremor continues until the beetle is destroyed and 1d20 points of damage are inflicted to any character attacking it.

Alphaks has made it at once easy and difficult to stop the machines from making earthquake beetles. The monoliths can be completely de-activated by a two-step process. Each monolith is keyed to a logical puzzle (a list of puzzles appears below). When a problem is presented and solved within 60 feet of a monolith, a keyhole appears in its face. When one of the keys from Bill's *bag of holding* are fitted into this hole, the monolith crumbles to dust.

The monoliths can withstand 75 points of damage before exploding. The explosion is harmless, but 1d12 beetles are projected around the area. Two spells have instantaneous special effects: *disintegrate* destroys the monolith completely and reduces the explo-

sion to 1d4 constructs; *dissolve* destroys the monolith but increases the explosion's effect to 4d8 constructs.

Each time the PCs discover a machine, Bill will give them one puzzle from the list below. Allow the whole group of players to think about the solutions. Reread the puzzle at the players' request. The time the players spend on the puzzle is equal to the time the PCs spend in the dungeon. Assume that 1d6 minutes have elapsed between the forming of the last beetle and the presentation of the puzzle. Each monolith produces a beetle every two turns.

Possession of Bill's keys does not enable the PCs to turn off the machines. Until the correct answer to a riddle is given there is no visible keyhole. Thus, a thief cannot attempt an open locks roll to shut a machine off. The DM can choose any five of the seven puzzles.

Puzzle 1 — Chips off the Old Block

Bill produces a small golden cube and says "This cube is actually only gold plated silver. Imagine, if you can, that you could divide each edge into three segments of equal length, thus dividing the cube into 27 smaller cubes." He pauses to let this sink in. "The problem, ladies and germs, is this: how many of the small cubes would have three gold faces? How many would have two gold faces? How many would have only one gold face, and finally, how many cubes would have no gold faces at all? Give me the correct answer and I shall turn off this particular machine, and give you the cube, intact of course, to boot!"

Solution: Eight cubes with three gold faces, 12 cubes with two gold faces, six cubes with one gold face, and one cube with no gold faces. The Cube weighs 200 cn and has a value of 18gp.

Puzzle 2 — Crack the Boxes

Bill produces three small golden caskets. "You will notice, gentlebeings, that each of these little beauties bears a label, one's labeled 'Black-Black'; one's labeled 'Red-Red', and one's labeled 'Black-Red'. Now it just so happens that these three little beauties contain six equally beautiful gems. One holds two red rubies, one holds two opals, each as black as night, and the third holds one of each. Trouble is, all the labels are wrong.

Your problem is this: you may look at any one gem in any one casket, from that, you must tell me the correct contents of each casket. If you tell me the answer the loot's all yours and I'll shut this machine off for you."

Solution: There are two ways the gems can be arranged inside the caskets. Since all the labels are wrong, the casket marked "Black-Red" must contain two identical gems. Therefore the casket to choose from is "Black-Red." If the gem is a ruby, so is the other. Then "Red-Red" holds two opals, and "Black-Black" holds a ruby and an opal. If the gem taken from "Black-Red" is an opal, so is the other. Then "Red-Red" holds a ruby and an opal, and "Black-Black" holds two rubies.

Each casket weighs 150 cn and is worth 300 gp. The gems are worth 500 gp each.

Puzzle 3 — Who's Guilty

Bill turns to you and says "And you thought you were sharp! One of these four gentlemen here..." (four humanoids in leather armor fade into visibility next to Bill), "...is of the thieving persuasion and has purloined an item from one of you. This item in fact."

Bill holds up one magical item owned by a PC and selected by the DM. The item has been stolen, and no precautions, magical or otherwise, will prevent the theft.

"These gentlemen are the orc, the kobold, the goblin and the ogre. Each will now make a statement. The culprit will lie, and the other three will tell the truth."

"The goblin pilfered it, that wimp" laughs the orc. "It certainly wasn't me" whines the kobold. "The orc's lying through his filthy teeth" mumbles the goblin. "Nah, the kobold and the goblin didn't do it" rumbles the ogre.

"Now then," announces Bill, "tell me which one took it and I'll give it back, and shut off this here machine."

Solution: With only one lie, one of the two thieves that contradicted each other has to be the liar. Since the Ogre is telling the truth, the culprit has to be the Orc.

Puzzle 4 — Seven Loaves

Bill turns to you and says. "Here's a tale of three adventurers, a fighter, a cleric and a thief. Due to misadventure, the trio got themselves lost in a dungeon at dinnertime. As it happened, the fighter was packing four loaves of bread, the thief had three loaves of bread, and the cleric had none. Being comrades of the best sort, the thief and the fighter shared their loaves with the cleric so that everyone ate equal portions. After the meal was done, to show his appreciation, the cleric offered to the thief and fighter these seven platinum pieces I now have here (Bill holds out seven pp).

"The problem is this: if the fighter and the thief split the coins according to the amount each contributed to the cleric's meal, and they didn't make change for any of them, how many coins did each get? Tell me that and the coins are yours and I'll shut'er off for you."

Solution: Since there were seven loaves divided equally among three, each character ate 2 1/3 loaves. Therefore, the fighter contributed 1 2/3 loaves, and the thief contributed 2/3 of a loaf. Each character received one coin for each 1/3 loaf contributed. The fighter gave the cleric 5/3 loaves, and got five coins, and the thief got two coins for his 2/3 loaf.

Puzzle 5 — Four Minutes and Only Four

Bill turns to you and says: "Here's a story of noble courtesy. One cold, rainy night a knight called on a baron's castle and asked for shelter as was his privilege. The baron agreed. For his breakfast the next morning, the knight asked only for a single boiled egg (he was on a quest you see), to be boiled exactly four minutes. The baron ordered it done.

Unfortunately for the scullery page, the castle only had a three minute timer and a five minute timer. The page, who knew his numbers, quickly saw that three from five leaves two, exactly half the time needed. If he started both timers at once he could start the egg when the three minute timer ran out. But as there were only two timers, there wasn't time to get them reset, so he had to interrupt the boiling of the egg.

"Disgusted by the boy's crude effort, the baron made the page start again with a fresh egg. The baron then showed the page how to boil the egg for an uninterruped four minutes.

"Here's your problem: assuming that only the two timers were used, and that the timers were sand glasses, how did the baron do it? As always, I'll give you something nice if you give me the correct answer, and turn this machine off for you."

Solution: Without putting the egg in the water, the baron started both timers. When the three minute timer ran out he reversed it, leaving two minutes on the five minute timer. When the five minute timer ran out he reversed it, leaving one minute on the three minute timer. When the three minute timer ran out there were four minutes left on the
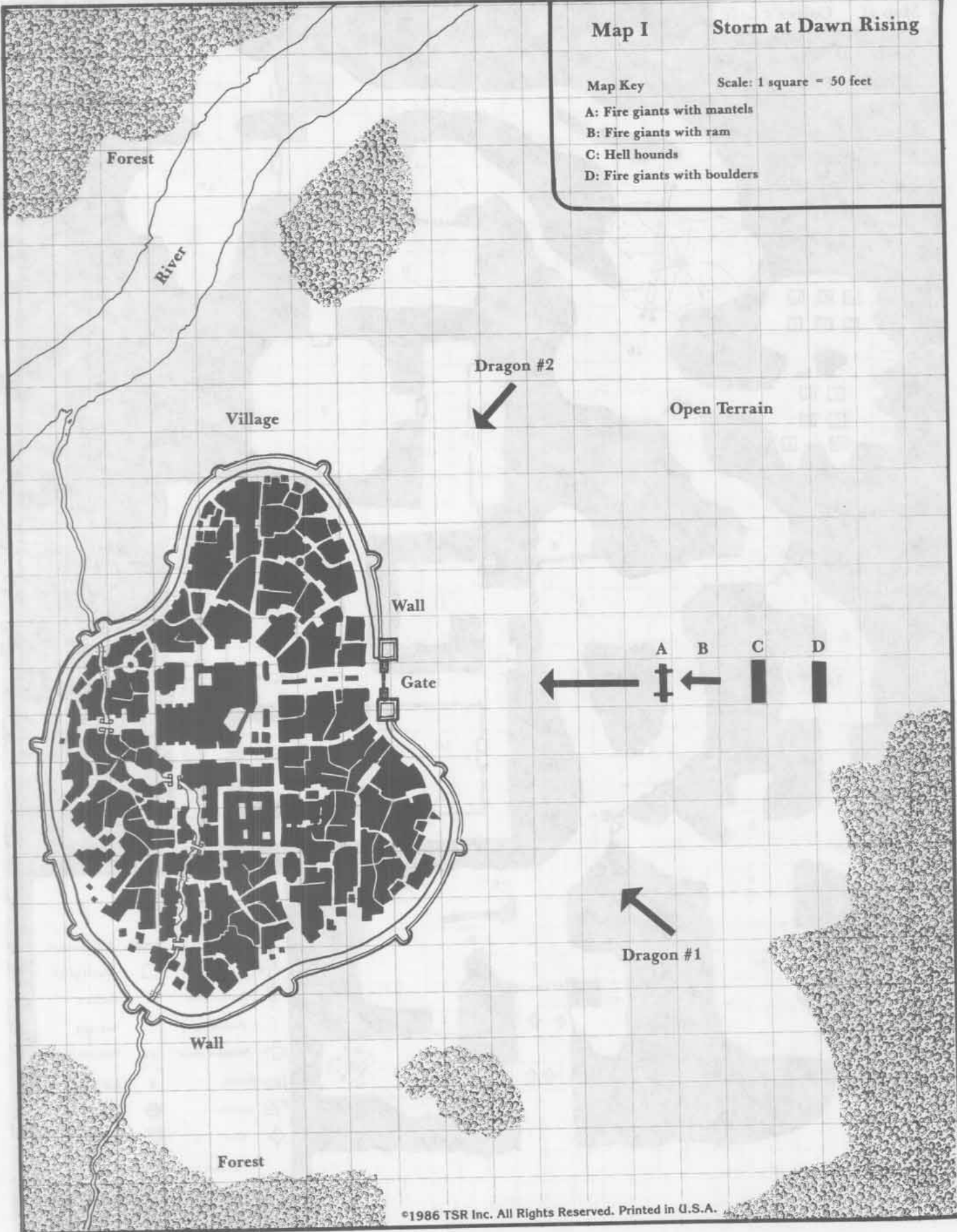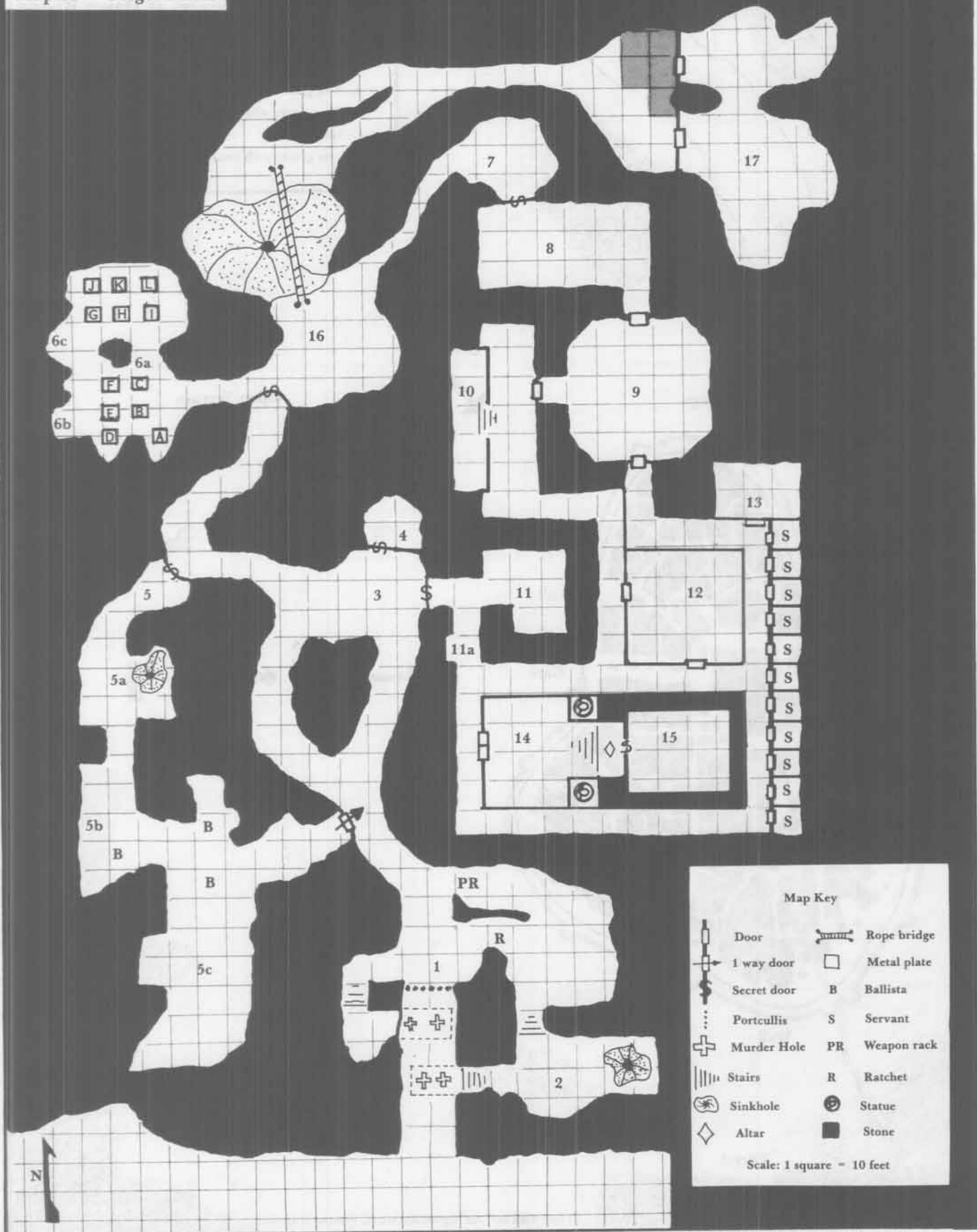
Map I   **Storm at Dawn Rising**

Map Key   Scale: 1 square = 50 feet

A: Fire giants with mantels
B: Fire giants with ram
C: Hell hounds
D: Fire giants with boulders

Forest

River

Village

Dragon #2

Open Terrain

Wall

Gate

A   B   C   D

Dragon #1

Wall

Forest

Map II   Coiger's Lair

7

8

17

6c

J K L
G H I

6a

F C
F B
D A

6b

16

10

9

13
S
S
S
S
S
S
S
S
S
S
S
S
S
S

4

3

11

11a

12

5

5a

14   15

5b

B

B

B

PR

R

5c

1

2

Map Key

Door		Rope bridge	
1 way door		Metal plate	
Secret door		B	Ballista
Portcullis		S	Servant
Murder Hole		PR	Weapon rack
Stairs		R	Ratchet
Sinkhole			Statue
Altar			Stone

Scale: 1 square = 10 feet
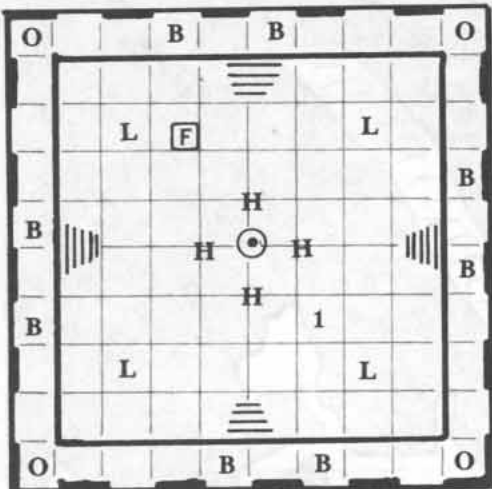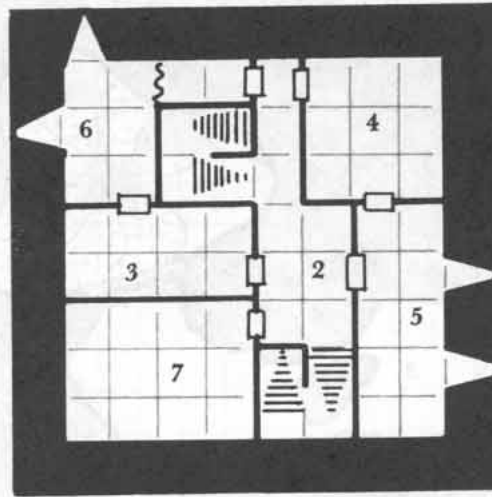
N

Map III   Cave of the Beetles
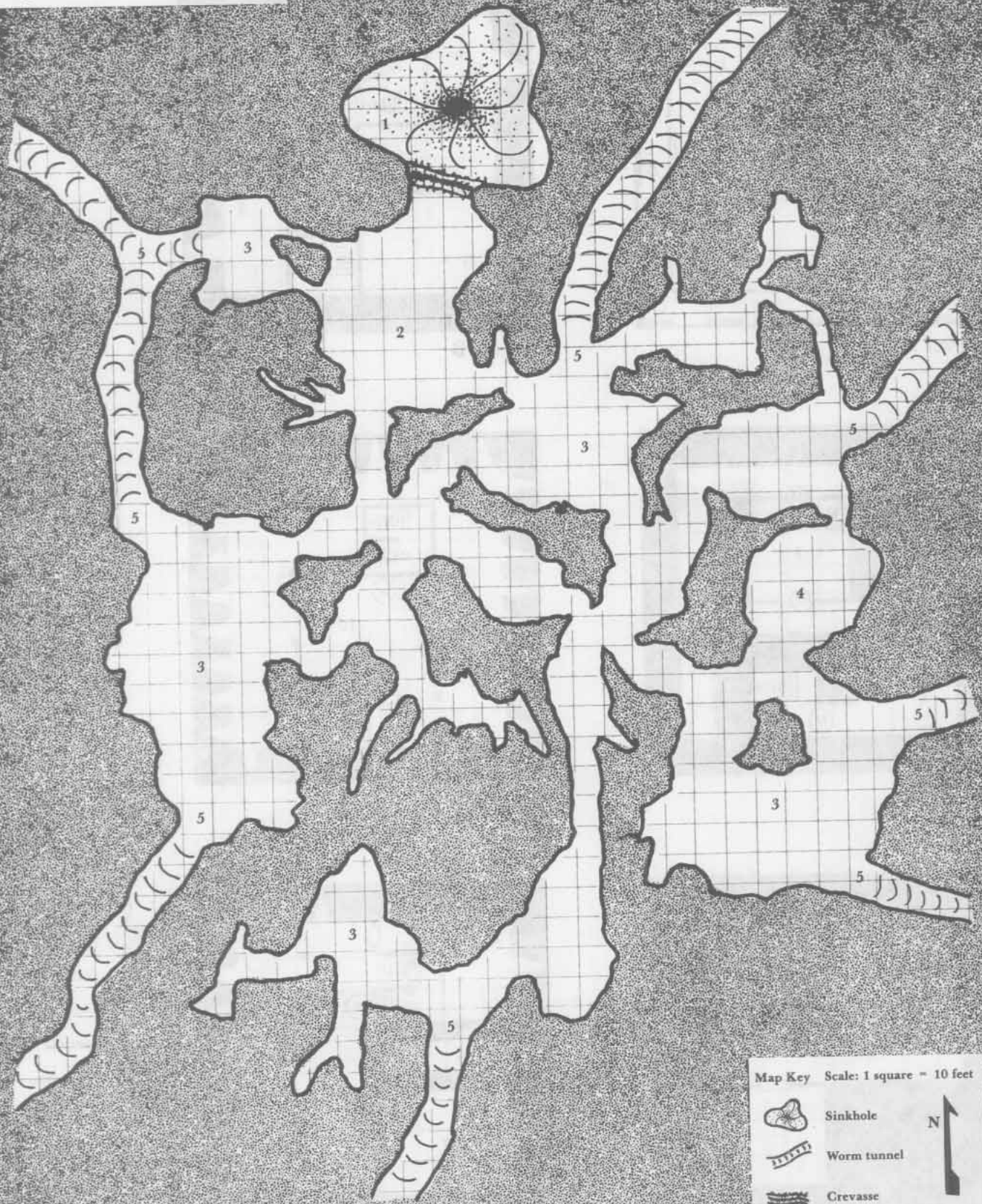
Map Key   Scale: 1 square = 10 feet

Sinkhole

Worm tunnel

Crevasse

N

DM Map IV   The Flying Castle

Level A
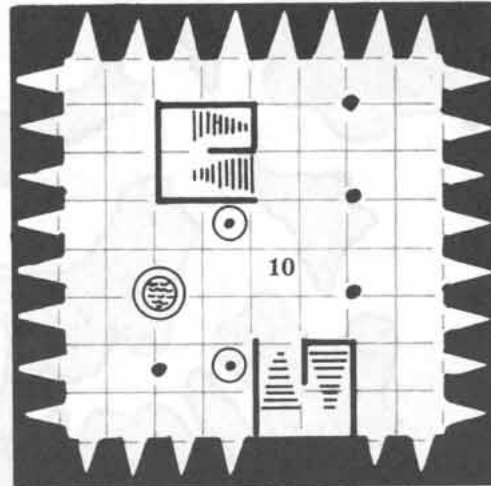
Level B

Level C
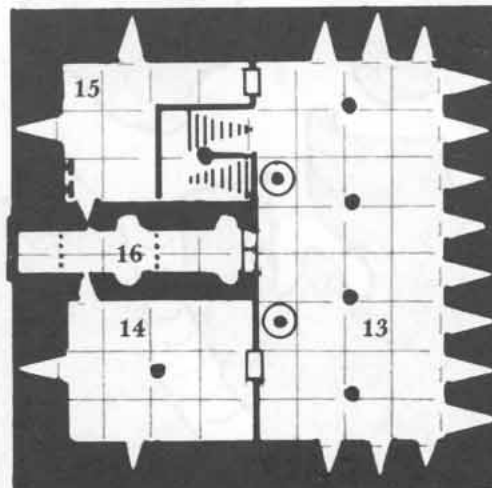
Level D

N

Level E

Level F

Map Key

Scale: 1 square = 15 feet

Arrow slit

Battlement

Pillar

Door

Fountain

Stairs

Curtain

Portcullis

Teleporter

Trap door

Throne

Magic door

Winch

five minute timer, so he put the egg in and boiled it until the five minute timer ran out.

If the PCs solve this problem, Bill will give each of them a simple, cold, four minute egg, fresh and edible.

Puzzle 6 — Endless Chain

Bill produces nine lengths of platinum chain and says "You will notice that three of these segments of chain have six links, two have five links, one has four links, one has three links, one has seven links, and one has eight links. Now suppose you want to join all these segments together to form an endless chain, a circle. You take these nine segments to a smith who charges one cp to break a link and 10 cp to weld a link back together.

"Your problem: What's the least amount of money you'll have to spend in order to get your endless chain, give me the answer and you'll get these little segments of chain to do with as you will, and I'll turn this machine off for you."

Solution: The easist way to get the endless chain is to break one link from each segment and weld them back together, this costs 99 cp, but if the eight link segment was broken up and the eight links used to join the remaining eight segments the cost would be 88 cp; however if the three link segment and the four link segment were broken up the seven links would join the remaining segments for only 77 cp. The segments are worth a total of 250 gp.

Puzzle 7 — How many Colors

"Here's a story about map-making," Bill quips. "In the mythical kingdom of Peddichoria, the royal cartographer was busy preparing a map of the country's 57 counties. Now the strange thing about *Peddichoria* is that each of the 57 counties is in the shape of a regular hexagon. After drawing the map, the cartographer busily started mixing various colors to paint the map.

"My question to you is: exactly how many colors did the cartographer use, assuming that he used the least number possible? You'll each receive a gift if you discover the answer, and of course, I'll turn the machine off for you."

Solution: The answer is three. This cannot be proven mathematically, but one can prove by demonstration that no map made up of hexagons requires more than three colors. (no two-dimensional map of any sort requires more than four colors).

If the PCs solve this puzzle, Bill will give each one a jar of paint, but he'll give out no more than three different colors.

4. Purple Death

A huge creature that looks like a bloated purple snake with an insect's head is tearing apart the carcass of a freshly killed earthquake beetle and stuffing massive chucks of meat into its toothy mouth. It looks up from its grizzly meal and glares at you for a fleeting moment, then lumbers to the attack. Bill gurgles out a frightened

screech, turns back into a small dragon and flutters into the air.

The creature is a purple worm. Tunneling in while hunting, it is now looking for something different to eat. After it has attempted to swallow one PC whole, it will retreat and attempt to lose the party in a maze of tunnels (see next encounter).

5. Earthquake Beetle Tunnels

These passages are ribbed with clawmarks from the creatures that dug them. They go for miles, twisting and turning and climbing and dipping, reducing visibility to a maximum of 40 feet. Movement along the tunnels is reduced by 50%, except for very large or flying creatures.

There is a 10% chance per round a tunnel will collapse on the party. When the debris starts falling, start a slow countdown from 10 to 0. If the PCs evacuate the area before the countdown reaches 0, the party is safe when the cave-in occurs. If a PC still remains in the tunnel, the character takes 3d100 points of damage and is buried under 3d6 tons of rubble. It will take the party 1d4 days to excavate the area with normal means.

Ending Section B

When the last monolith has been shut off or destroyed, Bill disappears, going back to the Plane of Earth. Shortly thereafter the caverns begin to collapse. The PCs have two turns to escape or they will be buried forever. During the two turns, each character suffers 2d10 points of damage from falling debris. The party can exit the sinkhole (area 1) by means of a newly developed crack that slopes toward the surface.

Chapter Four: CHAOS RETURNS

Encounter Setting

Note: This chapter is played concurrently with Chapter Five.

This chapter outlines the struggle that occurs once Alphaks has set his war plans in motion. The war should break out two weeks after the party has met Coiger. It may start whether the party is ready for war or not. At the moment the first battle starts, the PCs may still be busy dealing with disasters in their dominions, on their way to a city, or seeking the secret rendezvous point near Oceansend (see Chapter Two).

A timetable of troop movements and battles appears below, explaining where the various armies move and what the objectives are. Time and the position of each force in Norwold are the most important factors. Their travel speeds should be followed when moving troops.

The third section of this chapter contains a roster of all the forces likely to fight in Norwold. If the players are using prerolled characters, they will also find their military forces in the army roster.

When the battle starts let the players control all of the troops fighting against Baron Norlan, Thyatis, and Alphatia.

The general combat map (Map V) that appears on the module cover indicates the major armies' objectives as well as their intended movements. It will be worthwhile to quickly sketch out an area map on a blank sheet of hex paper whenever two armies move into the same hex. These combat maps (scale: 1 mile per hex) do not have to be detailed, but are sufficient if they allow troop movement and combat maneuvers.

When the war starts, run it in battle turns of one week. Whenever battles occur or when troops are close by, run the war in battle rounds of one day. Use the Sea Machine rules on page 24 whenever battles occur at sea.

Battle Forces

Baron Norlan of Qeodhar, Kjavik of Norzee

The baron's plan is to raid the coast of Norwold, conquering as many city ports and bridgeheads as possible. His perceived motivation is to collect booty to give to the Alphatian petty nobles, but his true plan is betray the young Alphatian lords and turn over his conquests to Thyatis.

The ruler of Thyatis secretly awaits the baron's signal. On the day it comes, Thyatis will move in and take the young nobles by surprise. Seeking his revenge, the baron

hopes the imprisonment of the petty nobles by Alphatia's historic enemy Thyatis will bring the mighty and proud Alphatia into war.

In addition to his treachery and armies, the baron also has at his disposal, at the start of the war at least, a magical flying castle that he can use for tactical support. He may use the castle in battle or simply to disorganize the enemy's back lines. A gift from the Alphatian empress's son, the castle is the only one of its kind.

The flying castle

This Alphatian marvel belongs to Eriadna the Wise, current empress of Alphatia. Her son, who joined Baron Norlan's forces, managed to get the castle to support the raid on Norwold. A powerful tactical weapon, add a +30 for the purposes of battle to the force within the castle. Negating all siege bonuses of a defending force, the defending troops that oppose the castle are not quadrupled when determining combat ratios. Because the castle can fly above any wall, defending troops do not benefit from the +50 bonus for being in a fortress or walled city.

For each week the castle disrupts the lines of supply in the rear of Norwold's forces, reduce one of the king's unit's BR 10 points. When the castle's commander realizes that Thyatis has replaced the baron's forces, the castle flies back to Alphatia (provided the party has not destroyed it yet).

The Southern Empire of Thyatis

Thincol the Brave, ruler of Thyatis, has instructed his troops to take over Baron Norlan's enclaves at the baron's signal. By capturing Alpha, Norwold's capital and largest city, Thincol hopes to break the final resistance in Norwold.

Thincol, confident that his troops can destroy King Ericall's loyalists, is wary of Alphatian intervention. Recognizing Alphatia's influence and interest in the region, and hoping to keep them away, Thincol plans to blackmail Alphatia by threatening to kill the young nobles unless Alphatia stays out of the war.

At the DM's discretion as to location, Thyatis has a number of minor allies in Norwold (see Army Roster).

King Ericall's Loyalists

The King of Norwold has a number of loyal troops that will immediately enter the

war on his side. The king will seek to stop the raiders and defend his capital against any attacks. In an attempt to enlist the support of neutral forces Ericall will enter into negotiation with such parties, (see Neutral Forces below). At the discretion of the DM as to location, the king has a number of minor allies in Norwold.

Norwold Neutral Forces

These troops belong to separate dominions with few ties to any of the belligerents, but they are most closely aligned with King Ericall. If the players are using pre-rolled characters as PCs, they will control the corresponding troops described in this section. The players are free to declare their dominions as allies of King Ericall at any time. If the players are not using these characters, they should be considered neutral NPCs and remain in their dominions until activated. The exact location of all neutral forces at the beginning of the battle is at the discretion of the DM.

Anytime a force loyal to King Ericall comes to the border of a neutral force, there is a 60% chance the neutral force will align with the royalist army. Reduce the percentage 5% for each of King Ericall's defeats and increase the figure 5% for each of the king's victories.

The Mighty, Ancient Empire of Alphatia

In order of priorities Alphatia hopes to stop Thyatis, restore order to Norwold, and sanction King Ericall for his lack of allegiance to the empire. Alphatians are seeking to reaffirm their supremacy over Norwold and break its growing trend toward independence.

If Thyatis holds six or more young nobles, Alphatia will not intervene until the end of the war. If Thyatis does not have the required number of nobles, Alphatia will intervene.

Capturing Alphatian Nobles

Within the baron's troops that conduct the first raids are 12 young Alphatian nobles, one of whom is the youngest son of the empress. His presence is unknown to all but Baron Norlan and Thincol the Brave. Each time the baron loses a battle, 1d4 nobles may be captured by the PCs' forces. The imperial prince will be among the prisoners with a score of 1 on 1d12.

When the nobles are captured, Thincol

will immediately send a message to Alphatia and negotiate Alphatia's nonintervention in exchange for the nobles' safety. Assume the imperial prince is worth four nobles.

If they have captured a sufficient number of nobles, the PCs, too, can blackmail Alphatia. The empress will ask for proof (the nobles' family rings for example), enabling her to know her son's fate even if the PCs do not know his true identity.

If either Thyatis or the PCs have captured Norlan, they may add him to the list of nobles and turn him over to Alphatia. Norlan is worth one noble for purposes of negotiation. If the baron is sent to Alphatia, no one will ever hear of him again.

Forced Marching Land Troops

Any land troop of *Average* or better Troop Class may advance 50% faster by forced marching. This costs the unit 1 BR per day of forced march. The unit must stop and rest after losing 20% of its BR forced marching. BRs can be recovered at the rate of 2 per day of rest. If the battle occurs during summer, ignore the limitations on troop movement in the War Machine rules (page 16 of the DM Companion Book Two).

Battle Timetable

Week 1: Baron Norlan attempts to attack Oceansend by surprise with units #1, #3, and #4. The baron hired traitors inside the city to drug part of the defending forces and their leaders and to open the gates at the moment of the attack. Oceansend's defenders will lose all siege bonuses and suffer a −20 penalty on the War Machine Combat Result Table.

The penalty can be negated if the PCs arrive in Oceansend three days before the imminent attack and warn King Yaarvik. The PCs may add any of their troops to the city's defending forces.

If Oceansend falls, Yarrvik retreats north to join King Ericall's army, and units #1 and #4 remain to hold the city. If the baron fails to take Oceansend, units #1 and #4 remain to besiege the city for five weeks. If that fails, they give up the battle and sail to Helskir for supplies.

The flying castle, on the way to Norwold, is not available for the first battle.

Week 4: Baron Norlan's units #2 and #3 attempt to capture Landfall as the flying castle raids the rear of Ericall's troops until week #8. It then flies to the village to pick up the

ransom (see Chapter Three). The party may storm the castle if they are in the village when week 9 begins.

If the baron takes Landfall, unit #2 remains to occupy the city. Landfall's surviving forces surrender and remain in the city under the baron's control.

If the baron fails to take the city, both units sail to Helskir for supplies and repair. Lernal the Swill, governor of the city, remains in control of this pirate haven.

Week 10: All of Baron Norlan's available troops reach and attack Alpha. The task force consists of all forces present in Helskir after week 3 (that is, some or all troops from units #1, #2, #4, and unit #3), and half of his forces in Oceansend and Landfall (possibly units #1, #2 and #3). The flying castle is also present.

If the baron succeeds, all the forces present occupy the city, otherwise a siege begins. If the siege fails after three weeks all of the baron's forces leave the area.

Week 15: If the baron failed to take Alpha, he then disembarks northwest from Oceansend ("X" on Map V) with any remaining forces and orders his troops to dig out defensive positions facing land. If there are enemy troops there, the baron will try to land farther south and avoid a battle. The castle will raid the rear of the king's troops.

Week 16: Baron Norlan signals Thyatis to come in during the night and take possession of any captured city (and of the beachhead if applicable). Unit #1 will agree to fight for Thyatis and unit #2 skillfully flees the area. To avoid diplomatic difficulties, Thyatis agrees to let units #3 and #4 return to their home ports. The commander of the flying castle, 1d4 days later, will realize the treachery and fly back to Alphatia.

Spread Thyatian forces evenly within the various captured sites. If the baron has failed to seize a single port, Thyatis turns back and the war comes to an end.

Week 19: If Alpha has not been captured, or it has been retaken by the king, Thincol orders his minor allies to occupy Oceansend and Landfall. Then, all Thyatian units board their transport fleets and sail to Alpha and attempt to take or retake the capital.

Forces under Ericall's authority are ordered to return to the city and defend it or retake it if it is occupied by the enemy. If King Ericall loses the battle, he surrenders to Thyatis and neutrals return to their dominions.

Troops designated as Loyalists from the beginning of the battle will now be under Thincol's control.

If Thyatis loses the battle, its forces retreat to the coast and head home. If none of their fleets are available, they surrender to King Ericall.

Week 20: If Thyatis does not control six or more Alphatian nobles, the mighty empire sends its interventionist army and the flying castle, now under Alphatian control, to take the city of Alpha. They arrive at the end of week 20, through a magical gate located north of Regent Pass.

If King Ericall controls Alpha, the Alphatian goal is to destroy as many forces as they can and occupy the city of Alpha.

Ending the War

If Thyatis controls Alpha at the end of week #20, then Thyatis wins the war and controls all Loyalist dominions and forces in Norwold. More troops are brought in from Thyatis. Alphatia, in a position of weakness, will seek to recover the young nobles (whether dead or alive) by negotiation or magic-use. *Wishes* may be helpful.

If Alphatia controls Alpha at the end of week 20, King Ericall is returned to his throne but must sign a treaty making Norwold a permanent colony of Alphatia, under full control of the empress. An adviser from Alphatia will remain in the palace to advise the king on the proper conducts of his realm. A strong Alphatian garrison, the strength of the Alphatian interventionist force, remains within the city. The Queen's Guard, the historic protectors of Norwold's capital, is disbanded and the principal commanders of the Royal Army of Norwold are replaced with more trusted Alphatian officers.

If King Ericall controls Alpha at the end of week 20, any Alphatian or Thyatian troops leave the land and the king declares Norwold's independence. All the nobles who have fought well on his side are appropriately rewarded with new lands and new titles. Those who acted cowardly are stripped of all their possessions and banished from Norwold forever.

ROSTERS

Army Roster

A. Baron Norlan's Mercenaries

1. *Force:* THONIAN MERCENARY RAIDERS
Leader: Baron Norlan, F18
Location: Lands of Thonia
No of Troops: 5,000
Type: 2,500 horsemen with lance/swords; 1,000 horsemen with bow/sword; 1,500 spellcasting pegataurs with bow/sword.
BR: 145, *Troop Class:* Good

2. *Force:* PIRATES OF MINAEA
Leader: Krondell the One-Eyed, F20
Location: Western Minaea
BR: 109, Av. Speed 18/90 miles/day
Troop Class: Average.   *Fleet Class:* Average

80 Longships: 60 HP each, Artillery

Total Hull Points: 4,800
Seamen: 4,000 (8,000 HD)
Men in Fleet: 4,000

Seamen: 60% bows; 40% pikes/swords.
BR on Land: 106

3. *Force:* ALPHATIAN NOBLES' WARFLEET
Leader: Admiral Zhenggys, F12
Location: Trollhattan
BR: 123, Av. Speed 16/78 miles/day
Troop Class: Excelent.   *Fleet Class:* Good

4 War Galleys: 150 HP each, Artillery, Ram
8 Lg. Galleys: 120 HP each, Artillery, Ram
25 Sm. Galleys: 100 HP each, Artillery, Ram

Total Hull Points: 4,060
Marines: 1,200 (3,600 HD)
Sailors: 840 (1,680 HD)   Rowers: 3,140
Men in Fleet: 5,280

Marines: F3, 70% swords, 20% archers, 10% spell casters. *BR on land:* 120.

4. *Force:* MINROTHAD GUILD FLEET
Leader: Meister Silbergeld, MU20
Location: City of Minrothad
BR: 35/85*, Av. Speed 72 miles/day
Troop Class: Average.*   *Fleet Class:* Average

50 Troop Transports: 120 HP each

Total Hull Points: 6,000
Marines: none (see Thonian Mercenary Raiders)
Sailors: 1,000
Men in Fleet: 1,000 (6,000 with Thonians)

* The Guild Fleet has been hired to transport unit #1 to their various military objectives. Only sailors remain to defend the fleet after unit #1 has disembarked.

B. King Ericall's Loyalist Army

5. *Force:* ROYAL ARMY OF NORWOLD
Leader: King Ericall, F28
Location: City of Alpha
No. of Troops: 4,000
Type: 2,500 swordsmen, 1,000 archers, 500 horsemen.
BR: 92, *Troop Class:* Good

6. *Force:* ROYAL FLEET OF NORWOLD
Leader: Admiral Dolnarys, F22
Location: City of Alpha
BR: 180, Av. Speed 30/72 miles/day
Troop Class: Elite *Fleet Class:* Excelent.

1 War Galley: 150 HP, Artillery, Ram
6 Lg. Galleys: 130 HP each, Artillery, Ram
15 Sm. Galleys: 80 HP each, Artillery, Ram
2 Troop Transports: 140 HD each, Artillery

Total Hull Points: 2,410
Marines: 875 (1,750 HD)
Sailors: 340   Rowers: 3,140
Men in Fleet: 5,280

Marines: F2, 20% long bow, 80% swordsmen;
BR on Land: 166
Troop Transports: 200 elves, E2, 100% bows and swords, spell casting, fight with the marines.

7. *Force:* QUEEN'S GUARD
Leader: Queen Christina, M12
Location: City of Alpha
No. of Troops: 500
Type: 500 horsemen with lance and bows
BR: 135, *Troop Class:* Excellent

8. *Force:* KING'S MILITIA
Leader: King Ericall, F28
Location: 5 hexes of Alpha
No. of Troops: 5,000
Type: peasants armed with crude weapons
BR: 32, *Troop Class:* Poor

9. *Force:* REGENT PASS GARRISON
Leader: Sire Rodnox, F18
Location: Regent Pass Fortress
No. of Troops: 500
Type: all archers and swordsmen
BR: 117, *Troop Class:* Good

10. *Force:* LANDFALL REGION
Leader: Lernal the Swill, F6
Location: City of Landfall

No. of Troops: 2,000
Type: 1,500 swordsmen, 500 archers
BR: 79, *Troop Class:* Fair

11. *Force:* COIGER'S HORDES
Leader: Coiger de Mory, C34
Location: Coiger's Lair
No. of Troops: 900
Type: 600 fire giants, 300 hell hounds
BR: 112, *Troop Class:* Fair

12. *Force:* SIR ERNEST'S FORCE
Leader: Sir Ernest Day, F16
Location: Ernest's Dominion
No. of Troops: 500
Type: all archers and swordsmen
BR: 79, *Troop Class:* Fair

13. *Force:* RUTGER DAG'S FORCE
Leader: Rutger Dag, F15
Location: Dag's Dominion
No. of Troops: 500
Type: horsemen with lances and swords
BR: 85, *Troop Class:* Average

14. *Force:* ALLISA PATRICIAN'S FORCE
Leader: Allisa Patrician, F15
Location: Patrician's Dominion
No. of Troops: 600
Type: 400 sword/pike; 200 archers
BR: 92, *Troop Class:* Average

C. Neutral Forces

15. *Force:* HALFLINGS
Leader: Collin the Sheriff, H8
Location: City of Leeha
No. of Troops: 1,500
Type: all archers and swordsmen
BR: 72, *Troop Class:* Fair

16. *Force:* ARMY OF OCEANSEND
Leader: King Yarrvik, F9
Location: City of Oceansend
No. of Troops: 6,000
Type: 4,500 swordsmen, 1,500 archers
BR: 75, *Troop Class:* Fair

17. *Force:* OCEANSEND COMBAT SQUADRON
Leader: Admiral Frothnard, F7
Location: City of Oceansend
BR: 102, Av. Speed 35/78 hexes/day
Troop Class: Good *Fleet Class:* Good

4 Lg. Galleys: 120 HP each, Artillery, Ram
5 Sm. Galleys: 80 HP each, Ram
10 Lg. Sail Ships: 150 HD each

Total Hull Points: 2,380
Marines: 1,300 (2,600 HD)

Sailors: 200   Rowers: 1,020
Men in Fleet: 2,520

Marines: F2, 20% long bow, 80% swordsmen;
BR on Land: 103

18. *Force:* DWARVES OF THE MOUNTAIN CLAN
Leader: Gard Rocktooth, D7
Location: Stormhaven
No. of Troops: 1,000
Type: all have hand and battle axes
BR: 115, *Troop Class:* Excellent

19. *Force:* BARBARIANS OF THE RED BANNER
Leader: Barkal the Red, F10
Location: anywhere north of the Great Bay
BR: 75, Av. Speed 18/90 miles/day
Troop Class: Fair   *Fleet Class:* Fair

40 Longships: 80 HP each
Total Hull Points: 3,200
Seamen: 3,000 (6,000 HD), F2, all with two handed swords. *BR on Land:* 68.

20. *Force:* PREROLLED CHARACTER #1
Leader: Lord Trent the White
Location: ....
No. of Troops: 600
Type: all horsemen with lances and swords
BR: 90, *Troop Class:* Average

21. *Force:* PREROLLED CHARACTER #2
Leader: Sire Bardeen Longwalker
Location: ....
No. of Troops: 500
Type: all archers with swords
BR: 95, *Troop Class:* Good

22. *Force:* PREROLLED CHARACTER #3
Leader: Lady Winnifred of the Lake
Location: ....
No. of Troops: 400
Type: 250 swordsmen/pikemen, 150 adepts
BR: 100, *Troop Class:* Average

23. *Force:* PREROLLED CHARACTER #4
Leader: Grand Master Adik de Chevas
Location: ....
No. of Troops: 400
Type: 350 archers, 50 seers; all mounted
BR: 95, *Troop Class:* Average

24. *Force:* PREROLLED CHARACTER #5
Leader: Dame Lucci Dhay
Location: ....
No. of Troops: 700
Type: all tribesmen on horses
BR: 80, *Troop Class:* Fair

25. *Force:* PREROLLED CHARACTER #6
Leader: Milord Delsel Oaktree
Location: ....
No. of Troops: 400
Type: elven archers/swords, spell-casting.
BR: 130, *Troop Class:* Good

D. Thyatian Expeditionary Army

26. *Force:* THYATIS 1st COLONIAL DIVISION
Leader: Thincol the Brave, F30
Location: City of Thyatis
No. of Troops: 6,000
Type: 4,000 swordsmen, 1,400 archers, 600 magic-users.
BR: 85, *Troop Class:* Fair

27. *Force:* 1st THYATIAN TRANSPORT FLEET
Leader: Commodore Rezzan, F15
Location: City of Thyatis
BR: 75, Av. Speed 34/78 miles/day
Troop Class: Fair   *Fleet Class:* Fair

3 War Galley: 140 HP, Artillery, Ram
15 Sm. Galleys: 80 HP each, Artillery, Ram
60 Troop Transports: 180 HD each, Artillery

Total Hull Points: 12,420
Marines: 625*/6,625 with 1st Colonial Division
Sailors: 1,200   Rowers: 1,800
Men in Fleet: 3,625/9,625 with 1st Colonial

Marines: F1, 70% swordsmen, 20 archers, 10% spell casters. *BR on Land:* 85
* The troop transports carry unit #26. Once unit #26 has disembarked, only 625 marines remain on board.

28. *Force:* THYATIS 2nd COLONIAL DIVISION
Leader: Prince Rawald, F5
Location: Isle of Dawn
No. of Troops: 4,000
Type: 2,000 swordsmen, 1,400 horsemen with lances and swords, 600 archers.
BR: 80, *Troop Class:* Fair

29. *Force:* 2nd THYATIAN TRANSPORT FLEET
Leader: Commander Zaaviq, F17
Location: Isle of Dawn
BR: 82, Av. Speed 45/72 miles/day
Troop Class: Fair   *Fleet Class:* Fair

12 Large Galleys: 110 HP each, Artillery, Ram
40 Troop Transports: 120 HD each, Artillery

Total Hull Points: 6,110

Marines: 600*/4,600 with 2nd Colonial Division
Sailors: 1,040   Rowers: 2,160
Men in Fleet: 3,800/7,800 with 2nd Colonial

Marines: F1, 50% swordsmen, 15% archers, 35% horsemen.   *BR on Land:* 80
* The troop transports carry unit #28. When this unit has disembarked, only 600 marines remain on board.

30. *Force:* THYATIAN WAR SQUADRON
Leader: Vice-Admiral Kobhrax, F25
Location: City of Kerendas
BR: 91, Av. Speed 16/75 miles/day
Troop Class: Fair   *Fleet Class:* Fair

3 War Galleys: 150 hp each, Artillery, Ram
12 Large Galleys: 120 HP each, Artillery, Ram
20 Sm. Galleys: 100 HD each, Artillery, Ram

Total Hull Points: 3,890
Marines: 1,225 (2,450 HD)
Sailors: 530   Rowers: 4,260
Men in Fleet: 6,015

Marines: F2, 60% swordsmen, 40% horsemen with sword and bows. *BR on Land:* 80

31. *Force:* ALAK DOOL'S MINIONS
Leader: Alak Dool, MU19
Location: Dool's Dominion
No. of Troops: 2,000
Type: 1,000 orcs, 800 bugbears, 200 trolls
BR: 74, *Troop Class:* Below Average

32. *Force:* THE ARMY OF MAX THE FIRST
Leader: Max I, F15
Location: Max's Dominion
No. of Troops: 800
Type: horsemen with bows and swords
BR: 113, *Troop Class:* Good

33. *Force:* LONGTOOTH'S LEGIONS
Leader: Longtooth, T20
Location: Longtooth's Dominion
No. of Troops: 500
Type: thieves with bows and swords
BR: 76, *Troop Class:* Fair

E. Alphatian Intervention Force

34. *Force:* ALPHATIAN 155th DIVISION
Leader: Lord Kraazucks, MU31
Location: City of Aasla, Alphatia
No. of Troops: 12,000
Type: 3,200 swords/pikemen, 2,400 horsemen with lances and swords, 2,400 archers, 4,000 spell-casters.
BR: 105, *Troop Class:* Average

THE SEA MACHINE

Many naval battles may occur during this adventure. Run them according to the War Machine rules, but with the following modifications:

A fleet is composed of ships, sailors, rowers, and marine troops. The role of the ships, aside from being a transport, is to carry artillery, or devices able to sink other ships. Sailors do not normally fight, except to defend their vessel against boarding; as far as this adventure is concerned, rowers never fight (unless they are seamen). Marines board and seize enemy ships, or disembark to attack land objectives.

Different battle ratings should be determined to evaluate the full power of ships and their troops. The following steps are suggested to get an acceptable result.

Step 1: Determine the marines' Battle Rating (BR) in each force.

Step 2: Determine the sailors' Basic Force Rating (BFR), ignoring Equipment and Special Troop Factors. Ignore rowers, unless they are not needed to control the ship and able to fight. Determine the total Hull Points (HP) of each type of ship in the fleets.

Step 3: Determine the ships' BR, starting from the sailors BFR (see step 2). Use the modifiers below. Each time a condition applies, add one tenth of the original BFR as a bonus.

Galleys:
- a. if 20% of fleet's total Hull Points are galleys
- b. if 50% of fleet's total HP are galleys
- c. if 80% of fleet's total HP are galleys

Artillery:
- d. if 20% of vessels have artillery
- e. if 50% of vessels have artillery

Ramming Device:
- f. if 20% of vessels have a ramming or crushing device
- g. if 50% of vessels have a ramming or crushing device

Magical:
- h. if 1% of fleet's total Hull Points are magically enchanted
- i. if 20% of fleet's total HP are magically enchanted
- j. if 100% of fleet's total HP are magically enchanted

Flying:
- k. if 1% of fleet's total HP can maneuver in a 3-dimensional space*
- l. if 20% of fleet's total HP can maneuver in a 3-dimensional space*
- m. if 100% of fleet's total HP can maneuver in a 3-dimensional space*

(*) Applies to fleets able to fly, move underwater, or maneuver in another plane.

Speed:
- n. if the fleet has an average speed of 150 ft/round
- o. if the fleet has an average speed of 300 ft/round
- p. rowers are seamen (not slaves, or con-

demned prisoners)

Penalty (reduce BFR instead, if):
- q. rowers* are less than 1/2 their original numbers
- r. sailors* are less than 1/2 their original numbers

(*) Cannot use rowers if reduced to less than 1/4 their original numbers. A ship cannot use its sails if sailors are reduced to less than 1/4 of their numbers.

Step 4: Make an average of both BRs (by adding both and dividing by two). The total indicates the final FLEET BR. Then determine separate combat modifiers for the fighting troops and the fleet.

For troops: base the ratio on the marines' total HD or levels rather than the number of creatures.

For the ships/sailors, determine the ratio from the total number of HP involved in each force (the sailors/rowers are then considered as part of the ship).

Make an average of both combat modifiers (as above) and add it to the fleet/troop BR. Resolve the combat with normal War Machine rules, using instead the table below.

Naval Combat Result Table

Difference	Ship Damage W:L	Extra Casualties W:L	Fatigue W:L
1-8	0:5%	—	N:N
9-15	0:10%	—	N:N
16-24	5%:15%	0:10%	N:M
25-30	5%:20%	0:20%	N:M
31-38	5%:25%	1/2X:20%	M:S
39-50	10%:30%	1/2X:30%	M:S
51-63	10%:35%	X:40%	N:NF
64-80	15%:40%	0:30%	N:NF
81-90	15%:50%	X:50%	N:MF
91-100	20%:60%	X:60%	M:MF
101-120	20%:70%	1/2X:50%	M:SF
121-150	25%:80%	0:30%	N:SF
151 +	25%:90%	1/2X:70%	N:SU

W: Winner, L: Loser

% = The percent casualties, in HP for ships, in HD or levels for creatures.

X, 1/2X = the winner suffers the same amount or 1/2 the loser's casualties (in HD or levels).

N = The force is not fatigued.

M = The force is moderately fatigued.

S = The force is seriously fatigued.

F = The force flees to its original port.

U = Remaining ships surrender to winner.

How to Use the Chart

Step 5: Determine the damage the ships receive (Ship Damage). Force A chooses what types of ships are affected in fleet B, up to the total of damaged HP. Ship Damage may be equally divided among different types of ships. Fleet B chooses which specific ships within the given types are affected in its own force. Repeat procedure if

fleet A has Ship Damage as well. Unallocated Hull Points of damage are ignored. For purposes of combat, damaged ships are considered lost with their passengers.

Step 6: The winner captures up to 1/4 of the opponent's lost ships; their passengers take 50% casualties and surrender. To keep a seized ship, the winner must dispatch a minimum of 12 sailors and/or marines to maintain order on board. Otherwise, the winner must either free or destroy the captured ship.

Step 7: Determine Extra Casualties for the troops (marines, sailors, rowers) on undamaged ships. Extra Casualties are evenly applied to each type of troop, rounded down.

Step 8: Determine Fatigue effects on marines, sailors, and rowers. Two consecutive "M" results are equivalent to a "Seriously Fatigued" status. An "S" result for a fleet halves the galleys' oar speed.

The losing force always withdraws. No winner should ever suffer more than twice the loser's destroyed HP. Seized ships are not considered damaged. Ignore excess HP of damage.

Likewise, the loser should never suffer more than 10 times the winner's HP of damage. This is to limit the effects of a suicidal attack from a small Elite force.

Recovering Losses

The winning force (or one remaining in the area after battle) may recover up to 1/3 its damaged HP or troop casualties (wounded, unconscious, or disorganized troops, men at sea). Recovery of ships is determined in HP rather than in number of ships.

Recovered ships are treated as 10 Hull-Point wrecks (out-of-combat) until repaired in port. Those ships must be the type of vessels sunk during battle. If the amount of recoverable HP is insufficient to allow one ship to be salvaged (at full HP strength), then the ship cannot be recovered.

The characters have a chance to hire some prisoners into their own fleet. For each group of 50 prisoners of Chaotic or Neutral alignment (other than elite troops or monster types), roll 1d20, and apply the proposing character's Charisma bonus/penalty. With a modified score of 18 or higher, the group of prisoners joins the party's ranks. Otherwise, the party may freely use them as slave rowers in their galleys.

Ex-prisoners have a 60% chance of deserting in any port. However, after three months aboard, treat the ex-prisoners as regular sailors/troops. It is normally not advised to have ships solely manned by recent ex-prisoners.

Any sail ship can contain twice as many prisoners as a normal shipload of marines. If desired, any ship may contain 5-10 extra prisoners in their bilge. Allow the player characters to hire mercenary troops and sailors in friendly ports to make up for their troop casualties.
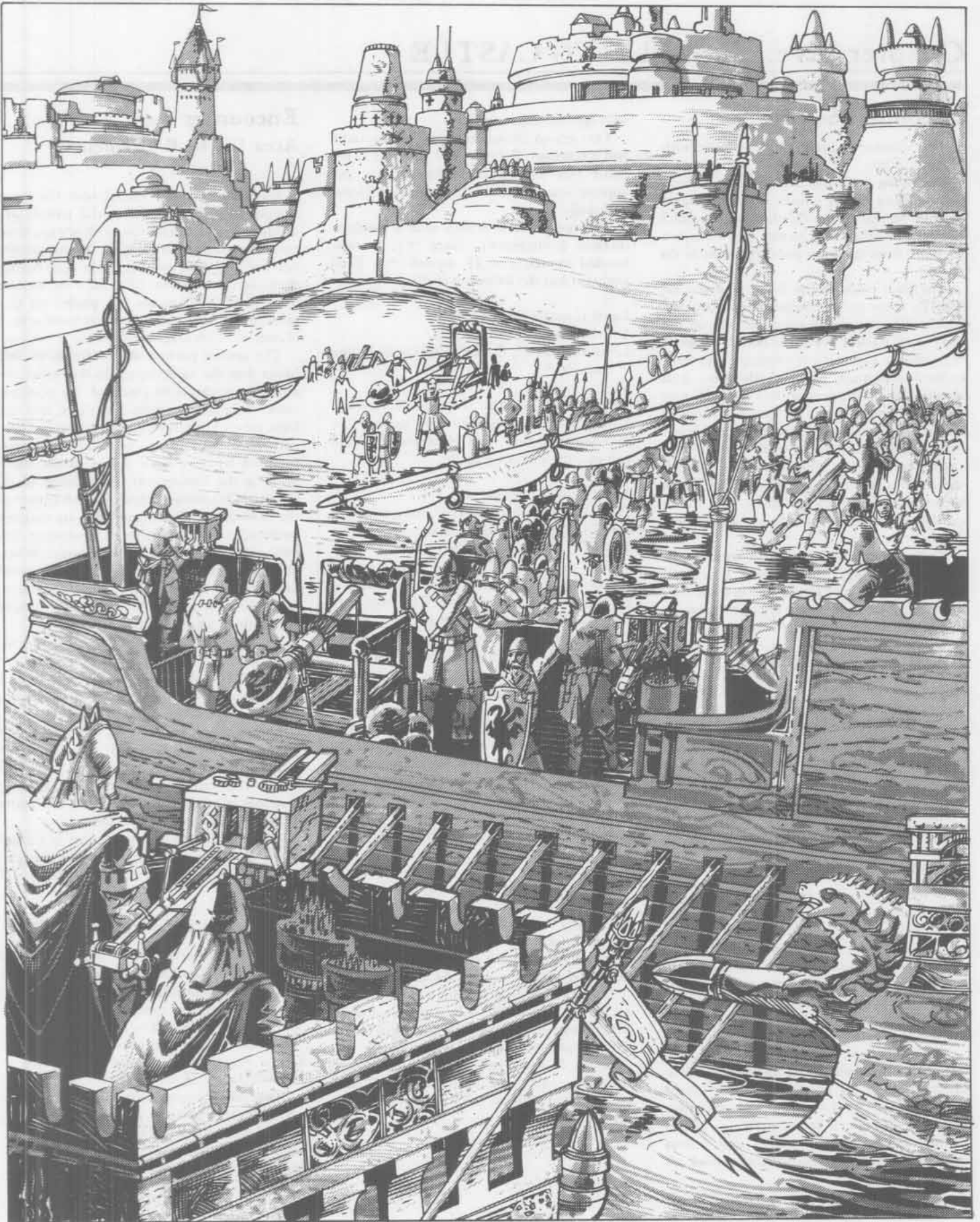
Chapter Five: THE FLYING CASTLE

Encounter Setting

This chapter is played concurrently with Chapter Four.

The flying castle has been wreaking havoc behind King Ericall's lines since the beginning of the war. If the PCs have not decided to neutralize the flying castle, they receive a message from the king ordering them to do so.

The deck plans of the fortress appear on Map IV in the pull out section of this booklet. The castle contains an open air area on the top (Level A) and five inner floors (Levels B through F). The castle is roughly a 140-foot-cubical structure, with battlements and machicolations on the top, and arrow slits on the sides. Level F has a 30-foot-thick floor to absorb the shock during landings and a drawbridge entrance common to all conventional castles (see area 16). Throughout the fortress, the ceilings are 10 feet high and the floors between levels are 15 feet thick. The stones on the exterior of the castle are a pale blue color.

Unless otherwise noted, torch-sized wands with *continual light* spells (cast at 25th level) illuminate the castle. Each wand is fitted with a closable lead cap to douse the light and open wands are subject to *dispel magic*.

Castle's Flying Abilities

The castle may fly at a maximum speed of 50 feet per round as long as it is under control (see area 11). The castle's maximum movement in a 24-hour day is 96 miles (four hexes on Map V). It can make one 90 degree turn per game turn. This turn is made at the middle of the castle's move. The controller determines the speed and direction of flight, and can freely rotate the castle.

Combat Tactics

To reduce the chances of being sighted the castle will generally fly above the clouds. Maximizing its surprise, the castle will usually cause disruption in the supply lines of enemy troops before making an attack. Able to clear large areas quickly with artillery from the sky, the castle is generally used to cover a conventional attacking force. Defenders in a fortress lose their War Machine advantages.

The castle is an active military base. Two patrols are always in flight around the castle on the lookout for trouble. The first patrol consists of two giant air elementals that orbit the castle 24 hours a day at a distance of 300 yards. They are aggressive, and unless warned off by the second patrol, attack all who approach the castle.

The second patrol contains 12 pegataurs and a sergeant, flying at 100 yards from the castle (see Appendix). They attack any approaching creatures with their longbows and spells.

Each pegataur is armed with a longbow (master proficiency), *mace +1*, a two-handed sword, and 15 *arrows +1*. Each pegataur has the following spells:

Level I: *magic missile* (x3).
Level II: *detect invisible* (x2).
Level III: *haste**, *fireball* (50%) or *lightning bolt* (50%).

The pegataur sergeant is armed with a longbow (grand master proficiency), *mace +2*, a two-handed sword, and 15 *arrows +1*. He can cast the following spells:

Level I: *magic missile* (x4).
Level II: *detect invisible* (x2), *mirror image*.
Level III: *haste**, *dispel magic*.
Level IV: *storm*, *wall of fire*.

At least one member of this patrol will have a *detect invisible* spell running. The pegataurs can call on the air elementals for aid if a fight turns against them. Also the guards stationed on the battlements are on constant lookout (see area 1, Level A).

Only the most careful approach will not be detected by the guards. The use of magic, such as several round trips on a *travel* spell or the casting of a *teleport any object* or *dimension door* from a well hidden place may be necessary. A wild and impressive diversion on the opposite side of the castle has a chance of success (10% if the party is visible, 20% if they are *invisible*, 80% if the PCs look like inoffensive birds, etc.)

If the PCs are capable they may fly up to the castle or they may approach it when it has landed near a village. The mujina (see Chapter Three) will leave the village to return to the castle (possibly with the party's ransom). The party then has a chance to sneak in as described above, or attack the castle in mass.

If the PCs' approach is discovered, the two air patrols (see above) will be sent to attack. The guards and artillery on the battlements will give as much support as possible.

If the PCs successfully enter the castle without being noticed, the defenders will generally stay in position and wait for the attackers to come to them.

Encounter Key

Area 1. The Battlements - Level A

Sixteen pegataurs, armed with the same weapons as the pegataur aerial patrol, are always on guard here. One will always have an active *detect invisible* spell. The pegataurs will fire only their own weapons. The battlement artillery can be fired only by human artillerists. No humans are posted on this level but 90 can be summoned from area 7 (Level B). This takes five rounds.

The central portion of Level A is 10 feet lower than the battlements. In the center are four heavy catapults (marked H) pointing outward in four opposite directions, and one light catapult (marked L) in each of the four corners. Eight ballistas mounted on swivels (marked B) have been bolted to the stone floor on the battlements. A cauldron of oil (marked O) constantly boils in each corner of the battlement. These cauldrons are magical receptacles, each capable of producing 200 gallons of boiling oil every three hours. When all four cauldrons are poured, the oil gushes out through the machicolation and causes 4d10 points of damage to any creature under the castle or attacking its walls.

There are 20 heavy and 20 light missiles on hand for each of the catapults, but these are intended for use only in sieges. Each ballista has a supply of six *bolts +2* and 32 normal missiles.

Eleven manscorpions will come from the guard post (area 2, Level B) when the artillerists (see above) are summoned. All reinforcements enter area 1 through a large trapdoor marked F on the map. The stairs under the trapdoor lead to area 2.

In the middle of the inner court is a small pedestal. It is a *receiving* device for the *teleporters* in areas 10 (Level B) and 13 (Level F).

Area 2. Guardpost - Level B

Eleven manscorpions, including one cleric, are on guard here. They will go to area 1 to help the pegataurs when an alarm is sounded. If a fight goes against them, they will attempt to retreat to area 10 (Level D). The stairs to the north spiral up to area 1 (Level A); the stairs to the south down to areas 8 (Level C) and 10 (Level D).

Each manscorpion is armed with a *poleaxe +1* (expert proficiency), a heavy crossbow, and 10 *bolts +3*. The clerical manscorpion is armed with a *poleaxe +2* (master proficiency) and has the following spells:

Level I: *cure light wounds** (x3).
Level II: *bless**, *silence 15' radius* (x2).
Level III: *continual light**, *striking* (x2).
Level IV: *cure serious wound* (x2).

Area 3. Storeroom

This area contains various fighting supplies for defending the castle or attacking targets on the ground. A partial list of the supplies stored in the room includes: 300 *arrows +2*, 200 ballista bolts, 200 missiles for the heavy and light catapults, 100 ropes, 50 grapples, and 2d12 *potions of healing*.

Area 4. Storeroom

This area contains the castle's foodstuffs. The room is packed with kegs, barrels, crates, and freshly butchered carcasses. Many of the containers appear to have been recently opened.

Area 5. Kitchen

> This room is a sizable, but cramped, kitchen. On the north wall are two 6-foot iron ore doors. The east wall is filled by a huge fireplace, well equipped with roasting spits and hooks for hanging kettles. A hefty stack of firewood is piled in the southeast corner. A tall rack of knives and choppers stands just south of the door. The rest of the kitchen is filled with long hardwood tables — stained and scarred from much use. Seven human slaves, scattered throughout the room, stare at you in amazement when you enter.

These slaves have been held captive in the castle since a few weeks before the war. They understand that the PCs do not belong in the castle, but do not know how they got inside.

After they get over their initial amazement, the servants will converse with the party. They know the general layout of the castle, but not its next destination. The servants regularly take food down to the manscorpions on Level D and to the pegataurs on Level F. If asked, the servants will tell the PCs the exact number of creatures on these levels. The slaves are unaware that Level E exists and have not been allowed on Level C. They do not know what is there. The servants distrust the pegataurs and the manscorpions, but in no account will they voluntarily follow the party anywhere inside the castle.

Area 6. Servants' Quarters

> This small barracks has a row of simple bunks arranged in a tier, seven bunks long and two high. The bunks are festooned with many articles of rough clothing all hung haphazardly on pegs. Humans in homespun fill half the bunks and look bewildered at your entrance.

Seven slaves, the off-duty kitchen staff, are always present here. They have essentially the same information about the castle as those in the kitchen do, except that one of them has observed the existence of Level E. He would reveal his secret if offered freedom and 100 gp.

Area 7. Artillerists' Barracks

> This room appears as a conventional military barracks, packed with rows of bunks stacked in tiers of three. Almost 100 men are sitting, cleaning their uniforms and being boisterous.

These are the 90 artillerists trained to use the weapons on Level A. As soon as they are aware of the party's presence, they attack in mass. They should, however, be hoplessly outclassed by the party and will surrender after a third of their force has been knocked out of combat.

As their duties require their presence in only area 1, they have absolutely no knowledge of the castle's layout. If questioned, they answer that anything beyond this level is off-limits to them.

Area 8. The Lich's Pawns - Level C

A lich, the castle's commander (see description for area 9) has cast a *magic door* spell on the western stairs which spiral from area 2 (Level B) down to area 10 (Level D). The entrance is invisible to the party and the PCs will have to *detect magic* to find it. The party can access Level C with the appropriate spell or with a minimum of 100 points of damage to the magical wall.

Six spectres wait on the other side of the wall and attempt to stop anyone entering this level. The lich controls the spectres and he has the ability to see and hear by using their eyes and ears.

Area 9. The Lich's Lair

The lich is the commander of the castle. He becomes aware of the PCs presence when the spectres spot them. The lich has the following spells (the ones followed by a *(+)* appear in its spell books only, and are not memorized. If the party spends a great amount of time in the castle, the lich will be have time to study his books):

Level I: *charm person (+)*, *detect magic (+)*, *hold portal (+)*, *magic missile* (x5), *shield* (x2), *sleep (+)*, *ventriloquism (+)*.
Level II: *detect invisible*, *locate object (+)*, *mirror image* (x2), *web* (x2), *wizard lock (+)*.
Level III: *clairvoyance (+)*, *dispel magic* (x2), *haste**, *fireball* (x2), *fly (+)*, *hold person (+)*, *lightning bolt* (x2).
Level IV: *dimension door* (x2), *hallucinatory terrain (+)*, *polymorph self (+)*, *wall of fire*, *ice storm* (x2), *wizard eye*.
Level V: *cloudkill*, *dissolve (+)*, *feeblemind*, *hold monster** *(+)*, *teleport*, *wall of stone*.
Level VI: *anti-magic shell*, *death spell (+)*, *projected image*, *disintegrate* (x3), *stone to flesh** *(+)*.
Level VII: *delayed blast fireball* (x2), *lore (+)*, *magic door**, *sword*, *power word stun*.
Level VIII: *dance*, *force field* (x2), *mind barrier*, *permanence (+)*, *polymorph any object (+)*.
Level IX: *contingency (+)*, *heal*, *maze*, *timestop*.

As the party moves along the corridor, the lich casts *haste**, *shield*, *wizard eye*, *ESP*, and *mind barrier* spells. It also uses its *wizard eye* to track the PCs. The *wizard eye*, and other spells like *sword* and *projected image*, can pass through the *magic doors* blocking the way to the lich's lair.

When the party approaches one of the magic doors, the lich either steps through and casts one of its spells or casts its *sword* spell or *projected image* from behind the door. The lich uses its *wall of stone* and *force field* spells to delay the party, gaining more time to set ambushes before the party reaches the center of the lair.

If turned, the lich will *dimension door* to area 11 (Level E), where it will *heal* and wait for the PCs to catch up. The lich is also protected by a *contingency* spell that will automatically *dimension door* the creature to area 11 whenever it is reduced to fewer than 20 hit points.

The center of the lich's lair is empty except for a great sarcophagus carved from black marble and a stone pedestal in the northwest corner. When the party enters, the grave is open. The sarcophagus contains an expensive coffin and two secret compartments. The first holds seven potions: *flying, invisibility, poison, merging, delusion, climbing,* and *growth.* The second compartment holds the lich's spell books.

In the northwest corner is a *teleporting* device connected to area 11 (Level E). The teleporter is operated via a stud hidden in the north wall.

Area 10. Manscorpions' Barracks - Level D

Twenty manscorpions live here. Four of these creatures are clerics and all have the same weapons and spells as the manscorpions of their class in area 2 (Level B).

In the center of the room is a magical pool that never dries up giving the troops a constant supply of water.

The eastern stairs lead directly to area 13 (Level F). There is no stairway entrance to Level E. The southern stairs spiral upward to areas 8 (Level C) and 2 (Level B).

A pedestal is located near each of the staircases. These pedestals *teleport* to area 1 anyone touching one of the activating studs on the wall. If hurt during battle and forced to flee, the manscorpions will use these teleporters, arrive in area 1, and go down the stairs to area 3 (Level B). There they use a supply of *healing potions* until they have recovered their strength. Hoping to surprise the party, the manscorpians will head back up the stairs and launch a counterattack.

Area 11. Control Room - Level E

This room is accessible only by breaching the walls, floor, or ceiling, or by *teleporting* from area 9 (Level C). The stairs appearing on the map do not connect with this level. They lead to areas 10 (Level D) and 13 (Level F). The room is completely sheathed in 2 inches of lead and 1 inch of brass.

If the PCs *teleport* from area 9, they arrive on the pedestal at the end of the northwest corridor. If the stud on the closest wall is pushed, anyone standing on the pedestal is *teleported* back to area 9.

When the lich arrives from area 9, it will stay at the south end of the corridor. When the PCs appear the lich casts more spells trying to keep the party bottled up in the corri-

dor. If the lich is turned or is in danger of being slain, it will *teleport* to Alphatia and abandon the fortress.

When the party enters the main hall of area 11, read the following to the players:

> The floor, walls and ceiling of this room are covered with a brilliant copper-like metal. Along the room's east wall, just north of center, squats a massive crystalline throne with rainbow hued flames that prance and flicker in its translucent depths. Sitting stiffly on the throne is a small human male child about 10 years old, staring off into space, either unaware that you exist or uncaring. He seems barely alive.

This room is the heart of the castle. The crystal throne is the control mechanism for the castle's movement and stability. A creature with a combined Intelligence and Wisdom of at least 32 must sit on the throne at all times or the castle will drift with the prevailing wind and crash. The current "helmsman" is a nightwalker the lich *polymorphed* into the shape of a human child. A large metallic door connects the room with area 12 to the south.

When the PCs enter the hall with the throne, the nightwalker remains seated in the chair, playing the role of a bewildered child. If a PC comes within 10 feet of the nightwalker or if a member of the party is obviously casting spells or firing missiles, the nightwalker will *dispel* the *polymorph* effect and regain its normal form. A wave of cold will wash over the room and all consumable items carried by the party will immediately spoil (see D&D® Masters page 36).

The creature wears a *cloak of the shadows,* an unholy gift from its true master, Alphaks. The cloak steals the *soul* of any creature trapped inside its dark folds. If a character loses his soul and is killed in this adventure or anytime thereafter, no mortal or immortal being will be able to give him life again.

In addition to its normal fighting abilities, each round the nightwalker will attempt to wrap one side of its cloak around a PC. If the character successfully rolls 1d20 under his Dexterity, the character escapes. If not, the character's soul has been imprisoned by Alphaks. While alive, the victim will feel an utter sensation of cold and emptiness. He will not have a reflection in a mirror, and will not make a shadow in light.

At the end of the adventure, the victim's patron Immortal should send a message to

the PC, explaining in obscure terms what has happened. To regain his soul, the PC must defeat Alphaks on his own plane. (This may be a part of the PC's quest to immortality). The character could also become a minion of Alphaks but he would then be an NPC under the DM's control.

The cloak is a part of the nightwalker. If defeated, the cloak dissolves along with the monster. The nightwalker has swallowed the following treasure: three 10,000 gp gems, three *eggs of wonder,* a *ring of protection,* (seven charges) and four pieces of jewelry of 5,000 gp, 7,500 gp, 12,500 gp, and 20,000 gp.

Controlling the Castle

When the nightwalker leaves the throne the castle begins to drift. It maintains altitude for one game turn, then it begins to sink toward the ground at a rate of 90 feet per game turn. If the castle hits the ground during the first five turns of its descent, it will be heavily damaged, but not totally destroyed. Creatures inside the castle will suffer 2d20 points of damage from flying debris. Once grounded, the surviving garrison will surrender to any approaching military force.

The castle will not be able to fly again until fully repaired. Repairs will take 2d4 months, at a cost of 75,000 gp per month.

After the initial five turns of descent, the castle falls like a rock. It is unalterably out of control and will inevitably crash within the next 1d4 rounds. When it strikes the ground, the castle will be completely obliterated, smashed to gravel. Creatures inside the castle are immediately killed. Any creature atop the castle (on Level A) must make a saving throw vs. Death at −8 or be slain, suffering 7d8 points of damage if the saving throw is successful.

Any character sitting on the throne with a combined Wisdom and Intelligence of 32 or better, will become telepathically aware of the castle's abilities. The PC will immediately gain partial control of the castle stopping it from drifting and falling, and full control in 2d4 rounds. If the character has an insufficient Intelligence and Wisdom, his brain fries. The victim is reduced to 3 points in both scores, and must make a saving throw vs. death at −5 or die.

The magical operation of the castle produces large quantities of negative energy. The turns spent gaining control of the castle drain one level of experience from the controller and thereafter, an additional level for each hour of controlled flight. The nightwalker, and other powerful ceatures from the Sphere of Death, are immune to the experience loss.

Area 12. Treasure Room

This room is accessible only from area 11, or by doing 100 points of damage to either the walls, floor, or ceiling. The room is dark and completely sheathed with 2 inches of lead. A reversed *magic door** (*magic lock*) has been cast on the door to this area.

There are 60 chests in this room, all locked with complex locks (− 40% penalty to Open Locks roll) and trapped with well hidden traps (− 55% penalty to Finding and Removing rolls). The traps, triggered by opening the chests or by failed attempts at dismantling them, inflict 2d12 points of damage. Only 19 chests contain anything valuable, the others are filled with bags of sand.

The contents of 17 of the chests are as follows: three with 5,000 cp each, six with 5,000 sp each, six with 5,000 gp each, and two with 5,000 pp each. The 18th chest holds six pieces of wrought silver jewelry worth 200 gp each, 32 pieces of silver flatware worth 50 gp each, forty 10 gp gems, fifteen 100 gp gems, eight 1,000 gp gems, one 5,000 gp gem, and a jeweled chalice worth 8,000 gp. The 19th chest holds 4,000 platinum rings each worth 8 gp.

All the coins and the rings are in bags of 250 coins of weight. The valuables in chest 18 are bagged by type and carefully padded to prevent damage. The 19 chests containing treasure are spread randomly throughout the room.

13. Stable-Barracks - Level F

Thirty pegataurs, equipped with the same weapons as the aerial patrol, will always be resting here. One of them will always have an active *detect invisible* spell. On both sides of the main door are two pedestals, *teleporting* devices connected with area 1 (Level A). The operating studs for the *teleporters* are clearly visible on the west wall.

If the alarm gong in area 15 sounds, half of these creatures will rush out the main door to defend the gate in area 16. The other half will *teleport* to Level A and fly down to attack whomever is tampering with the gate.

14. Study Room

A 10 foot x 30 foot band of stone in the center of the north wall has been polished to mirror brightness, but nothing seems to reflect in it. Centered directly in front of the polished section is a hardwood podium 4 ½ feet high.

The mirrored wall section is highly magical, capable of displaying spell books placed on the podium large enough to be read from 30 feet away in normal light. Temporal magical writings (such as scrolls) may not be displayed on the mirror, but are destroyed when placed on the podium.

By placing a spell book on the podium an entire roomful of pegataurs can memorize a spell at the same time. The mirror part of the wall cannot be removed without destroying its magic. The podium itself is useless.

Area 15. Sergeants' Quarters

Three pegataur sergeants, eqipped with the same weapons as the sergeants in the aerial patrol, are always resting here. One of them is constantly on the lookout through the arrow slits. If anything happens outside, the sergeant on guard will sound the alarm on the large gong in the northwest corner of the room.

The room contains normal pegataur equipment and one set of spell books with the following spells:

Level I: *magic missile.*
Level II: *detect invisible, mirror image.*
Level III: *haste**, dispel magic, fireball, lightning bolt.*
Level IV: *wall of ice/ice storm, wall of fire.*

If the castle garrison holds the dead body of one of the PC's henchmen (see Chapter Three) it will be in this room. In the southeast corner of the room are the winches to open or close the drawbridge and two portcullises at the entrance of area 16.

16. Castle's Lower Entrance

The two portcullises closing the entrance are too heavy for a character to lift without magical strength. Augmented by the *girdle, potion of giant strength,* or similar magical spells, a PC may lift one of the portcullises on a roll of 1 on 1d8. Each PC assisting who has a strength of 16 or greater improves the chance of opening the door by 1. Each PC with magical Strength improves the chance by 2. A maximum of four characters may lift one portcullis together (making the best possible chance for lifting a portcullis 7 in 8).

Two pegataurs and two manscorpions are always on guard here. The pegataurs have the same spells and weapons as those in the flying patrol and one always has a *detect invisible* spell running. The manscorpians have the same weapons as the manscorpions in area 2 (Level B). If these guards detect anyone tampering with the portcullises or otherwise trying to gain entry, they will attempt to hold the gate until help arrives.

APPENDIX

NEW MONSTERS

Beetle, Earthquake

Armor Class:	−6
Hit Dice:	40**
Move:	180' (60'§)
Burrowing:	90' (30')
Attacks:	4 legs/1 bite
Damage:	4-40 (x4)/6-36
No. Appearing:	1 (1)
Save As:	Fighter: 36
Morale:	9
Treasure Type:	A
Alignment:	Neutral
XP Value:	20,750

This 100 foot long creature is an orange-red beetle with 10 black-furred spider legs, and the head and neck of a black dragon. The monster spends most of its time burrowing far below the land's surface, but occasionally comes to the surface in search of prey. It attacks with blows from four of its legs (damage 4-40 each) and its powerful bite (6-36 points).

The earthquake beetle gets its name from the great tremors produced by its movement. As the beetle approaches the surface, the non-magical tremors have the same effect as an *earthquake* spell cast by a 25th level cleric. If the monster has been reduced to half of its original hit points, the dragon can, once per week, breathe a cone of acid 60 feet long and 30 feet wide. (handled in the same way as dragon breath.) The beetle can regain 3 hit points per day.

Since the beetle spends most of its time burrowing underground, it occasionally devours deposits of precious metal, gems, and even parts of dungeons. Thus, considerable amounts of treasure can often be found inside the creature.

Special Thanks to Frank Mentzer for the Earthquake Beetle.

Pegataur

Armor Class:	5 (or better)
Hit Dice:	5*-14***
Move:	180' (60')
Flying:	360' (120')
Attacks:	2 hooves, 1 weapon or 1 spell
Damage:	1-6/1-6/by weapon or spell
No. Appearing:	0 (2-20)
As:	(See below) 5
Morale:	8
Treasure Type:	E
Alignment:	Neutral

XP Value by HD:
5* - 300; 6* - 500; 7* - 850; 8* - 1,200
9** - 2,300; 10** - 2,500; 11** - 2,700
12** - 3,000; 13*** - 4,200; 14*** - 4,500

Seldom encountered, pegataurs are winged centaurs with elvish upper bodies. They have an affinity for pegasi and are able to converse with them. Any group of fewer than five pegataurs may be accompanied by at least twice that number of pegasi 40% of the time.

Although pegataurs are generally aloof and ignoble—especially toward non-flyers—their neutral alignment makes them approachable. If treated with respect and paid well they can be hired by anyone as troops for garrisons or armies, or to perform special services. Individual pegataurs do not join adventuring parties.

Most pegataurs should be treated as first level elves. Thirty percent of the race, however, are of a higher level, up to the elvish maximum of 10th level. When attacking in melee or making saving throws, a pegataur is treated as either a monster of its total Hit Dice, or as its level as an elf, whichever is preferable. Twenty percent of 10th level pegataurs have earned enough experience to gain Attack Ranks and some or all of the special elf attacks and defenses (page 30 of the Players Companion rulebook).

All adult pegataurs have basic weapon mastery in longbow, lance, two-handed sword, and mace. There is a 20% chance that a randomly encountered first level pegataur will have one additional level of weapon mastery. Higher level pegataurs have an additional 20% chance of gaining another level of mastery at every other level attained. For instance, a third level pegataur rolls twice and may have up to two extra levels of mastery. A ninth level pegataur rolls five times.

If a pegataur is 10th level, treat each increase in attack rank as a level. For example, a pegataur with 1.1 million experience points may have as many as seven additional levels of mastery. All pegataurs work on mastery in only one weapon at a time, until the pegataur becomes a Grand Master. Additional levels are applied to a different weapon.

An unarmored pegataur has an armor class of 5. The table shows armor classes of armored pegataurs:

Armor	Chance*	AC
Joust	0%	−1
Field	0%	0
Plate	10%	1
Banded	10%	2
Chain	50%	3
Scale	15%	4
Leather	15%	5

* Refers to the frequency of randomly encountered pegataurs wearing this type of armor. Non-randomly encountered pegataurs can have better armor. Their base AC is shown here.

A shield gives a −1 adjustment to armor class to the creature's humanoid forepart. No randomly encountered pegataurs carry shields.

New Magical Items
The Girdle of De'Rah

In its true form, this artifact appears as a belt constructed of small platinum links intertwined with strands from a unicorn's beard. The buckle is constructed of three oval plates of a lustrous blue-gray metal. When a mortal looks into the surface of the plates, he sees his own reflection repeated an infinite number of times.

Currently, however, the *girdle* appears as a well-made but worn belt of blue-gray leather. In this form it does not radiate magic, but its eldritch nature is apparent to anyone who handles it with a *detect magic* spell running.

The origins of the *girdle* are lost, but its legendary owner, the cleric De'rah, is said to have been a breathtakingly beautiful woman who could see through any deception or cure any malady.

Magnitude: Greater Artifact.

Power Limits: 4/A, 3/B, 3/C, 4/D Sphere: Time (Clerics, Water)

Suggested powers (PP 435)

A2	Open Mind	PP 80
B1	Lie Detection	PP 50
B1	ESP	PP 25
B1	Truesight	PP 50
D1	Cure Disease	PP 20
D1	Neutralize	PP 30
D1	Heal	PP 100
D3	Mind Barrier	PP 80

Activation: In its present form the *girdle* is partially active. All powers of 30 PP or less are usable, but the *girdle* has a power limit of 100 until activated, effectively making it a minor artifact. The *girdle* can be activated only by finding the last mortal remains of De'Rah herself - her mummified feet.

The first method of reactivation requires the user to sever his own feet and attach the relics to his leg stumps where they will automatically graft themselves in place. Although
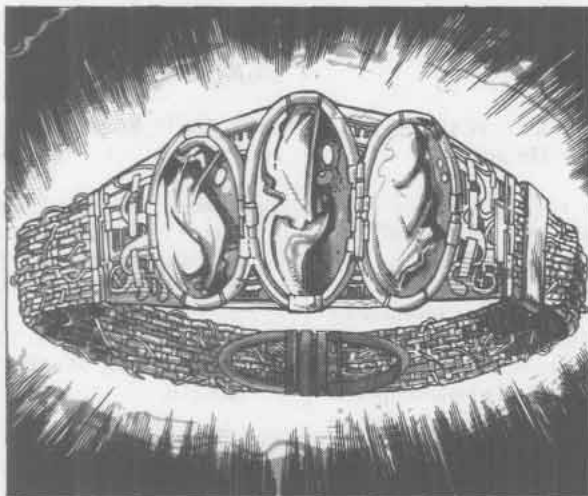
the feet are nearly indestructible, the user hereafter will be unable to walk without assistance. A second method of reactivation requires the proper re-burial of the relics and a sacrifice of at least 300,000 gp to an immortal of the Sphere of Time. The time and place of the burial is at the discretion of the DM.

Use of Powers: All active powers are *telepathically* apparent to the user.

Suggested Handicap: Three to 30 days after the *open mind* power is used for the second time *Doom* strikes the user. His body and all equipment disappear and are recoverable only at the DM's option. The *girdle teleports* to a random location.

Suggested Penalties

1. For one week out of four, all members of the same race and of the opposite sex become irresistably attracted to the user. The first onset of this handicap occurs exactly three weeks after the *girdle* is fully activated. Afterwards it is unpredictable. A 1d8 will determine the timing of further occurrences: 1 = three days early, 2 = two days early, 3 = one day early, 4 = on time, 5 = on time, 6 = one day late, 7 = two days late, 8 = three days late.

While the penalty is in effect, any member of the opposite sex that spends a round within 30 feet of the user must roll his or her combined Wisdom and Intelligence or less on 2d20 or become infatuated with the user for duration of the current incidence. If the user appears in public while the handicap is in effect, the PC will be mobbed by pawing admirers. Mobbed characters can do nothing except try to escape.

When the penalty becomes inactive each victim should roll on the reaction chart. A neutral reaction simply indicates the end of the infatuation. The victim is free to go about his business. A positive reaction indicates a basic desire to continue the infatuation, but the victim is no longer under a magical compulsion and can be dissuaded. A negative reaction indicates hostility towards the user making the victim feel injured or insulted. The PC may attack the user, but because the victim is not under a magical compulsion, he (or she) can be mollified in a number of ways.

Note: The previous handicap requires the players to engage in a good deal of roleplaying.

2. When the *girdle* is fully activated the user suffers *damage feedback*. He takes one point of damage per die of healing bestowed on others. A *cureall* spell inflicts one point for every five points restored.

This penalty tests the mettle of the user. While it is possible to avoid ill effects simply by not *curing* others, the Immortals of Time frown upon such use and may punish clerics who refuse to heal others.

Cartographer's Amulet

This magical item, constructed from a huge flawless jacinth, is cut into a lens-shaped disk 6 inches in diameter and one-half inch thick. It has a platinum setting and chain. Twelve diamond chips are placed at 30 degree intervals on the left side of the setting and a rune surrounds the top chip.

With the proper command words, the user can direct the amulet to display a scale map of the immediate surrounding area once every three days. Remaining on the face of the amulet for one turn, the map can show either a small or large area. True north is indicated by the rune. The amulet must be held in the user's hand when the command word is spoken.

The small area map, when used indoors, shows the area within a 60 foot radius of the amulet. The map will show passages, stairways, doors, and other normal features such as fountains, furnishings and loose treasure. The user sees in the amulet what he would see viewing the shown area with normal vision in daylight. The map will not however, reveal traps, secret doors, creatures nor anything about the nature of what is shown, (ie. magical, unsafe, etc.).

Once the map is invoked, the user may describe up to four objects and the amulet will locate them by number on the map. The user must know exactly what each object is, cf. *locate object* spell. It is possible that secret doors or very familiar types of traps could be located in the same manner. If there is more than one of a particular object within range only the one closest to the amulet will be shown. The user can describe the same object more than once, up to his limit of four.

Outdoors, the small area map displays the area within a 60 yard radius of the amulet showing hills, cave mouths, buildings, and other terrain features. Hidden objects will not be shown if the user could not discern them in daylight using normal vision. Such objects may be located with the proper description from the user (see above).

The large area map can only be used outdoors and shows the area within a three league radius of the amulet. The map is, out of necessity, less detailed than the small area map but otherwise has the same features. The user can command the amulet to locate only two special objects when using the large area map.

PREROLLED CHARACTERS

Only a minimum of equipment and armor has been listed here, but the characters can also have: 500,000 gp in gems, jewelry, or coins; 3d4 potions; 1d4 miscellaneous magic items, and, if desireable, 1d4 loyal henchmen. Determine at random the type and number of extra items for each character. These items may come from AC4, Book of Marvelous Magic. Each character should rule one dominion in Norwold, capable of sustaining the military forces listed in the Army Roster (pages 28-29).

Trent the White

30th level Paladin

St 16, Dx 17, Co 17, Wi 15, Ch 16
Armor Class: −8   Hit points: 112

Equipment: *longsword +5*(AL L, In 9, Ego 9), detects magic, gems and invisible; *two-handed sword +3; dagger +3; plate mail +3, shield of reflecting +5*

Trent left his home in the Heldann Freeholds years ago, seeking high adventure in the untamed wilderness of Norwold. For many years, he has been observing the politics of Alphatia, Thyatis, and Norwold and having explored most of the continent, he has concluded that Norwold would be better off if the two empires would leave it alone. He often discusses his political ideas with Adik de Chevas, a scholar and an adventurer (see below).

Bardeen Longwalker

Neutral 28th level Knight

St 18, Dx 15, In 9, Co 17, W 10, Ch 14
Armor Class: −5   Hit points: 115

Equipment: *+4 defending sword +4* (expert proficiency); *heavy crossbow +3; 15 bolts +1; plate armor +3, shield +3*

Bardeen left his home in the Kingdom of Ostland at an early age. Having visited nearly every civilized country in the world, his many adventures have brought him a large fortune. Several years ago, he paused in his travels long enough to establish a dominion in Norwold and to make a study of his favorite weapon, the sword. Bardeen is still a heroic adventurer at heart, and his rule over his dominion suffers somewhat from his frequent absences.

Winnefred of the Lake

Lawful 28th level Cleric

St 10, Dx 12, In 11, Co 17, W 17, Ch 14
Armor Class: −4   Hit points: 87

Equipment: *mace +4; mace +2, vs. spell-resistant creatures +5; plate mail +3; shield +3; ring of water walking*

Winnifred spent her early years adventuring in the Ethengar Khanate. She came north looking for a chance to leave her mark. An efficient dominion ruler and a loyal supporter of King Ericall, Winnifred is trying to increase her influence by expanding her land holdings. She sees adventuring as a way to finance her ambitions.

Adik de Chevas

Lawful 29th level Magic-User

St 12, Dx 16, In 18, Co 14, Wi 16, Ch 13
Armor Class: −2   Hit points: 55

Equipment: *staff of power, buckle of protection AC3, ring of protection +4, cape of protection +1, wand of negation; wand of lightning bolts*

Spellbook

Level I: *charm person, detect magic, light, magic missile, read Magic, read languages, ventriloquism*
Level II: *detect evil, detect invisible, ESP, invisibility, mirror image, web*
Level III: *dispel magic, fire ball, fly, protection from normal missiles, water breathing*
Level IV: (IV)*dimension door, hallucinatory terrain, polymorph self, polymorph others, wizard eye*
Level V: *cloudkill, contact outer plane, passwall, teleport*
Level VI: *anti-magic shell, geas*, move earth, weather control*
Level VII: *delayed blast fire ball, lore, mass invisibility, sword;*
Level VIII: *force field, mind barrier, symbol*
Level IX: *contingency, meteor swarm, time stop*

A scholar as well as an adventurer, Adik spends much of his time writing poetry and studying art, ethics, and politics. Adik just recently began studying Immortality.

Lucci Dhay

Neutral 29th level Thief

St 13, Dx 17, In 10, Co 10, W 15, Ch 14
Armor Class: −1   Hit points: 72

Equipment: *sword +3; small net +2; long bow +1; 12 arrows +3; leather armor +3; ring of protection +2; scroll of creation, flying carpet* (for 10 people)

Thieves' Abilities: OL 106, FT 103, RT 109, CW 115, MS 93, HS 86, PP 160, HN 116.

Originally a resident of the Grand Duchy of Karameikos, Lucci was forced to flee from her home many years ago after being wrongly accused of a crime. Norwold provides ample opportunities for her to practice her craft and places to hide if her adventures do not go as planned.

Delsel Oaktree

10th level neutral Elf (Attack Rank M)

S 12, Dx 18, In 12, Co 15, W 11, Ch 10
Armor Class: −7   Hit points: 42

Equipment: *sword +2, vs. lycanthropes +3* (skilled proficiency); *longbow +2*(master proficiency), *10 arrows +3, 5 arrows of blinding +2; chain mail +5; shield of reflecting +4; elven cloak; elven boots*

Spellbook

Level I: *charm person, detect magic, floating disk, light, magic missile, read magic, shield, sleep, ventriloquism*
Level II: *detect evil, ESP, invisibility, knock, mirror image, phantasmal force, web, wizard lock*
Level III: *dispel magic, fire ball, fly, haste, lightning bolt, water breathing*
Level IV: *charm monster, dimension door, polymorph self, wall of fire, wizard eye*
Level V: *contact outer plane; dissolve, passwall, telekinesis, teleport*

Delsel and his followers are misfits. Unable to adjust to clanhome life, they have sought out the company of humans. He has occasional contacts with others of his kin, but as he finds humans more interesting he seldoms visits an elven community for long.

MAP V: Norwold

ICERE

WYRMSTEETH RANGE

FINAL RANGE

Week 4: #2, #3.
#2 remains or sails to Helskir.
#3 sails to Helskir.
Week 16: Thyatis takes over Norlan, if applicable. Unit #2 escapes.

Landfall

#2

Week 1: #1, #3, #4.
#1, #4 remain or sail to Helskir.
#3 sails to Landfall.
Week 16: Thyatis takes over Norlan, if applicable.

Week
starts i

Oceansend

Isle of Dawn

Helskir

Week 7: All forces present sail out toward Alpha.

Week 15: Remnants of the Raiders land and entrench here.
Week 16: Thyatis takes over Norlan; #2, #3, #4 escape.

#1, #3, #4   #2, #3, #4

Key
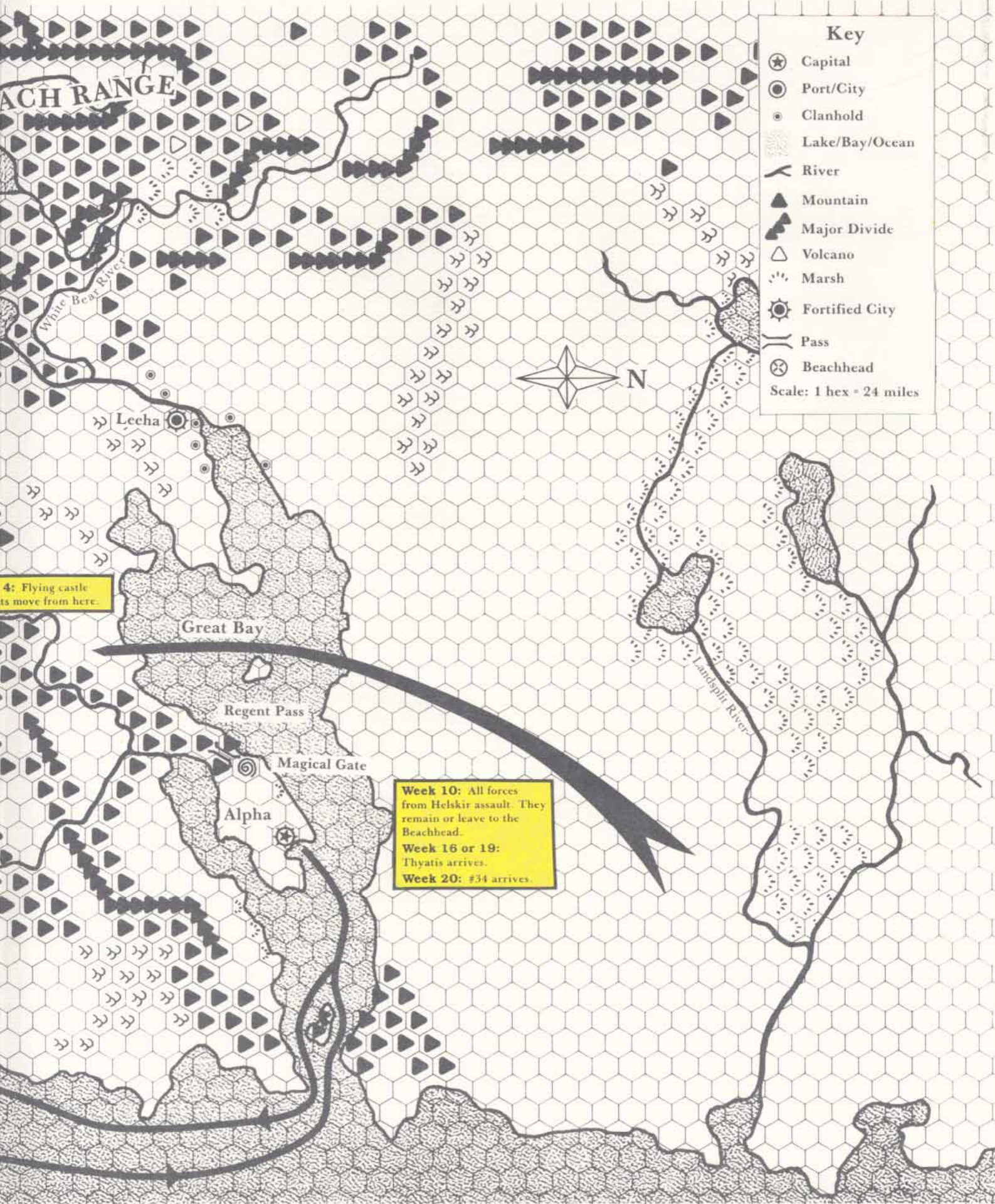
- ⊛ Capital
- ◎ Port/City
- ⊙ Clanhold
- ▨ Lake/Bay/Ocean
- ﹨ River
- ▲ Mountain
- ◤ Major Divide
- △ Volcano
- ⁖ Marsh
- ✸ Fortified City
- ═ Pass
- ⊗ Beachhead

Scale: 1 hex = 24 miles

ACH RANGE

White Bear River

Leeha

4: Flying castle ts move from here.

Great Bay

Regent Pass

Magical Gate

Alpha

Landsplit River

Week 10: All forces from Helskir assault. They remain or leave to the Beachhead.
Week 16 or 19: Thyatis arrives.
Week 20: #34 arrives.

N

MONSTERS' STATISTICS CHART

NAME	AC	HD	hp	AT	D	MV	AL	THACO	BOOK	SA	SD
Adaptor	9	8*	49	2	5-12/5-12	20′ (40′)	C	11	Mast.	Yes	Yes
Air Elemental Ruler	−12	50	200	2	9d12x2	120′ (40′)	N	1	Mast.	Yes	Yes
Athach	0	14*	92	4	2d12x3/2d10	180′ (60′)	C	8	Mast.	Yes	No
Beholder	0/2/7	11*³	50/20 12x10	1	2d10	60′(20′)	C	10	Comp.	Yes	No
Beholder, undead	−4/-2/3	40**	90/30 20x10	1	2-20	60′(20′)	C	1	Mast.	Yes	Yes
Drake (earth)	0	6*⁴	38	3	1d3x2/1d8 + 2	120′(40′) 30′(10′)	N	14	Mast.	Yes	Yes
Dragon, Large Red	3	15***	86	6	8d4/2d6x5	120′(40′) 300′(100′)	C	6	Comp.	Yes	No
Drolem Construct	−3	20*³ + 60	183	3	2d6 + 6(x2)/ 1d20 + 13	120′(40′) 240′(80′)	N	5	Comp.	Yes	Yes
Earthquake Beetle	6	40**	180	5	6d6/4d10x4	180′(60′)	N	1	Mast.	Yes	No
Fortios (NPC)	9	1	2	1	by weapon	90′(30′)	N	20	NPC	No	No
Giant, Fire	4	11 + 2*	65	1	5d6	120′(40′)	C	9	Exp.	No	Yes
Giant, Young Fire	4	10	45	1	4d6	120′(40′)	C	10	—	No	Yes
Giant, Mountain	0	20*	107	1	5d10	150′(50′)	N	5	Mast.	No	No
Golem, Super Bronze	3	20 + 60	150	2	3d10 + 9(x2)	240′(80′)	N	5	Comp.	Yes	Yes
Hellhound	4	7*	35	1	1d6	120′(40′)	C	12	Exp.	Yes	No
Hellhound, giant	1	7 + 21*	56	1	1d6 + 3	120′(40′)	C	12	Exp.	Yes	No
Hsiao Simulacrum	5	14***	95	3	1d6x2/1-4	90′(30′)	C	13	Mast.	Yes	No
Invisible Stalker	3	8*	40	1	4d4	120′(40′)	N	12	Exp.	No	Yes
Leandrax (NPC)	9	F5	30	1	by weapon	120′(40′)	L	17	NPC	No	No
Lich	0	26*³	68	1	1d10	90′(30′)	C	9	Mast.	Yes	Yes
Magic-User	6	15	48	1	1d4	120′(40′)	C	15	—	Yes	No
Manscorpion	0	8**	48	2	3d6/1d10	240′(80′)	C	11	Comp.	Yes	No
Manscorpion, cleric	1	9***	54	2	3d6/1d10	240′(80′)	C	10	Comp.	Yes	No
Men, Artillerists	3	2	12	1	1d6	120′(40′)	N	20	Basic	No	No
Men, Servants	9	1	4	1	1d4	120′(40′)	N	20	Basic	No	No
Militiamen	8	1	4	1	1d6	90′(30′)	L	18	NPC	No	No
Mek	4	16**	96	2	6d10x2	90′(30′)	C	7	Mast.	Yes	Yes
Mujina	4	8*	40	2	1d6x2	120′(40′)	C	11	Comp.	Yes	No
Nightwalker	−6	26*³	169	2	3d10x2	150′(50′) 60′(20′)	C	2	Mast.	Yes	Yes
Nightwing	−8	17*³	94	1	1d6 + 6	30′(10′) 240′(80′)	C	7	Mast.	Yes	Yes
Peasants	9	1	2	1	by weapon	90′(30′)	N	19	NPC	No	No
Pegataur	0	10**	50	3	1d6x2	180′(60′) 360′(120′)	N	10	New	Yes	No
Pegataur Sergeant	1	12**	64	3	1d6x2	180′(60′) 360′(120′)	N	9	New	Yes	No
Purple Worm	6	15*	100	2	2d8/1d8	60′(20′)	N	8	Exp.	Yes	No
Revener	4	10*	55	1	special	180′(60′)	C	10	Mast.	Yes	No
Spectre*	2	6**	40	1	1d8/special	150′(50′)	C	14	Exp.	Yes	Yes
Wererat	9	3*	15	1	1d6	120′(40′)	C	17	Basic	Yes	No
Wyvern, giant	0	7 + 21*	70	2	2d8 + 6/1d6 + 3	90′(30′)	C	12	Exp.	Yes	No
Zargos (NPC)	9	1	3	1	by weapon	120′(40′)	N	18	NPC	No	No

*⁴ This creature has four special abilities.
*⁵ This creature has five special abilities.

MAP I Players' Map: Norwold

Scale: 1 hex - 24 miles
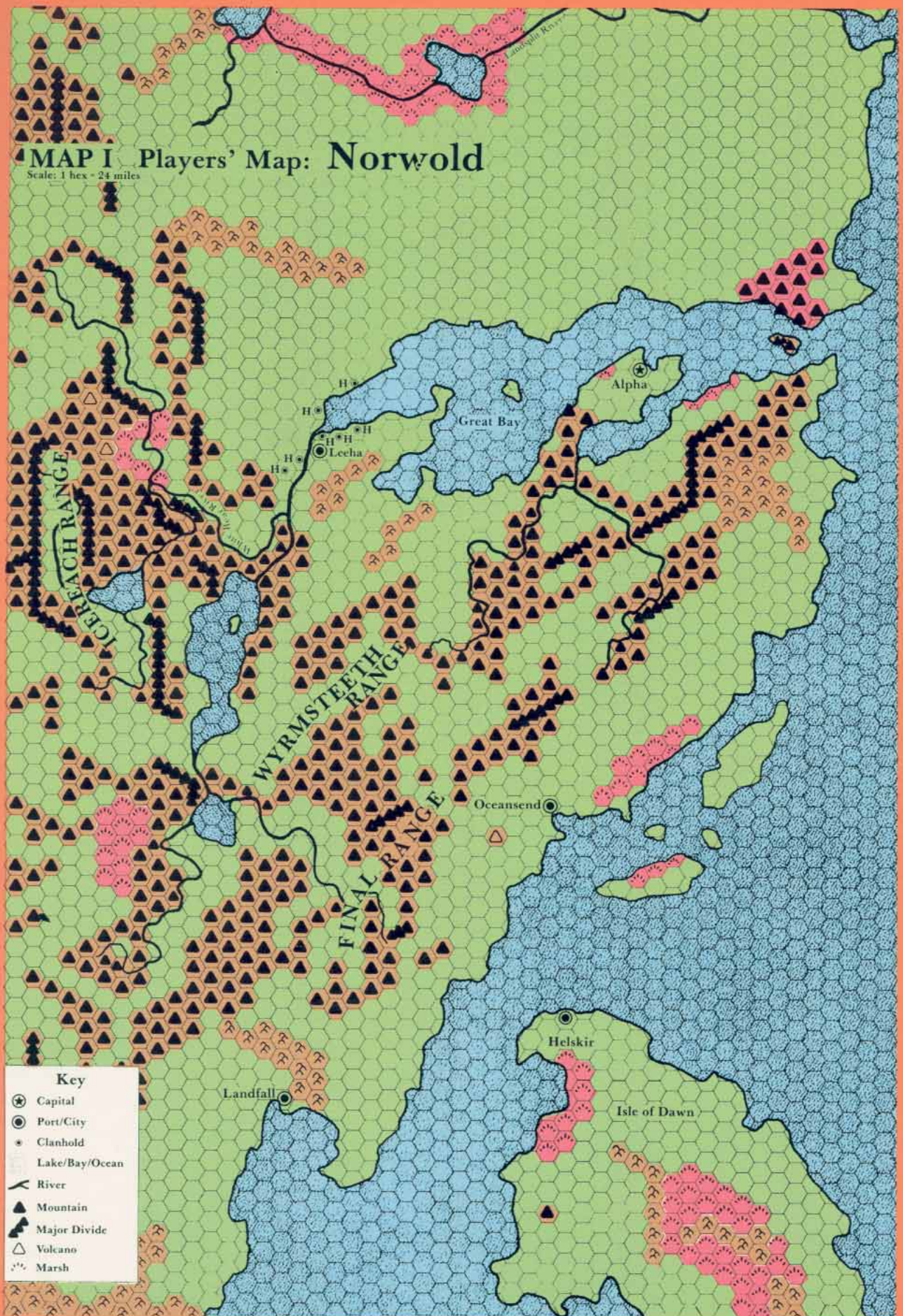
Landsplit River

ICEREACH RANGE

WYRMSTEETH RANGE

FINAL RANGE

H •
H •
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H • H
H • Leeha
H •

Great Bay

Alpha

Oceansend ◉

Helskir ◉

Isle of Dawn

Landfall ◉

Key

- ⊛ Capital
- ◉ Port/City
- ⊛ Clanhold
- Lake/Bay/Ocean
- River
- ▲ Mountain
- Major Divide
- △ Volcano
- Marsh

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