

Rich Stump credits his addiction to the DUNGEONS & DRAGONS® game to his father, who bought the original boxed edition for him. A high-school sophomore in Iowa City, he enjoys a wide range of activities, from wrestling and drama to miniatures painting and artwork for his school newspaper. Rich says he wrote this adventure as a way to get back at all those thoughtless adventurers who enjoy looting and totally destroying every dungeon they enter.

Hirward's Task is an AD&D® game adventure designed for 5-8 characters of levels 4-8. A good mix of character types is strongly advised, but paladins, rangers, dwarves, and gnomes may not be comfortable sparing the lives of Hirward's kobold assistants. A generally neutral party composed of humans and half-orcs will stand the best chance of completing *Hirward's Task*.

The DM should pace the adventure to heighten tension and keep the module moving. Parts of Hirward's complex are empty, but improvised encounters with selected NPCs, monsters, or the air elemental can be easily arranged. The elemental must be carefully and intelligently run to avoid killing off the entire party. Use it to frighten the PCs, not simply to slay them (although this, of course, is still an option).

Hirward's Task is not a standard "hack-and-slash" adventure. The PCs will have to do some fighting to be successful in completing the module, but most of the time they must use their brains to figure out the best way to complete their mission.

The treasure that the characters gain will not be had in the usual way, either. Though the main action of the adventure takes place in the underground laboratories of a powerful wizard, the wizard is the person responsible for hiring the PCs. Thus, the characters involved in this adventure must exercise caution and not destroy or steal any of the items in the wizard's complex. Possibly the only treasure that PCs will gain is payment from the mage for completing the mission — and the mage's goodwill, of course.

HIRWARD'S TASK

BY RICH STUMP

When a wizard makes a mistake, he makes a *mistake*.

Artwork by Richard Bennett
Cartography by Diesel

Adventure Background

You have been traveling for days now, stopping each night at some nameless village for food and shelter. The last two days have been the worst. Rain has fallen nonstop, and the poor footing caused by the muddy ground has upset your pack animals. Tonight you are staying in the village of Leirchmon, in the province of Eren.

The rain really started to come down ("in buckets," as the locals said) around dusk. Now, the rolling boom of thunder and flashes of lightning echo through the small common room of the Brown Mastiff Inn where you are staying. As you quaff flagons of wine and ale, your party is plotting the next day's travel.

After one particularly loud clap of thunder, a worn and ragged-looking man in a brown, hooded cloak stumbles in through the door. He scans the patrons in the tiny room, then saunters over to your table and pulls up a chair with forced casualness.

"You may not know who I am," the man says, "but I know who you are. I am Hirward Histamothus, once high mage to the count of Arrel. I am hazarding a guess that you are all adventurers. If so, I have a business proposition that may be of interest to you." After you ask for him to go on, Hirward continues.

"Earlier today, I had a serious accident in my laboratories. I was attempting to unlock the secrets of elemental power when I made a terrible error and brought a gigantic elemental into my home. Taken by surprise, I could not defeat it, but I hope to find someone who can."

"I would like a group of brave adventurers such as yourselves to enter my complex, located in the Eastern Hills, and dispatch the creature by any means you see fit. If you choose to take up my request, I can see that each of you is the recipient of 4,000 pieces of gold, and will give you six potions to be divided among your group. Do you accept?"

If the PCs want to hold out for more money, Hirward offers to sweeten the pot by up to 1,000 more gold coins per PC and a total of two more potions. If the party accepts, Hirward continues:

"The approach to my home is fairly simple, but you must be observant," Hirward says. "Follow the east trade path along the Thornbrush River into the Eastern Hills. You will come upon Eagle Rock some three leagues into the hills. You will then be in the valley where my laboratory is situated. From this point, you have two alternatives to enter my home. At the base of Eagle Rock is a small guardpost that leads into the complex. It is disguised as a cave. Or, you may enter through a camouflaged river entrance located at the first bend in the river.

"When you do penetrate my complex, please be very careful. I do not relish the thought of anything being ruined in my home, as I own numerous valuable antiques. Also, do not steal anything. You are welcome to try and use anything you find in the labs to get rid of the elemental, but do not remove anything from the premises when you are done. I have many goods of import, and I would hate to devise an impromptu punishment for anyone I catch thieving from my home...."

Hirward produces a document and a pen from under his tattered cloak. "I would like each of you to sign this writ of agreement so that our bargain is legal. It also assures me you give your word that my labs will not be unnecessarily destroyed or my servants slain. I have a number of kobolds and humans under my control, and I do not want them killed. If any of the monsters I have in captivity have gotten loose, kill them if they directly interfere with your task. Otherwise, I ask you to let them be."

Hirward passes the document around the table and attempts to collect everyone's signature. He also assures the party that the scroll is not magically binding.

After safely tucking the parchment away, Hirward gets up from the table. "I trust you will leave as soon as you can — now, if possible," he says. "We will meet here again in three days, which is plenty of time for you to complete your mission. I will pay you upon your successful return. I have but two pieces of advice for you. One: Be careful of what you do, for there are traps inter-

spersed about my abode, and I have no time to give you detailed warnings. Two: Do not take anything from the complex. Good luck, and may your gods be with you!" He pulls his cloak about him and walks out into the rain.

For the Dungeon Master

Over 15 years ago, an unemployed wizard came to the county of Eren seeking a place to reorganize his power. The mage was Hirward Histamothus, once high mage to the court of Arrel until he was discharged by the Count of Arrel himself for "not being of enough assistance."

Hirward was looking for a secluded place where he could build a laboratory and conduct experiments that the Count of Arrel had deemed useless and foolish. In Eren, Hirward found what he was looking for. Nestled among the Eastern Hills was a glen known as Eagle Rock Valley. A small river, the Thornbrush, ran through it, and a copse of trees bordered the valley's southeast corner. As an added bonus, a little-used supply trail crossed the valley.

With the help of two assistants, Hirward conjured up several earth elementals and cast many spells to shape his labs. He diverted the river, added an underground side fork, and camouflaged the fork's entrance. Hirward's elementals dug out the basics of the complex and the escape tunnels on the first level. After rewarding the elementals and sending them back to their home plane, Hirward hired a crew of dwarves to finish up the rough-hewn rooms and corridors of the complex.

Hirward's next task was to find a crew that could do menial labor and chores for him in the labs. Hirward already had a following of humans, but they were either guards or apprentices. Hirward decided not to hire the dwarves because of their dour dispositions; they had constantly grumbled about hours and pay while they worked on the laboratory complex.

Hirward learned of a band of kobolds that were living on the border of Eren. He figured that they wouldn't make bad servants — someone would just have to keep an eye on them. With a small group of guards, Hirward went to find the kobold clan and persuaded them to come visit his complex for a possible job.

Before leaving, Hirward had one of his associates cast a permanent illusion

of the kobold god Kurtulmak in one of the complex's rooms. With a skilled ventriloquist and illusionist, Hirward convinced the tribal leaders that he was friendly with Kurtulmak. He also convinced them that they would gain status in Kurtulmak's eyes if they agreed to work for Hirward.

The kobolds enthusiastically agreed to do so, and they found that Hirward treated them well. They had good pay and good quarters, and Hirward allowed the kobolds to speak with the mighty "Kurtulmak" whenever he "dropped in for a visit." Not one of the kobolds has detected his ruse yet.

Kobolds usually wear only loincloths, with straps and belts to hold pouches and scabbards. All kobolds encountered in this adventure have the following statistics, unless otherwise stated: AC 7; MV 6"; HD 1/2; #AT 1; Dmg 1-4 or by weapon type; AL LE (20% are LN).

The personal statistics (strength, intelligence, etc.) of human NPCs are assumed to be average (11) unless otherwise noted. Humans wear normal clothing unless armor is stated in the text.

Hirward was aware of the problems that might occur when humans and kobolds work together, as neither race bears any great love for the other. Because of this, he decided to lay down some rules for his servants and henchmen. Both humans and kobolds were to cooperate whenever possible or necessary. Those that did were rewarded with extra pay and fringe benefits, while stubborn or disruptive beings were punished. Repeat offenders were usually dismissed from Hirward's service.

To minimize racial strife, humans and kobolds were quartered separately whenever possible. To encourage the kobolds' continued aid, they were allowed to be led by tribal shamans, paid monetary bonuses, and given permission to go outdoors and attack wild animals in the woods if they chose. Most kobolds chose to stay indoors after the first few hunting bands were decimated by the local fauna. The presence of "Kurtulmak" has also encouraged them to cooperate.

Hirward's human workers distrust the kobolds but put up with them and their strange beliefs because of the mage's policy. The kobolds feel the same way, but trust that "Kurtulmak" will make sure that they do not come to harm.

After the construction was completed, Hirward and his associates began man-

ufacturing various magical items and started many experiments in his labs. By sending messengers to nearby towns, Hirward acquired needed supplies and equipment. For years, work at the complex went well.

Hirward had the ambition to create a magical *rod of elemental power* so that he might use it to propel himself into another position of political power. With the services of apprentices and summoned creatures alike, he was close to attaining his goal.

On the next to the last step, however, Hirward inadvertently acquired a cursed magical device (*a censer of summoning hostile air elementals*) and summoned a hostile air elemental from the Elemental Plane of Air. The huge elemental nearly killed Hirward, and it forced him to flee his complex while the monster raged unchecked. Barely alive and shaking with fear at his narrow escape, Hirward began a search to find someone who could rid his home of the elemental. He has no intention of returning until the elemental has been removed.

Hirward is a 15th-level magic-user and is actually 148 years old. Although he appears to be only in his mid-forties, he has magically increased his life span. He has an incredible memory and can remember a near-perfect inventory of what he owns. If the PCs steal any item from Hirward's home, he has a base 30% chance per day of noticing that the item is gone. For every 100 gp of item value up to 500 gp, this chance increases 9%. He has an 80% chance of noticing the disappearance of any object valued from 501-750 gp, and a 90% chance if the object is worth 750-1,000 gp. The absence of any item worth more than 1,000 gp has a 98% chance per day of being noticed. The absence of prominent or obviously placed items (regardless of value) will be noticed 100% of the time. Hirward attempts to track down any missing valuables and will severely punish anyone caught stealing from his home.

There is a 25% chance that Hirward *invisibly* follows the party to his laboratory. If Hirward did not get everyone's signature on his document, or if someone acted suspiciously, he is 85% likely to follow the PCs. Once at the complex, he waits outside, being careful at all times to keep at least 60' of distance between himself and the group.

Hirward Histamothus: AC 1; MV 12"; MU15; hp 37; #AT 1; Dmg by weapon type; S 8, I 17, W 13, D 14, C 12, Ch 16; *bracelets of defense* (AC 4), *ring of protection* +3; AL LN. The DM should provide Hirward with 2-5 additional magical items. Hirward depleted most of his more powerful spells before summoning the elemental and cannot get to his spell books in the complex (though he tells no one of this). Hirward's current spells include *friends*, *light* (x 2), *read magic*, *ESP*, *knock* (x 2), *web*, *fly*, *protection from normal missiles*, *polymorph self*, *wizard eye*, *passwall* (x 2), and *legend lore*.

Eagle Rock Valley

The distance from Leirchmon to Eagle Rock Valley is about 20 miles. For half the distance, the PCs travel through the Eastern Hills. The party can purchase any needed supplies in Leirchmon. However, prices charged outsiders are 140% normal, as Leirchmon is not a very social town. Unless the Dungeon Master desires, there are no hostile encounters on the road to Eagle Rock Valley.

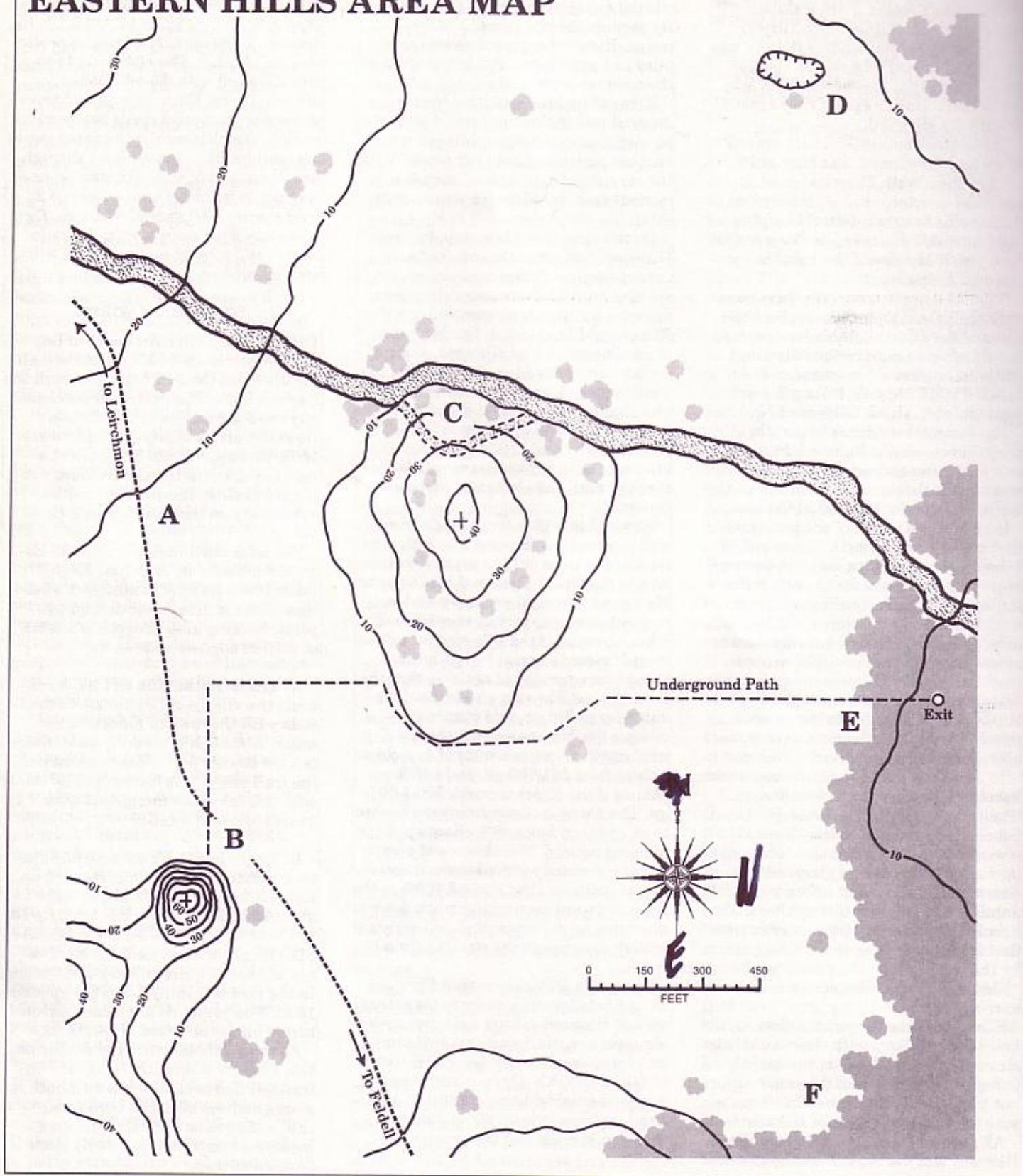
The most outstanding feature in Eagle Rock Valley is, of course, Eagle Rock. It is a natural sandstone formation which stands 90' at its highest point. Nesting atop the rock is a family of normal eagles (see area B).

A. Trade Path. This dirt track connects the village of Leirchmon to the west with the town of Feldell to the south. Although it is rarely used, there is a 5% chance per 12 hours spent near the trail of meeting either 3-12 peasants or a caravan of 1-3 merchants with 7-12 guards (all zero level).

B. Eagle Rock. This large, birdlike rock is made of sandstone. Nesting on its crest is a family of four normal eagles (AC 6; MV 1"/30"; HD 1+3; hp 10, 9, 5, 4; #AT 3; Dmg 1-2/1-2/1-2; SA dive; SD 95% never surprised; AL N). Two are adult; the other two are their young. In the nest is a shiny agate (10 gp) and 16 sp. The eagles do not attack adventurers unless bothered or attacked.

At the northeast corner of the formation's base is a medium-sized cave entrance. Piled around the cave mouth are stones and the bleached bones and skulls of various animals. The cave leads to a guardpost (see Eagle Rock Guardpost map).

EASTERN HILLS AREA MAP



Area 1 is the entrance. It is surprisingly clean, and the footing is good as there are no small stones to cause anyone to stumble. Area 2 is the main chamber. In the back alcove are several crates which contain iron rations, thin blankets, and 20 furs (1-6 gp value each). The floor in here is also very clean and free of dust. Area 3 is the guards' quarters. Normally, only two kobolds and a human are on duty here, but the panic resulting from the loosing of the elemental has caused six more kobolds to flee to the post (hp 3 each; short swords). The kobolds are led by a human named Gorn (AC 5; MV 9"; F2; hp 17; #AT 1; Dmg by weapon type; AL LN; chain mail, long sword).

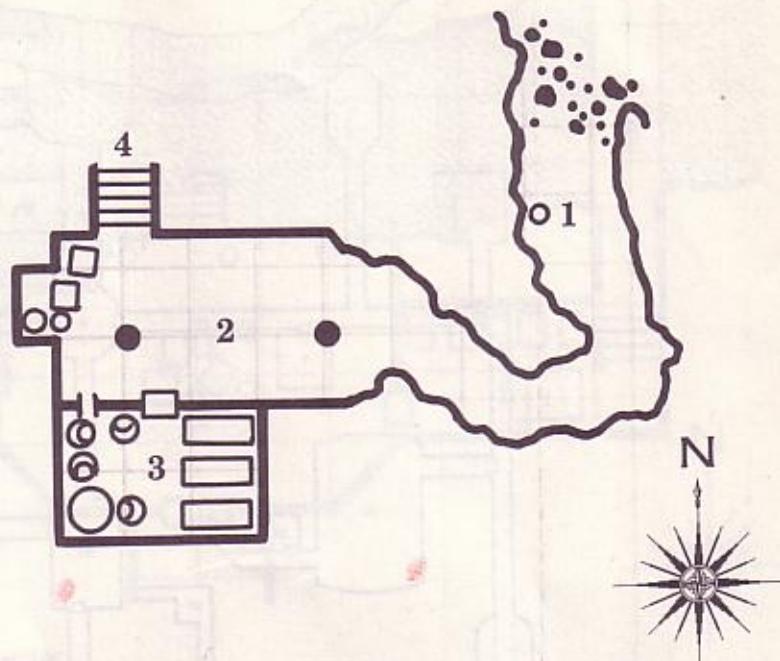
Gorn does not know what happened in the complex. He believes the kobolds did something wrong, and that they are fleeing Hirward's wrath. Gorn has promised not to turn them in, though they have tried to tell him (in a very confused and incoherent fashion) what occurred. Gorn won't let the party pass the guardpost unless the PCs can convince him of the serious problem in the complex. If Gorn is killed, the kobolds put up no resistance.

In the guardroom are three bunks, a table, four chairs, and Gorn's footlocker. The locker contains a long bow, 40 arrows, and 40 gp. The door to this room can be barred from the inside. The stairs (area 4) lead to a secret passage and room 33 on level one of the complex.

C. River Entrance. At this point, the Thornbrush River has been diverted into two forks. The secret entrance to Hirward's complex is well camouflaged by branches and other vegetation, and can be discovered only from the river or by searching the area where it is located. The north fork of the river is 25' deep. The secret fork opens into room 2, but there is a portcullis blocking the river there (see room 2 for details).

D. Sinkhole. This portion of the ground collapsed due to a sudden lowering of the water table several years ago. It is 80' deep, and any who fall in suffer 10d6 hp damage from striking numerous rocks at the bottom of the sinkhole. Currently living in the northern part of the sinkhole are 20 huge centipedes (AC 9; MV 21"; HD 1/2; hp 1; #AT 1; Dmg nil; SA poison; SD -2 on all saves; AL N). They have not even a single copper piece and won't attack unless disturbed.

EAGLE ROCK GUARDPOST



1 square = 10'

E. Secret Passage. This underground passage runs from room 55 to a concealed trapdoor in the forest. The trapdoor is hidden under layers of moss and grass. Any spell or die roll designed to detect either concealed doors or traps allows a chance to locate this door.

F. Stirge Nest. Anyone who ventures into this area is attacked by a pack of 10 very territorial stirges (AC 8; MV 3"/18"; HD 1+1; hp 6 each; #AT 1; Dmg 1-3; SA blood drain; AL N). The stirges attack until either bloated with blood or slain. A stirge drains 9 hp worth of blood before detaching itself.

Just inside the forest is the skeleton of a dwarf, slain only three months ago. The body wears a suit of ring mail, and lying next to the body are a hammer, 17 gp, 5 ep, and a pouch of wolvesbane.

Hirward's Laboratory Complex

All ceilings in the complex are 12' high unless otherwise noted. Light sources in each room are listed in brackets before the room's text. Lamps (lanterns) and torches are as described in the *Players Handbook*, page 102, save that most of

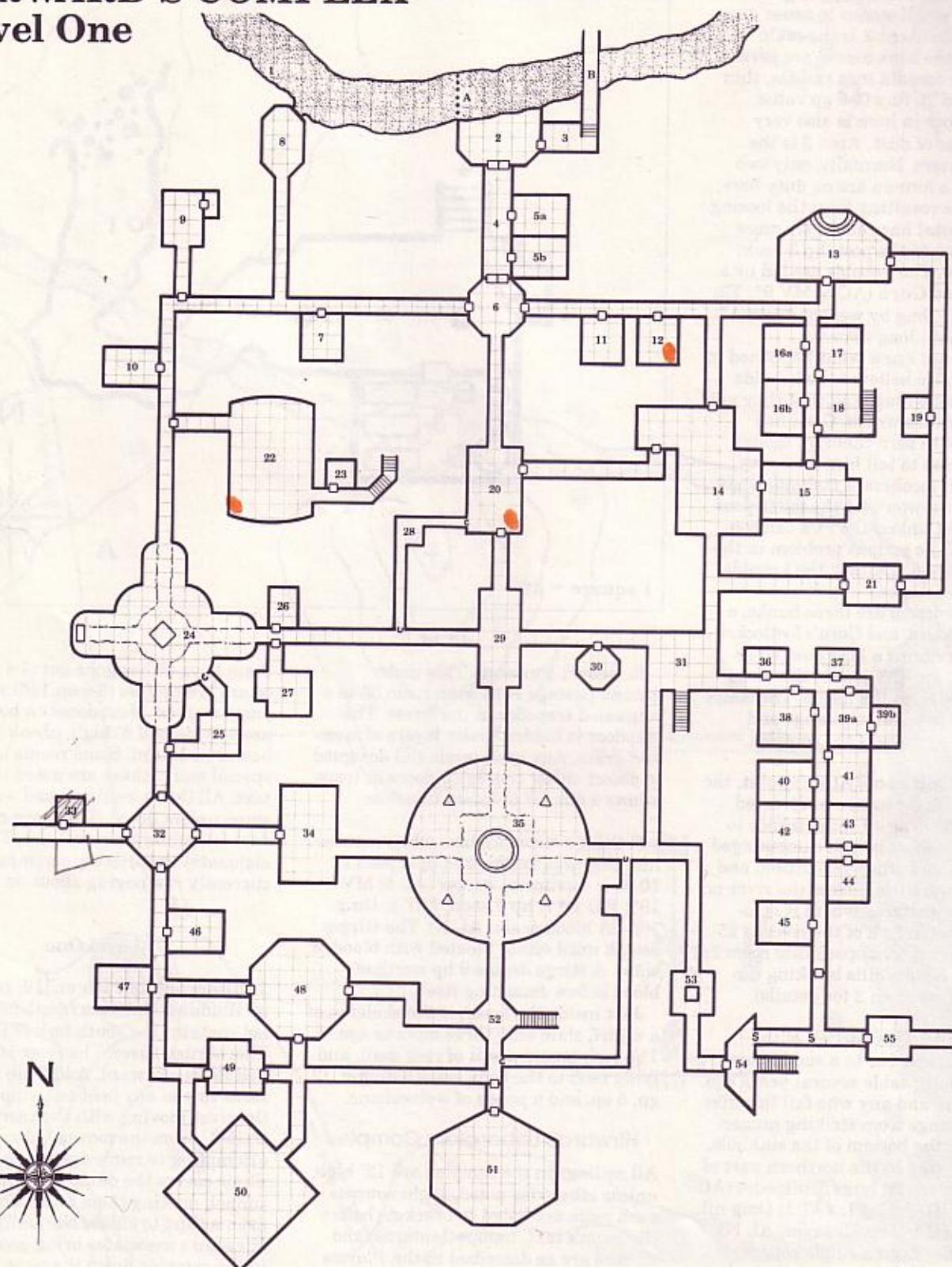
them have either gone out (1-4 on 1d6) or are low on fuel (5-6 on 1d6) when the party arrives. Most doors on both levels are 4' wide and 8' high, of oak or ash bound with iron. Some rooms have special maps; these are noted in the text. All floors, ceilings, and walls are of stone unless noted. There are no random encounters on level one. The air elemental that Hirward summoned is currently rampaging about on level two.

Level One

1. Underground River. [19' ceiling; no illumination] This rough-hewn tunnel contains the south fork of the Thornbrush River. The river is 25' deep and flows eastward. Add 2" to the movement rate of any boat or swimmer in the river moving with the current. Subtract 2" from the movement rate if attempting to move against the current. Slime covers the damp walls of the tunnel, making them impossible for even a thief to climb. Normally, Hirward's associates bring goods for use in the complex down the river by raft and unload them in room 2.

HIRWARD'S COMPLEX

Level One



1 square = 10'

2. River Dock. [15' ceiling; four lanterns, one in each corner] Use the River Dock map for this room. This dock is the drop-off point for goods brought by waterway to the complex. Presently tied up at the dock is a four-man wooden raft. Several empty crates occupy the center of the room, and a large wheel is mounted on the west wall. Tied to the raft is a long pole used for steering.

The wheel on the west wall raises and lowers the portcullis which blocks the river just east of the dock at point A. A total of 17 strength points is necessary to turn the wheel, and it takes two rounds to either raise or lower the portcullis. The gate may be either up or down when the PCs reach this area (50% chance). If it is down while the characters are entering the complex by river, they are 90% likely to crash into the gate unless illumination is being used. A crash does 1-2 hull points of damage to watercraft and 1-4 hp damage to swimmers.

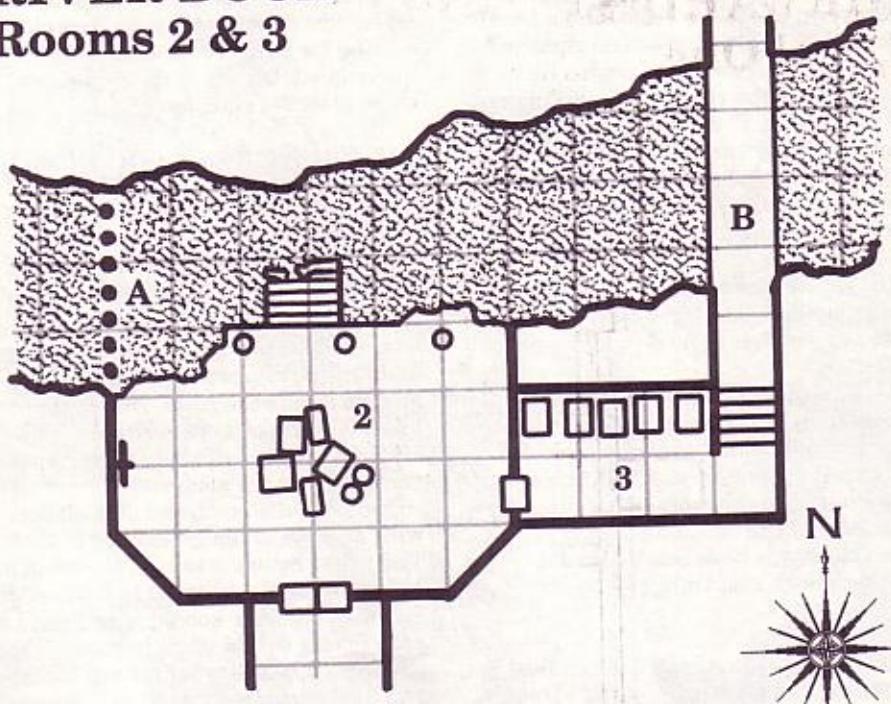
The open catwalk (B) is another defensive measure. Anyone hit while engaging in combat on the walk must roll his dexterity or less on 1d20 or fall into the river. The catwalk was designed to allow archers to fire on invaders if the docks are attacked. It is 12' above the river, and the tunnel ceiling is 7' above the catwalk.

Fearfully watching the double doors to the south are five kobolds (hp 3 each). They have seen the elemental in action and are absolutely horrified by it. If the doors are opened, four of the kobolds immediately hurl javelins. Due to their alertness, the kobolds are only surprised on a roll of 1 on 1d12.

If the party advances through the double doors or arrives in room 2 by the underground waterway, the kobolds run for room 3 and bar the door. Otherwise, they draw short swords and advance on the intruders. If two or more of the kobolds are killed, they surrender.

3. Guardroom. [8' ceiling; no illumination] This is the bedroom of the kobold guards from room 2. It contains five cots. Hanging on the south wall are five short bows and two quivers containing 20 arrows each. Under one of the cots is a pouch containing 28 sp and 37 cp. If the kobolds flee here, they bar the door and overturn the cots to form a barrier (+2 to defenders' AC vs. missiles). Two kobolds use the bows while the others wield short swords. If out-

RIVER DOCK Rooms 2 & 3



manned, they surrender. The kobolds know only that a "giant wind monster" is rampaging through the complex to the south.

4. Sloping Corridor. [no illumination] This passage slopes downward at a 30° angle toward the north, and the doors swing open into room 2 (to prevent any possible flooding of the complex). A dead kobold lies in the corridor. In a pouch by its body are 15 sp and 2 gp. The kobold appears to have been repeatedly hurled against a wall.

5. Temporary Storerooms. [no illumination] Goods brought up from the dock are stored in one of these two rooms before being moved to their proper area. Room 5a is currently empty except for some old linen sheets, but 5b contains a barrel of wine (poor grade), six crates of nonperishable food, and a chest. Inside the unlocked chest are supplies of parchment, quill pens, and various colored inks (30 bottles, value 1-6 gp each). The crates are stamped with the mark of Hirward — an elaborately carved double H.

6. Access Chamber. [one torch on southeast wall] This dimly lit room has exits in all four directions. There is nothing unusual in the room except for a single gold coin on the floor. It was lost by a fleeing guard.

7. Wood Storage. [no illumination] No lights are kept in this room because of its flammable contents. All sizes and shapes of timber fill this room. In one corner of the room, a rack holds eight one-pint flasks of special wood oils. If set alight, each flask acts as a normal flask of oil. The oils have a value of 4 gp per flask.

8. Well Room. [no illumination] This cold and drafty room serves as a water source for the complex. Six empty casks are rolled against the west wall. Water is brought up to the room from the river by lowering a bucket 7' into the (underground) Thornbrush River through a hole in the floor. The bucket is tied to a thick rope, and the rope is attached to an iron ring in the north wall. Up to 100 lbs. of weight can be placed on the rope before the ring comes out of the wall.

9. Cooper and Barrel Storage. [no illumination] Many casks and barrels are strewn about the room, and a good many loose boards have been smashed or splintered. Two dead kobolds lie in the center of the room, and two daggers lie near them. The kobolds were recently slain by the air elemental's wind blast. Neither corpse has any treasure. The closet to the east contains tools useful to a cooper.

10. Wood Storage. [no illumination] This room is a bit larger but is otherwise the same as room 7 in all respects.

11. Living Quarters. [one earthenware lamp] This dimly lit room is the quarters of Medhal, the human dockmaster. He is not here. A bed, table, and two chairs are the room's only furnishings. Under the bed, a footlocker contains clothes, a broad sword, and a leather pouch containing 40 gp and 7 pp.

12. Living Quarters. [five candles] Chanting can be heard coming through this doorway. In the room, a thaumaturge named Yoric is inscribing a spell of *protection from evil* on the floor with colored chalk. **Yoric** (AC 9; MV 12"; MU4; hp 10; #AT 1; Dmg by spells or weapon type; D 15; AL LN) knows the following spells: *magic missile*, *shield*, *protection from evil* (already cast), *continual light*, and *pyrotechnics*.

If the spell-casting is interrupted, Yoric becomes extremely upset. Unless the party immediately tells him of rampaging elemental (which Yoric knows little about but fears greatly), he fires his *magic missile* spell at the person who interrupted him. If befriended, Yoric asks the party to accompany him to see Jehanna (room 84).

This room contains only a bookshelf, desk, and bed. Under the bed, a locked wooden coffer contains Yoric's funds of 315 gp. One book on the shelf conceals a scroll of *wizard mark*. Yoric's spell book is hidden under the bookcase. It contains seven first- and four second-level spells.

13. Small Lecture Hall. [two *continual light* lamps] Small assemblies are often held in this room. At the present time, the hall is empty. Two small lamps are set into the floor in front of the raised platform at the north end of the hall. They cannot be moved.

14. Dining Hall. [four torches] This large chamber contains many long tables and benches that can provide seating for up to 120 people. The hall is unoccupied. On one of the tables are three plates of stale food.

15. Kitchen. [two lit firepits] Two 10' x 20' cooking pits, one each on the south and east walls, illuminate this room. A 20-gallon iron kettle hangs over each firepit. Five kobolds (hp 2 each) have made a stand here against the elemental. They have come up with an ingenious plan to defend themselves, and they put it into action as soon as anyone enters the room. Due to the kobolds' state of hysteria, there is an 80% chance they initially mistake adventurers for the elemental.

One kobold is stationed at each door with an open seven-gallon keg of oil. Their first action is to spill the oil in a 10'-radius circle centered in front of the doorway. Another kobold is stationed at each firepit with a torch in hand. When the doors open, they light their torches and hurl them into the oil at the party's feet. A roll of 11 or better on 1d20 means success. Damage taken from the burning oil is 3d6 hp the first round and 1d6 hp the second round, due to the quantity of oil. The fifth kobold stands in the center of the room and hurls a javelin at the first character through the door.

After this attack, the kobolds have a 5-in-6 chance of noticing that the party is not really an elemental. In this case, they surrender and attempt to make amends. If they are not so observant, the kobolds flee out the door through which the party did not enter. A fleeing kobold must roll 9 or less on 1d20 or slip in the oil as it runs. Each kobold carries a dagger, a javelin, and 5d4 sp.

In the center of the room are two cutting tables and a chopping block. Five boxes of salted meat are stacked in the northwest corner. Many kitchen tools hang on the walls.

16a and 16b. Food Storage. [no illumination] These two rooms contain barrels, boxes, and crates full of different foodstuffs. A careful search of either room for one turn reveals 1-6 sp and 1-4 gp lost by accident when Hirward's servants came to fetch supplies. The crates of food are all stamped with Hirward's double-H mark.

17. Meat Locker. [no illumination] This room has been magically cooled to 40°F to preserve the meat stored here. Some cuts of meat are packaged in boxes and stored on shelves. Six whole sides of beef hang from iron hooks in the ceiling. Most of the meat has been treated for spoilage, but 1 in 20 pieces have spoiled. Anyone who eats a spoiled piece of meat without first *purifying* it has a 75% chance of contracting a mild, acute gastrointestinal disease (as per the DMG, pages 13-14).

18. Wine Storage. [one torch near stairs] A score of full barrels are stored in the northern end of this room. Five barrels contain cheap red wine, two hold cheap white wine, and the rest contain various wines of average grade or better. Each cask is stamped with the runes of Hirward's winery. The staircase at the west end of the room leads down to the access chamber (room 68).

19. Storeroom. [no illumination] Various tools and maintenance equipment are kept here, including pails, buckets, mops, and brooms. Bags of lime and mortar are piled against the south wall; tools for fixing cracks in the walls or floor are stored in a crate. Nothing is out of place.

20. Large Hall. [six lanterns, three each on the east and west walls] It is obvious that a battle has been fought here. Six kobolds and three humans (two in chain mail) lie sprawled about the room. If the PCs check the bodies or cast a *detect life* spell, they find that the unarmored human is unconscious but alive. He is **Adern Awlstaff**, a low-level magic-user (AC 8; MV 12"; MU3; hp 9 (now 2); #AT 1; Dmg by spell or weapon type; D 16; *magic missile*).

Adern tells the party that he and his companions were attacked by "a raging creature that fought like hellspawn." He can also tell the party that one of the other humans has a special *broad-sword +1*. Each kobold has 3d6 sp; Adern and the other humans each have 2d8 gp. He can take the party to the labs on level two if they ask.

The hall was richly decorated, but much of the decor was ruined in the fight. Shreds of banners and three torn tapestries lie on the floor of the chamber. Two *mending* spells can fix one tapestry, but the banners are too ripped to be salvageable.

21. Tapestry Room. [continual light from ceiling] This chamber is adorned with several of Hirward's many tapestries. Four of them are small (4' x 9'), and two of them are large (10' x 16'). The small tapestries have a value of 700 gp each. The larger ones (depicting an elven feast and a huge green dragon) are worth 2,900 and 1,600 gp respectively. The PCs might tear the tapestries (15% chance) if they try to take them off the wall without care. It takes 2 turns to remove the tapestries without damaging them.

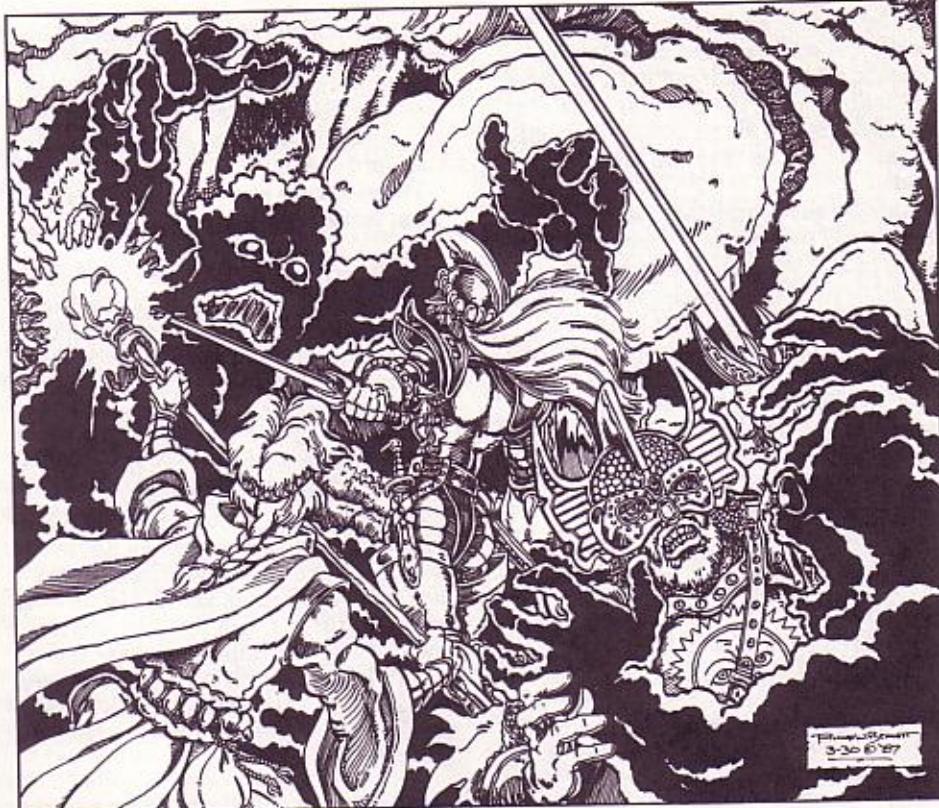
22. Fungus Forest Room. [dim continual light from ceiling] This large chamber looks like a nightmare. Molds and fungi grow rampant, some reaching heights of 8' or more! This is Hirward's experimental garden, where he once tried to cultivate certain fungus and mold plants for use in poisons and potions. Due to long-term neglect, the garden has gotten out of hand, and some dangerous strains of plants have cropped up. Player characters that leave the paths have a 25% chance per round of encountering a plant monster. Roll 1d12 to determine the creature encountered:

Roll	Plant Monster
1	Oblivixax Moss
2-3	Brown Mold
4-6	Yellow Mold
7-8	Russet Mold
9-11	Green Slime
12	Violet Fungi

Any druid or ranger has a 10% chance per level to correctly identify the poisonous and edible fungi in this chamber. None of the special fungi bother the party unless attacked or touched (except for brown mold, violet fungi, and oblivixax moss).

23. Fungi Maintenance Room. [no illumination] Tools and fertilizer are stored here to help cultivate the forest. A *wand of defoliation* (four charges) is kept in a locked and poison-needle-trapped iron box (save vs. poison at -2 or take 6d6 hp damage). It looks like a 1'-long ivory stick and is used to destroy overgrowth in the fungus gardens. The stairs at the east end of the corridor lead down to the guardian's cave (room 56).

24. Marble Garden. [continual light from ceiling] Many exotic and beautiful



flowers grow in this underground nursery. Some of the flora is decorative only; other plants are useful in making salves and poisons. It is up to the DM to determine if the party finds any potentially useful plants.

A huge marble bench carved with bas-relief occupies position A. It is worth over 5,000 gp, but is 6' long, 2' high, and weighs 750 lbs. The bench is nearly impossible to move without magical aid. A dead guardsman holding a shattered long sword lies slumped against the bench. His belt pouch contains 14 gp.

A concealed door in the southeast corner of the room leads to a curved hallway and the plant examination room (room 25).

25. Plant Examination Room. [one lamp, 8' ceiling] Fungi and other plants are taken here from the gardens and carefully examined to learn more about them. The access corridor to room 24 allows a specimen gatherer to retrieve the proper plants without walking in the garden and ruining its beauty.

Two tables almost fill the chamber. Sets of dissecting tools, various beakers and flasks, several thin knives, and a

pair of notebooks lie scattered on the tables. The notebooks contain plant sketches and information on the many plants in the gardens.

26. Plant Preservation Room. [no illumination] Useful plants and fungi sit in jars of solution, ready for use in various concoctions. The jars are made of glass or glazed clay, and 99% of them are clearly and legibly labeled. Examples of possible plants contained in the jars are: "Birthwort," "Mandrake Root," "Death Angel Mushroom," and "Buttercup Petals." If the DM allows, some of these plants may be useful as spell components or for sale.

27. Plant Maintenance Room. [no illumination] Maintenance equipment (shovels, spades, peat moss, and fertilizer) for rooms 24 and 35 is stored here. The equipment is in disarray, as if something fell or was thrown into the tools. There are several drops of kobold blood on the flagstones of this room.

28a and 28b. Service Chambers. [no illumination, 5' ceiling] These tiny rooms are reached from the main corri-

dors by 5'-wide and 5'-high tunnels. The rooms and corridors are suited to the kobolds, who are charged with cleaning and maintaining the complex. The concealed doors are found 50% of the time, if searched for, as they are not well hidden.

Maintenance equipment similar to that stored in room 19 is kept in both of these rooms. A scrap of parchment is nailed to the wall of each room. In faded script, it lists the jobs that need to be done (in the kobold language, of course).

29. Luxurious Hall. [three torches, one each by north, south, and west exits] Beautiful mosaics and colorful banners adorn the walls of this arched hall. The floor is inlaid in a mosaic pattern made of black marble, white marble, and ivory. An empty, brass torch stand lies on the floor near the east exit.

The torch stand lies half across a discarded and bloody short sword. Drops of human blood form a trail leading to room 30. The banners hanging on the walls are of fine make and are worth 30 gp if removed and sold.

30. Storeroom. [no illumination] As soon as any PC opens the door, a human corpse falls out into the corridor! A huge gash in his left side shows where a sword pierced his scale armor. His mace lies in the room. This unfortunate fighter was fatally wounded by the elemental (flying debris can kill, and someone's sword was part of the debris), but he still had enough strength left to enter this room and slam the door before he expired against it.

31. Lounge. [four dim continual light spells] This room is one of the most lavish in the entire complex. The walls have been painted light blue, and the floor is covered with a thin layer of polished black basalt.

Undisturbed in this room are three easy chairs upholstered in velvet (1,200 gp each), a very beautiful and ornate divan (3,750 gp), two maplewood couches (1,900 gp each), and a pair of marble-topped end tables (900 gp each). Though of the highest quality manufacture and very valuable, the furniture is also quite bulky and must be handled with care by would-be thieves.

The floor in the exact center of the room is covered by an 8' x 11' multicolored carpet. Each corner of the room

contains a glass rod with *continual light* cast upon it, set into the floor. The rug is a *carpet of flying*; the command word, however, has been long lost. A *legend lore* spell has a 10% chance of revealing the word ("Aviator").

The staircase at the south end of the room leads to the great hall (room 77).

32. Portrait Room. [one continual light lamp] Sixteen portraits of Hirward and his assistants line the walls, four to a side. They are very lifelike pictures and are worth 400 gp each. They are also fragile and are easily torn.

33. West Guardpost. [no illumination] Normally, two kobolds are stationed here to regulate the passage of goods and people through the Eagle Rock entrance (see Eagle Rock Guardpost). The two bunks and the table have been overturned, and the door is wide open, giving the impression that the room's inhabitants left in quite a hurry. The kobolds were warned of the elemental's rampage and fled the area before it got to them.

34. Trophy and Museum Hall. [three torches] A variety of interesting curios from Hirward's past are displayed in this room. The major exhibits in the hall are a red dragon's hide, some robes from an evil temple, a stuffed winter wolf, a stone rust monster, a depleted *staff of the magi*, and the heads and hides of several deadly monsters. A large brass plaque just inside of each entrance warns visitors not to touch the exhibits.

A special trap has been placed on each showpiece by Hirward. Unless Hirward's name is spoken when an object is moved, the vandal is shocked for 6 hp damage. Rough handling or damaging an exhibit causes a 24-hp firey explosion which affects all within a 10' radius of the exhibit. A save vs. wands for half damage is applicable in both cases, and the displays are not harmed by the explosion.

35. Floral Gardens. [continual light from ceiling] Beautiful show plants and flowers abound in this room. The central area is dominated by a crystal-clear pool of water 4' deep. Unfortunately, a water weird (AC 4; MV 12"; HD 3 + 3; hp 22; #AT 0; Dmg nil; SA drowning; AL CE) has taken up residence in the pool. It lashes out at anyone that comes

within 10' of the pool. Damage equal to its total hit points disrupts the water weird, but it reforms again in two melee rounds. Only a *purify water* spell can slay it. No one is aware of the water weird's existence, as it was recently placed here as a little joke by a mage that Hirward antagonized.

36-45. Kobold Chambers. [1-3 torches each, 8' ceilings] The kobolds hired by Hirward to work in the laboratories are quartered in these rooms. They are wary of the elemental but have not yet been attacked. One kobold is stationed at each end of the long corridor to notify the others if anyone or anything approaches (surprised 1 in 6 times). It is impossible to surprise the kobolds once they are warned, as they arm themselves and take up defensive positions in their rooms. If friendly contact with the kobolds is attempted, they are 60% likely to befriend the party (90% likely if the PCs are accompanied by a human servant of Hirward or a half-orc character). Each adult kobold has personal funds of 3-30 cp, 3-30 sp, and 1-4 gp.

Three male kobolds (hp 4, 3 (x 2)) are stationed in room 36. They are armed with short swords and javelins, and hope to frighten off the elemental by banging an old gong. They bang the gong whenever the door is opened by someone who doesn't knock first.

In room 37, four female kobolds (hp 3 (x 2), 2 (x 2)) are protecting five young kobolds (AC 8; hp 3 (x 2), 2 (x 2), 1 (x 5)). The females each wield a club. They have overturned cots and chairs by the door to form a barrier. The kobolds get +2 to hit anyone climbing over the barrier (only action allowable that round).

Room 38 is unoccupied. Rat bones, small drums, and various other pieces of junk mark this chamber as the kobold youngsters' playroom.

Room 39 is the chamber of the kobold shamans. Five males (hp 3 each) armed with short swords guard the outer chamber (room 39a). The two tribal leaders are **Grudnik** (AC 6; C2; HD 2d4; hp 7; fight as 1-HD monster; club) and the high shaman, **Letcher** (AC 5; C5; HD 5d4; hp 16; fight as 3-HD monster; mace). Grudnik knows the spells *light* and *remove fear*, while Letcher can cast *cure light wounds* (x 2), *remove fear*, *light*, *augury*, *chant*, *resist fire*, and *prayer*.

Both shamans believe that Hirward is Kurtulmak's ally, and that "Kurtulmak" (room 84) is real. In truth, Kurtulmak is aware of the situation, but the deity has allowed the deception to continue for now. At an unspecified future time, Kurtulmak plans to notify Letcher of the true state of affairs, thus sparking a kobold uprising to slay Hirward and all nonkobolds, and gain control of the complex. Grudnik and Letcher handle any negotiations with the PCs.

Room 39b is their sleeping quarters. It contains two cots, a table, and a shrine to Kurtulmak that holds 96 cp, 18 sp, two 20-gp gems, and a pouch containing an additional 103 sp and 41 gp. Letcher wears a necklace of cheap stones worth 40 gp, and Grudnik has an even cheaper necklace worth but 15 gp.

Four female kobolds (2 hp each) and two males (3 hp each), all armed with short swords, guard three kobold infants in room 40. The door is slightly ajar, and a one-pint crock of oil is balanced on the top edge of the door. If no precautions are taken when opening the door, the crock falls on the opener's head (1-2 hp damage, and recipient is covered with oil). One of the kobolds then hurls a torch unless the party shouts friendly intentions.

Four females kobolds (hp 3, 2 (\times 3)) and one male (hp 4) are stationed in room 41. Each carries a club.

Six male kobolds armed with javelins (hp 4 (\times 2), 3 (\times 4)) are in room 42 protecting five youngsters (hp 1 each). A barricade of beds has been set up across the room, providing 50% cover (+4 to AC vs. missiles) for the kobolds. Each adult has three javelins to hurl.

Three female kobolds (hp 3 each) and three males (hp 4 each) guard the tribal armory in room 43. Hanging on racks in this room are 12 short swords, eight hand axes, 18 javelins, nine clubs, and six daggers. Three wooden shields and five flasks of oil in ceramic jars lie on the floor.

Three male kobolds armed with clubs (hp 4, 3 (\times 2)) guard two young kobolds in room 44.

A kobold champion, **Yob Blackspine** (AC 5; HD 1; hp 6; chain mail shirt, short sword) lairs in room 45. He is protected by three guards (hp 4 each) armed with javelins and clubs. Yob wears a bone necklace that has a key strung on it (value 35 gp). The key fits the lock of the chest that holds the

tribal treasure — 200 sp, 88 gp, 7 pp, six 10-gp tigereyes, and a *potion of sweet water*. Yob nervously parleys with adventurers, offering them information on the complex or events in it for 1-4 gp per question.

46. Storage. [no illumination] This room is cluttered with odds and ends of no practical use to the PCs: soiled clothes, cracked jugs, several mismatched boots, a worn leather strap, and so forth.

47. Storage. [no illumination] This room contains a similar variety of junk as room 46, but 5-10 rounds of searching reveal five flasks of oil and 2d8 gp.

48. Minor Library. [four magical torches, two lamps] This brightly illuminated room contains books and volumes on many arcane subjects. Two *permanent unseen servants* inhabit the room, ready to fetch books when asked. The party will only be aware of them if the PCs can see invisible objects or voice a desire to find a book. Though many of the books make excellent reading, none are really useful to the PCs unless the DM so desires.

The torches on the walls are magical. They "burn" continuously unless *dispelled* (vs. 8th-level magic). The flames are not hot, and the magic is just a variation of the common *continual light* spell. Six reclining chairs are provided for comfort while reading. The elemental has not entered this room.

49. Empty Chamber. [no illumination] This chamber is currently empty. There is nothing of interest in it unless the PCs are intrigued by blank walls and dusty floors.

50. Multipurpose Room. [no illumination, 16' ceiling] This room has served various purposes over the years. It was last used as the site of a large party, and six tables are pushed against the walls. Twenty-eight chairs rest upside down on the tables. Littering the floor are many pieces of ribbon, cloth, and other debris not cleaned up after the celebration. The formerly festive atmosphere is marred by the sight of death. Two chain-mail-clad humans and an unarmored kobold, covered with bruises, lie on the floor. The humans each have a long sword and 5d6 sp; the kobold has four daggers and 4 gp.

51. Game Room. [one lamp] Off-duty kobolds and humans come to this chamber to while away their free time. It is furnished with five tables for cards and dice games. A half-filled barrel of cheap beer is close to the tables. Spread on the floor near the barrel are nine pewter mugs. Several targets for knife and dart throwing decorate the south and southeast walls. Along the northeast wall are six plush divans for resting (Hirward treats his servants well!).

Presently, two kobolds (AC 8; hp 3 each) are hidden behind an overturned divan. Each has a dagger and 2d6 sp. Neither kobold shows itself to the adventurers. They attempt to flee if discovered and attacked.

52. Access Chamber. [no illumination] This room is unremarkable except for the garbage that is strewn all over the floor. It holds nothing of interest to the PCs. The elemental blew the junk into this room from other areas of the complex. The stairs going down to the east lead to a hallway near a guardroom (room 88).

53. Dais Chamber. [*continual light* from dais] The chamber is empty except for a sword which hangs, apparently unsupported, in mid-air above a raised, 10' \times 10' platform in the center of this room.

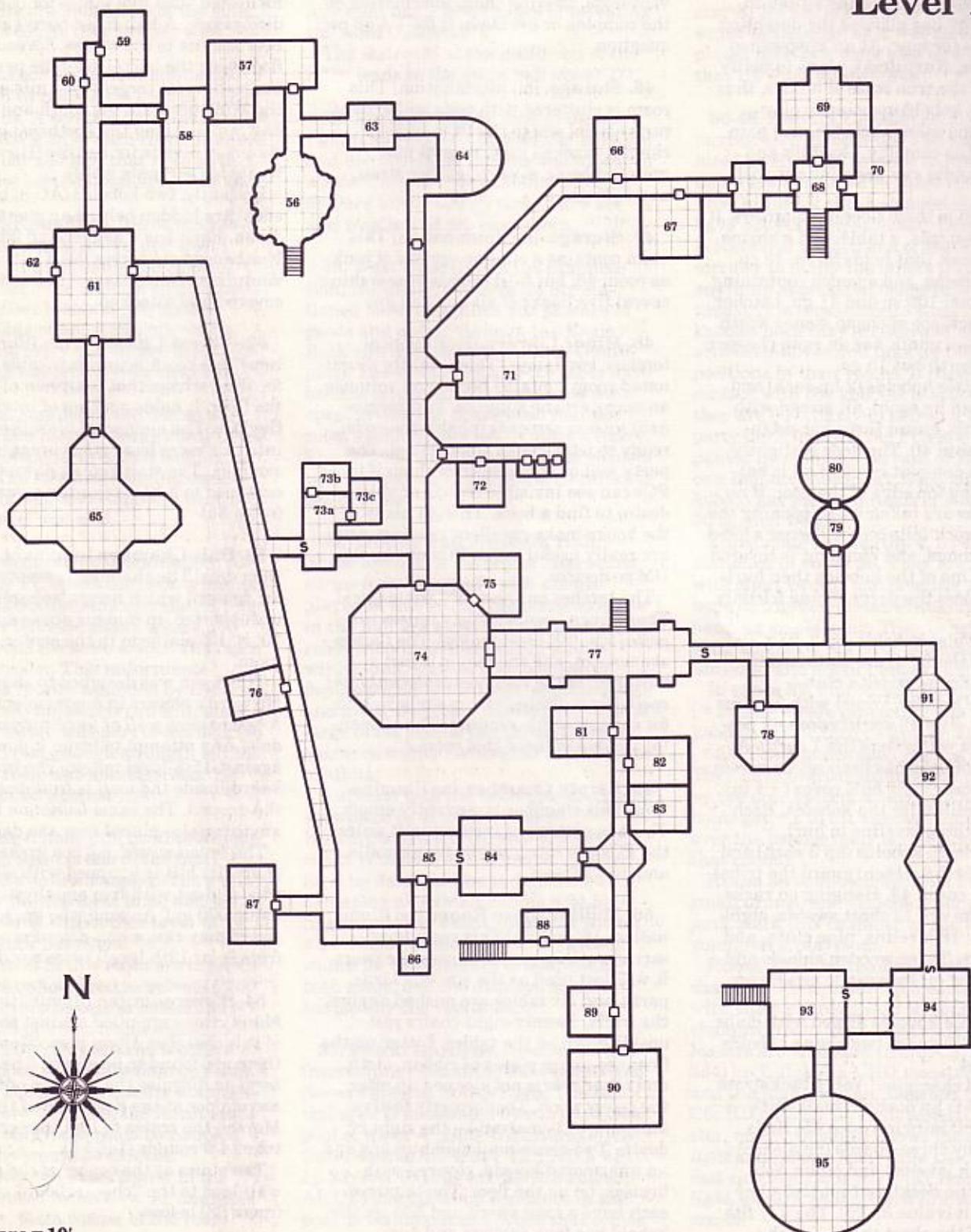
This room was designed to show off Hirward's powers in a nonviolent way. A permanent *wall of force* surrounds the dais. Any attempt to bring it down is against 15th-level magic. The broad sword inside the *wall* is *levitated* 3' off the ground. The same *levitation* affects anything else placed over the dais.

The *broad sword* +2 is a great work of art. Its hilt is wrapped with silver wire and set with five amethysts (total value 900 gp). Anyone who grasps this sword may cast a *non-detection* spell from it (at 12th level) twice per day.

54. Storeroom. [no illumination] Many crates are piled against the walls of this chamber. Upon inspection, all of them are found to be empty. The crates serve to disguise the location of the secret door at the north end of the room. Moving the crates to find the secret door takes 4-9 rounds (1d6 + 3).

The stairs at the center of the east wall lead to the "checkerboard room" (room 93) below.

HIRWARD'S COMPLEX Level Two



1 square = 10'

55. East Guardroom. [one torch] A lone human named Arreglos stands watch here, protecting the secret passage. **Arreglos** (AC 4; MV 9"; F2; hp 17; #AT 1; Dmg by weapon type; S 16, D 15; AL N) wears chain mail and carries 20 sp and 8 gp. He does not know about the elemental, but he saw Hirward hurriedly leave the complex by the passage leading east.

Arreglos won't let anyone exit the complex by this corridor and won't leave his post unless forced to do so. He knows about the secret corridor to room 54 and may tell PCs about it to get rid of them — but reports them to Hirward at a later time.

Level Two

Roll 1d6 for each turn the PCs are on level two of the laboratory complex. If the result is a 1, roll 1d6 again to determine who or what is encountered. Encounters 2-5 are met only once; count future rolls of these numbers as rolls of 1.

1. 1-4 normal rats (AC 8; MV 15"; HD 1/4; hp 2 each; #AT 1; Dmg 1; AL N). They flee from any group of more than two PCs or anyone that carries an open flame.

2. Endivic, an elven warrior (AC 5; MV 9"; F1; hp 6; #AT 1; Dmg by weapon type; AL N; *long sword +1*). He is an old friend of Hirward and is scouting for Jehanna (room 84) and carries 9 gp.

3. Bardel, a scribe (AC 10; MV 12"; zero-level human; hp 3; #AT 1; Dmg by weapon type; AL N; dagger). He has left his chamber (room 73) and is looking for help and protection from the elemental.

4-5. A lone kobold (hp 4; javelin). He is lost and scared, and carries but 19 cp.

6. The air elemental (see description at end of adventure).

56. Guardian's Cave. [no illumination] Lairing in this rough-hewn chamber is a basilisk (AC 4; MV 6"; HD 6+1; hp 31; #AT 1; Dmg 1-10; SA gaze; AL N). This horrid creature was put here by Hirward to act as a watchdog for the laboratory areas and to restrict unnecessary travel between the labs and room 22 at the top of the stairs. The basilisk is awake only 50% of the time, as it has become lazy from good treatment.

A stout iron chain, 25' long, tethers the basilisk to the middle of the west wall. Thus, the safest way to cross this

room is to feel one's way along the east wall without a lamp or torch, since looking at the basilisk is hazardous. The reptile wears a silver-iron collar (2,750 gp) enchanted with a *protection from normal missiles* spell.

A corridor leads south from this room to a flight of stairs. The stairs ascend to a corridor outside the fungi maintenance room (room 23).

57. Storage Lab. [no illumination] New materials, as well as finished or abandoned projects from the laboratories, are stored here. Crates and boxes containing everything from iron bars to weak acids to brass scales are kept in the northeast corner of the room. The actual contents of the crates should be determined by the DM if necessary.

The western half of the room once contained several tables and benches covered with completed potions and other items. The tables have been overturned, and broken glass, ceramic shards, and a multicolored pool of liquid cover the floor. A careful search of the mess reveals one unbroken flask containing a *potion of extra-healing*, and a ceramic vial filled with a mild acid (1-6 hp damage if used as a weapon).

58. Botany Lab. [no illumination] The overturned benches, scattered plants, and broken glass seem to indicate that something big came barreling right through this room. Several jars containing plants are still unbroken, but none are useful to the PCs. Sprawled under a pile of broken equipment and plants are two dead kobolds and an unconscious human named **Borlag** (AC 10; MV 12"; zero-level human; hp 4 (now 1); #AT 0; Dmg nil). Borlag regains consciousness 1d4 rounds after player characters first enter the room.

Borlag tells the PCs that a huge tower of wind came whirling through the room and killed his kobold assistants. He was knocked unconscious when a lamp hit him in the head. Borlag wants to go to the Great Library (room 74) for help.

59. Magical Lab. [one lantern] The door to this room is locked from the inside. If PCs pound on the door, the occupants answer. **Mrem Torlac** (AC 10; MV 12"; MU2; hp 5; #AT 1; Dmg by weapon type; dagger) and **Weren Loarstone** (AC 8; MV 12"; MU6; hp 21;

#AT 1; Dmg by weapon type; dagger +1) were both warned when the elemental was inadvertently summoned. The spells that Mrem has remaining are *unseen servant* and *enlarge*. Weren has the spells *comprehend languages*, *light*, *preserve*, *audible glamer*, and *haste*, and the cantrips *stir*, *polish*, *freshen*, and *gather*.

The pair were at work completing a potion when the attack occurred. The only things of value in the room, aside from magical ingredients for potion-making, are two glass flasks, each containing *potions of invisibility* (each mage has one), Weren's *dagger +1*, and a scroll of *dispel magic* at the 9th level of magic use.

60. Storeroom. [no illumination] Extra equipment, not needed at present, is stored in this room. Alembics, flasks, burners, charcoal, and many other items are stored in carefully stacked boxes.

The door to this room is open. Occupying the room are two stirges (AC 8; MV 3"/18"; HD 1+1; hp 9, 6; #AT 1; Dmg 1-3; SA blood drain; AL N) that escaped from the main lab (room 61). They attack any warm-blooded creatures that enter the room.

61. Main Lab. [three torches, one lamp] Ten long trestle tables covered with supplies take up most of the space in this room. There are several experiments and projects lined up on the tables, some only half finished. If PCs search for two turns, they find two vials of type A ingestive poison, a *potion of mammal control*, and some silver weights worth 60 gp. Nothing else in the room has any real value.

This room also contains two cages made of iron. The smaller cage has broken open and is empty; the larger one sits in a corner of the room and contains a giant poisonous snake (AC 5; MV 15"; HD 4+2; hp 25; #AT 1; Dmg 1-3; AL N) that has had its venom sacs removed — though this is not immediately obvious.

62. Rest Area. [one lantern] Four lawful-neutral humans are hiding in this room. They were warned of the elemental's rampage and have taken refuge here. They are **Vegel** (AC 9; MV 12"; zero-level human; hp 3; #AT 1; Dmg by weapon type; knife); **Elland** (AC 10; MV 12"; zero-level human; hp 2; #AT 1; Dmg by weapon type; dagger),

Nord (AC 3; MV 6"; F1; hp 8; #AT 1; Dmg by weapon type; broad sword, splintered mail), and **Zerboc** (AC 7; MV 12"; MU6; hp 16; #AT 1; Dmg by spell and weapon type; staff). Zerboc has the following spells committed to memory: *magic missile, write, preserve, shatter, item, and material.*

The refugees first try to parley with the adventurers for news of the dangerous elemental. If attacked, Nord, Vengel, and Elland protect Zerboc, and all four fight to the death. Each of the men has 2-16 gp.

63. Workshop. [no illumination] This room was used for the construction of simple objects. Two tables, a box of iron rods, several hammers, a pile of lumber, and many tools litter the room. In the corner of the chamber is a portable forge, weighing 250 lbs., that magically heats up when used. Four dead kobolds and a dead human lie on the floor of the room, metalworking tools still in their hands. Each wears a leather apron but has no cash.

64. Construction Chamber. [two candles] Hirward was working here when he accidentally summoned the air elemental. Sixteen candles of various colors, on brass stands, are scattered about the room. The curved east wall is scorched and blackened, and the floor near the east wall is caked with dried blood from a slain kobold.

The room also contains a lectern supporting a large, unreadable book, and an iron vise on a stand clamping a simple gold ring. In the center of the room, a broken thaumaturgic triangle surrounds an overturned (but still burning) censer made of electrum. Hirward intended to use it as a *censer of controlling air elementals*, but it is really a *censer of summoning hostile air elementals*.

The magical censer acts as a gate. If it is destroyed or broken (by a *rod of cancellation*, for example, or by smashing it with crushing blows), anything previously summoned through it will be sucked back through the remains of the censer to the creature's home plane. This would effectively rid the complex of the elemental.

65. Alchemical Lab. [eight torches, one lantern] The door to this room is barred from the inside, though 30 hp damage from an axe or mace can break

it to pieces. The furnishings of this irregularly shaped chamber include a row of 24 eight-gallon urns, two large vats, several tables, some open boxes, and rows of shelves containing glass equipment, many chemicals and infusions, and several alchemical preparation manuals.

Busily working here is **Arnex**, a deaf alchemist (AC 9; MV 12"; ALC8; hp 19; #AT 0; Dmg nil; AL N). He is quietly preparing some *dust of appearance*, of which one pinch is already completed. Near Arnex are six lemon-flavored healing potions (two were not done correctly and heal only 1-4 hp) and a flask of red liquid which is a type C ingestive poison. Arnex ignores intruders as long as possible unless they try to steal any of the completed potions. See the Best of DRAGON® Magazine Anthology, Vol. III, for detailed information on the alchemist NPC class.

Since Arnex is deaf, he answers all questions with "What did you say?" or ignores the speaker. To converse with him, PCs must write their questions on parchment and hand them to him. He is not aware of the elemental's rampage.

66. Quarters. [no illumination] This room contains five bunks, a table, and some chairs. Hiding under one of the bunks is an apprentice brewer named **Berg** (AC 8; MV 12"; T1; hp 4; #AT 1; Dmg by weapon type; dagger). Berg is only 16 years old, and he is very frightened by the elemental. He will not leave the room unless forced. Berg was taught his thieving skills by the brewmaster and has only 5 gp and 8 sp to his name.

67. Quarters. [no illumination] Six bunks, a table, and five chairs are the spartan furnishings in this room. A careful search reveals 6-60 sp, three short swords, 8 gp, and a thin, leather-bound, magic-user's spell book containing five random first-level spells.

68. Access Chamber. [one torch] The floor of this room is littered with scattered bits of wood. All the doors are battered, and the west door is halfway off its hinges. The smell of fermenting wine and beer is strong in this room. A staircase leads to the wine storage area (room 18) above.

69. Hirward's Brewery. [four lanterns] Taking up most of the space in this room are several vats, a number of

crates, two wooden hoppers, and a tool rack. Four men, the brewmaster and three apprentices, are hiding behind the vats that line the west wall. **Helgath** (AC 8; MV 12"; T3; hp 12; #AT 1; Dmg by weapon type; AL N; short sword, two daggers) is the master brewer. The apprentices (AC 8; MV 12"; zero-level humans; hp 5 each; #AT 1; Dmg by weapon type; AL LN) each wield makeshift clubs. Each man wears a leather apron.

Helgath is not very honest; he lifts money whenever he can. He has stashed 87 sp and 40 gp behind a loose stone in the north wall. The men call out to the PCs, but defend themselves if attacked. They know very little about the elemental but fear it greatly.

70. Wine Storage. [one torch] This room, like rooms 68 and 69, is permeated with the aroma of wine and beer. Twenty full barrels and casks are stacked against the east and north walls. The quality of the beverages ranges from below average to very good. One particularly large cask near the north exit is precariously balanced and will fall 85% of the time if bumped or jostled. Anyone standing within 10' of the north doorway is "attacked" by the falling cask as if by a 4-HD monster. Anyone hit by the cask suffers 1-6 hp damage.

71. Guard's Quarters. [one lamp] Eighteen bunks line the walls of this room. Two round tables with six chairs each are in the center of the room. Most of Hirward's hired mercenaries and guards sleep here. The elemental passed through this room recently, which is fairly obvious from the overturned chairs and three dead humans on the floor. Each deceased fighter has 5-20 sp. A search of the bunks reveals a total of 9-90 more sp in various secret hoards.

72. Cellblock. [one torch] The outer room is the guard station for the complex's small jail. A large table, desk, and four chairs are the room's only furnishings. Slumped over the desk lies a portly human clad in studded leather armor. At first glance he appears to be dead, but his snoring gives him away. **Pechout** (AC 6; MV 9"; F1; hp 9; #AT 1; Dmg by weapon type; AL LN; hand axe) is the jailer. He carries 16 sp, 2 gp, and a ring of keys that opens the cells.

Pechout is aware that there is a problem, but he has decided it doesn't have anything to do with him and has gone to sleep. The center desk drawer contains a ledger of everyone who has been imprisoned in the last six months. Only five names are written in it.

There are three cells in the block. The first two are empty, but the third contains a very beautiful female human. **Gwynn** (AC 10; MV 12"; MU2; hp 5; #AT 1; Dmg by weapon type; AL CN; knife) claims she was unfairly imprisoned and tortured, but she was really jailed for stealing magic components and selling them in other towns. If the need arises, Gwynn defends herself with a hidden knife. She leaves the jail area and tries to escape the complex if released.

73. Scribe Quarters. [no illumination in 73a and 73b; one lamp in 73c] The main chamber of this area (73a) has papyrus and books spread all over the floor. At one time, they were neatly stacked. A large table rests against the wall that contains the secret door. Both rooms 73b and 73c are very spartan. Each contains only a bed, writing desk, and chair. The desks are filled with ink bottles and pens.

Hiding in room 73c is **Lim** (AC 10; MV 12"; zero-level human; hp 4; #AT 1; Dmg by weapon type; AL LN; knife), one of the scribes. He surrenders unless he is attacked. All Lim knows about the crisis is that another scribe, Bardel, has gone for help (see random encounters for level two).

74. Great Library. [*continual light* from 15'-high ceiling] This immense chamber is richly decorated. A thick, plush carpet covers the floor, and the tables and bookcases are made of highly polished walnut. A statue of a robed man deep in thought occupies the center of the room. Voices can be heard coming through the closed door leading to room 75.

Stored in the 12'-high bookcases are no less than 20,000 leather-bound volumes, each of which could bring 5-60 gp in any city. The books are all labeled, and a catalog system can find any book for a potential reader in 3-6 rounds — so long as the title or author is known.

A careful search of the library reveals one of the following books every two hours:

- a tome on various ways to summon elementals;
- a 1st-level magic-user's spellbook with the name "Ahoya" written on the cover, containing five random first-level spells;
- a red book with a 15th-level *fire trap* that explodes for 16-19 hp damage if opened (a small tag on the book reads "DO NOT OPEN");
- a *tome of understanding*;
- a blank book containing a forgotten scroll of gust of wind (9th level of ability); and,
- a black book that causes readers to save vs. spells or take a -1 penalty to all saves until a *remove curse* is cast upon them, as the book is cursed. The baneful books are kept only as curios, and none of the above books are listed in the magical file. It will be 8 + 1d8 days before any books taken from this room are missed.

75. Study. [two lanterns] This room is richly decorated, much in the same manner as room 74. Six valuable vases of gnomish work (160 gp value each) add to the room's elegant decor. In the northeast corner, a suit of gnome-sized plate mail holds a 5'-long halberd. The plate mail suit is supported by an internal wire framework.

Four humans are seated at a round table, debating what course of action to take against the elemental. The elderly man in yellow garb is **Darrin** (AC 9; MV 9"; MU9; hp 28; #AT 1; Dmg by spell or weapon type; AL N). His assistant, a beautiful woman named **Ahoya** (AC 10; MV 12"; MU4; hp 12; #AT 1; Dmg by spell or weapon type; I 16, Ch 16; AL LN; dagger), is seated to his right. **Vonrall** (AC 5; MV 9"; C6; hp 35; #AT 1; Dmg by weapon type; AL LN; mace, chain mail) is the tall man in religious garb. Guarding the door with a loaded heavy crossbow is the dock warden, **Medhal** (AC 5; MV 9"; F4; hp 27; #AT 1; Dmg by weapon type; AL LN; chain mail, crossbow, axe).

They know the elemental is free and dangerous, but they have no magical weapons with which to fight it. Darrin has memorized the following spells: *affect normal fires, enlarge, shield, know alignment, scare, material, plant growth, and stoneskin*. Ahoya can remember *grease, levitate, and protection from evil*. Vonrall, the complex's only cleric (a servant of Primus — *Monster Manual II*, page 91), has *bless, cure light*

wounds, sanctuary, hold person, and dispel magic.

If anyone enters the room, Medhal shouts "Halt!" and aims his crossbow directly at the intruders if they proceed farther without permission. Darrin casts *know alignment* and tries to parley with any good or neutral parties. If they are given no alternative, they fight to the death. Otherwise, they try to talk the PCs into looking for Jehanna (room 84). These four will not accompany the PCs, however, as they fear for their safety.

76. Storage Room. [no illumination] This chamber contains lab equipment, chairs, two tables, tools for maintenance and other odds and ends. Nothing in the room is useful to the party unless the DM desires.

77. Great Hall. [four torches, 15' ceiling] This huge chamber is decorated in a grand, ornate style. The floor is of polished marble, and lavish tapestries hang against the walls. Four more tapestries lie on the floor, and one of them is torn (the work of the air elemental). In each of the room's five alcoves stands a suit of plate armor with a broad sword clenched in its gauntleted hands. Two of the suits have been knocked to the floor.

The suits of plate armor are strictly ornamental, though an enterprising adventurer may try to wear one of them. In actual combat, they protect as AC 3. Any PC wearing one of these suits who is hit by a roll of 19 or 20 must save vs. crushing blow at -2 or the armor falls apart.

A secret door is hidden behind the upright suit in the alcove at the far end of the room. The portal is activated by pressing a floor knob located next to the suit's left foot. A knob in the same place on the other side of the door can also open it. Casual inspection of the armor gives a 10% chance of noticing the knob.

The stairs in the north wall of the room lead to the lounge (room 31) on the level above. A blood and ash smear stains the marble floor in front of the south exit.

78. Hirward's Private Lab. [no illumination] The door to this room has been *wizard locked* at the 15th level. Though it is unlikely that PCs will be able to enter this room, details are given in case they do.

This chamber is a jumble of alchemical and magical equipment. Four tables



and three benches are covered with alembics, flasks, bottles, chemicals, and all sorts of tools. A locked chest hidden under one of the tables is trapped with a poisoned needle. It contains nine potions: three of *healing*, two of *mammal control*, two of *water breathing*, one of *diminution*, and one *elixir of health*.

A locked wall cabinet contains a set of crystal flasks (total value 200 gp), two silver stirring rods (20 gp), four vials of magical scroll ink (400 gp), and a small wooden box. The box is locked, and contains two jars of *Nolzur's marvelous pigments* and a brush. If the lock of the box is picked, two poisonous darts shoot out when it is first opened.

With diligent searching (one full turn), the jumble of equipment may yield 1-3 sets of spell components for any first- or second-level magic-user spell. Hirward will be *very* upset if anything is taken from his lab!

79. Preparation Chamber. [one magical torch] The walls of this round chamber are stained a dull black and covered with many cabalistic symbols. The symbols do not detect as magic. An intricately carved clothes rack bears

three black robes with gold trim. Four silver stars decorate the right shoulder of each robe. On the floor next to the rack is a wooden box. It contains 18 tallow candles plus many colored chalk sticks and four small packets of herbs.

The magical torch will not go out unless a *dispel magic* is cast upon it. This merely snuffs out the torch for 3-18 rounds.

80. Summoning Chamber. [five candles] A 10'-wide pentagram and thaumaturgic triangle are the dominant features of this chamber. Stationed at each point of the star is a magical, ever-burning candle. A gold censer (value 500 gp) filled with charcoal rests in the pentagram's center.

A small wooden podium with a thick book upon it is pushed against the southern wall 6' to the west of the door. The book is blank except for three spells: *blind*, *dismissal*, and *dolor*. It has an aura upon it that allows Hirward to track it down if it is stolen. Hirward used this chamber to summon various extraplanar creatures.

81. Quarters. [no illumination] The

door to this room is wide open. The five bunks, two tables, and seven chairs inside are in a state of disarray. The bodies of two humans clad in scale armor lie near an overturned table. A search of the room reveals 47 sp, 19 gp, a long sword, four hand axes, and a dagger.

82. Quarters. [no illumination] This room housed four mages. While it is furnished with the usual beds, table, and chairs, it also contains a long, heavy trunk and two empty lanterns suspended from the ceiling by brass chains. A complex diagram depicting the relationship of the Inner Planes to each other has been chalked onto the north wall. A dead human in robes lies slumped over the trunk.

The trunk contains clothes, material spell components (for first-level spells only), and a sack. In the sack are 16 tigereyes (10 gp each), 75 gp, and a burned-out wand. The trunk's false back conceals four identical spell books and a book of cantrips. Each spell book contains five random first-level magic-user spells, and the fifth book contains six random cantrips.

83. Quarters. [no illumination] The door to this chamber has been ripped off its hinges. Inside the room are three overturned bunks, four broken chairs, a table, and a footlocker. A dead human in yellow robes lies under the table, and the body of a fighter with a bent broadsword lies in a heap in the northeast corner of the room. A broken lantern lies beside him.

The only item of interest in this room is the footlocker. It contains three pouches with 15 sp and 18 gp in each, clothing, and a brace of very sharp knives. There is a 10% chance of encountering the elemental in this room. Or, if the PCs have not yet encountered the elemental, and the DM feels the pace of the adventure will be better served, it *will* be encountered in this room.

84. Kurtulmak's Throne Room. [four braziers, *continual light* spell from throne, 14' ceiling] This dim room is painted with frescoes of exaggeratedly large armored and armed kobolds. Four copper braziers cast an unsteady light in the room. The door opening out into the hall is locked and shows signs of being battered. Only 20 hp damage from a blunt or chopping weapon are

necessary to break down the door.

The dominant feature of the room is a huge throne made of gold and studded with hundreds of gems. It glows with its own reddish light. One round after someone opens the door into this room, a 7'-tall kobold covered with steely scales appears on the throne. It clutches a spear and appears to have a nasty stinger at the end of its tail. In reality, this is a very complex illusion. The throne is really just carved stone inlaid with numerous cheap (1 gp) gems. The reddish glow from the throne is a variant *continual light* spell, and "Kurtulmak" is just an *advanced illusion*.

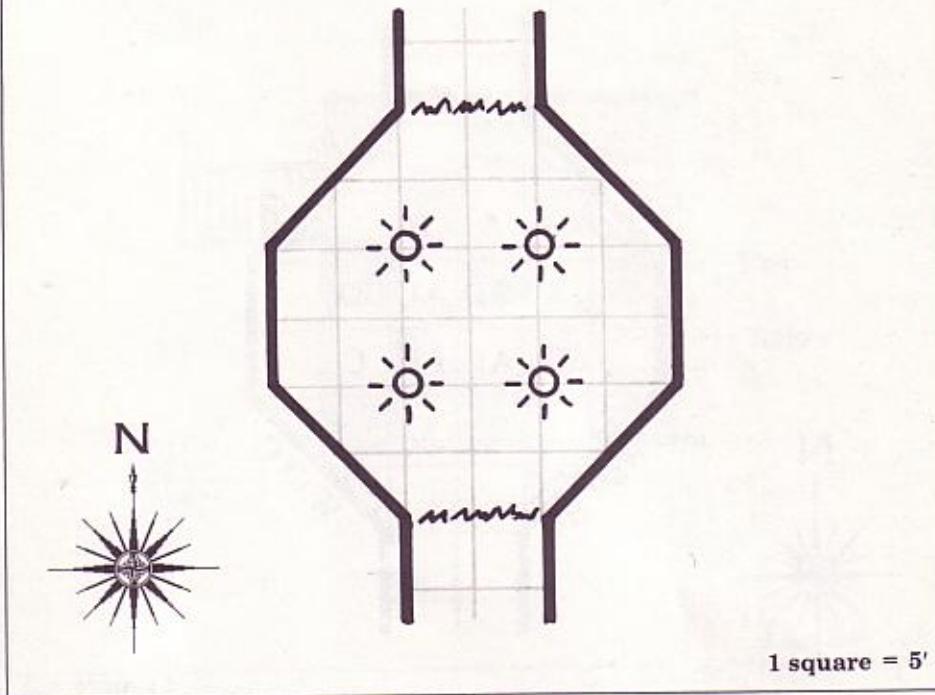
Hiding behind the throne (and controlling the illusion) is Hirward's most powerful associate, **Jehanna Fael** (AC 3; MV 12"; I11; hp 31; #AT 1; Dmg by spell or weapon type; I 17, D 17; AL LN; dagger). She wears a *pendant of invisibility* (as per the ring) and *bracelets of defense* (AC 6), and carries a *dagger +1*. She has the following spells left: *chromatic orb*, *phantasmal force*, *color spray*, *ventriloquism*, *alter self*, *hypnotic pattern*, *fear*, *wraithform*, *emotion*, *phantasmal killer*, and *demi-shadow monsters*.

When intruders first enter the room, Jehanna uses her *ventriloquism* spell to have "Kurtulmak" demand the PCs' reason for visiting (in the kobold language, of course). If answered in the common tongue, Jehanna switches to that language. "Kurtulmak" insists that the PCs leave and is extremely arrogant. If the PCs speak of needing Jehanna's aid or inquire about her, "Kurtulmak" demands to know why they ask. Jehanna reveals herself if a good answer is given. If, however, the party is accompanied by a spell-caster from the complex, she recognizes the mage's voice and does not go through her routine with "Kurtulmak."

If the party makes hostile gestures or advances, the illusion of Kurtulmak jumps off the throne and threatens the party with a painful death. The illusion runs behind the throne if the party continues to advance. Jehanna then casts *alter self* and changes her appearance to that of Kurtulmak. She casts *phantasmal killer* at the closest enemy, followed by either *color spray* or *chromatic orb*. If the odds are bad, she turns *invisible* or casts *wraithform*, and flees to her bedroom through the secret door behind the throne.

Jehanna can be a good source of aid if befriended. She can direct PCs to any

CHAMBER OF LIGHT Room 91



location in the complex and may give the PCs a potion or two if asked. She asks the PCs to tell all residents of the complex to gather in the Great Library (room 74). She advises the party to try to parley with the elemental or, if that fails, to attack it with magical weapons. If the PCs ask Jehanna to accompany them, she politely refuses, stating that she must get to the Great Library. Jehanna might also suggest to PCs that Hirward has something of use in his quarters — but they had better put back whatever they take! Jehanna follows the PCs invisibly to keep them honest if she discloses this bit of information.

85. Jehanna's Bedroom. [one lamp] This room is locked from the corridor side. It can also be entered through the secret door behind "Kurtulmak's" throne in room 84.

A lavish four-poster bed fills the northwest corner of the room. Jehanna's five spell books are strapped to the underside of the bed, camouflaged to look like wood. They will not be noticed unless the PCs look under the bed carefully or turn it over. Each book contains

eight spells of each level from first through fifth.

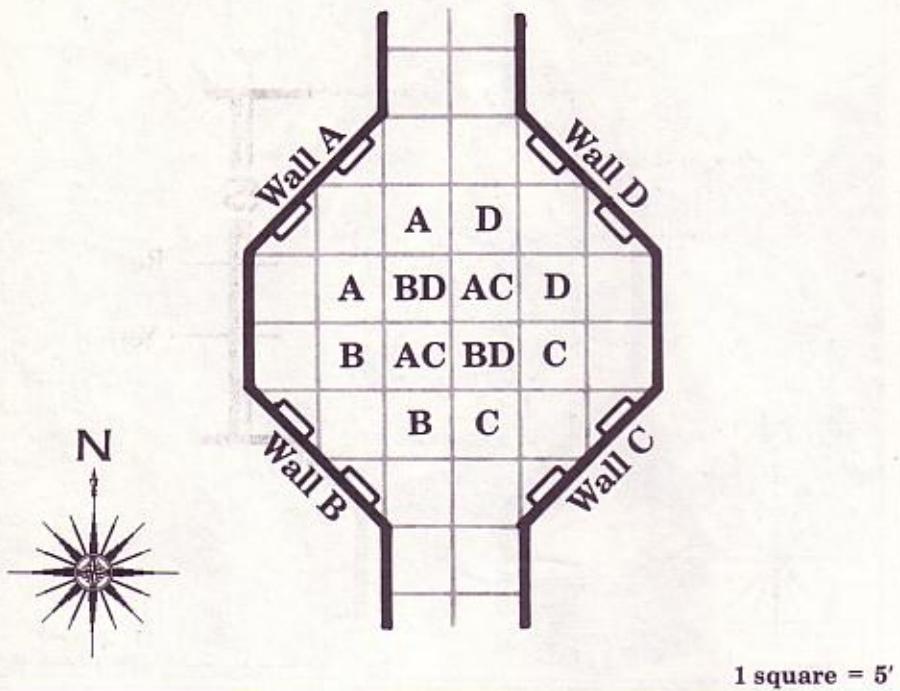
Next to the bed is a writing desk and a shelf. A 12' × 10' rug covers the middle of the floor. A gold-and-silver-trimmed mirror (400 gp) hangs next to the corridor door, and robes hang on the wall to either side of the secret door.

The writing desk is locked, and Jehanna has the only key. The desk contains 20 sheets of vellum, ink pots, and a scroll containing spells of *misdirection*, *phantasmal force*, and *phantom armor* at the 11th level of magic use. A cache of 80 pp and eight alexandrites (100 gp each) is hidden behind the false back of the desk. The shelf holds 20 detailed clay figurines of kobolds, orcs, ogres, giants, and a yuan-ti. The figures have a value of 1-10 gp each and are used to focus concentration when casting *phantasmal force* spells.

A trapdoor concealed under the rug opens into a shallow niche. The trapdoor is locked, and the key is in the pocket of one of the robes. The niche contains four sacks of 250 gp and four potions: two of *healing*, one of *human control*, and one of *levitation*.

CHAMBER OF DEATH

Room 92



86. Storeroom. [no illumination] This room contains maintenance tools and equipment of no real use to the PCs. Six giant rats (AC 7; MV 12"/6"); HD 1/2; hp 3 each; #AT 1; Dmg 1-3, SA 5% chance of disease; AL N) have recently moved into this room. They scurry to attack anyone who pokes around in their lair.

87. Quarters. [one torch] The door to this room has been barricaded from the inside with two bunks and a chair. Hiding in here are two apprentice mages (AC 10; MV 12"; MU0; hp 3 each; #AT 1; Dmg by weapon type; dagger) and a 1st-level prestidigitator (AC 10; MV 12"; MU1; hp 3; #AT 1; Dmg by weapon type; AL LN; dagger). They have no spells or cantrips left and won't remove the barricade unless the PCs are convincingly friendly. The rest of the room contains six bunks, two long tables, and eight chairs. Each magician has 2d10 sp and 1d6 gp as well as two daggers.

88. Guardroom. [no illumination] The door to this room is off its hinges and lying on the floor. The room's furnishings — a table, a desk, and three

chairs — are now reduced to kindling. There is no one in the room. The stairs at the end of the hallway lead up to the access chamber (room 52).

89. Cleric's Quarters. [one brazier] This room is the quarters of Vonrall, the complex's only cleric. Vonrall is a worshiper of Primus, as noted in the description for room 75. Aside from a normal bed, dresser, and desk, the room contains nothing of real interest. A look through the desk reveals two holy symbols of iron and 50 gp in mixed coinage.

90. Training Chamber. [no illumination] This room is used for the training of apprentice mages and alchemists. Various texts, equipment, and tools are piled on eight tables about the room. A small shrine in one corner is dedicated to a deity of magic.

Characters who search through the equipment have an 85% chance to discover one of the following items each turn:

- a scroll containing a *read magic* spell;
- a book containing six useful cantrips;
- a bag containing 18 gp;
- a crystal ewer (100 gp);

- a scroll containing *push* and *write* spells (9th level of ability); and,
- a silver dagger (50 gp).

91. Chamber of Light. [four light beams] This octagonal chamber is devoid of all furniture. Four beams of light, each as thick as a man's wrist, stretch from floor to ceiling and mark the corners of a 10' square at the center of the room. These beams continually change colors, going through all the hues of the spectrum each round.

In each of the room's two entryways, an invisible electrical field shocks anyone contacting it for 1-10 hp of electrical damage and throws the injured being 5' back into the room.

This room is a magical trap designed by Hirward. The electrical fields are not active until someone enters the room. They then activate, trapping the unsuspecting victims inside the room. Once activated, the fields cannot be physically passed through from either direction.

The only way to deactivate the two force fields is to touch the light beams when they are blue. The force fields become dormant one round after all four beams have been touched in this manner.

92. Chamber of Death. [no illumination] This octagonal room is a complex mechanical trap set by Hirward to deter intruders from reaching his personal abode. A cautious person can get through safely, but foolhardy adventurers are in for a lot of trouble.

Four of the chamber's walls (A, B, C, and D) are decorated with bas-reliefs of leering faces with open mouths. Each face is really a reloading dart thrower that spews forth two steel darts whenever someone steps on a flagstone keyed to that wall. For example, if someone steps on a tile marked A, darts are shot out of the bas-relief on wall A. Stepping on a tile marked AC triggers four dart attacks, two each from walls A and C.

Each dart causes 1-3 hp damage and hits its target on a roll of 12 or better. A save vs. poison must be made by a victim of a dart hit or that individual takes 5-20 hp poison damage.

93. Checkerboard Room. [no illumination] An unlit lantern hangs on the west wall just north of the entrance to the stairs coming up from the storeroom (room 54). Turning a knob on the lantern causes it to give off light bright

enough to light the entire room. The lantern burns for four hours before it must be refilled with oil.

This room is another deterrent to foil intruders and keep people out of Hirward's private area. The floor is divided into 25 squares — 13 red and 12 yellow — in a checkerboard pattern. The yellow squares are perfectly safe to walk upon, but the red ones are not. Stepping on a red square causes it to magically heat up in one segment, doing 1-8 hp damage to the unlucky person.

The secret door in the east wall is opened by sliding a portion of the wall to the left.

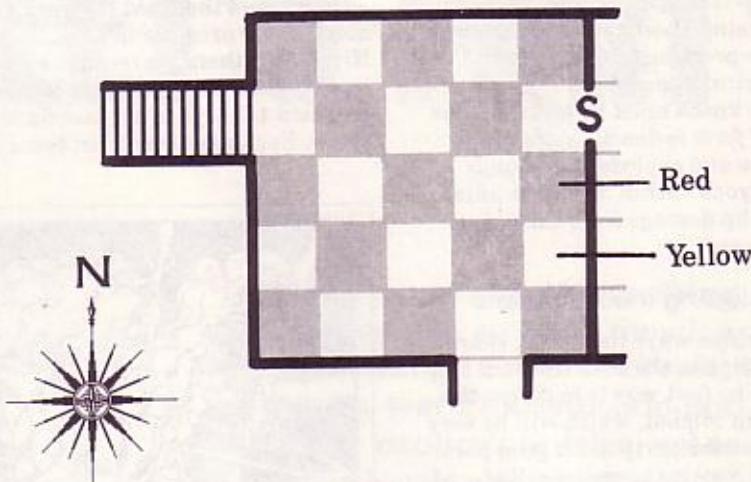
94. Hirward's Sanctum. [four continual light lanterns] The private quarters of Hirward are divided into two sections by a beautiful black velvet curtain that stretches from floor to ceiling and 30' from wall to wall. Its possible retail value is an incredible 6,000 gp, but it has an encumbrance value of 3,000 gp. The room to the west of the curtain is used mostly for storage, while the eastern section is Hirward's living quarters.

Spread about the western room are several large stone sculptures from 5' to 7' tall, six iron chests full of robes and other magic-user garb, two rolled-up tapestries (800 gp each), and four divans made of ashwood.

The eastern room has an oriental decor. Four brass lanterns hanging from bronze chains shed light upon the chamber. A maplewood table sits upon a small, silk rug in the southwest corner of the chamber. Instead of a bed, six huge, overstuffed red pillows are piled near the middle of the east wall. Next to the pillows is a brass stand in the shape of a dragon and a beautiful hookah of glass and gold. A locked cabinet hangs on the east wall, and a writing desk and two benches are placed against the south wall. Two jade coffers and a wicker basket sit next to the secret door to room 93. The floor in the center of the room bears several magical inscriptions.

The silk rug and maple table are worth 450 gp and 200 gp. They weigh 20 lbs. and 25 lbs. The pillows are very cumbersome but the set could fetch 400 gp from the right buyer. The cabinet's lock is trapped with a pair of poison needles (save vs. poison or take 3-30 hp damage) that go off if the lock is picked. The cabinet seems to contain just crystal flasks and beakers (total value 300 gp), but there is a thin secret compart-

CHECKERBOARD ROOM Room 93



ment on its left side that contains potions of heroism, fire resistance, and hill giant strength, a philtre of persuasiveness, and a scroll of protection against nonmagical weapons.

The writing desk is unlocked and contains 8 gp and some papers on the upkeep of the complex. A secret compartment in the desk contains a slip of paper with the word "Melenkuron" and a locked wooden coffer. If the coffer is not opened with its key, (which Hirward has in his belt pouch), poison gas forms in a cloud about the head of the person opening it. The gas kills anyone that breathes it unless a save vs. poison is made. In the box is a tiny, intricately carved chest that is part of a *Leomund's secret chest* spell. Speaking the word "Melenkuron" causes a larger version of the chest to be summoned. The summoned chest contains 8,000 gp, two 1,000-gp opals, a scroll of protection vs. devils, and all of Hirward's spell books (levels 1-7, DM's choice of spells).

The hookah is worth 900 gp, but weighs 30 lbs. and is very fragile. Anyone taking a puff from it must save vs. poison at -4. Those that fail act as if

drugged (-2 to hit and half-speed movement) for 3-18 turns, while successful saves add a point to that person's dexterity for the same amount of time. The coffers are worth 250 gp each, and one contains a knife +2 and a luckstone. The other holds a loadstone.

The wicker basket contains 150 pp and a wand of wonder (41 charges). Guarding them, however, is an iron cobra (AC 0; MV 12"; HD 1; hp 8; #AT 1; Dmg 1-3; SA poison; SD not affected by mind spells or webs, nonmagical weapons do half damage; AL N) with a potent and deadly bite (save vs. poison or die; 2-12 hp damage with a successful save). It attacks when the lid of the basket is opened, gaining surprise (+2 to hit) on a roll of 1-4.

95. Rod Room [continual light pillar] This huge chamber is completely unadorned. The ceiling is domed, rising to 12' in the center and sloping down to 6' at the edges of the room. In the center of the chamber is a 3'-high pillar of marble with a double-H carved into it. Atop the pillar sits a velvet pillow supporting a beautiful rod.

This is a *rod of cancellation*, one of Hirward's most prized possessions. It has had an *antipathy* spell cast upon it to prevent theft. Surrounding the top of the pillar is a hemispherical *wall of force*. There are three knobs set into the back of the pillar. Pressing knob 1, or the successful casting of a *dispel magic* (vs. 15th-level magic), brings the *wall* down. Pressing knob 2 reactivates the *wall*, while pressing knob 3 inflicts 1-6 hp of electrical damage.

All three knobs must be pressed after the *wall of force* is deactivated, or the pillar glows and explodes 2-5 rounds later. Everyone within 30' of the pillar takes 2-24 hp damage from the flying debris (no save).

Concluding the Adventure

There are three ways the player characters can complete the task Hirward has assigned. The first way is to defeat the elemental in combat, which will be very costly unless the party has a good plan. The second way is to use the *rod of cancellation* (room 95) or other methods to destroy the magical censer (room 64) responsible for summoning the elemental. The nullification of the object that brought the air elemental to the Prime Material Plane transports it back to its home on the Elemental Plane of Air.

A third way of fulfilling this mission is to parley with the elemental and offer it assistance. The elemental really does not want to be in Hirward's complex, as the low corridors hamper its powers. Once friendly contact with the intelligent elemental is established, the air elemental does all that it can to return home. Players can help the elemental along by using the *rod of cancellation* as described above, casting the *dismissal* spell from Hirward's spell book (room 80) upon the creature, or by their own method (possibly *dispel evil* or similar spell, as the censer's purpose in bringing the elemental was evil, though not necessarily directed at Hirward).

If Hirward was suspicious enough to follow the adventurers, he checks carefully to see if they have removed anything from his complex. When the PCs come to him for payment, Hirward suggests to them that they turn over any items taken from his home, or he deducts a portion of their reward. If they have stolen too much, he refuses to pay the party at all (at the DM's discretion).

If the player characters have stolen

any magical or extremely valuable goods, Hirward may threaten to kill them — or inflict some even more gruesome punishment. He may also charge them for any purposeful damage to his labs. The PCs should beware Hirward's wrath if they have killed any of his faithful servants.

Characters that raid Hirward's home and flee the area are in trouble, for Hirward gathers his retainers and tracks down the renegades. It takes Hirward 1-3 days to prepare for the chase. Each day thereafter, there is a

10% cumulative chance of Hirward catching up to the party. Hirward demands his treasures back before attacking. If he is refused, he uses all of his power to destroy the player characters... (and there is nothing angrier than a wizard who has been cheated!)

If the party successfully rids the complex of the elemental without angering Hirward, he is extremely pleased. He pays the player characters and holds a lavish feast in their honor. The PCs have made a powerful friend, and this alliance can lead to more adventures!



HIRWARD'S AIR ELEMENTAL

ARMOR CLASS: 2
MOVE: 36"
HIT DICE: 16
HIT POINTS: 92
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 5-30
SPECIAL ATTACKS: Whirlwind, wind blast
SPECIAL DEFENSES: +2 weapon required to hit
INTELLIGENCE: Very
ALIGNMENT: Neutral
SIZE: L
LEVEL/XP VALUE: IX/9,240 XP (if slain) or 4,620 XP (if otherwise removed)

The air elemental is very angry at being summoned and confined in such a small place, but it is not totally berserk. It is intelligent and will speak if spoken to or if reduced to less than 40 hp. The air elemental

knows the common tongue as well as its own language.

Like other air elementals, this one can form in one turn a whirlwind that last but one melee round. This exceptional whirlwind can kill all creatures under 4 HD, and it does 3-18 hp damage to all others it catches. The whirlwind formed is 20' across the base, 60' across the top, and is 160' high. However, the whirlwind cannot be formed within Hirward's complex. If in combat in the air, this elemental gets a +1 to hit and +2 hp to each die of damage caused. Once each turn, this exceptionally powerful elemental can fire a blast of wind which acts as a *push* spell from a 16th-level magic-user and does 2-12 hp damage. The elemental's primary goal is to return to its home plane, but it is very frustrated and does not care about the property damage or injury it inflicts.