

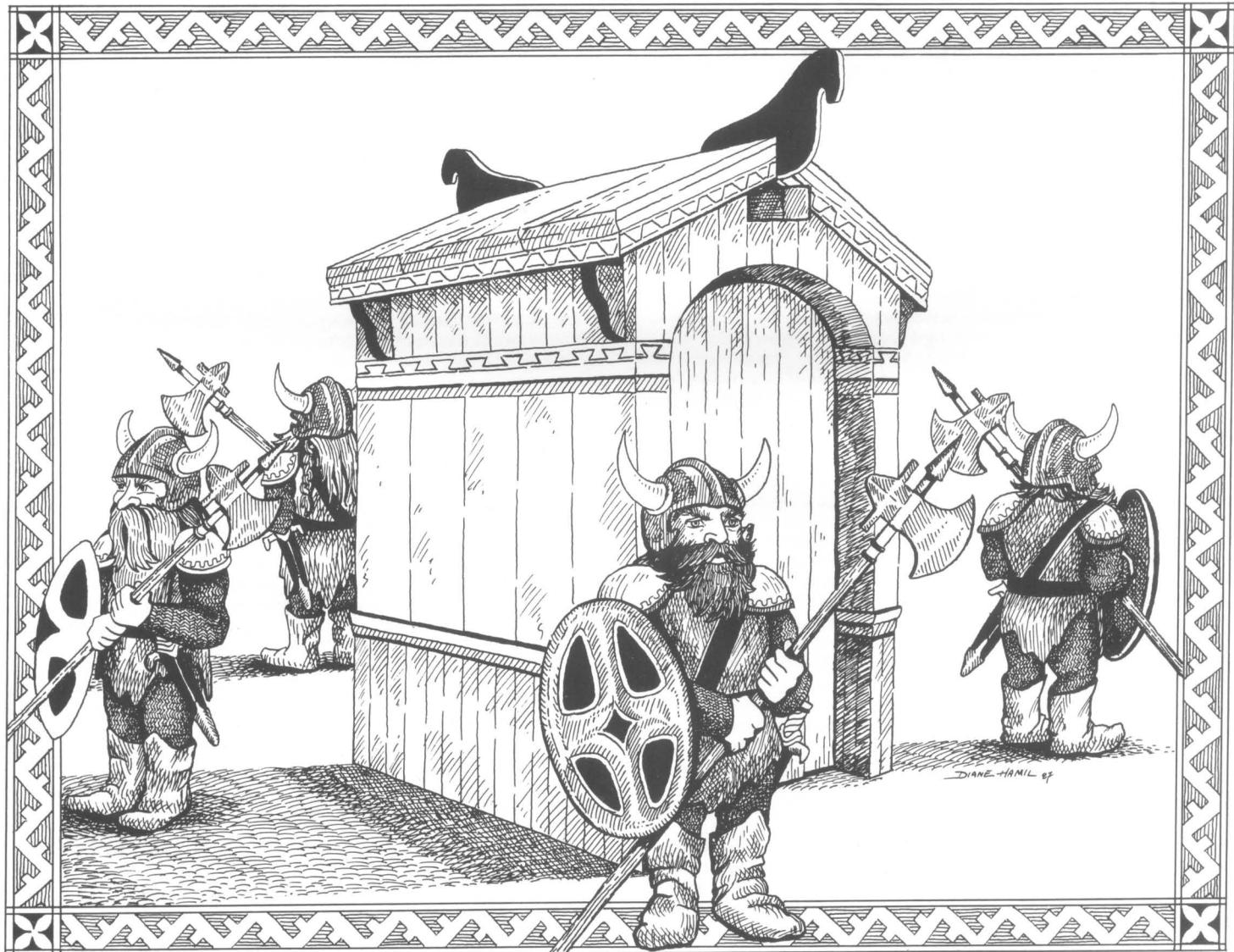
THE SWORD & THE ANTI-HERO

**Part one of the Maiden of Pain Series
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Development: "Skip" Williams

An AD&D® Adventure for 6-10 Characters Levels 8-10

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Prologue: Ukko's Messenger

Until recently, your party of ten was a band of thirteen. The missing members are Bierk, Eino's brother cleric, and two dwarven thieves, acquaintances of Eliel.

Your adventure began one dark night in Kittala when Bierk disappeared. You all knew that he had discovered some unnamed Pohjolan subterfuge. You assumed that he had been kidnapped to prevent him from exposing the plot.

Your assumption proved to be correct, and you soon picked-up Bierk's trail. He had discovered a group of clerics of the evil goddess Loviatar, Maiden of Pain. This particular religion demanded covert worship, for adulation of Pohjolan deities is forbidden in Kittala.

When you dug a little deeper you discovered that the evil clerics were using a shrine thought to be dedicated to Ukko. There, you decided, you would find your missing comrade. The two thieves immediately volunteered to scout the place out. The thought of an opportunity to separate evil clergy from their cash appealed to them. You let the thieves go, telling them to keep their eyes and ears open and their hands to themselves.

The thieves apparently did not heed your instructions, however, for soon after they entered the shrine the whole building was wracked by a mysterious explosion!

After the smoke had cleared somewhat, you entered the shrine. The first thing you saw was Bierk's charred and mutilated body stretched across the altar. The bodies of the two thieves were reduced to mere cinder tracings on the floor, but they appeared to have been examining an old tome that still lay open in a niche above the altar, its ancient pages curiously undamaged by the blast.

As you approached the altar, an almost physical presence of evil assaulted you, it seemed to be centered on the book. As you watched, a dusky cloud rose from the tome. Within the cloud a vision appeared. The view was as if through ice. A cleric, features obscured by shadow, stood above a recumbent corpse. The body's heart had been pierced with several shards of ice, and as the cleric drove yet another home, the figure, a cruel-visaged male warrior, arose from his bier. He took up a great, two-handed sword and struck a shadowy fighter, slaying him with one blow. His adversary's sword fell, malevolently glowing green and black. The risen anti-hero took up the sword and strode confidently into battle against the armies of Kalevala, each blow of the black sword slaying tens of men.

Then a near blinding light filled the shrine, dimming to a brilliant glow to reveal a winged, warrior maiden, who regarded you with a gaze that at once conveyed great sadness, desperation, and hope. "I am Uriel, she slowly intoned, "Air-Maiden and warrior of Ukko. This tome is an artifact known as the *Book of Fate*. It is a magical construct made by the wizard-goddess Louhi, crafted when the world was young, before our ancient heroes Lemminkainen and Vainamoinen walked the earth. Once opened, it sets in motion a series of events, happenings that will enable Pohjola to sweep aside the goodness of Kalevala in favor of black chaos. That such a thing should even exist was hotly contested by the goodly gods, as they wished no threat to their position of power."

"But the artifact could not function until certain conditions in the Outer Planes were in accord with those on Earth, and the Book had to be placed such that mortal hands could open it. Such were the dictates of the Council of Nine, neutral arbiters of godly disputes and seekers of cosmic balance. All the gods of Good strove to prevent the Book from ever reaching this plane, but the effort failed. And perhaps it is well that it did, for Fate and Doom must also have their say in the way of things."

"Upon opening the *Book of Fate*, your comrades set into motion the chain of events contained within. As their companions, you are now divinely charged with preventing this first terror from becoming reality.

"Take not the scenes you see in the Book lightly, nor as truth. As Louhi is both wizard and illusionist, bear in mind her visions are meldings of truth, deception, and evil wishful thinking. Part of your task, then, is to seek whatever truth there may be, to use it to your advantage and prevent the result depicted from ever happening. As you triumph, so shall Kalevala become stronger; as you fail, so shall Kalevala come closer to bending her neck for the cold kiss of Pohjolan steel."

Gesturing towards the vision, the maiden continued. "The warrior depicted is Urho, Loviatar's champion, slain 1500 years past by Lemminkainen. Lemminkainen buried Urho's remains within

the Frozen Peaks, and gave Urho's evil sword, *Mordvin*, into the safekeeping of the dwarves of Girda. It is foretold that if Urho and *Mordvin* are reunited, they will rend the armor of Kalevala, smoothing the path for all the evils of Pohjola to follow. But consider that *Mordvin* may be Urho's bane. Or yours. Journey, therefore, to Girda, recover *Mordvin*, and proceed to the Frozen Peaks to slay Urho for all time."

Uriel picked up the *Book of Fate*, then faded slowly to nothingness. Where she stood lay an amulet in the form of an eagle clutching a sword. The bird was of wrought gold and the sword ruby. As you studied the amulet Uriel's voice returned, a faint whisper, barely audible: "Eino, Vaino, forget not your faith, remember it when doubt arises, in yourselves or in others."

You took up the amulet and the remains of your friends and returned to the capital. There you conferred with Kalevala's political and clerical leaders. You concluded that Uriel's appearance was genuine, and that the divine charge she laid on you could not be ignored, nor could it be fulfilled by others. Leaving your friends' bodies in the care of the clerics at Eino's church you set out for Girda, depressed by your losses and by the grave responsibility you now bear, but nevertheless excited by the prospect of a great adventure. You were unable to learn the exact location of Urho's tomb. But the sages in the capital were able to give you a general idea. They observed that Lemminkainen must have buried Urho not far from Girda, and suggested a certain blind pass above Girda as the most likely spot for the tomb.

Notes for the DM

Uriel told the party the literal truth. They have become pawns in the great game of the gods. The events that led to this adventure are not important to running this module. Be sure you are familiar with the Players' Background and Prologue before trying to run this adventure as these sections provide important information for the DM as well as the players.

The characters first travel to Girda to recover *Mordvin*. This should be done through negotiation, but the module allows for more straight-forward methods. As they continue to the Frozen Peaks, they will confront a group of duergar who want the sword. Next they meet Doloria, a cleric who claims to be a part of their quest, but she is a foe who leads them into a deadly trap. An avalanche uncovers the entrance to an ice maze, which is the route to Urho's tomb proper and a final confrontation with Doloria and a few of her friends (including, possibly, Urho himself).

The amulet that Uriel left is magical, and radiates a dweomer. The amulet's sword portion will be useful in recovering *Mordvin* (see encounter #1), the amulet cannot be identified, and will exhibit no other properties during this adventure.

Special Note on Duergar Abilities: The duergar in this module all have the psionic discipline of *invisibility*; this ability is to be handled in a fashion different from the discipline's description in the Players Handbook Tome. The SA section of the duergar's monster descriptions includes an *invisibility factor* (IF). If the IF is equal to or greater than an opponent's level, the opponent cannot see the duergar when it is using the discipline and all of that opponent's attacks against that duergar are made at -4. If the opponent's level is higher than the IA, subtract the IA from the level and multiply the remainder by ten — this is the percentage chance that the opponent has to see the duergar. Thus an 8th level character has only a 20% chance to see a duergar with an IA of six ($8 - 6 = 2 \times 10 = 20$). Each use of the discipline lasts one turn, and may be used once per turn at most. A character has one chance to see a duergar per use of the discipline. Note that when an encounter begins you must determine which characters can see which duergar. The *invisibility* discipline otherwise functions exactly as described on page 113 of the PHB. Each duergar also has the *expansion* discipline, the height increases and damage bonuses bestowed by this discipline are given in the monster descriptions.

Encounter #1: Intrigue in Girda

This encounter is quite lengthy, but provides the players with background so they may perform their mission here without bloodshed, and the DM with the necessary NPC speeches to convey the information. **Entering Girda**, **The Baths**, and **The Feast** set up the situation, while **Night Moves** and **The Shrine** deal with possible party actions.

Girda is home to a clan of dwarves that has been guarding *Mord-*

vin for the 1500 years since Urho's death. Karl Ironsoul, clan chief, is reluctant to end the guardianship, feeling that it is his sacred duty to maintain his vigil over the sword as his clan has for generations. A clique of younger dwarves led by a dwarf called Stoneson feels that there is no reason to make such a fuss over an old sword, and are burning for new leadership. The characters' mission brings this conflict to a head.

ENTERING GIRDA

Though the exact location of Urho's tomb is not known, the Frozen Peaks are easy enough to find. And Girda is right on the way. The journey from Kititala to the dwarven stronghold, tiresome and uneventful, has brought you to the gates of the highly fortified village. High stone walls surround the village, which is itself set into the base of a mountain.

The gates stand wide open, and it is evident some festival is in progress. The gate guards, though armed, wear crowns of woven evergreens and ribbons. They lean nonchalantly on the gateposts, hoisting drinking horns while bemusedly watching the antics of twelve adult dwarves playing leapfrog in the courtyard.

Seeing your approach, the senior guard tears himself away from the impromptu entertainment and, swaying slightly, turns to greet you. "Hail, travelers, and welcome! What be your business with the dwarves of Girda?"

The guard is not overly concerned with what the party says; entering Girda is to be no problem for the characters. Any reasonable statement of business or simply a polite request for entry will suffice to get the party into Girda. If a PC says anything threatening or suspicious all the guards immediately become alert, they will send the PCs away unless they quickly offer an apology (anything reasonable will do, but make the players come up with something). If asked what has prompted the festive aire, the senior guard will say "'Tis the birthday of our king, Karl Ironsoul. Two hundred years today has he lived on this earth, and for this we celebrate!" The characters are now escorted to the guest quarters within the mountain.

If the characters ask for an audience with the king, their request will be waved aside. This is a day for merriment, not business.

The genial guard assigns one of his subordinates to escort you to guest chambers within the village. Your escort is leading you toward a pair of doors set into the mountain, the village proper apparently lies beyond them. The courtyard is abuzz with preparations for a great feast to be held this evening. Butchers are at work, dressing the many mountain deer brought in by dwarven hunters, while womenfolk busily churn fresh milk from the herd of domesticated goats. Huge cauldrons bubble merrily over fires, filling the air with tantalizing aromas.

At one end of the courtyard is a small (4 feet square, 10 feet high) shrine, flanked at the cardinal points by four dwarves clad in black mail. They are not bedecked in celebration as the other dwarves, their impassive gazes taking no notice of the preparations around them.

If the characters ask about the shrine, their escort swells with pride and says, "That was built by Lemminkainen himself, to house a great block of ice in which is frozen *Mordvin*, the evil sword that once belonged to a human devil named Urho. The dwarves were charged to guard the blade, that no one should raise it again in battle, and for 1500 years have we faithfully discharged our duty."

The quarters provided you are sparsely furnished but quite comfortable. Each room has a fireplace for warmth, plus a real bed piled high with soft furs.

Your escort is about to leave when he says, "If you wish, Girda boasts hot springs where a weary traveler may find rest and refreshment. You are welcome to wash away the grime and aches of your travels there if you wish. And please join this evening's feast! We will send someone when it is time."

If the characters choose to remain in their quarters, proceed to **THE FEAST**; if they wish to avail themselves of the hot springs, go to **THE BATHS**. If the PCs choose to explore Girda they will discover nothing of value. The village is filled with dwarves either busy celebrating or preparing for more celebrations. Everywhere

the PCs go they will be greeted with hearty handshakes, offers of food and drink, or they will be ignored. No one they meet will be willing to discuss any "weighty" matter, this includes the political climate in Girda and anything else that is useful to the PCs.

THE BATHS

A smoothed stone corridor winds through the mountain, eventually emptying into a large cavern. The air is filled with a warm mist from the natural hot springs that the dwarves have channeled into a beautifully decorated pool. As is the custom, another pool, this one filled with tepid water, lies adjacent to the hot.

Ten dwarves have finished bathing, and are now lounging in the pleasantly lukewarm waters of the second pool. An old and a young dwarf are engaged in an animated conversation...well, argument.

"Just like you youngsters," says the graybeard, "to get over-excited about something like this. Prudence should be your watchword, Renin, not to mention sense of duty!"

"Duty! Do you play me for a fool, Karka? A charge laid on us five generations ago by a warrior not even of our own race holds no duty for dwarves. Further, we don't even know that *Mordvin* is really in that frosted block of ice. And even if it is, it's probably rusted to dust by now from the moisture. Why should we waste one jot of our resources to guard and maintain something we did not ask for and which probably doesn't even exist?"

The graybeard, Karka, visibly flushes at this tirade. The other dwarves quickly glance toward you, then at Karka. The younger dwarf's lack of manners in the presence of strangers has obviously embarrassed them. There is a moment of tense silence before the older dwarf takes control of himself, then growls a reply.

"It is a point of honor, Renin. Know you of honor? Know you the meaning of duty? Of the importance of faithfully discharging that duty, regardless of the task? Or are you as uncaring of our good reputation as Stoneson and the rest of your lot?"

Renin and Karka are intent on their argument and will ignore the PCs' presence unless actually spoken to. If a character asks one of the other dwarves about the argument they will explain that Renin and Karka are simply arguing politics. If the PCs try to get any more information the most they will get is an overview of Girda's current politics: "Our good king Karl Ironsoul is an honorable dwarf who takes our charge to guard the devil Urho's sword as an important and sacred duty. Ironsoul has his detractors, however, and their leader, Stoneson, has made the sword a bone of contention. This is purely a local matter, do not be concerned about it." Details will be withheld from the PCs because they are outsiders. If the PCs try to break into the argument Renin and Karka fall silent, apologize for their outbursts, and leave, followed by the other eight dwarves. If not, the argument continues.

A hot retort fairly bubbles from Renin's sputtering lips. "If the dwarves of Girda have gained any reputation outside these walls, Karka, it is one of stupidity! How easily gulled we are, at least you elders. Now if Stoneson were chief..."

"Bah!" shouts Karka, cutting Renin short. "Maybe THIS will cool that hot, treasonous blood of yours!" whereupon he grabs Renin by the shoulders and dunks him under the water. The watching dwarves chuckle, their tension easing. Sputtering furiously, the young dwarf comes up for air, only to be dunked again. The chuckles grow into howls of laughter. Now it is the two embattled dwarves' turn to be embarrassed. Karka wraps his towel and dignity about himself and leaves the chamber, followed by a sullen Renin and eight grinning dwarves.

The characters are now left alone in the bathing chamber. Nothing else can be gained here. None of the dwarves will speak to the PCs as they are leaving the chamber. If questioned they break away as quietly and politely as possible. If the PCs seek out any of the dwarves later, all except Renin will successfully avoid them. Renin will take the PCs to see Stoneson. If this happens, go to **NIGHT MOVES**

THE FEAST

ANY request for an audience now will again be denied. If the characters went to the baths they will recognize Renin sitting among the

group of eleven sullen dwarves, if they have met Stoneson they will also spot him in that group. The party is free to decline the invitation to the feast, if they do so, proceed to **NIGHT MOVES** if they seek out Stoneson, or **NEGOTIATIONS**.

Shortly after sunset a beribboned dwarf comes to the guest quarters to escort you to the great hall. The place is jammed with dwarves, all gaily dressed and in high spirits. You are seated at the foot of the king's table, apparently you are being honored for having the wit to visit Girda on the king's birthday.

Karl Ironsoul sits in his throne at the center of the long table, flanked by his wife and several advisors. His personal guard is arrayed behind him, at the ends of the table, and directly across the table from the king.

The dwarves of Girda seem prosperous. A savory soup, roast venison, loaves of fresh bread, and ample butts of beer and mead provide a simple but satisfying repast. Looking around at the other guests, you can't help but notice a group of eleven dwarves sitting at a table to your right. Their long faces and sullen expressions seem odd amid all the gaiety, and it is obvious they are drinking more than their share of mead.

After the tables are cleared, a dwarf, more ancient-looking than the king and carrying a harp, steps forward. Karl smiles and relaxes into the throne's cushions and the throng quiets as the singer bows towards the king, then plucks a simple melody from the harp.

He sings first of Karl Ironsoul, in honor of the king's birthday, of how a mighty young dwarf aged but 50 years did battle with the ice dwarves of Pohjola in the mountain passes above Girda. The battle raged for days, and, though the enemy could oft times not be seen and at other times seemed larger than life, brave Karl and his small army cut them to ribbons and drove them back to their dark lairs. The dwarves have a mighty hero in Karl Ironsoul.

And he sings of the founding of Girda, and of the coming of Lemminkainen in the dead of winter, bleeding from a hundred wounds and bearing a great sword of blackened steel, never flinching nor slackening his grip though smoke rolled from his burning fist, such was the evil of the weapon when grasped by the good of Lemminkainen. And he saw a great block of ice in the courtyard and plunged the evil blade into it, the black metal hissing its way deeper and deeper into the ice until even its pommel was consumed. 'Here let Mordvin remain imprisoned,' he charged the dwarves, 'that no man...'

The bard's song is shattered as a hurled winecup knocks the harp from his hands, its sweet music reduced to discordant twangs as it bounces across the stone floor.

"That no MAN may touch the blade again," a mocking voice finishes the verse. All eyes turn to look at a young dwarf, obviously well in his cups, standing atop a table with his thumbs hooked in his belt and his chin jutting belligerently towards the king. Murmurs of a name, "Stoneson," whisper through the hall. "What do we care for the affairs of MEN, Karl Ironsoul? Why waste our time, our resources on guarding something that MEN so fear?"

The king soberly regards the attacker while his guards draw their weapons and step towards Stoneson. Karl gestures them to stop. "No, let him have his say. I would have this said and done this evening. Stoneson, would you not agree that we abide on this earth alongside other races, men included? We but do our part in protecting Kalevala, thereby insuring our own peace and prosperity."

"We are the laughingstocks of dwarfdom for our gullibility, foolish Karl. The doom of men should be warded by men. And as luck would have it," Stoneson continues, gesturing towards you, "these strangers have come to take possession of *Mordvin*. Good riddance, I say! Relinquish the guardianship, Karl, or your throne. The young dwarves of Girda will no longer tolerate your old ways and bondage to men!"

Scowling, the king turns his gaze from Stoneson to you. "I apologize for Stoneson's drunken behavior; dwarven hospitality does not include such outbursts, which I'm sure his throbbing head will tell him in the morning. We bear you no ill-will, for you are not the cause of this disagreement, only the catalyst. The younger members of our clan, it appears, have just discovered our ancient responsibility, and it chafes them."

him about it, through contacts in Kitalla. If the PCs try to intervene during Stoneson's outburst, Karl will order them to stop, just as he restrained his guard. After Stoneson has his say proceed with **NEGOTIATIONS**.

NEGOTIATIONS

If the characters are still at the feast and wish to postpone the audience until the morning, Karl will agree to this. If the party skipped the feast, Karl will send for them in the moring, Stoneson's outburst at the feast and Karl's own contacts in Girda will have informed him of the party's mission.

The king studies each of you in turn, appraising you. "So. Your mission to Girda is to possess *Mordvin*? Then provide some proof, some reason that we should meekly hand over that which we have so long held and abandon the charge given us by your greatest hero."

Karl will be offended if the characters assume a discourteous or demanding demeanor, or offer a simple bribe. If thus offended or otherwise insulted, Karl will refuse to talk further or negotiate, he dismisses the PCs and the audience ends. If negotiations break down proceed to **NIGHT MOVES**.

The king will express some interest if the players mention Uriel, for he once saw her. He will not accept the amulet as proof, dismissing it as a pretty bauble that could be manufactured by any clever goldsmith.

If the PCs argue that relinquishing *Mordvin* now could bring peace to Girda, Karl and his advisors will consider this at length, then agree to do so only if the sword would be returned. Proceed to **THE SHRINE**.

The ultimate impression is a divine indication that the dwarves' guardianship is ended. If the PCs suggest praying for such a sign, Karl, his advisors, and the characters adjourn to the courtyard (proceed to **THE SHRINE**).

NIGHT MOVES

The characters may choose to steal the sword under cover of darkness (go to **THE SHRINE**), contact the young dwarves (go to **STONESON**), or simply sleep on it (go back to **NEGOTIATIONS**). If the characters have insulted Karl, they can try negotiating again by sending an apology with their request for another audience.

STONESON

The young dwarves will not seek out the characters; they have too much pride to initiate a deal with humans (Stoneson would forbid it in any case). But the party may approach them. The party might choose to do this after the incident at the baths or the feast, the result will be the same in either case. Stoneson will consider helping, however. Like Karl, he will be put off if the party assumes a demanding demeanor, or offers a simple bribe. In this case he will refuse to talk further.

If the characters appeal to the young dwarves' desire to be free of the sword, Stoneson will offer to neutralize the shrine guards, leaving the way clear for the characters to get the sword. If the party accepts this offer, Stoneson tells the party to go to the Shrine between midnight and one o'clock. They are to arrive no sooner than midnight and no later than one o'clock. Stoneson also tells the party that they will not see or speak with him again, he has no wish to be implicated in a theft.

THE SHRINE

The shrine is a roofed wooden box with a door on its eastern side. The ice block nearly fills the interior, with maybe one inch of open space surrounding it. The guards are arrayed one on each side. They will not leave their positions, and will attack any who approach within 10 feet, except dwarves they recognize.

If Karl is with the party, the guards will, of course, stand aside at his order.

If Stoneson is helping the party, things will be normal unless the party follows his instructions and comes to the shrine between midnight and one o'clock. Stoneson has the guards drugged just before midnight (on Karl's birthday this is easy, the guards are offered a toast to Karl, to be drunk before the final hour of his birthday passes) the guards fall unconscious before they realize what is hap-

Stoneson knows the characters' mission, even if they have not told

pening, and remain that way until one o'clock.

The party may melee the guards, but if the fight lasts for ten rounds or more Karl and his guard will reinforce the shrine guard. Karl will try to arrest the party for theft. If he succeeds, the characters are imprisoned, and will stay there until they can prove that they are entitled to the sword. The only way for them to do this is by praying for a sign, or by demonstrating the effect of the amulet on the block (see below). If the fight with Karl and his guard goes ten rounds or more, Girda's militia turns out.

Getting Mordvin out of the Block

There are four methods that could open the ice block 1. Pray for a sign from Ukko. 2. Use the amulet. 3. Blast it with *fireball* or *lightning bolt*. 4. batter it with weapons.

Praying for a Sign: Any cleric may pray, though the most appropriate choice is Eino since she is a cleric in the service of Ukko. Vaino may also pray, being a paladin devoted to Ukko. If the PCs are in the courtyard when they pray, read the following (they won't see it if they are in jail).

The appeal is answered by a ray of pure light that splits the darkness and strikes the shrine. The wooden outer structure is blasted to flinders, and the light caresses the ancient ice, much like a large hand. In but a few moments the ice is melted, the light slowly fades, and *Mordvin* lies gleaming in a pool of water.

There will be plenty of witnesses if the party prays in the courtyard. If the party is in jail, the guard will confirm that they were praying to Ukko when the ray struck. In either case, Karl gives the PCs *Mordvin* and sends them on their way.

Using the Amulet: The ruby sword portion of the magical amulet can easily cleave the block of ice in three rounds. If Karl sees the amulet used he takes this as a sign that the party's claim to the sword is legitimate.

Using Spells: A *fireball* or *lightning bolt* will damage the block to such an extent that it can easily be broken apart with weapons in one round. If the party fought the shrine guards, time spent attacking the block counts against the ten rounds it takes for Karl and his guard to arrive on the scene.

Using Brute Force: The ice block has 80 hit points, and an armor class of 10. Blunt weapons do full, and edged weapons half damage to it. The base damage is the maximum possible for the weapon type, adjusted for the wielder's strength. If the sword is not freed in five rounds, Karl and his guard will come out to see what all the banging is about, even if the party did not melee the guards. If the party did melee the guards, time spent attacking the block counts against the ten rounds before Karl and his guard arrive on the scene.

MORDVIN: *Mordvin* is a long sword of life stealing. While not intelligent, it has a neutral evil alignment and has four ego points. If a non-evil character touches any portion of the sword he suffers 4 points of damage (see DMG page 167). Non-evil characters can wield the sword, however. If a player states that his character is grabbing the sword and holding on no matter what; the character suffers damage and must save vs spells or drop the sword. Magical and racial bonuses do not apply to this save, but wisdom bonuses do. If the save is successful, the character will suffer additional damage as long as he maintains his grip. The sword also has two singular powers. When Urho wields it, the sword can *disintegrate* good creatures. But when the sword is used against Urho, it can *disintegrate* him, and Urho saves vs the effect at -4. If the sword *disintegrates* Urho, it breaks.

LEAVING GIRDA

Once the characters have *Mordvin* or have given up, they are free to leave. If they negotiated successfully and obtained *Mordvin* with Karl's blessing, the parting will be amicable. If Stoneson helped by knocking the guards unconscious, the characters should be gone before the rest of the dwarves know what has happened. In any event Karl will not pursue the party if they flee Girda, their visit will have stirred things up so much that he will have to stay at home to keep an eye on Stoneson.

THE DWARVES OF GIRDA

Description/ Number	Class/ Level	AC	hp	Wpns	Special
Karl/1	F/9	0	50	L Swd +2, F Pick, F Mace	Str 18/24, L Swd double specialist
Royal Guards:					
Lieutenant/1	F/6	2	33	L Swd, Hammer, Spear	Str 17, L Swd specialist
Lieutenant/1	F/4	2	25	B Swd, F Mace, Spear	Str 16, B Swd specialist
Guards/10	F/3	2	15	B Swd, F Mace, Spear	B Swd specialists
Shrine Guards/4	F/5	0	28	B Axe, Lt. Crossbow	Str 17, B Axe specialists
Stoneson/1	F/7	1	32	Spear +1, S Swd	Str 18/58, Spear double specialist
Renin/1	F3	2	16	B Swd, S Swd	Str 16
Karka/1	F3	2	14	B Swd, F Mace, Spear	None
Gate Guards/8	F2	3	9	B Axe, Spear, Lt. Crossbow	None
Militia/50	NA*	4	6	B Axe, Spear, Lt. Crossbow	None

*Normal 1 hit die dwarves.

Encounter #2: Ice Dwarves of the Frozen Peaks

This encounter takes place in a narrow defile high in the mountains. Hidden in the rocks on either side of the characters are psionically *invisible* duergar, as noted on the map. Their leader, Grym, and the two ice dwarves with him are visible.

Unbeknownst to any of the dwarves of Girda, one of their number was a spy for the duergar. This dwarf, upon learning of the party's intentions, reported to his masters that they now possess *Mordvin*, whether they actually do. The duergar plan to take the sword and deliver it to Doloria in Encounter #5.

You have left Girda and are now following a mountain pass that will take you into the Frozen Peaks, and hopefully to Urho's tomb. Until recently, you have been able to look back and see Girda in the valley below, but now the village has been obscured by a cold mist pouring down from the mountain tops. The track descends, diving between two shoulders of granite. As you descend you hear excited dwarven voices from ahead, coming closer.

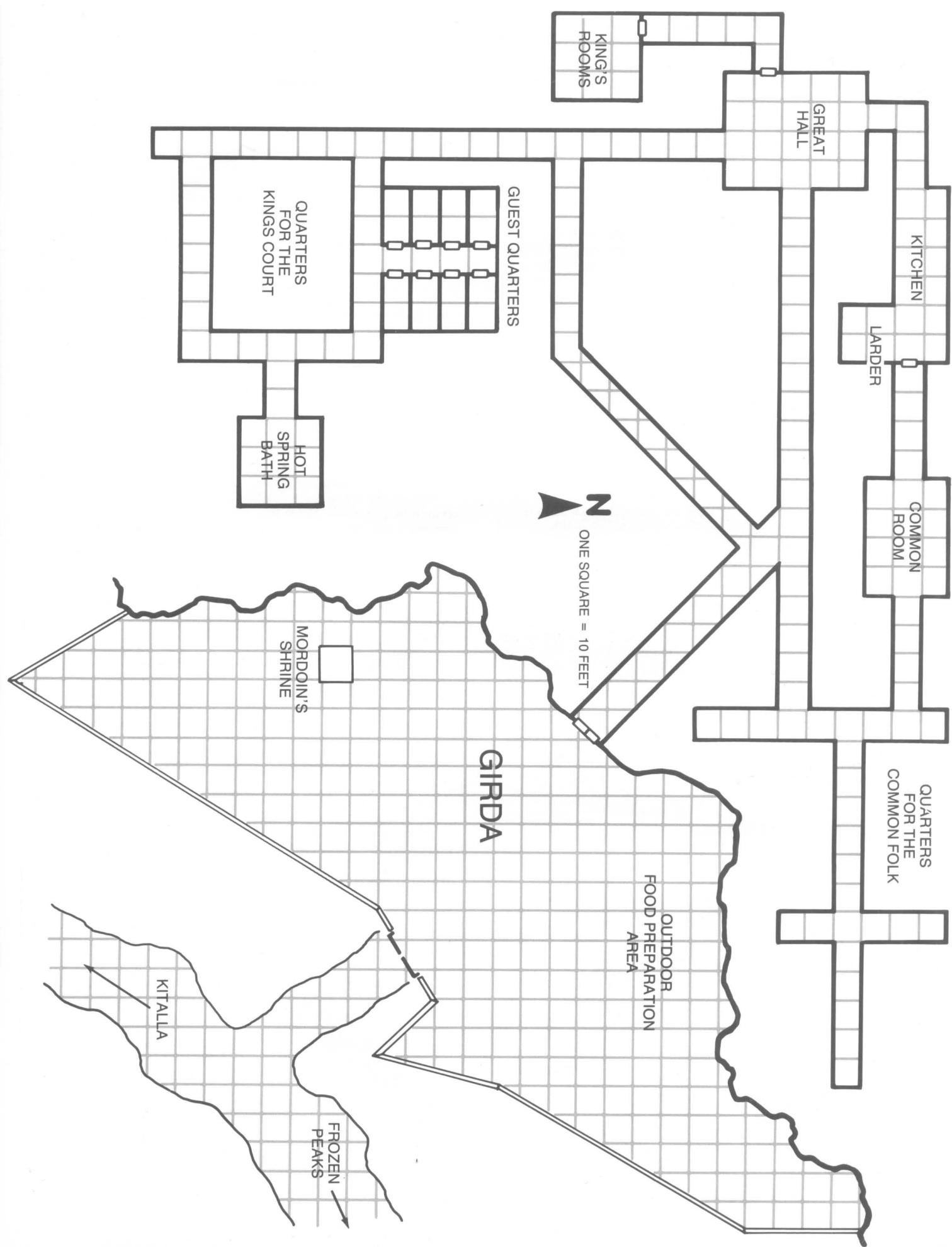
Three rather thin-looking dwarves stride into view, upon seeing you they stop abruptly about 30 feet away. After conferring briefly among themselves, one of the dwarves, making gestures of peace, takes a step forward.

This is Grym. He will attempt to divert the party with the following tale of woe:

"Hail, travelers. Well met are we, for surely the gods answered my prayers for some aid against the plague that has ravaged our clan. We no longer have the strength to fight, yet here you are, to save us from extinction. Ukko be praised!"

"A bear, a gigantic creature with evil yellow eyes and long, pointy teeth, has repeatedly attacked our poor holding. We have tried our best, but can no longer fight him. Will you help us? Our small village is but a short distance up this road, and apparently on your way. We have little to offer, yet what gold we have is yours. Little good it will do us if we're dead!"

Grym plans to go on to threaten the party from here, but a party who is too quick to agree to help will throw him off. If the party breaks into his speech with an offer of help, Grym orders the attack immediately (see below). If the party questions Grym, or simply



Eliel

7th Level Dwarf Female Fighter

Ability Scores

STR:	17 + 1 hit/+1 dam, + 50#wt, Drs 1-3, BB-LG 13%
INT:	10
WIS:	9
DEX:	15 - 1 AC bonus
CON:	16 + 2 hp/die SS 95, RES 96
CHA:	12
COM:	9 homely

Description

Age: 58
 Height: 4'
 Weight: 130#
 Hair/Eyes: Black/brown
 Alignment: NG
 Deity: Ahto

Combat Data

THAC0:	14
AC normal:	1
AC rear:	3
Armor type:	Splint + 1 & Shield
Hit Points:	62

Weapon Proficiencies: falchion (specialist), battle axe, hand axe, dagger

NPP: -2

Juhani

Female Human Thief/Magic-User (2/6)

Ability Scores

STR:	10 Drs 1-2, BB-LG 4%
INT:	17
WIS:	9
DEX:	16 + 1 reactions/ missiles, - 2 AC bonus
CON:	15 + 1 hp/die SS 91, RES 94
CHA:	18 + 35% reactions
COM:	20 beautiful, + 30% reactions, fascinate males WIS 15 or less, fascinate females WIS 10 or less

Description

Age: 29
 Height: 5'9"
 Weight: 130#
 Hair/Eyes: Black/brown
 Alignment: CN
 Deity: Tuoni

Combat Data

THAC0:	19
AC normal:	2
AC rear:	4
Armor type:	Bracers AC 4
Hit Points:	27

Weapon Proficiencies (as magic-user): staff
NPP: -5

Weapon Proficiencies (as thief): dagger, club
NPP: -3

Saving Throws

Poison, paralysis, death	13
Petrification, polymorph	11
Rod, staff, wand	9
Breath Weapon	13
Spells	8

Mika

6th-Level Male Half-Elf Ranger

Ability Scores

STR:	18/55 + 2hit/+ 3 dam, + 125#wt, Drs 1-4, BB-LG 25%
INT:	13
WIS:	15 + 1 ST bonus
DEX:	17 + 2 reactions/missiles, - 3 AC bonus
CON:	14 SS 88, RES 92
CHA:	15 + 15% reactions
COM:	17 good-looking, + 17% reactions, fascinate females WIS 8 or less

Description

Age: 49
 Height: 5'9"
 Weight: 135#
 Hair/Eyes: Gold/violet
 Alignment: NG
 Deity: Mielikki

Combat Data

THAC0:	16
AC normal:	2
AC rear:	5
Armor type:	Leather + 3
Hit Points:	41

Weapon Proficiencies: Long sword, short bow (specialist)

NPP: -2

Eino

8th-Level Female Human Cleric

Ability Scores

STR:	12 + 10#wt, Drs 1-2, BB-LG 4
INT:	14
WIS:	17 + 3 ST bonus, + 2 each L1, L2 spells, + 1 L3 spell
DEX:	13
CON:	16 + 2 hp/die SS 95, RES 96
CHA:	16 + 25% reactions
COM:	17 good-looking, + 17% reactions, fascinate males WIS 8 or less

Age: 31

Height: 5'7"
 Weight: 130#
 Hair/Eyes: Blond/green
 Alignment: LG
 Deity: Ukko

Combat Data

THAC0:	16
AC normal:	2
AC rear:	4
Armor type:	Chain + 2 & Shield + 1
Hit Points:	59

Weapon Proficiencies: mace, hammer, sling
NPP: -3

Saving Throws

Poison, paralysis, death	7
Petrification, polymorph	10
Rod, staff, wand	11
Breath Weapon	13
Spells	12

Toivo

7th-Level Male Gnome Thief

Ability Scores

STR:	9 Drs 1-2, BB-LG 1%
INT:	10
WIS:	9
DEX:	17 + 2 reaction/missiles, - 3 AC bonus
CON:	9
CHA:	9
COM:	9 homely

Description

Age: 90
 Height: 3'9"
 Weight: 80#
 Hair/Eyes: Brown/brown
 Alignment: CN
 Deity: Tuoni

Combat Data

THAC0:	19
AC normal:	4
AC rear:	7
Armor type:	Leather + 1
Hit Points:	38

Weapon Proficiencies: dagger, short sword, club
NPP: -3

Saving Throws

Poison, paralysis, death	12
Petrification, polymorph	11
Rod, staff, wand	12
Breath Weapon	15
Spells	13

*Add + 2 race bonus where applicable

*Add + 3 Dexterity bonus where applicable

Racial & Professional Skills

Attacks: 1/1

Languages: common tongue, lawful good

Spells/day: 5 5 4 2

Equipment

Magic Items: chain + 2, shield + 1, mace of disruption, potion of fire resistance

Normal Equipment: spell components, holy symbol, iron rations, leather backpack, waterskin, war hammer, tinderbox, 100sp, 2 small sacks, 15' rope, sling, 20 bullets, 3 vials holy water, 6 torches

Saving Throws

Poison, paralysis, death	11
Petrification, polymorph	12
Rod, staff, wand	13
Breath Weapon	13
Spells	14

*Add + 3 Dexterity bonus where applicable

Racial & Professional Skills

Attacks: 1/1

Special Abilities: Normal half-elven abilities, +5 to damage vs. giant class creatures, normal ranger tracking abilities. Bow hit at point blank range (up to 30') inflicts double damage

Languages: Normal Half-Elven Languages

Equipment

Magic Items: leather + 3, long sword + 1, 6 arrows + 1, periapt of proof against poison + 1

Normal Equipment: short bow, 35gp, spear, 50' rope, 10' pole, wine skin, 3 flasks of oil, leather backpack, large sack, silver mirror, club, tinderbox, 20 arrows (quiver), iron rations

Saving Throws

Poison, paralysis, death	10
Petrification, polymorph	11
Rod, staff, wand	12
Breath Weapon	12
Spells	13

*Add + 4 race bonus where applicable

*Add + 1 Dexterity bonus where applicable

Racial & Professional Skills

Attacks: 3/2 or 2/1

Special Abilities: Normal dwarven abilities

Languages: common tongue, normal dwarven languages

Equipment

Magic Items: splint + 1, ring of water breathing, battle axe + 1, potion of heroism

Normal Equipment: 2 large sacks, 70gp, tinderbox, leather backpack, falchion, 3 hand axes, iron rations, wineskin, small pouch

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Racial & Professional Skills

Attacks: 1/1

Special Skills: Normal gnomish skills

Languages: normal gnome languages

Thieving Skills

PP	OL	FT	MS	HS	HN	CW	RL
65	67	60	65	53	35	79	35

Equipment

Magic Items: leather + 1, dagger + 2, potion of climbing, potion of healing, gloves of thievery

Normal Equipment: short sword, 12 caltrops,

small wooden box, 6 daggers, 2 clubs, 6 iron spikes, hammer, leather backpack, 2 large sacks,

50' rope, grappling hook, 50 gp, waterskin, iron rations, tinderbox

Racial & Professional Skills

Attacks: 1/1

Languages: common tongue

Spells/day: 4 2 2

Thieving Skills

PP	OL	FT	MS	HS	HN	CW	RL
35	34	25	21	15	10	86	—

Equipment

Magic Items: bracers AC4, wand of fire (10 charges), potion of extra-healing, girdle of many pouches, slippers of kicking

Normal Equipment: 2 large pouches, leather backpack, 10' pole, iron rations, staff, waterskin, tinderbox, spell books, spell components, hooded lantern, 5 flasks oil, 10pp, thieves' tools, 4 daggers

Spell Book

Level 1 Spells (Memorize 4)

Dancing Lights	Detect Magic
Feather Fall	Hold Portal
Magic Missile	Read Magic
Shield	Sleep

Level 2 Spells (Memorize 2)

Continual Light	Detect Invisibility
Invisibility	Knock
Levitate	

Level 3 Spells (Memorize 2)

Dispel Magic	Fireball
Hold Person	Hold Person
Lightning Bolt	

Racial & Professional Skills

Attacks: 1/1

Languages: common tongue

Spells/day: 4 2 2

Thieving Skills

PP	OL	FT	MS	HS	HN	CW	RL
35	34	25	21	15	10	86	—

Equipment

Magic Items: bracers AC4, wand of fire (10 charges), potion of extra-healing, girdle of many pouches, slippers of kicking

Normal Equipment: 2 large pouches, leather backpack, 10' pole, iron rations, staff, waterskin, tinderbox, spell books, spell components, hooded lantern, 5 flasks oil, 10pp, thieves' tools, 4 daggers

Spell Book

Level 1 Spells (Memorize 4)

Dancing Lights	Detect Magic
Feather Fall	Hold Portal
Magic Missile	Read Magic
Shield	Sleep

Level 2 Spells (Memorize 2)

Continual Light	Detect Invisibility
Invisibility	Knock
Levitate	

Level 3 Spells (Memorize 2)

Dispel Magic	Fireball
Hold Person	Hold Person
Lightning Bolt	

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Vaino

6th-Level Male Human Paladin

Ability Scores

STR:	16 + 1 dam, + 35#wt, Drs 1-3, BB-LG 10%
INT:	12
WIS:	16 + 2 ST bonus
DEX:	15 - 1 AC bonus
CON:	15 + 1 hp/die SS 91, RES 94
CHA:	18 + 35% reactions
COM:	15 good-looking, + 15% reactions, fascinate females WIS 7 or less

Age: 38
Height: 6'6"
Weight: 245#
Hair/Eyes: Black/gray
Alignment: LG
Deity: Ukko

Combat Data

THAC0: 16
AC normal: 1
AC rear: 4
Armor type: Chain + 1 & Shield + 2
Hit Points: 42

Weapon Proficiencies: lt. lance (choice), long sword (choice), horsemen's mace (choice), dagger, short sword
NPP: -2

Minna

6th-Level Human Female Cleric

Ability Scores

STR:	15 + 20#wt, Drs 1-2, BB-LG 7%
INT:	9
WIS:	18 + 4 ST bonus, + 2 each L1, L2 spells, + 1 each L3, L4 spells
DEX:	15 - 1 AC bonus
CON:	15 + 1 hp/die SS 91, RES 94
CHA:	17 + 30% reactions
COM:	16 good-looking, + 16% reactions, fascinate males WIS 8 or less

Description

Age: 25
Height: 5'2"
Weight: 105
Hair/Eyes: Blonde/blue
Alignment: LG
Deity: Ilmatar

Combat Data

THAC0: 18
AC normal: 1
AC rear: 3
Armor type: Chain + 2 & Shield
Hit Points: 34

Weapon Proficiencies: flail, hammer, staff
NPP: -3

Saving Throws

Poison, paralysis, death	9
Petrification, polymorph	12
Rod, staff, wand	13
Breath Weapon	15
Spells	14

*Add + 1 Wisdom bonus where applicable

Aleksis

6th-Level Human Male Cleric

Ability Scores

STR:	15 + 20#wt, Drs 1-2, BB-LG 7%
INT:	10
WIS:	14 + 2 L1 spells
DEX:	11
CON:	17 + 2 hp/die SS 97, RES 99
CHA:	12
COM:	14 good-looking, + 14% reactions, can fascinate females WIS 7 or less

Description

Age:
Height: 6'
Weight: 185#
Hair/Eyes: Blonde/blue
Alignment: NG
Deity: Mielikki

Combat Data

THAC0: 18
AC normal: 2
AC rear: 4
Armor type: Splint & Shield + 1
Hit Points: 62

Weapon Proficiencies: hammer, footmen's mace, staff
NPP: -3

Players' Background

The adventure you are about to play is set in the Finnish Mythos from the LEGENDS & LORE Tome. A brief overview of the mythos is provided here for the benefit of those players not already familiar with it. All of your characters are assumed to understand it as well, so this should also be considered background material for each PC.

The mythos is based on the continuing battle of two lands, Kalevala (land of good) and Pohjola (land of evil). All Kalevalans know that Pohjola is constantly trying to impose its way of life on all of Finland. As it is, Finland is really two countries, divided more or less equally between the two factions. All your characters are Kalevalans, and reside in the capital city of Kitalla.

Kalevala's protector is a creature called the Great Bear. Each spring the king conducts a ceremony before a cave in the wilderness to awaken the creature from hibernation so it may resume its patrol of the border between Kalevala and Pohjola.

Of a more mystical importance to all of Finland are the Pilgrim's Pool, the Path of Purification, and the Great Tree. The Pool is a place not of any world, a link between the mortal and the immortal. The Path provides a means of understanding and improving oneself spiritually, though the process can prove deadly, even to the most devout. The Tree is an Astral link between the Prime Material Plane and the Outer Planes. Near its top is a shrine. The deity who controls it to a large extent dictates the fortunes of the warring factions of Finland. Needless to say, control of the Tree's shrine is often a bone of contention among Finland's deities.

The following is the common knowledge each PC has about the others.

ELIEL once met the Water Dwarf, a servant of the deity Ahto. She has become quite smitten with him and now makes her home in a cave near the sea in order to honor him. She has frequently adventured with Mika, and they are very close friends. Eliel went adventuring with Toivo in her younger days. They are still friends, though not as close as they used to be.

MIKA is the son of Eemil's sister, and he likes his uncle very much. He is also very close to Eliel, even though he cannot understand her obsession with the Water Dwarf. Being a ranger and worshiping Mielikki, he dislikes anything or anyone that would do harm to forests or forest creatures.

EINO and Juhani are half-sisters. Her father was slain and she and her mother were abducted by marauding bandits when Eino was two years old. Eino eventually escaped, but her mother did not. Effectively orphaned, she was reared by clerics of Ukko, and became one herself. Eino and Juhani have just recently been reunited. Eino is married to the valiant paladin Vaino, and enjoys a close relationship with her husband.

JUHANI is Eino's half-sister, the issue of their mother and the bandit chieftain who abducted her. Juhani's only family, until recently, has been Toivo, a kindly gnome who took the infant Juhani into his care and instructed her as best he could. A few months ago the two journeyed to Kittala, where the half-sisters were reunited.

EEMIL's sister (Mika's mother) insisted that he keep a watch over her son. He does this, even though the boy is fully capable of taking care of himself.

TOIVO was a member of the raiding band that abducted Juhani's mother. Seeing that the young Juhani was considered a slave (even though the daughter of the bandit chief), Toivo took her into his care (his own ideas about personal freedom obviously weighing heavily in this decision) and trained her in the ways of thievery. Later, when she exhibited an aptitude for magic, he did not dissuade her; in fact, he encouraged her to pursue her talent. Toivo and Eiel adventured together in their younger days and were close friends. Eiel's infatuation with the Water Dwarf has caused the two to drift apart.

VAINO is wedded to Eino. He is a poor paladin, sworn to poverty and the service of Ukko, but a good husband. He often advises Alvar about her profession and her life.

ALEKSIS is a devout cleric who sees his service to his deity, Mielikki, as more important than adventure. He has, however, infrequently adventured with Mika and Eiel whenever his clerical duties have allowed. He feels especially close to Mika through their shared faith and love of the forest and its creatures.

MINNA and Alvar are sisters, cousins to Vaino. Minna gets along well with her sister and admires Vaino very much. She is altogether too proper a lady to allow her admiration to develop into anything serious. Minna wears a magic girdle that gives an indication of her general state of health and helps to heal her wounds.

ALVAR is Minna's sister. Like Vaino, she has taken a vow of poverty. Vaino is her mentor in many ways, he provides her with guidance about her profession and her way of life. Their relationship is strictly business, however.

Saving Throws

Poison, paralysis, death	9
Petrification, polymorph	12
Rod, staff, wand	13
Breath Weapon	15
Spells	14

*Add +1 Wisdom bonus where applicable

Racial & Professional Skills

Attacks: 1/1

Spells/day: 5 5 2

Languages: Common tongue, neutral good

Equipment

Magic Items: shield +1, staff-mace, dust of appearance (x2)

Normal Equipment: splint mail, iron rations, leather backpack, 2 flasks of oil, holy symbol, quarter staff, 6 torches, 2 vials of holy water, 2 war hammers, small pouch, 40sp, waterskin, tinderbox, spell, components

Saving Throws

Poison, paralysis, death	11
Petrification, polymorph	12
Rod, staff, wand	13
Breath Weapon	13
Spells	14

*Add +2 vs illusions

*Add +1 Dexterity bonus where applicable

Racial & Professional Skills

Attacks: 3/2 or 1/1

Special Abilities: Detect evil up to 6", immune to disease, affect undead as a 3rd level cleric, heal 10 points of damage once a day, cure disease once per week, protection from evil 10' r. immune to fear, radiate protection from fear aura in 1" radius, 90% resistant to mind affecting magic (sleep, charm, hold, etc.), 90% unlikely to be thrown from mount, 90% unlikely to take damage if thrown, weapon and shield parry, can function at negative hit points

Languages: Common tongue, lawful good, elf

Equipment

Magic Items: chain +1, shield +2, long sword +1 flametongue

Normal Equipment: long sword, horseman's mace, light lance, 2 vials of holy water, holy symbol, tinder box, iron rations, large pouch, 2 cp, 6 torches

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Saving Throws

Poison, paralysis, death	11
Petrification, polymorph	12
Rod, staff, wand	13
Breath weapon	13
Spells	14

*Add +2 vs Illusions

*Add +1 Dexterity bonus where applicable

Racial & Professional Skills

Attacks: 3/2 or 1/1

Special Abilities: Immune to fear, radiate protection from fear aura in 1" radius, 90% resistant to mind affecting magic (sleep, charm, hold, etc.), 90% unlikely to be thrown from mount, 90% unlikely to take damage if thrown, weapon and shield parry, can function at negative hit points

Languages: common tongue

Equipment

Magic Items: military pick +1, chime of interruption, potion of super-heroism (4 levels/20 hit points for 8 rounds)

Normal Equipment: plate mail, shield, long sword, 2 large pouches, tinder box, 6 torches, wine skin, 2 iron rations, medium lance

Racial & Professional Skills

Attacks: 1/1

Spells/day: 5 5 3

Languages: common tongue

Equipment

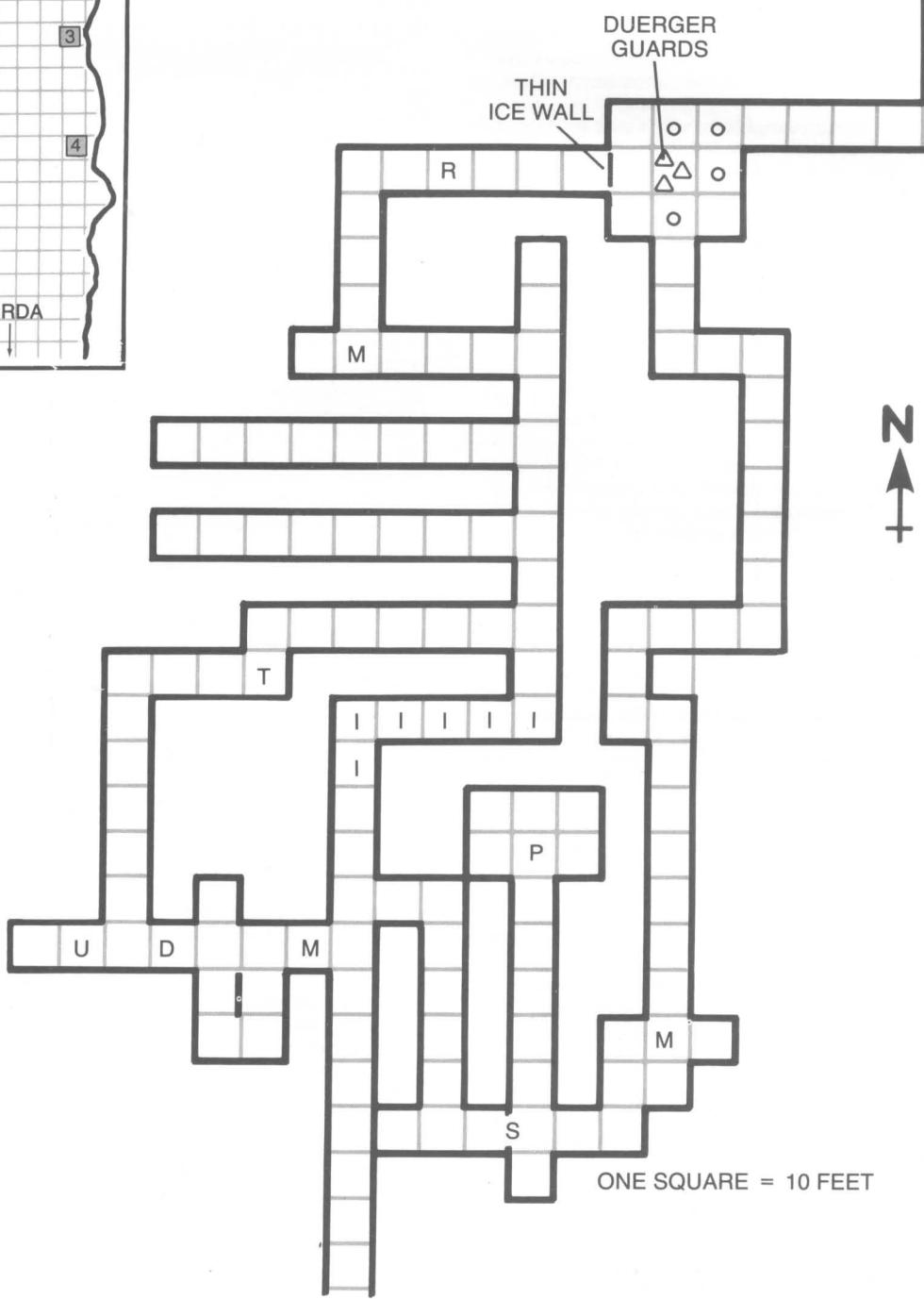
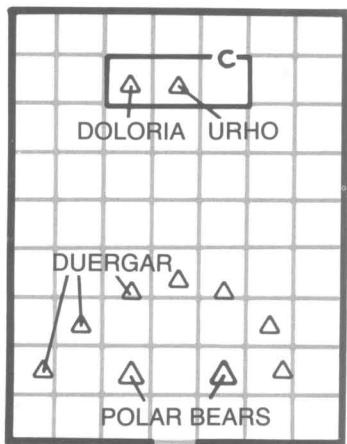
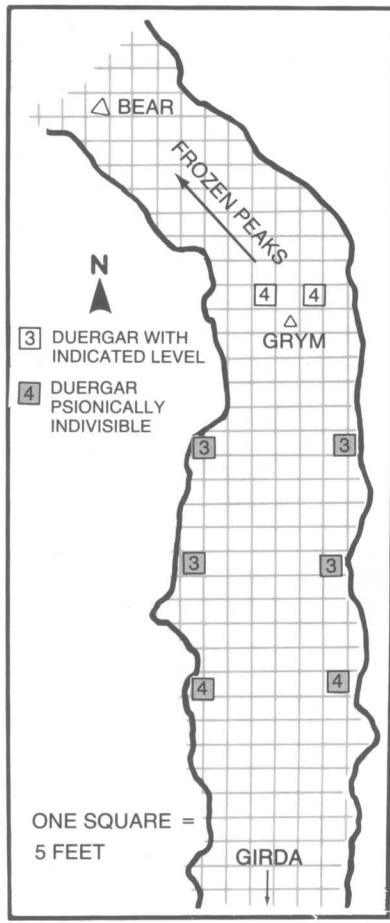
Magic Items: chain +2, staff of withering (21 charges, hammer +1, girdle of Ilmatar*, boots of the north)

*The Girdle of Ilmatar indicates the wearer's health by appearing bright silver when worn by a healthy person, or varied shades of tarnish extending to black depending on how grievously injured or sick the wearer becomes. The girdle has the added ability of restoring 3 hit points per day to the wearer, provided he is damaged but still alive.

Normal Equipment: holy symbol, spell components, 3 candles, 5 hammers, leather backpack, 6 torches, 3 vials of holy water, 60gp

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allows him to continue, read the following:

The gaunt dwarf's tone unexpectedly turns menacing, and his lips twist in a crafty smile. "On the other hand, we may not need your direct help, just the sword you got from those two-faced dwarves of Girda." Startlingly, the rocks of the defile seem to sprout more fully-armed dwarves on all sides. "As you can see, Tall Ones, we have the advantage and the surety of victory. But come. We can avoid the hot, sweaty work of butchery. Give me the sword and I'll grant you your freedom."

PARTY OPTIONS The characters may negotiate, stand and fight, or break through the encircling duergar and run up or down the trail. Fleeing characters are attacked vs. their rear armor class by as many duergar as can do so. If the characters have *Mordvin* and willingly relinquish it, the duergar will allow them to go free. If the party tries to pass off any sword as *Mordvin*, these duergar will be fooled and accept it as the real thing, unless *Mordvin* is in plain sight. The duergar don't know what the sword actually looks like, but they will know it if they see it.

DUERGAR TACTICS See the map for placement of the duergar force. The circled duergar are initially psionically *invisible*, standing motionless in the rocks. They cannot be seen by any means available to the party, due to their *invisibility* and the concealment afforded by the rocks.

If the characters refuse to negotiate, Grym will signal his force to attack. All the duergar will use their *expansion* ability, gaining the damage bonus listed in their stats. Once an individual duergar sustains half damage, he will assume his *invisibility* once again, causing his attackers to strike at -4 (unless the *invisibility* fails vs a PC, see the DM's notes).

If the party interrupted Grym's speech with an offer of help, he will be flustered. He will motion vaguely to one of his assistants and say that he is feverish from a wound, then he'll take the dwarf by the arm and approach the party, the third dwarf following the pair. When they get within melee range, Grym shouts "At them!" and attacks. The attack proceeds as above.

If a melee starts, a brown bear kept by the duergar clan will enter the fight at the beginning of the fourth round. The beast will charge into the front of the party.

If it is obvious to the duergar which character is carrying *Mordvin* (if the sword is in plain sight), they will attempt to separate him from the party and wrest the sword from him. If they are successful, the duergar carrying *Mordvin* will become *invisible* and withdraw from the fight, attempting to escape down the trail (in the direction from which Grym appeared to come). If feasible, the remaining duergar will attempt to physically seal off the road long enough for their comrade to escape.

Encounter #3 begins three turns after a successful negotiation, when only three duergar are left alive (if the party chooses to melee), or three turns after the party breaks through the duergar ring and runs either up or down the path.

Duergar (Grym): 1; AL LE; INT Very; SZ S (4'); MV 6"; AC 2; HD 5 + 2; hp 27; THAC0 15; #AT 1; D by weapon.

Special Abilities: Psionic ability 81, BCD/FGH; psionic disciplines at 5th level mastery: *expansion* (9', +5 damage), *invisibility* (IF 15), *molecular attraction, reduction*; +4 ST bonus .vs magic immune to paralysis and poison; weapons: hammer, short sword.

Duergar: 4; AL LE; INT Very; SZ S (4'); MV 6"; AC 2; HD 4 + 2; hp 22 each; THAC0 15; #AT 1; D by weapon.

Special Abilities: Psionic ability 79, BCD/FGH; psionic disciplines at 4th level mastery: *expansion* (8', +4 damage), *invisibility* (IF 10), *molecular attraction, reduction*; +4 ST bonus .vs magic immune to paralysis and poison; weapons: hammer, short sword.

Duergar: 4; AL LE; INT Very; SZ S (4'); MV 6"; AC 2; HD 3 + 2; hp 17 each; THAC0 16; #AT 1; D by weapon.

Special Abilities: Psionic ability 77, BCD/FGH; psionic disciplines at 3rd level mastery: *expansion* (7', +3 damage), *invisibility* (IF 6), *molecular attraction, reduction*; +4 ST bonus .vs magic immune to paralysis and poison.

Brown Bear: 1 AL N; INT Semi; SZ L; MV 12"; AC 6; HD 5 + 5; hp 28; THAC0 15; #AT 3; D 1-6/1-6/1-8.

Special Abilities: Paw hit 18+ = hug for extra 2d6 damage,

fight for 1-4 rounds after reaching 0 to -8 hp, -9 hp = death.

Encounter #3: What a pain

This encounter takes place at the end of (or immediately after) encounter #2 (see above).

A sudden roar fills the air as an enormous column of flame pours down from the sky, enveloping most of the remaining duergar. Striding into battle from the direction you were heading is a female cleric, yelling battle cries and brandishing a rod. She rushes into the fray, smiting duergar and shouting Ukko's praises.

The woman is Doloria, a cleric of Loviatar, sent to delay the party and then to resurrect Urho. Although she cannot cast a *resurrection* spell, she can perform the resurrection with a ritual similar to the one that the characters witnessed in the prologue. She has cast *obscure alignment* and *undetectable lie* upon herself to better convince the party that she is indeed a cleric of Ukko sent to aid the party in their quest. Doloria will insist on helping the party and will NOT take no for an answer when she offers to help. The only way that the party can get rid of her is to slay her.

The column of flame is a *flame strike* that does 28 points of damage (save for half). Doloria targets this spell, if possible, to harm only duergar. If this is impossible, she hits as few PCs as possible. Doloria will continue to aid the party until the last of the duergar is defeated, and will continue to pose as the PCs' friend until she is discovered or until it is time to trigger the avalanche (see below).

When the last duergar falls, Doloria launches into her act, warmly embracing either Eino or Vaino and babbling joyously: "Sister (brother) in the service of Ukko, how fortunate it was that a most glorious air maiden did appear to me, telling me that some of our order were on a mission for Ukko himself and could use my aid. Was this not a most rousing battle? Come, allow me to heal your wounds, then let us celebrate the glory of Ukko and make our plans on how to best achieve his goals." Doloria will, of course, introduce herself.

The players may ask whatever they would like. Bear in mind Doloria's mission, and that while she is with the characters, she will play the role of a cleric of Ukko to the limit. The spells she has cast will conceal her true identity at this point in the adventure. Do not spend too much time here just talking. Doloria will encourage the resumption of the quest if more than 10 minutes of real time has passed. If anybody asks, she will tell them that she knows where Urho's tomb is, and will offer to lead them to it. She does indeed know where the tomb is, but she has no intention of allowing the party to get there alive. Doloria radiates evil, but the *obscure alignment* makes this undetectable as long as it lasts. If a character tries to detect evil on Doloria while the spell is running tell the player that there is no result.

Two hours after your encounter with the duergar the icy mist shrouding the trail up Girda's back has thickened to the point that visibility is reduced to 20 feet. Proceeding up the snow-covered incline is becoming even more difficult, as it twists and turns through a tangle of fallen trees and boulders. Large waves of frozen snow loom ominously high overhead, some having fallen and partially blocked the path. As you struggle along, you encounter an even more formidable obstacle. The mountain pass you have been following ends in a rocky cliff, obviously the source of all the boulders. A wide strip of snow and ice covers most of the cliff face, leaving very little bare rock showing. It is difficult to tell how high the cliff is, its summit is obscured by the fog.

Doloria turns to you and says, "Well my heroic companions, we have almost arrived. Great Urho's tomb lies at the top of this cliff. Time is of the essence, so we must press on. I have means to climb without danger of falling, I shall ascend and secure a rope so that we may all arrive safely at the summit.

Doloria intends to ascend the cliff using her *slippers of spider climbing*, then start an avalanche by striking the snow and ice with her *rod of smiting*. Her spells all have run out, and the party can determine her true alignment and intentions now. If the party tries to convince her not to go she will insist that her plan is the best. If the party tries to discuss the problem at length she will simply ignore them and start climbing.

The icy portion of the cliff face is unclimbable, the rocky portion is rough but *slippery*. Doloria can climb it with her slippers at 60' per round. The cliff is 80' high. When Doloria reaches the summit she starts the avalanche, using one charge from her rod.

Doloria climbs into the fog and disappears. Moments later you hear a low rumble. Huge chunks of rock and ice rain out of the fog, an avalanche is coming!

The characters have 3 melee rounds before the ice breaks away from the cliff and the avalanche strikes. If they wish to run back down the trail they postpone the inevitable by one more round.

The characters can take shelter behind the boulders along the path and ride out the avalanche. The debris will flow around the rocks, leaving anyone in the lee of them unscathed. *Levitation* or *fly* also will work.

Any character not sheltering behind a boulder when the avalanche strikes will take 2d8 points of damage and must make a dexterity check (roll dexterity or less on 1d20) or be swept away and buried, taking an additional 2d8 points of damage. Characters who are climbing are swept away automatically. The party may attempt to dig out buried characters, but this requires three turns and counts as triggered trap in Encounter #5.

Doloria will not reappear in this encounter, like all true villains, she thinks the good guys all have been slain by her brilliant plan.

If Doloria is slain in this encounter, her body slowly vaporizes, forming a mist that swirls upwards into the fog, trailed by mocking laughter. Tuoni (god of the underworld) will cast *resurrection* on her and return her to earth so that she may complete Urho's resurrection. The characters benefit, though, in that Doloria is delayed in starting the ceremony. Slaying her thus cancels out one trap they may trigger.

Encounter #4: Slip-slidin' Away

The entrance to Urho's tomb is at the top of the cliff, just as Doloria said it was. As the party recovers from the avalanche, they can see it.

The avalanche nearly has filled this end of the pass with snow and ice, adding to the confusion of the fallen trees and boulders and reducing movement to a crawl. As they begin to move about, a cold wind springs up, ripping the fog to shreds and revealing the cliff face. The cliff is about 80 feet high, the covering of snow and ice has fallen away, leaving a huge pile at the base of the cliff. The pile is almost 60 feet high and looks like it can be climbed. A small cave mouth is visible in the cliff face, about 5 feet above the pile of snow and ice. The avalanche must have uncovered it. For a brief moment, there appears to be a human figure in the cave, but it quickly disappears.

According to the information you got in the capital, this is the most likely spot for Urho's tomb.

The figure was Doloria entering the portal (see below). The pile of snow and ice is not fully stable, but firm enough to climb.

If Doloria was slain before he could trigger the avalanche, an air maiden appears before the party, congratulates them on seeing through and foiling Lovitar's deception, and tells them the exact location of the cave. The party must find a way to remove the snow and ice blocking it. A *lightning bolt* or *fireball* will do the trick, but will cause an avalanche. Vaino's *flametongue* sword will easily chop a hole in the ice, but its wielder will have to *levitate*, *fly* or be suspended by a rope from the top of the cliff. Simply chopping through the ice also will work, but this takes time, and will negate the time gained by slaying Doloria.

When the cave mouth is finally uncovered, read the following when any character of good alignment comes within 10 feet:

The ice encrusting the cave mouth begins to crackle and hiss as a thick mist rolls out toward you. When the mist clears, many runes and wards carved around the stony portal are revealed, cautioning those of good alignment not to enter, as this is the tomb of one of great evil. No entrance is apparent, however, just a dead end cave.

The cave is approximately 10' x 10' x 10', there is a secret door at the back of the cave that leads into the ice maze beyond. The secret door can be found at the normal chances. Doloria located it with her *true seeing* spell.

KEY TO THE ICE MAZE:

- M** A block of ice that can be pushed in any feasible direction by a combined strength of 28 or more. Spiking the blocks and pulling them is not practical. There is a two-inch clearance at the top of each block. Due to the reflectiveness of the ice walls, these blocks may be overlooked. One or more characters must state they are examining the corridor surfaces to find them. The blocks can, however, be found in passing. A casual search is enough. Elves and half elves will see the blocks on a 2 in 6 chance just by passing within 10 feet of them.
- T** A pit trap covered by a thin sheet of ice. Any character stepping onto this drops into 10' deep pit, floored with sharp shards of ice that inflict an additional 2d4 of damage (falling damage is 1d6). This trap may be detected by a *find traps* spell or a thief's *find traps* ability. Probing will reveal that the space is hollow.
- I** A 60-foot long area with what appears to be small, sharp stalactites hanging from the ceiling. These are loosely embedded ice daggers. On the segment anyone enters this area they begin to drop at the rate of 3 per segment per character, attacking as a 3 HD monster (THAC0 16,) shield bonus does not apply unless the player states that his character is holding his shield overhead. Each hit inflicts 1d4 points of damage. A character moving at a 12" rate takes 5 segments to pass through this area; a 9" rate 7 segments. A *web* spell cast on the ceiling can prevent the daggers from falling in the area covered by the *web*.
- S** A battered bronze shield, graven with the rippling-wave symbol of Ahto (god of water), has been frozen into the ice wall. This is the opening device for a secret door, pressing the center of the shield opens the door. A *knock* spell also will open the door, but other methods short of battering a hole in the wall will not.
- D** A block of ice will drop from the ceiling and slide towards the west if a character steps into **U**. The block stops when it reaches the square immediately east of area **U**, effectively blocking the north-bound path. It takes a combined strength of 45 to push the block up slope to allow access to the northern passage. If the characters push block **M** all the way to **U**, the weight will trigger this trap. Characters caught between the ice blocks must make a dexterity check (roll dexterity or less on 1d20) to escape. Failure results in 3d8 of points of damage and entrapment between the blocks. It takes 20 strength factors to pull a trapped character free.
- P** A 20' x 30' room with highly reflective surfaces. Any character entering or looking into this room with a lit torch or lantern will be blinded for 3 turns by the strong light. Anyone so affected will attack at -4 "to hit" for the duration of the effect. If the afflicted character is kept with the party, the group movement rate is slowed to 6".
- R** This steeply-pitched floor is bathed in running water so that it is unbelievably slippery. If the characters take no precautions (spiking a rope into the wall for a handhold, etc.), they will fall and slide down the ramp. Accelerating rapidly, they crash into what appears to be a solid wall of ice. But the wall is quite thin and will shatter harmlessly when struck. The sliding characters take 1d6 impact damage when they tumble into the room beyond.

The ramp empties into a room occupied by three duergar guards. If the characters slid through the ice wall, these guards have two segments of surprise while the characters regain their feet. Dexterity adjustments to surprise do not apply. The duergars' attacks during surprise are at +4 "to hit" due to the characters' prone positions.

If the characters have approached via the hidden corridor, surprise chances are normal for both groups.

The circles are small, ice covered pits, similar to the pit in area **T**. Unwary characters will easily break through and fall into the pit taking 1d6 points of damage. The pits may be found with a *find traps* spell or with the thief ability.

Doloria has charged the duergar to get *Morduin* if they can (if it wasn't taken in Encounter #2). If the sword is captured, one of the guards will hurriedly deliver it to Doloria in the last chamber. In melee, the duergar use their *invisibility* discipline first, then *expansion*.

Duergar: 3; AL LE; INT Very; SZ S (4'); MV 6"; AC 2; HD 4 + 2; hp 22 each; THAC0 15; #AT 1; D by weapon.

Special Abilities: Psionic ability 79, BCD/FGH; psionic disciplines at 4th level mastery: *expansion* (8', +4 damage), *invisibility* (IF 10), *molecular attraction*, *reduction*; +4 ST bonus .vs magic immune to paralysis and poison; weapons: hammer, short sword.

Encounter #5: Urho's Tomb

Urho's resurrection is in progress when the characters enter the final chamber. The resurrection is accomplished by a ritual in which Doloria drives six ice daggers into his heart, with appropriate prayers. The placement of each dagger requires one round, and Urho will be functional three rounds after the last dagger is plunged home. The number of rounds left until Urho is on his feet (from when the party enters) is given in the table (see below).

The party accrued time penalties for having to dig someone out of the avalanche, chopping through the ice on the cliff (If they slew Doloria before she could trigger the avalanche), and being caught in the avoidable traps in the ice maze: the pit trap T, the S-U slide, and the Prism. The delay caused by each of these results in Doloria being able to place one more ice dagger in Urho's corpse (see below) before the party enters the crypt. If Doloria was killed in #3, subtract one from the accrued delays (this will result in a -1 if no delays were experienced).

The situation, then, when the party enters the crypt is one of the following (determine the value of x and y now and substitute those values in the player description that follows):

# Traps Triggered:	-1	0	1	2	3	4
# Shards in Urho (x):	1	2	3	4	5	6
# Shards in Doloria's Hand (y):	5	4	3	2	1	0
# Rounds Left until Urho Is Functional:	8	7	6	5	4	3

If all six ice shards have been placed, disregard the last sentence in the following description.

A twisting passage of rock and ice leads deeper into the mountain, disgorging finally into a large ice cavern. Seven especially nasty looking dwarves and two large white bears stand between you and a hut-like structure made of translucent ice. Though somewhat blurred, it is possible to see the body of a warrior lying supine on a wooden sleigh within the ice hut. (X) ice shards have been driven into his massive chest. A female figure that bears a marked resemblance to Doloria stands beside the byre, her upraised left hand holding (Y) more ice daggers. As the evil dwarves advance, she takes another dagger into her right hand, preparing to plunge the ice shard deep into the corpse's heart.

Doloria has ordered the seven duergar to protect her and the ice enclosure while she performs the resurrection ritual. They will use their psionic *expansion* discipline and attack the party, they will use *invisibility* when half damaged. The duergar will interpose themselves between the party and the hut, and will prevent the PCs from entering it if possible. The polar bears attack on the duergars' orders.

If the party still has *Mordvin*, these duergar will try to take it. They assume that the party has the sword if Doloria doesn't have it, and they can make a pretty good guess as to which character has it just by looking at the equipment each character is carrying (sword-sized objects aren't easy to hide). If successful in taking the sword, one of them will deliver it through the secret door in the rear of the hut (see below). If any character is watching this exchange, the location of the secret door is thus revealed.

THE ICE HUT

The hut is impervious to spells. The walls can be broken by repeated weapon blows; treat it as AC -3, SZ M. Each 5-foot section of wall has 30 hit points. When reduced to zero hit points a wall section crumbles, leaving a 5-foot opening.

Doloria has cast *protection from good*, 10' r.. Party attacks into the protected area are at -2 "to hit," and Doloria's and Urho's saving throws vs the party's spells are made at +2.

DOLORIA'S TACTICS

Doloria's prime mission is to resurrect Urho. She will not interrupt the process until the last shard is in place. If interrupted, she will wait until the last possible moment, then use her *rod of smiting*, since she will be in melee and spell use would be impractical (icy walls of the hut are too slippery for *spider climbing*).

If not immediately threatened after completing the resurrection, she may leave the hut if the duergar are in trouble (three or fewer left, or one of the bears is slain). She will cast *silence* spells on magic-users and clerics, in that order, then *continual light* and *light* spells in the fighters' eyes in order to blind them. Her final spell attacks will be *hold person* on any spell casters still functional, and finally *sticks to snakes*, the snakes created, however, will become inactive after 1d4 + 2 rounds due to the cold in the chamber.

URHO'S TACTICS

Urho is a fighting machine, and if resurrected in time to join the fray, he will concentrate his attacks on Vaino, Alvar, Mikar, and Eiel in that order. If *Mordvin* is available, he uses it, otherwise, he will use his two-handed sword.

If the party attacks Urho with *Mordvin* and successfully *disintegrate* him, the sword breaks, shattered by the magical energy used in the process. If Urho is slain, Doloria and any remaining duergar will attempt to flee.

Duergar: 7; AL LE; INT Very; SZ S (4'); MV 6"; AC 2; HD 4 + 2; hp 22 each; THAC0 15; #AT 1; D by weapon.

Special Abilities: Psionic ability 79, BCD/FGH; psionic disciplines at 4th level mastery: *expansion* (8', +4 damage), *invisibility* (IF 10), *molecular attraction*, *reduction*; +4 ST bonus vs magic immune to paralysis and poison; weapons: hammer, short sword.

Polar Bears: 2 AL N; INT Semi; SZ L; MV 12"//9"; AC 6; HD 8 + 8; hp 48 each; THAC0 15; #AT 3; D 1-6/1-6/1-8.

Special Abilities: Paw hit 18+ = hug for extra 3d6 damage, fight for 2-5 rounds after reaching 0 to -12 hp, -13 hp = death.

NPCs

Karl Ironsoul

9th Level Male Dwarf Fighter

STR: 18(24)

INT: 10

WIS: 15

DEX: 14

CON: 15

CHA: 12

COM: 12

AC Normal: 0

AC Rear: 3

Hit Points: 50

Alignment: Neutral Good

Weapon Proficiencies: Long sword (double specialist), short bow, mace, spear

Special Abilities: Attacks 3/2 (2/1 with long sword), normal dwarven abilities.

Languages: Normal dwarven languages

Equipment: Chainmail +2, shield +2, long sword +2, mace, spear.

Background: Karl is a philosopher king with many years of adventuring and rule behind him. He understands that each race in Kalevala must do its part in order to keep Pohjola contained. He assumes that the dwarves of Girda were chosen to guard *Mordvin* for a very good reason, and he takes this duty very seriously. He will not give the sword up lightly. He thinks that Stoneson is bit of a fool. He believes that Stoneson's disdain for other races is a serious handicap that will eventually embarrass the younger dwarf and ruin his chances for political success. Stoneson's outburst at the feast bears this out. Karl, however, has underestimated Stoneson and is unaware of how dangerous he has become.

Karl will do his best to judge the PCs' request for the sword on its own merits. He will try to put his own views and Girda's politics aside, but he will not give *Mordvin* to the PCs unless they appear to be absolutely genuine.

Karka

3rd Level Male Dwarf Fighter

STR: 14

INT: 10

WIS: 10

DEX: 13

CON: 14

CHA: 9

COM: 10

AC Normal: 2

AC Rear: 3

Hit Points: 14

Alignment: Lawful Good

Weapon Proficiencies: Broad sword, short bow, mace, spear

Special Abilities: Normal dwarven abilities.

Languages: Normal dwarven languages

Equipment: Plate mail & shield, broad sword, short bow, 20 arrows.

Background: Karka is an old soldier who believes whatever his king says is right — period. He regards Stoneson's agitations as mere immaturity. He thinks of Stoneson's followers merely as boys playing a game. He does not tolerate any criticism of his king. He

believes the current fuss over *Mordvin* is none of the party's business, and will tell them so if they try to get any information out of him.

Renin

3rd Level Male Dwarf Fighter

STR: 16

INT: 9

WIS: 11

DEX: 12

CON: 16

CHA: 10

COM: 12

AC Normal: 2

AC Rear: 3

Hit Points: 16

Alignment: Chaotic Good

Weapon Proficiencies: Broad sword, short sword, mace, light crossbow

Special Abilities: Normal dwarven abilities.

Languages: Normal dwarven languages

Equipment: Plate mail & shield, broad sword, short sword.

Background: Renin is a discontented youth. Like young people in every time and place he thinks he has all the answers. He is unaware of Stoneson's extremism, and sees only a charismatic leader, who represents "modern" thinking. He will not talk to the party after the incident at the baths — he is too embarrassed. If approached about the sword, he takes the party to Stoneson and lets him do the talking.

Stoneson

7th Level Male Dwarf Fighter

STR: 18(58)

INT: 11

WIS: 12

DEX: 14

CON: 15

CHA: 16

COM: 14

AC Normal: 2

AC Rear: 3

Hit Points: 39

Alignment: Chaotic Good

Weapon Proficiencies: Spear (double specialist) short sword, mace, hammer.

Special Abilities: normal dwarven abilities.

Languages: Normal dwarven languages

Equipment: Plate mail & shield, spear +1, short sword

Background: Stoneson is the ringleader of a group of dwarves that wants to, among other things, oust Karl Ironsoul from his throne and end *Mordvin*'s guardianship. Stoneson believes that dwarves are the only hard working, honest race in the world. Other races, Stoneson believes, merely want to get rich off honest dwarven labor — especially humans. He has the normal dwarven dislike for elves, and he thinks that humans are just as bad. He treats the other "short races" (gnomes and halflings) with tolerance at best. Most of his followers are not aware of these attitudes, and remember only Stoneson's talk of higher prices for dwarven goods, bigger and deeper mines, and fewer "big folk" in Girda.

Stoneson would like to see all dwarves isolated from other races, and he believes that such isolation would protect dwarves from anything — even Pohjolan conquest of Kalevala. The guardian of *Mordvin* in particular sticks in Stoneson's craw. He sees this as an example of dwarves doing the work that other races are too lazy to do themselves.

If the party approaches him, Stoneson will be wary and distant, suspicious of a trick. He knows from contacts in the capital that the party is trying to get *Mordvin* but he doesn't want to get involved with humans. He does want to use the party to get rid of *Mordvin* while keeping his own hands clean.

Doloria

10th Level Female Human Cleric

STR: 14
INT: 11
WIS: 17
DEX: 16
CON: 15
CHA: 13
COM: 16

AC Normal: 2
AC Rear: 5
Hit Points: 60
Alignment: Chaotic Evil

Weapon Proficiencies: Staff, mace, sling, hammer

Spells/Day: 6 6 4 3 2.

Languages: Chaotic Evil, common, duergar

Equipment: Chainmail & shield, *rod of smiting* (40 chgs), *slippers of spider climbing*, mace, 2 hammers.

Spells Carried: Cure light wounds (x2), light (x3), protection from good, silence 15' radius (x3), resist fire, hold person, obscure alignment*, dispel magic, continual light (x2), flame walk, protection from good 10' radius, undetectable lie*, flame strike*, true seeing*.

*spell cast before final encounter, and not available in final encounter.

Background: Doloria is as cold hearted as her goddess (Lovitar). She does not appreciate humor, and she only laughs when she sees some creature or being in pain. She holds friendship, love, and honor in contempt, but she takes special pleasure in the agonies these emotions can cause in others.

When the party encounters her, however, she is playing the role of a good cleric. She overacts the part terribly. She will be sugary sweet to everyone, and fairly bubbles with feigned cheerfulness. She speaks in hyperbole about everything the party does or plans to do, and constantly sings praises to Ukko, but never calling him by name and never using the same name twice ("thank the all father, praise the great old one, glory to he who is most supreme...").

Urho

13th Level Male Human Fighter

STR: 18(62)
INT: 10
WIS: 14
DEX: 16
CON: 16
CHA: 14
COM: 12

AC Normal: -3

AC Rear: 0

Hit Points: 99

Alignment: Chaotic Evil

Weapon Proficiencies: Two-handed sword, long sword (specialist), short sword, mace, dagger, short bow.

Special Abilities: Attacks 2/1 (5/2 with long sword)

Languages: Chaotic evil, common, white dragon

Equipment: Plate mail +3 & shield, two-handed sword +2.

Background: Urho is every bit as hard and cruel as Doloria, they could have a great time together making each other miserable. The last thing he remembers is dying 1500 years ago, and he is hopping mad. He will not talk to the characters, he just wants to kill them. One of Urho's favorite tricks when he has *Mordvin* is to grunt with pleasure when he successfully drains an energy level from an opponent, hoping to make the opponent believe that the sword transferred the level to him.



THE BRENALETTE FAMILY & FRIENDS

by Andrew Ehrnstein

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"The New Rogues Gallery" is a continuing feature in
POLYHEDRON™ Newszine through which members may share
their most interesting characters with the rest of the Network.
Referees may use some or all of the characters described here for
random encounters, or even build a whole adventure around them.
The Newszine welcomes all member contributions for this feature,
particularly human or demi-human clans like this one.

Elves and Dwarves are strange, but I wanted to create a human
character from a strange culture, so Bregnor Brenalette was born.
Bregnor, along with a powerful paladin, and Ealserei, Bregnor's
current wife, formed a team that became a renowned force in
Adeendee, our game world. Ealserei is an NPC, and does not
appear here. The paladin is a non-standard character and could not
be presented here for various reasons (too numerous to list, Ed.).

Together this team recovered the Egg of the Phoenix,¹ defeated
the wicked Heldfond and destroyed a copy of the Necronomicon.
Bregnor and Ealserei basically have been retired (despite Bregnor's
grumbling,) but the clans' younger members and their friends are
still adventuring.

Yosemite and Laurus had to be included for reasons beyond the
comaderie inherent in most adventuring parties. Yosemite will
likely be part of the Brenalette family within a year, if he and Asterei
ever have time to get married. He hasn't even had time to buy
her an engagement ring yet! And Laurus is inseparable (until combat
strikes!) from Yosemite, regardless of the fact that Yosemite and
his friends seem to attract superpowerful egomaniacs that scare
Laurus half to death.

Reputation and renown are important to most of these characters
in different ways. Bregnor fled his home to save his family pain,
and to prevent a civil war. Cwytyever and Yosemite seek to further
their renown, and so be accepted in the family. Asterei is secure
enough that she hardly cares. Laurus, of course, has no reputation

outside his circle of friends.

With no further ado I present the Brenalettes and their friends,
old and new.

BREGNOR BRENALETTE

Player: Andrew Ehrnstein
10th Level Male Human Fighter

STR: 18(60)
INT: 13
WIS: 13
DEX: 15
CON: 18
CHA: 17
COM: 9

AC Normal: 0

AC Rear: 1

Hit Points: 101

Alignment: Neutral Good

Deity: acknowledges most war and sea gods

Weapon Proficiencies: (7) battle axe, hand axe, javelin, long sword, two-handed sword, spear, lance

Special Abilities: attacks 3/2, prefers to fight with two weapons, ambidextrous.

Languages: Common, Frost Giant, Dwarf, Elf

Equipment: sword of dancing, Axe of the Lord (battle axe + 3, command 3/day, strength spell on wielder 1/day 8 turns duration,) 3 javelins + 2, other javelins, hand axe, lance if mounted - spear if not, full plate armor, headband of eyes (works as robe of eyes), pearl of the Sirines, ring of free action

Description: Bregnor Brenalette is 6'5" tall and weighs 257 lbs. He is broad-shouldered and heavily muscled. He has fair, freckled skin, and long hair (the mark of a warrior in his birthland.) His short, thick beard and hair are brown with only a few grey streaks. Bregnor's steely grey eyes have neither been tempered nor dimmed by his 59 years of life. In his opinion his many scars have only

improved his looks. He generally looks happy and ready for anything.

History: Bregnor Brenelette is the son of a violent baron of the Norther March, but is low in the line of succession. He led a number of successful attacks against the frost giants who raided his homeland. The local people wanted Bregnor to take the heir's right from his eldest brother, and Bregnor, never ambitious or selfish, left in confusion. He had many adventures and good times with his close friend Fredrick Galthoria and Ealserei (an elfmaid magic-user). However, when his reputation spread to his homeland he was forced to leave his friends for the same reasons he had originally left his home. He and Ealserei (who left with Bregnor) slew a dragon turtle in the port of Crantiven and were nearly worshipped by the liberated populace. Bregnor fell in love with the late lord's daughter, married her and was welcomed as the new Lord of Crantiven. His Lady died bearing Asterei. He looked to Ealserei for consolation at first, but this developed into a romance that neither had expected. Bregnor and Ealserei were not married until after Cytwytever was born. Bregnor grumbles that he's getting feeble in his old age, but he is still far from it. Some suspect Ealserei is responsible for this.

Personality: Bregnor draws people like a feast draws halflings with his good nature and courage. Often too trusting, his friends keep an eye out for him. Bregnor has friends in garrisons and taverns in many nations, but he is not accepted by the more arrogant of the nobility. He has never been ambitious, and intrigue frustrates and disgusts him. Bregnor prefers to fight things out toe-to-toe with his enemies. He often avoids the court life by strolling through his city, training warriors, spending time with his children and wife, or traveling abroad. Bregnor refuses to wear helmets and protective magics, preferring to take his lumps like any other soldier (and he is proud of the resulting scars).

Current Residence: Lord Bregnor Brenelette lives with his family in the royal palace of Crantiven. The palace is on a cliff on the edge of the seaport, overlooking both the prosperous city and the sea upon which it depends.

ASTEREI BRENELETTE

Player: Andrew Ehrnstein
3rd Level Female Human Illusionist

STR: 8
INT: 17
WIS: 10
DEX: 17
CON: 10
CHA: 15
COM: 15

AC Normal: 2
AC Rear: 5

Hit Points: 7

Alignment: Chaotic Good

Deity: none acknowledged

Weapon Proficiency: dagger

Special Abilities: ambidextrous; psionic ability 194, ACDE/FGH Disciplines (only *hypnosis* and *invisibility* learned as yet): *hypnosis*, *invisibility*, *clairvoyance*, *mass domination*, *mind bar*

Languages: Common, Elf, Dryad, Brownie, Bronze Dragon, Lamasu, Lizard Man

Equipment: 4 daggers (3 are concealed,) bracers of defense AC 5, potions of *healing* and *psionic boost* (10 Psi Str points, standard duration), material components, stone of *continual light*, spell books.

Description: Lady Asterei Brenelette is 32 years old, 5'6" tall and weighs 130 lbs. She has smooth, lightly tanned and freckled skin, and brown hair that falls in ringlets half-way down her back. Her eyes are dark grey, her lashes are long and her nose is small and pretty. She has a round face and a rather voluptuous figure. Wherever she travels she dresses appropriately and very well.

History: While 'Tever grew up without a surname, Asterei grew up without her true mother, for Asterei's mother died bearing her. Ealserei named her friend's child and tried to raise her while unwit-

tingly growing closer and closer to Bregnor. She also introduced Asterei to the Art, which Asterei proved very adept at, quickly deciding on illusions and practicing her innate psionic talents. These pursuits were only barely interrupted by two marriages ending in her being widowed each time. Some whisper that she killed her husbands (she did not). Asterei allows these rumors to circulate — she likes her freedom.

Recently Asterei has acquitted herself amazingly well, using her limited powers impressively. Because of 'Tever's and Yosemite's physical protection she has yet to even draw a dagger. She has, however, almost knocked herself unconscious several times by straining her psionics to their limit. She and Yosemite work very well together. Asterei has finally found a man who won't lock her in a palace!

Personality: Lady Asterei Brenelette learned how to speak her mind from her father and the use of subtleties from her step-mother. The combination often amuses her. She teases 'Tever, trying to lighten up his usually somber mood. Asterei believes that appearances are very important, which is why she loves illusions: she gets to change appearances whenever she wants! She loves sailing, swimming, humor and intellectual debate. She is very creative in her use of illusions and has a very good and active sense of humor. She is also very aware of the mysterious sagecraft of psychology, probably due to her psionics, and she incorporates psychologically powerful symbols in her illusions. Her only prejudice is a learned aversion to insane and arrogant people.

Current Residence: Though presently unable to return home, Lady Asterei Brenelette lives in her personal suite in her father's palace.

CYTWYTEVER

PLAYER: Andrew Ehrnstein
3rd Level Male Half-Elven Cavalier

STR: 17
INT: 12
WIS: 12
DEX: 16
CON: 15
CHA: 14
COM: 13

AC Normal: -1

AC Rear: 2

Hit Points: 30

Alignment: Neutral Good

Deity: not devoted, but acknowledges many, especially Hanali Celanil

Weapon Proficiencies: (4) lance, long sword, short composite bow, javelin

Special Abilities: infravision (60'), detect secret doors, 30% resistant to sleep and charm, 90% resistant to mind-affecting magic, +2 to save vs. illusions, immune to fear, protection from fear aura 10' radius, consciousness retained to -14 hit points, +1 to hit with lance and long sword, skilled at hunting, ambidextrous.

Languages: Common, Elf, Gnome, Halfling, Goblin, Hobgoblin, Orc, Gnoll

Equipment: trans-dimensional long sword +1 (light once/day, retains its "plus" on any plane), field plate armor, shield, lance, short composite bow and arrows, 4 javelins, skinning knife for the hunt and heavy warhorse, Sithwelen, which wears plate barding.

Description: Cytwytever is young for a half-elf, only 30 years old and looking a human 17. He stands 5'6" tall and weighs 130 lbs. He has fair, freckled skin, shoulder length brown hair, and no facial hair. His eyes are almond-shaped and grey-green colored. 'Tever's ancestry is obvious to anyone, but the intensity of his gaze usually stops any questions about it.

History: Cytwytever is the son of Lord Bregnor Brenelette and his Lady Ealserei and was born out of wedlock. 'Tever learned early that the way to make other people forget his bastardy was to never back out of a fight. He has not forgotten, though, that Bregnor promised to officially recognize 'Tever when he makes knighthood, and 'Tever daily strives toward that end.

He trained under his father and a friend of the family, a skilled

cavalier. He only has been adventuring for a short time, but has done exceedingly well. 'Tever, his half-sister Lady Asterei, Reginold "Yosemite" Nole, Laurus "The Brave" and a few others have been encountering incredibly arrogant and incredibly powerful, beings and have survived.

Personality: Cytwytever is courteous and good-natured like his father, but a little touchy. He takes everything too seriously. He may well relax a bit and begin to enjoy life when he gains his spurs and his surname, but not until then. Insulting 'Tever, especially about his illegitimacy, is always taken as a challenge except from the very best of friends. He allows his friends to call him 'Tever, but not mere acquaintances. He truly has no fear, and he will attack any evil of any strength. 'Tever often lays his life on the line for his half-sister (something Yosemite always appreciates). Considering the foes his group has been encountering, this self-confidence has helped. He loves his family very much and respects his parents' love for each other. Despite this, he really does not understand love, nor — only discipline, — a point Asterei (and only Asterei) teases him about. He is beginning to lose his reserve toward Yosemite and he pities Laurus, but otherwise he always acts rather formally.

Current Residence: Presently unable to return home, 'Tever usually lives in the officers' quarters in his parents' palace.

"YOSEMITE" REGINALD NOLE

Player: Grayson R. Towler
4th Level Male Human Ranger

STR: 17
INT: 13
WIS: 14
DEX: 15
CON: 18
CHA: 12
COM: 14

AC Normal: 1

AC Rear: 3

Hit Points: 52

Alignment: Neutral Good

Deity: Mielikki, Finnish Mythos

Weapon Proficiencies: (3 of 4 used) Longsword, Longbow, Sabre

Special Abilities: Tracking, Surprise on 1-3, surprised only on a 1, +4 damage vs. Giant Class

Languages: Neutral Good, Common, Ogre, Bugbear, Hobgoblin

Equipment: Rope, 50', 5 flasks of oil, small mirror, pouch, backpack, Longsword, Longbow, Plate Mail, Large Shield, 16 Arrows, Sabre, +2, 4 arrows +3

Description: "Yosemite" Reggie is 22 years old, 6'1" tall, and weighs 197 pounds. He has blond hair and brown eyes, a fairly attractive (if already a bit battle-scarred) face, with striking but no outstanding features. He is well muscled, but not to the point of being overly bulky. Being a warrior obviously serves to put a rough edge on anybody's appearance, but Reggie is particularly fond of the roughness, and actively promotes it (although with Lady Asterei about, he attempts to keep himself from being offensive.) He does not smile very often, which usually gives him an air of intensity.

History: "Yosemite" Reggie had always enjoyed being in the woods and hunting, and at age 15 he decided that his calling was not in the class of fighter, as he was originally training for, but in that of ranger. He began his actual adventuring career close to his 21st birthday. Of his original companions, only Laurus is with him today. Although a friend of his, an illusionist, was killed on that first adventure, he survived long enough to impress upon Reggie the power and effectiveness of a properly-used illusion.

To replace the illusionist, the party took on his sister, a beautiful magic-user named Mestophya. At first, Reggie thought he was in love with her. She proved herself to be powerful, resourceful, and quite mysterious. Reggie had always been fascinated and infatuated with magic, and, while he still believed illusions to be the most powerful kind, he was nonetheless impressed with the power that Mestophya wielded in her spells. Unfortunately, Mestophya was also terminally strange. A paladin discovered faint traces of evil in Mestophya, and, eventually, she was taken away by a powerful devil. It was discovered later that she was, in fact, part demon. Fortunately,

he met Asterei. She was just as powerful (with her illusions), just as mysterious (with her psionics), just as beautiful, and didn't come complete with weirdness or demon blood. She and Reggie work well together, and he has found that he likes her better than Mestophya anyway. Whether or not this will get anywhere depends on their survival, of course, which is quite uncertain, considering the amount of superpowerful beings that the party has had to deal with lately. They have only survived by dint of luck, big talk, illusions, and utter duplicity. These tactics, while having worked well enough so far, are not the safest things to rely upon, and are extremely difficult to practice with a cavalier and a paladin looking over your shoulder. Reggie would much prefer to deal with things he at least has a chance of handling in a straight forward manner.

Personality: Laurus, "Yosemite" Reggie, oldest friend, has often described his comrade-in-arms as 'power-hungry.' This is, in a lot of ways, a wholly accurate assessment of Reginald Nole's tendencies. He has an unbridled desire to possess magic, or, if he can't use it himself, work with people who can. This near-obsession is further manifested in the fact that he always seems to seek out magic-using women. The reason for this power-hungriness, however, is his resentment of having been pushed around in the past by people who do have power. He is, however, neither rash nor stupid, and is willing to bide his time before he decides to take-on some of these superpowers that have plagued his life.

Other than that, Reggie is not a difficult person to get along with. Although he lacks the charisma of some of his companions, he nonetheless takes on the role of the leader, since he started out in that position and, although there has been a great deal of turnover in the party, nobody has ever bothered to contest his leadership. He gets along with almost everybody in the party, especially Asterei and Laurus. Cytwytever is a puzzle to him, though. While Reggie is often quite intense, he enjoys a good time as much as anybody and likes to take the time off to hang around with Laurus and just do silly things, but Cytwytever never lets up. What bothers Reggie the most is that, in order to keep him alive, the party has often had to steer Cytwytever clear of certain overwhelming encounters, and thus 'Tever has never been able to see any reason to believe Reggie's claim that some things are best not fought. He has finally resolved, however, not to let Cytwytever get between him and Asterei, although Asterei really is quite capable of handling her noble-minded half-brother if she really feels she needs to.

Current Residence: Reggie's family is in his hometown of Idemchile, but his true home is on the road. Certain events have taken him quite a distance from his birthplace, and indeed he is no longer sure if it still exists. He doesn't really foresee going back there anyway, but, then again, nothing else has happened that he has foreseen.

LAURUS "THE BRAVE"

Player: Grayson R. Towler
5th Level Male Halfling Thief

STR: 13
INT: 14
WIS: 12
DEX: 18
CON: 15
CHA: 12
COM: 10

AC Normal: 3

AC Rear: 7

Hit Points: 27

Alignment: Neutral Good

Deity: No specific attachment

Weapon Proficiencies: (2 of 3 used) Sling, Short Sword

Special Abilities: 30' infravision, invisible in foliage, surprise on 4 in 6 if alone, thief abilities.

PB	OL	FT	MS	HS	HN	CW	RL
65	62	50	60	56	25	75	15

Languages: Neutral Good, Common, Elf, Gnome, Goblin, Dwarf, Halfling, Orc, Thieve's Cant

Equipment: Thieve's tools, 50' rope, backpack, pouch, 3 flasks of oil, garlic, 2 iron spikes, sling, 12 bullets, short sword, leather armor, amulet of water breathing, potion of improved invisibility.

Description: Laurus is rather large for a halfling, standing 3'6" and weighing 57 pounds. His eyes are brown and large, and his skin is fairly dark. His hair is brown and curly, and he wears a thin beard. He is not particularly handsome to any race, but his looks are sufficient to get him by.

History: A year before he set out to recover a magical amulet with his good friend, "Yosemite" Reginald Nole and his party, Laurus never even dreamed that he would be going on adventures, except on the nights that he had nightmares. He was NOT a prime candidate for adventuring, to say the least. He was, however, quite poor, and on his own in the world, and eventually had to try his hand at thievery to support himself. Soon after he turned to this profession, he tried to pick the pocket of a young human by the name of Reginald Nole, who was training to be a ranger at the time. Instead of clobbering Laurus when he caught the halfling, Reggie told him where he could get professional training. This began his friendship with Reggie, as well as his thief training with the local guild. Several years later, under circumstances that he often wonders about, Reggie convinced him to go on a "little" quest with him. It was all uphill from there.

Personality: Reggie added "The Brave" to Laurus's name once he got to know him, and it was a teasing measure. Laurus prefers to be exactly the opposite of "Brave", and would much rather avoid a fight than to face one. He has shown in the past, as much to his surprise as to his friends', that he is actually capable of extreme bravery in a pinch. He has figured that, while the actual performing acts of bravery isn't so bad, getting yourself worked up for them is. He convinces himself that the only reason he keeps on adventuring in the first place is for the money, but in fact he is fully caught up in the adventuring lifestyle and couldn't untangle himself from it if he wanted to.

Laurus does not share Reggie's power-hungriness. In fact, he is frightened of most magic, especially what he terms the "flashy" kind. He feels no real need for power or respect, and is content with the idea that his life will probably be altogether inconsequential. As an adventurer, though, he may turn out to be important in spite of himself.

Current Residence: Laurus's hometown is Idemchile, but, at present, it doesn't look like he'll be seeing that place for a long time.

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(LETTERS

like to run another Network sanctioned tournament. I will have a preliminary flyer ready in a month or so and will get you a copy. I would appreciate it if you could tell me who to contact at The Dragon, so that we don't get left out of their schedule again. Now to the interesting part...

I would like to be able to run the tourney using a new game system (developed here in Ft. Wayne) called Darkus Thel. There is a lot of interest in the game here (one of the reasons I was only able to fill 4 tables, is that Darkus Thel captured the interest of the Con goers to the point that in three sessions they managed to fill 15 tables and were still turning people away).

I have asked the authors of the game if they would be interested, and they have said that they would be willing to write the needed modules and submit them, with a copy of the rules, to HQ for approval. I have suggested a mid-March deadline to them. If this is not enough time, please let me know as soon as possible. I would also be happy to write a review of the game for the Newszine (or you could have someone from your staff review it, at your discretion).

I look forward to working with you on this, and hope you will be in touch soon. Thank you for all of your help.

Michael Durant
NIGA, Pentacon Committee

were run in issue #32. This is an unofficial announcement but we believe it to be authentic, as we are waiting for the new system on the computer to be completed so we can do it there. If there should be any corrections then we will announce them in a later issue. The memberships (extensions, etc.) will be issued at that time. Also, your membership applications have been sent to you as of 1/14/87.

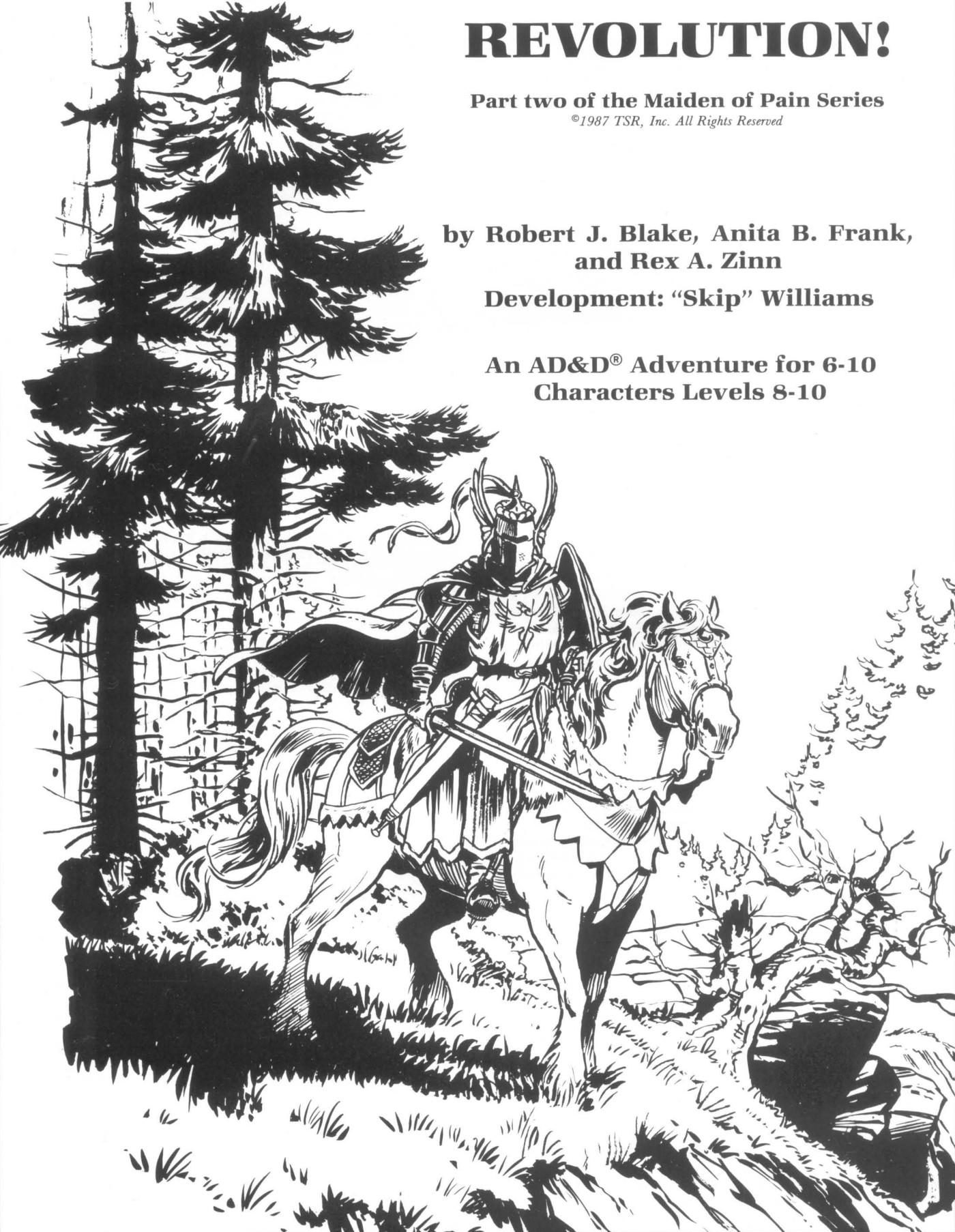
Read the DRAGON® Magazine — February, issue #118 — which will have guidelines for the Convention Calendar: Send to: DRAGON Magazine, c/o Robin Jenkins, P O Box 110, Lake Geneva, WI 53147, as soon as possible. (Editor's Note: announcements sent to DRAGON Magazine will not necessarily appear in POLYHEDRON Newszine even if you request publication in both, and vice versa. The staffs of these publications are often too busy to communicate with each other. If you want to make sure your convention is listed in both publications send an announcement to each.)

As to your desire to use Darkus Thel rules to create your own tournament, yes, this would be fine. You would have to get the approval of both the publisher and Network HQ to review and approve as official. (Editor's Note: this goes for all Network sanctioned events using non-TSR products.)

The mid-March deadline would be fine. The manuscript should be typed - double spaced with 1" margins on all sides. Every page should be numbered and the author's name or coordinator's name and number should appear on the left top corner and the scenario's name in the top right corner.

In reference to getting your modules sooner, we are making a GOOD effort on sending these out earlier. We realize there has been a problem, and we are making plans on rectifying this situation.

As to the memberships for the Pentacon '86, the winners of the Guild War scenario



REVOLUTION!

Part two of the Maiden of Pain Series

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**by Robert J. Blake, Anita B. Frank,
and Rex A. Zinn**

Development: "Skip" Williams

**An AD&D® Adventure for 6-10
Characters Levels 8-10**

Players' Introduction

Your party has just returned to Kittala after completing a quest assigned to you by no less a personage than Ukko, the supreme deity of Kalevala. Your adventure began one night when a friend of yours, the cleric Bierk, was kidnapped. When you discovered Bierk missing you enlisted the aid of two of Eiel's colleagues, both thieves. You soon traced Bierk to a shrine thought to be dedicated to Ukko, but actually dedicated to the evil goddess Lovitar, Maiden of Pain. You sent the two thieves inside to reconnoiter, warning them to keep their eyes open and their hands to themselves. They ignored your warning, however, and opened an ancient tome they found inside the shrine. This caused an explosion which gutted the shrine and killed the thieves. It affected Bierk not at all for he was already dead.

As you examined the wreckage of the shrine, Uriel, one of Ukko's air maidens, appeared. She explained that the tome was the *Book of Fate*, an evil artifact that reveals half-truths and distortions about the future, and not in mere written words but in vivid illusions. Uriel explained that the opening of the *Book of Fate* precipitated a conflict the outcome of which will decide the supremacy of one nation, either yours of Kalevala or your enemy, Pohjola. She also helped you understand the visions you saw in the book's pages.

The first event depicted in the book was the resurrection of the evil hero Urho, destined to lead the Pohjolan armies. To thwart this, you recovered Mordvin, Urho's sword, from its dwarven guardians, dealt with murderous ice dwarves and a treacherous cleric, and solved the Ice Maze. In the end Urho was slain with his own weapon, the sword bursting from the evilness of its former master.

These things completed, you returned to your homes in the capital only to find the city abuzz with news of an impending revolt. You were able to discern very few facts from the web of rumor and speculation that entangled the city. You discovered that the hotbed of the revolt was a town called Vadya, and that the revolt's leader was a man named Torval. It was said that Torval had been murdered by his loyalist brother, Kerch, leaving the militant serfs leaderless and without restraint.

You had been in Kittala less than a day when you were summoned to the private chambers of Count Crispin, King Gerhart's chief adviser. Crispin told you that agents of Pohjola have convinced the serfs that they can overthrow the king and enjoy the benefits of self-rule. The serfs do not comprehend that once they have bled the country, their "benefactors" will move in and create a slave state.

Crispin then asked for your aid: "The peasant leader Torval is the key to this whole affair," Crispin said. "The rumors of his death could be true, but the only certainty is that he has disappeared, perhaps, as his followers believe, to consult with his pohjolan allies. We have Torval's alleged murderer, his brother Kerch, in custody here. Kerch's only defense against the charge of fratricide is bald denial; furthermore, he claims that his brother has come to distrust the pohjolans as truly evil men who seek to use the serfs to their own ends. According to Kerch, his brother threatened to expose the plot and the pohjolans kidnapped him in order to "persuade" him to continue with the revolt. Kerch adds that he has been framed for the murder. There is considerable circumstantial evidence against Kerch, and our clerics have been strangely unable to confirm or disprove his plea. Kerch says that someone called Filden, who usually can be found at the Bogside Inn in Vadya, will corroborate his story. If Torval is dead, we must keep the news quiet, if news of the murder becomes generally known, the revolt will begin in earnest, for the murder will be blamed on the king's agents. If Kerch speaks the truth Torval must be rescued so that he may stop the revolt. I must send someone trustworthy to Vadya to seek out this Filden and learn the truth about this matter. Also, there is a wise old woman, a hag really, name of Meave I think, who lives in the woods southwest of Vadya. She is nearly omniscient, but is a neutral. We must learn where her loyalties lie, soon we must all choose sides and she will be a great boon to her allies."

After you had agreed to perform these two tasks Crispin gave you a pass-phrase, "Uneasy lies the crown...", the response is "...but strong is the resolve." This will identify other loyalist agents. Crispin also gave you clothing of pohjolan manufacture, explaining that the peasants of Vadya will recognize it and assume that you are pohjolan agents. Loyalist agents are not welcome in Vadya right now.

After leaving Crispin, you quickly gathered your equipment and set out for Vadya, but the prologue of your present adventure was not over yet.

In the dawn of the second day on the road to Vadya, a gust of cold wind rose, then died revealing the brightly glowing figure of Uriel. Though still magnificent, closer scrutiny revealed that her garments were dusty and the hem of her battle skirt was caked with mud and dried blood. Her sword was nicked and her shield splattered with filth. Blood trickling from an unbound wound on her arm turned the snow at her feet crimson. "At Ukko's behest," she announced, "I have come to

charge you with another divine quest! Through the actions of your comrades, the gods of Kalevala and Pohjola do battle in the outer planes. Both sides pay dearly for mortal foolishness and greed, but until now it seemed that both were evenly matched in skill and numbers."

Uriel paused and looked about her as if she heard something you did not, then began speaking more quickly. "There is little time and much to tell. Ukko once loved a maid of the woods and went to her in mortal guise. The child they made grew strong and gifted in the casting of the runes and their interpretation. Because of this semi-divine parentage and the decision to live in the deep forest the grown child, Sikkar, was made the keeper and protector of one of the most powerful artifacts on the earthly plane: the *Dark Mirror*. Loviatar has discovered the location of the mirror. Even now her minions approach to slay the wise-one and claim the mirror. This must not happen! In the hands of the dark gods it has the power to tip the balance in their favor. It is your task to claim the mirror for Ukko, and rescue his child if that, too, is possible." Uriel paused again as faint sounds of a battle became apparent even to you. "The battle goes hard," said Uriel. "You are some distance from your goal and the ice dwarves are even now hurrying toward Sikkar's cottage. To help you reach your goal quickly, Ukko sends you this *Seeker Shard*. It is linked to the mirror you seek and will guide you as truly as a lodestone points to the north. It will enable you to go straight to the wise-one's cottage.

With that Uriel disappeared, leaving you with the shard, a chunk of stone roughly two inches long and one half inch wide, with an arrow scribed along its length. Now you stand on the roadside, wondering how to use the shard. You attribute Uriel's abrupt departure to the growing sounds of battle. She appears to have left you to learn the use of the shard on your own.

Additional Equipment: The party has eight light horses and two medium horses in addition to the equipment listed on the character sheets.

Light Horses: 8; AL N; IN Animal; SZ L; MV 24"; AC 7; HD 2; hp 9 each; THACO 16; #AT 2; Dmg 1d4/1d4

Medium Horses: 2; AL N; IN Animal; SZ L; MV 18"; AC 5; HD 2 + 2; hp 15 each; THACO 16; #AT 3; Dmg 1d6/1d6/1d3

Notes for the DM

Using the Shard: The shard works like a compass needle, but instead of being magnetic, it is linked with the aura of the mirror and will always point directly to it. The proper method of use is to float the shard in a bowl of any type of liquid. An alternate method is to tie a string or thong around the balance point of the shard so that it may swing freely. Once the party has used one of these methods, the shard will point directly toward the mirror, where ever it is. It is not possible to walk around holding the shard out, taking constant headings. The liquid will spill or the string sway too much to make this ploy effective. The party must pause and check their bearings periodically.

Whichever method they choose, the shard will point off into the woods, away from the road, to the southeast. If the party leaves immediately, go to Encounter #1. If the party tries to locate the battle and join it, they will not be able to find it. It is taking place on another plane, although it can be heard here.

DM INTRODUCTION

Kerch's story is true — the pohjolans did kidnap his brother. To hide the kidnapping, they staged Torval's murder and framed Kerch. The pohjolans have taken Torval to their citadel (encounter #8) in order to "persuade" him to change his mind.

Crispin's story is not true, he has not attempted to confirm Kerch's story with clerical help because he is vacillating. He is considering a pohjolan offer of a handsome payment, in money and titles, to assassinate King Gerhardt. He's trying to decide if he will gain more by turning traitor or staying loyal. He fears that the truth about the Torval affair might ruin his chances to negotiate with the pohjolans, or expose him as a traitor. In order to gain time, and to give observers at the capital the impression he is actually doing something about the present crisis, he has sent the party to Vadya ostensibly to investigate Kerch's story and question Meave. He is really sending the party into a trap. Crispin's agents are already trying to eliminate Filden, and await the party in Vadya in order to guide them to the lair of a nearby night hag where Crispin hopes the party will be destroyed. He purposely misdirected the party to the night hag (Encounter #7), naming her as the sage Meave (Encounter #4). The party's destruction will give Crispin an excuse to sit back and waste time while he waits for a "report" from them.

Crispin did not foresee Uriel's appearance, but it will not materially affect the plan. Other unforeseen circumstances will, however. The proprietors of the Bogside Inn are royal spies who know the pass-phrase. Crispin, even though he is chief adviser, does not have complete information about the royal spy system and does not know that there are royal spies in Vadya. The spies, however, are sharp-eyed and quick witted, they have a good chance of spotting the party and foiling Crispin's plan by giving the party the right information, even though they don't know about Crispin's agents or his plan. Finally, Crispin slipped when he said "soon we must all choose sides." Sharp players will catch this and be wary of him.

Encounter #1: The Rune-reader's Cottage

In spite of the *Seeker Shard*, the duergar have arrived at the cottage ahead of the party. They have been here about a half hour; only their leaders, a human cleric, Capella, and her twin sister, Silvera, a mage, have been inside. Capella and Silvera tried to get the mirror through bluff, pretending to be Ukko's servants. Sikkar told the sisters that Ukko's servants would certainly be able to find the mirror on their own. Frustrated by this, Silvera *charmed* Sikkar and took him into the woods for interrogation while Capella stayed behind to look for the mirror. Two duergar remain in the cottage with Capella, *invisible*, the other five are with Silvera. Capella has located Sikkar's scrying device, a mirror with the powers of a *crystal ball with ESP*, hidden in a secret compartment in the mantelpiece, but she knows this is not the artifact for which she is looking. When the party arrives Capella will play the role of Sikkar and will offer the scrying mirror, trying to pass it off as the artifact. If this fails, she continues to play Sikkar and tells them to find the true mirror themselves. If they do find it, the sisters and their guards will try to take it from them.

The trip to the Rune-reader's cottage takes the entire day. The going has been hard. The *Seeker Shard* points steadily toward your destination, but it's impossible to maintain a straight line in the forest. You have to recheck your bearings frequently in order to stay on course. The weather is fair and calm but for the rustling of leaves and the movement of small game in the underbrush. During the last few hours, however, visibility has been getting worse. Although sunset is still two hours away, the thick forest has already become dark and gloomy. Your forced march is beginning to make you all weary and hungry.

A lighter patch of evening gloom ahead indicates a clearing. Soon the trees give way to a meadow that contains a small cottage with a thatched roof. Several sets of footprints leave the heavily trodden road that runs behind the cottage, go up to the door where the snow has been trampled into a muddy mess, and then go off to the north into the trees. The door to the cottage is ajar.

The *Seeker Shard* will point directly to the cottage. If the party searches the woods at the edge of the meadow they will find Silvera and Sikkar, the five duergar are hiding nearby, *invisible*. The party cannot surprise Silvera, because the duergar are watching for the party's approach. One duergar also watches the cottage, in case Capella needs help. If the party tries to approach Silvera and her prisoner she will flee into the woods, hoping to draw the party after her. If they follow, the duergar will fall on them from behind. Silvera will then tell Sikkar, still *charmed*, to hide from the "bad" people while she and her friends deal with them. Then she circles behind the party and begins using her spells (see **If a Fight Breaks Out** below). Unless she has to deal with the PCs herself, Capella will join the fight on the third melee round. If the PCs approach the cottage, Capella comes out to meet them.

The door swings fully open and a short, plump, rosy cheeked woman rushes out. She seems agitated as she speaks. "At last! Thank the gods you have come! Not half an hour ago a filthy little band of dwarves broke in my door and demanded I give them the mirror! I was able to deal with them, thanks to my father's gifts, but it was a near thing. What was left of them fled to the north. The runes say that they will be back, best you take the mirror and go quickly, you aren't protected as I am. Come in out of the cold." The woman holds the door open and motions you inside.

If anyone checks the door, they will see that the simple latch mechanism has indeed been broken off. Capella did it in order to lend credence to her story.

The interior of the cottage is neat and tidy, but the furnishings are crude. There is only one room, about 30' by 20', divided into a living

area and, you assume, a sleeping area by a curtain hung between two free-standing closets. The living area contains a large fireplace with a stone mantle and hearth, a long trestle table with mismatched chairs and a crude wooden bench, a cushioned chair, and a thick woven rug. A large flat object wrapped in a black velvet cloth lies on the mantelpiece. The sleeping area is hidden behind the curtain.

The object on the mantle is Sikkar's scrying mirror, it is normally hidden in a secret compartment in the stonework. The two duergar are standing in the sleeping area, behind the closets. They are *psionically invisible* and observe the party by peeking from behind the curtain. A character who is watching the curtain carefully will see it move occasionally. If the character spots the movement and points it out, Capella dismisses it, explaining that the cottage is drafty.

Capella is evil, but does not radiate evil. A *know alignment* spell will reveal her true alignment (lawful evil). If confronted with this she will stall, act indignant, and tell the party that her alignment has nothing whatsoever to do with the successful reading of runes. If anyone challenges her claim and asks for a reading, she will agree, but have a bit of "trouble" locating the rune stones. ("Now let's see, they were right here, hmmmm...") when she does find them, she will do a very good job faking a reading. This woman is a consummate actress and not easily caught off guard (see **Reading** below). If anyone asks what her father's gifts are Capella gives a sidelong glance and says, "Some things are best left unexplained, it is sufficient for you to know that I am not without protection."

If the party attacks, Capella uses her *word of recall* to escape. The two duergar remain where they are in order to observe the party. If the duergar are discovered, they use their *expansion* ability and attack. With their extra height, they can shake the thatch roof, warning their comrades outside that something is amiss.

Whether the party comes right out and asks for the mirror, Capella will tell them she must give them a reading to make sure that all is in order before giving it up (see **Reading**), then hands over the scrying mirror. This mirror is large, about nine by twelve inches, and has a frame carved with charms and mystical symbols. With the proper command words, it functions as a *crystal ball with ESP*. When it is not operating as a scrying device it gives a normal reflection. It radiates a dweomer, but is NOT the artifact. The party can determine this by testing it with the *Seeker Shard*. The shard will not point to this mirror. If the party discovers the deception, Capella smiles and says apologetically, "Ah, you are indeed the All Father's chosen. Only true servants can identify the true mirror. You have passed the first test. Your second is to locate the true mirror. These tests are necessary, the runes are accurate in their own fashion, but cannot see into the hearts of mortals."

Reading: Capella will locate the runestones and scatter them on the table in front of the characters. She will carefully arrange them and consider them, moving them in different patterns. When she finally speaks, she makes the following statements, pausing after each:

"The gods are locked in mortal combat."
"(hmm, yess,) You have faced many dangers to reach me!"
"You have already lost three friends."
"The Lady of Pain grows stronger."
"One of you is a traitor!"
"Ukko demands much from you, Lovitar's minions will inflict more death upon you."

Finding the mirror: The actual dark mirror is in a lead box, buried ten feet beneath the stones of the hearth. The entire cottage was built on top of the mirror to make it impossible to find with *detect magic* or by searching for secret doors. The only way to find it is by using the *Seeker Shard* or with a *ring of X-ray vision*.

If the shard is employed by the flotation method, it will point at the fireplace if held further than five feet away. If the shard is within five feet of the fireplace, it will tip down into the liquid indicating the hearth.

If the shard is suspended on a string, however, a downward tilt will be evident if the shard is within ten feet of the fireplace, but it will be oscillating so much that it will take at least five minutes to get a true reading.

Do not volunteer information about where the shard is pointing. Wait for the players to ask. As noted above, the shard can be used to test the decoy mirror; the true mirror can be used to move the shard, much as a magnet influences a compass needle. Sikkar's scrying mirror has no such effect.

It takes one turn to pry up the hearthstones, and two more to dig up the mirror. The mirror is kept in a lead box which is in turn kept in a very old, ornately carved wooden box. The wood is so rotten with age the act of

removing it causes it to crumble away, revealing the plain lead box underneath. The mirror itself is wrapped in a large, red velvet cloth.

Unwrapping the cloth reveals a round, dish-like object; absolutely black, showing no reflection at all, bearing the closed eyes symbol of Untamo on its back. If anyone decides to look into it, there will be no reflection; in fact no effect of any kind. The character will not be able to see his reflection from any angle. This is the *Dark Mirror*. It has the power to restore souls lost to the *Pilgrim's Pool*, and when used in conjunction with a *cure serious wounds* it can cure insanity (including *feeblemind*) once per day.

If Capella's charade hasn't been discovered by the time the party finds the mirror, she will try to get it from them. If the party is in a hurry to be on their way, Capella's job is easy, she simply sees them to the door and waves them off. This puts Capella and her two duergar behind the party. The duergar outside will see the party leaving and attack. If the party is inclined to spend the night at the cottage, Capella tells them that they are welcome, and offers them a meal. She asks one character to go and cut her some firewood. If the character goes, the duergar outside will jump him. If the character has the presence of mind to shout when he is attacked, the fight should be on. If not, Capella will wait for twenty minutes or so, then send someone out to look for the missing character. She will keep this up for as long as she can get away with it.

If the party accepted the decoy mirror and did not check its authenticity, Capella lets them go. She will eventually locate the mirror. She takes it and Sikkar to the citadel (Encounter #8).

If a Fight Breaks Out: The evil forces will try to fight outside where the duergar can use their *expansion* ability to the best advantage. Capella will cast *protection from good*, *resist fire* and *spell immunity (magic missile)* on herself. Her guards will place themselves between Capella and the party, using *expansion* at the first opportunity. Thereafter, Capella casts *silence 15' r.*, trying to catch the largest group of spell casters, then her *hold person* spells at any spell casters not effected by *silence*, or, if they are all effected, at two randomly determined, non-cavalier characters. Next she casts *spiritual hammer* and uses it to disrupt any spell casting. When the *hammer* runs out or is disrupted, she casts *command (die)* on the nearest PC, or *paralyzation* if no PC is in range. If meleed, she will cast *command* or *paralyzation*, depending on what she has left at the time, then uses her fail + 2. If reduced to 15 hp or less, she will use her *word of recall* to escape. If the party has the true mirror and the character carrying it is killed or incapacitated Capella will try to get it either personally, or by directing a duergar to get it for her. Once Capella has the mirror she uses her *word of recall* and escapes to the citadel.

Silvera casts *stoneskin* and *protection from normal missiles* upon herself, and *haste* on herself and her five duergar. Thereafter she casts *mirror image*, then *Evard's black tentacles*, in the midst of the party. Next she casts *shout*, placing the cone where it will miss Capella and cover the most PCs and the fewest duergar. Next she casts *feeblemind* on a magic-user (or cleric if the MUs are out of action). Then she casts her *magic missile* spells wherever she thinks they will hurt the party the most. If meleed she will cast *whip*, trying to disarm a fighter, then uses her *staff of striking*, expending 3 charges per attack. If reduced to 10 hp or less she teleports to the citadel, arriving safely.

The Rune Reader: Sikkar remains hidden in the woods during the melee, following Silvera's instructions. If the party loses, the duergar will take him and the mirror to the citadel. If the party wins, Sikkar remains in hiding for several hours, then returns to his cottage. The party will find him if they search the woods. If the party simply leaves the area, they'll never meet Sikkar. If they stay in the area overnight, they might meet him, depending on where they are. When and if the party meets Sikkar he will be in a daze, his thinking fogged by the *charm*. If Silvera has been slain he will be distraught, but not hostile since he knows, in his wisdom, that she was evil. If questioned about his whereabouts during the encounter, he will tell the party what happened to him before the party arrived at the cottage (see the background material for this encounter). If the party doubts his identity, he will point out that the *Seeker Shard* led them to the cottage, which proves that this is the Rune Reader's cottage since the Rune Reader is the guardian of the *Dark Mirror*. Then he demonstrates that all the clothing stored in the cottage fits him, proving that he is indeed the resident. If this fails to convince the party he suggests that the party clerics study the appropriate spells and question him in the morning.

If the party suggests that Sikkar join the party he will refuse, pointing out that now that the PCs have the mirror it is they who are in danger. No amount of persuasion will make him change his mind.

Sikkar will ask that the party return his scrying mirror, if they have it.

If the players ask for information or advice, he will probably not be

able to help them much. A rune reading will take far too much time (2d6 weeks for any question that the party asks). He has only a 20% chance of locating Torval, Meave, or Fildin with his mirror. If he is successful, he will show the party what the characters look like and each character's general condition. Each character can be viewed only once, for ten minutes. This is not enough time for the mirror's *ESP* function to reveal anything useful (the characters viewed will not have any interesting random thoughts). See the appropriate encounter for details on the characters: Torval, #8, level 4; Meave, #4; Fildin, #3B. Sikkar can tell the party what the *Dark Mirror* does, if they think to ask. If one of the PCs has been *feebleminded*, he offers the information about the mirror's ability to cure insanity

Duergar: 7; AL LE; INT Very; SZ S (4'); MV 6"; AC 2; HD 4 + 2; hp 22 each; THAC0 15; #AT 1; D by weapon.

Special Abilities: Psionic ability 79, BCD/FGH; psionic disciplines at 4th level mastery: *expansion* (8', + 4 damage), *invisibility* (IF 10), *molecular attraction*, *reduction*; + 4 ST bonus vs. magic, immune to paralysis and poison; weapons: hammer, short sword.

Special Note on Duergar Abilities: The duergar in this module all have the psionic discipline of *invisibility*, this ability is to be handled in a fashion different from the discipline's description in the PLAYERS HANDBOOK® Tome. The SA section of the duergar's monster description includes an *invisibility factor* (IF). If the IF is equal to or greater than an opponent's level, the opponent cannot see the duergar when it is using the discipline, and all of that opponent's attacks against that duergar are made at - 4. If the opponent's level is higher than the IA, subtract the IA from the level and multiply the remainder by ten — this is the percentage chance that the opponent has to see the duergar. Thus an 8th level character has only a 20% chance to see a duergar with an IA of six ($8 - 6 = 2 \times 10 = 20$). Each use of the discipline lasts one turn, and may be used once per turn at most. A character has one chance to see a duergar per use of the discipline. Note that when the encounter begins you must determine which characters can see which duergar. The *invisibility* discipline otherwise functions exactly as described on page 113 of the PHB. Each duergar also has the *expansion* discipline, the height increases and damage bonuses bestowed by this discipline are given in the monster description.

Capella: AL LE; S 13; I 12; W 17; D 17; C 16; Ch 16; Co 12; AC 0; C7; hp 53; THAC0 16; #AT 1; Dmg by weapon.

Equipment: *Flail* + 2, *ring of spell storing (word of recall)*.

Spells Carried: *command*, *protection from good*, *cause light wounds*, *cure light wounds* (x2), *silence 15' radius*, *hold person* (x2), *spiritual hammer*, *resist fire*, *paralyzation*, *dispel magic*, *locate object* (cast), *spell immunity*.

Silvera: AL LE; S 13; I 18; W 17; D 16; C 12; Ch 17; Co 13; AC 2; MU11; hp 34; THAC0 13; #AT 1; Dmg by weapon.

Equipment: *Staff of striking* (21 chgs), *bracers of defense* AC 4

Spells Carried: *magic missile* (x3), *charm person* (cast), *mirror image* (x2), *whip*, *ESP* (cast), *protection from normal missiles*, *haste*, *dispel magic* (x2), *stoneskin*, *Evard's black tentacles*, *shout*, *feeblemind*, *teleport*, *dismissal*.

Sikkar: AL N (G); INT Genuis; SZ M; MV 12"; AC 10; HD 8; hp 22; THAC0 19; #AT 1; D Knife.

Special Abilities: Can use scrying devices as 10th level ranger; rune casting (like *legend lore* except any question can be asked) at will but a second casting cannot be started until the first is finished.

Encounter #2: The Fork

The road from Kitalla has led east and slightly south. Just ahead the way splits, one branch leading to the southwest and the other southeast. A weathered signpost at the junction wobbles in the breeze. Its crosspiece, bearing the lettering "Vadya," points southeast.

If a ranger or thief closely inspects the post, he can see that the earth has been recently disturbed, though the tampering was quite skillful and almost unnoticeable. It looks like the post has been turned in its hole.

The sign now points down the road that leads to the southeast. Crispin's assassins (encounter #3B) did this to misdirect the characters into the bog, and eventually to the night hag's cottage (encounter #7).

Encounter #2A: The Second Fork

You have traveled more than 40 miles from the fork and its sign. Now you've found a second fork and another sign. One branch leads

almost due west, the other to the southeast. The sign is new, but its lettering is crude. The sign reads "Vadya," and points to the southeast

This new sign was placed to direct the characters away from Vadya and toward the night hag.

Encounter #3A: The Streets of Vadya

Vadya, though a small place, is the meeting area for serfs from the surrounding baronial lands. It is enclosed by a 15-foot high wooden wall, a recent addition. The only entrance or exit to Vadya is by way of the three gates (north, south, and east). The characters should head for the inn as quickly as possible, for Crispin was quite correct: a band of armed men not attired as pohjolans or serfs will be looked upon as kingsmen and attacked.

If the characters are so disguised, they will have the run of Vadya, though they will learn nothing of import. Groups of serfs will pester them about when the revolution will begin, etc. Unless the characters say something stupid, the serfs will never catch on to the deception.

If not disguised, the party has ten rounds to reach the inn after entering the village; if they do so, go to Encounter #3B. If they are undisguised and still on the streets after that, a mob will begin to form and turn ugly, shouting threats and other nasty things; go to encounter #3C.

In either case, the characters will not be delayed at the gate; it is wide open and no guards are to be seen. It is likely they will want directions to the Bogside Inn, and a townsman will always be nearby if they wish to inquire. Otherwise, they will have to ride around until they find it.

Encounter #3B: Bogside Inn

The Bogside is a busy little tavern, located near the east gate and close to the large area of swamp just outside the walls. The common room is very crowded, the clientele mostly serfs and other common folk. A group of five men in dark cloaks sit brooding at a corner table, oblivious to the surrounding hubbub, one of them is carefully cleaning the rust off an old dagger. A burly man and a nondescript woman tend the bar, practically hurling mugs of brew at several serving wenches in an effort to keep up with the demand.

The couple behind the bar is Fildin, the innkeeper, and his "wife," Marta. They are royal spies and will give the proper response if given the pass-phrase. Fildin is not the man's real name, just his code name. That's why Crispin's assassins (see below) have not found him yet. If the PCs begin talking to the assassins, Fildin and Marta will become suspicious. If Sikkar was able to locate Fildin for the PCs in encounter #1, they will recognize him immediately.

The five dark-clothed men are assassins who Crispin has hired to eliminate Fildin and to make sure that party is misdirected to the night hag. These assassins have failed miserably in their first task; there is no person named Fildin in Vadya, and there never has been (Fildin is using the name Lanark for his identity as the proprietor of the Bogside). The five are now mulling over their failure, cursing their misfortune, and drinking heavily. They are trying to keep an eye peeled for the party, but the drink has dulled their wits. (They're not intoxicated, but they're not as sharp as they should be.) They are also hopeful that their trick with the signposts will suffice to misdirect the party, since they don't want to tangle with a group twice their number. This also serves to dull their wits. The dagger is rusty because it's made from iron. Each assassin keeps two of these weapons for use against the night hag if necessary.

What happens next depends upon how the characters are dressed. If they are wearing the pohjolan garments that Crispin gave them, Fildin and Marta will watch them surreptitiously, trying to determine their business and intent. The assassins, on the other hand, will recognize them immediately (Crispin told them what the party would be wearing) and one of them will rise and quietly greet the PCs with the first half of the pass-phrase. Fildin and Marta will miss this exchange, it's lost in the general hubbub of the tavern.

Most of the patrons in this busy tavern don't even give you a second glance as you enter, but you seem to have drawn the attention of the five men in the corner. They appear to have begun a quick discussion as soon as they spotted you, and now one of them has risen and is approaching. When he gets within earshot he whispers softly, "Uneasy lies the crown..." He waits tensely for a reply.

If the party is wearing their own garments an immediate hush falls over

the inn when the PCs enter. The hostility they encountered on the street is echoed in the tavern. Everyone in the tavern will stare angrily at the PCs except Fildin and Marta, who wear nervous smiles, and the five assassins, who are totally at a loss and will simply gape.

The noisy joviality of the tavern vanishes as you enter. In a moment the low roar subsides and you could hear a pin drop as most of the crowd stares belligerently at you. The five men in the corner seem more amazed than annoyed, and the couple at the bar smile nervously, "Belly up to the bar my lords and ladies," says the man. "The door of the Bogside is open to all, here there you louts! Make space for the newcomers, their silver's as good as yours." A space at the bar large enough for all of you slowly clears. The barman beckons you to come and fill it. The tavern's patrons shrug off their resentment and go back to drinking and talking. The five men at the table gallantly vacate their table in order to accommodate these displaced drinkers, then leave through the back door.

When and if the PCs approach the bar, Fildin greets them as any good bartender would; "What are you drinking today?" he asks with genuine cheerfulness. When he has the party's orders he and Marta hustle to fill them, making a considerable clatter, as he serves the drinks he quietly gives the pass phrase.

If the PCs have donned their own disguises, neither Fildin nor the assassins will recognize them, and nothing will happen until the PCs start something. If the PCs simply begin asking questions, Fildin and Marta will be quick to realize who the PCs really are, the assassins, who are getting farther into their cups, will be oblivious unless the PCs approach them directly.

If the party contacts Fildin and Marta they will get the following information as soon as they complete the pass phrase:

1. The pohjolans have established a base in a naked tower on the far side of the Great Spruce Bog. An assault now should catch them by surprise. A quick blow struck there will probably disrupt their military plans long enough to delay the revolt and allow the king to regain control. Fildin and Marta can direct the party to the tower (Encounter #8).
2. A group of heavily armed pohjolans passed through Vadya four days ago. Fildin recognized Torval in the center of the van, securely bound hand and foot to his mount. The troop rode hurriedly through the south gate. Thus Kerch did not kill Torval. Fildin does not know exactly where Torval was taken, but guesses the citadel.
3. The way to the citadel is guarded by a nearly undefeatable pohjolan agent, a night hag. The only way to avoid the hag is to detour through the swamp, along a secret path (encounter #6). Fildin and Marta tell the PCs how to find the path. The only way to defeat the hag is with some sort of special weapon. The spies don't know what kind of weapon.
4. The dark-cloaked men have been in Vadya for more than a week, they know the pass-phrase, but don't seem to have been doing anything useful.

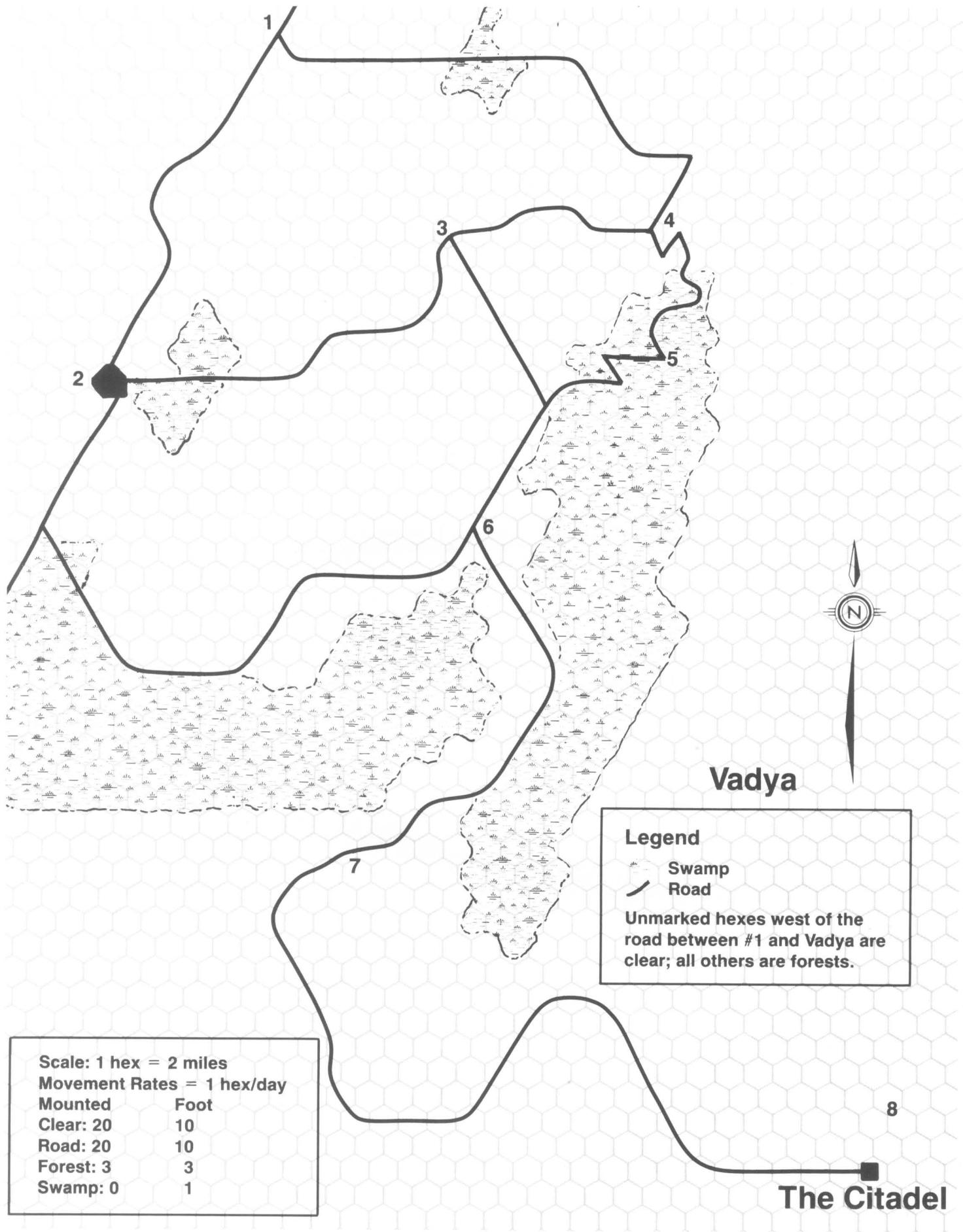
If the PCs ask about Meave, Fildin and Marta say that she is a wise-woman who lives to the east. She knows a great deal about history and lore, but has little knowledge of current events. She is no loyalist, but knows enough about Pohjola to be against the pohjolans.

If the party contacts the assassins they get the following story as soon as they complete the pass-phrase:

These members of Crispin's personal cadre of spies were sent to Vadya two weeks ago in order to locate the mysterious Fildin, apparently a very important person. This they have done, but they have been instructed to await a team of royal agents from Kittala who have the ability to confirm Fildin's identity and question him carefully. They have Fildin in the keeping of a local wise-woman named Meave, a neutral, but loyal enough when paid well. The assassins suggest immediate departure from Vadya, since the village is a dangerous place for loyalists.

If the players know who Fildin is and point out that Fildin is standing behind the bar, the assassins simply contradict them. "Naw, that's Lanark, the guy who owns this joint!" If the players reveal how they know that this is Fildin, the assassins simply point out that it's all the more important that the PCs question their Fildin and discover his true identity. If Fildin and the assassins are brought face-to-face, Fildin will not be able to disprove the assassin's story (part of it is true). The assassins are evil, but only a *know alignment* or *true seeing* will reveal this. If the PCs are in doubt, Fildin will suggest that the party stay the night and see what the party's clerical spells will reveal in the morning. The assassins will readily agree to this, but will quietly leave during the night.

If the characters agree to go with the assassins, they will be led out the south gate toward encounter #7. If the PCs know that Meave lives to the east and point this out the assassins say that the east road tends north, the south road actually goes farther east than the east road. This



Eliel

7th Level Dwarf Female Fighter

Ability Scores

STR:	17 + 1 hit/+ 1 dam, + 50#wt, Drs 1-3, BB-LG 13%
INT:	10
WIS:	9
DEX:	15 - 1 AC bonus
CON:	16 + 2 hp/die SS 95, RES 96
CHA:	12
COM:	9 homely

Description

Age: 58
 Height: 4'
 Weight: 130#
 Hair/Eyes: Black/brown
 Alignment: NG
 Deity: Ahto

Combat Data

THAC0:	14
AC normal:	1
AC rear:	3
Armor type:	Splint + 1 & Shield
Hit Points:	62

Weapon Proficiencies: falchion (specialist), battle axe, hand axe, dagger
 NPP: -2

Juhani

Female Human Thief/Magic-User (2/6)

Ability Scores

STR:	10 Drs 1-2, BB-LG 4%
INT:	17
WIS:	9
DEX:	16 + 1 reactions/missiles, - 2 AC bonus
CON:	15 + 1 hp/die SS 91, RES 94
CHA:	18 + 35% reactions
COM:	20 beautiful, + 30% reactions, fascinate males WIS 15 or less, fascinate females WIS 10 or less

Description

Age: 29
 Height: 5'9"
 Weight: 130#
 Hair/Eyes: Black/brown
 Alignment: CN
 Deity: Tuoni

Combat Data

THAC0:	19
AC normal:	2
AC rear:	4
Armor type:	Bracers AC 4
Hit Points:	27

Weapon Proficiencies (as magic-user): staff
 NPP: -5

Weapon Proficiencies (as thief): dagger, club
 NPP: -3

Saving Throws

Poison, paralysis, death	13
Petrification, polymorph	11
Rod, staff, wand	9
Breath Weapon	13
Spells	8

Mika

6th-Level Male Half-Elf Ranger

Ability Scores

STR:	18/55 + 2hit/+ 3 dam, + 125#wt, Drs 1-4, BB-LG 25%
INT:	13
WIS:	15 + 1 ST bonus
DEX:	17 + 2 reactions/missiles, - 3 AC bonus
CON:	14 SS 88, RES 92
CHA:	15 + 15% reactions
COM:	17 good-looking, + 17% reactions, fascinate females WIS 8 or less

Description

Age: 49
 Height: 5'9"
 Weight: 135#
 Hair/Eyes: Gold/violet
 Alignment: NG
 Deity: Mielikki

Combat Data

THAC0:	16
AC normal:	2
AC rear:	5
Armor type:	Leather + 3
Hit Points:	41

Weapon Proficiencies: Long sword, short bow (specialist)
 NPP: -2

Eino

8th-Level Female Human Cleric

Ability Scores

STR:	12 + 10#wt, Drs 1-2, BB-LG 4
INT:	14
WIS:	17 + 3 ST bonus, + 2 each L1, L2 spells, + 1 L3 spell
DEX:	13
CON:	16 + 2 hp/die SS 95, RES 96
CHA:	16 + 25% reactions
COM:	17 good-looking, + 17% reactions, fascinate males WIS 8 or less

Age: 31

Height: 5'7"
 Weight: 130#
 Hair/Eyes: Blond/green
 Alignment: LG
 Deity: Ukko

Combat Data

THAC0:	16
AC normal:	2
AC rear:	4
Armor type:	Chain + 2 & Shield + 1
Hit Points:	59

Weapon Proficiencies: mace, hammer, sling
 NPP: -3

Saving Throws

Poison, paralysis, death	7
Petrification, polymorph	10
Rod, staff, wand	11
Breath Weapon	13
Spells	12

Toivo

7th-Level Male Gnome Thief

Ability Scores

STR:	9 Drs 1-2, BB-LG 1%
INT:	10
WIS:	9
DEX:	17 + 2 reaction/missiles, - 3 AC bonus
CON:	9
CHA:	9
COM:	9 homely

Description

Age: 90
 Height: 3'9"
 Weight: 80#
 Hair/Eyes: Brown/brown
 Alignment: CN
 Deity: Tuoni

Combat Data

THAC0:	19
AC normal:	4
AC rear:	7
Armor type:	Leather + 1
Hit Points:	38

Weapon Proficiencies: dagger, short sword, club
 NPP: -3

Saving Throws

Poison, paralysis, death	12
Petrification, polymorph	11
Rod, staff, wand	12
Breath Weapon	15
Spells	13

*Add + 2 race bonus where applicable

*Add + 3 Dexterity bonus where applicable

Racial & Professional Skills

Attacks: 1/1

Languages: common tongue, lawful good

Spells/day: 5 5 4 2

Equipment

Magic Items: chain + 2, shield + 1, mace of disruption, potion of fire resistance

Normal Equipment: spell components, holy symbol, iron rations, leather backpack, waterskin, war hammer, tinderbox, 100sp, 2 small sacks, 15' rope, sling, 20 bullets, 3 vials of holy water, 6 torches

Saving Throws

Poison, paralysis, death	11
Petrification, polymorph	12
Rod, staff, wand	13
Breath Weapon	13
Spells	14

*Add + 3 Dexterity bonus where applicable

Racial & Professional Skills

Attacks: 1/1

Special Abilities: Normal half-elf abilities, + 5 to damage vs. giant class creatures, normal ranger tracking abilities. Bow hit at point blank range (up to 30') inflicts double damage

Languages: Normal Half-Elven Languages

Equipment

Magic Items: leather + 3, long sword + 1, 6 arrows + 1, periapt of proof against poison + 1

Normal Equipment: short bow, 35gp, spear, 50' rope, 10' pole, wine skin, 3 flasks of oil, leather backpack, large sack, silver mirror, club, tinderbox, 20 arrows (quiver), iron rations

Saving Throws

Poison, paralysis, death	10
Petrification, polymorph	11
Rod, staff, wand	12
Breath Weapon	12
Spells	13

*Add + 4 race bonus where applicable

*Add + 1 Dexterity bonus where applicable

Racial & Professional Skills

Attacks: 3/2 or 2/1

Special Abilities: Normal dwarven abilities

Languages: common tongue, normal dwarven languages

Equipment

Magic Items: splint + 1, ring of water breathing, battle axe + 1, potion of heroism

Normal Equipment: 2 large sacks, 70gp, tinderbox, leather backpack, falchion, 3 hand axes, iron rations, wineskin, small pouch

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Racial & Professional Skills

Attacks: 1/1

Special Skills: Normal gnomish skills

Languages: normal gnome languages

Thieving Skills

PP	OL	FT	MS	HS	HN	CW	RL
65	67	60	65	53	35	79	35

Equipment

Magic Items: leather + 1, dagger + 2, potion of climbing, potion of healing, gloves of thievery

Normal Equipment: short sword, 12 caltrops, small wooden box, 6 daggers, 2 clubs, 6 iron spikes, hammer, leather backpack, 2 large sacks, 50' rope, grappling hook, 50 gp, waterskin, iron rations, tinderbox

Racial & Professional Skills

Attacks: 1/1

Languages: common tongue

Spells/day: 4 2 1

Thieving Skills

PP	OL	FT	MS	HS	HN	CW	RL
35	34	25	21	15	10	86	—

Equipment

Magic Items: bracers AC4, wand of fire (10 charges), potion of extra-healing, girdle of many pouches, slippers of kicking

Normal Equipment: 2 large pouches, leather backpack, 10' pole, iron rations, staff, waterskin, tinderbox, spell books, spell components, hooded lantern, 5 flasks oil, 10pp, thieves' tools, 4 daggers

Spell Book

Level 1 Spells (Memorize 4)

Dancing Lights	Detect Magic
Feather Fall	Hold Portal
Magic Missile	Read Magic
Shield	Sleep

Level 2 Spells (Memorize 2)

Continual Light	Detect Invisibility
Invisibility	Knock
Levitate	

Level 3 Spells (Memorize 1)

Dispel Magic	Fireball
Hold Person	Hold Person
Lightning Bolt	

Saving Throws

Poison, paralysis, death	10
Petrification, polymorph	11
Rod, staff, wand	12
Breath Weapon	12
Spells	13

*Add + 4 race bonus where applicable

*Add + 1 Dexterity bonus where applicable

Racial & Professional Skills

Attacks: 3/2 or 2/1

Special Abilities: Normal dwarven abilities

Languages: common tongue, normal dwarven languages

Equipment

Magic Items: splint + 1, ring of water breathing

Normal Equipment: 2 large sacks, 70gp, tinderbox, leather backpack, falchion, 3 hand axes, iron rations, wineskin, small pouch

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Vaino

6th-Level Male Human Paladin

Ability Scores

STR:	16 + 1 dam, + 35#wt, Drs 1-3, BB-LG 10%
INT:	12
WIS:	16 + 2 ST bonus
DEX:	15 - 1 AC bonus
CON:	15 + 1 hp/die SS 91, RES 94
CHA:	18 + 35% reactions
COM:	15 good-looking, + 15% reactions, fascinate females WIS 7 or less

Age: 38

Height: 6'6"

Weight: 245#

Hair/Eyes: Black/gray

Alignment: LG

Deity: Ukko

Combat Data

THAC0: 16
AC normal: 1
AC rear: 4
Armor type: Chain + 1 & Shield + 2
Hit Points: 42

Weapon Proficiencies: lt. lance (choice), long sword (choice), horsemen's mace (choice), dagger, short sword

NPP: -2

Aleksis

6th-Level Human Male Cleric

Ability Scores

STR:	15 + 20#wt, Drs 1-2, BB-LG 7%
INT:	10
WIS:	14 + 2 L1 spells
DEX:	11
CON:	17 + 2 hp/die SS 97, RES 99
CHA:	12
COM:	14 good-looking, + 14% reactions, can fascinate females WIS 7 or less

Description

Age:	6'
Height:	6'
Weight:	185#
Hair/Eyes:	Blonde/blue
Alignment:	NG
Deity:	Mielikki

Combat Data

THAC0: 18
AC normal: 2
AC rear: 4
Armor type: Splint & Shield + 1
Hit Points: 62

Weapon Proficiencies: hammer, footmen's mace, staff

NPP: -3

Players' Background

The adventure you are about to play is set in the Finnish Mythos from the LEGENDS & LORE Tome. A brief overview of the mythos is provided here for the benefit of those players not already familiar with it. All of your characters are assumed to understand it as well, so this should also be considered background material for each PC.

The mythos is based on the continuing battle of two lands, Kalevala (land of good) and Pohjola (land of evil). All Kalevalans know that Pohjola is constantly trying to impose its way of life on all of Finland. As it is, Finland is really two countries, divided more or less equally between the two factions. All your characters are Kalevalans, and reside in the capital city of Kitalla.

Kalevala's protector is a creature called the Great Bear. Each spring the king conducts a ceremony before a cave in the wilderness to awaken the creature from hibernation so it may resume its patrol of the border between Kalevala and Pohjola.

Of a more mystical importance to all of Finland are the Pilgrim's Pool, the Path of Purification, and the Great Tree. The Pool is a place not of any world, a link between the mortal and the immortal. The Path provides a means of understanding and improving oneself spiritually, though the process can prove deadly, even to the most devout. The Tree is an Astral link between the Prime Material Plane and the Outer Planes. Near its top is a shrine. The deity who controls it to a large extent dictates the fortunes of the warring factions of Finland. Needless to say, control of the Tree's shrine is often a bone of contention among Finland's deities.

The following is the common knowledge each PC has about the others.

ELIEL once met the Water Dwarf, a servant of the deity Ahto. She has become quite smitten with him and now makes her home in a cave near the sea in order to honor him. She has frequently adventured with Mika, and they are very close friends. Eliel went adventuring with Toivo in her younger days. They are still friends, though not as close as they used to be.

MIKA is the son of Eemil's sister, and he likes his uncle very much. He is also very close to Eliel, even though he cannot understand her obsession with the Water Dwarf. Being a ranger and worshiping Mielikki, he dislikes anything or anyone that would do harm to forests or forest creatures.

EINO and Juhani are half-sisters. Her father was slain and she and her mother were abducted by marauding bandits when Eino was two years old. Eino eventually escaped, but her mother did not. Effectively orphaned, she was reared by clerics of Ukko, and became one herself. Eino and Juhani have just recently been reunited. Eino is married to the valiant paladin Vaino, and enjoys a close relationship with her husband.

JUHANI is Eino's half-sister, the issue of their mother and the bandit chieftain who abducted her. Juhani's only family, until recently, has been Toivo, a kindly gnome who took the infant Juhani into his care and instructed her as best he could. A few months ago the two journeyed to Kitalla, where the half-sisters were reunited.

EEMIL's sister (Mika's mother) insisted that he keep a watch over her son. He does this, even though the boy is fully capable of taking care of himself.

Minna

6th-Level Human Female Cleric

Ability Scores

STR:	15 + 20#wt, Drs 1-2, BB-LG 7%
INT:	9
WIS:	18 + 4 ST bonus, + 2 each L1, L2 spells, + 1 each L3, L4 spells
DEX:	15 - 1 AC bonus
CON:	15 + 1 hp/die SS 91, RES 94
CHA:	17 + 30% reactions
COM:	16 good-looking, + 16% reactions, fascinate males WIS 8 or less

Description

Age: 25

Height: 5'2"

Weight: 105

Hair/Eyes: Blonde/blue

Alignment: LG

Deity: Ilmatar

Combat Data

THAC0: 18
AC normal: 1
AC rear: 3
Armor type: Chain + 2 & Shield
Hit Points: 34

Weapon Proficiencies: flail, hammer, staff

NPP: -3

Saving Throws

Poison, paralysis, death	9
Petrification, polymorph	12
Rod, staff, wand	13
Breath Weapon	15
Spells	14

*Add + 1 Wisdom bonus where applicable

Alvar

5th-Level Human Female Cavalier

Ability Scores

STR:	17 + 1 hit/dam, + 50#wt, Drs 1-3, BB-LG 13%
INT:	10
WIS:	10
DEX:	15 - 1 AC bonus
CON:	16 + 2 hp/die SS 95, RES 96
CHA:	14 + 10% reactions
COM:	19 beautiful, + 28% reactions, fascinate males WIS 14 or less, fascinate females WIS 9 or less

Description

Age:	39
Height:	5'11"
Weight:	140
Hair/Eyes:	Red/hazel
Alignment:	LG
Deity:	Ilmatar

Combat Data

THAC0: 16
AC normal: 1
AC rear: 3
Armor type: Plate Mail & Shield
Hit Points: 65

Weapon Proficiencies: med lance (choice), long sword (choice), horsemen's military pick (choice), horsemen's flail, broad sword

NPP: -3

TOIVO was a member of the raiding band that abducted Juhani's mother. Seeing that the young Juhani was considered a slave (even though the daughter of the bandit chief), Toivo took her into his care (his own ideas about personal freedom obviously weighing heavily in this decision) and trained her in the ways of thievery. Later, when she exhibited an aptitude for magic, he did not dissuade her; in fact, he encouraged her to pursue her talent. Toivo and Eiel adventured together in their younger days and were close friends. Eiel's infatuation with the Water Dwarf has caused the two to drift apart.

VAINO is wedded to Eino. He is a poor paladin, sworn to poverty and the service of Ukko, but a good husband. He often advises Alvar about her profession and her life.

ALEKSIS is a devout cleric who sees his service to his deity, Mielikki, as more important than adventure. He has, however, infrequently adventured with Mika and Eliel whenever his clerical duties have allowed. He feels especially close to Mika through their shared faith and love of the forest and its creatures.

MINNA and Alvar are sisters, cousins to Vaino. Minna gets along well with her sister and admires Vaino very much. She is altogether too proper a lady to allow her admiration to develop into anything serious. Minna wears a magic girdle that gives an indication of her general state of health and helps to heal her wounds.

ALVAR is Minna's sister. Like Vaino, she has taken a vow of poverty. Vaino is her mentor in many ways, he provides her with guidance about her profession and her way of life. Their relationship is strictly business, however.

Saving Throws

Poison, paralysis, death	9
Petrification, polymorph	12
Rod, staff, wand	13
Breath Weapon	15
Spells	14

*Add +1 Wisdom bonus where applicable

Racial & Professional Skills

Attacks: 1/1

Spells/day: 5 5 2

Languages: Common tongue, neutral good

Equipment

Magic Items: shield +1, staff-mace, dust of appearance (x2)

Normal Equipment: splint mail, iron rations, leather backpack, 2 flasks of oil, holy symbol, quarter staff, 6 torches, 2 vials of holy water, 2 war hammers, small pouch, 40sp, waterskin, tinderbox, spell, components

Saving Throws

Poison, paralysis, death	11
Petrification, polymorph	12
Rod, staff, wand	13
Breath Weapon	13
Spells	14

*Add +2 vs illusions

*Add +1 Dexterity bonus where applicable

Racial & Professional Skills

Attacks: 3/2 or 1/1

Special Abilities: Detect evil up to 6", immune to disease, affect undead as a 3rd level cleric, heal 10 points of damage once a day, cure disease once per week, protection from evil 10' radius, immune to fear, radiate protection from fear aura in 1" radius, 90% resistant to mind affecting magic (sleep, charm, hold, etc.), 90% unlikely to be thrown from mount, 90% unlikely to take damage if thrown, weapon and shield parry, can function at negative hit points

Languages: Common tongue, lawful good, elf

Equipment

Magic Items: chain +1, shield +2, long sword +1 flametongue

Normal Equipment: long sword, horseman's mace, light lance, 2 vials of holy water, holy symbol, tinder box, iron rations, large pouch, 2 cp, 6 torches

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Saving Throws

Poison, paralysis, death	11
Petrification, polymorph	12
Rod, staff, wand	13
Breath weapon	13
Spells	14

*Add +2 vs Illusions

*Add +1 Dexterity bonus where applicable

Racial & Professional Skills

Attacks: 3/2 or 1/1

Special Abilities: Immune to fear, radiate protection from fear aura in 1" radius, 90% resistant to mind affecting magic (sleep, charm, hold, etc.), 90% unlikely to be thrown from mount, 90% unlikely to take damage if thrown, weapon and shield parry, can function at negative hit points

Languages: common tongue

Equipment

Magic Items: military pick +1, chime of interruption, potion of super-heroism (4 levels/20 hit points for 8 rounds)

Normal Equipment: plate mail, shield, long sword, 2 large pouches, tinder box, 6 torches, wine skin, 2 iron rations, medium lance

Racial & Professional Skills

Attacks: 1/1

Spells/day: 5 5 3

Languages: common tongue

Equipment

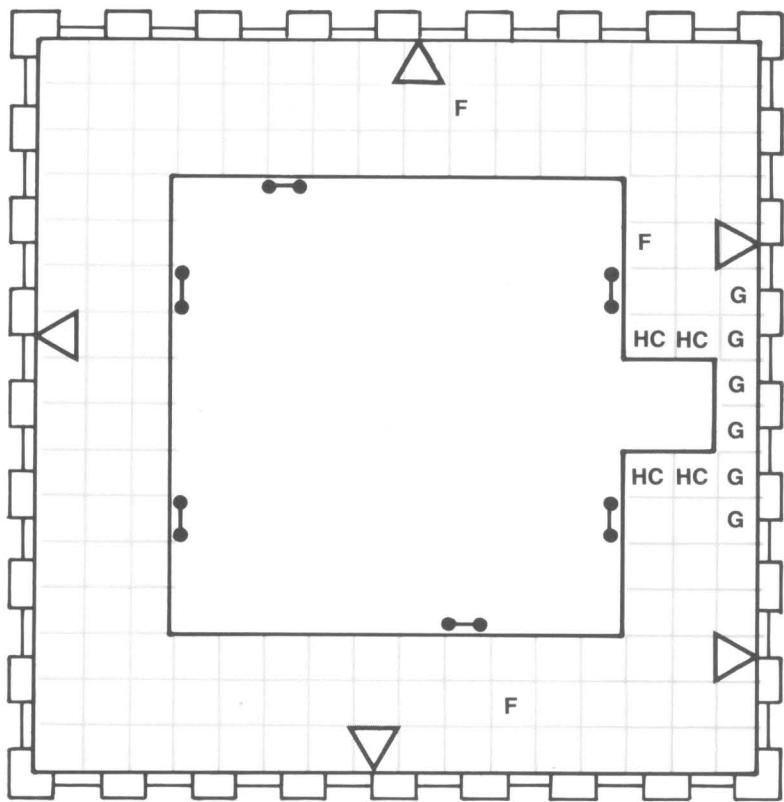
Magic Items: chain +2, staff of withering (21 charges, hammer +1, girdle of Ilmatar*, boots of the north

*The Girdle of Ilmatar indicates the wearer's health by appearing bright silver when worn by a healthy person, or varied shades of tarnish extending to black depending on how grievously injured or sick the wearer becomes. The girdle has the added ability of restoring 3 hit points per day to the wearer, provided he is damaged but still alive.

Normal Equipment: holy symbol, spell components, 3 candles, 5 hammers, leather backpack, 6 torches, 3 vials of holy water, 60gp

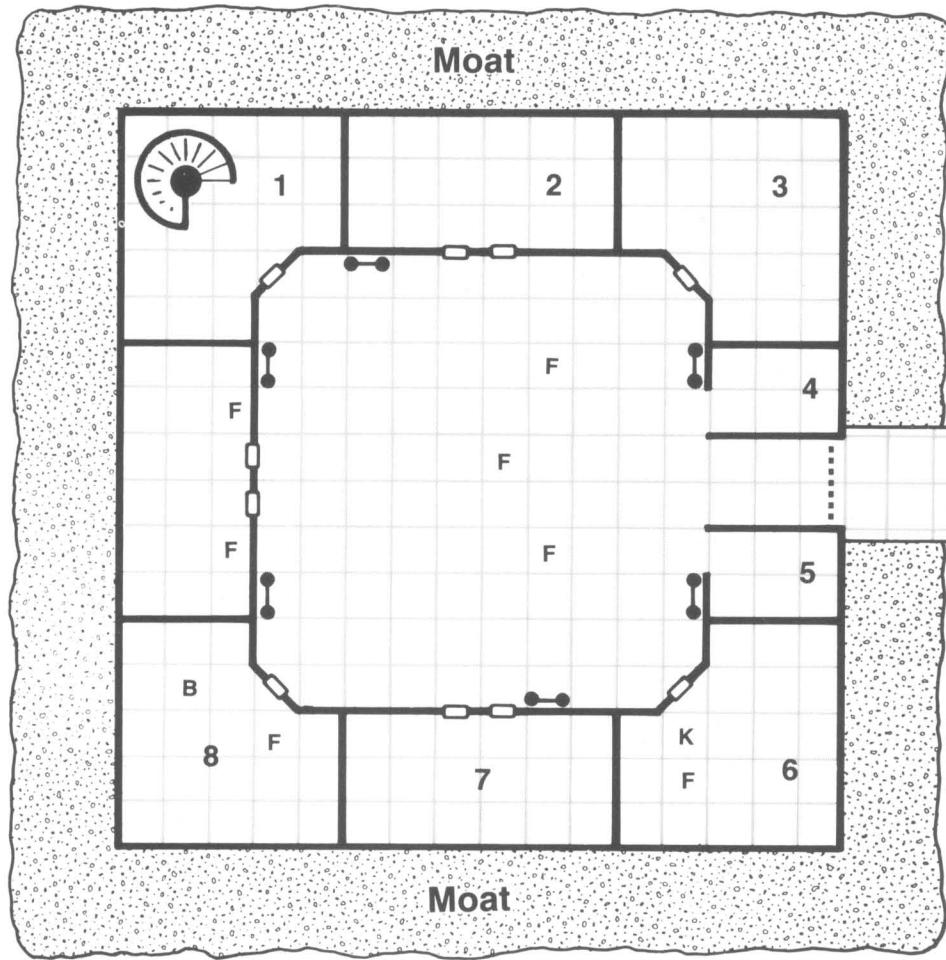
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Level 1 Tower Roof

G = Greek Fire
HC = Hot Coals
F = Level 2 Fighter
 Scale: 1 Square = 5'
 All Ceilings = 15'



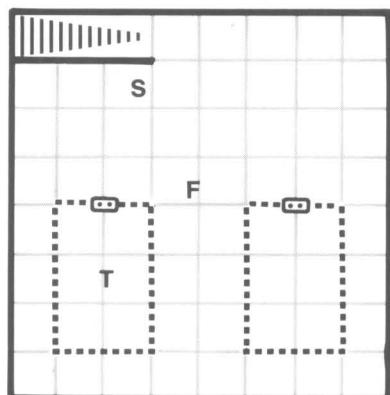
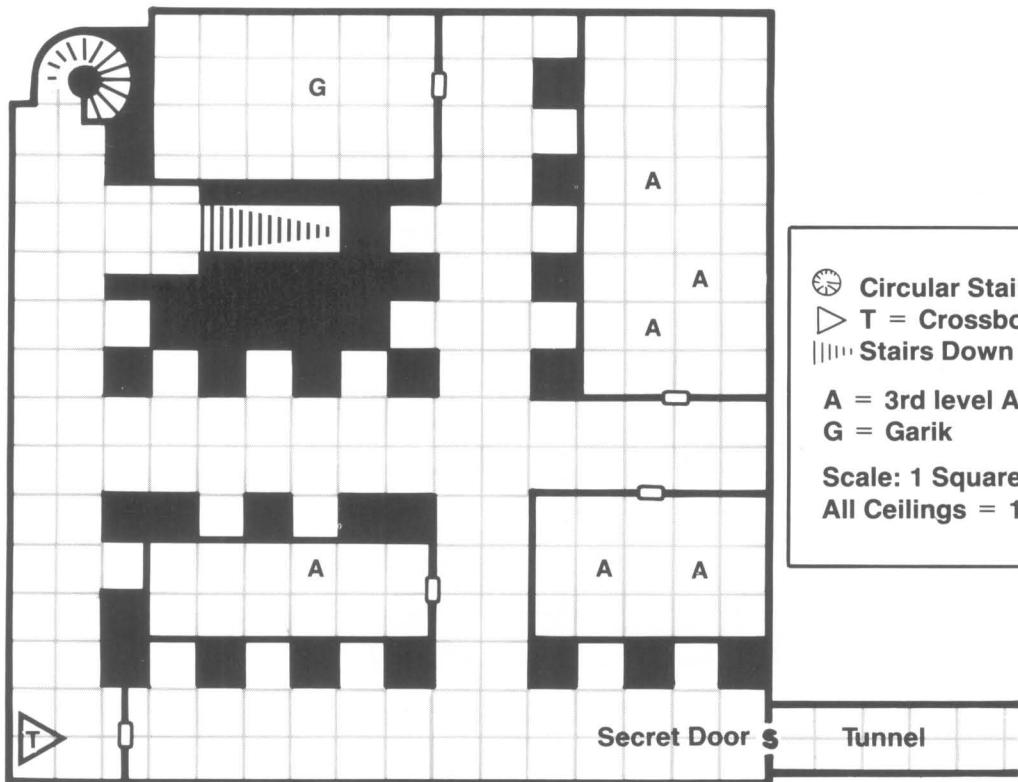
Level 2 Ground Level

Circular Stairs Down
 Ladder to Roof
 Portcullis
F = Level 2 Fighter
B = Bridle
K = Kolan

Drawbridge

Level 3

1st Dungeon Level



Level 4 - 2nd Dungeon Level

T = Torval
F = Fighter
S = Shrieker Alarm

statement is true. The assassins allow the party to set the group's marching order, and set the watches on any overnight stops. They do nothing hostile until reaching the night hag's cottage. If party discovers the assassin's subterfuge and attacks, they will try to flee, their light horses giving them a good chance to do so. Any assassin unable to flee will fight to the death (see encounter #7 for the assassins' stats).

If the party is undisguised when they leave the inn they are still under the ten round limit (see encounter #3A).

The party cannot buy adventuring supplies of any sort in Vadya, they've all been sold to peasants who are anticipating the revolt.

Encounter #3C: The Mob

If the PCs are undisguised while they are on Vadya's streets, a crowd begins to gather as they approach the ten round limit.

The residents of Vadya have been giving you the cold shoulder, but now they seem to be taking an ominous interest in your wanderings, and a crowd of townspeople has begun following you. All are carrying farm implements or clubs, and quite a few have picked up large rocks. Evidently Crispin was right about the welcome you'd be getting in Vadya if you didn't disguise yourselves.

Over the next five rounds a total of 100 club and rake wielding serfs will have gathered, and the eastern road will be blocked. The characters should not attack the serfs, no matter how many they kill there always will be more. If they move quickly and get off the streets or out of town they'll have no trouble. As long as they're mounted they can easily outdistance the serfs. If they are on foot they'll probably get caught. Mounted or on foot, however, they must act quickly. On the 19th round the southern road will be likewise blocked. On the 23rd round the village will be sealed off and the characters automatically overwhelmed. Their horses will be taken away, but they will be allowed to retain all other equipment. They will then be unceremoniously booted out the northern gate. They may not enter the village again. If the PCs try to fight they will likewise be overpowered.

Serfs: 200+; AL N; IN Low-Average; SZ M; MV 12"; AC 9; HD 0; hp 5 each; THAC0 20*, #AT 1; Dmg 1-4.

Special Attacks: Automatically overpower after 1d4 rounds due to weight of numbers, damage 2d12 + rear AC.

Encounter #4: Meave

You see a small hut nestled amongst the great firs to the north of the road. No one can be seen, though a wisp of smoke climbs lazily into the pines from a stone chimney.

The hut is a simple wattle and daub affair with one door and no windows. It is in excellent repair. If the PCs make their presence known (by shouting, knocking, or simply examining the hut carefully), a woman calls from inside the hut. "Be ye friend or foe?" This is Meave, wondering aloud who has come calling. Regardless of the answer, Meave invites the party inside. "Then enter Meave's house if it be knowledge you seek, I've little else to offer."

If the party does not enter the hut, Meave ignores them. If for some reason the party answers "foe," Meave will be ready to use her *staff of power*. The party can enter any time, the door is not locked. If the party just walks up to the hut and opens the door Meave will be on her guard and more than a little offended, but will greet the PCs with her friend or foe question.

Meave is a bent old woman who leans on a staff as she shuffles forward. She appears to be fragile and decrepit, but her eyes betoken wisdom and understanding. The hut's interior is cluttered with books and scrolls, household items, and a haphazard heap of cloaks. Three tabby cats stretch lazily by the hearth.

If the characters announced themselves as foes, are dressed as pohjolans or serfs, or simply entered unannounced Meave will allow them to enter the hut, then calmly point the staff at them and ask them to identify themselves and state their business. Her cats scurry to hide under the hem of her robe. Meave will wait up to three rounds for an acceptable answer before she blasts the characters. Any reasonable answer will do, Meave is not in the mood for a fight. Meave does not know the pass-phrase, but will recognize its purpose and will surmise that the characters are on the king's business. If the party has difficulty understanding Meave's hostility, she asks them to explain their actions or garments (or both).

If attacked, Meave will try to defend herself and drive the intruders away. If proper identification is not forthcoming in three rounds, she will fire a cone of cold from the staff. If meleed, she will attack using the

staff as a melee weapon. When she has taken 10 points of damage, she will break the staff in a retributive strike. Meave (and her cats) will be blown to another plane by the explosive energy. If the characters wish to break off the fight and resume negotiations, Meave will do so.

If the characters are undisguised, or answered "friend" to her query, the players are free to pose questions as they would to a sage. It would be difficult to describe exactly what Meave will say, as that is dependent on what the characters ask. Meave will answer sage questions for anyone. She is also familiar with the countryside, but will not reveal this information unless she is sure that the PCs are not pohjolans. She can warn them about the bog ("...a swampy expanse rife with dangerous creatures and terrain..."), and the night hag (... a minion of evil who can only be defeated with magic -- when the magic works -- or with iron or silver weapons..."), she knows that the hag can be avoided by taking the swamp path ("... a hidden footpath that winds even deeper into the bog..."), and she knows where the citadel is ("... Pohjola's foothold in Kalevala..."). She adds that she once overheard some pohjolan agent talk about using "the star", apparently a secret entrance to the citadel, she does not know where the star is.

Meave is conversant with all the legends and heroes of both Kalevala and Pohjola; if the players want such information, consult the Finnish mythos in the LEGENDS & LORE Tome. If they ask about the cosmic ramifications of the current conflict, she will look very troubled and only say that the situation is very serious, and the cause already may be lost.

Meave has no material aid to offer.

If the players show Meave the *Dark Mirror* she will become very excited. She will reach out to touch it, but will restrain herself with visible effort. To someone like Meave who is interested in legends, the actual sight of a legendary artifact is a rare privilege. After getting herself under control she will politely ask to be allowed to examine it. In any event once she sees the mirror her mind will be on one track only. She will want to hold or at least touch the mirror. If allowed, she will handle it with reverence. She will want to know how it came into the characters' possession, and will demand the full story in minute detail. Once she is satisfied, she will consider answering the party's questions.

If Meave thinks the PCs are pohjolans, she'll try to get hold of the mirror, then break her staff — she knows that the mirror cannot be allowed to fall into pohjolan hands. If the PCs won't give it to her she'll try to snatch it. If she believes the party to be loyal to Kalevala she tells them the mirror's functions (see encounter #1).

Meave: AL N (G); S 11; I 18; W 17; D 10; C 10; Ch 9; Co 11; AC 10; HD 8; hp 20; THAC0 19; #AT 1; Dmg by weapon.

Equipment: *Staff of Power* (19 chgs)
Sage Abilities:

Major Field: The Supernatural and The Unusual

Special Categories: Divination, Metaphysics, Inner Planes

Minor Fields: Legends and Folklore of Kalevala and Pohjola, Philosophy and Ethics of Pohjola (as related to the conflict with Kalevala)

Encounter #5: Spruce Bog

This is a fairly likely campsite regardless of the direction from which the party approaches it. Three black willows have gathered here, hoping to catch unwary travelers.

The road has degenerated to a twisty, boggy trace, requiring some care to avoid sinkholes and the like. There have been many stands of willows along the path, these trees and thick stands of spruce thrive in the soggy ground. When you entered the bog you occasionally heard large creatures grunting and wallowing in the undergrowth. Now the sounds have increased. You hear more wallowings, now accompanied by a chorus of bellowings. When these sounds diminish somewhat you can hear quieter, slurpy, slithering sounds. Just ahead is a particularly nice stand of three willows, ringing a slight rise of ground, their roots disappearing into the water. The rise looks defensible, and promises dry wood.

Normal bog creatures are making the noises, the party has disturbed them. The creatures are not hostile, and if the party simply ignores them and moves on there is no encounter here.

If the party enters the rise the trees do nothing at first. They wait for the characters to rest against their trunks or climb them. If any characters do so, the trees will use their *drowsiness* auras, putting those characters to sleep (no saving throw), even in the middle of the day — the trip through the bog has been tiring. Once they have sleeping victims, the willows take them inside (see monster description) and attack any remaining characters with their limbs. If no characters climb or rest

against the tress, they simply lash out, gaining surprise on a 1-4 on 1d6.

If the party defeats the trees and opens them up they will find five 100 gp emeralds in a partially digested leather bag and two rusty iron broad swords. A dwarf or a character with a weapon-making proficiency will recognize these as iron weapons.

Black Willows: 3; AL N(E); INT Low-Very; SZ L; (8' diameter); MV 1/4"; AC 2; HD 15; hp 70 each; THAC0 8; #AT 9 (within 30' of trunk); Dmg 1-4 each.

Special Attacks/Defenses: Aura of drowsiness puts tired creatures to sleep, no save (20' r); sleeping victims resting on trunk or in branches are taken inside trunk, digestive juices fill trunk at rate of 1'/round until trunk is full (Dmg 1-4 hp/round if immersed), victims inside trunk may only use short, sharp weapons; regenerate 1 hp/turn; 90% undistinguishable from normal trees.

Encounter #6: The Hidden Path

The entrance to this path through the depths of the spruce bog is hidden in thick undergrowth. The party can find it only if Meave or Fildin told them about it. The party must go on foot in order to use this path, but they can travel at the "road" rate of ten hexes per day.

Encounter #7: Forest Hag

Ahead of you a small vine-covered stone cottage stands at a three-way intersection in the road. From the intersection the road branches southwest, northeast, and southeast. The cottage's door is closed and its windows shuttered. There is no smoke coming from the chimney, but the pungent smell of woodsmoke bites your nostrils, suggesting that a fire is still smoldering on the hearth.

A lean, ancient hound, its fur coal black, sits near the intersection. The dog's tail wags once or twice as you approach.

The dog is the night hag, *polymorphed*. Only *true seeing* will reveal it to be anything but a normal dog, it does radiate evil, however. The hag sits near the road, using its *know alignment* ability on passers-by, looking for Kalevalans to attack. The paladin's *protection from evil* will keep the hag from approaching within ten feet, even in dog-form. If the paladin willingly comes within ten feet of the hag, however, the barrier is broken and the hag can attack anyone inside (still at -2 "to hit" until she moves out again). The paladin, however, might break the barrier again, voluntarily or otherwise. If the paladin does get within ten feet, the hag will try to stay in range (the dog seems to have taken a shine to the paladin).

If the party has not confronted the five assassins in Vadya, they will be here, waiting outside the cottage. They will explain that they are waiting for the wise-woman Meave to return, they seek her advice. They tell the PCs that they think the dog is Meave's, and act surprised that the dog seems to like a party member (they are).

Once the hag has checked each character with *know alignment* she changes into the form of an elderly woman, and introduces herself as Meave. She apologizes for appearing in disguise, but explains that one can't be too careful these days. Then she invites the PCs into the cottage. If the assassins are present, she instructs them to wait outside, saying that the party's business with her is more important. The assassins obligingly stand back and allow "Meave" and the party to pass. As "Meave" opens to door to the cottage, she turns and looses a *magic missile* at the closest fighter or cavalier, and the assassins attack. The hag and assassins have normal chances to surprise to party. If the assassins aren't present "Meave" explains that her cottage won't comfortably hold the entire party, and she invites one character inside for consultation. When she gets the character inside she shuts the door and attacks. If the party balks at the suggestion she puts her back to the cottage and attacks; she doesn't want the party to surround her.

If the party attacks while the hag is in dog form she is capable of delivering full damage with the "dog's" fangs and teeth, and still has use of her "at will" abilities.

The party will have difficulty hurting the night hag, as she is effected only by silver, iron, or +3 or better weapons and the party isn't equipped with any. The assassins' daggers, or the two broadswords from the bog will work. Some of the party's spells might work (remember to adjust the hag's magic resistance upwards 5% for each level the caster is below 11th), and *holy water* will inflict 1d6 + 1 hp if a vial hits. Otherwise the hag can be turned as a special, or grappled or overborne. If turned, she flees ethereally and will not return for 3d4x2 rounds (3-12 rounds running away and a like time returning). If successfully grappled or overborne she will turn ethereal to escape, then return 1d4 rounds later. If the party reduces her hit points to 20 or less, the hag flees to the ethereal plane, but stays only long enough to regain her hit points using her *polymorph* ability (see *polymorph self* spell). If, at any time,

the hag is meleed by a fighter who can harm her, she uses *ray of enfeeblement*. If prevented from harming the PCs by the paladin's *protection from evil* she casts her remaining *magic missiles*, then goes ethereal and does not return.

The assassins are not so well protected as the hag, and the party should make short work of them. As soon as three of them are killed the remaining two flee, dropping their iron daggers in an attempt to distract pursuers.

If the party tries to simply ride past the cottage, the "dog" attacks the paladin, or the paladin's horse if he is mounted.

Read the following if the party enters the cottage:

The interior of the cottage is very dim, the only light provided by a banked fire. Furnishings are sparse, and include two chests and a large leather satchel.

The chests contain some noisome substances, unrecognizable to any of the characters, along with some clothing and three iron weapons: a long sword, a hammer, and a dagger. (remnants from some unfortunate travelers). The satchel contains a map detailing the grounds around the tower (Encounter #8), including the secret entrance.

Assassins: 5; AL LE; INT Average; SZ M; MV 12"; AC 4; HD 3; hp 15 each; THAC0 20; #AT 1; Dmg by weapon.

Special Attacks/Defenses: HS 10%; MS 15%; backstab for double damage.

Weapons/Equipment: Short sword, dagger, iron dagger (x2); short swords coated with type B insinuative poison (onset time 2 rounds, save vs. poison at +1 or take 25 points of damage); extra dose of poison; light horse.

Night Hag: 1; AL NE; IN Exc; SZ M; MV 9"; MR 65%; AC 9; HD 8; hp 40; THAC0 12; #AT 1; Dmg 2-12.

Special Attacks/Defenses: Immune to *fear*, *sleep*, *charm*, *fire*, *cold*, normal weapons; silver, iron, or +3 weapon to hit; at will: go *ethereal*, *know alignment*, *polymorph self*; *gate* (50% chance of success) type I demon or barbed devil, but must reward responder; 3x/day *magic missile* (Dmg 2d8), *ray of enfeeblement*.

Encounter #8: The Tower

As you push farther south, the forest deepens. You seem to be leaving civilization behind. The road appears to meander as though it is going nowhere in particular, then plunges into a clearing. Well, mostly clear anyway. Stands of fir trees and clumps of brush dot a plain surrounding a moated tower 200 yards away.

The tower's drawbridge is down and the portcullis is open. Two armored men stand guard on the drawbridge. Atop the tower three armored men keep lookout and tend several nasty looking war engines. The men in the tower don't appear to have seen you, yet.

The tower is a pohjolan foothold in Kalevala, garrisoned by fighters and assassins. If Capella or Silvera survived encounter #1 they will be here too. If Sikkar was captured he will be imprisoned in the dungeon (level 4). If the party failed to get the *Dark Mirror* Capella will have it with her. The tower is two stories tall, with two dungeon levels (four levels total). They are numbered from the top down.

Bear in mind as you run this encounter that, though they are not really expecting anything, the fighters and assassins are not stupid, and they are certainly aware that Torval's presence here might inspire a rescue attempt. They are watchful and ready to react to any sign of intrusion.

It is best if you give the players a copy of map #2. This will save time-consuming descriptions and explanations. The characters' first task is to get inside with as little commotion as possible. There are two ways to enter: across the clearing and over the drawbridge into the fighters' quarters on Level 2 (see Level 1 and Level 2), or through the tunnel which cuts under the moat (see Level 3 and **Finding the Tunnel**).

Finding the Tunnel: The tunnel entrance is located in the star-shaped stand of ten trees 30 yards to the right of where the path enters the clearing. If the players have the night hag's map, mark the entrance to the tunnel on the players' map of the clearing. The tunnel cuts under the moat and enters the tower on Level 3. If Meave told the party about the star they may spot this feature and find the entrance. If they have the night hag's map, they will have no difficulty in finding the tunnel. If they do not, they can find the entrance by going to the star and conducting a successful search for secret doors or shifting walls. If either is successful, the party finds the entrance. An elf might spot the entrance accidentally, but only if he actually enters the star.

If the characters can sneak in via Level 3, avoid the trap there, and go directly to Level 4 without being seen, they may retrace their route and exit before anyone knows what has happened.

If the party does not find the tunnel they must cross the clearing. If they cross while mounted they will be seen. If they are disguised as pohjolans, however, the garrison will sound the alarm, but let them approach unharmed.

The party can cross the clearing unseen by going on foot and using the available cover (see boxed text above), and taking other precautions such as waiting for the guards to turn their backs to the parapets, which they do for one round out of every three. The party must watch for two turns to establish the pattern. Hidden movement is very slow, one third the normal rate.

Level 1 — Tower Roof Guards: 3 level 2 fighters.

This area serves as a lookout and a platform for repulsing invaders. It is actually an elevated wooden walkway reached from ground level by ladders. The three fighters here are in charge of the ballistae, vats of greek fire, and braziers filled with hot coals in addition to keeping a watch on the surrounding terrain. They spot any non-hidden movement in the clearing, and will open fire with the ballistae upon any suspicious characters. The roof is surrounded by a wooden parapet that gives these guards 50% cover.

Ballistae: The edge of the clearing is 20" away, and well within ballista range. The rate of fire is one bolt every four rounds, so it is likely that each will only make one shot, and then only if the party is seen approaching. The ballistae need to roll an 11 to hit a PC, regardless of the character's armor class. Damage is 2d6.

Greek Fire: Greek fire can be dropped over the outside of the walls, on intruders coming through the portcullis, or carried into the tower and poured down the stairs (see **Getting Out - Tower Alerted**). Treat it as flaming oil (direct hit 2d6 points plus 1d6 points the following round, splash hit (3-foot diameter) 1d3 points). Whether a target suffers direct or splash hit, the affected character must roll a saving throw vs. normal fire for clothing (16), modified by armor worn (leather, +2; chain, +4; or plate, +8) If this save fails, the cloth ignites, causing an additional 2d6 points the next round.

Hot Coals: Coals can be dumped over the outside of the wall, or on the inside of the wall if invaders breach the portcullis. Potential targets must roll their dexterity or less on 1d20 to avoid the missiles. Hot coals do 1d6 points of damage (save vs. breath weapon for half damage). Any character hit must make an additional save vs. poison, failure indicates that the coals have lodged in clothing or armor and will inflict another 1d6 points the next round. The character may do nothing the following round except try to remove the coals (save vs. poison at +2). If he is again a target, the hit is automatic.

Level 2 — Ground Level Guards: 9 Level 2 fighters, *Kolan*, and *Brindle*

This section of the tower serves as quarters for the fighter garrison. The main and only visible entrance to the tower is over the drawbridge and through the portcullis. The starting positions for the guards are noted on map #3.

If the lookouts spot the party approaching, they will call for the portcullis to be dropped. While this is being done, Kolan will detail two more fighters to guard the gate, then take the rest of them, including Brindle, to the walkway (Level 1) to help with the greek fire and hot coals.

If the characters are disguised as pohjolans, they will be allowed to cross the bridge, but the portcullis will still be closed. They may bluff their way past the fighters if they can be convincing enough. Assuming an authoritative manner and acting as if under orders to take Torval from the tower is adequate. The pohjolans command through arrogance, power and threat. If the PCs act important, the garrison will think that they are. Kolan, however, will come down to the courtyard on the second round after the party enters and will demand to know what is going on. A gib tongue will not be enough to convince Kolan to hand Torval over.

If the party has approached unseen, they can simply rush across the bridge and into the courtyard. The three guards attack, shouting for help. On the second round the three guards from Level 1 will clamber down the ladders and Kolan will emerge from room 6 and bellow, "They're trying to rescue Torval! Get to the dungeon and kill him!" This order will cause two guards to break off melee and run to room 1, thus revealing to the characters the way down. Brindle and the remaining three fighters will enter the melee on the third round. The off-duty guards join the melee on the 6th round.

The garrison will make every attempt to position themselves between

the characters and room 1 to prevent them from going into the dungeon.

Rooms 1-9 These rooms contain only normal items appropriate to the type of room.

Room 1: empty except for the stairway down.

Rooms 2-3: weapon storage for the rebellion (normal melee and missile weapons).

Rooms 4-5: empty (Portcullis winch in #4; Capella and Silvera in #5 if present at the citadel; the sisters join Kolan if an alarm is raised).

Room 6: Kolan's quarters, with a strongbox containing the tower's pay chest. It is locked (Kolan has the key), and holds 1,273gp.

Room 7: garrison larder.

Room 8: Brindle's quarters.

Room 9: guards' barracks (seven off-duty guards).

Level 3 — First Dungeon Level: Guards: 6 level 3 assassins, *Garik*

This level has been taken by the assassin teams as their quarters, the rooms contain only normal items.

The door at the end of the south corridor is the trigger for a crossbow trap (point "T"). A thief stating he is checking the door for traps, or a *find traps* spell on the door will reveal the triggering mechanism. If it is triggered (the door opened), the party's first rank is fired upon by three crossbows at the end of the corridor (point-blank range, THAC0 10, D 2d4 + 2). The quarrels are also poisoned with a Type B insinuative poison (onset 2 rounds, save vs. poison at +2 or take 25 points of damage).

The assassins' starting positions are noted on map #4. If the characters enter this level by the stairs and no fight has broken out above, Garik will move to the stairs AFTER they have passed (attracted by the footsteps) wondering what is going on. Thus he and the rest of the assassins will be waiting for the characters on their way up.

If a fight has broken out in the courtyard and no fighter has been allowed to get downstairs, Garik and his men will not be in the hallways until the seventh round. If he has been warned of the trouble the assassins will take positions in the many niches shown on the map and be lying in wait. Not knowing which way the party may go, the assassins will occupy niches along the west and south walls, in an effort to protect the secret door. They will not attack until the characters come back up the stairs, attacking from behind with their poisoned daggers.

LEVEL 4 — Second Dungeon Level Guard: one 2nd level fighter

This is a large, open area with two cages for prisoners. Torval occupies one cage (marked with a "T"), Sikkar occupies the other if he is here. The usual torture chamber accouterments (chains, whips, irons, braziers, etc.) are visible.

The characters may still trigger an alarm. The small box at the foot of the stairs contains a shrieker. If it is kicked or opened, the creature will shriek in alarm, thus alerting the entire tower. The guard will not go for the box until he hears the characters' footsteps on the stairs.

Getting Out — Tower Alerted: If the fighters and assassins are aware of a rescue attempt in progress, three assassins and Garik will lie in wait in the niches on the south wall on Level 3 to jump the party on their return, while the remaining assassins join the fighters on Level 2. If it becomes apparent that the intruders are leaving through the secret entrance, the assassins and all but four veterans will run to the star to intercept them as they come out.

If the party tries to go up to Level 2, cauldrons of greek fire will be dumped down the two stairways. Figure hits on characters, if such are possible, as before. There is some flammable material in the stairwells. The resulting blaze is just like a *wall of fire* that burns for 10 rounds. Beginning on the 5th round, the wooden supports (beams, etc.) will ignite, and by the 8th round the stonework will begin collapsing, any character on the stairs might be hit (treat as an attack vs. AC 10, modified by dexterity bonus and magical armor pluses, THAC0 20). Falling stonework does 3d4 points of damage per hit. If a target remains within 10 feet of the same location and suffers four hits, he is assumed to be buried by the rubble.

If They Try a Second Time: Even if the characters withdraw, everyone will remain on alert, watching not only the portcullis but the secret entrance as well; Brindle and three of the fighters will be waiting just next to the trap on Level 3, while Kolan and the rest of the fighters guard the drawbridge.

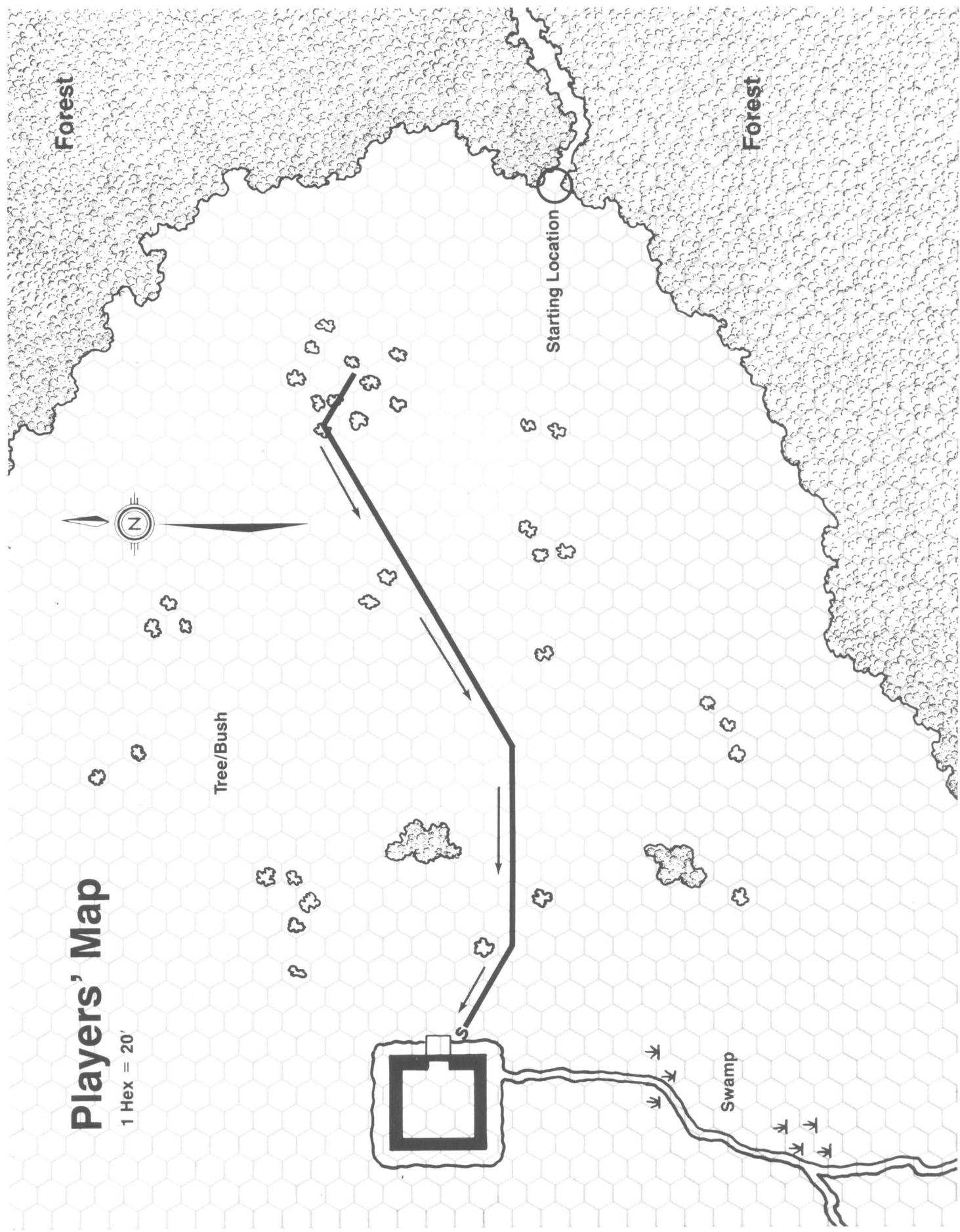
When the party escapes from the citadel, with or without Torval, they are free to return to Kittala, the garrison will not pursue, as they will either be unaware of the party, or will have done their best to keep the party from escaping.

DENIZENS OF THE CITADEL

Description/Number	Class/Level	AC	hp	Wpns	THAC0
Kolan/1	F/8	-2	55	2H Sword	12
Ability Scores: S 18/80; I 10; D 16; C 16; Ch 8; Co 9 Equipment/Special Abilities: <i>Field plate</i> +2					
Brindle/1	F/6	0	44	L Swd +3	8
Ability Scores: S 18/55; I 9; D 17; C 14; Ch 12; Co 12 Equipment/Special Abilities: <i>Chainmail</i> +1; L Swd double specialist					
Garik/1	A/7	-2	30	dagger, S Swd	19
Ability Scores: S 12; I 13; D 18; C 14; Ch 10; Co 10 Equipment/Special Abilities: MS 40%; HS 31%; backstab for 3x Dmg; 3 doses type C ins. poison (onset 1 round, save +1, Dmg 35)					
Roof Guards/3	F/2	2	12 each	B Swd	20
Equipment/Special Abilities: B Swd, Lt Cr Bow. See Text					
Gate Guards/9	F/2	2	12 each	B Swd, Lt Cr Bow	20
Equipment/Special Abilities: N/A					
Ground-Level Guards/4	F/2	2	12 each	B Swd, Lt Cr Bow	20
Equipment/Special Abilities: N/A					
Off-Duty Guards/7	F/2	2	12 each	B Swd, Lt Cr Bow	20
Equipment/Special Abilities: N/A					
Assassins/6	A/3	4	14 each	dagger	20
Equipment/Special Abilities: MS 15%; HS 10%; backstab for 2x Dmg; 3 doses type B ins. poison (onset 2 rounds, save +1, Dmg 25)					
Dungeon Guard/1	F/2	2	12 each	B Swd, Lt Cr Bow	20
Equipment/Special Abilities: N/A					
Capella/1	C/7	0	53	Flail +2	16
Ability Scores: S 13; I 12; W 17; D 17; C 16; Ch 16; Co 12 Equipment/Special abilities: <i>ring of spell storing</i> (<i>word of recall, not recharged if used in encounter #1</i>). <i>Spells Carried: command, protection from good, cause light wounds, cure light wounds (x2), silence 15' radius, hold person (x2), spiritual hammer, resist fire, paralyzation, dispel magic, locate object, detect lie.</i>					
Silvera/1	MU/11	2	34	Staff of Striking	13
Ability Scores: S 13; I 18; W 17; D 16; C 12; Ch 17; Co 13 Equipment/Special Abilities: <i>bracers of defense AC 4</i> <i>Spells Carried: magic missile (x4), mirror image (x2), whip, ESP, protection from normal missiles, haste, dispel magic (x2), stoneskin, Evard's black tentacles, shout, feebatemind, teleport, dismissal.</i>					

Players' Map

1 Hex = 20'

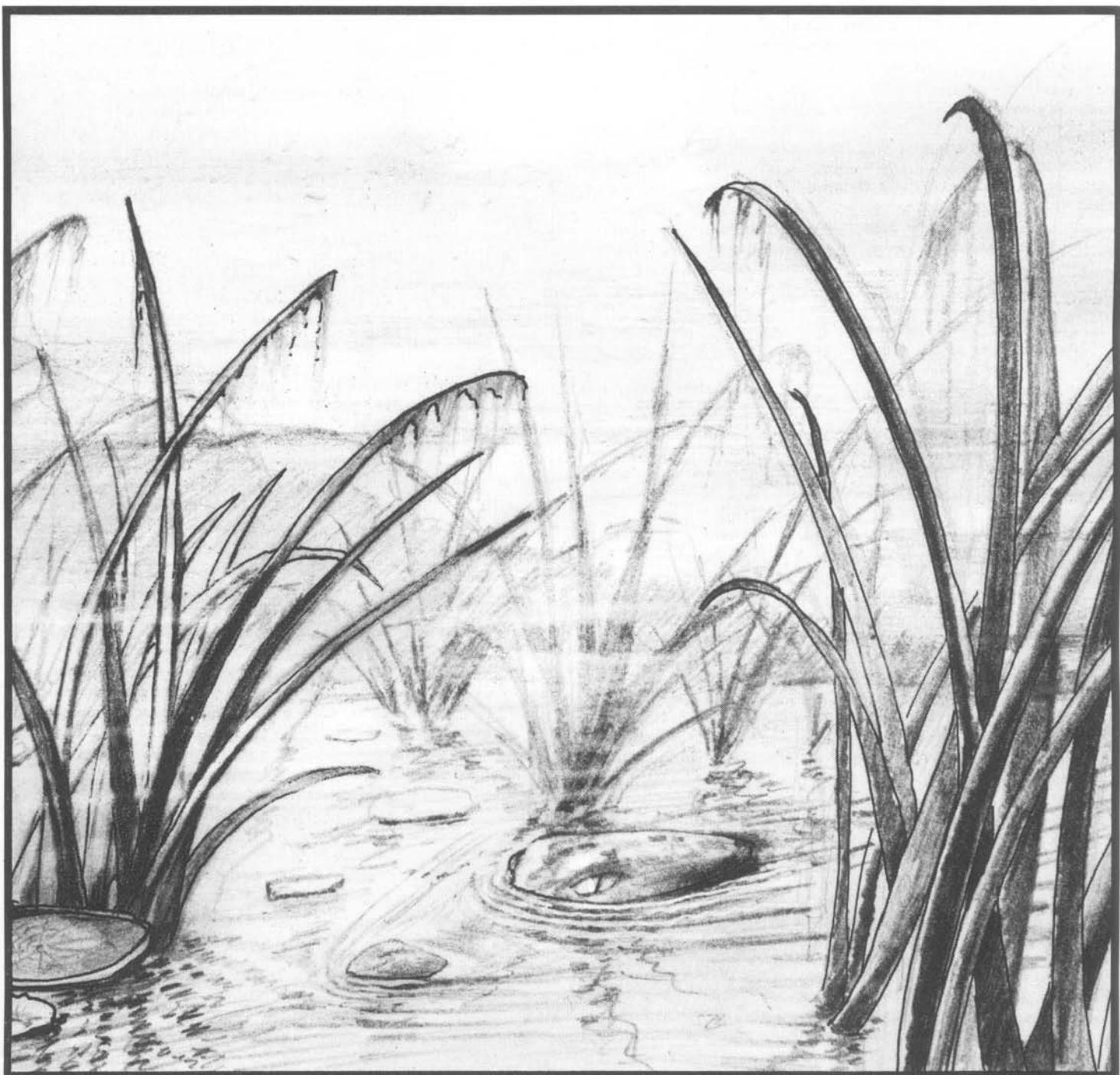


PILGRIM'S POOL

The Conclusion of the Maiden of Pain Series

by Robert J Blake, Anita B Frank
and Rex A Zinn

An AD&D® Adventure for 6-10 Characters Levels 8-10
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Prologue:

The opening of the Book of Fate precipitated a conflict whose outcome will decide the supremacy of one nation, either yours of Kalevala or your enemy, Pohjola. The first event depicted in the Book was the resurrection of the evil hero, Urho, who was destined to lead the Pohjolan armies. To thwart this, you recovered Mordvin, Urho's sword, from its dwarven guardians, dealt with murderous ice dwarves and a treacherous cleric, and solved the Ice Maze. In the end Urho was slain with his own weapon, the sword bursting from the evilness of its former master.

The situation worsened as the conflict spread to the outer planes. Dispatched by Ukko himself to save his son and the artifact he guarded, you discovered the teleport was wide of the mark and had placed you in the midst of a wintery wilderness. Aided by a mysterious metallic shard, you raced to beat an army of pohjolan ice dwarves bent on stealing the artifact. Overcoming the many obstacles the dwarves put in your way, you did manage to rescue the god's son and precious relic.

Your land of Kalevala is beset on many fronts, the latest a revolt of the serfs tormented by pohjolan agents. Journeying to the hot bed of the revolution to rescue Torval, the missing serf leader, you uncovered layer after layer of treachery, but finally effected his rescue at a lonely tower, guarded not only by warriors, but assassins.

The discovery of assassins in Kalevala increased the fear that the nation would be hurled into further turmoil by the loss of its king, and the annual public ceremony to awaken the Great Bear from his winter's sleep would make the king a very vulnerable target. Quick thinking and the realization that treachery extended to the highest levels saved the king from the poisoned cup prepared by the king's chief advisor.

Ever since the opening of the Book of Fate the weather has been anything but normal. With only occasional breaks of sunshine, rain and snow, even hail, have been the norm, yet the temperature has stayed abnormally high. Flooding caused by melting in the snow-capped mountains has washed away many a river village. Even now the roiling clouds look as if they are preparing to vent themselves upon the hapless earth.

One of the clouds detaches itself from the maelstrom and begins a slow descent to earth. From out of its mists comes the familiar, weary form of Uriel, Air Maiden of Ukko, who has warned you of the past evils predicted by the Book of Fate. "Look once again upon the evil of the Book and observe what is fated to happen unless you can prevent it!"

The whirling mists slowly coalesce into an image from the Book, revealing a cavern, its walls covered with a luminescent slime. In the center of the cavern is the Pilgrim's Pool, its once clear waters pitch black, polluted and corrupted, poisoning the roots of the Great Tree itself. Your vacant eyed, unmoving bodies lie scattered about its shore.

She speaks again as the image blows away upon the mists: "You must travel down the River of Truth, through the Frozen Mountains, to the Pilgrim's Pool. Once there, the Pool must be purified using the means you have at hand before it will be safe to enter and proceed to the Path of Purification."

Remember, no one can drown in the depths of its clear waters. Your bodies must be cleansed of the aura of evil you acquired through the actions of the undead-bole before your souls can be upon the path. Hurry, for it is two days journey to the Pool and the changes will soon be irreversible!" Finished, she enters the cloud and rises once again into the sky.

Notes for the DM

The pohjolan forces have been greatly aided in their attempt to overthrow Kalevala by an act committed by two thieves who were originally part of the party. While on a rescue mission to save a comrade being held hostage, these thieves inadvertently opened an evil artifact of great power: the Book of Fate.

Opening the Book set certain events into motion, the least of which was the deaths of the thieves. Each page shows an evil event

which is fated to happen. It is only through Ukko's intervention, via his Air Maiden, Uriel, that the party has been able to gain enough information to try to prevent these disasters from happening, or at least modifying them so that any deleterious effects are not catastrophic.

Now the players must journey to the Pilgrim's Pool and purify it using the water in the vial from the undead-bole. They will be hampered along the way by climatic conditions and a series of illusions cast by the pohjolans.

In their previous adventures, the players acquired an aura of evil by being sprinkled with water from the undead-bole. *Know Alignment* spells cast upon them will show them as being evil. They must bathe in the pure waters of the pool to remove it and halt the change of their alignments to evil. They must then proceed through the pool to the Path of Purification.

The party has two items from previous adventures: a wooden vial bearing the crested wave symbol of Ahto, which contains purified water from the undead-bole; and a black, non-reflective mirror bearing the closed eyes symbol of Untama, obtained from the Rune Reader.

The skiff the party will be using is 16" long by 5' wide, allowing the party to sit in four rows. It is steered by a rear tiller, and may be poled along using the two stout poles on board.

Encounter #1 Illusions

Having obtained a small skiff, you are now ready to begin your journey. The high priest of Ukko's temple has told you that while the river winds, it does not branch. One must only follow the river to reach the pool.

The early-morning sun tries to burn through the mists revealing a swollen river, rushing to the southern sea. The morning starts with no unusual occurrences, but later branches in the river channel appear. These lead off from the main body of water, but the central waterway is readily apparent.

As the sun finally burns through the clouds, a piercing cry accompanied by the sounds of splashing fills the air. The eerie cry of a cawing loon is a familiar addition to the day. The river curves abruptly to the southwest, passing a log-jam and a pool on the southeastern bank.

This is the first of a series of illusions cast by evil forces to obscure the true path of the river and prevent anyone from making their way to the path of purification. The main body of the river originally continued down the southeastern fork. The direction of the flow was changed by the ice trolls in Encounter #2, under the direction of Kiska, a 12th level illusionist. Rocks, boulders and debris have been rolled into the river creating a dam which has diverted the body of the river to the southwest. In addition, Kiska has cast a *Permanent Illusion* creating the image of the log-jam and pool.

If any member of the party states they are looking for the loon, he will notice it passing through the log-jam as it swims down the river. It will be obvious to whoever is looking that the loon is passing through the logs; not merely swimming around them. If the party does not notice the loon and discover the illusion, proceed to Encounter #1B, Ice Illusion. Otherwise, continue below.

There is still a small channel open which flows down the original path, however, this path is not large enough to allow the safe passage of the skiff. It is possible for the party to portage the skiff past the dam by using the rocks of the dam as stepping stones. Any character walking on the stones must make a dexterity check or fall onto the rocks, then into the water. A character will suffer 1d6 damage from the fall, and, if wearing metal armor, risk drowning. It takes a combined strength of 70 to carry the skiff and supplies. If half of the characters carrying the skiff fail their dexterity saves, they will fall and the skiff will be dropped. Those characters carrying the skiff who made their save must save again or fall as the skiff is dropped.

The skiff will float to the shore just a few yards ahead of the portage point and can be retrieved easily.

Encounter #1B Ice Illusion

The river slows somewhat after rounding the bend. Reflected sunlight gleams off the snow-covered hills, creating mini-rainbows over the spring falls. Pieces of ice of assorted sizes float aimlessly alongside the skiff.

Up ahead, three larger blocks of ice appear to be circling in an eddy just beneath the sloping mouth of a snow-covered cave. Bits of Flotsam, washed into the river by the flooding, flow through the pool and continue down river.

Suddenly, a dull thud is felt and heard as the skiff enters the pool, followed quickly by the lifting of the bow from the water. All forward motion ceases as heads raise from the water, limbs uncoil from the floating blocks and icy hands drag the skiff toward shore. Coming out of the cave mouth are three large, near-transparent creatures, who begin throwing large balls of ice.

The creatures in the pool and on the shore are ice trolls, living in the cave and preying on unwary travelers. The three trolls in the water will pull the skiff out of the current, trying to tilt and rock it to cause characters to fall into the water. The water only is three and a half feet deep, which will cause any character in it to fight at -2 to hit. The dwarf and gnome will be unable to melee while in the water.

The trolls in the water will attack the nearest party members, trying to drag all of them into the river (succeeding on an unmodified "to hit" roll of 20). Each troll on shore will throw one ice ball (1d8) per round for three rounds. Then they will move into the water and enter melee, attacking any characters in the water in preference to those in the skiff.

Ice Trolls: 6; AC 8; MV 9"; HD 2; Hp 9, 11, 12, 14, 14, 15; THAC0 16; #AT 2; D 1d8/1d8.

Encounter #2 Otters' Delight

The morning's problems behind you, the journey continues. The warmth of the noonday sun is partially offset by the breeze created by your progress down the swiftly-flowing river. Lunch has passed uneventfully, and it seems as if little will break the afternoon quiet. This proves not to be the case, however, as great, furred creatures surge through the waters ahead, creating a disturbance in the previously calm river. Several of the creatures have separated from the group and are now swimming toward the skiff.

The creatures are a family of five giant otters playing in the river near their den. Three of the otters are now swimming up the river to investigate the party. The remaining two otters will climb on shore and watch the party's actions.

The largest otter is a reincarnated cleric of Ahto named Sergi, who serves as both guide for pilgrims and guardian of the river. As is his normal practice, he cast *Detect Evil* as the party approached. Detecting the party's evil aura, he sent his children ahead to observe their actions. While they check out the party, he will cast *Spell Immunity* on himself, giving himself immunity to *Speak With Animals*.

Once the party is within range, he will cast *Cloudburst*, centered over the skiff in order to momentarily distract the party.

As if out of nowhere a sudden storm appears over the skiff, drenching everyone.

The otters will swim around the skiff, but they will not attack the party unless attacked first. One of the younger, smaller otters will try to climb into the boat, but can be easily rebuffed by a smack on the nose or any such action. These creatures are investigating the party's intentions under the pretense of playing.

If attacked, these three otters will try to capsize the skiff. If all

three otters hit AC 5 or better on the same round, the skiff will capsize and the party will be dumped into the river. They will then try to drag any players they catch underwater. Any player characters wearing armor risk drowning. All characters will be subject to the otter's normal attack. A character in the water melees at -2 to hit.

The severity of this attack will be mitigated by the intervention of Sergi, who will drag any unconscious characters to the safety of the shore, relieving them of their weapons and belongings in the process.

If the party attempts any spell casting, Sergi will cast *Silence 15' Radius* in the center of the skiff. He will then cast *Hold Person* on three characters, avoiding the cavalier or paladin as targets. This will be followed by *Spiritual Hammer* at the cavalier types. His next action will be the *Command* "Sleep" on a character. The otters will keep attempting to capsize the skiff until they are successful.

If the party insists on attacking the otters, the otters will melee the party as best they can. However, Sergi will have his family retreat before they suffer serious damage. Any otter down to 50 percent of his total hit points will retreat.

Giant Otter 1: AC 5; MV 9"/18"; HD 5 Hp 28; THAC0 15; #AT 1; D 3d6.

Young Otters 3: AC 5; MV 9"/18"; HD 3; Hp 15 each; THAC0 16; #AT 1; D 1d6 + 2.

Once the characters are safely ashore, the otters will surround them and keep them pinned down. Any character attempting to move, gesture or take any physical action will be knocked down by one of the otters. Sergi will ask in common why the party is traveling down the river. He talks while he searches their belongings. Sergi reluctantly will allow the party to leave and continue down the river when he discovers the vial or mirror. He will not provide them with any useful information because of their evil aura.

If the party does not panic and attack the otters, these three will follow the skiff down river to the point where the other two otters are waiting. When the party reaches this point, the largest otter will swim out alongside the skiff. He will hail the party in common and order them to beach on the skiff on the shore.

If the party refuses to come to shore, all the otters will try to capsize the raft and melee as above. If one of the larger otters and any one of the smaller hit AC 5 or better on the same round, the skiff will capsize.

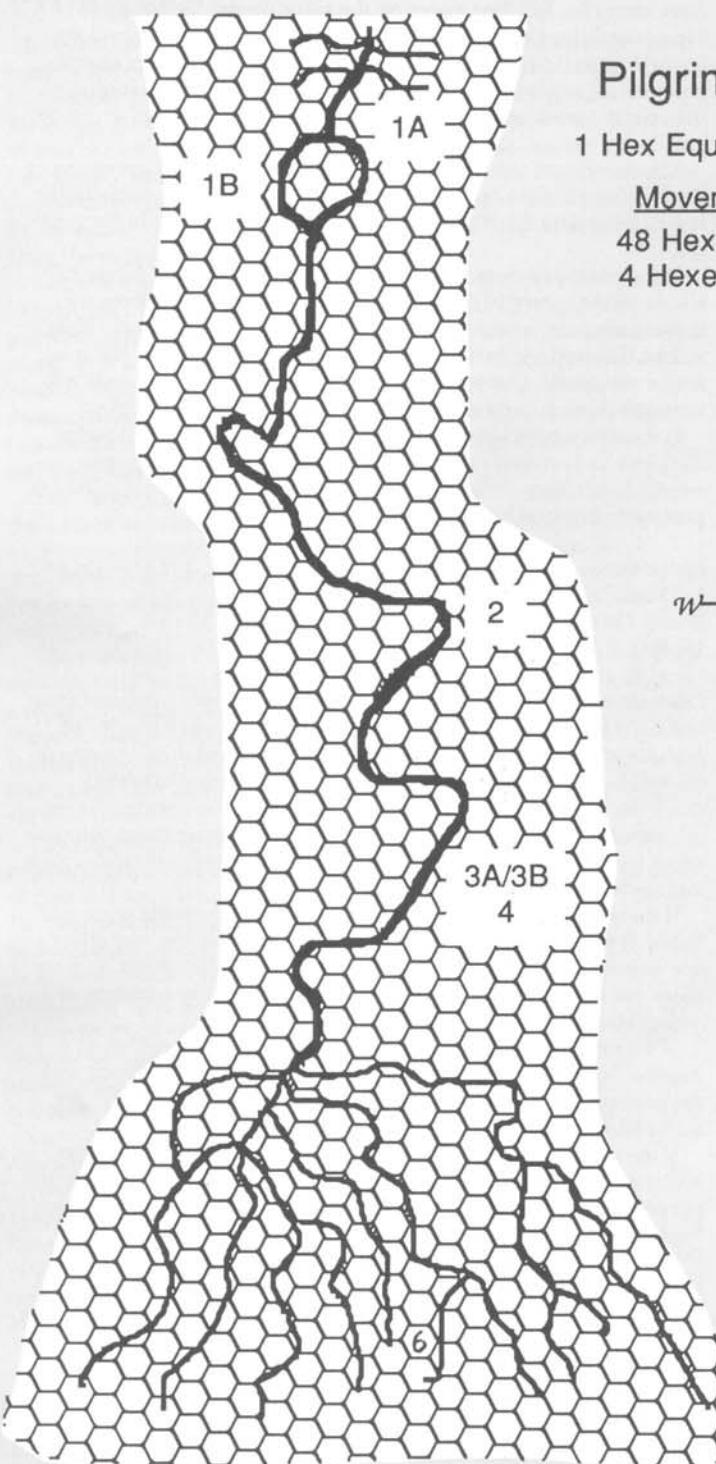
If the party comes to shore peacefully and talks with Sergi, he will tell them that he is the guardian of the river and must know the purpose of their journey. He will mention his disbelief of any professed good intentions.

If the party freely tells Sergi of the evil aura they acquired and shows him one of the items bearing the gods' symbols, he will cast *Detect Lie* and have them repeat their story. If he determines they are telling the truth, Sergi will tell them he is a reincarnated cleric of Ahto who has been living as an otter for the past five years. This is his family, and they have been acting as guardians and trying to keep the river open to aid pilgrims on their way to walk the Path of Purification. During the last few months many evil creatures and people have been in this area, while the number of pilgrims has dropped to almost nothing.

He also will tell them that, due to the flooding, the path of the river has changed and that he suspects that magic is somehow involved in these changes. He is not sure of the details of these magic changes. He will not agree to join the party under any circumstances, nor will any other members of his family, claiming that even though the party has told the truth, he has an obligation here. He will allow them to leave after returning their gear, telling them as they go that he will commune with Ahto for guidance in this matter.

Encounter #3 Calm Waters

Here, the party should realize they are confronted by a *Permanent Illusion* spell. The spell was cast by Kiska, obscuring the rapids and



Pilgrim's Pool

1 Hex Equals 1.25 Miles

Movement Rate

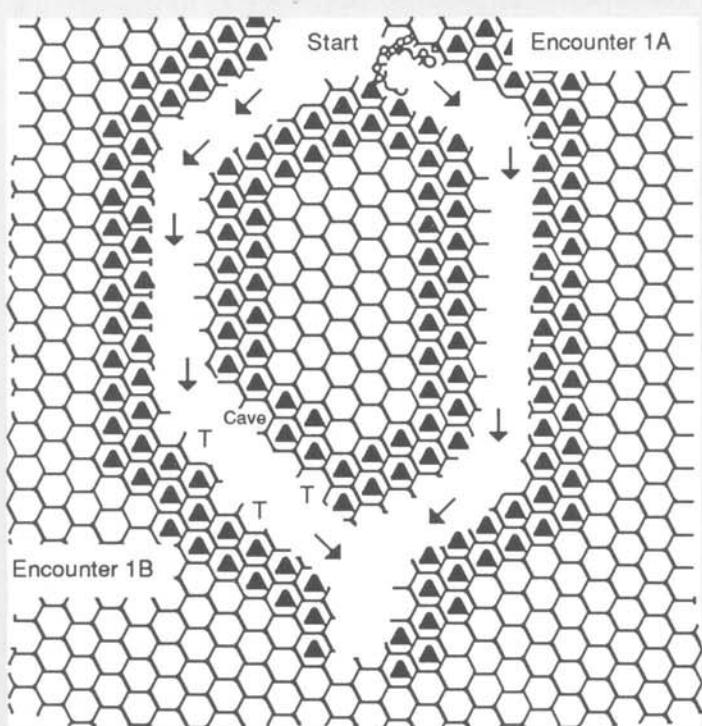
48 Hexes Per Day

4 Hexes Per Hour



- ◆ Mountain
- T Troll
- ◆ Rocks/Logs

Arrows Indicate Current Flow
1 Hex = 60'



falls from view. This illusion creates the appearance of calm, placid water without the roar of the rapids. The effectiveness of this illusion is enhanced by the fog which rises every evening.

The evening fog has begun to make its nightly appearance. While the surrounding waters look no different than they have on the rest of your journey, the skiff has begun to move swiftly. Soon, it is being dragged along at an almost uncontrollable pace, yet the river appears calm and placid.

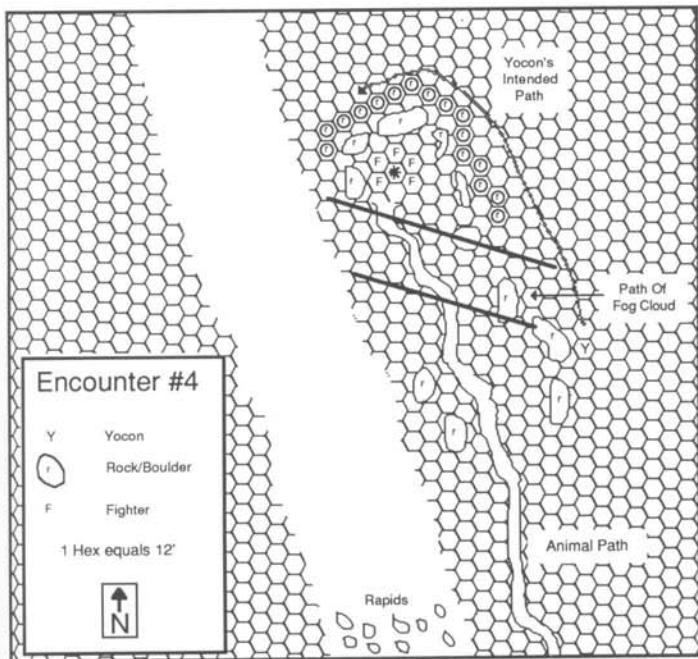
If the party tries to make its way to shore, allow it, but describe it as a very arduous and tiring process. Then proceed to Encounter #3B. Otherwise, continue below.

The world seems to reel as the relatively smooth river transforms to the reality of surging rapids! Torrents of water wash over the skiff as it races through the rapids. Boulders loom ahead and to either side as a resounding crack fills the air. All hope seems lost as the tiller breaks against one of the many river rocks.

The hapless skiff is buffeted mercilessly by the seething waters, its sides groaning ominously as it crashed from rock to rock. Ahead the river crashes over a 10' fall.

The skiff seems to drop out from under you as it passes over the falls, and you find yourselves momentarily airborne before plunging into to icy waters. The raging waters buffet you before washing you, somewhat the worse for wear, ashore.

Characters who go over the falls and fail a save vs. petrification lose 10 percent of their remaining hit points. Those who save lose 5 percent. In addition, characters are subject to drowning. The skiff will continue down the river the better part of an hour's walk before being washed ashore. It will be relatively undamaged.



Encounter #3B Revelations

Any party that walks or sends a scout ahead along the shore before the skiff proceeds too far into the rapids will be able to discover the illusion. The character at the head of the party will tumble down a rocky incline paralleling the rapids, taking 1d6 damage unless he has successfully disbelieved (+4 to saving throw).

The illusion also can be revealed by *Detect Magic* or *Detect Illusion*. If the attempt at disbeliefing is successful or the illusion dispelled, the river will be revealed in its true form, a violently rushing river and rapids.

If the party returns to the river without discovering the illusion, they will be caught by it. If they successfully discover the illusion but try to ride the rapids anyway, they will be unable to successfully navigate the rapids.

Encounter #4 Around the Campfire

Having passed the illusion at the rapids, the river is revealed once again in the faint moonlight. About 300 yards distant a faint glow, as if from a campfire, may be seen.

The glow is from the campfire of Yocon, a 7th level gnome illusionist, and his party of five female fighters. They have been sent out by Kiska to check the integrity of the illusions and traps set for unwary pilgrims.

Yocon and his group were alerted to the party's presence by the noise they made while crossing the rapids. Yocon has cast *Phantom Armor* and *Wraithform* upon himself. He will observe the party while in *Wraithform* and will stay upwind of the characters as they approach his camp. The five fighters are sitting around the campfire, acting as if nothing is wrong.

If the party moves to attack the fighters, Yocon will wait until the party has started their attack, at which point he will return to normal form and cast *Fog Cloud* 10' behind the party. If they try to sneak up on the fighters and observe them, he will cast *Fog Cloud* 10' behind them once they seem to have settled in place to watch. The cloud will begin to move toward the party.

Whatever circumstances have lead to the casting of the cloud, one of the fighters will yell, "Lookout! It's *Cloudkill*!" The fighters will then pretend to try to hold the party in the path of the cloud, while actually allowing the party to move out of its path. They will try to keep the party away from Yocon's hiding place and will fight to the death.

While the party is in melee with the fighters, Yocon will sneak around to the southern end of the campsite and will take cover behind the boulders there. He will then cast *Improved Phantasmal Force*, creating the illusion of *Bigby's Clenched Fist* which he will have strike random party members, hitting as a glancing blow, doing 1d6 damage. Spell casters in the midst of casting or fighters using missile weapons will be the preferred targets. He will maintain the illusion until it is dispelled or disbelieved by 50 percent of the party. *Blindness* will be cast next with a fighter as its target. This will be followed by a *Continual Light* on the eyes of another fighter. His next ploy will be to cast two sapphire *Chromatic Orb* spells. His final spell will be *Color Spray* cast at a random character looking in his direction. He will then enter melee using a dagger and will fight until killed.

Yocon AC 4; MV 9"; Level 7; Hp 17; THAC0 19; #AT 1; D 1-4
Female Fighters 5; AC 6; MV 9"; Level 5; Hp 27, 30, 33, 33, 36; THAC0 16; #AT 1; D 1d8.

Encounter #5 Help From A Friend

Time is running out. Only one day remains before the changes in the Pilgrim's Pool and yourselves become irreversible! Yet another hazard presents itself as the flooded river turns into sluggish marsh. Though the high priest mentioned no such bog, here it is nonetheless. No longer is the path clear and easy to follow, it now meanders through countless rivulets and streams among the weeds. It seems as if all will be lost.

If the party observes the flow of the water for at least two turns, the characters will notice one of the rivulets seems to flow a bit more rapidly than the others. If they follow this rivulet it will lead them to the entrance to the Pilgrim's Pool.

If the party manages to find the entrance to the pool by this or a similar method, go to the pool encounter. If the players spend too long trying to solve this puzzle, read the following.

It is late afternoon and the path to the pool has yet to present itself. There is so little time left before the changes become irreversible.

A great splashing noise can be heard in the distance, rapidly moving toward the skiff. A sleek, dark furred shape is racing through the water, headed in your direction.

The creature is Sergi, the reincarnated cleric they met earlier. He will explain to the party that he has been trying to find them. Sergi has been sent by the Water Dwarf to help guide the party through the swamp. The dwarf explained to him that even though this party falsely detects as evil, they are actually the best hope for Kalevala and should receive his aid. Sergi knows the way through the marsh and will escort the party as far as the entrance. He will not accompany them into the pool complex.

Encounter #6 The Pool

The rivulet meanders through the weed-choked swamp, winding around gnarled, twisted trees. All goes well until the skiff comes to a sudden stop, run aground in the shallow waters.

Any character who enters the water and attempts to pull the skiff along will suffer two points of damage a round because of the icy water.

As you continue onward, you notice a foul odor pervading the still air. The watery trail leads to a small cave, the source of what is now a virtually overpowering stench. Yet, this must be the entrance to the Pilgrim's Pool; inscribed around the opening are the symbols of all the Kalevalan gods, barely visible beneath an algal slime.

Water trickles down the floor of the cave's slightly sloping passageway. A faint glow emanates from the thick slime which covers floor, ceiling and walls. Foul, heavy air restricts both visibility and breathing, while the presence of an almost palpable evil can be felt by all.

Finally, the narrow tunnel begins to level off and widens slightly. It leads into a large, high-domed cavern with stalactites and stalagmites scattered throughout, all covered by this luminescent slime. Visible ahead is a blackness so devoid of reflection as to appear as nothingness. Can this abomination be the Pilgrim's Pool?

This is indeed the Pilgrim's Pool, corrupted to such an extent that it now radiates an almost overpowering, magical evil. The slime covering the walls also detects as evil and magical. This sense of evil will grow stronger the farther into the pool complex the party penetrates.

The cavern and pool are roughly circular, about 100' in diameter, while the pool itself is 80' across. The dome of the ceiling is 60' above the center of the pool. There is only one opening into the cavern. The slime covering all the surfaces in the cavern will give off enough light that humans will be able to see without an additional light source.

Any character looking directly into the pool for more than a moment will have their spirit sucked out, leaving him or her an empty shell. A character is allowed a save vs. spell at -3. Any character affected will bolt into a stiff, upright position, a look of total shock on his face. The character will then collapse on the ground, "...his eyes as much a void as the pool or the dark mirror, wide open and unseeing."

If other characters look at the pool, they will see the horror-stricken image of the trapped character sinking into the pool. The only way to restore a character is to hold the black mirror in front of the face of the effected character.

The party must pour the magically pure water, which they are carrying in a wooden vial bearing Ahto's symbol, into the pool in order to purify it. This effect will be only temporary, but it will last long enough that the party may enter the pool and swim through the tunnel leading to the Path of Purification. If the characters dither for more than five rounds, the corrupted pool will attack. If the party pours in the magically pure water, read the following:

As the contents of the vial touch the surface of the pool, the water begins to writhe and churn violently. Suddenly, a great spout of pitch black water erupts from the center of the pool showering everything in the chamber. Amazingly, the water that falls is not the dead black water that was in the pool, but pure, clear water. Where it touches the floor and walls of the cavern, the slime washes away and is replaced by healthy, green lichen. The atmosphere changes from one of corruption to one of vibrant health.

On the third round after the pool is cleared it will begin to redarken, at a rate of 10' every other round, starting at the bottom and outer perimeter of the pool and then leading toward the center. The pool will be black again on the 12th round after the vial is emptied into the pool

The feeling of ecstasy that came with the purification of the pool is short-lived. Not long after the waters cleared a faint circle of black water begins to reappear around the perimeter of the pool. As the blackness returns, the slime begins to reassert itself upon the cavern walls. It does not appear as if there is much time left before the pool is once again completely black.

Anyone entering the pool is able to breath and move freely as if above water. There is no danger of sinking due to armor or any risk of being trapped underwater and drowning. If the characters enter the pool, proceed to Encounter #7. Otherwise, continue with the following.

Jets of black water begin to shoot throughout the cavern. The jets seem to have a life of their own, striking and grabbing at your clothes and body, trying to pull you into the pool. At the same time, the slime starts to grow at a phenomenal rate, soon filling the only entrance into the cavern.

The pool will try to draw the characters into its depths. All party members must save vs. spell at -1 or be dragged into the pool by one of the water jets. The penalty to their save increases by one with each round until all of the party is pulled into the pool. As the party members are pulled into the pool, they will have to face the Vodyanoi in its waters.

Vodyanoi 3; AC 2; MV 6"; HD 8; Hp 47, 56, 62; THAC0 7 to 16; #AT 3; D 3d4(X2)/1d10.

Encounter #7 Taking the Plunge

The shift from breathing air to breathing water is so smooth as to be unnoticeable. Movement is almost as free as on dry land, and visibility is good. The darkness of approaching taint is moving inexorably toward the center of the pool from the sides. It is only a matter of minutes before all will be corrupted once again.

Swimming on, several large shapes can be seen moving through the black waters. Just as the tunnel mouth is reached, three huge shapes begin to swim toward you. Without hesitation they attack.

If the characters retreat to the surface and get out of the water, they are only postponing the inevitable. These are the Vodyanoi. Refer to their statistics above.

Eliel

7th Level Dwarf Female Fighter

Ability Scores

STR:	17 + 1 hit/+ 1 dam, + 50#wt, Drs 1-3, BB-LG 13%
INT:	10
WIS:	9
DEX:	15 - 1 AC bonus
CON:	16 + 2 hp/die SS 95, RES 96
CHA:	12
COM:	9 homely

Description

Age: 58
 Height: 4'
 Weight: 130#
 Hair/Eyes: Black/brown
 Alignment: NG
 Deity: Ahto

Combat Data

THAC0:	14
AC normal:	1
AC rear:	3
Armor type:	Splint + 1 & Shield
Hit Points:	62

Weapon Proficiencies: falchion (specialist), battle axe, hand axe, dagger
 NPP: -2

Juhani

Female Human Thief/Magic-User (2/6)

Ability Scores

STR:	10 Drs 1-2, BB-LG 4%
INT:	17
WIS:	9
DEX:	16 + 1 reactions/ missiles, - 2 AC bonus
CON:	15 + 1 hp/die SS 91, RES 94
CHA:	18 + 35% reactions
COM:	20 beautiful, + 30% reactions, fascinate males WIS 15 or less, fascinate females WIS 10 or less

Description

Age: 29
 Height: 5'9"
 Weight: 130#
 Hair/Eyes: Black/brown
 Alignment: CN
 Deity: Tuoni

Combat Data

THAC0:	19
AC normal:	2
AC rear:	4
Armor type:	Bracers AC 4
Hit Points:	27

Weapon Proficiencies (as magic-user): staff
 NPP: -5
 Weapon Proficiencies (as thief): dagger, club
 NPP: -3

Saving Throws

Poison, paralysis, death	13
Petrification, polymorph	11
Rod, staff, wand	9
Breath Weapon	13
Spells	8

Mika

6th-Level Male Half-Elf Ranger

Ability Scores

STR:	18/55 + 2hit/+ 3 dam, + 125#wt, Drs 1-4, BB-LG 25%
INT:	13
WIS:	15 + 1 ST bonus
DEX:	17 + 2 reactions/missiles, - 3 AC bonus
CON:	14 SS 88, RES 92
CHA:	15 + 15% reactions
COM:	17 good-looking, + 17% reactions, fascinate females WIS 8 or less

Description

Age: 49
 Height: 5'9"
 Weight: 135#
 Hair/Eyes: Gold/violet
 Alignment: NG
 Deity: Mielikki

Combat Data

THAC0:	16
AC normal:	2
AC rear:	5
Armor type:	Leather + 3
Hit Points:	41
Weapon Proficiencies:	Long sword, short bow (specialist)
NPP:	-2

Eemil

7th-Level Elven Male Magic-User

Ability Scores

STR:	9 Drs 1-2, BB-LG 1%
INT:	18
WIS:	14
DEX:	14
CON:	17 + 2 hp/die SS 97, RES 98
CHA:	12
COM:	10 average

Description

Age: 280
 Height: 5'
 Weight: 98#
 Hair/Eyes: Silver/black
 Alignment: LG
 Deity: Ilmatar

Combat Data

THAC0:	19
AC normal:	7
AC rear:	7
Armor type:	ring of protection + 3
Hit Points:	36
Weapon Proficiencies:	dagger, dart
NPP:	-5

Saving Throws

Poison, paralysis, death	13
Petrification, polymorph	11
Rod, staff, wand	9
Breath Weapon	13
Spells	10

Eino

8th-Level Female Human Cleric

Ability Scores

STR:	12 + 10#wt, Drs 1-2, BB-LG 4
INT:	14
WIS:	17 + 3 ST bonus, + 2 each L1, L2 spells, + 1 L3 spell
DEX:	13
CON:	16 + 2 hp/die SS 95, RES 96
CHA:	16 + 25% reactions
COM:	17 good-looking, + 17% reactions, fascinate males WIS 8 or less

Age: 31

Height: 5'7"
 Weight: 130#
 Hair/Eyes: Blond/green
 Alignment: LG
 Deity: Ukko

Combat Data

THAC0:	16
AC normal:	2
AC rear:	4
Armor type:	Chain + 2 & Shield + 1
Hit Points:	59

Weapon Proficiencies: mace, hammer, sling
 NPP: -3

Saving Throws

Poison, paralysis, death	7
Petrification, polymorph	10
Rod, staff, wand	11
Breath Weapon	13
Spells	12

Toivo

7th-Level Male Gnome Thief

Ability Scores

STR:	9 Drs 1-2, BB-LG 1%
INT:	10
WIS:	9
DEX:	17 + 2 reaction/missiles, - 3 AC bonus
CON:	9
CHA:	9
COM:	9 homely

Description

Age: 90
 Height: 3'9"
 Weight: 80#
 Hair/Eyes: Brown/brown
 Alignment: CN
 Deity: Tuoni

Combat Data

THAC0:	19
AC normal:	4
AC rear:	7
Armor type:	Leather + 1
Hit Points:	38
Weapon Proficiencies:	dagger, short sword, club
NPP:	-3

Saving Throws

Poison, paralysis, death	12
Petrification, polymorph	11
Rod, staff, wand	12
Breath Weapon	15
Spells	13

*Add + 2 race bonus where applicable

*Add + 3 Dexterity bonus where applicable

Racial & Professional Skills

Attacks: 1/1

Languages: common tongue, lawful good

Spells/day: 5 5 4 2

Equipment

Magic Items: chain +2, shield +1, mace of disruption, potion of fire resistance

Normal Equipment: spell components, holy symbol, iron rations, leather backpack, waterskin, war hammer, tinderbox, 100sp, 2 small sacks, 15' rope, sling, 20 bullets, 3 vials holy water, 6 torches

Saving Throws

Poison, paralysis, death 11

Petrification, polymorph 12

Rod, staff, wand 13

Breath Weapon 13

Spells 14

*Add +3 Dexterity bonus where applicable

Racial & Professional Skills

Attacks: 1/1

Special Abilities: Normal half-elven abilities, +5 to damage vs. giant class creatures, normal ranger tracking abilities. Bow hit at point blank range (up to 30') inflicts double damage

Languages: Normal Half-Elven Languages

Equipment

Magic Items: leather +3, long sword +1, 6 arrows +1, periapt of proof against poison +1

Normal Equipment: short bow, 35gp, spear, 50' rope, 10' pole, wine skin, 3 flasks of oil, leather backpack, large sack, silver mirror, club, tinderbox, 20 arrows (quiver), iron rations

Saving Throws

Poison, paralysis, death 10

Petrification, polymorph 11

Rod, staff, wand 12

Breath Weapon 12

Spells 13

*Add +4 race bonus where applicable

*Add +1 Dexterity bonus where applicable

Racial & Professional Skills

Attacks: 3/2 or 2/1

Special Abilities: Normal dwarven abilities

Languages: common tongue, normal dwarven languages

Equipment

Magic Items: splint +1, ring of water breathing, battle axe +1, potion of heroism

Normal Equipment: 2 large sacks, 70gp, tinderbox, leather backpack, falchion, 3 hand axes, iron rations, wineskin, small pouch

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Racial & Professional Skills

Attacks: 1/1

Special Skills: Normal gnomish skills

Languages: normal gnome languages

Thieving Skills

PP	OL	FT	MS	HS	HN	CW	RL
65	67	60	65	53	35	79	35

Equipment

Magic Items: leather +1, dagger +2, potion of climbing, potion of healing, gloves of thievery

Normal Equipment: short sword, 12 caltrops, small wooden box, 6 daggers, 2 clubs, 6 iron spikes, hammer, leather backpack, 2 large sacks, 50' rope, grappling hook, 50 gp, waterskin, iron rations, tinderbox

Racial & Professional Skills

Attacks: 1/1

Languages: common tongue

Spells/day: 4 2 2

Thieving Skills

PP	OL	FT	MS	HS	HN	CW	RL
35	34	25	21	15	10	86	—

Equipment

Magic Items: bracers AC4, wand of fire (10 charges), potion of extra-healing, girdle of many pouches, slippers of kicking

Normal Equipment: 2 large pouches, leather backpack, 10' pole, iron rations, staff, waterskin, tinderbox, spell books, spell components, hooded lantern, 5 flasks oil, 10pp, thieves' tools, 4 daggers

Spell Book

Level 1 Spells (Memorize 4)

Dancing Lights	Detect Magic
Feather Fall	Hold Portal
Magic Missile	Read Magic
Shield	Sleep

Level 2 Spells (Memorize 2)

Continual Light	Detect Invisibility
Invisibility	Knock
Levitate	

Level 3 Spells (Memorize 2)

Dispel Magic	Fireball
Hold Person	Hold Person
Lightning Bolt	

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Saving Throws

Poison, paralysis, death 10

Petrification, polymorph 11

Rod, staff, wand 12

Breath Weapon 12

Spells 13

*Add +4 race bonus where applicable

*Add +1 Dexterity bonus where applicable

Racial & Professional Skills

Attacks: 3/2 or 2/1

Special Abilities: Normal dwarven abilities

Languages: common tongue, normal dwarven languages

Equipment

Magic Items: splint +1, ring of water breathing, battle axe +1, potion of heroism

Normal Equipment: 2 large sacks, 70gp, tinderbox, leather backpack, falchion, 3 hand axes, iron rations, wineskin, small pouch

Racial & Professional Skills

Attacks: 1/1

Languages: common tongue

Spells/day: 4 2 2

Equipment

Magic Items: ring of protection, +3, Cloak of Elvenkind, Scroll: Otiluke's Freezing Sphere

Normal Equipment: 6 daggers, 12 iron spikes, waterskin, spell book, leather backpack, 20 darts, spell components, tinderbox, 60gp, silver mirror, iron rations, 2-large pouches

Spell Book

Level 1 Spells (Memorize 4)

Dancing Lights	Detect Magic
Feather Fall	Hold Portal
Magic Missile	Read Magic
Shield	Sleep

Level 2 Spells (Memorize 2)

Continual Light	Detect Invisibility
Invisibility	Knock
Levitate	

Level 3 Spells (Memorize 2)

Dispel Magic	Fireball
Hold Person	Hold Person
Lightning Bolt	

Vaino

6th-Level Male Human Paladin

Ability Scores

STR:	16 + 1 dam, + 35#wt, Drs 1-3, BB-LG 10%
INT:	12
WIS:	16 + 2 ST bonus
DEX:	15 - 1 AC bonus
CON:	15 + 1 hp/die SS 91, RES 94
CHA:	18 + 35% reactions
COM:	15 good-looking, + 15% reactions, fascinate females WIS 7 or less

Age: 38

Height: 6'6"

Weight: 245#

Hair/Eyes: Black/gray

Alignment: LG

Deity: Ukko

Combat Data

THAC0:	16
AC normal:	1
AC rear:	4
Armor type:	Chain + 1 & Shield + 2
Hit Points:	42

Weapon Proficiencies: lt. lance (choice), long sword (choice), horsemen's mace (choice), dagger, short sword

NPP: -2

Minna

6th-Level Human Female Cleric

Ability Scores

STR:	15 + 20#wt, Drs 1-2, BB-LG 7%
INT:	9
WIS:	18 + 4 ST bonus, + 2 each L1, L2 spells, + 1 each L3, L4 spells
DEX:	15 - 1 AC bonus
CON:	15 + 1 hp/die SS 91, RES 94
CHA:	17 + 30% reactions
COM:	16 good-looking, + 16% reactions, fascinate males WIS 8 or less

Description

Age: 25

Height: 5'2"

Weight: 105

Hair/Eyes: Blonde/blue

Alignment: LG

Deity: Ilmatar

Combat Data

THAC0:	18
AC normal:	1
AC rear:	3
Armor type:	Chain + 2 & Shield
Hit Points:	34

Weapon Proficiencies: flail, hammer, staff

NPP: -3

Saving Throws

Poison, paralysis, death	9
Petrification, polymorph	12
Rod, staff, wand	13
Breath Weapon	15
Spells	14

*Add +1 Wisdom bonus where applicable

Aleksis

6th-Level Human Male Cleric

Ability Scores

STR:	15 + 20#wt, Drs 1-2, BB-LG 7%
INT:	10
WIS:	14 + 2 L1 spells
DEX:	11
CON:	17 + 2 hp/die SS 97, RES 99
CHA:	12
COM:	14 good-looking, + 14% reactions, can fascinate females WIS 7 or less

Description

Age:

Height: 6'

Weight: 185#

Hair/Eyes: Blonde/blue

Alignment: NG

Deity: Mielikki

Combat Data

THAC0:	18
AC normal:	2
AC rear:	4
Armor type:	Splint & Shield +1
Hit Points:	62

Weapon Proficiencies: hammer, footmen's mace, staff

NPP: -3

Players' Background

The adventure you are about to play is set in the Finnish Mythos from the LEGENDS & LORE Tome. A brief overview of the mythos is provided here for the benefit of those players not already familiar with it. All of your characters are assumed to understand it as well, so this should also be considered background material for each PC.

The mythos is based on the continuing battle of two lands, Kalevala (land of good) and Pohjola (land of evil). All Kalevalans know that Pohjola is constantly trying to impose its way of life on all of Finland. As it is, Finland is really two countries, divided more or less equally between the two factions. All your characters are Kalevalans, and reside in the capital city of Kitalla.

Kalevala's protector is a creature called the Great Bear. Each spring the king conducts a ceremony before a cave in the wilderness to awaken the creature from hibernation so it may resume its patrol of the border between Kalevala and Pohjola.

Of a more mystical importance to all of Finland are the Pilgrim's Pool, the Path of Purification, and the Great Tree. The Pool is a place not of any world, a link between the mortal and the immortal. The Path provides a means of understanding and improving oneself spiritually, though the process can prove deadly, even to the most devout. The Tree is an Astral link between the Prime Material Plane and the Outer Planes. Near its top is a shrine. The deity who controls it to a large extent dictates the fortunes of the warring factions of Finland. Needless to say, control of the Tree's shrine is often a bone of contention among Finland's deities.

The following is the common knowledge each PC has about the others.

ELIEL once met the Water Dwarf, a servant of the deity Ahto. She has become quite smitten with him and now makes her home in a cave near the sea in order to honor him. She has frequently adventured with Mika, and they are very close friends. Eliel went adventuring with Toivo in her younger days. They are still friends, though not as close as they used to be.

MIKA is the son of Eemil's sister, and he likes his uncle very much. He is also very close to Eliel, even though he cannot understand her obsession with the Water Dwarf. Being a ranger and worshiping Mielikki, he dislikes anything or anyone that would do harm to forests or forest creatures.

EINO and Juhani are half-sisters. Her father was slain and she and her mother were abducted by marauding bandits when Eino was two years old. Eino eventually escaped, but her mother did not. Effectively orphaned, she was reared by clerics of Ukko, and became one herself. Eino and Juhani have just recently been reunited. Eino is married to the valiant paladin Vaino, and enjoys a close relationship with her husband.

JUHANI is Eino's half-sister, the issue of their mother and the bandit chieftain who abducted her. Juhani's only family, until recently, has been Toivo, a kindly gnome who took the infant Juhani into his care and instructed her as best he could. A few months ago the two journeyed to Kittala, where the half-sisters were reunited.

EEMIL's sister (Mika's mother) insisted that he keep a watch over her son. He does this, even though the boy is fully capable of taking care of himself.

TOIVO was a member of the raiding band that abducted Juhani's mother. Seeing that the young Juhani was considered a slave (even though she was the daughter of the bandit chief), Toivo took her into his care (his own ideas about personal freedom obviously weighing heavily in this decision) and trained her in the ways of thievery. Later, when she exhibited an aptitude for magic, he did not dissuade her; in fact, he encouraged her to pursue her talent. Toivo and Eiel adventured together in their younger days and were close friends. Eiel's infatuation with the Water Dwarf has caused the two to drift apart.

VAINO is wedded to Eino. He is a poor paladin, sworn to poverty and the service of Ukko, but a good husband. He often advises Alvar about her profession and her life.

ALEKSIS is a devout cleric who sees his service to his deity, Mielikki, as more important than adventure. He has, however, infrequently adventured with Mika and Eliel whenever his clerical duties have allowed. He feels especially close to Mika through their shared faith and love of the forest and its creatures.

MINNA and Alvar are sisters, cousins to Vaino. Minna gets along well with her sister and admires Vaino very much. She is altogether too proper a lady to allow her admiration to develop into anything serious. Minna wears a magic girdle that gives an indication of her general state of health and helps to heal her wounds.

ALVAR is Minna's sister. Like Vaino, she has taken a vow of poverty. Vaino is her mentor in many ways, he provides her with guidance about her profession and her way of life. Their relationship is strictly business, however.

Saving Throws

Poison, paralysis, death	9
Petrification, polymorph	12
Rod, staff, wand	13
Breath Weapon	15
Spells	14

*Add +1 Wisdom bonus where applicable

Racial & Professional Skills

Attacks: 1/1

Spells/day: 5 5 2

Languages: Common tongue, neutral good

Equipment

Magic Items: shield +1, staff-mace, dust of appearance (x2)

Normal Equipment: splint mail, iron rations, leather backpack, 2 flasks of oil, holy symbol, quarter staff, 6 torches, 2 vials of holy water, 2 war hammers, small pouch, 40sp, waterskin, tinderbox, spell, components

Saving Throws

Poison, paralysis, death	11
Petrification, polymorph	12
Rod, staff, wand	13
Breath Weapon	13
Spells	14

*Add +2 vs illusions

*Add +1 Dexterity bonus where applicable

Racial & Professional Skills

Attacks: 3/2 or 1/1

Special Abilities: Detect evil up to 6", immune to disease, affect undead as a 3rd level cleric, heal 10 points of damage once a day, cure disease once per week, protection from evil 10' radius, immune to fear, radiate protection from fear aura in 1" radius, 90% resistant to mind affecting magic (sleep, charm, hold, etc.), 90% unlikely to be thrown from mount, 90% unlikely to take damage if thrown, weapon and shield parry, can function at negative hit points

Languages: Common tongue, lawful good, elf

Equipment

Magic Items: chain +1, shield +2, long sword +1 flametongue

Normal Equipment: long sword, horseman's mace, light lance, 2 vials of holy water, holy symbol, tinder box, iron rations, large pouch, 2 cp, 6 torches

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Saving Throws

Poison, paralysis, death	11
Petrification, polymorph	12
Rod, staff, wand	13
Breath weapon	13
Spells	14

*Add +2 vs Illusions

*Add +1 Dexterity bonus where applicable

Racial & Professional Skills

Attacks: 3/2 or 1/1

Special Abilities: Immune to fear, radiate protection from fear aura in 1" radius, 90% resistant to mind affecting magic (sleep, charm, hold, etc.), 90% unlikely to be thrown from mount, 90% unlikely to take damage if thrown, weapon and shield parry, can function at negative hit points

Languages: common tongue

Equipment

Magic Items: military pick +1, chime of interruption, potion of super-heroism (4 levels/20 hit points for 8 rounds)

Normal Equipment: plate mail, shield, long sword, 2 large pouches, tinder box, 6 torches, wine skin, 2 iron rations, medium lance

Racial & Professional Skills

Attacks: 1/1

Spells/day: 5 5 3

Languages: common tongue

Equipment

Magic Items: chain +2, staff of withering (21 charges), hammer +1, girdle of Ilmatar*, boots of the north

*The Girdle of Ilmatar indicates the wearer's health by appearing bright silver when worn by a healthy person, or varied shades of tarnish extending to black depending on how grievously injured or sick the wearer becomes. The girdle has the added ability of restoring 3 hit points per day to the wearer, provided he is damaged but still alive.

Normal Equipment: holy symbol, spell components, 3 candles, 5 hammers, leather backpack, 6 torches, 3 vials of holy water, 60gp

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If the characters continue to swim down into the pool, it will take them five rounds to reach the tunnel.

The tunnel seems to extend for miles, twisting and turning through a tangle of roots and rock. Finally, the tunnel begins to take an upward turn and you soon find yourselves surfacing in a mist-filled area. A strange light is dimly visible, glowing eerily in the distance. Where ever you are, you know that you're no longer on the prime material plane. You've made it to the entrance to the Path of Purification!

The opening to the path appears to be the gaping mouth of a giant bear. It is impossible to decide whether the bear yawns in sleepy contentment or snarls in fury. Its paws extend and curve around glowing bushes.

Passing over the tongue of the bear, the throat gradually becomes a normal passageway of stone. The floor, walls and ceiling are smooth and dry. A shallow depression runs along it as if worn away by the scores of pilgrims who have come here in the past. A glance behind reveals a solid wall of mist, completely blocking the passage out.

Further investigation reveals that the corridor continues up ahead. The furrow in the floor deepens. An inscription can be seen in the wall: WELCOME PILGRIM! HOPES AND FEARS, DESPAIR AND DREAMS AWAIT YOU HERE. ALL IS NOT AS IT MAY SEEM HERE. YOU MUST ACCEPT YOUR FAULTS AS WELL AS YOUR STRENGTHS. BUT HEED THAT ACCEPTANCE NOT LEAD TO CARELESSNESS. THUS THE BATTLE TO CONQUER ONESELF CAN TAKE MANY FORMS.

Encounter #8 Feline Fury

The monotony of travel down this path is broken as you round the bend. A loud snarl and hiss is heard, as a large dully-glowing, wraith-like feline with glowing red eyes leaps through the mists and vanishes.

The feline is a Hellcat, serving Loviatar by guarding this path. It is invisible in the presence of light. All attacks against it will be at -4 if any light source is present. It will attack the rear of the party and fight until killed.

If the party attempts to force the Hellcat back into the mist by moving toward the cat, they will succeed and the outline of the cat will become visible. Subsequent attacks will then be made normally.

Hellcat AC 6; MV 12"; HD 7 + 2; Hp 44; THAC0 13; #AT 3; D 1d4 + 1/1d4 + 1/2d6; SD invisibility, 20 percent magic resistance, immune to *Charm*, *Sleep* and similar spells.

Encounter #9 Behold!

The corridor continues as before, except that now there is an iron portcullis barring the passageway. Floating in the air, behind the portcullis, is a beholder, which speaks as you approach the gate. "To pass beyond this point you must pay my price! A magical item from each who would pass is my fee for safe passage. Death is your alternative."

The beholder and the portcullis are illusions being created by an aboleth, that has caused itself to appear to be invisible. If the party agrees to the "beholder's" demands and pays the fee of a magic item per character, they will be allowed safe passage down the corridor. The aboleth will then gather the loot, drop the illusion of the beholder and portcullis and allow the party to pass.

If the party refuses to pay and retreats, the aboleth will not attack or cause the beholder to pursue them. However, if the party attacks the beholder, it will respond by stating the magical attack it will make, and name the characters to be affected - "Vaino, your flesh will turn to stone." This will be accompanied by all the appropriate

audio and visual effects.

1. Anti-magic ray.
2. Slow at the first six characters.
3. *Flesh to Stone* at a prominent fighter.
4. *Cause Serious Wounds* to a fighter.
5. *Death Ray* at a magic user or cleric.

If the party continues to attack, the aboleth will cause the "beholder" to float away, calling out to the party, "You will pay for this assault!"

If the party manages to dispel or successfully disbelieves the illusions, the aboleth will melee to the death using its tentacles and slime.

Aboleth AC 4; MV 3"; HD 8; Hp 56; THAC0 12; #AT 4; D 1d6(X4); Special Defense - slime.

You have continued on, exhausted, coming to a large room with five tunnels leading from it. Off against the far wall, near one of the tunnels, something lies crumpled.

If the characters investigate the entrances to the tunnels, they will feel breezes blowing through four of them...but not the one by which the crumpled skeleton lies.

As the characters progress down the correct tunnel, read the following.

Once again, Uriel, air maiden of Ukko, appears before you and tells you of more revelations from the Book of Fate. She says its final page depicts the Great Tree rising through the Ethereal Plane, its top mingling with the outer planes while the base disappears into a swirl of fog. Earth and Kalevala are vaguely discernable through a heavy mist encasing the roots.

The Great Bear, she says, can clearly be seen entangled in the roots. The huge creature is apparently trapped in a magical sleep as well, evidenced by its fitful, but ineffectual struggling. Water from the Black Pool can be seen feeding the tree's roots, clearly illustrating why Pohjola has gained so much power: those that control the Tree control Earth's destiny.

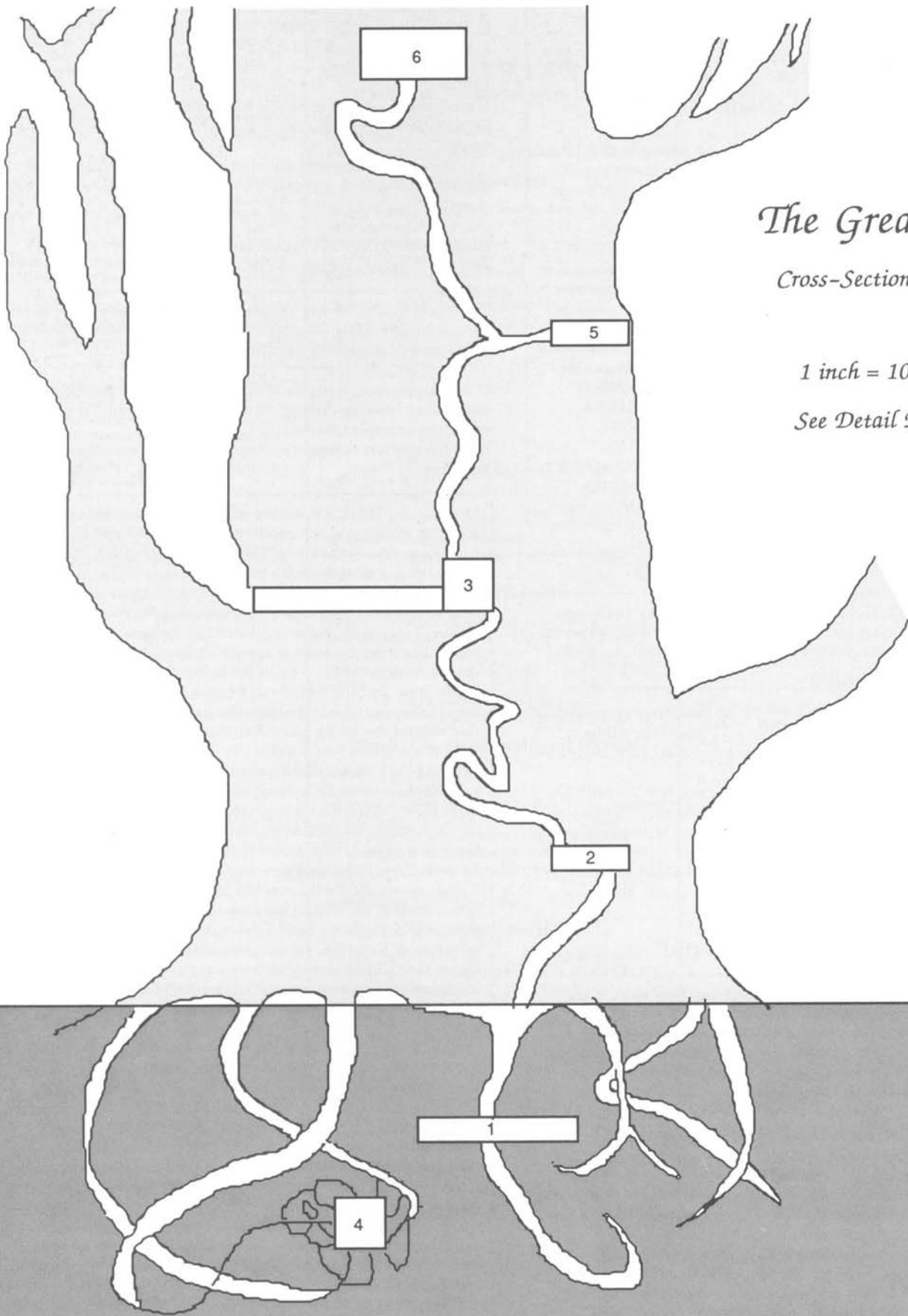
Now she shows you a vision, an inner view of the trunk of the Tree. At the base is what appears to be a workshop. Drow, turning their elvish knowledge of wood to the service of evil, work pieces of the Tree into weapon shafts. Farther up the trunk, a forge, manned by duergar smiths, fumes smoke through a ragged hole blasted through the side of the Tree. The dwarves forge black iron weapons for the final battle with good.

Still within the trunk, near the leafy canopy, is the greatest desecration of all. Priests have counseled for ages that the existence of Ukko's shrine within the body of the Great Tree is the salvation of Kalevala, yet the grim, dark scene spread before you shows that Ukko's clerics are no longer there. Fires, chains, implements of torture and the ivory-robed females in attendance serve notice that Loviatar, the Maiden of Pain, controls Kalevala's most precious artifact.

After a time the scene shifts, the structure of the Tree dissolving into a seething maelstrom of colors, then coalescing into a vision that exudes an air of finality and doom. You see yourselves lying slain upon a bloody battlefield, your broken bodies trampled beneath the feet of a phalanx of drow and duergar. The horde marches implacably onward to the gates of Kitalla, brandishing weapons which flame black and red in their evilness. So the thread shall run. The end of your lives, the vanquishing of good, the demise of Kalevala.

"Brave adventurers," Uriel says, "behold the pain and bondage of your gods, for the vitality and life of the Tree is no longer theirs. Ill-chosen for the trial ahead you may be, but you are the best hope, the only hope, of my Master and your people."

"Therefore, enter the body of the Tree and destroy the drow



The Great Tree

Cross-Sectional View

1 inch = 100 feet

See Detail Maps

and duergar and their evil works, collecting the means by which they labor so that their knowledge may be destroyed forever. Free the Bear with gentle Mielikki's hidden sweetness and lift the evil bindings, that He may once again guard the border with Pohjola. And finally confront Loviatar's Ladies and drive them from the shrine so that it may once again serve Ukko and Kalevala. Do not allow the final scene to become reality. The hopes of the gods and the prayers of the people ride with you. Fare thee well!"

Encounter #9 Stoney Acid

As the characters continue down this tunnel they will see a dim portal ahead. The air is cold with a touch of winter in it, and they can see an icy area beyond. The tunnel opens into a roughly circular area 130 feet in diameter and 10 feet high. The chamber is frozen. And a door is visible on the far wall. The walls are honeycombed with small holes at irregular intervals two feet above the floor. A two foot high, six inch thick stone wall circles a large bonfire 70 feet in diameter in the center of the cavern. However, the fire is frozen in mid-blaze. The ceiling is composed of individual stones. From the nitrous smell, and the occasional plop, sizzle, hiss of droplets striking the floor, it is apparent the stones are precariously mortared in place by barely-frozen acid.

The temperature here is about -40 degrees. The characters may move freely about the area. They have one round of action before they discover what the holes are. They players may recognize this as a trap and may want to trigger it before entering the room. A dwarf or gnome could easily determine what the outcome of such action would be.

The visible door is a false door. The characters must find the real exit—hidden behind a secret door. However, Ebon and Graylock, the drow magic users from the next encounter will complicate this by casting *Flaming Spheres* into the chamber through the holes and directing them toward the bonfire. These attacks begin on the second round. The spheres are six feet in diameter and move at a rate of 10 feet per round and can be extinguished by the same means as any normal fire of its size. Each drow may cast a total of three spheres. After each is cast, the magic user must point at the destination to keep the sphere moving. Both drow will point to the frozen bonfire until the trap is triggered or the sphere is extinguished. When a sphere is doused or smothered, the caster will move to the next location and cast another. Once the trap is triggered the remaining spheres will be directed at individual characters for 2d4 points of damage if contact is made.

SPHERE RELEASE POINTS

Ebon	Graylock
2	14
1	9
6	16

If one of the spheres crosses the wall, a *Dispel Magic* is cast in the room, or any character crosses or walks atop the wall, the bonfire will become a real flame and will quickly melt the acid mortar above. The characters then will be showered with a mixture of stones and acid. Lit torches and the like are safe to use as long as they do not cross the wall. Any magical fire used within the wall will break the spell on the fire.

Falling stones do 2d4 points of damage and fall at the rate of 6 per round. Determine targets randomly. A saving throw vs. death is allowed, which can be modified by dexterity and shield, to avoid suffering damage from the stones. When the acid shower starts, each character must make a saving throw vs. poison each round or take 2d4 points of damage.

Encounter #10 Drowish Woodshop

The secret door opens into a wooden tunnel, a passage which appears to have been made by some large insect, as its course meanders aimlessly and the walls look roughly chewed.

The shaft empties into an open area. Its exact size is enigmatic due to the dim and fitful light, but your senses tell you it is large. This is the workshop seen in the Book, but it appears work has ceased, as all the tools and work-in-progress are lying about the place. Apparently, there is an alcove in the left rear of the chamber, for a dim light can be seen there through an opening. Barely visible about 90 feet away are three drow.

The drow are alert to the party's presence due to Ebon and Graylock's involvement in the previous encounter. They have sensed that this invasion is a serious threat to Pohjola's domination of the Tree, and are leaving to join forces with the clerics who will be encountered later. However, the drow are being delayed because they first must pack the scrolls from which they work. To buy some time, they have devised the following tactics: Ebon will lure the characters into the chamber, retreating to Area B, which Gwendolyn has illuminated with a light spell as an additional lure. Once the characters reach the alcove entrance, the spell will be cancelled by darkness. Then, four fighters and Ebon will engage the party at the entrance to the alcove. Once the party is engaged, Graylock, two more fighters, and two weasels will attack the party from behind.

EBOB: AC 4; MV 12"; F6/MU6; Hp 30; #AT 1; THAC0 13; D 1d6 + 4; MR 62%; Sv/wand 7; Sv/spell 8 Spells: first level - *Grease*, *Taunt*, *Magic Missile*, *Magic Missile*; second level - *Web*, *Acid Arrow*; third level - *Dispel Magic*, *Lightning Bolt*

GWENDOLYN: AC 4; MV 15"; F8/C7; Hp 41; #AT 1; THAC0 12; D 1d6 + 1; MR 66%; Sv/wand 9; Sv/spell 10 Spells: first level - *Command*, *Command*, *Cure Light Wounds*, *Protection from Good*, *Light*; second level - *Hold Person*, *Resist Fire*, *Silence*, *Speak With Animals*, *Spiritual Hammer*; third level - *Dispel Magic*, *Prayer*; fourth level - *Sticks to Snakes*

VADA: AC 4; MV 15"; F5/C6; Hp 25; #AT 1; THAC0 13; D 1d6 + 4; MR 62%; Sv/wand 11; Sv/spell 12 Spells: first level - *Comand*, *Comand*, *Comand*, *Comand*, *Sanctuary*; second level - *Hold Person*, *Resist Fire*, *Silence*; third level - *Prayer*, *Dispel Magic*

GRAYLOCK: AC 4; MV 12"; F5/MU5; Hp 20; #AT 1; THAC0 16; D 1d1 + 1; MR 56%; Sv/wand 9; Sv/spells 10 Spells: first level - *Magic Missile*, *Magic Missile*, *Magic Missile*, *Magic Missile*; second level - *Web*, *Web*; third level - *Haste*

6 FIGHTERS: AC 4; MV 15"; F6; Hp 27 each; #AT 1; THAC0 13; D 1d6 + 1; MR 60%; Sv/wand 11; Sv/spell 12

2 WEASELS: AC 6; MV 15"; HD 3 + 3; Hp 24 each; #AT 1; THAC0 15; D 2d6; SA drain blood for 2d6 per round

7 VIPERS: AC 5; MV 15"; HD 1 + 3; Hp 7 each; #AT 1; THAC0 18; D 1d3; SA poison for 1d8

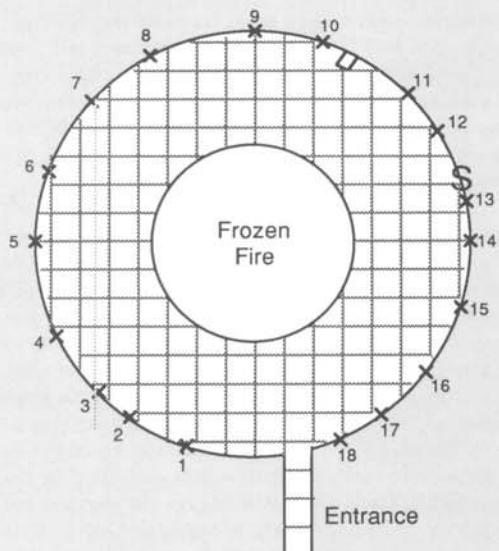
Innate drow abilities for the above NPCs are *Levitate*, *Faerie Fire*, *Darkness* and *Dispel Magic*.

As a general rule, the drow will use *Darkness* or *Dispel Magic* to douse any light source the party produces, *Faerie Fire* to gain a +2 to hit bonus, and *Levitate* to lift an opponent to the ceiling, then drop him for 2d6 points of damage, plus a one round delay in that character returning to combat. Any drow's action may be replaced by use of an innate ability if circumstances warrant it.

Due to the poor lighting, the small alcoves and the exit are not apparent to the player characters unless a *Light* or *Continual Light* spell is cast in the area. The light from Area B at the beginning of this encounter is not strong enough to reveal any other openings. In either case, the characters may note the position of visible openings before darkness descends again. Those characters without infravision will melee at -4 to hit. Any drow fighting in light are -2 to hit. Drow within an area of darkness are 80% invisible to infravision.

Gwendolyn and Vada are busily packing the nine instructional scrolls while two of the fighters stand guard. They will continue until they have finished the task (nine rounds, one scroll per round), preferring not to fight as long as others can protect them. The characters will want these scrolls, but cannot get to them before dealing with the drow.

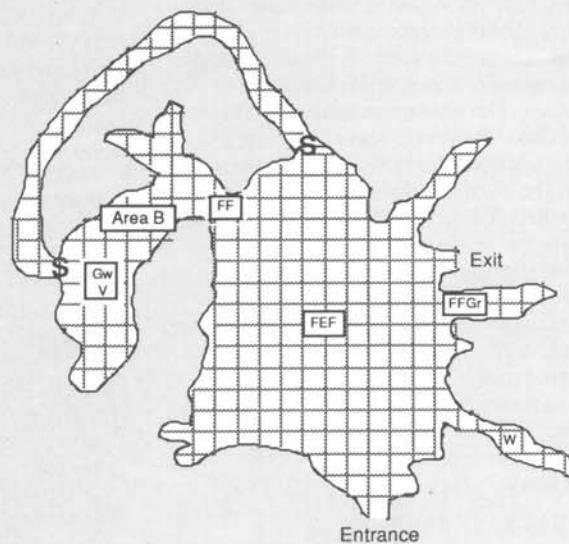
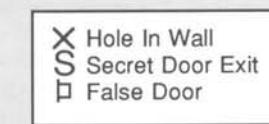
If either Ebon or Graylock and three of the fighters are dead, Vada will finish the preparations while Gwendolyn joins the fray.



Encounter #1



X Hole In Wall
S Secret Door Exit
D False Door



Encounter #2

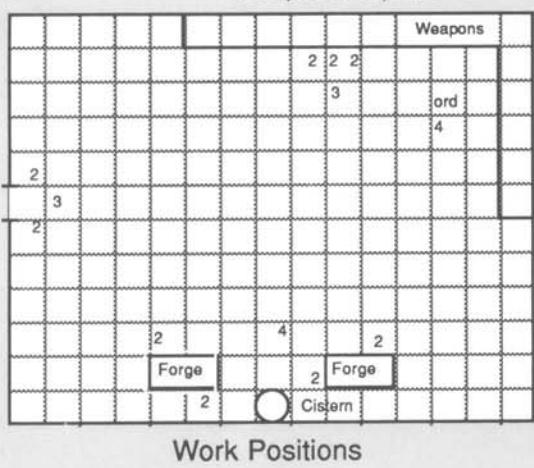


Gw	Gwendolyn
E	Ebon
V	Vada
Gr	Graylock
F	Fighter
W	Weasel

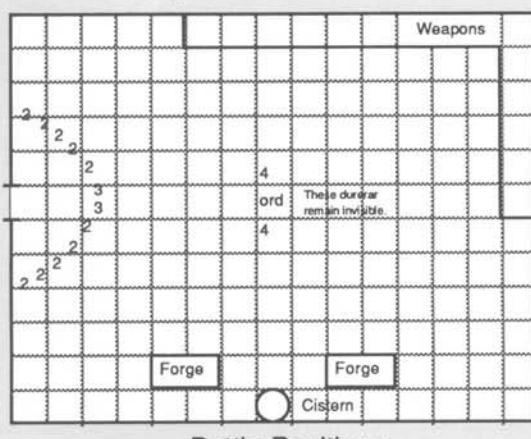
1 square = 10'

Encounter #5

1 square equals 10' A number is a duergar of that level



Work Positions



Battle Positions

Once the scrolls are secured, Vada will strap on the pack and exit through the secret door, follow the passage around to the other secret door (which should be behind the party now), and flee through the exit. Vada will only enter the fight if the party breaks through before the packing is completed. Her attacks are strictly melee with her mace.

After the preliminary actions are completed, Ebon and his two fighters will go to Area B to join the two fighters already there. The four fighters take a position across the mouth of the alcove, while Ebon positions himself just behind them, awaiting the characters' approach.

The storage procedures for the scrolls are very elaborate, providing protection during travel as well as against tampering. Each scroll must be inserted into its proper case, then warded with an electrical *Glyph Of Warding* (14 points of damage, 7 if save vs. Spells is made). The cases are then stowed in a specially partitioned pack which is sealed with an energy draining *Glyph Of Warding* (lose one energy level if save vs. Spell is failed). This glyph cannot be placed until all the scrolls are packed, so if the characters are able to defeat the drow in less than nine rounds, the pack will not be sealed and contains only those scrolls (sealed with electrical glyphs) packed before the interruption.

Recovering these scrolls is part of the victory conditions, as mentioned in Uriel's speech (...collecting the means by which they labor so that their knowledge may be destroyed forever.), therefore it is imperative that the characters get to the clerics before they can escape with them. The characters need not go through the packing procedure, nor open the sealed case or individual tubes.

Eight of the scrolls and all nine of the containers are in plain view on a table to start with; the ninth scroll is hidden behind the concealed panel, and will not be removed until time for its packing.

If the characters vanquish the drow, determine how many scrolls are left unpacked (nine minus the number of rounds that have passed). If the players ask for a description, tell them how many scrolls and tubes still lie on the table (there will be one more scroll case than visible scrolls).

If they inquire of visible clue as to the correct scroll/tube combination, they may learn that each scroll bears a unique symbol that is repeated on one of the cases. If they attempt to open the sealed pack (assuming they caught the clerics after the packing was completed) or any sealed tube without speaking the name of the appropriate glyph (if a cleric asks, he recognizes it), they suffer the damage or effect indicated above.

Encounter #11 Honey For The Gods

A loud humming is soon evident upon leaving the shavings of the woodshop behind, a deep vibration that throbs through boot soles and into the body so that even the hands tingle. That this wooden tunnel is leading to the source is obvious, as the volume of sound steadily increases.

The passage widens a bit, then abruptly ends at the start of, of all things, a gigantic honey comb. Honey drips freely from exposed chambers, and a mass of a jelly-like substance is also evident. Massed at the hive entrance are six giant bees, but not the normal amber and black you may be familiar with. No, these are marked with bands of light and dark green. They are studying you, not attacking.

To the left is another chewed tunnel which shortly exits the trunk onto a bough. Through this opening another sound makes itself known: the grunts, growls, and snarls of a bear.

The bee hive is home to a colony of Mielikki's bees, marked as such by their coloration. While belonging to her, they (like the Great Bear and the Great Tree) are neutral beings, freely dealing with adherents to all alignments if they have the ability to communicate.

If either Gwendolyn or Vada escaped from the woodshop, they and any other drow will be allowed to pass through the hive by using *Speak With Animals*. In this way the remaining drow will make their way to the shrine area. If both the drow clerics were killed in a

fight with the player characters, any fleeing drow would be killed here by the bees.

If the characters desire, they may freely collect some honey and royal jelly. Any character eating any of either may talk directly with the bees. The royal jelly may also be used as a *Potion of Extra-Healing* 3d8 + 3 if all is taken at once, or 1d8 if taken in thirds. Enough may be collected for two doses. The honey and royal jelly will be quite useful later, so it is wise if the characters use little, if any, on themselves.

The exit to the outside and the snarls of the sleeping Bear are readily evident here. If the characters choose to ignore this and desire to continue on through the hive, they may. If they do so now, the bees will not allow them to go back through the hive later. Thus, this is the characters' only chance to free the Bear.

The only way a fight can occur here is if the characters insist on attacking the bees. The six bees at the entrance are soldiers. If a melee develops, they will be joined on the next round by the remaining six soldiers, then the workers will swarm, 10 per round for the next four rounds. The area is quite large (40 foot cube), and there is plenty of room to fill the air with angry bees. They can only sting once, therefore they only have one attack.

40 Workers: AC 6; MV 9"/30"; HD 3 + 1; hp 18 each; #AT 1; THACO 16; D 1d3; SA poison (save or take 2d4 points additional damage)

12 Soldiers: AC 5; MV 12"/30"; HD 4 + 2; hp 25 each; #AT 1; THACO 15; D 1d4; SA poison (save or take 5d4 + 1 points additional damage)

Encounter #12 The Great Bear

The opening in the trunk is natural, like a limb broken away. Not far below is another limb, and far below that, in the ethereal fog, is the Great Bear, snarling and struggling, even in his sleep, against the grip of the massive roots and rootlets of the Tree.

It is clear the space amidst the roots is the Bear's natural den, but any notion he is just hibernating is foolish since it is long past time for him to be patrolling the border with Pohjola. Also, the roots seem too tight in their embrace, straining almost.

Climbing down the trunk of the Tree is quite easy, as the bark is tremendously rough, with countless nooks and crannies large enough to hide a man-sized being. The Great Bear can be clearly seen now, held helpless in the grasp of the Tree's roots. It is also quite evident, from its growling and thrashing, that the creature is very angry, even though it is asleep.

The characters should free the Bear and awaken him, but they must determine some way to do this at a distance if they are not to be severely injured by the creature after he is freed. Casting a *Remove curse* or feeding the bear some of the bees' honey or royal jelly will break the sleep spell in two rounds. *Speak With Plants* or *Remove Curse* will allow the roots to straighten and release the creature. Note that one *Remove Curse* cannot perform both tasks. Cutting or burning the roots is not allowed.

If the characters are within 120 feet of the bear and not hidden from view in some manner when he is freed, he will attack them. The Bear is enraged at being trussed up, and will view these puny humans as his tormentors. Ukko will summon the Bear at the beginning of the third round after it is freed or after two characters are slain. The characters will hear a booming, thunderous voice, then see the bear charging toward them, but vanishing just before making contact.

There is no where to go from here but up, back up to the hole leading to the bee hive. So the players must either climb back up the tree and continue, or end the adventure here. The bees will allow them to pass through the hive whether or not the Bear was freed in this attempt.

The Great Bear: AC 0; MV 36"; HD 20; hp 165; #AT 3; THACO 7; D 5d12/5d12/8d12; SA hugs for 10d12 additional damage on a paw hit of 18+.

Encounter #13 The Smithy

The destruction of the evil dwarves and their weapons is a necessity, not only because of Uriel's decree but also the fact that the duergar have no place to go except to the shrine where they will join forces with the clerics.

Of particular interest is the cistern into which sap from the Tree is draining through a decorative, black metal tube. Inside the tube is a scroll, and as the sap flows over and through it, the sap is evilly magicked. The enchanted sap is used to quench the weapons during forging, passing the enchantment into the weapons. This scroll can be found through examination or *Detect Magic* and should be recovered to remove the threat of these weapons being made again.

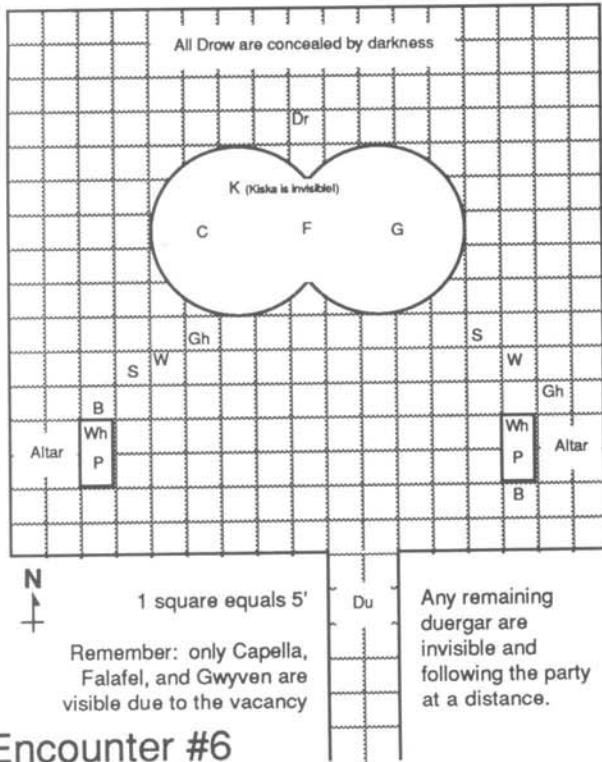
Sound travels very well through this wooden world. The drone of the bees has been overwhelmed by a rhythmic clanging punctuated by the hiss of quenching metal, with deep pitched, dwarven voices providing a sinister counterpoint.

The red glow of forge fires dances on the corridor walls, casting sharp bands of light and shadow. The smithy is very near.

The duergar have not been warned of the characters' presence; the fleeing drow (if any) did not take time to chat. The duergar are going about their work, with one third level and two second levels keeping watch. The characters have the opportunity to observe the situation if they can surprise the guards.

To do this, a thief must successfully hide in the abundant shadows or any character be concealed by spells or items and move very slowly and carefully. The surprise advantage is two segments, thus the characters may close and get a free attack before the duergar can react. If they simply charge in there is no advantage, and in addition Ord and the two 4th levels will immediately become invisible before the characters see them.

Whether the first view is done surreptitiously, the following description portrays the scene.



Encounter #6

F	Falafel	S	Spectre
C	Capella	W	Wraith
G	Gwyven	Gh	Ghast
K	Kiska	Dr	Drow (if any)
		Du	Duergar (if any)
		B	Braizer
		Wh	Whip
		P	Pincers

It's as if a gate has opened into the bowels of Hell. The sweating bodies of laboring duergar glisten in the pulsing red light of the forge fires as huge bellows pump oxygen to the greedy coals. The clanging of hammers on hot iron raises a deafening din.

Two of the smiths carry glowing, newly forged weapons from their anvils to a large cistern on the right side of the chamber. A large black pipe has been driven into the trunk of the Tree above this tank, providing a steady drip, drip of liquid. The red hot iron hisses menacingly as it is plunged into the sap, quenched in the lifeblood of the Great Tree. White steam mingles with black forge smoke, escaping through a ragged hole carelessly blasted through the trunk, 40 feet above the floor.

Rack after rack of finished short swords, long swords, hand axes, battle axes, iron-rimmed wheels, and spears line the walls. More duergar are at work near piles of the drow's finished handiwork, busily affixing blade to handle, head to shaft. One of them brings a completed axe close to his face, and he and his companions guffaw as the black metal bursts into red and black flames.

All the weapons do the ordinary damage of weapons of their type, but in addition, if an evil character breathes on them, they begin to flame. Flaming weapons are +2 "to hit," and do double damage. The flame will last through three hits, then it must be reactivated by another evil breath. In addition, characters of evil alignment are unharmed by the flames, though normal damage is inflicted if they are struck by one in melee.

The wheels are a bit more special. They are rolled toward their target (much like a hoop), and flame as the other weapons, doing 2d6 points of damage. As the wheel closes with its target, tongues of flame, in the shape of gnarled, duergar hands, reach out from the wheel and attempt to grapple the character and throw him to the ground. If the wheel misses by 4 or more it returns to its wielder. If a hit is scored (doing 2d6 points of damage), or the "to hit" roll misses by only 1 to 3, the target must save vs. Spell (modified by dexterity bonus). If the save is failed (indicating a successful grapple), the wheel gets an attack at +4 the next round; if a hit is scored on this attack, the wheel falls on the chest of the victim and bursts into a gout of searing flame for triple damage (3d6). The flame then goes out, but the wheel is unharmed and can be reactivated by another evil breath.

DUERGAR TACTICS: This encounter showcases the weapons, so to this end the duergar will melee with them exclusively, the wheels coming frequently into play. As a general note, the duergar will use psionic invisibility to maneuver undetected, then use psionic expansion in melee. While invisible they will use the wheels; if a character succeeds in closing, even with an invisible target, the duergar will then alternate between *Invisibility* and *Expansion*.

Ord and the two 4th levels will try to remain invisible for the entire encounter and avoid direct melee by rolling flaming wheels into combat. As the 2nd and 3rd levels perish, they will gradually withdraw from attacking so their presence is not apparent.

Once the lower levels are slain, then, there will still be three invisible duergar standing motionless in the rear of the chamber. If the characters decide no other enemies are present, they may attend to whatever else they wish to do here, then leave. The duergar will quietly move out of the way if a character gets too close, thus contact and further fighting is only possible if the characters are actively searching for more invisible creatures. Once the characters leave, any undiscovered duergar will follow at a distance to enter the combat later.

Ord	2-4th Lvl	2-3rd Lvl	9-2nd Lvl	
AC	0	1	2	3
MV	6"	6"	6"	6"
HD 9	4	3	2	
hp	50	18,22	19,20	10 each
#AT	3/2	1	1	1
THAC0	10	13	14	14
D	2d6	2d6	2d6	2d6
Sv/wand	6	11	11	12
Sv/spell	7	12	12	13

Encounter #14 The Final Desecration

The familiar rough hewn passage has changed to one of finished work. The smoothed walls are inset with panels representing pain and cruelty, the essence of Loviatar. Surely these panels once depicted the good works of Ukko, but no longer.

An ornate portal is visible ahead. The decorative scroll work surrounding the entrance should represent clouds and birds, but instead features a tortured male figure stretched and bent backwards over the keystone so that his hands touch the floor on one side and his feet the other.

The shrine itself has fallen into disgraceful repair. None of the expected religious furniture is here, the floor is covered with a thick layer of dust, and great masses of cobwebs serve as macabre tapestries and hangings.

But standing in a semi-circle 40 feet away are three women clad in ivory robes. Their heads are bowed as if in meditation, and they take no notice of you. NOTE: statistics for this encounter are at the end of the adventure.

The evil forces consist of three clerics, an illusionist, a group of undead, and any drow who may have escaped.

THE ENTRANCE: A *Glyph Of Warding* (pain) has been cast on the threshold, cast by Loviatar herself from a giftscroll written by Tuoni. A *Detect Traps* or *Detect Magic* will show tracery in shape of a dagger held in a woman's hand (Loviatar's symbol). The area affected extends from the glyph 40 feet back down the corridor, but this is only apparent if it is triggered.

The password is "Loviatar," and if this is said by each character when passing over the glyph it will not discharge. If even one does not, however, the glyph transforms into a huge area of vapor in the shape of the tracery. The apparition then slices through the area of effect, and all those within it must save vs. spell or lose 2 points of dexterity and be -4 on "to hit" rolls for the next 10 rounds due to wracking pains.

AREAS OF PROTECTION: Falafel has cast two *Protection From Good* spells, marked on the map as two circles. Since the characters are from another plane, they are considered creatures summoned to the aid of Good, and hence cannot enter these areas. Thus the NPC's have a convenient haven from which to attack.

THINGS UNSEEN: A *Vacancy* spell was been cast on the shrine one turn before the party appeared, therefore it will last for 10 more turns if not canceled. All the braziers, torture implements, and undead are thus cloaked, as the spell conceals non-living things. If forceful contact (not a mere brush) is made with at least three concealed objects, the character must save vs. spell or believe they are merely invisible. Note that *Dispel Illusion* and *Dispel Magic* will cancel the spell, and *True Seeing* will allow the area to be seen as it really is. If the *Vacancy* spell is not dispelled, undead summoned to attack will apparently appear out of thin air.

Kiska has also cast *Improved Invisibility* on herself, so she is within the protected area but cannot be seen.

TURNING UNDEAD: One of the evil clerics will attempt to counter-affect all turned undead on the following round. Turned undead will retreat into the protected area if possible. Roll a "turn" attempt for the evil cleric; if successful for that type of undead, the cleric has regained control, if not, the affected undead are subject to whatever the good cleric's result indicated. This counter affect replaces any planned action.

SPELLS CAST PRIOR TO THE ENCOUNTER: Falafel has cast two *Protection From Good* 10'rs, a *Resist Cold* and *Resist Fire* on herself, a *Resist Fire* on Kiska, and a *Flame Walk* on all the undead.

Capella has cast *Resist Cold*, *Resist Fire*, and *Dispel Good* on herself.

Gwyven has cast *Resist Cold* and *Resist Fire* on herself and *Prayer* on all creatures in the room.

Kiska has cast *Vacancy* on the shrine and *Improved Invisibility* on herself.

Epilogue - Ending the Adventure

Pure, clean light floods the shrine as Uriel appears once again. "Our hope and trust were not misplaced, for you have dealt the Pohjolans a mighty blow that will keep them at bay for centuries. Try again they will, for such is their role in the order of things, and perhaps your children's children will be called to serve Ukko as you have done. Our thanks, brave adventurers. May you enjoy a long and fruitful life."

Uriel bows her head, then speaks once more, only this time in a deep, melodic voice reminiscent of the soughing of the wind through vast pine forests. "In thanks for your derring and sacrifices, Ukko grants you one boon. Speak your reward!"

Ukko is allowing the characters to make a wish, so act on their request as appropriate. When finished, Ukko says, "It is done!" and they may have no further communication with him or Uriel.

Loviatar's Ladies

Cl/Lvl	Falafel	Capella	Gwyven	Kiska
AC	C15	C10	C8	I12
MV	-2	0	1	1
hp	12"	12"	12"	12"
#AT	89	64	44	36
THACO	1	1	1	1
D	12	14	16	16
S	2d6 + 2	2d6 + 2	2d6	2d3
I	14	13	16	9
W	11	12	11	17
D	18	17	17	11
C	10	17	15	17
Ch	16	16	16	15
Co	15	18	15	20
Sv/wand	9	10	11	7
Sv/spell	10	11	12	8
SD				

All are under protection of [resist fire] (+3 to saves, damage 1/2 or 1/4) Falafel has a wisdom bonus of +4, Capella and Gwyven +3

THE UNDEAD

	2 Spectres	4 Wraiths	3 Ghasts
AC	2	4	4
MV	15"/30"	12"/24"	15"
HD	7 + 3	5 + 3	4
hp	30,38	28 each	15,18,21
#AT	1	1	3
THACO	12	13	15
D	1d8	1d6	1d4/1d4/1d8
Sv/wand	12	13	15
Sv/spell	13	14	16

SPECIAL TACTICS: Falafel will cast *Animate Object* on the torture implements. If the *Vacancy* is still in place, these things start moving, appearing out of thin air. The attacks are directed at magic users, clerics, then fighters. The objects created are as follows:

	2 Braziers	3 Whips	3 Hot Pincers
AC	2	8	2
MV	6"	6"	6"
hp	12,12	6 each	8 each
#AT	1	1	1
THACO	16	16	16
D	1d8	1d4	1d4
SA	heat	trip	heat
1d6 additional	1d4 additional		