



LADY OF THE LAKE

BY LAURA FERGUSON

Who is the dying woman?
Where is the lake
that can save her?

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Not too many gamers can say they became involved in role-playing through the 4-H Club, as Laura Ferguson did. Although the 4-H Club didn't last, the AD&D® game is still a large part of her life. Laura juggles her schedule between homework, editing her high-school yearbook, and playing volleyball, with enough time left over to read and write fantasy. This is Laura's first appearance in DUNGEON™ Adventures.

Lady of the Lake is an AD&D game adventure designed for 4-8 characters of 1st level, to give novice players a feel for the game. Ideally, there should be at least a cleric, a magic-user, and a ranger in the party.

Adventure Background

The members of your party have only been acquainted a short time, brought together through common circumstances. All of you are newly graduated apprentices, each hoping to gain fame and fortune through adventuring. You are currently wandering through the hills and dales of the countryside with vague thoughts of trying your luck in the Syzygy Mountains, when adventure suddenly comes to you as you head north on a country road.

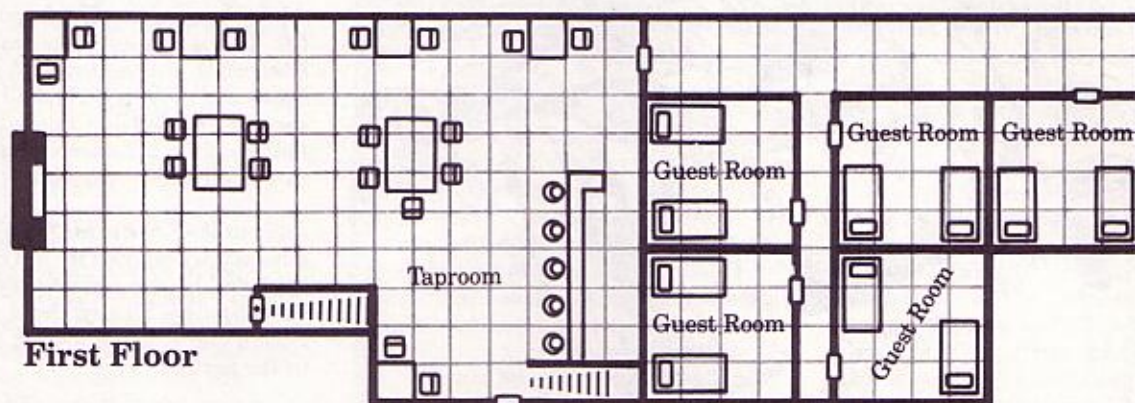
A lovely girl lies on the grass beside the road, bleeding from an assortment of wounds. She is simply dressed in a white cotton gown, now torn and bloodied. Bruise marks on her throat show where some form of heavy jewelry must have been torn from around her neck. The dirt road is covered with tracks, giving evidence of numerous attackers on foot. As you approach, the girl's eyes flutter open and she whispers, "Take me to Orb Lake. . . . Only its water can cure me. I beg you . . ." Her voice trails off as she falls back, unconscious.

Unfortunately, you have never heard of this particular lake. However, there is a village called Gydnia a half-day's journey up the road. Perhaps someone there can tell you how to find Orb Lake.

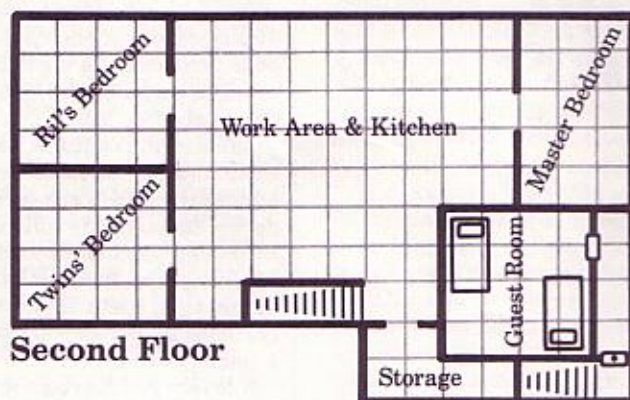
For the Dungeon Master

The party's attempts to heal the woman meet with failure if no magical spells are used (see below). A ranger can tell from the tracks that those who attacked

INN OF THE MIRTHFUL JESTER



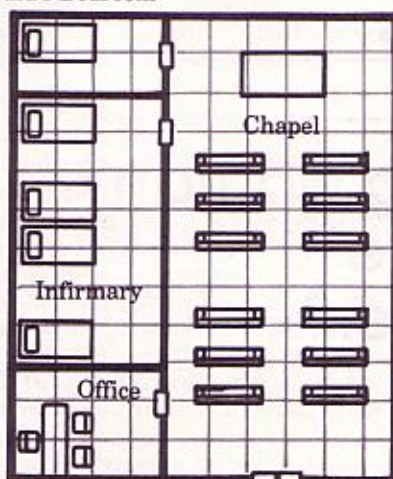
First Floor



Second Floor

TEMPLE OF FLORA

Druid's Bedroom



her were in the area only within the last hour, and may yet be in the area though no sign of them can be seen (again, see below for more information).

The girl is really a phantasm (AC 10; MV 6" (at best); hp 19, currently 1; see description at the end of the adventure) who was captured by a caravan of evil brigands. She managed to escape the corroded iron collar around her neck by banging it against a stone (hence the bruises) and started to run off. However, the alarm was raised, and the brigands' magic-user saw her and transformed her into a girl. That slowed her down considerably. When the brigands caught up with her, they beat her for her attempted escape and left her for dead. The sorcerer was not convinced that she was dead but held his tongue. Seeing the player characters in the distance, he conceived a wicked joke and left a magical necklace a little way down the road — a cursed *necklace of strangulation*. He reasoned that good people would be happy to return the girl's "property" to her (see below).

A *cure light wounds* spell brings the girl to consciousness, but she relapses and dies within two weeks if she does not reach Orb Lake. During those two weeks, she is a semi-invalid, though sometimes able to walk and speak. If a *cure light wounds* spell is not placed on her, she remains unconscious and dies in one week.

The woman does not know her name (phantasms don't have them) but accepts any name that the PCs choose for her. She can speak the common tongue but knows nothing else, perhaps leading the PCs to believe that she has suffered some memory loss. If questioned about how she arrived at the side of the road in her present state, she becomes very upset and hysterical, screaming about "bad men" and giving no other information. The *polymorph other* spell placed upon her has removed her ability to *plane shift* or use any other innate powers, though her 75% magic resistance is still in effect (the magic-user who *polymorphed* her was lucky). She cannot use the magic resistance roll while unconscious, however.

Movement rates on the road and in the streets of Gydnia are normal. Because there is no path to Orb Lake, only forest and mountains, the journey from Gydnia to the lake is at the speeds listed for rugged terrain (*Dungeon Masters Guide*, p. 58).

The Road to Gydnia

Roll 1d6 to determine the weather conditions during this adventure, rolling twice each day at dawn and dusk. Gydnia is only 10 miles north of the place where the woman is found.

1-3. Warm and clear weather.
*4. Humid: extra water must be drunk to ensure normal movement (reduce movement to three-quarters normal otherwise).

5. Rainstorm: movement slowed to three-quarters normal for 1-4 hours.

6. Hot, humid, and swarming with bugs: PCs kept awake all night and itch under their armor on next day. Movement slowed by half.

A second die roll, made with 1d8, determines any random encounters with beings south of the Long River (see the wilderness map). Roll for encounters at dawn, dusk, and midnight; do not roll for encounters within Gydnia. If a 1 or 2 is rolled on the 1d8, an encounter occurs; roll the die again for the exact encounter:

1-2. 2-5 deer are seen (see "Ruminant Encounter" near the end of the adventure for details on deer).

3-4. 3-6 brigands (AC 8; MV 12"; F1; 1-6 hp each; #AT 1; Dmg by weapon type; AL CE; leather armor, short swords). See wilderness encounter 5 below for more details.

5-6. 1 skunk (AC 8; MV 12"; HD 1/4; hp 2; #AT 1; Dmg 1; SA musk squirt; AL N).

7-8. Caravan tracks are noted by any ranger in the group. The tracks head into the woods, leading to wilderness encounter 5.

Only 200' north of the spot where the nameless woman was found, an expensive necklace gleams in the dusty road. If the necklace is placed about the girl's neck while she is unconscious, she screams and starts to claw at her neck; death is unavoidable for her at this point, occurring one round later. If the woman is conscious, she will try to keep people from putting the necklace on her (the memory of the iron collar is still quite strong). She says the necklace is not hers and urges the PCs to get rid of it, as she fears it might have come from the brigands and she hates anything having to do with them. The necklace appears to be worth 200 gp, although the most the PCs can get for it (if sold in Gydnia) is 50 gp.

This nasty prank can be undone if a ranger examines the tracks around the necklace, where it becomes apparent that someone dropped the necklace deliberately, coming to a full stop and walking away. The necklace itself is too light to have caused the throat wounds on the woman. The tracks left by the person who dropped the necklace end abruptly about 100 yards away (the magic-user cast a *fly* spell and has left the area).

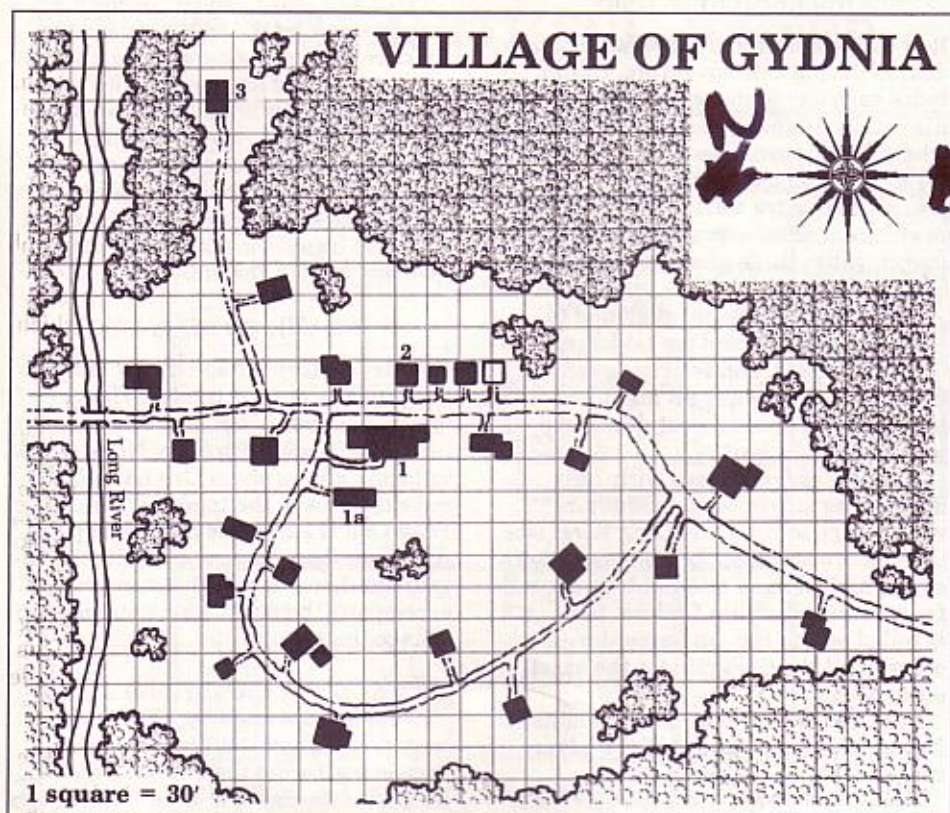
The Village of Gydnia

Gydnia is a tiny village. Its 20 families worship at a druidic temple. The only commercial buildings in town are an inn and a blacksmith shop. None of the villagers knows about Orb Lake. They refer the PCs to the temple where "The Wise One is sure to be able to help you." Although the villagers are quite friendly, helpful, and sympathetic, no one will accompany the adventurers outside the village limits.

1. **The Inn of the Mirthful Jester.** The inn is small and tidy. The bar is its largest room, with 1-10 farmers and 0-5 travelers gathered there in the evenings; the rest of the day it is quite empty. There are six bar stools at the counter, two tables that can seat four people each, and five booths that seat two people each. The furniture is all of wood, and a cheery fire is reflected on the polished stone floor. (It is summer, but the fire is needed to warm a large kettle of hearty stew.) Lanterns provide light at night. A game of darts may be played on the corner dartboard for a mere 1 cp. The liquor supply is limited, though of good quality. Beer is 6 cp a glass, ale 9 cp, wine 3 sp, and homemade special cider only 2 cp. A dinner consisting of stew or game fowl with fresh vegetables and either plum pudding or fruit pie for desert may be bought for 9 sp.

The innkeeper, **Boswell** (AC 6; MV 12"; F2; hp 15; #AT 1; Dmg by weapon type; S 16, I 12, W 14, D 16, C 15, Ch 13; AL N), is 45 years old, with a barrel chest, black hair, and steel-gray eyes. He wears an apron over a white tunic and leather pants. On the middle finger of his right hand is a plain silver band (actually a *ring of protection* +2), and he keeps 2-20 sp and a long sword under the counter.

Boswell tends bar while his wife, **Dar** (AC 9; MV 12"; zero-level human; D 15, other scores unremarkable; hp 4; #AT 1;



Dmg by weapon type; AL N), waits on the tables and keeps the guest rooms tidy. She is in her early thirties, and her fragile appearance bears little relation to her energy level or ability to work long, hard hours in the family business. Dar shows great sympathy for the injured girl and allows the "poor lamb" to share her daughter Ril's room at no cost. **Ril** (AC 10; MV 12"; zero-level human; hp 3; #AT 1; Dmg by weapon type; AL N) cooks the meals and fetches wood for the fire. She is in her late teens and has inherited her mother's enormous blue eyes and curly brown hair. Ril is engaged to Rom, the blacksmith's son.

The one-story addition adjoining the bar contains five tiny guest rooms, each furnished with two beds and an empty chest as well as a candle for light. A sixth guest room adjoins the kitchen on the second floor above the bar. Guest rooms rent for 12 sp a night. Currently, two of the rooms are occupied.

Feith (AC 5; MV 12"; T5; hp 20; #AT 1; Dmg by weapon type; S 12, I 14, W 9, D 17, C 10, Ch 8; AL CN; leather armor, dagger +1) occupies the northwest room. He is of medium height, and his long black hair falls over his face to

hide sallow skin and dishwater-gray eyes. The Lija city constables caught him with his hand in the mayor's pocket, but he managed to escape with his life. He is trying to make it to Behilla, financing his travels through pickpocketing and sleight of hand. There is a 30% chance he attempts to pick one of the PCs' pockets.

The southwest room is occupied by **Ary** (AC 4; MV 9"; C2; hp 11; #AT 1; Dmg by weapon type; S 14, I 10, W 17, D 15, C 11, Ch 15; AL NG; chain mail), a 28-year-old cleric with blond hair and green eyes. He is very tall and always has a kindly expression on his face. He possesses the spells *cure light wounds* and *protection from evil*. Ary is on a pilgrimage to bring back some scholarly tomes from the head temple for his master. He is often seen walking about the village, preoccupied with thoughts of religion. His only weapon is a war hammer.

Ary leaves to continue his pilgrimage one day after the PCs arrive. He is not going in their direction and cannot help them find Orb Lake. Feith leaves to find richer pickings one day later.

The inn's second story is built only

above the bar area. A locked door opens into a stairwell along the south wall of the taproom. A second, steep stair ascends from just to the right of the bar, ending in a locked door on the second floor. In addition to one small guest room, the second floor contains a large work area and kitchen with room for storing kegs of wine and ale, and three small bedrooms for the family. Boswell and Dar share a sunny room in the southeast corner. Ril's chamber in the northeast corner shares a common wall with the room occupied by the innkeepers' twin sons (see area 1a).

1a. Inn Stable. The innkeepers' identical twin sons, **Alfie** and **Ferdie** (AC 10; MV 12"; zero-level humans; hp 4 each; #AT 1; Dmg by weapon type; AL N; pitchforks), tend the stable. They are in their early teens and have inherited their mother's blue eyes and their father's black hair and above-average height.

The stable has twelve stalls, but only eight are currently available. A stall and oats for one horse cost 4 sp per night.

2. Blacksmith Shop. A great racket can usually be heard from this building, for Kervin, the blacksmith, is always occupied. He makes and repairs farm tools, mends travelers' weapons and armor, and fabricates horseshoes. **Kervin** (AC 9; MV 12"; F6; hp 41; #AT 1; Dmg by weapon type; S 17, I 13, W 12, D 15, C 14, Ch 11; AL N; long sword +1) is a retired adventurer. A robust 50 years old, he is tall and still very muscular, but he walks with a pronounced limp. His hair and eyes are both gray.

The blacksmith's fees vary according to the size and difficulty of the project, and he loves to barter and haggle. His wife, **Merle** (AC 10; MV 12"; zero-level human; hp 5; #AT 1; Dmg by weapon type; AL N), can mend fine jewelry. It is for her that Kervin may attempt to barter for the necklace (if the PCs offer to sell it to him). He offers 40 gp for the necklace but will pay up to 50 gp if necessary, though no higher. He is the only person in Gydria who might buy the necklace.

The dreadful possibility of having Merle slain by the cursed necklace should be immediately apparent. If the DM wishes, the thief Feith (see area 1 above) might chance to steal the necklace for himself, either from the PCs or

after Kervin buys it, if the thief sees or hears of the item. Perhaps Feith will even try it on in the belief that the necklace has beneficial powers. . . .

Kervin and his wife have one son, Rom (AC 10; MV 12"; zero-level human; hp 3; #AT 1; Dmg by weapon type; AL N), a woodworker who is planning to open his own shop with the permission of the druid. When the shop is opened to the public next year, there will be enough wood to carve and sell on a regular basis. At that time, Rom plans to marry Ril, the innkeeper's daughter. Rom is tall and very handsome, with dark brown hair and green eyes. The blacksmith's family lives comfortably in a house adjoining the smithy. A new house is being built next to the woodshop for Rom and Ril.

Kervin's family prefers to direct any questions to the druid's temple. There are 123 sp, 89 gp, and 4 pp hidden under a stone in the floor of the smithy, behind the counter.

3. The Temple of Flora. "Temple" may be too grand a word for this way-side sanctuary. Most of the interior is taken up by a small chapel with room for 30 worshippers. Its altar is always decorated with fruits and flowers of the season. At the rear of the chapel, to the left of the entrance, there is a small meeting room where one or two people can talk with the druid. The room is furnished with a desk and three chairs. On the desk is a coffer for donations, which is emptied after every visit. A stack of paper lies on the desk next to a candle for light. This room doubles as the druid's study, and its walls are lined with books on nature and containers of medicinal herbs, ready for dispensing to ailing townspeople and travelers.

Two other rooms branch off the chapel: the druid's bedroom and an infirmary where the very ill are nursed by the druid himself. The druid's room contains a sleeping pallet and a corner for preparing food. In the corner next to the bed are buried 34 cp, 12 sp, 7 gp, and a *medallion of ESP*. A stable at the back of the temple shelters the druid's burro and any injured animals in his care.

The druid **Fragga** (AC 9; MV 12"; D6; hp 26; #AT 1; Dmg by weapon type; S 14, I 13, W 18, D 15, C 10, Ch 16; AL N; *quarter staff* +1) is in his late forties but has prematurely white hair. He has a spell book under his pallet containing the following spells: *animal friendship*,

pass without trace, *predict weather*, *create water*, *cure light wounds*, *locate plants*, *cure disease*, *plant growth*, and *cure serious wounds*, as well as a scroll with *call lightning* written on it.

The druid uses his magic on travelers for a small fee, although he uses *cure* spells on his villagers and the poor at no charge. Currently, his human infirmary is empty, but his animal ward shelters an orphaned lamb, a horse recovering from an unknown malady, and a dog with a broken leg. If the druid tries to heal the girl, she responds only as noted above.

The druid's gruff, no-nonsense exterior often intimidates visitors. The PCs may be surprised by the villagers' great admiration for him, but if they stay in Gydnia for any length of time, they witness many occasions to explain why he is held in such high esteem (example: caring for an injured child, etc.)

The druid reveals the general location of Orb Lake if asked politely, if the PCs have done no damage to the forest under his protection, and if a donation of 1 gp or more is given to his temple. He may even be kind enough to draw the PCs a rough map in exchange for a slightly larger donation. (The DM can trace the main features of the Wilderness Map, excluding encounter locations, and give this copy to the players.) The druid suspects the girl is not what she seems and drops a hint to that effect. He personally believes she may be a supernatural spirit of Orb Lake, though he has never seen the lake in question.

4. Village Homes. Each of these 20 structures houses two adults (AC 10; MV 12"; zero-level humans; hp 2-6; #AT 1; Dmg by weapon type; AL N; farm implements, kitchen tools, etc.) and 0-9 children (hp 1-4; Dmg nil). The homes are simply furnished, with 2-8 sp hidden somewhere on the premises. A barn with horses, cattle, or sheep adjoins each house, and each family has cleared a small plot of land near the house for growing corn, wheat, carrots, potatoes, and fruit trees. The local families also hunt for food, usually bringing back game fowl and such animals that the druid deems it necessary to kill in order to keep balance in the ecosystem. The farmers are friendly and helpful. They regard the druid's word as law and protect him with their lives.

The Wilderness

After receiving the druid's information, and possibly a map, the PCs will probably leave Gydnia with the injured girl and head toward Orb Lake. The land they must traverse is forested, except for steep mountains to the east. While the PCs are searching for Orb Lake, roll 1d6 each morning and evening for random encounters north of the Long River; a 1 indicates an encounter, at which point 1d6 is rolled:

'1-2. Animal encounter. The DM should create a minor (though seemingly significant) encounter with a small animal. Perhaps a woodchuck seems to watch the PCs with an intelligent gaze, or a deer trails the party (actually looking for food, as the local druid feeds animals here).

3. An eagle flies overhead, following the party just out of arrow range. (This is to make the party nervous. The eagle has nothing better to do and is curious about the PCs.)

4. A flash of red is seen through the bushes. It is a madman (AC 10; MV 12"; F4; hp 22; #AT 1; Dmg by weapon type; AL CE; *dagger* +1). If the PCs do not investigate, he tries to ambush them at night, believing that they are "out to get him." The madman carries 43 cp and a *potion of flying*. If looking for tracks, the ranger finds those of the madman in the area.

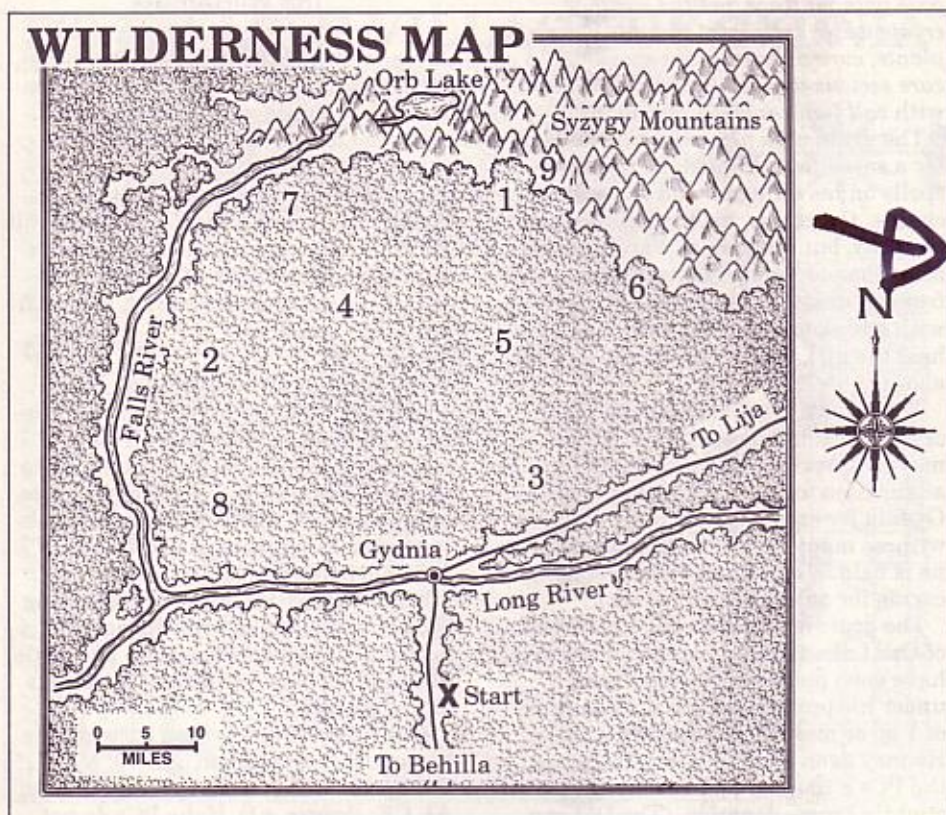
5. 2-6 hobgoblins (AC 5; MV 9"; HD 1 +1; #AT 1; Dmg by weapon type; AL LE; club). They are a patrol squad and carry 1-10 sp each. One hobgoblin has a small silver and amethyst brooch worth 25 gp. Another has a pair of *boots of elvenkind* on his feet.

6. 4 wolves (AC 7; MV 18"; HD 2 +2; hp 11, 13 (x2), 15; #AT 1; Dmg 2-5; AL N) who immediately attack unless distracted with food or a show of force.

Set Encounters

1. The Hapless Hunter. A skeleton lies at the foot of a tree, clutching an arrow through its chest even in death. The arrow is an *arrow* +1.

This hunter was shot and killed by a patrol of goblins (see encounter 4). His armor and clothing have decayed beyond possible use, but the knapsack he carried contains a lantern and a flask of holy water. His bony hand once held a *bastard sword* +1, now lying half



beneath his body, and one tattered boot conceals a small, rare coin that appears to be worth 1 gp but can bring 20 gp in a large city because of its antiquity.

While examining the skeleton, the PCs hear a noise in the underbrush. If they investigate, they discover a white stag (AC 7; MV 24"; HD 3; hp 17; #AT 1 or 2; Dmg 2-8 or 1-3/1-3; AL NG). If attacked, the stag flees; if pursued, it leads the party through heavy underbrush, eventually arriving at Orb Lake. The stag never attacks. It is extremely intelligent and is too clever to let itself be backed into a corner or trapped.

2. The Madman's Revenge. A 15'-deep, 5' x 5' pit is camouflaged with branches and piles of leaves. Any character who falls into the pit takes 1-6 hp damage. The PC must then roll his dexterity or less on 1d20 or take an additional 1-4 hp damage from landing on the spikes at the bottom of the pit. None of the nine spikes are poisoned. Thieves have their normal chances of finding this trap. If the trap is not discovered, the first character in line has a 90% chance of falling into the pit. PCs in the middle of the marching order

have a 50% chance, but the two PCs bringing up the rear have only a 10% chance to fall. The pit was dug by the madman (see random wilderness encounters).

3. Dryad Grove. This forest glade is ringed by six oak trees. Each tree is the home of a dryad (AC 9; MV 12"; HD 2; hp 8, 9 (x2), 10 (x2), 12; #AT 1; Dmg by weapon type; SA cast *charm*; AL N; dagger). If disturbed, the dryads try to melt into their trees. As a last resort, they cast *charm* spells or use their daggers. The grass within the grove is a lush, verdant green, and any mounts that graze here are able to work twice as long the following day before fatigue sets in. A cache of 29 gp is buried under the northernmost tree. A sack high in the branches of the easternmost tree contains 12 sp, and a hole in the most southern tree conceals a *potion of healing*.

4. Goblin Patrol. Eight goblins (AC 6; MV 6"; HD 1-1; hp 1, 3 (x3), 4, 5 (x2), 7; #AT 1; Dmg 1-6 or by weapon type; AL LE; spears) are hiding in the shrubbery and spring out to attack. The goblin leader carries a long bow with

five normal arrows. He did not realize that the arrow he used to kill the hunter at encounter 1 was magical. The goblins live on the other side of the mountains and are looking for plunder to supply their fort. (The DM may create the main goblin fort to expand this adventure.)

If the goblin leader or more than half his troops are killed, the rest attempt to flee into the mountains. If captured and questioned, they blubber and babble incoherently, frustrating all attempts to elicit information.

Each goblin carries 1-6 cp except the leader, who has an additional 1-4 sp and a red-painted metal flute that he enjoys playing when the troop settles in at night. Beneath its paint, the flute is gold and of very high quality, worth about 200 gp. It had better be thoroughly cleaned before any PC tries to play it, or the character risks a 25% chance of contracting a disease (see *Dungeon Masters Guide*, page 14). After all, goblins are pretty grimy, and who knows what the leader ate before his nightly abuse of the flute. The flute radiates magic, even though it is not magical, because one of its joints has been replaced by a ring of fire resistance.

5. An Evil Caravan. Two dilapidated wagons, each pulled by two equally dilapidated nags, mark the main camp of the 11 brigands who attacked the girl/phantasm (see statistics for brigands in the encounters near Gydnia). The twelfth brigand is their leader (AC 6; MV 6"; F2; 8 hp; statistics unremarkable; AL NE; *short sword* +1, scale mail). The brigands won't attack if the party looks strong — unless they see the girl. Then they do attack, heedless of cost, in their efforts to kill her. The brigands know the girl is supernatural, and they fear she may now be able to destroy them.

The brigands won't give an inch in a fight. If they win, they kill the girl but keep the PCs for ransom. If the PCs win, the brigands' horses and wagons can be sold, but for only half of the market value as both equipment and livestock have been ill used.

If the PCs look in the wagons, they find several pallets, utensils for cooking, and the cage in which the phantasm was imprisoned. No slaves are in the wagons at present, as they were all recently sold. A careful search of the wagons turns up 57 cp, 27 sp, 7 gp, a silver comb (7 gp), a golden corkscrew

with a ruby inset into the handle (150 gp), a broken necklace with a 100-gp sapphire pendant, and a chess piece of ivory with emerald eyes (75 gp). Each brigand carries 1-8 gp, and the leader also has 3 pp, an opal worth 30 gp, and a *brooch of shielding* that has absorbed 37 hp of *magic missile* damage. He also owns a light war horse of superior quality (18 hp), wearing leather barding (AC 6). The horse answers to the name engraved on her bridle: Nighthawk. A medallion is set into her harness that gives the horse a 75% chance of resisting *sleep* or *charm* spells.

The brigands have sent off a smaller scouting party — the one possibly encountered on the road to Gydnia — and their magic-user is on an expedition to procure rare spell components. If the brigands are killed, the magic-user won't try to avenge them, for he cares about no one but himself and can likely find a better-paying job working elsewhere. However, he might be interested to discover the identity of those who destroyed his old gang, if such information should come his way, and he would be amused to test his powers against such a group. The magic-user is 8th level and chaotic evil, and should be created by the DM specifically to challenge the party at a time in the near future. A logbook kept by one of the bandits gives a small amount of information about the magic-user, but little of it will be of use in identifying the magic-user's most important powers.

Note that if the PCs successfully save the phantasm's life, the magic-user is likely to be cursed by her. This may make it easier to locate the mage (and more difficult to fight him, too).

6. Bones. A huge, grassy mound rises up in the middle of the woods. In the shadow of the west side of the mound, a decomposed body lies covered with leaves in a shallow depression. Tatters of what was once clothing lie on the bones. A silver cloak pin (100 gp) lies in the grasp of skeletal fingers. Anyone who approaches within 10' of the skeleton during a period of darkness risks being attacked by the wraith-spirit that once inhabited the body. The wraith appears out of the ground beneath the body, but will not do so if bright light or sunlight is present.

The body was once the widow of the former village elder of Gydnia. One day, when she came into the forest to lay

flowers at her husband's burial mound, she was attacked by a starving wraith (actually her husband, who had not been the most pleasant person one could hope to meet). She tried to attack it with her silver cloak clasp but was overpowered. In its hunger to feed on her life energy, the wraith quickly drained her entire essence, transforming her into a half-strength wraith (AC 4; MV 12"/24"; HD 3; hp 12; #AT 1; Dmg 1-3; SA energy drain; SD silver or magical weapons to hit; AL LE).

The burial chamber is merely a 20' tunnel dug into the mound, with a broken door on the front and a single chamber beneath the peak of the mound in which the husband's body and treasure lie. If the PCs enter the burial mound, they run the risk of attack by the wraith who inhabits the tomb (AC 4; MV 12"/24"; HD 5 +3; hp 29; #AT 1; Dmg 1-6; SA energy drain; SD silver or magical weapons to hit; AL LE). The wraith guards a small hoard of treasure worth 5,000 gp total (specific treasure types to be decided by the DM). A *ring of water walking* may be found on the body of the husband within the tomb.

Though deadly, these monsters may be fought by a coordinated and strong group of low-level adventurers. The DM may subtly warn a weak group away from this area, saving the encounter for a later adventure.

7. Sacred Glade. This is a shady, peaceful glade with a good view in all directions. If the party decides to rest here, any characters that come within 30' of the largest tree, set in the clearing in the center of the glade, are affected by a *sleep* spell — a magical trap placed here by a minor deity worshiped by the local druids. The spell may be triggered up to three times per day, and only affects those within the 30' radius around the tree.

If everyone falls asleep, a band of squirrels comes down from the branches and steals any weapons and tools that could be used to chop down a tree (any bladed weapons, particularly axes). The squirrels can only carry items of 80 gp weight or less, and they place them within a hollow tree nearby. Larger weapons are dragged off into nearby bushes. The Gydnian villagers know of this glade (the druid has declared it sacred) and do not chop down any trees here. The spell is to protect the trees from strangers. Weapons on the ground

may be located on a 1d6 roll of 1 per turn of searching, per weapon. Weapons taken into the hollow tree are found on a 1d12 roll of 1, per hour of searching.

8. Ruminant Encounter. A band of 25 deer graze in this glade. The deer (AC 8; MV 18"; HD 1; hp 1-8; Dmg 1-4 horns/1-4 hooves; AL N) scatter if the PCs move hastily or try to attack. They split into five bands, so stampede damage is 5-30 hp from any one band, if cornered. If undisturbed, they return to their grazing within 1-4 turns.

9. A Family Affair. In the foothills of the Syzygy Mountains, a cave opening mars the south face of a rocky cliff. If the cleft is investigated, two giant weasels appear (AC 6; MV 15"; HD 3 +3; hp 17, 19; #AT 1; Dmg 2-12; SA blood drain; AL N). They attack immediately. If the party retreats, the weasels do not pursue them as they must stay to protect their young. If the weasels are killed, there is a 30% chance that the battle has left their pelts still salable (worth 2,500 gp each).

Fifteen feet farther into the cave, the PCs find a nest of three young (hp 4, 5, 7). Young giant weasels can sometimes be raised and trained as hunting or guard animals, if the party decides not to kill them. If not carefully raised, the young ones perish.

Orb Lake

Coming out of the woods, the PCs see sunlight shimmering in the spray of a waterfall. It is 160' high, and any attempts to climb its slippery rock face may meet with disaster. A -60% penalty is applied to any character's chances of climbing the waterfall's rocks. Thieves, barbarians, and others who can climb realize how dangerous the attempt would be after only a moment's examination. The waterfall pours from Orb Lake, high above in the mountains, and flows out into the Falls River to join the Long River west of Gydnia. A trail may be found leading safely up to the lake, however.

Orb Lake is magical. All creatures who bathe in it revert to their natural forms if they are capable of *shape changing*, *polymorph self*, *alter self*, or have in some other way been caused to adopt an appearance different from their original form at birth. Doppelgangers assume their true form, and lycanthropes change to their human

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forms, though neither are "cured" or kept from reverting once they leave the lake. Spell effects are immediately negated, so *polymorphed* persons are freed from their curse. In addition, all creatures drinking of the lake for the first time are affected by a *heal* spell. This power of the lake can only affect any one character one time in his life, and never afterwards.

If the girl is with the party and conscious, she asks to be helped into the water. She must be fully immersed in the water for the following effects to occur.

One round after the girl enters Orb Lake, a wondrous being appears out of the water: a shimmering white deer with rainbow wings and delicate golden antlers. She says nothing, though she bows to the PCs, and vanishes into nothingness (the Ethereal Plane). However, within two weeks, another winged white deer will appear to the PCs and will reward them with a minor magical item of the DM's choosing. A *ring of protection* +1, *long sword* +1, or similar item is suggested.

If the girl dies before the PCs can bring her to Orb Lake, her body reverts to its phantasm form and slowly fades into nothingness, disappearing into the Ethereal Plane in one segment.

If the PCs perform so evil an act as to kill the helpless girl, the DM should adjust all alignments accordingly. It is possible, though not likely, that one or more phantasms of the girl's group will enter the Prime Material Plane at the next opportunity and come looking for any PCs still alive to curse them.

cannot escape pursuit. Phantasms continuously use *detect magic* and *read magic* spells, and they know how to speak the common tongue. Once per day, each may cast *haste* upon itself, and once every 111 years, the phantasm may *plane shift* itself from the Ethereal Plane to the Prime Material Plane. It must shift back to the Ethereal Plane within one year, or the phantasm permanently loses 1 hp per day over a year that it stays, until the creature dies. Some good-aligned persons have befriended phantasms, but such friendships are always brief. A phantasm rarely tells any being where it has its lair, as it fears for the safety of its fellows.

PHANTASM

FREQUENCY: *Very rare*

NO. APPEARING: 1

ARMOR CLASS: 4

MOVE: 18"/24"

HIT DICE: 4

% IN LAIR: 5%

TREASURE TYPE: U

NO. OF ATTACKS: 2 *hooves*

DAMAGE/ATTACK: 1-6

SPECIAL ATTACKS: *Nil*

SPECIAL DEFENSES: *Nil*

MAGIC RESISTANCE: 75%

INTELLIGENCE: *High*

ALIGNMENT: *Neutral good*

SIZE M (8' high at the shoulder)

PSIONIC ABILITY: *Nil*

LEVEL/XP VALUE: IV/150 +

4 per hp

A phantasm appears to be a large, white deer with rainbow-colored wings. It lives in the Ethereal Plane, coming to the Prime Material Plane only once every hundred years or so. A phantasm usually wanders about, observing the many things that go on in the world and collecting various magical items to take back to its lair in the Ethereal Plane, where 1-6 other phantasms await it. Phantasms draw nourishment from the energies of magical devices, though they do not deplete the magical items in so doing. A phantasm might reward those who help it with a gift from its treasure store, but this is a very rare occurrence.

Phantasms never attack any creature first, and they fight only if they

If anyone tries to harm a phantasm but the creature escapes, the phantasm may cast a special curse upon one of its tormentors (usually the one the phantasm dislikes the most). The victim must save vs. spells at -4, or else an *antipathy* spell with a permanent duration is cast upon him. The spell is designed to repel all humans, demihumans, and humanoids, making the victim stand out easily in a crowd. Other phantasms immediately sense the presence of such a person from one mile away and avoid the person at all costs. Only a *wish* can remove this curse, and few good-aligned creatures will do so.

The wounds of a phantasm can only be cured by spells cast by a cleric of 9th or greater level, or by magical spells normally used by such characters (*heal*, *restoration*, etc.).