

# NEEDLE

## PART I: RUINS OF EMPIRE

by Frank Mentzer

An AD&D® module for 6-8 characters of levels 8-10



# General Notes on Running "Needle"

## Characters

Needle is specifically designed for the characters provided. If you do not use those characters, be sure that your PCs are equipped to handle the needs that arise, especially including those of communication, magical curing, and magical attacks. Also review the entire module and modify all the references to the PCs provided. You must also create different resolutions to some of the plot complications; for example, two of the PCs from Part I are not present in Part II, but reappear as NPCs in Part III.

Each character comes with role playing notes; this information is private, ONLY for the player of the character. Players will use some of the information in the course of the game, and some will remain secret. (You may review the role playing notes, of course.) Encourage the players to compare the characters to some extent, noting such details as height, weight, and magic items. Encourage them also to coordinate their spell selections; there are two clerics and two magic-users.

## Pre-Start

Before the adventure begins, have each character make eight Saving Throws: two vs. poison, one vs. breath weapon, three vs. spells (without wisdom adjustments, if any), one vs. petrification, and one vs. death. (Two of these are not actually needed, but will help keep everyone on their toes.) Note any failures on your "Saving Throw Sheet", then start the adventure.

## Players' Background

Several years ago, when you were all novice adventurers, you joined an adventurers' guild known as SMART — the *Syndicate of Master Adventurers for the Recovery of Treasure*. You were all strangers to one another then, but you came to know and respect each other's talents over the years.

SMART is but one of several adventurers' guilds located in the capital city. By royal decree, all professional adventurers residing in the capital must belong to a guild; several organizations were formed to satisfy the letter of the King's edict. Each caters to a specialized group; there is the Assassins' Guild, the Legion of Law, and many others. SMART is one of the largest and most powerful groups now existing.

All SMART members are Neutral, at least in part. Moral extremists (such as Paladins) are not invited. Evil is also discouraged, though not totally forbidden.

SMART members swear oaths of loyalty and cooperation. Members never steal from each other, or from the group. Lost members are recovered and restored, if possible; if not, their rightful share is paid out, according to their wills.

SMART has served you well. Through it, you find opportunities for profitable adventure, friends, and knowledge. SMART members train you; SMART sells potions and normal equipment at discount prices. Your own interests are best served by keeping good relations with the group, and with its individual members.

Notices of Opportunity are always posted at SMART headquarters. You have volunteered for an adventure to serve the King. The notice was clearly marked with the rune for "High danger, high reward", and many asked to go. But you are the lucky ones, selected by the SMART leaders.

It seems that the King has heard of a large and powerful magical device located in the ruins of a city far away. He wants you to locate it for him, so that an expedition can be sent out to retrieve it. You are to be paid a relatively small fee, but can keep anything you find in the city. Your reputations will also profit, as will your guild's. Transportation is provided.

The device is rumored to be a large pillar with flat sides. No verified details of its size or powers are available.

This adventure begins in the early afternoon of a clear, sunny day. Your ship is nearing the end of its three-week voyage southward; the lookout suddenly cries "Land Ho!"

Once you debark, the ship and crew will wait for up to two weeks before they give up and return home.

## PART 1: THE TRAIL Notes for the DM

## Natives

There are two native tribes living in this area, and in conflict with each other. The villages of both tribes will be deserted if visited during this adventure.

### Grippi

The "good" natives are humanoid tree frogs called Grippi. Each is about 2½ feet tall; they eat fruit and insects (including giant forms, caught with nets and snares). Their hands and feet are adapted for easy movement through tree branches (9" rate). They wear no armor. They have 700 year lifespans but few offspring.

Grippi have grey-green skin, natural camouflage which aids in surprise (1-4 on 1d6). They have ultravision (10" range), allowing nighttime activity. However, they are not warlike. They speak their own tongue and a "Batrachian-Common" language by which they talk (though rarely) with froglike humanoids of other races. (See Encounter T2 for Grippi stats.)

The Grippi can be easily scared away by loud noises or magical displays. If scared off, they run to their village to tell the tribal mother about the events. They are not a real threat in this adventure; rather, they are an opportunity. One or two Grippi may be slain, either by mistake or if they are provoked to attack; however, if 5 or more Grippi are slain, for any reason, the entire village will flee deep into the jungle and not return.

The Grippi village is not visible from the air, as it is completely hidden under heavy jungle cover. It consists of 30 mud-and-grass huts around a central ceremonial area (rarely used, but containing blackened logs and ashes).

If approached carefully, the Grippi may be dealt with peacefully. They are interested both in well-crafted items (nearly everything the party has) and in brightly colored items, but not in treasure. They may offer to trade gems in exchange for other items; however, they have no conception of "real" gem values. Each Grippi carries some gems, as given in the descriptions. If bartering occurs, roll 1d20 to determine the value of the gem offered:

Die Roll	Value
1-4	10 gp
5-8	50 gp
9-12	100 gp
13-16	500 gp
17-19	1000 gp
20	5000 gp

### Bullywugs

The "bad" natives are humanoid frog-like beings (physically very similar to the Grippi) called Bullywugs. They are about the same size (some larger), similarly colored, and eat the same things — fruit and insects — plus flesh. They also wear no armor, but may use shields on occasion. They have also adapted for easy movement in trees. They speak their own tongue and the "Batrachian Common" tongue, as do the Grippi.

Bullywugs are less intelligent than Grippi, but more aggressive. They surprise on 1-3 (on 1d6), or 1-5 if hopping to the attack. Like the Grippi, the Bullywugs can easily be scared away by loud noises or magical displays. If scared off, they run to their village to tell their leader about the events.

They are a minor factor in this adventure, but will have more influence in Part II of this series of modules.

The Bullywug village is not visible from the air, completely hidden under heavy jungle cover. Very similar to the Grippi lair, it consists of 25 mud huts around a central ceremonial area (rarely used, but containing a muddy bog with some bones). If 20 or more Bullywugs are slain, the entire village will flee deep into the jungle and not return.

The Bullywugs are not interested in trade of any kind. They may pretend to be Grippi if approached, but will probably attack if an ambush is possible, or if surprise is likely. Survivors will flee such an attack quickly, leaving if any 2 are slain; however, such encounters will arouse their innate hostility, and more Bullywug attacks will surely follow.

**Bullywug Native:** AL CE; MV 3"/15"; HD 1; AC 6; THAC0 19; AT 3 or 1; Dmg 1-2/1-2/2-5 or by weapon; SZ S; IN Average; STs 17, STw 16.

## Treetops

There are many creatures dwelling in the trees, and they can be quite dangerous: giant dragonflies, various normal and giant snakes (boa constrictors, boalisks, poison and spitting snakes, and others); spiders of all types and sizes; and giant wasps, living in several huge colonies in the treetops. They normally stay there, but sometimes venture near the ground to forage for prey. They rarely fly above the treetops.

If characters go near the treetops, either by flying or climbing, tell the players that the trees are "thick with flying, crawling, hissing creatures of all types". Try to impress them with the *extreme danger* of entering or passing through the treetops.

Characters who do enter the treetops are attacked by the collection of creatures below:

If these are all killed, the characters can proceed without further problems, unless they re-enter the treetops at another point. Consider this horde to be present in any one section of treetops, roughly 100' square; if treetops are entered in a different place, another group will be ready, waiting, and hungry.

**Dragonfly, giant:** 3; AL N; MV 1"/36"; HD 8 + 3; hp 40 ea.; AC 3; THAC0 12; AT 1; Dmg 4-16; SZ M; IN Low; STs 6, STw 5.

Special Defenses: + 2 bonus to initiative; with initiative — immune to hand-held weapons, AC -1 vs. missiles; without initiative — AC 1 vs. missiles; makes all saving throws as L16 M-U.

**Snake, giant constrictor:** 1; AL N; MV 9"; HD 6 + 1; hp 30; AC 5; THAC0 13; AT 2; Dmg 1-4/2-8; SZ L; IN Animal; STs 16, STw 15.

**Snake, giant poisonous:** 2; AL N; MV 15"; HD 4 + 2; hp 12 ea.; AC 5; THAC0 15; AT 1; Dmg 1-3 + poison; SZ L; IN Animal; STs 17, STw 16.

Special Attacks: Poisonous bite.

**Spider, huge:** 6; AL N; MV 18"; HD 2 + 2; hp 12 ea.; AC 6; THAC0 16; AT 1; Dmg 1-6 + poison; SZ M; IN Animal; STs 17, STw 16.

Special Attacks: Surprise on 1-5; leap 3" range; weak poison (+ 1 bonus to saving throws).

**Spider, giant:** 4; AL CE; MV 3" \* 12"; HD 4 + 4; hp 25 ea.; AC 4; THAC0 15; AT 1; Dmg 2-8 + poison; SZ L; IN Low; STs 16, STw 15.

Special Attacks: Poisonous bite.

**Wasp, giant:** 10; AL N; MV 6"/21"; HD 4; hp 25 ea.; AC 4; THAC0 15; AT 2; Dmg 2-8/1-4 + poison; SZ M; IN Non; STs 17, STw 16.

Special attacks: Tail sting (save vs. poison or suffer permanent paralysis).

Note: Wings burn off in fire (no damage, but wasp cannot fly thereafter).

## Encounter Key

### The Beach

The ship lands on a strip of clear shoreline, but dense jungle lies beyond. The characters may either search for a trail (there is one), or fly overhead looking for clues. An aerial search will reveal nothing but jungle for miles unless *detect invisibility* is used; if so, some ruins can be spotted 1 1/2 miles inland under the dense treetops, straight in from the beach. Swarming hordes of creepy crawlies (see "Treetops" section) can be seen in the trees as well. The trail also leads to the ruins.

Refer to the Overview map. If the party heads in by the trail, note the encounters along the way. If they all take the aerial route, landing in or near the ruins, use the "Treetop" encounter as noted earlier.

The trail leads northwest from the beach for about 70 yards, then heads north for 300 yards, and turns again to the northwest.

## T1. Weirdness

At the point marked "X" on the Overview map, 200 yards west of the first bend in the trail, stands a basidirond. It has been emitting poisonous hallucinatory spores, which cover the area marked with the dotted circle.

Use the results of Saving Throw A (vs. poison). Anyone who has failed this saving throw is affected in some way, believing that something is wrong. *Do not announce the effects*; simply give ONE note (handouts, center section) to EACH player. Players with affected characters should receive "delusion" notes; those with unaffected characters should be given the "message" notes provided.

The hallucinations are NOT illusions, and disbelief has no effect; they MUST be believed and acted upon as if real. Tell the players to read their messages, and not to compare or discuss them, merely to act on them.

The delusions will continue until 1-4 rounds after leaving the area, or until a *slow poison* or a *neutralize poison* is applied. (However, if the latter method is used, another saving throw must be made immediately.) *Keoghtom's ointment* will give immunity to the effects for 3 turns.

The noise awakens a jungle anhkheg, which rises up at the west side of the path (but without surprise), and attacks. Deluded characters MIGHT be able to attack the anhkheg, if convenient or wise, but their delusions have first priority. The delusions do not prohibit spellcasting.

Ignore acid damage to items. When the monster is damaged to 15 hp or less, it squirts acid in the next round, automatically gaining initiative. Use the victims' Saving Throw C (vs. breath weapon). The monster can attack normally after squirting (at the end of the same round), but no extra acid damage applies to a bite after the creature has used its squirt.

If the party flees, the anhkheg will move onto the trail and pursue.

**Basidirond:** AL N(E); MV 6"; HD 5 + 5; hp 35; AC 4; THAC0 13; AT 1; Dmg 2d4 + smother; SZ M (6'); IN ?; STs 14, STw 13.

Special Attacks: Spores clog victim's respiratory tract on a successful hit unless a save vs. poison is made. Victim will smother in 2-5 rounds unless a *cure disease* is applied.

Special Defenses: immune to all *charm*, *hold*, and mind attacks; cold slows by 1/2 and prevents spore attacks.

**Anhkheg:** AL N; MV 12" (6"); HD 8; hp 50; AC 2/4; THAC0 13; AT 1; Dmg 3d6 + 1d4 acid; SZ L (20' long); IN Non; STs 16, STw 15.

Special Attacks: Squirt acid (30' stream, 10' wide at base) for 8d4 points of damage. (Save vs. breath weapon for 1/2 damage.)

## T2. Visitors

From the first bend, the trail proceeds northwest for 635 yards (9 diagonals of map squares), and then turns north. But 70 yards (one diagonal) before the turn, the party notices a small group of frog-like humanoids in the jungle to their right (northeast), watching them carefully.

These are the Gripli; be sure you are familiar with them. (See "Natives" above for details.) They will flee from any party aggressiveness, but will not fear spell casting in itself. They do NOT speak (human) common, only the Gripli and "Batrachian Common" tongues; thus, a *tongues* spell is needed for meaningful communication. Alignment language may be used, but will only produce general messages — such as "Peace!" and "Got anything for me?" If approached peacefully, they may barter, and may possibly be convinced to take the party to their village. (Note that they will not suggest this, but may agree if sufficiently bribed or charmed.)

If any good will is generated, through trading or conversation, and if communication is possible, the Gripli will reveal the following bits of information:

1. There are others about, like Gripli but not like Gripli, who are nasty, and enemies of the Gripli. However, they have not been seen for a week or two.
2. There is a plant monster ahead, at the second bend in the trail, which is best avoided. Only a slight departure from the trail is needed; the party should stop 100 feet south of the turn, head northwest through jungle for 200 feet, and then turn north again; they will easily regain the trail.

**Notes:** The Gripli "foot" is 3/5 the size of the human foot. Thus, the creatures' directions are not correct if used in human terms. A Detail Map is provided, giving the paths taken by the party if the true Gripli distances are used (Path A), and if human "feet" are used (Path B). If anyone thinks to double-check Gripli

distances — by comparing actual feet, or asking for the Grippi estimate of an item's or person's size (multiply normal size by  $\frac{5}{3}$ ), this discrepancy can easily be noted and corrected.

Path B comes within range of another Mantrap, located 60 yards (human) west of the one by the trail. If this occurs, use the same details as given for the first one. If BOTH are encountered, (unlikely but possible), have all characters make saving throws for the second one; do not use pre-rolled saves.

Many characters (and all magic-users) can accurately estimate lengths at a distance, if a clear view can be obtained (and such is the case on straight sections of trail). This elementary surveying technique requires only the use of an item with a known length (such as a 10' pole). Thus, the distance from the turn CAN be estimated without approaching the danger zone.

**Grippi Natives:** 4; AL N; MV 15"; HD 1 + 1; hp 6 ea.; AC 9; THAC0 18; AT 1; Dmg 1d4 or weapon; SZ S; IN Very to Exceptional; STs 17, STw 16.

### T3. Sniff

After the trail turns north, it proceeds for 200 yards and then again turns northwest. Near that turn, 40 feet to the north, is an insidious plant monster called a Mantrap (Detail Map #T-3). It appears similar to a huge (24' tall) weed, with bell-like flowers on its stem, and with five large trap-like leaves. It does not attack with the leaves; it merely waits until prey climbs in voluntarily!

Use the results of Saving Throw B (vs. poison). All victims become fascinated by the odor, and leave the trail heading north. Those attracted will go to the body of the plant and voluntarily climb into one of the 4 leaves on the plant, unless prevented by their comrades. Once entered, a leaf closes about the victim, inflicting a number of points per round equal to the victim's AC rear (minimum of 1 point per round), by acid damage. Items exposed to the acid must be saved for immediately, and at the beginning of each turn (not round) thereafter; all metal receives a +2 bonus.

The victims can only be pulled free if the plant is killed or if the attacking leaf (and branch) is cut off; treat each leaf-stalk as AC 6, hp 10. (Note that an edged weapon is needed for the latter. Damage to a leaf-stalk is NOT counted against the monster's total hit points.)

The fascination comes from a pollen released from the plant, to 20 yard range. This is a poisonous effect, not a magical one; it can be dispelled by the passage of time (24 hours spent out of range), or the burning of the plant, or magical remedies against poison (*slow poison* or *neutralize poison*, *Keoghtom's Ointment*, etc.). Note, however, that if the inhaled pollen is *neutralized* while the victim is still within pollen range, the victim must make another saving throw (vs. the poison/fascination) immediately! (Do not use pre-rolled Saving Throws if this occurs.)

**Mantrap:** AL N; MV 0; HD 8; hp 55; AC 6; AT 1 (x4); Dmg = victim's AC rear; SZ L; IN Non; STs 16, STw 15.

Special Defenses: Immune to all mind attacks (no mind), and to other spells as a normal plant.

### T4. Watcher

From the "Mantrap bend", the trail proceeds northwest for 212 yards (3 map diagonals) and turns north again. However, 25 yards before that turn, the trail crosses an unusual flat, hard, cleared area that is 12 yards wide. This is the remains of an old road, which once led from the city (now ruins) to the coast. No large trees grow on the old road; only shrubs and small plant growth can survive on it. It is not visible from above, as the branches of nearby trees intertwine far above it, forming a canopy.

Buzzing over the road to the north of the trail at this point are 3 giant dragonflies, which will attack as soon as the party arrives. Standing motionless at the edge of the road just south of this point is a giant mantis. It will not be noticed, blending perfectly with the underbrush, unless *detect invisibility* or some other means is used. The mantis will NOT attack at this time; if spotted and attacked, it will flee.

The mantis is watching for easy prey. During the melee, if one or two characters (only; not 3 or more) back up to the south edge of the path (to avoid the dragonflies), the mantis will reach out quietly and carefully and grab one victim from behind with its forelimbs (2d6 points of damage); the victim is not silenced, but is immobile (use AC rear hereafter). During the next and following rounds, the

mantis will bite at the victim each round, while turning about and heading south down the old roadway (6" rate). It cannot fly in this terrain. If pursued and attacked, it will flee from missile or magical attacks (still holding its victim), but will stop and fight if attacked hand-to-hand.

**Note:** The mantis will NEVER attack if 3 or more characters back off from the dragonfly melee (or if none back off); it will choose to remain hidden, to await other prey.

**Dragonflies:** 3; AL N; MV 1"/36"; HD 8 + 3; hp 50 each; AC 3; THAC0 12; AT 1; Dmg 3d4; SZ M; IN Low; STs 6, STw 5.

Special Defenses: Saves as Level 16 M-U. The monsters gain a +2 bonus to all initiative rolls. (In play, add the bonus to your roll, and have one player roll for the party. Individuals MAY add their Dexterity modifiers (if applicable) and compare their totals against the dragonfly opponents.) Due to their high-speed darting and hovering, the following combat effects apply:

Monster WINS initiative:  
Monster LOSES (or TIES)  
initiative:

Immune to hand-held weapons,  
and AC -1 vs. missile fire.  
AC 1 vs. missile fire.

**Giant Mantid:** AL N; MV 6"/12"; HD 10; hp 70; AC 3; THAC0 10; AT 1 grab or bite; Dmg 2d6 or 3d4; SZ L (12' tall); STs 14, STw 13.

### T5. Continue

From this point, the party can continue up the path, or may take the old road. Either way, no encounters will occur; however, one noteworthy bit of information is obtained at the point where the road and path intersect next.

An old trap lies at that point, now obvious and easily avoided. It consists of 4 spears, their points discolored by poison (now harmless), mounted on a spear-throwing contraption made of branches. Some footprints are nearby — those of froglike humanoids. (Actually bullywugs, but the characters may think otherwise.)

Both the trail and the road lead to the ruins.

## PART 2: THE RUINS DM Notes on the Maze Corridors and Rooms

The entire maze is very clean, except for a bit of rubble around each entranceway. The floors and walls are stone; the ceiling, 15' up, is the force field. The stone is very tough and slightly enchanted besides; digging will not penetrate it, spikes cannot be hammered into it, and so forth. However, a *passwall* spell can cause part of a wall to disappear for the spell duration, producing a hole 5' tall, 8' wide, and 10' deep.

### Doors

Each door is made of a shiny reddish metal unknown to the characters (silicon-steel). No hinges, locks, latches or doorknobs can be found. All doors open by themselves when touched; no "open doors" roll is needed. When any door is touched, it slides downwards into the floor until its top is flush with the stone, leaving a flat surface. The door remains in that position until closed (via the control room in the center of the maze) or until it closes itself (as given in some descriptions). Unless a description mentions that a door closes, assume that once opened, it remains open. Whenever a door remains open, put an "O" beside it on your map. (This may be needed later.)

### Zap

The maze appears to be an easy one, but there is actually only one route through it. Your DM's map is marked with several blockages, each marked with a \*\*; this stands for "disintegrator". Disintegrators are invisible and non-magical, but will register as traps if a clerical *find traps* spell is used.

The \*\* may occur at a door or doorway, or may simply block a corridor. When a \*\* door is opened, the doorway is filled with a bluish electricity; this has the same effect as a \*\* area in a passage.

The passage of one foot or more of material through a \*\* will activate the disintegrator, destroying that portion of the material which has passed through. Thus, a 15 inch stick inserted in a \*\* area will suddenly go "zap", and the character will be holding a 3-inch stick, cleanly cut off. (Note that a small object thrown through

## **Montana**

You are a "tomboy", even among female dwarven fighters, and enjoy a rousing good time of any sort. Among your kind, you're awesome — standing well above the average height, and very sturdily built. You stay in shape by having fun — activity of any sort. Though you may seem a bit "rough-and-tumble" to others, you don't care; if they don't like it, they can go away. Fast. You enjoy challenging male dwarves, proving that you're the best, whatever the contest; and you prove your worth, rather than merely brag.

Besides your strong racial preferences, you like fun and games — boisterous activity of any sort. You dislike weaklings and "fat boys", though you have come to respect the cleric's skills (if not his other traits). As a very active person, you enjoy almost anything strenuous — a good fight, mountain climbing, mining, and so forth. Your magical boots help in these pursuits, as well as in many melees and dungeon situations. As part of a standard group marriage in your Boulder Clan, you are involved in the running of the clanhome whenever you're there. You take a dominant role, of course. Most of the gals think you're wonderful, and some would like to nominate you for clanmistress; but you don't want to be tied down with that sort of thing.

BLONDY, the leading fighter, is a well-built but quiet lady, always polite and patient. She's not too bright, but that doesn't interfere with her reknowned fighting skill. You get along well with her, often telling each other stories.

SLIM, the human magic-user, is usually very serious. He seems taller than his 6 foot height, since he's very thin. He's been exercising to build up his strength (but without success), and stays healthy by carefully watching his diet. He's too serious, though; sometimes you get in the way of his spells (by accident, *levitating*), and he gets mad.

SMILEY, the cleric, is sensitive about his weight — well over 200 pounds, but only 5' 4" tall. He's outgrown 2 sets of plate armor already, and is stuck with chain mail. He's got a good sense of humor, and a full appreciation for dwarven things — especially fine ale.

THE GHOST, the halfling thief with his *ring of invisibility*, is very independent; he's always sneaking off somewhere. You don't know much about him, but he's never caused any problems.

DIGGER, the gnome fighter-thief, is also called "hoser", due to his magic water bottle. His sense of black humor (as with all gnomes) is sometimes irritating. You get along nicely, however. You'll freely admit he knows more about mining than you do; but he's also a skinny little runt.

BLAZE, the little red-haired elf fighter-magic-user, is a real powerhouse. She specializes in "attack-type" magic, and collects magic wands. You avoid each other, sometimes exchanging snide remarks — if it doesn't interfere with battling common enemies.

FINDER, the half-elf cleric-ranger, is a little clumsy and sometimes disagreeable. However, his skills are many; his magic helmet and arrow, combined with his ranger skills, enable him to find or read almost anything. Other than those material assets, though, he's a bore, and sometimes a real pain, with his "goody goody" attitude.

## **Smiley**

You are a fat, jolly churchman, dedicated to bringing peace and happiness to the world (starting with your allies). You have a weight problem, and have grown too wide for any available plate mail. You're looking for better chain mail, but aren't seriously trying to trim down; it's too much trouble. Usually good-humored and optimistic, you try to find the best in everyone and everything. Most of your comrades aren't as forgiving as you are, and you're trying to show them a more Good-oriented outlook, through word and deed.

You like demi-humans a lot, and are studying their psychology; they're a fascinating lot. You dislike Evil to the extreme, often praying over your enemies before you slay them. You are a connisseur of excellent food and drink; you can often identify a wine's year and place of manufacture, and are a leading authority on elven wines and dwarven ales of the last 500 years. Your wife (another large, jolly person) is an excellent cook. By comparison, she makes you feel thin — wonderful! Together you run a small, exquisite, expensive restaurant in the capital.

You know all the others here quite well; you have adventured with them before:

BLONDY, the leading fighter, is a well-built but quiet lady, always polite and patient. She's not too bright, but that doesn't interfere with her reknowned fighting skill. When she kids you about your weight, you pretend to get mad (but you don't, actually).

SLIM, the human magic-user, is usually very serious. He seems taller than his 6 foot height, since he's very thin. He's been exercising to build up his strength (but without success), and stays healthy by carefully watching his diet. You often avoid standing near him; that seems to generate unfavorable comments and comparisons from others.

MONTANA, the dwarf, is a grumpy but trusted fighter. She likes to *levitate* during combat, using her magic boots. Sometimes she's a little bloodthirsty, you think, but she's been a valuable source of information about dwarven lifestyles — and ale!

THE GHOST, the halfling thief with his *ring of invisibility*, is very independent; he's always sneaking off somewhere. You believe that your praying and lectures helped turn him from evil ways, a few years ago, when he was more reckless.

DIGGER, the gnome fighter-thief, is also called "hoser", due to his magic water bottle. His sense of black humor (as with all gnomes) is sometimes irritating, but you have learned to appreciate it, and can now fluently engage in witty gnomish repartee — to his delight.

BLAZE, the little red-haired elf fighter-magic-user, is a real powerhouse. She specializes in "attack-type" magic, and collects magic wands. She's a mysterious sort; your other elven contacts reveal more information than she does. You tend to watch for her actions, as good clues in fast-response situations; she depends on you for protection from Undead.

FINDER, the half-elf cleric-ranger, is a little clumsy and sometimes disagreeable. However, his skills are many; his magic helmet and arrow, combined with his ranger skills, enable him to find or read almost anything. He's nearly hopeless as a cleric; you often help him select and coordinate spells.

## **Slim**

You are a serious student of your craft. Due to your thin build and low strength, you exercise and watch your diet closely. You have opinions about nearly everything, and sometimes talk too much, assuming a lead role. Your sharp, perceptive comments are sometimes lost on the others.

You like philosophical discussions, and dislike people who can't keep up with your mental speed. You like reading, and write exciting stories in your spare time. Sometimes you get so interested in studies that you forget to exercise — sometimes for days. A long-time bachelor, you have a suite of rooms in a castle back home. The castle belongs to your tutor of the last 12 years, the noted court Wizard Felonius.

You know all the others here quite well; you have adventured with them before:

BLONDY, the leading fighter, is a well-built but quiet lady, always polite and patient. She's not too bright, but that doesn't interfere with her reknowned fighting skill. You've given her some help with her diet, but often become impatient with her lack of quick understanding.

SMILEY, the cleric, is sensitive about his weight — well over 200 pounds, but only 5' 4" tall. He's outgrown 2 sets of plate armor already, and is stuck with chain mail. He's otherwise a very likeable person, but you avoid standing near him; others sometimes make unflattering comments about the two of you.

MONTANA, the dwarf, is a grumpy but trusted fighter. She likes to *levitate* during combat, using her magic boots. She's very trustworthy, but sometimes gets in the way of your spells.

THE GHOST, the halfling thief with his *ring of invisibility*, is very independent; he's always sneaking off somewhere. You still don't trust him completely, and prefer to keep a *detect invisibility* running to keep an eye on him. He used to be crooked, but has behaved himself for a year or two...

DIGGER, the gnome fighter-thief, is also called "hoser", due to his magic water bottle. His sense of black humor (as with all gnomes) is sometimes irritating. You and he get along quite well; he often carries your spellbook in his *bag of holding*.

BLAZE, the little red-haired elf fighter-magic-user, is a real powerhouse. She specializes in Evocations, and collects magic wands. By coordinating her spells with your Alterations, you can handle almost anything. She seems almost childlike sometimes, and you have to keep reminding yourself that she's nearly as talented as you are...

FINDER, the half-elf cleric-ranger, is a little clumsy and sometimes disagreeable. However, his skills are many; his magic helmet and arrow, combined with his ranger skills, enable him to find or read almost anything. You two get along passably well, but sometimes he's almost sickeningly "good" — definitely an extremist.

# **Slim**

9th Level Human Magic-User

## **Ability Scores**

**STR:** 7 -1 to hit, -150 cn wt, Doors 1, BB-LG 0%  
**INT:** 18 + 7 languages, CtK 85%, 9-18/level  
**WIS:** 12  
**DEX:** 15 -1 AC bonus  
**CON:** 15 + 1 hp/die, SS 91, RES 94  
**CHA:** 8

## **Description**

**Age:** 38 (mature)  
**Sex:** Male  
**Height:** 6' (average)  
**Weight:** 158 pounds (17 below average)  
**Alignment:** Neutral

## **Combat Data**

**THACO:** 19  
**AC normal:** 3  
**AC rear:** 4  
**Armor Type:** bracers of defense (AC4)  
**Hit Points:** 35  
**Weapon Proficiencies:** 2; dagger, staff.  
**NPP:** -5.

### **Saving Throws**

Poison, paralysis, death	13
Petrification, polymorph	11
Rod, staff, or wand	9
Breath weapon	13
Spell	10

## **Racial & Professional Skills**

**Spells:** 4, 3, 3, 2, 1

## **Equipment**

**Magic items:** bracers of defense (AC 4), dagger + 3, dagger + 1, portable hole, wand of negation (23 chg), staff of striking (12 chg); potions of extra-healing, flying, invisibility.

### **Normal Items:**

### **Spell Books**

## **Level 1 Spells (Memorize 4)**

Dancing Lights	Magic Missile
Enlarge	Protection from Evil
Erase	Read Magic
Feather Fall	Shocking Grasp

## **Level 2 Spells (Memorize 3)**

Detect Invisibility	Knock
Invisibility	Magic Mouth

## **Level 3 Spells (Memorize 3)**

Dispel Magic	Lightning Bolt
Fly	Slow

## **Level 4 Spells (Memorize 2)**

Charm Monster	Polymorph Self
Dimension Door	

## **Level 5 Spells (Memorize 1)**

Extension II	Passwall
XP:	240,000

# **Smiley**

9th Level Human Cleric

## **Ability Scores**

**STR:** 9 Doors 1-2, BB-LG 1%  
**INT:** 9 + 1 language  
**WIS:** 18  
**DEX:** 11  
**CON:** 15 + 1 hp/die, SS 91, RES 94  
**CHA:** 13 + 5% reactions

## **Description**

**Age:** 31 (mature)  
**Sex:** Male  
**Height:** 5'8" (8" below average)  
**Weight:** 220 pounds (45 pounds above average)  
**Alignment:** Neutral Good

## **Combat Data**

**THACO (unmodified):** 16  
**AC normal:** 2  
**AC rear:** 4  
**Armor Type:** chain & shield  
**Hit Points:** 50

**Weapon Proficiencies:** 4; club, hammer, mace.  
**NPP:** -3.

### **Saving Throws\***

Poison, paralysis, death	7
Petrification, polymorph	10
Rod, staff, wand	11
Breath weapon	13
Spell	12

\* Add + 4 Wisdom bonus where applicable

## **Racial & Professional Skills**

**Spells:** 6, 6, 4, 3, 1

### **Turning Undead**

Skeleton, Zombie	D	7-12
Ghoul, Shadow, Wight	D	1-12
Ghast, Wraith	T	1-12
Mummy	4	
Spectre	7	
Vampire	10	
Ghost	13	
Lich	16	
Special	19	

## **Equipment**

**Magic Items:** chain mail + 1, shield + 1, hammer + 2, mace + 1; ring of free action, wand of magic detection (21 chg); potions of diminution, flying, healing.

### **Normal Items:**

**XP:** 240,000  
**Gold:**

# **Montana**

8th Level Dwarf Fighter

## **Ability Scores**

**STR:** 17 + 1 to hit/+ 1 damage, + 500 cn wt, Doors 1-3, BB-LG 13%  
**INT:** 9  
**WIS:** 10  
**DEX:** 15 -1 AC bonus  
**CON:** 17 + 3 hp/die, SS 97, RES 98  
**CHA:** 7 -5% reactions

## **Description**

**Age:** 67 (mature)  
**Sex:** Female  
**Height:** 4'2" (4" above average)  
**Weight:** 126 pounds (6 pounds above average)  
**Alignment:** Neutral

## **Combat Data**

**THACO (unmodified)\*:** 14  
**AC normal:** -1  
**AC rear:** 2  
**Armor Type:** plate & shield  
**Hit Points:** 75

**Weapon Proficiencies:** 6; battle axe, hammer, crossbow, spear, bastard sword, 2-handed sword.  
**NPP:** -2.

\* + 1 bonus to hit vs. goblin, hobgoblin, orc, half-orc -4 AC bonus vs. ogre, troll, ogre mage, giant, titan. Note: Cannot use longbow nor anything over 12' long.

### **Saving Throws\***

Poison, paralysis, death	10
Petrification, polymorph	11
Rod, staff, wand	12
Breath weapon	12
Spell	13

\* Race bonus NOT included: Add + 4 vs. spell, rod, staff, or wand.

## **Racial & Professional Skills**

**Attacks:** 3/2 rounds  
**Languages:** Common, dwarven, gnome, goblin, kobold, orcish.  
**Special Abilities:** Infravision 60', Find slopes 9/12, new construction 9/12, shifting wall 8/12, stone traps 6/12, depth underground 6/12.

## **Equipment**

**Magic items:** plate mail + 1, shield + 1, battle axe + 2, hammer + 1, bastard sword + 1/+ 4 vs. reptiles; boots of levitation; potions of extra-healing, growth, speed.

### **Normal Items:**

**XP:** 200,000  
**Gold:**

## Blaze

High Elf Fighter/Magic-User (5/8)

### Ability Scores

**STR:** 15 + 200 cn wt, Doors 1-2, BB-LG  
7%  
**INT:** 17 CtK 75%, 8-14 spells/level  
**WIS:** 9  
**DEX:** 15 -1 AC bonus  
**CON:** 10 SS 70, RES 75  
**CHA:** 9

### Description

**Age:** 204 (mature)  
**Sex:** Female  
**Height:** 4'2" (4" below average)  
**Weight:** 74 pounds (6 pounds below average)  
**Alignment:** Neutral

### Combat Data

**THAC0 (unmodified-fighter)\*:** 16  
**AC normal:** 0  
**AC rear:** 3  
**Armor Type:** chain & shield  
**Hit Points:** 35

\*-2 Non-Proficiency Penalty when using magic-user weapons is actually better than using magic-user "to hit" chances)

**Weapon Proficiencies (Fighter)\*:** 5; shortbow, lance, spear, bastard sword, longsword.

**Weapon Proficiencies (Magic-User)\*:** 2; dagger, staff.

**NPP:** -2 (Fighter); -5 (Magic-User).

\*Cannot use longbow, crossbow, nor anything over 12' long or over 200 cn weight.

### Saving Throws

Poison, paralysis, death	11
Petrification, polymorph	11
Rod, staff, wand	9
Breath weapon	13
Spell	10

## Finder

Half-Elf Cleric/Ranger (5/7)

### Ability Scores

**STR:** 18/23 + 1 to hit + 3 damage, + 1000 cn wt, Doors 1-3, BB-LG  
20%  
**INT:** 13  
**WIS:** 14  
**DEX:** 8  
**CON:** 15 + 1 hp/die, SS 91, RES 94  
**CHA:** 7 -5% reactions

### Description

**Age:** 71 (mature)  
**Sex:** Male  
**Height:** 5'3" (3" below average)  
**Weight:** 145 pounds (15 pounds above average)  
**Alignment:** Neutral Good

### Combat Data

**THAC0 (unmodified ranger)\*:** 14  
**AC normal:** 4  
**AC rear:** 4  
**Armor Type:** bracers of defense (AC 4)  
**Hit Points:** 45

## Racial & Professional Skills

**Languages:** Common, elvish, gnoll, gnome, goblin, halfling, hobgoblin, orcish, treant, and giant common.

**Special Abilities:** 90% resistant to sleep, charm; + 1 bonus to hit with bow or sword.

**Spells:** 4, 3, 3, 2

### Equipment

**Magic Items:** chain mail + 2, shield + 1, shortbow + 1, spear + 2, bastard sword + 1 flametongue (+ 2 vs. regenerating, + 3 vs. cold-using and avian, + 4 vs. undead); wand of illumination (24 chg), wand of paralyzation (9 chg), brooch of shielding (absorbs 53 pts); potions of healing, speed, super-heroism.

### Normal Items:

### Spell Books

#### Level 1 Spells (Memorize 4)

Dancing Lights	Magic Missile
Enlarge	Protection from Evil
Erase	Read Magic
Feather Fall	Shocking Grasp

#### Level 2 Spells (Memorize 3)

Detect Invisibility	Knock
Invisibility	Magic Mouth

#### Level 3 Spells (Memorize 3)

Dispel Magic	Lightning Bolt
Fly	Slow

#### Level 4 Spells (Memorize 2)

Charm Monster	Polymorph Self
Dimension Door	

#### Level 5 Spells (Memorize 1)

Extension II	Passwall
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**XP:** 100,000/100,000

**Gold:**

# MESSAGE

\*Note: -2 Non-proficiency penalty as Ranger actually gives better chances than using Cleric "to hit" chances.

**Weapon Proficiencies (Ranger):** 5; longbow, lance, spear, longsword, 2-handed sword.

**Weapon Proficiencies (Cleric):** 3; hammer, flail, mace.

**NPP:** 2 (ranger); -3 (cleric)

### Saving Throws\*

Poison, paralysis, death	9
Petrification, polymorph	11
Rod, staff, wand	12
Breath weapon	12
Spell	13

\* 30% resistant to sleep and charm

## Racial & Professional Skills

**Languages:** Common, elvish, gnoll, gnome, goblin,

**Special Abilities:** Infravision 60' Detect Secret doors 1/6 passing, 2/6

searching; Concealed doors 1/6 passing, 3/6 searching.

**Spells:** 5, 3, 1 (includes Wisdom bonus)

### Turning Undead

Skeleton, Zombie, Ghoul	D	1-12
Shadow, Wight	T	1-12
Ghost		4
Wraith		7
Mummy		10
Spectre		13
Vampire		16
Ghost		20

### Equipment

**Magic Items:** bracers of defense (AC 4), flail + 2, longsword + 3 defender, 2-handed sword + 1; helm of comprehending languages and reading magic, arrow of direction; potions of animal control (all), extra-healing, levitation, sweet water.

**Normal Items:**

**XP:** 100,000/100,000

**Gold:**

## Delusions

Your character has stepped into a swampy bog, and is stuck. Take off all armor, and get help before you sink!

Suddenly, huge spiders come running at the party from all sides! Attack them!

Your character suddenly realizes that the item held in one hand is a deadly pit viper! Drop it, move away, and attack it!

Your character suddenly notices that mold is growing on the backs of most of the other characters. Avoid them — stay at least 10' away — and warn them!

Your character feels a flash of odd heat, and starts melting! Hold onto yourself with both hands, and warn the others!

Your character suddenly notices there is a giant leech on his (her) back. Tear it off, and attack it! Better warn the others, too.

## Messages

Your character suddenly hears something off in the jungle to the right of the path. But the undergrowth is thick; nothing is visible.

Your character gets the feeling that something odd is about to happen.

This is a fake message. Frown, roll 1d20, and tell me the result. Don't worry; it doesn't actually mean anything.

Your character notices that, up in the treetops there are a lot of creatures — snakes, spiders, and bugs of various sorts (giant wasps, dragonflies, etc.)

Your character notices that the jungle is very hot and steamy. Better drink extra water on this trip! Keep an eye out for extra, too.

Your character starts to perspire; it's hot here. Everyone is getting a bit smelly. Think of something to do about it, and share your ideas with the others.

You are more than what you seem. Though exceptionally strong and respectably intelligent and wise, you keep most of your traits hidden. You have camouflaged yourself in apparent mediocrity, so that you seem completely average, or worse. You can be charming if you wish (actual Charisma 14), but you are keeping up a front — that of a slightly clumsy, often disagreeable blend-in-with-the-crowd type. You will become a powerful, dominant force, if all goes according to plan, but it's better at this point to "play the fool" and stay in the background. You are very, very Good, with Lawful tendencies (though still Neutral).

You like collecting information about people, places and things; you keep a notebook. You hate Evil above all, and also dislike the petty squabbles of little-minded people. You used to have several hobbies and widespread interests; however, now you are working for the Church, and don't have much time for other things. Your friends think that you have rooms in town, and indeed you do. However, your real home is in your Church; you keep them "up to date" on the SMART organization, the "underground" activity in the capi-

You are a small, quiet lady with a big punch, both in melee and magic. As short as a dwarf (ugh!) but much thinner, you are self-conscious about your size. Your red hair, very rare among elves, marks you in a crowd; that's the source of your common name. You came from a poor backwoods "low elf" family, and this is your dark secret. You never talk about your past. You have been a bandit, a notorious criminal, a beggar, a scavenger... Though once an Evil renegade, many years ago, you left the old ways and found success and respect in the world of humans.

You like magic, in all forms; it's the most wonderful thing you've ever found. You absolutely hate poor people, dirtiness and untidiness, and other things that remind you too strongly of your past. You drink too much, in town, but it never loosens your tongue. You occasionally enjoy destruction — the thrill of blowing away groups of enemies during adventures. Sometimes you're a bit "trigger-happy". You now live among well-to-do humans. You aren't married, but have several male friends, who often stay with you.

You know all the others here quite well; you have adventured with them before:

BLONDY, the leading fighter, is a well-built but quiet lady, always polite and patient. She's not too bright, but that doesn't interfere with her reknowned fighting skill. You get along fairly well; sometimes you lend her your *flametongue sword*, especially when Undead are around and you want to stay back and use magic.

SLIM, the human magic-user, is usually very serious. He seems taller than his 6 foot height, since he's very thin. He's been exercising to build up his strength (but without success), and stays healthy by carefully

## Blaze

watching his diet. You coordinate spells with him, for obvious reasons. He sometimes acts like a father to you...though you're over six times his age! (A jerk... but a powerful jerk, and very smart. You don't antagonize him.)

SMILEY, the cleric, is sensitive about his weight — well over 200 pounds, but only 5' 4" tall. He's outgrown 2 sets of plate armor already, and is stuck with chain mail. You're very, very careful around him; clerics are somehow good at prying out information. And, of course, he's a big help against Undead.

MONTANA, the dwarf, is a grumpy but trusted fighter. She likes to *levitate* during combat, using her magic boots. She's a good fighter, though quite brash. You snipe at each other occasionally, verbally, but are never actually hostile.

THE GHOST, the halfling thief with his *ring of invisibility*, is very independent; he's always sneaking off somewhere. You cooperate with him, but both of you are fairly independent. He's always careful not to get in the way of your magic.

DIGGER, the gnome fighter-thief, is also called "hoser", due to his magic water bottle. His sense of black humor (as all gnomes') is sometimes irritating. You're not sure what his problem is, but he's always watching you; seems to be afraid of something (probably just paranoid). He keeps trying to make friends, but you can tell it's just a false front.

FINDER, the half-elf cleric-ranger, is a little clumsy and sometimes disagreeable. However, his skills are many; his magic helmet and arrow, combined with his ranger skills, enable him to find or read almost anything. It's such a shame; he's lucky to come from a good family, but he's such a goody-goody boob.

## Finder

tal, and pass along other information as needed.

You know all the others here quite well; you have adventured with them before:

BLONDY, the leading fighter, is a well-built but quiet lady, always polite and patient. She's not too bright, but that doesn't interfere with her reknowned fighting skill. The two of you were once close, but now she's married. You still watch out for her safety, though.

SLIM, the human magic-user, is usually very serious. He seems taller than his 6 foot height, since he's very thin. He's been exercising to build up his strength (but without success), and stays healthy by carefully watching his diet. He's a bit pompous, and doesn't care for your Goodness.

SMILEY, the cleric, is sensitive about his weight — well over 200 pounds, but only 5' 4" tall. He's outgrown 2 sets of plate armor already, and is stuck with chain mail. He's your only close friend here, and wise; he often helps you with spell selection. However, you are not of the same church.

MONTANA, the dwarf, is a grumpy but trusted fighter. She likes to *levitate* during combat, using her magic boots. She's brash, and thinks you're boring, and too Good.

THE GHOST, the halfling thief with his *ring of invisibility*, is very independent; he's always sneaking off somewhere. He pretends you're friends, but you know he just wants the cures; nevertheless, you play along; he seems to need the attention.

DIGGER, the gnome fighter-thief, is also called "hoser", due to his magic water bottle. His sense of black humor (as with all gnomes) is sometimes irritating. And there seems to be an evil streak, deep within him, that he keeps carefully hidden as he tries to gain your friendship.

BLAZE, the little red-haired elf fighter-magic-user, is a real powerhouse. She specializes in "attack-type" magic, and collects magic wands. She seems to pity you, for some unknown reason. You know her secret, but she doesn't realize it (and you'd never tell anyone else): that her red hair reveals her heritage —she must have once lived the rough-and-tumble life of the rare renegade elves. She's quite mysteriously attractive...

## Pre-Start: Saving Throw Results

Before starting the adventure, have each player make the following 8 saving throws for his or her character.

Note all failures here; you need not remember the successes. Put an "X" in the row by the character's name under each saving throw failed (by number). In use, when the results of a saving throw are needed, find the number in the first row and read down, noting each "X" as a failure.

The needed Saving Throws are:

Character	Results					
	A	B	C	D	E	F
	G	H				
1. Blondy, Human Fighter	—	—	—	—	—	—
2. Slim, Human Magic-user	—	—	—	—	—	—
3. Smiley, Human Cleric	—	—	—	—	—	—
4. Montana, Dwarf Fighter	—	—	—	—	—	—
5. Ghost, Halfling Thief	—	—	—	—	—	—
6. Digger, Gnome Ftr/Tbf	—	—	—	—	—	—
7. Blaze, Elf Ftr/M-U	—	—	—	—	—	—
8. Finder, $\frac{1}{2}$ Elf Cl/Rng	—	—	—	—	—	—

1. Blondy, Human Fighter	—	—	—	—	—	—
2. Slim, Human Magic-user	—	—	—	—	—	—
3. Smiley, Human Cleric	—	—	—	—	—	—
4. Montana, Dwarf Fighter	—	—	—	—	—	—
5. Ghost, Halfling Thief	—	—	—	—	—	—
6. Digger, Gnome Ftr/Tbf	—	—	—	—	—	—
7. Blaze, Elf Ftr/M-U	—	—	—	—	—	—
8. Finder, $\frac{1}{2}$ Elf Cl/Rng	—	—	—	—	—	—

## TORGEL

13th Level Human Magic-User

### Ability Scores

STR: 9
INT: 18
WIS: 13
DEX: 12
CON: 16
CHA: 14

### Combat Data

AC normal: -5
AC rear: -5
Armor Type: <i>bracers of defense</i>
(AC 0)
Hit Points: 40
THAC0 (unmodified): 16
Alignment: Neutral

### Saving Throws\*

Paralyzation, Poison, or Death	11
Petrification or Polymorph	9
Rod, staff, or wand	7
Breath Weapon	11
Spells	8

\*Add magic bonuses where applicable.

In addition, spell casters may take any extra items desired needed for their craft (belt pouches, prayer beads, etc.).

The following items are also available, stored on the boat.

## Normal Equipment

Each character has normal (non-magical) equipment not given on the character sheets (due to lack of room). The following list applies to each character; read it to the players after telling them to write it down. Characters may leave any or all items on board ship while they explore. Players may see this list at any time.

**Armor:** One spare set of armor (& shield where applicable)

**Arms:** One of each weapon of proficiency.

**Clothing:** Normal clothing as desired, 3 outfits maximum.

**Herbs:** Herb pack, with belladonna, garlic, and wolfsbane

**Livestock:** None (warhorses left back home)

**Misc. Equipment:** 1 backpack; 5 wax candles; 1 bone mapcase; 1 silver mirror; 2 flasks oil;

50' rope; 4 large sacks; 4 small sacks; 1 waterskin (full); 3 iron spikes; 1 tinder box; 2

torches; one special (see below)

**Provisions:** 2 iron rations

**Religious Items:** 1 silver holy symbol; 3 vials holy water

**Tack & Harness:** None

**Transport:** None

Each character may have one item not listed in the Players Handbook. The item may be no larger than 1 cubic foot in size or 20 pounds in weight, and may not interfere with the AD&D® Game. It cannot be a weapon of any sort, cannot be alive, and cannot be magical.

**Examples:** sack of flour or marbles; wand-like stick; apple pie; etc.

### Racial & Professional Skills:

Spells: 5, 5, 5, 4, 4, 2

### Equipment

<i>cloak of protection + 3, ring of protection + 2, bracers of defense (AC 0), dagger + 2, dagger + 1</i>

### Spells Carried:

<i>Level 1: charm person, detect magic, magic missile (x3 — 2 already cast), read magic, shield, unseen servant</i>
<i>Level 2: detect invisibility (x2), invisibility (x2), web</i>
<i>Level 3: dispel magic, feign death, fly, tongues, (lightning bolt and slow already cast)</i>
<i>Level 4: dimension door, polymorph self, Rary's mnemonic enhancer (x2 — already cast)</i>
<i>Level 5: hold monster (cone of cold, passwall, and teleport already cast)</i>
<i>Level 6: death spell, geas</i>

In addition, spell casters may take any extra items desired needed for their craft (belt pouches, prayer beads, etc.).

The following items are also available, stored on the boat.

10 human-sized suits of leather armor, 30 sailor's caps, and 30 raincoats

2 goats (male & female), 1 pig (female), 5 piglets, and 1 mule with 1 saddle, 2 saddle blankets, 1 set large saddlebags, 1 harness, and a bit & bridle

4 large iron boxes, 4 large wooden chests, 20 large sacks, and 10 small sacks

10 hooded (ship's) lanterns, 20 torches, 4 tinder boxes, and 1 barrel (50 flasks) oil

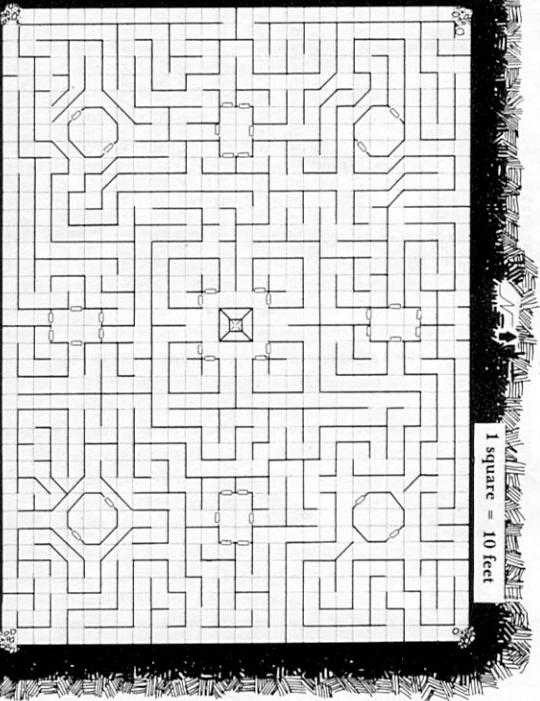
6 barrels of fresh water, 1 barrel of rum, 30 standard rations, 30 iron rations, one ship's stove (attached), and food for the animals

10 quivers (each with 20 arrows) and 1 ballista (not movable) with 10 bolts (attached), and food for the animals

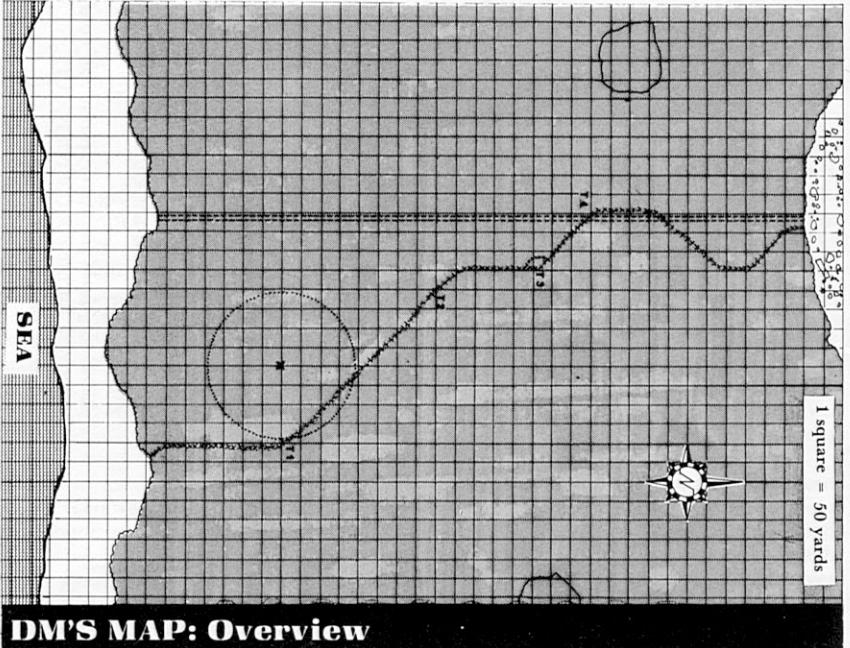
5 flags: 1 of the country, 1 of the capital, 1 red (for warnings), and 1 of unknown design

20 empty flasks (for oil, potions, etc.) 20 iron spikes 10 poles, each 10' long 10 ropes, each 50' long 2 small lifeboats (capacity: 12 persons each) 3 grappling hooks on 50' lines

**PLAYER'S MAP: Ruins**



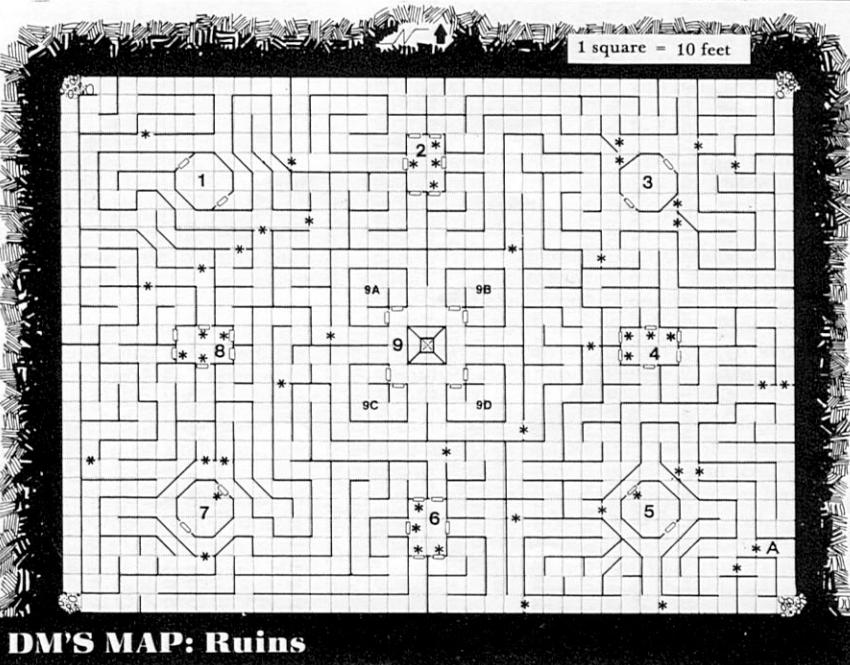
**DM'S MAP: Overview**



**DETAIL MAP: Encounter T3**



**DM'S MAP: Ruins**



## Digger

*Gnome Fighter/Thief (5/8)*

### Ability Scores

**STR:** 17 + 1 to hit / + 1 damage, + 500 cn wt, Doors 1-3, BB-LG 13%  
**INT:** 8  
**WIS:** 9  
**DEX:** 17 + 2 reactions/missiles, -3 AC bonus  
**CON:** 15 + 1 hp/die, SS 91, RES 94  
**CHA:** 9

### Description

**Age:** 119 (mature)  
**Sex:** Male  
**Height:** 3'4" (2" below average)  
**Weight:** 84 pounds (4 pounds above average)  
**Alignment:** Neutral

### Combat Data

**THACO (unmodified):** 19 (as fighter); 19 (as thief)  
**AC normal:** 1  
**AC rear:** 7  
**Armor Type:** leather & shield  
**Hit Points:** 40

\*Thief line MUST be used in backstab attempt; otherwise use fighter line, applying -2 Non-proficiency penalty as needed.  
+ 1 bonus to hit goblin, kobold -4 AC bonus vs. bugbear, gnoll, ogre, ogre mage, troll, giant, titan

**Weapon Proficiencies (Fighter)\*:** 5; dart, hammer, short bow, spear, bastard sword.

**Weapon Proficiencies (Thief)\*:** 3; club, dagger, sling.

**NPP:** -2 (Fighter); -3 (Thief).

\*Cannot use longbow, crossbow, nor anything over 12' long or over 200 cn weight.

### Saving Throws\*

Poison, paralysis, death	11
Petrification, polymorph	10
Rod, staff, wand	10
Breath weapon	14
Spell	11

\* Race bonus NOT included; Add + 4 vs. poison, spell, rod, staff, wand.

\* -1 Penalty (Wisdom) where applicable.

### Racial & Professional Skills

**Languages:** Common, dwarven, elven, gnome, goblin, halfling, orcish.

**Special Abilities:** If alone or in advance, surprise 4/6, or 2/6 with door

### Equipment

**Magic Items:** bracers of defense (AC 4), dagger + 3, dagger + 2/+ 3 vs. large, dagger + 1, sling + 1, shortsword + 2; ring of invisibility, Keoghtom's ointment (4 doses); potions of healing, polymorph self, water breathing (2 doses).

**Normal Items:**

**XP:** 200,000

**Gold:**

## Ghost

10th Level Halfling Thief

### Ability Scores

**STR:** 10 Doors 1-2, BB-LG 2%  
**INT:** 9  
**WIS:** 7 -1 ST penalty  
**DEX:** 18 + 3 reactions/missiles, -4 AC bonus  
**CON:** 17 + 2 hp/die, SS 97, RES 98  
**CHA:** 14 + 10% reactions

### Description

**Age:** 55 (mature)  
**Sex:** Male  
**Height:** 3'1" (1" above average)  
**Weight:** 64 pounds (4 above average)  
**Alignment:** Neutral

### Combat Data

**THACO (unmodified):** 16  
**AC normal:** 0  
**AC rear:** 4  
**Armor Type:** bracers of defense (AC 4)  
**Hit Points:** 55

**Weapon Proficiencies\***: 4; dagger, dart, sling, shortsword.

**NPP:** -3.

\*Cannot use longbow, crossbow, 2-handed sword, nor anything over 12' long nor over 200 cn weight.

### Saving Throws\*

Poison, paralysis, death	11
Petrification, polymorph	10
Rod, staff, wand	10
Breath weapon	14
Spell	11

\* Race bonus NOT included; Add + 4 vs. rod, staff, wand, or spell.

### Racial & Professional Skills

**Languages:** Burrowing mammal, common, dwarven, gnome, goblin, halfling, kobold.

**Special Abilities:** Infravision 60', Find slopes 8/10, Unsafe stone 7/10, Depth underground 6/10, Direction of travel underground 5/10.

### Equipment

**Magic Items:** leather armor + 1, shield + 2, shortbow + 1, dagger + 2, 8 arrows + 1; bag of holding (500 lb., 70 cubic feet), decanter of endless water; potions of extra-healing, fire resistance, water breathing (2 doses).

**XP:** 100,000/100,000

**Gold:**

## Blondy

8th Level Human Fighter

### Ability Scores

**STR:** 18(49) + 1 "to hit"/+ 3 damage + 1000 cn wt, Doors 1-3, BB-LG 20%  
**INT:** 6  
**WIS:** 10  
**DEX:** 15 -1 AC bonus  
**CON:** 17 + 3 hp/die, SS 97, RES 98  
**CHA:** 9

### Description

**Age:** 26 (mature)  
**Sex:** Female  
**Height:** 5'3" (3" below average)  
**Weight:** 130 pounds (average)  
**Alignment:** Neutral

### Combat Data

**THACO (unmodified):** 14  
**AC normal:** -2  
**AC rear:** 1  
**Armor Type:** plate & shield  
**Hit points:** 80

**Weapon Proficiencies:** 6; longsword, 2-handed sword, longbow, spear, dart, lance.

**NPP:** -2

### Saving Throws

Poison, paralysis, death	10
Petrification, polymorph	11
Rod, staff, wand	12
Breath weapon	12
Spell	13

### Racial and Professional Skills

**Attacks:** 3 per 2 rounds

### Equipment

**Magic items:** plate mail + 2, shield + 1, longsword + 2/+ 4 vs. giants, 2-handed sword + 1, spear + 1, 6 arrows + 1; potions of extra-healing, fire resistance, water breathing (2 doses).

**Normal Items:**

**XP:** 240,000

**Gold:**

## Digger

You are a friendly, humorous person, with a great love of cash — to the extent of being a greedy miser. An “average” sized gnome, you’re stronger and more dexterous than you look. Despite your fighting skills, you prefer to travel and fight in leather and shield. You are very outgoing but not brash, trying to make friends everywhere. You never mention your secret hobby: collecting gems and rare coins. Sometimes you manage to pick up a few extra things in treasure rooms, but are careful not even to try when there’s a magic-user nearby. You love to find rare coins and new gems of all types.

You like jokes and puns (good or bad) and the outdoors. You dislike spell casters of all types, though you’re careful not to show it; clerics are useful. You also hate the nickname “Hoser”. You have nice gardens at home, both indoor and outdoor; your magic water bottle is useful there, as well as during adventures. After growing up in a burrow community, you moved out to seek your fortune, and now live alone in a large burrow complex under the capital city. It is a complete secret except to one innkeeper, who you are blackmailing to keep it hidden. Your secret hoard of rare coins and gems now totals almost 100,000 gp.

You know all the others here quite well; you have adventured with them before:

SLIM, the human magic-user, is usually very serious. He seems taller than his 6 foot height, since he’s very thin. He’s been exercising to build up his strength (but without success), and stays healthy by carefully watching his diet. You’ve gotten good advice from him about proper foods.

SMILEY, the cleric, is sensitive about his weight — well over 200 pounds, but only 5' 4" tall. He’s outgrown 2 sets of plate armor already, and is stuck with chain mail. Sometimes he gets mad when you kid him about that.

MONTANA, the dwarf, is a grumpy but trusted fighter. She likes to *levitate* during combat, using her magic boots. Sometimes the two of you “let your hair down”, talking after everyone else has gone to sleep.

THE GHOST, the halfling thief with his *ring of invisibility*, is very independent; he’s always sneaking off somewhere. Back when you first met, you almost killed him for trying to pick your pocket; but that’s all forgiven and forgotten (well, mostly).

DIGGER, the gnome fighter-thief, is also called “hoser”, due to his magic water bottle. His sense of black humor (as with all gnomes) is sometimes irritating. He once saved your life when you were caught in a fiery trap.

BLAZE, the little red-haired elf fighter-magic-user, is a real powerhouse. She specializes in “attack-type” magic, and collects magic wands. You two get along well, but she doesn’t like Montana. Sometimes you trade weapons temporarily, especially against undead.

FINDER, the half-elf cleric-ranger, is a little clumsy and sometimes disagreeable. However, his skills are many; his magic helmet and arrow, combined with his ranger skills, enable him to find or read almost anything. He likes you, and used to make passes; however, now that you’re married, he just watches you a lot.

## Blondy

You are a real lady, polite and patient. You are tanned, healthy, and in excellent shape — and take pains to stay that way. Exercise is fun. You usually don’t talk much, offering short phrases to discussions and shrugging a lot. However, if you get mad, you may start a tirade — repeating yourself often to make a point.

You like flowers and dislike “smarties” — those who show off their intellect. You like flying, swimming and skin diving, and horseback riding. Your husband is also a fighter, and takes jobs guarding businesses, caravans, and so forth. He is less experienced than you are, mainly because his jobs earn less than your adventures. But he handles the money for the family.

You know all the others here quite well; you have adventured with them before:

BLONDY, the leading fighter, is a well-built, but quiet lady, always polite and patient. She’s not bright, but that doesn’t interfere with her reknowned fighting skill. She’s easy to fool; she thinks you’re wonderful, ever since you doused her once when she was on fire.

SLIM, the human magic-user, is usually very serious. He seems taller than his 6 foot height, since he’s very thin. He’s been exercising to build up his strength (but without success), and stays healthy by carefully watching his diet. You have carefully developed his friendship, and often carry his spellbooks for him in your magic bag. When you’re ready to retire, you can sell them back to him...from a safe distance.

SMILEY, the cleric, is sensitive about his weight — well over 200 pounds, but only 5' 4" tall. He’s outgrown 2 sets of plate armor already, and is stuck with chain mail. He’s a real clod, real goody-goody, but his good will is needed; he can *raise dead*. And at least he can appreciate the gnomish sense of humor.

MONTANA, the dwarf, is a grumpy but trusted fighter. She likes to *levitate* during combat, using her magic boots. She’s one of few that you trust, even if she is a showoff.

THE GHOST, the halfling thief with his *ring of invisibility*, is very independent; he’s always sneaking off somewhere. He’s your closest ally, as a fellow Thieves’ Guild member, but he’s afraid of pilfering party treasure; you don’t confide in him.

BLAZE, the little red-haired elf fighter-magic-user, is a real powerhouse. She specializes in “attack-type” magic, and collects magic wands. She’s the most dangerous in the group; she seems to have a hunch, and often watches you carefully. She’s a strange, distant person, one to work on during this adventure.

FINDER, the half-elf cleric-ranger, is a little clumsy and sometimes disagreeable. However, his skills are many; his magic helmet and arrow, combined with his ranger skills, enable him to find or read almost anything. He’s a useful tool, easily fooled and an easy mark for a fast cure.

## The Ghost

You are an independent person, afraid of being ignored, and try to act mysterious and sly. You’re of average build, or just a bit larger. But to keep from being overlooked, you dress and act in mysterious ways. You are insecure, wanting to make a Great Impression on the world that often ignores you. Thus, your ambition has led to great professional success — but everyone still says “oh, another halfling thief”, which infuriates you.

You like being noticed by friends and associates, whatever the reason. Sometimes you play tricks just to get their attention. You hate being ignored or taken for granted. You have studied traps and other mechanical devices a lot, and construct new things in your spare time. Back home, you’ve almost finished a new kind of lock, which uses a dial and numbers. You left home while young, scorning the dull burrow life for a world full of adventure. You have few friends or enemies. SMART is a good organization; they usually appreciate you.

You know all the others here quite well; you have adventured with them before:

BLONDY, the leading fighter, is a well-built but quiet lady, always polite and patient. She’s not too bright, but that doesn’t interfere with her reknowned fighting skill. A long time ago, she noticed one of your pranks — you lifted her purse — and almost killed you. No sense of humor.

SLIM, the human magic-user, is usually very serious. He seems taller than his 6 foot height, since he’s very thin. He’s been exercising to build up his strength (but without success), and stays healthy by carefully watching his diet. He’s too serious, and suspicious as well, always watching you closely. He still thinks you might be evil (pretty dumb, despite his intelligence).

SMILEY, the cleric, is sensitive about his weight — well over 200 pounds, but only 5' 4" tall. He’s outgrown 2 sets of plate armor already, and is stuck with chain mail. You let him think that he “reformed” you; he’s always good for a cure, now, if properly approached.

MONTANA, the dwarf, is a grumpy but trusted fighter. She likes to *levitate* during combat, using her magic boots. You don’t know much about her, and don’t particularly want to; she’s a loudmouth and a showoff.

DIGGER, the gnome fighter-thief, is also called “hoser”, due to his magic water bottle. His sense of black humor (as with all gnomes) is sometimes irritating. But he’s okay, overall, and as another Thieves’ Guild member, he’s your closest friend and ally when things get tough.

BLAZE, the little red-haired elf fighter-magic-user, is a real powerhouse. She specializes in “attack-type” magic, and collects magic wands. You cooperate well, but aren’t especially fond of each other. You’re careful to check for her actions in combat; no sense getting caught in a *fireball* or something.

FINDER, the half-elf cleric-ranger, is a little clumsy and sometimes disagreeable. However, his skills are many; his magic helmet and arrow, combined with his ranger skills, enable him to find or read almost anything. If it weren’t for those skills, he’d be a real loser; a moral extremist, super-Good type, who gets on your nerves constantly. However, you try to stay on his good side (though it rarely appears), in case you need a cure.

a disintegrator will not be destroyed; only objects or creatures at least one foot in length or breadth are affected.)

Nothing and nobody gets a saving throw against the disintegration; all large objects and creatures, magical or otherwise, are affected. Disintegrators do not block spells.

## Visitors

Looking up from within the maze, characters can easily see the treetops, and (depending on the angle, walls, etc.) the central obelisk. Snakes, spiders, wasps and dragonflies occasionally move over the maze, though they cannot pass through the force field. Describe some now and then, passing overhead, whenever you wish. A large snake or two might even start following the characters, above them, looking for a hole....

### Detect Magic

The cleric spell offers no chance to determine a specific type of effect, only dim or strong magic. The magic-user spell has a 10% chance of detecting the type of magic (Illusion, Enchantment, etc.). But Smiley's *wand of magic detection* has a 100% chance of determining the type of magic if the user merely concentrates for a full round on the dweomer detected. This fact may become very useful in the scenario, but do not remind the players; merely confirm this information if asked.

## Encounter Key The Clearing

If the party approaches by the trail or road, read the following to the players. If they enter the area through the treetops, run the battle first, describing this area as needed.

Ahead, the jungle clears somewhat; you approach cautiously. You see a huge area, cloaked in the shadows from the tall jungle trees. Standing tall and clean in the center of the area is a large stone spire, 50 feet tall and about 15-20 feet wide at its base. It reaches to within 20 feet of the treetop canopy.

The area around it is roughly circular, about 400 feet across. Tree branches and vines form a complete canopy overhead, shielding the area from the sky; the ground is littered with branches and some growth, but not much. No trees grow within 200' of the base of the pillar.

The treetops seem to move; you realize that they are filled with creeping and flying creatures of various types — spiders, snakes, dragonflies, wasps, and who knows what else! But they stay in the treetops, and do not descend.

Before you are a few stone and log ruins. Looking about, you see that they form a rough circle around the pillar, about 200 feet from it; some rubble lies within the circle, but not much.

The pillar is the obelisk; refer to your map of the Ruins. The obelisk is the square in the center of the maze map.

The ruins of buildings lie to all sides of the map, few to the east and west but many to the north and south. No actual structures remain; the rubble is a foot deep at most, with many bare spots. If characters search the building ruins, they find one item from the list below for EACH turn of searching. Give out the items in the order listed; no further items will be found.

1. A small broken ceramic jug, with a drawing of a spider on it.
2. Seven coins made of an unknown reddish metal, each marked with strange runes. (*Comprehend languages* reveals the text as "Garsha Koo" on one side, "One Sarkum" on the other; that's as clear as it gets. Reading the words does not guarantee understanding them....) The metal is silicon-steel, unknown to this world.
3. A 2-inch square piece of fabric made of woven metal of a strange type. (Again, silicon-steel.)
4. One wand. (Magical, but odd and flexible, made of an unknown substance similar to plastic. If struck against any hard object, it glows to a 30' radius for 1 turn, then goes dark. It can be used as often as desired, and has no charges.)
5. The skeleton of a frog-like human, with two neat holes in the skull, one in front and one behind. (This bullywug was killed by a laser. The remains are easily mistaken for a Gripli's.)

6. A clear gem, made of an unknown mineral. (This sand-gem is worth 5,000 gp, but is easily broken; if so, it crumbles to sand, and is worthless.)

Keep track of the characters' approximate location. The maze on your map occupies a rectangular area in the center of the clearing. It lies below ground level, and characters may walk over it without realizing it. If any character moves any of the rubble or sticks in this area, the maze area below may be dimly seen as a dark space. Light (magical or otherwise) will illuminate a small part of the maze.

**Note:** This covering cannot be passed, or even scratched (being the equivalent of a huge *wall of force*), and this protective cover extends over the entire obelisk, about 1/2" from its surface at all points.

The sticks and rubble above the maze can be easily cleared in 16 man-turns of work (all characters working for 2 turns, 4 turns for 4 characters, etc.). If the characters clear some or all of the area, read the following to the players:

With a little work, you uncover a wondrous sight. A maze lies below you, surrounding the central pillar! With the area cleared, you can easily map the whole thing, if you take two or three turns to do so.\*

\*If the characters take the time to map the maze, give the players their Map of the Ruins. If they do not map the maze, try to subtly encourage them to do so; otherwise, the players will spend so much time mapping that very little will be accomplished from here on.

If the characters do uncover the maze:

You are standing on a perfectly clear but impenetrable surface which covers the whole maze. The floor of the maze seems to be stone, about 15 feet below you. The walls are also stone, about 6 inches thick.

There are a dozen intact buildings in the maze. Four are octagonal, four rectangular, and four irregular ones are in the center area, near the pillar. All the buildings have doors, made of a strange-looking metal.

There seem to be openings at the four corners of the maze. Each of these lies below some old surface ruins. Near the southeast corner (point A on your map) lies an armored skeleton with some unidentifiable bundles.

**Warning:** Your map is slightly different from the Players' Map. Do not mention, hint at, or reveal those differences.

## Entry

At any or all of the four corners, characters may move the rubble with a little digging. When this is done, the rubble cascades down, revealing a slide or pit leading down to the open entrance to the maze. Characters will have no problems climbing or sliding down to any entranceway. (These rubble slides are NOT traps, but are detectable by the dwarven "Detect Unsafe Floor" ability.)

## Skeleton

The old human skeleton at point A is clad in non-magical plate mail and shield, now corroded and worthless. The bones show signs of bite marks and gnawing, and all the limbs are somewhat out of place, with some of the bones broken. (Part of the victim appears to have been eaten a few years ago, but most of the body simply rotted away, encased in the armor.)

Three bundles lie near the body. One is a moldy leather backpack, containing normal equipment (now rotted; blanket, food, some candles, etc.) and various normal coins worth a total of 100 gp. A second bundle is a large sack; it contains a rotted mass of something not identifiable, and nothing more. A third bundle is a bunch of 20 wooden branches, each about 15 inches long. These are in fair condition.

In front of the skeleton (by the "\*" on your DM's map) lie two short sticks. These seem very similar to those in the bundle, but are only three inches long. One end of each is broken, as if it were torn from a tree; the other end is cut off very cleanly. The victim used them to test the area ahead (see "Zap", above.)

## 1. Head

This octagonal room is empty except for the objects in the center. A stone pedestal stands in the exact center of the room, 4 feet tall and 1 foot in diameter. Atop it sits a golden object — a 5 inch tall bust of a clean-shaven human with hooked nose, bushy eyebrows, and short hair.

The bust is made of solid gold. If a *detect invisibility* spell is used, or if a thief successfully “finds traps”, characters will note that the bust rests on an inner circle atop the pedestal — a crack, possibly indicating a movable center. Success at “removing traps” means that a small wedge has been pushed down into the crack, hopefully jamming the center piece.

*Detect magic* reveals that the bust is magical; concentration may reveal that the dweomer is an Enchantment. Further concentration may reveal a like dweomer *below* the bust (a ring); and still more concentration may reveal a faint but definite Evocation further below the bust, within the pedestal.

A *dispel magic* at the pedestal will not change anything; the stone is partially galena, a lead ore, and blocks such attempts.

If the bust is lifted, a ring is revealed; the bottom of the bust has a lens-shaped hollowed portion, and the ring sits on the stone under it. If the trap has not been defused, the lifting of the bust causes the center portion (a stone cylinder) to slide up. One foot of it rises from the pedestal, releasing a *fireball* explosion which fills the room and overflows out the door (or doors, if the door opposite the entry has been opened by this time). The central cylinder immediately slides back down into the “closed” position, leaving the pedestal in its original condition; it will not open again unless reset (via the control room in area #9). (*Sorry, but replacing the bust with an equal weight — ala Indy J — will trigger the trap...again ala Indy J.*)

The *fireball* inflicts 6-36 (6d6) points of damage. Use the results of Saving Throw D (vs. spells). (Success indicates  $\frac{1}{2}$  damage.) Of the 33,500 cubic feet of explosion, the room accounts for only 10,500; about 23,000 cubic feet will expand out of the room. This is  $15\frac{1}{3}$  map squares (each representing 1500 cubic feet). If both doors are open, divide the explosion evenly out of each one (but you probably won’t need to be exact; this goes a long way, and most characters will probably be in range).

The bust weighs 100 pounds, and is worth 5,000 gp. The ring is a *ring of fire resistance* (+ 4 bonus to saving throw, -2 damage per die).

## 2. First Image

In the center of this room is the six-foot tall head of a man: the same man as that portrayed by the gold bust from Room #1 — hooked nose, short hair, and so forth. It appears fleshy, alive, and very real, as if a giant were imprisoned below the floor. The head has its eyes open, looking at the southwest door (the entrance).

The image is an illusion. Disbelief will not affect it, nor will *dispel magic*; however, the thing is harmless and insubstantial. Characters can walk through it. The image will not respond to anything the characters do, except for one simple action (see below).

The exit — the west door in the north wall — will NOT open, whatever is tried, as long as the image has its eyes open. (Remember that all the other doors are disintegrators.)

If the golden bust is shown to the image in this room, the image will close its eyes. The exit will then open easily when touched from inside the room. However, the door closes itself one turn after it is first opened, and will NOT open when touched on the outside (corridor side). Thus, once all the characters have passed this door, they cannot go back, and are trapped in the maze. The door will close regardless of any attempts to block it, crushing any object or spell effect in its way.

## 3. Bells

This octagonal room contains only two small golden bells, both sitting on the floor in the center of the room. Each has a 3 inch long handle and a 2 inch tall cup.

The bells are solid gold, with gold clappers. *Detect magic* will reveal that one is magical; concentration may reveal the dweomer to be an Enchantment; and further concentration may reveal an additional dweomer, an Evocation.

If the magical bell is lifted from the floor, a *fireball* explosion goes off beneath it, identical to that in Room #1. Damage is 6-36 (6d6) points. Use the results of Saving Throw E (vs. spells); success indicates  $\frac{1}{2}$  damage. Again, the blast will spill out of the room, filling  $15\frac{1}{3}$  additional map squares.

The non-magical bell is not trapped in any way, and is worth 20 gp. The magical bell is a *bell of blasting*; each time it is rung, a small gem-like object (apparent value 1,000 gp) falls from inside it, and will explode 3 rounds later in a 6d6 *fireball* unless the bell is placed over it. (This action merely delays the *fireball* until the bell is again picked up.) The *bell of blasting* has a value of 7,500 gp if sold in a sizeable town. It has 12 charges remaining; one charge is used for each *fireball* — remember this. Characters may ring the bell later, and a *delayed blast fireball* will be produced each time. If so, players may make the needed saving throws; do not use any more pre-made rolls for *fireballs*.

Either door can be opened easily, whether or not the bells are tampered with.

## 4. Second Image

This rectangular room contains, once again, the six-foot tall head of the familiar human with the hooked nose. Again, it is facing the entrance (south door on the east wall).

Again, the head is an illusion; however, this time the eyes are closed. The exit (south door) will not open until the eyes have opened and closed again. The eyes can only be opened by ringing a bell in the room; they cannot then be closed unless shown the golden bust. Once this procedure has been completed, the south door will open normally, to a touch. It can be opened from either side.

**Note:** Either bell can be used.

## 5. Chalice

This octagonal room contains a pedestal in the center, identical to that in Room #1 (4' tall, 1' across), with a golden chalice sitting atop it.

As in Room #1, the center of the pedestal may be found (via *detect invisibility* or *find traps*) to be a movable cylinder. The solid gold chalice has a 5 inch cup atop a 3 inch tall base and stem; it is empty.

*Detect magic* will reveal that the chalice is magical, and that something within the pedestal is also; concentration may reveal that the chalice bears an Enchantment, as does something in the pedestal; and further concentration may reveal that an Evocation also lies within the pedestal.

If the center of the pedestal is jammed (which occurs if a “remove traps” attempt is successful), it will not move. If the chalice is lifted before the trap is jammed, the central cylinder will rise up 1 foot, revealing a hole through it; a ring lies in this hole. (No explosion occurs.)

After rising, the cylinder immediately returns to its original position. If any character is standing by the pedestal when the cylinder rises, an attempt may be made to grab the ring before it descends. Have the character make a normal “to hit” roll as if for missile fire (dexterity adjustments apply, but not strength); if the character hits AC -2 or better, the ring is successfully grabbed. The ring is another *ring of fire resistance*. In any event, the small compartment below the ring will not be disturbed; and it is this compartment, not the ring, which bears the Evocation — a *fire trap*. It plays no part here. As a minor point of interest, the pedestal is partly galena, a lead ore, which will foil *dispel magic* attempts at negating the Evocation.

Note that this room may be easily avoided, but the Chalice will be needed to pass Room #6. Characters may return to this room easily; both doors will remain open.

## 6. Third Image

This rectangular room again holds the six-foot image of the now-familiar human head with the hooked nose. Again, it is in the center of the room and again it cannot be affected except by certain actions. It faces the entrance (east door) with its eyes closed; the exit (east door on the north wall) will not open until the eyes have

been opened and closed again. The required procedure runs as follows:

Step #	Action	Result
1	Ring a bell.	The image opens its eyes.
2	Put liquid in the Chalice; then show the Chalice to the image.	The liquid disappears.
3	Show the golden bust to the image.	The image closes its eyes.

After the procedure is complete, the exit will open at a touch.

Only one mistake can cause problems. If the Chalice does *not* contain some liquid when shown to the image, find the result of the holder's Saving Throw H (vs. death). If successful, the victim takes 10 points of damage; if failed, the victim is reduced to 0 hp (but may be recovered by quick curing, with no loss except for the points of damage).

The liquid can be any type — water, wine, blood, potion, etc. Interruptions of the procedure do not cause problems. As soon as the 3 required actions are completed, regardless of other activity, the eyes close and the door is free to be opened.

The exit can only be opened from inside the room. It closes itself one turn after being opened. Thus, after characters have passed through this room, they cannot later return (identical to the effect in Room #2).

**Note:** This concludes the use of the pre-made saving throws. Any further saving throws required must be made by the players as needed.

## 7. Apples

This octagonal room is empty except for a golden serving platter on the floor in the center of the room, with 3 golden apples upon it. The platter is one foot wide and two feet long, crafted with golden handles on each end. The apples are 3 inches, 4 inches, and 5 inches in diameter.

*Detect magic* will reveal that the tray and apples are magical; concentration may reveal that all the dweomers are Enchantments; and further concentration may reveal that the two smallest apples also bear Evocations.

The tray is a *platter of purity*; any consumables placed on its surface will become purified in 3 rounds. Poisons are negated; unfortunately, potions are turned to pure water. No living thing can be affected, nor can any non-consumable items. The tray is worth 5,000 gp if sold in a sizable town.

The apples are *apples of chaos*; two have additional dweomers. If an *apple of chaos* is thrown, its material form disappears where it lands, but its image remains — a phantasm — affecting all creatures within 40' of it. All victims are affected as if by the 5th level Illusionist spell *chaos*, suffering *confusion* (as the druid spell): normal fighters (not paladins or rangers), illusionists, creatures with Intelligence 4 or less, and monsters which do not use magic may each make a saving throw vs. spells to avoid the effect; no other creatures gain a saving throw. The *confusion* lasts for 20 rounds, until the phantasmal *apple* disappears; the image (and the effect) may be removed by a *dispel magic* spell, but checked against 20th level magic use. An *apple of chaos* is worth 3,000 gp if sold in a sizable town.

The *platter* and *apples* may be freely picked up and examined without incident. *Dispel magic* will not affect them in any way. Note that this room may be easily avoided, but an *apple* will be needed to pass Room #8. Characters may return to this room easily; the door will remain open.

## 8. Fourth Image

This rectangular room once again holds the six-foot tall image of the human head with the hooked nose. Again, it is in the center of the room and again it cannot be affected except by certain actions. It faces the entrance (north door on the west wall) with its eyes open; the exit (south door on the east wall) will not open until the following procedure has been completed in order:

As before, once all the steps are complete, the procedure is finished; *interruptions do not change the results*. In other words, if Steps 1 through 5 occur in that order, but with other actions between some or all of the steps, the result will still be success.

Mark off Step 1 when the bust is first shown, then wait for them to complete Step 2 (possibly after other actions), mark it off, wait for Step 3, and so forth.

Step #	Action	Result
1	Show the golden bust to the image.	The image closes its eyes.
2	Ring a bell in the room.	The image opens its eyes.
3	Show an <i>apple</i> to the image.	The <i>apple</i> disappears.
4	Put liquid in the Chalice; show the Chalice to the image.	The liquid disappears.
5	Show the golden bust to the image.	The image closes its eyes.

After this is complete, the exit may be opened normally. No further activity of any kind will affect the image.

Several incidents may occur if everything is not done perfectly. As before, if the Chalice is shown without liquid in it, the holder of the Chalice must make a saving throw vs. death; if failed, the victim is reduced to 0 hp (but may be recovered by fast curing, with no losses except for the points of damage); if successful, the victim still takes 20 points of damage (double the previous situation).

In addition, whenever an *apple* is shown to the image, it disappears — whether or not this occurs at the proper point in the procedure. (The *apple* will *not* disappear if the image doesn't see it — i.e. if the eyes are closed.) If the *apple* is one of the two smaller ones (the ones with Evocation dweomers in addition to Enchantments), a small gem-like object remains when the *apple* disappears. The gem has an apparent value of 1,000 gp, but will explode in 3 rounds as a *fireball*, inflicting 6-36 (6d6) points of damage; each victim may make a saving throw vs. spells to take  $\frac{1}{2}$  damage. The room contains only 9,000 cubic feet of volume, so 24,500 cubic feet of *fireball* will spill out into nearby corridor (evenly through all open doors); this is  $16\frac{1}{3}$  map squares.

Thus, the party could conceivably lose all their *apples* in this encounter by showing more of them to the image than necessary. Note also that the magical *bell* will spew forth a *fireball* with the same sort of effects. (See Room #3 for details.)

**Notes:** Whatever else occurs, if all 3 *apples* are "fed" to the head, this has the same effect as completing the procedure; the eyes close and the exit is freed. Note also that the party probably has an excellent idea of the route from here onwards, and a *passwall* spell may be used to avoid all interaction with the image, allowing ALL the *apples* to be kept!

The exit will, once again, close itself one turn after being opened, and cannot be opened from the outside (corridor side). It will crush anything left to block it.

## 9. Center

As you approach the center, the base of the obelisk is visible amidst four buildings. There is no sign of life or treasure.

Each of the buildings contains various interesting items, as detailed below. The corridors around them can be freely explored (except for the "\*" areas, of course). None of the doors are disintegrators. Whenever any door is opened (in the usual way), a short corridor is revealed, apparently turning left or right (as applicable) to a lit area. The light always seems dim, as if from torchlight. In the room descriptions, treat the entryways as "corridor in", leading to a 20' square "room" area.

### 9a. Northwest Building

In the alcove in the southeast corner of the room, a massive golden throne sits in the corner, facing northwest. Its seat, back, and arms are lined with plush velvet cloth. Sitting in the throne, apparently asleep, is a familiar figure — a clean-shaven human male with a hooked nose and short hair! He is wearing an orange robe and a pair of red boots.

The party can easily surprise the magic-user; he is sound asleep, and not expecting company. If awakened and confronted by the party, he will immediately surrender and negotiate. He is Torgel, a

13th level Neutral Magic-User, known to the characters by name and reputation; he used to live in the capital!

Torgel will use Alignment Language only if absolutely necessary to convince the party of his peaceful intentions. He will reveal neither his level, nor his spells memorized. He has a strange story to tell, if permitted. He was exploring this area with a party about 2 years ago, in search of this obelisk. They lost a few members to giant insects and spiders, but pushed on. Then they were ambushed by bullywugs — hordes of them. In the fray, Torgel was forced to *teleport* out; somehow he appeared here, by the obelisk, trapped in the maze. He had intended to *teleport* home, and doesn't know what happened. He lost his spellbook in the bullywug fray.

Torgel knows that the maze can be deadly, and has given up attempting to escape. Room 9B feeds him whenever he wants. He is half mad from boredom, and eager for escape. He knows of the control panels in room 9C, but has not experimented with them; he had planned to do so in another year or two, if no help came.

Torgel is 52 years old, but in remarkably good shape. His appearance is clean; his sanity is unstable, due to his imprisonment, but will improve in time. He tends to be opinionated and not very trusting; his personality is diplomatic but aloof. His disposition is even-tempered, and his nature is forgiving but not soft-hearted. He is truthful when it suits him, slightly greedy, somewhat irreverent, but otherwise normal.

If the party does not watch him continuously, Torgel may decide to cast his *geas* spell (if convenient and if there are no witnesses to cause trouble) on a party member, ordering the character to do everything possible to return him safely to the capital city. (See PHB pg. 84 if needed; casting time is 4 segments, and the effect is delivered by touch.) The victim has no saving throw, and must comply or grow sick and die in 1-4 weeks. If caught out, Torgel will reveal the *geas*; the party must help him and keep him safe or they will lose their comrade! (*Dispel magic* and *remove curse* will not affect a *geas*; only a *wish* will do.)

**Note:** Any person sitting in the throne in Room 9A will inadvertently provide the image used by the maze machinery. The maze runs the images in Rooms 2, 4, 6, and 8, and creates the bust found in Room 1. Torgel actually had no idea that all that was happening. He does remember some odd dreams about waking, sleeping, eating and drinking, and so forth.)

### 9b. Northeast Building

This room contains a magical tree, 10' tall, and a magical pool of water. If any creature in the room thinks of any type of food, buds appear on the tree branches; they blossom out in 2 rounds, revealing the type of food desired — steak, pudding, salad, bread, or whatever! The tree will produce an unlimited amount of food.

The pool is pure water, only an inch deep and a foot across. However, it cannot be emptied, magically remaining full at all times.

Nothing else is in this room. The tree is apparently growing from the solid stone; the pool is merely a slight indentation in the floor. If the tree is harmed in any way, it will stop producing food. If the pool is evaporated by heat, it will not refill.

### 9c. Southwest Building

The north and west walls of this room (around the corners from the entrance corridors) are covered with levers, dials, buttons, and other technological devices. Two plush chairs sit before them, one for each wall.

There is nothing else in the room; nothing in the room is a trap. The devices control the following things:

#### MAIN SWITCHES:

One large switch is located on each wall; they are toggle types, up-and-down.

**North Wall:** Nothing in this room will function unless this switch is in the "up" position; it is currently down. When pushed up, the south and west (outer) walls of the room light up, showing a phantasmal image of the entire maze from above — just like the Players' Map. However, many of the doors on the map are lit with a green light (as explained for "Buttons", below).

**West Wall:** This switch is "up", and will not move unless the main power switch (above) is "on". If power is on, pulling this switch down causes a message to appear across the image map,

flashing every two seconds. It is in an unknown tongue. *Comprehend languages* will reveal it to say "Warning: Defense Cutoff Armed. Switch Back to Negate; Turn Power Off to Cutoff." Thus, if the Main Switch is pulled down while the message is flashing, the "Defense" will be negated. If this occurs, the force field above the maze and around the obelisk disappears. Again, this switch cannot be moved while the power is off.

If the power is then restored, a different message is displayed, again in the strange tongue: "Warning: Defense Field Off. Push Defense Switch UP to Restore." If the large switch on the west wall is pushed back into the "up" position, the force field will return, and will remain even if the control room power is cut off.

Note that there is no visible change when the force field is turned off; characters might not realize that they are free to climb or fly out of the maze, except for bits of rubble or creatures that fall in.

#### BUTTONS:

There are 80 buttons, 20 per row, two rows per wall. They control all the doors in the maze; the upper buttons cause the doors to open, and the lower ones, to close. The first four buttons control the doors to Room #1, the next 12 for Room #2, and so forth. When a door is open, the image map (see above) causes the door to light up in green; when closed, the light goes off. Thus, many of the doors on the image map are currently lit.

#### LEVERS:

There are two levers along each wall. All are in the "up" position, but may be pulled down. After being pulled down, a lever will automatically return to upright position unless firmly held. Holding a lever causes no further effect.

#### North Wall

**Left Lever:** Causes all Doors to close.

**Right Lever:** Causes all Doors to open.

#### West Wall

**Left Lever:** Causes all Disintegrators to light up on the image map in red light; if pulled again, reverses the effect.

**Right Lever:** Turns off all Disintegrators.

#### DIALS:

There are dozens of dials mounted on the walls. Whenever any button is pushed or a lever activated, various dials will jingle, and give various readings; however, these cannot be interpreted.

**Note:** The power circuitry for the dials, levers, etc. is not wires, but rather veins of metallic ore in the walls — sort of a printed circuit of rock. Only the north and west walls, upon which the devices are located, bear these circuits; the outer walls are normal solid stone. A *passwall* through the circuitry would result in a powerful electrical explosion filling the entire building, and spilling out into all the corridors of area #9 if any door is open. Victims in Room 9C get no saving throw; any other victim may make a saving throw vs. spells to take 1/2 damage, but with a -4 penalty to the roll. The explosion inflicts 10-200 (10d20) points of electrical damage.

### 9d. Southeast Building

This storage room contains 300 sheets of an unknown metal, each 2' by 5', and less than 1/32 of an inch thick. The metal is silicon-steel, and cannot be damaged except by magic. Each sheet weighs 100 coin (10 pounds). The metal may only be sold as a curiosity; it cannot be easily worked except at incredibly high temperatures. It is worth 100 gp per sheet as a novelty.

There is a secret compartment under the floor; the compartment can be detected by a *detect invisibility* spell, but cannot be opened except by a *knock* spell. Within lies an odd device, about 8 inches long; most of it is handle, with a roller on one side of the end, and a short knife edge on the same end, opposite the roller. If two sheets of the strange metal are placed with a slight overlap, and the overlap rolled with this device, the metal will fuse together, forming a single unbroken sheet; no crack or edge will remain. The knife edge will cut the metal easily, without any force needed. If this tool is found, the value of the metal is 10 times that given above — but only if the tool is sold along with it.

## Conclusion

If and when the characters escape from the maze, they may easily return to the ship. The denizens of the jungle will not bother them during this trip, unless they take the aerial route. Tell the players that their characters return victorious, with good news for the King; an obelisk has been found, along with several strange new items.

# NEEDLE

## PART II: RETRIEVAL

by Frank Mentzer

An AD&D® module for 6 characters of levels 8-10



# BACKGROUND FOR THE DM

"Needle" is a three-part adventure. It is the story of the discovery of an ancient obelisk, of the great task of moving it, and of the consequences.

In Part 1, "Ruins of Empire", the player characters volunteered for a special mission for their King. The royal ears had heard rumors of a great magical device, an obelisk, located in a far land. It was supposedly amidst the ruins of a once-great empire, now a dense jungle. The King wanted more information about this rumored empire and the obelisk, if it existed.

The PCs sailed to the far jungle, where they encountered several odd jungle creatures, met the local natives, and found the ruins of a lost civilization. The obelisk was there, and it was still in perfect condition, protected by a force field. It stood amidst a large maze, also protected. To gather more information, they penetrated the maze, evading its deadly traps and solving its puzzles. In the center of the maze, they found the controls for the force field and more clues to the ancient empire. The PCs sailed home with the good news.

But they have just begun their epic adventure. In Part 2, "Retrieval", the King orders the party to return to the jungle to retrieve the obelisk. His advisors prepare an elaborate plan for this monumental task, and a crew of over 150 men is dispatched under the PCs' direction. The one-million-pound obelisk will be lifted, dragged to the shore, and towed home by ship. But disease and jungle creatures threaten the mission's success. The local natives (froglike humanoids) are restless, as well; some believe the Needle to be sacred, and object to its removal. Two native tribes are also in conflict; both sides ask the PCs for aid. The obelisk-moving operation is completed just in time; the massed native hordes storm the beach as the PC ships sail off. And on the voyage home, they are attacked by pirates, sent by a rival kingdom coveting the obelisk.

In Part 3, "The Powers That Be" (to be published next issue), the obelisk has been safely erected in the King's palace square. At the first full moon, however, a magical doorway appears in its base. The King orders the characters to enter it to find out what's going on. The PCs find themselves in a subterranean world and meet a strange race of interplanar traders, who happen to be intelligent spiders. The spiders' home is soon revealed to be a moon of the characters' world; the Needle is a transportation device! The spiders are eager to trade with the earthlings, but the PCs must first prove the courage and worth of their races. They must rescue the spider-princess from her evil captors and slay a dragon in the process. Hopefully, all goes well, and the characters return to earth with new weapons, great treasures, and the good will of the spider race.

## NOTES FOR THE DUNGEON MASTER

This is an unusual adventure. Instead of an Encounter Key, you are provided with information on the expedition, setting, and a series of events (encounters) that occur at set times. Review all the information herein, to be familiar with the overall setup, and simply handle PC actions as needed.

A large amount of information is given herein, but don't worry if you don't or can't assimilate all of it. Use as much as you can, but avoid getting hung up on details; keep the game moving. This may not be an easy adventure to run, due to large battles, a long time span, and so forth. This large mass of data all fits together to construct the "big picture" of the social and political events in the area; it is never all needed at once, and many minor details may not come to light during play.

## Characters

"Needle" is specifically designed for the characters provided in Part 1 (Issue #24). If you do not use those characters, be sure that your PCs are equipped to handle the needs that arise, especially including those of communication, magical curing, and magical attacks. Also, review the entire module, and modify all the references to the PCs provided. You must also create different resolutions to some of the plot complications; for example, two of the PCs from Part 1 are not present in Part 2, but reappear in Part 3.

## Abbreviations Used

AC	Armor Class
AL	Alignment
#AP	Number appearing

#AT	Number of Attacks
d	die (as in d10, a ten-sided die)
Dmg	Damage
HD	Hit Dice
hp	hit points
IN	Intelligence
MV	Movement rate
STs	saving throw vs. spells
STw	saving throw vs. wands
SZ	Size: S = small, M = medium, L = large
THAC0	Score needed (on 1d20) to hit AC zero

Abbreviations used in spell details include:

C	Casting time	f	feet	r	radius
cr	creature	hr	hours	s	segments
cu	cubic	obj	object	sq	square
cub	cubic feet	R	range	sqf	square feet
dia	diameter	r	rounds	t	turns
DR	duration				

The details of each monster are given in the following order:

Name: #AP; AL; MV; HD; hp; AC; THAC0; #AT; Dmg; SZ; IN; STs, STw  
...followed by other notes, as needed.

## The Plan

The King's engineer-architects, working with the court Wizard and Sage, have designed an elaborate project to move the obelisk without damaging it. The plan involves the building of a large scaffold, made of large timbers (to be lumbered at or near the site) and reinforced with metal parts (brought by ship) around the obelisk. Working from this scaffold, carpenters make a close-fitting wooden sheath upon which metal pulleys are mounted. The roadway from the ruins to the beach is cleared and, if necessary, reinforced; a huge sled is built. The obelisk is then raised off its base, by dozens of ropes through pulleys on the scaffold and the obelisk sheath, and the sled is pushed underneath it. The needle is then lowered, slowly and carefully, to rest on the sled. It is then towed to the beach, where a raft is constructed around it. Finally, by digging sand and by towing with ships, the needle is launched for the return trip, to be towed by two of the vessels.

## The Fleet

The following persons are involved in this expedition, all sailing in the three ships:

6	player character leaders
25	mercenary soldiers (L1 fighters; AC 2; hp 1d10)
53	carpenters/woodcutters (L0 men, AC 9; hp 1d4)
10	engineer-architects (L0 men; AC 9; hp 1d4)
45	sailors (L1 fighters; AC 8 or 4; hp 1d10)
3	navigators (L0 men; AC 9; hp 1d6)
3	ocean-going shipmasters (L3 fighters; AC 8 or 4; hp 3d10)

The ships are large merchant vessels:

Masts	2	Length	75 feet
Hull value	40	Width	25 feet

## Movement rates

Normal sail	3	Normal oar	1/4
Maximum sail	5	Maximum oar	1/2 (2-turn maximum burst)

Acceleration time (standstill to normal speed): 1 turn

Sinking time (hull value surpassed, time to sink): 1d10 + 2 turns

Grappling chance: 75% (opponent ship has 25% chance of removing grapnels)

Damage repair: if damaged for 12 HP (at most), repairs may be made at the rate of 1 HP per repair crew (10 men) per hour. Damage exceeding 12 HP cannot be repaired until the ship returns to port, but the first 12 HP can always be repaired.

Special Note: When towing the obelisk home, the ships move at half normal speed at best.

The sailors and sea captains will not assist in the land operations, but will visit the PC encampment every 4 or 5 days to see how things are going.

Much equipment has been brought for use in the project, including all the needed hardware, tools, and heavy rope (capable of 10,000 pounds' pull). The necessary lumber must be cut at or near the site.

## Fire Damage

Fire is a great danger on ship. When a ship is struck by any *fireball* of 5 dice or more or by a flaming catapult missile, roll 3d6 to determine the ship damage:

Fire damage roll (3d6)	Hull Points of damage
3-7	Light damage
8-10	Light-moderate
11-13	Moderate damage
14-15	Moderate-heavy
16-18	Heavy

Any flaming catapult missile landing on the ship should be immediately doused; otherwise, it has a 75% chance of spreading to out-of-control proportions. If this occurs, roll for Fire Damage each round until HP are exceeded, then check Sinking time.

## Ship Weapons

The following information may be needed if the frog-men natives are aroused enough to attack the ships. It will be needed on the return voyage, when the pirate attack occurs.

The vessels cannot ram. One is equipped with a light catapult, with 30 boulders for ammunition; the other two have ballistae, each with 30 ballista bolts.

A ballista fires a large spearlike missile every four rounds when manned by a crew of 2. It may fire every TWO rounds with a crew of 4. It may be aimed at any target within a 45 degree arc, if it is at least 8 feet away (a closer target can easily dodge). The missile is hurled directly at the target, with little arching of trajectory. A ballista may be repositioned to aim in an entirely different direction ONLY by a maximum crew, requiring 3 rounds to do so. A ballista may easily be fired at a target level with it. Ballistae inflict NO structural or hull points; they are anti-personnel weapons.

A light catapult fires its ammunition once every four rounds with the minimum crew of 4; no benefits are gained by additional crew. It may be aimed at any target within only a 15 degree arc, and a minimum of 150 yards away. The missile traces a high arched path. Catapults may be used effectively against objects or creatures. Note that the damages given below are hit points; against an object, a light catapult inflicts 4 SP or HP.

Weapon	Range		Fire Rate	Crew	Damage	
	Min	Max			Sm-Med	Lg
Ballista	8'	960'	1/2	2-4	2d6	3d6
	1/4"	32"				
Catapult (Light)	450'	900'	1/4	6-10	2d12	4d4
	18"	30"				

Ranges are given in both feet and scale inches. Crew figures are minimum-maximum.

## "To Hit" Rolls

A siege engine hits as well as the would highest level person in its crew. A catapult target is treated as AC 0 (regardless of its actual AC); a ballista's, AC 10. Thirty of the mercenaries on this adventure have been given training in siege engines, and they are placed aboard the appropriate vessels. When the siege engines are operated by mercenary soldiers, use the numbers given below, subject to the modifications given thereafter.

**"To Hit"** rolls: Ballista: 10 Heavy Catapult: 20

## Modifiers

a. Target movement is...      b. Target size is...

None (stationary)	+ 3
Sm or Med	-2
Moving less than 3"	0
Mount & rider	0
Moving 3"-12"	-3
Giant or med. ship	+ 2
Moving 13"-24"	-5

**Special for catapult only:** if target is stationary, shots after the first have + 4 bonus to hit (as the range is determined more accurately).

## Damage to Engines

The ballista has 2 Structural Points (SP); a light catapult has 4 SP. These are used in much the same way as a ship's Hull Points. The following attack forms inflict the given amounts of damage, either in Hull or Structural Points, depending on the target.

**Fireball or Lightning Bolt:** 1/2 per level of caster  
**Catapult Missile, Light:** 4  
**Boulder, giant-hurled:** 4 (or 6 for stone or storm)

## The Residents

There are two native tribes living in this area, and they are in conflict with each other.

### "Good" Natives

These folk are intelligent humanoid tree frogs. Technically, they are called Grippi (MM2); they refer to themselves as the "good folk" and to the other tribe as the "bad folk". There are 40 in the nearby village: 1 Tribal Mother, 4 attendants, 5 young, and 30 normal natives. Each normal native is about 2 1/2 feet (30 inches) tall. They eat fruit and insects (including giant forms, caught with nets and snares). Their hands and feet are adapted for easy movement through tree branches (9" rate). They wear no armor. They have 700-year lifespans but few offspring.

Grippi have grey-green skin, natural camouflage which aids in surprise (1-4 on 1d6). They have ultravision (10" range), allowing nighttime activity. However, they are not warlike. They speak their own tongue and a "Batrachian Common" language by which they talk (though rarely) with froglike humanoids of other races.

**Grippi native:** AL N; MV 9"/15"; HD 1 + 1; AC 9; THAC0 18; AT 1; Dmg 1-4 or by weapon; SZ S; IN Very to Exceptional; STs 17, STw 16.

The Grippi can be easily scared away by loud noises or magical displays. If scared off, they run to their village to tell the Tribal Mother about the events.

A few Grippi may be slain, either by mistake or if they are provoked to attack; however, if 8 or more Grippi are slain, for ANY reason, the entire village will flee deep into the jungle and return with five tribes of reinforcements a day or two later. These six tribes (180 Grippi in all, plus leaders) are all that live within 5 miles of the ruins, but 30 other tribes live within 50 miles.

If approached carefully, the Grippi may be dealt with peacefully. They are interested both in well-crafted items (nearly everything the party has) and in brightly colored items, but not in treasure. They may offer to trade gems in exchange for other items; however, they have no conception of real gem values. Each Grippi carries some gems, as given in the descriptions. If bartering occurs, roll 1d20 to determine the value of the gem offered:

### GEM VALUE CHART

Die Roll	Value	Die Roll	Value
1-4	10 gp	13-16	500 gp
5-8	50 gp	17-19	1000 gp
9-12	100 gp	20	5000 gp

### Grippi Village

The Grippi village is not visible from the air, completely hidden under heavy jungle cover. It consists of 30 mud-and-grass huts around a central ceremonial area (rarely used, but containing blackened logs and ashes). The Tribal Mother lives in the largest hut and rarely leaves it. She is always guarded by 4 attendants, Grippi of very large size. Thirty other Grippi live in some of the other huts, in pairs. Half of the huts are used for eating places, storage, etc.

The Tribal Mother and her attendants use poison where necessary. This deadly toxin is brewed from the vilest snake venoms; if touched, the victim must make a saving throw vs. poison or die. When used on a weapon, a victim struck takes 1-6 points of additional damage and must make a saving throw, with a -4 penalty to the roll, or die.

## The Mother

The Tribal Mother can, once per day, produce a musk spray in an area 20' × 20' before her (10' high), with the same effect as a *stinking cloud* spell. Each victim must make a saving throw vs. poison or be helpless for 2-5 rounds, and anyone within the cloud is automatically helpless except to move. The attendants and Mother are immune to these effects, but the other Grippi are not.

The Mother is also psionic; in addition to Attack/Defense modes A,C/G,J, she knows the discipline of Telepathic Projection, a Major Science, at 6th level of mastery (range 60', area 10'-wide path, cost 3/use, duration 6 rounds per use). With this, she can either sense or send emotions — hunger, fear, fatigue, pain, rage, hatred, uncertainty, curiosity, hostility, friendliness, love, and so forth. She will use this discipline to sense PC intentions, to influence others in her tribe, and (if necessary) to arouse anti-human feelings in other creatures of the area. (Each tribe's Mother has the same abilities.)

The Mother and her attendants have the same statistics as ordinary natives, with the following exceptions:

**Attendant:** 4; HD 2; hp 16; AC 8; THAC0 16; AT 1; Dmg 2-5 or by weapon + poison (see above).

Special Attacks: poisoned weapon.

**Mother:** 1; HD 3; hp 24; AC 7; THAC0 16; AT 1; Dmg 2-7 or by weapon + poison.

Special Attacks: poisoned weapon; psionic ability 200 (see above); 1/day musk spray (as *stinking cloud*, see above).

The Tribal Mother handles all negotiations for her people; no other Grippi can speak for the tribe. She knows the Common (human) tongue in addition to the usual languages. While talking with PCs, she will beam trustworthiness (via her psionics) at the PCs. If the Mother or her attendants are harmed in any way, 4 Grippi in the village will flee to gather the other six nearby tribes, while the remainder of the Grippi attack with great ferocity, gaining a +4 bonus to all "to hit" rolls (new THAC0: 14) and +2 to damage.

**Lumbering:** The Tribal Mother's first message to the PCs is very important: the PCs may use all the trees they wish from the area north of the ruins, but no trees to the east or west, nor in any area closer to the beach, can be cut. (Luckily, there are no trees on the old roadway, only underbrush; she has no objections about that.) The Mother warns that very great evil things may happen if this warning is not heeded — things far beyond Grippi powers. (This is not quite truthful; see **Mother's Revenge** if this occurs. This admonition is actually made to protect the areas around the villages.)

**Objections:** The Mother reveals that some of her folk oppose the human invasion on religious grounds; the maze and obelisk are held sacred by a large conservative group of the tribe (12 Grippi). She cannot guarantee their good behavior, but will control them as best she can (with the aid of the other 18) if the PCs offer an appropriate gift.

**Price:** The tribe must be offered (through their Mother) at least 200 square feet of brightly colored cloth (or the equivalent), or one crafted item (such as a metal weapon) per Grippi native, for negotiations to succeed. Even then, the best offer the Mother will make is for the Grippi to avoid the humans, avoiding hostilities for two moons (56 days); no further amount of cloth will lengthen this or gain Grippi aid.

**Continued Relations:** See the **Events** listing for special situations that develop. If PCs protest to the Grippi about the raids, the Mother will become somewhat irritated, denying all Grippi involvement.

**Alliance:** If the PCs aid the Grippi in their war against the Bullywugs (see **Events**, Day 54), their assistance will be greatly appreciated. After the Grippi-PC victory, the Mother will give the PCs a pile of sheet metal which she has buried near the village (silicon-steel, described in the first adventure, Room 9d; 100 sheets, each 2' by 5',  $\frac{1}{32}$ -inch thick, weight 10 pounds per sheet, value 100 gp per sheet as a novelty, or 1,000 gp per sheet if the cutter is available.)

**Mother's Revenge:** If the PCs do not cooperate with the Grippi, or kill many of them, the Tribal Mother (or another tribe's Mother, if this one is slain) has an ultimate weapon at her disposal. Using her psionic discipline, she can muster the forces of the jungle, "pushing" their emotions into an anti-human rage. The denizens of

the treetops (q.v.) can be thus agitated into nearly continuous attacks on the obelisk-moving operations. If this occurs, 1-10 randomly determined treetop creatures will attack some part of the group (often not the PCs) each hour, day and night. Once relations have degenerated to this extent, the only recourse is escape; the entire PC expedition must flee to the boats and return home in failure.

## "Bad" Natives

These folk also are humanoid froglike beings (physically very similar to the Grippi). Technically, they are called Bullywugs; in practice, they refer to themselves as the "good folk" and to the Grippi as the "bad folk". They are about the same size as Grippi (some larger) and similarly colored, and they eat the same things — fruit and insects — plus flesh. They also wear no armor, but may use shields on occasion. They have also adapted for easy movement in trees. They speak their own tongue and the "Batrachian Common" tongue, as do the Grippi. Only their leaders (see below) can speak "human" Common.

Bullywugs are less intelligent than Grippi, but more aggressive. They surprise on 1-3 (on 1d6), or 1-5 if hopping to the attack.

**Bullywug native:** AL CE; MV 3" /15"; HD 1; AC 6; THAC0 19; AT 3 or 1; Dmg 1-2 /1-2 /2-5 or by weapon; SZ S; IN Average; STs 17, STw 16.

**Alignment Note:** A *detect evil* spell will detect no evil on these creatures while they are trying to negotiate with the humans; their intentions are fairly benign. However, a *know alignment* spell will always reveal their true inner nature.

The Bullywugs, like the Grippi, can easily be scared away by loud noises or magical displays. If scared off, they run to their village to tell their leader about the events.

## Bullywug Clearing

A large partially cleared area, 40 yards in diameter, is marked "Bullywug" on your map. It contains 10 mud-and-grass huts, similar to the Grippi village. It is an occupied outpost of the larger Bullywug village, normally occupied by 15 Bullywugs and one leader, a sub-chief, known as the Tribal Father. He can speak the human Common tongue. If visited, the Bullywugs will proudly claim this to be their beautiful village home. The real village (see below) is not visible from this clearing. All negotiations with the Bullywugs occur here.

If the PCs come to talk with these natives, the Father greets them in a friendly fashion, and offers them presents of one gem per PC (value 100 gp each). He then explains that they need PC aid; the "bad natives" (Grippi) often prey on his poor people, and their once large population has now been reduced to a mere handful. He reveals that the Grippi Tribal Mother has "mind power", can influence others simply by staring at them, and is very dangerous.

The Father offers the following deal: if the PCs help his people to chase off or kill the "bad natives" (Grippi), he will quiet those of his tribe who object to the PC "desecration" of the sacred area (maze and obelisk), and will give the PCs an ancient box they once found near the shrine. If PCs agree, he will suggest a raid on the Grippi village; if that is turned down, he will go along with PC ideas. Note that only these 15 Bullywugs and their leader will accompany the PCs, leaving the other 50 Bullywugs back in the actual village (see below). Kliket, the Bullywug Chieftain, will be kept informed of all events, of course.

The Father will give the PCs the ancient chest if aided. This item is exactly that — a very old but still intact treasure chest. It contains 100 pounds of various old bones and 6 reddish metal coins (silicon-steel) bearing strange runes. *Read languages* can reveal the words to be "Garhsa Koo" on one side, "One Sarkum" on the other.

If the Bullywugs are attacked here, they will flee to the north to the real village. They will otherwise remain here at all times, to maintain the deception that this is their village. However, if PCs visit here unexpectedly and observe carefully, they will find 1-6 more Bullywugs than were here before. If asked about this discrepancy, the leader will explain that they were out foraging during the PC's last visit.

## Bullywug Village

The real Bullywug village is not visible from the air, completely hidden under heavy jungle cover. It is located about 1 mile west of

the fake village (the Clearing). Very similar to the Grippi lair, it consists of 40 mud huts around a central ceremonial area (rarely used, but containing a muddy bog with some bones). There are 50 Bullywugs living here. If 20 or more Bullywugs are slain, this entire village will flee deep into the jungle and return with three tribes of reinforcements a week or two later. The other Bullywug tribes have 75 members each, plus leaders and shamans.

The leaders of this village are 1 chieftain, 3 sub-chiefs, and 2 shamans, with standard statistics except as follows:

**Chieftain:** 1; HD 3; hp 18; AC 6 (or better); THAC0 16; AT 3 or 1; Dmg 3-4/3-4/4-7 or by weapon + 2; STs 16, STw 15.

**Sub-chief:** 4; HD 2; hp 12; AC 6 (or better); THAC0 16; AT 3 or 1; Dmg 2-3/2-3/3-6 or by weapon + 1.

**Shamans:** 2; HD 1 + 7; hp 11 each; AC 6 (or better); THAC0 16; AT 3 or 1; Dmg 1-2/1-2/2-5 or by weapon.

Special Attacks: Clerical spells (7th level caster).

Spells: 3, 3, 2, 1, from the following list:

L1: *cure/cause light wounds, detect evil/good, detect magic, light/darkness, protection from evil/good, remove/cause fear*

L2: *augury, chant, detect/undetectable charm, resist fire, snake charm, speak with animals*

L3: *cure/cause blindness, cure/cause disease, dispel magic, locate/obscure object, prayer, remove/bestow curse*

L4: *divination, exorcise, neutralize poison/poison, tongues/babble*

Normal spell selection:

*Cure Light Wounds (x2; C 5s, 1d8)*

*Cause Fear (C 4s, R. Touch, DR 7r)*

*Resist Fire (C 1r, R Touch, DR 7T)*

*Snake Charm (C 5s, R 3", DR 1-3T or 1d4 + 4r)*

*Speak With Animals (C 5s, R 0, DR 14r, Area 3")*

*Cause Blindness (C 1r, R Touch, Permanent)*

*Dispel Magic (C 6s, R 6", 30' cube)*

*Tongues (C 7s, R 0, DR 1T, Area 3" radius)*

The Chieftain and Sub-chiefs can speak "human" Common, but the shamans cannot.

The Bullywugs are not interested in trade of any kind. They often pretend to be Grippi if approached. They prefer ambush or surprise when attacking, and normally avoid combat otherwise.

### Critters

There are many creatures dwelling in the trees, and they can be quite dangerous: giant dragonflies; various normal and giant snakes (boa constrictors, boalisks, poison and spitting snakes, and others); spiders of all types and sizes; and giant wasps, living in several huge colonies in the treetops. They normally stay there, but sometimes they venture near the ground to forage for prey. They rarely fly above the treetops.

If characters go near the treetops, either by flying or climbing, tell the players that the trees are "thick with flying, crawling, hissing creatures of all types". Try to impress them with the extreme danger of entering or passing through the treetops.

Characters who enter the treetops are attacked by the collection of creatures below. If these are all killed, the characters can proceed without further problems, unless they reenter the treetops at another point. Consider this horde to be present in any one section of treetops, roughly 50' square; if treetops are entered in a different place, another group will be ready, waiting, and hungry. However, they will not normally frequent the ground area, and should not bother human operations.

**Dragonfly, giant:** 1; AL N; MV 1"/36"; HD 8 + 3; hp 35; AC 3; THAC0 12; AT 1; Dmg 4-16; SZ M; IN Low; STs 6, STw 5.

Special Defenses: + 2 bonus to initiative; with initiative — immune to hand-held weapons, AC -1 vs. missiles; without initiative — AC 1 vs. missiles; makes all saving throws as L16 M-U.

**Snake, giant constrictor:** 1; AL N; MV 9"; HD 6 + 1; hp 30; AC 5; THAC0 13; AT 2; Dmg 1-4/2-8; SZ L; IN Ani; STs 16, STw 15.

**Snake, giant poisonous:** 2; AL N; MV 15"; HD 4 + 2; hp 25 ea.; AC 5; THAC0 15; AT 1; Dmg 1-3 + poison; SZ L; IN Ani; STs 17, STw 16.

Special Attacks: Poisonous bite.

**Spider, huge:** 6; AL N; MV 18"; HD 2 + 2; hp 12 ea.; AC 6; THAC0 16; AT 1; Dmg 1-6 + poison; SZ M; IN Ani; STs 17, STw 16.

Special Attacks: Surprise on 1-5; leap 3" range; weak poison (+ 1 bonus to saving throw).

**Spider, giant:** 2; AL CE; MV 3" \* 12"; HD 4 + 4; hp 12 ea.; AC 4; THAC0 15; AT 1; Dmg 2-8 + poison; SZ L; IN Low; STs 16, STw 15.

Special Attacks: Poisonous bite.

**Wasp, giant:** 6; AL N; MV 6"/21"; HD 4; hp 25 ea.; AC 4; THAC0 15; AT 2; Dmg 2-8/1-4 + poison; SZ M; IN Non; STs 17, STw 16.

Special Attacks: Tail sting (save vs. poison or suffer permanent paralysis).

**Note:** Wings burn off in fire (no damage, but wasp cannot fly thereafter).

## General Sequence of Events

The following is a summary of the various events detailed later.

The natives (both Grippi and Bullywugs) contact the PCs. Relations are neither good nor bad. Then the natives become concerned about PC "desecration" of their sacred place, the maze and the obelisk. Militant Grippi conservatives conduct secret raids on PC operations. Both Grippi and Bullywugs seek PC aid. Bullywug forces ally with the Grippi rebels and skirmishes occur. The Bullywug forces attack the remaining liberal Grippi (either side possibly aided by PCs). If the Bullywugs are victorious, they attack PC operations.

**Alternate Plotline:** The following possible course of events is not covered by the **Events Key**. If the PCs decide to kill all the natives (both types) early in the adventure, assume that some escape and return with other tribes in 7-16 (1d10 + 6) days. If this occurs, the vast number of hostile natives (200 + Bullywugs and 300 + Grippi) will, through guerilla tactics, sabotage, and occasional open assaults, inhibit the PC operations to such an extent that most of the workers will be slain, and the obelisk will not be moved. The PC expedition will fail. The PCs will also change alignment to Evil, each losing a level of experience when they exterminate the natives.

## Exploration

It is likely that the party will explore the nearby area before or during operations. They may thus find the Grippi village and the false Bullywug lair while scouting. If so, use the information given for each, and make the following change in **Events**. The first visits by natives will still occur, but merely for inquisitive reasons, not to summon the party to the village(s). All other **Events** proceed normally.

If characters want to explore widely, remind the players that the guards are probably inadequate for full defense of the operations and that the PCs are needed nearby. If the party splits, some of them reconnoitering while others remain, do NOT allow them to discover the actual Bullywug Village; and if they spend too much time scouting, the treetops are full of critters....

## Construction Times

The following information is NOT for the players. The "Actual Days" given below are valid only if few or no interruptions occur; count "half-days" of work where appropriate, depending on the events.

If asked for estimates, the engineer-architects will give the times given below (Est. Days), as they are cautious types.

Est. Days	Phase of Operation	Actual Days
30	Cut lumber	21
30	Build scaffolding and winches	21
12	Clear roadway	7
4	Build sheath around obelisk, string ropes	2
2	Raise obelisk, insert sled, lower obelisk, finish	1
3	Pull obelisk to beach on sled	2
3	Build raft around obelisk, launch	2
84	Total project time	56
(12 wks)		(8 wks)

In addition, 2-3 days will be spent in penetrating the maze, setting up camp, and generally settling in. Note that the travel time is not included: 10 days' sailing to return to the ruins, and about 20-25 days for the return (towing the obelisk).

## Logging Operations

### Woodcutting

One hundred map squares must be logged to gather enough lumber for the whole operation; keep track of it as follows. Ten woodcutters clear one map square (50 yards across) of usable timber in one day (10 hours) of work. For groups of less than ten, use decimal notation. For example, 42 men clear 4.2 map squares in a day. In Day One, the 53 woodcutters would normally clear 5.3 map squares, but will lose one man (.1 square) and possibly more. Have the players mark off the cleared areas on their map (approximately), and you keep track of the exact current total of map squares cleared. When the total reaches 100 or more, have one of the engineer-architects announce that the logging may end.

### Finding Relics

One interesting item is found per 5 map squares cleared. Find the item by rolling 1d20; mark off items as they are given out (do not repeat). Items are found by workmen and given to PC leaders.

1. Humanoid skeleton with four arms
2. Four odd reddish metal (silicon-steel) coins, worn flat
3. Three normal iron keys on a keyring (useless)
4. Batrachian skull with neat  $\frac{1}{2}$ " holes in front and rear
5. Pouch (*bag of holding*, 500 lb. limit, empty)
6. 8'-long carnivorous dinosaur skull (gorgosaurus)
7. 150-pound regular block of quartz (value 1,000 gp)
8. Granite bust of a human head, life-size (value 250 gp)
9. Old rotting wooden chest (found to be bottomless)
10. Four rusty axe heads, no handles
11. Mummified shrunken humanoid head, intact
12. One elephant tusk (125 pounds, 500 gp value)
13. 1" metal cube (a box, contains dusty rose *ion stone* + 1)
14. Humanoid made of tin, standing with axe (useless)
15. One pole arm in good shape (*guisarme*, + 3)
16. A rusty oil can
17. Odd amulet with a spider inscribed on each side, no chain
18. Bracelet, a solid brass ring (giant-sized *ring of warmth*)
19. 40 pound blue-green rock (turquoise, value 1,000 gp)
20. Reddish metal (silicon-steel) spork (spoon-fork utensil)

### Cleric Activities

Workmen will suffer various minor injuries during the whole operation. The clerics will each need 3 *cure light wounds* spells per day to combat normal wear-and-tear on the workers.

If the players are wise, they will have the clerics cast *cure disease* spells on everyone, working their way around to treat all the NPCs and themselves over a period of time. Since together they can cast 5 *cure disease* spells per day, they can treat each person once every 20 days (ignoring the sailors). See Day 22 for the results if this duty is neglected.

On each seventh day, the clerics will be approached by workmen, and expected to perform the usual religious services. These services need not be played out; they are ceremonies the clerics know how to perform easily, without using any spells, and can be assumed if the clerics agree to perform them.

During the course of this business, woodcutters and guards may die by various means detailed in the **Events Key**. Smiley (the PC cleric) may thereafter attempt to use *raise dead* spells to recover the lost. If so, assume that half of the workers will fail their System Shock rolls (thus remaining permanently dead) and that the same will happen to  $\frac{1}{5}$  of the guards raised. In any event, a raised person is useless for a full week thereafter, unless a *heal* spell (normally beyond Smiley's powers) is applied.

## PLAYERS' BACKGROUND

Several years ago, when you were all novice adventurers, you joined an adventurers' guild known as SMART — the Syndicate of Master Adventurers for the Recovery of Treasure. Though strangers then, you came to know and respect each

other's talents over the years. It is in your own best interests to keep good relations with the SMART organization and members.

You, of many volunteers, were selected by the SMART leaders to serve the King on an adventure. The King wants an obelisk that, according to rumor, is located in a far land, once powerful but now in ruins. In Part 1 of this adventure (Issue #24), you sailed to the rumored location, pushed through dense and dangerous jungle, and found the obelisk standing amidst an ancient maze, protected by a mystical force field. Traversing the maze was challenging but rewarding: you found traces of the once-great civilization and the controls for the protective field. You also rescued a powerful magic-user, a friend of the King's, who was trapped in the center. When you left, you decided to leave the protection on, to ensure the continued protection of the maze and obelisk.

You have returned to your homeland with treasure and information. The King is pleased with your success, and adds his token reward (1,000 gp each) and his thanks. The King's Sage then explains the situation: a veritable army of construction folk are being assembled to sail back to the ruin and bring the obelisk to the King. Your assistance is requested, as you are the only folk familiar with it — and, as you (wisely) left the force field up, the maze must again be penetrated. Most of you agree to continue in the King's service; however, Montana (the dwarf) thinks it sounds boring and decides to seek a new adventure. Furthermore, the day after your Royal audience, Slim (the magic-user) receives a note from the now-missing Digger (the gnome), demanding a huge ransom for the return of Slim's spell books (kept in the gnome's *bag of holding*)! This dastardly deed is magically resolved in a few days' time, and the only result is the utter disappearance of Digger. Your group is down to six; but, having lost only a fighter and a back-up thief, you do not feel seriously depleted.

In preparation for the moving of the needle, the King's Wizard casts a *limited wish* to discover the exact weight of the thing. The answer is exactly one million pounds. The Sage then excitedly performs his calculations and announces that (if the dimensions you've reported are correct) it weighs 52.3 pounds per cubic foot — in other words, it will float!

You thus set out a month later, with a convoy of 3 merchant ships full of people and equipment, to bring the needle to the King.

## SPECIFIC EVENTS KEY

Use this section in the same manner as you would use a normal **Encounter Key** during the game. Refer to other sections for information as needed, based on PC actions.

**Important Note:** Day 1 is the first day of logging operations, NOT the first day of the adventure (which begins about 12 days earlier, with the expedition's departure).

## Start

It's a jungle out there! This place is hot and steamy, infested with mosquitoes and who knows what else. There are snakes and big flying bugs in the treetops. And you're expected to keep order in this mess, using your resources to accomplish your mission for the King.

The force field covers the maze and obelisk. You can easily enter the maze and turn off the field whenever you like; we won't play out that part.

The obelisk is 65' tall. The main spire is 20' wide at the base, tapering to 10' wide at 60' height; the cap is 5' tall and (obviously) 10' square at its base, tapering sharply to a point. The whole is about 24,133 cubic feet in volume and weighs 1 million pounds. The obelisk is a single piece of material, apparently stone, and rests on a stone base, the floor of the maze. The official method of moving it seems to be best, though a long and involved affair; digging around or under it could topple it, and magic might adversely affect it. Remember your lives and honor are at risk if it breaks.

See Part 1 (Issue #24) for descriptions as needed. When

the PCs have settled in and are ready to start the operation, proceed to Day 1 (below).

**Note:** The players may want everyone in the expedition to stay on the boats at night, for safety. The NPCs will all feel that this is unreasonable and ridiculous, and will refuse. If threatened or forced to stay on ship during the nights, very little productive work will be done (the quarters on ship are cramped and not to their liking), and the workers will eventually mutiny against the PC leaders. If this occurs, handle it as best you can. A mass unarmed attack on PCs should result in their capture, and they will be given the choice of riding back to the capital or staying in the jungle, alone. Spellcasters will be stripped of components, spellbooks, holy symbols, etc.

If PCs stay on the ships while the workers stay on land, work will only proceed at about half normal pace.

### Day 1: Snakes in the Trees

About 2 hours after lumbering operations begin, one of the trees cut down is found to contain large poisonous snakes. The snakes attack, and one woodcutter is bitten each round. If the PCs are in the area (not off scouting or visiting natives), a guardsman comes running up to one character, asking for help. PCs may then arrive on the scene 2-5 rounds after the trouble starts. (Thus, a minimum of 2 woodcutters will be down.) One NPC will be dead from wounds. Other woodcutters are dead of poison, but may be revived by successive applications of *slow poison* and *neutralize poison* spells. A *cure light wounds* spell will cure all the wounds on any one NPC.

**Giant poisonous snakes:** 3; AL N; MV 15"; HD 4 + 2; hp 25 each; AC 5; THAC0 15; AT 1; Dmg 1-3 + poison; SZ L; IN Ani; STs 17, STw 16.

Special Attack: Poisonous bite.

### Day 2: Visit from Natives

A group of 6 humanoid frog-men arrive at the site. They keep their distance, watching the operations from a point 40 yards into the jungle. These are noticed by workmen and reported to the PCs. They are eager to talk, if magical means are used to permit this; their Tribal Mother wants to talk to the PCs about the logging operations. If the PCs agree, the natives (Grippi) will lead the PCs to their village to talk with the Tribal Mother. (See the Grippi Village section for details.)

### Day 3: No Event (or Native Visit)

If PCs have visited the Grippi, no events occur on Day 3. If they have not, the 6 natives from Day 2 (above; or others, if these were chased off or slain) will return. This time they will be braver, approaching the camp itself in search of leaders (PCs) to take back to their Tribal Mother.

If still refused, the natives will return each day hereafter.

### Days 4-6: No Events

Remember to mark off the map squares logged.

### Day 7: Services

The woodcutters ask the PC clerics to hold religious services. These will take 1-2 hours and will not delay the work. Mark off the normal number of map squares logged. Note that the actual services should NOT be played; the details should be assumed. Players may role-play the character reactions and handling of the request. If PCs refuse to provide services, logging operations will slow. Subtract 1 penalty hex from the number that would normally be logged each day (not cumulative) until religious services are provided.

### Day 8: No Event

Remember to mark off the map squares logged.

### Day 9: Visit from Natives

A group of 6 humanoid frog-men arrive at the site. They keep their distance, watching the operations from a point 40 yards into the jungle. These are noticed by workmen and reported to the PCs. They are eager to talk, if magical means are used to permit this; their leader wants to talk to the PCs about the logging operations. If the PCs agree, the natives (Bullywugs) will lead the PCs to the clearing south of their village (see map), to talk with their leader. (See Bullywug Clearing for details.)

### Day 10: No Event (or Native Visit)

If PCs have visited the Bullywug clearing, no events occur on Day 10. If they have not, the 6 natives from Day 9 (above; or others, if these were chased off or slain) will return. This time they will be braver, approaching the camp itself in search of leaders (PCs) to take back to their leader.

If still refused, the natives will return each day hereafter.

### Days 11-13: No Events

Remember to mark off the map squares logged.

### Day 14: Services

The woodcutters expect the PC clerics to hold religious services. These will take 1-2 hours and will not delay the work. Mark off the normal number of map squares logged.

### Days 15-16: No Events

Remember to mark off the map squares logged.

### Day 17: Wasps

In the morning, a group of 5 giant wasps raid the outer edge of the logging area. Six workers are stung before PCs can arrive; 2 are dead, and 4 are paralyzed. The paralysis is a poisonous effect, removable only by *slow* or *neutralize poison* spells.

**Giant wasps:** 5; AL N; SZ L; MV 6"/21"; HD 4; hp 30 each; AC 4; THAC0 15; AT 2; Dmg 2-8/1-4 + poison; SZ M; IN Non; STs 17, STw 16.

Special Attacks: Tail sting (save vs. poison or suffer permanent paralysis).

**Note:** Wings burn off in fire (no damage, but wasp cannot fly thereafter).

### Days 18-20: No Events

Remember to mark off the map squares logged.

### Day 21: Services

The woodcutters expect the PC clerics to hold religious services. These will take 1-2 hours and will not delay the work. Mark off the normal number of map squares logged. Three natives (Bullywugs) show up to attend the services, if allowed. If not, they simply leave.

### Day 22: Disease

If the PC clerics have been casting *cure disease* spells on everyone as often as possible (5 per day, 21 days for the circuit), this event does NOT occur. Otherwise, continue with the following.

One PC (determined at random), 3 guards, and 12 workmen start feeling ill — slightly dizzy with occasional chills. They have contracted a jungle disease. Once diseased, a character (PC or NPC) cannot work, fight, or cast spells. The disease is easily removable by a *cure disease* spell. If not cured, the disease causes the loss of 1 point of Constitution every other day; the victim dies when this ability score reaches zero. Assume that workmen and guards have CON: 10. This disease is spread by normal small insects that are always present in the jungle. The jungle residents have built up a resistance to it and are normally not affected. If PCs do not start regularly treating everyone in their camp, other outbreaks of disease will occur regularly. You must keep track of these; without regular treatment, 4 workmen and 1 guard will become diseased every day hereafter.

### Days 23-27: No Events

Remember to mark off the map squares logged. Logging operations conclude when 100 map squares are cleared of usable timber. When the logging is finished, the woodcutter-carpenters start work on building the scaffold and sheath around the obelisk.

### Day 28: Services

The woodcutters expect the PC clerics to hold religious services. These will take 1-2 hours and will not delay the work. Five natives (Grippi) arrive to attend the services, if permitted. If not, they will want to know why. Though pushy, they can finally be chased off.

### Days 29-32: No Events

Operations continue normally.

## Day 33: Native Visit

A group of 6 natives (Grippli) arrive at the site in the morning, and they seem upset about something. If conversed with magically, they will be very upset about the human "desecration" of their sacred place — the maze and the obelisk. No PC actions will calm them; they leave quickly. If slain, another group of 3 will arrive in the afternoon, looking for the others. If these are also disposed of, the remainder of the tribe will assume that the humans have become very evil and will gather all the tribes for attacks to come.

## Days 34-36: No Events

Normal services may be conducted on Day 35. Four natives (Grippli) attend services if permitted. Several workers make comments, such as "the natives aren't such bad guys, when you get used to them...".

## Day 37: Sabotage

In the morning, it is discovered that some parts of the scaffold have been sawed or chopped. Tracks of native (Bullywug)-feet are found here and there around the area. The building of the scaffold suffers 1 day delay for repairs.

If NPC guards are alerted and more carefully positioned around the maze area, further sabotage may be prevented. The natives have only a 10% chance (check each night hereafter) of successful raiding. If PCs stand guard, the chance drops by 1% per PC. If no precautions are taken, the same amount of sabotage (and delay) will occur each night hereafter.

If the Grippli Tribal Mother is confronted by PCs about the sabotage, she will deny her tribe's involvement, blaming it on the "bad natives". Likewise, the Bullywugs will blame it on the "bad natives" — the Grippli — and claim that it is all part of a scheme of the "old witch" (the Tribal Mother).

The guards and woodcutters start to openly distrust the natives; some feel that it would be best to wipe them all out.

## Days 38-41: No Events

Operations continue normally.

## Day 42: Services

The usual religious services are held, but are attended by no natives. However, as the service ends, 12 natives arrive, one of them a leader. They are armed with spears and seem irritated. The leader wants to talk; if magical means are employed, the message is revealed. The natives (a conservative militant group of the Grippli tribe) believe that the human operations are defiling their sacred area, the maze and obelisk. They demand that the humans leave the area within 10 days. They will try to leave peacefully, and will flee if attacked.

## Days 43-48: Possible Special Event

Work on the roadway should begin sometime in this range.

**Special Event:** While workmen are clearing the roadway, two of them fall into a pit trap and die on poisoned spikes. This is not avoidable unless the characters search the entire road with *find traps* spells (at least 4 spells' worth). Memorial services delay progress for 1 day. (This trap was made by Bullywugs.)

## Day 49: Services

Services may be held as usual; there are no interruptions.

## Day 50: Messenger

In the afternoon, a native is spotted running quickly towards the PC encampment, with spear in hand, apparently charging. If allowed to arrive and magically conversed with, it brings word of violent conflicts between the two native (Grippli) factions, the militant conservatives and the liberal majority (led by the Tribal Mother). The native asks the PCs to aid the Mother.

If the messenger is slain before arrival, no further events will occur until the mass attack on Day 58.

If PCs do not respond, the liberals will be defeated by the combined forces of the conservative Grippli and their Bullywug allies (!). This occurs on Day 54, after a long series of skirmishing and a large final battle. On Day 58, their combined forces will march on the PC operations.

If PCs respond and come to aid the Mother, do NOT run the skirmishing. Summarize the situation, explain that no open battle is

yet possible, and keep the game (and time) moving. The militant conservative faction (14 natives) deserts the village this night, leaving 16 natives with the Mother and her attendants. PCs may return to their encampment by night and return to the Grippli village each morning if desired, with no ill effects. Days 50-53 will be marked only by brief skirmishes; the major attack occurs on Day 54.

## Days 51-53: Troop Movements and Skirmishing

Workmen report that elusive creatures, probably natives, are moving around out in the jungle for some reason. They avoid the human operations entirely. PCs will not be able to sight or catch any of the natives.

## Day 54: Sounds of Battle

If PCs have avoided the native problems and remained with their operations, the sounds of battle will be heard coming from the east (Grippli Village) at 11 A.M. PCs may investigate, but will find a horde of natives in the village, fighting a very few others ("mopping up"). By this time, the Tribal Mother, her attendants, and 12 of the Grippli liberals\* have been slain; the remaining 6 liberals are prisoners.

At this point, the force controlling the village is identical to the attacking group described in **Kliket's Charge**, minus 10 Bullywug casualties. PCs will be negotiated with, if possible; this group is not yet prepared to attack the or the human encampment.

\***Accounting Note:** Previous Grippli casualties, such as deaths from PC confrontations, are subtracted from these 12.

If PCs are present in the Grippli Village at 11 A.M. on Day 54, run **Kliket's Charge**.

## KLIKET'S CHARGE

### DM Notes

When PC clerics pray for spells on the morning of Day 54, the intermediaries contacted (for level 3-5 spells) will point out that there are creatures all over this place with poisoned weapons. It is unusual for an intermediary to comment in this manner. They will say something like "Are you *SURE* you only want that many *slow poison* spells?" Aside from this rather obvious hint, the intermediaries' conversation and spell granting will be normal.

This battle should take 1/2 hour of play or less. To keep things moving, assume that melees which do not involve PCs take 5 rounds to resolve, with 3 times as many Grippli casualties as Bullywug. (If Grippli are magically aided, e.g. attackers are *slowed*, reverse those odds in favor of the defenders!) In addition, determine each individual's hit points when damage is taken, NOT in advance. Assume for area-effect purposes that there are six attackers per 10' x 10' square area during most of the battle. The 7 attacking leaders are spread out at various points in the mob.

Position the defenders (PCs and 18 Grippli natives) in any manner desired by the players, except that Grippli must be within their village. During the 3-4 days of skirmishing, defensive barriers may be built with logs and mud, giving 50% cover (-4 AC bonus) to the defenders for the first attack. DO NOT SUGGEST THIS, but allow it if players think of it. The Mother and her 4 attendants will stay back out of the fray, preferably in a hut.

The attackers creep up near to the village under heavy cover in an attempt to gain surprise. If any PCs are outside of the village between 10:30 and 11:00 A.M., or if any PC has a *detect invisibility* spell running during this time and is using it to watch for enemies, the sneakily approaching enemies will be spotted, and surprise will fail. Otherwise, the attackers will gain 2 surprise segments, using the first to jump (a charge attack) and the second to make a hand-to-hand attack. Note that the jump attack is a charge, and if defenders are NOT surprised they may set their weapons against it.

The attackers and defenders are all using poisoned spears (victim hit must save vs. poison or die).

### Attackers

**Bullywug Natives:** 60; AL CE; MV 3"/15"; HD 1; AC 4; THAC0 19; AT 3 or 1; Dmg 1-2/1-2/2-5 or spear (1-6 + poison); SZ S; IN Average; STs 17, STw 16.

Special Attack: poisoned weapon.

**Chieftain, "Kliket":** 1; HD 3; hp 18; AC 2; THAC0 16; AT 3 or 1; Dmg 3-4/3-4/4-7 or by spear + 2 (3-8 + poison); STs 16, STw 15.

Special attack: poisoned weapon.

**Sub-Chiefs:** 4; HD 2; hp 12 each; AC 2; THAC0 16; AT 3 or 1; Dmg 2-3/2-3/3-6 or by spear (2-7 + poison).

Special Attack: poisoned weapon.

**Shamans:** 2; HD 1 + 7; hp 11 each; AC 6 (or better); THAC0 16; AT 3 or 1; Dmg 1-2/1-2/2-5 or by spear (2-7 + poison).

Special Attacks: poisoned weapon; clerical spells (7th level caster).

### Spells 3,3,2,1 (identical for each):

*Cure light wounds* (C 5s, 1d8)

*Darkness* (x2, C 4s, R 12", DR 75r, 40' diameter)

*Resist fire* (x3, C 1r, R Touch, DR 7T)

*Cause blindness* (C 1r, R Touch)

*Dispel magic* (C 6s, R 6", 30' cube)

*Poison* (C 7s, R Touch, save or die)

The 12 (or less) conservative militant Grippi will stay back and avoid the fray. They have, at this point, realized their error, and they are appalled at the bloodthirsty plans of their Bullywug allies. If attacked, they will flee; if confronted, they will surrender. Later, if given the chance, they will plead with the Tribal Mother for mercy and forgiveness; she will grant both if they reaffirm their allegiance and do penance by rebuilding the village and serving the surviving liberal Grippi.

### Attack Tactics

Before they approach (at about 10:30 A.M.), the shamans cast their *resist fire* spells on themselves, Kliket, and 3 of the sub-chiefs.

These 3 sub-chiefs wrap themselves in flammable oily rags; the fourth keeps a torch ready. They then accompany the horde in their sneaky approach.

The signal for the main attack is the lighting of the torch, back in the jungle. The shamans then each cast a *darkness* spell, aiming at Slim and Blaze (if visible, or any other PCs otherwise). When the *darkness* appears, the first wave of 30 Bullywugs will jump (30-yard range) at all available targets, doubling up as needed. Note that they gain a +1 bonus on this attack, and a hit inflicts double damage (plus poison).

While this occurs, the lucky sub-chief lights the others, and the flaming figures hop into the fray, making 3 attacks per round with claws and teeth. Any successful hit inflicts extra fire damage of 1-4 points.

After the first wave attack, the shamans continue with their second *darkness* spells, wherever they seem appropriate. Note that, as they are back in the jungle with the second wave of 30, they cannot be picked out from the others. Thereafter, whenever possible, the shamans will cast their *dispel magic* spells into the fray (avoiding their *darknesses*), give cures to the Chieftain or themselves if necessary, and then put up *cause blindness* or *poison* spells (not both) to use if they are attacked.

In the meantime, Kliket will send in the second wave of Bullywugs. Thirty more hop to the attack, without surprise but still with the charge bonus and, of course, poisoned spears.

### Defenders

**Grippi Natives:** 18; AL N; MV 9"/15"; HD 1 + 1; AC 9; THAC0 18; AT 1; Dmg 1-4 or by spear (1-6 + poison); SZ S; IN Very to Exceptional; STs 17, STw 16.

Special Attack: poisoned weapon.

### Defense Tactics

Wait for attackers to move in and slug it out.

Player characters are also defenders. Their tactics are as decided by the players.

### Day 55: No Events

Operations continue normally.

### Day 56: Services (Possible Special Event)

If the PCs have aided the Grippi and defeated **Kliket's Charge**, services will be held normally, with no events other than the attend-

ance of all the surviving Grippi liberals — including the Tribal Mother and her attendants! At this time, they will reveal the reward they have for the PCs (the sheets of metal; see **Alliance** in the Grippi description). If PCs have not yet defeated the Bullywug army, continue with the following.

Services are held as usual; extra blessings and thanks are appropriate, as the project is near completion. (No natives attend the services.) However, in the middle of the service, Bullywug spears fly out from nearby underbrush, instantly killing 3 workmen in a surprise attack.

(This will NOT occur if the PCs are positioned evenly around their group, but do NOT ask players for special actions; that would be a too obvious clue, since the other services are uneventful. If players have the foresight to stand watch, the incoming forces will be sighted at 50-yard range, and the service can be interrupted and surprise prevented. Normal guards will NOT suffice to prevent the surprise attack.)

The workmen panic and flee in random directions; the guardsmen join the PCs to face the incoming attack, and will follow directions.

The attacking forces are identical to those described in **Kliket's Charge**, minus 10 Bullywug casualties. Many snakes, normal and giant-sized, and other wild and monstrous creatures are around the camp. Bullywug shamans have talked to them, and they are waiting for food (the fleeing workmen) to come running out. If (or when) the PCs and guards defeat the massed Bullywug attack, they will find that most of the workmen have been killed and eaten by the critters; 8 workmen may be found wandering in the jungle, if PCs search. All the engineer-architects will be slain. PCs may hereafter attempt to finish the project themselves, but success is not likely; many men are needed to move the massive obelisk.

Clever players may decide to collect as many bodies as possible, take them to the ships, and spend a few weeks casting *raise dead* spells. However, most of the workmen will be too badly damaged or eaten to restore. A maximum of 20 can be regained this way, still too few to move the obelisk.

### Days 57 to Special: No events

Whatever the results of the past days, no further events occur until the PCs are about to leave (see below), either in failure or with the obelisk.

### Day ? (Next-to-Last Day): Noises

If the PC expedition fails, this occurs the day after the great Bullywug attack on the operations. If PCs have sailed away, ignore this event.

If the PC operations have succeeded, the following occurs while the obelisk is being dragged to the beach.

To accomplish this, workers have dismantled the scaffold and used that wood and other logs, laying them along the roadway. The 20 capstans are set up (see diagram) and manned, attached to the obelisk's sled and used to pull it towards the shore over the logs. When the obelisk is within 200 yards of the shore, long ropes are strung from the ships and attached to the sled, so that rowers may aid in the effort. The entire moving operation takes about 24 hours (2 long days' work).

On the second day of moving, native drums are heard in the distance. If the PCs seek the surviving Grippi to get more information, they will find them in the process of packing up and moving. They reveal that the sounds are Bullywug war drums; other tribes are coming. There could be over 200 Bullywugs on their way. By the sound of the drums, they should arrive within 2 days. The Grippi must hurry to join the other Grippi tribes for defense if necessary. The Grippi believe that the nearby Bullywugs must have gotten word of their defeat to the others. This will have no real effect on the operations, but adds to the atmosphere.

### Day ? (Last Day): Approaching Army.

The sound of native drums grows louder. The obelisk reaches the beach, and workers hastily build a raft around it with logs from the roadway. By evening, the drums are very near, but the obelisk is ready for launch. If PCs decide to lauch that night, light sources must be used to ensure safety. The rope cables could snag if not attended carefully, and some pushing is needed in addition to the ships' pulling. Two of the ships are used to tow the obelisk and its raft; one remains more mobile.

If well lighted, the launch will succeed, and the PC expedition may sail up to  $\frac{1}{2}$  mile away from the shore. The navigators will not want to go further, as there is short visibility and there are reefs in the area's waters.

If the launch is left to the next day, no further events occur.

## Day ? (Departure): Bon Voyage Party

As the PC expedition leaves the sunny jungle shores, they are bid a fond farewell by the Bullywugs, who come out onto the shore and throw spears at the departing ships. If the PC expedition launched the previous night, this has no effect whatsoever. If the PCs launch this day, some spears will stick into the raft around the obelisk, but nobody will be harmed, and the attack has no other effect. In any event, the beach is packed with irate natives, obviously very hostile. They cannot pursue very far into the water. If attacked (by long-range magic or by the ships' ballistae or catapult), the Bullywug army will pull back into jungle cover.

## Final Encounter

On the morning of the 9th day of the 20-day voyage home, 2 other ships are sighted at a distance of 5 miles. They are heading towards the PC expedition.

These are 2 merchant ships containing pirates. They fly no flag. They have been sent by a rival nation, after their King heard that the PC expedition was being sent out. They want the obelisk. They do not, however, expect as much resistance as the PCs are able to provide.

The ships are large merchant vessels, identical to those of the PCs (hull value 40, length 75', width 25').

### Movement Rates and Times

The rate of the pirates' approach will vary by PC actions. If PC ships turn to attack, the "Rate of Approach" (ROA) is the sum of the two ships' movement rates. If PC ships continue on course, the ROA is about 80% of the pirate ship movement. If the PCs turn away from the attackers, the ROA is the pirates' rate minus the PC rate. Thus, the third PC ship (not towing) can evade the pirates by abandoning her comrades, but the obelisk cannot be kept without a fight.

If the PC ships do not change maneuvers, the following rates and times will apply, counting from the original 5-mile sighting:

PC ship....	ROA	Time to contact
a. Turns to attack	7½ mph	4 turns
b. Continues on course	4 mph	7½ turns
c. Turns to flee	2½ mph	12 turns

EACH pirate ship is equipped with a ballista and a catapult (statistics given in the PC ship description section), with plenty of ammo. They will use flaming catapult missiles (pitch). The pirates' ships will start attacking when in range for both the catapult and ballista (30" range; this is 900', or about  $\frac{1}{6}$  mile). All shots will be aimed at the PC ships, being very careful to avoid striking the obelisk raft. When they close to 17" range, the magic-users will start throwing their fireballs, aiming for the largest visible groups of people or at the sails. (17" is 510', or about  $\frac{1}{10}$  mile.)

At the first sign of danger, most of the PC expedition will get below decks; a few sailors (10-15 per ship) will stay topside to keep the boat moving and fire the siege engines. When boarding seems imminent, the sailors will swarm out of the hatch to fight. Non-fighters (such as woodcutters) will stay below, surrendering if engaged. Sailors will try to keep pirates from boarding and will throw belaying pins at them for 1d4 points damage per successful hit.

The pirates will attempt to close in, grapple, and board. They will then fight to the death — for that is their fate if they return empty-handed — almost to the last man. If reduced to 10 men per ship or less, they will surrender and offer to ally with (or serve) the PCs and their King. (The traitorous rogues will flee shortly after arrival, if possible, to continue independent lives of piracy.)

### DM Notes

This encounter is best run loosely. Do not roll for every pirate and sailor attack, but roll normally for long-range siege engine attacks. Assume that the sailors have a slight edge in skill but are outnumbered, and that PC actions will save the day (hopefully). Concentrate on the PCs, and account for the rest by description and

summary. As a tactical note, things will be somewhat grim unless the PCs can neutralize the enemy spell casters. Note also that PC fighters can have a great time in melee, attacking once per level of experience each round (as the pirates are less than 1 HD each)!

### General Pirate Statistics

**Pirate:** 60 per ship; AL NE; MV 12"; HD 1-1; AC 6; THAC0 20; AT 1; Dmg 1-8 (scimitar); SZ M; IN Ave; STs 17, STw 16.

There are 70 men per ship, as follows. Pirate leaders have the same statistics as normal pirates except as detailed below. Each ship contains the same assortment of personnel.

### Personnel (per pirate ship)

**Normal pirates (sailors):** 60; (as above)

**Sergeants:** 5; HD 2; AC 4; THAC0 16; Dmg 2-9; STs 17, STw 16.  
**Lieutenants:** 2; HD 3; AC 3; THAC0 16; Dmg 3-10; STs 16, STw 15.

**Captain:** 1; HD 4; AC 2; THAC0 15; Dmg 3-10; STs 16, STw 15.

**Magic-User:** 1; HD 7; hp 20; AC 9 (or 2/3/4; see spells); THAC0 19; AT 1; Dmg 1-4 (dagger) or spell; SZ M; IN High; STs 10, STw 9.

Special Attacks: spells.

**Cleric:** 1; HD 5; hp 30; AC 4; THAC0 18; AT 1; Dmg 2-7 (flail) or spell; SZ M; IN Ave; STs 14, STw 13.

Special Attacks: spells.

### Pirate Spells (mark off as used):

#### MU #1 MU #2

_____	_____	Magic missile (C 1s, R 13", 4d4 + 4)
_____	_____	Magic missile (C 1s, R 13", 4d4 + 4)
_____	_____	Shield (C 1s, DR 35r; AC 2/3/4)
_____	_____	Sleep (C 1s, R 10", DR 35r)
_____	_____	Detect invisibility (C 2s, R 7", DR 35r)
_____	_____	Stinking Cloud (C 2s, R 3", DR 7r, 20' cube)
_____	_____	Web (C 2s, R 3.5", DR 14T)
_____	_____	Fireball (C 3s, R 17", 7d6)
_____	_____	Fireball (C 3s, R 17", 7d6)
_____	_____	Dimension door (C 1s, R 21")

#### CL #1 CL #2

_____	_____	Command (C 1s, DR 1r)
_____	_____	Cure light wounds (C 5s, 1d8)
_____	_____	Cure light wounds (C 5s, 1d8)
_____	_____	Cure light wounds (C 5s, 1d8)
_____	_____	Sanctuary (C 4s, DR 7r)
_____	_____	Hold person (C 5s, R 6", DR 9r)
_____	_____	Hold person (C 5s, R 6", DR 9r)
_____	_____	Hold person (C 5s, R 6", DR 9r)
_____	_____	Silence 15' radius (C 5s, R 12", DR 10r)
_____	_____	Dispel magic (C 5s, R 6")

### Spell Strategies

After throwing their fireballs from long range, the magic-users will wait until they have closed to 10" range, and will then each cast their shield spells. They will use sleep, stinking cloud, and web to inconvenience as many of the PC crewmen as possible, saving magic missiles for any formidable opponents (i.e. PCs). The magic-users will flee their ships if they start to lose or sink, via dimension door, heading for either the other pirate ship or a safe-looking PC ship (arriving down in the hold).

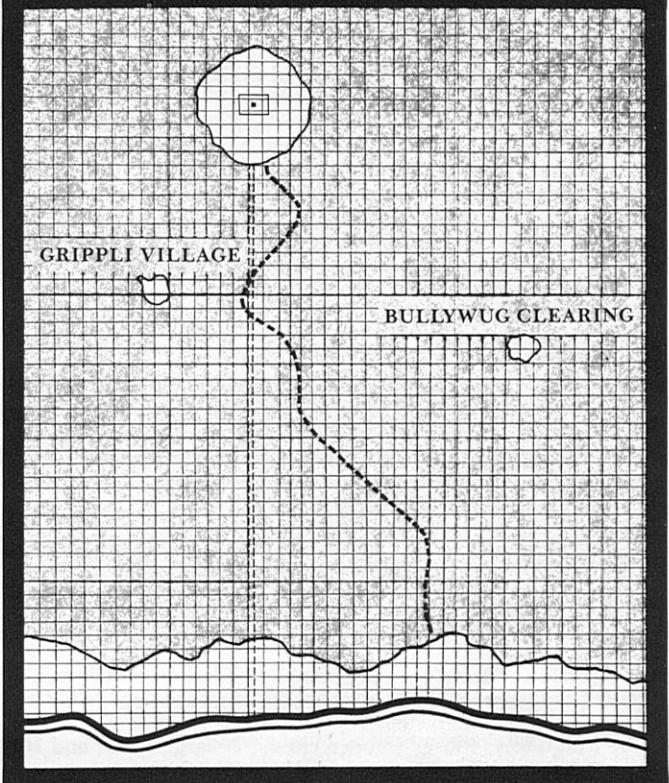
The clerics save their spells for opportunity, using hold person against formidable opponents (i.e. PCs), silence on obvious spell casters, dispel magic on PC-generated effects, and sanctuary if they are spotted. If engaged, the command spell (sleep) may come in handy. They will use cure light wounds on themselves, the magic-users, or any officers as needed.

None of the casters will put up a fight if cornered; they will surrender immediately if given a chance.

The pirates have a total of 2,400 gp in coins; the biggest treasure lies in the magic-users' spell books (value 15,000 gp each).

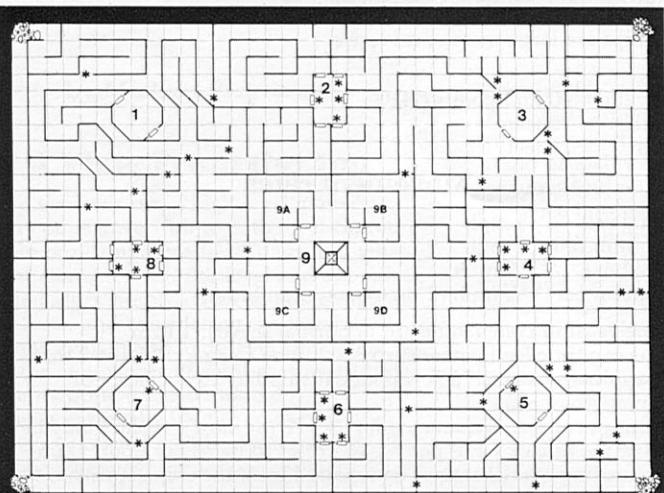
## Here Ends "Retrieval" Part Two of "Needle"

## OVERVIEW MAP

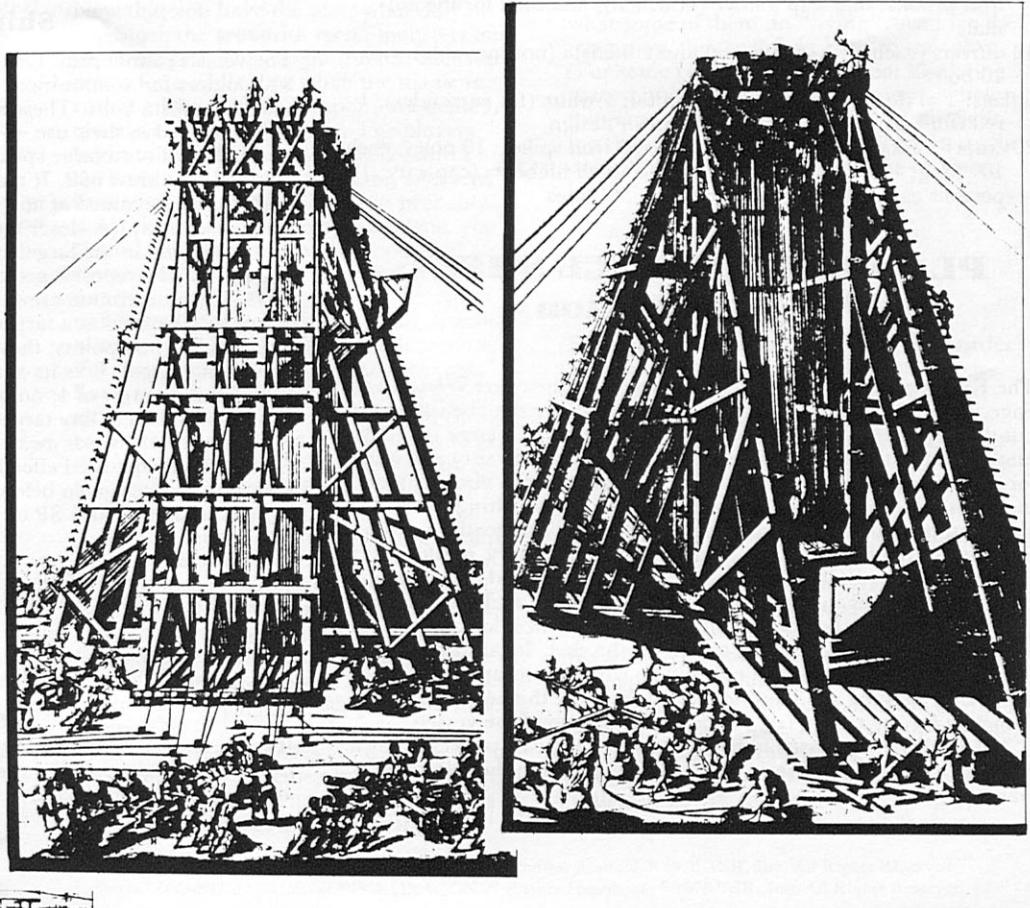


1 square = 50 yards

## MAZE MAP



1 square = 10 feet



LOWERING THE OBELISK

## Normal Equipment

Each character has normal (non-magical) equipment not given on the character sheets (due to lack of room). The following list applies to each character. Characters may leave any or all items on board ship while they explore. Players may see this list at any time.

**Armor:** One spare set of armor (and shield where applicable)

**Arms:** One of each weapon of proficiency

**Clothing:** Normal clothing as desired, 3 outfits maximum

**Herbs:** 1 herb pack, with belladonna, garlic, and wolfsbane

**Livestock:** None (warhorses left back home)

**Misc. Equipment:** 1 backpack; 5 wax candles; 1 bone map case; 1 silver mirror; 2 flasks oil; a 50' rope; 4 large sacks; 4 small sacks; 1 waterskin (full); 3 iron spikes; 1 tinder box; 2 torches; one special (see below)

**Provisions:** 2 iron rations

**Religious Items:** 1 silver holy symbol; 3 vials holy water

**Tack & Harness:** None

**Transport:** None

**Special Item:** Each character may have one item not listed in the

*Players Handbook*. The item may be no larger than 1 cubic foot in size or 20 pounds in weight, and may not interfere with the AD&D® Game rules. It cannot be a weapon of any sort, cannot be alive, and cannot be magical. **Sample items:** sack of flour or marbles; wandlike stick; apple pie; etc.

IN ADDITION, spell casters may take any extra items desired needed for their craft (belt pouches, prayer beads, etc.).

The following items are also available, stored on the boat:

10 human-sized suits of leather armor; 30 sailor's caps; and 30 raincoats

2 goats (male and female); 1 pig (female); 5 piglets; and 1 mule—with 1 saddle; 2 saddle blankets; 1 set large saddlebags; 1 harness; and a bit and bridle

4 large iron boxes; 4 large wooden chests; 20 large sacks; and 10 small sacks

10 hooded (ship's) lanterns; 20 torches; 4 tinder boxes; and 1 barrel (50 flasks) oil

6 barrels of fresh water; 1 barrel of rum; 80 standard rations; 30 iron rations; one ship's stove (attached); and food for the animals

10 quivers (each with 20 arrows) and 1 ballista (not movable) with 10 bolts

5 flags: 1 of the country; 1 of the capital; 1 white (for surrender); 1 red (for warnings); and 1 of unknown design

20 empty flasks (for oil, potions, etc.); 20 iron spikes; 10 poles, each 10' long; 10 ropes, each 50' long; 2 small lifeboats (capacity: 12 persons each); 3 grappling hooks on 50' lines

## PLAYER REFERENCE SHEET: The Expedition

### 1. Plans

The King's engineer-architects, working with the court Wizard and Sage, have designed an elaborate project to move the obelisk without damaging it. The plan involves the building of a large scaffold, made of large timbers (to be lumbered at or near the site) and reinforced with metal parts (brought by ship) around the obelisk. Working from this scaffold, carpenters will build a close-fitting wooden sheath upon which metal pulleys are mounted. The roadway from the ruins to the beach will be cleared and, if necessary, reinforced; a huge sled will be built. The obelisk will then be raised off its base, by dozens of ropes through pulleys on the scaffold and the obelisk sheath, and the sled pushed underneath it. The needle will then be lowered, slowly and carefully, to rest on the sled. It can then be towed to the beach, where a raft will be constructed around it. Finally, by digging sand and towing with ships, the needle can be launched for the return trip, to be towed by two of the vessels.

The obelisk is too large to be affected by magical spells (such as a reversed *enlarge*, *telekinesis*, etc.), but magic might help in other ways.

## 2. Resources

The following persons are all sailing in the three ships:

- 6 player character leaders (you!)
- 25 mercenary soldiers (L1 fighters)
- 53 carpenters/woodcutters (L0 men)
- 10 engineer-architects (L0 men)
- 45 sailors (L1 fighters)
- 3 navigators (L0 men)
- 3 ocean-going shipmasters (L3 fighters)

The ships are large merchant vessels:

Masts	2
Hull value	40 hull points (HP)
Length	75 feet
Width	25 feet

### Movement rates

Normal sail	3 mph
Maximum sail	5 mph
Normal oar	1/4 mph
Maximum oar	1/2 mph (2 turn maximum burst)

**Acceleration time** (standstill to normal speed): 1 turn

**Sinking time** (hull value surpassed, time to sink): 1d10 + 2 turns

**Grappling chance:** 75% (opponent ship has 25% chance of removing grappels)

**Damage repair:** If damaged for 12 HP (at most), repairs may be made at the rate of 1 HP per repair crew (10 men) per hour. Damage exceeding 12 HP cannot be repaired until the ship returns to port, but the first 12 HP can always be repaired.

**Special Note:** When towing the obelisk home, the ships will move at half normal speed at best.

Much equipment has been brought for use in the project, including all the needed hardware, tools, and heavy rope (capable of 10,000 pounds' pull). The necessary lumber must be cut at or near the site.

### Ship Weapons

The vessels cannot ram. One is equipped with a light catapult, with 30 boulders for ammunition. The other two have ballistae, each with 30 ballista bolts. These siege engines can only be operated by NPCs trained in their use — the sailors.

A ballista fires a large spearlike missile every four rounds when manned by a crew of 2. It may fire every TWO rounds with a crew of 4. It may be aimed at any target within a 45 degree arc, if it is at least 8 feet away. (A closer target can easily dodge.) The missile is hurled directly at the target, with little arching of trajectory. A ballista may be repositioned to aim in an entirely different direction ONLY by a maximum crew, requiring 3 rounds to do so. A ballista may easily be fired at a target level with it. Ballistae inflict NO structural or hull points; they are anti-personnel weapons.

A light catapult fires its ammunition once every four rounds with the minimum crew of 4; no benefits are gained by additional crew. It may be aimed at any target within only a 15-degree arc, and a minimum of 150 yards away. The missile traces a high arched path. Catapults may be used effectively against objects or creatures. Note that the damages given below are hit points; against an object, a light catapult inflicts 4 SP or HP.

Weapon	Range		Fire		Damage	
	Min	Max	Rate	Crew	Sm-Med	Lg
Ballista	8'	960'	1/2	2-4	2d6	3d6
	1/4"	32"				
Catapult	450'	900'	1/4	6-10	2d12	4d4
(Light)	18"	30"				

Ranges are given in both feet and scale inches. Crew figures are minimum-maximum. For the catapult (only), a bonus "to hit" applies if the target is stationary.