

Working for the Wizard



An AD&D® Game Adventure for
5-7 characters of levels 6-8

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Notes for the DM

This adventure centers around a dangerous, but important, scavenger hunt. The PCs will be teleported to three locations where they can find couatl feathers, the holy symbol of a long-dead cleric, and some scales from a gold dragon. There are three sections to this module. Each of these sections is preceded by a summary, which explains how the action should go. Each section's monsters are listed at the end of the section. The PCs will not be able to rest and regain spells between sections.

Introduction

The arch mage Buvark is embroiled in a feud with the demon prince Graz'zt. The wizard has decided to *banish* the demon back to the abyss. To get the best possible chance for success, Buvark needs several exotic spell components: couatl feathers, a holy symbol from a dead patriarch, and gold dragon scales. To get these items quickly, and to conceal his intentions from Graz'zt, he has decided to hire the PCs to get them. To protect them from Graz'zt, however, he has decided to remain anonymous and to conceal his true goal. His agent, Kadifahl, approaches the PCs, greeting each by name.

A short, swarthy man approaches you. His clothing and equipment are besmirched and grimy from many long days spent on the road. "Greetings heroes. I am Kadifahl," chirps the stranger as he plops down a pair of heavily loaded saddlebags. One container clicks metallically; a musical, crystalline clink comes from the other. "I see I have the honor of addressing a most accomplished group," the man continues, naming each of you.

"Please do not be alarmed or offended by my familiarity. Adventurers such as yourselves cannot go unnoticed for long. I represent a certain gentleman who believes your talents will fit a task he has in mind. Here are a few complimentary samples of my employer's handiwork." The man reaches into the clinking saddlebag and produces one liquid-filled crystal vial for each of you. Each vial is clearly labeled "healing."

"As you know, elixirs such as these require exotic raw materials. My employer has urgent need of three rare components and would like you to obtain them on his behalf. Since this matter is delicate as well as urgent, I cannot tell you what these components are — if you accept the task the components' names will be revealed in due course. In return for this service, which will take no more than three days, you are offered a modest sum of cash, any and all additional treasures you obtain while engaged in the search, and one additional elixir for each of you, to be chosen from my employer's private stock."

Pause for player response. Each vial contains a *potion of healing*.

The Task

If the PCs want more information, or if they accept the task, Kadifahl reaches into the other saddlebag and produces four small platinum plaques, numbered one through four. He explains that these items will guide them through the task. When the PCs join hands and touch the first plaque, they will be *teleported* to the general location of the first item. Once there, the name of the first item will appear on the second plaque. When PCs find the item they can teleport to the next location by placing the item on the plaque. Once there, the name of the second item will appear on the third plaque. Once a plaque is activated (shows the name of an item), it will automatically *teleport* the holder after a variable number of hours. Failure to retrieve all three items might constitute failure to complete the task (see Ending the Adventure). The plaques become non magical after teleporting the PCs. Each plaque is worth 250 gp, and the PCs may keep them (this is the modest sum of cash mentioned above). Because of the need for secrecy, Kadifahl can give them no other information. But he will allow the party one full day to think about accepting. If the PCs hold out for a bigger payment, Kadifahl will bargain with them, but it is up to the DM to keep the payment within the bounds of reason for the campaign.

Refusing the Task

If the PCs refuse the task, Kadifahl shakes his head sadly. He calmly recites one name for each PC. In each case, the

person named is a close friend or relative. Kadifahl explains that these people are currently "guests" of his employer, and that the "guests" and his employer will be terribly disappointed if the PCs do not accept the task. Kadifahl can produce short notes written by each "guest" (if the "guest" cannot write, the note was dictated and marked). Each note is short and to the point. "Please come," "Wish you were here," etc. This is a bluff (see Ending the Adventure), but the PCs will not be able to detect this. Kadifahl will play it to the hilt, but will use innuendos rather than direct threats. "Who knows how long they will linger at the castle; it can be a cold, lonely place, very bad for the health."

Part I: Afternoon in the Jungle

The PCs are teleported to a jungle. They hear sounds of battle and investigate, eventually rescuing a shaman and his son from a group of keches. The pair leads them to an abandoned temple where a couatl is rumored to live. There they meet an old man — the couatl in disguise. The couatl's pyramid home has been taken over by a pair of demons. After doing battle with the demons, the couatl gives the party members a number of his feathers.

With a flash, you teleport into the unknown. There is a muffled thump and a vague, stomach-turning sensation of movement in an unknown direction. As you slowly recover your senses, you find yourselves sitting on damp earth. All around you are the moss-covered trunks of great trees. Sunlight filters down from the green canopy overhead. You are in the middle of an endless jungle! The heat is oppressive, and the sounds of birds and insects fill the air. The second teleport plaque is lying next to you. Inscribed on its surface are the words: "Couatl feathers. Four hours."

As your eyes adjust to the semi-light of the jungle, you hear a sharp yell of pain and frustration, followed by much gibbering and screaming. The sound comes from the west, quite nearby.

Encounter #1 — Shaman & Son

If the PCs approach the sounds of battle, they will find a local tribal shaman

and his son, who have been set upon by a group of keches. The keches have trapped the older man in a snare, and are attacking the son. Although the son is a fine fighter, he will not last long against the assault of all five keches.

Following the sounds of battle, you push through the dense undergrowth to an area where several trees grow close together. A young tribesman is standing with his back to one of the trees, swinging a broad sword and screaming in an unknown tongue. Three humanoids are attacking him. The humanoids are the color of the treetops and look wiry and strong. They have sharp claws and teeth and evil black eyes.

High above the battle, an old man is hanging from a vine by his left foot. He screams and curses at the humanoids as he struggles to escape the snare.

The party should make some attempt to help the tribesmen. If they do not, the keches will ignore them and continue the battle. It will take the keches three more rounds to kill the shaman's son if he receives no aid. If the son is killed, the keches will take the body up into the trees, pull the old shaman up as well, and scuttle off. The party can follow and attempt a last minute rescue, but that would be difficult at best.

If the party intervenes, run the battle normally. There are three keches attacking the son, and another two hidden in the trees above (just waiting to surprise party spell casters).

If the party defeats the keches and frees the shaman, he will be extremely grateful. If the PCs use magic, the tribesmen will be in awe of this ability — obviously the PCs are mighty witch doctors.

The shaman and his son do not speak Common, so it might be difficult for the party to communicate with their new friends. If any PCs were injured, the old shaman will want to help with the healing. While his *cure light wounds* spells are effective, the method of his casting is different from the PCs'. To cast spells, the shaman must dance, chant, shake weird gourds (or perhaps even a shrunk-en head), and otherwise throw his body into a jerking fit. It could be hard for the PCs to understand they are being cured. Of course, like any spell caster, the witch doctor will react very badly to interruption while he is casting.

Although communication with this pair should be difficult, it should not be impossible. PC inventiveness should be rewarded. The shaman will want to give the PCs something for rescuing him. If they ask for feathers, he's got plenty. He has feathers in his pouches, on a belt, in his headdress, on arrow shafts, etc. Of course none of the feathers are from a couatl. The shaman knows what kind of bird each feather is from, and will try to describe each bird to the party — if they seem to want that information. But remember the language barrier. To get what they need, the PCs will have to make the concept of a couatl clear to him. Meanwhile — the son will be extremely bored (he doesn't want to be a shaman and finds all the chants and dances silly). He will make fun of the party's attempts to communicate with his father, who will chastise him for his disrespect.

Once the old man understands that the party wants something from a couatl, or that the party wants to meet the gods, he will escort them to Encounter 2.

Shaman: AL N; MV 12"; D4; hp 20; AC 7; THAC0 18; #AT 1; Dmg staff; Size M; In Above Average

Spells carried: *entangle* (x3), *detect poison*, *invisibility to animals*, *speak with animals*, *cure light wounds* (x2), *goodberry*, *slow poison*, *neutralize poison*, *snare*

Shaman's son: AL N; MV 12"; F3; hp 22; AC 7; THAC0 18; #AT 1; Dmg broad sword +1; Size M; In Average

Keches (5): AL NE; MV 15"; HD 5; hp 14, 23 (x2), 29, 22; AC 4; THAC0 15; #AT 3; Dmg 2-5/2-5/1-6; Size M; In Average; SA Surprise 5 in 6, climb trees at 60 feet/round, cannot be tracked 50% of the time, move silently 50% of the time.

Encounter 2 — The Abandoned Temple

The Shaman and his son will lead the party through the jungle. They will travel for 30 minutes without any encounters and will eventually arrive at a vine-covered pyramid with three "steps." This site was sacred to a local tribe in the distant past, but the tribe was destroyed by the "evil spirits" conjured up. The old shaman will be happy to act out this story for the party. His son is very scared of the place, but is anxious to appear brave. He will

continually look over his shoulder and will walk very carefully. The closer the group gets to the pyramid, the more jumpy he gets.

You have followed the old shaman for half an hour. It is late afternoon and the jungle sun shines red and gold through the trees. Before you, you see a clearing. Undergrowth and vines are thick, but there are no trees. In the center of the cleared area is a stone structure. It is a step pyramid with three levels. The entire pyramid is covered with vines. A very old man is putting about in a clump of weeds near the clearing's edge. He looks up suddenly, as if surprised by your presence.

The "very old man" is in fact Xapultec (Xap for short), a young couatl *polymorphed* to human form. He speaks perfect Common, but will pretend to understand only pidgin. He speaks without using prepositions or the word "the." Behind this disguise, the couatl is wise and cunning. He will not be fooled by lies, and he will take badly to being patronized by the party.

Xapultec used to live in the pyramid, which is left over from a centuries-old tribe. Their most powerful clerics used the pyramid as a base for their worship of evil gods. After the pyramid was abandoned, the couatl took up residence there partly for his own comfort and partly to keep the neighboring tribes from rediscovering the pyramid's secrets.

Unfortunately, Xapultec got careless and broke a sacred seal which released a pair of demons. The demons immediately took over the pyramid and threw Xapultec out. Since they are highly magic resistant, Xapultec does not feel he can defeat them easily, and does not want to risk his life. He suspects (correctly) that the demons cannot *teleport* outside of the pyramid. Still, because the demons have all of his treasure, Xap remains near the pyramid, doing his old wise Indian act and waiting for a party or monster that is strong enough to deal with the demons for him.

When the PCs approach Xapultec, he will speak with them in his halting Common. If asked about couatl feathers, he will mention that a feathered serpent used to live in the pyramid, but there are "big green monsters" in there now.

After talking with Xapultec, the party

probably will explore the pyramid. The only entrance is on the second step in the north face. Inside, stairs lead down into the main chamber. The demons are there, guarding Xap's treasure.

Most of the treasure is monetary: 2,000 gold pieces, four gems (250 gp each), and two rings (non-magical, jewelry value 1,200 gp). Xapultec also owned one magic item, a *wand of frost* with 22 charges. Unfortunately for the party, the demons have learned some of the workings of this item.

When the party descends the stairs they will run into the circle of *darkness* created by the demons. If the darkness is dispelled the party will see the demons against the far wall. In this case, one of the demons will fire an *ice storm* from the *wand of frost*, and the other will *teleport* to the top of the stairs so it can attack the party's rear. If the party tries to go around or through the *darkness*, one demon will fire a *cone of cold* at the party, and the other will use his *fear* ability.

Melee will ensue. The demons will try to surround the party by *teleporting*, and will use their *fear* when appropriate. The demons will not use the wand more than once, and cannot *gate* in other demons or *teleport* outside the pyramid.

If the demons kill more than one character, Xap will appear and use his powers to help. Also, Xap will try to cast *remove fear* on any characters who run blindly out of the pyramid after being hit by the demons' *fear* effect.

If the demons are defeated, Xapultec will reveal his true nature. He will become very grandiose — saying "Behold!" before he changes shape. He expects the party to be stunned and in awe of his magnificence. He will be quite cross with them if they are not. The shaman and his son will grovel and avert their eyes.

Xapultec will thank the party for freeing his home from the demons, and will be happy to help them in any way he can. Since he prefers human form, there are no feathers anywhere in the pyramid. If the party asks for feathers, Xap will explain that they are very precious and hard to grow back. However, he will consider giving the party some feathers, providing that they ask for no other reward. If the party tries to bargain they will get a cold reception, but they may be allowed a gem or a few hundred gold pieces. The party will not be able to get the feathers and the wand, or any large amount of money.

When the party gains the feathers (Xap will allow the old Shaman to pluck them — or any party member who has behaved suitably) the feathers must be placed on the teleport plaque.

Xapultec, Couatl: AL LG; MV 6"/18"; HD 9; hp 51; AC 5; THAC0 12; #AT 2; Dmg 1-3/2-8; Size M; In Genius; SA Poison, constriction, polymorph self at will, ethereality, psionics, spells.

Spells carried: *cure light wounds* (x2), *remove fear* (x2), *light, hold person, find traps, know alignment, silence 15' radius, speak with animals, cure disease, locate object, dispel magic, cure serious wounds* (x2)

Type II Demons (2): AL CE; MV 6"/12"; HD 9; hp 52, 36; AC -2; THAC0 12; #AT 3; Dmg 1-3/1-3/4-16; Size L; In Average; SA Magic resistance 55%, darkness 15' radius, teleport (limited, see text), fear (as wand), levitate, detect invisibility, telekinesis 3,000 gp weight.

Part II: Evening Underground

The party arrives in an huge area filled with coffins, and are given only one hour to find the one which contains the holy symbol of the high priest Georback. Georback is buried in a secret area, accessible only to those who know the location of the entrance and the password needed to open it. By using *speak with dead* and *speak with animals* spells, the party can discover this information. They find Georback's tomb. The coffin is very difficult to open, but help is available. Although there is a way out of this complex, the PCs will not be able to find it.

The teleport plaque glows briefly when you place Xapultec's feathers on it, taking you to your next destination. You suffer a queasy feeling in your stomachs and arrive in darkness.

Light reveals the following:

You are in a 20-foot corridor which stretches in front of you and behind you. The floor is gray stone. You look to one side and your eyes widen in surprise; you are standing next to a coffin. In fact, there are coffins all around you. There are two shelves built into the wall, and a coffin sits on each one. A third coffin lies on the

floor under the bottom shelf. The entire corridor is built in this fashion. There are coffins stacked along the walls of the corridor as far as the eye can see. In front of you, at the limits of your light, the corridor appears to open into a room. Behind you, it stretches away into the darkness. All is silent, except for some scuttling and high-pitched squeaking.

On the third teleport plaque is written: "Holy Symbol of Georback. One hour." There is also a diagram of a circle inscribed in a triangle.

The PCs are at the point marked with an X on map 2, in the Chambers of Advice deep in the dungeons of a Temple of Kalor. Kalor is pronounced "KAY-lore". The pronunciation is important, as it is the password for a secret door which the party must use to get at the symbol. The main temple complex is above the party, located in the middle of a city-state ruled by the Kalorist priesthood — but the PCs will never leave the dungeon, so the DM does not have to worry about this. When a wise or important citizen of the city-state dies, the priests take the body and entomb it under the temple. The burial chambers are vast. (If the PCs wander off the map, DMs should describe corridors after corridors of coffins — but the central room is the only chamber in the maze of corridors.)

The entire area is highly magical, and radiates such to *detect magic* spells. In this area bodies do not decompose and objects do not rust or rot. Therefore, the bodies in the coffins appear exactly as they did in life. The clerics have special *ceremony* spells which allow them to heal the wounds and scars of the dead, so that no wounds or traces of disease remain on the bodies entombed here.

The central chamber is 100' in diameter, and the walls are lined with coffins stacked three deep. In addition, the central chamber has one extraordinary feature. In the middle of the circular room is a huge monolith, rising eight feet toward a vaulted ceiling 25' high.

The monolith is a slab of white stone, a rectangle 8' high by 4' wide by 1' deep. Runes are engraved in the 4-foot sides of the monolith. The runes have been carved into the stone, and the carving filled with gold. This structure radiates powerful magic, even more than the ambient magic of the sur-

roundings.

The runes on one side of the monolith run from the top to the bottom. On the other side, there are a smaller number of runes, taking up only the center two feet of the stone. A cleric will be able to tell that the runes are clerical spells, carved into the rock as they would be written on a scroll. The smaller group of runes is a minor spell, while the larger group is something extremely powerful.

The lesser spell is *speak with dead*. It is a special version of the spell linked to the magic of the monolith. A cleric can "read" the spell directly off the monolith as he would from a scroll. The runes on the monolith will glow, but they will not fade away. Therefore, a cleric can cast *speak with dead* in this fashion as many times as he pleases. The duration of the spell depends on the cleric's level. A third level cleric can ask three questions, a sixth level six, etc. Furthermore, the dead in this area will respond to only one set of questions per week. Therefore, a cleric cannot read the spell many times and ask many questions of the same spirit; each reading must be used to communicate with a different body. The other special aspect of this spell is that it can be used to communicate with **any** person entombed in this area, no matter how long dead.

The greater spell is a special form of *animate dead*. The PCs will not be able to cast it. If they try, they fail. It only can be cast by high priests of Kalor. If the temple is ever attacked by a major force, the dead are enlisted to help with the defense.

The monolith holds one final secret. If anyone of good alignment touches the block with both hands and speaks the name "Kalor," the entire block, along with the central 20'x20' area of the floor, will begin to sink. The section (outlined on the map by a dotted line) will slowly move downward, eventually coming to rest on the floor of the second level, the High Priests' Chamber. This is the resting place of Georback (and others), and the party's final destination. Getting there is a major feat since nobody buried in the crypt knows the secret of the elevator.

The entire area is full of rats (normal rats, not the giant variety). It is **very important** that the DM make this clear to the party. Each time they open a coffin, one or two rats should run out from behind it and disappear into the darkness. Rats should run across party members' feet, scurry around outside the radius of the party's light, and oth-

erwise accompany the group as they wander in the crypt. The rats do not feed on the bodies (which are magically preserved). They get their food above, in the city, but this area is their home. The rats are everywhere.

The only way for the party to figure out the truth about the monolith elevator is by asking one of the rats. If the party talks to a rat, it will know of an old, old, grandfather rat who has lived here forever and knows all about the place. For a gift of food, the grandfather rat will show himself and talk with the party. He is very intelligent (for a rat) and knows about the elevator the priests use. He knows you must put your front paws on the big stone and then say the password. He does not know what the password is, but he knows it is one word, with two syllables; like "SQUEAK-squeak."

Once the PCs find their way into the central chamber, they might wish to use the inexhaustible *speak with dead* to communicate with some of the bodies. If and when the characters try this, they will find the dead an eclectic and interesting bunch. No matter which coffins the PCs open first, they will find the following occupants and traps:

Coffin #1

Anyone standing in front of this coffin when it is opened will be hit by a scything blade which swings out from the bottom of the coffin doing 2d12 points of damage (no save).

The occupant is Lord Grammican. The Lord wears his plate mail and a gold ring with a green enamel dragon embossed on it. (The ring is very tight, surrounded by the flesh of the finger, and is impossible to remove without cutting. It is worth 1,250 gp.) He is a big, muscular man, with a long brown moustache and heavy sideburns.

The Lord is surly, sarcastic, and rude. He is not pleased that the PCs have come along and disturbed his revels in Valhalla. A staunch warrior, Grammican knows very little about Georback or his burial site. He knows the history of this place, and that Georback was a famous Cleric of Kalor, but not much more. He will answer questions curtly, but cannot resist the chance to make a rude comment or tell the PCs how stupid they are. ("What are you gonna do, kill me?" is his attitude.)

Coffin #2

This coffin is the final resting place of Sister Marta, once a cleric of Kalor. It is not trapped. Marta is a plump and serious-looking woman, with brown hair and eyes. Marta was buried in her chain mail, with a silver-plated mace in her hand (200 gp). A silver holy symbol (a circle in a triangle) hangs around her neck on a thin chain.

Marta is willing to answer the party's questions at length. She likes to talk, but she is used to being in charge and is sometimes bossy. She knows the history and function of this place, and she knows that Georback is buried "with the High Priests," somewhere separate from all the other coffins. She is not sure where this is, however.

If Marta is asked about her holy symbol, she will realize that she is not being interrogated by a cleric of Kalor. She will say "I do not speak with unbelievers." From that moment on, no further information will be forthcoming from Marta.

Coffin #3

This coffin is trapped with a *glyph of warding* which creates *blade barrier*, in front of the coffin, inflicting 6d6 points of damage to anyone standing there and to anyone who tries to reach or look into the casket. (The PCs can speak with the occupant right through the *blade barrier*, but don't tell them that.)

Prince Blue Sky rests in this coffin. The Prince was three and a half years old when he died. He was as bright and friendly a child as anyone ever knew. He is still attentive, cute, and fun to talk to. His attention span is short, of course. If the party asks a complex question, Blue is likely to blow his answer by saying "What?" or "I don't get it." Blue knows that this place was used for "keeping dead people at with no worms!" He has never heard of Georback. Talking to Blue at length is a waste of time, but it sure is fun.

All of these people, even Blue, know that this is a temple of Kalor. Before the party finishes speaking with this group, they should know this. Kalor is the God of Truth, Trust, Loyalty, and Friendship.

If the PCs try more coffins, use the following tables to determine traps, occupants, and treasure. The PCs are, after all, wasting their single hour! Roll once on each of the four tables and have fun. None of the occupants will know more than Sister Marta.

Table 1: Traps

01-50	No Trap
51-60	Pit Trap in floor in front of coffin (1d6 damage).
61-70	Spiked pit trap (4d6 damage)
71-75	<i>fire trap</i> spell (1d4 + 12 damage)
76-88	<i>glyph of warding</i> (electricity, fire, or paralysis) (20 points damage)
89-92	Gas Trap (<i>stinking cloud</i> or <i>cloudkill</i> spell)
93-98	Illusion trap. (Pit, rocks fall from ceiling, explosion, etc.) (Damage 20 pts. save for 1/2) or disbelief for none.
99-00	Coffin is a mimic. (No occupant.) Mimic: AL N; MV 3"; HD 9; hp 45; AC 7; THAC0 12; #AT 1; Dmg 3-12; Size L; In Semi; SA Glue.

Table 2: Occupants

01-30	Minor Cleric of Kalor
31-50	Minor Noble
51-70	Knight of Kalor (Fighter, Cavalier, or Paladin)
71-80	Cleric's or Noble's Spouse
81-85	Cleric's or Noble's Child
86-90	Wizard or Sage
91-93	Artist/Craftsman
94-00	Empty Coffin

Table 3: Personalities

01-30	Courteous, kind, and understanding.
31-40	Courteous, kind, and bone stupid.
41-55	Wise, but egotistical
56-65	Sullen and close-mouthed
66-75	Bad-tempered
76-88	Humorous and intelligent
89-00	Mysterious/inscrutable/ cryptic (adult occupants only, otherwise roll again)

Table 4: Treasures

01-20	Armor - chain (75%) or plate (25%)
21-40	Ceremonial weapon (10x normal weapon value)
41-50	Both of the above
51-65	One piece of jewelry (200-2,000 gp)
66-70	Two pieces of jewelry as above
71-85	Trinket of sentimental value only
86-90	Roll twice, ignoring rolls above 85
91-00	Normal clothes only

If the party has spoken with grandfather rat and with at least one of the

dead bodies, the group will know enough to set both hands on the monolith and speak the word "Kalor." When this happens, the elevator will activate and the party will be transported to the second level.

Chamber of the High Priests

The second level of the burial crypt is very small. There is only one room, a star-shaped chamber. This room contains the bodies of Kalor's three most powerful priests. The positions of all three coffins are specified on map 3. Each coffin rests on a pedestal 3' high, and the name of the priest entombed inside is inscribed in the stone above each pedestal. The three priests are named Georback, Jesse, and Ayliena. Georback is the oldest.

The Three Coffins

Georback: Georback's coffin is protected by a powerful warding spell; it is made of dull black stone, and the lid cannot be opened by anyone except a High Priest of Kalor. The spell is similar to a *wizard lock* spell. It has been cast at 12th level. Unless the party can dispel it, or has a *knock* spell on hand, they will not be able to open Georback's coffin. If the party tries to speak with Georback through his coffin (by reading the spell from the monolith) Georback will answer; he would be happy to give them his holy symbol. He knows how the warding spell on his coffin works, but cannot think of any way around it. Since Georback was one of the first clerics to be placed here, he does not know anything about Ayliena or Jesse.

Georback is an old but robust man with short-cropped silver hair. He is buried in white robes with a platinum holy symbol of Kalor (a triangle in a circle in a triangle) in his left hand. On his right hand he wears a platinum ring, engraved with the holy symbol. It is worth 5,000 gp.

Ayliena: Ayliena died five years ago. Her coffin is trapped with a *glyph of warding* which produces a *slay living* effect — save vs. death or die instantly, and suffer 2d8 + 1 points of damage even if the save is successful. Ayliena is a middle-aged woman with red hair and deep green eyes. Her lips are bright red, and she is smiling. Although past her prime, Ayliena looks quite beautiful. She has been buried in white robes, with a silver symbol of Kalor hanging

around her neck. This is the only adornment or treasure on her person. If the party speaks with Ayliena, she will know nothing of interest to the party, except that Georback is in his coffin.

Jesse: Jesse isn't dead. His coffin has a *glyph* just like Ayliena's, but he is in a state of suspended animation. Jesse is one of the most powerful clerics of Kalor, and he has decided to rest in this state until the church needs his services. In effect, he sleeps through the boring years, and is ceremoniously awakened by the clerics when times get tough and evil is rising in the world. He is a serious, no-nonsense adventurer.

Jesse has been interred with his armor, weapons, and magic items. Jesse will be awakened by any tampering with his person and will ask to know what the emergency is. Jesse is young, confident, and powerful. He is thin and wiry, with brown eyes and blond hair. If the PCs tell him the whole truth he will get Georback's holy symbol for them and send them on their way. (He is familiar with Bavarik and his unending projects.) If the PCs lie to Jesse, he will know. (He has an item that can *detect lie*.) He will get more and more annoyed at the characters who lie to him. If he cannot get the truth after 10 minutes of questioning (real time), he will become exasperated and will cast *word of recall*, returning 20 minutes later with a full complement of the Kalorist guard. If the party is still in the dungeon at that time, they will be taken prisoner.

When the PCs succeed in securing Georback's holy symbol (either by opening the coffin and taking it, or with help from Jesse) they can place it on the teleport plaque and be transported to Part III.

Jesse: AL LG; MV 9"; Cl 15; hp 86; AC -4; THAC0 12; #AT 1; Dmg footman's mace +3; Size M; In High

Spells carried: *cure light wounds* (x5), *command* (x2), *protection from evil*, *sanctuary*, *augury*, *find traps*, *hold person* (x3), *silence 15' radius*, *slow poison*, *withdraw* (x2), *continual light*, *dispel magic* (x3), *negative plane protection*, *prayer*, *remove curse*, *speak with dead*, *cloak of fear*, *cure serious wounds* (x3), *detect lie*, *spell immunity*, *dispel evil*, *flame strike*, *insect plague*, *true seeing*, *heal*, *word of recall*.

Magic items: *plate mail of ethereality* +4, *ring of free action*, *ring of spell turning*, *helm of detecting lies*, *footman's mace* +3, *scarab of protection*, *slippers*

of *spider climbing*, plus additional items at the DM's option.

Part III: Night and the Dragon

This section is unlike most adventures. The PCs have been set down in the midst of a storyline, and may interfere however and whenever they like. The story takes place in the mountains, where an unusual party of adventurers is about to raid the lair of a gold dragon. The dragon, however, is waiting for them. The PCs have several options. They can side with the dragon against the party and ask for some scales for their help. They can side with the party and kill the dragon, taking the scales (smart parties and those with good alignment will reject this option). They can allow events to progress to the battle phase then step in and pick up the pieces.

As you recover from the shock of teleportation, you find that you have left your underground adventure far behind. It is night, and the sky above you is filled with stars. Wind whips about your group, chilling you all to the bone. The air is clear and crisp. You are in the mountains. The fourth teleport plaque lies nearby. It says: "Gold Dragon scales. Four hours." A map is also inscribed on the plaque.

The party has appeared at the point marked X on map 4. It is midnight. The dragon's lair is three hours travel away, across the slat bridge on a neighboring peak. The enemy party is currently camped across the bridge, making preparations for a nighttime sortie to the lair.

The party can see the slat bridge and the campfire opposite them. They cannot make out anything about the figures around the fire except that they are basically humanoid and that they number about half a dozen.

The Enemy Party

The party camped on the other side of the bridge is a most unusual group. The leader is Cevna, a female drow cleric/thief. Her second-in-command is an aludemon called Gredch. They have been joined by Ko, a pureblood yuan ti, and his "friends," a collection of snakes. A couple of dopplegangers calling themselves Crit and Bisil, and a werewolf called Arfle round out the group.

All these characters look human

(except for Cevna). Gredch is shape-changed to human form, Ko looks completely human except for his yellow and black eyes, and Crit and Bisil look like a pair of identical twin fighters (chain mail, shield, and scimitar). Arfle has full control over his were-form, and shifts to wolf only when he wishes.

When the PCs first see this group, they should be told they see five humans and a drow.

Cevna: AL CE; MV 15"; Cl/T 7/7; hp 38; AC 4; THAC0 19; #AT 2; Dmg sword and dagger +1; Size M; In High; SA Magic resistance 55%; once per day *darkness 5' radius, faerie fire, dancing lights, detect magic, know alignment, levitate, clairvoyance, detect lie, suggestion, and dispel magic*; 90% resistant to sleep and charm; +2 on all saves; fights with two weapons at no penalty; sensitive to light.

Spells carried: *protection from good, find traps, hold person (x2), silence 15' radius, slow poison, dispel magic, prayer, cure serious wounds*.

Magic items: *potion of speed, boots of elvenkind*.

Thief Skills

PP	OL	FT	MS	HS	HN	CW	RL
75	62	60	70	63	35	94	35

Gredch: AL CE; MV 12"/12"; HD 6+4; hp 42; AC 5; THAC0 13; #AT 1; Dmg 1d8; Size M; In Genius; SA Magic resistance 30%; successful hit temporarily adds 1d4 to demon's hp total; three times per day *shape change* to humanoid form, *charm person, ESP, and suggestion*; once per day *dimension door*; hit only by +1 or better weapons.

Spells carried: *magic missile (4 missiles) (x3), invisibility (x2), sleep, mirror image, slow, lightning bolt, confusion*.

Ko, yuan-ti pureblood: AL CE; MV 12"; HD 6; hp 34; AC 4; THAC0 13; #AT 1; Dmg long sword; Size M; In Very; SA Once per day *cause fear, darkness 15' radius, snake charm, sticks to snakes, neutralize poison, suggestion, polymorph other*.

Crit and Bisil, dopplegangers: AL N; MV 9"; HD 4; hp 25 each; AC 5; THAC0 15; #AT 1; Dmg 1d12; Size M; In Very; SA Immune to *sleep and charm*; save as 10th level fighters; surprise on a 1-4; *ESP* with 90% accuracy; imitate humanoid creatures.

Arfle, Werewolf: AL CE; MV 15"; HD 4+3; hp 28; AC 5; THAC0 15; #AT 1; Dmg 2d4; Size M; In Average; SA Hit only by magic or silver weapons; surprise on a 1-3.

Magic Items: *potion of speed, ring of free action*.

Giant Poisonous Snakes (3): AL N; MV 15"; HD 4; hp 24, 17, 13; AC 5; THAC0 15; #AT 1; Dmg 1d3 + poison; Size M; In Animal; SA Poison inflicts an additional 2d12 points of damage, save for none.

The Slat Bridge

This is a rickety bridge made of ropes, with wood slats forming a walkway. It sways and rattles in the mountain wind. The bridge is actually much safer than it looks. When a crossing is attempted, a character rolls a save vs. death (just for thrills) adjusted for Dexterity. The save is made at -3 if the character is wearing *bulky* or *fairly bulky* armor. If the character fails the save he stumbles and has some sort of hairbreadth escape — slips but grabs a rope and hangs in mid-air for a while, etc. Be creative. If a 1 is rolled, the character will fall off the bridge and suffer 20d6 points of damage unless saved by magical means. If characters cross the bridge rope together, all the characters must fail their saves before there is any real trouble. The save will need to be attempted again if a character runs or tries any acrobatic feats while on the bridge.

The party on the other side is alert and ready for trouble. They have chosen to camp by the bridge because it offers a convenient avenue of escape, and because any foes coming from that direction can be halted by simply cutting the ropes. Of course, the bridge becomes much more dangerous when a hostile group on the other side is trying to collapse it.

The job of collapsing the bridge will be given to Crit and Bisil. They will move toward the bridge with their scimitars as soon as a character is seen approaching the halfway point of the bridge. It will take the dopplegangers two rounds to slash through the ropes. After the first round, however, the bridge will be so unstable that anyone on it will be forced to make a save (see above). The second round the structure will come apart on the far side. If there are any PCs still on the structure, they must make the same save again at -3 to hold

on as the structure collapses and swings down.

If the party allows this to happen, the PCs might have some difficulty getting across the chasm afterwards, but player ingenuity should be rewarded. Climbing down into the chasm and up the other side will take a very long time — longer than the party's four-hour time limit.

If the party simply waits before crossing the bridge, the party will break camp and head off toward the dragon's lair.

Cevna's group is very careful to avoid being followed. If the party tries, use your own judgment to decide if the PCs are spotted. Close followers probably will be noticed. If Cevna notices that her group is being followed she will set up an ambush somewhere on the mountain trail. Gredch will cast her *invisibility* spell on herself, Cevna will cast *protection from good* and *prayer*, and the entire party will attack in force when the PCs round a bend in the trail.

If there is no fighting, it will take Cevna's party three hours to reach the lair.

The Dragon's Lair

Aurumorso, an adult gold dragon, lives alone in this bachelor pad high in the mountains. There are four keyed areas in the lair. These are shown on map 5.

1. Entrance Cave

This cave looks like any other mountain cave. Pine needles and dirt line the floor, and there is an exit deep in the cave leading to the north. There is one trap in this area. Directly in front of the northern exit is a covered pit. The pit is cunningly designed and hidden, and is difficult to spot. (A *find traps* spell will discover it, as would a thief searching that particular area of the cave.) At least 100 lbs. of weight is required to collapse the covering, so the pit cannot be located by prodding with a spear or pole.

This trap is designed to keep large mountain beasts out of the lair proper. Bears, cougars, and even humanoids will be trapped in the pit — where Aurumorso can decide what to do with them later. If Cevna's party enters the lair, they will do so with a *find traps* spell up, and will avoid this pit. The adventurers might fall in if they're not careful. The pit is 30' x 30' x 30'. The bottom is cushioned by pine needles and loose earth. Anyone who falls into this

pit takes 5d6 points of damage, check Dexterity for half.

2. Pivot Wall

This is the lair's first defense against intelligent beings. In its normal state, the wall is pivoted so that the corridor seems to lead toward area 3. When the false door in area 3 or the door in area 4 is opened, the wall pivots. Touching the door in area 3 causes the wall to pivot and seal that area. The door in area 4 resets the trap. To move the stone without touching the appropriate door requires a *knock* spell or a total of 30 points of Strength (cumulative).

If Cevna's group arrives at this trap, they will fall right in (their *find traps* spell ran out) and will be trapped in area 3. The adventurers will free them, however, when they use the door at area 4. When freed, Cevna will position all of her party beyond the trapped area and send Gredch to the false door to spring it again. After springing the trap, Gredch will *dimension door* beyond the pivot wall. This will give Cevna's group access to the true lair, but probably also will bring them face to face with the party. A battle probably will ensue, since Cevna considers anything in this lair fair game.

If the PCs arrives at the lair before Cevna, they could fall into this trap and be freed by the arrival of the opposing group at area 4. It will be up to the party to find a way to spring the trap from a safe distance. An arrow fired at the false door will do the trick. There are plenty of other ways. In any event, the party will meet with Cevna's group at area 4. Again, Cevna will initiate combat.

This trap is guaranteed to bring the two parties into rough, hostile contact. Negotiation is a possibility, but only if the adventurers initiate it. During any negotiation it should be clear that Cevna's party is irredeemably evil and is in this to kill the gold dragon and take his treasure.

3. Prison Room

This is an empty room, lit by *continual light*, with a false door in the north wall. The door is the trigger to pivot the wall in area 2, trapping characters in this area. Otherwise, this room is featureless.

4. Entrance to the True Lair

This large chamber is the primary entrance hall to Aurumorso's lair — and it is as far as the dragon is going to allow anyone to get. Here the PCs must make their decision about which side to take in the attack on the dragon (if they haven't already). It is in this room that the dragon will at last reveal himself. If the party has defeated Cevna, Aurumorso will be well-disposed toward them. If the adventurers team up with Cevna, the dragon will do his best to destroy all the invaders in his lair.

The Dragon

Aurumorso is a huge adult gold dragon. He is stern and noble, and dislikes violence. He realizes that it is sometimes necessary to kill evil beings, but he is saddened by death. Deep in his mountain lair, Aurumorso has stored numerous treasures and much wealth. Still, his lair is trapped with non-fatal tricks designed to discourage and confuse rather than slay intruders.

From the beginning of Part III, Aurumorso is aware of all the adventurers involved. He knows that Cevna's team is out to kill him, though he does not know the true natures of Gredch or Arfle. If he knew that he was being stalked by a group that included a semi-demon and a were-creature, he would be less complacent. The arrival of the PCs has amused him, and he has decided to wait it out and see what happens.

Aurumorso has cast *invisibility*, and has *polymorphed* himself into a small bird. He will watch over the party and wait patiently. If the two groups fight, Aurumorso will not intervene. After the battle, his actions depend on where the fight took place and who won. If Cevna wins, Aurumorso's actions probably won't matter, since Cevna takes no prisoners. If the party wins, the dragon will reveal himself. He will be extremely pleased with the party. Not only will he give them a few scales, but he also will be happy to give each member a couple hundred gold pieces.

Aurumorso's lair contains 5,000 sp; 7,000 ep; 4,000 gp; 12 gems: 1,000 gp, 500 gp (x2), 250 gp (x4), 50 gp (x5); and a *scarab of insanity*.

Aurumorso, Gold Dragon: AL LG; MV 12"/12'; HD 12; hp 60; AC -2; THAC0 9; #AT 3; Dmg 1-8/1-8/6-36; Size L; In Genius; SA Breath weapon; *polymorph self* at will, detect hidden or invisible



creatures, saves as a 15 HD monster.

Spells carried: *magic missile* (4 missiles), *unseen servant*, *invisibility* (x2), *lightning bolt*, *haste*, *fire shield*, *minor globe of invulnerability*.

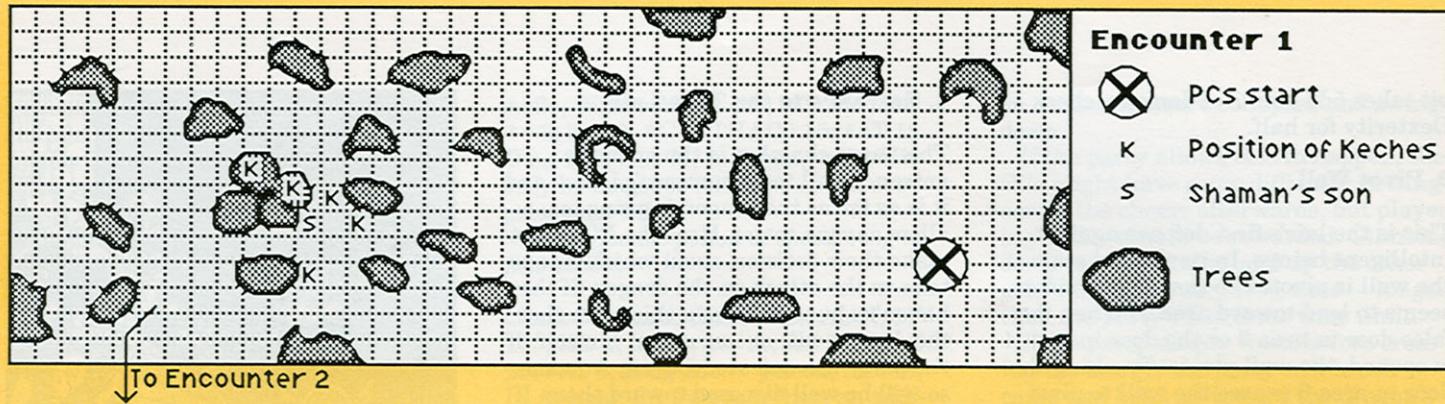
Ending the Adventure

When the party gets the gold dragon scales, the PCs will be teleported to the castle of the Arch-Mage Bavarik. There, a feast will be in progress. Bavarik and a couple of assistant wizards (including Kadifahl), are attending, along with a relative or friend of each PC.

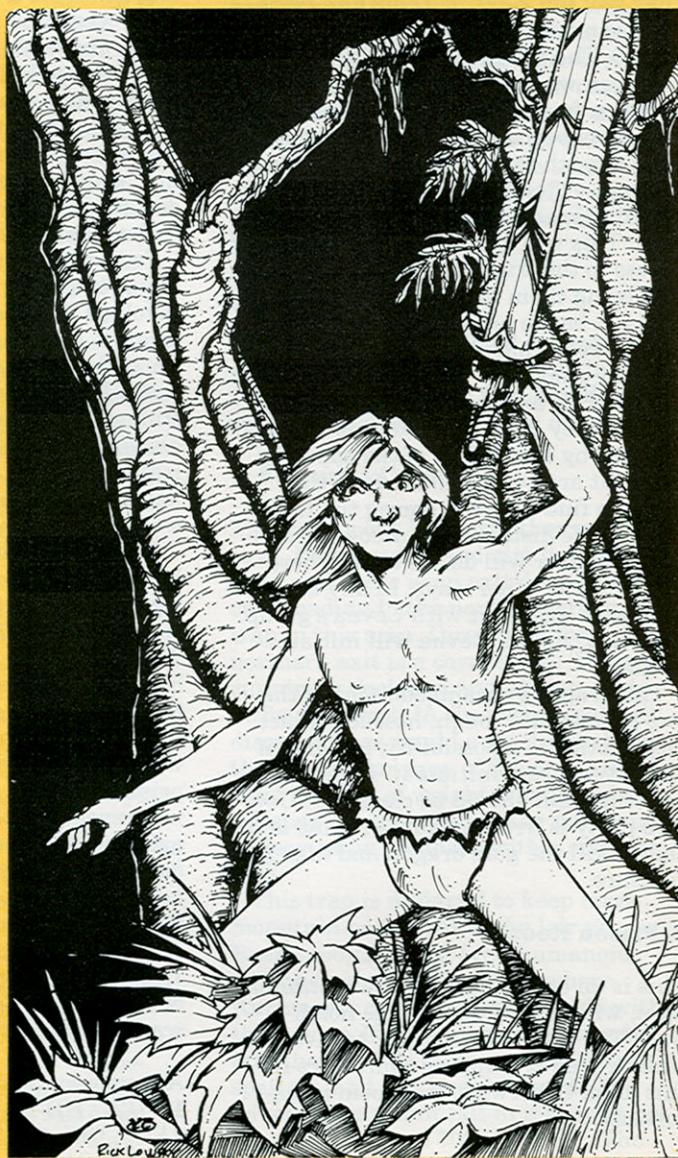
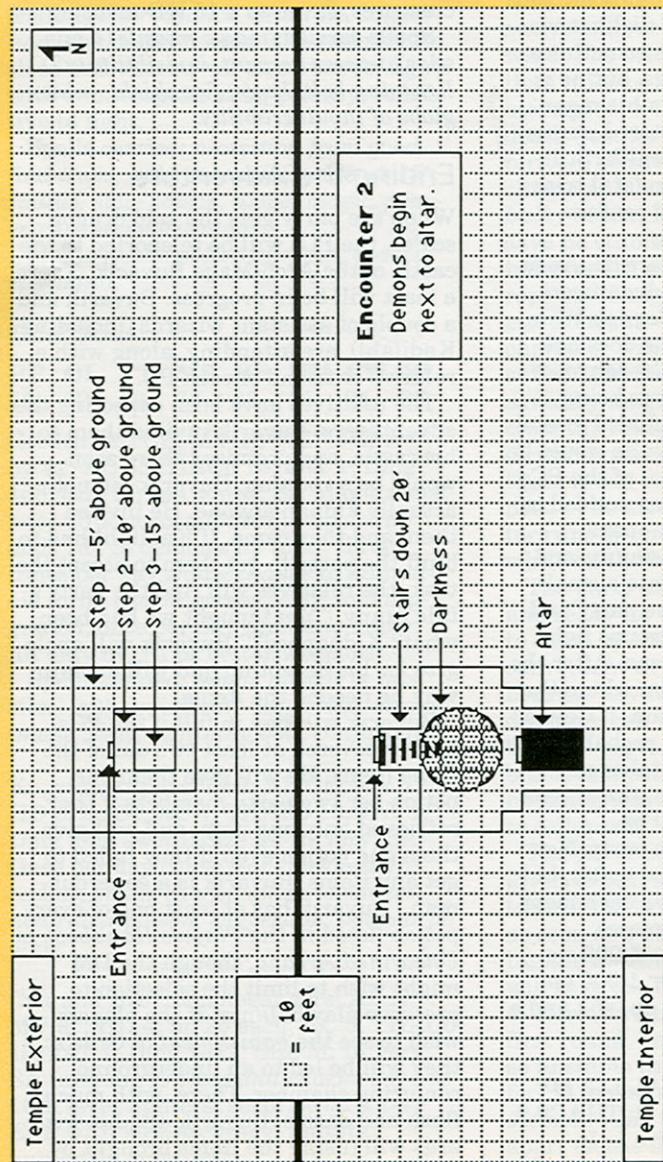
The relatives have been expecting the adventurers; Bavarik invited them to his castle, and promised there soon would be a reunion. Bavarik did not actually kidnap anyone. He invited them and they came. If Kadifahl had to bluff the party to get them to accept the task, the relatives will find the party's tale funny. "You thought we had been what? Kidnapped?" Bavarik will apologize for his deception and will explain why he needed the items.

Bavarik will pay in full if the PCs have recovered at least two out of the three items. He will give them one potion per two party members if they retrieved only one item, and will give them one potion even if they failed to get any items (Bavarik is a generous man.) Bavarik has at least one of every potion listed in the *Players Handbook* or *Unearthed Arcana*, though the DM might wish to limit the selection to preserve play balance. If the players wish to see the *banishment* of Graz'zt, they will be led to an underground conjuring chamber. There, with much flash and dazzle, Bavarik and his wizards will (using the items brought by the PCs) summon and *banish* the Demon Prince.

Map 1a

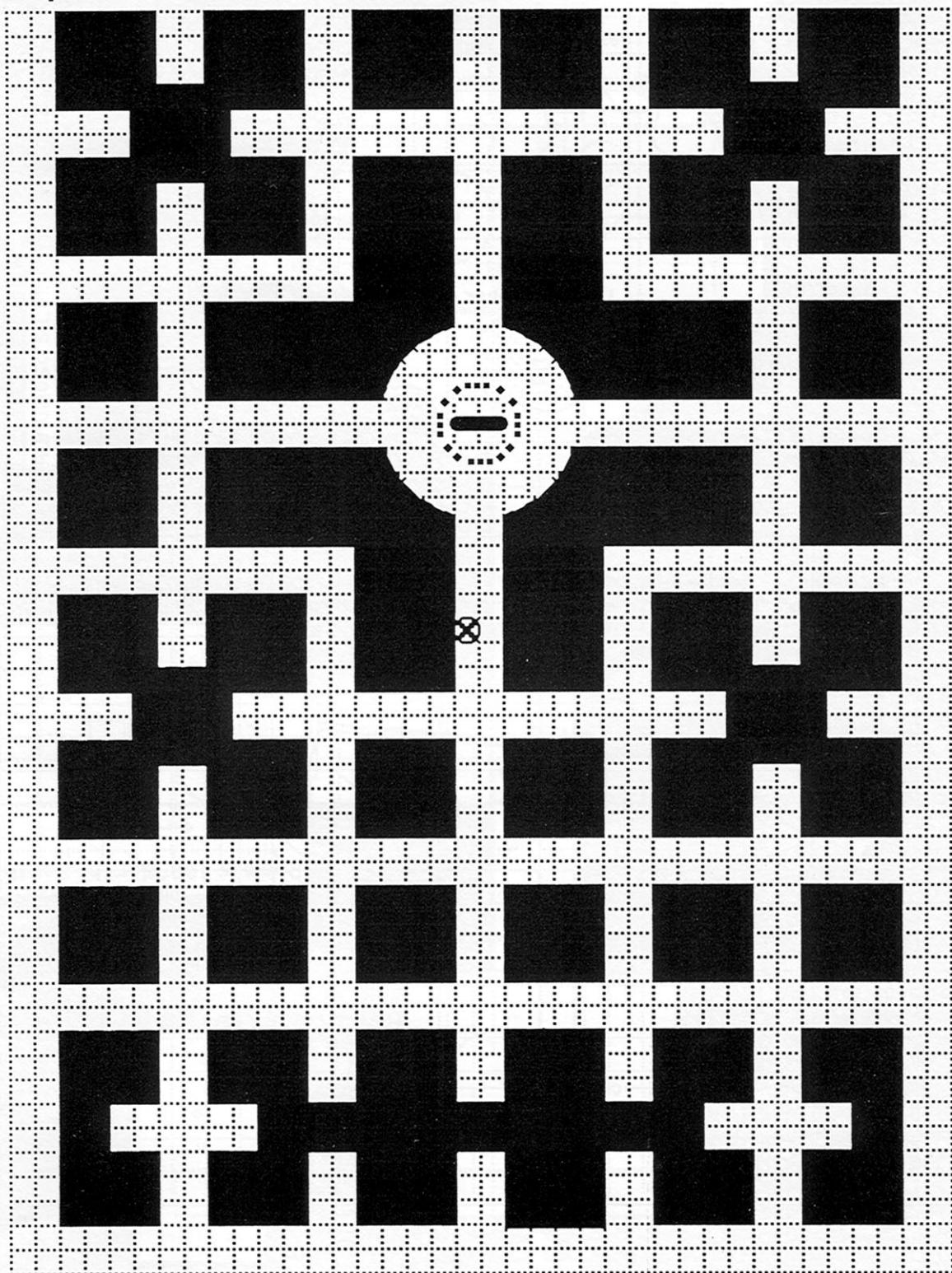


Map 1b



Crypt of Kalor

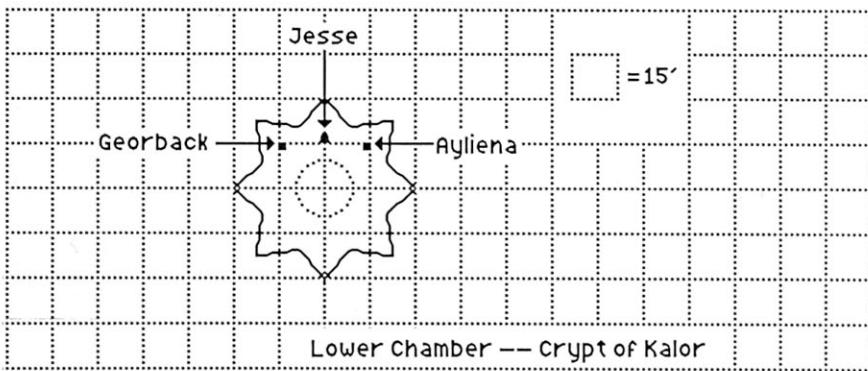
Map 2



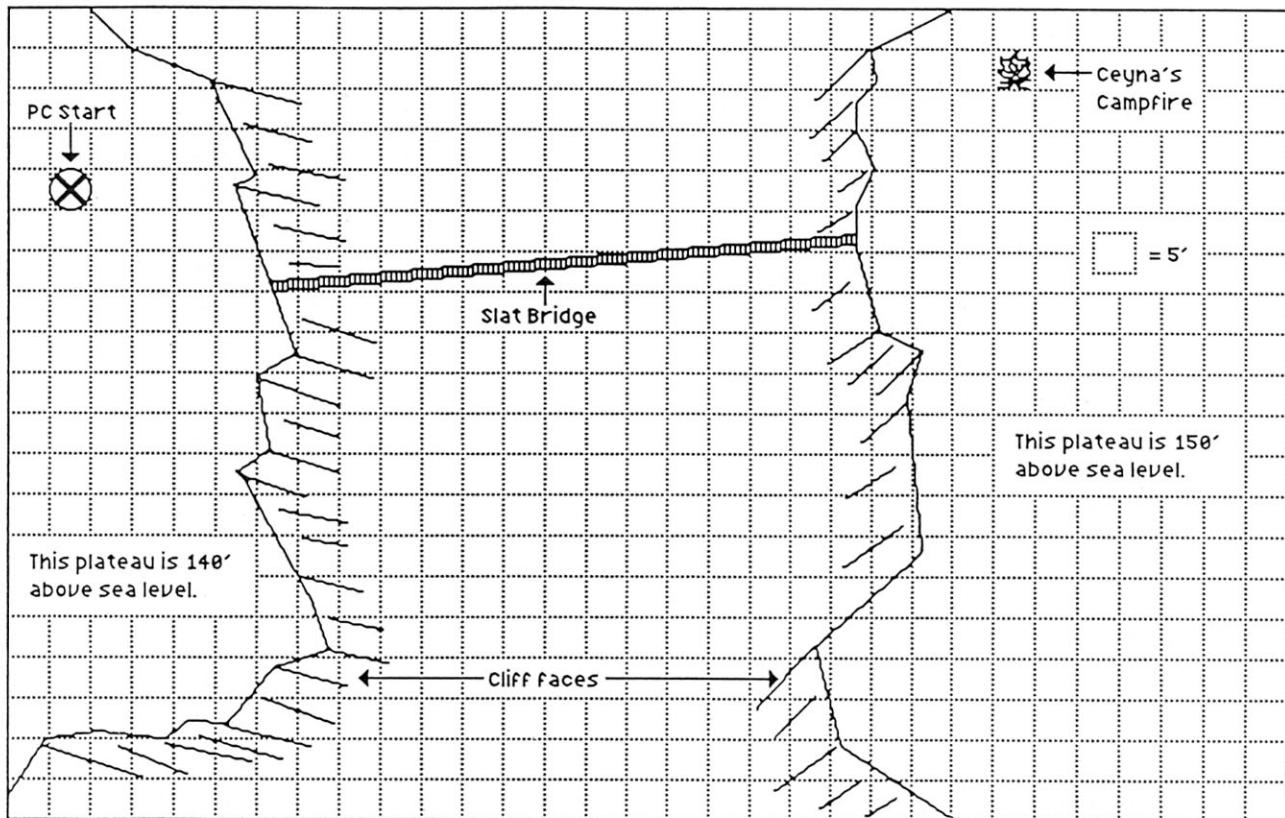
X = PC start

□ = 10 feet

Map 3



Map 4



Map 5

