

Anduri's Wandering Conundrum

A One-Round AD&D Living City Adventure

By Brett King

An unusual summons is received from Anduri, shah of the sixth depth. It will require all of your problem-solving skills to decipher the mystery of Anduri's Wandering Conundrum.

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This is a standard RPGA tournament. A four-hour time block has been set aside for this event. It is a good idea to ask each player to put a name tag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players to keep track of who is playing which character.

The actual playing time will be about three hours. Make sure you use the last 20 to 30 minutes of the event time block to have the players summarize their characters for each other and vote. The standard RPGA Network voting procedures will be used. Complete the Judge's Summary before you collect the players' scoring sheets. This way you will not be influenced by their ratings and comments.

The players are free to use the game rules to learn about the equipment and weapons their characters are carrying.

A note about the text: some of the text in this module is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in *bold italics*. It is strongly recommended that you paraphrase the player text, instead of reading it aloud, as some of the text is general and must be adapted to the specific situation or to actions of the player characters.

DM's Introduction

This adventure is a puzzle-oriented adventure about a magical room constructed by a genie known as **Anduri**. Anduri created the room to imprison an insolent human wizard named **Perniphus Conjurer**, who had tried to force Anduri to serve him. In addition to trying to enslave Anduri, Perniphus also made the mistake of telling Anduri that genies were not nearly as clever as humans. To prove him wrong, Anduri created what he believes to be an incredibly clever prison to hold Perniphus until mankind can demonstrate that it is capable of unraveling the mystery of his puzzle. The goal of the PCs in this adventure is to free Perniphus from his prison.

The story begins eight years ago when Perniphus Conjurer, who was, not surprisingly, skilled in the art of conjurations and summonings, attempted to summon a powerful genie known as a *marid* to serve him. Marids are genies from the elemental plane of water. Marids are the most powerful of all genies, but they are also the most troublesome servants. They have little interest in serving anyone and are incredibly arrogant. For this reason, there are few magical items that exist to control or summon them. Marids are, however, extremely powerful magicians (functioning as 26th level spell casters), so Perniphus decided that the summons was worth attempting.

After a number of years of intense research, Perniphus Conjurer succeeded in summoning a marid known as Anduri, shah of the sixth depth. Although Perniphus succeeded in summoning Anduri, he could not control the marid. Anduri appeared quite perturbed about being called away from an immensely important adventure (the Great Challenge of Padishaw Abu Iba) to act as a houseboy for some inferior creature.

Following a short amount of intense degradation of his would-be captor, Anduri launched into a detailed account of the glorious adventure that had been interrupted. The marid noted his extreme intellectual and physical prowess in overcoming the many obstacles that he had encountered. The story was quite elaborate and fantastic; Perniphus doubted if much of it was true. Nevertheless, Perniphus held his tongue, for he knew that marids fancied themselves to be great storytellers. Perniphus even found occasion to compliment Anduri on his various achievements. After several hours, however, Perniphus Conjurer's patience wore thin. Throughout those hours, this conjurer of some recognition had to listen to Anduri boast of his own abilities while continuously belittling those of the conjurer and his kind. Finally, Perniphus lost his temper. He set off on a tirade, railing against the genie and his story.

"Silence, you!" Perniphus shouted. "I mistakenly believed that I had summoned a marid, but with all of this hot air, you must be a djinni! The only thing you're superior to is an unseen servant! If genies are so much more clever than us humans, maybe you should look at who summoned whom! I've never heard of a human serving a genie, but there sure are a lot of humans who are smart enough to have genies at their beck and call! And as for stories, my six-year-old granddaughter tells better stories than you!"

Ordinarily, talk like this would have been a death sentence for Perniphus. Anduri controlled his anger, though, and put on a look of bemusement. "So, you think your people are more clever than mine? Very well, I will give you a chance to prove it. In fact, I'm so sure that you are mistaken that I shall give you **nine** chances to prove it. If your people cannot free you from a prison of my devising after nine attempts, then you shall serve **me** for the rest of your days. At the very least, it should prove an amusing story to add to my collection." With that, Anduri seized Perniphus and returned to the elemental plane of water.

Anduri used his considerable magical powers and help from some other marid to construct a suitable prison for Perniphus. He created a magical room, 15' wide x 20' long x 10' high, which was a puzzle, a prison, and a story. The room sat on top of a specially constructed boat. Each year, Anduri sent the room to a different city in the Forgotten Realms. He then summoned adventurers, as in **Players' Handout #1**, to

come and try to solve the mystery of the room. Note that although Perniphus is human, Anduri considers elves, dwarves, and halflings all to be of the wizard's kind. Each year the adventurers were unsuccessful, and Perniphus had to wait another year for the next attempt. The PCs are the ninth and final group to make the attempt. If they fail, Perniphus will spend his life in servitude to Anduri.

Players' Introduction

Read the information concerning Perniphus on the front page of the adventure before the players choose their characters. This may help them in choosing characters appropriate to the adventure. The adventure begins with the PCs each finding a copy of **Players Handout #1** rolled up inside a glass bottle. The glass bottle will show up unexpectedly, floating in a nearby water source, such as a horse's trough, a wash bucket, a bath tub, a fountain, a water pitcher, or a mud puddle. The bottle will simply pop to the surface of the water, right in front of the eyes of the PC. When the scroll is opened, a magic mouth (with blue lips and pearly-white teeth) will read the words aloud in common, for the benefit of those PCs who cannot read. Anduri, who can travel astrally, ethereally, and to the elemental plane of water, placed the bottles.

The PCs should be allowed to sleep overnight and choose spells the next day. They can spend the next day as they please before heading to the pier. Once they reach the pier, allow the PCs to describe themselves and greet each other before proceeding to encounter one.

Encounter One: Perniphus Conjuror

As the last rays of the sun retreat over the gentle waves of the Sea of Fallen Stars, a ship glides towards the pier. The ship is perhaps 60' in length and 20' in width. It has no sails, but is silently propelled by a row of oars protruding from its hull. The ship is intricately carved, its trim painted in blue and shimmering gold. The figurehead on the prow of the ship is a carving of an elderly man in robes, his head hung low. The name Perniphus Conjuror is scrolled on the side of the ship. There is no one on deck. Two-thirds of the distance to the stern of the ship, an ornate structure perhaps 10' tall, 15' wide, and 20' long sits atop the deck. The structure has no windows and only a single door. Behind the structure there appears to be a casing for the ship's wheel, but no wheel exists. The ship slowly drifts up alongside the pier and comes to a gentle stop.

An anchor slides out of the side of the ship and drops down into the water.

The Perniphus Conjuror is magically propelled. There is no one on board except Perniphus Conjuror, and he is hidden within the room on top of the ship. There is no way to get below deck, and there is nothing below deck to find. There is a lever to raise and lower the anchor, but it will not budge if the PCs try to push or pull it. If detected for, the ship does radiate magic, of all different schools.

When the PCs approach the door, they will see a simple brass knocker. When the PCs knock, the door will open. Only those who carry the message from the bottle will be able to enter; an invisible force will deny entrance to all others. The door will silently close immediately after the last person passes through it. There is no way to stop the door from closing. The room, also referred to as the conundrum, is protected from magical entrance and divination. Any damage inflicted on the exterior of the ship will cause the ship to immediately return to the astral plane, dropping everyone on board (except Perniphus) into the sea.

Encounter Two: Anduri's Wandering Conundrum

As you enter the room, you see a small podium immediately to your right. There is an open book resting atop the podium; above, a pen made of fish bone lies beside an inkwell. The book appears to be a log filled with names. A small brass sign fixed to the podium reads, in common, "Please sign in."

The room itself is filled with an assortment of furnishings. A beautiful rug with many vibrant colors covers the floor. On top of the rug, their backs towards you are six rustic chairs facing a short wooden table with brass trim. Each chair has a piece of parchment resting on its seat. Sitting on top of the table is a coral candelabrum in the shape of an octopus. Each tentacle is meant to hold a candle, though melted piles of wax fill each of the holes. An intact ninth candle extends from the head of the octopus. It is lit, and provides enough light to fill the room. On the other side of the table is a small wooden chair. Directly behind the small wooden chair, against the far wall, is an ornate pedestal inlaid with mother of pearl. Atop the pedestal is a small throne, perhaps a foot high, carved of ivory.

To your right, a bookcase is built against the wall. In addition to a number of books, the bookcase also contains a skull made of black stone that stares at you from across the room. On top of the bookcase, you can see a ship in a glass bottle. Directly above this on the

ceiling is a wooden panel, which extends towards the middle of the room. The wooden panel has grooved tracks on its sides, perpendicular to the bookcase. The grooved tracks are connected to gears. Where the panel ends, near the center of the ceiling, a picture of the sun has been painted.

To your left, a marble-topped table lines the wall. A wooden game board with a coral top and a slide-out drawer sits on top of the table. Several seashells are also arranged on the table. A ship's wheel hangs on the wall above the table. To the right of the wheel is portrait of an elderly woman.

Across the room, a mounted fish fills up most of the wall. A brass clock has been built into the side of the fish. Finally, a large wooden barrel, about four feet across and four feet deep, sits in the far-left corner.

A layout of the room is shown in **Players' Handout #2**. Each of the items in the room is detailed below. No divination spells or devices will function in this room. No objects can be removed from the room, except when the PCs are actually leaving the room to go into the bottle (see **Ship in a bottle**). Therefore, the PCs are not really leaving the room. Otherwise, objects in the room cannot pass beyond the door.

Podium and book

The book is a log of the eight groups of adventurers who previously have been here. A copy of the log can be found in **Players' Handout #3**. The first name in the log is Perniphus Conjurer. His home city of Calaunt is listed beside his name. Later in the adventure, the PCs will need to "navigate" the ship back to Calaunt (see **Wooden panel on the ceiling** and **Ship in a bottle**). The log is also significant because there is a named piece in **The Game** for each character who signs into the log.

Six chairs

The six chairs are for the PCs, of course. The chairs are carved of driftwood and have giant sponges for cushions. Sitting on each chair is **Players' Handout #4**.

This parchment, written in common, says that if the PCs break anything in the room, they will be ejected from the conundrum. A quick spout of water, gushing from the floor, will surround the ejected characters. The character will then find himself or herself floating in the water beside the boat. The PC will not be able to enter the conundrum again, even if he or she still has the original summons. An ejected PC is out of the adventure.

Candelabrum

The candelabrum has space for nine candles. There were originally nine full candles. As each previous attempt to solve the conundrum failed, another candle burned down. There is only one candle left, in the center. This candle is lit and will burn for exactly three hours. The DM does not need to keep track of time precisely as long as the PCs are operating in real time. The event itself should last three hours. If the PCs haven't solved the conundrum by the time the candle burns out, proceed to **Conclusion - Failure**. If someone attempts to extinguish the candle, it will automatically re-light. The candle is merely symbolic, however. There is still a three-hour time limit on the PCs, whether the candle is there or not.

Small wooden chair

This chair is for Perniphus Conjurer. It is a simple wooden chair with no cushion. The initials P.C. are carved into its back. The small chair is in contrast to the elaborate (though small) throne behind it, which is for Anduri. Anduri sees this as an appropriate analogy to his and Perniphus's respective worth. Once the PCs recover Perniphus's body (see **The game** below), they should (but do not have to) put his body in this chair.

Pedestal and throne

The stone pedestal is about four feet high and inlaid with mother-of-pearl. The pedestal is fixed to the floor. The throne is about a foot high and carved out of ivory. There are minute reliefs of fish, seaweed, and coral adorning the chair. The grooves, slots, and holes carved into the throne make it look like another piece should be attached to it. When the statuette from the **Wooden barrel** is placed in the throne, a latch will be released that will allow the pedestal to be rotated counterclockwise up to 45 degrees.

Rotating the pedestal 45 degrees counterclockwise will put the statuette in a position such that it is looking up at the panel above the **Ship in a bottle**. If the statuette's eyes are open, a light will appear in the ceiling above the wooden panel. See **Wooden panel on the ceiling** for more details about what happens next.

Books

- There are a number of books on the shelves. A list of the books for the players can be found in **Players' Handout #5**. All of the books have the name of their owner, Agzeksis the Unholy, inside the front cover. Agzeksis was a lich who summoned Anduri's pregnant mother and kept Anduri as a slave. The books include: **Tales of Kabi Afa the Marid**. This (mostly fictitious) book details the exploits and adventures of a marid

named Kabi Afa. This book, written by another marid, was used as background material by Agzeksis. Scrawled inside the cover is Players' Handout #6. The first line of the book reads, *"To be sure, there is no greater being to be found than the genie, and no greater genie than the mighty marids, lords of the sea."* Reading the first line of this book aloud to the statuette from the **Wooden barrel** (the statuette must be out of the barrel to hear) will cause its eyes to open up and glow with a soft white light. It will also cause the statuette to speak in a deep voice: *"Even though I now knew of my power and standing, I knew that I could not escape the magics of my captor through force. So, I decided to outwit him. I challenged him to solve a riddle; if he could not solve it, he had to set me free. The lich believed himself to be far more intelligent than I, his servant, so he agreed. I posed him a simple question that no lich could answer. I now pose that question to you."*

It is unknown how this creature is born. Some are born in an instant, while others take years to gestate. When born, it resembles a small dog. Many times the creature dies shortly after birth. As the creature matures, it takes on the shape of a beautiful swan. Sometimes, though, the creature will turn from a swan into a beholder, its eyes looking to and fro. This often leads to death at the hands of an outraged foe. If the creature survives, it becomes a powerful being, needing no mouth to speak and no ears to hear. In its final form, it lives forever. What is this creature?

The answer to the riddle is love, or a person in love. Anduri believes that a lich couldn't possibly understand love well enough to answer the riddle. Anduri didn't really pose this riddle to the lich; it just makes a better story than what really happened. The lich was killed by some adventurers, which allowed Anduri to escape. If one of the PCs correctly answers the riddle, the statuette will speak again.

"Correct. The lich could not answer the riddle, for it knew nothing of love. So, he was forced to set me free." With that, the mouth of the Skull will open up, revealing the keys out of the room.

- **So You Want to be a Lich.** This is a book written by a wizard who was not yet powerful enough to become a lich but believed he understood the steps well enough to write a book. The book is generally correct, but it has sufficient flaws to make it useful only as a research tool. There is writing inside the front cover, *"Remember to kill the author of this*

when I'm through!" There are additional notations throughout the book where Agzeksis crossed out or commented on information that was incorrect.

- **Mastering the Elements: Lessons for the Summoner.** This book has lessons learned from summoning various elementals. A note in an envelope addressed to the author of the book is stuck in the middle of the book. The note can be found in **Players Handout #7**.
- **Death After Life - Undead Immortality.** The author of this book is Agzeksis the Unholy himself. It was meant to be a treatise on the immortality of the undead, but, ironically, Agzeksis was killed before he could finish it. There are only fifty complete pages in the book; the remaining five hundred are empty.
- **The Art of the Wish.** This book was written by the same young wizard as *So You Want to be a Lich*. Again, the author was not powerful enough to cast a wish spell, but he attempted to document all the right and wrong ways to make a wish.
- **First-level spells: Volumes I through IV.** All of the spell books are blank except for Agzeksis's name in the front cover and a note from Anduri. It reads, *"Sorry. Real magicians don't need books to perform magic. - Anduri"* Anduri has the real spell books, but he wasn't foolish enough to put them here.
- **Second-level spells: Volumes I and III.**
- **Third-level spells: Volumes I and II.**
- **Fourth-level spells: Volumes I and II.**
- **Fifth-level spells: Volume I.**
- **Sixth and seventh level spells.**
- **Eighth-level spells.**
- **Ninth-level spells.**

Skull

The skull is meant to represent Agzeksis the Unholy, the lich who raised Anduri in slavery. The skull is carved out of obsidian. There is a seam along the teeth and jaw of the skull. When the riddle that Anduri posed to Agzeksis is solved, the mouth of the skull will open up, revealing a ring of nine keys. Each key has a number on it, one through nine. These are the keys that open the **Exit Door**.

The skull is sitting on top of a large folded piece of paper. Unfolding it reveals it to be a seaman's navigational chart. The chart is meant as a way for PCs without *navigation* or *astrology* to successfully guide the **Ship in a bottle**. A PC without these proficiencies

can successfully locate a particular city based on the stars with an intelligence check at ½ normal.

Ship in a bottle

The bottle is a flawless glass bottle, about 15 inches long and one foot high. It rests on a small wooden stand. The bottle is held to the stand and the stand is held to the bookcase with *sovereign glue*. There is a cork stuck in the mouth of the bottle. The cork is also held in with *sovereign glue*. The bottle itself is made of *glasssteel*, and essentially cannot be broken. Inside the bottle, a small wooden model of the *Perniphus Conjuror* sits in a bed of transparent glue (dried, not *sovereign*), molded to look like the sea. There are four small figurines on the deck of the boat. Careful examination reveals them to be blue-skinned humanoids dressed as pirates. These figurines represent Anduri and the three other marids who helped him create the conundrum. A successful *Observation* proficiency check will also reveal that the boat has dropped anchor.

When the PCs open and leave the room through the **Exit door**, they will be magically transported inside the bottle on to the deck of the miniature *Perniphus Conjuror*. To observers still in the room, the scene inside the bottle will come to life.

Wooden panel on the ceiling

The wooden panel on the ceiling covers the middle-right part of the ceiling. See **Players' Handout #8**. The panel has grooved tracks on its sides, perpendicular to the bookcase. The grooved tracks are connected to gears. Where the panel ends, there is a picture of the sun painted in the middle of the ceiling. The panel will slide on the iron rods along its tracks to cover up the sun when the clock in the **Mounted fish** is set to the correct time (seven in the evening rather than seven in the morning).

When the panel slides, it will reveal a square hole directly above the **Ship in a bottle**. Inside the square hole is another wooden panel, painted black and inlaid with pearls. The pearls will not be apparent unless the panel is examined closely, since there is no light behind them. To activate the light above the panel, see **Pedestal and throne**. When this light is activated, it will shine down through the pearls, creating a scene of the stars in the night sky.

The initial display of the stars corresponds to a position directly over *Ravens Bluff*. Anyone with the *Navigation* or *Astrology* proficiencies will be able to tell this immediately. Characters who look at the navigation map (see **Skull**) may also be able to tell this. When the characters pull up anchor in the boat (see **Exit door**), the stars will begin to change position, representing the movement of the boat (at a rapidly

accelerated pace). A successful *Navigation* or *Astrology* check will allow the PCs to guide the boat to a location of their choosing in the Forgotten Realms. Note that the actual boat that the PCs are in is not moving; it is still at *Ravens Bluff*. Only the star display is actually moving.

The PCs need to figure out that they need to guide the boat back to *Perniphus's* home city of *Calaunt*. The trip to *Calaunt* in the virtual boat will only take a few minutes. When the PCs reach *Calaunt*, one of the pearls will fall from the ceiling. If the panel is not open, the pearl will be trapped until the panel is opened. Otherwise, to the people inside the bottle, it will appear as if a star is falling directly towards the boat. The "star" will bounce off the top of the bottle and roll down on to the floor.

When the PCs come back inside the room, they will be able to find the pearl lying on the carpet. The pearl has the life force of *Perniphus Conjuror* inside it. Close inspection of the pearl will reveal a pulsing force inside. Holding the pearl directly against the ear will reveal the sound of a beating heart. The pearl must be placed inside *Perniphus Conjuror's* mouth (see **Seashells**). When this is done, proceed to **Conclusion - Success**.

The Game

The game is a wooden game board with a coral top and a slide-out drawer. The game board has six rows of colored squares, each row beginning with a square labeled "start" and ending with a square marked "end". The game board is shown in **Players' Handout #9**. There is also one figurine for every PC who signed in the log when they came in. The name they signed in with is below each piece. If a PC failed to sign in, there is no piece for him or her. The figurine appears to be a human-sized marid (blue skin, pointed ears) dressed as a person of the profession and gender listed in the log.

Once all PCs have placed their pieces on the board in a valid position, each PC will be transmogrified into their piece on the board. The PCs will not have any of their equipment with them.

After the PCs are shrunk, they will each find themselves standing at the end of a long corridor. From the end of the corridor, they hear the following, pronounced in a deep voice:

"Padishah Abu Iba welcomes you to the Great Challenge of Abu Iba. Only the greatest of the marids will be competing for the prize of their desires, a wish! This wish can be used for anything, even a title, such as Shah of the Seventh Depth! There may be no more than one winner, though the challenges are so difficult that there may be NO winner. The first to complete all the challenges and reach the finish will

receive immense glory and the ultimate prize. Now, let the challenge begin!

Roll randomly to see which PC starts first. The floor beneath that PC will light up. The PC should then roll a D6. A shimmering doorway will appear in front of the PC at a distance down the hall that of 10' times the roll of the D6. The color of the door will be the color of the square that the PC would land on if moving the D6 number of spaces. When a PC moves through the screen, he or she is transported to the testing arena, a larger square to the side of the game board. The PC must pass a test corresponding to the color of the square. Failure means that the PC is ejected from the game, appearing full-size again by the table. An ejected PC's piece does not reappear in the drawer.

Note that events occurring in the game, including PC death, do not have any effect on the PCs once they leave the game. The PCs are simply removed from play, and the figurines of the ejected PCs disappear. A PC watching the game from the outside can hear and see what is going on but cannot affect the outcome of the game. The board cannot be touched once play has begun; an invisible force protects it. The PCs in the game cannot hear the other PCs inside or outside of the game.

When the PCs walk through a shimmering doorway, they find themselves in a larger room on the game board, with a challenge based on the color of the door/square. The challenges are listed below.

If another PC is on a block of the same color that the current player may move to, that PC/marid's image can be seen in the shimmering doorway. When the current player enters the room, the other PC will already be there. A voice will sound out, "***Defeat your opponent in a contest of strength to advance.***" The two unarmed PCs must wrestle. Both should make strength checks. If both fail, roll again. Whichever PC makes their strength check by the most wins. The losing PC is transported back to the start square and loses his or her next turn. If the attacking PC wins, he or she can then attempt the challenge for that square.

Play revolves around the table clockwise. Each turn, a PC needs to roll a D6 and move that number of spaces either forwards or backwards to a shimmering colored door. The PC cannot move to either the start or the finish until all 6 tasks are completed, so only one choice may be available. Each task can only be completed once. After a task is completed, a PC who lands on that color again ends up in an empty room for that turn.

Red: Strength

When the PC enters the room, he or she finds a very large stone in the center of the room. Inscribed upon it are the words, "***The Immovable Stone of***

Agul." The PC must try to move the stone by making a strength check. The DM should ask the PC how he or she attempts to move the stone. Pushing the stone is easiest; the PC will get no penalty to the strength roll. Lifting the stone is more difficult; PCs must make the check at a penalty of -4. Pulling the stone is even more difficult, since there is no good way to grab it. PCs attempting to pull the stone will receive a -10 penalty to their roll. The PC only gets one chance to move the stone.

If the PC succeeds, a voice will sound out (to that PC only), "***(insert name here), the mighty marid from Ravens Bluff, has successfully moved the immovable stone of Agul.***" The PC will return to the game board. If the PC fails, the voice will say for everyone to hear, "***(insert name here), the mighty marid from Ravens Bluff has failed the challenge of Abu Iba.***" With that, the PC will be removed from the game.

Orange: Dexterity

When the PC enters the room, he or she will be at the edge of a hostile, rugged landscape. Small volcanoes spew forth jets of molten rock high into the air. Two beautifully woven carpets lie on the ground. A voice booms out, "***You must fly a carpet across the plains of Girdal. The red carpet is slower but easier to control. The blue carpet is faster but more difficult to fly. Choose now.***"

The PC must successfully steer the flying carpet through the field of volcanic geysers by making a successful dexterity check. If the PC chose the slower red carpet, two dexterity checks will need to be made at no penalty. If the PC chose the faster blue carpet, only one check must be made, but it will be at a -4 penalty.

If the PC succeeds, a voice will sound out (to that PC only), "***(insert name here), the mighty marid from Ravens Bluff, has successfully navigated the geysers of Girdal.***" The PC will return to the game board. If the PC fails, the PC will be struck by a molten rock (no damage outside the game). The voice will say for everyone to hear, "***(insert name here), the mighty marid from Ravens Bluff has failed the challenge of Abu Iba.***" With that, the PC will be removed from the game.

Yellow: Constitution

When the PC enters the room, he or she will be swimming in the middle of the ocean, with rough waves all around. An island can be seen far off in the distance. Even if the PC cannot normally swim, their new form as a marid will have no problem swimming. Swimming to the island requires a constitution check. The DM should ask the PC what stroke he or she intends to use and assign a penalty to the roll accordingly. The choices are: freestyle (no penalty), sidestroke (no penalty), breaststroke (-2 for slow movement), backstroke (-4

due to choppy waves), and butterfly (-4 due to difficulty).

If the PC succeeds, a voice will sound out (to that PC only), “*(insert name here), the mighty marid from Ravens Bluff, has successfully swum the endless sea.*” The PC will return to the game board. If the PC fails, he or she will sink beneath the waves. The voice will say for everyone to hear, “*(insert name here), the mighty marid from Ravens Bluff has failed the challenge of Abu Iba.*” With that, the PC will be removed from the game.

Green: Intelligence

When the PC enters the room, a voice will be heard, “*One exit leads towards victory, the other is an illusion hiding death.*” The PC will see two exits. Above each exit is a phrase. The PC must decide which exit is the real one. If the PC wants to disbelieve the illusion, the DM should ask for reasoning behind why the PC feels a particular exit is the false one. If the PC believes the illusionary door is the real one, the DM should secretly roll an intelligence check for the PC with a -10 penalty. If the PC has correctly determined the illusionary door, the DM should secretly roll an intelligence check with a +0 to +4 bonus, depending on how good the PC’s reasoning is. If the intelligence check is successful, the PC sees the illusion for what it is. Otherwise, the PC is unable to discern the illusion. The PC is free to walk through either exit after the roll.

The illusion of one of the exits, as well as the illusion of the phrases, is created by an aboleth. Aboleths use their illusions to draw victims closer so they can attack and enslave them. The aboleth will create the illusion according to the intelligence of its victim:

- **Int 3-7:** The aboleth assumes the PC cannot read and will be easily fooled. Door 1: No phrase, gold can be seen beyond. Door 2: No phrase, skulls surround doorway. Door 2 is the real exit.

- **Int 8-10:** The aboleth assumes some amount of intelligence. Door 1: Phrase reading, “Path of the strong”. Growling noises can be heard beyond the door. Door 2: Phrase reading, “Path of the weak.” Gentle music can be heard from beyond the door. Door 2 is the real exit.

- **Int 11-14:** The aboleth assumes an average intelligence, enough to outwit an obvious ploy. Door 1: Phrase reading, “Path of the strong.” Growling noises can be heard from beyond the door. Door 2: Phrase reading, “Path of the weak.” Gentle music can be heard from beyond the door. Door 1 is the real exit.

- **Int 15-18:** The aboleth assumes an above average intelligence, and will attempt to fool the PC into thinking this is a puzzle. Door 1: Phrase reading, “This is the exit.” Door 2: Phrase reading, “Only one door is

telling the truth.” Ordinarily, the answer to this riddle would be door 2. The aboleth will use reverse psychology; door 1 is the real exit.

If the PC goes through the real exit, a voice will sound out (to that PC only), “*(insert name here), the mighty marid from Ravens Bluff, has not been fooled by the illusions of the aboleth, which it uses to enslave the unwary.*” The PC will return to the game board. If the PC goes through the wrong exit, the PC will see a large fish appear, dragging itself on tentacles. The fish will summon the PC, and the PC will follow it. The voice will say for everyone to hear, “*(insert name here), the mighty marid from Ravens Bluff has failed the challenge of Abu Iba.*” With that, the PC will be removed from the game.

Blue: Wisdom

When the PC enters the room, he or she will be on a beach, wading in the water. From stones nearby, four beautiful creatures of the opposite sex will approach. The creatures have pale white skin and golden hair. They will try a different lure with each PC. The lures they will use are:

- They will invite the PC to stay with them for awhile.
- They will ask the PC to come closer so they can tell him or her a secret.
- They will tell the PC that they can show the PC how to win the contest if they come to the rocks.
- They will beg the PC to come and help them.
- They will offer the PC happiness far greater than that which winning the contest would provide.
- They will tell the PC that he or she has won the contest and the prize is remaining with them.

If a PC does not try to resist the invitation, he or she has failed. Otherwise, female PCs have a 65% chance to resist the calling. If the PC is a female and misses this roll, or the PC is male, the PC will need to make a wisdom check. If the PC succeeds, a voice will sound out (to that PC only), “*(insert name here), the mighty marid from Ravens Bluff, has resisted the lure of the nereid.*” The PC will return to the game board. If the PC fails, the PC will go with the nereid. The voice will say for everyone to hear, “*(insert name here), the mighty marid from Ravens Bluff has failed the challenge of Abu Iba.*” With that, the PC will be removed from the game.

Violet: Charisma

When the PC enters the room, he or she will see an 18’ tall blue-skinned humanoid with pointy ears, dressed as a genie with a pointed golden crown. The creature will say, “*I am Padishaw Abu Iba. Tell me*

why you are worthy to compete in my challenge!" The PC should allow the PC to come up with a reasonable answer. Marid like to boast, so the more outrageous the boast the better Abu Iba will like it. If the player gives a good boastful answer, the DM should give the PC a bonus of +1 to +6 on a charisma check. If the PC gives a poor or humble answer, the PC should receive a penalty of -1 to -6 on the roll. If the PC succeeds, a voice will sound out (to that PC only), "***(insert name here), the mighty marid from Ravens Bluff, is truly a worthy champion and may continue on the challenge.***" The PC will return to the game board. If the PC fails, Abu Iba will shake his head. The voice will say for everyone to hear, "***(insert name here), the mighty marid from Ravens Bluff is unfit for the challenge of Abu Iba.***" With that, the PC will be removed from the game.

When there is only one PC left in the game or one PC has completed all six tasks, allow that PC to roll the die as normal. As the PC starts to move, he or she is sucked off the game board into one of the side rooms. The announcer voice says, "***(insert name here), the mighty marid from Ravens Bluff, has apparently disappeared. This results in disqualification, as happened to Anduri, shah of the sixth depth, nine years ago. There will be no winner of the challenge of Abu Iba.***"

The last PC will find himself in a laboratory with a rather old man dressed in robes.

"Ah, it worked! Excellent! Greetings, marid. I am Perniphus Conjurer, your new master. Now, I don't have anything pressing for you to do, so perhaps you could start by just sweeping my floors up a little."

Perniphus will treat the PC as a slave or the lowliest servant, demanding that he dust his books, rub his gnarled old feet, and dispose of the trash. If the PC resists, he will become quite snappy and tell the PC to remember his place. After all, Perniphus summoned the PC, and a slave shouldn't be able to question his master. He will mumble something about how the spell didn't say precisely the level of the control the summoner would have over the marid. Perniphus will antagonize the PC to the point that the PC may try to strike Perniphus. If the PC does strike Perniphus, the mage will fall over dead. If the PC does not strike Perniphus, Perniphus will work himself into such a frenzy over the disobedience of his servant that he will have a heart attack and die. Once Perniphus dies, the PC will be transported back to the conundrum with the other PCs, along with the lifeless body of Perniphus. The pearl from the **Wooden panel on the ceiling** must

be placed in his mouth; a *raise dead* or *resurrection* will not restore Perniphus.

Seashells

These are ordinary seashells except for one: an oyster shell. The oyster is able to talk. He talks like a person with a tongue depressor in their mouth, since he has a pearl on his tongue. The oyster does not have a name, but he would be happy to be given one. He is friendly and inquisitive, but he isn't very helpful on most topics. He doesn't know anything about the room; he has no eyes. If anyone asks about his pearl, he will say, "***To take a pearl from the mouth of an oyster is to take away its heart.***" If someone asks him about the pearl from the **Wooden panel on the ceiling**, he will say, "***That is not my pearl; you have the heart of another in your hand. Perhaps you should put it back in the mouth it belongs to.***"

Ship's wheel

The ship's wheel can be taken outside the **Exit door** and placed on the wheel mount on the deck of the miniature ship. This will allow the ship in the bottle to be steered by the PCs.

Portrait

The portrait is of an elderly woman, perhaps in her 90s. She has a sour expression on her face. There is a small brass plate attached to the frame that reads, "Mother Conjurer."

Mother Conjurer will speak when spoken to, when someone speaks in front of her, or when someone touches the painting.

"You young humans have no respect for the elderly! Disturbing a poor old lady when she's resting. Why what has the world come to? These young people just have no character these days. For one thing, you never go to visit your parents. Why, every year I get a letter that my son will be coming home soon, and he never comes. Doesn't he understand that home is where the heart is? You remember that, home is where the heart is."

Mother Conjurer will continue to speak in generalities. If asked any questions about the room, Anduri, or Perniphus, she will respond with the following:

"Anduri will only let me give three hints. You have to give up a reward for each one that I give you, though. You also have to compliment Anduri on his ability to outwit you. So, if you're stuck and not too proud or greedy, I can help you out."

For every hint the PCs get, they will lose one of the *pearls of the marid* at the end of the module, at random. The DM can give a general hint about how to solve any given riddle in the conundrum. The PCs have to ask about something specific, though.

Mounted fish

The mounted fish is a sturgeon. The clock has two hands and a sun/moon dial in its face. The time is correct, but the sun/moon dial is currently showing the sun. The PCs should be aware that they arrived at the boat at about 7 in the evening, at sunset. The dial is showing that the clock is set at 7 in the morning. If the PCs rotate the hands of the clock to the correct time, twelve hours later, the moon will appear. This will also cause the **Wooden panel in the ceiling** to slide over the painted image of the sun and reveal a night sky image.

Wooden barrel

The barrel is about four feet high and four feet across at the top. It is about five feet across at the bottom for added stability. The barrel is filled with about 300 gallons of water and weighs approximately 2400 pounds. The wooden barrel represents the place where Anduri spent the beginning of his life. At the bottom of the barrel is a statuette of Anduri in a sitting posture, looking up into the air. The statuette is made of carved bone that has been dyed blue. The statuette can be placed in the throne on the pedestal.

Protecting the statuette is a **Water Weird**. It will have formed when the PCs entered the room. It will lie in wait until a PC approaches the barrel, and then attack (potentially by surprise, 30% chance). The water weird can only attack PCs within 5' of the barrel. Because the barrel is in the corner of the room, only four PCs can attack the water weird at once. Once the water weird is killed, it will be able to return to the elemental plane of water. It will not reform.

Tier 1 (Party Levels 6-13)

Water Weird: Int Very; AL CE; AC 8; MV 12; HD 3+3; hp 10; THAC0 15 (attacks as 6HD); #AT 1; Dmg 0; SA Drowning; SD Only takes 1hp damage from piercing and slashing weapons, ½ damage from fire or none if successful save, cold acts as a *slow* spell, *purify water* or *sweet water* will instantly kill a water weird; MR nil; SZ L (10' long); ML 13.

If the water weird makes a successful attack, the PC needs to make a successful saving throw versus paralyzation. Success means the PC is safe. Failure means the PC is pulled into the barrel with the water weird. Each round thereafter, the PC must make an additional save at +2 or drown. A drowned PC is at -1 hit points, and will continue to lose 1 hit point per round until another PC uses a healing spell (a potion

will not work) or makes a successful healing non-weapon proficiency check. This will bring the PC up to 1 hit point. A non-skilled PC cannot save the drowned PC. Once the PC reaches -11, he or she is dead. Up to four other PCs could attempt to pull the PC out of the water by making a successful *bend bars* roll. If multiple PCs try, they can add their chances together and make one roll. The drowning PC cannot help; the PC is using all of his or her energy to try to stay alive. Attacks against the water weird while it is holding a PC underwater are at -2 to hit.

Tier 2 (Party Levels 14-25)

Water Weird: Int Very; AL CE; AC 6; MV 12; HD 3+3; hp 15; THAC0 15 (attacks as 6HD); #AT 1; Dmg 0; SA Drowning; SD Only takes 1hp damage from piercing and slashing weapons, ½ damage from fire or none if successful save, cold acts as a *slow* spell, *purify water* or *sweet water* will instantly kill a water weird; MR nil; SZ L (10' long); ML 13.

If the water weird makes a successful attack, the PC needs to make a successful saving throw versus paralyzation. Success means the PC is safe. Failure means the PC is pulled into the barrel with the water weird. Each round thereafter, the PC must make an additional save at +1 or drown. A drowned PC is at -1 hit points, and will continue to lose 1 hit point per round until another PC uses a healing spell (a potion will not work) or makes a successful healing non-weapon proficiency check. This will bring the PC up to 1 hit point. A non-skilled PC cannot save the drowned PC. Once the PC reaches -11, he or she is dead. Up to four other PCs could attempt to pull the PC out of the water by making a successful *bend bars* roll. If multiple PCs try, they can add their chances together and make one roll. The drowning PC cannot help; the PC is using all of his or her energy to try to stay alive. Attacks against the water weird while it is holding a PC underwater are at -2 to hit.

Tier 3 (Party Levels 26-37)

Water Weird: Int Very; AL CE; AC 4; MV 12; HD 3+3; hp 24; THAC0 15 (attacks as 6HD); #AT 1; Dmg 0; SA Drowning; SD Only takes 1hp damage from piercing and slashing weapons, ½ damage from fire or none if successful save, cold acts as a *slow* spell, *purify water* or *sweet water* will instantly kill a water weird; MR nil; SZ L (10' long); ML 13

If the water weird makes a successful attack, the PC needs to make a successful saving throw versus paralyzation. Success means the PC is safe. Failure means the PC is pulled into the barrel with the water weird. Each round thereafter, the PC must make an additional save or drown. A drowned PC is at -1 hit points, and will continue to lose 1 hit point per round until another PC uses a healing spell (a potion will not

work) or makes a successful healing non-weapon proficiency check. This will bring the PC up to 1 hit point. A non-skilled PC cannot save the drowned PC. Once the PC reaches -11, he or she is dead. Up to four other PCs could attempt to pull the PC out of the water by making a successful *bend bars* roll. If multiple PCs try, they can add their chances together and make one roll. The drowning PC cannot help; the PC is using all of his or her energy to try to stay alive. Attacks against the water weird while it is holding a PC underwater are at -2 to hit.

Tier 4: Total Levels 38+

Greater Water Weird: Int Very; AL CE; AC 2; MV 12; HD 6+3; hp 35; THACO 11 (attacks as 9HD); #AT 1; Dmg 0; SA Drowning ; SD Only takes 1hp damage from piercing and slashing weapons, ½ damage from fire or none if successful save, cold acts as a *slow* spell, *purify water* or *sweet water* will instantly kill a water weird; MR nil; SZ L (10' long); ML 13.

If the water weird makes a successful attack, the PC needs to make a successful saving throw versus paralyzation at a -2 penalty. Success means the PC is safe. Failure means the PC is pulled into the barrel with the water weird. Each round thereafter, the PC must make an additional save at -2 or drown. A drowned PC is at -1 hit points, and will continue to lose 1 hit point per round until another PC uses a healing spell (a potion will not work) or makes a successful healing non-weapon proficiency check. This will bring the PC up to 1 hit point. A non-skilled PC cannot save the drowned PC. Once the PC reaches -11, he or she is dead. Up to four other PCs could attempt to pull the PC out of the water by making a successful *bend bars* roll. If multiple PCs try, they can add their chances together and make one roll. The drowning PC cannot help; the PC is using all of his or her energy to try to stay alive. Attacks against the water weird while it is holding a PC underwater are at -2 to hit.

Exit door

The exit door has nine keyholes, numbered one through nine. These locks are exceptionally difficult to pick; a thief has a -50% chance of succeeding on any given lock. The keys to the lock are inside the **Skull**.

When the door is opened, it leads out on to what appears to be the deck of the *Perniphus Conjurer*. However, it is actually leading out on to the **Ship in a bottle** through a magical enchantment and teleportation. No attacks are possible through the door; it must be stepped through.

Once on the deck, the PCs will find four blue humanoids dressed as pirates. One of them, clearly the captain, will speak to the PCs in a seaman's drawl when they get up on deck.

“What do we have here, some stowaways? Thinking of mutiny, perhaps? Trying to steal Perniphus Conjurer from Captain Anduri? Well, see here. Captain Anduri rightfully pirated this ship, and if you want it, you’re going to have to fight for it!”

With that, the four pseudo-marids will attack the PCs. These creatures are miniatures come to life. They cannot be reasoned with or talked to, as they have no free will. They cannot be charmed, though illusions can affect them. They know nothing of their purpose in life other than to kill the PCs. As each pseudo-marid is killed, it turns back into a carved wooden miniature (though appearing full-size to the PCs while they are in the bottle).

Tier 1 (Party Levels 6-13)

Pseudo-marids (4): Int Low; AL N; AC 6; MV 9; HD 2; hp 9, 9, 9, 16 (captain); THACO 19; #AT 1; Dmg cutlass ((1-6/1-8)); SA None SD None; MR 25%; SZ L (9' tall); ML 20.

Tier 2 (Party Levels 14-25)

Pseudo-marids (4): Int Low; AL N; AC 4; MV 9; HD 3; hp 16, 16, 16, 24 (captain); THACO 17; #AT 1; Dmg cutlass ((1-6/1-8) +2 for strength); SA None SD None; MR 25%; SZ L (9' tall); ML 20.

Tier 3 (Party Levels 26-37)

Pseudo-marids (4): Int Low; AL N; AC 2; MV 9; HD 5; hp 28, 28, 28, 40 (captain); THACO 15; #AT 3/2; Dmg cutlass ((1-6/1-8) +4 for strength); SA None SD None; MR 35%; SZ L (9' tall); ML 20.

Tier 4: Total Levels 38-56

Pseudo-marids (4): Int Low; AL N; AC 0; MV 9; HD 7; hp 40, 40, 40, 56 (captain); THACO 13; #AT 2; Dmg cutlass ((1-6/1-8) +6 for strength); SA None SD None; MR 40%; SZ L (9' tall); ML 20.

Once the PCs defeat the pseudo-marids, they can look around the ship. First, they will see that they are no longer at Ravens Bluff. They appear to be floating in the middle of the sea. If the PCs have not taken all the appropriate steps to light up the stars, the sky is dark. Otherwise, there are stars in the sky. To the sides, they can't see past the end of the oars. Closer inspection of the water will reveal it to be some hard, clear substance. A look around deck will reveal that the boat is anchored. A lever on the deck can be pulled to lift the anchor. This will cause the oars to start moving and the stars to start moving quickly by. See **Wooden panel on the ceiling** for details about what happens next.

Conclusion - Failure

Water shoots up out of the floor around you. You find yourselves floating in the water outside the Perniphus Conjurer. The Conjurer lifts anchor and slows rows itself away, sliding down into the water as it goes. As the top of the ship disappears under the water, a bottle with a note in it pops to the surface. The note reads,

“Thank you for attempting to solve my conundrum. You, as the previous eight groups before you, were unsuccessful. So, it appears I was correct that marid are far smarter than humans. Because your kind failed to prove that it can outwit me, Anduri, shah of the sixth depth, the insolent wizard Perniphus Conjurer will remain my slave for the rest of his days. This is suitable punishment for his lies, misdeeds, and insults of the marid race. The next time you encounter a marid, be sure to treat him with the proper respect he deserves. You should always respect your superiors. - Anduri, shah of the sixth depth.”

Conclusion - Success

As you place the pearl inside Perniphus Conjurer’s mouth, he gulps. With a cough, his eyes flutter, and he sits up. “Hello? What’s going on? Who are all of you? Where am I at?”

Perniphus will allow the PCs to tell him as much as they know. He will then relate what he remembers.

“Well, I summoned this marid, a water genie, to use as a servant. In my old age, I don’t move around as well as I used to. I had thought that when I summoned him he would be under my control. That apparently was not the case. He proceeded to insult and berate me for taking him away from some important adventure or challenge or something. He said he had far more important things to do than clean my floors. He then went on this long speech about this challenge he was competing in. I let him talk, because I knew marid love to tell stories. Well, after about an hour or two, I got pretty tired of listening to this pompous bag of wind pontificating on the greatness of his kind. So, I told him just what I thought of his kind and that we humans were obviously far smarter than marid could ever hope to be. After all, who summoned whom? Well, he smiled at me and said something like, ‘So, you think your people are more clever than mine? Very well, I will give you nine chances to prove it. If your people cannot free you from a prison of my design after nine attempts, then you shall serve me for the rest of your days.’ He grabbed me, and that’s the last thing I remember before waking up here.”

If the PCs tell Perniphus how they saved him, he will be very grateful. He will tell them that he will take care of them as soon as he can get home to get some of his things. He then suggests they leave the boat. As the PCs walk outside the room, they will find they are back at Ravens Bluff. A golden tureen sits on the deck with 5 pearls sitting in it. A mouth appears in the tureen and says, *“This is your reward. Now leave, and be sure to treat marid with the respect your superiors deserve.”* As the PCs leave the boat, it will raise anchor and row down into the water, disappearing from view.

Perniphus will return home to Calaunt, get some things, and return to Ravens Bluff to give the PCs a reward as well. He will give the PCs a *Wand of Conjuraton (12 charges)*, and allow any wizard PCs to attempt to learn up to three conjuration or summoning spells of their choosing from his books. This attempt will be at +15% chance of success. He has all conjuration and summoning spells available to the PCs up to fifth level.

Experience Point Summary

Experience is calculated as follows.

1. Sum the experience listed below for objectives.
2. Assign discretionary role-playing experience (0-500 points). The DM should award this experience to reward accurate character portrayal throughout the adventure.
3. Finally, multiply the total by the tier according to the adventure.

Levels 6-13	Tier 1
Levels 14-25	Tier 2
Levels 26-37	Tier 3
Levels 38-56	Tier 4

PCs should get experience points of the tier for which they qualify, regardless of which tier is actually played. For example, if you have a Tier 3 group and have to bump up the combats by one tier to challenge them, they still get the experience points for a Tier 3 group, not for a Tier 4 group.

Signing in to the log:	25 xp
Not breaking anything in the room:	50 xp
Rotating the pedestal with statue:	50 xp
Opening the eyes of the statue:	50 xp
Solving the statue’s riddle:	50 xp
Retrieving Perniphus’s body:	50 xp
Putting the pearl in Perniphus’ mouth:	50 xp
Solving the room without hints from Mother Conjurer:	50 xp
Opening wooden panel with clock:	50 xp

Defeating water weird:	50 xp
Defeating pseudo-marid:	50 xp
Retrieving Perniphus's heart (pearl):	100 xp
Role-playing:	0-500 xp
Total Possible Experience:	1,125 xp
For Tier 2:	2,250 xp
For Tier 3:	3,375 xp
For Tier 4:	4,500 xp

Treasure Summary

If it is not on this list, the PCs cannot keep it. This is a house rule which overrides what the characters may acquire in the adventure.

3 conjuration/summoning spells per wizard PC

Wand of conjuration (12 charges)

5 pearls of the marid: This pearl can cast any of the following spells at 26th level of ability. Each spell drains one charge. When all charges are gone, the pearl becomes non-magical. It cannot be recharged. It is worth 1000 gp as a pearl, and 3000 gp with charges remaining.

1. *detect evil, detect good, detect invisible, detect magic*
2. *invisibility, liquid form (gaseous), polymorph self*
3. *purify water, gaseous form, water breathing*
4. *lower water, part water, wall of fog*
5. *water breathing, infravision, strength*

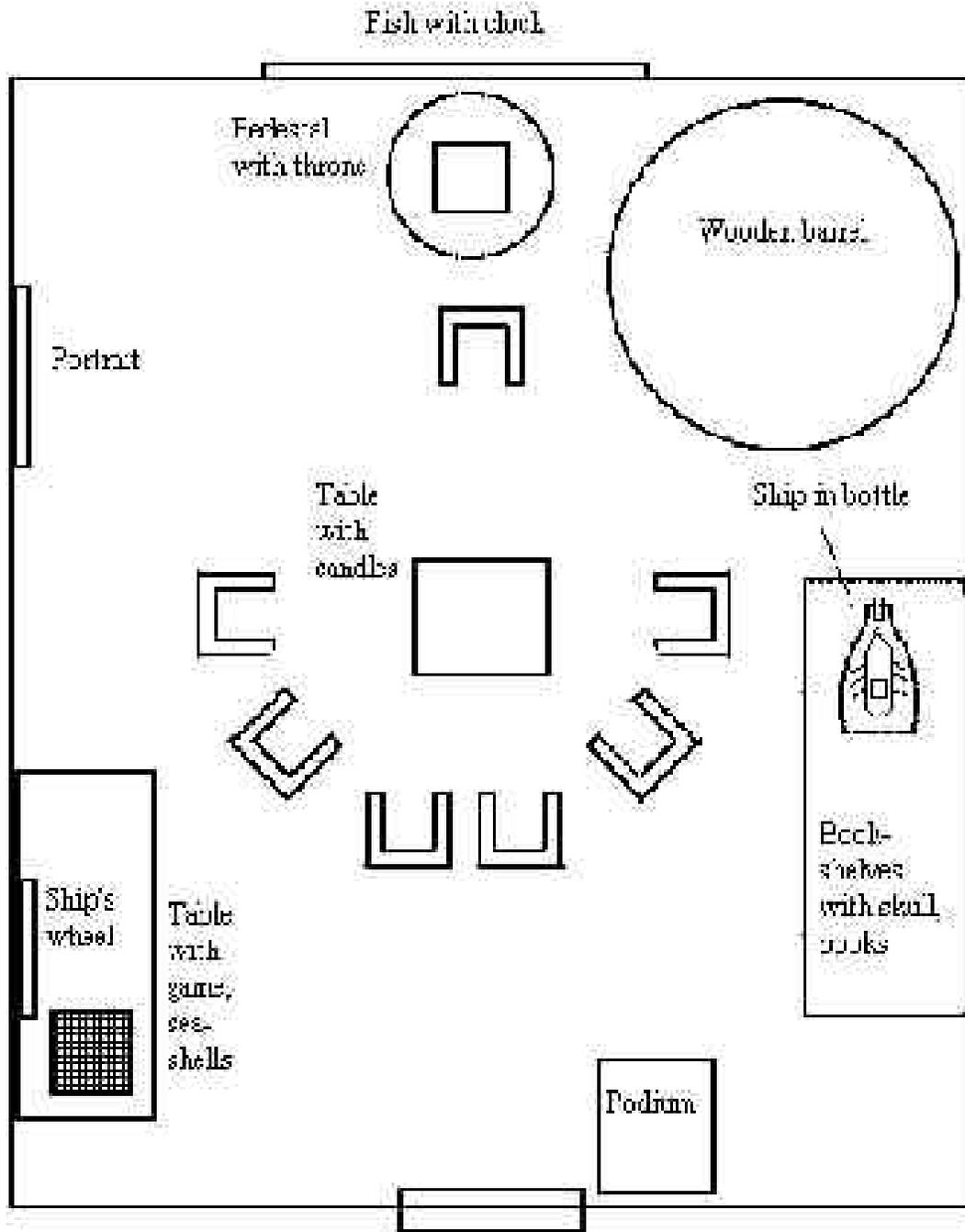
Fame Award

None. The only ones talking will be the PCs.

Players' Handout #1 - Summons

Anduri, shah of the sixth depth, summons you and only you to appear at precisely the moment of sunset tomorrow on his ship, Perniphus Conjurer, which will be docked at pier four in the port of Ravens Bluff. This notice must be presented to gain entrance. The duration of this encounter will not exceed three hours, though it may be less. Failure to appear will result in forfeiture of your position; no replacement will be chosen. Any attempt to compromise the integrity of this encounter will result in its cancellation with no opportunity for rescheduling.

Players' Handout #2 - Room layout



Players' Handout #3 - Log book

Year	Name	From	Profession	Gender
1	<i>Perniphus Conjuror</i>	<i>Calaunt</i>	<i>Wizard</i>	<i>Male</i>
2	<i>Obus</i>	<i>King's Reach</i>	<i>Warrior</i>	<i>Male</i>
2	<i>Henrietta</i>	<i>King's Reach</i>	<i>Wizard</i>	<i>Female</i>
2	<i>Lorus Magnamis</i>	<i>King's Reach</i>	<i>Warrior</i>	<i>Male</i>
2	<i>Walter the Wondrous</i>	<i>King's Reach</i>	<i>Wizard</i>	<i>Male</i>
2	<i>Slyra Feeris</i>	<i>King's Reach</i>	<i>Rogue/Wiz</i>	<i>Female</i>
2	<i>Ignacio Degado</i>	<i>King's Reach</i>	<i>Priest</i>	<i>Male</i>
3	<i>Amon the Great</i>	<i>Dragon Falls</i>	<i>Warrior</i>	<i>Male</i>
3	<i>Emma Sundown</i>	<i>Dragon Falls</i>	<i>Warrior</i>	<i>Female</i>
3	<i>Barclay</i>	<i>Dragon Falls</i>	<i>Ranger</i>	<i>Male</i>
3	<i>Ference Fingers</i>	<i>Dragon Falls</i>	<i>Rogue</i>	<i>Male</i>
3	<i>Livermore of Gath</i>	<i>Dragon Falls</i>	<i>Priest</i>	<i>Male</i>
3	<i>Theresa Walroos</i>	<i>Dragon Falls</i>	<i>Warrior</i>	<i>Female</i>
4	<i>Sir Magnanimous</i>	<i>Tantras</i>	<i>Paladin</i>	<i>Male</i>
4	<i>Reginald Dunway III</i>	<i>Tantras</i>	<i>Priest</i>	<i>Male</i>
4	<i>August Omen</i>	<i>Tantras</i>	<i>Priest</i>	<i>Male</i>
4	<i>Theodore Seafarer</i>	<i>Tantras</i>	<i>Warrior</i>	<i>Male</i>
4	<i>Geoffrey Backbreaker</i>	<i>Tantras</i>	<i>Warrior</i>	<i>Male</i>
4	<i>Sylvia O'Sullivan</i>	<i>Tantras</i>	<i>Wizard</i>	<i>Female</i>
5	<i>Greta Venderkienen</i>	<i>Ylraphon</i>	<i>Warrior</i>	<i>Female</i>
5	<i>Phelmera Thenoran</i>	<i>Ylraphon</i>	<i>Wizard</i>	<i>Female</i>
5	<i>Orvis</i>	<i>Ylraphon</i>	<i>Warrior</i>	<i>Male</i>
5	<i>Nora of Ylraphon</i>	<i>Ylraphon</i>	<i>Rogue</i>	<i>Female</i>
5	<i>Empera</i>	<i>Ylraphon</i>	<i>Warrior/Wiz.</i>	<i>Female</i>
5	<i>Uncle Bill</i>	<i>Ylraphon</i>	<i>Priest</i>	<i>Male</i>
6	<i>Poeleo</i>	<i>Procampur</i>	<i>Priest/Warr.</i>	<i>Male</i>
6	<i>Astina True</i>	<i>Procampur</i>	<i>Warrior</i>	<i>Female</i>
6	<i>Blackhawk</i>	<i>Procampur</i>	<i>Warrior</i>	<i>Male</i>
6	<i>Nighthawk</i>	<i>Procampur</i>	<i>Rogue</i>	<i>Female</i>
6	<i>Blizzard</i>	<i>Procampur</i>	<i>Wizard</i>	<i>Male</i>
6	<i>Ursula Urg</i>	<i>Procampur</i>	<i>Ranger</i>	<i>Female</i>
7	<i>Parvis Vallee</i>	<i>Tsurlagol</i>	<i>Ranger</i>	<i>Male</i>
7	<i>Mountain</i>	<i>Tsurlagol</i>	<i>Warrior</i>	<i>Male</i>
7	<i>Ro Ro Ree</i>	<i>Tsurlagol</i>	<i>Wizard</i>	<i>Male</i>
7	<i>Gerome the gnome</i>	<i>Tsurlagol</i>	<i>Warrior</i>	<i>Male</i>
7	<i>Rightwood</i>	<i>Tsurlagol</i>	<i>Ranger</i>	<i>Male</i>
7	<i>Sabina Sebastian</i>	<i>Tsurlagol</i>	<i>Wiz/War/Rog</i>	<i>Female</i>
8	<i>Erich Nailbiter</i>	<i>Lone Rock</i>	<i>Warrior</i>	<i>Male</i>
8	<i>Peppard</i>	<i>Lone Rock</i>	<i>Rogue</i>	<i>Male</i>
8	<i>Ulrich Nailbiter</i>	<i>Lone Rock</i>	<i>Warrior</i>	<i>Male</i>
8	<i>Dreadnought</i>	<i>Lone Rock</i>	<i>Warrior</i>	<i>Male</i>
8	<i>Michele Shevah</i>	<i>Lone Rock</i>	<i>Wizard</i>	<i>Female</i>
8	<i>Brakken</i>	<i>Lone Rock</i>	<i>Rogue</i>	<i>Male</i>
9		<i>Ravens Bluff</i>		
9		<i>Ravens Bluff</i>		
9		<i>Ravens Bluff</i>		
9		<i>Ravens Bluff</i>		
9		<i>Ravens Bluff</i>		
9		<i>Ravens Bluff</i>		

Players' Handout #4 - Letter on chair

The only rule: You may kill your opponents, but you may not break anything in the room. Failure to comply will result in the ejection of the offender and possible forfeiture of the event.

- Anduri

Players' Handout #5 - Books on shelves

Tales of Kabi Afa the Marid.

So You Want to Be a Lich.

Mastering the Elements: Lessons for the Summoner.
Death After Life - Undead Immortality.

The Art of the Wish

First-level spells: Volumes I through IV.

Second-level spells: Volumes I and III.

Third-level spells: Volumes I and II.

Fourth-level spells: Volumes I and II.

Fifth-level spells: Volume I.

Sixth and seventh level spells.

Eighth-level spells.

Ninth-level spells.

Players' Handout #6 - Note inside Tales of Kabi Afa the Marid.

When I read the first line of this book, it opened my eyes. I understood my true nature and place in this world. It also gave me the strength to speak out against my captor.

- Anduri

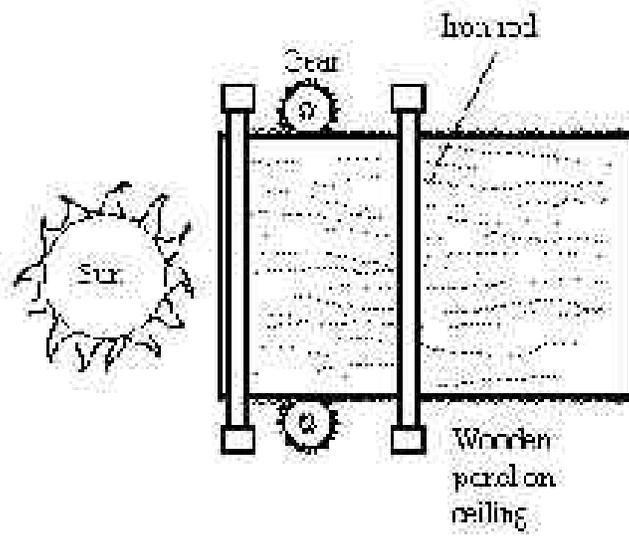
Players' Handout #7 - Letter inside Summoning the Elements.

Dear Sir,

I found your book to be most informative. I used some of your techniques in my own summonings. I thought you might be interested to hear something I learned in my experimentations. I attempted to summon a marid genie from the elemental plane of water. However, I believe the pearl I used in the spell had an undetectable flaw, which caused the marid to appear before me with several internal organs missing. This should be noted in your next book. Fortunately, it was a female and she was pregnant. I was able to save the child. I named him Anduri after a marid in an adventure novel that I used for research. For awhile I kept him in a barrel, but he quickly outgrew it. I have been raising him for several years now, and he is growing quite powerful. He is quite obedient, unlike full-grown marid, so my accident has turned out quite well. I shall keep you informed of my progress. Perhaps I shall write a book on my discoveries.

- Agzeksis the Unholy

Players' Handout #8 - Wooden panel on ceiling



Players' Handout #9

Start	Red	Orange	Yellow	Green	Blue	Violet	Red	Orange	Yellow	Green	Blue	Violet	End
Start	Violet	Red	Orange	Yellow	Green	Blue	Violet	Red	Orange	Yellow	Green	Blue	End
Start	Blue	Violet	Red	Orange	Yellow	Green	Blue	Violet	Red	Orange	Yellow	Green	End
Start	Green	Blue	Violet	Red	Orange	Yellow	Green	Blue	Violet	Red	Orange	Yellow	End
Start	Yellow	Green	Blue	Violet	Red	Orange	Yellow	Green	Blue	Violet	Red	Orange	End
Start	Orange	Yellow	Green	Blue	Violet	Red	Orange	Yellow	Green	Blue	Violet	Red	End