

The Crysmal Caves

Part 2 of the Unfinished Business Saga

by Troy Daniels

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Mark Jindra, who beat me up and made me write this module
Shaun Schmidt, who beat me up because he had to listen to me talk about it.

Blurb - You thought your troubles with Anton D'Magus were over. Well think again! D'Magus's Helm of Chaos must be destroyed before he can reclaim it. But wait.. you killed him. Didn't you?

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This is a standard RPGA Network 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 capsule 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 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.

Tier Structure

Add the levels of the PCs to determine which tier they are on. For multi-class and dual-class characters, take the highest level and add one for each additional class. Tiered events and foes are marked throughout the text.

Tier 1:	Total levels 4-13
Tier 2:	Total levels 14-25
Tier 3:	Total levels 26-37
Tier 4:	Total levels 38-56
Tier 5:	Total levels 57+

Background

Over a year ago, the city faced one of its worse dangers. That danger had the name of Anton D'Magus. D'Magus had took the infernal artifact known as the Helm of Chaos from a maddened paladin and placed it upon his head. From then on, Anton had but one goal, the complete and total destruction of Ravens Bluff.

A group of adventurers were sent after him and after many trials (including Time Travel) they prevailed. Anton D'Magus lay dead at their feet and the Helm of Chaos was in the safe hands of the city. All was once again well with Ravens Bluff and the city slept safely again.

Until now.....

Time... The Present.

The war has ended and the city is finally getting back on its feet. Adventurers are finding time for well-deserved rests. However, even in peacetime there are threats that need dealing with.

A demon prince by the name of Kanon watched as D'Magus's soul flew past him on its way to eternal oblivion. Seeing promise in this fine specimen of a soul, Kanon reached out, grabbed it and made a deal. He would return D'Magus to the realm of mortals, if the Dark Lord would fetch a small, insignificant item for him. The Helm of Chaos. D'Magus, of course, accepted.

Terra, the Chronomancer from *Unfinished Business*, contacts the PCs and explains the predicament the city is in. She also explains that there is a small island some 3 days distant of the city where a powerful relic lays. This relic could destroy the helm. However, since she is not allowed to take direct physical action herself, she must rely on the PCs to help her. Handing the lead lined box containing the Helm over to the PCs, she informs them that thier ship is waiting on the docks.

Once on the docks, the heroes will meet the roguish scoundrel known as Captain Krandal. He owns *The Blade*, which he claims is one of the fastest ships in the harbor. Payment has already been arranged and the group sets off at once to the island. Unbeknownst to them, they have a stowaway, the creature that was once Anton D'Magus.

After freeing a group of sea elves and selkies from the hands of pirate slavers, the party will continue to sail on. The night before they reach the island, the ship mage calls up a wind to increase their speed. D'Magus uses his newfound powers to amplify the wind into a full-fledged storm of monstrous proportions.

Calling upon the dead of the sea, D'Magus pits them against the party while he ransacks the lower ship for the lead box containing his helm. When the ship mage finds him, the Dark Lord unleashes a powerful fireball that destroys the ship and flings the survivors into the briny sea.

With the help of their newfound friends, the sea elves and the selkies, the heroes make it to shore and lapse into a fitful sleep. When they awaken they find that beside themselves, the Krandal and 3 of his crew have survived. Krandal has already begun the trek to

the village deep in the jungle to find assistance. When he is followed, the party will find him dead in the middle of a clearing. Investigation leads to the conclusion that lions killed him. Only one thing is wrong with this conclusion. The fact that he is found some 15 feet in the air impaled on his own broken cutlass into a tree. The party is attacked at this time by undead lions (killed by D'Magus).

Arriving at the village, they are greeted by the lone survivor, Talosh, son of the shaman of the village. If he is cared for, he will explain that a "shadow stalked the village, and his touch was the cold chill of death". D'Magus left the boy alive so that he could lead the heroes to him in the depths of the Crysmal Caves.

Once the PCs descend into the caves, they will encounter the remnants of the Crysmal Community. If treated fairly and without aggression they will explain the shadow and offer words of advice about the Crysmal Chamber and also how to deal with the Dark Lord.

Finally, the battle takes place. The heroes throw the helm into the powerful beam of the Crysmal Gem only to have victory stolen from them. D'Magus recovers the helm and places it upon his head. Defeating the Dark Knight is no easy task. Once the party defeats him, the Helm, and D'Magus are pulled away into a portal, Kanon claiming his prize.

The final nail on the coffin comes as the party sits once more in the Grand Griffon Inn. When their meal arrives and the cover is removed, the hand of the demon lays on a plate. Echoing laughter is heard in the background and the party knows that they will meet the Dark Lord Anton D'Magus again.

Encounter One

Beginnings

Terra is a powerful figure in this adventure. In no way, shape or form can the players harm or steal anything from her. No stats are given on her for this reason. If a PC is foolish enough to attack her, she will have the character age 500 years. This will effectively either kill the character or take them out of the adventure until such time as they can get the proper restorative magic.

With the war at an end, business seems to be booming. The Merchants quarter under the direction of Lady Amber Lynn Thoden has flourished, bringing newfound prosperity to many of the citizens of Ravens Bluff. Even the adventuring community is seeing more work, as caravans need guards and

merchants need "security advisors" as some groups are now calling themselves.

All in all, profits are up, and trouble is down. Which is why you find yourselves in the common room of the Grand Griffon Inn pondering what to do now. For without trouble, it seems as though life as an adventurer can be somewhat boring. Your drinks served, you look around the table and reflect about your friends and the adventures you have faced together. ...

At this time, allow the PCs a few moments to acquaint themselves with one another.

After the players have introduced themselves to one another and the survey is finished, proceed with the following text:

A grizzled old man steps up to the table. "Well friends," Barney the Bartender and owner of the Grand Griffon Inn says, "I hear that ye are all mumblin' and grumblin about the relative peace in the region. Well, I have cast an agury on ye, and have news. Yer not gonna be bored fer long!" With this said, the grumpy old bartender hobbles back behind the counter.

You sit back and ponder the old mans word when you notice something a little out of the ordinary. The room has suddenly grown quiet and upon looking around you see that no one is moving. It is as though time itself has come to a halt. Looking at your friends, you see that they are glancing around like yourself, wondering what is going on.

The door to the bar slams open and a young woman dressed in expensive leather enters. Eyes darting around the room, she motions to the now open door and a globe of silvery light flutters in, dragging what appears to be a large iron chest behind it. "C'mon Sprite! I can't keep time stopped all day! The other Guardians will become somewhat concerned if they find out!" she says to the globe. Seeing his mistress's distress, the little orb seems to try harder and the chest seems to move a bit quicker toward your table.

Turning to you, the young lady gracefully darts around tables and people frozen in the iron grip of time. Pulling a chair from another table she sits down and smiles. "I hate to use this saying, but it seems somewhat appropriate given the situation. My friends... It's Time...."

She will introduce herself as Terra, and her assistant she will call Sprite. If asked what is in the chest, she will hold up her hand and say, "All in good time my friend. All in good time" and smile.

When the PCs have all introduced themselves to the girl, she will continue.

As is always the case,” Terra begins “Evil waits until we are complacent before striking. I fear that time is close at hand. For those of you who understand the workings of evil, I am sure you will agree. Now, I have a story to tell.” She takes a deep breath and a frown crosses her face.

“I am sorry,” she says. “Words are so cumbersome at times. I could better communicate my needs in another, more direct way. Sprite?”

At this, the little globe slips the bonds of its harness and flies to the center of the table. Placing her hands upward on the table, she motions for everyone to join hands.

“Iffen ye are gonna be meldin” Barney says from the bar, “I will be gettin’ ye some more drinks and reinforcing yer spell for a while longer.” The old bartender hurries about his tasks while Terra stares at him in amazement. Barney looks over and winks and begins mumbling words underneath his breath as the world around your table plunges into darkness...

Take out **Attachment Number 1: Following Sprite’s Trail**. You will read the first paragraph and then pass it to the person on your right or left. Instruct them that they are to read the second paragraph and pass it on to the person next to them. This will continue until the Attachment has been read.

Once the Attachment has been read, the characters will awaken from their trance. Read the following.

The vision passes and you are once more in the taproom of the Grand Griffon. Barney stands beside the table with a tray of drinks and smiles at Terra. She looks up at him and nods and the spell of time stopping vanishes. Immediately the room begins moving again and the sounds of the citizens of the city rush in to fill the vacuum of silence.

“As you can see, “ Terra says as she takes a tankard from Barney, “If the Helm is not destroyed, then your fair city is in for something far worse than a war. The vision has told you what must be done. Do you accept this challenge?”

If the characters begin asking what type of payment they can expect for performing this dangerous task, Barney will berate them out loud for being money-grubbing cowards. Use your words wisely. The object here is not to anger the character into attacking the Arch-Mage/Cleric, but to shame them into going along. If the PC persists, Barney will resign himself to

dealing with a knave of the highest order and offer 500 gp for the completion of this mission.

Once all the PCs have agreed, Terra will answer questions to the best of her (and YOUR) ability.

- Why can’t you just take the Helm yourself?
“I cannot do this because it would be a direct physical interference with your time line. What I do now is all I can. I can offer advice, and some guidance, but no more.”

- Can you tell us what will happen in the future?
“The future for this event is cloudy, probably the work of the demon Kanon or other Chronomancers with dark designs for this time line. I can tell you that you will face your greatest threat if you succeed, and your greatest triumph should you fail.”

- What’s in the box?
“This lead lined chest contains the Helm of Chaos. Enchantments have been laid upon it so as to make invisible to the eyes and magic of evil. Yet, a warning. Who so ever bears the box will feel the helm calling to them. Open the box only in the presence of its destruction. To open it sooner is to seal your doom.”

DM’s Note: If you have not looked at the stats and abilities of the Helm of Chaos, now might be a good time to do so.

When the PCs are finished asking questions, read the following:

“I can help you no more except to tell you this. When all seems lost, a clear note will be heard through the din of battle. Now take this chest and proceed to the docks. Inside the chest is the Helm of Chaos. Dark powers and darker spirits await those who open the box. Its powers are such that to call upon them is to slip away the bounds of inhibition and plunge your soul into the darkest heart of evil. Beware its call.

At the docks you will board a ship called The Blade. The captain is expecting you. Good luck friends, and fair journey.” Sprite circles around his mistress once and they vanish.

Continue with Encounter 1.2.

Encounter 1.2: The Blade

As you walk the docks you quickly come across The Blade. It appears to be a quick ship with a ready crew. The gangplank is down and at the foot there

stands a man wearing pantaloons, a cutlass and little else. When he spies your group, he waves. "Ahoy! We must be off quickly if we are to take out the tide! Hurry about! Hurry about!"

This is Captain Artuin Krandal, owner and skipper for the Blade. He will be very chivalrous to the ladies of the party, taking time to kiss hands and lead them up the plank. The men of the group will be treated with the respect they are due, after all, they are paying customers!

DM's Note: D'Magus has *wraithformed* and is currently on board the ship. He is cloaked in darkness and surrounded with magic. As such, he is 100% undetectable. Not even divination magic will work to locate him. This is due to the sponsorship he shares with the demon Kanon. He knows that the party has the Helm, but he cannot see it because of the lead box and the enchantments laid upon it. Also, he is weak because of his exertions. He will bide his time and wait for the right moment. Then, and only then, will he strike.

Once all the heroes are aboard, Krandal will order the immediate departure of the ship. The PCs get their last look at the city as it fades over the horizon and they begin to sail off into the night.

After the ship sails for an hour or so, Krandal will free up some time to chat with the PCs and introduce them to his crew.

Captain Artuin Krandal, hm F7: Int High; AL NG; AC 1 (Dex and *ring of protection* +2); MV 12; hp 62 each; THAC0 10; #AT 2; Dmg 1d8+2 (*cutlass* +2), 1d3+1 (*dagger* +1); SA none; SD Tumbling (18); MR none; SZ M (6 ft tall); ML 20

Lothan the ShipMage, hm W5: Int High; AL NG; AC 5 (Dex and *bracers of defense* AC 8); MV 12; hp 17 each; THAC0 19; #AT 1; Dmg 1d6+1 (*staff of weather control* +1); SA Spells; SD Spells; MR none; SZ M (5 ft 8 in. tall); ML 18

Crew (20) all human F1: Int Med to High; AL N (w/good tendencies); AC 6; MV 12; HD 5; hp 7 (10), 6 (5), 5 (5); THAC0 20; #AT 1; Dmg 1d6 (clubs); SA None; SD none; MR none; SZ M; ML 15

Captain Krandal and his shipmates have been sailing the seas for quite some time and know a few pieces of information about the area that the party is headed for.

- The island that the party is sailing toward has some of the most remarkable features. The most

renowned being fantastic bursts of light flashing forth in the nights. Ship captains in the area use the lights as guides, avoiding the island and the rocky coral that surrounds it.

- The natives on the island are called the Chakoa. Peaceful and kind, they prefer to stay away from landing parties that arrive on the shores of the island to restock supplies. When they have been approached, they have traded beautiful crystals for spices and the occasional bag of cocoa.
- When the inhabitants of the island are asked about the crystals they reply that their gods take care of them. Occasionally one of their gods will die and they tend to the body. The crystals are all that is left of the god when it dies.
- Ship Mages are becoming more common as more and more pirates are being seen along the coastline. It is suggested that should a fight occur, that the party stays below decks unless they are called upon. However, those that do fight are guaranteed a portion of any treasure that is found.

After talking with the PCs for a while, Krandal and Lothan will be called away for duty. The moon is high in the sky and most of the PCs will have been up all day when this time comes. Most of the crew not on night shift has already gone to sleep.

The PCs have comfortable quarters belowdecks. The door to their room locks and no one will disturb them until morning.

Encounter 2.0

Blades or Benevolence

Read the following to the characters.

You are awakened in the morning by steady knocking on the door to your cabin. When you open the door a young boy tells you that the captain requests your presence on the deck as soon as possible.

If the PCs ask, the cabin boy will inform them that they are coming on a ship wishing to trade supplies. Although the captain is not certain, he believes them to be pirates and wishes the heroes to be above decks should something happen.

Arriving up on the main deck you see a ship approaching the port side. With few exceptions the crew is up and armed. Supplies have been rigged to a small crane and a crewman stands ready to haul the crank should the captain give orders.

"I thought you should see this" Krandal states as he moves toward you. He points toward the back of the ship and then hands (insert PC mage name here) a slender golden rod. "Place this to your eye and look in to the rear of yon ship. Tell me if you see the same thing that I do".

When the PC does this, read the following:

The rod appears to increase your vision as you quickly zoom in on the rear of the approaching ship. Twisting the eyepiece to bring the ship in focus you finally spy what the captain wanted you to see. Tethered to a long rope is a cage bearing 3 passengers. Although the cage is half way submerged under the water you can make out the forms of two elves and what appears to be a sea lion. Bruises and cuts cross the back of one of the bluish skinned elves and you can also see that the sea lion is missing an ear from a recent battle. Iron collars adorn their necks and a look of hopelessness is on their faces.

Grimly the Captain takes back the telescope and returns it to his belt. "We can ill afford battle with these folk. They have us outnumbered and outgunned. My lookout has spied at least 3 ballistae on the ship deck, and there are liable to be more behind portholes on the facing of the ship as well. I will speak with them and see what they wish of our vessel. Hopefully it is only supplies. But if it is more, then I ask for your aid." Gripping your hand for a moment, Krandal moves to the rail of the ship to oversee the dropping of the gangplank to the other ship.

Allow the PCs time to prepare spells or even put on armor if that is what they wish to do. However, make a note of this so that when the captain of the other ship comes over he will have noticed the battle readiness of these people.

The sea elves and the selkie (were-seal) were captured just a few days ago. Sardi, captain of the Black Hawk is taking them to friends who will surely sell the exotic beings into slavery for a pretty penny.

Once the ships have bound together, Sardi will come aboard with two of his bodyguards. Read the following:

Krandal and the captain of the other ship appear deep in conversation for a few moments and then part smiling and shaking hands. Looking over to you, Krandal nods approval and then turns back to the other captain. A loud creaking sound is heard as the crane begins moving supplies over to the ship that you overhear one of the crewmen calling the BlackHawk.

Player Characters have three options at this time. They may:

1. Do nothing. If this is the case, Sardi and Krandal will conduct their business and be off. Later on in the module, the characters had better hope that they can swim.
Paladins and clerics of lawful good aligned deities will feel a sense of disappointment once this encounter is over with. Those clerics that did nothing to help the slaves will loose the use of their first level spells for the remainder of the day as a reminder of their vows against letting others suffer needlessly when they could do something about it.
2. They may attempt to negotiate with Sardi for the release of the slaves. If they do this, Sardi will drive a hard bargain, but eventually release the slaves for a mere 3,000 gp each. Sardi will accept gold, but prefers gems, jewelry and if he has to, magical items.
3. If the PCs decide that they will free the slaves by force, then they are in for a fight. The *BlackHawk* is indeed a pirate ship and ready for combat. Crewed by 40 rough and ready souls and captained by Sardi, they are a force to be reckoned with.

Tier 1

Captain Sardi of the *BlackHawk*, hm F3: Int High; AL NE; AC 2 (Dex and Chain Mail); MV 12; hp 27 each; THAC0 13; #AT 2; Dmg 1d8+2 (long sword (specialized)), 1d3+1 (Dagger (specialized)); SA none; SD none; MR none; SZ M (5 ft 8 in. tall); ML 17

Crew (40), all human F1: Int Med to High; AL NE; AC 6; MV 12; HD 1; hp 7 (20), 6 (10), 5 (10); THAC0 20; #AT 1; Dmg 1d6 (clubs); SA None; SD none; MR none; SZ M; ML 15

Tier 2

Captain Sardi of the *BlackHawk*, human F4: Int High; AL NE; AC 2 (Dex and Chain Mail); MV 12; hp

34 each; THAC0 12; #AT 2; Dmg 1d8+2 (long sword (specialized)), 1d3+1 (Dagger (specialized)); SA none; SD none); MR none; SZ M (5 ft 8 in. tall); ML 17

Crew (40), all human F1: Int Med to High; AL NE; AC 6; MV 12; HD 1; hp 7 (20), 6 (10), 5 (10); THAC0 20; #AT 1; Dmg 1d6 (clubs); SA None; SD none; MR none; SZ M ; ML 15

Note that only 30 of the pirate foot soldiers will come over to attack. The remaining 10 will stand ready on the *BlackHawk* and fire ballistae at the defenders of the ship. There is a 10% per round (non-cumulative) that a PC will be targeted with a ballista. Firing THAC0 is 12 for these due to specialization and close range. If a character is hit, he or she will take 3d6 hp of damage.

Tier 3-5

Captain Sardi of the *BlackHawk*, hm F6: Int High; AL NE; AC 2 (Dex and Chain Mail); MV 12; hp 50 each; THAC0 11; #AT 2; Dmg 1d8+2 (long sword (specialized)), 1d3+1 (Dagger (specialized)); SA none; SD none); MR none; SZ M (5 ft 8 in. tall); ML 17

Crew (10), all human F2: Int Med to High; AL NE; AC 6; MV 12; HD 1; hp 16 (5), 12 (3), 10 (2); THAC0 19; #AT 1; Dmg 1d6 (clubs); SA None; SD none; MR none; SZ M ; ML 15

Crew (30), all human F1: Int Med to High; AL NE; AC 6; MV 12; HD 1; hp 7 (20), 6 (10), 5 (10); THAC0 20; #AT 1; Dmg 1d6 (clubs); SA None; SD none; MR none; SZ M ; ML 15

Note: Tier 4 and 5 share the same stats as Tier 3. Most pirates that the party will encounter will be of this type. The reasoning behind this is that people like Captain Sardi who have reached higher levels of experience will no doubt command much larger ships and be doing far more damage than just slave trading. Therefore there is no "high" encounters with the pirates. That is for another adventure.

Once the battle is over or they have been purchased, the sea elves and selkie can be freed. Each of them has sustained light wounds that do not require healing. After they have been released, the larger sea elf will speak to the party in sea elven. If no one in the party speaks this rare tongue, then he will speak in broken common.

“Thank you for rescuing us friends. “ the largest of the sea elves says to the group as one of the

crewmembers are working on trying to break his neck collar. “These creatures,” he continues, “had plans to take us to the slave pits in Tantras. My friends and I are in your debt.” Saying this, he places a pearl in (insert characters name). “I am Noqual (pronounced NO-KWAL), simply drop the pearl and say my name and we will come to your aid.

Moving to the side of the ship, the sea elves and the selkie drop over the rail. With a splash and the flick of a tail, they are gone.

Encounter 2.1

The Day at Sea

Allow the party time to rest and relax on the ship. Tell the characters that the first days after the pirates depart that the remainder of the day is theirs. They can spend the remainder of the day doing the following:

Exploring the ship - Those PCs that wish to explore the ship will find that she is a small craft. The main cargo hold is below decks and contains supplies and if the party looks closely, a large number of barrels. Inspecting the barrels the PCs will discover that the *Blade* is carrying a large quantity of GREEK FIRE OIL. If Krandal is asked, he will explain that it is Gondian Greek Fire and once this mission is over he will be delivering it to Tantras to help in the war effort.

Also below decks is the crew quarters. There is nothing of value in either of these areas. The only other area of interest is the captains quarters, which are locked. If players get itchy fingers and wish to take a look inside then a random crewman comes along just as they are ready to open the door. He looks for a minute and figures that they are lost, and leads them back to their quarters or up onto the main deck.

DM’s Note - Remember that D’Magus is down in the cargo area, and cannot be detected by the PCs. He is invisible and also cloaked against magical detection of ANY kind.

Rope Use - Those adventurers who wish to brush up on their rope use will find a gem of a person called Gus on board. This old coot has been tying knots since before many of the other crewmembers have been born. He will be happy to share his knowledge with the PCs provided that they share some skill with him.

PCs who spend the remainder of the day working with Gus will gain the following bonuses:

- Those characters who currently possess the Rope Use skill can increase the proficiency by spending an open slot and the rest of the day with old Gus.
- Those that do not have the skill, but do have an open proficiency slot may spend the day with the old coot, and gain the Rope Use Skill.

Study - Those characters that wish to study for the day may do so in the ShipMage's private quarters. These quarters are comfortable and there is incense burning on the mantle. This incense allows spellcasters (both mage and priest) to re-memorize spells at twice the normal rate. Please note that the ShipMage considers this VERY valuable and will not offer, nor will he trade this with the PCs. (I.e.. this is not a treasure that the PCs can pick up and have at the end of the adventure). Player Characters may take this opportunity to trade spells with other characters. Trading under the influence of the incense allows the characters to trade TWO spells instead of the normal one allowed according to LC rules.

Rest - Those PCs that do nothing else will be considered resting for the remainder of the day.

Encounter 2.2

Stormy Weather ahead Captain!

The day passes quickly. Soon the night winds begin to rustle through the thick sailcloth that flies over your heads. Stars begin peeking through the misty fold that slowly dissolves above you. With the clouds gone, you see constellations and stars that you have not seen since your childhood.

Captain Krandal moves over along side the rail where you stand. "One of the main reasons I have taken to the sea my friend. No where on land can you have this view!" he smiles as his outstretched hand points to the clear night sky.

"Look there, " Krandal says as he points out into the inky blackness. Your eyes strain for a moment and away in the distance you can barely make out the tiny dot that is your destination. Looking on for a few minutes more you are surprised when a flash of light penetrates the gloom of night and issues forth from the island some distance away. Like a lance, the bolt of light pierces the sky and flashed toward the stars.

"'Tis what we call the Crysmal Light," explains Captain Krandal. Using a minute glass we have discovered that it flashed to the night sky every

thirteen turns of the minute glass. Many are the sailors who use that light as a beacon to guide their vessels by. I am no exception."

"Alas brave souls, our sight-seeing will have to end early this eve. The lady who contracted me to ferry you to the isle said that we must make good time. Since the wind has died down I will have Lothan conjure a breeze to fill our sails. Since he prefers to do this with a clear deck I will have to ask you all to go below to your quarters at this time."

Krandal is insistant regarding this. He has had men blown overboard when the mage calls the winds. He will not have one of his passengers endangered in this manner.

Once the PCs have gone below, read the following.

Above decks you hear a chanting and the crackle of magical energy. Soon you feel the ship begin moving again.

Allow the PCs to settle down for the night. When everyone is comfortable and the first watch is getting tired (smart parties will post a watch, even on board ship), read the following.

The ship lurches to the side, bringing everyone out of their sleep and crashing to the floor. Looking out the portal in the wall, you see that the waves have reached great heights. A height that you did not see when you were above decks just a short time ago. A crash of lightning illuminates the sea beyond the glass as you realize that you are in the midst of a storm.

Turning away from the portal you begin gathering your belongings from the floor when a clicking sound is heard on the portal. Spinning about, you spy a skeletal hand reaching up, using the window as a handhold. The skull attached to the hand rises into view and then passes as the creature continues its trek toward the main deck.

Several things have happened since the Ship Mage used his *staff of weather control* to stir up the wind. D'Magus, who has been hiding below decks in the cargo hold sensed the use of the magic and used his newfound abilities to ENHANCE the magic. What was supposed to be a mild rain with a bit of wind has turned into a horrible storm.

With what remained of his strength, he has called forth the dead of the sea to his aid. Now, skeletons and zombies from long dead sailors rise to the surface to battle the crew. He hopes that this will distract the

party long enough for him to move into their room and steal back his helm.

When the party arrives on deck, read the following:

The sight you see as you rise to the main deck is straight from your worst nightmares. Dozens of creatures have come from below the waves to take this ship to its doom. Already the crew fights bravely against the undead horde, however you see that they are losing the battle. Several crewmen already lie dead on the deck. Krandal is keeping several of the creatures at bay while Lothan whips the air around him with his staff.

The fighting area will be along the main deck of the ship. Smart parties will state that they are staying away from the edge of the ship to avoid being tossed in. There are several rules to remember during this combat:

- Due to the heavy rain and wind, all living beings fighting on the deck are at -1 to hit.
- Every round have the characters state their actions. Once this is done, have all characters make a Dexterity check at -1. Those characters that fail will be knocked to the deck during their initiative due to the wind and the rolling of the ship. They must spend the next round gaining their feet. Those characters with the Seamanship Proficiency are not required to make these checks and will stay on their feet regardless of the swaying of the ship.
- The rain has made the deck slippery. Any character (or crew) that is hit in combat must make another Dexterity check at -1. Failure means that they have been knocked down and must spend the next round getting up.

Tier 1

Skeleton (10): AL N; Int Non (0); MV 12; AC 7; HD 1; hp 5 each; THAC0 19; #AT 1; Dmg 1-6 (short swords or clubs); SA None; SD Immune to sleep, charm, hold and cold based attacks; Takes half damage from edged or piercing weapons; MR Nil; ML Special*

*The skeletons are controlled creatures that have no will of their own. Therefore they will fight until destroyed and cannot fail morale checks.

The skeletons are armed with the weapons that the poor sailors used in life. Short swords and clubs are used to attack the party. Unless the party is being careful to protect weaker members of the group, there will be at least 3 skeletons per hero, possibly more.

Sea Zombie Fighters (2): AL CE; Int Low (5-7); MV 6, Sw 12; AC 7; HD 2; hp 16 each; THAC0 17; #AT 1; Dmg 1-10 (great strength); SA Stench, disease; SD Spell Immunity (see below); MR Nil; ML Fearless (19-20)

Sea Zombies are immune to sleep, charm, hold, illusion and other mind altering spells. Fire and fire based magic inflict half damage due to the water logged condition of their bodies. Lightning, electrical and cold based attacks however will inflict double damage to them. Because of their origins, they cannot be turned.

Tier 2

Skeleton (15): AL N; Int Non (0); MV 12; AC 7; HD 1; hp 5 each; THAC0 19; #AT 1; Dmg 1-6 (short swords or clubs); SA None; SD Immune to sleep, charm, hold and cold based attacks; Takes half damage from edged or piercing weapons; MR Nil; ML Special*

*The skeletons are controlled creatures that have no will of their own. Therefore they will fight until destroyed and cannot fail morale checks.

Sea Zombie Fighters (3): AL CE; Int Low (5-7); MV 6, Sw 12; AC 7; HD 3; hp 22 each; THAC0 15; #AT 1; Dmg 1-10 (great strength); SA Stench, disease; SD Spell Immunity (see below); MR Nil; ML Fearless (19-20)

Sea Zombies are immune to sleep, charm, hold, illusion and other mind altering spells. Fire and fire based magic inflict half damage due to the water logged condition of their bodies. Lightning, electrical and cold based attacks however will inflict double damage to them. Because of their origins, they cannot be turned.

Tier 3

Skeleton (20): AL N; Int Non (0); MV 12; AC 7; HD 1; hp 5 each; THAC0 19; #AT 1; Dmg 1-6 (short swords or clubs); SA None; SD Immune to sleep, charm, hold and cold based attacks; Takes half damage from edged or piercing weapons; MR Nil; ML Special*

*The skeletons are controlled creatures that have no will of their own. Therefore they will fight until destroyed and cannot fail morale checks.

Sea Zombie Fighters (5): AL CE; Int Low (5-7); MV 6, Sw 12; AC 7; HD 3; hp 22 each; THAC0 15; #AT 1; Dmg 1-10 (great strength); SA Stench, disease; SD Spell Immunity (see below); MR Nil; ML Fearless (19-20)

Sea Zombies are immune to sleep, charm, hold, illusion and other mind altering spells. Fire and fire based magic inflict half damage due to the water logged condition of their bodies. Lightning, electrical and cold based attacks however will inflict double damage to them. Because of their origins, they cannot be turned.

Tier 4

Skeleton (25): AL N; Int Non (0); MV 12; AC 7; HD 1; hp 5 each; THAC0 19; #AT 1; Dmg 1-6 (short swords or clubs); SA None; SD Immune to sleep, charm, hold and cold based attacks; Takes half damage from edged or piercing weapons; MR Nil; ML Special*

*The skeletons are controlled creatures that have no will of their own. Therefore they will fight until destroyed and cannot fail morale checks.

Sea Zombie Fighters (10): AL CE; Int Low (5-7); MV 6, Sw 12; AC 7; HD 4; hp 36 each; THAC0 14; #AT 1; Dmg 1-10 (great strength); SA Stench, disease; SD Spell Immunity (see below); MR Nil; ML Fearless (19-20)

Sea Zombie Clerics (2): AL CE; Int Low (5-7); MV 6, Sw 12; AC 7; HD 5; hp 38 each; THAC0 15; #AT 1; Dmg 1-10 (great strength); SA Stench, disease, spell use; SD Spell Immunity (see below); MR Nil; ML Fearless (19-20)

Both sea zombie clerics cast spells and react in all ways as 5th level clerics. They possess the following spells:

Cleric 1: 1st - *cause light wounds, entangle, protection from good**; 2nd - *charm person, heat metal, hold person*; 3rd - *animate dead*

Cleric 2: 1st - *cause light wounds, command (sleep), fear (reverse of remove fear)*; 2nd - *charm person, hold person x2*; 3rd - *call lightning**

*denotes that the spell has already been cast and is in effect during combat

Sea Zombies are immune to sleep, charm, hold, illusion and other mind altering spells. Fire and fire based magic inflict half damage due to the water logged condition of their bodies. Lightning, electrical and cold based attacks however will inflict double damage to them. Because of their origins, they cannot be turned.

The sea zombie clerics will hold back, using their spells effectively and controlling the skeletons and other zombies to attack where they can do the most damage.

- Cleric 1 will use its *hold person, entangle* (at ropes on the deck), *charm person* (on crew

member, not party member) and *cause light wounds* if someone gets close enough. If a sailor or party member falls in battle, the zombie will use its *animate dead* spell, creating a powerful zombie to fight for it.

- Cleric 2 will *call lightning* from the sky for during round one. After round one of combat it will use *hold person, hold person, fear* (at the largest group of sailors attacking), *charm person* and finally *command* (die save vs death or fall into a coma for 1 round).

Tier 5

Skeleton (30): AL N; Int Non (0); MV 12; AC 7; HD 1; hp 5 each; THAC0 19; #AT 1; Dmg 1-6 (short swords or clubs); SA None; SD Immune to sleep, charm, hold and cold based attacks; Takes half damage from edged or piercing weapons; MR Nil; ML Special*

*The skeletons are controlled creatures that have no will of their own. Therefore they will fight until destroyed and cannot fail morale checks.

Sea Zombie Fighters (15): AL CE; Int Low (5-7); MV 6, Sw 12; AC 5; HD 5; hp 40 each; THAC0 12; #AT 1; Dmg 1-10 (great strength); SA Stench, disease; SD Spell Immunity (see below); MR Nil; ML Fearless (19-20)

Sea Zombie Clerics (4): AL CE; Int Low (5-7); MV 6, Sw 12; AC 7; HD 5; hp 38 each; THAC0 15; #AT 1; Dmg 1-10 (great strength); SA Stench, disease, spell use; SD Spell Immunity (see below); MR Nil; ML Fearless (19-20)

Both sea zombie clerics cast spells and react in all ways as 5th level clerics. They possess the following spells:

Cleric 1 & 3: 1st - *cause light wounds, entangle, protection from good**; 2nd - *charm person, heat metal, hold person*; 3rd - *animate dead*

Cleric 2 & 4: 1st - *cause light wounds, command (sleep), fear (reverse of remove fear)*; 2nd - *charm person, hold person x2*; 3rd - *call lightning**

*denotes that the spell has already been cast and is in effect during combat

*denotes that the spell has already been cast and is in effect during combat

The sea zombie clerics will hold back, using their spells effectively and controlling the skeletons and other zombies to attack where they can do the most damage.

- Clerics 1 and 3 will use *hold person, entangle* (at ropes on the deck), *charm person* (on crew member, not party member) and *cause light wounds* if someone gets close enough. If a sailor or party member falls in battle, the zombies will use their *animate dead* spell, creating a powerful zombie to fight for it.
- Clerics 2 and 4 will *call lightning* from the sky for during round one. After round one of combat they will use *hold person, hold person, fear* (at the largest group of sailors attacking), *charm person* and finally *command* (die save vs death or fall into a coma for 1 round).

Sea Zombies are immune to sleep, charm, hold, illusion and other mind altering spells. Fire and fire based magic inflict half damage due to the water logged condition of their bodies. Lightning, electrical and cold based attacks however will inflict double damage to them. Because of their origins, they cannot be turned.

The combat should be intense, with the rain, the crewmen running about and zombies and skeletons flowing over the ship. Try to impart a sense of chaos to the whole thing. That will make what happens next more unexpected.

SEVEN rounds into the combat (if it takes that long, if not, do this right at the end of the combat) Lothan will move away from Krandal and head belowdecks for healing potions. As he moves belowdecks, he will spy D'Magus making his way up the stairs. Combat will ensue between the two and in the end, the Dark Lord will hurl his fireball at the mage. This will ignite the Greek Fire Oil in the cargo hold and destroy the ship.

Read the following when you are ready.

As the cries of the crew and the screams of the creatures about you grows louder you make out Lothan across the ship. Krandal and the ShipMage converse for a moment and with a nod, Lothan heads below decks.

Moments later you hear chanting coming from underneath you in the cargo hold. The voice of Lothan carries over the wind and screams. "Back foul creature! Surely you are the cause of this disaster!"

Then, the entire ship lurches under your feet as gouts of flame 50 feet high erupt from the doors to the cargo hold. Krandal cries out "Tymora preveve us! The Greek Fire!! Abandon Ship!"

The PCs have 2 rounds to decide what they are doing. This time can be spent casting spells, looking for Lothan (futile effort, he is currently speaking with his god regarding a permanent position on his staff... i.e. dead) or saving crewmen. D'Magus, having not found the box has already wraithformed out of the ship and is waiting to see what happens to the crew and the party. If they all die, he can simply collect his helm at the bottom of the sea.

NOTE: the fire is magical in nature, and cannot be put out before it reaches the oil reserves. *Wands of fire extinguishing* do not work completely as there is too much fire to put out. Some will ignite the Greek Fire.

After two rounds have passed, read the following:

Another rumble crosses the deck of the once proud Blade. Krandal stands at the rail, throwing over rations, barrels and crewmembers in a desperate race against time. Looking to your group, he yells again, "Abandon Ship! Swim toward the light and you will be safe! Remember to conserve your strength as you will need it my frie.....".

The rest of his words are cut off as the largest explosion you have ever witnessed tears off the aft portion of the ship. Boards and bodies fly in all directions as the rumbling sound draws closer.

PCs have one round after this is read. If they are still on the ship at the end of the round, they are caught in the explosion that tears the rest of the ship apart.

If the PC is still on the ship:

Suddenly, the rumbling stops. All is quiet except the crackling of flame from the aft portion of the ship. No one but you remain on board the ship.

A hissing sound can be heard belowdecks, followed by the horrible wail of fire as it splits the ship into a million pieces.

The resulting explosion will do 2d10 x Tier points of damage to anyone still on board the ship. Furthermore it will throw them the number of hit points in yards in a random direction away from the ship. Roll 1d8 with 1 being North, 2 being Northeast, etc.

If the PCs are off of the ship and either in the water or flying above this:

The explosions that once rocked the ship seem to have subsided for a moment. In the water you spy crewmen splashing about rigging them selves to barrels and other flotsam in an effort to stay above water.

Suddenly, a hissing sound that vaguely reminds you of nightmares about hell itself is heard from the ship. With a WHOOSH that takes your breath away, the Blade explodes in a flash of white light!

Those people in the water and in the air must save vs. breath weapon or suffer 1d4x Tier in damage from fire and pieces of the ship flying at them. Success indicates half damage. Those people with protection from fire only suffer quarter damage from the blast.

Once the explosion damage is taken care of, you can let the players know the following information.

- Krandal, along with 10 of his crew have survived the blast. One of the things that managed to also make it was the chest containing the Helm. It is strapped to a barrel and should float just fine despite its weight.
- The island is still some 5 miles distant. The regular flashes of light can be seen, so there is a 0% chance of getting lost.
- Characters must now figure out how to get to the island. Any reasonable way will work. Refer to the swimming rules in Attachment 2 for more details on how swimming works in the AD&D game.

Note - if any PC begins to drown, the sea elves and the selkie will save them at the last moment. This happens whether or not the heroes use the pearl to call for assistance.

Encounter 3.0

The Morning After

You awaken on the shore of the mysterious island that was to be your destination. Minus a ship, minus a crew, and minus friends, your situation appears bleak. One of the crewmen who survived walks over and offers you a hot drink. The fire looks inviting as your armor and gear are sorely in need of a good drying.

The beach extends as far as you can see north and south, while the trees of a jungle touch the sand some 50 feet to the east.

The characters have finally made it to the island. However they did not make it without some sacrifice. Allow them a few moment to role play with the crew (there are 8 left) before reading the following.

Scrag (as he is called by his crewmates) sits by the fire and says little until you begin to speak. "Captain Krandal took march into the jungle about an hour

ago. Said he was goin' lookin' for the natives. Sometin' about getting them to help us out with supplies." Scrag shifts his weight and sits a little straighter. You can see a stump where his hand used to be. Bloody bandages are wrapped around it and see naturally seems to be favoring it.

"Iffen ye see Cole or Dandan, tell em to get back here with more firewood. They left the same time as the Captain and we ain't seen them back yet."

The characters can easily find the path that Krandal took into the jungle. Rangers can inform the party that three people took this path roughly two hours ago.

Heroes can be considered fully rested. It is assumed that clerics, magic users and other spell casting characters woke up earlier and memorized spell. Allow the players a few moment to adjust spell lists and then head them off into the jungle.

Encounter 3.1

Bad Luck for Dandan.

The heroes travel for about 30 minutes through the jungle before finding the bodies of Dandan and Cole. Both bodies have been completely drained of Strength points.

The lush undergrowth of the jungle is clearly cut along this path and you make good time. It is obviously a well used track, probably used by the natives to go to and from the beach. Small markers are along the trail showing where it turns and when to avoid things such as bogs and such. The only thing unusual about the markings is that they are some 6 feet off of the ground.

As you are walking along, (insert character name here) stumbles and almost falls to the ground. Picking them up, you notice what they tripped over.

Half concealed in the bushes are the bodies of two of the crewmen. Although no visible signs of injury are apparent, they are most assuredly dead. Their features are gaunt, almost as if they had starved to death. A look of horror unlike anything you have ever seen before is permanently affixed to their now dead faces.

Dandan and Cole met up with D'Magus after they split up from Krandal. After pulling what information he could from them (not much) he drained them of Strength to restore his energy reserves.

Heroes who use *Speak with Dead* spells on the unfortunate souls will meet with failure, as there are no

longer souls to contact. D'Magus's power is such that after draining, they are lost forever.

Note that the *Speak with Dead* spell does not work if there is nothing to cast it on. This way the PCs can use it during the next encounter.

Encounter 3.2

Onward Ho...

Once the PCs have found and dealt with the bodies of the two dead crewmen, they will proceed down the trail. Read the following:

Moving down the trail blazed by the natives of the island you soon come to a clearing. Obviously a battle of some type occurred here recently. Blood is splattered on the leaves of the surrounding trees and there are several bodies lying in the area. Fortunately, the bodies are not human, but lion. Apparently someone or something met up with this small pride and during the meeting a battle ensued.

A creaking sound from above draws your attention skyward. You have found Captain Krandal. Poised some 15 feet in the air, he is dead. Impaled on his own cutlass in a tree. A look of horror like his crewmen is on his face, as though he saw into the pits of hell itself before he met his untimely end.

If the PCs choose to take Krandal down, then let them do so. There is nothing they can do for him as his soul has been removed in the same manner as his crewmen. The only thing of value on the Captain is his *cutlass* +2.

Strangely enough, it has not been long enough for a his soul to be totally removed from the area. Therefore a *Speak with Dead* spell will reveal the following information:

- What Happened?

As I walked, I happened upon a dark figure battling lions. I joined him in battle just as he finished the last. Then he turned on me. His touch was the touch of the grave and his eyes were the pools of fire reserved for hell itself.

- Did he say anything?

"That which is mine shall be mine again. Those that aid my enemy are my enemy and shall become my servants."

D'Magus is referring to Krandal since he ferried the party here. In three days, unless the party casts a

bleed spell on the body, Krandal will return as a wight under the total control of Andon D'Magus.

Give the party a few minutes to figure out what they are going to do from here. The most logical course will be for them to continue on to the village. Lead them in this direction if necessary.

Encounter 3.3

Lions Away

As the party prepares to head out to the village, the lions animate and attack.

As you are preparing to head onward to the village a cold wind sweeps over the clearing. Ever so faintly the words "Rise" are heard on the chill breeze.

Like automations, the dead lions in the clearing slowly pull themselves to tattered paws. As one, they slowly begin to advance on you.

Obviously, D'Magus has brought the lions back from the dead, hoping that they will delay the PCs while he moves into position in the Crysmal Caves. If the lions actually manage to defeat the heroes, so much the better.

Tier 1

Undead Lions (3): AL N; Int Non; MV 6; AC 5; HD 3; hp 12 each; THAC0 17; #AT 3; Dmg 1-6/1-6/1-10 (great strength); SA None; SD Sleep, Charm, Hold Immunity; MR Nil; ML Fearless (19-20)

Tier 2

Undead Lions (6): AL N; Int Non; MV 6; AC 5; HD 3; hp 15 each; THAC0 17; #AT 3; Dmg 1-6/1-6/1-10 (great strength); SA None; SD Sleep, Charm, Hold Immunity; MR Nil; ML Fearless (19-20)

Tier 3

Undead Lions (9): AL N; Int Non; MV 6; AC 5; HD 3; hp 18 each; THAC0 16; #AT 3; Dmg 1-6/1-6/1-10 (great strength); SA None; SD Sleep, Charm, Hold Immunity; MR Nil; ML Fearless (19-20)

Tier 4

Undead Lions (12): AL N; Int Non; MV 6; AC 5; HD 3+3; hp 21 each; THAC0 15; #AT 3; Dmg 1-6/1-6/1-

10 (great strength); SA None; SD Sleep, Charm, Hold Immunity; MR Nil; ML Fearless (19-20)

Tier 5

Undead Lions (16): AL N; Int Non; MV 6; AC 5; HD 4; hp 30 each; THAC0 13; #AT 3; Dmg 1-6/1-6/1-10 (great strength); SA None; SD Sleep, Charm, Hold Immunity; MR Nil; ML Fearless (19-20)

Other than the animated lions, there is nothing else of interest here for the PCs. If they continue to follow the trail (more cautiously I bet!) they will arrive at the village in about 15 minutes.

Encounter 3.4 Village Destroyed

As the party approaches the village, read the following :

Moving through the jungle is easy as you navigate the trail laid by the natives to their village. Obviously it is too easy, for just ahead you can see a thin wisp of smoke coming from a clearing.

Allow the party to ready themselves however they see fit. Once they actually approach the village:

What once was apparently a peaceful village has been turned into a battlefield. The charred remains of huts and other grass buildings are all that remains of the Choqua tribe that used to dwell here. Bodies of men, women and children litter the area.

The smell of burning grass is strong as you enter the clearing. Although mentally you have prepared yourself for this, the sight brings emotions that are difficult to suppress.

Apparently a battle raged here. The bodies of men, women and children litter the ground and the burning huts are all that remain of the once peaceful Choqua tribe. Lacking weapons and bamboo armor that you would think typical for this type of people, you can tell that they were taken by complete surprise. As you travel around the area surveying the carnage, you note that barely any of the warriors of the tribe have weapons near their bodies. More evidence of the complete surprise that they experienced.

For a moment, the only sounds that can be heard is the insistent crackle of fire on the burning grass. Then, from the north of the village, in one of the

larger burning huts you hear the rustle of movement. Emerging from the smoldering remains is a young man of no more than fifteen winters. Dressed in what could only be ceremonial garb he carries a spear. With obvious effort he pulls himself free and stands tall. Pointing to the party he cries in anguish “Nookorra! Talosh assan talloo anra kee!” Then, without warning, he charges you with spear outstretched.

The young man will not make it to the PCs. Before he reaches them he will fall and lay still, the last of his strength spent defending his tribe. Those people that could possibly understand him (only magic could do it, as the Choqua tribe speaks a very old dialect) would have heard him say “Away! Talosh will defend his tribe!”

Talosh as you can guess, is, to his knowledge, the sole survivor of his tribe. In actuality there are others on the far side of the island that will return while the party is in the caves to mourn the dead and take care of the young shaman.

The young shaman currently is at 1 hit point and extremely weak. If nursed back to health (which will take 2 hours minimum without magical healing of at least 8 hit points) he will realize that the PCs are not the monsters he thought they were and reveal the following knowledge to them, once they overcome the language barrier that is. *Comprehend languages* will work for understanding him, but to actually communicate a full *tongues* spell is required. Other magical translation devices will work as well.

If the players have absolutely no way to translate his native tongue then Talosh will go to his father’s hut and remove a small stone from the burning rubble. This stone has been enchanted with a *tongues* spell. He will place it under his tongue and be able to communicate with the PCs. Note that before the players leave, he will give it to them as a token of thanks, but only to the groups that had NO OTHER Translation abilities. Note that the stone expires at the end of the module.

Talosh knows the following:

- **About the Battle -**

Darkness flowed into the village, and with it came death. Black as night it was and made into the form of man. This darkness touched one of my friends and he shriveled until he fell to the ground. Nadano (his friend) did not move.

The Choqua fought bravely. My father brought down the heavenly fire and the beast faltered. Rising back to its feet, the creature of the

night waved a hand covered in the metal that one wears", he says while pointing to a party member wearing armor. "My father was flung back into our hut, which the creature then burned around him. The rest of the tribe fared far worse.

- **About the Crysmal Caves -**

You seek the Cave Singers? I have seen them before.. even touched one when I was younger! They lie down the main trail toward the center of the island.

- **About the Flashing Light -**

Only at night does the light shine. I have traveled above it on the cliffs. To look at it too long is to take some of the light away in your eyes for a time. Never has any of my tribe seen the light but from a distance.

About the Crysmals -

The Cave Singers are a beautiful race. They are gentle and kind and would not hurt the smallest of animals in the forest. They are made of rock you can see through and have an inner fire that makes them light up the night.

When they walk they sing. The sounds of their bodies create a song that can be heard from far away. I think this is how they talk too since the several times I have seen them they have not spoken. But they do ring.

Once he has imparted his information, Talosh will force himself to his feet and tell the PCs that he must get to work. There is a village to rebuild. Thanking the hero's for saving his life, he will give them 2 Healing Stones. If asked, he will explain that he found them near the entrance cave to the Cave singers and that when pressed on a wound will cure it.

See the end of the module for info regarding the Healing Stones.

Encounter 4.0

Entering the Caves

During this encounter, the players become accustomed to their new surroundings in the caves and find several lumps of crystal that used to be Crysmals.

Following the young man's advice, you move along the trail for almost a half an hour. As you walk, you notice that the vegetation is beginning to

become more sparse and the ground you walk on is beginning to toughen. Soon you realize why as you exit the jungle and find yourself at the base of a mountain.

Yet this is no mountain like you have ever seen for a deep rift rises upward along the mountain, appearing to cut clean through to the other side. As you look down the long valley of rock before you, you realize that although it does twist and turn, it surely does go all the way across the mountain.

And in the center of this mountain lies the object of your quest. A light so powerful that it will destroy the Helm of Chaos.

Just before the entrance you see what appears to be two large piles of glass shattered into small fragments.

The two piles of glass are all that is left of two Crysmal Sentries that were left here by the Crysmal Order to guard the caves. D'Magus brushed past them so quickly that he failed to notice a third who ran back to warn the Crysmal's.

If the PCs are paying attention, they will notice the following:

- The ground inside the cave appears not only rocky, but very bumpy. (Imagine an opened geode, the small diamond shapes sticking up everywhere) PCs in heavy armor wearing metal boots will suffer a 25% movement penalty while in the caves. If they wish to move their full 100% move, they must make not one, but two Dexterity checks to avoid falling and taking 1d4 hp of damage.
- If the PCs examine the Crysmal bodies, they will discover 2 glowing stones that look very similar to the Healing Stones the young native gave to them. In actuality, they will one day become healing stones (in about 8 to 10 years). Formerly they were the hearts of the Crysmal Sentries.

Encounter 4.1

Crysmal Guard

The walls glitter as you walk down the rough hewn hall. Never before have you seen a glitter quite like this before. As you approach a wall it almost seems to react to your presence, sending a cascade of reflections across the area. The eerie beauty of this place is astounding.

A low musical tone from up ahead draws you out of your thoughts. Standing before you is a curious

sight. Best described as a centaur, only shorter and made from deep ruby crystal, this must obviously be a Crysmal. Strapped to its chest is a crystalline horn and in its hands is a spear with what looks like a diamond head.

It takes a step toward you and a ringing like angelic bells is heard. Deep notes followed by high notes resonate throughout the cavern as it brings itself to a halt.

Looking toward you quizzically, it waves its arm and a hollow note rings through the area.

Here is the real trick. The crysmals communicate among themselves using music. The sounds their bodies make during movement is the equivalent of a human voice. The combination of body language and physical music is the only form of communication they understand. Try to impart a sense of "movement" when talking about the music the creature makes.

Allow the PCs a few moments to attempt to communicate with the Guard. Spells do not work unless the character specifically says that they are trying to understand the MUSIC the creature is creating. If the player simply says, "I am casting my *tongues* spell so that I can speak Crysmal" then you can tell them that although they get the general idea of what the creature is saying, there is no emotion in the words and the phrases sound flat and lifeless.

After a few moments, read the following:

Prancing back and forth as it observes you, the cavern is filled with the tinkling of small bells. The Crysmal moves its arm toward your group and then toward itself. It does this again and then prances backwards in a musical clatter.

The Crysmal Guard wants the PCs to follow him. Once they understand this, go on to the next encounter.

Encounter 4.2

The Crysmal Court

The strange centaur like creature moves with surprising grace over the rocky surface that you seem to be having so much trouble with. Apparently these musical, jangling crysmals can be quiet when they need to as your guide currently is making no sounds what-so-ever as it passes over the rocks.

Soon, the creature takes you to a side passage off of the main cavern. Minutes go by as you travel the narrow hallway glittering like a thousand-thousand

diamonds. Ahead you see a light and hear the musical jangling of what must be more crysmals.

The hallway opens into a large chamber covered with shimmering emerald stones. Several dozen of the crysmals occupy this chamber, ranging in sizes from small ones that must be children to ones even larger than your stalwart guide.

Your attention however is drawn to the one in the center of the chamber. Composed of a quartz like material, this one appears to be the leader of the group for as his hands rise and drop in a musical chime, the other creatures become still and therefore silent.

Stretching its neck, the Crysmal stands and moves toward you, gyrating its arms and waist while prancing its fore hooves to the ground in an almost rhythmic pattern.

After a few moments, the Crysmal stops and waits for your reaction.

The next part may be a stretch for both game masters and players. So bear with the author here.....

This is the true role-playing opportunity of the module. By now, one or more players must realize that the creatures communicate through music. The crysmals do not know the language of humans, however they can learn it in a number of ways.

- If a bard or competent singer spends 10 full rounds (1 turn) singing to the Crysmals, the creatures will respond in turn. This natural mimicking will enable the creatures to learn the Common tongue enough to communicate with the players.
- If a mage or cleric combine a *tongues* spell with singing, they will be able to communicate.
- If a PCs uses the *tongues* stone that was given to them by the young native, and sings (the player) while role playing, then they can communicate.

If all else fails and the PCs just don't get it then the Crysmal Order will do the following.

A look of confusion crosses the leader of these strange beings crystal face and it prances forward. Motioning for (insert character name here) to come forward.

If the PC (pick one at random, but a good choice would be a bard, singer, or if none are present, a priest) comes forward, read the following:

The creature moves forward and takes your hand in its cold crystalline grip. It tightens the grip and its inner light begins to glow. Your ears are filled with

musical notes, patterns and movements. Soon a rhythm develops and you understand. Music is the key! These creatures communicate through music! The notes come together in your mind and you finally hear what the creature is saying. "Welcome soft one!"

Once the PCs have established communication, you can relate the following, preferably in a singing tone. If you cannot carry a note in a bucket, then just "play it by ear" so to speak.

- The one speaking is called the Order. That is his title, name, and designation.
- The Crysmals are peaceful, and desire no combat with anyone.
- A darkness has invaded their home, and moves to the temple. If the light is put out at the temple, then the Crysmals will die.
- The Temple is ahead. Simply follow the trail.
- As darkness burns the Crysmal people, the light from the Temple will burn those with flesh.
- The Temple light moves like the sun, which is pleasing in its brightness.

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There is a key that unlocks the music of the Temple. And in the temple lies the key. One must be willing to feel the light in order to obtain the key. (This is in reference to the Crysmal Sword, located within the Temple)

The Order will try to answer what questions it can, however it knows little else. Remember that it thinks in more abstract, less specific forms than the PCs do. Therefore it may not be able to fully comprehend what the person is saying if it is dealing with a specific, solid issue.

Encounter 4.4

Destiny

The final encounter is where the party finally meets and old, yet new foe. Please read the entire encounter fully before running at as it can become somewhat complicated.

Part 1

The steady thrumming ahead tells you that you are almost upon the temple the leader of the Crysmals was referring to. Moving forward you can tell that

something bright is ahead, for every few minutes a flash of light strikes down the tunnel. Already you are beginning to see stars swimming before your eyes because of the brightness.

Allow the characters to move forward and once they enter the open area (indicated on the map as A) read the following.

The chasm opens wide into a chamber that reaches to the sky some 500 feet overhead. An incredible study of contrasts, this room is for a moment, overwhelming.

Nearly 100 foot across, the chamber floor is littered with glittering rocks and large stalactites that protrude from the floor like diamond sentinels.

Suddenly, a bright wash of light passes over the party. Where it touches small whips of smoke issue forth. Although no one is seriously injured, everyone is startled enough to take a step back.

In the center of the room, a pillar-shaped altar stands alone. Atop a smaller pillar spins a sapphire mounted into the top of the altar.

As you watch the sapphire spin, another blast of light flashes forth. You can now see that the blast are coming from the sapphire and that it hit the wall to the north of you.

D'Magus is waiting here. Cloaked in the shadows created by the clockwise motion of the blasts, he waits for the proper time. He is undetectable by any spells or powers currently, as he is half in and half out of the Demi-plane of Shadow. He will wait until the PCs actually attempt to destroy the helm before making his move.

Allow the PCs a few moments to acclimate themselves to the area. If anyone asks, every minute a new blast issues forth, making its way along the northwestern wall.

The blasts occur every minute and go in a clockwise direction. Anyone directly in the path of a blast will take (Tier x 1d6) hp in damage, save vs. spells for half. It should be fairly easy for the characters to simply continue moving clockwise and avoid the blasts. However you are sure to get one of them. Once the blast strikes 12 o'clock (north), the 13th blast fires straight upward. This is the most concentrated of the beams and is what the PCs need to throw the helm into in order to destroy it. It should be fairly obvious to the players what they will need to do. They must time the blast so that they throw the Helm in on the 13th blast, thus destroying it.

Once the PCs are ready to proceed they will need to open the box containing the helm. The person that

picks it up (it has to be picked up; levitation, telekinisis and other powers will not function on the artifact) should be read the following text:

Breaking the leaden seals, you slowly remove the lid of the strongbox. Instantly a feeling of dread washes over you, bathing you in a glow of despair. Reaching down you grasp the Helm and remove it from the lead-lined box.

A voice calls out in your mind, "Wear me!" and a horrible compulsion grasps you. Fighting, you shake it off before the compulsion became action and the accursed thing rested on your head.

As you hold the Helm of Chaos, your hands begin to smoke.....

Once the character with the Helm throws it into the beam, literally all hell breaks loose. Read the following:

Sailing away, the helm flies toward oblivion. A burst of energy flares from the top of the crystal and begins its trip toward the stars when it is halted by a shield of magical force surrounding the altar.

Unmolested, the helm flies over the altar and comes to rest in the hands of a figure that a moment before was not there. Dark armor covers the body of the former paladin Anton D'Magus as he catches the Helm of Chaos. His helm already removed you can see the empty eye sockets and skeletal head. "Deliverance is mine!" the undead horror shrieks as he lifts the helm to his head and places it in its rightful place.

"You have done well my former tormentors! Bringing me the helm and forever sealing not only your own doom, but the doom of your precious city as well! Ah, the bitter irony of it all! But now, I have to be off for I have a debt to repay. But before I go, I give you all a gift of myself. Or several of me!"

The Dark Lord Anton D'Magus steps backwards and raises his hands. Shadows dance around the cavern and suddenly there are several of the evil paladin. With skeletal grins they pull ancient swords from sheaths and charge the party!

D'Magus has created shadow images of himself. The number of images is based upon the tier of the party, however in no cases should there be less than one per party member.

Each of the Shadow Images has 1 hit point. They can fight in the exact same manner as D'Magus would, using all of his tricks and tactics except magic. Once the shadow Image takes that 1 hit point it will vanish.

Due to the power of the Helm, D'Magus currently (and for the rest of this combat) has a magic resistance of 100%.

D'Magus will stay and fight. However, the moment he goes below 0 hp the fight ends for him and he will be pulled through a gate by Kanon to have his debt collected.

Tier 1

Anton D'Magus: AL CE; Int Genius (17); MV 16; AC 2; HD 4+10; hp 50; THAC0 13; #AT 3 (Punch/Punch/Kick or Sword/Shield/Sword); Dmg 1d2+4, 1d2+4, 1d4+4 (PPK Routine) or 1d8+4, 1d4+4, 1d8+4 (SSS routine); SA Strength Drain on Physical Attacks, Spell-Like Powers; SD Undead immunities + Special; MR 100%; SZ M; ML 20.

When struck physically (no weapons) by D'Magus, a character must make a save vs. death magic or temporarily lose 3 points of Strength.

Spell-like Powers: Anton's powers are based on spell points, and each of his spell-like powers has a different cost in spell points. He currently has 20 of his 32 spell points remaining. *affect normal fires* (1), *detect undead* (1), *mirror image* (5), *continual darkness* (2), *invisibility* (2), *dispel magic* (4), *hold person/undead* (4), *iceball** (5), *suggestion* (3), *wraithform* (20), *shadow monsters* (10), *animate dead* (1/HD).

*Note that he will not use the Iceball power as it would easily take out his own shadows.

Shadow D'Magus (6): AL CE; Int Genius (17); MV 16; AC 2; HD 4+10; hp 1; THAC0 13; #AT 3 (Punch/Punch/Kick or Sword/Shield/Sword); Dmg 1d2+4, 1d2+4, 1d4+4 (PPK Routine) or 1d8+4, 1d4+4, 1d8+4(SSS routine); SA Strength Drain on successful physical attack; SD Undead immunities + Special; MR 50%; SZ M; ML 20

When struck physically (no weapons) by a Shadow D'Magus, a character must make a save vs. death magic or temporarily lose 1 point of Strength per successful strike.

Tier 2

Anton D'Magus: AL CE; Int Genius (17); MV 16; AC 2; HD 6+10; hp 65; THAC0 10; #AT 3 (Punch/Punch/Kick or Sword/Shield/Sword); Dmg 1d2+5, 1d2+5, 1d4+5 (PPK Routine) or 1d8+5, 1d4+5, 1d8+5 (SSS routine); SA Strength Drain on Physical Attacks, Spell-like Powers; SD Undead immunities + Special; MR 100%; SZ M; ML 20.

When struck physically (no weapons) by D'Magus, a character must make a save vs. death magic or temporarily lose 3 points of Strength.

Spell-like Powers: Anton's powers are based on spell points, and each of his spell-like powers has a different cost in spell points. He currently has 30 of his 40 spell points remaining. *affect normal fires* (1), *detect undead* (1), *mirror image* (5), *continual darkness* (2), *invisibility* (2), *dispel magic* (4), *hold person/undead* (4), *iceball** (5), *suggestion* (3), *wraithform* (20), *shadow monsters* (10), *animate dead* (1/HD).

*Note that he will not use the Iceball power as it would easily take out his own shadows.

Shadow D'Magus (6): AL CE; Int Genius (17); MV 16; AC 2; HD 6+10; hp 1; THAC0 10; #AT 3 (Punch/Punch/Kick or Sword/Shield/Sword); Dmg 1d2+5, 1d2+5, 1d4+5 (PPK Routine) or 1d8+5, 1d4+5, 1d8+5 (SSS routine); SA Strength Drain on Physical Attacks; SD Undead immunities; MR 50%; SZ M; ML 20.

When struck physically (no weapons) by a Shadow D'Magus, a character must make a save vs. death magic or temporarily lose 1 point of Strength per successful strike.

Tier 3

Anton D'Magus: AL CE; Int Genius (17); MV 16; AC -4; HD 9+10; hp 95; THAC0 8; #AT 3 (Punch/Punch/Kick or Sword/Shield/Sword); Dmg 1d4+6, 1d4+6, 1d6+6(PPK Routine) or 1d8+6, 1d4+6, 1d8+6 (SSS routine); SA Strength Drain on Physical Attacks, Spell-like Powers; SD Undead immunities; MR 85%; SZ M; ML 20.

When struck physically (no weapons) by D'Magus, a character must make a save vs. death magic or temporarily lose 3 points of Strength.

Spell-like Powers: Anton's powers are based on spell points, and each of his spell-like powers has a different cost in spell points. He currently has 32 of his 40 spell points remaining. *affect normal fires* (1), *detect undead* (1), *mirror image* (5), *continual darkness* (2), *invisibility* (2), *dispel magic* (4), *hold person/undead* (4), *iceball** (5), *suggestion* (3), *wraithform* (20), *shadow monsters* (10), *animate dead* (1/HD).

Shadow D'Magus (10): AL CE; Int Genius (17); MV 16; AC -4; HD 9+10; hp 1; THAC0 8; #AT 3 (Punch/Punch/Kick or Sword/Shield/Sword); Dmg 1d4+6, 1d4+6, 1d6+6 (PPK Routine) or 1d8+6, 1d4+6, 1d8+6 (SSS routine); SA Strength Drain on Physical

Attacks; SD Undead immunities; MR 65%; SZ M; ML 20.

When struck physically (no weapons) by a Shadow D'Magus, a character must make a save vs. death magic or temporarily lose 1 point of Strength per successful strike.

Tier 4

Anton D'Magus: AL CE; Int Genius (17); MV 16; AC -5; HD 14+10; hp 130; THAC0 6; #AT 3 (Punch/Punch/Kick or Sword/Shield/Sword); Dmg 1d4+7, 1d4+7, 1d6+7(PPK Routine) or 1d8+7, 1d4+7, 1d8+7 (SSS routine); SA Strength Drain on Physical Attacks, Spell-like Powers; SD Undead immunities + Special; MR 100%; SZ M; ML 20.

When struck physically (no weapons) by D'Magus, a character must make a save vs. death magic or temporarily lose 3 points of Strength.

Spell-like Powers: Anton's powers are based on spell points, and each of his spell-like powers has a different cost in spell points. He currently has 35 of his 45 spell points remaining. *affect normal fires* (1), *detect undead* (1), *mirror image* (5), *continual darkness* (2), *invisibility* (2), *dispel magic* (4), *hold person/undead* (4), *iceball** (5), *suggestion* (3), *wraithform* (20), *shadow monsters* (10), *animate dead* (1/HD).

Shadow D'Magus (12): AL CE; Int Genius (17); MV 16; AC -5; HD 9+10; hp 1; THAC0 6; #AT 3 (Punch/Punch/Kick or Sword/Shield/Sword); Dmg 1d4+7, 1d4+7, 1d6+7(PPK Routine) or 1d8+7, 1d4+7, 1d8+7 (SSS routine); SA Strength Drain on Physical Attacks; SD Undead immunities; MR 70%; SZ M; ML 20.

When struck physically (no weapons) by a Shadow D'Magus, a character must make a save vs. death magic or temporarily lose 1 point of Strength per successful strike.

Tier 5

Anton D'Magus: AL CE; Int Genius (17); MV 16; AC -8; HD 18+10; hp 170; THAC0 3; #AT 3 (Punch/Punch/Kick or Sword/Shield/Sword); Dmg 1d4+10, 1d4+10, 1d6+10(PPK Routine) or 1d8+10, 1d4+10, 1d8+10 (SSS routine); SA Strength Drain on Physical Attacks, Spell-like Powers; SD Undead immunities + Special; MR 100%; SZ M; ML 20.

When struck physically (no weapons) by D'Magus, a character must make a save vs. death magic or temporarily lose 3 points of Strength.

Spell-like Powers: Anton's powers are based on spell points, and each of his spell-like powers has a different cost in spell points. He currently has 40 of his 50 spell points remaining. *affect normal fires* (1), *detect undead* (1), *mirror image* (5), *continual darkness* (2), *invisibility* (2), *dispel magic* (4), *hold person/undead* (4), *iceball** (5), *suggestion* (3), *wraithform* (20), *shadow monsters* (10), *animate dead* (1/HD).

Shadow D'Magus (14): AL CE; Int Genius (17); MV 16; AC -8; HD 18+10; hp 1; THAC0 3; #AT 3 (Punch/Punch/Kick or Sword/Shield/Sword); Dmg 1d4+10, 1d4+10, 1d6+10 (PPK Routine) or 1d8+10, 1d4+10, 1d8+10 (SSS routine); SA Strength Drain on Physical Attacks; SD Undead immunities; MR 80%; SZ M; ML 20.

When struck physically (no weapons) by a Shadow D'Magus, a character must make a save vs. death magic or temporarily lose 1 point of Strength per successful strike.

Honestly, this is not a tough fight unless they are attacking D'Magus directly. The shadow images' ONLY magical ability is the magic resistance upon them. Other than that, they are just very nasty versions of D'Magus with 1 hp each.

The real reason behind this fight is to give D'Magus a chance to escape. No matter what, he will leave. He might not like the way that he is getting out of here, but he will leave (with the HELM) no matter what.

FOR FIRST RUN ONLY - Three Rivers Game Fest 1998

If there is a singer (one with the singing proficiency) in the group or a true bard (no multi-class, no dual-class) then read the following aloud to them during the fight.

A musical voice calls out to you amidst the struggle with the dark shadowy creatures. Looking to the cavern entrance you see the Crysmal Order standing there. He seems to be calling to you. Telling you to take something. Yet in the din of battle it is difficult to say what he is trying to communicate. He is pointing to the altar and you look as a blast of dazzling light issues forth to another area of the cavern.

Looking, you notice that the pedestal that they emerald is resting on looks suspiciously like..... a sword pommel?

If the character goes to the altar and pulls the pedestal up they will be rewarded with the Crysmal Sword. The Crysmal Sword will:

The pedestal releases its charge and in your hands lies a sword unlike anything you have ever seen before. Crystal shards formed into a razor edge grace the device and it appears to have an inner glow that burns with an unknown fire.

To the side you hear the Crysmal Order call to you again in his musical language. Looking you see that his arm is raised in the air and he is motioning you to do the same.

If the character raises the sword above his head he/she will hear a clear, clean note in their mind. They must duplicate this note (Singing proficiency check required). Once they do:

A hum of energy fills the room, yet it is not coming from the crystal temple, but from the sword in your hands. A drained feeling passes over you as though your strength was just passed onto the sword and the impossible happens....

Brilliant white light streams from the sword, surrounding you and your companions and the creatures that you are combating. Where the light touches your friends, they fall to the ground clutching at their eyes. However the effect on the shadow creatures is far more devastating as they are virtually ripped to shreds by the dominating light.

The Escape

At the end of the combat, D'Magus will have escaped if no PCs tried to prevent him doing so. If he is still in the cavern when the fight wraps up, present the following:

D'Magus stands before you reeling from a mortal wound. A sudden cold wind whistles through the area and a rippling doorway of flame and brimstone appears behind him. A red tinged hand emblazoned with a diamond and emerald ring reaches out and grabs the Dark Lord. "I will have what is mine little man!" you hear a voice boom from beyond the portal.

Screaming, the once proud knight Andon D'Magus is pulled back into the door of brimstone and flame. "No!" is the last word you hear as the flaming door slams shut.

Regardless of the outcome, crysmals of all shapes and sizes issue forth from openings in the cavern and begin tending wounded. Small chunks of crystal glowing with a pure white light are passed over gashes and

scrapes and burns and soon the living members of the party have been restored. Once this happens, present the following:

The Crysmal Order moves slowly over to your party and in its musical voice chimes "Saviors. Surely we are blessed by your presence. Thank you for ridding us of the evil one! Saying this, he places a small sack in front of the party. Motioning to his followers, they clatter off into the darkness of the tunnels and caverns below.

Inside the bad, the characters will find 24 diamonds worth 500 gp each.

A Time for Thought -

The PCs immediately move to the finale of the module after the combat.

Following the battle your luck changed for the better. Upon returning to the beach you find that the remaining sailors had flagged down a passing ship and were waiting for your return. You tell them the tales of your adventures during the voyage back to Ravens Bluff.

Things tend to come full circle as you find yourself back at the Grand Griffon Inn, where all of this started. Terra is sitting at the table and listens to your tale.

"This is grave news, yet it must have been pre-ordained, else it would not have happened. I have felt the future and no other chronomancers have modified the time line. So.. this is what must be."

Her train of thought is interrupted as your meals arrive. Large covered dishes are laid before you, tantalizing odors issuing from the steam.

Lifting the cover you recoil at what you see. Sitting before you amidst potatoes and carrots is a severed hand. Still moving with a life of its own, it bears a large diamond ring. With a final twitch the gruesome morsel lays still.

"By the gods!", Terra exclaims. "If that is the hand that pulled D'Magus in, then..."

Hollow laughter echos in the distance and fades as a cold chill rushes down your spine. Suddenly, you are no longer hungry.

The diamond ring that Kanon wears has a value of 5,000 gp.

Here ends The Crysmal Caves.

Experience Point Summary

Experience is calculated as follows for Living City events.

1. Sum the experience listed below for objectives.
2. Assign discretionary role-playing experience (0-500 points). These should reward accurate character portrayal throughout the module, not just how well the PC interacted socially.
3. Finally, multiply the total by the tier according to this chart:

Levels 6-13	Tier 1
Levels 14-25	Tier 2
Levels 26-37	Tier 3
Levels 28-56	Tier 4
Levels 57+	Tier 5

PCs should get the 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 you have to bump 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.

Encounter 1.1 The Blade

Discuss mission with Krandal and gain 2 pieces of information 50 xp

Encounter 2.0 Blades or Benevolence

Free slaves peacefully 125 xp
OR

Fight to free the slaves 100 xp

Encounter 2.2 Stormy Weather Ahead Captain!

Defeat Undead from the Sea 100 xp
Try to save other crewmen 50 xp

Encounter 3.0 The Morning After

Healing Scrag (or at least making him comfortable) 25 xp

Encounter 3.3 Lions Away!

Defeating Undead Lions 50 xp

Encounter 3.4 Village Destroyed

Healing or aiding Talosh 50 xp
Getting information from Talosh 50 xp

Encounter 4.0 Entering the Caves

Learning to communicate with the Crysmal Guards 50 xp

Encounter 4.1 The Crysmal Court

Gaining information about the Crysmals 75 xp

Encounter 4.2 Destiny

Defeating D'Magus and defeating his Shadows 150 xp

Max. Experience Total for Objectives 775 xp

Discretionary Roleplaying Experience 0-500 xp

Total Possible Experience - 1,275 xp

For Tier 2: 2,550 xp

For Tier 3: 3,825 xp

For Tier 4: 5,100 xp

For Tier 5: 6,375 xp

Treasure Summary

If it is not on the list, then the PCs cannot have it:

- Learned rope use proficiency or extra slot taken
- Pearl from the seal elves. This pearl has no powers after the adventure is over, but is worth 100 gp.
- *Cutlass +2* - from the body of Captain Krandal. The crew will let the party keep it for saving their lives.
- *3 Healing Stones* - A small round crystal the size of a human fist that glows with an inner light. When applied to a wound it will heal 1d8+1 hp of damage. The Healing Stone has a shelf life of six months. Once six months from the date below, the stone's light goes out and it dies. Date Awarded _____
- 24 diamonds worth 500 gp each.
- Diamond ring worth 5,000 gp – from the fiend Kanan's hand.

First run only: Three Rivers Game Fest 1998:

The Crysmal Sword - This +2 weapon will form itself as either a long or short sword (circle which) depending on what the wielder wishes at the time of conception. Once chosen, the sword cannot be altered. In the hands of anyone or anything other than a true bard (no multi-class, no dual-class) the sword will remain a +2 weapon made from *glasssteel* (and will

save as such). However in the hands of a single-classed bard, the following powers are revealed:

- *Light 50' Radius* (once per adventure) Duration 6 turns. Otherwise it sheds light like a standard magical blade.
- *Shatter* - When the owner points the sword and sings a High C, the sword will issue forth a blast equal to a *shatter* spell cast by a 10th level mage. It can do this once per adventure.
- *Singing* - when pulled, the sword will begin softly humming a musical tune. As the sword is swung in battle the song will become louder and more clear.
- The weapon cannot be silenced, but the wielder can be.
- *Blastflash* - Singing a chord ending in a High C will cause the sword to issue forth a blast of energy. The blast takes the form of a brilliant flash that affects all within 50 ft. Everyone, friend and foe must save vs. spell at -4 or be blinded for 1d6 rounds. This is draining for the bard in that it removes 8 points of Constitution from him/her. It takes 8 days to fully recover the Constitution loss (all 8 points come back on the 8th day) and until then the bard is without the extra hit points or benefits of a high Constitution. If the bard's Constitution drops to 0 or below as a result of using this power, the bard dies and cannot be brought back from the dead.

If a single-classed bard possesses this sword and dual-classes, then the powers of the sword are lost and it functions only as a *sword +2*.

Fame Award

None. No one really knew about the adventure anyway, and the sailors don't think it is anything special.

Chivalry Point Award

If a PC knight or squire frees the slaves without resorting to bloodshed, he or she receives one Chivalry Point.

Attachment 1: Following Sprite s Trail

DM - Read Number One, and then pass this on to the person on your right or left. Let it go around and have each person read the next passage. Once you are done, the group should have a good history of what has come before.

1 - Sprite sparkles into being and you stand witness to a battle. Blasts of energy and magical attacks flare around the council chambers as Lord Anton D'Magus fights the defenders and heroes of Ravens Bluff. A valiant fighter steps forward and delivers the killing blow and the Dark Lord falls to the ground.

2 - The image shifts and I can see the aftermath of the fight. Bodies are being carted away and wounds are being tended to. In the corner of the room I spy several clerics of Mystra placing the Helm of Chaos in a large lead box. Under the direction of Terra they pick up the box and leave the building

3 - Light flares and suddenly we are in a far darker place. Flashes of fire and the stench of brimstone is everywhere and you realize that you are in the pits of hell itself. Ahead like a beacon Sprite beckons. Following you spy the shade of Anton D'Magus chained to a rock. Several demons torment him endlessly. A fitting end to one so evil as Anton.

4 - The scene shifts and we are still on the blasted plains of hell watching over D'Magus. The scene has changed in that a rather large fiend is speaking with him. "Grant thee freedom from your torment I will," it says in a grating voice. It continues, "Bring me the Helm of Chaos before the humans destroy it and you will be free forever!"

5 - Brimstone still stings my nose as I watch on. The chains are broken and D'Magus stands free. Eldrich fire erupts from the hands of the demon and the soul that was once Anton D'Magus is forever gone. In its place there now stands a creature of power. Blackened armor covers a skeletal frame and glowing red sockets are all that remains of his eyes. Where once there stood a tormented soul now stands a being of shadow.

6 - Finally! We are out of the pits of hell and now stand in what appears to be the heart of a volcano. I feel no heat but do not burn. Ahead I see D'Magus pulling himself from the lava and rising to his feet. Shaking the burning rock from his scorched armor he snarls and looks at me! He actually looks at me! I can feel his eyes burning through me and the strength leaves my limbs.

7 - He is more than a Death Knight, yet less than a god. That much I can tell from the vision. I know what he seeks, yet cannot see. The Helm of Chaos locked tightly in a ensorcelled box. While it lies there he is blinded to it. In the distance I hear a wail of anguish. When I look around for the source, all I see is the lead box, whispering my name and calling to all the dark gods for freedom.

Attachment 2: Dark night new monster

Dark night

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Strength Points (See below)
INTELLIGENCE:	Genius (17-18)
TREASURE:	Variable
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1
ARMOR CLASS:	Variable
MOVEMENT:	18, Fl 12 (Class C)
HIT DICE:	9 + 10
THAC0:	Variable (by former level)
NO. OF ATTACKS:	Variable
DAMAGE/ATTACK:	By Weapon
SPECIAL ATTACKS:	See Below
SPECIAL DEFENSES:	See Below
MAGIC RESISTANCE:	25% + 5% per level of former life See Below
SIZE:	M (6'-7' tall)
MORALE:	Fanatic (17)
XP VALUE:	8,000



A Dark Knight is the result of a Lawful Good Paladin or warrior shirking his former life of goodness for one of evil and corruption. Dark Knights are always divinely created; a direct sponsorship from a deity who can use the creature to further his or her own evil designs.

Dark Knights appear much as they did in life, save for a shadowy, darker look. Their eyes are black pools that have no pupils and their skin takes on a ruddy, blackish hue. Armor, weapons and other possessions that were once separate, individual items now have become part of this twisted parody of a once honorable soul. A Dark Knight cannot be removed from its armor and the magical items that were once part of his or her ensemble are merged with the creature so that they can be activated by sheer force of will.

These creatures will speak the languages that they knew in life, plus the tongues of those that they have killed through their strength drain ability. This usually equates to 1d8 additional languages.

Dark Knights are both stealthy and observant creatures. They can Hide in Shadows with a 95% chance of success and Move Silently 100% of the time. They possess infravision of amazing proportions, seeing 120 ft into the darkness that surrounds them.

Combat: Dark Knights retain their former fighting ability that they had in life, however now it is coupled with magical powers that make them far more dangerous. All Dark Knights have a strength of 19 (+3 to hit and +6 to damage) and will typically use the weapons that they favored during their lifetime. Swords, flails and other knightly weapons are popular. Lances and other mounted weapons are only used if an appropriate steed can be found, such as a nightmare.

These creatures are feared for more than just their martial prowess. They also possess the ability to drain Strength from their victims, and must do so as a form of nourishment. The physical strike of a Dark Knight (no weapon, just hands) causes the opponent to save vs. death magic or lose 3 points of strength. Those with exceptional strength lose 30% per strike until they reach 18, then lose strength normally. A blow that would take the fighter with exceptional strength below 00% is considered to take him or her to the base of 18. This strength loss is temporary and the points are gained back at the rate of 1 per day until all are restored. Those individuals who are drained to 0 strength points die and in three days return as a wight under the control of the Dark Knight.

The spell-like powers of the Dark Knight are also quite formidable. However, they are limited in that only a certain number of powers can be used at once without severely draining the creature. Like a magical wand that recharges itself, the Dark Knight begins with 30+ charges. Each use of a power drains the specified number of charges. Ten charges are regained for every 6 turns (1-hour) of non-use. Although some powers are specific to the Dark Knight, the patron deity that is sponsoring this horrific creature determines others. All powers of the Dark Knight are considered to be cast at a minimum of 10th level. If a spell or spell like power requires a higher level to cast, then the minimum level of the spell is used. The only other limitation on these powers is that any one power can only be used a maximum of 3 times per day.

The standard powers of a Dark Knight (and their associated casting costs) are:

Power	Charges	Notes
Affect Normal Fires	1	Can only cause fires to reduce in size, not increase
Detect Undead	1	Range and duration are doubled
Mirror Image	5	This power creates 10 +1d4 duplicates of the caster. Each duplicate has 1 hit point, and can physically attack in the same manner that the caster could until such time as it takes 1 hit point. Note that it cannot use spells nor do the weapons that this creation has do not retain any sort of magical powers or abilities. It can however talk, taunt, tease and punch/slash the living daylight out of an opponent until it takes that 1 point of damage.
Continual Darkness	2	60-ft Radius
Invisibility	2	As per the wizard spell
Dispel Magic	4	As per the wizard spell
Hold Person/Undead	4	This combines both spells and can be cast on both type of creatures at the same time
Iceball	5	This power works in the same manner as fireball with the following changes: - Creates a sphere of absolute cold that does 10d6 hp of damage to all within. - Save vs. Spells for half damage. - Area affected is slick with ice for 10 rounds. Those moving within the area faster than 1/2 movement must make Dex Checks each round. Failure indicates the character falls and must spend the next round getting back up. - the caster has personal immunity to this spell
Suggestion		As per the spell of the same name
Wraithform	20	Used only as a last resort
Shadow Monsters	10	As per the spell
Animate Dead	1/HD	As the clerical spell of the same name

Dark Knights also have 1 to 3 (1d3)-personalized powers. These are powers granted by the sponsoring deity to forward the evil aims of that god. The DM can roll from the following chart or can create his or her own powers. It is generally assumed that most Dark Knights do not have personalized spell powers that exceed 4th level spells in either the priestly or magic-user realms.

Roll 1d20 a number of times equal to the number of personalized powers that the individual Dark Knight possesses. Numbers in parentheses are the amount of charges each power requires from the creatures power reserves.

#	Power (Charge)	#	Power (Charge)
1	Change Self (1)	11	Haste (3)
2	Charm Person (1)	12	Lightning Bolt (4)
3	Magic Missile (2)	13	Phantom Steed (3)
4	Protection from Good (1)	14	Spectral Force (4)
5	Shocking Grasp (2)	15	Vampiric Touch (4)
6	Blindness (3)	16	Dimension Door (4)
7	Detect Good (2)	17	Enervation (5)
8	Improved Phantasmal Force (2)	18	Evard's Black Tentacles (5)
9	Melf's Acid Arrow (3)	19	Ice Storm (5)
10	Stinking Cloud (3)	20	Wall of Ice (5)

Module NOTE - D'magus's personalized powers are... Haste, Lightning Bolt and Dimension Door and Fireball (5)

Dark Knights typically are very active combatants, taking a leading role in combat situations. They will usually have several minions that are augmenting their fighting skills. Such minions will normally be undead of various types, however the most common being skeletons that it has raised and wights that it has created through its feeding process.

Habitat/Society: Dark knights are former Lawful Good warriors and paladins who turned on their masters and society and embraced evil during their lives. When they are killed (very few of them die peacefully) they are raised from the dead by gods sympathetic to their goals. Given tremendous powers by these deities and controlled by them as well, they are the undead embodiment of all that is evil.

Normally, dark knights are solitary sorts, doomed to spend their un-life with the dead and rotting minions that they create or control. There are times however when they will ally themselves with creatures of like disposition. Hardly ever will this be a master/servant relationship with the Knight as the servant. Their need for control and power would not permit this. However there have been reported incidents of Dark Knights serving demi-gods or powerful liches for a short time. There is always a scheme in the darkest recesses of the creatures' mind however to usurp control when the time is right and the current "master" is weak.

Ecology: Dark knights have but one physiological function. They must drain a number of strength points equal to half their Hit Dice per day in order to avoid starvation. Failure to do this will result in the creature being unable to restore its power reserves until the strength points are drained from a living creature. All other powers are unaffected by this and there are reported cases of Dark Knights going years without draining a sentient being. There have also been reports of a dark knight destroying an entire farming community to sate its craving for energy.

Attachment 3: Swimming Rules

Swimming (paraphrased from the *Player's Handbook* Core Rules CD Rom)

Untrained swimmers are a fairly hapless lot. When they are unencumbered, they can manage a rough dog-paddle in relatively calm waters. If the waters are rough, the current strong, or the depth excessive (at sea or far out on a lake), untrained swimmers may panic and sink. If weighed down with enough gear to reduce their movement rate, they sink like stones, unable to keep their heads above water. In no way do they make any noticeable progress (unless, of course, the object is to sink beneath the surface).

Proficient swimmers are able to swim, dive, and surface with varying degrees of success. All proficient characters are able to swim half their current land movement rate times 10 in yards, provided they are not wearing metal armor. A character with a movement rate of 12 could swim 60 yards (180 feet) in a round. Characters whose movement rates have been reduced to 1/3 or less of normal (due to gear) or who are wearing metal armor cannot swim--the weight of the gear pulls the character under. They can still walk on the bottom, however, at 1/3 their current movement rate.

Proficient swimmers can double their swimming speed, if a successful Strength check is rolled (vs. half the character's normal Strength score). For a character with a movement rate of 12, a successful check means he can swim 120 yards in one round, an Olympic-class performance.

Like running, swimming is not something that a character can do indefinitely. There are several different speeds a character can choose to swim at, thus moving in either short sprints or a slower, but longer-lasting, pace.

If swimming at half normal speed or treading water, the character can maintain this for a number of hours equal to his Constitution score (although he will have to abandon most of his gear). After a character swims for a number of hours equal to his Constitution, a Constitution check must be made for each additional hour. For each extra hour of swimming, 1 Constitution point is temporarily lost (regaining lost ability points is explained in the next column).

Each hour spent swimming causes a cumulative penalty of -1 to all attack rolls.

All this assumes calm water. If the seas are choppy, a Constitution check should be made every hour spent swimming, regardless of the character's Constitution. Rough seas can require more frequent checks; heavy seas or storms may require a check every round. The DM may decide that adverse conditions cause a character's Constitution score to drop more rapidly than 1 point per hour.

If a swimming character fails a Constitution check, he must tread water for half an hour before he can continue swimming (this counts as time spent swimming, for purposes of Constitution point loss).

A character drowns if his Constitution score drops to 0.

Example: A freak wave sweeps Fiera (an elf) overboard during the night. Fortunately, she can swim and knows that land is nearby. Bravely, she sets out through calm water. Her Constitution score is 16. After 14 hours of steady swimming, she makes out an island on the horizon. Two hours later she is closer, but still has some way to go. During the next hour (her 17th in the water), her Constitution drops to 15 (her attack penalty is -17!) and she must make a Constitution check. A 12 is rolled--she passes. In the last hour, the 18th, the seas become rough. Her Constitution is now 13 (the DM ruled that the heavy seas made her lose 2 points of Constitution this hour), and the DM decides she must pass an extra Constitution check to reach shore. She rolls a 5 and flops onto shore, exhausted.

Characters can also swim long distances at a faster pace, although at increasing risk. Swimming at the character's normal movement rate (instead of the usual swimming speed of half the normal movement rate) requires a Constitution check every hour, reduces Strength and Constitution by 1 point every hour, and results in a -2 cumulative attack penalty for each hour of swimming. Characters can swim at twice this speed (quadruple normal swimming speed), but they must roll a check every turn and suffer the above penalties for every turn spent swimming. Again, when an ability score reaches 0, the character sinks and drowns.

Upon reaching shore, characters can recover lost ability score points and negate attack penalties by resting. Each day of rest recovers 1d6 ability points (if both Strength and Constitution points were lost, roll 1d3 for each ability to determine points recovered) and removes 2d6 points of attack penalties. Rest assumes adequate food and water. Characters need not be fully rested before undertaking any activity, although the adjusted ability scores are treated as the character's current scores until the character has rested enough to fully recover from the swim.

To continue the earlier example with Fiera, after a bad last hour in the water, she reaches shore. Her Constitution is 13 and she has a -18 penalty to her attack roll. Exhausted, she finds some ripe fruit and collapses in the shade of a palm tree. All the next day she rests. At the end of the day she rolls a 4 on 1d6 and regains 4 points of Constitution, restoring it to normal. An 8 is rolled to reduce her attack penalty, so the next day she suffers only a -10 penalty to her attack roll. The next day of rest lowers this by 6 to -4 and the third day erases it completely. So in three days she has fully recovered from her 18-hour ordeal in the water.