

Skeletons in the Closet

A One-Round Living City Tournament

By Frank Timar

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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 capsulize 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.

DM's Background:

About 20 years ago the Shadowhawks, an adventuring company in the kingdom of Thesk, were employed by Arken Rashad, a politician on a meteoric rise due to their efforts. Having achieved a position of power and prestige Arken became nervous. The Shadowhawks had gotten him to this point by digging up or creating evidence of corruption in his rivals. They were now a threat because they knew all of his secrets. He ordered the city guards to arrest them and had them sold as slaves in Thay. All six have managed to extract themselves from slavery and moved to Ravens Bluff where Arken is now Thesk's Ambassador. Two of the Shadowhawks were here for revenge; one was already defeated in **Altruists Only Need Apply**, and the other has begun her revenge by kidnapping Arken's daughter.

Arken has seen two of the members of the Shadowhawks in the city and suspects them. The Senior Constable of the Investigative branch has been directed to discover where Arken's daughter is and retrieve her before this becomes a major diplomatic incident. In addition Arken is under investigation by the investigative branch for his dealings with the underworld in the city. At Corporal Phreem's suggestion the Senior Constable has decided to recruit some of the city's adventurers and has created an excuse for their investigation. This is where the PCs come in.

The PCs are brought to see The Senior Constable and the mission is explained. They are directed to visit Drahl Phreem for some more information and given

three optional paths to investigate. Drahl tells them of the investigation of Ambassador Rashad and places a *sacred guardian* spell on one of the PCs to warn him if they are in danger. From here they can visit the smithy, Garden of Opulent Splendors and the Spill and Swill Inn to gather information. They will be attacked at the inn, they will also hear the attack on the Thesk Embassy by the ambassador's daughter and undead, while at the Thayan Embassy. She magically flees the site with a pair of swords. . Based on the information they gather at these locations they learn that a Sergeant in the city watch was one of the Shadowhawks and will likely seek him out. He will tell them his tale and that he saw the final member of the company at a villa near the noble district a few days ago. This will lead the PCs to the villa, and the final encounter with the woman behind the plot.

While inspecting the characters keep a total of the carried wealth of the entire party. This information will be needed for Encounter 5

Players Introduction:

Your day started poorly this morning and you aren't certain if it has gotten better or worse since then. It started as a gloomy, overcast day, the kind where you don't want to do much of anything.

You had just finished breaking fast when a company of the city watch came and asked you to accompany him to the District Guardhouse. You weren't being arrested; the Senior Constable of the Investigative Department of the watch had asked to see you.

The Senior Constable didn't waste any time and got straight to the point. The Ambassador of Thesk's daughter had been kidnapped two days ago. There have been no demands and no one has claimed responsibility but the Ambassador has seen two people lately who he had exiled from Thesk twenty years ago and feels they might be responsible. Now, do you have any questions before you begin your investigation?"

Roleplay from here.

The PCs are given two options:

1. Find information leading to the recovery of the daughter: 500 gp reward each.
2. Locate and recover the daughter: another 500 gp and a potion of vitality each.

The Senior Constable recommends the PCs go speak with Drahl Phreem at the Temple of Torm before proceeding to investigate the other clues. From there they can visit the Sword Smith, Ardus, seek Ardianna at the Thayian Embassy, or talk to Ambassador Rashad at his embassy. Ardus and Ardianna are the two Shadowhawks the Ambassador has seen.

Darian Sorison, Senior Constable, hm F8: AL LG; Str 16, Int 17, Wis 12; Dex 9; Con 14, Cha 16, Com 12.

Sorison takes his position very seriously. He is in a quandary about the current situation because he has been investigating the Ambassador for three months now. In addition the Lord Chancellor has ordered him to do everything in his power to get the Ambassador's daughter back. The investigation has turned up nothing of use though he does know the Ambassador has regular dealings with Phillip Longshadow, an information broker who usually can be found in the Spill and Swill tavern on the waterfront..

- What do you know about these two?
They arrived about three months ago, when the Thayian embassy rotated it's staff. Adrianna helped Ardus obtain his shop and equipment. They met weekly for dinner.
- When is there next meeting?
Next week, they met last night
- What is the connection with the Thayian Embassy?
The ambassador from Thay has advisors from each of the schools of magic. Adrianna is the new advisor from the school of Divination.
- Is there anything else we should know about Ardus?
From what we have observed he is a drunkard and a weapon smith. In that order.

As the PCs begin to leave read the following:

“Remember, visit Drahl at the Temple of Torm first, he should be able to provide some additional assistance. Good Luck!”

From here the PCs should visit Drahl at the temple of Torm. (See Encounter Two) After that they can visit Ambassador Rashad (Encounter Three), Ardus (Encounter Four), Adrianna (Encounter Five) or Phillip (Encounter Six).

Encounter 2: The Temple of Torm

Based on the information you received from the Senior Constable you have decided to seek out Drahl Phreem at the temple of Torm. You are greeted at the entrance by brother Geoffrey. “Well met, and welcome to the temple of Torm. How may we assist you this day?”

When the PCs say they are here to see Drahl continue with the following.

Brother Geoffrey nods at your words and motions for you to follow him. He leads you to a small office where a young man is waiting at a desk. His sandy brown hair is uncombed, and the circles under his eyes lead you to believe he hasn't been sleeping much. As you enter he pushes back a stack of reports with a sigh and looks up at you. “The Senior Constable sent you? Well let me tell you what he couldn't. About three months ago we began investigating the Ambassador of Thesk. He had begun having routine dealings with, shall we say, the shadier members of Ravens Bluff Society and we were curious what it was all about. While on your investigation if you come across any information which will help in our investigation it will be rewarded.”

Drahl Phreem, hm P(Sp)8 of Torm: AL LG; Str 17, Int 12, Wis 18, Dex 7, Con 16, Cha 14, Com 12.

Drahl is beginning to feel pressured by the combined duties of a ranking priest in the Temple of Torm, a member of the Red Ravens and a Corporal in the City Watch. He is particularly unhappy with this current assignment which has required a great deal of skulking about. He has been required by Darain to appraise the PCs of the investigation of the Ambassador, and the potential rewards if they discover any useful information.

We don't know if his daughter has truly been kidnapped or if he is aware of our investigation and is trying to distract us.

- What is the Ambassador up to?
We don't know what his objectives are. We do know he has had repeated contact with Phillip Longshadow.
- What do you know about Longshadow?
Longshadow would sell you anything for a price, unless you are part of the watch. After he began

meeting with the Ambassador he hired several bands of adventurers to enter the dwarvish ruins. About a month ago he stopped seeing the Ambassador.

- Do you have any evidence against the Ambassador?

After his last contact with Longshadow the Ambassador sent a letter to his sister in Thesk. Our information showed he had no siblings. We intercepted the letter and after determining there were no magical messages made a copy of it and sent it on. We think there is a coded message in it but haven't discovered it yet. Here is a copy of the letter. Maybe you will have better luck. Give PCs **Player Handout #1**

Drahl also mentions that Ambassador Rashad has had frequent dealings with a Philip Longshadow, who is usually found in the Spill and Swill tavern on the waterfront. He does not know the nature of these dealings.

After a little while read the following.

Are any of you bearers of medallions of friendship, or actual followers of Torm?

If yes read the following.

If you are in need during your investigation you may come here for healing. While it can't be free we will be able to charge you a reduced rate for the magic.

If there were followers of Torm give them **Player Handout #2**

When the PCs are ready to go read the following:

You prepare to leave Drahl's office with a few more questions answered and a lot more before you. Just before you step out Drahl springs from his seat. "I almost forgot, in case you get in trouble I have been authorized to provide some additional assistance. You, come here a minute."

Drahl will pick one of the party members with this criteria.

- 1) Has amulet of Friendship of Torm
- 2) Is follower of Torm
- 3) Is lowest level PC
- 4) Is Lawful Good

Whoever he picks Drahl will cast a *sacred guardian* spell on that character.

"With this spell I will be warned if you are in danger and will possibly be able to provide assistance. If you go anywhere besides the Thayan Embassy, Ardus's shop or the Spill n Swill send me some word if possible. May Torm be with you in your endeavors this day." With that he walks you to the door before returning to his mound of paperwork.

Costs for Healing are on **DM Aid #1**

Encounter Three: Ambassador Arkan Rashad

The PCs may want to speak with Ambassador Rashad himself. They will find him at his embassy during daylight hours and his home in the evening. Both are easy to find. If the characters try to speak with Rashad after the attack on the Thesk embassy in Encounter 5A, then proceed from there and include the information given here as appropriate.

Ambassador Rashad does not know what steps the Senior Constable is taking to find his daughter, but the arrival of adventurers as deputies is welcome to him until they begin to ask about his past and the Shadowhawks. He is affable and friendly until these topics come up, at which point he remains friendly but becomes a bit more formal. This is a very slight change in his demeanor, but it should indicate that there is something here he does not want the PCs to know about.

Ambassador Arken Rashad, hm W7: AL LN; Str 6, Int 17, Wis 12, Dex 14, Con 10, Cha 17, Com 10.

Arken is running scared. Twenty years ago he sold an adventuring company he formed into slavery in Thay. He had initially formed the company to help him rise to power in Thesk, digging up or creating scandalous information about his political rivals. When he achieved power he feared his political backstabbers would go for him next.

On the morning of the kidnapping he saw Adrianna and Ardus, and was seen by Adrianna and knew he had been recognized. When he returned to the Embassy he learned that his daughter was kidnapped that morning. He suspected Adrianna and Ardus, perhaps the entire Shadowhawks band of seeking revenge. When he contacted the Lord Chancellor and Senior Constable he modified his story to say that he had them exiled, rather than sold them as slaves. He has been desperately afraid that his past is returning to

ruin him since his daughter was kidnapped. Now he fears the present as well.

Under orders from his government he has been trying to research the process necessary for creating blood swords, which were outlawed by the Fairin Ice mantle Treaty of the Vast. With Longshadow's help he has recovered two of the original blades and has hired dwarves to help him learn the secret of making the alloy.

- Who were the Shadowhawks, how many were in the company?

There were five total, the two warriors Ardu and Arianna, plus a rogue named Kenton, the mage Deluk and a priestess of the dark goddess Shar, named Kimber. They were a mercenary company that served me for a short time in Thesk many years ago. They committed treason and were exiled.

- Do you think anyone else in the company is involved?

I haven't seen anyone else, but they might be.

- What can you tell us about your daughter?
Her name is Lori, she is sixteen years old, has blond hair, silvery gray eyes and was wearing a simple blue gown on the day she was kidnapped?

- Why do you think she was kidnapped?
Obviously they are trying to get revenge on me for having them exiled. Now that I'm out of Thesk they can get to me.

- No, I mean why do you think she hasn't just run away or something?

Lori has always been a well-mannered child. She wouldn't just run away.

Encounter Four: Ardu

You work your way down the crowded streets of Ravens Bluff towards the Hammer and Tongs Smithy. You hear the sounds of a hammer pounding on steel before the shop comes into sight.

Stepping into the building you see a older man standing with his back to you working a metal rod at one of the anvils. Obviously once in excellent condition much of his muscle has gone soft. His back is covered with scars left by the lash and as he works you see scars on his neck and wrists where he obviously wore manacles for several years.

With a final blow to the metal he holds a newly forged sword blade up. He inspects the cherry red blade for a moment then plunges it into the water. The metal hisses as great plumes of white steam billow forth. A moment later he turns towards you and approaches.

"Greetings, I am Ardu. Might I interest you folks in a new sword perhaps, or maybe you need an older weapon repaired. I'm the man to get the job done. How can I help you?"

Ardu manufactures weapons of all sorts found in the players handbook which may be purchased for the book price.

Ardu, hm F3: AL CG; Str 16, Int 8, Wis 10, Dex 14, Con 12, Cha 9, Com 6

Ardu is a bitter man who hates authority in general and politics and politicians in particular. His bitterness stems from Arken selling him into slavery. He worked in the quarries under the lash for nineteen years before Adrianna ordered him freed, brought him to Ravens Bluff and set him up in this shop. While thankful for his new life he is plagued by memories of the old one, and drinks heavily to forget.

His code of ethics holds everyone responsible for their own actions. As a result he would happily torture the Ambassador to death if he could get his hands on him (He doesn't even know Arken is Ambassador to Ravens Bluff. He believes Arken is still in Thesk) but would never try and use someone else to get even. In other words he would have nothing to do with kidnapping Lori to get revenge on Arken.

Ardu will not open up to the PCs right away. He does hate Arken and would like to see him fall, but he will not discuss his private business with strangers without reason. The PCs must either win his trust or threaten him with legal consequences to get him to answer their questions.

- What happened to you?
These scars are my momentos of nineteen years of slavery in Thay.

- Who is Arken?
Arken was a minor politician in Thesk. My friends and I were hired by him to help him become a councilor. We did it and as a reward he had us sold as slaves. One day me or my friends will get even with him.

- Do you ever see any of these old friends?
I see Adrianna about once a week, and about a month ago I saw Kenton. If I remember right he said

something about working for the city of Ravens Bluff, what a change for that old thief.

- How can we get in to see Adrianna?
Give this pin to the guards to bring to Adrianna. She will see you.

Note: to get this ring, the PCs must have convinced Ardus that they are “on his side” regarding the incidents of the past.

- Do you know anything about codes?
The Shadowhawks had a code they used when dealing with Arken. I couldn't read and write so I never learned it. Kenton and Deluk definitely used it regularly, Adrianna and Kimber might have learned it also, I don't remember for sure.

- If the PCs tell of Lori's kidnapping-
You don't think I had anything to do with it do you? I mean, I know I said I'd kill Arken but that's between me and him. I mean it would be plain wrong to bring the girl into it anyway...

- If the PCs push about Lori-
Look I told you I wouldn't do something like that. This conversation is over. Now leave before I call the watch.

Ardus will call the city watch if the PCs continue to harass him, even if some of the PCs are watch members. The PCs have no evidence that Ardus is involved in the kidnapping and the watch officers who come will refuse to take him in. They will escort the PCs away and instruct them to leave Ardus alone.

If the PCs hassled him and then return for help in getting in to see Adrianna he will still give them the pin so long as they apologize for the earlier insult to his character and meet the above requirement.

Encounter Five: The Thayvian Embassy:

You approach the gates to the Garden of Opulent Splendors. Posted at the entrance you see a dozen guards wearing the livery of the City Watch. “You are entering the grounds of those ambassadors from far-away cities. While the laws of Ravens Bluff do apply, you should be warned that some embassies apply their own laws as well, especially the Thayvian and Zhentilar embassies. Be warned.”

The guards can answer some questions for the PCs:

- Where is the Thayvian Embassy?
Follow the blue tile trail to the left. The third Embassy after the pond, on the left hand side.

- Where is the Thesk Embassy?
It can be found down the blue tile path to the left. It is the second embassy after the pond.

- What laws might be applied to us that we don't know about?
It is advisable to be on one's best behavior in this part of the city. We do not know all the laws of these foreign places, and the most common things might warrant a death sentence. In respect for these powers, we allow them to apply their own laws, provided that our laws take priority.

If the PCs try and enter the Thesk Embassy without an appointment or without explaining their business, they will be refused access politely. Looking about they will see twenty five guards, and several hounds patrolling the grounds. From behind the Embassy building they can hear the sounds of a forge. If they are here to see Ambassador Rashad about the kidnapping (first visit), he will see them in a drawing room on the first floor. See Encounter Three.

When they approach the Thayvian embassy, continue.

You draw closer to the entrance of the Thayvian Embassy. The walls have a gothic appearance, lined with stone carvings of horrific creatures. Just inside the gate you are met by several guards, two in booths to either side of the gate and another eight arrayed before it. They seem to be waiting for you to do or say something.

If the PCs don't have the pin from Ardus, Adrianna will not see them. A guard will report back to the PCs that she is busy with the Ambassador, if they will leave word of where they can be contacted she may get back to them. If they push the matter at all a guard will draw them aside and say, “*Look bud, if you were a friend of the lady or something she might see you, but you're no one if you get my meaning.*”

If PCs do have the pin they will be allowed in after divesting themselves of all weapons and magic items. The windows of the booths are enchanted in a manner similar to a wizard's *sight* spell (3rd level wizard spell from *Tome of Magic*). It will reveal all

magic on PCs, identify who is capable of casting spells and give a general feeling of their ability level.) Some PCs may stay with the equipment if they wish, and receipts will be issued for anything left here. The guards search for hidden weapons is thorough, each has an observation and alertness proficiency with a 17 in each and the searches take ten minutes for each PC. (Multiple guards will search any PCs entering at the same time.)

You are led into the Embassy building to an antechamber. A moment later a woman, wearing the Red Robes of a Thayvian Wizard enters the chamber. Her head is nearly completely bald, except for a single braid of hair which hangs down past her shoulders. Tattoos can be seen around her head. "Let's cut to the chase, my time is short. Tell me what you want to know."

Adrianna, hf (F2)/W(D)9: AL LE; Str 15, Int 17, Wis 16, Dex 7, Con 8, Cha 14, Com 12.

Spells: 1st level- *read magic, detect magic, magic missile (x2), shield, charm person, ~~detect evil~~*; 2nd level- *esp, Tasha's uncontrollable hideous laughter, hypnotic pattern, blur*; 3rd level- *~~wizard sight~~, wizard sight, hold person, fly, wraith form*; 4th level- *~~detect~~ scrying, magic mirror, fire shield, polymorph self*; 5th level- *contact other plane, chaos*.

Adrianna is only interested in furthering her career. Her only weak spot is Arduus, who took her from a life of squalor and hardship, treated her as a daughter and trained her as a warrior. She feels a debt is owed to him and does everything she can to help him. She knows of his desire for revenge on Arken and will help the PCs because of this. The struck-through spells were activated while the PCs were searched and led here. They will be active while they are in the room. Because of the *ESP* spell she will quickly learn the true purpose of their visit and will have them get to the point. She knows the following:

- *Arken was the founder of the Shadowhawks.*
- *She doesn't know the codes the company used to use. Deluk did tell her that if she needed to decode a message knowing the code was of prime importance was all she would need to know.*
- *She wasn't involved in a kidnapping. If anyone in the company was it would have been Kimber or Kenton.*
- *She has a portrait of the company. Looking at it the party will recognize Arduus (if they have seen*

him in Encounter Four), Adrianna and Kenton. They saw Kenton this morning; he was the watch sergeant who brought them in.

- *The sound of a forge can be heard regularly from the Thesk compound. The Ambassador has had a small building attached to the back of the Embassy to house a dozen dwarves.*

When the PCs are done with their questions read the following.

You hear a scream of pain, followed by many similar cries coming faintly from beyond the other door into this room. Adrianna's eyes latch onto your group. "You have to leave now. I must report to the Ambassador. Go through that door (she points to the back one, the one the PCs did not use to get in here) and you will come out near the front of the house. Those screams seem to be coming from the Thesk Embassy." She gestures towards the door she entered through and waits for you to leave.

The PCs come out the front door and can pick up their magical stuff and equipment along the way.

PCs who stayed outside will hear the cries as well and can rush over or wait for their friends.

Encounter 5A: Attack on the Thesk Embassy.

What the PCs encounter depend on how long it takes them to arrive after the attack begins. It takes one round for PCs who were outside the Thayvian embassy to cross to the Thesk embassy, two for those who went inside (three if they collect their magical stuff on the way).

Note: Ten rounds after the PC with the *sacred guardian* spell on him arrives Drahl and twenty members of the city watch will arrive.

Round 1- Kimber/Lori attacks the embassy with a force of undead. While some of her minions engage the guards she leads the rest out back to her father.

Round 2- PCs who were outside can arrive. Kimber/Lori is around back with some undead, and there are some undead fighting guards in the front. The guards are losing.

Round 3 -4 -The balance of the PCs will arrive. Fight continues.

You round the corner and arrive at the gate to the Thesk Embassy. The guards and dogs who were patrolling the grounds are in a desperate struggle with skeletons and zombies. As you watch one of the guards hits a skeleton with his sword. A blue-white fire, almost like a lightning bolt, arcs back over the blade flinging the guard against the wall. Another skeleton hits one of the guards with a bony hand. You stare astonished as he is enveloped in a similar corona of lightning. Other guards hack ceaselessly at the zombies, but despite inflicting grievous wounds the blows don't seem to be having any effect. Seeing you one of the guards shouts, "The Ambassador, he is at the back of the house. You must help him."

Any PCs who try to go out back before the entire party arrives will be engaged by a Hungry Dead. When the entire party is available the guards will move to engage the Hungry dead the PCs are fighting and again ask them to help the Ambassador.

There are 20 guards and another 20 Hungry Dead among the NPC combatants.

Guards (20), human F1: Int Average; AL LN; AC 5 (chain); MV 9; hp 8; THAC0 20; #AT 1; Dmg 2d4 (bastard sword); SA nil; SD nil; MR nil; SZ M; ML 12.

Levels 6- 42

Hungry Dead (2 per PC): AL NE; AC 8 (*5); MV 9; HD 2; hp 12 ;THAC0 18; #AT 1; Dmg 1d6; SA Nil; SD Natural 19 or 20 to hit vital area first time, AC 5 afterwards, Turn as ghouls; MR nil; SZ M; ML special. Saves: PPD 14, RSW16, PP15, BW17, SP 17.

They do not necessarily gang up 2 to 1 on a PC; the total number fight to detain the PCs as best as they can.

Levels 43+

Hungry Dead (2 per PC): AL NE; AC 5 (*2); MV 9; HD 6; hp 48; THAC0 15; #AT 1; Dmg 3d6; SA Nil; SD Natural 19 or 20 to hit vital area first time, AC 2 afterwards, *revenge* spell protects from turning, *undead alacrity* improves AC and Saves; MR nil; SZ M; ML special. Saves: PPD 7, RSW 9, PP 10, BW 13, SP 10.

They do not necessarily gang up 2 to 1 on a PC; the total number fight to detain the PCs as best as they can.

Magic missile spells must make attack rolls to determine if Vital Area is hit. After the first successful hit the Vital area can be targeted by the spell.

Use **Handout #3** for a map of the area. When the PCs run to where the Ambassador is, continue with:

Running to the back you are drawn up short by the tableau before you. The Ambassador is standing in front of a forge. Lying dead or wounded around him you see a dozen dwarves. Standing around them in a loose circle are a more skeletons and zombies. Standing about ten feet from him you see a young woman, about sixteen years old, wearing a midnight blue cowl robe. As you watch she throws back the cowl revealing long curly blond hair. The Ambassador drops to his knees at the sight of her. He seems to be staring at an amulet she wears around her neck.

"Hello Daddie, how do you like my little surprise? I thought I would just come here and kill you, but now that doesn't seem like enough. I want you to hurt daddy, are you hurting?"

The Ambassador lowers his head at her taunts, you notice his hands are clenched into fists.

Lori/Kimber, hf (P(Sp)8 of Shar)/W(N)9: AL CE; Str 9, Int 17, Wis 16, Dex 16, Con 7, Cha 14, Com 16.

***She is currently protected by a protection from normal missiles spell and a minor globe of invulnerability.** She has an active contingency spell (from a scroll) which will teleport her away if she is attacked.*

Lori has been possessed by Kimber through the use of the *Amulets of Tharkush*. Kimber came here seeking revenge for Arken selling her into slavery. She decided to use Lori as the tool for her vengeance because she knew it would hurt more. But now she has caused one of Lori's memories to surface. She knows the swords the dwarves were working on are important to Arken. Seeing the PCs here she plans to order the undead to attack them and leave with the swords.

Ambassador Arken Rashad, hm W7: AL LN; Str 6, Int 17, Wis 12, Dex 14, Con 10, Cha 17, Com 10.

Ambassador Rashad has recognized the *Amulet of Tharkush* around Lori's neck and realizes that anything he does will only harm his daughter. He finds he is powerless and doesn't like the feeling. He will not take any actions at this time.

Take the PCs' actions for this round. Then read the following:

“I’ll just take these for now and come back for you later daddy.” She snatches up a pair of long swords then pointing at your group she says, “Kill them.”

The undead will move to attack the party. Resolve this round of battle. At the end of the round Lori/Kimber will *teleport* back to her villa. If anyone tries to attack her Arken will try to interfere with the attack. Whether she is hit or not she will fade out at the end of the round.

Levels 6-13

10 Skeletons

Levels 14-25

4 Skeletons, 8 Zombies and 4 Shock Bones.

Levels 26-37

6 Zombies, 6 Shock Bones, and 4 Hungry Dead

Levels 38-56

6 Shock Bones, 4 Hungry Dead, 4 Wights.

Levels 57+

12 Shock Bones, 6 Wights.

Skeletons: Int non; AL N; AC 8 ; MV 12; HD 1; hp 6 ;THAC0 19; #AT 1; Dmg 1d6; SA Nil SD 1/2 damage from edged weapons; MR nil; SZ M; ML special.

Zombies: Int Low; AL N; AC 6; MV 6; HD 2; hp 12; THAC0 18; #AT 1; Dmg 1d8; SA Attacks last every round; SD Nil; MR nil; SZ M; ML special.

Shock Bones: Int non; AL N; AC 7; MV 12; HD 3; hp 24; THAC0 17; #AT 1; Dmg 2d6; SA Nil; SD 1/2 damage from edged weapons, Hits by metal weapons or hands cause 2d6 damage to attacker, Turn as wights; MR nil; SZ M; ML special.

Hungry Dead: Int Low; AL NE; AC 8(*5) MV 9; HD 6; hp 48; THAC0 15; #AT 1; Dmg 3d6; SA Nil; SD Natural 19 or 20 to hit vital area first time, AC 5 afterwards, Turned as spectres, MR nil; SZ M; ML special.

Wight: Int Low; AL CE; AC 4; MV 12; HD 5; hp 30; THAC0 15; #AT 1; Dmg 2d4; SA energy drain 1 level on hit; SD immune to sleep, charm, hold, death spells, cold; MR nil; SZ M; ML special.

All undead are protected from turning with a reversion spell.

Remember, 10 rounds after the PC with the *sacred guardian* arrives Drahl will arrive with 20 members of the watch. Read the following if appropriate.

With a loud cry about a score of men wearing the badges of the city watch come upon the scene. At the head of them is Drahl. They quickly set upon the undead with a combination of weapons and spells. With your assistance in a matter of minutes the undead are reduced once more to lifelessness. When the battle ends Drahl comes over to join you. “Well met my friends, are any of you hurt?”

Drahl will, if necessary use his healing spells on the PCs. Use **DM Aid #2** to track the number of healing spells he has available. Because the PCs are acting under his direction he will use these spells without charging PCs. When this is finished, Drahl will ask what they have learned so far.

Things which can be reported:

- Arken founded Shadowhawks
- One Watch Sergeant was a member of the Shadowhawks
- Lori stole 2 swords and magically fled, leaving the undead to attack.
- Adrianna knows all about the investigation

“Continue with your investigation. I have to stay here for a while and take the Ambassador’s report on what happened.”

Before the PCs can leave Ambassador Rashad will call them over. They can now talk to Ambassador Rashad if they have not done so before (see Encounter Three), or have a follow-up conversation. How they deal with him is up to them, but Corproal Phreem is there too, and if they want out of the mission he reminds them that an innocent has been kidnapped and that they agreed to conduct the case.

When whatever the PCs have to say is exhausted, Rashad says:

“That medallion around my daughter’s neck was an Amulet of Tharkush, an evil creation of the vilest necromancy. It allows the wearer of the master amulet to possess the wearer. If you find my daughter you must remove the amulet from around her neck, only then will she be freed from the possession of that evil woman. I say woman because I know who has possessed her. On the day of their exile Kimber of

Shar said, 'I'll be back to get you daddy.' It is she who has taken my daughter. Please save her."

Encounter Six: The Spill and Swill

Located in the roughest area of the docks the Spill and Swill is said to be a hangout for thieves, murderers and the other lowlife of the city. The perfect place to find this Phillip Longshadow based on what you've heard about him. The tavern is found in the seedier area of town, down near the docks, though not directly on the water front.

Your entrance draws no apparent attention from the current inhabitants of the tavern. Several of the tables have two or three scraggly looking individuals, and three others are scattered along the length of the bar. The customers are being waited on by two relatively plain looking but clean women and a young man. Behind the counter is a somewhat pudgy looking man, though he is impeccably dressed in the latest fashions.

As you look about one of the men sitting at a table waves you over.

The pudgy man is Demetrius Brodkins, the Owner of the Spill and Swill. Despite the lowly appearance of his tavern he keeps himself neat and clean. He runs a clandestine fencing operation under the kitchen with those who know the appropriate passwords. He will not do so for the PCs and will refuse to admit that he ever does so.

Ambassador Rashad is here in disguise. He has come to meet with Longshadow, and was just about to approach him when the PCs came in (yes, this happens even if Encounter 5A just happened - business is business). He sits to listen to what the PCs learn from Longshadow. If anything comes up that worries him he will summon monsters to kill Longshadow.

The man waving them over is Phillip Longshadow. When the PCs go over to his table read the following:

"Well met. I am Phillip Longshadow, can I be of some assistance to you?"

Phillip Longshadow. hm B4: AL NE; AC 6 (10); MV 12; hp 14; THAC0 18; #AT 1; Dmg 1d4 (knife); SA spells; SD spells; MR nil; Str 12, Int 14, Wis 11, Dex 18, Con 13, Cha 16, Com 16; SZ M; ML 14.

Phillip is greedy. He will sell anything for a price, even if he doesn't own it. When the PCs enter he will

appraise their worth. He will demand 10% of all their carried wealth to tell them what he knows. Carried wealth includes cash, gems, and jewelry, but not magic items and equipment.

- How did you know we were looking for you?
Just about everyone who doesn't fit the decor is usually here looking for me.

- What do you know about the Shadow hawks?
All six of the Shadowhawks have been in the city in the last six months, though they don't all know the others are here.

Deluk is dead, he got snagged in the first attempt to get the Ambassadors daughter. Funny thing is the only reason he got caught is because he was giving a halfling woman a hard time about setting up a youth center.

One of them is now a member of the city watch if you believe it.

Kimber vanished shortly after entering the city, I don't know where she is.

Ardus runs a smithy and Adrianna works for the Thayvian Embassy.

They weren't sent into exile you know. They....
Attack

- Have you ever worked for the Thesk Ambassador?
*Yeah I've worked for old baldy. He had me hiring bands of adventurers... ***Attack****

Attack

At this point, Longshadow is about to say something that Ambassador Arken does not want the PCs to learn, so he casts a monster summoning spell while looking at the PCs in the bar's mirror. His somatic components are concealed by his position in relation to the PCs and a *vocalize* spell negated the need for speaking the spell. The PCs shouldn't be able to identify who summoned the monsters. Read the following to interrupt what Longshadow is saying:

A roar fills the air, interrupting what Phillip was telling you. (# and Monster type) appear just behind Phillip and attack.

Levels 6-25

Bullywugs (6): Int Average; AL CE; AC 6; MV 3; HD 1; hp 6; THAC0 19; #AT 3; Dmg 1-2/ 1-2/ 2-5; SA nil; SD nil; MR nil; SZ M; ML 10

Levels 26+

Troglodytes (6): Int Average; AL CE; AC 6; MV 3; HD 2; hp 16; THAC0 19; #AT 3; Dmg 1-2/ 1-2 / 2-5; SA Stench; SD nil; MR nil; SZ M; ML 11.

Stench: Save vs Poison every round within 10' or lose 1-6 points of Strength.

The monsters have been summoned to kill Phillip and will concentrate their attacks on him. All six of them will begin in melee combat with Phillip and will attack him regardless of attacks on themselves. **They will continue to attack him after he becomes unconscious till he is dead, then vanish once more.** The Ambassador and the rest of the patrons will flee the tavern as soon as the monsters appear.

If the PCs save Phillip, he is much more eager to talk to them. He tells them that Arken sold the shadowhawks into slavery; he did not exile them. He also hands them a piece of paper. They can find out the same if they use *Speak with Dead* spells, and they can find the paper among his remains.

Give PCs **Player Handout #3**

Encounter Seven: Confronting the Past

By this point the PCs will have been to the Thayvian Embassy and learned that Watch Sergeant Erickson is also Kenton, a rogue who once served with the Shadowhawks. The PCs will have to confront him before they can find Kimber's base of operations. He can be confronted while on patrol with a dozen members of the watch or Drahl or the Senior Constable can arrange a meeting with him. In any case other members of the watch will be present when the PCs confront him.

Sergeant Kenton Erickson, hm (T5)/F6: AL LN; Str 17, Int 10, Wis 7, Dex 15, Con 16, Cha 9, Com 12.

Sergeant Erickson has been serving as a member of the city watch for eight years now as penance for his previous behavior. He has come to terms with what he has done and is ready to suffer any consequences for his actions. Had he learned the Ambassador's daughter had been kidnapped he would have come forward about Kimber's location on his own, but it has been kept quiet.

“So you know I was part of the Shadowhawks then. Who told you?”

“Then you don't know it all. You've probably heard that we used to destroy the credibility of his political rivals, and that he repaid us by selling us into slavery. There was more. If our information wasn't enough to destroy Arken's rivals he sent me back to poison them. I killed sixteen of his rivals that way, along with twenty three others who just happened to be at the wrong place at the wrong time. I didn't even care that these other people were dying, can you believe that.

“I even knew Arken was planing on selling us into slavery. I overheard him giving the order. Didn't even warn the others, I just tried to save myself. It didn't work though, his men found me and I went to the block in Thay as surely as the rest of them did. My first master was scum, treated us as animals, actually he treated the animals better. That lasted for about a year or two. After that I was the property of a kindly old man. He gave me back my dignity, my self esteem. Do you know how I repaid his kindness? He brought me on a trading venture. Once we were out of Thay I strangled him to death and robbed him. He was looking at me when he died, his eyes bulging, his face turning blue. In his eyes there was only hurt and confusion, he wasn't angry or sad, unless it was sadness for me.

“That was the first time I watched someone die. Oh, like I said I was responsible for the deaths of over thirty people but I only heard about their deaths. It's not the same....

“I fled into the woods, did my best to survive till I found some sort of village or something but I got sick. I'm not sure how long I was ill but I remember the old man in the cave took care of me for months. He didn't say much that I remember but I found I was telling him everything. He just kind of looked at me. One evening he gave me a map showing where a nearby town was and pointed out a bundle of supplies. When I woke the next morning he was dead. I buried him in a cairn, laying a tabard I found carefully warped across his chest. The tabard had a silver gauntlet pictured on it. The symbol of Torm. After that I traveled from town to town, working on this or that to make ends meet. When I arrived in Ravens Bluff I decided this was where I was going to live and joined the city watch after a stint on the night watch during the veil. I've lead a full life and tried to make up for what I've done as best I could.”

- If the PCs ask him about codes:

“We used to have a code to contact Arken when we needed to. We called it the primary code because you took the first word of every primary number sentence

to hide the message. You know 1,2,3,5,7,11,13 and so on.”

- The Ambassador's daughter has been kidnapped by Kimber.

“Kimber has rented a Villa over by the Fire River. I first saw her about six months ago. She was nasty when I used to know her so I decided to keep an eye on her especially since Arken was here but she never did anything wrong, so I decided she was trying to forget the past like I was. I'll give you directions if you want.”

- Why didn't you report her when the Ambassador's daughter was kidnapped?

“I never heard that she had been kidnapped till you told me. I couldn't report her for nothing. Eventually I had to stop watching her myself.”

All of Kenton's statements are true. Kenton will not be able to accompany the party to Kimber's estate.

If time is running out in the game session, the watch will offer to take over the investigation. Go to Ending A. Otherwise when the PCs are ready go on to Encounter Eight.

If the PCs ask the watch can get them a map of the Villa grounds. In any case the watch will warn PCs who go on that the Villas up in that area are all rented and the will be charged for unnecessary damage to the property. (What is unnecessary will be determined by the Ravens Bluff courts, not the PCs)

Encounter Eight: The Villa

Following the directions given to you by Kenton you have made your way to the Villa rented by Kimber where you hope to find and rescue Lori from the magical domination she is under.

An open archway leads into a garden, a flagstone path travels through the center of the garden to a fountain at it's heart. The path goes around it and leads off to doors on the left, right and double doors on the far wall. No one seems to be about right now.

Walking around the building will reveal the kitchen door is locked from the inside, with no external locking system. The shutters are drawn and latched on all of the windows. None of these places can be used as entrances unless the PCs break in, damaging the door or window and shutters.

There are encounters in area G, I, and K.

A- The Gardens. Two cherry trees, in full bloom flank the path about half way into the garden. Flowers and bushes dotting the rest of the garden give it the appearance of quiet beauty.

B- The Store room/Laundry. This left hand side of this chamber is given over to shelves bearing linens, candles, lamp oil, torches, soap, kettles and other household items. The right side is used for laundry. Two large wash basins and scrubbing boards, a wringer and shirt press are all present here.

C- Servants quarters. Large enough to house six servants in some comfort this chamber is currently broken into three sections by hung blankets. Just inside the room, piled along the back wall are spare cots, foot lockers and other such equipment. To the left is larger are used by two of the servants., a husband and wife couple. A small room to the right is set aside for their daughter's use.

D- Wine Cellar. The walls of this chamber are lined with wine bottle racks, most of them empty. Several large barrels in the center of the chamber are labeled water and ale.

E- The Kitchen. A large hearth rests to the left of the shipment door. Set about the room in an orderly manner are the tools you would expect to see in any good kitchen.

F- Pantry. This room contains such items as flour, sugar, honey, dried fruits and vegetables, a variety of herbs and similar items.

G- The banquet hall. A large table, with seats for twenty six rests to the left hand side of this chamber. To the right are two rows of benches where musicians could sit and in the far back corner you see a large ornate concert harp. Standing in a line are three men in leather armor holding halberds.

The men are actually undead. All three have *blastbones* spells on them which causes them to explode when they become inanimate either from damage or clerical destruction. The stats for the zombies are identical except for their explosion damage which is listed in tiers below the zombie stats. The central zombie has a *spectral senses* spell on it allowing Kimber to see and hear everything it does.

(Note that damage done to the villa here is Kimber's fault, not the PCs', and they will not be held accountable for it.)

Zombies (3): Int Non; AL N; AC 8; MV 6; HD 2; hp 16; THAC0 19; #AT 1; Dmg 1-8; SA Explode on death; SD nil; MR nil; SZ M; ML Special.

Level 6-13

1d2 damage to all in 30' radius no save. 31'-45' away-roll 2 Dex checks. 1 success 1/2 damage, 2 success no damage. This is explosive damage, like a fireball, and bypasses protection spells and devices (it is not fire).

Level 14-25

1d4+1 damage to all in 30' radius no save. 31'-45' away-roll 2 Dex checks. 1 success 1/2 damage, 2 success no damage. This is explosive damage, like a fireball, and bypasses protection spells and devices (it is not fire).

Level 26-37

2d4 damage to all in 30' radius no save. 31'-45' away-roll 2 Dex checks. 1 success 1/2 damage, 2 success no damage. This is explosive damage, like a fireball, and bypasses protection spells and devices (it is not fire).

Level 38-56

2d4+4 damage to all in 30' radius. no save 31'-45' away-roll 2 Dex checks. 1 success 1/2 damage, 2 success no damage. This is explosive damage, like a fireball, and bypasses protection spells and devices (it is not fire).

Level 57+

3d4+4 damage to all in 30' radius no save. 31'-45' away-roll 2 Dex checks. 1 success 1/2 damage, 2 success no damage. This is explosive damage, like a fireball, and bypasses protection spells and devices (it is not fire).

Any zombies that are not destroyed before the first explodes will take this damage as well, possibly destroying them as well and causing them to explode. *Protection from normal missiles* spells will prevent all damage from explosions. *Shield* spells will prevent 1/2 of the damage

Unless the PCs bypassed this encounter through some form of invisibility to undead, Kimber will know they are coming.

H- Guest Bedroom. To all appearances this would be a very beautiful guest bedroom, however it looks as though someone emptied a second bedroom and tossed everything in here.

I- Master Bedroom. It is obvious that this is a woman's bed chamber. The scent of jasmine fills the air, Fine lace curtains cover the windows, and the rest of the decor furthers this impression. There appear to be two walk-in closets down a short hall to the left.

If the PCs head down the hall skeletons will come out of the closet and attack them. The skeletons have a *double* spell on them. If anyone attempts to turn them they will all vanish. On the next round they will be replaced by twice as many skeletons as are listed.

Levels 6-13

Skeletons (4): Int Non; AL N; AC 8; MV 6; HD 1; hp 8; THAC0 19; #AT 1; Dmg 1-6; SA nil; SD 1/2 Damage from edged/piercing weapons, Double in number if turned; MR nil; SZ M; ML Special.

Levels 14-25

Skeletons (6): Int Non; AL N; AC 8; MV 6; HD 2; hp 14; THAC0 19; #AT 1; Dmg 1-6; SA nil; SD 1/2 Damage from edged/piercing weapons, Double in number if turned; MR nil; SZ M; ML Special.

Levels 26-37

Skeletons (8): Int Non; AL N; AC 8; MV 6; HD 4; hp 27; THAC0 17; #AT 1; Dmg 1d6+2; SA nil; SD 1/2 Damage from edged/piercing weapons, Double in number if turned; MR nil; SZ M; ML Special.

Levels 38-56

Skeletons (8): Int Non; AL N; AC 8; MV 6; HD 5; hp 36; THAC0 15; #AT 1; Dmg 2d6+2; SA nil; SD 1/2 Damage from edged/piercing weapons, Double in number if turned; MR nil; SZ M; ML Special.

Levels 57+

Skeletons (8): Int Non; AL N; AC 8; MV 6; HD 7; hp 46; THAC0 13; #AT 1; Dmg 3d6+3; SA nil; SD 1/2 Damage from edged/piercing weapons, Double in number if turned; MR nil; SZ M; ML Special.

Both closets contain a number of gowns and outfits. In the right hand closet in the back left corner is a small chest. Any non-follower of Shar handling the chest in any way will set off a *glyph of warding*. The ward does 1d4 points of acid damage per level of the PC involved. The glyph will effect anyone in this closet or the hall leading to the closets. The other closet is not effected.

In the chest is a clerical scroll with two *neutralize poison* spells and two *cure serious wounds* spells.

J- Bathing chamber. Two large wooden tubs are in this room along with a large cauldron on an elaborate mechanism which allows one to heat water over the fire pit and swing the cauldron over either of the tubs and pour it in.

K-The Laboratory.

Opening the door to this chamber reveals absolute blackness, obviously of magical origins.

This room is under the effect of 4 *continual darkness* spells. Lori/Kimber, as a Specialty Priestess of Shar, can see normally in this darkness and is at +1 to hit/ damage and saves while in the dark. If the PCs were able to pass the zombies in room G without alerting them they will surprise Kimber just as she finishes animating the house servants as undead. Otherwise she will be expecting the party and will have spells prepared.

Kimber will not melee with PCs, instead she will use her spells to attack them and have her undead attack them. **For the first two tiers do not use the *enervation* or *summon shadows* spells.**

The PCs shouldn't physically attack Lori. If they do she will report it to her father and their rewards will be affected accordingly. To defeat her they must take the amulet off of her. In each tier there are two probability levels listed; the first is for attempts in the dark, the second for attempts in a light room. Once the amulet is taken any undead left will become dormant. At that point go on to Encounter Eight.

On the other hand, Kimber would love for the PCs to kill Lori in a fight. She will encourage the PCs to strike her down by her actions (not words) if they begin to melee with her and she cannot escape.

The *spectral hand* spell, if prepared, will deliver all of her precast touch spells (underlined) on a successful hit. Saves vs her Necromantic spells are at -2 and she saves vs necromancy at +2.

Lori/Kimber , hf (P(Sp)8 of Shar)/W(N)9: AL CE; AC 1; MV 12; hp 4 (Lori's hp); THAC0 16; #AT 1; Dmg 1d4+2 (*dagger*+2); SA spells; SD spells; MR nil; Str 9, Int 17, Wis 16, Dex 16, Con 7, Cha 14, Com 16; SZ M; ML 17.

Equipment: *Dagger* +2, *bracers of defense* AC 6, *ring of protection* +3

Wizard Spells: *chill touch*, *chill touch*, *magic missile*, *shield*, *detect magic*, *burning hands*, *reduce*, *cloak undead*, *spectral hand*, ~~*vocalize*~~, *vocalize*, *web*, *stinking cloud*, *forget*, *mummy touch*, ~~*revenge*~~, ~~*revenge*~~, *vampiric touch*, *slow*, *dispel magic*,

Beltyr's burning blood, *enervation*, *dimension door*, *stoneskin*, *bone blight*, ~~*animate dead*~~, *summon shadow*.

Priest spells: *darkness* x4, ~~*spectral senses*~~, ~~*undead alacrity*~~ x2, *cure light wounds*, *cause light wounds*, *hold person*, *silence 15'rad*, *heat metal*, *chant*, *augury*, *continual darkness*, *prayer*, *dispel magic*, *protection from fire*, *free action*, *cause serious wounds*.

Prepared touch spells are listed by tier below.

Levels 6-13

Zombies (3): Int Non; AL N; AC 6; MV 12; HD 2; hp 10; THAC0 19; #AT 1; Dmg 1-8; SA Attack according to Initiative; SD Immune to first Turn; MR nil; SZ M; ML Special. (*revenge*, *undead alacrity*)

Prepared Spells: *spectral hand*, *mummy touch*, *free action*, *vocalize*, *shield*, *stoneskin* (5 attacks)

Levels 14-25

Zombies (3): Int Non; AL N; AC 6; MV 12; HD 2; hp 16; THAC0 19; #AT 1; Dmg 1-8; SA Attack according to Initiative; SD Immune to first Turn; MR nil; SZ M; ML Special. (*revenge*, *undead alacrity*)

Prepared Spells: *spectral hand*, *mummy touch*, *chill touch*, *shield*, *free action*, *vocalize*, *stoneskin* (6 attacks)

Levels 26-37

Zombies (3): Int Non; AL N; AC 8; MV 12; HD 2; hp 16; THAC0 19; #AT 1; Dmg 1-8; SA Attack according to Initiative; SD Immune to first Turn; MR nil; SZ M; ML Special. (*revenge*, *undead alacrity*)

Prepared Spells: *spectral hand*, *mummy touch*, *chill touch*, *cause serious wounds*, *shield*, *free action*, *vocalize*, *stoneskin* (7 attacks), *protection from fire*

Levels 38-56

Hungry Dead (3): AC:5 (*2); MV 12; HD 2 hp 16; THAC0 18; #AT 1; Dmg 1-6; SA Nil; SD Natural 19 or 20 to hit vital area first, time AC 2 afterwards, *revenge* spell protects from turning, *undead alacrity* improves AC, and Saves; MR nil; SZ M; ML special.

Prepared Spells: *spectral hand*, *chill touch*, *mummy touch*, *vampiric touch*, *cause serious wounds*, *shield*, *free action*, *vocalize*, *stoneskin* (8 attacks), *protection from fire*

Levels 57+

Hungry Dead (6): AC:5 (*2); MV 12; HD 2 hp 16; THAC0 18; #AT 1; Dmg 1-6; SA Nil; SD Natural 19

or 20 to hit vital area first, time AC 2 afterwards, *revenge* spell protects from turning, *undead alacrity* improves AC, and Saves; MR nil; SZ M; ML special.

Prepared Spells: *spectral hand*, *chill touch mummy touch*, *vampiric touch*, *cause serious wounds*, *shield free action*, *vocalize*, *stoneskin* (8 attacks), *protection from fire*

L- The Study. The right hand wall is covered with a book shelf. Covering the shelves are literary works by some of the greatest writers in the realms. They were put here by the Villa's owner for the use of renters. On the desk is a new diary. Only one entry has been made so far and it is dated today.

I can't make the same mistake with Arken that I've made in the past, it was over too quickly. I must discover the secret of these swords, according to Lori's memories there is something illegal about them. Her father instructed her not to talk to anyone about them. If they are important enough I can ruin his career with them. I also think I'll send him back his daughter after I disfigure her. Ah, the notion terrifies her. I feel her shudder in her own mind as I think about what I'll do to her. But first I must attend to the servants. The girl ruined my dress and her parents had the audacity to try and excuse her stupidity. All three of them will become mindless servants in my power before the day is through.

Give the PCs **Player Handout #5**

M- The Sitting Room. This large room is obviously used to entertain guests. Three couches are set around a large fire place. In the back of the room is a small bar. It is obvious that no one has used this room in some time.

Encounter Nine: Wrapping it Up

Ending A

Read the following to the PC who takes the amulet.

You are enveloped in utter blackness, you can see, hear and touch nothing. Moments later you are assaulted by a blaze of colors passing to quickly to follow. Gradually the images slow and you find yourself entering a cave high in the mountains, an

elm tree stands to the left of it's entrance. In the cave you see a wizards abode. Tomes line every open surface in the room except for a simple bed in the back. It is there that you are drawn. Lying on the bed is an extraordinarily beautiful woman with long, raven-black hair and dusky skin. She is wearing a long sleeved purple gown, parted in the front to reveal a pair of tights. Around her neck you can see an amulet nearly identical to the one that you just removed from around Lori's neck.

You stare in fascination as the body suddenly takes a shuddering breath. Large brown eyes shoot open, a look of pain quickly filling them. As you watch her body starts to collapse in on itself, becoming a lifeless pile of ash.

You find yourself back with your companions, the amulet clutched in your hand.

Lori (if alive and conscious - adapt player text as appropriate if she is unconscious or dead) is terrified at this point. For the last two+ days she has been stuck in the back of her mind watching every thought and action Kimber took in her body. She wants to be returned to her father immediately. If asked she will tell PCs that Kimber occasionally left her body and when she returned she had her spells back. During these times Lori was bound and gagged and skeletons were set to prevent her from leaving.

As you leave the Villa you see Drahl Phreem, the senior constable, and Ambassador Rashad approaching the Villa with twenty members of the watch. Lori breaks away from you and runs to her father. They talk quickly and quietly for a few moments. Then he turns to you.

Lori rescued unharmed.

The ambassador will thank the PCs for rescuing his daughter and pay the PCs as promised and Lori will give them a +3 Ring of protection.

Lori hurt by the PCs

The Ambassador will glare at the PCs. *“You have returned my daughter as I asked so I am bound by my promise to pay you. But do not count on my good will in the future.”* He will direct the Senior Constable to deliver the reward and leaves immediately with his daughter.

Lori killed by the PCs.

The Ambassador will turn to the Senior Constable. *“It was your plan to use these buffoons to rescue my daughter. Behold the results. I will take this to the Lord Chancellor and Advisory council. I recommend*

you arrest these people immediately if you wish to have any chance of retaining your position.”

The Senior Constable will ask the PCs to come quietly and will escort them back to watch HQ. Remember killing a member of the watch carries the death penalty in the city.

The status of the PCs in this case will depend on what information the PCs have obtained on the Ambassador.

Regardless of how Lori came out of the adventure, the Senior Constable and Drahl will ask PCs what they have learned about the Ambassador. Check what they report off on the list below:

- Arken Rashad formed the Shadowhawks
- He had Kenton assassinate political rivals.
- He sold the company into slavery.
- He hired Phillip Longshadow to recruit bands of adventurers to obtain weapons with a gold/red tint to them. They were also to obtain a diamond with a strange flaw at it's heart.
- The gem was to be used to bribe dwarves.
- According to the coded message the weapons are called blood swords.
- Kimber took the Swords and they should be somewhere in the house.

If the PCs can provide two of the last four pieces of information the Senior Constable will reward them.

- If they killed the Ambassador's daughter he will be able to get them off with a 200 gp fine and community service by demonstrating that the situation was caused by the Ambassador's illegal behavior.
- If they rescued Arken's daughter the Senior constable will give each PC 300 gp.

Finally if the PCs caused damage to the villa they will be fined according to the amount of damage done. This amount should be roughly 10 gp per hit point of damage (full damage) of area-of-effect spells that were used inside the villa, plus 100 gp per piece of furniture destroyed in physical ways.

It is likely that good-aligned PCs will want the Ambassador to be punished for dealing in the unlawful weapons and possibly for selling the Shadowhawks into slavery. Whatever the confrontation, the Ambassador cannot be punished for the slavery bit because it happened in Thesk, where slavery is legal. As for the weapons, the Ambassador can be forced back to Thesk for his part in this business, but the

government of Ravens Bluff will not risk an incident with Thesk while at war with someone else.

ENDING B

With the information you have obtained the city watch was able to infiltrate the house where Lori was being held and effect her rescue. The officer who removed the amulet reported that he saw a woman, whom Ambassador Rashad identified as Kimber, turn to ashes and die. The Ambassador, grateful for the safe return of his daughter paid each of you the 500 gp he promised.

You are questioned by the City watch about your investigation of the ambassador as well.

Again if the PCs provide the proper information they will be rewarded as in ending A.

The End

Experience Summary

Talk to Drahl	100 xp
Decipher coded message	100 xp
Get info from Ardus	300 xp
Get info from Arianna	300 xp
Defeat undead at Thesk embassy	300 xp
Get info from Longshadow	200 xp
Saving Longshadow's life	200 xp
Getting info from Kenton	200 xp
Defeat Kimber and undead	500 xp
Rescue Lori unharmed	300 xp
Give info on Bloodswords to Senior Constable	200 xp
Total Possible Experience	2,700 xp

Treasure Summary:

Introduction:

500 gp each

OR

500 gp and *potion of vitality* each

Encounter Five

20 gp

(2) 500 gp Fire Opals

Encounter Seven-I

Cleric Scroll w/ two *cure serious wounds* and two *neutralize poison* spells

Encounter Seven-K

Bracers of defense AC 6

Dagger +2

Encounter Eight

Ring of protection +3

300 gp each

Fame Award

1 Fame Point in City Watch, City Government, or General

Player Handout #1

Dear Patricia,

I just thought I would write you and tell you how things are going here at the Embassy here in Ravens Bluff. Have you received any letters from Lori lately? The YOUNG LADY, as she is so quick to remind me, made a complete spectacle of herself at one of Lady Lauren DeVillars' functions. Bold as brass she went up to the High Priest of the Temple of Ilmater and asked if he didn't find all that pointless suffering and somberness at the temple just the least bit tedious. Blood will tell they say but sometimes I wonder, hopefully she will grow out of this unpolitic manner of speech. All that aside I must admit she has grown into quite a beautiful woman in the last three years, life in the Gardens agrees with her. Swords haven't been drawn over her yet but rumor has it that more than one fight between the sons of some of the other Ambassadors were because of her. I'm not quite sure whether I am happy or sad about that. Well I have to get back to work. Write back when you get a chance.

Your Loving Brother,

Ambassador Arken Rashad

Player Handout #2

Hail and well met,

I am Drahl Phreem, Torm's humble servant here in the city of Ravens Bluff. For over a year now I have striven to compile a list of all the followers of Torm in the city so that we might pool our efforts to enlighten others in the city and aid each other to our mutual benefit. Some of you may already be in the compendium but I would like anyone who isn't to contact me so that I might add you to the growing list of followers. Once you are added you will receive a list of all other followers in the city and where they reside. If you are willing to do this please send me the following information.

Character Name:

Class(es)

Level(s)

Race

Gender

Affiliations (Knighthood's, City Watch, City Official, Red Ravens, Adventuring Companies)

Player Name

Address

Phone Number

Send it to me care of Frank Timar, 101 Yorktown Drive Mt Laurel, NJ 08054
Thank You and may Torm be with you.

Yours in Torm

Drahl Phreem

Player Handout #3

Ches 10, 1370 DR.

I was contacted today by an official from Thesk. He wished me to hire bands of adventurers to venture into the ruins of the Kingdom of the Bright Sword, the nearby dwarvish ruins. These adventurers would be paid 300 gp each plus any treasure they find to bring back any weapons with a reddish gold tint to the blade and a diamond with a small white star formation in it's core. He has offered to pay me 5,000 gold pieces if I will do this for him. I told him I would get back to him.

Ches 12, 1370 DR.

I raised the asking price and Rashad agreed. He will pay me 2,000 gold pieces now to send out bands which are in no way connected with him and will pay me an additional 3,000 gold for the stone and 2,000 per weapon of the alloy he is looking for. In addition he will give me an enchanted long sword when he receives the gem and at least 1 of the weapons. This will settle my debt with Arflane.

Tarsakh 3, 1370 DR.

I have sent nearly two dozen bands out so far, none have found the gem or weapons but one group who came back said something about the Dwarf Kings Tomb I plan to send the next group there.

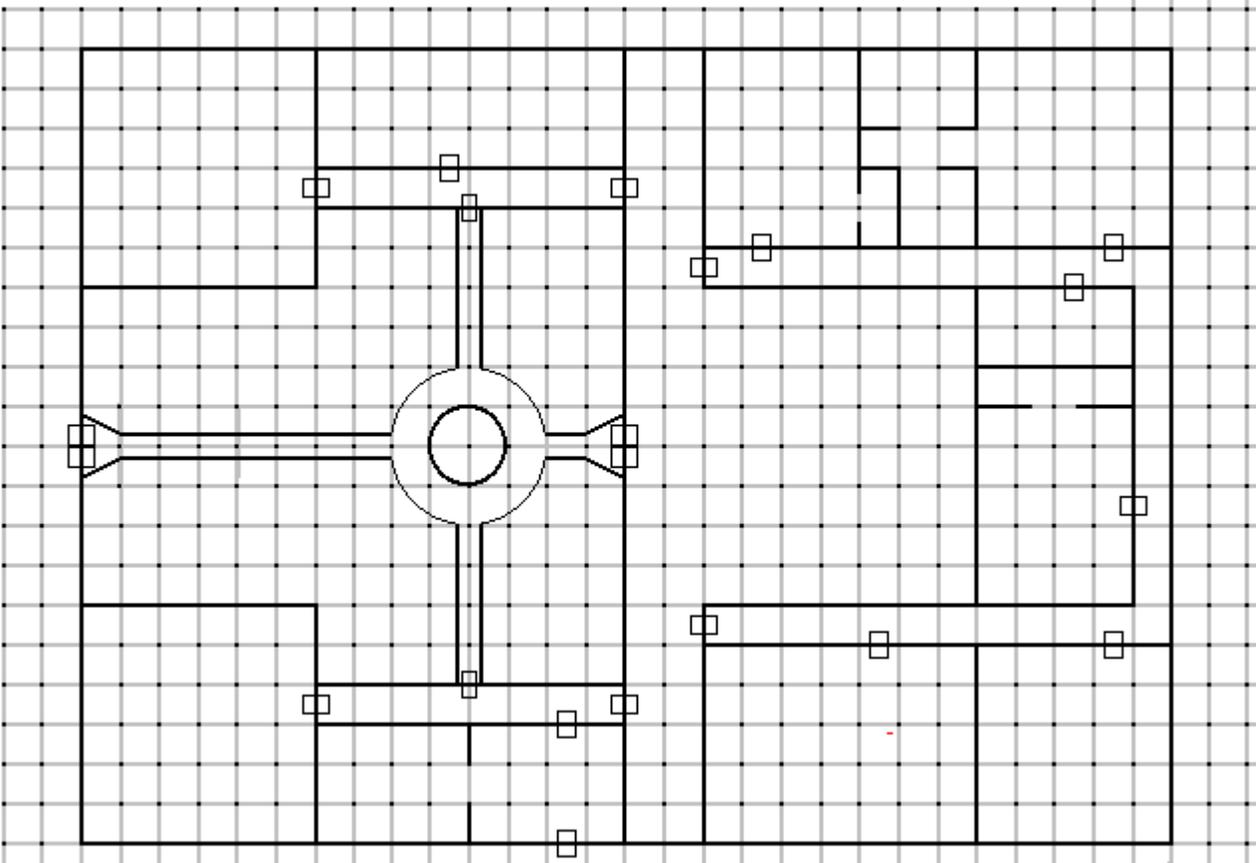
Tarsakh 6, 1370 DR.

Success, and within a single day. The fools thought they were on some noble quest. A paltry sum of money and a few minor magical trinkets and they were happy. I've delivered the sword and the diamond to the Ambassador and he has paid me double what he promised me. While I was leaving he began making plans to contact some clan of dwarves to the South. Apparently he intends to buy them off in some way with the items I have gotten him.

Tarsakh 14, 1370 DR.

One of the earlier bands has returned with another sword. I told them that my client had already obtained one for his collection. I bought it from them for a third of the original reward. The Ambassador was quite happy to get another one and paid in full.

Player Handout #4



Player Handout #5

Kimber's Journal

I can't make the same mistake with Arken that I've made in the past, it was over too quickly. I must discover the secret of these swords, according to Lori's memories there is something illegal about them. Her father instructed her not to talk to anyone about them. If they are important enough I can ruin his career with them. I also think I'll send him back his daughter after I disfigure her. Ah, the notion terrifies her. I feel her shudder in her own mind as I think about what I'll do to her. But first I must attend to the servants. The girl ruined my dress and her parents had the audacity to try and excuse her stupidity. All three of them will become mindless servants in my power before the day is through.

DM Aid #1
Temple of Torm Healing Costs

Spell Name	Level	Cost	# Available
Cure Light Wounds	1	50 (75)	13
Cure Blindness/Deafness	3	200(300)	1
Cure Disease	3	300(450)	5
Cure Serious Wounds	4	400(600)	6
Cure Critical Wounds	5	600(900)	2
Raise Dead	5	25,000(30000)*	1

* 5,000 gp worth must be in magic items

Numbers in () are for non followers without amulets of friendship. Followers and those with amulets of friendship pay the lower cost

(The Number available do not include Drahl's spells)

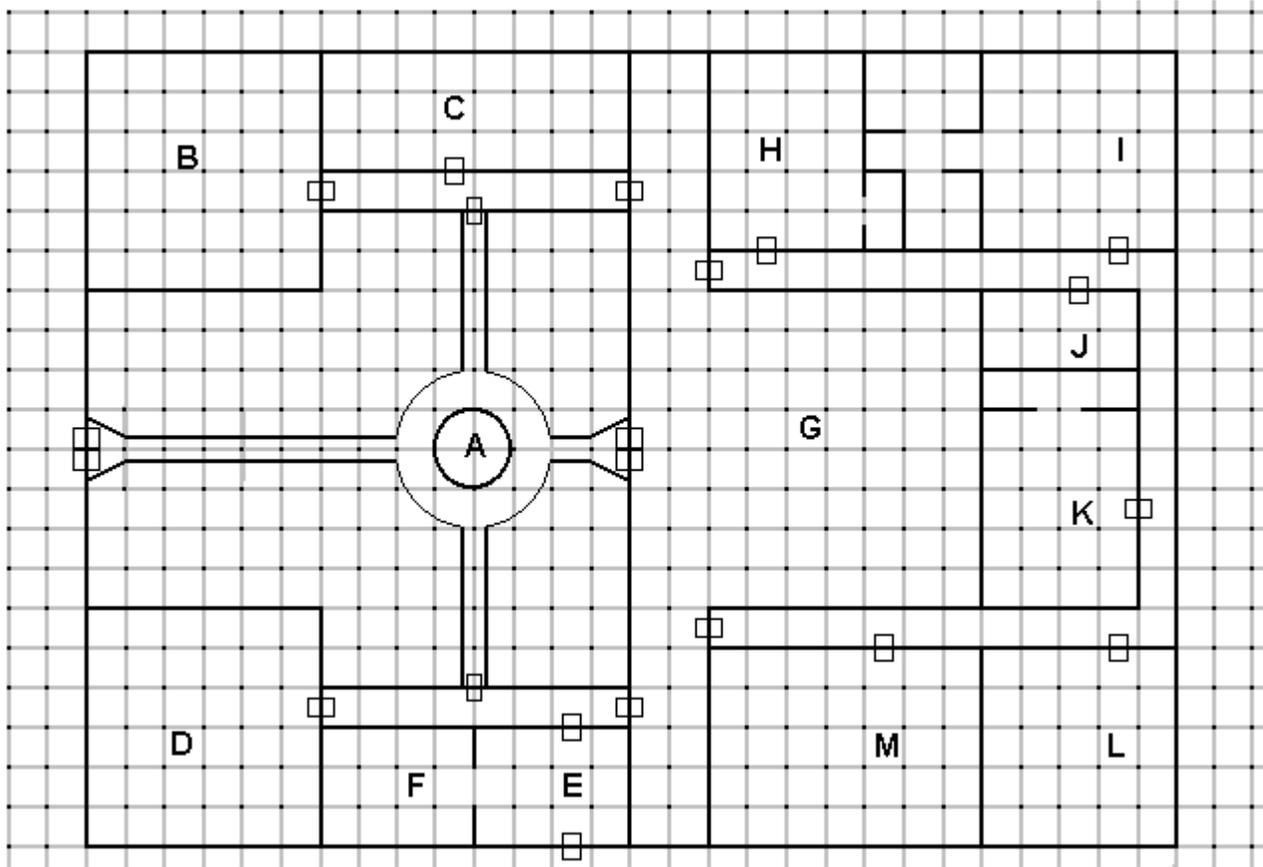
DM Aid #2
Drahl's Spell List

Lvl 1	Lvl 2	Lvl 3	Lvl 4
<i>command</i>	<i>withdraw</i>	<i>prayer</i>	<i>cure serious wounds</i>
<i>cure light x4</i>	<i>find traps</i>	<i>dispel magic</i>	<i>cure serious wounds</i>
<i>detect magic</i>	<i>hold personx2</i>	<i>remove paralysis</i>	<i>neutralize poison</i>
	<i>silence 15'</i>	<i>speak w/ dead</i>	

DM Aid #3
Coded Message

The message is made up of the first word of every prime numbered sentence.
The Message is "I have the Blood Swords"

DM Aid #4
Kimber's Villa



The material component varies from religion to religion, but it is usually a piece of apparel or jewelry which is worn on the caster's hand to help focus the meditation (often a black glove or a simple silver or onyx ring). Regardless of the actual focus employed, the material component is not consumed by the spell and may be employed in multiple castings. As the spell description implies, the *ebony hand* may only be granted by malevolent deities to their evil priests.

Skeletal Servant (Necromancy)

Sphere: Necromantic
Range: 10 yards
Components: V, S, M
Duration: One week
Casting Time: 1 turn
Area of Effect: One body or skeleton
Saving Throw: None

This spell temporarily animates the bones of a dead human, demihuman, or humanoid creature of man-size or less. The resultant skeleton will obey only simple commands until it is destroyed, turned, or dispelled, or the spell duration expires. As with the creations of the more powerful *animate dead* spell, a *skeletal servant* can be commanded to guard an area, follow the caster, carry heavy objects, and so on. The servant is not well suited to complex tasks (such as cooking, for instance) and is generally created to serve as a porter or temporary bodyguard.

A priest may have only one *skeletal servant* per level of experience in service at once. The material component is a handful of graveyard dirt. As with the more powerful *animate dead* spell, the creation of a skeletal servant is not a good act, and only evil priests use it frequently.

Spectral Senses (Divination/Necromancy)

Sphere: Divination, Necromantic
Range: 30 yards/level
Components: V, S, M
Duration: 1 hour/level
Casting Time: 4
Area of Effect: Caster
Saving Throw: None

This spell establishes a sensual link between the priest and an skeleton or a zombie within the spell's range. This link allows the caster to see what the

undead sees as if the priest were looking through the creature's eyes. The link also enables the priest to hear any sounds that occur in the vicinity of the undead being. The priest can hear and see exactly as if he or she were standing at the same location as the undead creature. The spell also allows the priest to issue simple commands via this link. The spell ends abruptly if either the caster or the undead creature moves out of range or is somehow moved to another plane.

Alternatively, the spell may be cast upon an (inanimate) corpse. In such a case, the spell transmits visual and auditory senses to the priest, but does not confer any ability to command or animate the body. The material components are the priest's unholy symbol and a black, hooded cowl which must be worn over the eyes and ears of the priest to benefit from the *spectral senses*.

Undead Alacrity (Necromancy)

Sphere: Necromantic
Range: Touch
Components: V, S, M
Duration: 1 turn + 2 rounds/level
Casting Time: 4
Area of Effect: One undead/level
Saving Throw: None

This spell only affects skeletons and zombies, which temporarily gain the speed and agility of a living human in a peak, healthy state (a movement rate of 12). The undead also gain the same dexterity, initiative, and saving throws as the caster (providing, of course, that these attributes are better than those of the undead). Because of their alacrity, the armor class of the undead is automatically improved by 1 (and possibly further modified by the defense adjustment of the caster, if any). The material components are three drops of water, sinew of any mammal, and a drop of quicksilver.

2nd-Level Spells

Hear Heartbeat (Divination, Necromancy)

Sphere: Divination, Necromantic
Range: 0
Components: V, S, M
Duration: 1 turn + 2 rounds/level
Casting Time: 1 round
Area of Effect: 10' radius/level
Saving Throw: None

nearly. "We must all leave together, ye see."

As he lifted off the helm, I raised my right eyebrow, just as I'd seen it done. He chuckled again and asked, "Hungry?"

For your campaign

Readers familiar with events in *Oerth* will note that this evening occurs shortly after the events of module *WGA4: Venna Lives*, and well after the War of the Lance and the subsequent disappearance of Raistlin, in Krynn.

As usual, I have since wormed information enough out of Elminster to present the AD&D game rules covering the spells, magical items, and monsters mentioned in the mages' conversation.

Wizard spells



Blastbones

(Evocation, Necromancy)

Level: 2 Range: 40 yds.
Comp.: V,S,M Dur.: Special
CT: 2 ST: Special

AE: Bones, up to 3 cu. ft. total volume

This spell allows the caster to shatter bony material in a violent explosion. These bones may be either part of a simple undead skeleton or zombie, or inanimate skeletal remains, which can be any number of small, disconnected pieces. The spell can be cast to take effect immediately, or set to be triggered at any later time, at conditions governed by a verbal summary identical to that used in a *magic mouth* spell.

If acting immediately, the spell causes a skeleton, pile of bones, or the like to explode in a blast that affects a 20'-diameter spherical blast area. Beings in the area are allowed a saving throw vs. spells for half damage; if it fails, they take 2d4 hp damage from bone shards. If the skeleton is undead, it is destroyed in the explosion. Animated skeletons and zombies of humans, demihumans, humanoids, and animals are affected, but not those of giants or nonhuman monsters, or those that are part of more powerful magical beings like lichs or mummies.

If set as a trap, the spell causes an identical blast, but the damage may be augmented by other material placed deliberately to serve as shrapnel. A favorite trap use for this spell involves a zombie, set as a guardian. When it is attacked for a total of 6 hp or more damage, it explodes in shards of rotting flesh, bones, and nails (placed inside it before animation). Any beings within 30' are hit by 1d20 nails (no saving throw); each nail does 1 hp damage. Characters 31' to 45' distant must make two successful Dexterity checks to escape all damage; if one check succeeds, only 1d4 nails strike; if both checks fail, 2d8 nails strike.

In all cases, undead receive a saving throw against a *blastbones* spell; if the

save is successful, the spell works only as a small explosive puff, doing 1d4 + 1 hp damage. If a delayed *blastbones* spell is cast on remains before they are animated as undead, no saving throw is granted, and the animation does not impair the future operation of the *blastbones*.

The material components for this spell are a drop of water, a flock of dust, a pinch of ash, and the bones to be affected.

Double spell

(Necromancy)

Level: 3 Range: Touch
Comp.: V,S,M Dur.: Special
CT: 1 rnd. ST: None
AE: Special

This rare spell affects only simple undead (basic zombies and skeletons from humans, demihumans, humanoids, and animals, but not the variants based on these body forms, such as crawling claws, ju-ju zombies, and baneguards). To take effect, this spell must be cast on newly created undead or remains that are to be immediately animated, within three rounds before or after the casting of the *animate dead* spell that creates the undead. It operates only if triggered, and the triggering can be one of two sorts, of which one must be chosen during casting.

The most commonly chosen trigger is magic. If any magic (including a *dispel magic* spell) is cast on the undead or cast to include the undead in its area of effect, the undead vanishes, and two full-hit-point replacements appear in its place. Replacements appear at the beginning of the round after the one in which the original vanished. This is a one-time-only occurrence; multiple *double spells* won't work on the same undead, so "doubling" can't be made an ongoing process.

A separate *double spell* is required for each undead to be affected. This spell only creates duplicates of the targeted undead, not other sorts of undead. Any equipment carried by the original undead vanishes, consumed by the activated spell, and is not duplicated for either of the replacements (magical items are *teleported* away to a random location, not destroyed).

The second trigger is clerical turning or disruption. When these are used against the guarded undead, it vanishes and is replaced by two full-hit-point, identical replacements that are immune to turning or disruption! (The same restrictions on undead type, occurrence, and equipment apply as for the spell's other triggering.)

The material components of this spell are a drop of blood, a small glass prism, two hairs (from any source) and the undead or remains to be affected.

Whip of pain

(Evocation)

Level: 3 Range: 0
Comp.: V,S,M Dur.: 1 rnd./lvl.
CT: 3 ST: Special
AE: Special

This spell creates a whiplike, flexible line

of force, emanating from the fingertips of the caster's hand (or, for a caster lacking a hand, from the end of whatever is left of the caster's arm). This crackling, coiling line of purple sparks can be wielded as a lash in battle and strikes opponents up to 10' distant.

The *whip of pain* functions as a +2 magical weapon. If the wielder successfully strikes a target, there is a loud snapping sound, and the target must make a saving throw vs. spells and a Constitution check. If the save fails, 4d4 hp damage are suffered; if it succeeds, the target takes only half damage. If the check succeeds, the target feels only enough pain to suffer a -1 penalty to his very next attack roll. If it fails, the target is wracked by pain on that and the next round, which lowers his armor class by one, places a -2 penalty on attack rolls, and makes it impossible for him to concentrate enough to cast any spells.

Further spell-casting by the whip-wielder, the successful application of *dispel magic*, or the unconsciousness of the wielder will cause the *whip of pain* to disappear, ending the spell. (The wielder can trigger magical items like wands with his other hand without ending this spell.)

The material components of this spell are a drop of the caster's blood and one of the caster's hairs.

Manshoon's xorn talons

(Conjuration/Summoning)

Level: 5 Range: 10'-70'
Comp.: V,S,M AE: Special
CT: 5 ST: None
Duration: 1 rnd. + 1 rnd./lvl.

This spell, also known as "stony hands," creates an invisible half-moon arc in front of the caster, set from 10' to 70' distant. To function at all, the spell must be cast on a solid, level surface, such as a floor, lawn, clearing, or flat roof (the surface can be covered by water, but it must be no more than a foot deep). The arc is 12' across at its center, and its curving "horns" are 20' apart; if solid, nonliving objects (such as walls, furniture, or stalagmites) are in the area of casting, or if the space is too small to permit the half-moon to fully form, the spell does not take effect and is wasted.

Any living being except the caster who enters any part of the crescent-shaped area of effect is instantly attacked by 2d4 stony taloned arms. These nonliving, unintelligent magical constructs resemble the upper limbs of living xorn. They erupt from the ground and grasp at any targets for 1-2 hp crushing damage each (THAC0 6); a successful hit means the clawed arm is holding its victim fast, inflicting no further damage on it. (Talons rise only where an intruder steps, not all across the half-moon, so the area of effect can be determined only by trial and error.)

Once they've grabbed victims, the arms simply hold on until the spell expires. Trapped victims cannot move beyond the stretch of their limbs. They suffer -2

Bone Blight (Necromancy/Alteration) Reversible

Range: 30 yards
Components: V, S, M
Duration: Permanent
Casting Time: 5
Area of Effect: One creature
Saving Throw: Neg.

This nasty curse slowly erodes the healthy bone of any chosen creature within range, who is entitled to a saving throw vs. spells. If failed, all bone in the creature slowly begins to dissolve, eventually reducing it to a quivering mound of formless flesh.

Except for experiencing a strange "tingling sensation" at the time of casting, the victim is not immediately aware of the spell's effect (making it even more insidious). In the short term (starting at the moment of casting up to the first full day), the bones of the victim become embrittled, greatly increasing his or her susceptibility to crushing attacks or falling damage. At the onset, the subject of this spell sustains double normal damage from such attacks; by the end of the first day, the victim's current hit points are reduced by 20%.

In the medium term (lasting 1d6+1 days from the time of the casting), a victim is subject to frequent, painful fractures. All attacks by piercing and slashing weapons inflict double normal damage, while crushing attacks inflict quadruple damage. By the end of this period, the creature's hit points are reduced by 60%. In the terminal stage of this spell, a victim's bones finally dissolve, collapsing the subject's spine and skull, bringing a slow and painful death.

While under the effects of this spell, the victim's body is unable to undergo normal healing processes. Magical healing (spells or potions) slows the onset of the terminal stage, but it cannot halt the bone loss process completely. Every 10 hp of magical healing effectively prolongs the victim's life in the intermediate stage of the affliction for one full day. The slow dissolution of bone can only be halted by a successful *dispel magic* or by *remove curse*, *cure disease*, *limited wish*, *wish*, *heal*, or *restoration* spells. Once the spell has been broken, lost hit points can be healed by normal or magical means.

The reverse of the spell, *bone growth*, immediately halts the *bone blight* and slowly (over a period of 1-6 days) restores all damage caused by that spell. *Bone growth* can also be used to fuse normal fractures by accelerating the recipient's normal healing processes. Mild compression fractures heal in a day, while more

serious ruptures (such as a broken leg or back) might take 1-4 days to fuse (assuming complete bed rest for the patient; otherwise healing time is doubled). This spell does not affect wounds or soft tissue damage, including cuts and sprains, nor does it correct for improper alignment of the bones while healing.

Both versions of this spell only work on living creatures and have no effect if cast on undead. The material component is a drop of aqua regia for *bone blight* and a drop of milk for *bone growth*.

Graft Flesh (Necromancy/Alteration)

Range: 0
Components: V, S, M
Duration: Special
Casting Time: 5
Area of Effect: One individual
Saving Throw: None

With this spell, a wizard can graft any freshly harvested flesh to the body of the recipient, either replacing a lost limb or serving as a disguise. The duration is limited only by the compatibility of the grafted flesh to the host's own body. Flesh harvested from the recipient him- or herself (such as a severed limb) can be permanently reattached with this spell. If the grafted limb were taken from a fresh corpse, however, the maximum duration of the spell would be 1 day/level of the caster. Only musculo-skeletal tissues are affected by this spell; it cannot be used to graft organs or attach additional appendages (such as an extra arm) to the recipient.

Graft flesh can also disguise the subject (who may be the caster) with the flesh from a cadaver. While the subject gains the facial and bodily appearance of the deceased individual, the transformation is only "skin deep." The recipient retains his normal voice, knowledge, spells, and other abilities. Furthermore, the subject does not gain any physical or sensory abilities associated with his new appearance (the spell cannot, for instance, increase the host's physical strength or replace lost eyesight). This application lasts 1 day/level of the caster.

For the duration of the spell, grafted flesh literally becomes an extension of the host's own body (affected tissue radiates a faint aura of necromancy, however). The recipient has complete control over the flesh as if it were his or her own. At the conclusion of the spell, the grafted flesh slowly deadens and ultimately drops away. A successful *dispel magic* ends the spell prematurely.

piles of old bones, being able to dismember themselves at will until they are destroyed. Clerics have the same chances to turn dry bones as they would zombies. While dry bones have no treasure themselves, they often act as treasure guards.

Skeletons could be used as the undead repositories for enchanted magical items. The actual threat from such skeletons would come from the items carried, not so much the skeletons themselves. One simple but effective example of this is to give a skeleton a pair of enchanted gems for eyes. These gems would normally glow with magical light. As a general class, such skeletons could be referred to as "gem eyes." The actual creature names, however, would depend on the type of gem used for eyes (hence ruby eyes, diamond eyes, etc.).

GEM EYES

FREQUENCY: *Very rare*
 NO. APPEARING: 1-12
 ARMOR CLASS: 7
 MOVE: 12"
 HIT DICE: 4+2
 % IN LAIR: *Nil*
 TREASURE TYPE: *Special*
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 2-6
 SPECIAL ATTACKS: *Spells*
 SPECIAL DEFENSES: *Nil*
 MAGIC RESISTANCE: *Standard*
 INTELLIGENCE: *Low*
 ALIGNMENT: *Neutral evil*
 SIZE: *M*
 PSIONIC ABILITY: *Nil*

Gem eyes are special undead creatures created by powerful magic-users. Each skeleton has a pair of glowing gems for eyes, and each pair of gems holds one magical spell. The power of the eyes is linked to the "unlife" of the creature. Hence, the magical power leaves the gems when the skeleton is reduced to zero or less hit points.

The magic-users who create gem eyes take special care to make the skeletal life force stronger than normal (hence the 4+2 hit dice). The magic-user must be at least 11th level. Instead of animating 11 skeletons with an *animate dead* spell, the magic-user animates one gem-eyes skeleton with more hit dice. Theoretically, any magical spell could be put into the eyes (using *enchant an item* or *permanency*), but two factors limit the gems' magical power. The spells used in the gems are normally fourth level or lower; and spells tied to the "natural" power of the gem types are easier to make permanent.

When designing varieties of gem eyes, the DM may wish to refer to pages 26-27 of the *Dungeon Masters Guide* ("Reputed Magical Properties of Gems"). The following eight varieties of gem eyes are based

on a traditional system of magical symbolism that ties various stones to the so-called "Seven Magical Planets" (cf. *Occult Philosophy or Magic* by Henry Cornelius Agrippa, originally published in 1510).

Ruby eyes have the *burning eyes* spell, which is essentially the same as the first-level magic-user spell *burning hands* (except the flames radiate from the gem eyes instead of the hands). Treat the spell as if cast by a 9th-level magic-user (hence it does 9 hp damage). This power is usable three times per day.

Sapphire eyes grant *luck* to their animator, if within 60' of such a magic-user. All saving throws and "to hit" rolls made by the spell-caster gain a +2 bonus. This power has no set limit on duration, though it ends if the gem eyes is destroyed.

Diamond eyes have the power to double their movements and attacks, the same as the third-level magic-user spell *haste*, three times per day.

Amethyst eyes have the power to cast illusions, as per the third-level magic-user spell *phantasmal force*. Two such illusions may be cast per day.

Opal eyes can appear to duplicate themselves, as per the second-level magic-user spell *mirror image*. This spell may be cast three times per day.

Pearl eyes cause opponents to fall asleep, as per the first-level magic-user spell *sleep*, up to three times per day.

Obsidian eyes radiate darkness, as per the second-level magic-user spell *darkness* 15' radius. This power may be used three times per day.

Emerald eyes weaken opponents, as per the second-level magic-user spell *ray of enfeeblement*, by touch. This power may be used three times per day.

The magic of the gemstone eyes is so powerful that it temporarily endows these skeletons with limited intelligence (enough to cast the spells effectively). The treasure of gem eyes lies in the value of their eyes themselves; each gem is worth 1,000 gp. Gem eyes can be turned by clerics as if the creatures were ghosts. Any gem eyes turned away take their gems with them, of course.

If designing a unique variety of gem eyes, the DM should be careful which spells are put into the eyes. Since it takes at least a 9th-level magic-user to animate the dead, and an 11th-level magic-user to animate gem eyes, certain spells such as *fireball* or *lightning bolt* are simply too powerful for low-level adventures.

Electricity is a basic and primal force. It is easy to picture electricity as the power used to animate the dead (it worked for the cinematic Dr. Frankenstein). A classic biology experiment uses electricity to make a dead frog's leg twitch. If electricity is the force powering a type of skeleton, then combat can be unusual. Anyone hitting the monster with a metallic weapon, such as a sword, will both cause dam-

age and take damage at the same time. The safest way to strike the "shock bones" would be with a weapon having a wooden handle, such as an axe or spear.

SHOCK BONES

FREQUENCY: *Very rare*
 NO. APPEARING: 3-18
 ARMOR CLASS: 7
 MOVE: 12"
 HIT DICE: 1
 % IN LAIR: *Nil*
 TREASURE TYPE: *Nil*
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 2-12
 SPECIAL ATTACKS: *Electricity*
 SPECIAL DEFENSES: *Electricity*
 MAGIC RESISTANCE: *Standard*
 INTELLIGENCE: *Non-*
 ALIGNMENT: *Neutral evil*
 SIZE: *M*
 PSIONIC ABILITY: *Nil*

Shock bones are skeletons animated by both magic and electricity. Their attacks do damage from electrical shock. Anyone hitting a shock bones with a metallic weapon that conducts electricity automatically takes 2-12 hp damage. Clerics have the same chances to turn shock bones as they do zombies. While shock bones have no treasure themselves, they often act as treasure guards.

A shock bones might also be created by an alchemist or sage in a sort of Dr. Frankenstein-type experiment. Such a monster would not truly be undead, and though it would conform to the above statistics, it could not be turned by clerics.

A variation of a monster listing is one close enough to some other listing that it was probably inspired by the latter. An *affinity* is a listing that has some similarities to another listing, usually either in the visual description of the monster or some connection in traditional folklore. (When listing a monster name from one of the three books, (MM1) stands for *Monster Manual I*, (FF) stands for the FIEND FOLIO® tome, and (MM2) stands for *Monster Manual II*.)

Undead variations of skeletons include the huecuva (FF) and animal skeleton (MM2). A skeleton variation that is a normal monster is the crypt thing (FF).

Monsters with an affinity for skeletons include the bone devil (MM1), eye of fear and flame (FF), babau demon (MM2), and the galley beggar, an unusual ghost found mostly in the north of England. It was first mentioned in Reginald Scot's book: *The Discoverie of Witchcraft* (1584). A galley beggar is a very thin spirit, often looking like a skeleton. Its main purpose seems to be to terrify anyone it encounters; in fact, the first part of its name, "galley," means to frighten or scare. Galley beggars have the same game statistics as do phantoms (*Mon-*

their extreme tenacity. As the walking dead take damage, however, they become less effective (as they start losing vital parts of their bodies). For every 9 hp damage a walking dead takes (9 hp being the equivalent of losing 2 HD), it gains a -2 to hit and does -2 hp damage (minimum damage is zero hit points). Clerics have the same chances to turn walking dead as they do wights.

A classic modern horror picture with zombielike monsters is George Romero's *Night of the Living Dead* (which is part of a trilogy that includes *Dawn of the Dead* and *Day of the Dead*). In these movies, the man-eating zombies that stalk the night can only be killed by a shot or blow to the head.

This idea actually makes more logical sense in the AD&D game than it does in the movies. The life-force magically animating the corpse might be mystically contained in only one part of the body (something like a *magic jar* spell). The zombie would be invulnerable to all attacks except those against the area holding the animating force.

HUNGRY DEAD

FREQUENCY: *Rare*
 NO. APPEARING: 2-20
 ARMOR CLASS: 8
 MOVE: 6"
 HIT DICE: 2
 % IN LAIR: *Nil*
 TREASURE TYPE: *Nil*
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 1-6
 SPECIAL ATTACKS: *Nil*
 SPECIAL DEFENSES: *See below*
 MAGIC RESISTANCE: *See below*
 INTELLIGENCE: *Non-*
 ALIGNMENT: *Neutral evil*
 SIZE: M
 PSIONIC ABILITY: *Nil*

The hungry dead are undead corpses that return from the grave to feed off the living. Like zombies, they fight until destroyed or turned away, and are immune to *sleep*, *charm*, *hold*, and cold-based spells.

The return of the hungry dead is usually triggered by an evil magic-user or cleric. The animating force is always concentrated in one single area of the body. Except in that area, the hungry dead are immune to physical attack. The area of concentration is usually the head but at the DM's discretion could be any part of the body (heart, stomach, etc.).

Hungry dead look exactly like zombies. At first, however, "to hit" rolls of a natural 19 or 20 are needed to affect them (simulating an attack to one particular area of the body). After the first attack accidentally succeeds, the characters will realize the problem and try to aim for the vulnerable area; thus, all natural rolls of 15-20 will

	LESSER COLOSSUS	GREATER COLOSSUS
FREQUENCY:	<i>Very rare</i>	<i>Very rare</i>
NO. APPEARING:	1-2	1
ARMOR CLASS:	8	8
MOVE:	12"	18"
HIT DICE:	11 (50 hp)	33 (150 hp)
% IN LAIR:	<i>Nil</i>	<i>Nil</i>
TREASURE TYPE:	<i>Nil</i>	<i>Nil</i>
NO. OF ATTACKS:	1	1
DAMAGE/ATTACK:	3-18	10-60
SPECIAL ATTACKS:	<i>Nil</i>	<i>Nil</i>
SPECIAL DEFENSES:	<i>Nil</i>	<i>Nil</i>
MAGIC RESISTANCE:	<i>Standard</i>	<i>Standard</i>
INTELLIGENCE:	<i>Non-</i>	<i>Non-</i>
ALIGNMENT:	<i>Neutral evil</i>	<i>Neutral evil</i>
SIZE:	L (11' tall)	L (33' tall)
PSIONIC ABILITY:	<i>Nil</i>	<i>Nil</i>

now hit the vital area.

Note that hungry dead do less damage per attack than zombies. Furthermore, such is their unnatural hunger that once a victim is slain, 2-5 hungry dead will stop attacking to feed on the slain victim. Hungry dead will not eat other undead, only fresh slain corpses.

Clerics have the same chances to turn hungry dead as they do ghouls.

In a story entitled "The Colossus of Yourgne" by Clark Ashton Smith, the evil Nathaire created a terrifying giant undead creature. "The Colossus of Yourgne" was first published in the magazine *Weird Tales* (June, 1934) and has since been published in hardback and paperback as part of the collection of stories entitled *Genius Loci and Other Tales*.

Nathaire was a powerful alchemist, astrologer, and necromancer. Working with his 10 students, he robbed a graveyard of all its corpses. In a kind of magical assembly-line, the corpses were stripped of all clothing, then the flesh and bones were separated into separate vats and rendered down to a pliable mass. All the bones were then reshaped and rehardened to form a huge skeleton. Finally, the separate ingredients were thus used to create a giant zombie. Along similar lines, the lesser and greater colossus herein may be added to the AD&D game.

A colossus is essentially a giant zombie magically made from many corpses. A lesser colossus is about 11' tall (between the size of a hill giant and a stone giant). A greater colossus is an amazing 33' tall (larger than the largest titan). Either one can rip up a whole tree to use as a club, doing double-normal damage. Otherwise, colossi use only their massive fists.

Colossi have the same invulnerabilities to magic and cold as do normal zombies, and they always lose initiative from their slowness. Holy water does 3-8 hp damage to

them. A cleric has the same chance to turn a lesser colossus as he would a mummy. The greater colossus is in the "special" category regarding turning it away by a cleric.

Note that the actual Colossus of Yourgne and many other monsters and characters created by Clark Ashton Smith appear in the section on Averigne, which is part of the D&D module X2 *Castle Amber (Chateau d'Amberville)*. While most sections of that module were completely made-up, the Averigne section was based on the Averigne stories of Clark Ashton Smith and was written with the express permission of the Clark Ashton Smith estate.

A skeletal version of this monster, the bone colossus, appears in the AD&U module GDQ 1-7 *Queen of the Spiders*, page 111. This colossus even regenerates its wounds!

Le Grand Zombi means "the great zombie." Le Grand Zombi would be a kind of king of the zombies. Unlike normal zombies, Le Grand Zombi would be intelligent and could even cast spells. It has been speculated that Le Grand Zombi is actually a kind of lich, the spirit of an extremely powerful magic-user/cleric who specialized in necromancy (magic dealing with the dead).

LE GRAND ZOMBI

FREQUENCY: *Unique*
 NO. APPEARING: 1
 ARMOR CLASS: -3
 MOVE: 9"
 HIT DICE: 13 (65 hp)
 % IN LAIR: 25%
 TREASURE TYPE: E
 NO. OF ATTACKS: 2
 DAMAGE/ATTACK: 1-20
 SPECIAL ATTACKS: *Spells*
 SPECIAL DEFENSES: *+1 or better weapon*