

Everything Dies

A One- round Tiered Living City Adventure for Low and High-level Characters

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Low-tier: A summons from a member of the Wizards Guild of Ravens Bluff leads you to accept a mission to find a runaway fiancée. It sounds easy...but then again who is to say what lies ahead of you?

High-tier: The Wizards Guild of Ravens Bluff summons you for a mission of extreme importance. You are asked to investigate an island thought to be the source of a mysterious force that might be behind the disappearances of whole villages. This is an extremely dangerous mission-definitely not for the weak-hearted!

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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.

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

Tier Structure

Add the levels of the PCs to determine which tier they are on. Parties composed of characters that are all at least 7th level can choose to play the high tier version of this event if they wish although they should be warned that the high tier adventure is far more lethal. Tiered events and foes are marked throughout the text.

Low Level Adventure Tier Structure:

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

High Level Adventure Tier Structure:

Tier 5:	Total levels 42-53
Tier 6:	Total levels 54-65
Tier 7:	Total levels 66+

Low Level Adventure

Everything Dies begins with the adventurers being summoned to the home of Glandryl Moonbow. Glandryl is an inner circle member of the Wizard's Guild of Ravens Bluff who keeps a low profile and attracts almost no attention. Until recently Glandryl was a happy man who kept himself busy with his research into divinatory magic and with Allayna, his new fiancée.

All of this bliss came to a sudden end when Glandryl discovered his fiancée missing last night. The last time he saw her she was heading to the marketplace to purchase a new dress. When she didn't return that night, Glandryl started to become concerned. He used all of the divinatory magic at his disposal and discovered that Allayna left town by boat with a strikingly handsome man. The ship is supposedly headed to a new island resort about a two-day journey by fast ship into the Dragon Reach.

Because Glandryl cannot obtain any further information from his divinations and since he really loves Allayna, he wants the adventures to rescue her from this mysterious man. Although Glandryl doesn't know for sure whether any foul magic was used to persuade Allayna, he will insist that there was magical influence. Glandryl will provide the PCs with a chartered ship to sail to the island should they accept the mission.

After the two-day journey to the island resort, the PCs will find that there is no one around. The entire resort is abandoned with few clues as to what happened. The clues that are there will be the ones planted by the followers of an evil necromancer who has a secret base on the island. The planted clues will implicate a nearby group of pirates as being responsible for a raid upon the resort. Closer inspection will reveal some overlooked details that should raise the suspicions of intelligent PCs and result in a thorough search of the island.

Should the PCs sail to the nearby island they can confront the pirates about the supposed attack on the resort. If the PCs are diplomatic enough, a fight can be avoided and the PCs will discover they are on the wrong track. Attacking the pirates may destroy what little chance the PCs have of discovering that they have been misled.

Once the PCs conduct a thorough search of the island they will discover that the evil necromancer, Nasgren, has set up a base of operations. He has been conducting necromantic experiments below the resort for a couple of years now and until just recently he has only kidnapped a victim or two to work with. Within the last week however a couple of the resort staff stumbled upon the entrance to Nasgren's lair. By the time he learned of this transgression, Nasgren was

uncertain of who in the resort knew of the cave entrance and how long his secret base would stay a secret.

The very night he learned of the discovery of his base, Nasgren ordered his minions to capture all of the resort's inhabitants and sink any boats in the lagoon. In order to shift the blame away from him and onto the local pirates, Nasgren had evidence planted to make the deserted resort look like the result of a pirate attack. By throwing investigators off track, Nasgren could continue his experiments and add to his undead forces until such time as he felt ready to seize control of the surrounding islands.

When the PCs enter Nasgren's base, they will find three levels. The first level is a smoothly carved set of passages and rooms set within a dead magic zone. Over the years Nasgren has had his assistant Vergrelanthreilmoriaxis (Verg for short) install many ingenious traps to slay those who would become too curious upon discovering the entrance to his lair. The second level is a large underground cavern that has a tunnel opening into the ocean. Here Nasgren houses his skeletal warships and his latest creation: the Shadow Kraken. Finally on the third level is Nasgren's laboratory, his bedroom, quarters for his few living followers and a lair for housing his undead minions.

As for Allayna, she was swept away by Hadrynn, a charming priest of Sharess. The priest said all of the right things and being young and flighty, Allayna fell for it. So she ran away with him since she was having second thoughts about her engagement with Glandryl anyway. Unfortunately for the couple, Nasgren's minions captured them while they were getting to know each other at the resort.

Allayna is now possessed through the *magic jar* spell by Shaltiss, Nasgren's second in command. Shaltiss wanted to be as beautiful as Allayna so she took over her body. In her new body Shaltiss has been able to further her apprenticeship with Nasgren to a much greater extent. Shaltiss will pretend to be Allayna and then jump the party at the last minute during the final fight. As for Hadrynn, he has become one of the latest additions to Nasgren's undead forces.

If the players can infiltrate Nasgren's base and destroy his followers, they will have won a small victory. Nasgren himself will be out raiding the first of the nearby islands during this infiltration of his base. Nasgren will return from a costly but successful onslaught of Little Rock Island a day after the PCs have left via ship. Needless to say Nasgren will be furious with what the PCs have done to his base and he will take appropriate steps to deal with the problem.

Nasgren will use the second wish that he has in his ring of three wishes to completely erase any possession

and memory of his base from any entity outside his base. This will result in the low level PCs losing any maps that they have and any memory of even what the base looks like or its layout. The only thing they will know and that the officials in the city will be able to piece together through clues is that something is very wrong on Crimson Lagoon Island.

In the end the players should return Allayna to Glandryl so that he can arrange for her burial or so that they can resolve their differences. Glandryl will be sad if the PCs bring Allayna back dead but he will still reward the PCs. Glandryl will inform the city government about what little he knows that occurred at the resort. Based on the resort being deserted and the PCs returning with no memory of what happened, the city government will decide to send a group of powerful adventurers to scout out the island and take care of any problems they encounter.

Player Introduction

Today started out like any other uneventful day until the sudden whispering of words startled you during your morning routine. Seeming to come from thin air the voice whispered in a raspy tone: "Please come to 12 North Wizard's Way at noon. I need your help. Please talk to no one about this message. Ask for Glandryl Moonbow."

Should the PCs inquire, they can recall hearing the ringing of the ten o' clock bell. This gives them almost two hours to make whatever preparations they need to arrange. Ask all of the PCs if they head to the address. Anyone who does not head to the address will miss out on the adventure. Any PC with spellcraft can make a check to determine that the request for help was delivered via a *message* spell. A successful local history check at -5 (-1 for a member of the wizard's guild) can allow a PC to know that Glandryl is the name of a high ranking mage in the wizards guild. A member of the wizards' guild who makes this check also knows that Glandryl is a diviner and member of the inner circle (which is the highest rank a wizard can attain in the guild). Once the PCs are ready, continue:

With the scorching sun hanging high overhead you find yourself nearing the door to the three-story tower located at 12 North Wizard's Way. As you approach you can see some other individuals gathered around as well. Before you can even raise a hand to knock, the door before you opens. Standing at the doorway you see a wrinkled old gnome dressed in a white robe. With a wide grin he quickly gestures, perhaps indicating that you should enter. Before you

can ask any questions the gnome vanishes leaving you standing at the doorway.

Allow the players some time to describe what their PC looks like to the others. Encourage them to describe obvious equipment, dress, distinguishing features and appearance. Once they have described themselves, ask the PCs what they plan to do. The room before them is circular and 30 feet in diameter. A circular oaken table with eight chairs fills the middle of the room. At the far side opposite the door a stairway starts up which spirals around the wall up into the next two levels. A cloak rack and a fireplace are the only other features in this otherwise Spartan room.

Galimede, the gnome answering the door, is a friend of Glandryl's. He is an illusionist affiliated with the Ravens Bluff Wizard's Guild and he loves playing tricks on others. Any PC making a successful spellcraft roll can tell that he turned *invisible*. Galimede then left the room to inform Glandryl that the adventurers he requested assistance from are here. After several minutes Glandryl will come down the stairs:

A few minutes pass before you hear the sound of footsteps approaching from the top of the stairway across the room. Within moments a thin man of about forty years wearing dark purple robes descends from the top of the stairs. "Greetings" states the man in a quiet voice as he pulls out a chair from the table and takes a seat. With a pained look on his face the man forces a brief smile. "My name is Glandryl Moonbow. I am an inner circle member of the Wizard's Guild here in Ravens Bluff".

"I have devoted my whole life to obtaining answers and now I find that despite all of my powers I am clueless as to what happened last night. You see my fiancée left yesterday morning to go shopping for some new clothes at the market and she has been missing since! Please help me find her; I am not a rich man but I will pay what I can if you could bring her back safely to me. For payment I can offer 100 g.p. each up front and another 200 g.p. each upon the safe return of Allayna. I will also see about providing you with some potions as well upon your return. I assure you that for this simple task you will be amply rewarded! Will you help me?"

Wait and see what the PCs say. If any of the PCs do not wish to assist Glandryl then the adventure is over for them. Glandryl knows the following:

"My fiancée is named Allayna. She is an elven beauty with light silver hair and purple eyes. She stands around 5'7", weighs 110 lbs. and was wearing a dark blue silk dress. She is 95 years old - appearing about as old as a fifteen year old human. (Glandryl will

show the PCs her picture so that they know what she looks like).

“I have used my divination magic to ascertain some details of the kidnapping. A smooth-talking gentleman who must have charmed her into leaving accosted Allayna. They left yesterday by ship and apparently headed for some resort island about a two days sail into the Dragon Reach area.

Crimson Lagoon is the name of the island and the resort. The island is fairly small and the resort is so new that it doesn't appear on most old maps of the region. In fact the resort was set up a couple of years ago by a former smuggler who supposedly became honest.

“I have hired Gerard Delgrand, Captain of the caravel Ishtishia's Song, to transport you to the resort and back again. After we are finished here you are to board his ship at pier #3, dock #13. He has been chartered for a week in case it takes you longer than expected to locate Allayna and rescue her from that evil man who is undoubtedly influencing her magically.

“Apparently Gerard has visited the island resort a couple of times and he is familiar with the area nearby. If you have any questions about the island I imagine that Captain Gerard might be of assistance. Remember that I want Allayna back unharmed for she is my fiancée and I love her. As for the man responsible for kidnapping Allayna, do what you have to in order to bring him to justice!

“Please do not talk about this matter with anyone. I really do not want my personal life to become a spectacle for those bloodthirsty leeches that work for the Trumpeter. I value my privacy.”

Glandryl will refuse to acknowledge that perhaps Allayna ran off on her own free will. He will state that that is not what happened as his divinations told him she was forcibly charmed into leaving with the mysterious man. Glandryl is stretching the truth a bit as his divinations didn't tell him she was charmed. However he is in love and he didn't expect Allayna to run.

Glandryl knows nothing pertinent other than what is provided above. After the PCs are finished allow them to make whatever preparations they want before they head toward the ship which will take them to the resort. If the PCs insist, they can take a ship that they own instead of *Ishtishia's Song* but Glandryl will tell them that they will have to stop by and pick up the sea charts from Captain Delgrad, but the PC will not be reimbursed for any damage incurred on the voyage.

Ishtishia's Song

Nearing the docks you can make out the salty scent of the ocean being delivered by the first real breeze that you have felt all day. The afternoon sun continues to beat down even more mercilessly as you make your way to dock #13. As you walk along the dock you spot the caravel you seek: Ishtishia's Song. The gangplank is lowered and you see several crewmembers busy on board the vessel.

Wait until the PCs either hail someone or walk onto the gangplank. If the PCs just walk onto the ship they will be rudely intercepted by the first mate, Sorenson. He will scold the PCs for not asking for permission to board the vessel and order them to wait on the deck while he fetches the captain. If the PCs ask permission to board then Sorenson will be slightly less rude but order the PCs to wait while he informs the captain of their presence.

After a few minutes Sorenson will return with the captain. The other three crewmembers on deck will keep themselves busy with work and ignore the PCs unless there is a beautiful woman present and then they will be caught staring now and again.

After a brief wait you see a muscular man emerge from below deck. This tall middle-aged man is wearing gray pants, an off-white shirt and a brown wide-brimmed hat. After a cursory glance around the ship, the man spots you and approaches. “Greetings! I am Captain Gerard Delgrand. Welcome aboard my vessel. I can show you to your quarters right now if you would like so that you can stow your gear.”

Gerard will show the PCs to their quarters. There are three staterooms with a bunk in each. Should there be a female present with a Charisma of 15+ the Captain will offer his quarters to her for the duration of the voyage. He will offer a hammock to anyone else needing a bed. During the voyage the Captain will sleep in the crew quarters but he will flirt quite heavily with the attractive female PC(s). Gerard knows the following should the PCs ask him questions:

- I have been to Crimson Lagoon to drop off passengers. I never really stayed there though.
- It is a small but beautiful island about a mile in diameter. The Western side of the island has a lagoon on which the resort is built. The rest of the island is heavily forested except for the Eastern edge which rises into a small rocky cliff overlooking the ocean.
- The resort gets its name from the brilliant sunsets as they reflect off of the clear blue water. Even the sand seems to have a slight reddish tint to it. I

guess it contributes to the beauty of the sunsets. However, he hears that the resort owners have to constantly monitor the beach so that eager tourists don't run off with containers of sand. The next thing you would know the entire beach would be gone if they didn't monitor what people did!

- About a day's sail further west of the resort is another island that is used once in awhile by pirates as a retreat. I hate pirates and would appreciate any help smiting them should they attack my vessel.

The two-day journey to Crimson Lagoon will be uneventful. The PCs are free to interact however they wish with the crew. Some descriptions are provided in **DM Handout #2** of major crewmembers (there are 14 crew in all). After allowing the PCs to role-play a bit with the crew (no more than 15 minutes real time if possible) continue on to Crimson Lagoon Resort below.

Crimson Lagoon Resort

During the late afternoon of the second day the call of "Land ho!" from the crows nest can be heard. Sure enough in the distance you can make out a small island. After another hour of sailing you can make out some details. The Eastern side slopes upward into a sheer cliff while the Western side appears to be a lagoon. "This is the place you seek!" Captain Gerard states as he directs the crew to sail to the dock near the lagoon.

As the ship nears the dock a look of concern appears on the face of the Captain. "Something is not right here. Where are the other ships?" After a few moments the look of concern on Gerard's face suddenly changes to one of fear. Pointing at the empty beach the Captain whispers "Something is very wrong here. The beaches are empty! Where is everyone?!?"

At this point the PCs will be dropped off at the docks. Captain Gerard and his men will not leave the vessel. The Captain will inform the PCs that he will not stay docked, as there could be trouble on the island or there might be pirates nearby. Instead the captain will remain in the lagoon within sight of the dock. Any PC with experience on a boat will realize that this is faster than trying to get a docked ship under sail. If the PCs need to board the ship they will be given a signal lantern to light. It will take the ship ten rounds to reach the docks once the PCs signal from that location. He will wait up to three days before returning to Ravens Bluff. Otherwise the PCs are on their own.

Wait for the PCs to disembark the ship before proceeding:

Travelling along the docks to the shore you can see the reason why lovers would come to this resort. All around, the red rays of the late evening sun paint the area in a warm, crimson glow. The clear water, sandy beach, wooden huts and the abundant trees all seem to contribute to the resort's sense of charm.

Upon reaching the beach however you notice an eerie silence all around. The only sound to be heard is the faint lapping of the water upon the shore. After surveying the area for a few moments you notice that not even the sounds of animals disturbs the quiet, desolate resort.

This is the resort of Crimson Lagoon. Nasgren has captured all of the occupants of the resort and taken them to his lair. Some of Nasgren's followers have planted evidence to try and make it look like a pirate attack. However there are a few important clues they overlooked which might lead the PCs to conduct a more thorough search of the island. The areas of the resort for the PCs to search are:

The main tavern: This tavern is a one-story wooden structure with a root cellar. It has a main dining area containing 14 tables, 56 chairs and a fireplace. This structure also has a large kitchen for cooking meals containing a fireplace, counters, and a pantry filled with food. The dining area is a complete mess and most of the furnishings are destroyed. It appears to that there are signs of a struggle that occurred here. The kitchen looks as if only a small amount of the food has been taken. The pantry is still well stocked. The root cellar is in the same condition as the pantry with only a small amount of food missing.

The 16 wooden huts: The wooden huts are all small bedrooms which contain a large bed, a bathing tub, a sea chest and a night stand which holds a wash basin and pitcher. All of the huts seem lived in but only two of them seem to have signs of a struggle (noticed through a successful tracking or observation check). In one of the huts in which a struggle occurred, under a bed the players will find a diary (**Player Handout #1**). Close examination of the diary (a successful observation check) will reveal that there is a page just before the last entry that was carefully torn out. Check to see whether any of the PCs have the non-weapon proficiency forgery (without alerting them as to what you are looking for). With a successful forgery check, the PCs can discern that the handwriting in the last entry seems to be different than the handwriting used in the rest of the diary. The forgery seems good enough though that only a trained eye could notice it.

The beach: There are obvious tracks and a successful tracking check will allow a PC to determine that the

tracks were created by man-sized beings wearing boots (actually they are the booted feet of undead although the PCs will not know this). If the PCs are looking closely at the beach for evidence and they make another successful tracking check at -2, they will notice that there are the faint remains of some other prints on the beach that someone tried to conceal. These prints are difficult to discern but unlike the obvious prints, these seem to have come from the forested area unto the beach!

The harbor: If the PCs have some way of searching underwater, they will find the burnt, sunken remains of three small vessels near the entrance of the lagoon a short ways out. These ships were sailed from the resort, mostly burnt and sunk here to dispose of the evidence. The wreckage is about 100 feet below the water and can be discovered by a successful observation check or a successful intelligence check at ½.

At this point the PCs will be left with a decision as to what to do: either track down the pirates who were framed by Nasgren as being responsible for the attack or search the rest of the island. Should the PCs return to the ship with the evidence that was planted, Captain Gerard will state that he knows how to get to Cleft Skull Isle, the hideout of the pirates. Gerard offers to sail the PCs to the island, drop them off and wait at sea for them to signal just like he did at Crimson Lagoon.

Should the PCs wish to search the island, then proceed to that section. After some searching the PCs will likely discover the entrance to Nasgren's lair. Once the lair is discovered, the PCs will be left to decide whether they want to investigate the tunnels or proceed to the isle of the pirates.

Cleft Skull Isle

A day's worth of sailing brings you within sight of Cleft Skull Isle. When the sun set the isle was but a speck on the horizon that vanished into the night. However Captain Gerard continued sailing toward the isle and about an hour later you could make out the lights of campfires along the beach.

Now you approach the isle cloaked in darkness. You can barely make out the dark shape of a ship moored nearby. The distant sounds of laughter and merriment fill the night air as you survey the scene. "I doubt you can sneak up on them, since we've been in sight of their lookouts for some time," whispers Captain Gerard. "You are welcome to take one of our rowboats to shore. We will wait here for your return unless things start to look grim."

If the PCs sneak up on the pirates they will attack unless the PCs do some very quick (and convincing) fast-talking. The PCs will be given a chance to parlay with the pirates should they signal their approach well in advance and announce their peaceful intent. Keep in mind that these are paranoid pirates, they do not take kindly to anyone disturbing them, especially in one of their retreats. If the PCs are looking for a fight however, they will definitely have one here.

Captain Gerard will wait for the adventurers to use the signaling lantern to be picked up or for them to return via the rowboat. If a battle ensues and it looks like it is going against the PCs, the Captain will sail off with his crew leaving the adventurers to fend for themselves (he is not stupid!). When the PCs approach the pirate camp or ship, continue:

The Bloody Fang: This is the pirate ship. It is about 100 yards off of shore and about 70 yards from *Ishtishia's Song*. The crew of the Bloody Fang will not have noticed the approaching ship at the start of this encounter due to drunkenness on the part of some of those on watch. Should the PCs do anything to warrant attention, a pirate in the stern will ring the ships warning bell thus alerting the pirates to the presence of the PCs.

The Beach: The majority of the pirates are on the beach partying. They are not expecting a fight since they believe that they are the only people in this area. Should the PCs initiate hostilities with the crew of the Bloody Fang, the pirates on shore will quickly gather their gear and pile into the rowboats they have beached nearby. If the PCs attack the beach, then the crew on board the ship will fire any ranged weapons they have at the PCs. Should the crew of the Bloody Fang spot *Ishtishia's Song*, they will try and seize her which will result in Captain Gerard sailing away.

If the PCs announce their intent to parlay, Muldeve will cautiously invite them to join the bonfire on shore. If the PCs inquire about the assault on Crimson Lagoon, Muldeve will look surprised and deny that he and his crew had any part in the attack. Muldeve will ask what the PCs found and if they tell him, he will laugh and say that if his men had attacked, they certainly would not have left so much food behind! Muldeve will finally ask the PCs if his men could go and claim the food that is left in the resort.

Beyond what is listed above, Muldeve knows very little of use to the PCs. He will refuse to help beyond providing a meal for the PCs - that is if they have anything to contribute to a feast! Muldeve will also refuse to let the PCs search his ship. If the PCs are rude, then they will definitely get a nasty fight from the pirates:

Tier One

Muldeve, hm F3/W5: Int Above Average; AL CN; AC 4 (*armor + dex*); MV 12; hp 28; THAC0 17 w/ broadsword (str) or 16 w/ short bow (dex); #AT 1 w/ broadsword or 2 w/ short bow; Dmg 2-8+1 / 2-7+1 w/ broadsword & str or 1-6 w/ short bow; SA Spells; SD Spells; MR nil; SZ M; ML 14.

Equipment: broadsword, short bow, 12 arrows in a quiver.

Spells Memorized: 1st level- *armor* (pre-cast), *color spray*, *magic missile*; 2nd level- *Melf's acid arrow*, *stinking cloud*; 3rd level- *fly*.

Pirates (15- 10 on beach, 5 on ship), hm F0: Int Average; AL CN; AC 8 (leather); MV 12; hp 4; THAC0 21; #AT 1 w/ broadsword or 2 w/ short bow; Dmg 2-8 / 2-7 w/ broadsword or 1-6 w/ short bow; SA nil; SD nil; MR nil; SZ M; ML 12.

Equipment: leather, short bow, 12 arrows in a quiver, broadsword.

Tier Two

Muldeve, hm F5/W7: Int Above Average; AL CN; AC 3 (*armor + dex*); MV 12; hp 35; THAC0 15 w/ broadsword (str) or 14 w/ short bow (dex); #AT 1 w/ broadsword or 2 w/ short bow; Dmg 2-8+1 / 2-7+1 w/ broadsword & str or 1-6 w/ short bow; SA Spells; SD Spells; MR nil; SZ M; ML 14.

Equipment: broadsword, short bow, 12 arrows in a quiver.

Spells Memorized: 1st level- *armor* (pre-cast), *color spray*, *magic missile*, *enlarge*; 2nd level- *Melf's acid arrow*, *stinking cloud*, *mirror image*; 3rd level- *fly*, *lightning bolt*; 4th level- *minor globe of invulnerability*.

Pirates (25- 15 on beach, 10 on ship), hm F1: Int Average; AL CN; AC 8 (leather); MV 12; hp 5; THAC0 20; #AT 1 w/ broadsword or 2 w/ short bow; Dmg 2-8 / 2-7 w/ broadsword or 1-6 w/ short bow; SA nil; SD nil; MR nil; SZ M; ML 12.

Equipment: leather, short bow, 12 arrows in a quiver, broadsword.

Tier Three

Muldeve, hm F7/W9: Int Above Average; AL CN; AC 2 (*armor + dex*); MV 12; hp 58; THAC0 13 w/ broadsword (str) or 12 w/ short bow (dex); #AT 3/2 w/ broadsword or 2 w/ short bow; Dmg 2-8+1 / 2-7+1 w/ broadsword & str or 1-6 w/ short bow; SA Spells; SD Spells; MR nil; SZ M; ML 14.

Equipment: broadsword, short bow, 12 arrows in a quiver.

Spells Memorized: 1st level- *armor* (pre-cast), *color spray*, *magic missile*, *enlarge*; 2nd level- *Melf's*

acid arrow, *stinking cloud*, *mirror image*; 3rd level- *fly*, *lightning bolt*, *slow*; 4th level- *minor globe of invulnerability*, *phantasmal killer*; 5th level- *feblemind*.

Pirates (35- 20 on beach, 15 on ship), hm F1: Int Average; AL CN; AC 8 (leather); MV 12; hp 5; THAC0 20; #AT 1 w/ broadsword or 2 w/ short bow; Dmg 2-8 / 2-7 w/ broadsword or 1-6 w/ short bow; SA nil; SD nil; MR nil; SZ M; ML 12.

Equipment: leather, short bow, 12 arrows in a quiver, broadsword.

Tier Four

Muldeve, hm F9/W11: Int Above Average; AL CN; AC 2 (*armor + dex*); MV 12; hp 72; THAC0 11 w/ broadsword (str) or 10 w/ short bow (dex); #AT 3/2 w/ broadsword or 2 w/ short bow; Dmg 2-8+1 / 2-7+1 w/ broadsword & str or 1-6 w/ short bow; SA Spells; SD Spells, 8 stonemarks; MR nil; SZ M; ML 14.

Equipment: broadsword, short bow, 12 arrows in a quiver.

Spells Memorized: 1st level- *armor* (pre-cast), *color spray*, *magic missile*, *enlarge*; 2nd level- *Melf's acid arrow*, *stinking cloud*, *mirror image*, *blur*; 3rd level- *fly*, *lightning bolt*, *flame arrow*, *slow*; 4th level- *minor globe of invulnerability*, *phantasmal killer*, *stonemark* (pre-cast); 5th level- *cone of cold*, *feblemind*, *hold monster*.

Pirates (45- 25 on beach, 20 on ship), hm F1: Int Average; AL CN; AC 8 (leather); MV 12; hp 5; THAC0 20; #AT 1 w/ broadsword or 2 w/ short bow; Dmg 2-8 / 2-7 w/ broadsword or 1-6 w/ short bow; SA nil; SD nil; MR nil; SZ M; ML 12.

Equipment: leather, short bow, 12 arrows in a quiver, broadsword.

If the PCs surrender, they will be allowed to leave after they pay tribute of 100 g.p. x tier or equivalent in magic items or equipment. PCs who did not fight will be charged 5 g.p. x tier or equivalent in equipment before they will be allowed to leave. If the PCs do not meet these conditions, the fight continues.

If the pirates defeat the PCs, the dead will be buried at sea while the living will be stranded on the island. Stranded PCs will find themselves looted of all the gold and magical items they were carrying. PCs without the ability to escape the island through spells or creativity will have to wait for the possibility of rescue.

There will be a 10% chance per month that the PCs are rescued and returned to Ravens Bluff. Each month that the PCs are unable to be rescued will require the group to forage for food. A successful survival or hunting check (or 1/3 intelligence check) will result in the party being able to secure sufficient food. If the

party must go without sufficient food for two months in a row, they starve to death. For each month the party spends waiting to be rescued, the PCs will be unable to play for one month of real time (they are stranded).

Searching Crimson Lagoon Island

If the PCs decide to scour the rest of Crimson Lagoon Island outside of the resort proper, they can basically explore three areas. One area is the rocky cliff on the easternmost side of the island. A second area is the forest that covers most of the island. The final area to explore is the centrally located freshwater lake near the island's center. Searching each location will take time if the PCs wish to do a thorough job: one day for the woods and approximately another half day each for the cliffs and lake.

The Forest: A successful tracking check at -4 will result in the PCs finding the faint remains of some man-sized tracks heading towards the cliff on the Eastern side of the island. Other than this the PCs will be unable to discover anything out of the ordinary in the woods.

The Lake: When the PCs search the lake area, they will not find anything unusual. This is an ordinary lake with typical creatures inhabiting it. This must be the freshwater source for this island.

The Cliffs: The cliffs are about 100 feet above sea level from the uppermost point. Ask the PCs how they are searching the cliffs. The cliffs have many ledges and handholds so that climbing them will not be too difficult. If the PCs search the cliff side for secret passages, they will always eventually find a secret rock door that opens into the 1st level of Nasgren's lair. This entrance is roughly halfway down the cliff and almost impossible to find if the characters do not pass close by the door (i.e. it cannot be spotted by merely scanning from the top of the cliff). Once the PCs gather on the narrow ledge near the door, proceed to the section entitled Into the Hands of Death.

Into The Hands of Death

This section covers Nasgren's lair in its entirety. Nasgren built his lair from the ruins of a dwarven mining settlement that was destroyed by infernal forces from deep below Faerun's surface hundreds of years ago. Although Nasgren has largely restored the lair, there are telltale signs of the older dwarven settlement that existed here long ago and has since been forgotten. From here the PCs will explore the three levels of

Nasgren's base, eventually confronting his second in command and perhaps discovering the fate of Allayna.

Level One- Even Magic Dies

Shortly into this level, as indicated on **DM map #1**, the PCs will enter a dead magic zone. This will prevent the casting of any spells, using any magic items or spell-like abilities that require activation while in the zone. Spells that were cast prior to entering the dead magic zone will still work, as will magical items that are always functioning (like swords, protective rings, etc.). Spell casters should be told that they are experiencing a dull headache once they enter the dead magic zone. Once the entire party has entered the dead magic zone, they will be sealed into the dead magic area via a several ton granite block being dropped into place.

This level is filled with mechanical and chemical traps that have been engineered by Nasgren and his gnomish friend Vergrelanthrelmoriaxis (Verg for short). Each trap will require the PCs to think of a creative way to circumvent it or suffer the consequences of setting it off. Although some ideas will be covered, it is impossible to anticipate every possible idea that players may use in attempting to bypass the traps. As a DM use your judgement as to whether a proposed method sounds reasonable and determine the chance of success (either through a proficiency check, an ability check or through another appropriate method). Be sure that you have a marching order for PCs as they enter this area.

Searching the narrow ledge upon which you found the door you soon discover a rock that can be pressed into the cliff.

Wait for the PCs to press the rock before proceeding:

With a forceful shove the rock presses into the cliff. The sound of stone grating against itself can be heard as a stone slab moves aside from the cleverly concealed entranceway. Looking into the opening you can see a skillfully carved passageway that is roughly 10 feet high and 10 feet wide, which leads into the cliff side.

Once the last PC has proceeded into over 30' into the tunnel read the following. If a thief looks for traps here, he may find this cunningly concealed trap, but must make a find traps roll at -20%. The trap can be disabled by driving iron spikes beneath the granite block to keep it from dropping.

As soon as the last person in the party proceeds down the corridor, an immense granite block drops

from the ceiling behind you creating a loud crashing sound. Looking back you can see that you are sealed inside the passageway.

Wait for the PCs to proceed before continuing. Talk the PCs through the tunnel sections that aren't encounters. When the PCs reach one of the lettered encounters on map #1, resolve what happens by checking the appropriate section below:

Stone block and lever trap

See **DM handout #3** drawing A for an illustration. This trap is activated when a PC steps onto the ten-foot pressure plate section. Stepping on the pressure plate causes a 1 ton stone block to drop from the ceiling onto that 10 foot square section. Stepping on the pressure plate also collapses the support that held up the 10 foot wide by 20 long section of the passage resting over the concealed pit. The dropping block and the unfortunate PCs in that area will be a force acting on the longer passage section that will propel any unfortunate PCs in the 30 foot long section right before the pit upward and forward. PCs thrown into the air will be impaled upon the stalactites on the ceiling. If this isn't enough, all of those the area will be either dropped or thrown into the 30' deep pit which will be filled with something unpleasant. Any thief can find and disarm this trap by making a roll at +10%.

Read the following to the PCs:

All of a sudden a large stone block drops from the ceiling on top of (insert name of PC in front). Immediately after that happens the floor where (insert name of PC in front) was standing collapses into a pit while the floor section before the pit lurches violently upward propelling those standing in this area forward and upward onto stone spikes on the ceiling. After sliding off of the spikes in the ceiling, those who were flung into the air fall into the now open pit rejoining their companions who are struggling in a foul-smelling liquid.

Tier One

PC hit by block: Roll a dexterity check to avoid a direct hit by the block.

Dmg from a direct hit (failed dex check)	Dmg from an indirect hit (made dex check)
1d4	1d2

If the PC hit by the block has a helmet then reduce the damage by 2 (minimum of 1 damage) although the helm must save versus crushing blow or be destroyed.

This PC and those next to him (see the diagram) fall into the pit suffering damage as delineated below.

PCs falling in pit: All the PCs who fall into the pit suffer 1d3 damage as their 20 foot drop is cushioned by the foul smelling water contained therein. Note that any heavily armored PC will sink to the bottom of the 10-foot pit and will have to remove their armor quickly or drown.

PCs propelled onto the spikes in the ceiling: All PCs propelled onto the spikes on the ceiling suffer the worst fate. They take the following damage: 1-2 points of damage for hitting the spikes, and 1d3 points of damage for the 50 foot drop into the foul smelling water in the pit. On a successful dexterity check and strength check both at -4, a PC can try and hold onto the spikes on the ceiling if they think of trying such a feat (don't suggest this to them). Any heavily armored PCs in the water have the same problem as above.

Tier Two

PC hit by block: Roll a dexterity check to avoid a direct hit by the block.

Dmg from a direct hit (failed dex check)	Dmg from an indirect hit (made dex check)
2d4	1d4

If the PC hit by the block has a helmet then reduce the damage by 2 per die (minimum of 1 damage) although the helm must save versus crushing blow or be destroyed. This PC and those next to him (see the diagram) fall into the pit suffering damage as delineated below.

PCs falling in pit: All the PCs who fall into the pit suffer 2d4 damage as their 20 foot drop is cushioned by the foul smelling water contained therein. Note that any heavily armored PC will sink to the bottom of the 10-foot pit and will have to remove their armor quickly or drown.

PCs propelled onto the spikes in the ceiling: All PCs propelled onto the spikes on the ceiling suffer the worst fate. They take the following damage: 1d6 points of damage for hitting the spikes, and 2d4 points of damage for the 50 foot drop into the foul smelling water in the pit. On a successful dexterity check and strength check both at -4, a PC can try and hold onto the spikes on the ceiling if they think of trying such a feat (don't suggest this to them). Any heavily armored PCs in the water have the same problem as above.

Tier Three

PC hit by block: Roll a dexterity check to avoid a direct hit by the block.

Dmg from a direct hit (failed dex check)	Dmg from an indirect hit (made dex check)
3d4	2d4

If the PC hit by the block has a helmet then reduce the damage by 2 per die (minimum of 1 damage) although the helm must save versus crushing blow or be destroyed. This PC and those next to him (see the diagram) fall into the pit suffering damage as delineated below.

PCs falling in pit: All the PCs who fall into the pit suffer 2d6 damage as they drop 20 feet into the foul smelling water contained therein. Note that any heavily armored PC will sink to the bottom of the 10-foot pit and will have to remove their armor quickly or drown.

PCs propelled onto the spikes in the ceiling: All PCs propelled onto the spikes on the ceiling suffer the worst fate. They take the following damage: 1d8 points of damage for hitting the spikes, and 3d6 points of damage for the 50 foot drop into the foul smelling water in the pit. On a successful dexterity check and strength check both at -4, a PC can try and hold onto the spikes on the ceiling if they think of trying such a feat (don't suggest this to them). Any heavily armored PCs in the water have the same problem as above.

Tier Four

PC hit by block: Roll a dexterity check to avoid a direct hit by the block.

Dmg from a direct hit (failed dex check)	Dmg from an indirect hit (made dex check)
4d8	2d8

If the PC hit by the block has a helmet then reduce the damage by 2 per die (minimum of 1 damage) although the helm must save versus crushing blow or be destroyed. This PC and those next to him (see the diagram) fall into the pit suffering damage as delineated below.

PCs falling in pit: All the PCs who fall into the pit suffer 2d6 damage as they drop 20 feet into the foul smelling water contained therein. Note that any heavily armored PC will sink to the bottom of the 10-foot pit and will have to remove their armor quickly or drown.

PCs propelled onto the spikes in the ceiling: All PCs propelled onto the spikes on the ceiling suffer the worst fate. They take the following damage: 1d8 points of

damage for hitting the spikes, and 5d6 points of damage for the 50 foot drop into the foul smelling water in the pit. On a successful dexterity check and strength check both at -4, a PC can try and hold onto the spikes on the ceiling if they think of trying such a feat (don't suggest this to them). Any heavily armored PCs in the water have the same problem as above.

Skullcrusher trap

See **DM handout #3** drawing B for an illustration. The Skullcrusher trap is fairly simple actually. Once the unfortunate PC steps onto the center 10-foot section of the trap, the supports collapse and this section rapidly drops into the heavily greased 10-foot deep pit. On either side of the center section is a 5-foot square oaken slab covered with stone (it is disguised to look like stone) that is connected to the center via hinges. When the PC rapidly descends into the pit with the center section, the smaller sections whip up and smash the character in the head, assuming the character is about five feet tall. Adjust damage down as necessary for taller or shorter characters. This trap can be found and disarmed by a thief with normal difficulty.

Read the following once a PC steps onto the section that collapses:

Whoosh is the sound heard as (insert name of PC who steps on section) rapidly descends on a section of the corridor. A loud thwack is then heard as the sections of the corridor in front and behind of (insert name of the PC who steps on section) immediately whip up and smash (insert name of the PC who steps on section) in the head!

Any PC smashed in the head will suffer 2 less points of damage (minimum of 1 point) per die if they are wearing a helmet. However anything worn on the head must make a save versus crushing blow or be destroyed.

Tier One

PC hit in head: Suffers 1-2 points of damage per 100 pounds the PC weighs (round up).

Tier Two

PC hit in head: Suffers 1-4 points of damage per 100 pounds the PC weighs (round up).

Tier Three

PC hit in head: Suffers 1-6 points of damage per 100 pounds the PC weighs (round up).

Tier Four

PC hit in head: Suffers 1-8 points of damage per 100 pounds the PC weighs (round up).

If the PCs are clustered together (i.e. The marching order is within 5 feet of each other) then this trap CANNOT be triggered (the weight of the PC behind the PC who triggers the trap will prevent the flap from flying up and hitting their head).

Skip to your doom (optional)

See **DM handout #3** drawing C for an illustration. Skip to your doom is a trap that consists of a 50-foot long by 10-foot wide section of corridor. This section is filled with water that is about 3 feet deep and contains 16-inch diameter stone slabs spaced evenly every 5 feet starting 5 feet away from the edge where the stone floor becomes the lower, water-filled section of corridor. The stone slabs appear to be stepping stones that seem solid and rise about a quarter of an inch out of the water.

This corridor is really a lose-lose trap. The “stepping stones” (except for the stone pedestal in the exact center of the section) are really stone bowls filled with razor sharp blades. The bowls are carved into small stone pillars and have thin wooden coverings that are disguised to look just like stone. When an unfortunate PC jumps (or steps) onto the first stone, the painful discovery of this portion of the trap will occur.

The second portion of the trap is activated by trip wire. When one of the two underwater tripwires 30 feet into the corridor are activated, a glass keg of Greek fire drops from the ceiling onto the center pedestal (which is solid stone). The Greek fire is actually ignited by the chunk of sodium inside. The sodium explodes once splashed by the water that will inevitably be disturbed when the keg breaks open. Needless to say this explosion will be rather large and destructive. This entire trap can be found and disarmed by a thief at normal difficulties. The Greek fire can't be saved without setting off the trap.

Read the following when the PCs first approach this section of corridor:

Ahead you can see that the next 50 feet of this corridor is filled with murky water. Where the corridor you stand in ends and the water begins, you see oval-shaped stones that barely rise out of the water. The stones are over a foot in diameter and are spaced evenly about every five feet across the water-filled section of the corridor. The oval shaped stones lead to the other side of the corridor where the stone floor resumes.

Let the PCs play around here with this section of corridor. If they trigger the explosive part of the trap read the following:

The sound of breaking glass echoes through the corridor as a huge keg drops from above onto the center stone in the water-filled section. With a loud smashing sound the keg smashes and instantly a tremendous fiery explosion erupts. Bits of stone and wood are thrown everywhere as massive waves of fire erupt throughout the corridor!

Let the PCs in sight of the keg make a split-second decision. If a PC declares that they duck underwater as soon as the keg drops and they are in the water-filled section, allow him to and adjust his damage accordingly (see below). Any PC caught in the explosion above the waterline must make a save versus normal fire for any possessions they have exposed (unless the PC is protected from fire somehow).

Tier One

PC stepping on false stepping stones: Suffers 1 point of damage per 50 pounds the PC weighs (round up) if stepped on, 1-2 per 50 pounds if jumped on. Subtract one point of damage if hard boots are worn. Magical footwear of any type prevents this damage. Save versus paralyzation or move at half movement until healed.

Damage from exploding keg: All PCs in the area suffer 2 types of damage: explosion and fire:

Explosion damage: 2d6 damage in the square where the keg drops, -1d6 per 10 feet away any PC is from the center of the blast (any PC underwater suffers ½ damage).

Fire damage: All PCs in the water-filled section of the corridor are covered in Greek fire and suffer 2d6 damage the first round and 1d6 damage the second. Any PC who submerged themselves underwater will take no damage from the fire.

Tier Two

PC stepping on false stepping stones: Suffers 1-2 points of damage per 50 pounds the PC weighs (round up) if stepped on, 1-4 per 50 pounds if jumped on. Subtract one point of damage per 100 pounds if hard boots are worn. Magical footwear of any type prevents this damage. Save versus paralyzation or move at half movement until healed.

Damage from exploding keg: All PCs in the area suffer 2 types of damage: explosion and fire:

Explosion damage: 3d6 damage in the square where the keg drops, -1d6 per 10 feet away any PC is from the center of the blast (any PC underwater suffers ½ damage).

Fire damage: All PCs in the water-filled section of the corridor are covered in Greek fire and suffer 3d6 damage the first round, 2d6 damage the second round and 1d6 damage the third round. Any PC who submerged themselves underwater will take no damage from the fire.

Tier Three

PC stepping on false stepping stones: Suffers 1-4 points of damage per 50 pounds the PC weighs (round up) if stepped on, 1-6 per 50 pounds if jumped on. Subtract one point of damage per 100 pounds if hard boots are worn. Magical footwear of any type prevents this damage. Save versus paralyzation or move at half movement until healed.

Damage from exploding keg: All PCs in the area suffer 2 types of damage: explosion and fire:

Explosion damage: 5d6 damage in the square where the keg drops, -1d6 per 10 feet away any PC is from the center of the blast (any PC underwater suffers ½ damage).

Fire damage: All PCs in this entire North-South section of corridor are covered in Greek fire and suffer 4d6 damage the first round, 3d6 damage the second round and 1d6 damage the third round. Any PC who submerged themselves underwater will take no damage from the fire.

Tier Four

PC stepping on false stepping stones: Suffers 1-6 points of damage per 50 pounds the PC weighs (round up) if stepped on, 1-8 per 50 pounds if jumped on. Subtract one point of damage per 100 pounds if hard boots are worn. Magical footwear of any type prevents this damage. Save versus paralyzation or move at half movement until healed.

Damage from exploding keg: All PCs in the area suffer 2 types of damage: explosion and fire:

Explosion damage: 7d6 damage in the square where the keg drops, -1d6 per 10 feet away any PC is from the center of the blast (any PC underwater suffers ½ damage).

Fire damage: All PCs in this entire North-South section of corridor are covered in Greek fire and suffer 5d6 damage the first round, 4d6 damage the second round and 1d6 damage the third round. Any PC who submerged themselves underwater will take no damage from the fire.

Any PC who jumps into the water after catching on fire will have their fire extinguished at the end of the round at which they submerged themselves.

Level Two- A Shadow of Doubt

NOTE: This whole level is optional. If time is running out, it is better to get to level three. In this case, you can connect level one with level three directly and bypass level two entirely.

This level consists of a large underground lake that the PCs will need to cross. The dead magic zone will have terminated about halfway down the stairs from the first level. On this level the party will need to navigate the dark, murky waters of this cavern until they discover the concealed trapdoor hidden under the sand on the Eastern beach. Underneath the trapdoor lies the stairway to the third and final level of Nasgren's lair.

The first feature of this level that the PCs will probably investigate is the central island. On this island is a 30 square foot, single story stone building. The building serves as a guard post and houses an alarm rope to alert the denizens of the third level when an intrusion occurs. Several skeletal ships that are used to transport undead during raids rest near the island as well.

After many minutes of descending the stairs you finally reach the bottom. Before you lies a small sandy beach bordering a dark stretch of water. Looking around, you see that you are inside an immense cavern which houses this underground body of water. Upon closer inspection you can see that the water is even darker than the gloom that pervades the cavern around you. You also spot a small rowboat with oars on the shore nearby. The cold, clammy air gives you a chilling caress as you decide what to do next.

At this point the PCs may be too paranoid to use the rowboat (and they have every reason to be paranoid!) on the shore nearby. If the PCs do use the boat, it is large enough to fit four medium-sized figures at a time. The rowboat is seaworthy and has a movement rate of 160 feet per round if two PCs do nothing but row (adjust this rate under other conditions).

Allow the players to explore this cavern. Specific areas that the players can explore are detailed below.

The cavern and water details: The cavern is roughly 370 feet long by 290 feet wide. It is approximately 40 feet from the surface of the water to the cavern ceiling.

As for the lake, it is about 300 feet deep at points and incredibly dark and murky blocking all infravision. The water also reduces the range of light sources placed into the water by a tenth (the essence of the plane of shadow spilled over into the water when Nasgren created the Shadow Kraken. This creature is absent as it is currently involved in Nasgren's assault on the nearby island).

The Eastern sandy beach: Hidden beneath six inches of sand lies the trap door which conceals the stairs leading down to level three. The only other feature on this beach is the large (5-foot diameter) grooved wooden disc set into the wall. This disc connects to a complex gear and pulley system hidden behind the cavern walls. By turning the disc the wooden sea gate can be opened up thus allowing traffic into and out of the cavern. It takes 2 turns to completely open or close the sea gate.

Read this when the PCs first approach this beach:

Ahead in the darkness you notice a small sandy beach not unlike the one that you descended upon earlier. The beach appears plain for the most part except for the large, grooved wooden disc you can see set into the wall.

When the PCs dig around in the sand they will uncover the trap door to level three. It is a simple 10 foot square wooden door with a handle. After the PCs open it (it is not locked or trapped) proceed to the section titled Level Three: For Whom the Bell Tolls.

Sea gate: Cleverly engineered to be camouflaged from the outside, this 80 foot wide (two 40 foot sections which close together), 80 foot high and 10 feet thick wooden gate has a rock covering to make it appear like the rocks of the surrounding cliff to those outside the cavern. When opened, the two halves of the gate part and the sections recede into the sides of the cavern. The gate opening has 40 feet deep water and a 40-foot high opening (from the water to the ceiling). Although the cavern has some artificially created deep areas inside, the surface of the water in the cavern is at sea level.

Read this when the PCs first approach the gate:

As you near the Southern wall of the cavern, you can see that a large wooden gate of some kind is set into the wall. Iron bands and bolts can be seen covering the surface of this massive wooden structure holding the individual beams together. Near the center of the immense gate you can see a crack which runs horizontally along the wood from the surface of the water to the ceiling.

The crack is where the two halves of the gate meet when closing but they fit so well together that this isn't immediately obvious.

The central island: The central island is barren and rocky measuring roughly 90 feet long by 40 feet wide. The only feature on the island is the one-story stone guard-post that has arrow slits (three per wall except the Southern one that has two). A single oaken door with iron bands lies in the Southern wall. The post's normal occupants usually bar the door from the inside but they are away assisting with Nasgren's assault). If the PCs enter this room and are foolish enough to pull the rope in this room, they will ring the alarm bell. The rope leads down into a small hole in the floor and it is connected to an alarm bell on level three (the bell cannot be heard on this level). This alarm bell will alert Shaltiss that the party is coming and she will prepare appropriately.

Read this when the PCs first approach the central island:

Ahead you notice a barren, rocky island barely rising above the surface of the murky water. The only feature on this island is a single-story stone building. From your location you can see several arrow slits set into the wall. On the far side of the island you can see barely make out some large, dark shapes.

Read this when the PCs approach the far side of the island (Southern side):

Looming ahead of you in the darkness is an eerie sight. Two skeletal ships the size of small galleys float upon the surface of the water. The floors of the ships seem to be made of solid bones that have been melded together. From the sides of each ship you see dozens of immense ribs rising into the air, which curve up and over the floor like the ribcage of some skeletal giant.

Several raised platforms of bone are situated in the stern and forecastles of the ships. From the front of the ships you see large skeletal heads thrust forward upon some spine-like material. Seeing many dark oval shapes adorning each vessel's side it is difficult to tell what these are, then a slight shift in the light shows you that the ovals are human heads! Before you can even act the eyes of the heads open and stare in your direction with a blazing red glow filling their eyes!

Have each PC roll a saving throw versus paralyzation or be gripped with fear and try and flee or be unable to act for 1-4 rounds (although PCs can defend themselves if attacked). These ships are two of the skeletal vessels in Nasgren's fleet. He left behind

these ships for Shaltiss to use while leading his main force in an assault against the nearby island. The ships sail at normal galley speed (or they can be rowed by undead crew) under the direction of the necromancer who created them (or his designees). The ships are infernal creations that are the product of necromantic rituals used to bind undead spirits into the assembled bones of dead beings. Only those passengers designated by Nasgren can safely board the vessel. All others will lose a strength point each round they are on the vessel. Lost strength will return at a rate of 1 point every 2-8 turns. Anyone drained to 0 strength will die and return as a shadow under the control of Nasgren. The ships can be destroyed safely with attacks from the outside. It will take 200 points of damage to destroy each ship and they are considered undead for the purposes of attacks. Any attacks on the ships will result in chilling howls from the heads on the ships being attacked.

When the party enters the empty guard room, read the following:

You open the strong oaken door to the small stone building. The smell of rotting carrion wafts out to greet you from the nearly empty room. The only thing you see is a hemp rope hanging down from a steel rung fastened into the ceiling. The rope appears taut and leads from the ceiling down into a very small hole in the floor.

Nothing else lies in this room. If the PCs pull on the rope they are only going to make life more difficult for themselves in level three!

Level Three- For Whom the Bell Tolls

This is the final level where the PCs will come face to face with Shaltiss (Nasgren's second in command) and their minions. Nasgren himself will be out raiding a neighboring island. If the PCs have avoided ringing the alarm bell, then the party will have a much easier time. Otherwise Shaltiss will be prepared and the party will be in for a tenacious fight indeed. If the party is running low on time, have the stairs from level two lead directly to the mining cavern (room H) with Shaltiss and her minions lying in wait (after all the whole idea of the mission is to rescue the fiancée after all!). Reference DM Map #3 for this level and refer to the appropriate subsections here when the PCs enter an area with a letter.

All of the passageways on this map are perfectly hewn and any dwarf with mining can tell that they are of obvious dwarven make. This level used to be the top of an ancient dwarven mining city that existed here

hundreds of years ago. The dwarves fled the mainland due to their dislike of the hierarchical structure of the clan that they hailed from. Being rebellious and seeking their fortunes elsewhere, the dwarves decided to venerate Marthammor Duin as their primary deity (since he is the dwarven god of ex-patriots, travelers, lightning and weather). Nasgren has excavated a lot of this area in order to create his own base. The upper levels were intact for the most part while this level involved a great deal of excavation on the part of Nasgren and his minions.

A long time ago the dwarves that lived here collapsed the lower levels of this mining complex and tried to flee the horrific beings they discovered in the lowest depths. After collapsing the lower levels, the occupants tried to flee. Before they could launch their first vessel to safety, however, the infernal forces below somehow managed to bypass the collapsed tunnels and slay everyone.

Over a decade ago Nasgren found a map to this mining complex amongst the wreckage of a temple he ransacked. Drawn by the promise of lost dwarven treasures and the seclusion of this long forgotten complex, Nasgren traveled here to start his secret base. From here he thought he would have the seclusion he needed to carry on his necromantic experiments.

A) Water-filled hallway: The stairs from level 2 descend into this 10 feet wide, 10 feet high, 60 feet long corridor. As the PCs descend the bottom portion of the stairs they will find themselves stepping into murky water. When the PCs have stepped completely into the hallway, they will find that the water is 8 feet deep leaving only 2 feet of air between the surface of the water and the ceiling. At the Northernmost 5 foot section of the hallway which slants sharply upward 10 feet, there are some steep stone steps which allow one to climb to the door to room B which lies just above the level of the water in the rest of the corridor.

Read this when the players descend the stairs into this hallway:

Descending the stairs, you begin to notice that they become partially submerged in dark water further down.

Wait for the PCs to proceed further and then read:

Climbing further down the stairs you start to enter the cold, murky water. After proceeding a ways you can now see that the stairs descend into a water-filled hallway. All but the upper two feet of the hallway seems to be filled with dark water. At the far end of the hallway, over 60 feet away, you can make out the bottom of a door above the waterline.

If the alarm has been rung, then the undead from room C will be at the bottom of the water near the walls. The water is filled with a dark vegetable dye that will make everything dipped into it appear black for several hours after removal from the water. The dye even affects skin and it is so thick in the water as to prevent any light source from penetrating further than three feet (so that the bottom of the tunnel cannot be seen). If the PCs do not creatively discover the undead lurking in the water, once most of the PCs are in the water the undead will get an ambush round. Then the unsuspecting PCs will have to roll for surprise.

Should the undead be lying in wait here, read the following:

As you make your way through the corridor, you feel something moving in the water below you! It almost feels like something underwater is trying to grab you!

For this fight the following rules apply to all combatants (including the undead):

Underwater Combat Rules: +4 to initiative rolls for hand to hand attacks, -4 to attack rolls and the loss of dexterity and movement bonuses to armor class (unless a character has *free action*). Only thrusting weapons can be used effectively without free action (although natural attacks are still effective). Further characters who cannot breath underwater can hold their breath for 1/3 their constitution (half this time if exerting themselves). Once this time limit is reached, each round the character must roll a Constitution check. The first check is normal but the ones thereafter have a cumulative -2 penalty. Once the check is failed the character must breath or they drown. For characters trying to surface, they can rise 20 feet per round. Unconscious characters rise at a rate of 5 feet per round.

Tier One

Ghouls (3): Int Low (5-7); AL CE; AC 6; MV 9; HD 2; hp 11 each; THAC0 19; #AT 3; Dmg 1-3/ 1-3/ 1-6; SA Paralyzation; SD See below; MR Nil; SZ M; ML 12.

Notes: Save vs. paralyzation if hit or be paralyzed for 3-8 rounds (except elves), subject to all attacks except *sleep* and *charm* spells.

Tier Two

Ghasts (3): Int Very (11-12); AL CE; AC 4; MV 15; HD 4; hp 22 each; THAC0 17; #AT 3; Dmg 1-4/ 1-4/ 1-8; SA See below; SD See below; MR Nil; SZ M; ML 14.

Notes: Save vs. paralyzation if hit or be paralyzed for 3-8 rounds (including elves), subject to all attacks

except *sleep* and *charm* spells, carrion stench 10 foot radius causing all within range to save versus poison or suffer a -2 attack penalty (doesn't apply when the ghouls are submerged underwater).

Tier Three

Wights (4): Int Average (8-10); AL LE; AC 5; MV 12; HD 4+3; hp 25 each; THAC0 15; #AT 1; Dmg 1-4; SA Energy Drain; SD Hit only by silver or +1 or better magical weapon; MR See below; SZ M; ML 14.

Notes: Unaffected by *sleep*, *charm*, *hold* or cold-based spells. In addition wights are unharmed by poisons or paralyzation attacks. Touch drains one level in addition to damage. Holy water does 2-8 damage per vial. (Does not apply under water.)

Tier Four

Wights (8): Int Average (8-10); AL LE; AC 5; MV 12; HD 4+3; hp 30 each; THAC0 15; #AT 1; Dmg 1-4; SA Energy Drain; SD Hit only by silver or +1 or better magical weapon; MR See below; SZ M; ML 14.

Notes: Unaffected by *sleep*, *charm*, *hold* or cold-based spells. In addition wights are unharmed by poisons or paralyzation attacks. Touch drains one level in addition to damage. Holy water does 2-8 damage per vial. (Does not apply under water.)

B) Dining Room: This 30 foot square room contains a square wooden table and four chairs. A cutting table rests in the northeastern corner of the room and a fire pit rests in the northwestern corner. This room has nothing else of interest.

Upon opening the door to this square room you can see that it looks like some sort of dining area. In the center of the room sits a wooden table with four chairs. In the Northeastern corner you see a wooden counter which has a meat cleaver sticking out of an area covered with dark red stains. A fire pit rests in the northwestern corner that looks like it hasn't been lit recently. Each wall in the room also has a door set into it identical to the one you entered.

Each door in this room is made of plain wood. All of the doors are unlocked except for the North door that can be locked from the northern hallway (E). This door is locked and must be dealt with before the PCs can enter E.

C) Undead Lair: This 30 foot square room reeks of rotting carrion and death. It is filled with bones, rotting meat and rubbish. The only other feature in this room is a large brass bell hanging from the ceiling next to the westernmost wall. This is the alarm bell that is rung by the guard post on level 2. If the alarm was rung, the

undead that normally live in this room will have jumped the PCs in hallway A. Otherwise the PCs will be attacked by these creatures when they enter this area (see A for statistics).

If the undead are here then read this:

Upon opening this solidly built door a flood of horrible smelling, rotting forms rushes out to attack!

After the fight, or if the undead were dealt with earlier, read this:

Peering past the doorway into the room you smell the stench of rotting flesh. Looking around you see a litter-strewn room filled with bones, carrion and other unidentifiable refuse. The only other feature you see is a large brass bell hanging by a rope from the ceiling near the opposite wall. It appears that the rope leads into the ceiling through a very small hole.

The PCs will not find anything but refuse if they search this litter-filled room.

D) Gnomish workshop: This room is a large workshop and sleeping quarters for Verg. Here is where he designs the devious traps he places around the complex. There are springs, gears, pulleys, hammers, chisels, levers and containers of all kinds as well as blueprints for all the traps from level one and for traps that haven't been built yet. Other than miscellaneous pieces of contraptions and blueprints for various traps (written in Gnomish), there is nothing useful here.

After a few hard shoves on the door you are able to get it open. Looking inside this large room you see clutter everywhere. Springs, gears, levers, tools and objects of all shapes litter the counters and overflow unto the floor. The countertops are not far off the floor and on one of them you can see several pieces of parchment sticking out from under a plain wooden tankard. In the far corner under several odd-shaped pieces of wood you think you can make out the corner of a bed.

The tankard is empty and the pieces of paper are the blueprints for the various traps (written in gnomish, but any thief can identify the drawings). The countertops and the bed are two and a half feet off of the ground. There is nothing useful here for the PCs to discover as Verg will be in cavern H with Shaltiss discussing plans for the complex (or they will be there waiting in ambush if the alarm bell from level 2 was rung).

E) Y-shaped passageway: This passageway is smoothly carved and runs 110 feet North before it splits

into two passages: one running Northeast and the other running Northwest. Each of these passages is about 6 feet wide by 10 feet tall and intersects with the North-South passageway at a 45-degree angle. At the point where the passage splits into a Y, in the Northern wall sits a secret passage leading into a mine shaft. The PCs will have a normal chance of finding this passage.

You travel over a hundred feet in this finely hewn passage until you come to a Y-shaped branch. Each branching passage is six feet wide and ends in a wooden door. One branch leads to the Northeast and the other leads off to the Northwest. Ahead of you the passage dead-ends.

Each branching passage is finely hewn and they travel the same distance ending in a wooden door. Of course for the PCs to proceed to where Shaltiss and her minions are they will have to find the secret door in the North wall which they always do if they relentlessly search the dead end in the North wall where the passage branches. Once the PCs find the secret door, read the following:

Opening the secret door you see a distinctly different passage before you. The passage appears to be a mine tunnel complete with wooden supports holding up the ceiling. The walls are more roughly hewn than the passages you have traversed up until now. After travelling for a short distance you can see that this tunnel dead ends after about 110 feet into a rock wall.

Of course when the PCs search the dead end they will always find the secret passage to the cavern labeled H where the final battle awaits.

F) Nasgren's Room: The door to this room is locked. Inside the players will see Nasgren's bedroom that contains a wooden desk, a large bed, a chest and a bookcase with several books.

Upon opening the door you notice that this appears to be a bedroom. From a cluttered desktop in the center of the room a skull-shaped glass object glows with an eerie bluish light. Beyond the desk a large well-kept bed sits against the wall. Lining the walls of this circular room is a bookcase that is mostly empty except for a few volumes clustered together on the shelf near the bed. As you look more closely it appears that skeletal hands hold the volumes upright.

This room contains a few things of interest. The skull-shaped glass object is a merely a paperweight that Nasgren cast *Nchaser's glowing globe* upon after casting *sense shifting*. On the desk are various pieces of

parchments with various calculations written on them, an inkwell and a quill. Only a couple of pieces of parchment have discernable information (give the party **Player Handout # 2**).

The hands holding the books are merely bookends made from the hands of a skeleton. On the bookshelf the players can find three books. One book is labeled *The Preservation of Corpses* (this book details how to preserve corpses so that they can make intact undead when animated). Another book is titled *101 Strategies Useable with an Animated Army* (this book discusses tactics that can be used when employing commonly animated undead in fights). The last book is entitled *Into the Darkness: A Treatise on Harnessing the Powers of Shadow* (this book details theoretical ideas about summoning and binding undead beings from the plane of Shadow- it radiates evil).

Inside the chest are several changes of shirts, pants and underclothes. A pair of black leather boots also rests at the bottom.

G) Shaltiss' Room: The door to this room is unlocked. Inside the players will see Shaltiss' bedroom. It contains a wooden desk, a small bed, a chest and a small bookcase. If the PCs caused the alarm to be rung then Shaltiss (in Allayna's body) will be here pretending to rest in the bed. She will beg the PCs to rescue her and tell them that there is a great evil man down a secret passageway. Shaltiss will show the PCs where the passage is and follow them down. Once the entire party is in room H the ambush will be sprung when Shaltiss attacks the party.

If the PCs haven't alerted the defense force through the alarm bell being rung then Shaltiss (still in Allayna's body) will be in room H with Verg and the undead crew.

Read this if the PCs alerted the complex with the alarm bell and Shaltiss is here:

Opening the door to this 30-foot by 60-foot room you can see what appears to be a bedroom. On a simple bed underneath the covers lies a beautiful elven woman that matches the description of Allayna! She appears to be asleep. Looking around you can see that there is a wooden chest, a desk with a chair and a small bookcase in this room as well. Before you can do anything the woman stirs and opens her eyes. A moment later she looks in your direction and a broad smile covers her face. "Glandryl sent you right? You are here to rescue me aren't you?" the woman asks while giving you a questioning look.

If the PCs didn't alert the complex then Shaltiss will be in room H. In this case read the following text:

Opening the door to this 30-foot by 60-foot room you can see what appears to be a bedroom. A simple well-made bed resting against the far wall is the first thing to catch your eye. Looking further around the room you see a wooden chest, a desk with a chair and a small bookcase.

In the wooden chest are several changes of female underclothing, a beautiful dark blue silk dress (which Shaltiss will put on when the party agrees to take her with them) and several pouches with spell components (Shaltiss, posing as Allayna, will claim that they are hers). If the PCs question why Allayna would be allowed to have her possessions, she will state that the evil necromancer taunts her with them. She will claim that he knocked her out and took away her spellbook. Without her book she couldn't memorize any spells.

On the bookcase are several books on various subjects. One book is written in dwarvish and entitled *The Religious Practices of Dwarves*. This book is a compilation that deals with dwarven religious practices both old and new. Another book is titled *101 Uses for a Dead Adventurer* and is a book of jokes. The last book here is entitled *Making Music with Dead Things: Fun with Skulls*. This last book is a collection of musical ballads intended for play using bones as instruments (tips are even given).

The desk has several blank pieces of parchment on it. An inkwell with a feather quill also rests on the desktop. Other than that nothing of interest can be found on the desk.

Please play the part of Shaltiss posing as Allayna well. The first thing Shaltiss will do is insist that she have privacy in order to dress. While dressing she will grab all of her spell components. If it looks like the PCs are going for the wooden chest, Shaltiss will jump out of bed and grab her component pouches. Should the PCs insist on taking her pouches or restraining her before she jumps them by surprise in room H, Allayna will try and escape. Her stats can be found in the encounter in room H. Use the appropriate stats for Shaltiss based on the tier the party is at.

H) Mining Cavern: This room is a large cavern roughly 60 foot by 120 foot that was used long ago by the dwarves as a central processing room for sorting through mined materials. Now Nasgren's undead forces directed by Shaltiss and Verg are excavating the tunnels leading off of this room in order to expand the underground base and hopefully to recover lost dwarven treasures.

If Shaltiss was in room G, she will turn on the party once they enter this room. Shaltiss will automatically gain an ambush round by casting a spell after she casts *vocalize* unless a PC with spellcraft states that they are watching her constantly. After

Shaltiss launches her attack she will move back into the corridor from where the party entered the room and separate herself from the PCs with spells. The party will have to roll for surprise as the rest of the forces in the room join Shaltiss in the fight.

If Shaltiss wasn't in room G, then she will be standing next to Verg. They will be located at the entrance to the passage which leads to room I. The undead will be located in the rubble filled tunnel and they will rush upon the party as soon as the fight ensues. Shaltiss and Verg will retreat into the corridor leading to room I. Shaltiss will cast spells that seal off the corridor if possible and try to haste the undead that engage the PCs. Play Shaltiss intelligently and use her spells tactically in the fight against the PCs.

The statistics for Shaltiss in this fight are her mental and combat abilities with Allayna's hit points and physical attributes (since Shaltiss is in Allayna's body via the *magic jar* spell). At the tiers where Shaltiss couldn't cast this spell on her own, she used a scroll to cast the spell. It is highly recommended that you familiarize yourself with the spell *magic jar* before this combat ensues. Should the PCs kill Allayna's body, then Shaltiss will return to the gem which stores Allayna's essence and Allayna's essence will be evicted from the gem; she will be slain.

A successful *dispel magic* (targeting 16th level casting) will result in Shaltiss being evicted from Allayna's body and being sent back to her gem which is located in room I. In tiers 1-3, Shaltiss will re-enter her own body and will not try and possess any of the PCs. However in tier 4, the PCs are fair game for Shaltiss to try and take over (she has an 18 intelligence and wisdom). If Allayna is returned to her body, she will be incoherent and unable to recall much. Her last memories are of being assaulted by undead while on the beach of the resort.

The statistics below are given for Allayna in case she regains control of her body. Until Shaltiss leaves Allayna's body, Shaltiss uses Allayna's armor class and hit points. However Shaltiss uses her own THACO, attack abilities and memorized spells while in Allayna's body. When Shaltiss returns to her body (if this happens and she gets the chance to enter the fight in her own form), she will then use the armor class and hit points of her own body.

Tier One

Allayna, ef F1: Int Average; AL NG; AC 2 (*armor + dex*); MV 12; hp 9; THACO 19 w/ long sword; #AT 1 w/ long sword; Dmg 1-8 w/ long sword; SA nil; SD nil; MR 90% resistance to *sleep* and *charm*; SZ M; ML 10.

Equipment: Spell components for Shaltiss' spells.

Shaltiss, hf W3(N): Int Genius; AL NE; AC 2 (*armor + dex*); MV 12; hp 10; THACO 20; #AT 1 w/ dagger; Dmg 1-4 w/ dagger; SA spells; SD spells; MR nil; SZ M; ML 12.

Equipment: Spell components, dagger, and black robes.

Spells Memorized: 1st level- *armor* (pre-cast), *magic missile* (x2), *chill touch*; 2nd level- *spectral hand*, *vocalize*.

Verg, gm T2: Int Genius; AL NE; AC 4 (*leather + dex*); MV 12; hp 8; THACO 20; #AT 1 w/ short sword; Dmg 1-6 w/ short sword; SA backstab +4 hit, x2 damage; SD +4 save vs. poison, rods, staves wands and spells; MR nil; SZ S; ML 12.

Equipment: Leather, short sword, tool-belt with various tools.

Skeletons (3): Int Non (0); AL N; AC 7; MV 12; HD 1; hp 4 each; THACO 19; #AT 1; Dmg 1-6 (shovel); SA Nil; SD See below; MR Nil; SZ M; ML Special.

Equipment: Shovels.

Notes: Immune to *sleep*, *charm*, *fear* and *hold* spells. Immune to cold-based attacks. Edged and piercing weapon attacks inflict half damage on skeletons.

Tier Two

Allayna, ef F5: Int Average; AL NG; AC 2 (*armor + dex*); MV 12; hp 35; THACO 15 w/ long sword; #AT 1 w/ long sword; Dmg 1-8 w/ long sword; SA nil; SD nil; MR 90% resistance to *sleep* and *charm*; SZ M; ML 10.

Equipment: Spell components for Shaltiss' spells.

Shaltiss, hf W5(N): Int Genius; AL NE; AC 2 (*armor + dex*); MV 12; hp 24; THACO 19; #AT 1 w/ dagger; Dmg 1-4 w/ dagger; SA spells; SD spells; MR nil; SZ M; ML 12.

Equipment: Spell components, dagger, and black robes.

Spells Memorized: 1st level- *armor* (pre-cast), *magic missile* (x3), *shield*, *chill touch*; 2nd level- *spectral hand*, *stinking cloud*, *vocalize*; 3rd level- *haste*, *vampiric touch*.

Verg, gm T4: Int Genius; AL NE; AC 4 (*leather + dex*); MV 12; hp 22; THACO 19; #AT 1 w/ short sword; Dmg 1-6 w/ short sword; SA backstab +4 hit, x2 damage; SD +4 save vs. poison, rods, staves wands and spells; MR nil; SZ S; ML 12.

Equipment: Leather, short sword, tool-belt with various tools.

Zombies (4): Int Non (0); AL N; AC 8; MV 6; HD 2; hp 7 each; THAC0 19; #AT 1; Dmg 1-8; SA Nil; SD Spell immunity; MR See below; SZ M; ML Special.

Notes: Strike last in round, immune to *sleep*, *charm*, *hold*, *death magic*, *poisons*, and cold-based spells. Holy water does 2-8 damage per vial.

Tier Three

Allayna, ef F7: Int Average; AL NG; AC 2 (*armor + dex*); MV 12; hp 45; THAC0 13 w/ long sword; #AT 3/2 w/ long sword; Dmg 1-8 w/ long sword; SA nil; SD nil; MR 90% resistance to *sleep* and *charm*; SZ M; ML 10.

Equipment: Spell components for Shaltiss' spells.

Shaltiss, hf W7(N): Int Genius; AL NE; AC 2 (*armor + dex*); MV 12; hp 24; THAC0 19; #AT 1 w/ dagger; Dmg 1-4 w/ dagger; SA spells; SD 4 *stoneskins* (pre-cast), spells; MR nil; SZ M; ML 12.

Equipment: Spell components, dagger, and black robes.

Spells Memorized: 1st level- *magic missile* (x3), *shield*, *chill touch*; 2nd level- *spectral hand*, *stinking cloud*, *web*, *vocalize*; 3rd level- *haste*, *vampiric touch*, *lightning bolt*; 4th level- *minor globe of invulnerability*, *enervation*.

Verg, gm T6: Int Genius; AL NE; AC 4 (*leather + dex*); MV 12; hp 34; THAC0 18; #AT 1 w/ short sword; Dmg 1-6 w/ short sword; SA backstab +4 hit, x3 damage; SD +4 save vs. poison, rods, staves wands and spells; MR nil; SZ S; ML 12.

Equipment: Leather, short sword, tool-belt with various tools.

Ghasts (4): Int Very (11-12); AL CE; AC 4; MV 15; HD 4; hp 22 each; THAC0 17; #AT 3; Dmg 1-4/ 1-4/ 1-8; SA See below; SD See below; MR Nil; SZ M; ML 14.

Notes: *Revenance* (3rd level Forgotten Realms Adventures spell- cast at 16th level by Nasgren) was cast making these undead immune to the first attempt to turn. Save vs. paralyzation if hit or be paralyzed for 3-8 rounds (including elves), subject to all attacks except *sleep* and *charm* spells, carrion stench 10 foot radius causing all within range to save versus poison or suffer a -2 attack penalty.

Tier Four

Allayna, ef F9: Int Average; AL NG; AC 2 (*armor + dex*); MV 12; hp 55; THAC0 11 w/ long sword; #AT 3/2 w/ long sword; Dmg 1-8 w/ long sword; SA nil; SD nil; MR 90% resistance to *sleep* and *charm*; SZ M; ML 10.

Equipment: Spell components for Shaltiss' spells.

Shaltiss, hf W9(N): Int Genius; AL NE; AC 2 (*armor + dex*); MV 12; hp 30; THAC0 18; #AT 1 w/ dagger; Dmg 1-4 w/ dagger; SA spells; SD 7 *stoneskins* (pre-cast), spells; MR nil; SZ M; ML 12.

Equipment: Spell components, dagger, and black robes.

Spells Memorized: 1st level- *magic missile* (x3), *shield*, *chill touch*; 2nd level- *spectral hand*, *stinking cloud*, *web*, *vocalize*; 3rd level- *haste*, *vampiric touch*, *lightning bolt*, *slow*; 4th level- *minor globe of invulnerability*, *polymorph other*, *enervation*; 5th level- *cloudkill*, *summon shadows*.

Verg, gm T8: Int Genius; AL NE; AC 4 (*leather + dex*); MV 12; hp 44; THAC0 16; #AT 1 w/ short sword; Dmg 1-6 w/ short sword; SA backstab +4 hit, x3 damage; SD +4 save vs. poison, rods, staves wands and spells; MR nil; SZ S; ML 12.

Equipment: Leather, short sword, tool-belt with various tools.

Wights (6): Int Average (8-10); AL LE; AC 5; MV 12; HD 4+3; hp 25 each; THAC0 15; #AT 1; Dmg 1-4; SA Energy Drain; SD Hit only by silver or +1 or better magical weapon, *revenance* (see below); MR See below; SZ M; ML 14.

Notes: Unaffected by *sleep*, *charm*, *hold* or cold-based spells. In addition wights are unharmed by poisons or paralyzation attacks. Touch drains one level in addition to damage. Holy water does 2-8 damage per vial. *Revenance* (3rd level Forgotten Realms Adventures spell- cast at 16th level by Nasgren) was cast making these undead immune to the first attempt to turn.

When the fight is finished, the PCs will find nothing of value in this room. Digging tools lie amidst piles of rocks. Obvious evidence of the West passage being excavated can be seen.

I) Dwarven Temple to Marthammor Duin: This triangular-shaped room is a dwarven temple. The walls are completely decorated in pictures recounting great deeds of famous dwarven adventurers. In ancient dwarvish the deeds of many of these heroes are written upon the wall next to the picture depicting the deed. The only feature in this room is a large stone altar in the center of the room. The altar is roughly 15 feet long by 10 feet wide by four feet high. Steps lead from the front of the altar to the top.

Upon entering this triangular-shaped room you see a large blue colored stone structure rising out of the floor. Set prominently into the center of the room the structure is 15 feet long, 10 feet wide and 4 feet high. Several stone steps in front of the structure lead

up to the top. Looking at the walls you can see that they are masterfully painted. Covering every inch of the walls are scenes of various dwarves performing heroic acts: slaying dragons, defeating giants and crafting fabulous weapons and armor. Bordering each of these pictures you see a runic script that is difficult to read.

When a PC approaches the altar and looks at the top, read the following:

Approaching the stone structure, you can now make out the details on top. A vast mural covers the surface depicting a mountain range. All about the mountains you see hundreds of dwarves engaged in a bitter struggle with horrendous monsters.

On the tallest mountain peak located in the center of the mural, a powerfully built dwarf sits upon a throne. The figure on the throne is pointing to an oval-shaped hole in the top of the stone structure located in the center of the mural. A large blue bolt of lightning extends from the finger of the powerful dwarf on the throne down to the hole. All around the hole in the stone are several dwarven heroes. The heroes look like they are thrusting their swords into the area of the mural where the hole is located.

As you look closer at the surface of the stone, you can see small runic writing encircling the oval shaped hole in the top. Although worn, the writing is still discernable.

Any PC with read Ancient Dwarven will be able to discern the following phrase written around the hole in the top of the altar: "When evil pervades the land, light from the sky will aid the righteous!" Also if the PCs spend time reading the ancient dwarven writing on the walls of the temple, they will come across the story of the storm swords (**Player Handout #3**). A sword-sized slot exists in the center of the altar into which a sword of bastard size or smaller can be inserted. At one time, this altar enchanted swords to serve Dwarven champions. The altar's power is gone now.

Return to Ravens Bluff

After the PCs are finished with whatever else they wish to do in the base, they will return to Ravens Bluff. When they return they should head straight to Glandryl's home with Allayna. She will be sullen and silent for much of the journey since she knows that she shouldn't have fled like she did. However she will agree to head back to Glandryl's home.

Partially into the journey home, the PCs will completely forget about the necromancers base and whatever evidence they had (maps, books, trap designs,

etc.) will vanish. This will leave wrap up easy, as no one will know about the base and Allayna will be returned home. However the PCs will be able to remember that Crimson Lagoon resort was deserted and that somehow they found Allayna (or her body). This will seem odd to Glandryl and he will conduct divinations over the next couple of days. What Glandryl discovers will set the stage for the high-level adventure.

A day into your return journey to Ravens Bluff a strange tingling sensation invades your senses. A couple of seconds after the disorienting feeling subsides, you remember what you are doing. You are returning from Crimson Lagoon resort after searching for the wayward Allayna. Now that you have found her she can be returned to your employer for a reward.

However some strange details about your journey remain elusive to your memory. Why was the resort deserted when you arrived? Or where on earth did you find the new things that are in your possession? For that matter, where did you find Allayna? After asking around it seems that no one can remember anything more than you do. Oh well, at least you do remember that Glandryl is awaiting the return of his beloved fiancée.

No matter what the PCs do they will not be able to remember anything about a base existing on the island. No magic item and nothing short of a *wish* spell being used to remember the base will allow the PCs to recall the events that occurred in the necromancer's lair. When the PCs arrive back in Ravens Bluff they should head to Glandryl's home where they were hired. There are two choices of ending, depending on whether Allayna is dead or alive.

Bringing Allayna back to Glandryl Dead

Read this section if the PCs bring Allayna's body back or if they left her there for dead:

Arriving back in Ravens Bluff you can see that the city seems to be in the same shape it was when you left it. Winding your way through the streets you eventually arrive back at the three-story tower where your mission began. As you approach the tower you notice that the door stands open.

Wait for the PCs to approach the doorway before continuing:

Looking inside the doorway you see Glandryl seated upon a chair around the oaken table at which you sat many days ago. Glandryl has a stoic

expression on his face but the sadness in his eyes betrays his true feelings. “So what happened?” he states before you can enter.

Allow the PCs to describe that they found Allayna somewhere at the abandoned resort dead. If the players discuss the base, remind them that they do not remember that part of the adventure. After Glandryl hears the reports from the PCs he will inform them that he will get in touch with them in the next couple of weeks with their reward. If the PCs pester him about receiving the reward right away, Glandryl will state that he must consult with government officials about the strange occurrences at the island resort. Since this could be important to the welfare of the city, the PCs should accept this and patiently await their reward until after this matter is dealt with. Proceed to the section entitled *Rewarding the PCs*.

Bringing Allayna back to Glandryl Alive

Read this section if the PCs bring Allayna back:

Arriving back in Ravens Bluff you can see that the city seems to be in the same shape it was when you left it. Winding your way through the streets you eventually arrive back at the three-story tower where your mission began. As you approach the tower you notice that the door stands open.

Wait for the PCs to approach the doorway before continuing:

Looking inside the doorway you see Glandryl seated upon a chair around the oaken table at which you sat many days ago. Glandryl has a stoic expression on his face but the excitement in his eyes betrays his true feelings. “Thank you kind adventurers for rescuing my dear Allayna.” Giving a pleading look to Allayna, Glandryl states “I want to talk about what happened and why you left.” Solemnly Allayna enters the room and takes a seat next to Glandryl.

Allow the PCs to describe that they found Allayna somewhere at the abandoned resort. He will question them further otherwise he will not follow up on the strange occurrences at the resort until after he talks to Allayna. If the players discuss the base, remind them that they do not remember that part of the adventure. After Glandryl hears the incomplete reports from the PCs, he will inform them that he will get in touch with them in the next couple of weeks with their reward. If the PCs pester him about receiving the reward right away, Glandryl will state that he must consult with government officials about the strange occurrences at

the island resort. Since this could be important to the welfare of the city, the PCs should accept this and patiently await their reward until after this matter is dealt with. Proceed to the section entitled *Rewarding the PCs*.

Rewarding the PCs

Two weeks after returning to Ravens Bluff, the PCs will have the following happen:

One day while you are conducting your morning routines, a small package is delivered to your residence. The seal of the Wizard’s Guild of Ravens Bluff is prominently displayed upon the wrapper. Opening the package you find a pouch with 500 gold pieces and a note. The note reads:

“Thank you ever so much for everything you have done. A great threat to the security of the Vast was discovered through your efforts. In an abandoned dwarven city underneath Crimson Lagoon Resort was a base of a very powerful necromancer. Apparently he used a wish spell to wipe away any trace that you had of the existence of his base. However the resort being abandoned and your incomplete recollection of the mission caused me to be alarmed.

After employing powerful divination magic the Wizard’s Guild was able to determine that a wish had been used to wipe away most of your memories of the island. Further a merchant vessel reported that a neighboring island village had been completely destroyed. With these clues we felt the need to hire some elite adventurers to investigate Crimson Lagoon Island.

Needless to say these adventurers found the necromancer’s base. After several fierce battles these heroes defeated the wizard. Undoubtedly you had entered the base prior to these veterans. Perhaps you even fought the minions of this necromancer. It appears that he was out raiding the nearby island when you entered his lair. Please come to the Wizard’s Guild at sunset today and your group will be rewarded

Signed,

Alcides Von Tighe, Archmage of the Wizards Guild of Ravens Bluff”

Wait for the PCs to state that they will head to the Wizards Guild. If any PC does not show up then they will miss out on the treasure (unless some other PC delivers some to them) and the chance to regain their memories. The PCs will be given the reward listed in the treasure summary from the Wizard’s Guild.

Also if the PCs desire the Wizard's Guild will provide them with an elixir that must be consumed before going to bed that night should they desire to regain their memories. The PCs will be told that the magic of the elixir will fade away after midnight so it must be drunk that night before sleeping. Basically any PC who drinks this beverage will regain their memories of the base and all of the horrors they encountered. For these PCs, read the following:

Uncorking the plain glass vial you examine the liquid. A pungent floral aroma wafts up to greet you from the dark blue liquid. After quaffing the contents of the vial, you settle down for a night's rest.

At some point during your sleep you start to recall the horrors of the necromancer's base. Scenes flash through your memory of traps crushing and burning comrades as their bones crunch and their flesh sizzles. You see the ghastly forms of undead rushing your way, clawing to feed on your flesh!

Your heart races as you run through the corridors of the dungeon trying to escape the hordes of undead. Finally you arrive in a room containing a gray stone slab upon which you see a figure that looks exactly like you. Approaching closer however you see the face of the figure is that of a skull!

With a sudden start you awake from the nightmare and vividly remember everything about the necromancer's lair. Sweat pours from your brow as the events replay in your mind. In your nightmare most of the things you envisioned actually occurred. As for that last scene, perhaps it was a message reminding you of your own mortality.

Here Ends Everything Dies

Experience Point Summary

Experience is calculated as follows for Living City events.

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

Total levels 4-13	Tier 1
Total levels 14-25	Tier 2
Total levels 26-37	Tier 3
Total levels 38+	Tier 4

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

Asking Captain Gerard questions about the resort:	50 xp
Finding the diary in the cabin at the resort (Player Handout 1)	50 xp
Finding out that the last diary entry was in different handwriting	50 xp
Discovering the sunken ships from the resort outside the lagoon	50 xp
Locating the tracks on the resort beach that came from the woods	50 xp
Defeating the pirates on Cleft Skull Isle	100 xp
--OR--	
Negotiating with them peacefully	50 xp
Avoiding damage from the stone block and lever trap on level 1	50 xp
Avoiding damage from the skullcrusher trap on level 1	50 xp
Avoiding damage from the skip to your doom trap on level 1 (optional)	50 xp
Defeating the undead guards on level 3 in hallway A or room C	100 xp
Defeating Shalitts and her minions on level 3	200 xp
Bringing Allayna back alive to Glandryl	150 xp
Total Experience for Objectives:	950 xp
Roleplaying Experience:	0-500 xp
Total Possible Experience:	1,450 xp
For Tier 2:	2,900 xp
For Tier 3:	4,350 xp
For Tier 4:	5,800 xp

Treasure Summary

If it's not on this list, the PCs cannot keep it. This is a house rule which overrides what they may actually acquire in the scenario.

Reward from the Ravens Bluff Wizards Guild from Glandryl:

-500 g.p each

- *Elixir of spell recollection.* This violet colored elixir will allow any wizard or bard who consumes it to recall any one spell of 6th level or less that they have cast that day. The spellcaster must will back into memory the desired spell and cast it during the

elixir's duration. The wizard loses half of his normal hit points, they can not be recovered until the potion expires, then they can be restored by normal means. This elixir lasts 3 turns.

- *Potion of stone form.* A character drinking this magical mixture turns into a living, stone statue. This grants the character a base AC of 0, a saving throw bonus of +3, and an effective Dexterity of 3 for the potion's duration- 1d4+4 rounds. A character's THAC0 is modified for Dexterity of 3, but damage from attacks the character makes is not changed.
- *Potion of controlling damage.* This potion is usable by all classes. When imbibed, the effects are realized immediately. Damage to the user is lessened by 2 points per Hit Die of any damage dealt after drinking the potion (minimum one point per die), including damage from spells, weapons, falling, etc. When the damage caused by combat is given in "points", the potion negates one-third of the total. The duration is 3d4 rounds.
- *Potion of lightning form.* Drinking this magical liquid causes the user and anything worn or carried, to assume a vaguely humanoid, electrical form. This form, which lasts for 5d4 rounds, is able to fly at a speed of 96, MC D. Each round the form can attack all creatures within a 10-foot-radius by arcing from target to target, striking as if each victim were AC 10, and causing 1d6+2 points of damage per successful attack. Because of the speed of the character, there is a 50% chance of striking any friendly targets in range.

High Level Adventure

The high level adventure begins about a week after the low-level adventurers return from Crimson Lagoon Resort. In the low level adventure Glandryl Moonbow, an inner-circle diviner from the Ravens Bluff wizard's guild, hired the adventurers to track down and rescue his fiancée from the rascal that whisked her away. During the search for Glandryl's fiancée, the adventurers discovered that the resort she supposedly went to was deserted.

Further investigation into the disappearances of those at the resort led the PCs to uncover the hidden base of Nasgren, a powerful necromancer. Not knowing what they had discovered, yet thinking that they were onto something, the PCs proceeded to explore the abandoned dwarven city which serves as Nasgren's base. After many painful encounters, the PCs were able to locate Allayna and defeat Nasgren's minions.

Nasgren was absent from his lair engaging in the raid of a nearby island when the lower-level adventurers ransacked his base. Needless to say Nasgren was very angry to discover that his base was violated and his apprentice whom he loved was slain. However due to the unexpected losses he suffered in the raid, Nasgren knew that he needed time to rebuild his army. Rather than try to find another base that would be as suitable, Nasgren decided to invoke aid in erasing the memory of his base from the minds of the adventurers who stumbled into his lair.

Using the second wish in his *ring of three wishes*, Nasgren wished that all evidence that his base existed, including memories and possessions, be removed from the possession of anyone outside of his base. Since Nasgren obtained his ring from a Balor, it is of Tanarri origin. The power granting Nasgren's wish fulfilled it for the most part. What the power didn't do was erase all possessions that the PCs obtained from the base that couldn't be traced directly to the base. Further the power just erased the memories of the adventurers instead of implanting false ones like Nasgren intended (memories pinning the disappearances at the resort on pirates).

Glandryl's suspicions were aroused when the adventurers returned without a clue as to how they found his fiancée or why the base was deserted. After conducting some divinations, he discovered that a *wish* had been used to remove all traces of what happened on the island from the minds and possession of the PCs. Being slightly alarmed by his discovery Glandryl went straight to the Wizards Guild to consult with his fellow mages.

When Glandryl arrived at the guild he discovered that the council had already convened regarding the report of the wholesale disappearance of the inhabitants

of a fishing village. Upon hearing Glandryl's report about Crimson Lagoon and the *wish*, the council agreed that the powerful force responsible for the disappearances could indeed be located on Crimson Lagoon Island.

After consulting with the Lady Mayor, the Wizards Guild council decided to contact as many veteran adventurers as possible and see who was available on short notice. The adventure will begin with the players being summoned via *invisible stalkers* delivering official letters from the Wizards Guild. The PCs will then proceed to the Wizards Guild where they will be briefed on the recent events and asked to investigate Crimson Lagoon Island.

On Crimson Lagoon Island the PCs will see the abandoned resort with a few differences from when the low-level party was there. However the adventurers should follow the scant clues present and search the island. When the PCs find the cliff entrance they will enter Nasgren's base and face the entrenched necromancer.

When the PCs enter Nasgren's base, they will find three levels. The first level is a smoothly carved set of passages and rooms set within a dead magic zone which will become a *antimagic* zone via Nasgren's last *wish* after the PCs first enter. Over the years Nasgren has had his assistant Vergrelanthrelmorixaxis (Verg for short) install many ingenious traps to slay those who would become too curious upon discovering the entrance to his lair. The second level is a large underground cavern that has a tunnel opening into the ocean. Here Nasgren houses his skeletal warships and his latest creation: the Shadow Kraken. Finally on the third level is Nasgren's laboratory, his bedroom, quarters for his few living followers and a lair for housing his undead minions.

Being as paranoid as he is Nasgren will fully expect some adventurers to come poking around his base so he will have his minions strategically placed. The PCs will have to think their way through traps and battle their way to the final encounter with Nasgren in order to end this threat to the Vast.

Upon defeating the necromancer, the PCs will return to Ravens Bluff. There they will receive a reward sponsored by the city but provided by the Wizards Guild. Further any loot that the PCs obtain in the mine they will be allowed to keep. As for the lost dwarven city, the government will claim it until they can decide what should be done with it.

Player Introduction

Looking into the cavern you can see the dragon's vast horde of treasure. It wasn't easy defeating the massive beast as it clawed, bit and bathed your group in lightning. However through your group's teamwork combining both arms and spells you were able to bring the beast to its last breath.

Moving closer to your newly acquired treasure, you can see gems of all colors glittering in large piles of gold. An ornately decorated sword thrusts out of one pile just begging to be grabbed. In another pile an ancient tome of arcane lore sparkles from the long-lost secrets within. Yet another pile contains a set of prayer beads that are glowing a golden-hue. Still another pile displays the most wondrous set of gauntlets you have ever seen. While you survey the cavern you realize that this is truly the most magnificent treasure horde you have ever obtained.

Just then it occurs to you that the dragon's corpse is no where to be seen. Suddenly you feel the rush of wind above your head and a dark shape not unlike a wing flies at your face! With a start you awaken from the dream to find a piece of parchment resting over your face!

The parchment is an urgent summons delivered by *invisible stalker* from the Wizards Guild of Ravens Bluff. The letter has the official seal of the Wizards Guild. Wait until the PC reads the letter before continuing:

Upon examining the parchment you can see that it is a letter containing the official seal of the Wizards Guild of Ravens Bluff. It reads:

Dear (fill in the name of each PC who gets the letter),

"Please forgive the intrusion into your privacy but a regular messenger would have taken too much time and this letter might not have reached you. The Lady Mayor has asked the Wizards Guild to look into a rather serious threat to the Vast. If you are interested in again aiding this city in its time of need, please report to the Wizards Guild by seven bells this evening. Please show this letter at the door when you arrive and bring your adventuring gear."

Signed,

*Alcides Von Tighe
Archmage of the Wizards Guild of Ravens Bluff*

Allow the PCs some time to conduct whatever business they wish before they head to the meeting.

This message is delivered at ten bells in the morning so the PCs will have nine hours to kill. When the PCs are ready to proceed to the meeting continue:

Upon arriving at the Wizards Guild you can see that the immense stone mansion is in the process of being renovated. Walls are being torn down and rebuilt, towers are being erected where there were none before and various fixtures are being repositioned. The construction crew takes no notice of you as you approach the front door.

Before you can even knock the door opens and a young apprentice stands before you. "Do you have a letter from the master?" the blonde boy states meekly. After showing the boy your letter, he escorts you down a long hallway into a waiting room. Motioning to a comfortable chair the apprentice states "Please be seated. Help yourself to the refreshments on the table. I will return to get you when the council is fully assembled." With those words the boy closes the door to the room.

The boy is a 14-year-old apprentice named Falnaj. He is the nephew of Lady Katherine (Lord Charles Laverne Blacktree's wife) and apprenticed under Alcides Von Tighe. Although Falnaj is very smart, he remains quiet unless spoken to.

The waiting room has seven lounge chairs, a table with tea, wine, breads, fruit, smoked meats and cheeses and a lit fireplace beside which several old issues of the Ravens Bluff Trumpeteer rest in a kindling box. Determine what order the PCs arrive based on when they say they are coming. If they all arrive at about the same time then allow them to do introductions outside the guild otherwise this waiting room is where this can be done.

Allow the players some time to describe what their PC looks like to the others. Encourage them to describe obvious equipment, dress, distinguishing features and appearance. After the players have had a brief chance to introduce their PCs, continue:

Several minutes later the door to the room opens and you see the same apprentice standing in the hallway. Pausing for a moment the boy states "The council is assembled now. Please follow me and I will take you to there." Following the apprentice, you travel down several corridors until you finally reach a set of double doors. "Here you are!" he states as he opens the doors and steps away clearing the path for your entrance.

Beyond the door you see that practically every dean of the guild is seated around a continuous table that runs along the edges of the walls opposite of you and to your left and right. The assembled wizards

slowly cease their conversations with one another as you stand in the doorway.

“Please come in and shut the door behind you” states an older man seated opposite of you. The nameplate in front of this man reads “Alcides Von Tighe, Arch mage of the Wizards Guild of Ravens Bluff”.

There are ten chairs placed in the center of the room, at which Alcides will direct the PCs to sit. The other deans of the guild will remain quiet for the most part unless the PCs have a question for one of them. If there are any deans that you are not familiar with or comfortable role-playing, then say they are absent. All of the information on the acting deans can be found in the LC 5 Supplement. Once the PCs are settled in the chairs, continue with the briefing:

After you are seated Alcides starts speaking: “The reason your presence has been requested is that the city needs a group of capable individuals to investigate an island. We believe that this island might house a threat to the Vast. For any normal situation we probably could have asked less experienced adventurers to investigate, but as you might guess this is no normal situation.”

After pausing to scan the room Alcides continues to speak: “The force we are dealing with, whatever it may be, has resulted in the disappearance of everyone at a resort island and at a fishing village. Further it has at its disposal the power to cast wish spells.” Alcides states as he rubs his chin thoughtfully for a moment. “The reason we know this is that a less experienced group of adventurers stumbled upon the threat while they were engaged in an unrelated mission.”

Alcides glances down at some papers before him and then continues: “Apparently this thing ‘wished away’ any evidence that these adventurers had of its existence or location. Fortunately for us it didn’t implant false memories to cover up the memory gaps and we were able to employ divinations to discern what we know.”

Von Tighe gives you an intent glance as he looks up from the parchment before him. After a glancing about the room Alcides continues: “If you are willing to go and investigate the island, we will share what we know with you. We need you to ascertain the nature of this force and if it poses a threat, end it. I would fully understand if you refuse to accept this mission due to the potential danger involved. If you refuse to go then I will try to find some other adventurers to replace you. What say you?” Alcides asks as all of the deans look at you.

Allow the PCs to decide whether they want to agree or not. If any PC refuses the mission, then the adventure is over for them. The PC will still be allowed to change his mind before the rest of the party leaves if they so desire. Otherwise have the player fill out his scoring sheet now unless he would prefer to remain and observe the slot. Once those PCs who refused to go on the mission have been ushered out of the room, Alcides will provide them the following information:

- Crimson Lagoon is the name of the island and the resort. The island is fairly small and the resort is so new that it doesn’t appear on most old maps of the region. In fact the resort was set up a couple of years ago by a former smuggler who supposedly became honest.
- It is a small but beautiful island about a mile in diameter. The Western side of the island has a lagoon on which the resort is built. The rest of the island is heavily forested except for the Eastern edge which rises into a small rocky cliff overlooking the ocean.
- The resort gets its name from the brilliant sunsets as they reflect off of the clear blue water. Even the sand seems to have a slight reddish tint to it. I guess it contributes to the ambiance of the gorgeous sunsets.
- We have received reports that Little Rock was also destroyed. Through our divinations we were able to ascertain that whatever is responsible for the disappearances at the resorts doesn’t lie there.
- Although we weren’t able to obtain any precise information about Crimson Lagoon Island from our divinations, we do believe that the entity responsible lies there, as this is where the first population vanished. Further the adventurers who went on the separate mission had their memories tampered with in a very serious way after they likely stumbled across something they weren’t supposed to know.
- We will transport your group to the island using a *mass teleport without error* spell. That will get you there intact. We have already set a ship out to pick you up and it should arrive by tomorrow night. Captain Gerard Delgrand of the caravel *Ishtishia’s Song* has explicit instructions to moor his ship in the lagoon harbor and await your return. However after three days without word from your group he will leave the island. When you are ready to return, proceed back to the lagoon docks which is where I am sending you.

Other than what is giving above, Alcides can provide no other pertinent information. If asked why the guild isn’t sending any deans to investigate the

island, Alcides will inform the PCs that the Mayor has requested the deans to remain in the city as another large Tanarri incursion is anticipated at any time. Alcides will also inform the PCs that the Lady Mayor herself will be commissioning the guild to provide a reward upon successful completion of the mission.

When the PCs are done asking questions, Alcides will instruct them to gather around him:

“Now that you are ready to go please gather around me and join hands” Alcides states. After muttering a few arcane phrases Alcides reaches out and touches you. For a moment your body tingles and everything goes black. Before you can even react to the strange sensation it ceases and you find yourself standing on the dock of what must be Crimson Lagoon Resort.

Travelling along the docks to the shore you can see the reason why lovers would come to this resort. All around, the red rays of the late evening sun paint the area in a warm, crimson glow. The clear water, sandy beach, wooden huts and the abundant trees all seem to contribute to the resort’s sense of charm.

Upon reaching the beach however you notice an eerie silence all around. The only sound to be heard is the faint lapping of the water upon the shore. After surveying the area for a few moments you notice that not even the sounds of animals disturbs the quiet, desolate resort.

This is the resort of Crimson Lagoon. Nasgren captured all of the occupants of the resort, killed them and animated them as undead well over a week ago before the first group of adventurers arrived. Nasgren destroyed the false evidence he tried to use to throw the PCs off track in the first adventure. He fully expects that the next group to land on the island will not fall for such a ruse. The areas of the resort for the PCs to search are:

The main tavern: This tavern is a one-story wooden structure with a root cellar. It has a main dining area containing 14 tables, 56 chairs and a fireplace. This structure also has a large kitchen for cooking meals containing a fireplace, counters, and a pantry filled with food. The dining area is a complete mess and most of the furnishings are destroyed. It appears to anyone who makes a successful tracking or observation check that there are signs of a struggle that occurred here. All of the food in the kitchen, pantry and root cellar has been taken and only small traces of food remains (probably due to torn bags). Nasgren had his minions seize the food for storage in his lair.

The 16 wooden huts: The wooden huts are all small bedrooms which contain a large bed, a bathing tub, a

sea chest and a night stand holding a wash basin and pitcher. All of the huts seem lived in but only two of them seem to have signs of a struggle (noticed through a successful tracking or observation check).

The beach: If the PCs are looking closely at the beach for evidence and they make a successful tracking check at –2, they will notice that there are the faint remains of some other prints on the beach that someone tried to conceal. These prints are difficult to discern but unlike the obvious prints, these seem to have come from the forested area unto the beach!

The harbor: If the PCs have some way of searching underwater, they will find the burnt, sunken remains of three small vessels near the entrance of the lagoon a short ways out into the sea. These ships were sailed from the resort, mostly burnt and sunk here to dispose of the evidence. The wreckage is about 100 feet below the water and can be discovered by a successful observation check or a successful intelligence check at ½.

At this point the PCs should search the rest of the island due to the lack of clues (unless they discovered the concealed tracks). Captain Gerard will not arrive until tomorrow evening so the PCs will be on their own until then.

Should the PCs wish to search the island, then proceed to that section. After some searching the PCs will likely discover the entrance to Nasgren’s lair. Once the lair is discovered, the PCs should explore it.

Searching Crimson Lagoon Island

If the PCs decide to scour the rest of Crimson Lagoon Island outside of the resort proper, they can basically explore three areas. One area is the rocky cliff on the easternmost side of the island. A second area is the forest that covers most of the island. The final area to explore is the centrally located freshwater lake near the island’s center. Searching each location will take time if the PCs wish to do a through job: one day for the woods and approximately another half day each for the cliffs and lake.

The Forest: A successful tracking check will result in the PCs finding the faint remains of some man-sized tracks heading toward the cliff on the Eastern side of the island. Other than this the PCs will be unable to discover anything out of the ordinary in the woods.

The Lake: When the PCs search the lake area, they will not find anything unusual. This is an ordinary lake with typical creatures inhabiting it.

The Cliffs: The cliffs are about 100 feet above sea level from the uppermost point. Ask the PCs how they are searching the cliffs. The cliffs have many ledges and handholds so that climbing them will not be too difficult. If the PCs search the cliff side for secret passages, they will always eventually find a well-concealed rock door that opens into the 1st level of Nasgren's lair. This entrance is roughly halfway down the cliff and almost impossible to find if the characters do not pass close by the door (i.e. it cannot be spotted by merely scanning from the top of the cliff). Once the PCs gather on the narrow ledge near the door, proceed to the section entitled Into the Hands of Death.

Into The Hands of Death

This section covers Nasgren's lair in its entire entirety. Nasgren built his lair from the ruins of a dwarven mining settlement that was destroyed by infernal forces from deep below Faerun's surface hundreds of years ago. Although Nasgren has largely restored the lair, there are telltale signs of the older dwarven settlement that existed here long ago and has since been forgotten. From here the PCs will explore the three levels of Nasgren's base, eventually confronting him.

Level One- Even Magic Dies

Shortly into this level as indicated on DM map #1 the PCs will enter a dead magic zone. Normally this prevents the casting of any spells, using any magic items or spell-like abilities that require activation while in the zone. Spells that were cast prior to entering the dead magic zone normally still work, as do magical items that are always functioning (like swords, protective rings, etc.).

However Nasgren set up a condition using his last *wish* whereby any group entering the dead magic zone will cause it to actually become an anti-magic zone (exactly like the 6th level wizards spell *antimagic shell*). This effect will not activate until the entire group enters the area. Once any spell casters enter the dead magic zone they will receive a dull headache. Of course this headache will cease as soon as the entire party enters the area and triggers the effects of Nasgren's wish spell. After the party has completed entered the corridor, they will be sealed into the *anti-magic* area via a several ton granite block being dropped into place behind them.

This level is filled with mechanical and chemical traps that have been engineered by Nasgren and his

now deceased gnomish friend Vergrelanthrelmorixis (Verg for short). Each trap will require the PCs to think of a creative way to circumvent it or suffer the consequences of setting it off. Although some ideas will be covered, it is impossible to anticipate every possible idea that players may use in attempting to bypass the traps. As a DM use your judgement as to whether a proposed method sounds reasonable and determine the chance of success (either through a proficiency check, an ability check or through another appropriate method).

Searching the narrow ledge upon which you found the door you soon discover a rock that can be pressed into the cliff.

Wait for the PCs to press the rock before proceeding:

With a forceful shove the rock presses into the cliff. The sound of stone grating against itself can be heard as a stone slab moves aside from the cleverly concealed entranceway. Looking into the opening you can see a skillfully carved passageway that is roughly 10 feet high and 10 feet wide, which leads into the cliff side.

Once the last PC has proceeded into over 30' into the tunnel read the following:

As the last of your party enters the corridor, seemingly from no where an immense granite block drops from the ceiling behind you creating a loud crashing sound. Looking back you can see that you are sealed inside the passageway.

Wait for the PCs to proceed before continuing. Inform any PC spell casters that the dull headache they were experiencing has ended. However any PC who had any form of obvious magical effect operating should be informed that it ceases functioning (since the dead magic zone has now become an *anti-magic* zone). Talk the PCs through the tunnel sections that aren't encounters. When the PCs reach one of the lettered encounters on map #1, resolve what happens by checking the appropriate section below:

Stone block and lever trap

See **DM handout #3** drawing A for an illustration. This trap is activated when a PC steps onto the ten-foot pressure plate section. Stepping on the pressure plate causes a 1 ton stone block to drop from the ceiling onto that 10 foot square section. Stepping on the pressure plate also collapses the support that held up the 10 foot wide by 20 long section of the passage resting over the

concealed pit. The dropping block and the unfortunate PCs in that area will be a force acting on the longer passage section that will propel any unfortunate PCs in the 30 foot long section right before the pit upward and forward. PCs thrown into the air will be impaled upon the stalactites on the ceiling. If this isn't enough, all of those the area will be either dropped or thrown into the 30' deep pit which will be filled with something unpleasant.

Read the following to the PCs:

All of a sudden a large stone block drops from the ceiling on top of (insert name of PC in front). Immediately after that happens the floor where (insert name of PC in front) was standing collapses into a pit while the floor section before the pit lurches violently upward propelling those standing in this area forward and upward onto stone spikes on the ceiling. After sliding off of the spikes in the ceiling, those who were flung into the air fall into the now open pit rejoining their companions who are struggling in a foul-smelling liquid.

Tiers Five-Seven

PC hit by block: Roll a dexterity check to avoid a direct hit by the block.

Dmg from a direct hit
(failed dex check)
14d6

Dmg from an indirect hit
(made dex check)
8d6

If the PC hit by the block has a helmet then reduce the damage by 2 per die (minimum of 1 damage) although the helm must save versus crushing blow or be destroyed. Equipment rolling a save will not receive any magical bonuses due to the *anti-magic* zone (unless the PCs waited longer than two hours before proceeding down this corridor). This PC and those next to him (see the diagram) fall into the pit suffering damage as delineated below.

PCs falling in pit: All the PCs who fall into the pit suffer 2-12 damage as they drop 20 feet into the acid filled pit. The acid will do 1-10 damage to the PCs each round they are in the pit. All possessions not explicitly sealed in an airtight container will have to save versus acid at +2 or be destroyed. Make the PCs roll for possessions either when they exit the acid or try to use a possession while in the pit. Remember that magical items will NOT receive any magical bonuses to their saves as they are in the *anti-magic* zone. Note that any heavily armored PC will sink to the bottom of the 10-foot pit and will have to remove their armor quickly or drown.

PCs propelled onto the spikes in the ceiling: All PCs propelled onto the spikes on the ceiling suffer the worst fate. They take the following damage: 1-12 points of damage for hitting the spikes, and 5-30 points of damage for the 50 foot drop into the foul smelling acid in the pit. On a successful dexterity check and strength check both at -4, a PC can try and hold onto the spikes on the ceiling if they think of trying such a feat (don't suggest this to them). Once the PCs are in the acid they will suffer the same fate as those already in the pit (see above).

Skullcrusher trap

See **DM handout #3** drawing B for an illustration. The Skullcrusher trap is fairly simple actually. Once the unfortunate PC steps onto the center 10-foot section of the trap, the supports collapse and this section rapidly drops into the heavily greased 10-foot deep pit. On either side of the center section is a 5-foot square oaken slab covered with stone (the section is disguised to look like stone) that is connected to the center via hinges. When the PC rapidly descends into the pit with the center section, the smaller sections whip up and smash the character in the head.

Read the following once a PC steps onto the section that collapses:

Whoosh is the sound heard as (insert name of PC who steps on section) rapidly descends on a section of the corridor. A loud thwack is then heard as the sections of the corridor in front and behind of (insert name of the PC who steps on section) immediately whip up and smash their head!

Any PC smashed in the head will suffer 2 less points of damage (minimum of 1 point) per die if they are wearing a helmet. However anything worn on or around the head must make a save versus crushing blow or be destroyed. Equipment will NOT gain any magical bonuses to this save due to the *anti-magic* zone (unless the PC's waited longer than two hours before proceeding down this corridor).

Tier Five-Seven

PC hit in head: Suffers 1-10 points of damage per 50 pounds the PC weighs (round up).

If the PCs are clustered together (i.e. The marching order is within 5 feet of each other) then this trap CANNOT be triggered (the weight of the PC behind the PC who triggers the trap will prevent the flap from flying up and hitting their head).

Skip to your doom

See **DM handout #3** drawing C for an illustration. Skip to your doom is a trap that consists of a 50-foot long by 10-foot wide section of corridor. This section is filled with water that is about 3 feet deep and contains 16-inch diameter stone slabs spaced evenly every 5 feet starting 5 feet away from the edge where the stone floor becomes the lower, water-filled section of corridor. The stone slabs appear to be stepping stones that seem solid and rise about a quarter of an inch out of the water.

This corridor is really a lose-lose trap. The “stepping stones” (except for the stone pedestal in the exact center of the section) are really stone bowls filled with razor sharp blades. The bowls are carved into small stone pillars and have thin wooden coverings that are disguised to look just like stone. When an unfortunate PC jumps (or steps) onto the first stone, the painful discovery of this portion of the trap will occur.

The second portion of the trap is activated by trip wire. When one of the two underwater tripwires 30 feet into the corridor are activated, a glass keg of Greek fire drops from the ceiling onto the center pedestal (which is solid stone). The Greek fire is actually ignited by the chunk of sodium inside. The sodium explodes once splashed by the water that will inevitably be disturbed when the keg breaks open. Needless to say this explosion will be rather large and destructive.

Read the following when the PCs first approach this section of corridor:

Ahead you can see that the next 50 feet of this corridor is filled with murky water. Where the corridor you stand in ends and the water begins, you see oval-shaped stones that barely rise out of the water. The stones are over a foot in diameter and are spaced evenly about every five feet across the water-filled section of the corridor. The oval shaped stones lead to the other side of the corridor where the stone floor resumes.

Let the PCs play around here with this section of corridor. Once they trigger the explosive part of the trap read the following:

The sound of breaking glass echoes through the corridor as a huge keg drops from above onto the center stone in the water-filled section. With a loud smashing sound the keg smashes and instantly a tremendous fiery explosion erupts. Bits of stone and wood are thrown everywhere as massive waves of fire erupt throughout the corridor!

If a PC instantly declares that they duck underwater as soon as the keg drops and they are in the water-filled section, allow them to and adjust the

damage accordingly (see below). Any PC caught in the explosion above the waterline must make a save versus normal fire for any possessions they have exposed. Remember that possessions do NOT receive magical bonuses to their saving throws due to the *anti-magic* zone (unless the PCs waited longer than two hours before proceeding down the corridor):

Tier Five-Seven

PC stepping on false stepping stones: Suffers 1-6 points of damage per 50 pounds the PC weighs (round up) if stepped on, 1-8 per 50 pounds if jumped on. Save versus paralyzation or move at half movement until healed.

Damage from exploding keg: All PCs in the area suffer 2 types of damage: explosion and fire:

Explosion damage: 12d6 damage in the square where the keg drops, -1d6 per 10 feet away any PC is from the center of the blast (any PC underwater suffers ½ damage).

Fire damage: All PCs in this entire North-South section of corridor are covered in Greek fire and suffer 6d6 damage the first round, 5d6 damage the second round and 4d6 damage the third round. Any PC who is submerged underwater will take no damage from the fire.

Hot foot

No handout or drawing for this trap. The hot foot trap is quite simple really. This circular room of 20 feet in diameter is filled with an oily substance. Any PC testing the depth will find that the oil is two feet deep with another two feet of muck at the bottom. The muck is actually comprised mostly of white phosphorous which will combust at an extremely high temperature when exposed to oxygen. If a PC walks across the room, they will end up coating the bottom two-foot area of their bodies with white phosphorous. When a small portion of the PC coated with muck exits the oil, the white phosphorous will erupt in a bright white flame. To make matters worse, the highly flammable oil the PC was swimming in will instantly ignite burning them and any other PCs in the oil as the room erupts in flames. Other PCs will have the white phosphorous ignite on them as well if they panic and jump out of the oil filled room.

When the PCs reach the entrance to this room read the following:

Looking into this circular room you can see that it seems to be filled with a dark viscous liquid.

As the PCs check this room out you can reveal details to them. Should they stick a pole all the way to the bottom of the room and pull it out, the muck will ignite and the room will erupt in flames. The oil will burn for the duration described in the tier below and then the muck will burn. If the PCs wait for the entire room to burn up it will take 2 turns. Then the PCs can cross without mishap. If the PCs enter the room tell them that they seem to be walking through muck at the bottom of the liquid. When a PC first steps out of the liquid covered in muck read the following:

As (insert name of PC) steps out of the viscous liquid a light colored muck covering their legs erupts in flames! Immediately the viscous liquid in the room erupts in flames!

Any PC who is in the room will suffer the following damage. Also PCs who erupt in flames will have to roll saving throws versus normal fire for any possessions that are either covered in white phosphorous and burn or are coated in oil and burn. Remember that the items do NOT receive magical save bonus as they are in an *anti-magic* zone:

Tier Five-Seven

If covered with white phosphorous: PC burns for 1 round per foot of their body covered. Damage is 1-10 points per round.

Damage from burning oil: PC burns for 1 round per foot of their body covered after they leave the room (PCs inside the room will suffer damage each round until the fuel burns out or they leave). Damage is 1-8 points of damage per round.

Level Two- A Shadow of Doubt

This level consists of a large underground lake that the PCs will need to cross. The anti-magic zone will have terminated about halfway down the stairs from the first level. On this level the party will need to navigate the dark, murky waters of this cavern until they discover the concealed trapdoor hidden under the sand on the Eastern beach. Underneath the trapdoor lies the stairway to the third and final level of Nasgren's lair.

The first feature of this level that the PCs will probably investigate is the central island. On this island is a 30 square foot, single story stone building. The building serves as a guard post and houses an alarm rope to alert the denizens of the third level when an intrusion occurs. Several skeletal ships that are used to

transport undead during raids rest near the island as well.

After many minutes of descending the stairs you finally reach the bottom. Before you is a small sandy beach bordering a dark stretch of water. Looking around you see that you are inside an immense cavern which houses an underground body of water. Upon closer inspection you can see that the water is even darker than the gloom that pervades the cavern around you. Looking around you spot a small rowboat complete with oars on the shore nearby. The cold, clammy air gives you a chilling caress as you decide what to do next.

At this point the PCs may be too paranoid to use the rowboat (and they have every reason to be paranoid!) on the shore nearby. If the PCs do use the boat, it is large enough to fit three medium-sized figures at a time. The rowboat is seaworthy and has a movement rate of 160 feet per round if two PCs do nothing but row (adjust this rate under other conditions).

Allow the players to explore this cavern. Specific areas that the players can explore are detailed below. The Shadow Kraken will be in the cavern and it will attack the party at the most inconvenient time (such as when they are trying to enter the guard post on the island).

The cavern and water details: The cavern is roughly 370 feet long by 290 feet wide. It is approximately 40 feet from the surface of the water to the cavern ceiling. As for the lake, it is about 300 feet deep at points and incredibly dark and murky blocking all infravision. The water also reduces the range of light sources placed into the water by a tenth (the essence of the plane of shadow spilled over into the water when Nasgren created the Shadow Kraken).

The Eastern sandy beach: Hidden beneath six inches of sand lies the trap door which conceals the stairs leading down to level three. The only other feature on this beach is the large (5-foot diameter) grooved wooden disc set into the wall. This disc connects to a complex gear and pulley system hidden behind the cavern walls. By turning the disc the wooden sea gate can be opened up thus allowing traffic into and out of the cavern. It takes 2 turns to completely open or close the sea gate.

Read this when the PCs first approach this beach:

Ahead in the darkness you notice a small sandy beach not unlike the one that you descended upon earlier. The beach appears plain for the most part

except for the large, grooved wooden disc you can see set into the wall.

When the PCs dig around in the sand they will uncover the trap door to level three. It is a simple 10 foot square wooden door with a handle. After the PCs open it (it is not locked or trapped) proceed to the section titled Level Three: For Whom the Bell Tolls.

Sea gate: Cleverly engineered to be camouflaged from the outside, this 80 foot wide (two 40 foot sections which close together), 80 foot high and 10 feet thick wooden gate has a rock covering to make it appear like the rocks of the surrounding cliff to those outside the cavern. When opened, the two halves of the gate part and the sections recede into the sides of the cavern. The gate opening has 40 feet deep water and a 40-foot high opening (from the water to the ceiling). Although the cavern has some artificially created deep areas inside, the surface of the water in the cavern is at sea level.

Read this when the PCs first approach the gate:

As you near the Southern wall of the cavern, you can see that a large wooden gate of some kind is set into the wall. Iron bands and bolts can be seen covering the surface of this massive wooden structure holding the individual beams together. Near the center of the immense gate you can see a crack which runs horizontally along the wood from the surface of the water to the ceiling.

The crack is where the two halves of the gate meet when closing but they fit so well together that this isn't immediately obvious.

The central island: The central island is barren and rocky measuring roughly 90 feet long by 40 feet wide. The only feature on the island is the one-story stone guard-post that has arrow slits (three per wall except the Southern one that has two). A single oaken door with iron bands lies in the Southern wall. The post's occupants have barred the door from the inside to prevent entry. Once the guards have observed the party approaching (either through noise, light or through the PCs landing on the rocky island), the lead guard will pull on a rope in this room. The rope leads down into a small hole in the floor and it is connected to an alarm bell on level three (the bell cannot be heard on this level). This alarm bell will alert Nasgren that the party is coming and he will prepare appropriately.

Read this when the PCs first approach the central island:

Ahead you notice a barren, rocky island barely rising above the surface of the murky water. The only feature on this island is a single-story stone building.

From your location you can see several arrow slits set into the wall. On the far side of the island you can see barely make out some large, dark shapes.

Read this when the PCs approach the far side of the island (Southern side):

Looming ahead of you in the darkness is an eerie sight. Three skeletal ships the size of small galleys float upon the surface of the water. The floors of the ships seem to be made of solid bones that have been melded together. From the sides of each ship you see dozens of immense ribs rising into the air, which curve up and over the floor like the ribcage of some skeletal giant.

Several raised platforms of bone are situated in the stern and forecastles of the ships. From the front of the ships you see large skeletal heads thrust forward upon some spine-like material. Seeing many dark oval shapes adorning each vessel's side you have a difficult time determining what they are. Then the light shifts subtly and you can see that the ovals are human heads! Before you can even act the eyes of the heads open up and stare in your direction with a blazing red glow filling their eyes!

Have each PC roll a saving throw versus paralyzation or be gripped with fear and try and flee or be unable to act for 1-4 rounds (although PCs can defend themselves if attacked). These ships are two of the skeletal vessels in Nasgren's fleet. He left behind these ships for Shaltiss to use while leading his main force in an assault against the nearby island. The ships sail at normal galley speed (or they can be rowed by undead crew) under the direction of the necromancer who created them (or his designees). The ships are infernal creations that are the product of necromantic rituals used to bind undead spirits into the assembled bones of dead beings. Only those passengers designated by Nasgren can safely board the vessel. All others will lose a strength point each round they are on the vessel. Lost strength will return at a rate of 1 point every 2-8 turns. Anyone drained to 0 strength will die and return as a shadow under the control of Nasgren. The ships can be destroyed safely with attacks from the outside. It will take 200 points of damage to destroy each ship and they are considered undead for the purposes of attacks. Any attacks on the ships will result in chilling howls from the heads on the ships being attacked.

Once the PCs have landed on the island the undead in the guard post will ring the alarm bell (which can only be heard on level 3) and then attack. The bone golems will start out with their laugh (if more than one is present, they will laugh in succession, one on the first round, then the second and so on) which will require everyone to make 2 saves versus paralysis or suffer the

consequences. The greater shadows will turn as undead equal to their hit dice once the *revenge* wears off. As this fight erupts would be an ideal time for the Shadow Kraken to attack as well.

When the guards attack read the following:

All of the sudden you hear a loud thunk as the door to the guard post flings open and several dark shapes rush out toward you!

Tier Five

Bone Golem: Int Non (0); AL N; AC 0; MV 12; HD 14; hp 70; THAC0 7; #AT 1; Dmg 3d8; SA See below; SD See below; MR Nil; SZ M (6'); ML 20.

Notes: 95% chance to be mistaken for simple undead. Take only half damage from edged or piercing weapons that can harm them. Immune to almost all spells except *shatter* which can, on a failed save, make the golem take double damage from weapon attacks. Once every three rounds, the bone golem may throw back its head and issue forth a hideous laugh that causes all who hear it to make fear *and* horror checks. Those who fail either check are *paralyzed* and cannot move for 2-12 rounds. Those who fail both checks are instantly struck dead with fear.

Greater Shadows (12): Int Low (5-7); AL CE; AC 5; MV 12; HD 6+3; hp 48 each; THAC0 14; #AT 1; Dmg 2-5+ special; SA Strength drain; SD +1 or better weapon to hit, *revenge* pre-cast; MR See below; SZ M; ML Special.

Notes: *Revenge* (3rd level Forgotten Realms Adventures spell- cast at 16th level by Nasgren) was cast making the undead immune to the first attempt to turn. Hits drain a point of strength that will return in 2-8 turns. Greater shadows are immune to *sleep*, *charm*, *hold* or cold-based spells.

Tier Six

Bone Golems (2): Int Non (0); AL N; AC 0; MV 12; HD 14; hp 70 each; THAC0 7; #AT 1; Dmg 3d8; SA See below; SD See below; MR Nil; SZ M (6'); ML 20.

Notes: 95% chance to be mistaken for simple undead made of composite skeletal parts. Take only half damage from edged or piercing weapons that can harm them. Immune to almost all spells except *shatter* which can, on a failed save, make the golem take double damage from weapon attacks. Once every three rounds, the bone golem may throw back its head and issue forth a hideous laugh that causes all who hear it to make fear *and* horror checks. Those who fail either check are *paralyzed* and cannot move for 2-12 rounds. Those who fail both checks are instantly struck dead with fear.

Greater Shadows (12): Int Low (5-7); AL CE; AC 3; MV 12; HD 8+3; hp 58 each; THAC0 12; #AT 1; Dmg 2-5+ special; SA Strength drain; SD +1 or better weapon to hit, *revenge* pre-cast; MR See below; SZ M; ML Special.

Notes: *Revenge* (3rd level Forgotten Realms Adventures spell- cast at 16th level by Nasgren) was cast making the undead immune to the first attempt to turn. Hits drain a point of strength that will return in 2-8 turns. Greater shadows are immune to *sleep*, *charm*, *hold* or cold-based spells.

Tier Seven

Bone Golems (3): Int Non (0); AL N; AC 0; MV 12; HD 14; hp 70 each; THAC0 7; #AT 1; Dmg 3d8; SA See below; SD See below; MR Nil; SZ M (6'); ML 20.

Notes: 95% chance to be mistaken for simple undead made of composite skeletal parts. Take only half damage from edged or piercing weapons that can harm them. Immune to almost all spells except *shatter* which can, on a failed save, make the golem take double damage from weapon attacks. Once every three rounds, the bone golem may throw back its head and issue forth a hideous laugh that causes all who hear it to make fear *and* horror checks. Those who fail either check are *paralyzed* and cannot move for 2-12 rounds. Those who fail both checks are instantly struck dead with fear.

Greater Shadows (12): Int Low (5-7); AL CE; AC 1; MV 12; HD 10+3; hp 68 each; THAC0 10; #AT 1; Dmg 2-5+ special; SA Strength drain; SD +1 or better weapon to hit, *revenge* pre-cast; MR See below; SZ M; ML Special.

Notes: *Revenge* (3rd level Forgotten Realms Adventures spell- cast at 16th level by Nasgren) was cast making the undead immune to the first attempt to turn. Hits drain a point of strength that will return in 2-8 turns. Greater shadows are immune to *sleep*, *charm*, *hold* or cold-based spells.

When you wish to spring the Shadow Kraken upon the party (probably during this fight), read the following description:

All around you the dark water ripples as enormous serpent-like tentacles as black as pitch begin flailing toward you! As the tentacles approach you feel the air become unnaturally cold!

Shadow Kraken (1): Int High (13-14); AL CE; AC 5/0; MV Sw 3, Jet 21; HD 20; hp 150; THAC0 5; #AT 9; Dmg 3-18 (x2)/ 2-12 (x6)/ 7-28; SA Strength Drain +

see below; SD See below; MR Nil; SZ G (90' long); ML 18.

Notes: Hits drain a point of strength that will return in 2-8 turns. The kraken has two barbed tentacles that do 3d6 and try to draw victim to the kraken's beak for a bite that does 7d4. The other six tentacles inflict 2d6 damage when they hit and constrict for 3d6 damage each round thereafter (plus a further loss of one point of strength). A tentacle must suffer 18 points of damage from sharp or edged weapons to be severed (these hit points are in addition to those the kraken gets from it's hit dice). If three or more of the tentacles are severed, the monster is 80% likely to retreat to the bottom of the water. It is 50% likely to retreat to its den if four or more of its tentacles have victims. When it retreats it leaves behind a poisonous ink cloud which is 80 feet high, by 80 feet wide by 120 feet long (it dissipates in 2-5 rounds). Contact with the cloud causes 2d4 damage and 1 point of strength loss per round. Humanoids drained to 0 strength return as shadows under the control of the shadow kraken while other creatures have their essence absorbed utterly destroying them (only a *wish* can bring them back). The *horn of the tritons* has no effect on a shadow kraken.

Remember that in order for the party to inflict damage on the shadow kraken's body (if they wish to kill it), they must go into the water and fight. Without *free action*, the PCs will suffer the following penalties:

Underwater Combat Rules: +4 to initiative rolls for hand to hand attacks, -4 to attack rolls and the loss of dexterity and movement bonuses to armor class (unless a character has *free action*). Only thrusting weapons can be used effectively without free action. Further characters who cannot breath underwater can hold their breath for 1/3 their constitution (half this time if exerting themselves). Once this time limit is reached, each round the character must roll a Constitution check. The first check is normal but the ones thereafter have a cumulative -2 penalty. Once the check is failed the character must breath or they drown. For characters trying to surface, they can rise 20 feet per round. Unconscious characters rise at a rate of 5 feet per round.

Once the party has defeated the guards they will discover nothing in the guard post except for a knotted rope leading into a small hole in the floor (the hole is connected to the bell in room C on level 3). However at the bottom of the water on the Eastern side of the rocky island lies the shadow kraken's lair. Should the party be bold enough to travel over 300 feet down, they will find 170 gp.

Level Three- For Whom the Bell Tolls

This is the final level where the PCs will come face to face with Nasgren. If the PCs have avoided alerting the guards or somehow prevented them from ringing the alarm bell, then the party will have a much easier time. Otherwise Nasgren will be prepared and the party will be in for a tenacious fight indeed. Reference **DM Map #3** for this level and refer to the appropriate subsections here when the PCs enter an area with a letter.

All of the passageways on this map are perfectly hewn and any dwarf with mining can tell that they are of obvious dwarven make. This level used to be the top of an ancient dwarven mining city that existed here hundreds of years ago. Nasgren has excavated a lot of this area in order to create his own base. The upper levels were intact for the most part while this level involved a great deal of excavation on the part of Nasgren and his minions.

A long time ago the dwarves that lived here collapsed the lower levels of this mining complex and tried to flee the horrific beings they discovered in the lowest depths. After collapsing the lower levels, the occupants prepared to flee. Before the dwarves could launch their first vessel to safety, however, the infernal forces below somehow managed to bypass the collapsed tunnels and slay everyone.

Over a decade ago Nasgren found a map to this mining complex amongst the wreckage of a temple he ransacked. Drawn by the promise of lost dwarven treasures and the seclusion of this long forgotten complex, Nasgren traveled here to start his secret base. From here he thought he would have the seclusion he needed to carry on his necromantic experiments.

A) Water-filled hallway: The stairs from level 2 descend into this 10 feet wide, 10 feet high, 60 feet long corridor. As the PCs descend the bottom portion of the stairs they will find themselves stepping into murky water. When the PCs have stepped completely into the hallway, they will find that the water is 8 feet deep leaving only 2 feet of air between the surface of the water and the ceiling. At the Northernmost 5 foot section of the hallway which slants sharply upward 10 feet, there are some steep stone steps which allow one to climb to the door to room B which lies just above the level of the water in the rest of the corridor.

Read this when the players descend the stairs into this hallway:

Descending the stairs, you begin to notice that they are partially submerged in dark water further down.

Wait for the PCs to proceed further and then read:

Climbing further down the stairs you start to enter the cold, murky water. After proceeding a ways you can now see that the stairs descend into a water-filled hallway. All but the upper two feet of the hallway seems to be filled with dark water. At the far end of the hallway, over 60 feet away, you can make out the bottom of a door above the waterline.

If the alarm has been rung, then the undead from room C will be at the bottom of the water near the walls. The water is filled with a dark vegetable dye that will make everything dipped into it appear black for several hours after removal from the water. The dye even affects skin and it is so thick in the water as to prevent any light source from penetrating further than three feet (so that the bottom of the tunnel cannot be seen). If the PCs do not creatively discover the undead lurking in the water, once most of the PCs are in the water the undead will get an ambush round. Then the unsuspecting PCs will have to roll for surprise.

Should the undead be lying in wait here, read the following:

As you make your way through the corridor, you start to feel the water grow cold all around you. Suddenly several areas of your body feel exceedingly cold!

For this fight the following rules apply to any PCs without *free action* (the undead are not affected, as they are non-corporeal):

Underwater Combat Rules: +4 to initiative rolls for hand to hand attacks, -4 to attack rolls and the loss of dexterity and movement bonuses to armor class (unless a character has *free action*). Only thrusting weapons can be used effectively without *free action* (although natural attacks are still effective). Further characters who cannot breath underwater can hold their breath for 1/3 their constitution (half this time if exerting themselves). Once this time limit is reached, each round the character must roll a Constitution check. The first check is normal but the ones thereafter have a cumulative -2 penalty. Once the check is failed the character must breath or they drown. For characters trying to surface, they can rise 20 feet per round. Unconscious characters rise at a rate of 5 feet per round.

Tier Five

Wraiths (10): Int Very (11-12); AL LE; AC 4; MV 12, Fl 24 (B); HD 5+3; hp 35 each; THAC0 15; #AT 1;

Dmg 1-6; SA Energy Drain; SD Hit only by silver or +1 or better magical weapon; MR Nil; SZ M; ML 15.

Notes: Unaffected by *sleep*, *charm*, *hold* or cold-based spells. In addition wraiths are unharmed by poison, paralyzation or death attacks. Touch drains one level in addition to damage. Wraiths shun sunlight and cannot attack in it. Silver weapons do half damage. Holy water does 2-8 damage per vial.

Tier Six

Spectres (10): Int High (13-14); AL LE; AC 2; MV 15, Fl 30 (B); HD 7+3; hp 45 each; THAC0 13; #AT 1; Dmg 1-8; SA Energy Drain; SD +1 or better weapon to hit; MR See below; SZ M; ML 15.

Notes: Unaffected by *sleep*, *charm*, *hold* or cold-based spells. In addition spectres are unharmed by poison, paralyzation or death attacks. Touch drains two levels in addition to damage. Holy water does 2-8 damage per vial.

Tier Seven

Spectres (10): Int High (13-14); AL LE; AC 2; MV 15, Fl 30 (B); HD 7+3; hp 45 each; THAC0 13; #AT 1; Dmg 1-8; SA Energy Drain; SD +1 or better weapon to hit; MR See below; SZ M; ML 15.

Notes: Unaffected by *sleep*, *charm*, *hold* or cold-based spells. In addition spectres are unharmed by poison, paralyzation or death attacks. Touch drains two levels in addition to damage. Holy water does 2-8 damage per vial.

Wraiths (10): Int Very (11-12); AL LE; AC 4; MV 12, Fl 24 (B); HD 5+3; hp 35 each; THAC0 15; #AT 1; Dmg 1-6; SA Energy Drain; SD Hit only by silver or +1 or better magical weapon; MR Nil; SZ M; ML 15.

Notes: Unaffected by *sleep*, *charm*, *hold* or cold-based spells. In addition wraiths are unharmed by poison, paralyzation or death attacks. Touch drains one level in addition to damage. Wraiths shun sunlight and cannot attack in it. Silver weapons do half damage. Holy water does 2-8 damage per vial.

B) Dining Room: This 30 foot square room contains a square wooden table and four chairs. A cutting table rests in the northeastern corner of the room and a fire pit rests in the northwestern corner. This room has nothing else of interest.

Upon opening the door to this square room you can see that it looks like some sort of dining area. In the center of the room sits a wooden table with four chairs. In the Northeastern corner you see a wooden counter which has a meat cleaver sticking out of an area covered with dark red stains. A fire pit rests in the northwestern corner that looks like it hasn't been

lit recently. Each wall in the room also has a door set into it identical to the one you entered.

Each door in this room is made of plain wood. All of the doors are unlocked except for the North door that can be locked from the Northern hallway (E). This door is locked and must be dealt with before the PCs can enter E.

C) Undead Lair: This 30 foot square room reeks of rotting carrion and death. It is filled with bones, rotting meat and rubbish. The only other feature in this room is a large brass bell hanging from the ceiling next to the westernmost wall. This is the alarm bell that is rung by the guard post on level 2. If the alarm was rung, the undead that normally live in this room will have jumped the PCs in hallway A. Otherwise the PCs will be attacked by those creatures here when they enter this area (see A for statistics).

If the undead are here then read this:

Upon opening this solidly built door a horde of ghastly, incorporeal forms rush out to attack!

After the fight, or if the undead were dealt with earlier, read this:

Peering past the doorway into the room you smell the stench of rotting flesh. Looking around you see a litter-strewn room filled with bones, carrion and other unidentifiable refuse. The only other feature you see is a large brass bell hanging by a rope from the ceiling near the opposite wall. It appears that the rope leads into the ceiling through a very small hole.

The PCs will not find anything but refuse if they search this litter-filled room.

D) Gnomish workshop: This room used to be the workshop and sleeping quarters for Verg. This is where he designed the devious traps he placed around the complex. Since Verg's death at the hands of the intruders last week, Nasgren has converted this room into a storage area. There are springs, gears, pulleys, hammers, chisels, levers and containers of all kinds from inventions as well as boxes and barrels of food from the resort. Other than miscellaneous pieces of contraptions and food, there is nothing useful here.

After a few hard shoves on the door you are able to get it open. Looking inside this large room you see clutter everywhere. Springs, gears, levers, tools and objects of all shapes litter the counters and overflow unto the floor. The countertops, which are not far off the floor, are covered with boxes. You also see several barrels lined up in front of the counter. In the far

corner under several odd-shaped pieces of wood you think you can make out the corner of a bed.

The boxes and barrels are filled with various food items from the resort. The countertops and the bed are two and a half feet off of the ground. There is nothing useful here for the PCs to discover (unless they want a pickled herring or two!).

E) Y-shaped passageway: This passageway is smoothly carved and runs 110 feet North before it splits into two passages: one running northeast and the other running northwest. Each of these passages is about 6 feet wide by 10 feet tall and intersects with the north-south passageway at a 45-degree angle. At the point where the passage splits into a Y, in the northern wall sits a secret passage leading into a mine shaft. The PCs will have a normal chance of finding this passage.

You travel over a hundred feet in this finely hewn passage until you come to a Y-shaped branch. Each branching passage is six feet wide and ends in a wooden door. One branch leads to the Northeast and the other leads off to the Northwest. Ahead of you the passage dead-ends.

Each branching passage is finely hewn and they travel the same distance ending in a wooden door. Of course for the PCs to proceed to where Nasgren and his minions are they will have to find the secret door in the North wall which they will do if they relentlessly search the dead end in the North wall where the passage branches. Once the PCs find the secret door, read the following:

Opening the secret door you see a distinctly different passage before you. The passage appears to be a mine tunnel complete with wooden supports holding up the ceiling. The walls are more roughly hewn than the passages you have traversed up until now. After travelling for a short distance you can see that this tunnel dead ends after about 110 feet into a rock wall.

Of course when the PCs search the dead end they will find the secret passage to the cavern labeled H where the final battle awaits.

F) Nasgren's Room: The door to this room is locked. Inside the players will see Nasgren's bedroom that contains a wooden desk, a large bed, a chest and a bookcase with several books:

Upon opening the door you notice that this appears to be a bedroom. From a cluttered desktop in the center of the room a skull-shaped glass object

glows with an eerie bluish light. Beyond the desk a large well-kept bed sits against the wall. Lining the walls of this circular room is a bookcase that is mostly empty except for a few volumes clustered together on the shelf near the bed. As you look more closely it appears that skeletal hands hold the volumes upright.

This room contains a few things of interest. The skull-shaped glass object is a merely a paperweight that Nasgren cast *Nchaser's glowing globe* upon after casting *sense shifting*. On the desk are various pieces of parchments with various calculations written on them, an inkwell and a quill. Only a couple of pieces of parchment have discernible information (give the party **Player Handout # 2**).

The hands holding the books are merely bookends made from the hands of a skeleton. On the bookshelf the players can find three books. One book is labeled *The Preservation of Corpses* (this book details how to preserve corpses so that they can make intact undead when animated). Another book is titled *101 Strategies Useable with an Animated Army* (this book discusses tactics that can be used when employing commonly animated undead in fights). The last book is entitled *Into the Darkness: A Treatise on Harnessing the Powers of Shadow* (this book details theoretical ideas about summoning and binding undead beings from the plane of Shadow- it radiates evil).

Inside the chest are several changes of shirts, pants and underclothes. A pair of black leather boots also rests at the bottom.

G) Shaltiss' Room: The door to this room is unlocked. Inside the PCs will see the bedroom of the now-deceased Shaltiss. Nasgren has left this room undisturbed since Shaltiss was slain. The PCs will find nothing of use here:

Opening the door to this 30-foot by 60-foot room you can see what appears to be a bedroom. A simple well-made bed resting against the far wall is the first thing to catch your eye. Looking further around the room you see a wooden chest, a desk with a chair and a small bookcase.

In the wooden chest are several changes of female underclothing, including a beautiful dark blue silk dress. On the bookcase are several books on various subjects. One book is written in dwarvish and entitled *The Religious Practices of Dwarves*. This book is a compilation that deals with dwarven religious practices both old and new. Another book is titled *101 Uses for a Dead Adventurer* and is a book of jokes. The last book here is entitled *Making Music with Dead Things: Fun with Skulls*. This last book is a collection of musical

ballads intended for play using bones as instruments (tips are even given).

The desk has several blank pieces of parchment on it. An inkwell with a feather quill also rests on the desktop. Other than that nothing of interest can be found on the desk.

H) Mining Cavern: This room is a large cavern roughly 60 foot wide by 120 foot long that was used long ago by the dwarves as a central processing room for sorting through mined materials. The ceiling is 60 feet off of the ground at most points. Lately Nasgren's undead forces have been excavating the tunnels leading off of this room in order to expand the underground base and hopefully to recover lost dwarven treasures.

Nasgren has set up a defensive position here waiting for trouble. He has created a small stone hut (10 foot squared) on a ledge (50 feet off of the ground- must be able to climb, *levitate* or *fly* to get to the building) directly opposite the tunnel with the secret passage. From here he has been directing the excavations with his undead forces and animating new recruits to join his ranks.

If the PC's haven't sprung the alarm, then Nasgren will be in his hut observing the undead. At tiers 6 and 7 when the PCs first open the door, Nasgren will break a gem that will summon the Balor while the undead will move to assault the intruders from the tunnel they were excavating (the rubble-filled tunnel). Due to the nature of the gem, the summoned Balor cannot gate in other Tanarri. After that Nasgren will cast spells at the PCs from the small shuttered windows of his hut.

If the PC's sprung the alarm, then the Balor will already be present (at tiers 6 and 7) to assault the PCs when they enter the cavern. The undead will be stationed near the secret passage entrance waiting for the party to open it. Furthermore the first 20 feet of corridor in front of the secret door to room H will have a massive stone slab carefully concealed into the ceiling after the spell *item* is cast upon it. As soon as the secret door opens, Nasgren will speak the command word that will revert the stone slab back to its immense size. Any PCs who are in the area will have to save versus death magic to flee the area (either back into the corridor or into the room, whichever is closest) or die (similar to the effects of a *wall of iron* spell when it topples onto someone).

Nasgren has a *contingency* spell set to create a *minor globe of invulnerability* around him should any spell of 3rd level or lower come within 5 feet of his person. He also has an *armor* spell and *stoneskins* pre-cast upon himself. Should any PCs summon monsters that could reach him, have Nasgren cast his *protection from good* spell so that he will not be able to be affected by the creatures.

The stone hut is carved into the rock wall and the area below it has been polished smooth like the walls of a keep in order to prevent someone using *transmute rock to mud* to collapse it. The combat usefulness of the hut is as follows (these cover rules are from the DMG page 88):

- All missile attacks suffer a –10 to hit anyone in the small window (90% cover).
- Hut occupants receive a +10 bonus to saves that cause physical damage.
- Further occupants suffer ½ damage on a failed saving throw and no damage on a successful save versus physically damaging spells.

Any PCs trying to enter the hut will have to either cast a *knock* spell on the door or make a successful open doors roll against magical held or barred doors (the door is barred from the inside. There are three shuttered windows that are one square foot each. The windows can be shuttered and barred by the occupants of the hut.

Tier Five

Nasgren, hm W16(N): Int Genius; AL NE; AC 2 (*armor + dex*); MV 12; hp 56; THAC0 15; #AT 1 w/ dagger; Dmg 1-4 w/ dagger; SA spells; SD spells, 11 *stoneskins*, *contigency- minor globe of invulnerability*; MR nil; SZ M; ML 16.

Equipment: Spell components, dagger, and black robes.

Spells Memorized: 1st level- *magic missile* (x2), *shield*, *protection from good*, *chill touch*, *burning hands*; 2nd level- *spectral hand*, *stinking cloud*, *web*, *vocalize*, *Melf's acid arrow* (x2); 3rd level- *haste*, *vampiric touch*, *lightning bolt*, *item*, *fly*, *dispel magic*; 4th level- *minor globe of invulnerability* (pre-cast with *contigency*), *polymorph other*, *enervation*, *stoneskin* (pre-cast), *ice storm*, *Evard's black tentacles*; 5th level- *cloudkill*, *summon shadows*, *transmute rock to mud*, *cone of cold* (x2), *animate dead*; 6th level- *contigency* (pre-cast with *minor globe of invulnerability*), *true seeing*, *disintegrate*, *reincarnate*; 7th level- *finger of death*, *reverse gravity*, *power word stun*; 8th level- *Abi-Dalzim's horrid wilting*, *Bigby's Clenched Fist*.

Wights (6): Int Average (8-10); AL LE; AC 5; MV 12; HD 4+3; hp 25 each; THAC0 15; #AT 1; Dmg 1-4; SA Energy Drain; SD Hit only by silver or +1 or better magical weapon, *revenge* (see below); MR See below; SZ M; ML 14.

Notes: Unaffected by *sleep*, *charm*, *hold* or cold-based spells. In addition wights are unharmed by poisons or paralyzation attacks. Touch drains one level in addition to damage. Holy water does 2-8 damage per

vial. *Revenge* (3rd level Forgotten Realms Adventures spell- cast at 16th level by Nasgren) was cast making these undead immune to the first attempt to turn.

Ghouls (6): Int Low (5-7); AL CE; AC 6; MV 9; HD 2; hp 11 each; THAC0 19; #AT 3; Dmg 1-3/ 1-3/ 1-6; SA Paralyzation; SD See below; MR Nil; SZ M; ML 12.

Notes: Save vs. paralyzation if hit or be paralyzed for 3-8 rounds (except elves), subject to all attacks except *sleep* and *charm* spells. *Revenge* (3rd level Forgotten Realms Adventures spell- cast at 16th level by Nasgren) was cast making these undead immune to the first attempt to turn.

Zombies (6): Int Non (0); AL N; AC 8; MV 6; HD 2; hp 7 each; THAC0 19; #AT 1; Dmg 1-8; SA Nil; SD Spell immunity; MR See below; SZ M; ML Special.

Notes: Strike last in round, immune to *sleep*, *charm*, *hold*, *death magic*, *poisons*, and cold-based spells. Holy water does 2-8 damage per vial. *Revenge* (3rd level Forgotten Realms Adventures spell- cast at 16th level by Nasgren) was cast making these undead immune to the first attempt to turn.

Tier Six

Nasgren, hm W16(N): Int Genius; AL NE; AC 2 (*armor + dex*); MV 12; hp 56; THAC0 15; #AT 1 w/ dagger; Dmg 1-4 w/ dagger; SA spells; SD spells, 11 *stoneskins*, *contigency- minor globe of invulnerability*; MR nil; SZ M; ML 16.

Equipment: Spell components, dagger, and black robes.

Spells Memorized: 1st level- *magic missile* (x2), *shield*, *protection from good*, *chill touch*, *burning hands*; 2nd level- *spectral hand*, *stinking cloud*, *web*, *vocalize*, *Melf's acid arrow* (x2); 3rd level- *haste*, *vampiric touch*, *lightning bolt*, *item*, *fly*, *dispel magic*; 4th level- *minor globe of invulnerability* (pre-cast with *contigency*), *polymorph other*, *enervation*, *stoneskin* (pre-cast), *ice storm*, *Evard's black tentacles*; 5th level- *cloudkill*, *summon shadows*, *transmute rock to mud*, *cone of cold* (x2), *animate dead*; 6th level- *contigency* (pre-cast with *minor globe of invulnerability*), *true seeing*, *disintegrate*, *death spell*; 7th level- *finger of death*, *reverse gravity*, *power word stun*; 8th level- *Abi-Dalzim's horrid wilting*, *Bigby's Clenched Fist*.

Balor, True Tanarri: Int Supra-genius (19-20), AL CE; AC –8; MV 15, FI 36 (B); hp 84; THAC0 7; #AT 1 or 2; Dmg by weapon or 2-12; SA Terror, body flames, SD +3 or better weapon to hit; MR 70%; SZ L; ML 18.

Notes: Wields sword and whip. The sword resembles a lightning bolt which does 2-12 damage per hit and acts as a +3 *vornal sword* severing the head of any opponent struck on a modified roll of 20-23 (using

only the swords bonuses). The whip has many tails that inflict but 1-4 damage. However the whip wraps around the victim dragging them into the balor's flames where they suffer 4-24 damage per round. Escaping the whip requires a successful ½ strength check. While holding the victim a whip cannot be used in other attacks. Balors are immune to gas.

Innate spell-like abilities (cast at 20th level spell use once per round): *detect invisibility* (always active), *detect magic* (always active), *dispel magic*, *fear*, *pyrotechnics*, *read magic*, *suggestion*, *symbol* (any type), *telekinesis* and *tongues*.

Wraiths (6): Int Very (11-12); AL LE; AC 4; MV 12, Fl 24 (B); HD 5+3; hp 35 each; THAC0 15; #AT 1; Dmg 1-6; SA Energy Drain; SD Hit only by silver or +1 or better magical weapon, *revenge* (see below); MR Nil; SZ M; ML 15.

Notes: Unaffected by *sleep*, *charm*, *hold* or cold-based spells. In addition wraiths are unharmed by poison, paralyzation or death attacks. Touch drains one level in addition to damage. Wraiths shun sunlight and cannot attack in it. Silver weapons do half damage. Holy water does 2-8 damage per vial. *Revenge* (3rd level Forgotten Realms Adventures spell- cast at 16th level by Nasgren) was cast making these undead immune to the first attempt to turn.

Wights (6): Int Average (8-10); AL LE; AC 5; MV 12; HD 4+3; hp 25 each; THAC0 15; #AT 1; Dmg 1-4; SA Energy Drain; SD Hit only by silver or +1 or better magical weapon, *revenge* (see below); MR See below; SZ M; ML 14.

Notes: Unaffected by *sleep*, *charm*, *hold* or cold-based spells. In addition wights are unharmed by poisons or paralyzation attacks. Touch drains one level in addition to damage. Holy water does 2-8 damage per vial. *Revenge* (3rd level Forgotten Realms Adventures spell- cast at 16th level by Nasgren) was cast making these undead immune to the first attempt to turn.

Ghasts (6): Int Very (11-12); AL CE; AC 4; MV 15; HD 4; hp 22 each; THAC0 17; #AT 3; Dmg 1-4/ 1-4/ 1-8; SA See below; SD See below; MR Nil; SZ M; ML 14.

Notes: *Revenge* (3rd level Forgotten Realms Adventures spell- cast at 16th level by Nasgren) was cast making these undead immune to the first attempt to turn. Save vs. paralyzation if hit or be paralyzed for 3-8 rounds (including elves), subject to all attacks except *sleep* and *charm* spells, carrion stench 10 foot radius causing all within range to save versus poison or suffer a -2 attack penalty.

Tier Seven

Nasgren, hm W16(N): Int Genius; AL NE; AC 2 (*armor + dex*); MV 12; hp 56; THAC0 15; #AT 1 w/ dagger; Dmg 1-4 w/ dagger; SA spells; SD spells, 11 *stoneskins*, *contingency- minor globe of invulnerability*; MR nil; SZ M; ML 16.

Equipment: Spell components, dagger, and black robes.

Spells Memorized: 1st level- *magic missile* (x2), *shield*, *protection from good*, *chill touch*, *burning hands*; 2nd level- *spectral hand*, *stinking cloud*, *web*, *vocalize*, *Melf's acid arrow* (x2); 3rd level- *haste*, *vampiric touch*, *lightning bolt*, *item*, *fly*, *dispel magic*; 4th level- *minor globe of invulnerability* (pre-cast with *contingency*), *polymorph other*, *enervation*, *stoneskin* (pre-cast), *ice storm*, *Evard's black tentacles*; 5th level- *cloudkill*, *summon shadows*, *transmute rock to mud*, *cone of cold* (x2), *animate dead*; 6th level- *contingency* (pre-cast with *minor globe of invulnerability*), *true seeing*, *disintegrate*, *death spell*; 7th level- *finger of death*, *reverse gravity*, *power word stun*; 8th level- *Abi-Dalzim's horrid wilting*, *Bigby's Clenched Fist*.

Balor, True Tanarri: Int Supra-genius (19-20), AL CE; AC -8; MV 15, Fl 36 (B); hp 84; THAC0 7; #AT 1 or 2; Dmg by weapon or 2-12; SA Terror, body flames, SD +3 or better weapon to hit; MR 70%; SZ L; ML 18.

Notes: Wields sword and whip. The sword resembles a lightning bolt which does 2-12 damage per hit and acts as a +3 *vornpal sword* severing the head of any opponent struck on a modified roll of 20-23 (using only the swords bonuses). The whip has many tails that inflict but 1-4 damage. However the whip wraps around the victim dragging them into the balor's flames where they suffer 4-24 damage per round. Escaping the whip requires a successful ½ strength check. While holding the victim a whip cannot be used in other attacks. Balors are immune to gas.

Innate spell-like abilities (cast at 20th level spell use once per round): *detect invisibility* (always active), *detect magic* (always active), *dispel magic*, *fear*, *pyrotechnics*, *read magic*, *suggestion*, *symbol* (any type), *telekinesis* and *tongues*.

Spectres (6): Int High (13-14); AL LE; AC 2; MV 15, Fl 30 (B); HD 7+3; hp 45 each; THAC0 13; #AT 1; Dmg 1-8; SA Energy Drain; SD +1 or better weapon to hit, *revenge* (see below); MR See below; SZ M; ML 15.

Notes: Unaffected by *sleep*, *charm*, *hold* or cold-based spells. In addition spectres are unharmed by poison, paralyzation or death attacks. Touch drains two levels in addition to damage. Holy water does 2-8 damage per vial. *Revenge* (3rd level Forgotten Realms Adventures spell- cast at 16th level by Nasgren) was

cast making these undead immune to the first attempt to turn.

Wraiths (6): Int Very (11-12); AL LE; AC 4; MV 12, Fl 24 (B); HD 5+3; hp 35 each; THAC0 15; #AT 1; Dmg 1-6; SA Energy Drain; SD Hit only by silver or +1 or better magical weapon, *revenge* (see below); MR Nil; SZ M; ML 15.

Notes: Unaffected by *sleep*, *charm*, *hold* or cold-based spells. In addition wraiths are unharmed by poison, paralyzation or death attacks. Touch drains one level in addition to damage. Wraiths shun sunlight and cannot attack in it. Silver weapons do half damage. Holy water does 2-8 damage per vial. *Revenge* (3rd level Forgotten Realms Adventures spell- cast at 16th level by Nasgren) was cast making these undead immune to the first attempt to turn.

Wights (6): Int Average (8-10); AL LE; AC 5; MV 12; HD 4+3; hp 25 each; THAC0 15; #AT 1; Dmg 1-4; SA Energy Drain; SD Hit only by silver or +1 or better magical weapon, *revenge* (see below); MR See below; SZ M; ML 14.

Notes: Unaffected by *sleep*, *charm*, *hold* or cold-based spells. In addition wights are unharmed by poisons or paralyzation attacks. Touch drains one level in addition to damage. Holy water does 2-8 damage per vial. *Revenge* (3rd level Forgotten Realms Adventures spell- cast at 16th level by Nasgren) was cast making these undead immune to the first attempt to turn.

I) Dwarven Temple to Marthammor Duin: This triangular-shaped room is a dwarven temple. The walls are completely decorated in pictures recounting great deeds of famous dwarven adventurers. In ancient dwarven the deeds of many of these heroes are written upon the wall next to the picture depicting the deed. The only feature in this room is a large stone altar in the center of the room. The altar is roughly 15 feet long by 10 feet wide by four feet high. Steps lead from the front of the altar to the top.

Upon entering this triangular-shaped room you see a large blue colored stone structure rising out of the floor. Set prominently into the center of the room the structure is 15 feet long, 10 feet wide and 4 feet high. Several stone steps in front of the structure lead up to the top. Looking at the walls you can see that they are masterfully painted. Covering every inch of the walls are scenes of various dwarves performing heroic acts: slaying dragons, defeating giants and crafting fabulous weapons and armor. Bordering each of these pictures you see a runic script that is difficult to read.

When a PC approaches the altar and looks at the top read the following:

Approaching the stone structure, you can now make out the details on top. A vast mural covers the surface depicting a mountain range. All about the mountains you see hundreds of dwarves engaged in a bitter struggle with horrendous monsters.

On the tallest mountain peak located in the center of the mural, a powerfully built dwarf sits upon a throne. The figure on the throne is pointing to an oval-shaped hole in the top of the stone structure located in the center of the mural. A large blue bolt of lightning extends from the finger of the powerful dwarf on the throne down to the hole. All around the hole in the stone are several dwarven heroes. The heroes look like they are thrusting their swords into the area of the mural where the hole is located.

As you look closer at the surface of the stone, you can see small runic writing encircling the oval shaped hole in the top. Although worn, the writing is still discernable.

Any PC with read Ancient Dwarven will be able to discern the following phrase written around the hole in the top of the altar: "When evil pervades the land, light from the sky will aid the righteous!" Also if the PCs spend time reading the ancient dwarven writing on the walls of the temple, they will come across the story of the storm swords (**Player Handout #3**). A sword-sized slot exists in the center of the altar into which a sword of bastard size or smaller can be inserted. At one time, this altar enchanted swords to serve Dwarven champions. The altar's power is gone now.

Return to Ravens Bluff

After the PCs are finished with whatever else they wish to do in the base, they will return to Ravens Bluff. Unless the PCs took over a week to complete the cleansing of Nasgren's base, the ship *Ishtishia's Song* will be awaiting them in the lagoon. When the PCs signal the ship from the docks, Captain Gerard will head over and pick the PCs up.

If there is time you can let the PCs role-play with the crew of the ship. Information for the crew can be found in **DM handout #2**. However please remember to leave ample time for scoring and wrap up as there still is another section left in the adventure.

Heading to the docks of the resort, you see a caravel moored in the lagoon. After signaling to the ship, you are picked up in a longboat by a couple of gruff sailors and rowed over to the ship. "Welcome aboard my ship!" states a tall muscular man. This

middle-aged man is wearing gray pants, an off-white shirt and a brown, wide-brimmed hat. "Greetings! I am Captain Gerard Delgrand. Welcome aboard my vessel. I can show you to your quarters right now if you would like so that you can stow your gear."

Gerard will show the PCs to their quarters. There are three staterooms with a bunk in each. Should there be a female present with a Charisma of 15+, the Captain will offer his quarters to her for the duration of the voyage. During the voyage the Captain will sleep in the crew quarters but he will flirt quite heavily with the attractive female PC(s). Gerard knows the following should the PCs ask him questions:

- I have been to Crimson Lagoon to drop off passengers. I never really stayed there though.
- This must be a popular island for adventurers. You're the second group I have been hired to transport from this island. Just over a week ago I brought another group here that was looking for someone's fiancée who supposedly ran off with another man.

The two-day journey back to Ravens Bluff will be uneventful. The PCs are free to interact with the crew however they wish. Some descriptions are provided in **DM Handout #2** of the major crewmembers (there are 14 crew in all). After allowing the PCs to role-play a bit with the crew continue on to Reporting to the Wizards Guild below.

Reporting to the Wizards Guild

When the PCs return to Ravens Bluff they should report back to the Wizards Guild upon successful completion of the mission. If they go to other locations ad lib these places until the adventurers proceed to the guild. When the PCs head to the guild, read the following:

Returning to the Wizards Guild grounds you can see that although some progress has been made in rebuilding various sections, the renovation continues. Walking up to the front door you notice that once again the construction crew all but ignores your approach. This time when you reach the door it opens and behind it stands a clay golem wearing boots, a shiny silk cloak and a pointed conical hat. Pausing briefly the construct turns and walks down the hallway into the guild.

Wait to see what the PCs do and then proceed. If they do not follow the clay golem, it will return after a few minutes and repeat the above routine until the PCs do indeed follow it. Once the PCs follow, proceed:

You follow the golem down several corridors until you arrive outside of a set of double doors. The doors open and inside the room you see an immense library filled with hundreds of volumes. Seated behind one of the many desks in this room is Alcides Von Tighe. He appears to be pouring over a rather large tome and without looking up, he motions for you to enter. A few seconds pass and then Von Tighe looks up from the tome and states: "I see you were successful. So tell me about what you discovered and how you dealt with it."

Here the PCs can tell their story or if there is little time left, just ask the players if their characters share everything. If the PCs inquire about the golem, they will be told it is an experimental model, constructed by a minor member of the guild. After the PCs finish with their presentation of the events that occurred, Alcides will let them know that the guild will get back with them by tomorrow as to what reward the city has commissioned the guild to provide.

Rewarding the PCs

The next day the PCs will have the following happen:

A day later while you are conducting your morning routines, a package is delivered to your residence. The seal of the Wizards Guild of Ravens Bluff is prominently displayed upon the wrapper. Opening the package you find a bag with 500 gold pieces and a note. The note reads:

"Thank you ever so much for everything you have done. A great threat to the security of the Vast was destroyed through your efforts. In the abandoned dwarven city underneath Crimson Lagoon Resort, the evil necromancer Nasgren was engaging in dark experiments. We believe that Nasgren planned to prey upon the neighboring villages to provide corpses for his experiments and for the purpose of forming an undead army.

Needless to say Nasgren probably had plans for conquering the Vast with this army once he built it into a large enough force. Fortunately your group was able to confront this vile individual and put an end to his nefarious plans. For your deeds the Lady Mayor has decided to commission various rewards for your group. Please visit around three bells this afternoon and the rewards will be presented to you. Once again the citizens of our fair city owe their lives to the daring efforts of adventurers such as yourselves!

Signed,

Alcides Von Tighe, Archmage of the Wizards Guild of Ravens Bluff

Wait for the PCs to state that they will head to the Wizards Guild. If any PC does not show up then they will miss out on the treasure (unless some other PC delivers some to them). The PCs will be given the reward listed in the treasure summary from the Wizards Guild.

That night the PCs will have a strange nightmare:

After receiving your rewards from the guild you take care of your normal business and settle down that night for a well-earned rest. At some point during your sleep the horrors of the necromancer's base fill your mind. Scenes flash through your memory of traps crushing and burning comrades as their bones crunch and their flesh sizzles. You see the ghastly forms of undead rushing your way, clawing to feed on your flesh!

Your heart races as you run through the corridors of the dungeon trying to escape the hordes of undead. Finally you arrive in a room containing a gray stone slab upon which you see a figure that looks exactly like you. Approaching closer however you see the face of the figure is that of a skull!

With a sudden start you awake from the horrific images that danced through your mind. Sweat pours from your brow as you sit there recovering from the nightmare. In the dream most of the things you envisioned actually occurred. As for that last scene, perhaps it was a message reminding you of your own mortality.

Here Ends Everything Dies

Experience Point Summary

Experience is calculated as follows for Living City events:

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

Total levels 42-53	Tier 5
Total levels 54-65	Tier 6
Total levels 66+	Tier 7

PCs should get the experience points of the tier for which they qualify, regardless of which tier is actually played. For example, if you have a Tier 5 group and

you have to bump the combats by one tier to challenge them, they still get the experience points for a Tier 5 group, not for a Tier 6 group.

Asking Alcides Von Tighe questions about the resort:	50 xp
Locating the tracks on the resort beach that came from the woods:	50 xp
Avoiding damage from the stone block and lever trap on level 1:	50 xp
Avoiding damage from the skullcrusher trap on level 1:	50 xp
Avoiding damage from the skip to your doom trap on level 1:	50 xp
Avoiding damage from the hot foot trap on level 1:	50 xp
Preventing the guards from ringing the alarm bell on level 2:	100 xp
Defeating the guards on level 2:	150 xp
Destroying the skeletal ships on level 2:	100 xp
Defeating the undead forces on level 3 in Hallway A or Room C:	200 xp
Defeating Nasgren and his minions on level 3:	400 xp

Total Experience for Objectives:	1,050 xp
Roleplaying Experience:	0-500 xp

Total Possible Experience:	1,550 xp
For Tier 5:	7,750 xp
For Tier 6:	9,300 xp
For Tier 7:	10,850 xp

Bonus experience for slaying the Shadow Kraken:	+3,000 xp
Add this on after multiplying for tier value of XP.	

Treasure Summary

If it's not on this list, the PCs cannot keep it. This is a house rule which overrides what they may actually acquire in the scenario.

In the Shadow Kraken's Lair on level 2:

- 170 gp

Reward from the Wizards Guild of Ravens Bluff that was commissioned by the city:

- 500 gold pieces each
- *Wand of illumination* with 19 charges
- *Shield +3*
- Wizard scroll with the following spells inscribed at the 16th level: 1st level- *gaze reflection*, 2nd level- *knock*, 3rd level- *protection from normal missiles*, 4th level- *wizard eye*, 5th level- *sending*, 6th level- *true seeing*.

- *Staff of curing* (10 charges). This staff cannot be recharged.

New Monster: Shadow Kraken

CLIMATE/ TERRAIN:	Demi-plane of Shadow
FREQUENCY:	Very Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Genius + (19-20 +)
TREASURE:	G, R, S (+A)
ALIGNMENT:	Neutral Evil
NO. APPEARING:	1
ARMOR CLASS:	5/ 0
MOVEMENT:	Sw 3, Jet 21
HIT DICE:	20
THACO:	5
NO. OF ATTACKS:	9
DAMAGE/ ATTACK:	3-18 (x2)/ 2-12 (x6)/ 7-28
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	G (90' + long)
MORALE:	Fanatic (18)
XP VALUE:	15,000

Shadow Krakens are giant squid shaped, undead beings comprised primarily of negative material plane energy. Being similar to both shadows and krakens, it is not known whether these creatures natural occur or are the product of some dark experiments.

They have long tentacles and long, protected heads with two eyes. Their beak-like mouths are located where their tentacles meet in the lower portion of their bodies. A Shadow Kraken is jet black over the entire surface of its body and it emits cold, perhaps due to its ties with the negative material plane.

Combat: Shadow Krakens tend to grab their opponents in their tentacles and constrict them. Thrashing victims are brought into the huge jaws which don't really serve to feed the creature (the strength it drains through the tentacles does that); instead they prevent victims from fighting back. As many as eight tentacles can attack a man-sized opponent although only one can constrict a victim at any given time. A constricted opponent cannot break free of the massive tentacles of the creature and must instead sever the member. Any character who is constricted may have one arm (01-25% left or 26-50% right), no arms (51-75%), or both arms (76-100%) pinned. A constricted character cannot cast any spells but he can grab a weapon and attack the tentacle (if only one arm is free, he attacks with a -3 penalty, if both arms are free the penalty is -1).

Hits from any part of the Shadow Kraken drain a point of strength that will return in 2-8 turns. The kraken has two barbed tentacles that do 3d6 and try to draw victim to the kraken's beak for a bite that does 7d4. The other six tentacles inflict 2d6 damage when they hit and constrict for 3d6 damage each round thereafter (plus a further loss of one point of strength). A tentacle must suffer 18 points of damage from sharp or edged weapons to be severed (these hit points are in addition to those the kraken gets from its hit dice). If three or more of the tentacles are severed, the monster is 80% likely to retreat to the bottom of the water. It is 50% likely to retreat to its den if four or more of its tentacles have victims. When it retreats it leaves behind a poisonous ink cloud which is 80 feet high by 80 feet wide by 120 feet long (it dissipates in 2-5 rounds). Contact with the cloud causes 2d4 damage and 1 point of strength loss per round. Humanoids drained to 0 strength return as shadows under the control of the Shadow Kraken while other creatures have their essence absorbed utterly destroying them (only a *wish* can bring them back). The *horn of the tritons* has no effect on a Shadow Kraken.

Habitat/ Society: Although it is believed that their native habitat is the demi-plane of shadow, little is known of the society of Shadow Krakens.

Ecology: Unknown.

DM Handout #1

Role-Playing Information for Major NPCs

Glandryl Moonbow, hm W16(D):

STR: 9. DEX: 15. CON: 16. INT: 18. WIS: 10. CHR: 8.

Glandryl is a 42-year old man who dresses in rather simple clothing. He keeps himself busy with his divinations and rarely has time for social functions outside of the meetings in the Wizards Guild related to sharing research findings. Glandryl has a dry, serious nature although he does enjoy humorous individuals like his good friend Galimede.

Despite his serious nature, Glandryl sincerely loves Allayna and he has been faithful to her. Since he is older, he is looking for a lifetime companion with whom he can raise a family.

It was a mere coincidence that Glandryl meet Allayna while she was waiting in the guild lobby for her friend to get out of a lecture on spell casting. Being a strikingly beautiful woman, Allayna immediately caught Glandryl's eye and after a short courting period, they were engaged.

Galimede Veren Thorias, Master of the Art of Cards, Vanisher of Seven, Conqueror of the Unseen and the Lord of Minds, gm W12(I):

STR: 12. DEX: 17. CON: 17. INT: 16. WIS: 8. CHR: 11.

Galimede is a 65-year old gnome who loves to play games and pranks. He is very mischievous but harmless and fun loving for the most part. Galimede prides himself on being the very best at jokes and pranks of an illusionary nature. Over the years, Glandryl and Galimede have developed a strong friendship and although the two seem to be of different temperament, they mesh together well.

Allayna Venerallus, ef F (varying levels based on tier):

STR: 14. DEX: 11. CON: 16. INT: 10. WIS: 7. CHR: 18.

Allayna is a 67-year old elven maiden from Waterdeep. At an early age Allayna set off to earn her fortune in the world as a warrior. She is headstrong and determined to prove that a woman can fight every bit as well as a man. During her travels Allayna heard that Ravens Bluff was a famed city of adventurers and decided to travel there for training.

When she arrived, Allayna went on a couple of adventures with a group that proved less than successful. After the second mission only a third of the group was alive and this caused Allayna to realize that perhaps she needed more training before undertaking any further missions.

During her training Allayna made several friends and that is when she bumped into Glandryl. Allayna was flattered that a prestigious man like Glandryl was interested in her so she became involved with him. However several months after the couple became engaged, Allayna realized that maybe she had hastily entered into this arrangement. She wanted to travel and adventure while Glandryl was content with sitting in libraries and researching. In the long run Allayna is a youth that doesn't know what she wants and who does not wish to be tied down early in her life.

DM Handout #2

Role-Playing Information for Major Crewmembers on *Ishtishia's Song*

Captain Gerard Delgrand, hm F3:

STR: 12. DEX: 15. CON: 15. INT: 13. WIS: 10. CHR: 17.

Gerard is a tall, 44-year old man with a weathered complexion. He is well traveled and has engaged in chartered missions to lands as far off as Maztica and Chult. If asked about his exploits he will discuss various encounters fighting pirates, wrestling dinosaurs and rescuing exotic women. Gerard loves a good story whether it is absurd or not and he will always try to outdo others with his stories.

Although Gerard has traveled far and wide, his discretion in conflicts has been the one thing that has kept him alive. Delgrand will defend himself if attacked but he will not risk either his men or his ship on rescuing others unless it is explicitly a part of his deal (and it almost never is). Gerard is a smooth-talking ladies man and he will say whatever he thinks will gain the affection of any attractive ladies that he encounters.

Gongo, half-ogre F4:

STR: 18/00. DEX: 10. CON: 18. INT: 6. WIS: 8. CHR: 9.

Gongo is the 19-year old half-ogre bodyguard and ships hand for Captain Delgrand. Delgrand rescued him from a group of elven pirates that were going to kill him. Gongo is rather dim-witted but fiercely loyal to Delgrand. Any hostile acts toward the Captain will be dealt with by Gongo and his Skullmasher (large stone club 1-10/ 2-12).

Bolfoe Bilgebottom, halfm T2:

STR: 7. DEX: 18. CON: 16. INT: 12. WIS: 13. CHR: 12.

Bolfoe is a 34-year old halfling cook from Procampur. A former indentured servant, Bolfoe is now happy serving the duties of cook and bilge operator (unless he can get passengers to do the work, which he incessantly tries to do). Bolfoe will promise passengers land he owns in Chult (a lie but how will the passenger know?), feign sickness-whatever it takes to get out of his chores. When he does actually work, Bolfoe cooks excellent food despite the unending complaining he engages in.

Mananga Tarushaka, hm F2:

STR: 15. DEX: 13. CON: 17. INT: 14. WIS: 13. CHR: 9.

Mananga is a 31-year old male from Kara-Tur. He is the ships main navigator and doesn't speak common. Both Gerard and Sorenson speak Mananga's dialect of Kara Turan so they can understand him. Mananga remains quiet and speaks very little although he will eye any passengers suspiciously should they approach him.

Sorenson Belesham, hm F3:

STR: 11. DEX: 16. CON: 18. INT: 10. WIS: 13. CHR: 7.

Sorenson is the 21-year old 1st mate of the ship. He is rude, obnoxious and ill mannered. He does his job well but lacks any social graces or hygiene. Throughout the journey Sorenson will be annoying and forward with the PCs either about how he dislikes them (if they are male) or how he would like to get to know them better (if they are female).

Player Handout #1

You have found a small diary containing vellum pages bound in a pink leather binding. On the front inside cover of the book you see the initials S.B. Paging through the book it appears that only a few of the pages near the front have entries upon them:

Entry Dated Three Days Ago: What a lovely surprise Chauncey gave me! A trip to a new island resort! As we approached the docks earlier today my heart filled with joy at the thought of leaving our estate behind. Our cabin was quaint but nice in a rustic, down-to-earth sort of way. Chauncey wants to drink wine on the beach and drink champagne under the clear night sky. This truly is a romantic island paradise!

Entry Dated Two Days Ago: I never thought that last night's charm could be superceded by anything! However today Chauncey and I went on a lovely nature walk through the forest. We spent many hours enjoying each other's company by the pristine lake before heading off to the cliffs. It was so very breathtaking watching the ocean waves crash upon the colored rocks below. Finally we returned to the resort to sit upon the beach and absorb the warm radiance of Lathander's smile as he silently took his leave. Then Chauncey showed me yet another warm, romantic evening on the beach.

Entry Dated Yesterday: Lathander please deliver me! It all happened so fast! During lunchtime today a pirate ship landed onshore. After a brief struggle, the pirates bested the guards at the resort and then proceeded to capture people at the resort! People are screaming everywhere and I am sure that those evil pirates are murdering people as I hide here under my bed! I only hope that Chauncey is all right as he was in the main lodge! I will just hide here and hope they don't find...

Player Handout #2

On one piece of parchment you find the following written in common:

My experiments are going rather well. After some minor alterations to the rituals found in the book I was able to infuse the spirits of my recent subjects into the skeletal ships, thus imbuing them with magical essence. Now the ships float upon the water and can move at a comparable speed to a galley. Today a living subject was placed upon a ship and it drained him of his essence with pleasing results. We shall see how these vessels perform in my first assault next week.

Another piece of parchment has the following written in common:

Today marks the beginning of my mastery over the other plane. With my new creation I will be able to wreak havoc on the navies of the area. I am not sure whether I will be able to summon another, as the first one took over a score of sacrifices. However the might that this creature can bring to bear in a fight makes investigation into this possibility a definite priority.

Yet another piece of parchment has the following written in common:

Verg has finished the arming of the traps on level one. Hopefully the excavation of the lower levels of this dwarven city will result in our forces finding magical items to aid us in our efforts to conquer the area. I certainly hope that the bargain I struck for my ring was worth it; I guess that time will tell...

Player Handout #3

Written on the wall in Dethek runes, you read the following:

Over ten generations ago Marthammor Duin looked down upon the world and frowned. At that time evil plagued the land. He saw us engaged in a bitter struggle against overwhelming odds. Seeing that the foe had the aid of many infernal powers, Marthammor Duin decided to even the score.

With a determination in his voice the God of Lightning spoke to the greatest priests of his faith. "I want you to forge a weapon for the righteous amongst our kind. This weapon will be crafted from a bluish-hued metallic ore that I will provide to you. It shall allow those of good heart to strike down the evil foes that they meet with the power of my wrath!"

Under the direction of the God of Travelers, the priests labored for many months. The greatest dwarven weapon smiths were enlisted to forge blades from the mysterious metal ore. Hundreds of blades were forged of the metal and enchanted by arcane processes long forgotten.

With these blades, our people were able to fight back against the enemy. Strongholds that were under siege were liberated and our enemies were severely beaten back. However the evil gods, seeing our newfound might, decided to attack us ever more vigilantly. Many of our cities faced overwhelming odds against the angered forces of evil and some of our grandest cities were overrun by the foe.

As the forces of evil lay siege to many of our ancestral holds, the priests of our protector called out for help. Seeing that his people needed him, Marthammor Duin answered the call. Appearing in a vision to his most devout priests, Marthammor Duin informed them of his plans. He planned to imbue some of his essence into a few special instruments that only those he deemed worthy could wield.

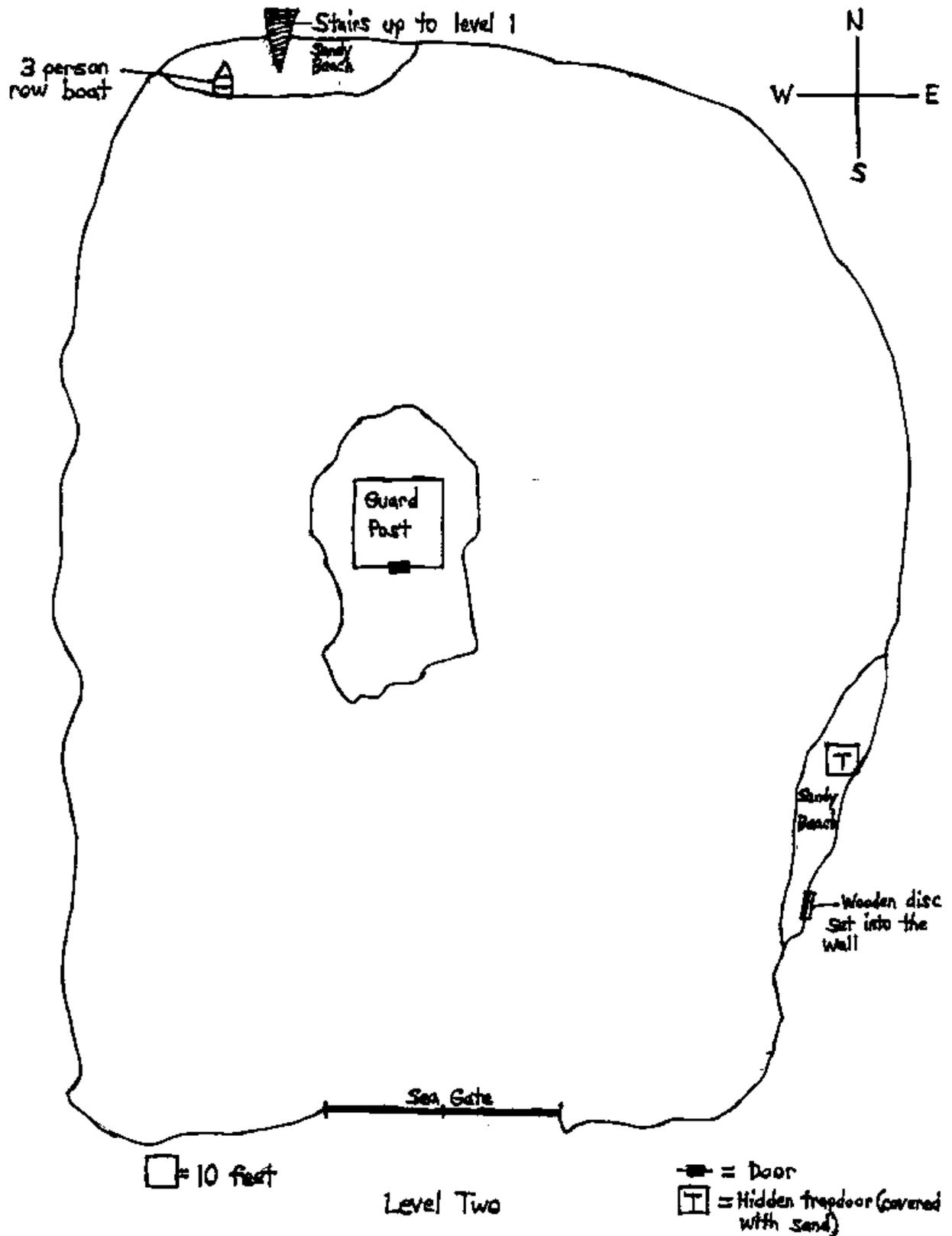
The night that he spoke to his priests, Marthammor Duin pointed down from on high. As he pointed, lightning streaked from his hands striking the surface of the altars centered in his most pious temples. When the sparks subsided, his priests could now see a hole in the surface of the altars.

"Now I have given you the means to improve" Marthammor Duin then declared to his priests. "Through wisdom you can better arm yourselves in the dark times ahead. However I shall warn you that there is a test that only those I deem worthy shall pass. Only those who are pure of heart deserve to wield my might!"

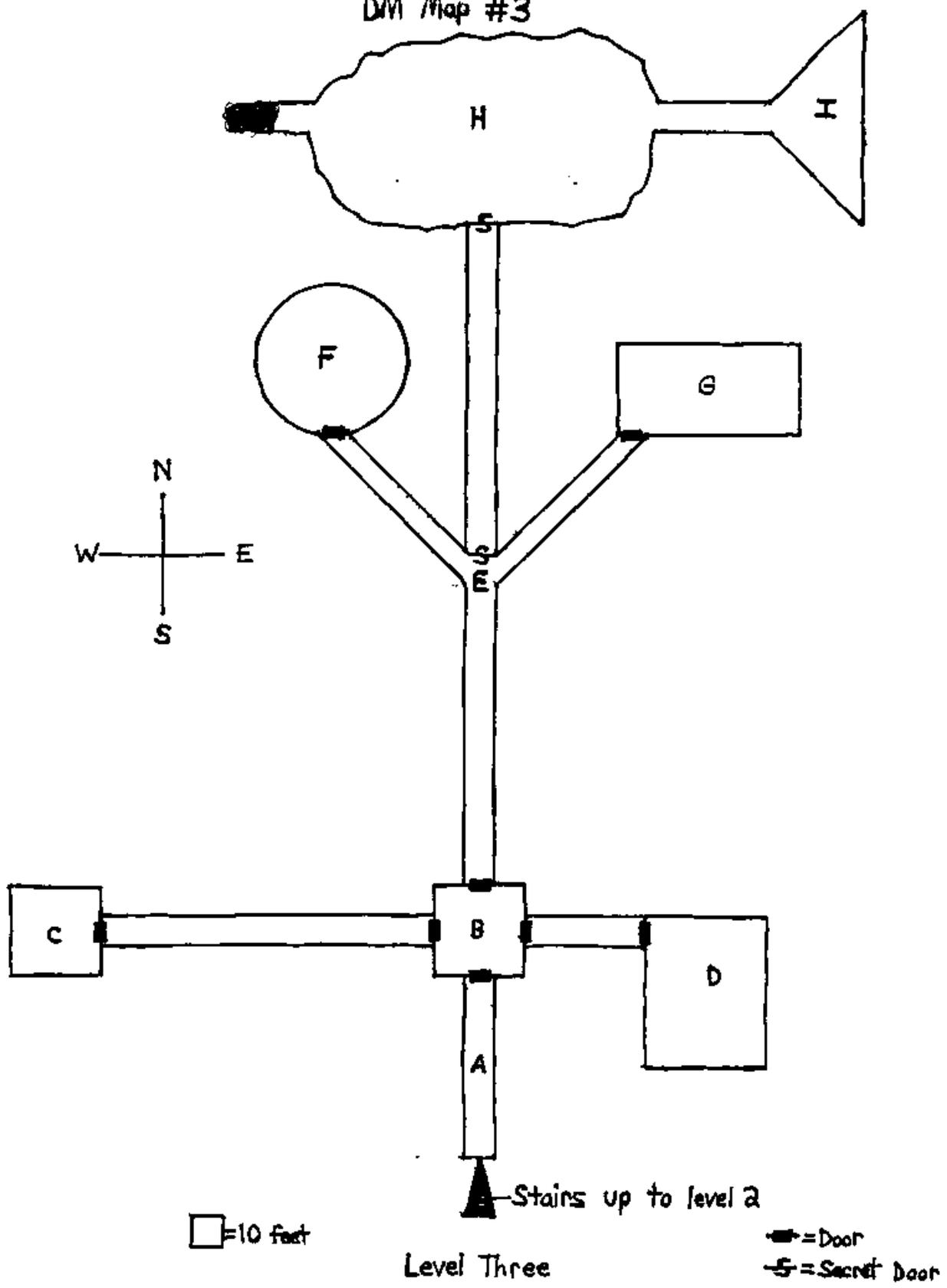
After the proclamation, the priests of the chosen temples opened up and let their bravest warriors in. Some experienced nothing, some were punished but a select few were chosen. Those few who were chosen found themselves wielding power that allowed them to lead our people out of the darkness that threatened our very existence.

Over the centuries many of the instruments of Marthammor Duin dwindled and were lost in battles against evil. However it is said that the god still keeps a vigilant eye upon his altars. When the world once again cries out from the wounds of evil doers, Marthammor Duin will anoint those of pure heart with instruments of his wrath!

DM Map #2

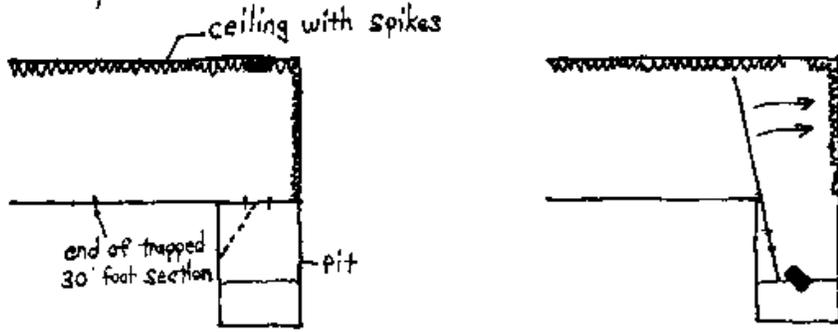


DM Map #3



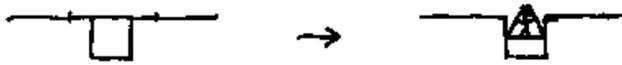
Ⓐ Stone block and lever trap

side view



Ⓑ Skullcrusher trap

side view



Ⓒ Skip to your doom

overview

