

Isle of the End

A One Round AD&D High Level Living City Adventure (HUD8)

By Dave Sreniawski

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This is a non-standard RPGA Network tournament. An eight-hour time block has been set aside for this event. It is a good idea to ask each player to put a nametag 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. For the Ravens Bluff, High Level campaign a minimum of FIVE players is necessary to play the event. RPGA demands four but that would be akin to suicide in the Underdark.

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

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

Precast Spells Allowed in the High Level Campaign:

- 1st: *armor, wizard mark, weighty chest*
- 2nd: *magic mouth, fire trap*
- 3rd: *sepia snake sigil, continual light, accelerate healing*
- 4th: *stoneskin (normal number minus 1d8)*
- 6th: *contingency*

DM Information

There are a number of important facts when adventuring in the Underdark. They are:

- It is dark. The PCs will be able to partially use infravision to get around. Most of the walls and floors are the same temperature making navigation without a light source difficult at best. Torches, lanterns and continual light devices will need to be employed.
- Teleport and other dimensional travel is limited in the Underdark to one half mile. PCs travelling to the Underdark can teleport to the mine entrance outside of the mountain, otherwise a four-day ride. But then it is an eight-day journey to the primary settlement. These eight days can not be substantially reduced through magic as the

radiation of the Underdark prevents that type of magic.

- There is no shopping in the Underdark. The PCs only have what they have brought with them. Food, water, healing are in limited supply.

DM's Summary

Setup and Introduction (30 minutes)

The PCs are assisting with a clean up detail of Raven's Deep. This is in expectation of the visit of our new svirfneblin ally, King Durglewraithindar Murgleishenblin. While the PCs are busy with the clean up, a recently missing soldier returns to the city as a zombie with a tube containing a note. The note is a warning that House Dosstoloth knows of the King's visit and is already preparing an ambush.

Encounter One - Dark Rendezvous (1 hour)

The PCs head out to stop the ambush and arrive upon a battle. The svirfneblin king has been (seemingly) killed and the PCs can help clear up the drow who quickly retreat mission complete. In the aftermath, a healer determines that the king is not dead, but in a comatose state. Magic and natural healing are tried, but to no effect. The group will need to bring the remaining svirfneblin and the king back to Raven's Deep.

Encounter Two - Dark Tidings (30 minutes)

Back in Ravens Deep, healers and mages examine the comatose King and discover that they have no idea how this poison may have been created. The illithid ambassador, Yagol, relates the story of the "Isle of the End" an ancient holy place to Jergal and the "Moss of Doom" found there.

Blacktree asks the party to seek this isle, and acquire sufficient moss to create an antidote. The illithid notifies the party that a ship occasionally leaves from Tradesport to a temple of Jergal on the Sea of Eternal Night. The priests of Jergal's Temple will most certainly know about the ancient Isle of the End.

Encounter Three - Tradesport (30 minutes)

The PCs arrive in Tradesport and spend limited time seeing the sights before they find Captain Scorn.

Encounter Four - The Ship of Bones (1 hour and 30 minutes)

Captain Scorn will take them to the Temple of Jergal, but because of the time frame they will need to take a more dangerous route. They will travel within sight of a large island that the Captain will call The Great Brood, an above ground extension of a rumored vast

underwater City of Aboleths and slaves. Half a day away from the Great Brood, a pirate ship led by a nasty Drow necromancer and a priestess of Kiaransalee attacks the party.

Encounter Five – The Temple of Jergal (30 minutes)

The temple of Jergal is on an island among a small group of islands. Captain Scorn will take the party to a dry lifeless Island dotted with a few mausoleum-like buildings and one huge library. Dry wizened humans and a handful of mummies go about their tasks. The high priest will eventually tell them of the Island of the End, and warns of its harmful effects.

Encounter Six - Isle of the End (30 minutes)

Arriving at the island a brave volunteer will need to go ashore to get the moss. A lone Hydroloth guards the island, but will require some creativity to defeat. The PC gets the moss and the party begins travelling back home.

Encounter Seven - Duergar Ambush (1 hour and 30 minutes)

As the PCs heads back to Ravens Deep, one more attempt is made to prevent them from returning with the Moss. House Dosstoloth has hired a mercenary company known as the Black Hammer. This mercenary company is comprised of duergar. They have set up an elaborate ambush to complete their task. (This can be a complicated combat, so it is suggested that the judge spend extra time preparing for this encounter.)

Conclusion - With a spoon full of Sugar (15 minutes)

Victorious (hopefully), the PCs return to Raven's Deep with the moss and the King is cured.

******Before Play******

While at the temple of Jergal late in this module, the priests of Jergal will totally ignore any PC who has been raised, resurrected, or reincarnated. It is suggested that the DM find this information before play begins. It would be better to ask a misleading question in the beginning rather than ask when the PC get to the Temple. A sample question might be to ask if a PC had been raised or resurrected and what church or churches performed the spell. And if anyone had been reincarnated, was it in Ravens Bluff or somewhere else? Write the names of any PCs down and save this information for later.

Player Introduction

How the mighty have fallen. You are among the mightiest of Ravens Bluff's heroes. You have volunteered to serve in Ravens Deep to stand against the worst that the Underdark can throw against you and what has Blacktree asked you to do now? Help clean up. Our new svirfneblin ally, King Durglewrathindar Murgleishenblin is coming to visit. Maybe you should try to convince Lord Blacktree that with svirfneblin affinity for rock and dirt, the King would like Ravens Deep just the way it is. Oh well only three more days and he will be here.

It is about time for your midmorning break when you sense a commotion from the South side of the encampment. Maybe it is another drow assault. They had better not be making a mess! You just cleaned that area.

Give the PCs an opportunity to react. If they ask passerby's about what is happening they should get comments like "I heard a legion of Undead are breaching the south wall" or "A Lich and his army are attacking Raven's deep" When they start moving toward the commotion read on:

As the PCs arrive on seen, give them a chance to describe themselves to each other if they have not been adventuring together before.

On your way to the south side you begin to hear stories of an army of undead attacking the encampment. You finally get across the city all ready for battle but find no army of darkness to confront.

The rumors of an undead attack are greatly exaggerated. Actually one zombie shambled up to the South Gate. It was wearing the livery of a Raven's Deep soldier; the guards subdued it and brought it in.

Once again ask the players what they want to do. Their situation is basically that they have gone all the way to the south wall, and have found no problems. They should quickly decide to begin asking questions. They will get the true story from Sergeant Bleckson:

"Yes, I saw what happened. Private Stewgar raised the alarm when he saw a loan zombie storm the wall. By the time I got here, the elf zombie just kept walking into the wall. We were about to douse it with holy water when Private Stewgar noticed it was wearing a Raven's Deep army uniform. We through a light stone down at his feet to get a better look and notice that he had a sign around his neck. I then had two men entangle it with nets, hauled him up and put him in a cage.

"All the sign said was Blacktree. I thought this was some bad joke, and was about to order all the men to cut the zombie down, but noticed that a scroll tube is sticking out of where his right hand used to be. So I had the cage put on the back of a cart and sent the creature off to Blacktree's office."

Upon completing his story he gets a concerned look over his face as if this was the first time he truly stopped to think about the potential dire consequences that could occur as a result of his actions. "You do not think I did anything wrong do you? I mean....the zombie is all locked up. Surely it cannot hurt Field Marshal Blacktree, can it? They just left a few minutes ago, if you hurry I am sure you can reach Blacktree before the wagon does."

When the PCs arrive, Blacktree is watching the men remove the cage from the back of the wagon. The PCs are free to take any precautions they feel are necessary. The zombie can be identified as Corporal Lethger, an elven scout who has been missing for three days. Ultimately the scroll tube should be opened and the letter inside read (**Player Handout #1**).

Zombie: Int: non(0); AL N; AC 8; MV 6; HD 2; hp 12; THAC0 19; #AT 1; Dmg: 1d8; SA nil; SD spell immunity; MR nil; SZ M; ML Special.

Once the PCs and Blacktree have a chance to review the information continue with the following:

"Although this might be an elaborate trap, we cannot just ignore this information. The risk that it is true is too great. I ask you to leave immediately to intercept and warn King Durglewraithindar and escort him back to Ravens Deep."

The following information can be provided to the PCs:

- House Xytyr, the fourth house of Nykandthandar, has offered to enter into a non-aggression pact. They hate House Dosstoloth (third house) and would betray them at any opportunity.
- Examining Corporal Lethger body did it is clear the died from having the heat sucked from his body (he was killed by brown mold).
- King Durglewraithindar is known to be a strong fighter and is bringing along a sizable guard of 30-40 gnomes.
- The King's group is expected to come meet an honor guard from Raven's Deep at Y fork passage in two days. The PCs should travel down that passage toward Jacinth (Gnome City) to encounter the King's entourage.

- The King is bringing several of ministers to negotiate a Trade and Mutual Defense Treaty, but the King wanted to meet first hand the people he may ally with.
- Blacktree will make sure that the King is magically contacted and warned about the impending attack.

Blacktree will thank the group and remind them to be on their best ambassadorial behavior. The group is asked leave immediately.

Encounter One - Dark Rendezvous

PCs may travel through the Underdark by any means they have at hand, but inform them that travel faster than 15" is unsafe. They will be unable to react to sudden changes in the environment. Traveling at safe speeds with adequate rest will take one and a half days. Traveling without breaks and only minimal rest can get them there in one day. However, no matter how fast the PCs travel, they will encounter the King's entourage in the process of being besieged by the drow strike force.

Traveling quickly and quietly you move as fast as you dare through the Underdark. You are sure that unless the King turned around and headed back to Jacinth, you should be meeting up with him very soon. Then you notice the faint sounds, but when you stop to listen your concerns are confirmed. You hear the sounds of battle coming from somewhere ahead.

As the group makes its way forward read the following. Note: the king has already been poisoned by the time the group arrives. There is no way to prevent the poisoning.

The sound of battle gets louder. Stepping through a cavern entrance you see a chaotic battle taking place. Scores of kobold and ogre bodies litter the cavern. A force of what looks to have been thirty to forty svirfneblin have been reduced to less than ten. Several of the downed deep gnomes are being dissolved in what looks to be pools of green slime. Despite their heavy losses, the svirfneblin stand their ground and fight on as a group of drow press their advantage. In addition to the drow, several dog-headed four-armed beasts (Glabrezu – Tanar'ri) approach the svirfneblin. In the center of the cavern

2 huge earth elementals fight the largest of the dog-headed four-armed beast.

Behind the line of svirfneblin stands another of the elementals seemingly standing guard. To the rear of the towering creature a small deep gnome hovers over the still body of another deep gnome.

What has gone before

The drow began the assault using about 150 kobolds. The kobolds were followed by 2 dozen ogres. While the ogres pressed the svirfneblin, the drow archers moved into position. When the time was right, the drow joined the melee with their slime creatures and poisoned the King. The ropers were not brought to attack the svirfneblin, but were setup to guard the drow retreat.

Just prior to the PCs arrival, the drow high priestess opened a gate by which the drow nobles escaped. The gate also allowed four glabrezu to enter the combat.

What now

The PCs are free to join the melee at this time, but the drow mission has already been accomplished. As soon as the drow realize they are out matched, they will begin to depart any way they can. Especially considering the drow leaders having already left.

Remaining forces

Svirfneblin Forces

Priest of Callarduran Smoothhands (his name is **Mallusran Murgleishenblin**, cousin of the king and minister of trade) (P12) AL NG; AC -6; MV 12; Level 12; hp 90, THAC0 14 (11); #AT 1; Dmg 1d6+7; SA Spells; SD Spells and other; MR 65% SZ S; S: 12, I: 14, W: 19, D: 12, C: 16, Ch: 14

Mallusran will be attending the downed king and will not participate in combat.

Caravan Guards (8 x alive, 25 deceased) (Ft/7); AL NG; AC -2; MV 12; Level 7; hp 60, THAC0 14 (10); #AT 3; Dmg 1d6+7/1d6+7/1d4+7; SA Spells; SD Spells and other; MR 40% SZ S; S: 18/01, I: 10, W: 8, D: 12, C: 16, Ch: 10

Innate Abilities (once per day): *Blindness, Blur, Change Self*, constant *Non-Detection*, Immune to illusions, phantasms, and hallucinations.

Equipment: Deep gnome mithril/steel chain +2, Dagger +2, Short Sword +2,

Magical Effects	To Hit	Damage
Short Sword	+2	+2
Strength	+1	+3
Specialization	+1	+2

Total +4 +7

Earth Elementals (3): AL N; AC 2; MV 6; HD 16; hp 90, THAC0 5; #AT 1; Dmg 4-32; SD +2 or better weapon to hit SZ H 16'

Drow Forces

Male Drow Mage (W9): Int (14); AL CE; AC 2; MV 12; Level 9; hp 38, THAC0 17; #AT 1; Dmg 1d6; SA Spells; SD Spells and other; MR 68%; SZ M; S: 10, I: 16, W: 12, D: 18, C: 16, Ch: 13

Innate Abilities (1/day): *dancing lights, faerie fire, darkness 15' radius, levitate, detect magic*

Equipment: Staff, **Wand of Frost (18 charges)**

Current Spell Effects: *stoneskin (7) OOOOOO, reduce, non-detection, fire shield (cold shield), globe of invulnerability*

Spells: *feather fall, gaze reflection, ~~reduce~~, shield, alter self, detect invisibility, snilloc's snowball swarm, invisibility 10' radius, ~~haste~~, ~~non-detection~~, emotion, ice storm, teleport, ~~cone of cold~~, ~~globe of invulnerability (from a scroll)~~*

Female Drow Fighters (6) (Ft/7): Int (10); AL CE; AC -4 (-5); MV 12; Level 7; hp 66, THAC0 14 (8); #AT 2(4); Dmg 1d6+8; SA Spells; SD Spells and other; MR 64%; SZ M; S: 18/01, I: 10, W: 10, D: 18, C: 17, Ch: 10

Innate Abilities (1/day): *dancing lights, faerie fire, darkness 15' radius, levitate, detect magic*

Equipment: Drow Chain +2, Drow Shield +2, Drow Short Sword +2, Drow Cloak

Magic Effects	Hit	Damage
Prayer	+1	+1
Short Sword	+2	+2
Strength	+1	+3
Specialization	+1	+2
Total	+5	+8

Male Drow Fighters (12x) (Ft/7): Int (10); AL CE; AC 1 (0); MV 12; Level 7; hp 50, THAC0 14 (7); #AT 3; Dmg 1d6+14/1d6+14/1d4+12; SA Spells; SD Spells and other; MR 64%; SZ M; S: 18/00, I: 10, W: 8, D: 19, C: 8, Ch: 10

Innate Abilities (once per day): *Dancing Lights, Faerie Fire, Darkness 15' Radius, Levitate, Detect Magic*

Equipment: Drow Chain +1, Drow Dagger +1, Drow Short Sword +1, Drow Cloak

Magic Effects	Hit	Damage
Prayer	+1	+1
Short Sword	+1	+1

Strength	+3	+6
Specialization	+1	+2
Total	+6	+10

FlareEater (Green Slime Creatures)(3): Int Avg (9); AL N; AC 0; MV 15; HD 11; hp 65; THAC0 9; #AT 1; Dmg 3d4; SA dissolves; SD Immune to heat; MR Special; SZ M; ML Elite (14).

Glabrezu (4):AL CE; AC -7; MV 15; HD 10; hp 70, THAC0 11 ; #AT 5; Dmg 2d6/2d6/1d3/1d3/1d4+1; SA at will; SD +2 or better weapon to hit

acid	full
cold	half
electric	none
fire, magical	half
gas	half
iron	full
magic missile	full
poison	none
silver	full

MR 50% SZ H 15'

Innate Abilities: *darkness 15' radius, infravision, teleport w/o error, burning hands, charm person, confusion, detect magic (always active), dispel magic, enlarge, mirror image, power word stun,(7 times a day) reverse gravity, true seeing (always active), plane shift.*

Ropers (2): Int Very; AL CE; AC 0; MV 3; HD 12; hp 72; THAC0 9; #AT 1; Dmg 5d4; SA strands, strength drain; SD see below; MR 80%; SZ L (9' long); ML Champion (15).

Specials:

- Unaffected by lightning, half damage from cold, but -4 penalty to saves vs. fire
- Each tentacle that hits requires a save vs. poison or victim suffers loss of half strength (round down) in d3 rounds for 2d4 turns
- Can shoot a total of 6 strands, one per round, as far as 50 feet; each strand can extend (d4+1) x 10 feet and pull up to 750 lbs. Each time a strand hits its target (successful to hit roll) a save vs. poison to avoid Str loss must be made.
- If victim cannot break free of the strand, it is pulled 10 feet closer per round; when it reaches the roper the creature is bites for 5d4 damage (automatic hit for held victim).
- A strand can be broken or pulled off with a successful open doors roll, or by inflicting 6 points of damage with one single hit from an edged weapon (must hit AC0).

Suggested Tactics:

The drow have already accomplished their mission and will be fighting to get free and run away. Although one Glabrezu is engaging the Elementals, the remaining will use their *Power Word Stuns* on non-hand to hand characters. They have been told that some (gnome) survivors are necessary to carry the message (Parchment in tubes, pouches backpacks etc. of Kobolds and Ogres) back to the Deep Gnome and Human settlements.

The DM should only need to run about 4 or 5 rounds of combat. Let the PCs have fun beating up on drow and Glabrezu. After that the glaberzu will assist the drow departure by teleporting them away.

Aftermath

On the bodies of the Kobolds and Ogres within tubes pouches etc. are many copies of a note from House Dosstoloth. [**Player handout 2**].

The first PC to see the downed deep gnome at the center of the combat read the following:

Lying unmoving and seemingly dead, amidst a pile of the enemy is a regal looking deep gnome who could only be King Durglewrathindar Murgleishenblin. A battered and bloody Svirfneblin kneels next to the King's body attempting some type of magical healing. After casting several spells, the attending deep gnome looks up with a sense of horror and frustration. He silently motions for help.

In uncommon, the deep gnome will identify himself as Mallusran Murgleishenblin, Priest of Callarduran Smoothhands.

Mallusran will have already tried magical and mundane healing on the King. At first he believes the King to be dead, but upon closer examination will confirm that the king live, but barely. Any PC is welcome to try to heal or examine the king and may notice the following:

- Magical healing of any kind does not work if someone watches a magical attempt and makes a successful spellcraft at -10 they will have the insight that somehow magic is being "devoured" as quickly as it can be cast upon the body.
- Natural (herbal type) healing has no effect.
- There is one precisely placed blow in the middle of the kings back.

Mechanics of Doom Moss poison

A unique poison that is derived from Doom Moss has poisoned the King. Doom Moss is only found to grow

in one place, the Isle of the End. Although carefully worded divinations can determine this, the location of the Isle of the End cannot be divined. The following information about the poison can be determined or will be told to the PCs by the illithid ambassador when the PCs return to Ravens Deep.

The poison is not itself magical in nature, but it feeds on magical energy as well as the life force of its victim. The poison devours all magic that is placed upon the King's body. If strong magic is cast on him, the King will show signs of further discomfort and weakening. **Furthermore, any magic item that is used on or touches the King becomes permanently disenchanting (no save).**

Mallusran will summarize the battle if asked:

“We received Blacktree's warning and were proceeding with great caution. We were heading through the cavern here when a band of kobolds and ogres charged from the far end. We didn't worry too much about them knowing we could easily handle them. We started mowing them down. Our spell casters started summoning extra-planar help, for we knew what was to happen next and it did. Groups of drow begin appearing from several different places in the cavern. The battle surged back and forth throughout the cavern as we squared off against the drow. Suddenly out of the corner of my eye I see one of the supposedly dead Kobolds near the king begin transform and rise as a drow. Before I could yell a warning the filthy drow backstabbed the King. Soon thereafter, a female drow opened a gate and several of the drow left through the gate. Coming through the gate were the four demonic creatures you saw us fighting. That is about the time you arrived. I think we might have all perished if you had been few minutes latter.

“Given that I am not sure that the King could survive the long trip back to Jacinth, I think we need to take him to your community. Once there we can figure out a plan.”

Among the treasure found, the PCs will find an odd metallic box of about 3"x2" and 2" deep. A PC with black-smithing proficiency (check at -3) would be able to identify the metal as a combination of mithril and star metal (the box automatically makes all saves). *****IMPORTANT*** The PCs must find this box. They will be unable to transport the Doom Moss without it. Do not overlook this!**

Mallusran will want to take the King and any survivors to Raven's Deep to re-group.

Give the players time to discuss whatever they want, but Mallusran will be very cautious about letting them “experiment” on the King's body.

Encounter Two - Dark Tidings

The journey back should be uneventful. Unless the PCs have sent word ahead read the following upon the party's return.

As you get within sight of Ravens Deep you can see that the city is indeed spotless. A gleaming mail clad honor guard stands before the gates. Upon seeing your group they signal and a fanfare is struck from behind the wall. Field Marshal Blacktree, astride a gleaming white stallion, rides forth from the gates to greet the regal visitor.

When Blacktree sees the party and the lack of Svirfneblin he quickly realizes something is wrong. He introduces himself to Mallusran and asks the party what happened. As soon as the PCs mention a battle, he stops them and will lead them directly to his office.

You immediately head to Blacktree's command center accompanied by Mallusran and bringing the King's poisoned body. After Blacktree hears the story he asks to meet privately with Mallusran. He suggests that the PCs get refreshed and come back in one hour to discuss the next step.

The PCs can do as they please for an hour. If they look after the remaining deep gnomes they will find them eating in the mess hall.

An hour later you return to Blacktree's office. Mallusran is no longer present and Blacktree looks a little frazzled. Blacktree begins “So does anybody have any suggestions?” Just as you begin to answer a worried looking soldier interrupts the meeting. “Excuse me Sir,” the soldier says “Yagol, the illithid ambassador insists upon an immediate audience with you.” Before Blacktree can even comment a beautiful but vacant eyed female drow steps into the room followed quickly by a regally dressed illithid.

Allow a short pause for player reactions, but they do not even have a round before the female drow starts speaking:

The female drow begins to speak, but there is something unnatural in the way her words form. “Ah,

Lord Blacktree, I see you have a dilemma on your hands."

Blacktree ignores the drow and replies to the illithid "Yes ambassador we do." Blacktree replies somewhat tersely. "I will assume that you are not here for tea. If you can shed some light on this situation, it would be most appreciated."

"Of course my friend. We know a few things about this "situation" as you call it. A rare compound, known by some as Doom Moss, has poisoned the King. The poison, and the antidote, is derived from moss that to the best of our knowledge only grows in one place, on the Isle of the End. The Isle of the End is an ancient experiment of the deity you call Jergal. The little I can tell you is that the Isle of the End is reportedly near a Temple of Jergal somewhere on the Sea of Eternal Night.

"An associate of mine has heard of a ship captain in Tradesport who makes occasional supply runs to the Temple of Jergal. To create an antidote, someone will need to travel to the Isle of the End and collect some of the Doom Moss. With the Moss in hand, creating the antidote should not be too difficult.

"If you like, I can have my associate make arrangements for your representatives to gain passage aboard the supply ship."

Blacktree turns to look at you hoping you have a better plan.

At this time the PCs will be allowed to ask any questions of Yagol. If the PCs threaten Yagol, he will smile at them as Blacktree reminds the PC that Yagol is an ambassador with FULL diplomatic standing. Yagol will not reveal his sources of information but will tell the group the following:

- Yagol believes a "natural" antidote can be created from a sample of the Moss. (requires Healing, Herbalism, and Alchemy skills)
- The captain who makes supply runs to the temple of Jergal is named Captain Scorn. Captain Scorn is human and he can usually be found at the casinos in Tradesport. Yagol has never met him so does not have a description.
- The Moss of Doom is an ancient creation believed to date back to a time in which Jergal was the greater power of Death, Strife, and Decay. It is said to be able to destroy any magic cast upon it. It must be contained in a special mithril/star metal container to keep it sealed and even this may not keep it sealed for a long time (months).

Mallusran will allow detail examinations of the fallen King, but nothing other than the antidote distilled from the moss will help.

The PCs should begin to talk about acquiring a sample of the moss. If the PCs do not automatically volunteer Blacktree will ask them to go. Once the PCs are willing to go, have them meet with Yagol one more time before their departure.

"The place you are to journey to is a city called Tradesport. It is an island fortress on the Sea of Eternal Night. It has a long history that I will not go into at this time. Suffice it to say that it has become a place of trade for several of the darker powers of the Underdark and the outer planes. It is a dangerous place for those who do not know its workings.

"I have arranged for you to be brought to Tradesport on an illithid craft. You will be brought into Tradesport as illithid cargo (yes that means you are to act as thralls), to avoid any problems with immigration. From there you will be escorted from the illithid compound to one of the many casinos on the island. At the casino you will meet with Captain Scorn. From there you must make your own arrangements.

"You may see things in Tradesport that offend you. I suggest, at least for this trip, you ignore them. Do not try to investigate the city. Make your stay there as short as possible. These of course are only my recommendations."

Yagol will give the PCs a rough map to the rendezvous point with the illithid on the shore of the Sea of Eternal Night. Assuming normal travel conditions, it will take the party four days to reach the shore of the Sea of Eternal Night.

Let the PCs take whatever preparations they need before they depart. Just prior to their leaving, have Blacktree contact them in private. He will inform the PCs that he has already sent a group of adventures into Tradesport to investigate the City. He wants the PCs to keep as low a profile as possible to prevent any chance of endangering his agents.

Just prior to leaving Mallusran will visit the PCs to thank them for attempting this and to wish them well. He will remove a stone charm that he carries on a leather necklace from around his neck, and tosses it down on the table for the PCs saying,

"Here take this. It might come in handy. Just return safely and swiftly."

It is the *stone of cleric spell reformation* (See Treasure summary for details)

Assuming the PCs take reasonable precautions, the journey to the Sea of Eternal Night is uneventful. You can have them supply a marching order and watches if you want.

For the past six hours, your travel has been steadily down hill. Now the odor of the sea hangs heavy in the air. It is strange to be underground and smell the ocean. Finally, the cave opens up to an immense cavern. Before you is a body of water that goes for as far as the eye can see. The roof of this cavern varies between 300 and 500 feet above the dark water. The slight breeze touching your face feels like a blustery day when compared to the stillness of the other caverns of the Underdark. The bioluminescent lichens are prevalent on the ceiling and allow you realize that the dimensions of this cavern are measured in miles.

You stand over a hundred feet above the water on cliff side path that leads down to the ocean's shore. You make your way down to the beach.

Soon after you arrive an illithid and its goblin thrall appears on the beach. "Greeting, I am known as Therix," announces the illithid through its thrall. "I have already notified the ship. It should be coming into sight any time now."

Allow the PCs a few minutes to "speak" with the illithid. The illithid will not show the disdain it feels by dealing with a lesser race. He will act cordial and answer the PCs questions to the best of his ability.

After a short period, a vessel appears out of the darkness. The "ship's" main body is roughly three stories tall and is round like a tire except that it looks to be made from a giant shell like that of a conk. The front of the illithid's vessel is a vicious ram that is constructed to look like four illithid tentacles braided to a single point. Several oarsmen propel this ship silently through the water.

The PCs are allowed to board the ship. They are taken to a room without windows. The room has a table and four chairs and 10 bunk beds. The PCs are told to stay put and that it will take about 15 hours before the ship reaches Tradesport.

This room is the resting-place for the oarsman slaves. The bunks have fleas, but nothing else will bother the PCs for the 15 hours. The illithid will not let the PCs have free run of the ship, but any PC that

agrees to allow any illithid on board to mentally contact the PC will be allowed up on deck.

Just before the ship arrives at Tradesport, Therix will gather the PCs to "speak" with them. He wants an acknowledgement from each of the PCs that they agree to be his thralls while they enter Tradesport. The only reason the PCs are not having to go through immigration is because they are being brought through as illithid cargo (a small loophole in the laws of Tradesport, but one the illithids are willing to exploit.). The PCs can reach any reasonable arrangement with Therix, but he will only take the PCs into Tradesport if they agree to become his property.

Any PC that does not willingly submit to Therix will not be allowed to disembark at Tradesport. If a PC puts up a terrible fuss, have Therix tell the PC that if he wants, he can return to shore with the nautiloid (illithid ship).

Encounter Three – Tradesport

The following is more information about Tradesport than you will need. Do not feel it necessary to furnish this information to the PCs. It is provide to you, so that you can answer PC questions. Tradesport will be further detailed in a future module. For this event, Tradesport is a place for PCs to hire a ride to the Temple of Jergal.

History of Tradesport

Over a millennia ago when the Mulhurondi pantheon was expanding across the realms, Set sent out his followers to spread his might into the Underdark. His followers built a keep on the isle that is now Tradesport. Time passed and the island was abandoned except for the undead that had been left to guard the keep. This place remained abandoned for centuries, until about two hundred years ago; a drow merchant sailing the Sea of Endless Darkness used it to escape the pursuing Koa Toa. When the merchant returned to Nykhandthandar, he sold the location of the island to a cult member of Vhaerun. Several priest and other followers traveled to the island and expelled all the undead that they found.

For the next fifty years the cult grew and built permanent structures on the island. The followers of Vhaerun gained power and wealth using the island as a base to make strikes to all areas of the Underdark. They negotiated a treaty to provide slaves to the aboleth so that their ships would remain unmolested.

They even managed to negotiate a deal with a surface merchant (follower of Waukeen) to supply them food and other materials.

Eventually, the cult grew to a point that its presence could no longer be kept a secret. This was brought to the attention of the high clergy in Nykhandthandar. They decided that the following of Vhaerun was an insult to Lolth and the cult must be destroyed. Each of the major households was allowed to bid for the right to assault the island, slay the followers and pillage the ruins. Each house was anxious to reap the blessing that Lolth would bestow on the successful household, not to mention the treasures that would be taken. The bidding was fierce. Finally, the First House "won" the right to carry out the exercise. They began preparation immediately.

Fortunately, the cult members had spies in several of the major houses and were made aware of the impending attack. There was little option but to run and hide. There was no possible way that the cult was strong enough to fend off the First House. That is when the cult leader decided to have "one more big blow out, one more big night on the town". Well the town turned out to be Sigil. The Vhaerun followers had a successful night at the gambling tables and were discussing their plight at one of the more prominent brothels in Sigil, Mistress Kristen's, when she said she could protect the Cult, but it would be expensive. At first, the drow dismissed Mistress Kristen's offer as nonsense, but after she started telling them about all the powerful mercenaries that owe her favors the drow began to take her seriously.

Without going into the details, the siege lasted one day less than nine years. On the eve of the ninth anniversary of the siege, the other seven households, at the direction of the Council of Eight, annihilated the First House. The nobles of that house were slain for the shame that they brought upon Nykhandthandar. The island was declared off limits to all drow upon the pain of death. The ruins of the First House remain today as a symbol of what it means to fail Lolth.

In the mean time, Mistress Kristen became the sole owner of what she has now renamed Tradesport. Today, she has opened Tradesport to anyone with enough gold to pay the entrance fee. Her word is law and she enforces the law through her mercenaries' guild. The punishment for breaking her law is to do battle in the arena. The brothels in Tradesport are rumored to be the best in all the Underdark, but slave trade is still the largest revenue producing business.

Today Tradesport is comprised of several powerful trading houses. The drow is by far the largest and provide a large number of drow slaves. They are

primarily male drow that paid the wrong merchant to smuggle them out of Nykhandthandar.

The second largest in number is the human district, which house many followers of Waukeen. They provide much of the services requested in the town.

Next is the duergar. They provide most of the crafted goods that are not imported. They also built a magical forge that does not require fuel, which has allowed them to build strong weapons, which they export throughout the Underdark. At first the duergar did not get along with the drow, but enough examples in the arena has put an end to any open hostilities.

Both the aboleth and the illithid have made homes in Tradesport. In fact, to make the island more accessible to the aboleth, Mistress Kristen had deep canals cut through the center of the island. It is rumored that deep caves have been cut in the earth all around Tradesport and that they are full of aboleth and their treasures.

The most recent addition to the Trading Houses is the presence of Malphagor. Several of the trading shops used undead labor until one day they all rebelled. A secret crypt was opened where the ancient temple of Set once stood. Powerful undead poured forth and quickly began to kill everything that lived. Shortly there after, a priest of Malphagor arrived and took control of the undead, but demanded a section of the City. Since then the followers of Malphagor have been selling undead servants and delivering slaves for sale from Thay. What the undead are doing with the funds they generate is anybody's guess. Most of the citizens of Tradesport object to the presence of Malphagor and his undead, but so far, Mistress Kristen has not done anything about it.

With the destruction brought on by the undead, a large section is still in ruin. There is room for another major trading house, but no proposal has been put forward before Mistress Kristen, at least none that anyone has heard about.

City Structure

Tradesport is divided into several districts. The only two districts that are discussed in this module are the illithid district and a section of the human district.

Tradesport is a walled island with several docks and canals. Many different kinds of ships are anchored at the two primary harbors. However, the illithid ship sails right up to a section of wall. Immediately the wall opens to reveal a large courtyard. Several thralls are already waiting to help unload the ship.

Therix escorts you off the ship and into the courtyard. The courtyard is roughly octagonal in shape and roughly 75 feet on a side. Two and three story buildings surround the courtyard. For the most part, they seem to be warehouses and living quarters. Five oil lamps dimly light the courtyard.

Therix directs you across the corridor to an iron portcullis that is being raised. You move under it into a tunnel that travels under one of the buildings. The portcullis is lowered as soon as your last party member has passed under it.

One of two large double iron reinforced wooden doors is opened slightly to allow you to see into the City. Therix explains that across from the illithid complex is the human district, which is maintained by followers of Waukeen. Furthermore, his fellow illithid have been doing some "poking around" and believe that the man you are looking for is in a dingy casino called the Maelstrom.

"Go down this street and take a left when you get to a main street. Take the first side street on the right and it should end at the entrance to the Maelstrom. You have eight hours before I report you as escaped slaves. Good luck."

Give the PCs a chance to organize their thoughts and tell them that they find the main street. Let them know that it must be "late" here because the streets seem mostly deserted. They should be able to find the side street without problem. If they decide not to follow Therix's direction, have them run into a drow patrol asking them where they are going. If the PCs tell the guard they are headed to the Maelstrom, the drow will point them in the right direction. If the PCs try to cause problems, they will not have any problem with these drow, but more will come. However, the next set will be much more capable and the third group should be of sufficient ability to deal with any high level party.

Once the PCs head down the side street, read the following:

As you begin to make your way down the side street you cannot help but notice a heated bout of haggling going on between a tall, jet black haired human male and a rotund halfling. The halfling is holding a small jar before the human and saying..."good for poison, diseases, and wounds. Why just the other day I used some of this to heal a young women who caught some disease from a cut by a rusty knife. Let me tell you, she sure was grateful" he says with a wink.

Allow the PCs to react. If the PCs move on, let them continue on their way. Otherwise:

The halfling continues "Yes sir, there's five applications left, and I can let you have them for only 8,000 gold."

The Human replies "But I only have 5,000 gold."

Once again allow the PCs to act. They may wish to buy the ointment themselves or ask questions. If they wish to buy it themselves the halfling will sell it for 8,000 gold and the human will stomp off with a scowl. If they ask questions.

Halfling - Tuckerspoon Tallbladder Thf/8 CN

- If asked his name he says "everyone just calls me Tuckerspoon" - **True**
- He owns a small merchant stand in town that sells exotic spices. - **True**
- The ointment is called **Keoghtom's Ointment**, and there are five doses - **True**
- He acquired it in a gambling match at the House Bountiful - **True**
- He needs at least 8,000 gold to contribute to the Tradesport orphanage fund - **False**

Human - Jonrath Gladesburn Ftr/6 LN

- If asked his name he says " I am Jonrath Gladesburn" - **True**
- He is a merchant guard who would like to have healing available in case of trouble - **True**
- He really only has 5,000 gold most of that coming from his recent winnings at House Roy'al

The PCs may do anything they wish including buying the ointment themselves or helping out Jonrath. If they do not act, the human and halfling settle on the 5,000 gold plus 6 months of Jonrath's service.

Casino Search

The PCs should have no problem finding the Maelstrom. The Maelstrom offers craps and slots (note special if a priest of Gond plays slots). Several games of chance are available for the PCs to participate in. Rules for such games have been provided as the Judges Aid appendix.

If time permits and the PCs are interested, they can gamble. House limits do not allow for bets greater than 5,000 gold. Inform any PC that wins more than 25,000 gold that they are drawing much unwanted attention. If they continue to play, they will begin to lose. If they are using magic to cheat the odds, then they will be arrested requiring 100,000 gp in magic in penalties and fines. If they do not have the magic, then they will spend one year in jail.

Asking any employee or most patrons (75% chance) about Captain Scorn will get the reply He's over there pointing to a slot machine.

A thin, severely balding human male sits in front of a strange box-like machine with a handle and an odd window. He wears the salt stained cloak of a seaman. He carries no obvious weaponry. The box he sits in front of has three windows that contain wheels with colorful symbols engraved on them. His wheels stop on two cherries and a plum and you see a pleased expression on his face as six gold coins pour out of a hole in the bottom of the box.

The PCs can approach the Captain or wait. If they wait, you may roll dice and continue playing slots for the captain. If the PCs try to figure out the machine, any person with the engineering proficiency can determine a Gondsman specially built it. Note: The builder snuck in a special benefit to Gond followers. If any priests of Gond plays slots at the Maelsrom, they are allowed to re-roll one of their dice in each pull)

If they approach the Captain:

The captain looks up at your approach. And says, "Damn machine is finally giving me back some of what I spent over the years. If yer look'n to play you're going to have to try another box. I'll be here for awhile."

The PCs will be able to introduce themselves and begin to talk to the Captain as he plays. If they mention need of transportation to the Temple of Jergal on the Sea of Eternal Night, he will ask that they do business at a table where he can concentrate. The captain is not scheduled to leave for the temple's supply run for 10 days, but the PCs will be able to convince him to leave early for gold. He will ask their purpose, and as long as he is convinced the PCs do not mean harm to the priests, he is willing to work out a deal. Captain Scorn has great appraisal skills and will size up the party and negotiate a sum of not less than 3,000 gold pieces, half up front.

He can be convinced to leave within four hours for another 1,000 gp.

The Captain will escort the PCs down to the docks and take a water taxi out to the Sea Talon.

Accompanied by the Captain, you are escorted to the docks and out to his ship the "Sea Talon." It seems the ship hardly deserves the name Sea Talon; it looks clean and sturdy.

You are brought aboard and informed that quarters are limited, so you will be staying in the hold.

The Sea Talon is a small caravel with no weaponry. It has three areas below deck, the Captain quarters, the Crews quarters and the Hold. If the PCs wish they can bribe the crew to sleep in the hold or even bribe the captain to sleep with the crew. The Crews quarters can hold eight (very tight) and the Captains two. (tight). Two lifeboats capable of holding five each are attached to the side of the Sea Talon.

When the PCs are aboard and their gear is stored, the Sea Talon shoves off.

Allow the PCs to do as they wish. If they talk to Captain Scorn they find him a man of few words but he will answer questions. Things he knows (He does not offer anything unless asked):

- It will take about eight days of to reach the temple.
- The priests on the island are mostly humans, but some are mummies.
- The Sea is huge. He has never crossed it but has heard it takes up to 6 weeks to cross.
- All kinds of creatures inhabit the Sea. In fact we will travel within sight of a large island that the called The Great Brood, an above ground extension of a rumored vast underwater City of Aboleths and their slaves.

By the end of the first day you begin to get an idea of how big the Sea is. What started out as a mild breeze has actually turned into a steady wind. As you begin to ponder the size of the Sea you feel wet drops beginning to hit your skin. Captain Scorn calls out to you "You'd best get your raingear on we're going to get some rain."

If the PCs stay out they experience a light rain for about two hours which then stops.

The next two days go uneventfully. Allowing the PCs more time to rest. If PCs are casting long term spells on themselves (*Stoneskin, Contingency*, etc.), please have them write down what was cast and when.

Encounter Four - The Ship of Bones

On the third day out at sea Captain Scorn advises the party that they are nearing an island called The Great Brood. The Great Brood is an above ground extension of a rumored vast underwater city of aboleths and their

slaves. He will inform the party that he plans to give the island a wide berth, but to keep their eyes open.

Tensions run high for most of the day, but at the end of the second watch, the Captain orders an extra round of rum for his crew. About an hour later is when the pirate ship is first spotted by the ship's lookout.

The sound of the alarm brings everyone topside expecting an attack from the aboleth. However, aboleth is not what cause the alarm. Moving towards you at unnatural speed is a large black-sailed vessel. It is still too far away to make out the details, but even without sailor skills, you can tell it will overtake you. It is just a matter of time.

PCs have the option of trying to flee but it looks like the ship will overtake the group. A sailing proficiency check or asking the captain will reveal that

- both ships have equivalent maneuverability,
- The Wail of the Banshee is moving ½ again as fast as the Sea Talon

Movement Mechanics

Currently the Ships are 2,000 yds apart. To simplify movement, assume the Sea Talon has a movement of 100 yds/rnd and the Wail of the Banshee a movement of 150 yds/rnd. Individuals flying toward the other ship will likely be moving at a faster rate than the ships. Take your time running this and use markers and/or figures to assist in organization.

- At these rates, if the Sea talon runs directly away, the ships will close in 40 rounds.
- If the Sea Talon stops moving the ships will close in just over 13 rounds.
- If the Sea Talon turns to close on the Wail of the Banshee, the ships will close in just 8 rounds.

The PCs (and the bad guys) can spend this time prepping for battle. The Captain will ask the PCs if there is anything that they can do to help repel the approaching ship. Let the PCs work with the Captain to come up with a plan.

By the time the ship has closed to within 700 yards, an invisible assassin (dust of disappearance) will fly above the party (possibly landing on their boat) to observe and if possible eavesdrop on the PCs strategy. Any information (seen, heard, touched, and smelled) will be instantly conveyed to Mezzalcat (drow necromancer) who has placed a *Living link* upon this spy.

Male Drow Fighter/Thief (Assassin) (Ft/13 Thf/14): AL CE; AC (0); MV 12; level 13/14; hp 75, THAC0 base: 7, #AT 3; Dmg 1d8+5/1d6+5; SA: Backstab (x5); SD Spells, **Environment Suit**, MR 78%; SZ M; S: 18/51, I: 16, W: 8, D: 19, C: 8, Ch: 10

Innate Abilities (1/day): Dancing Lights, Faerie Fire, Darkness 15' Radius, Levitate, Detect Magic

Equipment: Drow Long Sword +2 (coated), Drow Short Sword +2 (coated), Ointment of Stoneskin negation (4 doses),

Environmental Stealth Armor - In its natural state this appears as a black, tight fitting, head-to toe body suit. The armor cannot be worn over or under any other type of armor. Pulling down the visor activates the suit. The suit may be active for up to 8 hours of use per 24 hours. Putting on or taking off the suit takes 5 rounds.

When active the user's body is transferred into a pseudo extra-dimensional space and can no longer be affected by magic that alters the body (*enlarge, haste, slow, polymorph, wraithform*, etc.). Furthermore, the suit provides the user with several abilities:

- Chameleon Power: suit blend with its surroundings (90% invisibility while immobile).
- Environmental Adaptation: (as per *necklace of adaptation*)
- Environmental Protection: No damage from Fire, Cold, Electricity, and Acid.
- Flight (Move 15, Flight Class: A) for up to one hour per every 24.
- Free Action: as per spell
- Infravision: 120' range
- Ultravision: can see in natural darkness 120' range
- Proof vs. Detection and Location: as per the amulet of that name
- A *dispel magic* at 18th level will cause the wearer's body to appear outside the suit and make the suit stop functioning for 1d4 rounds.

While activated, the wearer of the suit has an effective strength of 18/01. Furthermore, this suit does not inhibit spell casting in any way (mages can wear this armor).

The suit itself conveys AC 0 on the wearer and cannot be further reduced (no dex, magic, etc.). No other defensive magics can supplement this armor class or effect the suit's defensive capabilities. The suit has 50 hit points and can only be harmed by physical edged attacks (blunt attacks actually pass through the suit and are transferred to the wearer). Other attacks such as magic missiles do damage to the wearer.

Furthermore, any protective devices worn by the wearer when the suit is activated cease functioning while the suit is active. The suit provides no protection against attacks affecting the mind. Nor does this suit protect against any type of necromantic spell or effects.

If the suit takes 50 hit points of damage it is destroyed and it utterly destroys the wearer. No form of magic short of a wish can restore the wearer if the suit is destroyed. Damage to the suit heals at a rate of 1 hit point per day and this rate cannot be increased under any circumstances.

Once the party has made all its preparations, read the following (adjust text to reflect PCs actions)

As the ship draws near you can make out individual details. The large ship is made completely of bone, sealed by some unknown magic. The figurehead at the front of the boat is that of a female elf dressed in rags with wild unkempt hair. Her face is a mask of pain and her head tilts back to accommodate her unnaturally wide-open mouth. Below deck, ten sets of oars draw the ship nearer. While above deck, skeletons are ready for when the vessel gets within range. A few drow, a half-orc, and several skeletal figures of an unknown nature wait expectantly for the fight. Several semi-transparent beings fly along above the ship.

Captain Scorn quickly directs his crew to jump in the lifeboats, which they quickly begin to lower. "I'll give you half of your fare back if you keep my ship afloat!" he yells as he lowers the rowboat and instructs his men to get some distance.

The Bone Ship

The necromancer ship is named the *Wail of the Banshee*. The ship itself is a wooden vessel covered almost completely in Bones. The bones have been turned to steel (*transmute bone to steel*, 6th level necromancer spell) but retain their original weight. The sails only provide a small amount of forward momentum. The skeletal rowers furnish most of the ship's speed.

The ship itself is similar in design to a galleon but is slightly shorter and narrower for increased speed and maneuverability. It has two masts and a bowsprit (a beam projecting from the front of the craft at about 20-degrees above horizontal and supporting a great triangular sail between it and the foremast) as well as a raised forecastle and poop deck. The ship sits very high in the water to accommodate the openings for the oars below deck.

Statistics-

Length: 120 ft

Breadth 35 ft

Movement: 150 yds/rnd

Sails: Lateen

Tonnage: 300

Crew: 6 plus 60 Oarsman (60 Skeletons)

Ship Abilities:

Banshee Figurehead – Once per day either Mezzalcat or Biethesphara may activate the ship's figurehead. Immediately upon activation the figurehead will wail like a banshee causing all within 30' to save vs. death magic or die. On the second round the figurehead's keening wail will change pitch and direct a cry at a single opponent. The cry will cause the opponent to become insane acting as if a confusion spell had been placed upon them. A successful saving throw vs. spell will cause the insanity to be temporary (1d4 rnds). Failure to save will cause the insanity to remain until a Heal, Restoration, or Wish is used to remove the madness.

Special Defenses-

Andrui's baneful backfire (Wizard Spell Compendium 1) – Mezzalcat has used a scroll with this rare spell to protect his ship. The backfire remains dormant until such time as *dispel magic* is cast upon the ship. The backfire not only causes the *dispel magic* to fail automatically, but the dispelling caster also automatically loses one memorized spell of 6th level. If he or she has no such spell the backfire causes him to lose a spell of the next lower level until the caster has lost one spell or has no spells to lose. [High level modification] – If the *dispel magic* was cast off of an item the *dispel magic* is reflected back at the item where it will automatically work (as if dispelling itself). The item will be rendered non-operational for 1d4 rounds.

All the undead aboard the ship are under the influence of a *resist turning* spell giving each an 80% resistance.

Necromancer Ship - Top Side

Mezzalcat - Drow Necromancer Specialist (M15): Currently cast the necromancer spell *Corpse Host* to inhabit a half-orc's body

Half-Orc Body - AL CE ; AC 2; MV 12; Level 15; hp 125, THAC0 6; #AT 1; Dmg 1d6; SA Spells; SD Spells MR 110%; SZ M; S: 18/25, I: 19, W: 12, D: 18, C: 18, Ch: 10

Dark Gift - Enhanced Magic Resistance: +30% to base plus all MR transfers with him when he "works" in other bodies.

Innate Abilities (1/day): *Dancing Lights, Faerie Fire, Darkness 15' Radius, Levitate, Detect Magic*

Spells: *magic missiles (3x), shield, chill touch, alter self, reduce, living link, blur, detect invisibility, spectral hand, Melf's acid arrow, dispel magic x2, haste, lightning bolt, fireball, vampiric touch, fumble, haste undead, enervation, ice storm x2, fire shield (chill shield), Mordenkainen's faithful hound, cone of cold, teleport, chaos, wall of force, corpse host, chain lightning, invisible stalker, death spell, finger of death, prismatic spray*

Spell in effect: *stoneskin (12) OOOOO OOOOO OO, armor, detect invisibility, living link, fire shield (chill shield),*

Mezzalcat will fight to the death in the half-orc's body and will then retreat back to his body within the ship. A skeletal warrior, (commanded by an invisible drow), is guarding his body. A *Mordenkainen's faithful hound* and spherical *wall of force* further protect it.

Bone Golem (4x) (Minotuar Skeletons - Bone to Steel) - Int. Non; AC 0; MV 12', AL N; HD 14; 90 hp; Thac0 7; #AT 1(2 *Hasted*); Dam: 3d8+4; SA: Hideous Laugh save vs. Fear or flee 2-12 rounds; SD: ½ damage from physical weapons, Immune to all spells except shatter.

Biethesphara - Specialty Priestess of Kiaransalee, Female Drow P15: AL CE; AC -2, MV 12; Level 15; hp 74, THAC0 12; #AT 1; Dmg 1d6+3, SA Spells; SD Spells and other; MR 80%; SZ M; S: 16, I: 16, W: 19, D: 18, C: 10, Ch: 10

Innate Abilities (1/day): *Dancing Lights, Faerie Fire, Darkness, Levitate, Know Alignment, Detect Magic, Clairvoyance, Detect Lie, Suggestion, Dispel Magic.*

Special Abilities: (1/day) Immune to special attacks from undead, *animate dead, chill touch, vampiric touch, heal 2d4+15 hit points to undead, heal (self only), and energy drain or wail of the banshee*

Equipment: *Drow ring of protection +3*

Spells: *cause light wounds x 2, cure light wounds x 2, command x 2, detect magic, detect good, hold person x 2, heat metal x 2, resist turning, silence 15' radius, withdraw, flameblade, dispel magic x 2, prayer, water walk x 3 2, pyrotechnics, free action, protection from lightning, control temperature 10' radius, divination, cause serious wounds, flame strikex2, true seeing, anti animal shell, word of recall, unholy word.*

Spectres (x12) Int. high; AC 2; MV 15' Fl 30' B, AL LE; HD 8; 50 hp; Thac0 13; #AT 1; Dam: 1d8; SA:

Energy Drain 2 lvls/touch, SD: Immune Sleep Charm, Hold, cold-based spells, poison, paralyzation

Four of the spectres will fly around the ship while the remaining eight wait inside the hull until the melee starts.

Invisible Stalker: Int. high; AC 2; MV 12' Fl 12' A, AL N; HD 8; 50 hp; Thac0 13; #AT 1; Dam: 4d16; SA: SD: MR 30%

The invisible stalker is simply a guard and lookout. It has been instructed to attack any invisible creatures flying toward the Wail of the Banshee

Skeletons (*bone to steel and skulltraped*)(x8) Int. non; AC 3; MV 12' AL N; HD 1; 6 hp; Thac0 19; #AT 1; Dam: 1d6; SD: Immune to cold-based spells, Sleep, Charm, Hold. ½ damage from physical attacks.

These skeletons will space themselves in a ring around Biethesphara. They will throw themselves at anyone who attempts to engage her in melee. This will result in setting off the *Skulltrap* which caused 17d4 (save vs. spell for half damage) of damage from negative material plane energy to anyone within a 10' radius. Anyone with *Negative Plane Protection* (like Biethesphara) can save for no damage.

Drow 1st Lieutenant (F11) – Bodyguard: AL CE; AC -6; MV 12; Level 11; hp 88, THAC0 10(4); #AT 2; Dmg 1d6+8; SA Spells; SD Spells and other; MR 72%; SZ M; S: 18/01, I: 12, W: 9, D: 19, C: 17, Ch: 11

Innate Abilities (1/day): *dancing lights, faerie fire, darkness 15' radius, levitate, detect magic.*

Equipment: Drow chain +3, Drow shield +3, Drow short sword (Specialized) +3, Drow cloak, Drow bow +2, arrows +1 (12x) (THAC0: 3), **Arrows of Harm** (as per *harm* spell) +2 (x2) (THAC0:2)

Active Magical Effects: *stoneskin (7) OOOOO OO, haste, invisible by dust of disappearance.*

He will be hiding next to Mezzalcat. The Lieutenant will wait until the appropriate time and fire his two arrows of Harm. He is intelligent enough to watch for stoneskins and wait until they have been removed.

Tactics

With the amount of magic available to both the PCs and the Wail of the Banshee, the ship to ship combat will require careful attention to game mechanics. As the ships close Mezzalcat will be able to cast the following spells as combat permits:

- 190 yards- *lightning bolt*
- 160 yards- *fireball*
- 150 yards- *ice storm*

- 115 yards- *chain lightning*
- 75 yards- *chaos*

Biethesphara has fewer ranged options

- 120 yards- *hold person*
- 60 yards- *dispel magic*
- 60 yards- *flame strike*

Note: There will only be 3 rnds of time before the ships meet.

When the ships are closed or the PCs board:

The skeletons will be next to worthless, but if they are not destroyed by ranged attacks they are good for removing *stoneskins*. The minotuar skeleton (Bone Golem) will attempt to engage hand to hand any person attacking Biethespara. The Drow Lieutenant is Invisible by *dust of disappearance*. He will hide next to Biethespara and will wait until the appropriate time and fire his two *arrows of harm*. He is intelligent enough to watch for *stoneskins* and wait until they have been removed. The spectres and Drow fighters will attack by standard means. Biethesphara will use his unholy word when appropriate as well as flame strikes. If pressed he will attempt to *word of recall*. Mezzalcat will use the spells at his disposal, favoring *finger of death* and *cone of cold*. He will save his *prismatic spray* in case he needs to retreat to his normal body.

Necromancer Ship - Below Deck

Mezzalcat: See above. This is where he retreated out of the half-orc's body. A skeletal warrior, (commanded by an invisible drow), is guarding his body. It is further protected by a *Mordenkainen's Faithful Hound*, and spherical *Wall of Force*.

Mezzalcat - Drow Necromancer Specialist W15: Now back in his own body AL CE; AC: -3; MV 12; Level 15; hp 65, THAC0 16; #AT 1; Dmg 1d6; SA Spells; SD Spells MR 80% (110%); SZ M; S: 12 , I: 19, W: 12, D: 18, C: 16, Ch: 10

Dark Gift - Enhanced Magic Resistance +30%

Innate Abilities (1/day): *dancing lights, faerie fire, darkness 15' radius, levitate, detect magic*

Equipment: Drow Chain +4; Gem with one-time stored spell *plane shift - Astral plane*

**Use the spell list from outside for Mezzalcat's remaining spells. **

Skeletal Warrior: Int. exceptional; AC 0; MV 6 AL NE; HD 15; 95 hp; Thac0: 6 (3); #AT 1; Dam: 2d4+6; SA: SD: MR 90%

Drow long bow +2, *arrow of human slaying, arrow of elf slaying* (THACO 1)

Drow apprentice (M7) Int: genius, AL CE; AC 1; MV 12; Level 7; hp 35, THAC0 18; #AT 1 Dmg 1d6 SA Spells; SD Spells and other; MR 64%; SZ M; S: 11, I: 18, W: 9, D: 16, C: 16, Ch: 11

Innate Abilities (once per day): *dancing lights, faerie fire, darkness 15' radius, levitate, detect magic.*

Equipment: None

Circlet - This Circlet allows control of the Skeletal Warrior

Spells: ~~*reduce, armor, spider climb, invisibility, ropetrick, stinking cloud, non-detection*~~

He stands upside down on the roof, *Reduced, Invisible and Non-detected*. His job is to stay hidden and control the skeletal warrior.

Mordenkainen's Hound: Thac0: 11; #AT 1; Dam: 3d6; SA: Detect invisible and Ethereal creatures; SD: cannot be attacked but can be dispelled.

The hound commences barking if any creature larger than a cat approaches Mezzalcat's throne. It will attack if an intruding creature exposes its back.

Skeleton Oarsman (Bone to Steel) (x60) Int. non; AC 3; MV 12' AL N; HD 1; 6 hp; Thac0 19; #AT 1; Dam: 1d6; SD: Immune to cold, sleep, charm, hold. ½ damage from physical attacks.

A twenty foot 45 degree staircase leads down to a locked bone (Steel) door.

The Doorway also has an electricity glyph for any person crossing the doorway and not saying **Malphagor's** name. Damage is 14d4 (or 35 points).

Opening the door reveals a 30-foot corridor ending in a lit chamber. On either side of the corridor are 10 rows of skeletal oarsman. At the end of the hallway is an armor clad skeleton with glowing red eyes. In his hands is a long bow knocked with a brightly glowing arrow trained towards you. Behind him, and to his right, in the doorway to another room is a dark clad figure that is plainly a drow. The drow speaks in Undercommon, "You have done well by getting as far as you have. However, you have no idea what you now face. I offer you an option, leave now and I will bother you no further, or be destroyed. Your choice."

If the PCs leave, Mezzalcat will keep to his word. If the PCs charge down the hall they will first hit a *wall of force* 10 feet from the throne. The walls here are of the same bone (steel) construction. The entire time the party is down here, the skeletal warrior will keep his bow trained on the closest human or elf and load or re-

load the appropriate *arrow of slaying*. If combat ensues:

Mordenkainen's Hound will ward against invisible and ethereal creatures with a loud barking and an attack (see spell).

The skeletal warrior will maintain his knocked arrow and due to weapon specialization will be able to fire first (or with speed weapons & staffs) as soon as the *wall of force* is breached or dispelled by Mezzalcat. He will then fight hand to hand. If the drow controlling him is slain he will try to get the **Circlet**. As soon as he has it, he will break it causing both him and the circlet to crumble to dust.

Mezzalcat will use his *prismatic spray* as soon as the *wall of force* is down. If the skeletal warrior does not kill one party member with an arrow of slaying or the PCs are winning, he will plane shift to the astral using a gem with a one time stored spell *plane shift* (Astral).

After the battle the PCs will need to regroup. If they defeated Mezzalcat and he was forced to flee, they will have his boat. Unfortunately the boat needs both sail and at least 20 rowers (40 skeletons) to move. It will take some good ideas for the PCs to take the boat but then they have to decide what to do with it. Captain Scorn will inform the party that he has seen the ship frequently in Tradesport. If the PCs actually come up with a way to keep the boat it will require special handling after the module.

Captain Scorn and his crew are hopefully safe in the lifeboats, and will come back to the Sea Talon after the battle.

If the PCs manage to capture the bone ship and destroy all that were aboard, Captain Scorn would be interested in "purchasing" the ship from the PCs. What he offers the PCs is a *figurine of wondrous power - bulette* (See Treasure summary for details). He will not offer the PCs anything else, but he will agree to have the Figurehead dismantled and destroyed if they insist strongly.

The PCs will now have six uneventful days until they reach the Temple of Jergal.

Encounter Five – The Temple of Jergal

It has been days since your battle with the Wail of the Banshee. The thankful Captain informs you that you are nearing your destination. Captain Scorn indicates

that this island chain is rumored to be the remains of a much larger island that exploded. Much of the original island broke up and sank below the sea thousands of years ago.

He steers the ship towards a larger island near the west-end of the chain. As the ship closes, you see signs of development on the island. A few small stone structures surround a larger two-story building. As you look closer, you realize that the structures bear a closer resemblance to mausoleums than to normal dwellings.

Allow the PCs a short period of time to prepare. If they try to speak to Captain Scorn, they will find he is busy organizing his crew by the lifeboats. After a short while:

At about 300 yards from the island, the boat stops moving. You quickly realize that all wind has stopped. The air itself has somehow changed from the humid salt laden air to a dry vacant air. All hints of a breeze have stopped and even the sounds of the sea have mysteriously diminished.

Captain Scorn looks toward you and says "We need to row it in from here" he says. "If anybody cares to lend a hand, it would be appreciated."

Anybody looking will realize that the two lifeboats that were stored on the front of the boat are now being lowered. The crew and any volunteer PCs will quickly jump into the boats and attach ropes to the Sea Talon. They will then begin the process of rowing the boat into the dock.

The ship is rowed to the small stone pier. You are beginning to wonder if the village is deserted until a pair of robed humans, walk from one of the smaller structures. As you near, you can tell that one is male and one is female, however, both humans are gaunt to the point of being skeletal and appear ancient. They step into the main building, which looks to be a temple. A cloth wrapped humanoid leaves the temple and enters one of the smaller buildings. About then the boat stops and you realize you are at the dock.

The island is the home of 15 priests of Jergal. Eleven are a mix of demi-human races (predominantly humans but including an elf and a halfling). There are also 4 mummy priests on the island. The alignments all tend toward neutral including the mummies. Only one of the island inhabitants is actually evil in alignment. One of the mummies is Lawful Evil.

When the boat docks, nobody seems to pay it any heed. If they ask Captain Scorn questions he knows the following:

- He usually deals with someone he calls "Blackeyes", who seems to be in charge. He does not know his actual name.
- Blackeyes usually directs him to a building and his crew unloads the goods.
- The Island has a standard supply order from which Captain Scorn rarely deviates. He provides a shipping list to Blackeyes who in turn will supply payment.
- The mummies have never bothered him or any of his crew.

The PCs are on their own to gather information on the Doom Moss. However, no priest on the island will speak with any PC who has ever been raised, resurrected, or reincarnated. They will totally ignore these individuals as if they do not exist. This should not necessarily be evident to the PCs.

If all the PCs have been brought back from the dead, Captain Scorn will be able to talk to the priests for the PCs.

If the PCs first ask a random priest questions, they will be directed to talk to Januspar the high priest of Jergal (Blackeyes), who is currently in the main temple.

Upon entering the temple, you find the inside is even more still and lifeless than the outside. Smells have seemed to disappear, and sounds are seemingly eliminated immediately after they are made. The temple seems to be more of library, for the walls are covered with shelves full of ancient books. A wizened ancient hairless being sits at a table to the side of a simple altar writing in an open tome.

The PCs can approach Januspar (reminder - Januspar will ignore any PC that has been brought back from the dead.).

As the figure looks up, you realize why Captain Scorn calls him Blackeyes. Ancient and emaciated, you can not even tell the race of this individual. What immediately captures your attention is his large, colorless black eyes.

Januspar, High priest of Jergal (Human Doomscribe) P22: AL LN; AC 4; MV 12; Level 22; hp 85, THAC0 7; #AT 1; Dmg 1d6; SA Spells; SD nil, SZ M; S: 12, I: 18, W: 19, D: 10, C: 16, Ch: 10

Scepter of Jergal - This skull headed scepter is an artifact of the church of Jergal. Among its many abilities is the ability to cast *Disintegrate* requiring the target to make 3 successful saves instead of one. Each saving throw is made at -8. This power can be used up to 9 times /day. Victims are permanently and utterly destroyed.

Combat statistics and spells are not given for Januspar, as PCs should not get into combat with him. If the PCs attack the mummies, Januspar will appear and warn them to back off. If the PCs do not listen and continue to attack, he will disintegrate the offensive person.

Allow the PCs to converse with Januspar. He speaks in a deep chilling voice, but is not offensive to the PCs. In exchange for a vow he will give the PCs information about the Doom Moss and the locations of the Isle of the End on which the moss grows.

The vow he seeks is that the PCs from this day forward will properly bury their dead, regardless of friend or foe (assuming circumstances make burial possible). If the PCs (only requires one PC) agree to this vow, he will tell them the following.

"Over 1,000 years ago at the height of Jergal's power, he created a large island here in the Sea of Eternal Night. No human can fathom the experiments Jergal conducted, but great power was used. Many centuries ago, when Jergal relinquished his divine portfolios, he stopped work on the island. Without his power present, the large island began breaking up into the smaller chain of islands you see here today. It is unsure whether something caused this breaking apart, or if this was the natural state before Jergal intervened. I do know that the island chain has been stable for the last 200 years.

"The moss you seek lies on a small island a mere 150 feet across. The island lies at the center of this island chain.

"Beware however, for the island has its own side effects." He pauses and walks to a bookshelf from which he pulls down a book. Opening it he continues, "Within 5 feet of the island, all active spells and magic items fail. After ten feet, normal items begin to disintegrate and within 20 feet anything without a magical enchantment or a life force crumbles to dust. Past 20 feet magic items begin to lose their enchantment and by 30 feet begin to disintegrate. By the 40-foot barrier they too are nothing but dust. After 40 feet movement is quite difficult and requires great effort. After 50 feet, living beings begin to rapidly lose life energy. According to my records, there is no magical means to prevent or reverse the

life energy lost. There is no record of what happens past the 60-foot mark." He then closes his book and returns it to the shelf and sits back down.

Potential other information includes:

- The center isle is a mere ¾ mile away into the center of the Chain.
- A party of drow likewise came about 4 months ago
- He is not aware of any container capable of containing the moss, but if asked about a start metal/mithril alloy will concede that that may possibly work.
- Once you have the Moss, do not put it into a magical container like a jar of preservation or worse a bag of holding. The moss will drain the magic out of such an item.

Encounter Six – Isle of the End

When the PCs ask Captain Scorn about taking them to the Island, He will suggest that they take the lifeboats.

When the PCs have talked and are ready to continue on:

With no wind and no water current, it is a relatively easy row over to the island. As you approach the island you can immediately tell there is something strange about this place. It is quite small and from one side appears to be a near perfect circle. Dead center in the island is a 10x10x10 a jet-black stone slab that protrudes from the ground. Other than that the ground is comprised of sand and dull gray rocks. No trees or shrubs adorn the island.

What immediately catches your attention however is a squat humanoid-like figure with underarm webbing, a frog like face, and warty yellow skin. It stands in what you guess would be mid-thigh deep water. It is about 10 feet from shore eyeing your boat(s).

This creature is a hydroloth left to guard the island by the drow. The hydroloth has some idea of the island's layers, and will attack any one approaching. As he can only be hit by magic weapons (or silver) he will stay between the 5 foot offshore and 10-foot in-shore range. At this range spells fail and magic weapons do not function (this was not specifically said by the priest). The effect is similar to but not exactly like an Anti-Magic Shell. The hydroloth can be fought with silver weapons, or more creatively if forced more than 10 feet in-shore he will be destroyed. Let player creativity

work here i.e. if a large heavy PC builds up momentum and tries to ram the Hydroloth deeper onto the island let it work.

Hydroloth - Int. average; AC -2; MV 6' Sw 24', AL NE; HD 7+14; 55 hp; Thac0 13; #AT 3; Dam 1d8, 1d8; 1d10 SA: Spit for 1d10 damage save vs. poison or sleep 1-8 rounds.

Spells are unusable in current situation.

Once the PCs defeat the hydroloth, they will probably circle the island from the water looking for the moss. One small patch of moss can be seen at about the 55-foot mark. More moss is visible past the 60-foot mark.

In order to get the moss one brave volunteer will need to go ashore and retrieve it. They can try things like grappling hooks that will disintegrate, sending summoned creatures that will be destroyed, etc. but nothing will work except a PC going in.

Effect summary

-5 ft - 10 ft	quasi anti-magic: spells gone
11ft -20ft	normal items deteriorate
21ft-30ft	Magic items begin to lose enchantment +1/rnd
	NOTE: at this point PCs Are naked and completely hairless
31ft-40ft	Magic Items disintegrate
41ft-50ft	Movement requires strength check, Breathing is difficult
50ft-60ft	Lose 200,000 exp *
60+	Complete Destruction

* The experience point loss is a "per round loss", but it should not take more than one round for the PC to retrieve the Moss and move out. If the PC has less than 200,000 experience points, he starts again at first level with 0 exp. For multi-class characters, the loss is divided evenly between classes. For dual class characters, the loss is taken from the highest level, however, the player may opt to have the loss taken from his active class.

Note that normal animals sent in place of PCs (which don't have levels) do not lose XP, but will only last one round past 50 ft before dying.

When a PC crosses the 50-ft barrier read the following.

Exhausted and struggling to continue you see a patch of greenish/gray moss a few feet in front of you. Moving closer to retrieve a sample you feel your essence draining out of you. You cannot help but cry out in pain that forces you to your knees. Crawling the last few feet you scoop the moss into the box and turn to head back.

Suddenly a disembodied chilling voice sounding like the dry whisper of a long forgotten crypt echoes in your head "What you have sacrificed, will not be returned. However, for the rest of your fleeting existence I grant you a boon."

With that your movement becomes somewhat easier and you hurry off the island with the moss.

Jergal has noticed the PC who sacrificed life energy for unselfish means. Although this means little to him in the scheme of things, he was impressed and has granted a gift to the PC.

Gift of Jergal - From this point forward, the PC will receive a straight (no-modifiers for ANY reason) save vs. spell against any energy drain attack to nullify the effect. They will also automatically make their first failed save vs. disintegration. There is no possible means to recover this loss of XP short of Jergal or Kelemvor's avatar personally casting the *restoration*. If such happens, the Gift of Jergal is withdrawn.

The PCs can now return back to the Temple Island and board the Sea Talon to return either to Tradesport or preferably to the point at which they were picked up by the illithid. They should be trying to get back to Ravens Deep as quickly as possible. A great deal of time will pass as the PCs go back to the tunnels leading to Ravens Deep.

After a long a journey, you depart the Sea of Eternal Night. Captain Scorn sets you ashore and wishes you good luck.

The PCs will now begin their land journey back to Ravens Deep. ****No matter what route the PCs take, the duergar have used communes and divinations to anticipate the return path.****

Encounter Seven – Duergar Ambush

This encounter involves an elaborate ambush. It is important that you spend adequate time preparing for this encounter. Become familiar with the spells and abilities that are used here.

House Dosstoloth (drow third house) has hired a group of mercenaries called the Black Hammer to prevent the Doom Moss from reaching Ravens Deep. The Black Hammer is comprised largely of duergar. Unlike the drow tactics of hit and run, when the Black Hammer strikes, it is there to stay. Even in the face of certain doom, the duergar are unlikely to route.

Additionally, even though the Black Hammer is a group of mercenaries, once they have been hired, they will not turn against their employer regardless of the bribe. Besides, the Hammer members know they get to keep any spoils from the engagement.

The Setup

There are two separate attack groups. They have been here for a few hours setting up for this ambush. They have used several spells and illusion to prepare this elaborate trap.

Group One

Group one has built a protected room off to the right side of the cavern. It has been protected and concealed (It should be very difficult for the PCs to effect anyone in the room, much less access it). The stone walls have been "worked," so they are not susceptible to *transmute rock to mud* spells. First there is a 20' deep trench that has been covered with a tarp (true sight will not reveal this). Above the dead fall is a *stone trap* spell cast by a specialty priest of Vergadain. It will crush anyone who falls into pit (the size of the pit eliminates the opportunity for a successful dexterity check). Furthermore, this area is effected by a *silence 15' radius* spell (preventing detection by a bat), *anti-animal shell* to keep out PCs, *protection from good 10' radius* to keep out summoned or conjured creatures, and an *illusionary wall* spell, which is also not penetrable by *true seeing*. Just as the PCs arrive, a specialty priest of Vergadain will cast a *physical mirror* spell on this side of the pit. As soon as this is done, he will cast *dimensional folding* to take him to Group 2.

Duergar priest of Vergadain P13: AL N; AC 1 (-4); MV 6; Level 11; hp 72, THAC0 8; #AT 1; Dmg 1d6+2 SA Innate abilities; SD +4 save vs. Magical attacks; SZ M; S: 12, I: 16, W: 19, D: 16, C: 16, Ch: 10

Innate Abilities: *enlarge*, *invisibility*, and Immune to paralysis, illusion/phantasm spells, and poison.

Equipment: *chain mail +2*, *shield +3*, *mace +2*, *dust of appearance*

Spells Memorized: ~~*bles*~~, *command*, *clw* (4x), *protection from good*, *silence 15' radius* (2x), *detect enemies*, *slow poison*, *dispel magic* (3x), *prayer*, *protection from fire*, *control temperature 10' radius*, *divination*, ~~*free action*~~, ~~*dimensional folding*~~, *stone trap*, ~~*commune*~~, *dispel good*, *true seeing*, *physical mirror* (2x)

To provide spell support Group one has 11th level Specialty Priest of Laduguer and 15th level duergar mage. Normally, duergar are not mages, however, an aged human wizard was running out of life (old age) and decided to poses someone else's body. So he found the toughest fighter he could and possessed him using magic jar. Now he works for the Black Hammer.

Duergar Specialty Priest of Laduguer (Cl/11) AL LE; AC 1 (-6); MV 6; Level 11; hp 70, THAC0 14 (9); #AT 1; Dmg 1d6+8 SA Innate abilities; SD +4 save vs. Magical attacks; SZ M; S: 12 (18/00), I: 16, W: 19, D: 16, C: 18, Ch: 10

Innate Abilities: *enlarge, invisibility*, Immune to paralysis, illusion/phantasm spells, poison, *meld into stone, find traps*.

Equipment: Plate Mail, Drow *short sword* +2

Current Spell Effects: *true seeing, defensive harmony, bless, prayer, anti-animal shell, spell immunity (silence 15' radius)*

Spells Memorized: *cure light x5, bless, detect good, detect magic, augury, ~~silence 15' radius~~ (2x), find traps, hold person x 3, ~~prayer~~ x2, enchant hammer, ~~stone shape~~ (2x), ~~defensive harmony~~ (2x), ~~spell immunity (silence 15' radius)~~, *protection from good 10' radius, true seeing, flame strike, anti-animal shell**

Should someone pass through the *physical mirror*, the archers will fall back and the priest will intervene. This will allow the archers to attack through the *anti-animal shell*, while preventing them from being engaged in hand-to-hand.

Drelkus - Duergar mage (Mu/15) AL LE; AC 2; MV 6; Level 15; hp 110, THAC0 16; #AT 1; Dmg 1d6+8 SA Innate abilities; SD +4 save vs. Magical attacks; SZ M; S: 18/23, I: 18, W: 12, D: 18, C: 19, Ch: 10

Equipment: Staff of Illusionary Mastery (see treasure summary)

Current Spell Effects: *minor globe of invulnerability, polymorph self, fire shield (chill shield), Bigby's interposing hand, mirror image, armor, stonesskin (11) OOOOO OOOOO O, contingency (teleport), protection from good 10' radius*

Spells Memorized: ~~armor~~, *magic missiles (4x), melf's acid arrow, Snilloc's snowball swarm, ~~mirror image~~, detect invisibility, glitter dust, fireball, ~~haste~~ (2x), dispel magic, ~~protection from good 10' radius~~, ice storm, polymorph self, ~~minor globe~~, fumble, ~~dig~~, wall of stone, wall of force, ~~conjure earth elemental~~, cloudkill, Bigby's interposing hand, ~~move earth~~, disintegrate, force cage*

Drelkus will initiate the combat with a *Snilloc's snowball swarm* to remove any *stoneskins* the PCs might have going. On the second round of combat he will cast *wall of stone* behind the PCs, cutting off any chance of retreat. He will save the *disintegrate* in case one of the PCs casts a *wall of force* in front of the room.

On the far side of the room are eight *enlarged* (2x on regular damage) duergar archers waiting to be given the signal to fire.

Duergar Fighters (8x)(Ft/7): AL LE; AC 1 (0); MV 12; Level 7; hp 73, THAC0 14 (7); #AT 2 (4 *Hasted*); Dmg Bow: 1d8*2+4, Long/Short Sword 1d8+4/1d6+4, SA Innate abilities, SD +4 save vs. magical attacks; SZ M; S: 17, I: 10, W: 8, D: 18, C: 18, Ch: 10

Innate Abilities: *enlarge, invisibility*, and Immune to paralysis, illusion/phantasm spells, poison.

Equipment: Plate Mail, Drow enchanted *long bow of strength* +2 (17), Drow *short sword* +2, Drow *long sword* +2, Drow Cloak

All blades and arrows are poisoned (save or be paralyzed)

Bow Calc	Hit	Damage
Drow Bows	+2	+2
Strength	+1	+1
Dex	+2	
Prayer	+1	+1
Bless	+1	
Total	+7	+4

Initially, the archers will choose two targets and divide their attacks between the two. Be smart about choosing targets. They are already *enlarged* (2x on base damage) and *hasted*. They will want to stop spell casters and drop a few party members as quickly as possible. They will begin to fire immediately after Drelkus casts *Snilloc's snowball swarm*.

Group Two

This group is directly in front of the PCs, but behind a hostage deep gnome and a duergar fighter/thief. Like group one, they are behind an *illusionary wall* (not penetrable by *true seeing* and the like) and have a *silence 15' radius* to prevent bat sonar.

Although group one will present most of the heavy missile fire, group two will be able to provide substantial melee damage. Behind the *illusionary wall* is a magical ballista (see Treasure Summary for details). This single attack each round should eventually get at least one PCs interest to go through the *illusionary wall* to find out what is back there. They

will be greeted by an *enlarged* duergar that is the recipient of a *champion strength* spell. Any of the four duergar fighters are candidates for the spell, and if the main "Champion" is slain, the spell is recast on one of the others. One of the other duergar will man the ballista. The remaining duergar can stand back and throw darts (that is what they are specialized in.)

Duergar Champion (1 champion at time) (Ft/9): AL LE; AC -3 (-8); MV 6; Level 9; hp 91, THAC0 12 base, darts (7), short sword (-10); #AT darts 5 (10 *Hasted*) short swords 3 (6 *Hasted*); Dmg (2*base damage due to *enlarge*) Dart 1d3+3, Short Sword 1d6+40, SA Innate abilities; SD +4 save vs. Magical attacks; SZ M; S: 17, I: 10, W: 8, D: 18, C: 18, Ch: 10

Innate Abilities: *enlarge*, *invisibility*, and Immune to paralysis, illusion/phantasm spells, poison.

Equipment: Dwarven *full plate* +1 (*enchanted hammer* Spell), Drow *short sword* +2 (2x), darts (40x)

Current Spell Effects: *enlarge*, *haste*, *prayer*, *champion strength*, *defensive harmony*, *free action*, *potion of invulnerability* (if he accidentally gets hit by non-magical darts, they will not hurt him).

Short Sword Calc.	Hit	Damage
Weapon Bonus	+2	+2
Strength	+1	+1
Prayer	+1	+1
Champion's Strength	+18	+36
Total (Yes, this is right!)	+22	+40

Other Duergar (3x) (Ft/9): AL LE; AC -3 (-6); MV 6; Level 9; hp 91, THAC0 12 base, darts (7), short sword (8); #AT darts 5 (10 *Hasted*) short swords 3 (6 *Hasted*); Dmg (2*base damage due to *enlarge*) Dart 1d3+3, Short Sword 1d6+4, SA Innate abilities; SD +4 save vs. Magical attacks; SZ M; S: 17, I: 10, W: 8, D: 18, C: 18, Ch: 10

Innate Abilities: Enlargement, Invisibility, Immune to Paralysis, illusion/phantasm spells, poison.

Equipment: Dwarven *full plate* +1 (*enchanted hammer* Spell), Drow *short sword* +2 (2x), darts (40x)

Current Spell Effects: *enlarge*, *haste*, *prayer*, *champion strength*, *defensive harmony*, *free action*

The darts will remove *stoneskins* and the "champion" will only miss on a 1. If this "champion" falls, the specialty priest of Laduguer will cast the spell on one of the remaining three the next time he has an action.

The contributors for the *champions strength* spell are a group of humans who volunteered (for gold). They basically will stand in the "cell" and not move. If the PCs look, they will seemingly be chained to the

wall (an observation roll will tell the PC that the chains are made of gold.) While under the influences of the spell, they can not do anything physical. If spoken too will not reply and appear as if they are drugged. To protect the humans from harm (encase they are in the area effect of a harmful spell), the specialty priest of Vergadain has cast a *physical mirror* in front of them.

Human Fighters (prisoners) (F6): AL LN; AC 10; MV 12; Level 6; hp 52, THAC0 12; #AT 3/2; Longsword specialization. Dmg no weapons; SA nil; SD Spells and other; SZ M; S: 18/76, I: 10, W: 12, D: 14, C: 16, Ch: 10

Duergar Specialty Priest of Laduguer P14: AL LE; AC -10; MV 6; Level 14; hp 76, THAC0 14; #AT 1; Dmg 1d6+8 SA Innate abilities; SD +4 save vs. Magical attacks; SZ M; S: 12 (18/76), I: 16, W: 19, D: 18, C: 16, Ch: 10

Innate Abilities: *enlarge*, *invisibility*, and Immune to paralysis, illusion/phantasm spells, poison, *Meld into Stone*, *Find Traps*.

Equipment: Silver-plated *full plate* +1 (*enchanted hammer* spell), *shield* +1 (*enchanted hammer* spell) Drow *short sword* +2

Current Spell Effects: *true seeing*, *defensive harmony*, *bless*, *prayer*, *protection from lightning*, *protection from good 10' radius*

Spells Memorized: *cure light* x5, *bless*, *detect good*, *detect magic*, *augury*, ~~*silence 15' radius*~~, *find traps*, *hold person* x 3, ~~*prayer*~~, ~~*enchant hammer (2x)*~~, ~~*stone shape*~~, ~~*defensive harmony (2x)*~~, ~~*protection from lightning*~~, ~~*protection from good 10' radius*~~, *true seeing*, *flame strike*, *champion strength (2x)*, *symbol of persuasion*

With the Doom Moss in hand you are well on your way back to Ravens Deep. You are moving as quietly and cautiously as ever. Certainly the drow will not just let you walk into Ravens Deep with the antidote. That is why you are not surprised to round a curve and find standing in the middle of the corridor a shackled and gagged deep gnome. He is holding up a spherical object in each hand. A shadowed figure stands immediately behind the gnome.

The deep gnome is indeed a real deep gnome. The Black Hammer purchased the gnome slave specifically for this ambush. A duergar fighter/thief is standing behind ready to cause the globes the gnome holds to fall to the ground.

"Move no farther," says the cloaked figure in a deep voice. "If you attempt to come any closer, I will kill

this poor little Snivly. All I want is the Moss. So if you will kindly hand it over, you can go about your business.

Allow the party to converse with him. The duergar will be willing to mention the following to keep the party talking.

- He is a mercenary of the Black Hammer and they have been paid by House Dosstoloth to recover the Moss.
- He has been following the party and watching their progress for quite some time. He will not say how and if asked he will reply with a question: How do you think?

Duergar F8/T10: AL LE; AC -1; MV 6; hp 55, THAC0 13 (8); #AT 2 (4); Dmg 1d8+8/1d6+8; SA Backstab x 4; SD +4 save vs. Magical attacks; SZ M; S: 18/00, I: 10, W: 8, D: 18, C: 18, Ch: 10

When dropped, the glass globes shatter. They contain colorless poisonous gas that will quickly fill the corridor. This immediately kills the deep gnome, but the duergar is immune to poison. The gas will last for six rounds. Each round the PCs stay in the corridor they will take 20 points of damage, save vs. poison for 5 points of damage.

If the PCs try to run forward, do not make it impossible for them to flee. The Black Hammer will try to pursue with their heavy archers, but they will not be able to keep up indefinitely.

Conclusion - With a Spoon Full of Sugar

If the PCs were not successful have the surviving PCs explain what happened to Blacktree. The svirfneblin immediately break-off all relations with Ravens Deep. The King's body is taken and the PCs do not hear any more from the svirfneblin this event.

The following conclusion assumes the PCs were successful in returning with the Doom Moss.

Upon your return to Ravens Deep, you are directed immediately to Lord Blacktree's Command Center. He greets you with a question. "Did you get it?"

Assuming the PCs have the Moss, Blacktree will immediately take them to the infirmary. On the way he

will send a guard for Crushtyph, the svirfneblin alchemist that has arrived from Jacinth.

When you arrive at the infirmary you see the weary form of Mallusran slumped over the King's body, not very different from when you left so many days ago. At your approach he looks up with an expression of hope.

Mallusran will politely greet the PCs but will quickly ask about the Moss. About that time Crushtyph arrives. He will ask for the moss and request any PC with herbalism, healing or alchemy to assist in the antidote's creation. If the PCs help have them roll some dice, then you secretly roll some dice and look worried at the results, then continue with the following boxed text.

In six hours' time, Crushtyph has brewed the hopeful antidote. Everybody waits breathlessly as Mallusran spreads the newly created salve into King Durglewraithindar Murgleishenblin's still seemingly fresh wound. At first nothing happens but within minutes the still King begins to move and then convulse violently. Quickly Mallusran casts a heal spell. This time the spell obviously takes hold. The King sits straight up in bed, his eyes wide open. Once it is clear that the King will live cheers ring out throughout Ravens Deep.

After the King has had some time to recover, he will meet with the PCs in private to hear their tale of recovering the Doom Moss. He will thank them all personally. He additionally has a token of his gratitude that he would like to give to each PC. Each PC may chose one of the following items, and they are non-tradable:

- **A Set of Quality Everbright Adamantite Armor:** This armor is constructed to the dictates of the PC and can be any armor from chain mail to full plate. Due to the craftsmanship and materials used to fabricate the armor, it provides superior protection to others of its kind by a factor of two (i.e. full plate provides an Armor Class of -1). The armor is inscribed with the emblem of the City of Jacinth and markings that identify the PC. This armor is not enchanted, but is suitable for enchantment. The armor is highly polished and does not rust. Its encumbrance is 25% less than similar armor and it saves as hard metal +4.
- **A Set of Quality Melee Weapons of Mithril:** Either a primary and off-hand weapon, or a primary weapon and shield forged from mithril.

These gifts are not enchanted, but are suitable for enchantment. They confer a +1 non-magical bonus. Furthermore, they bear the emblem of the City of Jacinth and markings that identify the items as belonging to the PC.

- **A Badge of the Svirfneblin:** This badge can be fashioned into a broach, ring, pin or other item of jewelry. It carries the emblem of the City of Jacinth and markings that identify the individual who rightfully bears the badge. The badge is enchanted to provide the following abilities:
 - Infravision with a 90' range
 - *Blur* and *change self*, each once per day
 - The ability to freeze in place in the Underdark, with a 40% chance of remaining undetected by observation, including those who have infravision.
 - +3 to all saving throws that involve earth spells, including petrification.

**This concludes
Isle of the End**

Experience Point Summary:

Encounter One - Dark Rendezvous

Defeating the glabrezu	3,000 xp
Defeating the ropers	1,375 xp
Defeating the FlareEaters	450 xp
Defeating the drow (each, 12 max)	100 xp
Less for each additional deep gnome that died after the PCs arrived	-500 xp
(max for encounter: 6,025 xp)	

Encounter Two - Dark Tidings

Safely getting in to Tradesport without causing an incident	500 xp
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Encounter Three - Tradesport

Securing passage	500 xp
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Encounter Four - Ship of Bones

Defeating the necromancer	1,500 xp
Defeating the assassin	1,000 xp
Defeating SP of Kiaransalee	1,250 xp
Destroying the bone golems	750 xp
Destroying the spectres (each max 12)	200 xp
Freeing the skeleton warrior	1,250 xp
No one dying in the fight	1,000 xp
(max for encounter: 9,150)	

Encounter Five - Temple of Jergal

Getting info without causing hostilities	500 xp
--	--------

Encounter Six - Isle of the End

Defeating the hydroloth	1,000 xp
Getting the mold	3,000 xp

Encounter Seven - Ambush from the Astral

Defeating group 1	5,000 xp
Defeating group 2	5,000 xp
Or	
Avoiding the combat	(half of defeat award)
Plus	
Not losing the Moss	3,000 xp
(max)	13,000 xp)

Discretionary Role-playing Experience	0-2000 xp
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Maximum Experience Possible: 35,675 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.

Fame:

All PCs gain a fame point with svirfneblin of Jacinth.

Knightly Honors:

- If the PC that goes to the island to retrieve the moss is a Knight, Squire, or Knight/ Squire and volunteered to go without hesitation, that Knight is awarded +2 Chivalry Points.
- If there are multiple Knights, Squires, and/ or Knight/ Squires in the party: those who volunteered to go to the island without hesitation, but did not, receive a +1 Chivalry Point.
- If the Knights, Squires, and/ or Knight/ Squires in the party that did not go to the island aid the PC in defeating the hydroloth, they receive a +1 Chivalry Point.
- Please make note if the PC that retrieved the moss was a Knight, Squire, or Knight/ Squire. This is to include PC Name, Knighthood, Real Name, RPGA Number, Address, and (if applicable) e-mail address.

Note: Knights may receive a maximum of 2 chivalry points for this adventure.

Encounter One - Dark Rendezvous

wand of frost (18 charges): This item is restricted to the high level Living City campaigns (Underdark and Planar).

Encounter Two - Dark Tidings

stone of cleric spell reformation: This large black opal (dark green with black mottling and golden flecks) by itself has no power, but when a cleric holds the stone and casts a spell of the same level as the spell to be converted it will transform the magical energies into the specified spell. The spell must be cast from the priest's memory and not from a scroll or other type of spell storing device. The priest must have the appropriate spell components for the original spell, but not the components for the converted spell. The spell cannot be enhanced or further modified in any way.

This stone transforms the following spells:

<u>Spell Level</u>	<u>Changed to</u>	<u>Charges</u>
1 st level spell	<i>Cure Light Wounds</i>	0
3 rd level spell	<i>Dispel Magic</i>	0
5 th level spell	<i>Raise Dead</i>	1
6 th level spell	<i>Heal</i>	1

The priest casting the spell must have access to the transformed spell. The spells take affect at the level of the caster, just as he had cast transformed spell. This stone has 10 charges and cannot be recharged. This item is only usable by clerics and specialty priests.

This item is restricted to the high level Living City campaigns (Underdark and Planar).

Encounter Three - Tradesport

Keoghtom's ointment (1 Jar - 5 doses): Placed upon a poisoned wound (or swallowed), it detoxifies any poison or disease. Rubbed on the body, the ointment heals 1d4+8 points of damage.

Encounter Four - Ship of Bones

Ointment of stonesskin negation: This ointment, when applied to a bladed weapon, can ignore the effects of a *stonesskin* spell. This container contains enough ointment to coat 4 medium sized blades. Once applied, the ointment remains potent for 1d4+1 turns. This ointment cannot be further enhanced or duplicated. This item is restricted to the high level Living City campaigns (Underdark and Planar).

Environmental stealth armor: In its natural state this appears as a black, tight fitting, head-to toe body suit. The armor cannot be worn over or under any other type of armor. Pulling down the visor activates the suit. The suit may be active for up to 8 hours of use per 24 hours. Putting on or taking off the suit takes 5 rounds.

When active the user's body is transferred into a pseudo extra-dimensional space and can no longer be affected by magic that alters the body (enlarge, haste, slow, polymorph, wraithform, etc.). Furthermore, the suit provides the user with several abilities:

- Chameleon Power: suit blend with its surroundings (90% invisibility while immobile).
- Adaptation (as per necklace of)
- Spider Climbing as per spell
- Resistance to Fire and Cold (as per ring of)
- Free Action: as per spell
- Infravision: 120' range
- Ultravision: can see in natural darkness 120' range
- A dispel magic at 18th level will cause the wearer's body to appear outside the suit and make the suit stop functioning for 1d4 rounds.

While activated, the wearer of the suit has an effective strength of 17. Furthermore, this suit does not inhibit spell casting in any way (mages can wear this armor).

The suit itself conveys AC 0 on the wearer and cannot be further reduced (no dex, magic, etc.). No other defensive magics can supplement this armor class or effect the suit's defensive capabilities. The suit has 50 hit points and can only be harmed by physical edged attacks (blunt attacks actually pass through the suit and are transferred to the wearer). Other attacks such as magic missiles do damage to the wearer.

Furthermore, any protective devices worn by the wearer when the suit is activated cease functioning while the suit is active. The suit provides no protection against attacks affecting the mind. Nor does this suit protect against any type of necromantic spell or effects. If the suit takes 50 hit points of damage it is destroyed and it utterly destroys the wearer. No form of magic short of a wish can restore the wearer if the suit is destroyed. Damage to the suit heals at a rate of 1 hit point per day and this rate cannot be increase under any circumstances.

This item is restricted to the high level Living City Underdark campaign.

Arrows +1 (up to 12x)

figurines of wondrous power – golden lions

Encounter Six - Isle of the End

Gift of Jergal: The PC will receive a straight (no-modifiers for ANY reason) save vs. death magic against any energy drain attack to nullify the effect. Additionally, this boon grants the PC an unmodified save vs. death against death magic that does not usually grant a saving throw, such as Power Word Kill.

This favor may not be traded, given away, sold, or used to benefit another in any way. Further, if the levels lost to receive the favor are restored in any way, the favor is withdrawn.

Encounter Seven - Ambush from the Astral

Dust of disappearance (4 hollow bone blow tubes)

staff of illusionary mastery: This powerful staff is only usable by mages that can cast illusions. This staff can cast a variety of illusions at (14th level of mastery)

No charges: *audible glamour* (1/day), *change self* (1/day), *ventriloquism* (1/day)

One charge: *hypnotic pattern*, *improved phantasmal force*

Two charges: *spectral force*, *illusionary wall*, *phantasmal killer*

Four charges: *programmed illusion*, *permanent illusion*, *veil*

This staff has 20 charges and cannot be recharged. If all the charges are used the staff ceases to function. This staff cannot be placed inside an extra-dimensional space. This item is restricted to the high level Living City campaigns (Underdark and Planar).

levitating ballista of speed: This magical ballista is attached to a 4'x10' wooden platform. This platform can levitate for up to one hour per day. It can lift up to 500 lbs (in excess of the ballista) at a rate of 20 feet per round. The ballista itself is enchanted to cock itself, which allows for it to be fired by a single individual once per round. The ballista can be targeted on a single individual. The ballista is fired using the operator's unadjusted base THACO (dexterity does not apply). The target is AC 10 less any dexterity modifiers (armor and magic do not count). A successful hit does 2d8 points of damage to the target and the target must make a saving throw vs. paralyzation or be knocked of his feet. The ballista cannot be *enlarged*, *reduced*, *hasted*, or the like. It is AC 8 and has 40 hit points and saves as thick wood. This item is restricted to the high level Living City Underdark campaign.

Conclusion

Svirfneblin Item of Gratitude: This following item was bestowed upon the above referenced character for saving the life of King Durglewrathindar Murgleishenblin of the Svirfneblin City, Jacinth. The PC can only chose on of the following rewards and once chosen, the item cannot be traded. Check the PC's choice.

- **A Set of Quality Mithril Armor**: This armor is constructed to the dictates of the PC and can be

any armor from chain mail to full plate. Due to the craftsmanship and materials used to fabricate the armor, it provides superior protection to others of its kind by a factor of one (i.e. full plate provides an Armor Class of 0). The armor is inscribed with the emblem of the City of Jacinth and markings that identify the PC. This armor is not enchanted, but is of enchantable quality. The armor is highly polished and does not rust.

- **A Set of Melee Weapons of Mithril**: Either a primary and off-hand weapon, or a primary weapon and shield forged from mithril. These gifts are not enchanted, but are of enchantable quality. These items bear the emblem of the City of Jacinth and markings that identify the items as belonging to the PC.
- **A Badge of the Svirfneblin**: This badge can be fashioned into a broach, ring, pin or other item of jewelry. It carries the emblem of the City of Jacinth and markings that identify the individual who rightfully bears the badge. The badge is enchanted to provide the following abilities:
 - Infravision with a 90' range
 - *Blur* and *change self*, each once per day
 - The ability to freeze in place in the Underdark, with a 40% chance of remaining undetected by observation, including those who have infravision.
 - +3 to saving throws vs. earth-based attacks, including petrification

The svirfneblin badge is restricted to the High Level Underdark campaign, but the other item choices are not.

Player Handout #1

(This message is written in surface Common)

Dear Field Marshal Blacktree,

It is with some trepidation that I contact you. I must inform you that it is Lolth's will that the human-svirfneblin alliance be destroyed. Fortunately for the relationship between Ravens Deep and House Xytyr, Lolth has not asked House Xytyr to become involved with the dissolution of the alliance. However, our joint enemy, House Dosstoloth has begged Lolth for this duty and she has smiled upon them in this regard. Furthermore, your upcoming meeting with the svirfneblin king is known to all of Nykhandthandar.

I must advise that dissolution of the alliance you have entered into with the svirfneblin, since it violates Lolth's will. However, we generously offer information that house Dosstoloth has already sent out a strike force to intercept the svirfneblin party. I suggest you make haste and send a strong quick group to warn and reinforce the svirfneblin.

Just to keep the record straight, your unfortunate scout that has served as the messenger was already dead. He had fallen into a pit of brown mold, which had been left just outside your regular patrol area. As a further token of our goodwill we eliminated the trap before anyone else became its victim.

Good luck,

*Seclia Xytyr
Matron Mother of House Xytyr
Humble Servant of Lolth*

Player Handout #2

(This message is written in Undercommon)

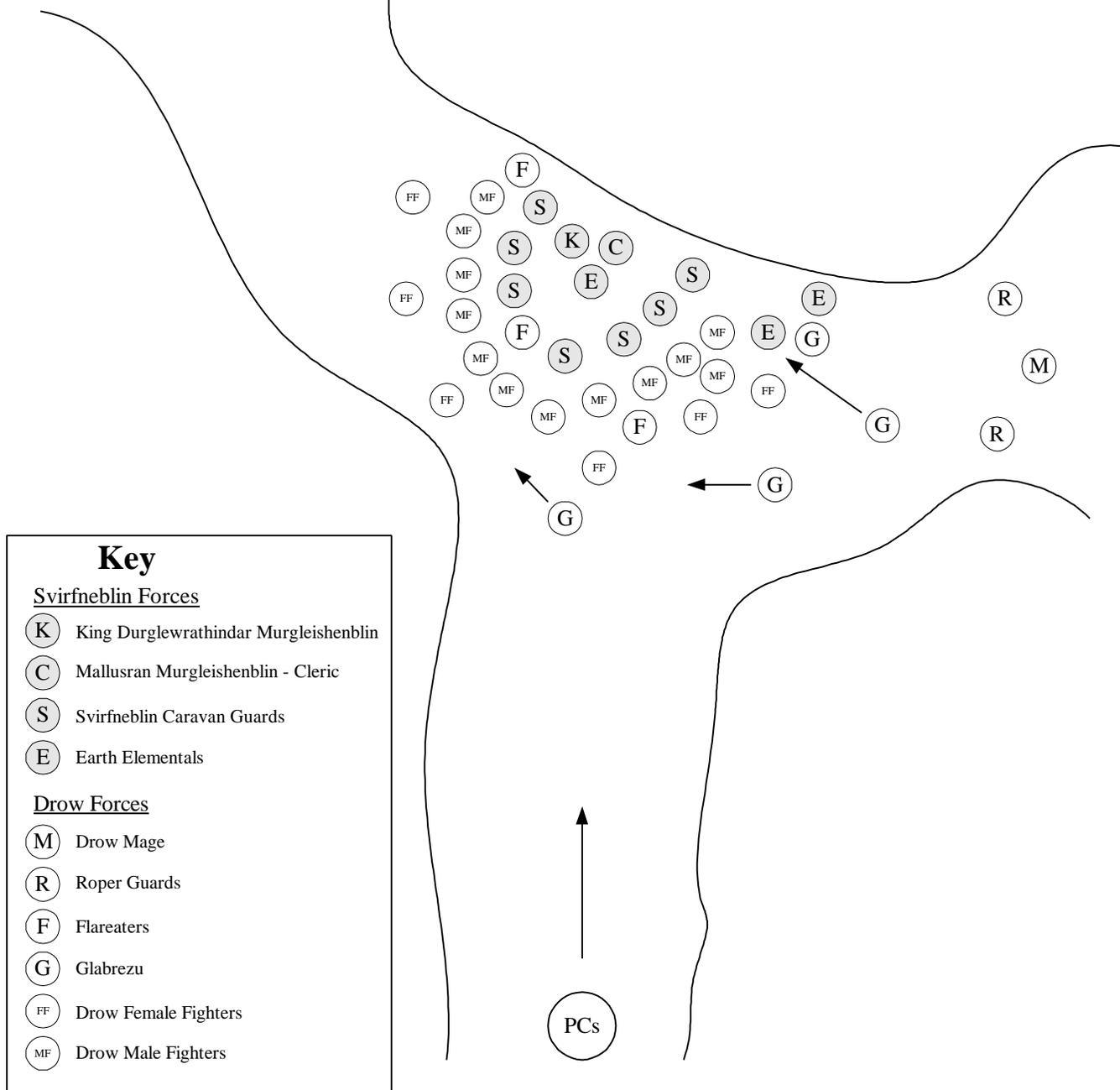
Fools,

Do you think we are unaware of your efforts to befriend the surface dwellers and plot with them to oppose our rightful domination? If you value the life of your king you will formally agree to stay out of the affairs of Ravens Bluff and their so-called Ravens Deep. In exchange for your people's word, we will deliver an antidote. You have three weeks in which to make a decision at which time a messenger will meet you here to discuss your future.

*Delearne Dosstoloth
Matron Mother of House Dosstoloth*

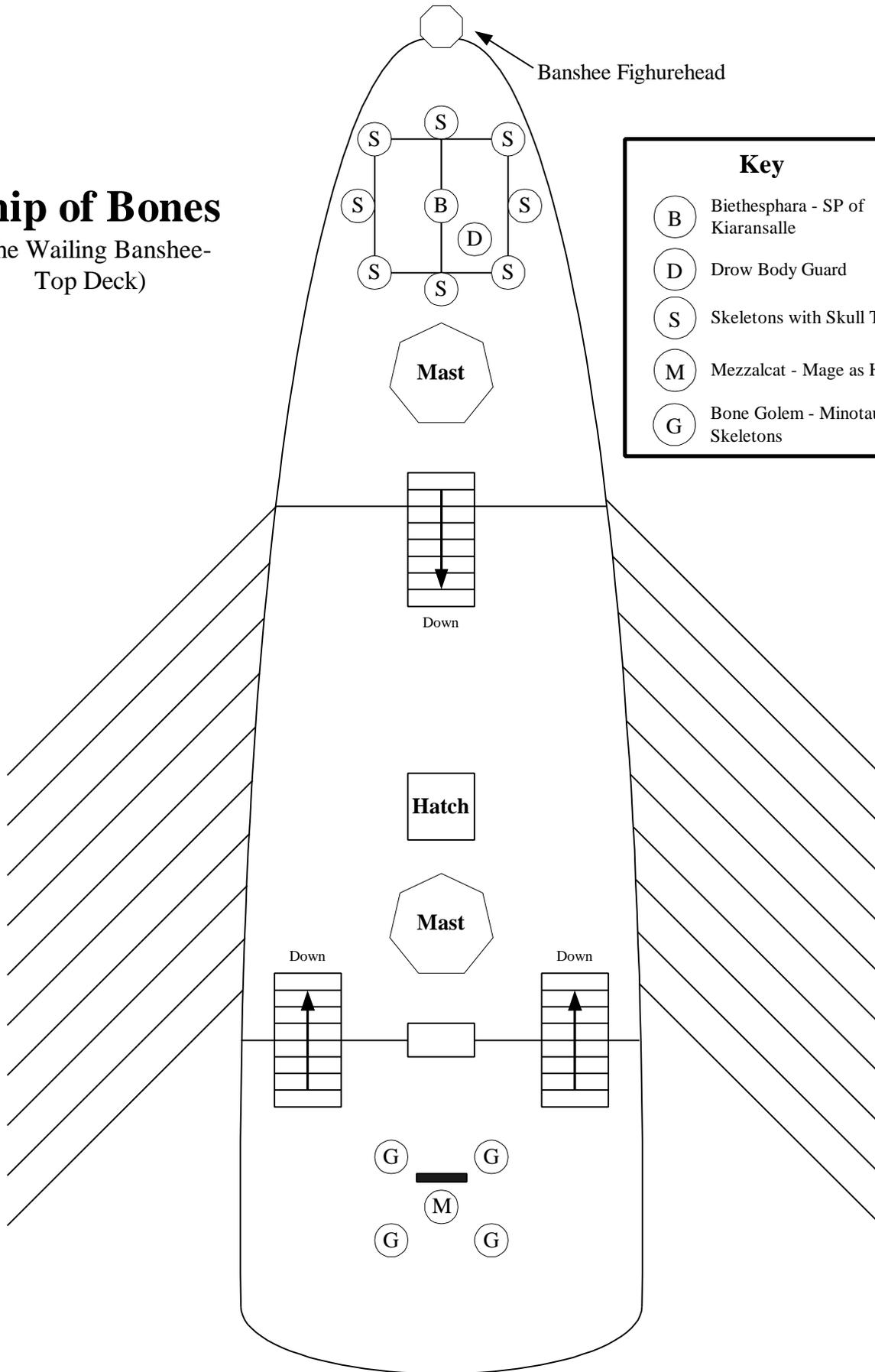
Dark Rendezvous

(Encounter Map)



Ship of Bones

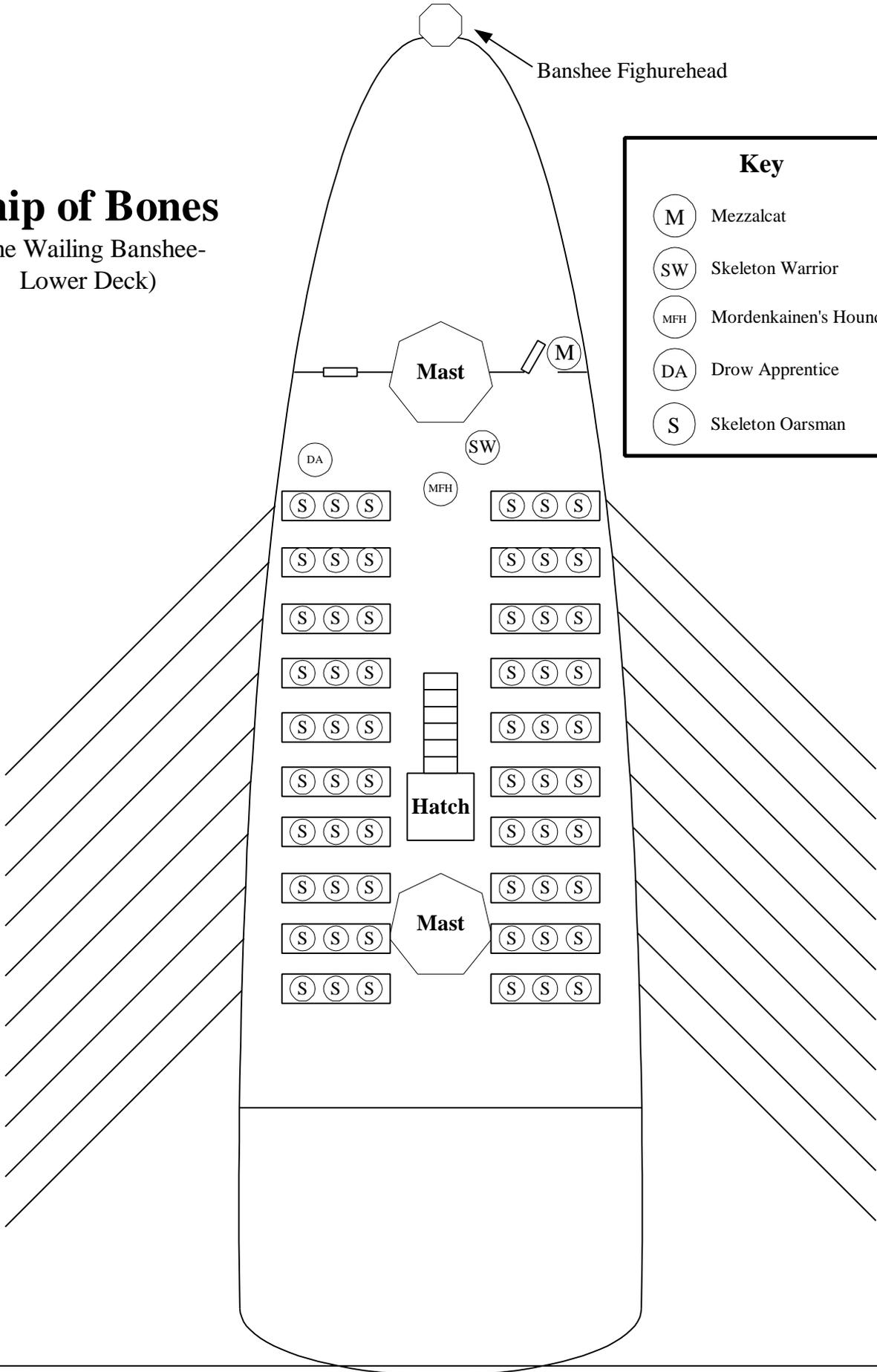
(The Wailing Banshee-
Top Deck)



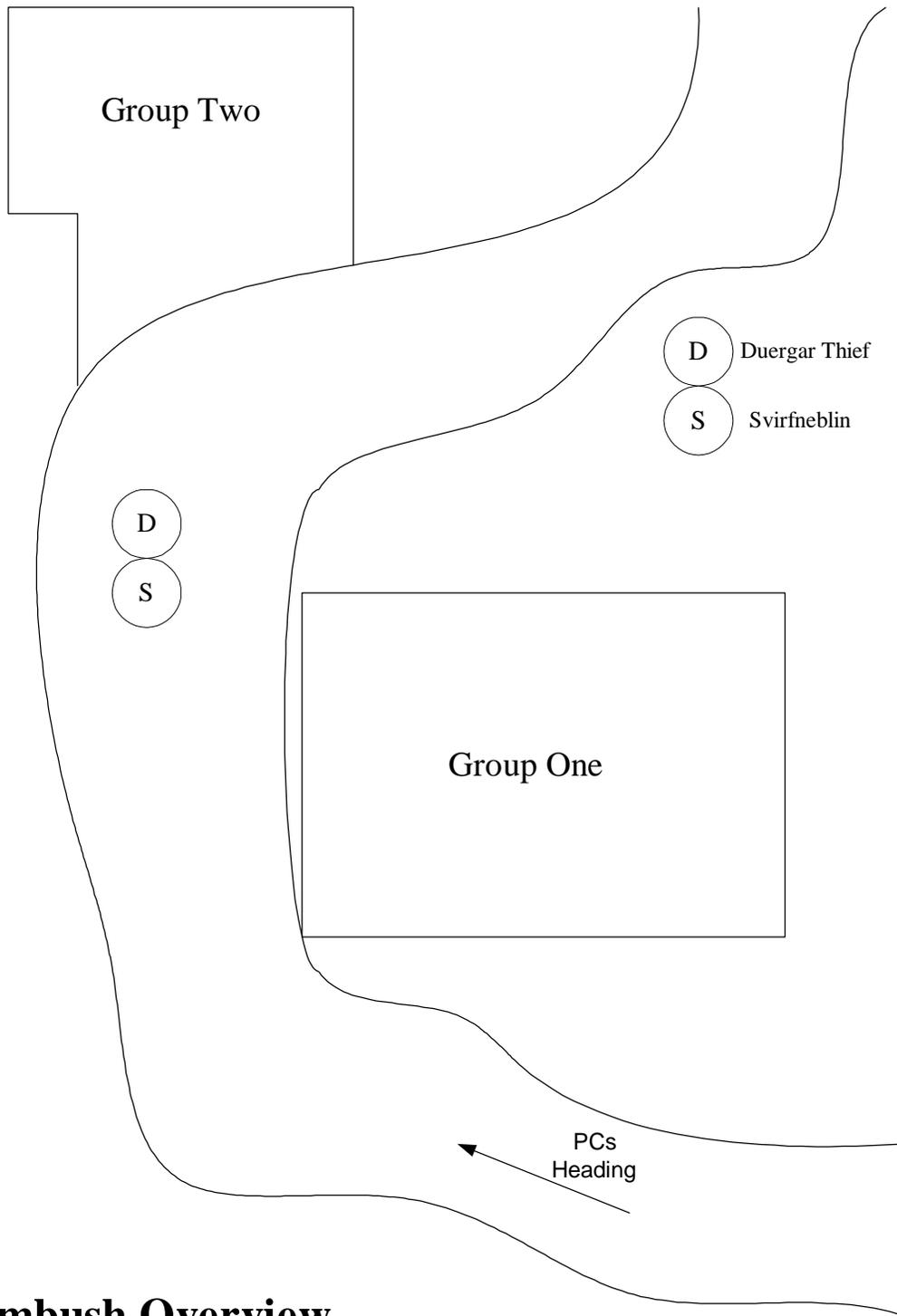
Key	
(B)	Biethesphara - SP of Kiaransalle
(D)	Drow Body Guard
(S)	Skeletons with Skull Trap
(M)	Mezzalcat - Mage as Half-Orc
(G)	Bone Golem - Minotaur Skeletons

Ship of Bones

(The Wailing Banshee-
Lower Deck)

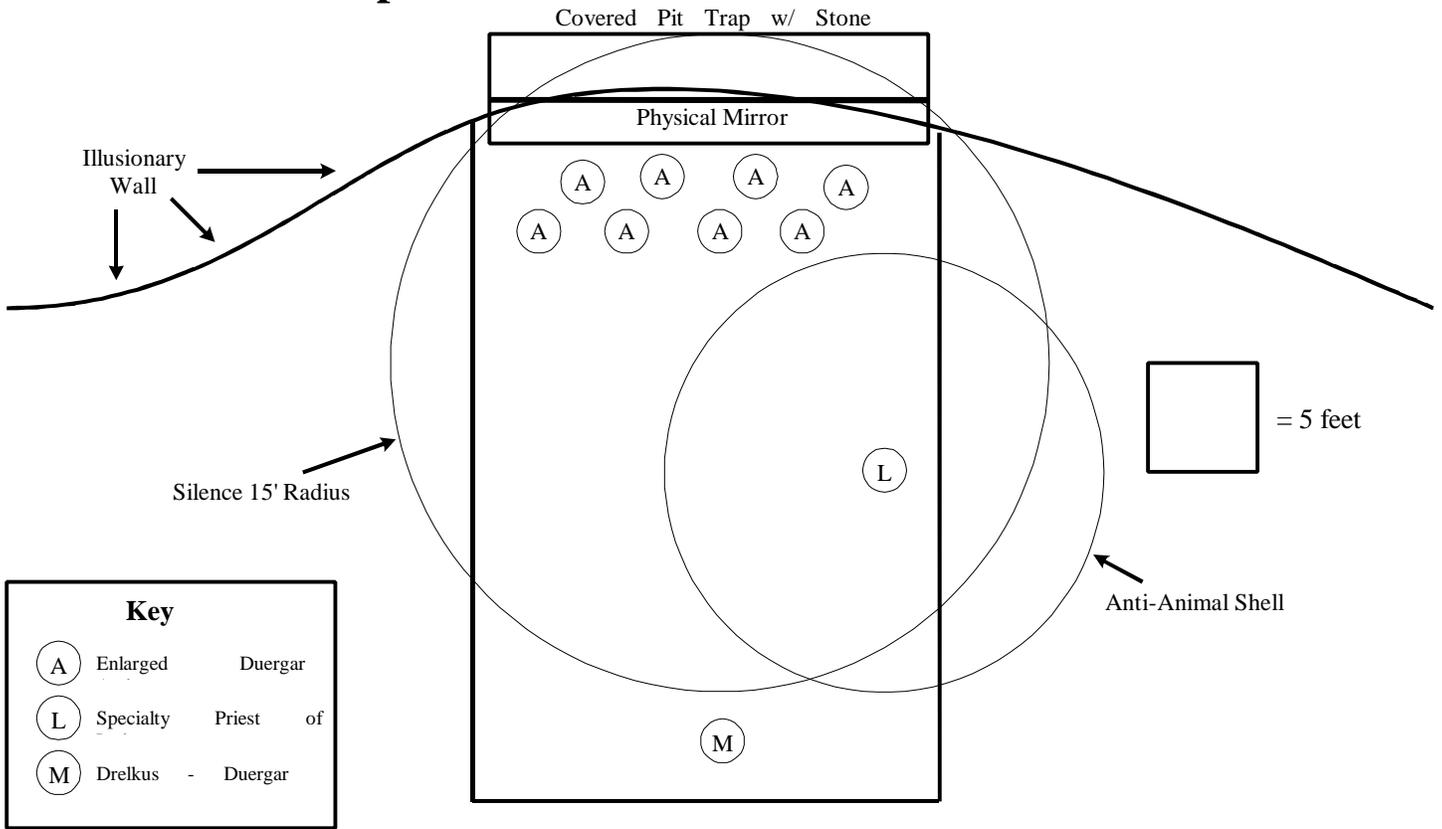


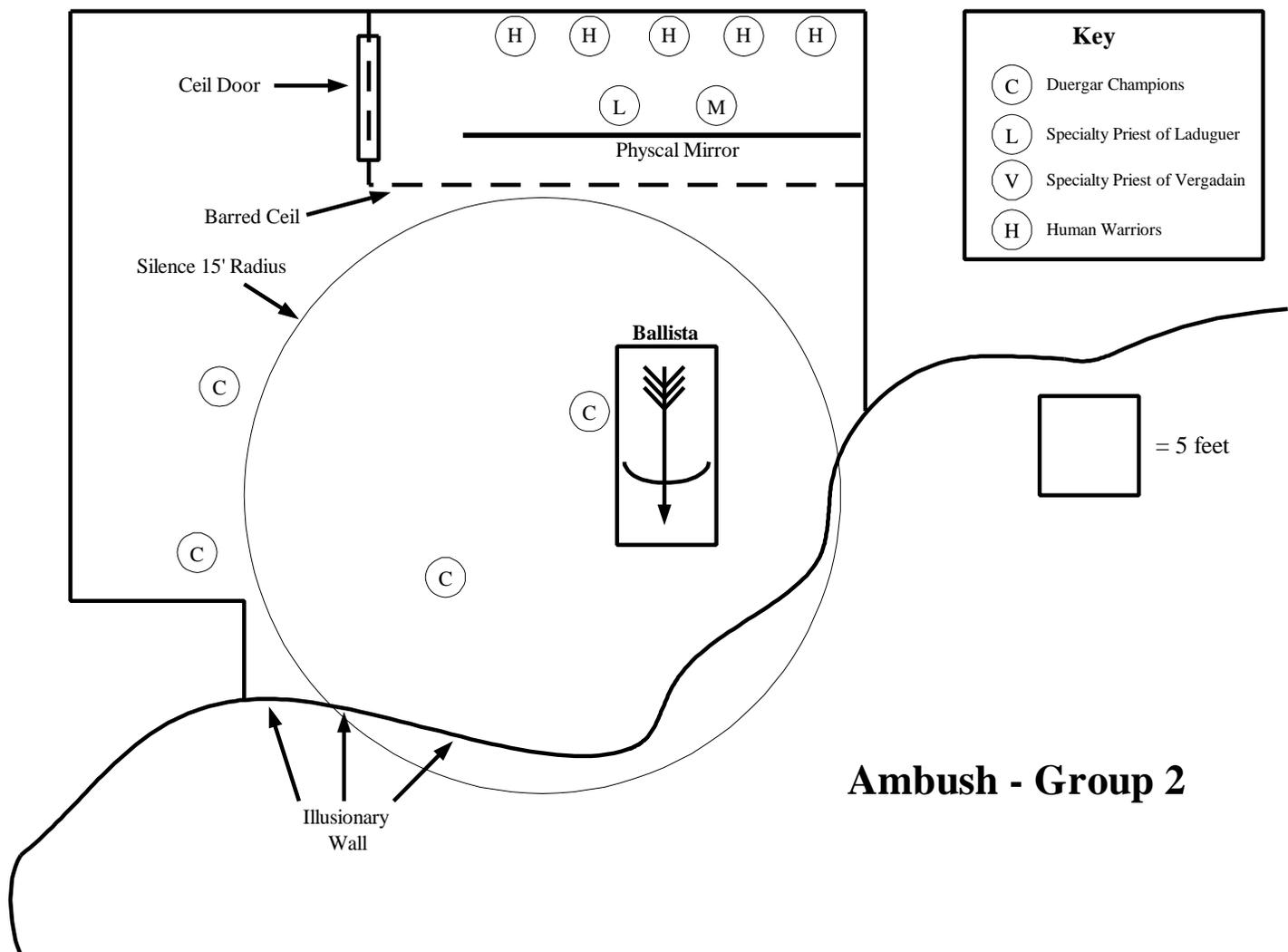
Key	
(M)	Mezzalcat
(SW)	Skeleton Warrior
(MFH)	Mordenkainen's Hound
(DA)	Drow Apprentice
(S)	Skeleton Oarsman



Ambush Overview

Ambush - Group 1





JUDGE AID: Basic Games

The following lists of basic games, taken from the 1st edition DMG, are available. Others, such as 5 card stud poker, may be included at the judge's option. The judge is encouraged to become familiar with the mechanics of these games in advance, ideally by playing each of them a few times. In this way, he/she will be prepared to run and describe the games without slowing things down.

Craps: The shooter wins on a first roll (2d6) of 7 or 11, or loses on 2, 3, or 12. Otherwise the shooter rolls until the number first rolled is rolled a second time - a win - or a 7 is rolled - a loss. Shooters bet before rolling, as others may. Side bets may be made thereafter as applicable, if there are takers.

Knucklebones: This is a crap-type game, but the object is to score the highest total. A variant allows a second roll of the dice by the first shooter, retaining none or one of them, if he or she so desires, but then all other players are entitled to do the same. Winner rolls first.

Twenty-One: A 52-card deck is used, each player betting against the "house". Two cards are dealt to each player and the dealer. Players in turn elect to take additional cards up to a total of five. Hands totaling over 21 automatically lose, hands of five cards under 22 automatically win double their wager (exception: dealer).

The object is to come as close to 21 as possible. Ties go to the "house". Aces count either 1 or 11 at the holding player's option, face cards count as 10, and numbered cards are as marked. Players get first two cards down; others are dealt face up. Dealer gets second card face up. Dealer must take a hit (additional card) on any total under 17, and cannot take a card on any total of 17 or better. (This rule is not per Hoyle.) Dealer gets cards last, bets are made after the first two cards are dealt around. If a player has a natural pair he or she may elect to "go double", flipping them up, asking for two additional face down cards (one for each face up card), and betting on each hand. The "house" always retains the deal.

Slots: Use 3d6, one roll only, the wager being made prior to the roll. The table below is weighted in favor of the "house".

Result Pays Symbols on the Face of the Slot Machine

1 = Lemon,
2 = Orange
3 = Bar
4 = Bell
5 = Plum
6 = Cherry

Roll	Payout
6-6-1	2:1
6-6-2	3:1
6-6-3	4:1
6-6-4	5:1
6-6-5	6:1
1-1-1	4:1
2-2-2	8:1
3-3-3	10:1
4-4-4	12:1
5-5-5	24:1 (Little Jackpot)
6-6-6	36:1 (Big Jackpot)

Note: The same Gondsmen who built the mechani-magical safe built this device