

In the Hall of the Mountain Mage

A ONE-ROUND LIVING CITY TOURNAMENT

By Roger Rhodes

ADVANCED DUNGEONS & DRAGONS, AD&D, FORGOTTEN REALMS, and RPGA are registered trademarks of TSR, Inc. RAVENS BLUFF and LIVING CITY are trademarks of TSR, Inc. Tournament detail copyright 1999 by TSR, Inc. TSR, Inc. is a subsidiary of Wizards of the Coast, Inc. ALL RIGHTS RESERVED. This scenario is intended for tournament use only and may not be reproduced without approval of the RPGA Network.

This is a standard RPGA Network tournament. A four-hour time block has been set aside for this event. It is a good idea to ask each player to put a 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.

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

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

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

Tier Structure

To determine the tier, add the level of all the characters. Multi-classed and dual-classed characters count as their highest level plus one for each additional class. In addition, add the levels of any adventuring NPCs the PCs bring, and the full hit dice of any animals which can enter combat on the side of the PCs. Compare the total to the chart below to find the tier.

	<u>4 players</u>	<u>5 players</u>	<u>6 players</u>	<u>7 players</u>
T1:	4-12	5-13	6-14	7-15
T2:	13-22	14-24	15-26	16-28
T3:	23-32	25-35	27-38	29-41
T4:	33+	36+	39+	42+

DM SUMMARY

Note, the NPC, Lindorellena Glorfallin, is played by you. Read her background from PLAYER HANDOUT 1.

The PCs go to sleep after an active day, only to have a restless, dream filled night. Their dreams are of an elven maiden asking them for aid. If they accept, a shimmering oval appears above their bedroom floor. It looks like a magic gate. Rising from their bed, the PCs step through the portal, only to wake to the fact that the

dream is reality. They are in a dusty laboratory wearing only their nightclothes. They have what they normally sleep in, plus what they think to grab. As a guide, this might include: magic rings, bracers if they normally sleep in them, magic amulets, and arm bands. If the PC is an elf fighter, he also has his primary weapon. The weapon is a focus for the elven trance like state. If there is a paladin with a *holy sword*, he has it with him on a successful wisdom check.

The PCs meet an elven woman, Lindorellena Glorfallin, who speaks elven and an ancient form of common.

She explains in archaic common that she used a scroll to summon them to help her escape the evil mage.

The scroll was an ancient Netherese spell that allowed a person to summon people to aid them. This was the last remaining copy of the spell, and she just used it.

The PCs most likely do not have spell components. They do have the spells they prayed for, or studied last. If there are no spell books with the mages, they only have the spells they memorized last.

Spell components can be found in the rooms, such as sand, a spider web, sulfur, and even a glass rod and some fur. There are materials the fighters can use to make armor and weapons. (The kitchen utensils can be used for weapons, and the pots, pans, and other items can be fashioned into armor.) In addition, the encounter with the skeleton will provide a short sword, armor, and shield. There are also a couple of weapons kept as trophies from battles of long ago.

NOTE - There is no time constraint as far as game time. They can spend months here if they want. In the caverns, they may stop, pray for or study spells, rest, and heal up between each encounter. There are no random encounters in this module. Also, the party has no notion of whether they have been sent back in time or not. The princess still thinks its 300 DR.

When they finally venture forth, they can go one of three ways. They can jump into the rushing river, and be swept down stream, or they can take one of two cave exits and try their luck there.

The PCs may not explore one cave, then return and explore the others. **Use a rock fall or such to prevent this.**

In addition, the rock of this mountain is like that of Mt. Waterdeep. It prevents teleport spells. The only exception is that teleporting is possible to and from the guardroom. That is how the mage got in and out. However, there is almost no way for the PCs to know this. The mountain is located SW of Ravens Bluff, about two days ride.

The River

The river sweeps them underwater, into the caverns, where they cannot breathe. The PCs might take some damage from inhaling water, before being swept over the falls, and onto the jagged rocks. Then there is/are giant gar to face.

After that battle, they find a dead drow warrior, who is wearing bracers AC 5, and has some potions. The party then continues down stream, and encounters some scraggs, or sea trolls.

Cave 1 - The Tombs

In this cavern, the PCs come across the site of an ancient underground battle. The skeletons of dwarves and drow rise up against them. One of the skeletons has some potions and *bracers AC 5*.

Then they find the tomb of a dwarven warrior. He has a powerful war hammer. Stealing it brings the wrath of Claggenden Silverbeard on the thief, and causes him to be branded.

The party then has an encounter with Hook Horrors.

Cave 2, Kidding Around

This way is filled with traps, tricks, puzzles, and problems. It is designed to scare the PCs, as well as confuse them.

They encounter an illusionary wall, serving as the floor over a pit. It drops a PC into a hole, 15 feet down. When he hits bottom, he triggers a programmed illusionary *spectral force* of twelve specters. They drain him of all his levels (so he thinks, and turn him into a specter). In reality, he has a *wraithform* and a *fly* spell cast on him. Then the spectral force specters flow into small cracks and crevices in the ground.

Next they battle their duplicate, but of the opposite sex. The duplicates are at -1 in their attacks. **When ONE PC or duplicate goes below 0 hit points, the combat is over.** If a PC lost, he is replaced with his opposite sex duplicate. If a duplicate was the first to lose, all the duplicates disappear, and no sex change occurs. There are bracers AC 5, and some magic potions, on one of the duplicates. These fall to the ground after the battle is over.

They next encounter a giant checkerboard. The solution to that one is not to step on one of the squares, but to step on two or more squares at a time. Finally, they find a Guardian Demon. He asks a riddle, and if they solve it, lets them past to the teleport room which will teleport them to any destination they name. Otherwise, they have to fight him.

Player Introduction

DM – Before starting play, have the priests and mages select their spells.

You've had a busy day and evening, and the hour is late. You are grateful for the softness of a bed after so many cold nights sleeping on the hard ground. You settle in for a good night's sleep.

At first your sleep is untroubled. Then you start to dream.

DM - If there are any full elves in the party, the dream comes to them during their meditation or reverie period.

At this point, give the players PLAYER HANDOUT 1

DM - This is the chance for party members to decline to go on this adventure. If a PC does not agree, the adventure is over for him. He rolls over and goes back to sleep. Adjust the tiers accordingly if someone drops out. After the players have read PLAYER HANDOUT 1, continue with boxed text for the players who choose to go.

There is a gut wrenching twist of distance crossed in an instant that brings you fully awake. You step out of the gate, and into the laboratory you saw in your dreams.

The female elf is there, and there are several others dressed in their night cloths, and rubbing the sleep from their eyes.

DM - At this time, have the players describe themselves and what they are wearing when they are sleeping.

IMPORTANT

Have them make a list of the magic items they normally sleep with. Probable items are: magical rings, magical bracers, armbands, and amulets. If the PC is an elf, he could have his favorite weapon (elves do not sleep, but go into a meditation state). Because he is so fully involved in it, a paladin who has a holy sword will instinctively bring it on a successful wisdom check. The mage or cleric will not have his spell components, except for the holy symbol of a priest or cleric. The mage or cleric might, on a successful wisdom check, grab a wand or staff.

Note, the portal does not transport extra-dimensional items such as bags of holding, sacks of hauling, Hewards handy haversack, pouches of accessibility, bustiers of

holding, Zagy's spell component pouches, or portable holes. These items simply fall off the character, and will be on the floor of his sleeping quarters.

The wizards and bards have the spells they memorized for the day. If they make a wisdom check, they awaken enough to grab a wand or staff, but not spell components. If they fail their wisdom check, they do not grab additional items. They and the clerics must search for spell components, as some spells require them. Clerics will have their holy symbols with them.

The fighters may make a wisdom check to grab their favorite weapon.

The female elf will begin to speak in an old and stilted form of common.

Lindorellena Glorfallin, female elf, Mage 7th: AL CG; AC 7 (dexterity); MV 12; hp 32; THAC0 18; #AT 1; Dmg by weapon type; SA nil; SD nil; Str 8, Dex 17, Con 16, Int 17, Wis 9, Cha 17; MR 90% to sleep, charm spells; SZ M; ML 14.

Lindorellena is proficient in the use of the dagger, and staff.

She has non-weapon proficiencies in speaking common, read/write, riding (land), singing, cooking, sewing, playing the mandolin, spellcraft, swimming, and ancient history (Myth Drannor).

Lindorellena Glorfallin is a beautiful young elven woman of 121 years. She is 4'9" tall, and weights 88 lbs. She has green eyes and blonde hair. She is dressed in a pale green satin gown. Her uncle was Coronal Eltagrim, and she is indeed an elven princess. The war has taught her men, dwarves, and elves can work in harmony toward a common good, so she does not have the prejudices found in elves from later times. She is gracious and cool, but the news she has been asleep a thousand years will shake her. She is not an innocent, and is a veteran of several campaigns. When she does learn of her situation, and manages to escape the mountain, her one desire will be to travel to the elves guarding Myth Drannor, and talk to them.

NOTE: since she learned her spells a thousand years ago, in elvish, she will not be able to memorize spells from a modern spell book, without being re-taught the spell. This can be done, at one spell level per day, if there is a spell book to learn from. Remember, there is no time constraint. Also, the players may think they have gone back in time. There is probably no way for them to know for sure, until they reach the surface.

When doing her speech, she substitutes thee for you (singular) and thou for you (plural). Also she puts her verbs before her nouns in her sentences. Think of Yoda from *Star Wars*.

"Height, I Lindorellena from Cormanthyr. Called Lin by some humans I am. Thanked thou art for coming to my aid. Leave this place soonest we must, lest return the ancient one. No standing against him there is.

Summoned I thou to aid me. Sorry am I that seemeth thou to have been summoned from thy beds, for fear I that await many challenges. "

If she is asked about the ancient one, she replies:

"He was it that killed my entire war band, and as a prisoner brought me to this place. A powerful mage is he, one of the few Netheril still alive. Aids he Hlondath, a city some hundred leagues to the west of my home in Cormanthyr.

"It seemeth like only a day since dressed thus I was, then placed on a platform and a spell cast on me. Longer it must have been though, judging by the state of these rooms.

"Hast thou any news of the war between Hlondath and Cormanthyr? Such would be of great comfort to me."

DM. The encounter with the mage took place over a thousand years ago. He is dead, and not a threat to the party, but Princess Lindorellena has no way of knowing that.

If the players let Lindorellena know that the war has been over for a thousand years, She will grow pensive, and say:

" Then summoned I thee for naught, for all knew and loved hath passed into the realms of the dead. (A tear streaks down her cheek.) Still, must return I to the City and walk its streets. A long-lived race are elves, and perhaps on the streets of my home city, can find I relatives. Hast thou heard of my homeland? Among the men it was called the City of Crowns, or Myth Drannor, after the Mythral raised to protect it. "

If she is told her city is in ruins, and the playground of demons and devils, the strain will finally be too much for her, and she will collapse weeping and saying

"Destroyed is all I once knew. Succeeded the Netheril in destroying all that I loved and cared for. (sob) Useless it is to go on. Leave me here, and die I will among the dust of this place." (Weeping).

Lin is a campaign veteran, however, and can be comforted. Even if not, in a few minutes, when she sees the party searching the rooms, she will compose herself, dry her tears, carry on, and try to help.

After she recovers, she will fully participate in the adventure. (Hey DM, you get to play too!) She will be somewhat pensive and thoughtful, thinking of friends she will never see again. Toward the end of the adventure, her natural curiosity will get the better of her, and she will start asking about what has befallen in the world. However, she is a mage with no spells, and no spell book. She will do what she can to find secret doors, and fight, but she will not set off traps, open doors, or go in the front of the party. She is not stupid. She is also of good alignment, and will not participate in evil acts.

If she is asked the date she was captured, or what date she thinks it is, she will reply:

“It has been 39 years since the creation of the Mythal protecting Cormanthyr. 300 Dale Reckoning is the year called by the humans, 300 years since allowed we men to settle in the forests around Cormanthyr.”

NOTE – Current date is 1371 Dale Reckoning.

In any event, she will listen and participate in what the party plans. She can also be used to give suggestions to the party, if they overlook something that might save them.

The mountain containing this place has minerals similar to those in Mount Waterdeep. They prevent teleport. If a teleport is tried, the people being teleported are slammed against the closest solid object in the direction of the teleport, for 2d6 of damage. The only exception is the guardroom. This is how the wizard entered and left. However, the party would have almost no way of finding this out. If they do, it will be a short adventure.

At this point, the party will probably explore the wizard's rooms.

The layout of the rooms is shown on **Handout 1**. The PCs are currently in the laboratory.

Laboratory

The dusty, cobwebbed laboratory has two lab tables, with test tubes, a mortar and pestle, rusted scales with a set of brass weights, glass beakers, glass tubing, and glass stirring rods of varying sizes. There is a burner, and a soot-covered stand for holding the glassware steady over the flames. Each of the lab tables has a drawer in the front of it.

The disassembled parts of a barometer are on one table, with some quicksilver still in the reservoir. Along one wall there is a cabinet. It is padlocked.

There is a coat rack in one corner, made out of a wood pole, with iron hooks for the coats. There is an old dusty lab coat hanging on one of the hooks.

There is a trashcan with bits of broken glass in it. The glass appears to be the remains of a glass or crystal globe or ball.

If the drawers of the tables are checked:

In a drawer in one of the tables are small tongs, measuring spoons, a small knife, flint and steel, and several strips of metal.

If the cabinet is successfully opened:

The cabinet contains various stoppered bottles. Some have broken and spilled their contents onto the shelves, but most are intact, with readable labels. The labels are Fe, H₂SO₄, HNO₃, S, NaCl, KNO₂, C₁₂H₂₂O₁₁, H₂S, P and H₂O₂. Fe is a glass vial containing some dark rust colored powder, H₂SO₄ is a glass vial containing a colorless oily liquid, HNO₃ is a glass vial containing a clear liquid, S is a glass vial containing a yellow powder, NaCl is a glass vial containing a white granular powder, the C₁₂H₂₂O₁₁ is a glass vial containing a beige colored powder. P is a glass vial containing a white waxy substance submerged in a liquid, and the H₂O₂ is a glass vial containing a blue liquid.

Have the PCs make a spell craft check, or a check at half intelligence to know what the items in each flask are. Fe is powdered iron; H₂SO₄ is sulfuric acid in a highly corrosive state; HNO₃ is nitric acid in a highly corrosive state; S is sulfur; NaCl is salt; KNO₂ is potassium nitrate (Saltpeter); the C₁₂H₂₂O₁₁ is sugar; P is phosphorus, used as a spell component; H₂O₂ is hydrogen peroxide.

If an acid vial is broken, or the acid is thrown on someone, it does 2d6 damage the first round, 1d6 the second round, 1d4 the third round, and 1 point the fourth round.

Usable items in the Laboratory:

Spell Components:

cork (from the bottle stoppers)
flint and steel
glass bottle (stoppered)
glass rod
mercury
nitric acid
oak staff - made from coat tree
phosphorus
pinch of dust
powdered iron
salt
saltpeter
shard of glass
soot or carbon

spider web
sulfur
wood (bit of, from coat tree)

Note: if there is a member of the **Wizard's Guild INNER CIRCLE**, he can, on a successful alchemy roll, make a *potion of clairvoyance* (after the adventure, or after two weeks of the rest of the group waiting around) out of the fragments of the crystal ball.

Weapons:

The table legs can be used as clubs
The coat tree can be taken apart to make an oak quarterstaff.
The small knife does 1d3 damage
The acid can be thrown to cause damage.

Misc:

The items found in the table drawer can provide a start to thieves' tools, giving a thief 25% of his normal chance for lock picking and trap removal. If combined with the tools found in The Closet, this goes up to 100%.

The Library

The library is a dusty room, with cobwebs in all the corners. Shelves line the walls. On the shelves, you see a few old books, and a small collection of stuffed animals.

In one corner of the shelves is a small two-foot tall stone statue of a warrior lad, holding a small silver spear. The fading light of continual light stones provides faint illumination.

There is also a heavy wooden desk in the center of the room.

If the shelves are examined:

There are several stuffed animals on the shelves. A realistic adder looks coiled and ready to strike with his tongue out sensing the air. There is a turtle perched on an oak log, and a rabbit posed as if ready to flee. A stuffed white hawk is perched on a willow branch and a stuffed black cat also sits on the shelves. There is a small brass plaque next to the cat.

(If anyone can read ancient Thorass, or has the thief read languages proficiency, the plaque says "In memory of Boots, not just a familiar, but also a friend.") If no one can read this, Lin can read ancient Thorass.

If the books are examined:

When the books are opened, you see the pages are riddled with holes, and soon crumble to dust. Only three books seem readable. One is a book on the principles of accounting, one is a rather erotic book of love poetry, and one is a book on numerology.

If the desk is examined:

The heavy wooden desk has an hourglass and a small desk calendar on it.

The year on the calendar is 356 DR. The desk has a single drawer in the middle.

If the PCs check the drawer:

The drawer containing five sheets of parchment, two sheets of vellum, a small hand held magnifying glass, and a black quill pen. There is a full inkbottle. In the back of the drawer is a small box. Opening it reveals three small diamonds worth about 100 gp. And four pearls worth about 100 gp. Under some parchment in the back of the desk is a golden circlet.

Useful items in the library:

adder's stomach
bark, oak
bark, willow
book (small of poetry)
book of numerology
calendar page
clear gem (diamond)
diamonds (can be ground into dust)
dried foot or claw
dust
eyeball (dried)
eye of hawk
feather (wing, white, of hawk)
fur (from cat or rabbit)
granite (from stone statue)
hand carved from stone (statue)
Ink of not less than 300 gp value (squid)
lens (hand held)
paper (from the calendar)
parchment
pearls (100 gp)
rodent whiskers (from rabbit)
snake's tongue
snake's scale
spear, small silver
spider web
turtle shell
vellum
wing bone
Misc:

The golden circlet controls one of the skeletal warriors in the encounter in the caverns.

Hall

In the hall, there are three brackets holding small rocks. The rocks are glowing with continual light spells, but the spell is weak, and only provides minimal light. At each end of the hall is a door, while other doors lead to the other rooms of the wizard's home. The door at one end is a heavily barred (from your side) door, with a closed door in the left wall next to it. The door at the other end of the hall looks like an ordinary door.

(Treat the *continual light* as a one-quarter strength *continual light* spell)

The Closet

Examining the ordinary door, you see there is no lock. It does not appear to be trapped. You open it and find a broom closet. There are two old straw brooms. On a shelf is a toolbox.

Also, in the closet are two coils of rope 50' long. A couple of small sheets of iron, kept on hand for patches or such are leaning against one wall. In the back of the closet are some scraps of leather and some scrap lumber.

If the tool box is opened:

When you open the tool box, you find a saw, a crow bar, a pair of tin snips, some rusty iron nails, some files of different sizes, probes, some rivets, a leather punch, a hammer, a small hand saw, an oil can, a ball of string, a tube of greasy black stuff (graphite), some 1" diameter lead balls, and some copper wire.

Usable items found in the closet:

Spell Components:

dust
iron, sheet
iron, straight (nails)
lead ball
leather (finely cured, can be made into a loop)
oil
rope
straw
string

wood (can be cut to a block)

Weapons and Armor:

There is enough leather to make serviceable leather armor. This will be AC 8 if someone has an armorer or leather working skill. Otherwise, it will be AC 9. The hammer counts as a war hammer. The ten lead balls can be used as sling bullets, and a sling can be fashioned from the leather. The crow bar can be used as a club, doing 1d6 damage.

Misc:

The tools in the tool chest can be used as lock picks, etc. These give a thief 75% of his normal lock picking and trap removal capability. If coupled with the items found in the Laboratory, they give him full capability.

The Bedroom

In the dusty cobwebbed bedroom, there is a four-poster bed, a chest of drawers, a nightstand with another continual light rock on it, and a clothes tree. On the bed is a sheepskin, a red, blue, white, and black multi colored quilt, and a feather pillow. There is a nightstand next to the bed, with a drawer in it.

When the PCs search the drawer in the nightstand:

There is some loose change, 12 copper pieces, 4 iron coins, five silver coins, and two gold coins.

These are antique coins, and worth 12 gold pieces, 20 gold pieces, 60 gold pieces, and 30 gold pieces respectively for a total worth of 122 gold pieces.

When the PCs search the chest of drawers:

You find some human sized pajamas in black silk. There are also several human sized loincloths, a wizard's robe, two pairs of men's hose, and three shirts. All fit a man 6'2" tall, and weighing about 220 lbs. There is a washstand in the corner, with a razor, a shaving brush, dried up soap, a glass mirror, and a container of talcum powder.

Useable Items in the bedroom:

Spell Components:

coin, four iron
coin (polished silver if the polish from the dining room is used)
cloth (red square from quilt, black silk square from pajamas)
fleece

leather sheepskin (can be made into a loop)
mirror (can provide broken mirror, or shard of glass)
pillow ticking
talc

Weapons and Armor:

The razor can be used as a weapon for 1d3 points of damage. The quilt can be cut and tied to a person to make padded armor, giving AC 8. The bedposts can be used as staffs.

Misc:

The bedclothes can also be used to make some makeshift clothing. The wizard's clothing can provide clothing for some members of the party.

DM REMINDER - Remember, Princess Lin is searching for weapons (a dagger or staff) as well.

The Living Room

The parlor contains several overstuffed chairs, a small table, another continual light rock, a carpet, and a footstool. On the wall there is a painting of a beautiful elven woman dressed in a green satin gown, just like the one Lin is wearing. She appears to resemble Lin considerably, though you can tell it is not Lin. On the table is a small silver bell, like one used to summon servants.

On the wall behind one of the chairs is mounted a bow, a quiver of arrows, and a long sword. All appear of elven manufacture. There is a plaque that says, "Taken from the Elven Hero Gallinule, at the Battle of Ogre Pass."

In the corner is a three-foot square pedestal raised about a foot high. There is a brass plaque on the pedestal, which says "Captain Lin, taken in the battle of Rimar Outpost."

There are three musical instrument cases also in the room.

If the PC makes an ancient history proficiency check at minus four, the PC will remember that according to history, a small band of elves held Ogre Pass for a full day against overwhelming odds. The elves were finally overrun, but their stand was an example of tremendous bravery.

If an ancient history check is made at minus eight, the PC will know the details of the battle listed on page 2.

If a weapon smithing proficiency check is made at -2, the PC will know the long sword is of the finest steel, in a pattern and grip popular between a thousand and twelve hundred years ago.

Lin does not know the identity of the woman in the painting, and it has been lost in time. The painting itself is of the finest artistry, and is worth 1000 gp.

The pedestal is where Lin was standing, and the outline of the hem of her dress can still be seen in the dust. There are twelve cinders that were once gems. These powered the spell that held her in suspended animation.

The musical cases are not locked or trapped. If the PCs decide to open them they find:

One case contains a mandolin. The strings have all broken with age, but the wood seems well preserved by the coat of polish. When you take the mandolin out of its case, a waxed packet falls out with it. It is a sealed packed of strings. You open it and they do seem in good shape. The other case contains a silver flute. It is black with tarnish, but seems playable. The third case contains a harp, again with replacement strings.

Princess Lin will say:

"My mandolin! Thought I lost forever it was."

The stringed instruments can be restrung and played, or the strings can be used as a spell component for *unseen servant*.

With that, she will take the mandolin, clean it, string it, and tune it. She begins to play, and sing a song in a beautiful, archaic elven. It is a haunting tune of a poor farm boy, and his princess love.

Spell Components:

bell, small silver (clapper can be removed)

String

Weapons and Armor:

The sword is a *long sword* +2 of elven manufacture. The +1 bow is a +1 magic bow that, if wielded by someone with up to an 18 strength, allows up to +2 damage bonus due to exceptional strength. The quiver has fifteen arrows in it. They are slightly warped with age, but if someone has the bowyer/fletcher non-weapon proficiency, they know the arrows can be steamed and straightened. Unstraightened, the arrows are -1 to hit.

The Dining Room

The dining room has a wooden table and six chairs. All are covered in dust. A swipe in the dust reveals the beautiful wood grain underneath. In the center of the table is a crystal candelabra decorated with a multi colored silk bow and hanging crystal beads and pendants.

There is a sideboard where you find 50 pieces of silverware, all dark with tarnish. There is a bottle of silver polish that still seems liquid. There are also six sets of dishes, an incense holder, six sticks of incense, eight white napkins, and three bottles of peach brandy. There are also six beeswax candles, three tallow candles, and another silver bell for summoning the servants.

The silverware can be polished and is very valuable as an antique. Each Piece is worth 25 gp. The complete set is worth 1500 gp. The knives (8) can be used as weapons, doing 1d3 damage. If the candelabrum is sold complete to an antique dealer, it is worth 1000 gp. With parts missing, it is worth 100 gp. The dishes, (20 pieces) are worth 10 gp each.

Usable items in the dining room:

Spell Components:

bell, small silver
cloth, white - if honey from kitchen is used, it can become the spell component for *aid*.
crystal - the glass beads and pendants are lead crystal
dust
glass beads - from candelabra
glass cones - pendants of candelabra
incense
ribbon, multicolored
silver - powder can be filed from silverware
tallow from the candles
wax - from candles
wood

The Kitchen

In the kitchen, there are some cupboards, a stove, two large old burlap sacks, a couple of small cloth bags, a small sack of unground wheat, a small sack of dried peas, some drawers, some pots and pans, and a metal can with a lid. The stove has handles and a small shelf at the back with a saltshaker, a peppershaker, and a miniature hourglass egg timer.

There is also a small white metal chest on the floor.

Also in the kitchen is a sink, and a narrow well leading to running water 20' down. A small hand pump brings water to the sink.

If the PCs turn one of the handles on the stove:

The stove magically gets hot.

If the PCs open the small white metal chest:

It is surprisingly cool. There are lumps of what used to be food there. A bowl contains some rotten eggs. The stench is overpowering. There is a pitcher with a white solid in it that used to be milk, and a plate with the most rancid butter you have ever seen.

If the PCs examine the cupboard:

In the cupboard, you find lumps of what used to be food, and a container with some nuts in it. There are more pans, pots, and a measuring cup. You also find a spice rack with 19 jars in it, labeled in an ancient language (ancient Thorass). There are also some bottles of what appear to be food coloring, in red, yellow, green, blue, and lavender. There is a jar with some molasses in it, a jar with some honey comb and honey, a can of baking soda, a jar of cooking oil, a container of coffee beans, and a jar of strawberry jam. There is also a sugar bowl, with a large lump of sugar in it. All jars and bottles are sealed and in good condition. You find several weeks' supply of canned food, still sealed and good, and an open jar of rancid lard. In a drawer, you find five serviceable knives. They are covered with rust, but with a good sharpening, could be used. Fortunately, there is a whetstone next to them. In the next drawer over, there are six wooden spoons, while the third drawer contains some towels.

If the PCs cannot read ancient Thorass, Princess Lin can. The 19 jars are salt, pepper, cinnamon, rosemary, sage, parsley, thyme, sesame seeds, ginger, licorice, gum arabic, basil, tarter, dill, paprika, baking powder, baking soda, powdered garlic, and cornstarch.

Useful items in the kitchen:

Spell Components:

four bags, small
butter
coffee beans
corn, powdered extract (corn starch)
egg yoke
egg, rotten
flour, white
food coloring - to dye the sand
gum arabic
honeycomb
hour glass, miniature
legume seed (peas)
licorice
milk, solidified, cube
molasses
nut shells
oil, drop of , or sweet

peas, dried and powdered
powdered garlic
peas, split dried
powdered garlic
salt
sesame seeds
sugar cube, if the lump is cut into a cube
tarts, miniature - can be baked from flour, baking powder, water, and strawberry jam.

Armor and Weapons:

Three of the pots can be padded and used as helmets, improving armor class by one, and three of the lids can be used as shields, also improving armor class by one. The knives when sharpened are equivalent to daggers.

Misc:

There are several week's worth of tinned goods here.

The wooden spoons, wrapped with the towels, and dipped in the lard, will make six serviceable torches.

Princess Lin will take one of the knives and, using the water from the pump and the whetstone, begin to clean and sharpen it.

The Guard Room

There is a heavy wooden door in front of this room.

The door is not trapped, and opens away from the hall into the room.

When you open the door, you see a dusty, cobwebbed room with six bunks (all have straw tick mattresses), six chests, and a dead warrior in antique armor and shield. Naught is left of him but bones. A red light glows in his eyes, as he lifts his short sword and shield and rises to fight you.

This is the skeletal remains of the last guard left here. He is wearing bronze plate armor consisting of greaves, breast and back plate, bronze bracers on the arms, and bronze armbands, and is wearing a bronze helm. He is carrying a large infantry shield. The short sword is also bronze. (The wizard did not want his guards wearing iron or steel.)

Skeleton (1): Int Non-(0); AL N; AC 3; MV 12; HD 1; hp 10; THAC0 17; #AT 1; Dmg 1d6+2 (short sword +2); SA Nil; SD 1/2 dmg from edged weapons; MR immune to *sleep, charm, fear*, and cold based attacks; SZ M; ML 20.

Magic Item: *Bronze short sword +2.*

After the Battle:

Checking the skeleton, you see the armor and shield, being of bronze, are still in good shape. The leather is dried and cracked, but looks as if it will hold for a while. The short sword is bronze, but feels sharper and lighter than you would expect a bronze weapon to be.

Examining the rest of the room, you find a checkerboard and set of checkers, three silver dice, and a couple of dice that are unfinished. (The dots have not been put on them.) There is a dartboard with six darts in it. Some small scraps of old dented armor lie in the corner; they are useless for protection.

Useful items in the guardroom:

Spell Components:

armor, fragment
bone, piece of
die, three silver
die, unmarked
dust
skull of a humanoid
spider webs
wood - from the bunks

Armor and Weapons:

The bronze armor will fit any person from 5'6" to 6'. A person who is 6'1" to 6'4" can wear the armor, but with gaps in it effectively reducing the armor class by one. A person who is 5'2" to 5'5" can wear the armor, but with a -2 penalty to initiative.

The short sword is +2. If a natural roll of 1 is rolled while wielding the short sword, the sword has to roll a saving throw of 9 or better on a d20 or break and be useless.

The door out

The door at the end of the hall next to the guardroom is a massive steel portal. Two steel bars, and a large wooden bar secure it from within.

One person can unbar the door, but it will require a total combined strength of 35 points to force it open. It is a steel vault door and the hinges are rusty. **PLAYER HANDOUT 2**

The door opens out into a cavern. The sound of rushing water and the screech of bats fills the air. You step into the cavern, ready for combat with the bloodthirsty bats, only to find they are the insect-eating small, garden variety. They retreat to the upper reaches of the cavern. The cavern is faintly lit with a glowing

moss. As you look around, you see a cavern to your right. There is a natural bridge over the rushing river ahead of you, leading into another cavern. The floor on this side is sandy, but over the bridge it turns into clay and rock.

You ponder your choices. The cave to the right is an obvious choice, perhaps too obvious. To reach the cave on the other side of the bridge you must cross the bridge itself - it has been here a long time. Then there is the river. As swiftly flowing as it is, it must come out somewhere, but where?

If the party decides to wait and see which way the bats fly out, the bats stay put for 2d6 hours then fly out the cave across the bridge.

If a dwarf is with the party, he will know they are over a mile underground.

If the party jumps into the river, go to **INTO THE RIVER**, and run the module from there. If they cross the river to the other side, and take the cave to the right, go to **CAVE1, THE TOMBS**. If they take the cave to the immediate right, go to **CAVE 2, KIDDING AROUND**.

Useful items in the cave:

Spell Components:

bat guano
clay, which can be sculpted into a small hand.
granite, from the rocks
moss, phosphorescent
pebbles, from the stream bank
sand.

Armor and Weapons:

The stones can be shaped into stone axes or clubs.
The rocks from the river will provide sling ammunition.

INTO THE RIVER

Deciding to trust your fate to an unusual choice, you lower yourself into the icy river. It is deep, and swiftly flowing, and you are quickly swept away by the current. You are swept into a cavern whose ceiling gets lower and lower, until the water is touching it. You are forced underwater.

The PCs are swept underwater for six rounds. Those who do not have some form of water breathing must hold their breath. The PCs can hold their breath for their Constitution/3 rounds. Those with less than an 18 con will take a 1d4 of water damage for each round they cannot hold their breath.

After what seems an eternity, you hear a roaring sound. You burst up to the surface to catch one quick breath before you are swept over the waterfalls to slam into the rocks below.

The PCs take 1d4 damage per tier. There is no save. A *ring of featherfall* will not help, as tons of water pushes the PC down. If the PC is carrying dishes or the crystal candelabra, have them save vs. crushing blow or the items are smashed to bits. Have the PC make a CON check, or he is knocked unconscious and sinks beneath the water. He will drown in six rounds (losing a fifth of his hit points at the end of each round, and drowning at the end of the sixth round) unless rescued. The PC knocked unconscious will be out for 3d6 rounds, unless healed to full hit points. Note, unconscious PCs must be supported in the water, or they will sink again.

After the impact of the rocks, you are swept out into a cold, dark lake. All is blackness. You hear the coughing of some of the members of your party, as they try to get the water out of their lungs. The chill of the water seeps into your body.

If a PC is unconscious and is under the water, allow the party three rounds to bring the unconscious person to the surface. The unconscious PC can be located easily with infravision. In the unlikely chance there is no one conscious with infravision, the PC attempting the rescue must roll a successful observation check to find the unconscious PC. If there is no conscious PC with infravision or observation, the rescuing PC must roll half his intelligence or less to be successful. Encounter one occurs the fourth round after the PCs are swept into the lake.

If more than one PC is knocked unconscious, Princess Lin will have made her check, and swims down to bring one of the random unconscious PCs to the surface. If she and the one she is rescuing are attacked, she will try to parry with her knife or dagger.

Unless the PCs have brought the *continual light* rocks or cast a *light* spell, all is dark. Infravision will spot the other PCs in the party, but nothing else can be seen since the cave and lake are a uniform 55 degrees. Attacks made in total darkness are at -4 to hit, -2 if the PC has blind fighting. Adjust the fish's armor class accordingly. Also note, only thrusting weapons are usable underwater. Allow the use of the long sword, but at -2 to hit and damage. The short sword, knives and daggers can be used with full effect.

Encounter One -- Big Fish

Suddenly you hear the swirl of water as something attacks.

Tier 1

Giant Pike (1): Int Non-(0); AL Nil; AC 5; MV 36; HD 4; hp 25; THAC0 15; #AT 1; Dmg 4d4 (bite); SA Surprise; SD Nil; MR Nil; SZ L; ML 8.

An inhabitant of deep freshwater lakes, the giant pike has a long, flexible body and greenish-yellow coloring. Because of their speed and natural camouflage, the pike has a good chance to surprise its victim (-2 penalty to opponents surprise roll).

The giant pikes will attack people stunned by the rocks first, since they are easier to hit (+4 to hit). The pikes are at no minuses to hit because of the darkness. They use a sensor on the sides of their body to locate objects in low light.

The pike will stop attacking after it has killed one member of the party. It will then drag the body to the bottom of the lake (60' deep) and eat it.

Tier 2

Giant Pikes (2): Int Non-(0); AL Nil; AC 5; MV 36; HD 4; hp 25; THAC0 15; #AT 1; Dmg 4d4 (bite); SA Surprise; SD Nil; MR Nil; SZ L; ML 8.

See tier one for description.

Each pike will stop attacking after it has killed a party member. It will then drag the body to the bottom of the lake (60' deep) and eat it.

Tier 3

Giant Gar (1): Int Non -(0); AL Nil; AC 3; MV 30; HD 8; hp 50; THAC0 12; #AT 1; Dmg 5d4 (bite); SA Swallow whole; SD Nil; MR Nil; SZ H; ML 10.

A more aggressive version of the normal gar, the giant gar inhabits deep fresh water lakes and rivers. The gar's long, streamlined body is covered with hard, overlapping scales, and its alligator like mouth contains needle sharp teeth.

The gar attacks with its teeth, inflicting 5d4 points of damage per bite. On a score of 20, the gar swallows its victim whole. Any creature swallowed has a 5% chance of suffocating each round it remains inside the gar. A swallowed creature may use a sharp-edged weapon to cut its way free of the gar. (The weapon must be in the victim's hand, however.) To escape, the victim must inflict internal damage totaling at least 25% of the gar's original hit points. Anyone attacking and successfully piercing the gar from the outside has a 20% chance of also damaging any victims inside the gar.

The giant gar will attack people stunned by the rocks first, since they are easier to hit (+4 to hit, swallow whole on a 15 or better). The gar is at no minuses to hit because of the darkness. They use a sensor on the sides of their body to locate objects in low light.

The gar will stop attacking after it has killed a party member. It will then drag the body to the bottom of the lake (60' deep) and eat it.

Tier 4

Giant Gar (2): Int Non -(0); AL Nil; AC 3; MV 30; HD 8; hp 60; THAC0 12; #AT 1; Dmg 5d4 (bite); SA Swallow whole; SD Nil; MR Nil; SZ H; ML 10.

The giant gar will attack people stunned by the rocks first, since they are easier to hit (+4 to hit, swallow whole on a 15 or better). The gars are at no minuses to hit because of the darkness. They use a sensor on the sides of their body to locate objects in low light.

The gar will stop attacking after each has killed a party member. Each gar will then drag the body to the bottom of the lake (60' deep) and eat it.

The attack is over and (some of) you are still alive. You hear the gentle lapping of waves on a shore. You swim in that direction and your feet touch bottom. You wade ashore onto a sandy beach. Feeling around in the darkness, you find some dry driftwood.

Princess Lin will take the time to gather the wood and start a fire. This is to warm the wounded and dry herself out from the icy water.

You manage to get a fire going, and its warmth feels good after the bone-deep chill of the lake. At the very edge of the firelight you see something shining. It looks like gold.

Grabbing a burning branch, you go over to it. It is a long dead drow elf.

Apparently he smashed up on the rocks, then dragged himself over to the beach to die. His clothes are all in tatters, and he is wearing a pair of golden bracers.

If the PCs search the body:

In a bag at his side, you find a small case. When you open it, you find three potions. Two are labeled in elvish as extra-healing, while the third has a label that reads, "Doctor J's Strength Potion. Warning: may cause some gain in weight. There is a picture of a man on a beach, in a skimpy costume, flexing bulging muscles."

The bracers are *bracers of defense* AC 5. The two potions are indeed *potions of extra-healing*, while the third potion gives the drinker +1 to strength, with a minimum strength of 16, and a maximum of 18(00).

DM - The potion works by adding one to your existing strength. If that resulting strength is less than 16, it will then randomly take points from your other characteristics, until you get to a minimum of 16 in strength. It will not take a characteristic below 6. It will have no effect on someone with an 18(00) strength. Also, for each point of strength gained, there is a corresponding 5 lbs per point of weight gain, or a flat 10 lbs weight gain for exceptional strength. If the potion is drunk by someone with an 18 strength, it will give him an 18(01) strength. If someone with an exceptional strength drinks it, it will increase that strength by 10%. In other words, an 18(01) would become an 18(11). It lasts for 5d4 turns.

Exploring along the lake, you find the river continues on, flowing more gently. There are also many large pieces of driftwood on the beach.

The PCs can fashion a serviceable raft, or decide to slip back into the water and swim for it. The water is still very cold.

If the PCs are swimming, they will be at -1 to hit and -1 to damage, due to hypothermia, unless somehow protected from the cold.

After a journey of several hours, the cave starts to get lighter. You hear the sound of surf crashing on rocks. You can smell the salt air, as you near the sea. You made it!

Then a green scaly arm reaches out of the water for you!

Encounter Two – Trolling

Tier 1

Fresh Water Scrag (1): Int Low; AL CE; AC 3; MV 3, sw 15; HD 5+5, hp 35; THAC0 15; #AT 3; Dmg 2-5, 2-5, 3-12; SA nil; SD regeneration 3 pts per round; MR nil; SZ L; ML 14.

These gilled trolls, also called *scrag*s or *river trolls*, are the most loathsome of all troll-kind, cunning and powerful. River trolls, as their name implies, travel the waterways in search of victims. Smaller than other trolls, scraggs are, nevertheless, over 8' tall. Their arms are thin and but their mouths are wide and lined with dozens of needle-sharp fangs. Color of the river troll ranges from blue-green to olive. Scraggs have all the abilities of normal trolls; however they regenerate only when immersed in

fresh water. Though they have gills, scraggs can survive out of the water for short periods (one hour) and often come ashore in search of prey. River trolls will devour anything they catch, but they prefer humans and demi-humans, and have a great fondness for dwarves.

Tier 2

Fresh Water Scrag (2): Int Low; AL CE; AC 3; MV 3, sw 15; HD 5+5, hp 35; THAC0 15; #AT 3; Dmg 2-5, 2-5, 3-12; SA nil; SD regeneration 3 pts per round; MR nil; SZ L; ML 14.

See tier 1 for description.

Tier 3

Salt Water Scrag (3): Int Low; AL CE; AC 2; MV 3, sw 12; HD 6 + 12, hp 50; THAC0 13; #AT 3; Dmg 1-4, 1-4, 9-16; SA nil; SD regeneration 3 pts per round; MR nil; SZ L; ML 16.

Like freshwater scraggs, marine scraggs can breathe air for short periods (one hour) and have all the abilities of normal trolls, except they regenerate only when immersed in saltwater.

Tier 4

Salt Water Scrag (4): Int Low; AL CE; AC 2; MV 3, sw 12; HD 6 + 12, hp 50; THAC0 13; #AT 3; Dmg 1-4, 1-4, 9-16; SA nil; SD regeneration 3 pts per round; MR nil; SZ L; ML 16.

Like freshwater scraggs, marine scraggs can breathe air for short periods (one hour) and have all the abilities of normal trolls, except they regenerate only when immersed in saltwater.

Treasure

On a small beach near the entrance of the cave, the scraggs have a chest with 2,000 gp in it.

Conclusion

As you make your way along the beach, you see a passing ship. It turns toward you. Soon a long boat approaches. With a sigh of relief, you recognize the Ravens Bluff flag. It is one of the new ships in the Ravens Bluff Navy. After making sure you are not pirates, they are happy to give you transportation back to Ravens Bluff.

On the way back to Ravens Bluff, Princess Lin says, "Thank thee all, I do. Without the aid thee gave freely, perished in the caverns would I have surely. Now decide my path I must. Long lived are us elves, and perhaps knowledge of my family still remains with them. Determined I have to Myth Drannor to go. There possibly some kin I may yet find."

The end of this path of the adventure – go to Experience Summary.

CAVE 1 - THE TOMBS

You carefully cross the bridge, and enter the cavern ahead. You travel a narrow, twisting corridor.

As you continue, the passage is so narrow you have to turn sideways to fit through. You travel for several hours. Then the cavern opens up, to a wider portion of the cave - it is a chamber with a sandy floor.

The cavern continues ahead, but to your right you find a large stone slab cemented in place and covered with dwarven runes.

When the PCs enter the chamber:

From under the sand, skeletons rise up. Some are short dwarven skeletons, wielding rusty axes and corroded war hammers, while others wear the rotted and rusted armor of the drow. One of the drow is wearing some bracers.

The bracers are *bracers of defense* AC 5. The magic swords found in the wizard's apartment are the only weapons that can damage the skeletal warriors. The skeletons will rise up out of the floor as soon as the party is in the room and will surround them. Also, the skeletons will not leave the room. If the party takes too much damage, it can retreat and the skeletons will not pursue.

If the skeletons are turned, they will flee to the far side of the room and bury themselves in the sand. They will not come out once they are turned, for the duration of that encounter. They will attack again if the party retreats and then returns later.

Princess Lin does not have her spells to help, but she will use her staff (if she has one) with a THAC0 of 18, Dmg 1d6, against the weaker skeletons.

Tier 1

Skeleton (6): Int Non; AL Neutral; AC 7 (the one with the bracers is AC 5); MV 12; HD 1; hp 8; THAC0 19; #AT 1; Dmg 1-6; SA Nil; SD see below; MR nil; SZ M; MR 20.

Skeletons are immune to all *sleep*, *charm* and *hold* spells. Because they are assembled from bones, cold-based attacks also do skeletons no harm. The fact that they are mostly empty means that edged or piercing weapons inflict only half damage when employed against skeletons. Blunt weapons cause normal damage. Fire also does normal damage; Holy water inflicts 2-8 points of damage per vial striking the skeleton. Skeletons are

immune to *fear* spells and need never check morale. One of the skeletons is a scarlet color.

Tier 2

Skeleton (12): Int Non; AL Neutral; AC 7 (the one with the bracers is AC 5); MV 12; HD 1; hp 8; THAC0 19; #AT 1; Dmg 1-6; SA Nil; SD see below; MR nil; SZ M; MR 20.

See tier 1 for description.

Tier 3

Skeleton (12): Int Non; AL Neutral; AC 7 (the one with the bracers is AC 5); MV 12; HD 1; hp 8; THAC0 19; #AT 1; Dmg 1-6; SA Nil; SD see below; MR nil; SZ M; MR 20.

See tier 1 for description of skeletons.

Skeletal Warrior (1): Int Exceptional; AL Neutral evil; AC 2; MV 6; HD 9+2; hp 60; THAC0 9; #AT 2; Dmg 1-10 + 3; SA Nil; SD need magical weapons to hit; MR 90%; SZ M; MR 20.

The skeletal warrior will attack the PC carrying the golden circlet. If the person with the circlet stands still, puts it on, and concentrates, he can control the skeletal warrior. The skeletal warrior can only be harmed by magical weapons, and is 90% magic resistant, so, unless they control it, the magic swords are likely to be the only weapons effective against it. Skeletal warriors cannot be turned.

If the person with the circlet controls the skeletal warrior, it will fight for him for this encounter only, then crumble to dust.

Tier 4

Skeleton (12): Int Non; AL Neutral; AC 7 (the one with the bracers is AC 5); MV 12; HD 1; hp 8; THAC0 19; #AT 1; Dmg 1-6; SA Nil; SD see below; MR nil; SZ M; MR 20.

See tier 1 for description of skeletons.

Skeletal Warrior (2): Int Exceptional; AL Neutral evil; AC 2; MV 6; HD 9+4; hp 70; THAC0 9; #AT 2; Dmg 1-10 + 3; SA Nil; SD need magical weapons to hit; MR 90%; SZ M; MR 20.

One skeletal warrior will attack the PC carrying the golden circlet. If the person with the circlet stands still, puts it on, and concentrates, he can control that skeletal warrior. The skeletal warriors can only be harmed by magical weapons, and are 90% magic resistant. So aside from controlling one of the skeletal warriors, the magic swords are likely to be the only weapons effective against them. The other skeletal warriors attack freely.

If the person with the circlet controls the skeletal warrior, it will fight for him in this encounter only, then it will crumble to dust.

Aftermath

After the battle, the party finds four serviceable war hammers and two shields in good condition. They can assemble enough armor pieces to make a dwarf-sized set of armor giving AC 3, and an elf-sized set of armor giving AC 5.

One of the elven-sized skeletons has a sack containing three potions. Two are obviously *potions of extra-healing*, while the third seems to be some sort of potion with a label that says "Beauty Potion." There is a picture of a beautiful red-haired woman on the bottle, with the holy symbol of Sune around her neck. The players can have someone drink the potion, or take it to an alchemist later for analysis.

If the potion is identified or analyzed, you can tell the players the following:

The potion adds one to charisma, to a max of 18. If the charisma is less than 16 after the addition, it raises the charisma to 16, taking the points randomly from the other five characteristics. However, the potion will not take points from any characteristic that is six or less. Points taken from exceptional strength count as one point per ten percent, and one point to go to plain eighteen.

The Dwarven Tomb

The tomb has the door sealed with mortar, but it is cracked and old. A few turns of work with a crow bar or some of the weapons in the room will be sufficient to open it.

If someone has the ability to read/write Dwarven, the runes say:

"Here is the final resting place of the great dwarven hero Darmir Rockshield. His enemies quaked before his hammer. Only the years could lay him low. No enemy but time could conquer him. His like will not walk this earth again."

Plundering the tomb is not a good act. Any paladin or lawful good cleric will get a twinge from his god; telling him that plundering the tomb of a fallen dwarven hero is a bad thing. If a paladin participates willingly, his immunity to disease is revoked immediately, as is his ability to cure disease. If a lawful good cleric participates, he loses the ability to cast one of his highest-level spells. This is

permanent until an *atonement* is done. Princess Lin will not enter the dwarven tomb and will be opposed to the plundering. If the party still wants to plunder the tomb, read the following:

Inside the tomb, you see a dwarven warrior laid out on an intricately carved stone slab. He is in resplendent gold-chased full plate dwarven armor. The armor is the finest workmanship of the dwarven armorers of ages past. The leather joints appear dry and cracked, but the quality of the plate is enough to make the most hardened dwarf lust in his heart.

Clutched to his breast, you see a magnificent dwarven throwing hammer. It seems to be made of a blue colored metal, with gold engravings in it. The engravings are dwarven runes.

If anyone reads the runes, the name of the hammer is etched on it. The hammer is called Giantdoom. *It fairly crackles with magic.*

If any non-dwarf removes the hammer, he feels a searing scorching pain on his forehead, and high on each cheek of his face. He has been branded with the dwarven run for THIEF. There is no save to this, unless a scarab of protection is worn, and then only the +1 of the scarab can be counted in the saving throw. The brand is a gift from Claggadin Silverbeard himself. Erase spells do not work on it, and even if some sort of makeup is used to cover them the puckering of the scars will still be legible. The only way the scars can be removed is by doing an *atonement* for a priest of Claggadin Silverbeard. This is something the priest is not going to grant lightly. Especially since the PC got the brands by looting a dwarven hero's tomb.

At the foot of the stone slab is a metal chest. The chest appears to be made of some whitish metal trimmed in gold, with a red velvet banner draped over it.

The chest has a *glyph of warding* on the lid. Any non-dwarf approaching within 5' sets off the glyph, doing 10d4 electrical damage in a 5' x 10' area. (6d4 for tier 1 only, save for half damage). The chest itself is not trapped, and is only closed with a latch.

You open the chest. Inside there are many loose gold pieces. Sitting on the pile of gold is a very large diamond. There is some writing on the inside of the chest lid.

Inside the lid is an *explosive rune*. Opening the chest exposes the rune to be read. The *explosive rune* does 6d4 +6 points damage to the person reading the rune, no save.

Anyone within 10 feet also takes the damage but gets a saving throw.

The chest and its contents are protected magically against the fire. If a PC touches or picks up the diamond, it will detonate in a huge flash of light and electricity. It does 3d6 electrical damage to anyone in 10', save for half, and the person picking it up is totally blind (no save, he had to look at it to pick it up). Those within 10 feet of the chest must also make a second save vs. magic or be blinded. (Dex bonuses apply). If they save, they will only be blinded for 12 turns (two hours). If they fail, they are blinded until cured. The chest contains 1,000 gp. There is also an explosive rune at the bottom of the chest. The chest itself is secured to the floor so firmly that it would take a *rock to mud* spell to get it free. It is worth 1,000 gp. If they are removing the gold, read the following:

As you remove the gold you see some writing on the bottom of the chest.

If the person removing the gold is foolish enough to read the writing, another explosive rune goes off, doing 6d4+6 points of damage as before.

Onward And Upward

After the encounter at the dwarven tomb, you explore the cavern. You find several areas that were dwarven dwellings. All areas are empty, ruined, and abandoned. There is nothing of use in any of the caves.

You travel further into the cave for a distance of several miles. Ahead of you, you can see some movement. Jumping down from above are hideous monsters.

DM - The party has an encounter with some hook horrors. The hook horrors are insectoid and attack from above, dropping down on the party.

Tier 1

Hook Horror (1): Int low; AL N; AC 3; MV 9; HD 5; hp 30; THAC0 15; #AT 3; Dmg 1-8/1-8/2-12; SA nil; SD nil; MR nil; SZ L; ML 11.

Tier 2

Hook Horror (2): Int low; AL N; AC 3; MV 9; HD 5; hp 30; THAC0 15; #AT 3; Dmg 1-8/1-8/2-12; SA nil; SD nil; MR nil; SZ L; ML 11.

Tier 3

Hook Horror (4): Int low; AL N; AC 3; MV 9; HD 5; hp 30; THAC0 15; #AT 3; Dmg 1-8/1-8/2-12; SA nil; SD nil; MR nil; SZ L; ML 11.

Tier 4

Hook Horror (6): Int low; AL N; AC 3; MV 9; HD 5; hp 30; THAC0 15; #AT 3; Dmg 1-8/1-8/2-12; SA nil; SD nil; MR nil; SZ L; ML 11.

Hook horrors have acute hearing and are surprised only on a roll of 1. They always know their territory, and they try to ambush unsuspecting travelers or denizens. Each round they swing with both hooks. If in any round both hit, during that round their beaks hits automatically. They automatically inflict 2d6 points of damage each round with the beak until at least one of the hooks is dislodged.

Hook horrors are natural climbers, as their hooks give them excellent purchase on rock surfaces. They can move at normal speed up vertical surfaces that are not sheer. Their great weight means they cannot hang from the ceiling like other insects.

After the battle, the party can search the area. In nooks and crannies are stuffed the bony remains of some drow warriors. They are carrying a total of 2,000 gp.

After resting from the last encounter, you travel some distance. Ahead you see daylight.

Conclusion

You're out! Never has the sun felt so good. Off in the distance you can get a glimpse of the sea. You can just barely see a collection of fishing huts and the ever-present tavern that forms a village. You see a lighthouse past an intervening hill.

You go to the village and find a vessel headed to Ravens Bluff. On the way back to Ravens Bluff Princess Lin says, "Thank thee all, I do. Without the aid thee gave freely, perished in the caverns would I have surely. Now decide my path I must. Long lived are us elves, and perhaps knowledge of my family still remains with them. Determined I have to go to Myth Drannor. Some of my kin may exist still."

DM NOTE - WHEN EXPOSED TO THE SUNLIGHT, THE DWARVEN THROWING-HAMMER RETURNS TO ITS RIGHTFUL OWNER (THE DWARVEN HERO in his tomb). All the party can see is the hammer disappearing. If they use divination, they can discover its location. If they try to return for it, give them the hook horror encounter at double strength.

The end of this path of the adventure – go to Experience Summary.

CAVE 2 - KIDDING AROUND

You choose the cave to the right. The cave is level and easy to travel and the floor is sandy. The cave rises a bit. The traveling is smooth and easy.

Have the party set up a marching order. The caverns are about 5' wide, so single file is necessary.

Note: Princess Lin will not go first, regardless of the tier of the party. She firmly believes you do not lead with your mage.

You travel into the cave for about a half an hour when you hear a rumbling crash behind you.

If the party checks, the cave has collapsed behind them, and is blocked completely. No power of the party can unblock it.

Encounter One - In The Pit

The party encounters a pit covered by an illusionary wall. The wall is horizontal to the ground and looks just like the ground. If detecting traps, a thief has half his normal percentage to notice the pit.

You have traveled easily into the cave for about an hour when, suddenly, the person (people) in the front of the party falls straight into the sand. There is a thud as he hits bottom.

The PC has fallen into a 15' deep pit, taking 2d4 of falling damage. The pit is rough stone, with cracks and crags. From the openings in the stones, twelve specters spring out. These are in reality, programmed *spectral forces* that attack until the victim stops moving, then retreat into the rocks and disappear. This spell is cast by an 18th level mage. Three of the specters hit each round (no THAC0, it is an illusion of a hit) for each PC that falls in the pit. They cannot be turned, and normal weapons seem to have no effect on them (note, if hit by a magic weapon, the specter hit appears to suffer damage). If a specter is hit with more than fifty points damage from magical weapons, it appears to fade away. They seem to drain levels, and if the PC has a magic item that protects against level drain, take the slip and tell the player you will mark the charges off at the end of the encounter. The PC should soon fall unconscious, convinced he has been drained of all levels. Then a *wraithform* spell and a *fly* spell are cast on the unconscious PC. Convinced of his transformation, the PC will not get a saving throw, unless at some point he states he is disbelieving the effects. The spells will last for two turns (twenty minutes). The spell

casting revives the character, who now thinks he is a specter. Let the PC role-play flying out of the hole and facing his old comrades. They might try to kill him. Or, he might be able to convince them he has some vestige of himself left. Have fun with this. It should scare the PC but not be fatal.

Encounter Two - Combat - At Last

You have recovered from that last scare and continue walking along down the tunnel. The cave gradually widens to twenty feet but is still easy going, with a nice sandy floor. You are surprised to hear more footsteps than you should. You look around you and see extra party members - duplicates of yourselves. They are not quite duplicates, as they are all of the opposite sex from you. They are attacking.

This combat ends when any of the PCs or duplicates drops to the ground (hit points drop below zero). **If it is a duplicate**, the combat is over, and all the duplicates disappear.

NOTE: the duplicate has an AC that is one worse than the PC, and is minus one to attack and initiative. Also, the duplicates only attack the PC they are matched against. The duplicate has the same pre-cast spells (i.e. *stoneskin*) as the PC it duplicates. The PCs can support each other by attacking as they see fit.

If a PC falls: The fallen PC and all the rest of the duplicates disappear. The **player now has a PC that is the opposite sex**, but equipped with all the PC's items he was carrying. Reroll the height and weight. This change is permanent.

Note: the duplicate most capable to use it is wearing *bracers of defense AC 5*. The duplicate also has a potion case with three potions in it. Two are *potions of extra-healing*, and the third is a permanent armoring potion. These are left behind when the duplicates disappear.

During this battle, Princess Lin will successfully parry the attacks of her male counterpart until the battle is resolved.

After the battle

You find a potion case with three potions, and pair of bracers. Two of the potions are extra-healing, while the third has a faded picture of a flying dragon on it.

Potion of dragon skin: The *potion of dragon skin* changes a character. The character loses all hair except the eyelashes. The person's skin is changed to a form of flexible, smooth scales - like the skin of a snake or a

young dragon. The skin is an interesting color, the eyes change to be yellow with vertical slits for irises, and the tongue changes to be slightly forked.

Color Chart, d8

- 1 - a satiny black,
- 2 - a glossy blue
- 3 - a coppery color
- 4 - a silver color
- 5 - a gold color
- 6 - a red color
- 7 - a satiny snow white.

The skin gives a non-magical armor class of five. Since this is skin, mages can have it and rings of protection and cloaks of protection can combine with it to improve AC. Since you no longer have sweat glands, in warm weather you have to pant like a lizard on a hot rock.

Encounter Three - Checkers Anyone?

You continue down the caverns to a room filled with three-foot square marble tiles. They are laid out in alternating colors, eight wide and eight deep. It looks like a giant checkerboard. A voice booms out:

*You may not fly; you cannot swim.
You must walk, to pass within.
The riddle's simple, the riddle's fair.
Just do not step on a square.*

A computer-like voice says:

If you wish a repeat of the previous message, simply say: "repeat".

Repeat the message as many times as the PCs like. The solution is simple. You shouldn't step on a square. However you can step on two or more squares. You can cross the room safely by walking on the seams between the tiles, or by hopping on two squares at a time. If a PC tries to fly, levitate, wall climb, or otherwise cross the room without walking or hopping across, he is *dimension doored* three hundred yards back down the cavern. The only problem is the *dimension door* only sends non-magical items. So he gets sent without magic, and the other PCs get to look through his magic items.

If the party is tier 1 and is stumped, Princess Lin will come up with the answer. Be sure to role-play this as needed.

If a PC fails to cross in the prescribed fashion, he takes damage for each square he steps on, as listed below:

<u>Party Levels</u>	<u>Damage</u>
6-14	1d4 or Princess Lin answers.
15-25	1d6
26-37	1d8
38-49	1d10

Note, since there is no time limit on crossing, it would be possible for PCs to step on a few squares, rest and get healed up, then step on some more.

Encounter Four - The Guardian

You come to a chamber with a wooden door on the far wall. Standing in front of the door is a large monster. It says, in surprisingly good common, "You may not pass without answering my riddle. Answer my riddle, and set me free from an eternity of guardianship."

*I am small as an ant and as big as a whale.
I'll approach like a breeze, but can come like a gale.
By some I get hit, but all have shown fear.
I'll dance to the music, though I can't hear.
Of names I have many, of names I have one.
I'm as slow as a snail, but from me you can't run.
What am I?*

The answer is a shadow.

Princess Lin will participate in the discussion, but she believes the answer to be "the wind".

If the PCs don't get the answer in a reasonable time, the guardian daemon will say:

"That is a tough riddle, but let me make it easier. Here is another riddle whose answer is the same as the first."

*There is a thing that nothing is
and yet it has a name.
It's sometimes tall, and sometimes short,
joins our talks, and joins our walks,
and plays at every game.
What am I?*

Princess Lin will say:

"Poor at riddles I am, fear I little aid can I give thee."

If the PCs get the answer, read the following:

The daemon shouts "Hallelujah! Free at last, thank God, I'm free at last." With that, he disappears.

If the PCs do not get the answer the second time the demon will say:

"Because you did not get the answer to the riddle, I cannot let you past. The way home lies behind the door I guard, but I cannot let you past."

The PCs will have to kill the daemon to gain access to the teleport chamber. If they fail to get the riddle, do not tell them the answer to protect the riddle for other players at the con.

Tier 1

Guardian Daemon, Least (1): Int Average; AL N; AC 3; MV 9; HD 6; hp 30; THAC0 13; #AT 3; Dmg 1-4/1-10/1-10; SA breath fire 3d6 cone 30' long, with 10' base diameter; SD immune to *charm, hold, sleep, polymorph*, and *fear* spells; MR 50% vs. *magic missile*; SZ M; ML 14.

Tier 2

Guardian Daemon, Least (1): Int Average; AL N; AC 3; MV 9; HD 6; hp 40; THAC0 13; #AT 3; Dmg 1-4/1-10/1-10; SA breath fire 3d6 cone 30' long, with 10' base diameter; SD immune to *charm, hold, sleep, polymorph, magic missile*, and *fear* spells; MR nil; SZ M; ML 14.

Tier 3

Guardian Daemon, Lesser (1): Int Very; AL NE; AC 1; MV 9; HD 8; hp 48; THAC0 12; #AT 3; Dmg 1-6/1-12/1-12; SA breath fire 5d6 cone 30' long, with 10' base diameter; SD immune to *charm, hold, sleep, polymorph, magic missile*, and *fear* spells, +2 weapons to hit; MR nil; SZ M; ML 16.

Tier 4

Guardian Daemon, Greater (1): Int High; AL NE; AC -1; MV 9; HD 10; hp 80; THAC0 10; #AT 3; Dmg 1-10/1-12/1-12; SA breath fire 7d6 cone 30' long, with 10' base diameter; SD immune to *charm, hold, sleep, polymorph, lightning bolt, magic missile*, and *fear* spells, +2 weapons to hit; MR 25%; SZ L; ML 18.

Guardian daemons must remain within 90' of what they are guarding, in this case, the door. It will not pursue people fleeing from it. Guardian daemons have the ability to speak all languages. They can employ their breath weapon three times a day.

The Teleport Room

Having passed the guardian daemon, you enter a small room - only 10' by 10'. There is a large red and white candy striped lever set in the 'up' position.

A voice booms out: "State your destination, then place the lever in the 'down' position. You will be teleported to the stated destination. Please keep arms and legs entirely in the room during the teleport process to avoid injury."

In the corner of the room is a chest. It is locked.

A computer-like voice says:

If you wish a repeat of the previous message, simply say, "repeat".

The chest contains 100 gp in ancient coins. These coins are collectors items, and are worth twenty times their face value. In other words, the total worth of the coins is 2,000 gp. If the PCs give the name of a city (i.e. Ravens Bluff), they and the chest will be teleported to the City Hall. Given their current state of clothing, they could have some fast-talking to do to the security guards. If they give the location of a temple in the city, they will be teleported into the central worship area. There is a 1 chance in 10 there will be a worship service going on at the time. If the PCs are vague about the location they want to go to, teleport them to the most embarrassing location consistent with their instructions.

Conclusion

You are out. You have rescued a princess and are finally free of the tons of rock. Never has the fresh air smelled so good.

Princess Lin says, "Thank thee all I do. Without the aid thee gave freely, perished in the caverns would I have surely. Now decide my path I must.

Long lived are us elves, and perhaps some knowledge of my family still remains with them. Determined I have to go to Myth Drannor to seek them out."

The end of this path of the adventure – go to Experience Summary.

Experience Point Summary

Experience is calculated as follows for Living City events:

1. Sum the experience listed below for objectives.
2. Assign discretionary role-playing experience (0-500 points). These should reward accurate character

portrayal throughout the adventure, not just how well the PC interacted socially.

- NEW: PCs get the experience for the tier for which their INDIVIDUAL level qualifies them, according to the chart below. If the PC falls into a higher individual tier than the party's tier, he or she gets the experience at the adventure tier level. Under no circumstances can a character's individual award exceed the party tier.

For example, if the party has a 2nd level PC, a 5th level PC, three 6th level PCs, and an 11th level PC, the group falls into tier 3. The 2nd level PC gets tier 1 experience, the four PCs on tier 3 get tier 3 experience, and the 11th level PC also gets tier 3 experience.

Tier 1:	Character levels 1 and 2
Tier 2:	Character levels 3 and 4
Tier 3:	Character levels 5 and 6
Tier 4:	Character levels 7+

Keeping Princess Lin alive	300 xp
Using the mage quarters for spell components, and equipment:	200 xp
Including Princess Lin in a division of the gold from the adventure:	100 xp
Total Experience for Objectives:	600 xp
Role-playing Experience:	0-500 xp
Total Possible Experience for Tier 1:	1,100 xp
For Tier 2	2,200 xp
For Tier 3	3,300 xp
For Tier 4	4,400 xp

Treasure Summary

PCs may keep items from the scenario which are listed on the treasure list or which meet the following conditions:

- The item must be non-magical and specifically listed in the text of the adventure (e.g armor on foes). If it is not listed in the text, the PCs cannot keep it. Items of this nature can be sold for 50% of book value, or recorded on a log sheet.
- Animals, followers, monsters, henchmen, and so forth (any living being, basically) may not be kept from a scenario for any reason unless the treasure summary lists the being specifically. It is okay for the PC to form relationships with NPCs, but these will not be certified and cannot bring material benefit to the PC. Contacts (sources of extra information) must be specifically certified.

- Theft is against the law, but may be practiced by some PCs. Items which are worth more than 5,000 gp, which are of personal significance to the owner (including family heirlooms), and magical items will be discovered in the possession of the PC by one means or another. The PC who stole them must return the item and pay a fine equal to three times the value of the item stolen. In addition, the PC caught receives one Infamy point for being a known thief. For other items which meet the criteria in #1 above, use your judgment on whether a PC thief gets away with the theft or not.

Any item retained according to these rules which does not have a certificate will not ever have a certificate issued for it.

The campaign staff reserves the right to take away any item or gold acquired for things which it later finds unreasonable but which were allowed at the time.

Coin and valuables

- Misc coins from bedroom - 122 gp
 - Golden circlet - 250 gp.
 - Silverware - 25 gp per piece, or 1500 for the complete set.
 - Candelabra 100 gp or 1,000 if it is complete.
 - Dishes - 10 gp each for 20 = 200 gp
 - Elven Portrait = 1,000 gp
 - Treasure from the Hook Horrors Scraggs/Teleport chamber: 2,000 gp.
 - If the dwaven tomb was raided -----1,000 gp.
- Total possible for the adventure ----- 7,072 gp

Magic

All paths:

- Long sword* +2, - of ancient elven manufacture.
- Short sword* +2 (*bronze*) - Note, on the roll of a natural one with this weapon, a 9 or better will have to be rolled on a d20, or the weapon snaps and is useless.
- Strength elven long bow* +1 - The bow is a +1 strength bow for 18 strength, giving a total to hit and damage of +1 to hit, and +3 to damage. An 18 or greater strength is required to get the strength bonus of +2 to damage.
- Bracers of defense* AC 5
- (2) *potions of extra healing*.

Into the River path (only)

- Potion of strength* - This potion adds one to strength, to a max of 18(00). If the strength is less than 17 after the addition, it raises the strength to 17, taking the points randomly from the other five

characteristics. Note that exceptional strength counts the same as in character generation. The duration of effect is 5d4 turns.

Cave 1 path (only)

- *Potion of Beauty* - This potion adds one to charisma, to a max of 19. If the charisma is less than 16 after the addition, it raises the charisma to 16, taking the points randomly from the other five characteristics. The duration of effect is 5d4 turns.
- Dwarven full plate - This non-magical armor is full plate mail, but because of the materials used and the cunning craftsmanship, it has half the encumbrance of normal full plate. It is sized to fit a dwarf who is 4'5" tall, and 170 lbs. It will fit anyone who is within 2" of the height, and 20 lbs of the weight. Note, if this armor is taken, a dwarf with a proficiency in armorer, will, upon a successful proficiency check, recognize the armor as having belonged to the dwarven hero, Darmir Rockshield.

Cave 2 path (only)

- *Potion of dragon skin* - The *potion of dragon skin*, changes a character. The character loses all hair. The only hair remaining are the eyelashes. The person's skin is changed to some form of flexible smooth scales, like the skin of a snake or a young dragon. You have an interesting color, and your eyes are now yellow with vertical slits where the irises are. You also feel a change in your tongue, and actually do now have a forked tongue.

Color Chart, d8, ignore 8s

- 1 - a satiny black,
- 2 - a glossy blue
- 3 - a coppery color
- 4 - a silver color
- 5 - a gold color
- 6 - a red color
- 7 - a satiny snow white.

The skin gives a non-magical armor class of five. Since this is skin, mages can have it, rings of protection and cloaks of protection can combine with it to improve AC. Since you no longer have sweat glands, in warm weather you have to pant like a lizard on a hot rock. The duration of effect is 5d4 turns.

Player Handout 1 – Player Dreams

You toss and turn, dreaming of times in the far past. It is hazy, and then everything comes into focus. You are witnessing a different time. You know this time. It seems as familiar to you as your own.

Thirty-nine years have passed since the founding of the Mythal protecting Myth Drannor. The men call the city the City of Crowns, after the many crowns fashioned there. The elves call the city Cormanthyr. Men number the years from the opening of the area for settlement. Their count is three hundred years, by Dale Reckoning.

The king of Cormanthyr is Coronal Eltargrim. A former warrior, he is sickened that war had broken out again between the ancients of the Netheril, and the elves, men, and dwarves of his fair city.

Hlondath was one of the last cities of the Netheril. The desert is slowly devouring it, and its lands are becoming dust. The rulers of Hlondath did not ask for additional land to relocate. Arrogant in their power, they decided to conquer the land they needed. They launch their attacks against the Cormanthyr of Myth Drannor. The war is called the Crown and Scepter wars, after the Crowns of the elves, and the Scepters of the Netheril.

A small skirmish occurs in this war. Too small to be called a battle; it was a mere footnote in the histories. Yet men and elves had their lives cut short in it. For them, it was the most important battle of the war. It was their last. You see this skirmish enacted.

The mixed human and elven patrol are hugely successful. The careless Hlondath did not even get the gate closed on their outpost before the fight was upon them. The Battle was short and merciless. The Hlondath only had time to snatch their weapons, utter a brief prayer, and then die. The officers of the raiding party congratulate each other on their tactics, while their men load their packs with plunder of real or imagined value.

Then the ancient one had appears. You thought all the Netheril mages dead, but this one proved lie to your belief. Fire and lightning rain down on the troops, while their arrows bounce off him harmlessly. Soon the raid turns into a panicked rout as the troops broke and ran for the cover of the forest. The ancient one's spells cut them down like children, all except a handful clustered around a beautiful female elf. She casts a spell against the Ancient One, but it faded out. In desperation, she casts a different spell, but it also fades with no effect. In an instant, her guardians fall to a volley of magic from the ancient's staff. The female elf braces herself for her death. It was not to be. A single spell freezes her in place.

The ancient one flies down to her, and takes her hand. The world shifts around them as he casts a new spell. They are now in some sort of living area. The ancient one admires her fresh beauty, and perfect skin. Her eyes are like the sun catching a flawless emerald, and her hair is the color of the palest autumn wheat. With a voice withered with age, he tells her she is his prize to do with as he wants. His dry voice crackles in a horrible imitation of laughter.

His guards dress her in a beautiful pale green satin gown, and then place her on a pedestal. Next the ancient one carefully places a dozen gems in a red circle. He speaks some words in ancient Netharese. The gems grew bright. Then they go out. There was a pain in the woman's eyes. Her hands flew up in a cloud of dust, and rub her eyes to get the flow of tears going. She is powdered with dust. Stepping off the platform, her vision gradually comes back, and she can see the shape of the room. She carefully listens, but she can hear no sound but her own breathing. She cautiously makes her way into the hall, but still finds no one. Her footsteps, soft as a cat's tread, are even more muffled by the carpet of dust on the floor. She is facing a door. Carefully she opens it. She tries to do it quietly, but the door creaks as if it had never been oiled.

The fading glow of a dying light spell dimly lights the room. It is a laboratory of some sort. A fine layer of dust covers this room too. Hearing nothing, she goes to the next room where she finds a library. All was as if the rooms had not been touched in years.

She searches the library, and finds a scroll on a desk. It was some sort of summoning spell. She was familiar with summoning animals to aid her, but this seems to summon people. Normally, she would want to learn the spell and copy it into her spell book. This time, she just wants help.

The spell component is quicksilver. There was an old barometer in the library, with quicksilver in it. She takes it with her into the laboratory. She spreads the scroll on the laboratory table, and weights the corners with some brass weights from a small scale. She carefully pours the quicksilver in a line on the floor. Then she reads the scroll, and closes her eyes.

In your dream, she appears in your bedroom. In a stilted form of common, she says. "Aid me, please, before returns the ancient one. Step through the portal you must." She fades from view.

You see a shimmering portal, oval shaped, and silvery. As tall as a tall man, as you look, you see the portal is getting smaller. It will wink out soon. If you are to help her, it is now, or not at all.

Appendix One - Wizard Spells with Components Required

Note, only spells requiring spell components are listed.

FIRST LEVEL WIZARD SPELLS

- Affect Normal Fires - a normal fire
- Alarm - silver bell, and a piece of fine silver wire
- Armor - Finely cured leather blessed by a priest
- Audible Glamour - a bit of wool or a small lump of wax
- Color Spray - a pinch each of sand or powder colored red, yellow, and blue
- Comprehend Languages - a pinch of soot, and a few grains of salt
- Corpseflight - phosphorus and saltpeter
- Dancing Lights - a bit of phosphorus or witchwood, or a glowworm
- Detect Undead - a pinch of dirt from a grave
- Enlarge - a pinch of powdered iron
- Find Familiar - a brass brazier, charcoal, and 1000 gp worth of incense and herbs
- Friends - chalk or white flour, lampblack or soot, and vermilion
- Grease - a bit of pork rind or butter
- Identify - 100 gp pearl, and an owl feather steeped in wine
- Jump - a grasshopper hind leg
- Know School - piece of paper or vellum rolled into a tube
- Light - a firefly or a bit of phosphorescent moss
- Mending - two small magnets, or two burrs
- Message - a short piece of copper wire
- Metamorphose Liquids - a drop of the liquid to be created, placed on the wizard's tongue.
- Mount - a bit of hair from the type of mount to be conjured
- Murdock's Feathery Flier - a feather from an eagle
- Nystal's Magic Aura - a bit of silk to be passed over the object that receives the aura
- Patternweave - a small hand-held lens
- Phantasmal Force - a bit of fleece
- Protection from Evil - a 3' circle of powdered silver
- Read Magic - crystal, or mineral prism
- Scatterspray - flint and steel, or a tinderbox, plus the items to be scattered
- Sleep - pinch of fine sand, rose petals, or a live cricket
- Snillocks Snowball - a chunk ice or a small bit of ivory
- Spider Climb - a drop of bitumen and a live spider, which must be eaten by the spell recipient

- Taunt - a slug
- Tensers Floating Disc - a drop of mercury (quicksilver)
- Unseen Servant - piece of string and a bit of wood
- Ventriloquism - a bit of parchment rolled up into a cone
- Wall of fog - split dried peas
- Wizard Mark - pigment or pigments and diamond dust (about 100 gp worth)

SECOND LEVEL WIZARD SPELLS

- Bind - a rope
- Bladethirst - a drop of blood and a pinch of powdered silver
- Cloak From Undead - piece of bone and a pinch of powdered silver
- Darkness 15 Radius - bat fur and a drop of pitch or a piece of coal
- Deafness - beeswax
- Decastave - small piece of wood
- Deeppockets - the garment, a tiny golden needle and a strip of fine cloth
- Detect Invisibility - a pinch of talc, and a small sprinkling of powdered silver.
- ESP - a copper piece
- Flaming sphere - a bit of tallow, a pinch of sulfur, and a dusting of powdered iron
- Fools Gold - copper coins or brass, plus gems if desired
- Glitterdust - ground mica
- Hornung's Baneful Deflector - a small prism
- Hypnotic Pattern - incense or a crystal rod filled with phosphorescent material
- Improved phantasmal force - fleece
- Invisibility - gum arabic
- Irritation - leaf from poison ivy, oak or sumac
- Leomund's Trap - piece of iron pyrite, and a special dust costing 200 gp to prepare.
- Levitate - small leather loop or a piece of golden wire bent into a cup shape with a long shank on one end.
- Locate Object - a forked twig
- Magic Mouth - a small bit of honeycomb
- Maximillan's Earthen Grasp - small hand sculpted from clay
- Melfs Acid Arrow - dart, powdered rhubarb leaf, and an adder's stomach
- Nahal's Nonsensical Nullifier - egg yoke

- Protection from Paralysis - cloth from a priest's robe
- Pyrotechnics - one fire source
- Quimby's Enchanting Gourmet - block of wood and some string
- Ride the Wind - handful of straw and a dried leaf
- Rope Trick - powdered corn extract, and a twisted loop of parchment
- Scare - a bit of bone from an undead skeleton, zombie, ghoul, ghastr, or mummy
- Sense Shifting - a twist of multicolored ribbon and a small silver bell
- Shatter - a chip of mica
- Snilloc's Snowball Swarm - chunk of ice or a pearl.
- Stinking Cloud - a rotten egg or several skunk cabbage leaves.
- Summon Swarm - a square of red cloth
- Tashas Uncontrollable Hideous Laughter - a small feather and minute tarts
- Undead Mount - drop of water, pinch of powdered hoof, and the corpse of the animal to be the mount
- Vocalize - a bell with no clapper
- Web - spider web

THIRD LEVEL WIZARD SPELLS

- Alacrity - Miniature hourglass
- Alamirs Fundamental Breakdown - wand cut from a 100 year old oak tree.
- Altermate Reality - A small unmarked die
- Augmentation I - a pair of concentric circles of bronze or silver
- Blacklight - coal and dried eyeball of creature
- Clairaudience - a small horn worth 100 gp
- Dire Charm - person being charmed?
- Dispel Silence - 50gp worth of powdered diamond dust
- Fireball - a tiny ball of bat guano and a bit of sulfur
- Fireflow - a small paintbrush and a pot of pitch
- Flame Arrow - a drop of oil, and a small piece of flint
- Fools Speech - a small whistle made of bone
- Fly - The wing feather of a bird
- Ghost Armor - fragment of real armor
- Hold Vapor - a balloon or bladder
- Ice Lance - 10 lbs of ice
- Gust of Wind - a legume seed (peas)
- Haste - licorice root
- Hold Person - small piece of straight iron
- Hold Undead - sulfur and powdered garlic
- Illusionary Script - Ink of not lest than 300 gp value
- Infravision - pinch of dried carrot or an agate
- Invisiblity 10' radius - gum arabic
- Item - the item to be affected
- Laeral's Dancing Dweomer - pinch of dust
- Leomund's Tiny Hut - a small crystal bead
- Lightning Bolt - fur and an amber, crystal, or glass rod
- Lorlevelm's Creeping Shadow - a statuette of the caster made from a piece of obsidian.
- Maximillian's Stoney Grasp - a miniature hand sculpted from stone
- Melf's Minute Meteors - nitre, sulfur, and pine tar formed into a bead, and a gold tube worth 1000 gp
- Monster Summoning I - a small bag and a candle
- Mummy Touch - pinch of mummy dust and a drop of blood
- Nichaser's Glowing Globe - a globe of blown glass of finest quality
- Nightscar - the recipient?
- Nondetection - 300 gp worth of diamond dust
- Paralyze - a piece of ghoulish flesh
- Proof from Teleportation - 10 lbs sugar, salt, or other granular material stuffed into a 5 lb sack
- Protection From Evil 10' Radius - powdered silver
- Protection from Normal Missiles - turtle shell
- Revenance - a flake of ash, a pinch of dust and a drop of blood
- Secret Page - herring scales and will o' wisp or boggart essence
- Sepia Snake Sigil - 100 gp powdered amber, a scale from any snake, and a pinch of mushroom spores
- Skull Watch - the complete skull of a humanoid
- Slow - a drop of molasses
- Squaring the Circle - pendant with circle fashioned inside a square
- Suggestion - snake's tongue and either of bit of honeycomb or a drop of sweet oil
- Tongues - clay model of a ziggurat (stepped pyramid)
- Waves of Weariness - a small book of poetry
- Water Breathing - a short reed or a piece of straw
- Wind Wall - a tiny fan, and a feather of exotic origin
- Wraithform - a bit of gauze and a wisp of smoke

4TH LEVEL WIZARD SPELLS

- Beltyn's Burning Blood - saltpeter
- Caligarde's Claw - dried foot or claw
- Confusion - 3 nut shells

- Detect Scrying - small piece of mirror and a miniature brass hearing trumpet
- Dig - miniature bucket and shovel
- Enchanted Weapon - powdered lime and carbon
- Encrypt - dust and a feather
- Evard's Black Tentacles - tentacle from a giant squid or octopus
- Fear - heart of a hen or a white feather
- Fire Charm - multicolored silk
- Fire shield - a live firefly or glowworm, or the tail portions of four dead ones
- Fire Trap - sulfur or saltpeter
- Fumble - solidified milk fat
- Hallucinatory Terrain - stone, a twig and a bit of green plant
- Ice Storm - a pinch of dust and a drop of water
- Illusionary Wall - a rare dust that costs 400 gp to prepare
- Ilykurs Mantle - uncut gem
- Leomund's Secure Shelter - sand, crushed lime, water, wood splinters
- Locate Creature - bloodhound fur
- Magic Mirror - 1000 gp mirror, copper, zinc, nitric acid, and the eye of a hawk, eagle, or rock.
- Mask of Death - drop of doppelganger's blood
- Massmorph - the bark of a tree the creatures are to become.
- Minor Creation - matter to be created
- Minor Globe of Invulnerability - glass or crystal bead
- Minor Spell Turning - polished silver coin
- Monster Summoning II - tiny bag and a candle
- Mordenkainen's Celerity - small pouch or vessel containing centipede or millipede legs
- Phase Trap - clear gem worth 50gp or more
- Plague - soot or fungus
- Polymorph Other - caterpillar cocoon
- Rainbow Pattern - a crystal prism, and a piece of phosphor
- Rary's Mnemonic Enhancer - string, ivory plaque, squid ink.
- Shout - honey, citric acid, and a cone made from bull or ram horn
- Solid Fog - dried powdered peas, and powdered animal hoof.
- Spectral Wings - wing bone
- Spindelard's Chaser - drop of holy water
- Stoneskin - granite and diamond dust
- Summon Lycanthrope - drop of blood, a human hair, and a moonstone worth 150 gp.
- There/Not There - cat fur in a small box
- Thunderlance - small silver spear

- Thunder Staff - Oak staff and vial of rainwater from a thunderstorm
- Turn Pebble to Bolder - pebbles
- Unluck - broken mirror
- Vacancy - a square of the finest black silk
- Wall of Fire - phosphorus
- Wall of Ice - quartz crystal
- Wall of Sand - handful of sand
- Watchware - silver or brass bell, a spider web and a shard of glass

5TH LEVEL WIZARD SPELLS

- Advanced Illusion - fleece and a bit of sand
- Airy Water - alkaline or bromine salts
- Animal Growth - powdered bone
- Animate Dead - drop of blood and bone
- Avoidance - magnetized needle
- Bigby's Interposing Hand - soft glove
- Chaos - disk of bronze and rod of iron
- Cone of Cold - glass cone of very small size
- Conjure Elemental -
 - Air - incense
 - Earth - soft clay
 - Fire - sulfur and phosphorus
 - Water - water and sand
- Dismissal - item distasteful to creature
- Distance Distortion - soft clay
- Fabricate - material used as basis
- False Vision - ground emerald of 500 gp
- Feeblemind - clay, crystal, glass or marble spheres
- Hold Monster - bar or rod of hard metal, nails work
- Leomund's Secret Chest - specially constructed chest
- Magic Jar - crystal or gem
- Major Creation - material used as basis
- Monster Summoning III - small bag and candle
- Mordenkainen's Faithful Hound - tiny silver whistle, piece of bone, and a thread
- Passwall - sesame seeds

Appendix B - Clerical Spells and Their Components

Note - only spells requiring a spell component other than a holy symbol are listed.

1ST LEVEL PRIEST SPELLS

- Analyze Balance - four iron coins
- Animal Friendship - food liked by the animal
- Anti-Vermin Barrier - rodent's whiskers
- Bless - Holy Water
- Courage - cube of iron
- Create Water - a drop of water
- Detect Poison - a piece of blessed vellum
- Emotion Read - cube of unmarked wax
- Faerie Fire - foxfire (phosphorus?)
- Invisibility to Animals - holly
- Know Age - calendar page
- Know Direction - scrap of 100 yr old map
- Magical Stones - three small pebbles
- Mistaken Missive - 3 drops ink
- Morale - gem of 100 gp value
- Pass Without Trace - evergreen sprig
- Personal Reading - Book of Numerology
- Protection From Evil - powdered silver
- Sacred Guardian - rose petal
- Sanctuary - small silver mirror
- Shillelagh - shamrock leaf
- Weighty Chest - lead ball

2ND LEVEL PRIEST SPELLS

- Aid - white cloth with sticky on the ends
- Augury - gem inlaid sticks worth 1000 gp
- Barkskin - oak bark
- Draw Upon Holy Might - Holy Water
- Fire Trap - holly berries
- Flame Blade - leaf of sumac
- Frisky Chest - dried frog's leg, a feather, and a fish scale
- Goodberry - fresh berries
- Hesitation - turtle shell
- Hold Person - straight piece of iron
- Idea - gold coin
- Lighten Load - feather and a slip of paper moistened by a bubble
- Moment - 3 silver dice
- Music of the Spheres - 3 bows made out of silver
- Nap - pillow ticking, a feather, and a pebble kept in the casters pocket for seven nights
- Rally - miniature banner
- Resist Fire/Cold - drop of mercury (quicksilver)
- Sanctify - hand full of earth from a grave
- Slow Poison - bud of garlic
- Spiritual Hammer - normal war hammer

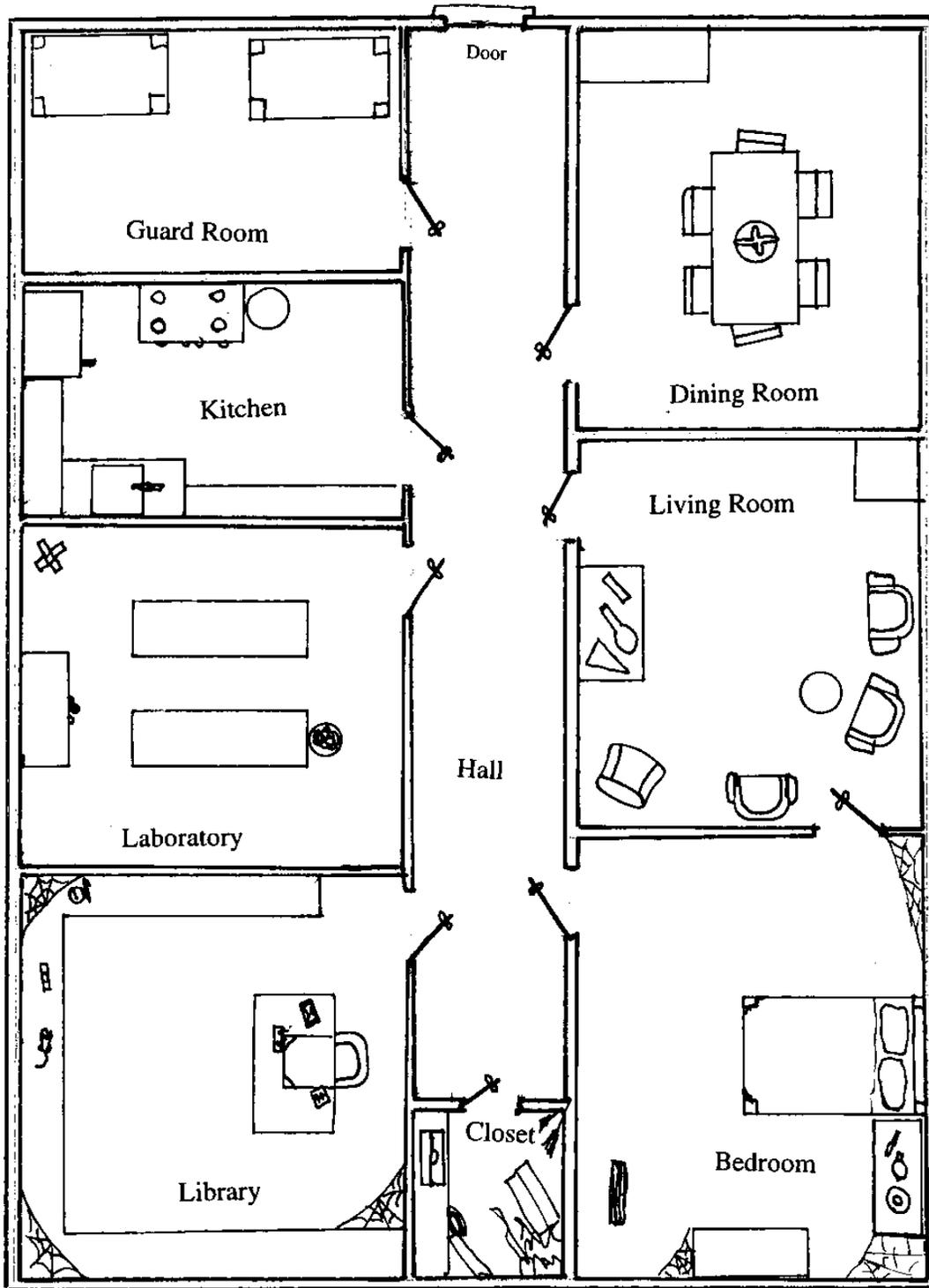
3RD LEVEL PRIEST SPELLS

- Animate Dead - drop of blood, flesh from the creature being animated, pinch of bone powder or shard.
- Flame Walk - 500 gp of powdered ruby
- Glyph of Warding - incense
- Locate Object - lodestone
- Magical Vestment - cloths to be enchanted
- Pyrotechnics - fire
- Snare - Snakeskin and sinew from a strong animal
- Speak with Dead - incense
- Spike Growth - seven thorns, or twigs sharpened to thorns
- Starshine - several stalks from an amaryllis plant and several holly berries
- Stone Shape - soft clay
- Summon Insects - flower petal and a bit of mud or wet clay
- Tree - twig from a tree
- Water Walk - piece of cork

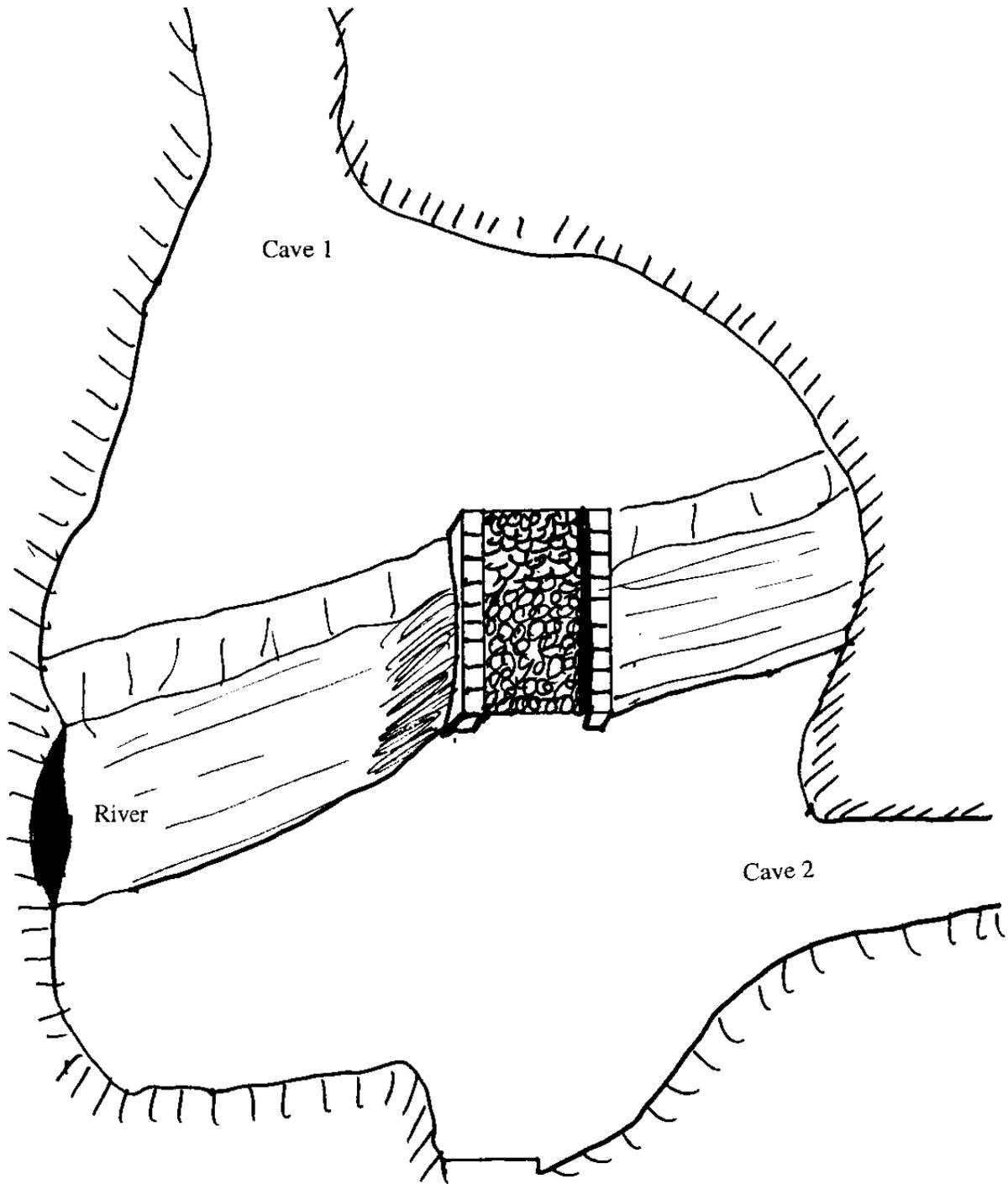
4TH LEVEL PRIEST SPELLS

- Abjure - material inimical to the creature.
- Addition - small table of numerical formulae on an ivory plaque, and a silken cord
- Age Plant - petal from an apple blossom
- Body Clock - kernel of corn, a drop of water, and a stoppered glass bottle
- Call Woodland Beings - pinecone and eight holly berries
- Chaotic Sleep - pinch of sand and three coffee beans
- Circle of Privacy - hair from a skunk, whisker from a mouse, and enough salt to make a 50' circle
- Cloak of Bravery - feathers of hawk or eagle
- Compulsive Order - perfect metal cube
- Control Temperature 10' Radius - strip of willow bark or raspberry leaves
- Detect Lie - 1 gp worth of gold dust
- Dimensional Folding - platinum sheet
- Divination - sacrificial offering
- Fire Purge - scorched sliver of wood
- Focus - 1000 gp offering + 100 gp/level of spell
- Free Action - leather thong
- Genius - Gem worth 50 gp
- Imbue with Spell Ability - object from person indicating profession
- Inverted Ethics - a miniature gold scale
- Lower Water - pinch of Dust

- Mental Domination - mesh of fine threads
- Plant Door - Piece of charcoal
- Probability Control - cube of milk and sugar, and a matching die
- Produce Fire - paste of sulfur and wax
- Protection From Evil 10' - powdered silver
- Reflecting Pool - nut oil
- Repel Insects - marigold leaves, crushed leek, crushed stinging nettles, or small lump of resin from a camphor tree.
- Solipsism - lotus blossom
- Speak with Plants - water, pinch of dung, and a flame
- Spell Immunity - same as spell to be protected from.
- Sticks to Snakes - snake scales and piece of bark
- Tanglefoot - drop of molasses, or graphite for reverse - selective passage
- Thought Broadcast - balloon
- Tree Steed - log or plank and a horseshoe
- Uplift - offering of 500 gp
- Weather Stasis - drop of rain



PLAYER HANDOUT 1



PLAYER HANDOUT 2