

# MIRROR MAKER

**A Two-Round Living City Adventure**

**ROUND ONE**

**By Brian and Kristofer Wade**

Heroes are needed to go giant hunting. Along the way there is a mystery to be solved, elves to visit, and devious traps to avoid. This is an adventure for tiers 1-5 for characters who enjoy roleplaying. An adventure for tiers 1-5.

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This is a RPGA Network adventure game. A four-hour time block has been allocated for playing the game (or this round of the game), but the actual playing time will be about three hours.

It is a good idea to ask each player to put a name tag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players to keep track of who is playing which character.

**Scoring the game for RPGA points:** The RPGA has three ways to score this game. Consult your convention coordinator to determine which method to use:

1. *No-vote scoring:* The players write their names and numbers on the scoring packet grid, you fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
2. *Partial scoring:* The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the convention coordinator wants information as to how the game masters are performing, or the game master wants feedback on his or her own performance.
3. *Voting:* Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the best amongst them, or when the adventure is run in tournament format with winners and prizes. Multi-round adventures usually required advancing a smaller number of players than played the first round, so voting is required for multi-round adventures.

When using Voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities.

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

Some of the text in this scenario 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.

## LIVING CITY 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 that 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:	33-42	36-46	39-50	42-54
T5:	43+	47+	51+	55+

## DM Background

A young elven mage named Menegroth was rescued from a band of gnolls by a female fog giant. This giant, Echoriath, was then charmed by the mage's flamboyant spells, which were very colorful but not very effective. Menegroth liked illusions, but was never satisfied with realistic illusions. When he tried to scare the gnolls with a small army of illusionary elven knights he gave the show away by giving the knights armor that shone with the colors of the rainbow. Then he tried rolling imaginary boulders on them, but he made the boulders square because he found that shape more esthetically pleasing. By the time Echoriath, who had been watching from a nearby mountain, decided to intervene, the gnolls had Menegroth tied to a pole and were about to roast him in a blue fire, the result of Menegroth's last failed attempt to frighten the gnolls. The gnolls were very surprised when the silver skinned giant throwing boulders down on them turned out to be real instead of another illusion. So was Menegroth.

These two have been friends now for quite a few years. Recently Echoriath mated. The male giant stayed around long enough to be sure the children were born safely, but became bored and moved on. Menegroth takes great joy in playing with the baby giants, and fancies himself their surrogate father. They in turn love his crazy illusions as much as their mother. Everyone is happy.

Unfortunately a mage by the name of Veragor, the Mirror Maker, has recently heard of Echoriath and Menegroth. Veragor has decided to hire some Ravens Bluff adventurers to hunt down the giant and slay it. He is seeking the magical liquid silver that Echoriath obtained for her dowry. Veragor had some divination

spells cast for him trying to find components for a mirror of entrapment. Of course he will lie to the adventurers and tell them that the giant evil and that he is making a mirror of mental prowess.

At this first encounter the characters must decide if they will accept the Mirror Maker's commission or not. Then they will be accosted by an agent of the mage's guild who will let the PCs know that they are being asked to slay a good creature. Further they will be asked instead to track another PCs of evil adventurers and try to prevent them from killing the giant. She will describe three people, but let the PCs know that they probably have more powerful allies waiting outside the city.

At this point the heroes now have a second choice. If they accept the request of the agent of the mage's guild they will be trying to catch and stop the evil giant hunters. If they decide to hunt the fog giant on their own they will be competing with the other group.

The next encounter starts with the PCs journeying through a mountain pass in the early afternoon. They will first see lots of bright lights and colors coming from the other side of the pass. When they arrive they will find signs of a battle and a note that begs the finders to protect Echoriath and her children.

From here the PCs will have to investigate to find out more about Echoriath and what might have happened here. Their first clue will be the fact that the note is written in elven. At the foot of the pass is a human trading post, Hilltop, where they can find out that a tribe of elves lives in the nearby hills. They may also hear about the other group of adventurers who came into town recently, claiming to be giant hunters, searching for the home of an evil fog giant rumored to live nearby. The townsfolk decided they were fools as, if there were a giant around, they would surely know it. (Echoriath normally hunts far from her home and feeds on buffalo, yeti, and gnolls. She has no desire for anyone to know she lives nearby. Unfortunately Menegroth is proud of their friendship and has bragged to other elves, and the story has traveled to other elven tribes, and hence was heard by Veragor.)

Once the PCs have gathered enough clues, they should try to find Echoriath's lair. Among the elves they will meet Tol, a young half-elven boy who considers Menegroth his hero and mentor. He can show them to the beginning of a hidden mountain trail that Menegroth often walks. He must be convinced of the PCs good intentions and that Menegroth is in need of help.

If the PCs have a tracker it may be possible for them to find tracks along this trail, matching those at the battle sight in the pass. Menegroth has unwillingly given up the secrets of Echoriath's lair. They have brought Menegroth with them, in case they need a hostage. There are a few wilderness traps built by Echoriath that the PCs must circumvent.

Arriving at the lair the PCs will find a battle in progress. A 24-foot tall female fog giant is apparently stuck to the floor by both feet. She is yelling and thrashing about, apparently unable to break free. The giant hunters have trapped her with *sovereign glue*. An unconscious, male elf lies nearby, and a group of adventuring types is in melee with 4 small giants, each about 8 feet in height. The giants fight with fists and throw boulders.

Against the giants fight an ettin, a half-man/half boar (wereboar), a humanoid in plate mail (half-orc priestess of Gruumsh), a man in black robes (necromancer), and some undead animals. Waiting in the shadows to backstab, as appropriate, is a dwarven thief. The PCs tier will determine which opponents turn to face the heroes and which continue to fight the giants.

Assuming the heroes win, they will hopefully take at least one prisoner. For instance the thief will probably surrender and beg for mercy. If the characters cannot affect the *sovereign glue* themselves, the only way to free Echoriath is to find Veragor and obtain some *universal solvent* from his tower, with or without his consent. Retrieving the universal solvent is the second round of this adventure.

## Player Introduction

*You have been hearing around town that someone is hiring giant hunters and scouts. One of you has secured a meeting with the PCs, to find out if this would be something you would like to do.*

If the PCs decide to attend then continue below. If not then go to encounter one.

*You approach a rental warehouse near the harbor. When you knock on the door it is answered by an old soldier who gruffly asks "What do you want?"*

The characters can take it from here. It is assumed they come as a group, but the players may have other ideas. Once all present, the characters should introduce themselves to each other if they are not already acquainted.

*After a while, the soldier returns and asks you to follow him. He leads you into an office with a desk faced by seven hard wooden chairs. There is door on your right and a window to your left. The distinguished-looking man seated behind the desk asks you to have a seat, motioning to the chairs. He is human, with a short, neatly trimmed beard and sparkling gray eyes.*

Wait for the characters to sit in the chairs or take any other actions they wish. Once the adventurers are settled, the man behind the desk speaks.

***“Greetings, thank you for coming. I am Veragor, also known as the Mirror Maker. I am a magician and creator of magical items, specifically magical mirrors. You know, truth mirrors, teleport mirrors, disguise mirrors. I am hiring giant hunters to locate the lair of an evil fog giant I have heard of. This will serve two purposes. First, it will relieve the surrounding countryside of the depredations of this creature, and secondly, if you bring me back the silver necklace of the giant, I will have the components I need for my greatest creation yet, a mirror of mental prowess. The necklace is made of enchanted globes of liquid silver. It was given to the female fog giant, by the father of her children. The male fog giant was slain by human adventurers a while ago and now the female has sworn revenge on humans. She is rumored to be plotting something with the drow. If you do not feel powerful enough to slay the giant, you could still assist by helping to locate its lair. What do you say?”***

The Mirror Maker will now answer any questions about the job. If asked what do they get paid, Veragor will answer for locating the lair 100 gold each. For killing the giant Veragor will pay 500 gold each and they can keep whatever they find during the adventure. Veragor visited the temple of Mystra before this meeting and paid for the casting of an *undetectable lie* spell so it will not be possible to magically determine when he is lying. (He is lying about paying the PCs for killing the giant. Veragor intends to kill the PCs as soon as they return with the necklace. He is also lying about the *mirror of mental prowess*. In addition, Veragor is lying about the death of the male fog giant. The male simply became bored with domestic life and set out adventuring.)

*Detect magic* spells can show Veragor under the effects of divination and evocation spells. *Detect evil* spells or abilities will return negative results.

***“Thank you very much, I appreciate it dearly. But if I were you I wouldn’t wait. I’ve hired a couple of groups already. The more groups, the greater chance of success, you know. I have heard that the giant’s lair is about a week’s journey or so to the southeast, somewhere in the vicinity of Hilltop. If wish to try to slay the giant go on to the lair. If not please return here to me as soon as possible.”***

Veragor will leave as quickly as he can after this.

If they decline read the following:

***“Well then you should leave. You have wasted enough of my time thank you. My assistant will show you out. Good Day.”***

Statistics for Veragor can be found at the end of part two. If he is attacked he will automatically be teleported back to his tower by his active *contingency* spell.

## Encounter 1: The Mage Who Says No

***You leave the warehouse wondering where to go next. You are approached by a human female wearing pure blue. “I am Sherole the Diviner, and you cannot take this mission. Please let me explain. Come with me to where we can talk in private. We cannot talk here.” At this she turns and walks a couple of feet and waits.***

At this the PCs should follow. If they do not she will ask them to come with her again, and if they still refuse she will stalk off agitated. If they question her she will just say “I’ll explain when we get there.” If at any point in this encounter the PCs decide to ignore or walk away from Sherole, let the encounter end. She will be disappointed and the PCs may miss out on her rewards.

***You are brought to the wizard’s guild. She leads you to the front door and asks you to wait there for one moment. About a minute later she comes back. “This way,” she says and leads on down a corridor and in to a room. “I have brought you here today for a very good reason. Last night I had a terrible dream. A group of adventurers attacked a female fog giant and her children. When I got up and saw a sign for giant hunters I feared the worst. Two groups have already gone off to find the giant. I could not stop them. But it is not an evil giant. It should not be slain, simply for its necklace. It might turn other good giants against the villages of the Vast. That’s where you come in. I have seen two visions. You folk will turn the tide. It is your choice, whether that be for good or for evil. You brave folk must help stop the giant hunters.”***

Sherole waits for a response or questions. If asked how does she know that the giant is not evil. She will respond by explaining, ***“I am a diviner, and Mystra sent me the dream to save the giant.”***

She does not say what the magic items she will give away are. She will let the PC’s have any magic found during the adventure. If the PC’s accept the mission read this aloud:

***“Thank you. We should all get ready and leave as soon as possible. We should meet back here in a month.”***

If the PCs refuse to help save the giant, Sherole will be quite disappointed. She will make one last plea.

***“I understand that you may fear failure, but if you don’t make the effort, our city may suffer, and an innocent creature may die. I hope you will change your minds. I have heard of some of you in the past, and always thought of you as noble and heroic folk. I guess I was wrong. If you do change your mind, and are successful, I will meet you here in one month’s time. Good Day.”***

**Sherole, hf W(D)8:** AL CG; AC 4 (ring +2, Dex); MV 12, fly 18; hp 28; THAC0 19; #AT 1; Dmg 1d6 (staff); SA spells; SD nil; MR nil; SZ M; ML 18.

Magic Items: *ring of flying, ring of protection +2.*

Spells: 1<sup>st</sup> level - *cantrip, detect magic, identify, read magic*; 2<sup>nd</sup> level - *ESP, know alignment, locate object*; 3<sup>rd</sup> level - *clairaudience, clairvoyance, wizard sight*; 4<sup>th</sup> level - *locate creature, magic mirror.*

If the characters have accepted either the Mirror Maker’s mission or Sherole’s mission, allow them to equip themselves for a long wilderness journey. The trip to Hilltop will be basically uneventful until the last day of travel.

## **Encounter 2: A Colorful Battle.**

***You have traveled for 3 days now. It is early afternoon. You believe the town you are heading for is just over the next pass. You should arrive in a couple of hours and be able to sleep in a warm inn tonight. Suddenly in the distance you see bright lights of many colors flashing in the skies. As you watch the sky is lit over and over again by the colors of the rainbow. Then just as suddenly it stops.***

Allow the PCs to discuss what they will do next. Once they decide to move forward and investigate continue with the following.

***You come over the last rise in the pass. After a short while you come upon an area of the mountain pass that shows signs of a recent battle. Here is a broken staff. There a large pool of blood. Nearby you see scorched grass at the edge of the path.***

If there is a ranger or other skilled tracker in the PCs, they will be able to determine on a successful proficiency check that one person was attacked here by many. That person was likely a spellcaster. Also on a successful proficiency check at -4, advise that the attackers acted as if they had been fighting multiple opponents, even though there are only tracks of one defender. Divination spells can reveal further information depending on the detail allowed by the spell.

What happened: A single male in robes was walking up the road to the pass when he was ambushed by a giant with 2 heads, a large boar, a humanoid in metal armor, a humanoid in black robes, and some undead creatures (skeletons, zombies, etc.). The victim fought valiantly, although often ineffectively. His summoned protectors were a strange variety of colors. His fireballs and lightning bolts were of varying temperatures and shades. Finally the mage was struck down from behind by a cloaked humanoid. He was then bound and gagged and hauled away, back down the mountain.

The missing piece here, that some characters may be able to figure out, is that many of the spells used by Menegroth to defend himself were illusions. Once the PCs have examined the battle sight to their hearts content, they are ready to complete the journey to the town of Hilltop.

Along the way there is the opportunity to find one more clue. Any ranger, druid, or PC with wilderness lore proficiency will spot a plant that just could not exist at this elevation. It is a delicate flower, found only in warm climates near rivers. It is called a “maril” and is often gathered by children to put in their hair on a summer day. Anyone stopping to investigate the flower will see the following.

***As you look more closely at the flower, you see that each petal is a slightly different color of yellow. And now it seems as if the flower is fading away. Beneath it is a scrap of yellow parchment. It has writing on it in a language that is definitely not common. The graceful letters make you think of elves.***

For anyone who can read elven, the note says, “to any who can read this note, I beg of you, protect Echoriath and her children.” (See **Player Handout One**) There are no other clues to be gained from the paper or the writing. If no one in the PCs reads elven there will be an opportunity to have it translated later. The players should continue on to Hilltop.

## Encounter 3: Hilltop

*That evening you spot Hilltop, the walled trading post.*

The PCs have to convince the guards at the gate to let them in, as the gates are closed at night. The name of the guard in command is Theodor, and he is a friendly fellow. This should not stress the PCs' abilities too much. Once they are in, Theodor recommends a tavern just on their left as suitable for lodging.

Theodor is very talkative; if they ask about anyone who has come about in the past week or so he will tell them about the dwarf, the human (wereboar), and the half-orc who came through a couple of days ago. He will mention that they were saying that they were hunting an evil giant. He thinks they are fools. In the first place there aren't any giants around or there wouldn't be any people living here. In the second place the three of them weren't likely to be able to handle a giant by themselves. That's all he has seen other than a trade caravan from last week. He does know that they bought some stuff from Roderick who works in the store.

**Theodor, hm F3:** AL NG; AC4 (chain mail + dex); MV 12; Hp 28; THAC0 18; #AT 3/2; Dmg 1d8+2 (Long Sword + Str); SA nil; SD nil; MR nil; SZ M; ML 12.

*Entering Hilltop, you see a total of six buildings. The one nearest you on the left is a tavern with a sign proclaiming it to be the Mountain Tavern and Inn. A building next to it displays a sign labeled Roderick's Stuff. On the other side is another building, apparently the stables. And to your left three houses.*

Give the PCs a minute to figure out where they are going. It is early evening and the store is closed.

### The Mountain Tavern and Inn

*You enter the tavern to find it mostly empty. There is a man sitting at the bar enjoying his meal, and one table has a male and a female sitting at it. There are five empty tables. There are stairs heading up to the second floor. The bartender is cleaning the bar and a waitress is bringing food to the occupied table. The bartender looks up and asks you to sit anywhere.*

If they sit at the bar, Billings will get their food. If they sit at a table Diane, Billings' wife, or Delia, Billings' daughter, will wait on them. John the cook is in the kitchen. Billings will ask if they want a room, cost one silver per night.

If asked about the other group of adventurers, the innkeepers will describe them and also mention that

they said they were hunting giants. The innkeepers have no idea where the giant hunters went. Delia thinks they might really have been after some elves, as one of them was a half-orc.

If anybody sits next to the guy at the bar, Wilth, he will offer the PC a drink, and start talking about his week (which is very boring; he is a trader who travels from this trading post to Ravens Bluff to Procampur in a circular route). If asked about the giant hunters he will look befuddled, for he has no knowledge of them.

The man and the lady at the table are the stable workers, Rom and Jul. They are trying to have a romantic dinner. If the PCs insist on interrupting the rendezvous the couple will be slightly rude, making it clear they don't want to be interrupted. However they will share that the other adventurers treated their horses and pack animals very poorly.

**Diane and Delia, hf F0:** AL NG; AC 9 (Dex.); MV 12; hp 3; THAC0 20; #AT 1; Dmg 1d6 (beer mugs); SA nil; SD nil; MR nil; SZ M; ML 5.

**Billings, hm F1:** AL CG; AC 8 (Dex); MV 12; hp 8; THAC0 19; #AT 1; Dmg 1d8+2 (Long Sword + Str.); SA nil; SD nil; MR nil; SZ M; ML 12.

**John, hm F1:** AL CG; AC 10; MV 12; hp 6; THAC0 20; #AT 1; Dmg 1d6+1 (Butchers Knife + Str.) SA nil; SD nil; MR nil; SZ M; ML 10.

**Wilth, hm W1:** AL NG; AC10; MV 12; hp 2; THAC0 20; #AT 3; Dmg 1d3 (Darts); SA Spells; SD nil; MR nil; SZ M; ML 5.

Spells: 1<sup>st</sup> level - *cantrip*.

**Rom, hm R4:** AL NG; AC 4 (Leather Armor + Dex); MV 12; hp 38; THAC0 17; #AT 2; Dmg 1d8 and 1d4 (Long Sword and Dagger); SA nil; SD nil; MR nil; SZ M; ML16.

**Jul, hef R4:** AL NG; AC 4 (Leather Armor + Dex); hp 35; THAC0 16; #AT 2; Dmg 1d4 and 1d4 (Daggers); SA nil; SD nil; MR nil; SZ M; ML 17.

### The Store

If the group waits over night they may visit the general store in the morning. It is closed the evening they arrive.

*You enter the store to see a young man at the desk who looks up as you enter. "Another group of adventurers in less than two days. Wow. How may I be of assistance to you? I'm Roderick, I have anything and everything. So what do you want?"*

Roderick is very hyper and is amazed at anything out of the ordinary. Especially magic, like ion stones or stuff like that. If questioned about the other adventurers read below:

*“The other group was weird looking. There was a dwarf dressed in black and there was a man in rags and a half-orc. They were a strange bunch. They said they were hunting a giant. Yes sir, and they bought some rope and a couple weapons. I wanted to help so I told them there was an elven village nearby, that some one might know where the giant lives. Actually I think those adventurers are a little bonkers. If there was a giant nearby I sure wouldn’t live here. I can give you a map to find the elves if you want.”*

He doesn’t know much else. Every thing he has to sell is in the *Player’s Handbook* but he sells it for 80% of its listed price.

**Roderick, hm F1:** AL LN; AC 10; MV 12; hp 6; THAC0 20; #AT 1; Dmg 1d6 (Short Sword); SA nil; SD nil; MR nil; SZ M; ML 7.

If the PCs decide to search the houses, they find simple homes where the innkeepers, stable hands and store keeper live. John, the cook lives at the inn.

## ENCOUNTER 4: THE ELVES

It will be necessary to leave the horses and pack animals in the stable (for a fee of one silver piece per animal per day.) The forest is quite thick, where the elves live.

Unless the PCs have extraordinary means for being stealthy and use those means, the elves will be aware of them from the moment they enter the mountain forest. The elves will watch the group as they travel and judge them based on their behaviors. If they are competent and considerate of the environment (meaning no acts of random destruction), the elves will greet the PCs in a somewhat friendly but aloof manner, and offer to share a meal with them. If they are incompetent in the forest, or if they mistreat the creatures of the forest, then the elves will greet them only if necessary to stop their destructive ways, and will be abrupt, rude, and provide no information. If the PCs succeed in surprising the elves, they will first react as if threatened, then make a quick judgment as above. If the PCs spies on the elves they will learn nothing of relevance to the adventure.

This is an elven tree village. It is led by a small group of elders including a female fighter, a male wizard, and a male priest. They are powerful enough to protect the elves from the PCs if necessary. They know of Menegroth and his claims to have befriended a giant,

but they do not believe him. Menegroth has always been an illusionist and they feel he has come to believe in his illusions. They pity him but do not respect him.

*As you wander through the forest, (following the map provided by Roderick,) you enjoy the pristine feeling of untouched wilderness. The air is cool and scented by pine needles. Those same pine needles carpet the forest floor, making your footsteps quiet and dampening the sound of your conversation. Suddenly, an imposing young elf dressed in greens and browns appears before you. Quite literally. First there was no one, and then he was there.*

*“Greetings travelers. What brings you to the realm of the wood folk?”*

After some conversation, the elf, Murta, will either invite the PCs to join his family for a noon meal or he will tell them to be on their way, depending on the circumstances noted above. If Murta invites the PCs to join him for a meal, he will leap into the air and grab a rope ladder made of vines. He will race up this ladder to a broad branch of the tree above him and look down at the PCs, motioning them up.

If Murta sends the PCs packing, he will disappear into the woods, not to be seen again unless the PCs starts to destroy the woods. Then he will return with allies to subdue the PCs and eject them from the forest.

*As you journey along the treetop paths you are overwhelmed by the world above, a world that you had not even suspected, or at least not thought much about. There are small houses formed by intertwined vines and branches. The broad tree branches form stable, if somewhat nerve-wracking, pathways. Many elves pass you on all sides and above and below. They obviously feel no discomfort at traveling a hundred feet above the ground with nothing but their skills to keep them safe.*

*Finally you arrive at a gathering place. Somehow the elves have convinced the branches of three large trees to grow together and form a somewhat circular platform approximately seventy feet in diameter. At one edge sit three elves who are old enough that they actually appear to have experienced the passage of time. The middle one, a woman stands and speaks, “I am Virana, this,” she points to the elf on her left, wearing elven chain mail, “is Storin, and this,” pointing to the elf in robes, “is Glain. We are pleased to welcome you to our village. Please sit and join us in a meal.” You notice other elves filtering in to join you. They all sit cross-legged on the floor of the platform. It appears the only seats are for the three elders.*

*As you look around your food begins to float in and it is presented to the seated elves, as if by an invisible servant.*

In fact there are multiple unseen servants here who will bring food continuously and clean up afterwards. The PCs may talk to the elders or any of the other elves. Of all of them, only one, a very young elven male, has information to help the PCs. This is Tol, who wants to be Menegroth's apprentice. He worships Menegroth, and if the PCs shares any of what has brought them here he will find a way to speak to one of them alone and tell them how to find Echoriath's lair. He has never been there himself, but he has followed Menegroth to the beginning of a hidden trail that heads up to a small mountain pass nearby.

Once the meal is over Murta will escort the PCs to the edge of the forest. After he has left them Tol will rejoin them and lead them to the trailhead.

## Encounter 5: The Twisted Trail

*This trail winds its way up a steep cliff face through a couple of small groves of trees and out of sight into a small pass.*

It has some potentially dangerous traps that can be detected by rangers, druids, or others with wilderness lore proficiencies. They can also be detected by a *detect snares and pits* spell (see map). If the PCs ask for a detailed description as they go, read or paraphrase the following.

*This trail is very steep and in many places you find the need to use your hands to steady yourself. Once in a while, usually at the point where the trail turns back on itself, there are small groves of trees that have taken root and prospered on the more level ground. There is also a fast flowing stream that is generally about five feet across and ranges from six inches to two feet deep. This stream crosses the trail every time you change direction as you work your way up the cliff face.*

As the PCs come to each trap, take note of any precautions they are taking and if they are effective in discovering the trap. If they find the trap, describe the nature of the trap and allow them the opportunity to disable it. If they do not detect the trap, read the brief description before the trap activates and then have them make the appropriate saving throws. Then describe what happens.

Trap 1 - *As you are coming around a switchback and about to enter into a small grove of trees you notice to your left is one very large tree.*

This trap is very simple. A flexible tree branch is bent back and held in place by a vine tied to a stake under a rock in the trail. Anyone stepping on the rock causes the vine to snap and releases the branch. It smashes into their chest, knocking anyone who weighs less than 350 pounds off the trail. The branch does 1d8 points of damage per tier and the fall will do 2d6 points of damage. The branch can be partially avoided by making a successful saving throw vs paralyzation, using only Dexterity reaction adjustment as a modifier (no other modifiers); this reduces the damage by half.

Anyone within ten feet of the original victim must make a Dexterity check at ½ to avoid being hit by the branch. If they are hit by it, they can make the saving throw to reduce damage by half.

Trap 2 - *As you travel along the trail, with a sheer drop to your right and a sheer cliff face going up to your left, you hear a rumbling sound above you. Looking up you see a wall of boulders bouncing down the cliff toward you.*

This trap is also very simple. Ten feet before the avalanche trap is a patch of the trail that is loose gravel. This gravel hides a stone pressure plate that activates a lever that pulls a key branch out of the dam like structure holding up the boulders. As they start rolling down the cliff they gather even more stones. The avalanche is big enough to hit anyone within 70 feet of the PCs' front rank. Each PC is hit by 1d4 boulders, each of which do 1d6 points of damage. No save for half, since there is really no room to avoid the boulders except by falling off the cliff. Active *stoneskin* spells treat each boulder as a separate attack.

Speaking of that, have each PC make a saving throw vs paralyzation with Dex reaction adjustment as the only modifier. Failure indicates that they fall off the cliff and suffer an addition 3d6 points of falling damage before breaking their fall somewhere near the bottom of the cliff.

Trap 3 - *There is a small stream crossing the trail in front of you. The only apparent way to cross the stream and stay dry is to use the two flat stones in the middle of the stream as steps and walk across.*

This trap is activated by anyone whose weight including equipment is more than fifty pounds. Stepping on either stone will activate the trap. The weight of the stone

activates a latch that opens a pair of stone doors and allows the PC to fall into the pit, followed by the water from the cold, fast-moving mountain stream. Once the trap is activated there is no saving the PC from falling unless they have *fly* or *levitation* magic or the like. The fall is a mere 10 feet, for 1d6 points of damage.

The bottom of the pit is full of wooden spikes. Roll 1d4 to determine how many spikes impale the falling PC, and make a single attack for all the spikes assuming they have a THAC0 of 15 – (2 x tier). If you hit, roll 1d8 points of damage for each spike. If you miss, describe how the PC's body fell and is now twisted among the spikes. Don't forget the mud and water.

Once a PC falls, a strong spring resets the pit doors, and after about 10 minutes the stream looks just like it did before the pit opened. Thus, the PCs also have to get their friends out of the pit, which is dark inside.

***That's all – Finally, you reach the top of the pass. Looking around you see that the pass appears to come to a dead end. There is nothing but steep cliffs on three sides of you. But from somewhere ahead of you, you hear the definite sounds of a battle. Roaring and grunting and curses, and screams of pain. They seem to be coming from the other side of the solid wall in front of you.***

Anyone in the PCs can find the opening by simply feeling around until their hand (or whatever they are using goes through).

## Encounter 6: To Hunt The Hunters

The PCs are about to enter the lair of the fog giant Echoriath. She and her children are in a life-and-death struggle with a group evil adventurers. The necromancer, Naer, and the half-orc, Marth, formed an alliance a few years ago and gathered about them a few others whose skills they found useful. This group willingly took Veragor's commission to slay Echoriath. They are doing it both for the reward and for the fun of it. They are very confident of their success, unaware that Veragor continued to hire other groups to help hunt for the giant, or that Sherole has been trying to get a group of heroes to save the giant. Naer and Marth are the only ones who met Veragor. The others are following orders from their leaders.

***Stepping through the illusionary wall puts you into a dark tunnel. You still hear the sounds of battle ahead of you. Every now and then a bright light flashes illuminating a curve in the wide natural tunnel. It is***

***about forty feet wide and thirty feet high. The curve is about a hundred feet away.***

When someone decides to investigate, read the following.

***You approach the curve and look into a large cavern in chaos. The centerpiece of the battle is a very large fog giant with silvery skin and flowing white hair. She yells in rage and frustration. Her feet are apparently unable to move, and her enemies are out of reach of her fists. The remaining combatants are four much smaller giants, children you would guess, who battle a half-man/half-boar, a humanoid in black plate mail, a two-headed ogre and a number of skeletal and zombie-like animals. As you watch, one of the apparently dead victims of the battle, a giant wolf, is surrounded by a purple nimbus of light and rises to its feet. It then crouches and springs to the back of one of the young giants, who promptly smashes it into a wall. The small giants smash at the creatures with stone clubs.***

Some of the giant hunters will turn to fight the PCs as they enter. Depending on tier they will face the following:

- Darg – the dwarven thief will sneak up behind the last PC into the cavern and attempt to backstab.
- Uhg the ettin will only attack if the PCs are higher than tier 2. He will go after the closest pair of PCs members and split his attacks.
- There will be one undead animal for each PC per tier.
- In tier 2 and higher, Cabed the wereboar will attack the PCs' strongest fighter.
- In tiers 3 and higher Naer the mage and Marth the priestess will alternate spells at the PCs and at the giants.
- Keep the young giants busy with undead monsters as needed.

### **THE GOOD GUYS**

**Menegroth, em W9:** AL CG; AC 6 (dex); MV 12; hp 20; THAC0 19; #AT 1; Dmg 1-4 (dagger); SA spells; SD spells; MR 90% vs sleep, charm; SZ M; ML 17

Spells: None currently available as he has been knocked unconscious.

Menegroth is not officially an illusionist, as elves cannot be illusionists. However he has chosen to study only illusion spells; he considers himself an artist, not a mage. His spellbook includes all illusion/phantasm spells up to 5<sup>th</sup> level.

**Echoriath, female fog giant:** Int High; AL NG; AC 1; MV 15; HD 14; hp 140; THAC0 7; #AT 1; Dmg 1-10 (fist); SZ H (24 ft. tall); ML 14

Echoriath is still a young adult. The young giants listed below are her children so she is very protective of them. She let herself be captured when the hunters threatened her children. The hunters promised they only wanted her treasure. As soon as they attacked the children she began to try to fight back, but it was too late by then.

**Young Fog Giants (4), (Baran, Raddur, Hir, Danwedh):** Int High; AL NG; AC 2; MV 15; HD 5; hp 40, 38, 37, 30; THAC0 15; #AT 1; Dmg 2-8 (fist); SZ L (8 ft. tall); ML 11 (17)

The young giants are fighting to protect their mother. Their morale is 17 for the duration of this battle. Once the battle is won they will beg the heroes to free their mother.

## **THE BAD GUYS**

### **Tier 1**

**Darg, dm T2:** AL LE; AC 4 (*studded leather +1* armor and Dex); MV 6; hp 12; THAC0 20; #AT 2; Dmg 1-6, 1-6 (short swords); SA backstab for double damage; SD hide in shadows 60%, move silently 60%; MR nil; SZ M; ML 7

Magic Items: *studded leather armor +1*

Darg is a terrible coward. He will attempt to backstab the last PC into the cavern. If he successfully kills a PC he will move on to the next PC in line. As soon as someone attacks him he will surrender.

**Skeleton Dogs (1 per PC):** Int none; AL N; AC 7; MV 12; HD 1; hp 8; THAC0 19; #AT 1; Dmg 1-6 (bite); SA nil; SD immune to sleep, charm, hold, cold, death and fear spells, immune to poison, non blunt weapons do half damage, holy water does 2-8 damage; MR nil; SZ L; ML not applicable

Once the PCs defeat Darg and the skeletons, they will probably move on to the rest of the giant hunters. For tier one, have each of the giant hunters surrender to a PC and a young giant as the PC approaches. The young giants have successfully weakened the giant hunters to the point where they are ready to give up. If the PCs will not accept the surrender of any giant hunter use Tier 2 or 3 stats as necessary with half hit points. If a PC falls in battle due to this, have a young giant kill the opponent with its fist at the same time. The PC deserves their fate, but hopefully their companions will be wiser.

### **Tier 2**

**Darg, dm, T5:** AL LE; AC 4 (*studded leather +1* and Dex); MV 6; hp 25; THAC0 18; #AT 2; Dmg 2-7, 2-7 (short swords and strength); SA backstab for triple damage; SD hide in shadows 85%, move silently 85%; MR nil; SZ M; ML 8

Magic Items: *studded leather armor +1*

Darg is a coward. He will attempt to backstab the last PC into the cavern. If he successfully kills a PC he will move on to the next PC in line. If discovered and attacked he will make a Morale check every round until he fails. He will then surrender immediately.

**Zombie Jackals (1 per PC):** Int none; AL N; AC 6; MV 9; HD 2; hp 16; THAC0 19; #AT 1; Dmg 1-8 (bite); SA always attack last; SD immune to sleep, charm, hold, cold, death and fear spells, immune to poison, holy water does 2-8 damage; MR nil; SZ M; ML not applicable

**Cabed the Were Boar:** Int Low; AL N; AC 4; MV 12; HD 5+2; hp 27; THAC0 15; #AT 1; Dmg 2-12 (bite); SA nil; SD silver or magical weapons of +1 or better needed to hit; MR nil; SZ M (6' tall); ML 13

Cabed will surrender if his hit points drop below 10 or if he is offered at least 100gp per tier of the PCs. When the PCs arrive he realizes that the tide has turned against his group and survival has now become most important to him. He is however, too stupid to flee.

Once the PCs defeat Darg, Cabed, and the zombies they will probably move on to the rest of the giant hunters. For tier two, have each of the other giant hunters surrender to a PC and a young giant as the PC approaches. The young giants have successfully weakened the giant hunters to the point where they are ready to give up. If the PCs will not accept the surrender of any giant hunter use Tier 3 statistics as necessary with half hit points. If a PC falls in battle due to this, have a young giant kill the opponent with its breath weapon at the same time. The PC deserves their fate, but hopefully their companions will be wiser.

### **Tier 3**

**Darg, dm, T9:** AL LE; AC 3 (*studded leather +1* and dex); MV 6; hp 45; THAC0 16; #AT 2; Dmg 3-8, 3-8 (short swords and strength); SA backstab for quadruple damage; SD hide in shadows 95%, move silently 95%; MR nil; SZ M; ML 9

Magic Items: *studded leather armor +1*

Darg is a coward. He will attempt to backstab the last PC into the cavern. If he successfully kills a PC he will move on to the next PC in line. If discovered and

attacked he will make a Morale check every round until he fails. He will then surrender immediately.

**Uhg the ettin:** Int Low; AL CE; AC 4; MV 12; HD 10; hp 50; THAC0 10; #AT 2; Dmg 1-10, 2-12 (fists); SA nil; SD surprised only on a 1; MR nil; SZ H (13' tall); ML 14

Uhg has been hit a couple of times by the thrown boulders. His armor and weapons are badly dented and mostly useless. He has decided it will be easier to fight humans than giants, so he is leaving the giants to his companions. Uhg will attack the closest pair of PCs, splitting his attacks if at all possible. His right arm does the greater damage. He will flee rather than surrender and is not privy to any information about Veragor.

**Ghoul Cheetahs (1 per PC):** Int low; AL CE; AC 6; MV 9; HD 2; hp 16; THAC0 19; #AT 3; Dmg 1-3, 1-3, 1-6 (claw, claw, bite); SA paralyzation for 3-8 rounds unless save versus paralyzation is successful (elves are immune); SD immune to sleep, charm, death and fear spells, immune to poison, holy water does 2-8 damage; MR nil; SZ M; ML 12

**Cabed the Were Boar:** Int Low; AL N; AC 4; MV 12; HD 5+2; hp 35; THAC0 15; #AT 1; Dmg 2-12 (bite); SA nil; SD silver or magical weapons of +1 or better needed to hit; MR nil; SZ M (6' tall); ML 13

Cabed will surrender if his hit points drop below 10 or if he is offered at least 100 gp per tier of the PCs. When the PCs arrive he realizes that the tide has turned against his group and survival has now become most important to him.

**Naer, hm W(N)6:** AL LE; AC 3 (*spirit armor* spell and Dex); MV 12; hp 24; THAC0 19; #AT 3; Dmg 1-3 (darts); SA Spells; SD +3 to saves vs magic due to *spirit armor* spell; MR nil; SZ M; ML 13

Magic Items: *rod of absorption* (will have 10 spell levels left after this battle)

Spells: 1<sup>st</sup> level - *cantrip*, *chill touch* (x3); 2<sup>nd</sup> level - *spectral hand* (x2); 3<sup>rd</sup> level - *spirit armor* (already cast), *vampiric touch*

Naer will use the rod to allow him to recast *vampiric touch* and *chill touch* as often as needed. Note that the casting time of any spell using the rod is only 1. He will not run out of spells during the battle. He will use his *spectral hand* spell to attack from hiding. A PC must make a successful observation roll to locate Naer.

**Marth, female, half orc P(Sp of Gruumsh)6:** AL LE; AC2 (plate mail and *protection from good* spell); MV 12; hp 48; THAC0 18; #AT 1; Dmg 1-6 (spear); SA Spells; SD protected from summoning spells that

summon creatures of 1 hit die or lower by *anti-vermin barrier*, protected from fire; MR nil; SZ M; ML 13

Magic Items: *beads of force* (x8). They do 5d4 hit points of damage and require a saving throw by all within 10' of the blast. Those failing their save are encapsulated in a force globe for 3d4 rounds. Marth must roll to hit AC 10 with the beads to place them where she wants them, within 30 feet of her. If she misses use the grenade scatter rules on page 63 of the DMG. She should not use more than 5 of these beads. Regardless of how many she does use, there will only be 3 left for treasure after the battle.

Spells: 1<sup>st</sup> level - *command*, *protection from good* (precast), *cause light wounds*, *darkness*, *anti vermin barrier* (precast); 2<sup>nd</sup> level - *spiritual hammer*, *enthrall*, *hold person*, *flame blade*, *find traps* (used to get the dragon hunters here safely); 3<sup>rd</sup> level - *summon insects*, *prayer*, *protection from fire* (precast)

Special Abilities: Command undead as if 4<sup>th</sup> level; +1 to hit versus elves; aid (as the spell) once per day on self only; heal self for 1d8 hit points per sentient creature killed in the last 24 hours (none before battle starts).

#### Tier 4

**Darg, dm T13:** AL LE; AC 2 (*studded leather* +1 and dex); MV 6; hp 65; THAC0 14; #AT 2; Dmg 3-8, 3-8 (short swords and strength); SA backstab for quintuple damage; SD hide in shadows 95%, move silently 95%; MR nil; SZ M; ML 10

Magic Items: *studded leather armor* +1

Darg is a coward. He will attempt to backstab the last PC into the cavern. If he successfully kills a PC he will move on to the next PC in line. If discovered and attacked he will make a morale check every round until he fails. He will then surrender immediately.

**Uhg the ettin:** Int Low; AL CE; AC 3; MV 12; HD 10; hp 70; THAC0 10; #AT 2; Dmg 2-16, 3-18 (clubs); SA nil; SD surprised only on a 1; MR nil; SZ H (13' tall); ML 14

Uhg has decided it will be easier to fight humans than giants, so he is leaving the giants to his companions. Uhg will attack the closest pair of PCs, splitting his attacks if at all possible. His right arm does the greater damage. He will flee rather than surrender and is not privy to any information about Veragor.

**Shadow Hyenas (1 per PC):** Int low; AL CE; AC 7; MV 12; HD 3+3; hp 27; THAC0 17; #AT 1; Dmg 2-5 (bite); SA drain 1 point of strength when hit opponent. This strength loss lasts for 2-8 turns. If reduced to 0 strength the victim becomes a shadow; SD immune to sleep, charm, hold, cold, death and fear spells, immune

to poison, holy water does 2-8 damage; MR nil; SZ M; ML not applicable

**Cabed the Were Boar:** Int Low; AL N; AC 4; MV 12; HD 5+2; hp 42; THAC0 15; #AT 1; Dmg 2-12 (bite); SA nil; SD silver or magical weapons of +1 or better needed to hit; MR nil; SZ M (6' tall); ML 13

Cabed will surrender if his hit points drop below 10 or if he is offered at least 100gp per tier of the PCs. When the PCs arrive he realizes that the tide has turned against his group and survival has now become most important to him.

**Naer, hm W(N)8:** AL LE; AC 2 (*spirit armor* spell and dex); MV 12; hp 32; THAC0 17; #AT 3; Dmg 1-3 (darts); SA Spells; SD +3 to saves vs magic due to *spirit armor*; MR nil; SZ M; ML 14

Magic Items: *rod of absorption* (will have 10 spell levels left after this battle)

Spells: 1<sup>st</sup> level - *cantrip*, *chill touch* (x3); 2<sup>nd</sup> level - *spectral hand* (x3); 3<sup>rd</sup> level - *spirit armor* (*already cast*), *vampiric touch* (x2); 4<sup>th</sup> level - *contagion*, *enervation*

Naer will use the rod to allow him to recast *vampiric touch* and *chill touch* as often as needed. Note that the casting time of any spell using the rod is only 1. He will not run out of spells during the battle. He will use his *spectral hand* spell to attack from hiding. A PC must make a successful observation roll to locate Naer.

**Marth, female, half orc P(Sp of Gruumsh)8:** AL NE; AC1 (field plate and *protection from good* spell); MV 12; hp 64; THAC0 16; #AT 1; Dmg 2-12 (enchanted spear); SA Spells; SD protected from summoning spells that summon creatures of 1 hit die or lower by *anti-vermin barrier*, 96 points of fire protection; MR nil; SZ M; ML 14

Magic Items: *beads of force* (x8). They do 5d4 hit points of damage and require a saving throw by all within 10' of the blast. Those failing their save are encapsulated in a force globe for 3d4 rounds. Marth must roll to hit AC 10 with the beads to place them where she wants them, within 30 feet of her. If she misses use the grenade scatter rules on page 63 of the DMG. She should not use more than 5 of these beads. Regardless of how many she does use, there will only be 3 left for treasure after the battle.

Spells: 1<sup>st</sup> level - *command*, *protection from good* (precast), *cause light wounds*, *darkness*, *anti vermin barrier* (precast); 2<sup>nd</sup> level - *spiritual hammer*, *enthrall*, *hold person*, *flame blade*, *find traps* (used to get the dragon hunters here safely); 3<sup>rd</sup> level - *summon insects*, *prayer*, *protection from fire* (precast), *rigid thinking*; 4<sup>th</sup> level - *animal summoning 1*, *cause serious wounds*, *compulsive order*

Special Abilities: Command undead as if 6<sup>th</sup> level; +1 to hit versus elves; aid (as the spell) once per day on self only; heal self for 1d8 hit points per sentient creature killed in the last 24 hours (none before battle starts); can enchant spear to do double damage.

## Tier 5

**Darg, dm T13:** AL LE; AC 2 (*studded leather +1* and dex); MV 6; hp 65; THAC0 14; #AT 2; Dmg 3-8, 3-8 (short swords and strength); SA backstab for quintuple damage, poison (save at -4 or fall unconscious for 1d4 hours); SD hide in shadows 95%, move silently 95%; MR nil; SZ M; ML 11

Magic Items: *studded leather armor +1*

Darg is a coward. He will attempt to backstab the last PC into the cavern. If he successfully drops a PC he will move on to the next PC in line. The poison on his blades will be effective until the end of the battle. If discovered and attacked he will make a Morale check every round until he fails. He will then surrender immediately.

**Uhg the ettin:** Int Low; AL CE; AC 3; MV 12; HD 10; hp 80; THAC0 10; #AT 2; Dmg 2-16, 3-18 (clubs); SA nil; SD surprised only on a 1; MR nil; SZ H (13' tall); ML 14

Uhg has decided it will be easier to fight humans than giants, so he is leaving the giants to his companions. Uhg will attack the closest pair of PCs, splitting his attacks if at all possible. His right arm does the greater damage. He will flee rather than surrender and is not privy to any information about Veragor.

**Mastodon Skeletons (1 per PC):** Int non; AL N; AC 6; MV 12; HD 12; hp 96; THAC0 9; #AT 5; Dmg 2-16/2-16/2-12/2-12 (tusk, tusk, foot, foot); SA no more than 2 attacks per character, can attack up to 3 characters at a time. SD immune to sleep, charm, hold, cold, death and fear spells, immune to poison, non blunt weapons do half damage, holy water does 2-8 damage; MR nil; SZ L (10' tall); ML not applicable

**Cabed the Were Boar:** Int Low; AL N; AC 4; MV 12; HD 5+2; hp 42; THAC0 15; #AT 1; Dmg 2-12 (bite); SA nil; SD silver or magical weapons of +1 or better needed to hit; MR nil; SZ M (6' tall); ML 13

Cabed will surrender if his hit points drop below 10 or if he is offered at least 100gp per tier of the PCs. When the PCs arrive he realizes that the tide has turned against his group and survival has now become most important to him.

**Naer, hm W(N)13:** AL LE; AC 1 (*spirit armor* spell and Dex); MV 12; hp 43; THAC0 14; #AT 3; Dmg 1-3

(darts); SA Spells; SD +3 to saves vs magic due to spirit armor; MR nil; SZ M; ML 15

Magic Items: *rod of absorption* (will have 10 spell levels left after this battle)

Spells: 1<sup>st</sup> level - *cantrip, chill touch* (x4); 2<sup>nd</sup> level - *spectral hand* (x5); 3<sup>rd</sup> level - *spirit armor* (already cast), *vampiric touch* (x3); 4<sup>th</sup> level - *contagion, enervation* (x2); 5<sup>th</sup> level - *animate dead* (x3); 6<sup>th</sup> level - *death fog, disintegrate*

Naer will use the rod to allow him to recast *vampiric touch* and *chill touch* as often as needed. Note that the casting time of any spell using the rod is only 1, including *animate dead*. He will not run out of spells during the battle. He will use the *spectral hand* spell to attack from in hiding. A PC must make a successful observation roll to locate Naer.

**Marth, female half orc P(Sp of Gruumsh)13;** AL NE; AC 0 (field plate and dex and *protection from good* spell); MV 12; hp 91(including *aid* spell); THAC0 12; #AT 1; Dmg 2-8 (morning star); SA Spells; SD protected from summoning spells that summon creatures of 1 hit die or lower by *anti-vermin barrier*, protection from fire for 156 points of damage, immune to *Evard's black tentacles*; MR nil; SZ M; ML 15

Magic Items: *beads of force* (x8). They do 5d4 hit points of damage and require a saving throw by all within 10' of the blast. Those failing their save are encapsulated in a force globe for 3d4 rounds. Marth must roll to hit AC10 with the beads to place them where she wants them, within 30 feet of her. If she misses use the grenade scatter rules on page 63 of the DMG. She should not use more than 5 of these beads. Regardless of how many she does use, there will only be 3 left for treasure after the battle.

Spells: 1<sup>st</sup> level - *command* (x2), *protection from good* (precast), *cause light wounds, darkness, anti vermin barrier* (precast); 2<sup>nd</sup> level - *spiritual hammer, enthrall, hold person, flame blade, find traps* (used to get the dragon hunters here safely), *silence 15-foot radius, heat metal, aid* (precast); 3<sup>rd</sup> level - *summon insects, prayer, protection from fire* (precast), *rigid thinking, animate dead, cause blindness*; 4<sup>th</sup> level - *animal summoning I, cause serious wounds, compulsive order, poison, spell immunity* (to *Evard's black tentacles*) (precast); 5<sup>th</sup> level - *animal summoning ii, flamestrike*; 6<sup>th</sup> level - *animal summoning III, blade barrier*

Special Abilities: Command undead as if 11<sup>th</sup> level; +1 to hit versus elves; aid (as the spell) once per day on self only; heal self for 1d8 hit points per sentient creature killed in the last 24 hours (none before battle starts); can enchant spear to do double damage.

## Encounter 7: After The Battle

As the heroes drop their opponents the baby giants will finish off the last of their opponents as well. Hopefully the PCs has thought to keep one of their opponents alive so they can question them, because they will quickly find out that there is no way to free Echoriath from the sovereign glue. If they have saved a giant hunter they can find out that Veragor has a supply of *universal solvent* in his tower and they can give directions to his tower. If all the giant hunters are dead see the back-up plan below.

*The chaotic battle draws to a close as the last undead creature dies for the final time and your living opponents are dead or captured. You notice that the mother giant has stopped her yelling. Her four children gather around her trying to free her feet and looking up at her, eyes sparkling with worry. She is calm now and stands looking at you. "What now?" she says. The tableau is interrupted by a moan from the corner. A gangly elf in garish mage robes struggles to his feet. He looks around for a moment, finally focusing on the giants and stumbles over to them. He embraces the mother's huge leg and she briefly wraps a hand around his shoulders. Then she gently turns him with her hand, to face you. He looks at you, startled. His hands begin the motions of a spell, but the fog giant's hand gently stops him. He stops and looks at her again. Reassured he turns to face you.*

Menegroth can tell the adventurers what happened to him, and after some mental conversation with Echoriath (this is a personal link between the two of them, result of one of Menegroth's few successful experiments. It is short range and only works when they can see each other's eyes), he can relate the rest of the story as well. The giant hunters took him prisoner, forced him with magic to tell where the giant lair was, brought him here, avoided the traps with his help and attacked the giants. They succeeded in trapping Echoriath with the *sovereign glue* and the battle was going against the young giants when the heroes arrived.

Menegroth overheard the hunters talking about the fact that Veragor had some *universal solvent* back at his tower in case they accidentally got caught in the glue themselves. If one of the hunters is still alive they can be persuaded to give directions to the tower in exchange for their life and freedom. They will trust the PCs to honor this agreement. If the agreement is made, Menegroth and the giants will insist that the hunter not be freed until the mission to the tower is complete, if for no other reason than to keep the hunter from warning

Veragor. Once the mission is complete, they will insist the agreement be honored by the PCs.

If all the bad guys are dead or gone, and the PCs cannot cast *Speak with Dead* on them (or otherwise return them to the land of the living to get the information), Sherole will show up at this point. She has found Veragor's tower by following him and then tracked the PCs here. If all the hunters are dead, she can give the heroes directions to the tower. Even if the PCs have somehow managed to free Echoriath, Sherole ask them to go after Veragor. Sherole will not join the heroes, as she is a diviner, not a war mage.

Echoriath will be grateful to her rescuers, but her hoard is still small and she does not have much to reward them with. She will give each PC 100 gold apiece once she is freed from the *sovereign glue*.

### End of Round One

## Experience Point Summary

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the discretionary roleplaying experience award. The roleplaying award should be given for consistent character portrayal and contribution to the fun of the game. You can award different roleplaying amounts to different characters.

Award the total value (objectives plus roleplaying) to each character.

**Special note:** 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 2<sup>nd</sup> level PC, a 5<sup>th</sup> level PC, three 6<sup>th</sup> level PCs, and an 11<sup>th</sup> level PC, the group falls into tier 3. The 2<sup>nd</sup> level PC gets tier 1 experience, the four PCs on tier 3 get tier 3 experience, and the 11<sup>th</sup> 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 and 8
Tier 5:	Character levels 9 +

### Encounter 2

Figuring out what happened	50 xp
Finding and deciphering the note	50 xp

### Encounter 3

Getting a description of the giant hunters	50 xp
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### Encounter 5

For each trap completely avoided (75 xp maximum)	25 xp
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### Encounter 6

For helping defeat the giant hunters	200 xp
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Total Experience of Objectives	425 xp
Role-playing Experience	0-250 xp

### Total Possible Experience 675 xp

For Tier 2	1,350 xp
For Tier 3	2,025 xp
For Tier 4	2,700 xp
For Tier 5	3,375 xp

## Treasure Summary

Player characters may keep items from the scenario that are listed on the treasure list below or which meet the following conditions:

1. 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 characters cannot keep it. Items of this nature can be sold for 50% of book value, or recorded on a log sheet.
2. 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 player characters to form relationships with NPCs, but these will not be certified and cannot bring material benefit to the character. Contacts (sources of extra information) must be specifically certified.
3. Theft is against the law, but may be practiced by some player characters. Items which are worth more than 500 gp that are of personal significance to the owner (including family heirlooms), and all magical items, will be discovered in the possession of the character by one means or another. The character must return the item and pay a fine equal to three times the value of the item stolen. In addition, the PC caught receives campaign-decided penalties for being known as a thief, such as Infamy. For other stolen items which meet the criteria in #1 above, use your judgment and the circumstances within the game to determine 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 it later finds unreasonable but which were allowed at the time.

#### **Encounter 6**

- 260 gp
- 100 sp
- *Studded leather armor +1* (Medium, Value 2,325 gp)
- *Rod of absorption* (10 spell levels available) (Value 1,000 gp per spell level, Unusual): This rod has absorbed 50 spell levels by the time the PC gets it, and can now only discharge the remaining 10 levels. It cannot be recharged further.
- *2 beads of force* (Value 2,000 gp each)

**Player Handout One**

Translated from Elven:

*“To any who can read this note, I beg of you, protect Echoriath and her children.”*

# MIRROR MAKER

**A Two-Round Living City Adventure**

**ROUND TWO**

**By Brian and Kristofer Wade**

Heroes are needed to go giant hunting. Along the way there is a mystery to be solved, elves to visit, and devious traps to avoid. This is an adventure for tiers 1-5 for characters who enjoy roleplaying. An adventure for tiers 1-5.

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This is a RPGA Network adventure game. A four-hour time block has been allocated for playing the game (or this round of the game), but the actual playing time will be about three hours.

It is a good idea to ask each player to put a name tag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players to keep track of who is playing which character.

**Scoring the game for RPGA points:** The RPGA has three ways to score this game. Consult your convention coordinator to determine which method to use:

4. *No-vote scoring:* The players write their names and numbers on the scoring packet grid, you fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
5. *Partial scoring:* The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the convention coordinator wants information as to how the game masters are performing, or the game master wants feedback on his or her own performance.
6. *Voting:* Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the best amongst them, or when the adventure is run in tournament format with winners and prizes. Multi-round adventures usually required advancing a smaller number of players than played the first round, so voting is required for multi-round adventures.

When using Voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities.

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

Some of the text in this scenario 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.

## LIVING CITY 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 that 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:	33-42	36-46	39-50	42-54
T5:	43+	47+	51+	55+

## DM BACKGROUND

In round one of this adventure the PCs prevented some unscrupulous giant hunters from slaughtering a family of good aligned fog giants. However the mother giant, Echoriath, may still be trapped by *sovereign glue* in her cave lair.

The PCs have two options for continuing. Either Ecoriath is trapped, and they need to find the universal solvent to free her, or she is free and the PCs have been asked to go take out Veragor before he tries again. To do these, they have to go to Veragor's tower.

This tower has many light and mirror-related traps, including illusions that are much more effective (if less entertaining) than Menegroth's. Veragor himself is a powerful mage who will summon creatures to protect himself and use many personal protection spells.

## Encounter 1: Troll Bridge

*You have been following the directions you were given to find the tower of Veragor, the Mirror Maker. It should only be a few more hours now. Ahead is a river with a small bridge crossing it. The sun is shining, and it is a warm, breezy day. You notice there is an elderly man in dirty pants, barefoot and without a shirt sitting on the edge of the bridge with a fishing rod in his hands. He appears to be asleep. His brown skin is weathered and leathery from much exposure to the elements.*

This is Veragor in disguise. He has come to assess the danger that the PCs present. If they stop to talk to him he will offer to tell them the story of how some adventurers defeated the trolls that used to charge tolls

for crossing this bridge. It was a mighty battle, he will relate, but the adventurers succeeded in destroying the trolls and retrieving their treasure from under the bridge.

Veragor has an *undetectable lie* spell on him so it will not be possible to magically determine when he is lying. *Detect magic* spells will show Veragor under the effects of divination, illusion, and evocation spells. *Detect evil* effects will find nothing as Veragor is chaotic neutral.

If the heroes try to attack Veragor, his active *contingency* spell will teleport him back to his tower. To their eyes, he will disappear, perhaps as if he were merely an illusion himself.

## Encounter 2: The Tower Of Mirrors

*The sun is setting. For the past couple of hours you have been hiking towards what you believe is your goal. It is a shining spear of light jutting up from the ground about 50 feet into the air. As you near your goal, the light seems to fade from the spear also and now you can see it is a mirrored tower. If you were to look upon it in full sunlight it would probably blind you.*

Allow the PCs to make any preparations they wish. Once they approach the tower read the following.

*The mirrored surface of the tower appears seamless. There are no apparent doors or windows. It now reflects the stars and wispy clouds in they night sky above you.*

The one entrance at the base of the tower is effectively a secret door, and must be found as such. It is locked by a *wizard lock* spell and requires a *knock* spell of 20<sup>th</sup> level or higher to open. Brute force will not work, as it is also barred on the inside with bar of glass affected by a *glassteel* spell that is unbreakable. The mirrored surface of the tower is also a special version of *glassteel* and unbreakable by normal means. The tower is 50 ft. tall and 40 ft. in diameter at the base, narrowing to 35 ft. in diameter at the top, with a flat roof. It has five floors, each with 10 ft. high ceilings.

## Encounter 3: The First Challenge

As the PCs look into the tower, they see a mirrored corridor going to the left. This corridor is a magical trap

built along the lines of a *mirror of opposition*, with a unique twist. Veragor designed this tower to challenge his foes and provide himself and his friends with entertainment. The inner room of the first floor contains many soft chairs so watchers can sit and observe the battle that is about to occur. The walls are one-way mirrors so anyone inside can see out, but those outside can not see in.

The first challenge works like this. As the PCs moves forward single file in the 5 ft. wide corridor, they are separated by a wall falling between each one. The game master should number the players one through seven (or six, five, or four as appropriate) starting with the player to his left. Player number one should then be taken aside and informed that an evil duplicate of their character has formed and is now trying to kill player number two's character. This is regardless of PCs' marching order. The evil duplicate of themselves has the same abilities and items as they do. However, no pre-cast spells will transfer to the evil version. Thus, PC #1 sits out the fight, and evil PC#1 attacks PC #2. PC #2 does not have an evil twin. Evil PC #1 attacks regular PC #2. PC #2 should check for being surprised, as PC #2 is not expecting an attack from PC #1. Let these two fight it out until one is "dead."

If any henchmen, followers, or other NPCs are trapped with PC #1, evil versions appear and attack PC #2 (and any NPCs trapped with PC #2).

Evil PC #3 attacks regular PC #4, and evil PC #5 attacks regular PC #6. If there is a PC #7, he or she sits out.

Remember that all evil versions are created by the magical mirrors, and there is no effect on real PC #1, #5, and #5 from these battles.

When there remains only one side in each "cell," the barriers between cells 1 and 2 raise, and between 3 and 4, and between 5 and 6 (and 7). Any evil versions left attack the regular characters who were trapped in cells 1, 3, and 5. PC #7 adds to the battle in cells 5-6. If there is no fight in a cell, the PCs just wait until all combats cease in all other cells. Then open the doors between all cells, and have whichever evil PC versions are left attack any good PCs that happen to be left. Continue until either all evil PC versions are destroyed, or all regular PCs are dead.

There is another way out of this trap. Breaking the mirrors causes the evil PC versions to disappear. The mirrors have been treated with *glassteel* spells, making them as hard as steel. They each have 10 structural points. To damage them, one has to do structural damage directly (as with a siege weapon), or do normal damage at the conversion rate of 10 hit points of damage equals 1 structural point of damage. The good news is that they can automatically hit the mirrors.

If the survivors are the regular characters, then the PCs is victorious and the “dead” regular characters regain consciousness. If the survivors are evil then Veragor is victorious. He will strip the characters of their magic and their money and return their bodies ignominiously naked to a fountain in the temple of Sune in Ravens Bluff. They are alive, barely, but adventure is over for the group.

Assuming the good guys win, they can proceed around the inside of the base of the tower to a staircase going up to the second floor. If they search for secret doors along the way, they can find a secret door 10 ft. before the base of the stairs that leads into the observation room. This room has many sofas and pillows. In the center is a huge metal vat that contains ice. Stored in the ice are wineskins holding ale and wine of many varieties, all good quality. If the characters wish they can take 100 gp worth per person. This room is where Veragor and his friends watch battles described above.

At this time there is no one in the room. Veragor was alone tonight and he departed as soon as the battle was over. He slipped out the secret door and through a teleport mirror next to the door. This mirror only works when activated by the command words “Who is the fairest?” It takes Veragor to his top floor laboratory. There is no magical way to find out these words short of *limited wish* or *divination* spells.

## Encounter 4: The Second Story

If the PCs proceed up the stairs they will find themselves on a landing looking into a room that is filled with a maze of mirrors. This looks like a standard funhouse maze. However as the characters step into the room, the floor begins to rotate to the left.

***You step into the room and suddenly the floor begins to move. At the same time you see ahead of you multiple reflections form and move in different directions, distort into short fat bodies, tall skinny bodies, bodies folded in half, then the reflections disappear, only to reform and distort all over again. It is much like looking into a kaleidoscope.***

The floor of this room is built in four concentric circles placed on rollers. Four invisible stalkers under the command of Veragor move the circles in opposite directions. The maze, which would have been fairly simple to move through, now becomes much more challenging. It takes twenty rounds minus the character’s Intelligence score to pass through the maze.

Roping themselves together and having an intelligent person lead the PCs through will not work because the edges of the mirrors will cut the rope as members of the PCs cross from one circle to another. It is possible for an intelligent person to escort one other person through the maze at a time. These mirrors are hardened by the *glassteel* spell, like the tower itself, and cannot be shattered.

Upon reaching the other side, another stairway leading up is discovered. There are no traps on the stairs. The PCs may proceed to the next floor.

## Encounter 5: The Third Floor

***You reach the landing at the top of the stairs. However there seems to be a small problem with moving forward. There is nothing to stand on and nowhere to go. You are looking out at a beautiful night sky. Thirty feet below you is the ground. Off in the distance the moonlight flickers on the small river you crossed earlier today. You look back down the stairs at the rest of your group. How could the tower have disappeared?***

Veragor has managed, through creative use of mirrors, to make the inside of this room entirely transparent. This is not an illusion in the magical sense of the word. It was done completely with mirrors. A saving throw versus spell will not help because the only magic involved was in treating the mirrors with *glassteel* spells in the first place. It will take a character stepping out onto the “invisible” floor or tapping it hard with a staff or weapon, to discover that they can walk out into this missing room. The room is 35 ft. in diameter.

Once any PC has passed the halfway point in crossing the room, whether they are feeling along the wall or striding boldly across the center, a reverse gravity spell will activate, encompassing the entire room. Anyone in the room at this point will be slammed to the ceiling. Each person so affected takes 1d6 of damage unless they have the tumbling proficiency and can make both a surprise check and a tumbling proficiency check. A ring of feather falling or similar item or spell will also protect the PC from damage. The reverse gravity spell will switch on and off every other round from this point on for 1 turn. Anyone running for either the entrance they came in, or the opposite wall, where they will find another staircase going up can make it in the round between effect changes of the spell. Anyone who waits, or stalls will be subjected to the falling effect again.

## Encounter 6: The Fourth Level

*You ascend the next flight of steps, wondering what is in store for you now. The room you can see from the landing is dark and eerie. It is lit by flickering torches and the reflections of those torches. You see shadowy images of yourself and your companions.*

This room has four mirrored walls jutting out into it at odd angles, and the surfaces of the outer walls and floor and ceiling are very uneven. It will require a dexterity check for each round of movement and combat in this room. Failure means the character loses their balance and trips or falls to the floor. As the first member of the group reaches the halfway point the group will be attacked by one Crysmal per tier of the PCs. They are under the command of Veragor and will fight until destroyed or banished to their home plane. They have no treasure.

*You have struggled about halfway across the room. Suddenly the floor seems to come to life. A scorpion like shape made up many multifaceted crystals detaches itself from the floor and moves toward you. Its tail is arching up over its back, much like a scorpion's does when it is about to attack.*

**Crysmal (1 per tier):** Int High; AL NE; AC -4 or 0; MV 6; HD 6+6; hp 30; THAC0 13; #AT 1; Dmg 3-12 (tail); SA nil; SD AC is -4 vs edged and piercing weapons, 0 vs blunt metallic or stone weapons; MR nil; SZ S (3.5 ft. High); ML 16

Crysmals are from the elemental plane of earth. They can be affected by any spells that force other planar creatures to return to their own plane. If defeated they disappear.

The PCs may find themselves unable to hurt this monster at lower tiers. It moves slowly enough that they can dodge around it and get to the far side. However at the far side they will find a mirrored door that is locked with a *wizard lock* spell cast at 20<sup>th</sup> level.

Try to run this part of the encounter with a lot of tension if the crysmals are still alive. "One or more of the PCs is trying to open the door while their companions are fighting a losing battle against the crysmals." That sort of thing.

## Encounter 7: Taking The Fifth

*As you reach the top of yet another flight of steps you look into what appears to be a laboratory. There are tubes and beakers all over the place, many of them*

*with bubbling liquid being heat over open flames. You notice the walls and ceiling are still see-through. And there is a familiar looking man at the far side of the room casting a spell. And too many tables in the way to get to him in time.*

This is indeed a normal laboratory. The only challenge here is Veragor (or his apprentice if the PCs is low tier). He has enjoyed watching the PCs struggle along, and is even somewhat impressed at their persistence, but now it is time for them to die for daring to interfere with his work. (If the PCs are low tier, then this is an apprentice of Veragor. His name is Josua and at his master's command he has cast *Change Self* on himself and will now attempt to exterminate the adventurers.) The combat strategy is noted below for each tier.

### Tier 1

**Josua, hm W3:** AL LE; AC 2 (armor spell and dex); MV 12; hp 18; THAC0 20; #AT 1; Dmg 1-6 (quarterstaff); SA Spells; SD Spells; MR nil; SZ M; ML 14

Magic Items: *Gem of brightness*—emits a beam of light to try to blind one person. Save versus magic or be blinded for 1d4 rounds. The gem is out of charges when the battle is over.

Spells: 1<sup>st</sup> level - *change self* (already cast), *wall of fog*; *armor* (already cast); 2<sup>nd</sup> level - *stinking cloud*

Because of all the tables and laboratory paraphernalia in the way, a non-flying PC will take 3 rounds to reach Josua. The first spell Josua is casting is *stinking cloud*. He will follow this with *wall of fog*, which looks amazingly like a *stinking cloud* effect. He will use the gem to blind people with. The purpose of all of this is to slow the heroes down and stagger their approach. If any get close he will throw vials of *sovereign glue* at their feet. He needs to hit the AC 10 modified by the PC's Dex bonus to AC in order to hit. If he hits, the glue sticks the PC to the floor for the Veragor to dispose of when he returns. If he misses, use the grenade scatter diagram on page 63 of the DMG. The glue will spread to cover a 1-ft. diameter area.

### Tier 2

**Josua, hm W6:** AL LE; AC 2 (armor spell and dex); MV 12; hp 36; THAC0 19; #AT 1; Dmg 1-6 (quarterstaff); SA Spells, *Sovereign Glue*; SD Spells; MR nil; SZ M; ML 14

Magic Items: *Gem of brightness*—emits a beam of light to try to blind one person. Save versus magic or be blinded for 1d4 rounds. The gem is out of charges when the battle is over.

Spells: 1<sup>st</sup> level - *change self* (already cast), *wall of fog* (x2); *armor* (already cast); 2<sup>nd</sup> level - *stinking cloud* (x2); 3<sup>rd</sup> level - *wind wall* (x2)

Because of all the tables and laboratory paraphernalia in the way, a non-flying PC will take 3 rounds to reach Josua. The first spell Josua is casting is *stinking cloud*. He will follow this with *wall of fog*, which looks amazingly like a stinking cloud. He will use the gem to blind people with. He will put up a *wind wall* to help protect himself from missiles. The purpose of all of this is to slow the heroes down and stagger their approach. If any get close he will throw vials of *sovereign glue* at their feet. He needs to hit the AC 10 modified by the PC's Dex bonus to AC in order to hit. If he hits, the glue sticks the PC to the floor for the Veragor to dispose of when he returns. If he misses, use the grenade scatter diagram on page 63 of the DMG. The glue will spread to cover a 1-ft. diameter area.

### **Tier 3**

**Veragor, the Mirror Maker, hm W12:** AL LE; AC 2 (*armor* spell and dex); MV 12; hp 48; THAC0 17; #AT 1; Dmg 1-6 (quarterstaff); SA Spells, *sovereign glue*; SD Spells; MR nil; SZ M; ML 14

Magic Items: *Gem of brightness*—emits a beam of light to try to blind one person. Save versus magic or be blinded for 1d4 rounds. The gem is out of charges when the battle is over.

Spells: 1<sup>st</sup> level - *wall of fog* (x2); *armor* (already cast), *feather fall*; 2<sup>nd</sup> level - *stinking cloud* (x3), *ride the wind*; 3<sup>rd</sup> level - *wind wall* (x2), *water breathing*, *gust of wind*; 4<sup>th</sup> level - *solid fog* (x4); 5<sup>th</sup> level - *cloudkill*, *demishadow monster* (x3), 6<sup>th</sup> level - *contingency* (already cast to teleport himself away to his other home in Tantras if he loses half his hit points)

Because of all the tables and laboratory paraphernalia in the way, a non-flying PC will take 3 rounds to reach Veragor. The first spell Veragor is casting is *death fog*. He will follow this with *cloudkill* and the other fog spells. Keep in mind that even the harmless fog spells look scary after facing *death fog* and *cloudkill*. He will use the gem to blind people with. He will put up a *wind wall* to help protect himself from missiles. The purpose of all of this is to slow the heroes down and stagger their approach. If any get close he will throw vials of *sovereign glue* at their feet. He needs to hit the AC 10 modified by the PC's Dex bonus to AC in order to hit. If he hits, the glue sticks the PC to the floor for the Veragor to dispose of when he returns. If he misses, use the grenade scatter diagram on page 63 of the DMG. The glue will spread to cover a 1-ft. diameter area.

### **Tier 4**

**Veragor, the Mirror Maker, hm W14:** AL LE; AC 2 (*armor* spell and dex); MV 12; hp 50; THAC0 16; #AT 1; Dmg 1-6 (quarterstaff); SA Spells, *Sovereign Glue*; SD Spells; MR nil; SZ M; ML 14

Magic Items: *Gem of brightness*—emits a beam of light to try to blind one person. Save versus magic or be blinded for 1d4 rounds. The gem is out of charges when the battle is over.

Spells: 1<sup>st</sup> level - *wall of fog* (x3); *armor* (already cast), *feather fall*; 2<sup>nd</sup> level - *stinking cloud* (x4), *ride the wind*; 3<sup>rd</sup> level - *wind wall* (x3), *water breathing*, *gust of wind*; 4<sup>th</sup> level - *solid fog* (x4); 5<sup>th</sup> level - *cloudkill*, *demishadow monster* (x3) (precast as 16 hit die air elementals), 6<sup>th</sup> level - *contingency* (already cast to teleport himself away to his home in Tantras if he loses half his hit points), *death fog*; 7<sup>th</sup> level - *suffocate*

**Air Elemental (x3):** Int Low; AL N; AC 8; MV Fly 36 (A); HD 16; hp 64, 60, 56; THAC0 13; #AT 1; Dmg 2-20 (fist); SA nil; SD nil; MR nil; SZ L (8' tall); ML 16

Because of all the tables and laboratory paraphernalia in the way, a non-flying PC will take 3 rounds to reach Veragor. Then the PCs must get past the 8 HD air elemental that Veragor summoned to protect him. Veragor has struck a deal with one of the princes of the plane of elemental air. Any elemental he summons will obey him without concentration so he may continue to cast spells.

The first spell Veragor is casting is *death fog*. He will follow this with *suffocate*, then *cloudkill* and the other fog spells. Keep in mind that even the harmless fog spells look scary after facing *death fog* and *cloudkill*. He will use the gem to blind people with. He will put up a *Wind Wall* to help protect himself from missiles. The purpose of all of this is to slow the heroes down and stagger their approach. If any get close he will throw vials of *sovereign glue* at their feet. He needs to hit the AC 10 modified by the PC's Dex bonus to AC in order to hit. If he hits, the glue sticks the PC to the floor for the Veragor to dispose of when he returns. If he misses, use the grenade scatter diagram on page 63 of the DMG. The glue will spread to cover a 1-ft. diameter area.

### **Tier 5**

**Veragor, the Mirror Maker, hm W16:** AL LE; AC 2 (*armor* spell and dex); MV 12; hp 52; THAC0 15; #AT 1; Dmg 1-6 (quarterstaff); SA Spells, *Sovereign Glue*; SD Spells; MR nil; SZ M; ML 14

Magic Items: *Gem of brightness*—emits a beam of light to try to blind one person. Save versus magic or be

blinded for 1d4 rounds. The gem is out of charges when the battle is over.

Spells: 1<sup>st</sup> level - *wall of fog* (x3); *armor* (already cast), *feather fall*; 2<sup>nd</sup> level - *stinking cloud* (x4), *ride the wind*; 3<sup>rd</sup> level - *wind wall* (x3), *water breathing*, *gust of wind*; 4<sup>th</sup> level - *solid fog* (x5); 5<sup>th</sup> level - *cloudkill*, *demishadow monster* (x4) (all precast as 16 hit die air elementals), 6<sup>th</sup> level - contingency (already cast to teleport himself away to his home in Tantras if he loses half his hit points), *death fog* (x2); 7<sup>th</sup> level - *suffocate* (x2); 8<sup>th</sup> level - *incendiary cloud*

**Demishadow Monster Air Elementals (4):** Int Low; AL N; AC 8; MV Fly 36(A); HD 16; hp 64; THAC0 13; #AT 1; Dmg 2-20 (fist); SA nil; SD nil; MR nil; SZ L (8' tall); ML 16

**Glass Golem:** Int Non; AL N; AC 4; MV 12; HD 9; hp 40; THAC0 11; #AT 1; Dmg 2-24 (fist); SA surprise at -3 to opponents roll, prismatic spray once every 3 rounds affecting a circle around it with a radius of 25 ft.; SD +2 weapon or better needed to hit, blunt weapons do double damage, regenerate 1 hit point per round in sunlight or moonlight; MR nil; SZ M (6' tall); ML 20

Because of all the tables and laboratory paraphernalia in the way, a non-flying PC will take 3 rounds to reach Veragor. Then the PCs must get past the four 8 HD air elemental that Veragor summoned to protect him. Veragor has struck a deal with one of the princes of the Plane of Elemental Air. Any elemental he summons will obey him without concentration so he may continue to cast spells.

And the glass golem will attack the PCs from behind once some of them have entered the room. It will start with its *prismatic spray* attack then move forward to attack with its fist. It is a variation of the Ravenloft glass golem in that it is mirrored rather than stained glass and it regenerates in both sunlight and moonlight.

The first spell Veragor is casting is *death fog*. He will follow this with incendiary cloud, suffocate, then *cloudkill* and the other fog spells. Keep in mind that even the harmless fog spells look scary after facing *death fog* and *cloudkill*. He will use the gem to blind people with. He will put up a *wind wall* to help protect himself from missiles. The purpose of all of this is to slow the heroes down and stagger their approach. If any get close he will throw vials of sovereign glue at their feet. He needs to hit the AC 10 modified by the PC's Dex bonus to AC in order to hit. If he hits, the glue sticks the PC to the floor for the Veragor to dispose of when he returns. If he misses, use the grenade scatter

diagram on page 63 of the DMG. The glue will spread to cover a 1-ft. diameter area.

## The Rescue

Having successfully defeated Veragor (or his apprentice) the heroes succeed in finding the *universal solvent* (in the laboratory) and returning to free Echoriath. The mirrored tower will disappear a few hours after the PCs leave it. Veragor (or a clone) has used a powerful spell to send his tower to another plane, to prevent the heroes from destroying the tower.

Echoriath rewards the heroes with 100 gp each.

Sherole gives the following rewards for their help: a *cloak of elvenkind*, a small *bag of holding*, 3 doses of *dust of disappearance*, and a *rope of climbing*,

## End of Round Two

## Experience Point Summary

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the discretionary roleplaying experience award. The roleplaying award should be given for consistent character portrayal and contribution to the fun of the game. You can award different roleplaying amounts to different characters.

Award the total value (objectives plus roleplaying) to each character.

**Special note:** 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 2<sup>nd</sup> level PC, a 5<sup>th</sup> level PC, three 6<sup>th</sup> level PCs, and an 11<sup>th</sup> level PC, the group falls into tier 3. The 2<sup>nd</sup> level PC gets tier 1 experience, the four PCs on tier 3 get tier 3 experience, and the 11<sup>th</sup> 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 and 8
Tier 5:	Character levels 9+

### Encounter 2

For finding the way into the tower 50 xp

### Encounter 3

For defeating the evil counterparts 200 xp

### Encounter 5

For defeating the crysmals 150 xp  
For solving the mirror puzzle 50 xp

### Encounter 6

For winning the battle 100 xp

Total Experience of Objectives 550 xp  
Discretionary roleplaying award 0-250 xp

### Total possible experience 800 xp

For Tier 2 1,600 xp  
For Tier 3 2,400 xp  
For Tier 4 3,200 xp  
For Tier 5 4,000 xp

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 it later finds unreasonable but which were allowed at the time.

### Rewards

- 100 gp per person from Echoriath
- *Cloak of elvenkind* (Medium, Value 2,000 gp)
- *Bag of holding* (Value 2,500 gp, Uncommon): This bag has the following attributes: Weight 15 lb., Contents Weight Limit 250 lb., Contents Volume Limit 30 cu. ft.
- 3 doses of *dust of disappearance* (Value 3,500 gp)
- *Rope of climbing* (Value 3,000 gp)

### Fame Award

None. No one is really talking about this one.

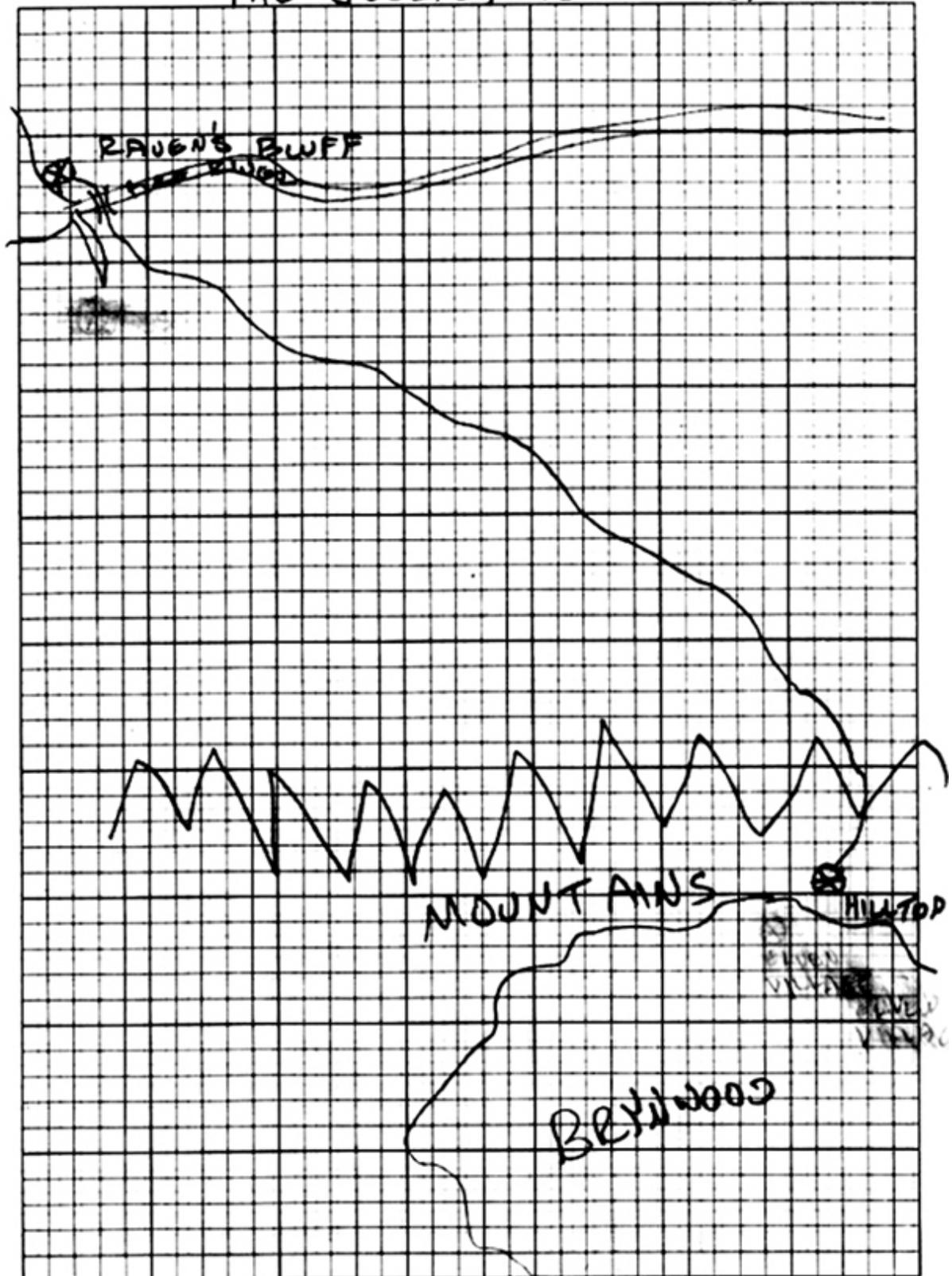
## Treasure Summary

Player characters may keep items from the scenario that are listed on the treasure list below or which meet the following conditions:

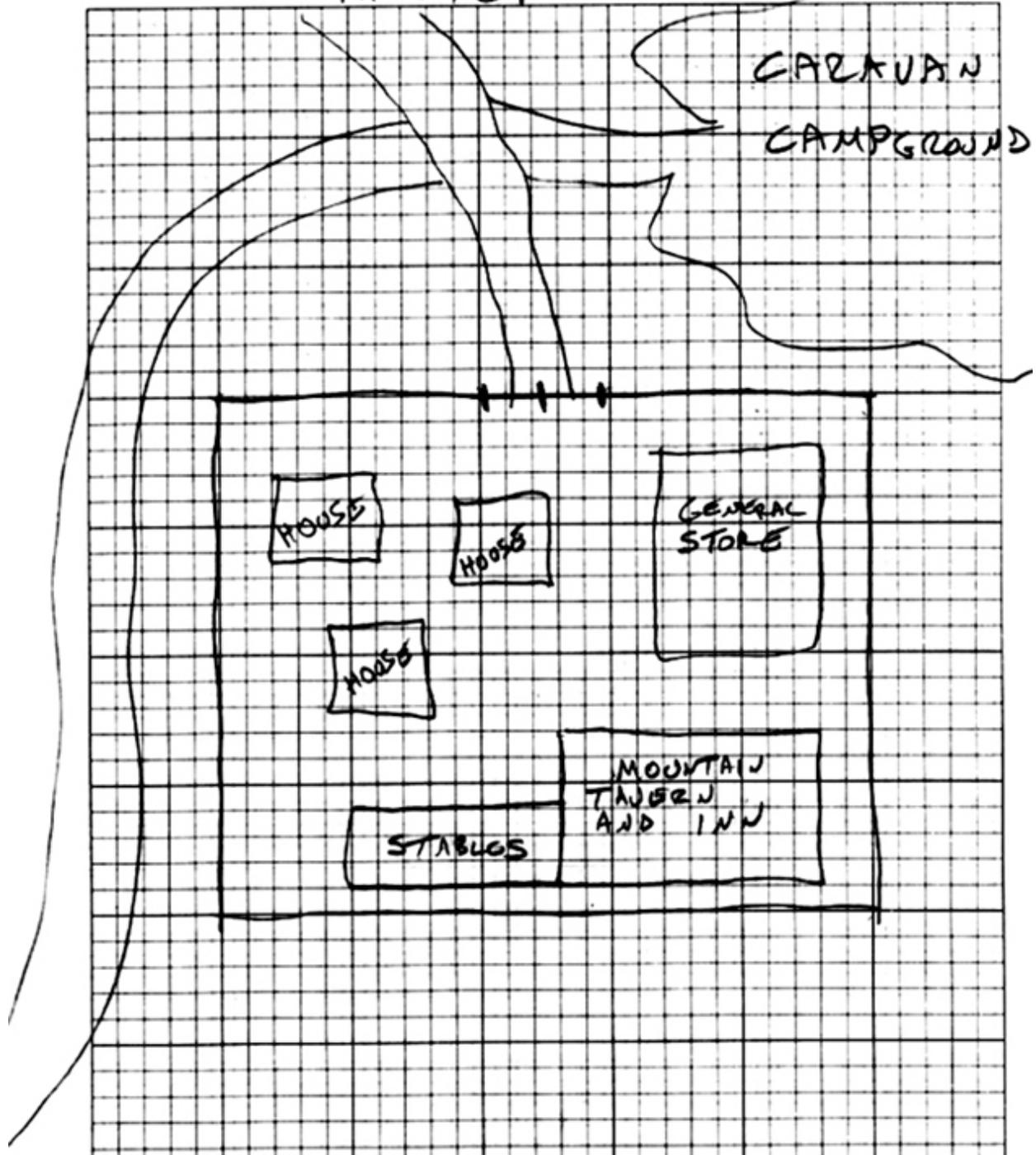
4. The item must be non-magical and specifically listed in the text of the adventure (e.g armor on foes). If it is not listed in the text, the characters cannot keep it. Items of this nature can be sold for 50% of book value, or recorded on a log sheet.
5. Animals, followers, monsters, henchmen, and 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 player characters to form relationships with NPCs, but these will not be certified and cannot bring material benefit to the character. Contacts (sources of extra information) must be specifically certified.
6. Theft is against the law, but may be practiced by some player characters. Items which are worth more than [insert campaign value] that are of personal significance to the owner (including family heirlooms), and all magical items, will be discovered in the possession of the character by one means or another. The character must return the item and pay a fine equal to three times the value of the item stolen. In addition, the PC caught receives campaign-decided penalties for being known as a thief, such as Infamy. For other stolen items which meet the criteria in #1 above, use your judgment and the circumstances within the game to determine whether a PC thief gets away with the theft or not.

PLAYER HANDOUT ONE

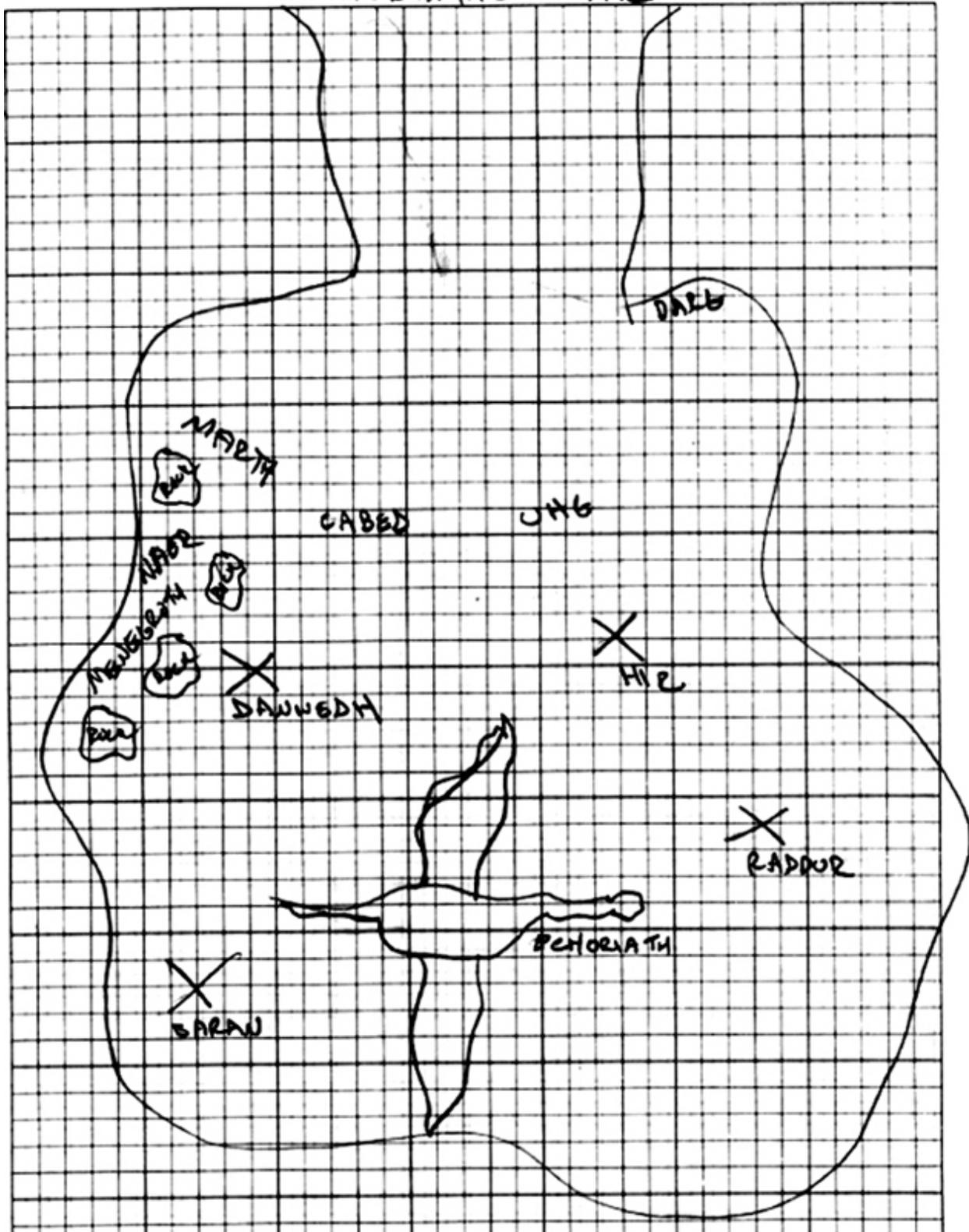
THE JOURNEY TO HILLTOP



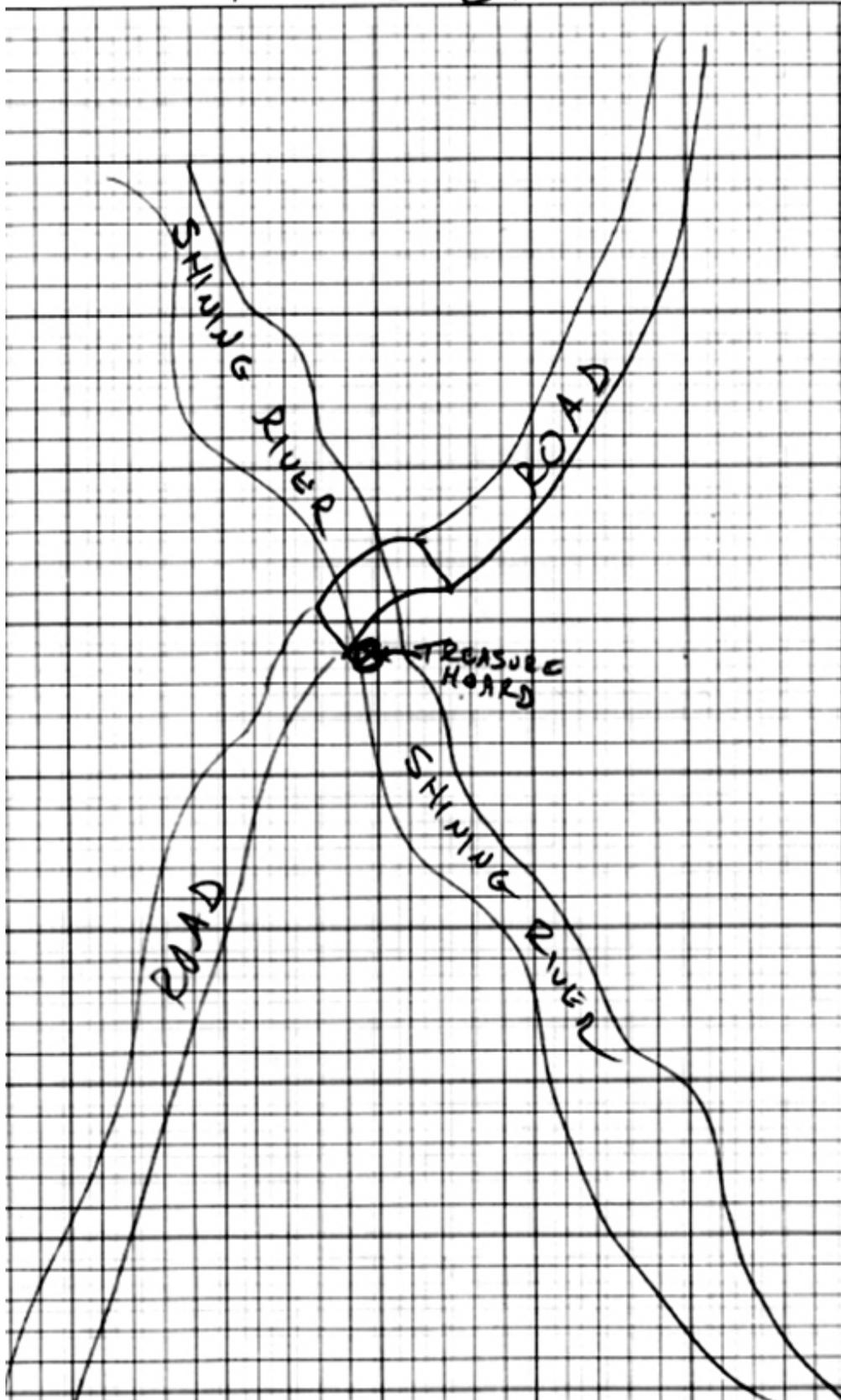
PLAYER HANDOUT 3  
HILLTOP



# ECHORATH'S LAIR



# TROLL BRIDGE



# TOWER OF MIRRORS

