

The Wizard Eywoz

A One-Round Living City Tournament

by Tamara Sampson

Blurb: “Wizard seeks brave companions for aging quest. Clever wit required. Bashers need not apply.” Beware of pathetic puns & ridiculous riddles!

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This is a standard RPGA Network tournament. A four-hour time block has been set aside for this event. It is a good idea to ask each player to put a name tag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players to keep track of who is playing which character.

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

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

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

Tier Structure

Add the levels of the PCs to determine which tier they are on. For multi-class and dual-class characters, take the highest level and add one for each additional class. Tiered events and foes are marked throughout the text.

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

Judge's Background

A once-great wizard known as Eywoz (pronounced I-was) the Wonderful lives in a stone tower south of Ravens Bluff. He never was involved in the city and spent most of his time alone, but was reputed to make potent potions. No one has heard of him in while, as Eywoz has been getting old and somewhat senile.

Several weeks ago, Eywoz attempted to create a *potion of youthening*. He had realized that his mental faculties were slipping, and he wanted to renew the clearness and focus of his mind. However, the *potion* was botched, and resulted in Eywoz transforming himself into a six-year-old boy. Unfortunately, the transformation did

nothing to invigorate his aging mind. Thus, he is a miserable old man in the body of a six-year-old child. Eywoz is now seeking the components he needs to fix the problem. He has obtained all except one: a vial of acid breathed from a copper dragon, which he must collect himself.

An ancient copper dragon by the name of Valdar happens to live in the area. Valdar loves stories, riddles, jokes and good music. Eywoz has dealt with him in the past, but needs clever adventurers to help him get past Valdar's sometimes-deadly pranks. Valdar has claimed an old dwarven hold, used by a minor dwarven Lord of Sarbreen (Clan Hamdring) for a very brief reign. Valdar has reshaped the place to his liking, using his skills in stoneshaping and magic to protect it. He has several friends who visit him regularly, some of whom may stay in the outer portions of the mountain fortress at times.

Eywoz is unaware that his apprentice Malto HELPED to botch his potion. Malto has been waiting for Eywoz to die for some time, hoping to take over his master's collections and tower. Malto is afraid to confront Eywoz directly, as he has seen the powerful magic his master can wield. He will set up an ambush for any adventuring party that comes to help, and use extra-potent *potions of polymorph* to disguise himself as Eywoz's missing familiar, the Raven Nevermind. Nevermind is nearly as senile as Eywoz and has lost his way returning with his request for adventurers to help. Eywoz will not notice the change, and if the PCs ask to make use of the raven for scouting or other activities, Malto will not cooperate. Eywoz will simply explain "He never minds!"

Disguised as Nevermind, Malto will accompany the party, seek to sabotage their labors, and with any luck get Eywoz killed. Malto's efforts should include attempting to interfere in each encounter as described in the Judge notes (i.e., while in the Hall of Weapons, he will actually attempt to set off the trap and escape, leaving the party to their deaths). If he is discovered (such as through use of a *true seeing*) Malto will quickly try to talk his way out of trouble, claiming that he came along to help protect the wizard. If his betrayal is found out, Eywoz will react as described in the Hall of Weapons encounter.

Note that there are several handouts given for ease of play. Be sure to distribute these at the appropriate times. Since Eywoz and Malto (disguised as Nevermind) will accompany the PCs for most of the adventure, check the encounter notes to determine their general behavior during each encounter in order to role-play consistently.

For the Judge's convenience the stats on Eywoz and Malto are provided on a separate sheet of paper at the back of the module. This can be detached for easy reference throughout the game. This module presents several opportunities for humor, so ham it up and enjoy!

Players' Introduction

Read the following after the players have selected which characters they intend to take on the adventure:

The weather has been fairly pleasant for early fall: crisp, clear, and not too cold. You awake one morning at the beginning of the week to a tapping at your door. The rapping is loud and precise, and sounds like someone is driving a nail into your head.

When characters investigate or exit their rooms, they find a notice tacked to their door. If a character cannot read, a young man is still there nailing up the notice when that PC goes to the door. He will apologize for waking them and will read the notice to any character who asks. All he knows about the notice is that a young dwarf (female) paid him a copper a piece to post 20 of them.

The notice reads: "Powerful Wizard seeks brave companions for exciting quest. For details, see Haela at the Silver Shot." Pass around **Handout #1** to PCs who can read.

The Silver Shot

Characters should gather at the Silver Shot, a tavern and inn located on the edge of the Merchant's district, in the better part of town. They should arrive about the same time.

The establishment can be identified by the sign of a silver arrow striking a shot glass. The tavern is well-furnished and clean inside. PCs making a Local History check will know that the Silver Shot is run by Teli the Archer, and is noted for the red dragon head that hangs above the bar.

The Silver Shot will not open for another hour. Have the players take time to describe themselves and do introductions if necessary.

A young dwarven female exits the front door and begins sweeping the steps. She has coppery hair, braided and tied with bright ribbons, and wears a

russet-colored robe and beautiful amber necklace. As she moves, a faint jangling sound comes from her, and you notice tiny bells tied to the end of her braids. She looks up and smiles at you and continues to work.

Haela (NG) is friendly, cheerful, and curious. She is one of the dwarves rescued from the past and lives at the Silver Shot with friends. She would like to be a bard someday.

Haela will be very polite, and if the characters ask her about the notices she will gladly explain. She found a raven the other day with a message and a few gold pieces in a pouch tied to its leg, so she tried to help. She will show the message (give **Handout #2**). It reads: "Wizard seeks brave companions for aging quest. Clever wit required. Bashers need not apply. Report to Eywoz the Wonderful. Time is of the essence."

A map was also enclosed. It shows how to reach the wizard tower, which is just off the road south of Ravens Bluff, the one which leads to Procampur. It is about a day's journey away. Characters making Local History checks at -3 (-2 if also members of Wizard's Guild) will be able to recall that Eywoz is reputed to have excellent skills in alchemy and is known for his potions.

Haela will sadly explain that she wanted to go on the adventure herself, but was told she is too young. If the characters indicate that they will pursue the adventure, she will ask them to return to the Silver Shot with their tale and she will welcome them with a free drink (unless they are drow --no drow allowed at the tavern!). She will encourage them to go quickly, as they are the first group to answer the ad. If they agree to leave right away, she will tell others the job has been taken.

Off to see the Wizard

The south road towards Procampur cuts through the mountains. The terrain is rough, but it is easy to follow the road. In the foothills, the map indicates a side-path to the west. It is marked by an unusually large rock that resembles a large bird's head when seen from the west. It is called the Roc.

Characters will have to leave the road and go around to the other side of the Roc to make sure it is the right path. When they near it from that direction the Roc begins to speak (*Magic mouth* has been cast upon it by Malto to frighten them away and warn him that someone is coming).

“You enter the lands of the great and powerful Eywoz! He is terrible to behold. Go back or meet your doom! SCRAAAAAAWWK!”

The PCs proceed for some distance to a rocky area ahead. Malto is hidden in ambush behind some boulders. He will light a *monster summoning* candle, stolen from Eywoz, to summon monsters. Every 2 rounds it burns, another monster summoning occurs (see tiered combat). After lighting the candle and activating the summoning, Malto will hurry ahead to the tower.

Malto (Nevermind), hm W6: AL LE; AC 3 (*armor*, Dex adjust); MV 12 (Fl 36(B)); hp 28; THAC0 18; #AT 2/1 (thrown dagger); Dmg 1d4+1 (thrown dagger); SA Spells; SD nil; Str 17, Dex 17, Con 16, Int 16, Wis 9, Cha 9; MR nil; SZ M (S); ML 9.

Magic Items: *Gems of spell-storing*: (stolen from Eywoz): *confusion, fear, passwall, Prismatic spray*.

Spells: 1st level - *detect magic, phantasmal force, spook, Tenser's floating disc*; 2nd level - *invisibility, wizard lock*; 3rd level - *fireball, spectral force*.

NonWeapon proficiencies: Read/Write, Ancient History/Local, Spellcraft, Brewing, Elven, Ancient Elven, Cooking, Appraising, Fire-Building, Swimming

Malto is a clever, greedy coward. He has served Eywoz well for years, and believes he now deserves his reward.

You have traveled along the path for about another hour, and the sun begins to set. Suddenly, the sickly smell of death and decay overpowers you, and you are surrounded by several humanoid shapes.

Roll for surprise at -2 unless the PCs are taking extraordinary precautions, in which case use standard surprise roles.

PCs should be weakened in this encounter, but not die. If the characters are struggling to defeat the monsters, do not have 3rd round monsters appear. All undead listed here take 2d4 damage from holy water.

Tier 1: Total Levels 6-13

Monster summoning III candle burns 2 rounds and is used up. It summons:

Ghouls (2): Int Low; AL CE; AC 6; MV 9; HD 2; hp 12; THAC0 19; #AT 3; Dmg 1d3/1d3/1d6; SA save vs. paralysis or paralyzed 2+1d6 rds, elves immune; SD immune to *sleep & charm* spells; MR nil; SZ M; ML fight until dead unless turned or held at bay by *protection from evil*.

Tier 2: Total Levels 14-25

Monster summoning III candle burns 4 rounds and is then used up. It summons the following monsters.

Combat Round 1:

Ghouls (3): Int Low; AL CE; AC 6; MV 9; HD 2; hp 15; THAC0 19; #AT 3; Dmg 1d3/1d3/1d6; SA save vs. paralysis or paralyzed 2+1d6 rds, elves immune; SD immune to *sleep & charm* spells; MR nil; SZ M; ML fight until dead unless turned or held at bay by *protection from evil*.

Combat Round 3:

Ghouls (1): same stats as above.

Tier 3: Total Levels 26-37

Monster summoning V candle burns 4 rounds and is then used up. It summons the following monsters.

Combat Round 1:

Ju Ju Zombies (3): Int Low; AL NE; AC 6; HD 3+12; hp 36; THAC0 16; # AT 1; Dmg 3d4; SA have intelligence & are capable of winning initiative; SD +1 or better weapon to damage them, blunt & piercing weapons do 1/2 damage, immune to *sleep, charm, hold, death magic*, poisons, cold-based spells, mind-affecting spells, illusions, electricity, and *magic missiles*, fire causes 1/2 damage; MR nil; SZ M; ML fight until dead; turn as spectre

Ghouls (2): Int Low; AL CE; AC 6; MV 9; HD 2; hp 15; THAC0 19; #AT 3; Dmg 1d3/1d3/1d6; SA save vs. paralysis or paralyzed 2+1d6 rds, elves immune; SD immune to *sleep & charm* spells; MR nil; SZ M; ML fight until dead unless turned or held at bay by *protection from evil*.

Combat Round 3:

Ju Ju Zombies (2): same stats as above.

Tier 4: Total Levels 38+

Monster summoning V candle burns 4 rounds and is then used up. It summons the following monsters.

Combat Round 1:

Ju Ju Zombies (6): Int Low; AL NE; AC 6; HD 3+12; hp 36; THAC0 16; # AT 1; Dmg 3d4; SA have intelligence & are capable of winning initiative; SD +1 or better weapon to damage them, blunt & piercing weapons do 1/2 damage, immune to *sleep, charm, hold, death magic*, poisons, cold-based spells, mind-affecting spells, illusions, electricity, and *magic missiles*, fire causes 1/2 damage; MR nil; SZ M; ML fight until dead; turn as spectre

Ghouls (2): Int Low; AL CE; AC 6; MV 9; HD 2; hp 15; THAC0 19; #AT 3; Dmg 1d3/1d3/1d6; SA save vs. paralysis or paralyzed 2+1d6 rds, elves immune; SD immune to *sleep & charm* spells; MR nil; SZ M; ML fight until dead unless turned or held at bay by *protection from evil*.

Combat Round 3:

Ju Ju Zombies (4): same stats as above.

PCs investigating the area after the battle may make a Tracking or Observation check to find melted wax beside the trail, all that remains of the candle. In no case will the characters be able to find the candle before it has burnt to a puddle of wax. It may NOT be taken as treasure.

The Wonderful Wizard Eywoz

You have made your way to a rocky ridge. Upon it sits a tall, square tower, built of stone. It seems to be about 40' square and 5 stories high.

The windows are heavily shuttered and there is but a single iron door. The door has a huge metal knocker and a shutter at the top.

One of the upper story windows has a faint light coming from it. The rest of the tower is dark, and the area around it waits in eerie silence.

If PCs knock at the door, a *programmed illusion* is triggered.

The shutter in the door slides open with a rasping sound. Darkness lies beyond, and a pair of glowing red eyes stare out at you. Cold drifts forward and touches your skin with its chill.

A voice speaks: "You stand before the tower of the Wonderful Wizard Eywoz. State your name and intention, or begone from this place."

If the PCs state their names and intention, telling of the ad, the *illusion* replies "ENTER!" and disappears as the doors swing inward.

If the PCs refuse to answer or attempt to attack the *illusion*, it shouts "BE GONE!" and disappears. The shutter locks, and Eywoz will investigate.

As the doors swing forward, torches upon the walls flare up to light the darkness. Their light flickers eerily on the stone walls. The hallway extends some

way forward, and you can make out a set of double doors to your right.

There is a flapping of wings and you duck to cover your head. A large black raven perches on the door sill to your right, and begins to peck at it with its beak.

If no one approaches the Raven, it will fly down among the PCs, screaming, "NEVERMIND!" then the double doors will open.

If someone does approach the doors, they immediately swing forward. Inside the double doors is the wizard's sitting room. There is a large fireplace at the far wall, and he sits in a huge stuffed armchair, with his back to the door. He can see the PCs because he has a small mirror positioned next to the lamp on an end table beside his chair.

You can see a large, comfortable sitting room, with a huge fireplace on the far wall. The fire is lit and crackles merrily. Before the fire is a stuffed armchair, its back facing you. Beside it sits an end table with a lamp. A flapping of wings alerts you to the fact that the Raven has flown in behind you, and the doors slam shut with a thud.

Give the PCs one round to react, then continue with the following.

A squeaky voice addresses you: "I am the wonderful wizard Eywoz. Are you the brave adventurers who wish to accompany me on this aging quest?"

Allow the PCs to respond. Periodically interrupt them with a caw from the raven (Malto) as he screams "NEVERMIND!"

If the PCs respond affirmatively, Eywoz will turn slowly in his armchair to face them, revealing a small boy of about six who is the transformed wizard Eywoz. He is seated on a pile of cushions in the huge armchair.

Eywoz the Wonderful, hm W16: AL NG; AC -1 (*Ring of protection* +3, *robe of the archmagi* AC 5, modified Dex adjust); MV 9; hp 36; THAC0 17; #AT 1; Dmg 1d6 (staff +2); SA spells; SD *Robe of the archmagi* DMG p 177, *ring of spell turning*; Str 5, Dex 18, Con 12, Int (19)9, Wis (17)8, Cha 8; MR 5% (*robe of the archmagi*); SZ S (3'6).

Magic items: *Staff* +2, *robe of the archmagi*, *ring of protection* +3, *ring of spell turning*.

Spells: Due to extreme senility, Eywoz's spells have a chance to fail which increases the more complex the spells get. If a spell fails (% listed or lower is rolled) roll the botched spell table provided. This requires

some adjudication on the part of the DM. Be creative, and go for the humorous.

1st Level (20% failure) - *comprehend languages*, *detect magic* x2, *unseen servant*, *protection from evil*, 2nd Level (40% failure) - *knock* x3, *ESP*, *detect invisibility*, 3rd Level (50% failure) - *invisibility 10'* radius, *dispel magic* x2, *suggestion*, *secret page*, 4th Level (60% failure) - *dimension door*, *polymorph other*, *stoneskin* x2, *wizard eye*, 5th Level (70% failure) - *telekinesis*, *transmute rock to mud*, *wall of force*, *advanced illusion* x2, 6th Level (80% failure) - *glassees*, *mordenkainen's lucubration*, *repulsion*, 7th Level (85% failure) - *prismatic spray*, *power word: stun*, 8th Level (90% failure) - *serpent's spell immunity*.

Botched Spell Table

- 1 Nothing Happens
- 2 Opposite Desired Result
- 3 Random Target Affected
- 4 Random Spell of Same Level
- 5 Nothing Happens
- 6 Spell Functions Partially

NonWeapon Proficiencies: Read/Write, Fire-Building, Brewing, Alchemy +1, Animal Training (Raven), Ancient History/Vast, Ancient History/Local, History of Magic in the Realms, Herbalism, Spellcraft, Languages: Elven, Dwarven, Ancient Elven, Good Dragon, Common.

Eywoz is about 3'6" tall and has curly blond hair and sky blue eyes. He is wearing a long wizard's robe that is many sizes too big. The sleeves are rolled up and the robe is bloused out and tied with a rope in an attempt to shorten it. When he walks he has difficulty keeping from tripping on it (this accounts for his Dex adjustment to AC being only -3).

Suddenly the armchair turns and sitting in it is a small boy of about 6. He is dressed in wizard robes many sizes too big, which have been rolled up and shortened, but seem to continue to fall off his small frame.

"I am truly the wonderful wizard Eywoz" the boy continues, and I am pleased you have chosen to help me."

Eywoz explains that he changed himself into a small boy when experimenting with a special potion to reverse aging. He is quite miserable in the body of a small boy. He explains his need for copper dragon acid, gathered by himself. He asks the PCs to accompany him on the quest and to help him get past the tricks and traps of the dragon.

Eywoz will pay 1000 gp each if the PCs agree to help him. He also seems to remember something about a promise by the dragon that any who could reach his lair

to riddle with him in person would be well rewarded. The mountain trove is one day's journey southwest of here.

If the PCs are insulting to Eywoz or make fun of him, he will demand that they leave his tower, stating he is looking for WORTHY adventurers.

If questioned about the encounters so far, Eywoz will tell PCs that he sent a message with his familiar, Nevermind, to find help. He knows of the "Talking Roc" and put the *magic mouth* there long ago to deter snooping trespassers. The *programmed illusion* at the door he will also take credit for. He will deny sending anyone to attack the PCs and insist he does not delve in necromancy. He is a scholar who specializes in potions and delights in history. Indeed, he does not even KNOW any necromantic magic, as he finds it distasteful.

Eywoz is eager to demonstrate his prowess at magic, and will use every opportunity to prove to the PCs that he really is a great wizard (he is beginning to have his doubts). He will not admit that he has been having trouble with spells these last few months, nor that the effect seemed to worsen after his transformation. If the PCs accept his offer, he will invite them to stay the night in the tower.

There are only two small guest rooms, and Eywoz warns the PCs not to move about during the night, as there are many traps and protections throughout his tower (and he has forgotten where he put some of them, so he follows his own advice). If the PCs insist on snooping about the tower, blast them good with *sepia snake sigil* upon entering the library, laboratory, Malto's room, or Eywoz's private chambers. There are also random *fire traps* placed about the halls and stairs, should anyone go wandering around. Finally, anyone touching Eywoz's spellbook is *teleported* back to the road towards Ravens Bluff. Judges should consider wandering around the tower when asked NOT to an evil action-- PCs have no business doing so and can be assumed to be planning to steal something if they try!

If the PCs have not eaten, Eywoz will invite them to dinner. Malto serves the dinner and remains sullen and silent.

If the PCs are friendly to Malto, he will show them to their rooms that night and warn them that the Wizard is unable to control his magic. He will suggest that the quest is too dangerous for Eywoz and that he would be better staying at the tower with Malto to care for him (there IS evil intent here).

If the PCs refuse the quest, try to barter with Eywoz, or try to convince him not to come along, he will insist that the quest is important, that he cannot offer more, and that he must complete it. He will state stubbornly that if they will not help him, he is certain more WORTHY adventurers will come along tomorrow. However, time is of the essence! Eywoz believes that the longer he stays in the body of a boy, the more likely he will be to begin to forget who he was, and he will BECOME a boy.

In the morning they should set out early, traveling towards a nearby mountain. Nevermind accompanies them. Malto is no where to be seen: he is following disguised as Nevermind.

A Dragon's Door

Your travel to the Mountain is uneventful. You find a path that twists and turns up the mountainside. After you have climbed a few hours, the sun begins to set. Still you see no sign of the mountain trove entrance. At last, as the moon rises, you see a faint glowing light ahead.

The mountain trove entrance is a pair of great stone doors, 10' high and 5' across each. 6' above the arch in a stone alcove is a brass bell of about 6" diameter. The doors are locked and too heavy for a PC to break. The locks cannot be picked, as there is no access to them from this side of the door. They can be opened only by a *knock* spell or by solving the riddle.

Above the doorframe is an archway engraved with scrollwork and ancient runes written in the tongue of the ancient dwarves of Sarbreen. The runes state: "Here dwell'd Brigtor the Red, Lord of Clan Hamdring."

A successful proficiency check on Dwarf Runes or Ancient Dwarven will allow a PC to translate (**Handout #3**). Ancient History related to the Dwarves of Sarbreen will allow a PC to recall that Brigtor the Red was a minor Dwarven Lord of Clan Hamdring, before Sarbreen fell to the Drow.

Upon the doors in glowing letters in common (*wizard marked*) is inscribed a question: "A precious gift this- Yet it has no beginning and no end And nothing in the middle." Give **Handout #4**. (Answer: Ring.) The bell will ring if the riddle is answered correctly. If the bell is rung, through answering the riddle or through physically or magically ringing the bell, the doors will open.

Be our Guest

The entry hall is well lit with torches on the wall about every ten feet. At the far end is another set of double doors.

On the left side, there are four evenly spaced doors. These four doors lead to guest rooms, which are kept up by Valdar's friends and unseen servants. They are clean, and each has two large beds, a fireplace (which is lit), a small table with a filled water basin, and a wooden cupboard stocked with plates, bowls, and cups.

The rooms are fresh and inviting. Anyone resting in the room overnight receives the equivalent of a *cure light wounds*. There is nothing of value in the room.

On the right side of the hall is a set of double doors which lead to a large dining hall. If PCs take the time to listen, they can hear rough voices singing from this room.

There are numerous tables, benches and chairs in this large room. The tables are strewn with half-eaten crackers and tipped wine goblets.

Seated at a table near the center of the room are a large man with a horse's lower body, dressed in leather and holding a flagon of wine, a huge, a ten and a half foot giant with reddish hair and a thick beard, dressed in furs, and a small hairy man with the lower body of a goat. He brandishes a set of scissors in the air as he leads the other two in song.

Rith the Centaur, Straan the Firbolg, Tom the Leprechaun (who remains invisible throughout) and Korve the Korred are friends of the dragon Valdar. They are much more interested in partying than fighting. If the PCs are friendly, Korve will invite them to join in the singing and revelry: each member must suggest one song they haven't sung before and chant or sing a verse, then drink upon completing. When the goblets are empty every one must take a new seat. The party must be careful not to sit on Tom, the invisible leprechaun (20% chance each. If more than one, whoever rolls lowest), as this will make Straan angry and upset Korve.

If the PCs begin to threaten, Korve will try to tease them out of the mood. If that does not work, he will *laugh* and disappear, while Rith and Straan react as described in the last paragraph.

Rith the Centaur: Int Low; AL N; AC 5; MV 18; HD 4; hp 40; THAC0 16; #AT 3; Dmg 1d6/1d6 (hooves)/1d6+1 (spear); SA nil; SD nil; MR nil; SZ L;

ML 13. Notes: The centaur is a friend of Korve's. He's very competitive and loves to argue.

Straan the Firbolg: Int Very; AL CG; AC 2; MV 15; HD 13+7; hp 135; THAC0 9; #AT 1; Dmg 1d10+7 (two-handed sword, one-handed); SA the following spells 1/day: *detect magic, diminution, fool's gold, forget, alter self*; SD swat away missiles; MR 15%; SZ L (10 1/2'); ML 16. Notes: Straan likes to bait Rith into arguments. He looks out for Tom, and will become angry if anyone sits on the invisible leprechaun. He is very clever, so he likes to make Rith look foolish. Carries a huge sword.

Korve the Korred: Int Very; AL CN; AC 5; MV 9; HD 6+1; hp 60; THAC0 15; #AT 1; Dmg 1d6+4 (cudgel); SA entangling ropes, *laugh* 3/day, *stone shape, animate rock, stone door, shatter rock, transmute rock to mud, stone tell*; SD nil; MR 25%; SZ S (3'); ML 14. Notes: Korve is the leader of this band. He is a good friend of Valdar's, and has helped the dragon make improvements on the mountain trove. He meets here regularly with a few of his friends to party. He is not a threat unless threatened. Hurting or threatening Korve will also anger Valdar.

The invisible Leprechaun named Tom (CG) has passed out on one of the chairs. The others sit around the table drinking wine and breaking into song. Occasionally, Korve jumps up and does a little jig. When they finish a round of songs, each contributing one, they drain their goblets and move to a new seat with full goblets.

During this encounter, Eywoz will be somewhat confused. Nevermind (Malto) will continually interrupt any questions the PCs ask or songs going on by squawking "Nevermind," grabbing crackers from the revelers, and tipping over wine goblets. If the PCs should mention the Raven's behavior to Straan, he will *detect magic* on the Raven and tell them that the bird is not what he seems.

Rith and Straan are 25% likely each song to break into an argument about whether it has been sung before. If four songs are sung with no argument, they will argue about the meaning or truth behind the words of the last song.

If the party wishes to gain Korve's help, it can best be done by:

1) inviting him to dance He will agree, then begin talking and forget. He will talk about another party who came here questing and he danced for them. He will then wonder about the party's own quest and offer help

2) offering more wine and toasting Korve (Korve will respond as above, only start talking after the toast).

3) agreeing to play the song-game with the others. All party members must participate.

Once they have gained Korve's favor he will answer questions, but with cryptic answers. He will only tell them that the dragon does live here, then read the following:

Korve gives you a feral grin and then chants slowly: "The one you seek lies behind arches three: a bell, a throne--no wall, I hold the final key: Twinkle twinkle little star, how I wonder what you are..."

Rith suddenly belches loudly and protests, "We've sung that one already!"

Straan nudges him, scowling, "Stop horsing around, he's just trying to help the travelers. This song doesn't count at all!"

"Does too, I win!"

"Do not!"

"Do too!"

Suddenly Korve laughs a loud bellowing laugh, and disappears.

PCs must role vs. charisma or be stunned 1d4 rounds. The centaur is stunned automatically; Straan reaches over and picks up the invisible leprechaun and stomps off, grumbling. He will not speak with the PCs when he is upset. When Rith recovers, he goes in search of his friends. They all leave the mountain trove. PCs cannot follow Korve.

The Throne of Hamdring

The door to this room is locked by an advanced combination lock. (OL-30%). It requires 3 successful open locks checks or 2 successful *knock* spells to be opened.

Eywoz will want to use a *knock* spell to open the door. Nevermind will be far away when the spell goes off. Each unsuccessful try to open the locks will set off a trap:

- 1) A barrage of dart shoots out of the walls. Everyone within 10' must save vs. paralysis at -2 or be hit with 1d3 darts, dmg 1d2 hp each (Tiers 3-5 save vs. poison at 0, -2, & -4 respectively; if fail, lose 1/2 of current hit points).
- 2) Acid sprays from the walls. Everyone within 20' suffers 1d6 hp acid damage per tier, save vs. paralysis for 1/2). This requires item saving throws only if the PC fails a saving throw.

- 3) Floor falls away to a 10 foot pit. Everyone within 5' must make a successful Dex check at -4 or a successful Tumbling or Jumping roll to jump clear; those who fail fall into the pit for 1d10 hp damage. The next round the pit begins to fill with acid, doing 1d4 hp per Tier acid damage per round until PCs escape. All PCs taking acid damage make a saving throw vs breath weapon to halve the damage (Tiers 1-3 make saves at +3, +2, +1 respectively). If they fail, items must make saves vs. acid.

This large room has tapestries covering most of the walls and a large stone throne in the center. Before the throne sit two 15' long stone benches. Behind it, a scrolled archway is carved into the wall. It seems to look much like the one on the outer doors to the mountain trove.

The tapestries depict dwarves engaged in various activities, such as crafts, at hearths with families, mining, exploring, and engaged in warfare.

In niches close to the ceiling are carved stone statues, one in each corner. From here, you can only see that they are vaguely humanoid in shape.

A successful Ancient History check related to Sarbreen and allows PC to identify the dwarves pictured as famous founders of Sarbreen.

On a successful Appraising or Weaving check, a PC can tell that the tapestries are extremely valuable, but due to age they would fall apart and become worthless if removed from the dry, clean air of the mountain trove.

Careful examination of the floor (successful Observation check or a dwarf studying the structure) indicates that something heavy has been dragged across the floor. Scratches lead from the throne to the back wall with the archway carved upon it.

If the throne is placed against the wall and then someone sits in it, the wall beneath the arch disappears into a smoky haze, and the rest of the party can walk right through. It will become stone again if the person rises from the throne. From the other side, the party can pull the throne along behind them with the person still seated, and the magical passage will remain. A person must be seated in the throne for the dimensional passage to open. The Raven Nevermind counts as a person because he is really Malto transformed.

When anyone sits on the throne, the corner niches holding the statues slide downward until they hit the

floor. The statues (which are plain humanoid shapes with grotesque faces, created by Valdar) will come to life and attack anyone in the room, except for the person on the throne.

During this encounter, Eywoz will attempt to use his spells to aid in any fight that occurs. Nevermind will hide in the upper part of the room where he cannot be hit or fly squawking "Nevermind!" into the face of any spellcaster who is trying to cast a spell and is not in the midst of melee.

Tier 1: Total Levels 6-13

Statue (4): Int Non; AL N; AC 5; MV 6; HD 3; hp 30; THAC0 16; #AT 1; Dmg 1d6+2; SD immune to *hold, charm, sleep*, and mind-affecting spells; SA nil; MR nil; SZ L (10'); ML fight until slain but will not leave this room. Notes: *stoneshape* does 3d4 hp dmg, *transmute rock to mud* does 1d6 hp dmg per round.

Tier 2: Total Levels 14-25

Statue (4): Int Non; AL N; AC 3; MV 6; HD 5; hp 45; THAC0 14; #AT 1; Dmg 1d6+3; SD immune to *hold, charm, sleep*, and mind-affecting spells; SA nil; MR nil; SZ L (10'); ML fight until slain but will not leave this room. Notes: *stoneshape* does 2d4 hp dmg, *transmute rock to mud* does 1d6 hp dmg per round.

Tier 3: Total Levels 26-37

Statue (4): Int Non; AL N; AC 1; MV 6; HD 7; hp 70; THAC0 12; #AT 1; Dmg 1d6+4; SD immune to *hold, charm, sleep*, and mind-affecting spells, fire/cold/electricity-based spells do 1/2 dmg, +1 or better weapon to hit; SA 20% chance of knock out for 1d4 rounds; MR nil; SZ L (10'); ML fight until slain but will not leave this room. Notes: *stoneshape* does 2d4 hp dmg, *transmute rock to mud* does 1d4 hp dmg per round.

Tier 4: Total Levels 38+

Statue (4): Int Non; AL N; AC -1; MV 6; HD 9; hp 90; THAC0 10; #AT 2; Dmg 1d6+4; SD immune to *hold, charm, sleep*, and mind-affecting spells, fire/cold/electricity-based spells do 1/2 dmg, +2 or better weapon to hit; SA 20% chance of knock out for 1d4 rounds; MR 10% SZ L (10'); ML fight until slain but will not leave this room. Notes: *stoneshape* does 2d4 hp dmg, *transmute rock to mud* does 1d4 hp dmg per round.

Riddle Room

After passing through the smoky haze, you find yourselves in a small room with three stone doors. A

large magic mouth appears in the air before you and asks: “What ranges far and cannot be confined, yet stays in one spot?”

The doors are magically operated, and slide into the wall when opening. They cannot be opened by pushing or pulling, and there is no way to grip them to slide them into the wall. A *knock* spell will release the magic which operates the doors, but since they cannot be pushed or pulled this results in the doors being unopenable for 1d4 rounds.

Eywoz will again insist on using his magic to attempt to open the doors. He will try *knock*. Since that will not work, he will insist on *detecting magic* and trying to *dispel* it, unless the PCs convince him otherwise.

The answer to the riddle is *Thought*. Any answer will prompt the mouth to ask, "Is that your answer?" If the PCs respond “no,” they will be given more time for discussion. If they respond “yes,” and have answered incorrectly, one of the side doors will open. Upon passing through, each PC takes electrical damage as they are zapped (1d4 hp per tier). This opening is a long, winding passage which will eventually lead back to the same door (other side), but the door will have slid shut in their absence unless they took precautions to secure it.

A *magic mouth* on the door asks, “He plows and hoes: He reaps and sows; What soon does every farmer grow?”

The answer to the riddle is *Weary* or *Tired*. If the correct answer is given, the door will open and the *magic mouth* will reply, "And so shall you be, riddling with me!".

Unlimited guesses are allowed to open the door and re-enter the Riddle Room, but passing back through the door activates the electrical trap again. Back in the Riddle Room, the *magic mouth* will still be there. It will repeat the original question.

If the PCs go down a second incorrect passage, when they return to the Riddle Room the *magic mouth* on the back of the door will say:

“Knock, Knock!”

To which they must reply “Who’s there?”

“Fool.”

To which they must ask “Fool who?”

“Fooled you again, fool!”

The door will then allow them back into the Riddle Room to face the original question once again.

After the second wrong answer is apparent, the Raven will begin squawking “Nevermind!” (as usual, trying to confuse the issue) and Eywoz will yell at him “Let me think! Let me think!” Use this as a clue for the PCs.

When they have answered the riddle correctly, the middle door will slide to the side, revealing an opening to a chasm.

The Chasm

You pass through the sliding door of the Riddle Room into open sunlight. There is a wide chasm here that is open to the sky. You are at the bottom of the chasm and rock towers up above you.

The chasm stretches forward and you can see another door across the chasm with a sign posted near it. It is hard to read the sign from here, but you can just make out the word DANGER written in bold letters across the top.

The chasm is about 60' wide and 180' long, heading in a fairly straight path. A flat ledge 50' above flanks the right side: it is about 40' wide and parallels the chasm. The back wall of the ledge is flat and smooth, with a gaping hole where it curves slightly inward, from which a terrible smell emanates.

The hole is the lair of Carrion Crawlers, and Valdar's hunting area. Observant PCs will notice not only the smell, but several small bones lying nearby. If PCs enter they will find a huge shed skin of a Carrion Crawler, which looks like a gigantic centipede.

If they insist on going in further, they are attacked by Carrion Crawlers. These creatures will attempt to paralyze their prey first, then eat it at their leisure.

Eywoz will refuse to go in the cave -- he is not looking for insects and does not like them.

Tier 1: Total Levels 6-13

Carrion Crawlers (3): Int Non; AL N; AC 3(head)/7(body); MV 12; HD 3+1; hp 25; THAC0 18; #AT 1 (bite) or 8 (paralyzing tentacles); Dmg 1d2 (bite); SA (tentacles) save vs paralysis or be paralyzed for 2d6 turns; SD nil; MR nil; SZ L (9' long); ML 20.

Tier 2: Total Levels 14-25

Carrion Crawlers (8): Int Non; AL N; AC 3(head)/7(body); MV 12; HD 3+1; hp 31; THAC0 18; #AT 1 (bite) or 8 (paralyzing tentacles); Dmg 1d2

(bite); SA (tentacles) save vs paralysis or be paralyzed for 2d6 turns; SD nil; MR nil; SZ L (9' long); ML 20.

Tier 3: Total Levels 26-37

Carrion Crawlers (15): Int Non; AL N; AC 3(head)/7(body); MV 12; HD 3+1; hp 31; THAC0 18; #AT 1 (bite) or 8 (paralyzing tentacles); Dmg 1d2 (bite); SA (tentacles) save vs paralysis at -2 or be paralyzed for 2d6 turns; SD nil; MR nil; SZ L (9' long); ML 20.

Tier 4: Total Levels 38+

Carrion Crawlers (30): Int Non; AL N; AC 3(head)/7(body); MV 12; HD 3+1; hp 31; THAC0 18; #AT 1 (bite) or 8 (paralyzing tentacles); Dmg 1d2(bite); SA (tentacles) save vs paralysis at -2 or be paralyzed for 2d6 turns; SD nil; MR nil; SZ L (9' long); ML 20.

The left side of the chasm is rougher, but has strange shapes carved into the stone. They appear to be monstrous and ridiculous looking faces. Anyone glancing that way will notice them. Eywoz will linger, wanting to look at the carvings on the walls of the chasm. He will need to be reminded that he is on an important quest and will need to be reminded what the quest is for.

At the end of the chasm is a large iron door, which is locked. Beside the door is a copper sign with the word DANGER inscribed on it in large letters. Under the word danger, something else is inscribed in very small print: "If you can read this, you're standing too close!" Hold up **Handout #5** at arm's length from the table. Players should not be allowed to examine it closely unless their character is doing so.

If a PC approaches the sign to read it, a powerful spring will ram the sign forward into his face. Damage is tiered: Tier 1, 1d6+2; Tier 2, 1d6+6; Tier 3, 1d6+10; Tier 4, 1d6+16; Tier 5, 1d6+20. Those characters making a successful Dex check receive only half damage.

Under the sign hangs a small key, which will open the door.

Hall of Weapons

Through the iron door lies another hall. Along its walls are several weapons: warhammer, hand axe, mace, dagger, short sword, polearm, spear, and long sword. A stone door blocks the end of the hall, engraved the following inscription: "Blessed is the

first, Blind is the second, the third is Slain, the fourth, Dead, but Brave is the fifth."

Give **Handout #6**.

There is a slot cut into the wall next to the door about two inches wide and a quarter inch thick. A successful Observation check will detect it.

The key to the riddle is the word BLADE, formed from the corresponding letter to each of the clue words (B for the 1st letter of Blessed, L for the second letter of Blind, A for the third letter of Slain, and so on.) A blade stuck into the slot causes the door to open. Nothing else will.

During this encounter, Eywoz will be trying to think of spells that bless, blind, slay, kill and make people brave. He will continually interrupt PCs with questions about "That one spell, you know, necromantic in nature? Something to do with a death knight? What was it called?" He will also call continuously for a priest, insisting he needs to be blessed.

The weapons on the walls are mundane, but if any are removed from the walls a trap is triggered. The ceiling begins grating downward and will crush the PCs in 1d4+1 melee rounds. If the weapon is returned to its place, the ceiling stops moving.

If the trap is triggered, Nevermind will fly back out the door leading to the chasm. He will then transform back into Malto and *wizard lock* the door from the outside, hoping to kill everyone in the trap (PCs roll for surprise at -8).

If Malto is caught, he will quickly surrender when confronted by the PCs. He is, after all, a coward who is afraid to confront anyone openly. Eywoz, though incensed at Malto's treachery, will not let them harm him, but will insist that they bring him along and deal with him later. The Wizard's anger has focused him, and he is able to concentrate much better now.

Play Me a Song

This room is lavishly furnished with thick fur rugs, comfortable velvet cushions and padded couches. A raised dais in the center has three wooden chairs, a stand for music, and a 4' tall harp. Various other instruments are hanging from the walls here. At the far end of the hall are a set of huge double doors, framed by a stone arch. Colored tiles are placed in a row on the floor the entire twenty feet across the huge door way.

As the PCs explore the room, give out the following information as they discover it:

- On the music stand is a piece of paper with the following words written upon it: "Illuminate, illuminate, tiny spheroid in the stratosphere! How I ponder the essence of your existence..."(**Handout #7**).
- Nearly any kind of instrument can be found stored on the walls here, including: a lute, drums, mandolin, lyre, cymbals, bells, flute, fife, tambourine, and trumpet.
- The double doors are carved with an arch and are magically locked. A *dispel magic* successful at 17th level will break the spell.
- The colored tiles on the floor in front of the double doors make different tones when weight is put upon them. Anyone with musical talent will soon discover that they can play a small scale here, by stepping on various tiles in the correct sequence.
- Players must step on the correct tiles to play the song "Twinkle Twinkle little star" for the doors to open. Anyone with a musical proficiency need not make a proficiency check to do this. Otherwise, a successful check of Wisdom at half will allow the PCs to discover the tune. Have a player lead with the others joining in- singing or at least humming the tune. It will take the whole party in cooperation to hit the correct keys at the correct tempo, so anyone that is supposed to be helping should have to hum along!
- The doors have musical notes carved in them, and swing inward when the proper tune is played.

During this encounter Eywoz will glare angrily at Malto the entire time if the apprentice has been caught. If not, he will wander around the room trying out the instruments.

The Lair of Valdar

This huge cavern is approximately 260' x 500', although the sides are rough and naturally hewn. There is an opening to the sky at the south end of the room (a 50' wide shaft leading straight up for 300'), a 75' high shelf 100' wide and 200' deep with sheer sides, and an alcove approximately 60' square, located at the bottom of a 50' deep pit to the east. Coins and gems are strewn about the main cavern, which the dragon uses for a bed. Valdar awaits the PCs on his perch on the ridge overlooking his vast treasure hoard.

This cavern is huge, larger than any you have seen. It is made of rough hewn rock in places, and its sheer sides stretch up to the towering ridges above you. At

the far end, a straight duct rises upward until it opens to the late afternoon sky.

Perched upon one of the wide, comfortable ridges lounges a huge copper dragon. His scales glint with light and have a greenish hue.

He smiles at you and flicks his tongue between his teeth. "Thank you! I always like a little music before dinner . . . not you of course, it's just that it's getting to be dinner time! Would you care for a Game of Riddles?"

Valdar the Copper Dragon (1): Int High; AL CG; AC -7; MV 9, Fl 30(C), Jp 3; HD 19; hp 200; THAC0 3; #AT 3 + special (front or rear claw/wing 1d6+10 [with wing buffet or kick, Dex check or knock prone], bite 5d4+10, tail slap 2d6+10); SA breath weapon (1/3 rounds *slow* gas, 30' long x 20' high x 20' wide cone, save vs. breath weapon or *slow* for 30 minutes, or 70' long x 5' wide acid spurt, 20d6+10 hp dmg, save vs breath weapon for half) or spells & innate magic use; SD as described; MR 35%; SZ G (110' body + 80' tail).

Innate abilities: Immune to acid, *fear* 40 yd radius - 2 to saving throws, *spider climb* stone, *forget* 1/day, *transmute rock to mud* 1/day, *neutralize poison* 3/day, *move earth* 1/day, *stone shape* 2/day.

Spells in Memory: *Detect magic*, *magic missile*, *sleep*, *magic mouth*, *invisibility*, *hypnotic pattern*, *dispel magic*, *cure light wounds*, *sanctuary*.

Gems of spell storing: 4 Fire Opals, each containing the spell *cantrip*.

Valdar is curious about his visitors and has greatly enjoyed watching their journey through a *scrying* device. He will welcome the PCs to his home, unless they have been unkind to Korve and his friends.

If the PCs have been kind, he will offer them a riddle game. Each one has an opportunity to come up with a song, riddle, or joke that pleases him. PCs should do this individually and roleplay it out. A successful Charisma check allows them to succeed (Judges should modify the check based on how well the PC roleplayed the joke or riddle). If the Charisma check fails, the joke is on them, and Valdar will use *cantrip* to turn their skin a funny color, grow their hair, or some other type of trick he finds humorous. The effect only lasts for the day.

Valdar will let any PC who pleased him with their wit or was a good sport to his jokes to pick an item from a treasure pile. All items in the pile radiate magic, as *Nystal's magical aura* has been cast upon them. PCs will not know any special properties of the items, but

they may inspect them carefully before choosing. Give the PCs **Handout #8** describing the items.

Valdar will gladly trade Eywoz a vial of his acid for 3 potions, but only after teasing him mercilessly: if he is the wizard he was, then why must he become the wizard he was instead of being the wizard he is?

If Malto's treachery has been discovered, Valdar will offer to take Malto as a servant and only ONE potion in exchange for the acid. Eywoz will accept.

No Place Like Home

Having completed your quest, you return with Eywoz to his tower. He invites you to stay the night, and you are able to return to Ravens Bluff the following day.

Eywoz is able to successfully complete his potion in the next week. He manages to get the proper proportions of ingredients and transforms himself to a 40-year-old mage, curing his senility.

Be sure to ask the PCs if there is anything they wish to do upon returning to the tower or when they arrive at Ravens Bluff before scoring packets.

Any PC who indicates they will return to the Silver Shot and share their tale with Haela will get one free round of drinks for the story, but no Fame.

The End

Experience Point Summary

Experience is calculated as follows for Living City events:

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

| | |
|---------------------|----|
| Tier 1 Levels 6-13 | X1 |
| Tier 2 Levels 14-25 | X2 |
| Tier 3 Levels 26-37 | X3 |
| Tier 4 Levels 38+ | X4 |

PCs should get the experience points of the tier for which they qualify, regardless of which tier is actually played. For example, if you have a Tier 3 group and you have to bump up the combats one tier to challenge

them, they still get the experience points for a Tier 3 group, not for a Tier 4 group.

| | |
|-------------------------------|--------|
| Defeating Undead | 100 xp |
| Joining Korve's Party | 50 xp |
| Gaining Korve's Clue | 50 xp |
| Everyone Survives Traps | 100 xp |
| Getting Past Statue Guards | 100 xp |
| Solving the Riddle Room | 25 xp |
| Solving Blade Riddle | 25 xp |
| Defeat/Avoid Carrion Crawlers | 50 xp |
| Catching Malto | 100 xp |
| Helping Eywoz get the Acid | 100 xp |
| Playing the Riddle Game | 50 xp |

Total Experience for objectives: 750 xp
 Discretionary roleplaying experience 0-500 xp
 Award these points for consistent character portrayal. You can award any amount in the range to any character.

| | |
|----------------------------------|-----------------|
| Total Possible Experience | 1,250 xp |
| Tier 2 | 2,500 xp |
| Tier 3 | 3,750 xp |
| Tier 4 | 5,000 xp |

Treasure Summary

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

1. 1,000 gp each, as agreed upon with Eywoz
2. Dragon's Treasure. Each PC may choose ONLY ONE of the following. PCs pick their own treasure. Items not chosen are NOT to be given out!
 - Bronze spyglass (nonmagical). This bronze spyglass works as a normal spyglass and is worth 1,000 gp. However, when used, it leaves a circle of black grease around the user's eye.
 - *Copper dragon scale necklace* (temporary magic item). This necklace is a single gold strand with a small copper dragon scale hanging from it. It provides the user with protection from acid, giving a +2 to the wearer's (but not items) acid saving throws. Each use drains one charge. There are 4 charges. The necklace cannot be recharged.
 - *Bottle of Piff* (temporary magic item). This blue bottle labeled "Piff" contains a bluish gas. When opened, the gas escapes with a Piff! and anyone within 10' disappears. This works as an *invisibility 10' radius* spell. There are three

“Piffs” within the bottle. The bottle cannot be recharged.

- Lace handkerchief and pepper dust (nonmagical). This lace handkerchief contains 5 pinches of the finest ground pepper dust. When flung into the air, and a successful to hit roll is made, the dust causes the target to save vs. breath weapon or sneeze for one round. The dust may also be used to elude tracking by scent, if sprinkled onto one’s trail.
- *Short sword that goes FOOM!* (magic item). This magical *short sword +1* has a beautiful amber gem inlaid in its hilt and comes with a matching scabbard, also inlaid with amber. It only functions magically when kept as a set. When the sword is drawn from its scabbard, it makes a loud FOOM! noise. All creatures within 20’ must make a surprise roll, modified by -3 (unmodified if they expect to hear this noise). Those who fail their surprise roll must act after the sword wielder in the round. Creatures of animal intelligence and acute hearing find the sound so irritating that once they recover, they will immediately shift their attacks to the wielder. This power only works one time on a given set of foes, in the same way that turning undead applies to groups of undead.
- Pair of ivory-handled throwing daggers (nonmagical). These throwing daggers are perfectly balanced. Because of their fine craftsmanship, they afford a +1 to hit only. They are not magical. The daggers are valued at 1,000 gp for the set.
- *Brooch of squirting* (magic item). This stone brooch was crafted by the ancient copper dragon Valdar. It depicts a hideously ugly face in a silly grimace. When worn, this brooch will activate a *cantrip* spell whenever a face comes within 1’, squirting water at the target. It does no damage, except perhaps to the gawker’s pride. It cannot disrupt spell casting or affect combat initiative in any way, and is governed by the rules which apply to *cantrip* spell effects.

Fame award:

None. If the PCs go tell their story at the Silver Shot. If they do, they get a free round of drinks.

Players Handout #1

Powerful Wizard seeks brave companions for exciting quest.

For details, see Haela at the Silver Shot.

Players Handout #2

Wizard seeks brave companions for aging quest. Clever wit required. Bashers need not apply. Report to Eywoz the Wonderful. Time is of the Essence.

Players Handout #3

Here dwell'd Brigtor the Red, Lord of Clan Hamdring.

Players Handout #4

**A precious gift this-
Yet it has no beginning and no end
And nothing in the middle**

DANGER

if you can read this you're standing too close

Players Handout #6

Blessed is the first; Blind is the second; the third is Slain; the fourth, Dead; but Brave is the fifth.

Players Handout #7

Illuminate, illuminate, tiny spheroid in the stratosphere! How I ponder the essence of your existence...

Player Handout #8

1. Bronze spyglass: Cast in bronze, this spyglass is capable of increasing the distance one can see clearly.
2. Copper dragon scale necklace: This necklace is a single gold strand with a small copper dragon scale hanging from it.
3. Bottle of Piff: This blue bottle labeled "Piff" contains a bluish gas.
4. Lace handkerchief and dust: This fine lace handkerchief contains 5 pinches of the finest ground dust.
5. Short sword: This short sword has a beautiful amber gem inlaid in its hilt and comes with a matching scabbard, also inlaid with amber.
6. Pair of ivory-handled throwing daggers: This pair of ivory handled throwing daggers are perfectly balanced
7. Stone brooch: This stone brooch was crafted by the ancient copper dragon Valdar. It depicts a hideously ugly face in a silly grimace.

DM Handouts - Eywoz and Malto

Eywoz the Wonderful, hm W16: AL NG; AC -1 (*Ring of protection* +3, *robe of the archmagi* AC 5, modified Dex adjust); MV 9; hp 36; THAC0 17; #AT 1; Dmg 1d6 (staff +2); SA spells; SD *Robe of the archmagi DMG* p 177, *ring of spell turning*; Str 5, Dex 18, Con 12, Int (19)9, Wis (17)8, Cha 8; MR 5% (*robe of the archmagi*); SZ S (3'6).

Magic items: *Staff* +2, *robe of the archmagi*, *ring of protection* +3, *ring of spell turning*.

Spells: Due to extreme senility, Eywoz's spells have a chance to fail which increases the more complex the spells get. If a spell fails (% listed or lower is rolled) roll the botched spell table provided. This requires some adjudication on the part of the DM. Be creative, and go for the humorous.

1st Level (20% failure) - *comprehend languages*, *detect magic* x2, *unseen servant*, *protection from evil*, 2nd Level (40% failure) - *knock* x3, *ESP*, *detect invisibility*, 3rd Level (50% failure) - *invisibility 10" radius*, *dispel magic* x2, *suggestion*, *secret page*, 4th Level (60% failure) - *dimension door*, *polymorph other*, *stoneskin* x2, *wizard eye*, 5th Level (70% failure) - *telekinesis*, *transmute rock to mud*, *wall of force*, *advanced illusion* x2, 6th Level (80% failure) - *glasse*, *mordenkainen's lucubration*, *repulsion*, 7th Level (85% failure) - *prismatic spray*, *power word: stun*, 8th Level (90% failure) - *serten's spell immunity*.

Botched Spell Table

- 1 Nothing Happens
- 2 Opposite Desired Result
- 3 Random Target Affected
- 4 Random Spell of Same Level
- 5 Nothing Happens
- 6 Spell Functions Partially

NonWeapon Proficiencies: Read/Write, Fire-Building, Brewing, Alchemy +1, Animal Training (Raven), Ancient History/Vast, Ancient History/Local, History of Magic in the Realms, Herbalism, Spellcraft, Languages: Elven, Dwarven, Ancient Elven, Good Dragon, Common.

Eywoz is about 3'6" tall and has curly blond hair and sky blue eyes. He is wearing a long wizard's robe that is many sizes too big. The sleeves are rolled up and the robe is bloused out and tied with a rope in an attempt to shorten it. When he walks he has difficulty keeping from tripping on it (this accounts for his Dex adjustment to AC being only -3).

Malto (Nevermind), hm, M6: AL LE; AC 3 (*armor*, Dex adjust); MV 12 (Fl 36(B)); hp 28; THAC0 18; #AT 2/1 (thrown dagger); Dmg 1d4+1 (thrown dagger); SA Spells; SD nil; Str 17, Dex 17, Con 16, Int 16, Wis 9, Cha 9; MR nil; SZ M (S); ML 9.

Magic Items: *Gems of spell-storing*: (stolen from Eywoz): *confusion*, *fear*, *passwall*, *Prismatic spray*.

Spells: 1st level - *udetect magic*, *phantasmal force*, *spook*, *tenser's floating disc*; 2nd level - *invisibility*, *wizard lock*; 3rd level - *fireball*, *spectral force*.

NonWeapon proficiencies: Read/Write, Ancient History/Local, Spellcraft, Brewing, Elven, Ancient Elven, Cooking, Appraising, Fire-Building, Swimming

Malto is a clever, greedy coward. He has served Eywoz well for years, and believes he now deserves his reward.