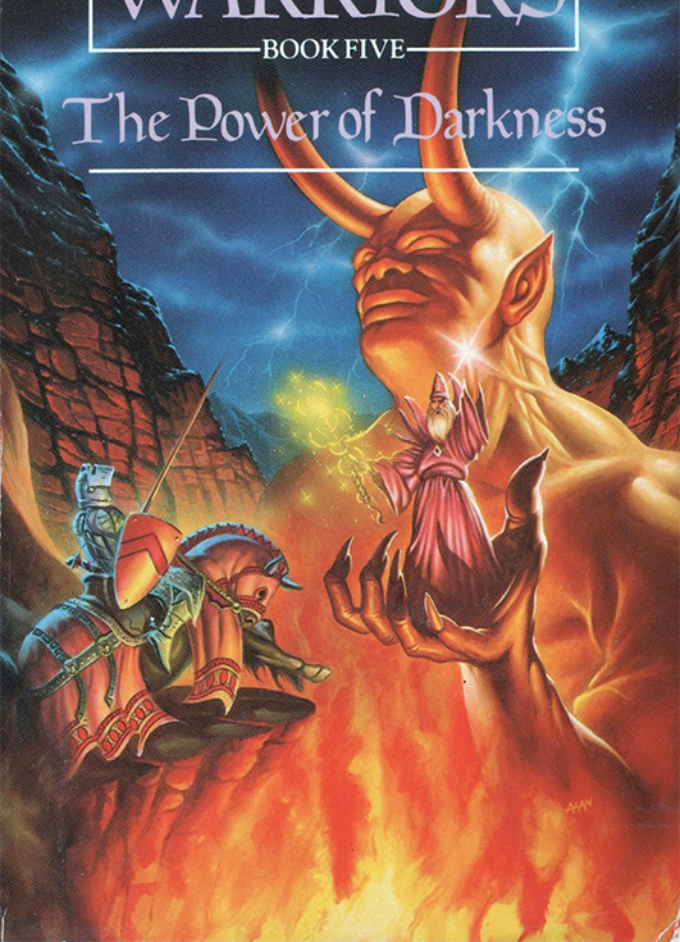


THE ULTIMATE ROLE-PLAYING GAME

DRAGON WARRIORS

BOOK FIVE

The Power of Darkness



THE ULTIMATE ROLE-PLAYING GAME

**DRAGON
WARRIORS**
—BOOK FIVE—

The Power of Darkness

Oliver Johnson

**Illustrated by Bob Harvey and
Geoff Wingate**

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THE POWER OF DARKNESS

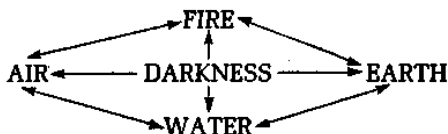
ELEMENTALISTS

Minimum requirements

To be an Elementalist, a character must have scores of at least 9 for both Intelligence and Psychic Talent.

Casting elemental spells.

There are five elements - Fire, Air, Water, Earth and Darkness. The Elementalist chooses one of these as his main category and two other subsidiary elements. The latter must be adjacent to the main element on the diagram below.



Thus, an Elementalist who specialized in Fire magic could not take Water magic as one of his subsidiary elements. Darkness magic cannot taken as a subsidiary group: it must be the character's main specialization.

Elemental spells are cast using Magic Points which are in all ways equivalent to a Sorcerer's MPs.

Magic Points

The Elementalist has a separate Magic Point score in each of his elemental categories. Magic Points within one category cannot be used to cast spells of another category - so Fire MPs cannot be used for Earth spells, for instance. The number of Magic Points that an Elementalist will have in each category is shown below.

<i>Rank</i>	<i>MPs in main category</i>	<i>MPs in second and third categories</i>
1st	3	1 in each
2nd	6	2 in each
3rd	9	3 in each
4th	12	4 in each
5th	15	5 in each
6th	18	6 in each
7th	21	7 in each
etc		
.. .Nth	3N	N in each

Recovering power

When all the Magic Points set aside for an element have been used up, that category is depleted. The Elementalist cannot use spells of a depleted category until he performs a Ritual of Recovery. The Ritual must be performed at a specific time of day in which the element is ascendant. The appropriate times are:

Elemental category Ritual must be performed at. . .

Fire	sunrise
Air	noon
Water	moonrise
Earth	moonset
Darkness	sunset

The Ritual of Recovery restores the Elementalist to full *Magic Points in that category only*. His other categories, if depleted, require a separate Ritual.

A Ritual of Recovery cannot be performed until the elemental category is *completely depleted*. That is, Magic Points must have reached zero in that category for the Elementalist to get his stock back. Only one Ritual of Recovery (of any sort) can be performed by the Elementalist in a given twenty-four hour period.

Further notes

Armour does not affect an Elementalist's power although he is hampered by wearing heavy armour in combat just as a Sorcerer is (Book one, p 42). Like a Sorcerer, he can put extra Magic Points into a direct-attack spell to help it penetrate magic spell-barriers, etc (see Book Two, p 17). Spell Expiry Rolls (Book Two, pp 11-12) apply to most durational spells, and if the Elementalist terminates such a spell prematurely he gets back half the Magic Point cost, rounded down. (Compare Sorcerers, Book Two, pp 18-19.)

CHARACTER CREATION SUMMARY - ELEMENTALIST

- A. 3d6 for each characteristic
- B. Health Points: roll 1d6 + 4
- C. Basic ATTACK 11, DEFENCE 5
- D. Basic MAGICAL ATTACK 15, MAGICAL DEFENCE 5
- E. Basic EVASION 3

(These scores increase with rank in the same way as Sorcerer's scores do.)

- F. Initially equipped with lantern, tinderbox, sword, staff and shield, 2-20 Florins, hardened leather armour
- G. Magic Points: 3 in main category;
1 in each of the two subsidiary categories.

Elementalist spells

Level

Element

EARTH

1. Abundance
2. Spider Magic
3. Forest Murmurs
4. Create Bog
5. Roots
6. Rock Wall
7. Fissure
8. Give up the Dead
9. Tremor
10. Summon the Man of Stone

AIR

1. Create Light Breeze
2. Stargaze
3. False Rumours
4. Windwall
5. Summon the Host of the Air
6. Intangibility
7. Garrote
8. Flight
9. Spin
10. Banshee

WATER

1. Rain
2. Wave Mastery
3. Icewall
4. Walk on Water
5. Ice Spear
6. Breathe under Water

7. Blizzard
8. Freeze
9. Lightning
10. Summon Tsunami

FIRE

1. Candle
2. Pyrotechnics
3. Fire Arrow
4. Sheet of Flame
5. Protection from Fire
6. Extinguish
7. Flash
8. Fire Weapon
9. Conflagration
10. Summon the Holocaust

DARKNESS

1. Catpaw
2. Darkeyes
3. Benight
4. Curtain of Night
5. Javelin of Darkness
6. Shadowfall
7. Summon the Creatures of the Night
8. Eclipse of the Moon
9. Shadow Self
10. Summon Balor, Prince of Darkness

Basic equipment

Each Elementalist requires an article of basic equipment which he must carry about with him at all times. These articles are the channels through which the elemental magical forces are focused. They are not part of

the character's initial equipment and must be purchased or otherwise obtained in the course of the game. Without one of these items of basic equipment, the Elementalists can only cast his spells at twice the normal Spell Point cost.

	<i>Equipment</i>	<i>Market price of equipment</i>
Earth Elementalists	Vine root staff	5 Florins
Air Elementalists	Aeolian harp	10GPs
Water Elementalists	Crystal phial of pure spring-water	1GP
Fire Elementalists	Piece of volcanic rock carried as an amulet	5 Florins
Darkness Elementalists	Orb of darkness - consists of two hemispheres that can only be unscrewed by mastering a complex system of arcane twists. Otherwise it is unopenable and indestructible.	This cannot be bought at market and can only be obtained from another Darkness Elementalists. Orbs can only be constructed in the Lost City of Nem by an Elementalists of 8th rank or higher.

Darkness Elementalists, the other elements and their geases

Darkness Elementalists, like other Elementalists, may use spells from two other categories of element. Such spells, though, never have quite the same effect as they

would have had if they had been cast by a non-Darkness Elementalist. Frequently they are more potent. Explanations of these variants are appended to the various descriptions of the spells.

The Darkness Elementalist is an outcast from society and his practices are reviled by all good men. Servants of darkness incur certain penalties for their perverted ways: these are known as geases and are inflicted on those who use darkness magic. Explanation of these geases will be found after each description of the darkness spells.



EARTH ELEMENTALIST SPELLS

Basic equipment for all Earth Elementalists: a gnarled vine root fashioned into the shape of a staff.

1. **Abundance** (Durational-Spell Expiry Roll applies)

The Elementalist must find a soft patch of earth into which to thrust his staff. He may then cast the spell on to the staff; any fruit, of the Elementalist's choice, will emerge sprouting from the side of the haft. This will occur at the rate of one fruit per Round until the Spell Expiry Roll takes place. A whole feast of fruit may be provided in this way, given lucky rolls!

Darkness

If this spell is cast by a Darkness Elementalist, the fruit produced contains a medium poison, although superficially it is even more appetizing than the fruit produced above.

2. **Spider Magic** (Range: 10m)

This is essentially a concealing spell. The sorcerer may cast the spell on a well-used path, for example, and immediately the undergrowth will spring up making it look disused; or he may cast the spell over an archway and spider's webs will appear making it seem as if no one has passed in this direction for a long time. Any such non-aggressive, creative use of animal signs or limited plant growth is allowed. It will only affect an area in a 10m radius of the caster.

Darkness

If this is cast by a Darkness Elementalist, the plant growth/spider webbing etc will not cease within a 10m radius but will continue to expand at a rate of 1m per Round until a Spell Expiry Roll takes effect. The plant

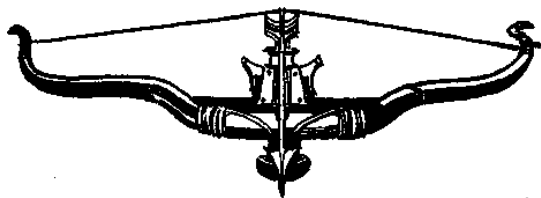
growth is apidic and, if touched, will cause the loss of 1 *Health Point* or one point of permanent damage to a character's Armour Factor if he is wearing armour. The spider's web is similarly acidic.

3. **Forest Murmurs** (Time limit: 10 minutes)

This spell allows the caster to communicate with wayside plants. The plants' memory only stretches back for twenty-four hours and they have no sight so cannot describe the appearance of people or things that have passed their way. However, they will be able to report the number of people and the time they passed (whether daylight or nighttime), report snatches of their conversation etc. They are also capable of detecting the aura of magic. Unfortunately this method of communicating with inanimate bodies is not totally foolproof and the GM should roll for a 10% chance of the information being a false rumour.

Darkness

Any Darkness Elementalist, fearing that he is being followed, may cast the spell on a large stretch of path where he thinks his pursuers or enemies may stop. If they attempt to cast the normal *forest* murmurs spell, the rumours that the pursuers receive will always be false ones.



4. **Create Bog** (Range 10m: Durational-Spell Expiry Roll applies).

This is an aimed spell and the caster must pit the spell's SPEED of 12 against his opponent's EVASION. If the opponent fails to dodge, he will find that the ground at his feet has turned to a thick, viscous sludge which will temporarily immobilize him. Characters wishing to escape embogment should make a d20 roll under their Strength for each Round they are thus trapped. If they make the throw, the GM must assume they have managed to pull themselves free of the mire.

Darkness

The bog so created is a bottomless one and a character thus captured will sink without trace unless he pulls himself free or is otherwise saved.

Both categories are subject to the normal Spell Expiry Rolls.

5. **Roots** (Range 20m: Durational-Spell Expiry Roll applies)

The sorcerer casts a directional spell which causes any roots around the vicinity of his opponent's feet to spring from the ground and grasp at his ankles. The spell will affect any opponent within a 2m radius of where the spell lands. The number of roots appearing will vary depending on terrain: Forest: 10 roots; Open ground, temperate climate: 6; Open ground, cold climate: 4; Open ground, dry climate: 2; Desert: 0.

Each root has to be evaded: SPEED of root = 16

Characters are immobilized when held by a root. If the character is held by four roots, assume that all his limbs have been pinned and that he is borne to the ground, unable to move until the Spell Expiry takes place. A character who still has one hand free can attempt to hack himself clear by striking out at each root around him. The roots have 4 Health Points each.



Darkness

The roots called up not only seize limbs but also strangle and crush: assume damage (d6,4) for each root in contact with the victim.



6. **Rock Wall** (Range 10m: Durational-Spell Expiry Roll applies)

An Elementalist may cast this spell on any free-standing rock and make it grow to ten times its normal size, on condition that the sorcerer is capable of physically lifting the original rock himself. As a rough guide, only rocks half the size of the average human body can be lifted in this way. These rocks can be used to block up doorways, topple down on enemies etc. The rocks will keep their blown-up shape until a Spell Expiry takes place.

Darkness

The same as above, but in this instance, no Spell Expiry Roll takes place and the transformation is permanent. A Darkness Elementalist could entomb someone behind one of these large rocks forever.

7. **Fissure** (Range 1m: Permanent effect)

This spell causes a 3m-wide fissure to appear in any surface in front of the caster. The fissure will extend 5m to either side of the caster and will be 5m in depth.

Anyone standing in the affected area must evade the **SPEED** of the fissure (18) or fall into it (1d6 damage). Anyone trying to jump the fissure will find that they have to roll under their *Reflexes* on a d20 to succeed. A fissure will appear in any terrain, on the surface or underground.

Darkness

The pit is filled with churning teeth of rock that will prove to be instantaneously fatal to anyone falling into it. A Spell Expiry applies to these "teeth", although in both cases the fissure will remain a permanent feature.





8. Give up the Dead (Range 10m)

The caster calls up the buried remains of all those interred within a 10m radius. This applies to human corpses as well as animal bodies. It does not apply to anyone or anything that has not been buried at least one lunar month. These undead creatures will serve the caster as bodyguards or perform simple tasks for him, but they are subject collectively to a Spell Expiry Roll, so their usefulness could be of limited duration. The state of the temporarily resurrected bodies will vary somewhat, but assume that all humans dis-interred have the basic skeleton characteristics.

ATTACK 11

DEFENCE 5 Armour Factor 0

MAGICAL DEFENCE 3

EVASION 3

Movement: 10m

Health Points 1d6 + 1

Rank-equivalent: 1

For animal skeletons, assume that they have *half* the Health Points, ATTACK, DEFENCE and MAGICAL DEFENCE that a living member of their species would have.

Chances of raising the dead:

Graveyard or other burial ground - 95%: 1-12 skeletons

Ancient ruins, catacombs etc - 60%: 1-6

Open Ground - 10%: 1-2

Once the Spell Expiry Roll takes effect, the corpses will fall to the ground as heaps of bones.

Darkness

The necromancy is permanent, and the skeletons of man and beast will follow the spell caster until they are destroyed.

9. **Tremor** (Range 20m: Durational-Spell Expiry Roll applies)

This spell causes a violent tremor of the earth's surface which increases in intensity as time elapses. The spell affects an area 10m across and anyone or anything in this radius will find that they are taking damage. The spell is subject to a Spell Expiry Roll. Consult the table below for damage.

Round

1. A slight shaking in the earth's surface is noticeable beneath the soles of the feet. The surface of liquids held in cups etc begins to ripple, birds leave their nests and take flight.
2. The earth is now vibrating so fast that the surface of it ripples. If it is covered by flagstones etc these will begin to gently undulate up and down. All animals in the area will cry out in fear. Fixtures on the wall will collapse from their hangings, and cups will overturn spilling their contents.
3. The first Round in which anyone still in the vicinity of the tremor will take damage. The shaking is now so intense it jars the bones, cracks paving stones and exposes the roots of trees. Damage d4 (armour doesn't protect).
4. Human jaw bones are now chattering together like castanets, the walls of buildings are shaking, and cracks are appearing in them. Paving stones appear like waves rolling on a sea. It is nearly impossible to keep one's footing (d20 roll under *Reflexes*). Damage 2d4 (armour doesn't protect).
5. No one can stand up and hence escape the zone of the tremor. Destruction is assured for them and they will take a further 1d4 damage to the 2d4 damage per Round that they are already taking. If in an enclosed space, ceiling masonry etc will now begin to fall, posing an additional threat. Fissures will appear in the earth, swallowing

humans, trees, articles of domestic furniture, or whatever else is appropriate to the place.

6. *Total destruction*: normal wooden buildings (but not citadels or castles) will collapse in on themselves, the earth will split open revealing a great chasm into which all things will fall and where nothing can survive.

Darkness

The effect of the spell is not subject to an Expiry Roll: destruction is assured of any wall or building in the area where this spell is cast.

10. **Summon the Man of Stone**

If the sorcerer finds himself in a rocky area where there is plenty of free-standing stone, he may summon up a titanic figure made of rock who will serve him until the Spell Expiry Roll takes place.

ATTACK 30 Fist (d8 + 2, 8)

DEFENCE 24 Armour Factor 6

MAGICAL DEFENCE 17

EVASION 8

Health Points 24

The Stone Man will be able to break through walls and always travels in a directly straight line once freed of its summoner's control. It will disappear after exactly one hour.

Darkness

The creature summoned is different to that above. It batters on to the flesh of living men, delighting in grinding their bones between its stony jaws. Such a Stone Man released on a settlement could devastate its population within minutes, so it is perhaps fortunate that, like its relative above, this juggernaut only remains on this plane for one hour's duration. Like the species above, the titan moves in straight lines and can burrow through cliffs and subterranean tunnels.

AIR ELEMENTALIST SPELLS

1. **Create Light Breeze** (Range 10m)

The caster can affect the course and strength of the air. By doing this he will be able to change the wind direction so that he can hear a whispered conversation at 10m, blow out candles or lanterns, or spread the progress of a fire in a particular direction. The caster may also use the spell to bring a pocketful of breathable air to an airless room, although he will not be able to use the spell to allow him to breathe under water.

Darkness

As above, except that when reversed the breeze carries false rumours and the sounds of conspiratorial whispering to a person of the caster's choice.

2. **Stargaze**

The element of wind and Air leads one's thoughts naturally to the sky. Stargaze is a sorcerous ability to reduce the effect of hardship on the caster's mind, making him able to bear hunger for a week without visibly weakening, and enabling him to stand in combat although his *Health Point* total may have gone below 0. If the caster should continue in combat until he is at - 3 he will collapse dead. Stargaze will also allow the caster to hold his breath underwater for twice the usual time, endure twice the strength of heat as any other man, twice the cold etc. Each casting of the spell lasts for one day.

Darkness

The caster may negate the effects of adversity altogether. Wounds inflicted on him will cause no reduction in his Health Points, nor will fire and lack of air. Food will act like a poison on the body. At the same

time, the caster will not be able to affect anyone or anything else physically; thus, he will not be able to enter into combat or even open a door although he will be able to pass through a *Wall of Fire* totally unharmed. This condition will last for exactly one day. At the end of that day the caster must make a roll against a MAGICAL ATTACK of 1d6 + 10 or he will find that his body begins to evaporate into a vapour until all that is left of him is a thin wraith of ethereal smoke.

3. False Rumours

A more potent spell than the darkness variant of Create Light Breeze in which the caster subdues the spirits of the air and makes them set up aural illusions to mislead the enemy. Any distortion may be added to the sound (from scraps of a conversation, the clank of armour, the sound of falling bodies, of marching armies, of song etc.) to make these noises in some way threatening to the person listening to them.

Darkness

The sound created is always that of a demoniacal moan that will turn the hearer mad (see Madness Table, p 55) if they fail to resist a *fright attack* of 14.

4. Windwall

The caster may create a wall of wind around his body, or use the wall to block a corridor immediately in front or behind him. The wall of wind thus created is 1m thick and stretches for more than 10m to either side of the caster of the spell. Stepping into the wall is rather like stepping into the centre of a typhoon: on the first Round anyone doing so will take 1d8 points of damage (armour does not protect) and will continue to do so for as long as they remain in the wall. The only way to break through the wall is to roll under one's Strength on 2d20.

The wall is subject to a normal Spell Expiry Roll.

Darkness

The wall will advance forward at the rate of 1m per Round and therefore can be used offensively against people trapped at the ends of corridors etc.

5. Summon the Host of the Air (Range 1 mile)

The caster attracts to himself all those creatures currently in flight through the medium of air in a mile radius. These he may instruct to do as he wishes, getting them to attack his enemies or instructing them to spy out the land etc. The caster will be able to communicate in simple terms with the summoned creatures. Some terrains may not, of course, be suitable for various types of creature. There may not be even a single insect in an Arctic waste or an arid desert, but assume the following in a temperate climate:

Roll d6

1. A few miscellaneous insects.
2. Insects as above and one or two birds.
3. A swarm of insects and one or two birds.
4. A cloud of stinging insects.
5. A bird of prey that could attack an opponent.
6. A flight of birds of prey capable, of carrying the caster in flight.

Darkness

The caster always manages to summon a swarm of insects and a flight of birds of prey to himself (as in 6 above).





6. Intangibility

This spell allows the caster to pass through the thickest of walls as if they were made of air: no barrier will be able to stop him apart from enchanted metal. His incorporeal body will take d6 points of damage if it is hit by or passes through enchanted metal. The spell is risky, particularly if the caster wishes to travel some distance underground or through a wall. The spell is subject to a normal Expiry Roll and if it wears off while the sorcerer is travelling through something solid, he will be instantly crushed to a pulp. While intangible, the caster cannot cause any damage in combat etc.

Darkness

If he wishes, the Darkness Elementalist may reverse the effect of the spell and cast it on to an opponent, thereby making him ineffective in combat. A normal MAGICAL ATTACK vs MAGICAL DEFENCE roll must be made, of course.

7. Garrote

This spell (which must be dodged—SPEED 19) causes a mysterious constricting band to appear around the throat of an opponent, exerting enough pressure if the caster Wishes to throttle him, although the pressure can be relaxed or increased as he desires. The only way to release the grip of the garrote is for the victim to roll under his Strength on 3d20, in which case, he has broken the cord. Otherwise assume 3 Health Points of damage taken by the victim each Round until he is dead.

Darkness

If the victim does not evade the spell, the air implodes around his head causing d20 points of damage automatically and leaving the victim deaf.

8. **Flight**

The caster may use this on himself and fly through the air for one hour. The spell cannot be used on another person except by a Darkness Elementalist. When in flight, assume that the caster can move through the air at twice his normal movement rate. He may carry anything up to his normal encumbrance, but this will usually preclude carrying other people unless he is either very strong or has shed all his equipment.

Darkness

Darkness Elementalists may cast flight on to other people (their **MAGICAL ATTACK** vs **MAGICAL DEFENCE**) but can only control those person's flights whilst they are still in sight. The controlled persons cannot in any way control their own flight. Indeed, the Darkness Elementalist may find putting flight on to one of his enemies and then flying them into the ground from a great height a convenient way of disposing of them.

9. **Spin**

A character may cast this on an opponent (who has a chance to resist its effects). If they fail they will begin to rotate, slowly rising into the air. The rotation of their body will become quicker and quicker until they eventually fly apart limb from limb. If a Spell Expiry takes place they will immediately return to the earth, over which they will have been spinning at a height of 2m. Assume the character will take d2 damage per Round of spinning (no armour protection).

Darkness

The effect is the same, apart from the fact that the victim will bore down into the ground causing d6 damage per Round (no armour protection).

10. Banshee

The Elementalist may summon a Banshee, an animate vortex of violent, shrieking wind. The Banshee will deafen anyone within a 10m radius apart from the spell caster. The Elementalist may direct the Banshee to attack one opponent specified by himself. The Banshee will pursue this victim until it has achieved its goal, which is to implode upon its victim. This implosion causes immediate death on the victim's part.

Darkness

The Banshee thus summoned will not be satisfied by just one victim but will run amok, its Banshee shrieking increasing as it sucks in the screams of its victims. It will only dissipate once it has destroyed one hundred victims.

ATTACK 17 Implosion (Death)

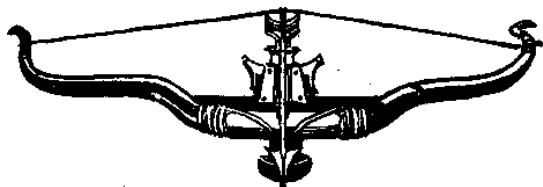
DEFENCE 12

MAGICAL DEFENCE 16

EVASION 8

Movement: 25m

Health Points 18 (immune
to nonmagical weapons)



WATER ELEMENTALIST SPELLS

1. Rain

The caster causes a light rainfall in a small area of 5m radius; this will last for five minutes and will yield two gallons of drinkable water if it is all collected. The rain can also be used to extinguish the lights of foes etc.

Darkness

The spell is the same except that the water is now mildly acidic, although this is not immediately noticeable when it is being drunk or touched. Treat the water as a mild poison if drunk, or as a weak acid which will corrode armour etc if it is exposed to the water for a long time.

2. Wave Mastery

The Elementalist may control the movement and direction of the waves, being able to propel any size of ship in a particular direction, even when the ship would otherwise be becalmed. Similarly, he can reduce wave activity in a radius of 10m around himself. Thus, a 6m wave can be reduced in size to a 3m one, and other wave movement can be similarly halved; queasy lords often employ the services of Water Elementalist on a long sea journey.

Darkness

The Darkness Elementalist may propel other craft away from him using wave mastery. He can also create one mini tidal wave of 6m height and aim it at any given target. A 6m wave will swamp any small craft about the size of a caique. Other ships can expect to be badly damaged (1d6 Ship Points loss; see Book Six) by being struck by the wave.

3. Icewalk

The caster may throw up a wall made of solid ice in front of him, around himself, or around an opponent as long as they are standing within the 2m radius of the spell's effect. The ice wall is 1m thick and will extend 5m to either side of the caster. If the spell is used offensively the victim will be entrapped if he fails to evade the spell SPEED of 10. It will take one man hour to break through the ice wall with a weapon although the ice will have completely melted within six hours in a temperate climate.

Darkness

The ice barrier thus created does not melt and is more impervious to the blows of humanity. As a spell of entrapment it is more useful than the version above. It will take one day for the victim of the entrapment to break through the barrier (assuming he has a sword, axe or mace to use for this purpose) and the ice itself will not melt even in the brightest sunshine.

4. Walk on Water

The Elementalist may cast this on himself and walk on any watery surface as if it were solid ground. Unfortunately this spell is subject to an Expiry Roll, so many an Elementalist has been discomfited by suddenly disappearing beneath the surface on which he was treading in front of his friends. It is therefore perhaps advisable for use on short crossings only.

Darkness

The Spell Expiry Roll does not apply to the darkness version of the above spell: instead, the caster may walk on the water for exactly one hour before the effects of the spell wear off.

5. Ice Spear

A glittering shard of ice, the shape and length of a normal throwing spear, will appear in the Elementalist's hand. No matter what the caster's normal ATTACK is, it will be 20 with this weapon, reflecting the magical homing qualities it is imbued with. The spear is effective over the normal ranges for a javelin and will do d10, 8. It will instantly dissolve on impact with the target.

Darkness

The same as above, except that if the spear penetrates armour, the victim is subjected to a direct attack spell (caster's MAGICAL ATTACK vs victim's MAGICAL DEFENCE) of Paralysis (Book Two, p 65).

6. Breathe under Water

The caster will find that without holding his breath he is able to stay underwater for ten minutes at a stretch. At the end of this period he will have to resurface or he will begin to drown.

Darkness

The Elementalist may reverse the effect of the above, so that his victim will not be able to breathe normal air for ten minutes. Unless he can get to water before he blacks out, he will suffocate on dry land. A successful MAGICAL ATTACK vs MAGICAL DEFENCE roll is required for the spell to take effect.



7. **Blizzard**

The Elementalists may call down a thick blanket of swirling ice particles 20m across. He may either use this to conceal himself and the people that he is with (there is a 5m-wide sphere of clear air at the centre of the area of effect), or he may use it offensively against opponents. Defensively, anyone entering the blizzard will have their movement rates halved and their visibility reduced to the level of extreme darkness. The sorcerer, however, will be able to see anyone enter the blizzard from the protected central sphere at its heart. Similarly, the Elementalists may make the blizzard descend on a party of his enemies as long as they are no more than 20m distant. Again, he will be able to see clearly, but they will not be able to unless they reach the heart of the storm at the centre of the blizzard.

Darkness

The ice particles are razor-sharp. Anyone moving through the storm will find that the ice particles do 2 points of damage to naked flesh per Round, or will strip away 1 Armour Factor point every Round that armour is exposed to them.

8. **Freeze**

This is an offensive spell which can be directed at any enemy within 60 m. A jet of freezing water emerges from the caster's hands with a SPEED of 16: if the victim does not evade the jet, he is immediately covered from head to toe in freezing ice and will be totally immobilized for ten Rounds. Victims must also roll to survive the shock of the cold-water jet. The victim must roll under his current Health Points on a d20 or be assumed to have died of shock.



Darkness

This is similar to the above, except that the SPEED of the spell is 20.

9. **Lightning**

Although many would categorize lightning under the elements of Air or Fire, its province is properly that of Water, lightning being the harbinger of violent storms and deluges. During such a storm the Water Elementalist becomes extremely powerful, acting as a conduit for the supernatural forces of the sky and directing them on to the earth. Holding up a copper rod, which is part of the equipment of all such Elementalist, he will attract the lightning down on to himself, but will not take any damage. The copper rod will then become charged and the sorcerer will be able to do the following with it (three uses):

1. Fire lightning bolts at opponents: these bolts have SPEEDS of 20 and cause 12 points of damage. Even if the victim survives this damage, he still has to roll under his remaining Health Points on a d20 or die from the electric shock.
2. Animate a corpse: if the rod touches a new corpse (dead longer than one month) it will become animated and function very much like a Zombie would for the period of a day (for Zombie stats, see Dragon Warriors page 127).
3. Create a force field: anyone entering within a radius of 20m of the caster will automatically receive a 3 point loss to their *Health Points*. They will continue to lose another 3 points per Round that they remain in the area, or until the effect wears off. It will wear off when the sorcerer shifts his ground.

Darkness

The sorcerer has *five* uses of the above powers.

10. **Summon Tidal Wave**

The caster can create a 10m-high wall of water from the surface of a lake or the sea and direct it towards any target he chooses. The Tidal Wave can wreak terrible devastation amongst shipping, swamping all but the largest cogs to the extent of 2d10 Ship Points damage. Coastal towns can be flooded - possibly with the loss of hundreds of lives. Ranked characters may survive inundation by rolling equal to or under their rank on d12, but even if this roll succeeds the character takes 1d6 Health Points damage. The wall of water can only penetrate about half a mile inland and is only 30m across. Each casting of the spell costs the Elementalist the permanent loss of 1d4 Health Points.

Darkness

The Tidal Wave will roll on overland spurred by some occult power that only those masters of the Darkness element are familiar with. Its movement rate is 20mph (50m per combat round) and it will destroy everything in its path. The Tsunami will dissipate according to the normal Spell Expiry Rolls.





FIRE ELEMENTALIST SPELLS

1. Candle

The caster may create a magical candle that will glitter in the air in front of him and will not go out even when it is immersed in water. The candle and its illumination are not visible to anyone else but the caster and it has the range of light of a normal torch (10m) and will last for one hour.

Darkness

The candle will create an area of darkness around the caster, and no matter if there is strong daylight, people standing outside the range of the candle will only be able to see indistinctly the form within it (add 3 to EVASION and DEFENCE).

2. Pyrotechnics

The caster may create any illusions involving light and fire he chooses. Thus, he may wish to create the impression of a torchlight procession, fire fairies that flit across the moonlit glades, or ghostly shades lurking in graveyards. As with any illusion there is a 5% chance of 'disbelieving' pyrotechnics. The Spell Expiry Roll applies.

Darkness

The caster will be able to create monstrous illusions from the shadows or revenants. As above, there is a normal chance of disbelieving these illusions.

3. Fire Arrow

The caster may create a fire arrow by placing this spell on an enchanted arrow. It will immediately flare up with occult flames, but these will in no way harm the

caster as he notches the arrow on to his bow and shoots. The shot involving the fire arrow will always be as if shot with an ATTACK of 20, doing d10, 10 damage and, of course, setting anything inflammatory on fire in the process.

Darkness

An arrow of darkness will be produced that will do the damage described above with the same ATTACK factor etc.

4. Sheet of Flame (Durational - Spell Expiry Roll applies)

The caster may produce a wall of fire, 1m across and 5m to either side of him. Like the wall of ice this may also be used to surround himself or an opponent. Anyone trying to cross this barrier will automatically take 8 points of damage. As a protection to the caster, the wall of fire is a mixed blessing. Although it can protect the caster, the flames also suck away his oxygen supply and, unless he disbands the spell within six Rounds, this will be totally used up and he will pass out. If the spell is used in order to trap an opponent, they will have an opportunity to jump out of the mounting ring of fire that springs up around them. The SPEED of the fire is 14. Opponents thus trapped will also pass out within six Rounds unless the wall is dispelled or it expires.

Darkness

Darkness Elementalists can get the *Sheet of Flame* to move forward at the rate of 1m per Round.

5. Protection from Fire

The caster becomes immune to all fire damage as long as he has already placed the spell upon himself before

entering the combat or danger zone where he is likely to be harmed.

Darkness

The Elementalist is protected from flame as above. In addition, any offensive spell involving the use of fire will rebound upon the spell caster with their own MAGICAL ATTACK.

6. Extinguish

The caster will cause all light, whether natural or magical, to be doused in a one mile-radius of himself. He himself will be able to see as if it were broad daylight in this area. The Elementalist may also extinguish fires in this way.

Darkness

As well as the lights going out in the area, the darkness version of the above spell will be accompanied by a dank and dismal rain.

7. Flash

The Elementalist causes a blinding flash of light to appear in the sky: anyone not consciously averting their gaze (roll under *Reflexes* or d20) will be blinded for 2d10 Rounds and must fight at -4 ATTACK and -8 DEFENCE until the effect is gone. The flash will be visible at a distance of ten miles during the day and fifty miles at night.

Darkness

The blindness is permanent and can only be alleviated by a *Dispel Magic*.



8. Fire Weapon

This spell, when cast upon a melee weapon, will make it glow with a white-hot heat, increasing its armour penetration and its damage factor by 2 each. The weapon will not damage the wielder's hand in any way.

Darkness

The heat of the weapon is so intense that no armour can protect against it at all: the victim's Armour Factor is assumed to be 0.

9. Conflagration

The caster may start fires at a distance of a mile from where he stands merely by gesturing to the place where he wishes the fire to start, or by conjuring up in his mind's eye a place which he has visited in the past week. The fire produced will be of the strength of a roaring bonfire and will easily catch on any combustible material in the area near it.

Darkness

If the fire is started in a domestic building, all the doors and windows of the building will mysteriously jam or lock, preventing the escape of the people inside.

10. Summon the Holocaust

The Holocaust is a being made entirely of fire and stands over 3m tall. Its touch will set alight a wooden wall or gradually melt metal objects, and no human can stand beside it for more than a Round without being horribly scorched. To summon one of these creatures, the Elementalist needs the bones of one who has been killed by fire and must cast these up in the air, muttering a ritual incantation. The fire being will then appear and serve the sorcerer for one hour on this plane.

ATTACK	32	Fist of Fire: (d10 + 2, 10)
DEFENCE	26	
MAGICAL DEFENCE	19	
EVASION	8	
<i>Health Points</i>	28	

Darkness

The methods and the effect are similar to the above except that after the hour time period, the Holocaust will not disband but will begin to act on its own accord, feasting itself on all the combustible things in the area. It will continue to burn for one day.



DARKNESS ELEMENTALIST SPELLS

1. Catspaw (Duration: 10 minutes)

This spell allows the caster to move with absolute silence over all surfaces, be they broad paving stones or brittle twigs. At the same time the character casts no shadow. The character gain + 1 STEALTH for every 2 ranks he has attained.

Geas: the absence of shadow will become permanent after ten uses.

2. Darkeyes (Duration: 1 hour)

The character will be able to see perfectly even in pitch blackness. The limits of vision are the same as for a normal character during the day, except that the Darkness Elementalist will be able to detect infinitesimally small movements that would not normally be noticed by a character during daylight.

Geas: if a sudden light is produced in front of a Darkness Elementalist using this particular spell, he will be blinded for d20 Rounds.

3. Benight

This creates a zone of darkness 10m across, which the caster can direct over one or more of his enemies if they are grouped suitably. This zone will move on to the opponents with a SPEED of 20. Anyone failing to dodge will find themselves lost in an area of complete and utter inky darkness in which their combat abilities will be reduced as if they were fighting blind. A nameless dread will come over them and they must try to resist an effective MAGIC ATTACK of 15, or fall prey to one of the madnesses listed in the Madness Table (see p 55).



Geas: if no one succumbs to madness, the spell will be reflected back on the caster with double the **MAGICAL ATTACK**.

4. Curtain of Night

The Elementalist casts a wall of darkness in front of himself. This barrier is 1m wide and extends 5m to either side of him. Although the spell caster can see through the barrier, anyone on the other side cannot look back through it. The Elementalist can cast spells through the barrier, but no hostile spell magic can reach him: all spells involving fire and light cast at the barrier will be reflected back on the caster with the same **MAGICAL ATTACK** as the caster's.

Geas: if the Darkness Elementalist passes through his own *Curtain of Night* more than three times, he must save against a **MAGICAL ATTACK** equivalent to his own or become permanently intangible.

5. Javelin of Darkness

A mystic javelin appears in the Elementalist's hands as he casts this spell. If he hurls it at an opponent or opponents, the spear affects them with the caster's **MAGICAL ATTACK**. Success leads to their being blinded; although the javelin may only effectively 'hit' one opponent, its magical effect will take place within a 10m radius of where it lands.

Geas: a black, star-shaped sooty patch will appear on the palm of the Elementalist's hand after three successful uses of this spell.

6. Shadowfall

The Elementalist casts this spell over a one mile radius. An eerie premature twilight settles over this area as if

it were twilight, even if it is the middle of the day. If the spell is cast at nighttime, then the darkness becomes utter and terrible. All creatures in the area are subject to an attack of Phobia (see the Madness Table, p 55). A character failing to resist will be seized by panic and run for 2-12 hours from the epicentre of the spell (NB: the panic lasts longer than the normal phobia attack). Geas: after three successful uses of this spell, the Elementalists becomes prone to intermittent attacks of sunlight phobia.

7. Summon the Creatures of the Night

The sorcerer raises the following dire phantasms from the shadows of the night. These creatures will remain until an hour before sunrise, serving the caster's wishes (roll d6):

1. Bats
2. Giant Spider
3. Ghost
4. Hag
5. Wraith
6. Spectre

These phantasms are illusory, but unless disbelieved they will create the same psychic and physical effects as the 'real' versions. Characters will therefore take damage, suffer *fright attacks* etc unless they disbelieve them.

Geas: every time the Darkness Elementalist casts this spell he must resist becoming a creature of the shadows, an insubstantial wraith. Roll a MAGICAL ATTACK of $2d8 + 1$ against the character's MAGICAL DEFENCE.

8. Eclipse of the Moon

The caster may cause a temporary eclipse of the moon for ten Rounds: this will cause a *fright attack* on anyone

observing it with an intensity strength of 12. Anyone failing to resist the effect of the spell will become permanently phobic about darkness (see Madness Table). Geas: a shadowy half-moon will appear on the character's forehead once he has cast this spell three or more times.

9. Shadow Self

By a great effort of will, the caster of this spell detaches his self from his body, slipping away from it by means of his shadow (anyone noticing this transformation would see the caster's shadow flowing away from him and eventually detaching itself from his body). Once at a suitable distance from the old body, the shadow will reform into a corporeal shape that is an exact duplicate of the caster's body (complete with his persona and 'soul') except that he will have lost 1 *Health Point* permanently in the transition. The old body will continue performing actions for another ten Rounds after the *Shadow Self* has left it, but its *Intelligence* has been drained to zero and it therefore cannot cast spells. After this time the body will crumple in on itself rather like a punctured balloon and fall to the ground as a lifeless husk. This spell is obviously useful to the Darkness Elementalist in an impossible combat situation where death is inevitable.
Geas: the permanent loss of 1 *Health Point*.

10. Summon Balor, Prince of Darkness

The eyes of Balor are death and no one has seen him and lived, not even his disciples who dwell in the Lost City of Nem beneath the frozen lake of Nimmur. The geas of summoning Balor is therefore death to the caster as it is to all the caster's opponents within a 20m radius.



MADNESS

Some spells, creatures of frightening aspect, etc, have the power to move a character to insanity. When this happens, the GamesMaster must make two dice rolls. The first establishes the degree of insanity:

<i>d6</i>	<i>Roll</i>	<i>Degree of insanity</i>
1-3		mild - The character suffers one bout of insanity and then makes a complete recovery.
4-5		intermittent - In any situation where the insanity could take effect, roll d6. On a roll of 6, the character suffers an insanity attack.
6		acute - The insanity applies at all times.

The second roll determines the nature of the insanity:

<i>d10</i>	<i>Roll</i>	<i>Madness</i>
1		schizophrenia
2		paranoia
3		hysteria
4		phobia
5		amnesia
6		melancholia
7		catatonia
8		megalomania
9		pathological uncertainty
10		obsessive mania

In each case, a measure of good role-playing is required from the player running the afflicted character. In pure game-terms, the specific effects are as follows:

Schizophrenia

The character develops a split personality. This is rather like two minds inhabiting one body. Each morning when he wakes, there is a 10% chance that the

character will have slipped into his alternate personality. This has the same physical characteristics as the original (of course), but *Psychic Talent* and *Intelligence* are rerolled. The alternate persona begins as a 1st rank adventurer of any Profession except the original's. He gains experience in the usual way, and this experience is carried over until the next time the persona takes hold.

EXAMPLE

Zianfroth the 8th rank Sorcerer awakens one morning to find he has a new outlook on life. To the astonishment of his friends, he puts on armour and announces that he is now Gnushtar Bloodeye, a 1st rank Barbarian. This insanity persists for over a week, during which time 'Gnushtar' achieves 2nd rank. Shortly after, he reverts to his normal persona. If and when his Gnushtar persona reasserts itself (ie, if the schizophrenia was not just a mild, one-off case), he will be 2nd rank.

Paranoia

People are out to get this man. Worse, they are conspiring to get him. He is likely to see even the most innocuous accident as part of a grand design on his life. The GM must use cunning to create this distorted viewpoint. Hallucinations and mental blocks will reinforce this. For instance, the character might be unable to find his magic amulet even though he is convinced he left it in his treasure chest. Later, he thinks he glimpses it around his comrade's neck. Illusory monsters might appear to attack the character. He will be sure they are real (ie, the GM gives no hint they are illusory), even believing that he has taken a grievous wound, etc. Such wounds will not actually kill him, but the GM should describe them as if they were real - possibly leading

the character to demand healing from his magic-using friends (who cannot see any wound, of course) and becoming even more enraged and suspicious when they only laugh at his antics.

Hysteria

The hysteric is likely to react with panic to any threatening or violent action - even if the action is not directed at him! If a challenge to combat is made in his earshot, swords are drawn in the room where he is standing, etc, then he is subjected to a *fright attack* which, if effective, leaves him paralysed with panic for 2-12 Combat Rounds. The strength of the *fright attack* is equal to the rank of the character whose actions provoked the hysteria - eg, if a 10th rank character suddenly slammed his fist down on the table in front of the hysteric character then the *fright attack* would have a strength of 10. If several characters are being threatening, the highest rank of the group is used.

Special note: when a character of high rank panics, this may cause a wave of mass hysteria among his colleagues. This applies if the hysteric character is 8th rank or higher. When the character succumbs to panic, a secondary *fright attack* (of strength equal to his rank) afflicts all comrades within 5m.

Phobia

Phobia results in a morbid fear of (roll d6)1 - the dark; 2 = open spaces; 3 = underground or confined spaces, 4 = spiders and snakes; 5 = magic (not the character's own magic, luckily!); 6 = heights. Whenever the character is subjected to or in the presence of the thing he fears, he suffers a *fright attack* of 1d12 strength. For every previous time he has succumbed to the phobia, 1 is added to the d12 roll. If the *fright attack* takes effect,

the character flees in terror for 2-12 Combat Rounds. While fleeing, he takes no notice of where he is going (so long as it is away from the object of his fear). If the phobia attack takes place in an underworld, he may easily become separated from his colleagues and lost.

Amnesia

The character finds it hard to remember things. Usually he can remember his name, who his friends are, and so on - but more recent memories easily slip away. There is a 20% chance after any adventure that he will forget any tricks of swordplay, etc, that occurred to him; this means that he gains no experience for the adventure. There is also a 20% chance that he will forget he owns a useful magic item when he might need it. Magic-using Professions have a 20% chance of forgetting the details of a spell and accidentally casting another spell of the same level.

Melancholia

Is there any sadder sight than a once-heroic adventurer who has fallen victim to melancholy? He is certain that life is futile and that any action is merely a senseless struggle against the inevitable end. Between adventures he will sink into deep depression. When adventuring he behaves with a suicidal recklessness. He will always charge to attack a foe, and if his colleagues retreat he has a 10% chance of fighting on alone to the bitter end. There is also a 10% chance that he cannot be bothered to resist a spell cast at him (treat as 0 MAGICAL DEFENCE or EVASION if so), 10% chance that he will lay no claim to treasure or bother to use his magic items, etc.

Catatonia

When this form of insanity affects a character he 'freezes'. While frozen he cannot think, move or see, but stands as though petrified. A catatonic attack will be precipitated by any arbitrary set of circumstances which will initially be known only to the GM, though the character may eventually guess what is bringing on his attacks and thus avoid such situations. To give one example: a character might freeze whenever he sees someone light a lantern. Each catatonic attack will last for 1-20 minutes. During this time the player must be sent into another room, as when his character recovers he will know nothing of what has occurred while he was frozen.

Megalomania

This madness is the most fun to role-play. The affected character is overbearing and arrogant. If another tries to tell him what to do he will sneeringly do the exact opposite. He may claim descent from ancient senatorial families and act as though a higher rank than he actually is. He is so sure of his own invincibility that he will not deign to evade indirect-attack spells (*Deathlight*, etc) - though he will still take damage, of course. This form of insanity does have one advantage: the character cannot be brought under control by any spell or hypnotic attack.

Pathological Uncertainty

A horrible affliction which renders its victim incapable of decision-making. There is a 25% chance any time the character wishes to undertake some action (draw a sword, cast a spell, etc) that he will be stricken with uncertainty. He then cannot make that action until one of his comrades directly suggests it to him.

EXAMPLE

Take the case of Caudris. This worthy, seeing his friends beset by zombies, thinks of drawing his sword to aid them. Uncertainty strikes, however, and Caudris hangs back vacillating. None of his friends have the leisure to tell him to snap out of it, so he has to think of something to do. Running away does not suggest itself to this brave fellow, so - since he cannot draw his sword - he decides to use his dagger instead. This time his insanity does not rear its ugly head, and he wades in to help his friends.

Obsessive Mania

The minutiae of life take on a painful importance in the eyes of an obsessive character. Any time he performs any action, there is a 20% chance that he will have to repeat that action immediately. After opening a door he might have to close it and then open it again - or he might draw his sword from its scabbard, then feel compelled to sheath it and draw it again. In each case there is another check (at the same 20% chance) to see if he has to repeat the action a second and third time, etc. If he cannot actually repeat the action (eg, a Sorcerer just used up his last Magic Points blasting a monster and cannot cast the spell again) he must still go through the motions of doing so.

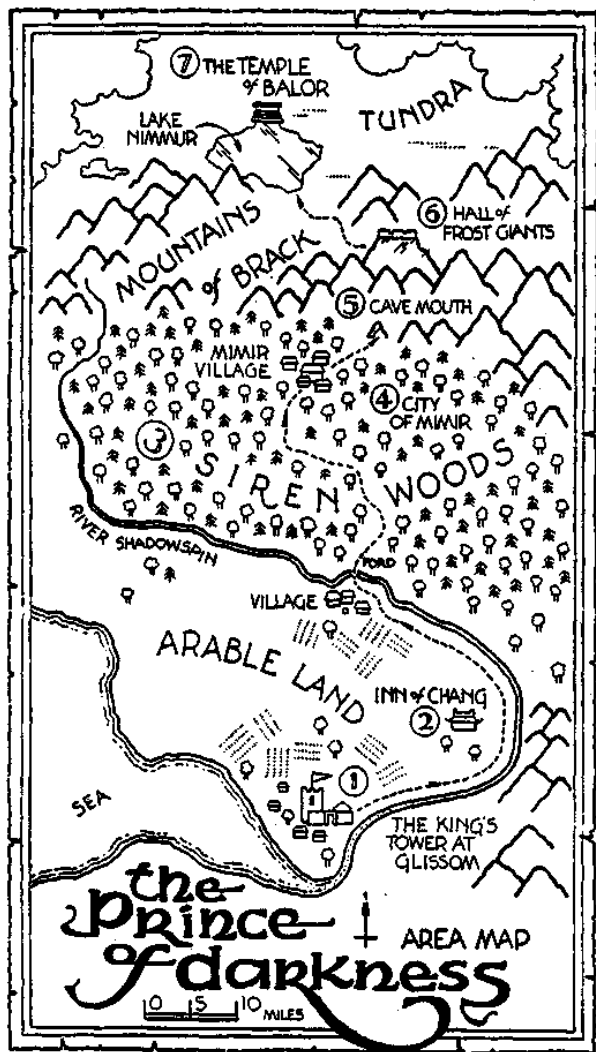
Notes on madness

It is very important to stress accurate role-playing when a character becomes insane. The dice-rolling should not become the focus of attention at the expense of portraying a convincingly crazy character. Although all these forms of madness are a real handicap to the affected character, the GM should use some means to integrate the madness into the campaign storyline and

thus redress the balance. A mad character who struggles back to sanity should get some experience points for doing so, at least. There are honourable precedents for an afflicted character. Lancelot spent part of his life in the grip of total insanity.

Most people in the DRAGON WARRIORS world will assume that a mad character has been possessed by an evil spirit or is under a curse. Wiser folk (particularly Adept Mystics) will understand that insanity is sometimes the necessary refuge taken by the human mind beset by traumas.

Madness can be cured by the character being blessed by a priest in front of an altar bearing the relic of a saint. Alternatively, the GM can allow the player to 'role-play' the progress of his character's recovery.



THE PRINCE OF DARKNESS

Seven interlinked adventure scenarios for 4-6 DRAGON WARRIORS characters of 5th-7th rank:

1. **The King's Tower**
2. **The Inn of Chang**
3. **The Siren Woods**
4. **The City of Mimir**
5. **The Mountains of Brack**
6. **The Hall of the Frost Giants**
7. **The Temple of Balor**

History

To the north of the region of Sulphur Bay and the Kingdom of Erewon lies the rich arable land of the Fief of Glissom. The fief is bounded to the south and the west by sea, and to the north by a towering mountain range. This range is known as the Mountains of Brack and its peaks are perpetually lost in the swirling Arctic winds that blow from the northern wastes. These wastes remain untravelled by man and are only talked about in relation to myth and legend. One of these mysteries concerns a time at the beginning of the world, soon after its creation. The earth was then ruled by Balor, the essence of Darkness whose icy breath covered the land with thick blizzards and dark scudding clouds. The farmers of Glissom will relate to any traveller with the time to spare how the other elements conspired together to overthrow the rule of Darkness, burying the city of Nem, the seat of Balor's power, forever beyond the northern mountains. They will relate how first the element of Fire exploded at the heart of Balor's smithy where dark engines of destruction

were built, and how the city and the land for miles around were buried by a deep volcanic ash. They will tell, too, how a burning ember of the explosion was carried far over the mountains by the howling wind and how this ember fell just where the city of Glissom now stands, and how to this day this sacred glowing ember still burns at the centre of the tower. Then, to the north, the earth opened up, swallowing the city, and water poured down, freezing it over. The icy wind beat down upon it, locking Balor and the rubble of his city forever beneath the ice pack. Thus goes the legend,' the farmers say and nod superstitiously, staring into their mugs of ale.

If a traveller were to buy the old men another round of drinks, however, they would go on with their tale. Two hundred years before, there was a Prince of Glissom named Fengil who was much given to occult practices in his youth. One day he set off towards the mountains, claiming he sought Balor's lost city. But he never returned, and although the King, his father, sent many men to search for him, he was never found and his searchers became lost in the treacherous woods and the swamps at the foothills of the mountains. Many years later, however, a shepherd named Murvon lost his way in a storm in the mountains and discovered a series of caves leading through them. He climbed countless stairs cut into the rock and survived many encounters with dangerous creatures, until at last he reached the top of the mountain. Below him he glimpsed the frozen lake covering the Lost City of Nem, and a ruined temple structure standing at its northern end where the Arctic winds blew most fiercely. Above this, he saw flapping in the shrieking wind the legendary Hawks of Balor, the Prince of Darkness' harbingers of doom in times past. Seeing this dreadful sight the shepherd fled the mountain-top, but only after he had picked up an object that he had seen gleaming on the ground. Murvon was found dying in the foothills to the south of the mountains; he

told the men who found him his tale, then opened his hand revealing a gold pectoral, the object that he had picked up off the ground. On it was etched Prince Fengil's name. Since then, his name has become a byword with which to scare children into their bed, for it is said that the now undead Prince stalks outside the city gates at midnight calling on the name of the Prince of Darkness.

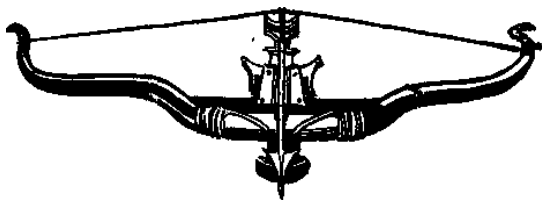
The old men will seem to be nodding now as you ply them with more drink, but through bleary eyes they will see you exchange more florins for yards of ale and will thus continue their tale a moment longer. They tell you how when the centurions invaded the country with their Legions encased in bronze armour, one of the centurions, named Drajan, led his men into the mountains in search of the city. Not one of his thousand men was ever seen again, although again it is rumoured that their ghosts stand on the road to the north, begging travellers to go no further. The old men will now fall into a gentle slumber, and the traveller on his way to Glissom may leave the inn and continue his journey.

GamesMaster's Introduction

Old legends usually contain some element of truth and this is the case with the tales related by the farmers in the inns of Glissom. There was a Prince Fengil who crossed the mountains two hundred years before, and he did discover the city of Nem covered by the ice pack. After many years of exploration and living on the scraps of raw meat that the hawks that flapped around the one surviving building brought him, he discovered a way down under the frozen surface of the lake. After passing through the dangers of the underground caverns, he discovered Balor, Prince of Darkness. There he was slain and brought back to life as an undead servitor of the Prince. Yet the only magic that could help his new master was the magic flame of the

Hearth Fire burning in the King's tower in Glissom. This he has plotted for years to steal and thus thaw the icy wastes that lock his master's body in the ice pack.

Two years ago he made a pact with the Steward of Glissom, Kilnded, that the latter should that day slay his master and by his necromatic skill convince the people that the King was still alive but retired from private life. This Kilnded has done, bringing back the rotting corpse of the King as a zombie every year, and by a feat of ventriloquism and cosmetic skill he has convinced the crowd that a living King moves about and addresses them from the balcony of the tower on the night of the Spring Festival. Now Fengil has determined to send the legendary Hawks of Balor over the frozen mountains to steal the Hearth Fire from the tower, promising Kilnded the throne of the kingdom as reward for his help. Kilnded, anxious to confirm the deal, will send a messenger northwards endeavouring to find a way through the mountains to confirm this bargain, and the party may very well catch up with the Emissary in the village of Mimir (see p 89). However, Fengil has no intention of keeping his own part of the bargain: once he has the Hearth Fire he will release Balor, and the demon will sweep through the southern lands slaying Kilnded and all the other inhabitants of the city of Glissom. The party have arrived in the city just before this plot is about to be hatched.



1. THE KING'S TOWER

Introduction

Glissom has now been ruled by an old and wise King for the past fifty years. King Durindar has ensured that his people have flourished and that the granaries are full to bursting after each harvest.

Yet two years ago, on the night of the Spring Festival where the people pray for the coming season of growth, the King came before them on his balcony as is his custom and announced that from that night forward he would renounce affairs of state and become a hermit employed in prayer and fasting in the tower that stands in the north-western corner of the palace. For the past two years the only person to have had direct converse with the King has been his Steward Kilnded, who has carried his food to him in the tower and taken from there the King's proclamations. For the past two years, the only two public appearances that Durindar has made have been on his balcony at the Spring Festival. The third such festival is now soon to come up, and the people of Glissom gather anxiously in their capital, awaiting the address of their King.

You have been employed by the Steward Kilnded to guard the tower during the feasting, as it is the custom for strangers to carry out this task whilst the people of the fief celebrate the end of winter. You will be paid 100 Florins each for this task. The Steward indicates that your task is not only to guard the King, but also the sacred flame which, as legend has it, was blown here from Balor's smithy and which ensures the safety of the realm as long as it remains locked in the tower. It is said that if the Hearth Fire (as it is known) is ever returned to the north, then Balor will once more be released upon the world and will come to terrorize men. You are instructed to remain at the base of the tower; all the upstairs windows of it are traditionally barred apart from that leading to the balcony on the first floor where the King will make

① THE KING'S TOWER ~ at GLISSOM

0 10 20 METRES

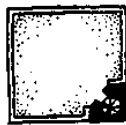
THE TOWER



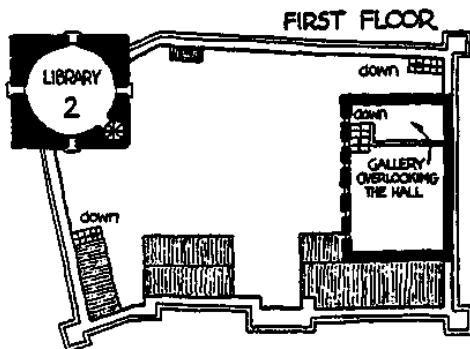
SECOND FLOOR







THIRD FLOOR

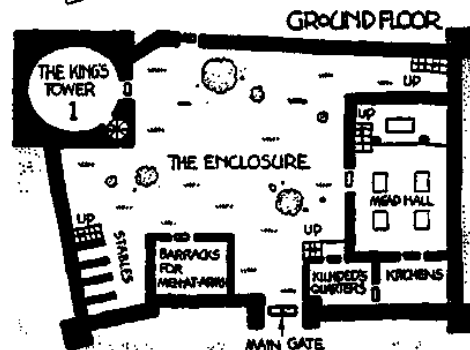


ROOF



KEY

-  DOOR
-  STAIRS
-  CIRCULAR STAIRS
-  TREES

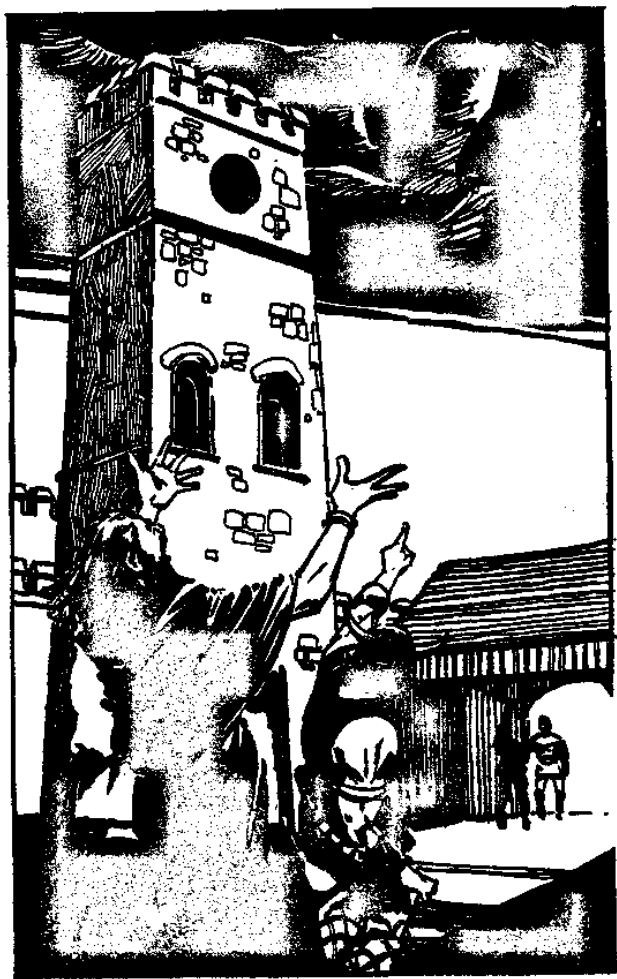


NORTH

his appearance. There is only one key to the single door at the base of the tower, and Kilnded has this.

You reach your post at moonrise, and the other guards immediately head towards the hall where the sounds of revelry are now to be heard. A while later you hear a click behind you as the door in the tower is swung open and Kilnded steps out: he is dressed in a white robe, with a dagger and two scroll cases stuck in his belt. He locks the gate and turns to you, pulling one of the scrolls from his belt. He addresses you in a voice charged with emotion, telling you how it has been he and he alone who has served the King over the past years and how this very night the King, fearing some calamity was about to occur in the kingdom, has nominated him, Kilnded, as his heir in preference to his nephew Dororn, a notorious rake about the town. Clutching the scroll, he strides across the square to announce the King's decision to the assembled Elders who are feasting in the Mead Hall before the King's speech. You see the King's seal dangling from the parchment in Kilnded's hand. Moments later there is a break in the music in the hall, and you hear Kilnded's high, reedy voice declaiming the message on the scroll and a gasp of surprise from the Elders. Suddenly, the moonlight that has bathed the square since darkness fell is extinguished and, looking up, you see that the moon has been totally eclipsed. Looking back to the hall you see that all the lights there have gone off and that everything is in pitch darkness. You sense movement in the sky and can just barely make out huge hawk-like shapes wheeling above the tower. Suddenly, two of these silhouettes detach themselves and swoop down on to the balcony of the tower while another two dive down towards you.

GM: These are the legendary and fearful Hawks of Balor who have come to steal away the Hearth Fire and the body of the King from the tower. Anyone firing missile weapons must make an adjustment of 9 to their



roll because of the poor light and their rapid movement. There are six birds in all and their stats are given below. The party will encounter any surviving hawks outside the city of Nem (see p 161).

THE HAWKS OF BALOR	Rank-equivalent: 7th
ATTACK 18	Claws (d6, 4 and see below)
DEFENCE 15	Armour Factor 1 (feathers etc)
MAGICAL DEFENCE 10	Movement: 130m (flight)
EVASION 8	Perception 19

Health Points

Attacking party		Attacking tower		Remaining airborne	
<i>Hawk 1</i>	<i>Hawk 2</i>	<i>Hawk 3</i>	<i>Hawk 4</i>	<i>Hawk 5</i>	<i>Hawk 6</i>
17	16	14	9	17	21

The hawks will either attempt to clutch their opponents in their claws or merely strike at them as they pass. Roll a normal Attack Roll vs DEFENCE. If the number rolled is less than half the required roll, then the hawk has attempted to clutch its victim with an attack SPEED of 12 which the victim must evade. If they fail to evade, they have been clutched. The birds can only rise very slowly when they have a victim clutched in this manner, and they must release anyone immediately they have received over 50% loss in their *Health Point* total. The birds rise with victim at 6m per Round.

As the hawks fly off, you notice that one of them carries a glowing brand in its beak and another a Jimp human shape. They disappear into the darkness of the night in seconds. Suddenly the moon comes out of eclipse and you can see around yourself in the square once more. At this moment, Kilnded and the entire populace assembled in the hall come pouring out of the doorway. Although some of the servants attempt to light lamps, none of them will succeed, much to their consternation. You notice that Kilnded is accompanied by two thick, heavyset Barbarians and ten tough-looking men-at-arms whom you have

seen guarding his quarters during the day (for stats see p 75).

GM: The reason why no lights can be lit is because Kilnded, who is a Darkness Elementalist, has cast his Extinguish spell. He has also cast the Eclipse spell and this has obscured the moon during the moments of the attack. An observant member of the party may also notice that both of the scrolls that he had at his belt are now missing, and that one of the beggars clustered around the Mead Hall entrance who had previously been clamouring for alms, is now sneaking out of the front gate of the enclosure (this is the Emissary mentioned in the Games Master's Introduction, see above). However, these facts will only be noticeable to someone who looks closely for them. From now on, Kilnded will always be well guarded by a number of men-at-arms and also by his two Barbarian bodyguards (if they survive the task that Kilnded is about to give them, that is, see below.) All the Council of Elders support Kilnded and will not denounce him unless they have total proof of his guilt in the plot or if Kilnded and all his bodyguards are slain.

Kilnded unlocks the door and rushes up the stone staircase of the tower. From the positions taken up by the guards, it is clear that you may consider yourselves Kilnded's prisoners and in some way implicated in the attack on the tower. All the men-at-arms and the two Barbarian guards have their weapons out and are pointing them in your general direction.

GM: The party have about a minute in each of the rooms described below before Kilnded finally denounces them. They may use this minute to make cursory inspections of their surroundings, or they may even use the time to initiate an attack on Kilnded and his cronies. (Stats are given on p 75).

The King's Tower

1. Ground Floor

This is an empty circular room that gives access on to the main square through a stout oaken door, and up a steep flight of stairs to the first floor. The dust on the floor does not seem to have been disturbed for a long time, apart from in the narrow path between the door and the foot of the staircase.

2. First Floor

The whole floor is taken up by a library. None of the books will seem to have been disturbed for a long time apart from a couple: the first is a genealogical survey of King Durindar's family - there is a marker in the book where there is an entry on Prince Fengil. The other is a book of myths and legends concerning the Lost City of Nem, the seat of Balor, Prince of Darkness. All the other books are covered in a thick layer of dust. (The two books above have been the only two that Kilnded has consulted during the long hours he has had to stay in the tower pretending to be consulting with the King.) There is another flight of stone stairs up to the next floor.

3. Second Floor

This is the floor from which Durindar made his appearances before the public at the Spring Festival. Two doors, now smashed, lean open into the room revealing the wooden balcony overlooking the square outside. There is a very strong smell of rotting substances in the room, particularly from behind a door leading to the King's private bed chamber. In the centre of the room stands a wooden throne looking out over the balcony. It is surrounded by a scattering of sable feathers. The feathers are not those of any ordinary bird, but are three times the normal size. They also reek faintly of sulphur. There is a box full of cosmetics lying smashed near the throne. In it, the party will find a quantity of heavy white powder and some strong perfumes. (These

were used by Kilnded to obscure the effects of rotting on the body and face of the King at his annual appearances.) The door at the back of the room leads to the King's bedroom: an unbearable stench wafts out of here when the door is opened. A quick inspection of the chests and cupboards will reveal them to be crammed full of rotting foodstuffs. (These are all the meals that Kilnded has had to conceal which the King is meant to have eaten over the past years.)

4. Third Floor

A set of stairs leads to a room where the sacred Hearth Fire once burned; now there is no sign of it on the wide copper pan on which it rested, only a few lazy wisps of smoke that still hang in the recesses of the room. More of the black plumage that was found on the floor below will be discovered here. There is one flight of stairs leading up to the empty top of the tower. This has a low parapet around it. Anyone standing up here will notice that a bitter north wind has suddenly blown up and is whipping up the dust in the square below, where the torches and the fires seem to burn only fitfully. The party will not have long in the tower before they are summoned in front of the Council of Elders.

The Council of Elders

You are summoned in front of the Council of Elders who are gathered in the Mead Hall. With them is Kilnded and an angry-looking youth who is being held by two men-at-arms. This is Doron, the King's nephew. Kilnded doesn't waste any time in condemning you for negligence in guarding the King, who is presumed killed, swept up in the claws of one of the giant hawks, and on the loss of the Hearth Fire which has also disappeared. It has also been reported to him that Doron was lurking suspiciously around the tower at the time of the attack (although no one in the party can remember seeing him). With the

agreement of the Council of Elders he has decided to exile ail the party and Doron; he will only contemplate your return with the body of the King and with the Hearth Fire. To help you towards this end, he is sending along his two personal bodyguards, Phon and Mut. They are under strict orders to assist you in every way.

GM: A full-scale battle may develop at this stage between Kilnded and his followers and the party and Doron, if the party have already enough evidence to suspect him. If they return to Glissom at any stage later in the adventure, but do not have enough evidence to prove Kilnded's guilt, they will have to fight all of Kilnded's henchmen. If, on the other hand, they do have conclusive evidence - Kilnded's letter to Fengil, for example (see p 100) - then all Kilnded's supporters will leave him and he will have to fight the party alone.

Even if the party do prove Kilnded's guilt before setting out, the Council of Elders will beg them to undertake the mission. The Hearth Fire is believed to have the heat to thaw Balor, Prince of Darkness from the ice pack that covers the Lost City of Nem. And they believe that it was to the city that the birds were flying. They will pay anyone 100,000 Florins for successfully bringing back the fire.

Stats of Kilnded, Bodyguards, Men-at-Arms and Doron

KILNDED Steward of the Kingdom of Glissom (10th rank Darkness Elementalist; minor elements: Fire and Earth)

ATTACK 17*	*Magical Dagger (d4 + 3, 6)
DEFENCE 11*	Armour Factor 2 (leather armour worn under cloak)

MAGICAL ATTACK 23

MAGICAL DEFENCE 14 Magic Points 30/10/10

EVASION 5

STEALTH 15

Treasure carried

* + 3 magical dagger

Ring of Agonising Doom (7 charges)

LithonPotion

Potion of Night Vision

Potion of Strength

Treasure kept in strongbox in personal quarters

Auric Pendulum

150 Florins

In addition to the above, Kilnded has the keys to the City Treasury, for which assume a Grand Treasure Hoard (see table in *The Way of Wizardry*, p 76).

Kilnded has for years hidden his devotion to Balor, Prince of Darkness. Using his position of power with the King, he killed Durindar two years ago. Since then he has brought his liege back to life using his necromantic powers at the Spring Festival. Kilnded is much respected by Glissom's Council of Elders, and is their choice for the next king as they distrust the malcontent, hotheaded nephew of the King, Doron. Kilnded believes that Fengil will arrive from the north soon after the hawks have stolen the sacred Hearth Fire from the tower, bringing with him their mutual master, Balor, to rule the southern lands once more. He doesn't realize he is merely a pawn in Fengil's game, and that he will be swept aside come Balor's appearance.

In addition to his own talents, the GM must assume that some or all of the following guards are in attendance on Kilnded. If in doubt, consult the table provided below to see who is accompanying Kilnded at any given time:

Midnight-moonrising or setting: Kilnded absolutely alone on the roof of his quarters.

The rest of the night: Kilnded alone in his chambers; one Barbarian guard outside his door, two men-at-arms

patrolling outside his chamber window.

Dawn to midday: Kilnded accompanied by all his men-at-arms and by the two Barbarians, Phon and Mut.

Midday to *afternoon*: Kilnded rides out of the town, accompanied only by the two Barbarians.

Afternoon, evening to midnight: Kilnded studies alone in his study, two men-at-arms outside the study door and two more patrolling the grounds outside his window.

BARBARIAN GUARDS

PHON 7th rank Barbarian

ATTACK 21 Battleaxe (d8 + 1, 6)

DEFENCE 12 Bow (d6, 4)

MAGICAL DEFENCE 9 Armour Factor 4

EVASION 6 STEALTH 14

Health Points 19 PERCEPTION 8

Treasure: 150 Florins

A Stone of Valiance (see *The Way of Wizardry*, p 96)

MUT 8th rank Barbarian

ATTACK 22 Two-handed sword (d10 + 1, 5)

DEFENCE 13 Crossbow (d10, 4)

MAGICAL DEFENCE 10 Armour Factor 4

EVASION 6

Health Points 20 STEALTH 15

Treasure: 350 Florins PERCEPTION 10

Phlogiston Potion

Potion of Dexterity

Phon and Mut are the Barbarian hirelings of Kilnded. Their loyalty is bought by the high wages that the steward pays them and they are willing to carry out his wishes as long as these don't lead to certain death. They will be charged to accompany the party to Chang's inn in the first stage of the journey to the north, and to there abandon them to the mercies of the vampire Chang.

MEN-AT-ARMS

There are various ranks of men-at-arms guarding Kilnded: these are Knights and all of them wear chainmail armour, with an Armour Factor of 4, carry two-handed sword (d10, 5) and have bows (d6, 4).

MAN-AT-ARMS 1 (5th rank Knight)

ATTACK 17	Health Points 15
DEFENCE 11	MAGICAL DEFENCE 7
	EVASION 5

MAN-AT-ARMS 2 (3rd rank Knight)

ATTACK 15	Health Points 13
DEFENCE 9	MAGICAL DEFENCE 5
	EVASION 4

MAN-AT-ARMS 3 (3rd rank Knight)

ATTACK 15	Health Points 13
DEFENCE 9	MAGICAL DEFENCE 5
	EVASION 4

MAN-AT-ARMS 4 (2nd rank Knight)

ATTACK 14	Health Points 12
DEFENCE 8	MAGICAL DEFENCE 4
	EVASION 4

MAN-AT-ARMS 5 (2nd rank Knight)

ATTACK 14	Health Points 12
DEFENCE 8	MAGICAL DEFENCE 4
	EVASION 4

MEN-AT-ARMS 6-12 (1st rank Knights)

ATTACK 13	
DEFENCE 7	MAGICAL DEFENCE 3
	EVASION 4

Health Points:

No 6	No 7	No 8	No 9	No 10	No 11	No 12
11	11	11	11	11	11	11

DORON 6th rank Knight

ATTACK 18	Two-handed Sword (d10, 5)
DEFENCE 12	Bow (d6, 4)

MAGICAL DEFENCE 8 Armour Factor 5

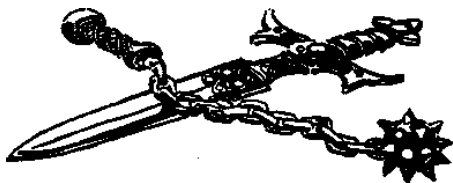
EVASION 5

Health Points 16

Doron is the only surviving male issue of King Durindar's brother. King Durindar is childless, which means that Doron is next in line to the throne of Glissom. Unfortunately, he is a dissolute with a hot temper and has spent as many hours in the town gaols as the most common drunk. He has been frequently bailed out by the Steward Kilnded. He is unpopular with the Council of Elders who favour Kilnded himself as the next ruler. Doron longs for the life of the adventurer, anyway, and although relatively young in years is the veteran of countless encounters in the inns and underworlds scattered around Glissom. Doron will not always be the most dependable fellow adventurer, being drunk much of the day, but he is fearless and also loyal to those who aid him.

Treasure

Although he is almost destitute in money terms (he possesses a mere 10 Florins), Doron has been wise enough to keep the fruits of his adventuring out of the hands of the pawnshop owners. Unfortunately, the same cannot be said for his once extensive estates and heirlooms. In addition to his armour he has quiver of enchanted arrows (+1). Potions of Dexterity and Strength and an Evaporating Potion.





2. THE INN OF CHANG

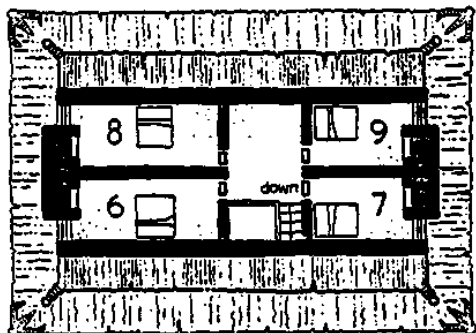
You ride out of Glissom into the increasingly bitter wind that has begun to blow from the north. It is now ten o'clock and you ride hard for two hours to the north. By this stage you are very cold and it comes as something of a relief when the two Barbarians suggest you turn off the road down a track to an inn. They swing their horses off the main road that you have been following and canter down the track.

GM: Phon and Mut will use everything in their power to get the party to accompany them, as they have been briefed to ensure that the party and Doron are all dead by the morning.

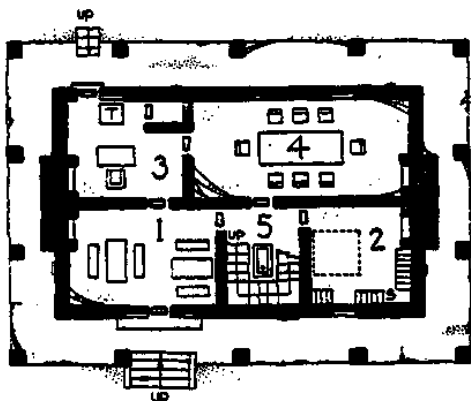
You see a low building in front of you, with stone walls and a thatch roof. Outside it creaks an inn sign, and a beam of light falls from the front door on to the wooden verandah that completely surrounds the main building. In the beam of light stands an old man, his body stooped, holding his hands up to his eyes to view your approach. This is the innkeeper. He steps forward, gesturing you to enter the inn. You do so as he takes your horses off to the stables. There is a vat of stew bubbling at the centre of the large common room you have entered. Next to it stand pitcherfuls of ale. The old man re-enters and the Barbarians introduce you to him as Chang the Innkeeper. He negotiates a fee with you of 1 Florin for food, and two florins for a room. There are four bedrooms upstairs, and as it happens, all of them are unoccupied tonight.

② INN OF CHANG

FIRST FLOOR



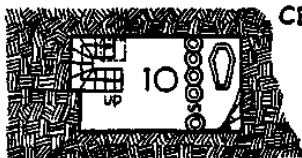
GROUND FLOOR



TO THE STABLES

CELLAR

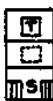
0 5 METRES



KEY



DOOR
STAIRS
WINDOW



TRAPDOOR
TRAPDOOR
ABOVE
SECRET
PANEL

GM: The food and the drink are drugged and anyone eating or drinking must roll under their Strength on 4d6 or fall into a deep sleep within the next d20 minutes. They will remain asleep for d6 hours. Chang, who is immune to the drug (see below), will ostentatiously sip the ale in front of the party, thereby allaying any suspicions they may have. Phon and Mut seem reluctant to eat, claiming that they ate their fill at the feast before the attack earlier on in the evening. They will retire immediately to one of the upstairs rooms (no 6 on the map), and the party will have to determine amongst themselves how they split themselves up between the remaining three rooms. One of the unusual features of the rooms is that they have two keyholes; the key that Chang gives to each room occupant only locks one of them. If Chang is questioned, he will merely reply that his predecessor lost all the keys to the rooms so that he had to replace them when he took over running the place. There is an 8m drop outside all the windows. Anyone who tries their door half an hour after retiring will discover that someone has locked it from the outside. Each room is fitted with a four-poster bed, chairs, tables and a pitcher of water. There *is* also an empty fireplace and a chimney flue.

CHANG 10th rank Vampire

Chang is a vampire, feeding off the victims that ne'er-do-wells like Phon and Mut bring him.

ATTACK 25 Two-handed sword (d10 + 2, 5)

DEFENCE 19

MAGICAL DEFENCE 13 **STEALTH** 17

EVASION 8 **PERCEPTION** 12

Health Points 31

All of Chang's treasure is hidden in a secret alcove in the study (see below): the only interesting items he has are a number of keys on a ring. These keys will fit the second locks on all the doors to the bedrooms.

The night at the inn will be eventful, unless of course everyone in the party succumbed to the drugged food and ale, in which case no-one will wake up again. The party will be shown their rooms at one o'clock. The following is an hour-by-hour account of what will happen next.

2.00 am: Anyone still awake will hear a heavy creak on the staircase leading downstairs.

1.00 am: Chang will attempt to delay one member of the party in conversation until all the others have retired. He will then try to get them through to the kitchen, indicating that they should sit in the booby-trapped chair at the centre of the room (see room 3 below).

3.00 am: The bed in room 7 will drop through the floor to room 2 where the vampire is waiting to attack anyone in it.

4.00 am: The vampire will deal with the rest of the party, killing any drugged member in their sleep. He will come up through the fireplaces in their rooms as mist, or under the doors.

6.00 am: The vampire will have to return to his coffin as it is nearly dawn.

Inn room plan

1. Entrance Hall/Parlour

This room is the one in which Chang will entertain the party when they first enter the inn. A fire burns in one corner of it, and it is furnished with plain wooden tables and benches.

2. The Study

This room is lined with dusty books, none of which are of any but the smallest interest or value. The centre of the room has been cleared of furniture for some reason.

Anyone looking very closely at the floor in this area may notice a small amount of dried blood soaked into the threadbare carpet. One of the bookcases is false, and if opened will reveal the lever by which the bed in room 7 is lowered through the roof. Anyone looking up at the ceiling will discern hairline cracks forming a rectangle just over the cleared area. For the full description of the bed mechanism, see room 7. The alcove also contains Chang's treasure cache; many of the items listed are unsuitable for his own use so he leaves them stored here.

Plate armour +1 magic (such armour worn by an innkeeper would certainly arouse the suspicions of the party, but Chang may attempt to put it on once his disguise is uncovered.

Theriac potion

Potion of Strength

350 Florins

3. The Kitchen

A small pantry leads off to one side of the kitchen. There is one outside door but this is locked, and a trapdoor set into the floor covered by some threadbare rugs. This leads down to the cellar (see room 10). There is a large table at the centre of the room, with a heavy chair set at its end with two armrests. This is the chair that Chang will invite any guest to sit in if he is alone with them in the kitchen. The minute that they sit they will activate a pressure pad at the bottom of the seat and strong iron hoops will spring out of the arms, enclosing the character's arms (unless of course he specifically said he was holding his arms up from them). In turn, the chair is bolted to the floor so that characters cannot drag it with them in an attempt to escape. Only characters with a *Strength* above 15 have a chance of breaking the iron bars holding their hands: they will have a 10% chance for every point of *Strength* above 15. Chang will hope to dispatch anyone in the chair as quickly and silently as possible. To this end the

room has been soundproofed, and, with the door closed, only characters in the room immediately above it (room 8) will hear the struggle, no matter how loudly the victim screams. The vampire will not drink their blood at this stage for fear of being interrupted, and will drag its victim down to its lair behind the wine barrels in the cellar below (see room 10). It will then pull the carpet back over the trapdoor. The pantry is absolutely bare of provisions apart from a few flagons of drugged ale (these will have the same effect as the ale that Chang gives the party on entering the inn).

4. The Dining Room

This is empty and cobweb-festooned. A dusty table stands at its centre. Anyone looking closely at it will notice a roughly human-shaped form outlined in the dust on top of it. A few flecks of dry blood will be found just where the form's neck would have been. (Chang enjoyed one of his victims on this table.)

5. Bathroom/ Base of the Staircase

There is a primitive wash place at the foot of the staircase. The pump, which draws water from the stream below, has been completely wired up and it will take a few Rounds to unravel it. The vampire fears that he may be kept at bay by someone pumping up water from below, as he cannot cross running water. The staircase leads up to the hall connecting the upstairs bedrooms.

6. Bedroom no 1

This is the bedroom that Phon and Mut were meant to occupy during the night. However, having concluded their bargain with Chang they will depart at 2.00 am

and will take the party's horses with them as well. Unless the party can prevent them, they will make their way back to Glissom.

7. Bedroom no 2

The four-poster bed will sink through the floor at 3.00 am. A d20 roll under the character's *Reflexes* indicates he is woken up by the sinking movement. Chang will be waiting in the study.

8. Bedroom no 3

The occupant of this room may hear the struggle in the kitchen if Chang lures anyone into his chair trap (see room 3). The room is otherwise a standard one.

9. Bedroom no 4

A standard bedroom (layout as shown on the map).

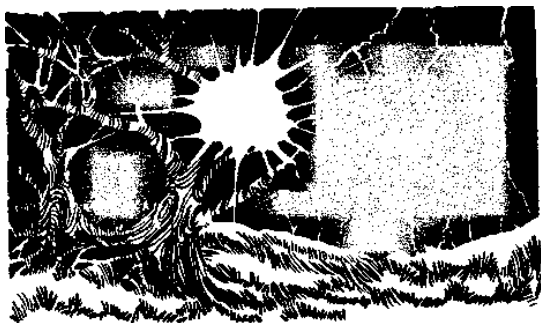
10. The Cellar

A set of rough wooden steps leads down to the cool flagstones of the cellar. Ancient hams hang here from savage-looking metal hooks. There is a line of wine barrels stacked to the ceiling along the eastern wall. All of these are full, apart from one that is a false door giving on to the small hideaway behind the barrels where the party will find Chang's coffin. Any dead members of the party will be found hanging from one of the meat hooks in this room.

Afterwards

Assuming that Phon and Mut have made a safe getaway, the party will now find themselves without

horses and may continue to be without them for the rest of the adventure, as purchasable horses are a very scarce commodity in this part of the country. They will have one of two options: they may either return to Glissom, where they will almost certainly be driven out by Kilnded's men-at-arms, or they may continue to the north hoping to recover the Hearth Fire and the body of the King.



3. THE SIREN WOODS

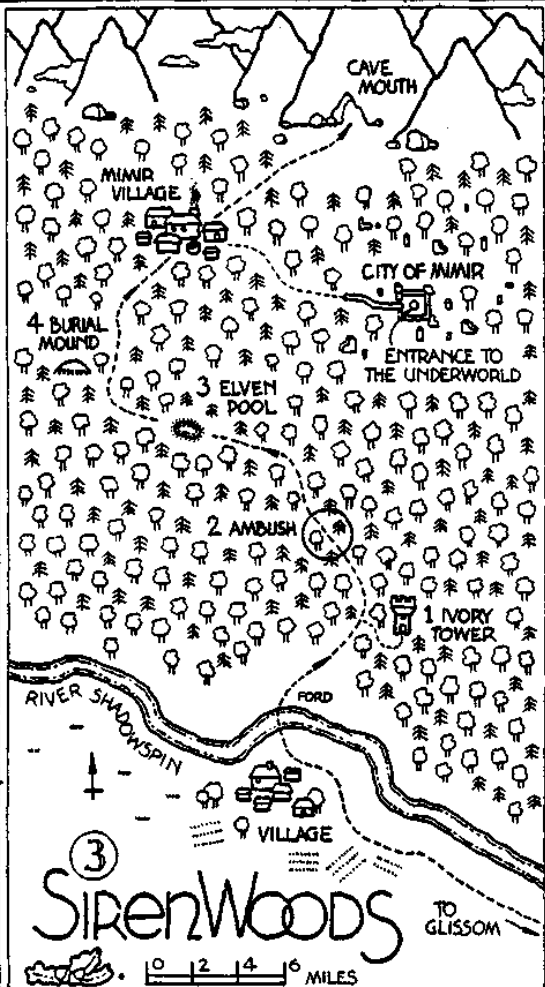
GM: The party journey northwards through dangerous, elf-inhabited woods, hot on the heels of the messenger that Kilnded has sent north to Fengil. They will eventually catch him up at the village of Mimir at the foot of the Brack Mountains, but in the meantime the party have enough to worry about with the enchanted elven woods.

You rejoin the main road leading north at dawn, discovering the marks of a set of horse's hoofs in the mud. To the north you can see the snow-capped peaks of the Brack Mountains seemingly reaching to the sky.

GM: Roll once on the Open Country Encounter Table in Dragon Warriors, p 136.

You travel on for twenty-five miles and enter a village just as it grows dark. Over a small river you can see a vast beech forest, newly in leaf and spreading away to the foot of the Brack Mountains. The landlord of the inn greets you courteously and looking around 'The Silver Stag' you see that it is filled with a cheery folk who offer no threat to you or your party. The landlord is jovial and talkative as he serves you mead. He seems surprised at your intention to travel north to the mountains. He tells you:

'But this noon a rider passed that way clad in black astride a foaming mount. He stopped not for food nor drink, but rode straight on over yonder ford, the fires of hell behind him it would seem. Weez called to him, warnin' him 'gainst the woods for 'tis a place of the devil's enchantment where the elf folk make mockery with the souls 'o men. Yet we shouted at a cloud o' dust for horse and rider were gone, deep into the forest. Now since you have stopped for counsel here; hear me, for none that set feet into that



forest are seen dive again. If it be honest work you seek, there be plenty in the fields hereabouts. If you should have to travel in the woods, do not leave the path, however faint it becomes, for no mortal danger will befall you if you stay upon it.'

The next day you set off with provisions, noticing that none of the villagers offers to accompany you as a guide.

GM: The woods are inhabited by a race of elves who will attempt to lure unwary travellers off the track which passes from the village to the mountains. Travellers who do not leave the track will not have any difficulty in reaching their destination. Characters who do stray will be attacked by a war party of Elves, the stats of whom are given in the Encounter Section below.

1. The Ivory Tower

About a mile into the forest you see a shimmering white tower to your right through the trees. A path leads off towards it. There is no one visible around it. You can see an arched entrance at its base.

GM: The tower is a magical trap. The first person passing through the entrance will find a spiral staircase leading upwards. The further the tower is ascended the more it will shrink in size, along with anyone climbing up its stairs. This shrinking will not be noticeable to the character or characters, as their size diminishes in strict proportion to the size of the stairs. Characters waiting outside will notice the arch getting smaller, the walls shrinking and the top of the tower apparently getting lower. The tower will eventually reduce to about 1m in height. Anyone still ascending it at this time will experience a feeling of vertigo as the tower seems to spin around them, and they will suddenly find themselves at the top of the tower where there is a bonded wooden chest. If they open this they

will discover that it contains a magnificent jewel-pomelled sword (this is a two-handed, + 2 magical sword. Returning to the base of the tower they will be puzzled to discover that the steps now seem to be monstrously large and that they are having to climb down them. When they emerge they will discover that, relative to their comrades, they are now only a tenth of their normal size! Characters on the outside of the tower when it begins to shrink will be able to yell out warnings to anyone climbing it. When the tower has reached its minimum size they will see it suddenly spin round rapidly and shoot up to its original size. Anyone leaving the tower before it reaches its smallest size will not themselves be made smaller. The sword is also the size of the character who has reached the top and is therefore useless. To overcome the effect of the shrinking (which is not durational), a *Dispel Magic* spell (of 7 Magic Points) must be cast on the victim. The sword will then become a normal + 2, two-handed sword (as opposed to the toothpick it now is). Reduce the shrunken character's stats by 90% until he is restored to normality. The characters will be able to return to the track without any further encounters.

2. An Ambush

A few miles after the tower, there is a sudden hissing sound in the air and a volley of darts fly over your heads, narrowly missing you. You see a group of lithe, tall folk dressed in green moving away through the trees: evidently they are the ones who have just fired at you.

GM: If anyone pursues the Elves, they will run into a thick cobweb of invisible elven strands that will hold them fast until they can roll under their Strengths on 2d10. If they succeed in doing this they will have broken free. While they are stuck, a volley of 10 darts will be fired, this time directly at them. The darts are d6, 2, but

most importantly they are tipped with an hallucinogenic drug (treat as a weak poison if 1 or 2 darts penetrate, a medium poison if 3 or 4 penetrate, and a strong poison if 5 or more penetrate).

As well as poisoning its victim, the drug may have the following effects: roll once on a d6 if the victim does not save against its MAGICAL ATTACK of 17:

Dice Roll

1. The character will be instantly and irreversibly attracted to the next person of the opposite sex they meet. They will follow them with passionate devotion even if this means leaving the rest of the party.

2. The next creature the party encounter (be it an Elf, another human or even a cow) the victim will believe to be a Basilisk and will not be able to look directly at them for fear of being turned to stone. In combat this will effectively lower their ATTACK factor by 2.

3. The character will experience recurrent fits of vertigo and will fling himself to the ground on a roll of 1 on a d10 when not sitting or lying down. Roll every minute.

4. The character will fall into an instant slumber from which he will not be able to be aroused. He will remain asleep for 2 whole days and when he awakens he will not be able to recall any events that have occurred in the past year.

5. and 6. The character affected will believe that all his comrades are enemies and will attack them, fighting to the death if necessary. This last is durational and subject to a normal Spell Expiry Roll; the others can only be alleviated by a Dispel Magic spell.

ELF WAR PARTY

Sorcerer 6th Rank

ATTACK 8

DEFENCE 8

Blow pipe (d6, 2)

Armour factor 2

Shortsword (d8, 3)
 Magic Points 23
 MAGICAL ATTACK 21
 MAGICAL DEFENCE 11
 EVASION 6
Health Points 10

Treasure: Two potions of the drug that is daubed on to the bow darts. For effects, see above. There are twelve applications in all.

Elven warriors 5th rank
 ATTACK 18 Blow Pipe (d6, 2)
 DEFENCE 13 Shortsword (d8, 3)
 MAGICAL DEFENCE 8 Armour Factor 2
 EVASION 7
Health Points *Reflexes: all* 17 .
 No 1 No 2 No 3
 13 13 12

The only way the party will catch the Elves up is by bringing down one of their number, whether by spell casting or missile weapons. Make an adjustment of 7 to any throw for missile weapons as they are well camouflaged and they are moving rapidly. The remaining Elves will rally around any of their number that is wounded, but will attempt to avoid further conflict if possible.

3. Elven Pools

Five miles further down the track you enter a green dell, its grassy sward dotted with coloured flowers. Birds sing from the trees and a feeling of intense peace comes over you. In the centre of the dell you see a pool just off the track. It is separated from you by a bower of honeysuckle and climbing roses. Cavorting in the pool you see a number of scantily clad women and men, all of them beautiful and all in the prime of health. They call out merrily to you and point to a tree at the centre of the pool. It bears a number of golden apples along its boughs. They



throw you the golden apples and invite you to come and pick some more.

GM: The apples will retard the process of ageing. If a character eats one each day he will not grow old. The character must pass through the bower to get the apples. This is a potent magical trap. It has a MAGICAL ATTACK of 10; anyone failing to save against this will immediately suffer the effects of ageing. Halve their current ATTACK, DEFENCE and Health Points. Their hair will drop out, and their looks will go to 5. It will take 1d12 months for the effects to wear off. This will not happen if they have eaten an apple prior to entering the bower, in which case they will be able to pass through it safely. The young people will disappear as they do so and the character will be free to pick the 100 apples hanging on the boughs. Because of their magical properties each of these apples is worth 1GP each. (Don't forget the encumbrance problems anyone carrying this amount of apples is going to have.)

If the characters decide to skirt the bower and head straight for the pool, the beautiful young people will suddenly turn into Ghouls and lurch out of the now slimy, stinking mire, clutching weapons concealed under the surface of the water. The tree will wither and die in a matter of seconds and they will see a host of worms crawling on its branches.

GHOULS Rank-equivalent: 6th

ATTACK 17	Weapons: See below
DEFENCE 9	Armour Factor 0
MAGICAL DEFENCE 7	
EVASION 4	

	No 1	No 2	No 3	No 4	No 5	No 6
Weapons	Sword (d8,4)	Staff (d6,3)	Mace (d6,4)	Dagger (d4,3)	Dagger (d4,3)	Staff (d6,3)
Health Points	11	15	14	11	14	12

Any character of 3rd rank or less in the party must roll their *Intelligence* or less on 2d10 or flee for 1d20 Rounds.

4. A Burial Mound

A couple of miles further on to the north, you see a low burial mound to your left in the shrubs and bushes.

GM: This is the burial mound of an ancient king who lies just below the ground waiting to rise up as a Revenant and attack any intruders. If anyone approaches to within a metre of the mound it will suddenly burst through the thin layer of grass and earth covering it and lunge towards the party. They will be able to see a green-faced, humanoid creature with white flowing hair and overlong nails dressed in verdigris-stained armour of an antique fashion, swinging at them with a halberd. Just then a thick mist will rise from the ground all around the mound, completely blocking out the view. Characters fighting the Revenant must do so as if blind (- 4 from ATTACK and - 8 from DEFENCE). Anyone who steps out of melee and back on to the path will find that they can no longer see or hear their comrades and that all they can see of the mound is a tranquil hump of grass. This is, of course, an illusion and the scene of battle will return to them once they have disbelieved it.

REVENANT

ATTACK 26	Halberd (d10 + 2, 7)
DEFENCE 19	Armour Factor: Ancient hauberk etc 4

MAGICAL DEFENCE 15

EVASION 6

Health Points 28

STEALTH 16

PERCEPTION 17

The Revenant is the corpse of a long-dead warrior king, buried in ceremonial armour but too restless to lie quietly under the earth. It can only be dispersed forever by being 'killed' in combat. If this happens, its body will disappear in a cloud of greenish gas. The treasure hoard of this mound can be reached after three hours of back-breaking excavation.

Treasure

The party will discover a pile of yellow bones still clad in the verdigris-stained armour they saw on the Revenant. Next to it lies a mould-covered crown inlaid with gold runes, next to it a black ivory staff. The Crown will absorb the first offensive spell cast against its wearer each day. Thereafter it will be of no use until dawn on the following day. The staff is charged with the Burden spell: it will 'cast' this spell if it is banged on a solid piece of ground. Like the crown it will only operate once a day.

Mimir's Well

The village is inhabited by a number of fay, blond-haired people with a distant resemblance to the Elves of the forest. They dress in white and are essentially peaceful folk with no use for weapons. Kilnded's Emissary arrived at the village a few hours ago and is trying to extract information from them. He has penned all the villagers into the Moot Hall, where he is applying hot coals to the soles of the Village Elders' feet. Fortunately, the Elder is an Air Elementalist of the 2nd rank and is using his Stargaze ability to ignore the pain in his feet. The Emissary is now growing extremely impatient to learn the location of the secret passage through the mountains. This is a secret known only to the villagers, who hold the passage in religious awe. Anyone approaching the village openly will be spotted

by the Emissary's warhorse which will let out a warning snort which its master will hear.

You can now see the snow-covered, purple Mountains of Brack rising up in front of you through the trees. The sides of the mountains seem extremely steep and no pass is visible. You also notice a wisp of smoke rising up from a settlement of wattle-and-thatch houses at the end of the path you are following. Coming closer you see a village-size settlement with a large Moot Hall set next to a well at its centre. A black warhorse grazes off to one side of the village. Apart from the horse there is not one living being in sight. The wisp of smoke is coming from the chimney of the Moot Hall.

GM: If the party has been spotted by the warhorse, the Emissary will be waiting to ambush them with his crossbow as they approach the hall.

THE EMISSARY 7th rank Knight of Darkness
ATTACK 20 Crossbow (d10, 4)
DEFENCE 14 Two-handed sword (d10 + 1, 6)
MAGICAL DEFENCE 10 Armour Factor 5
EVASION 5
Health Points 17

The Emissary will fight to the death as he is now trapped between the mountains and the party. He is clad in black plate armour and wields a +1 two-handed sword. He carries a scroll in an ornate case. It is the same case as the players may have seen at Kilnded's belt the evening of the attack on the tower. Roll under Intelligence on d20 to determine whether any of the characters recall having seen the case before. Inside it reads thus:

To Fengil, Prince of Darkness, ruler of the city of Nem,

I have fulfilled my part of the bargain: now fulfil yours and leave me to reign in Durindar's stead.

Signed: Kilnded

If the party release the Village Elder and his people (there are about fifty of them in all) they will be profusely grateful. The villagers seem very sluggish and slow by nature, but extremely wise. They themselves don't realize this is because the well of the village contains magical water. Drinking the equivalent of a litre of the water a day, as the villagers do, will for one day increase a character's *Intelligence* by 3 points, but reduce his *Reflexes* by 3. This effect will wear off after a day. Assume that this will occur to any of the players who do not specifically say they are not drinking the water. The water may be carried away from the well but will only remain magical for one day after it leaves its source.

The Elder tells you that he and the villagers are grateful to you for having saved them from the Emissary. He tells you that you are in the village of Mimir's Well, named after the God of Knowledge, Mimir, who is said to have lived here before Time began. The ruins of a temple of Mimir still lie in the woods close by the village and it was said that, before the reign of Balor, Prince of Darkness, the townsfolk of Mimir had been a mighty people and had close dealings with the people of Nem who reigned over the country beyond the Mountains of Brack. It is said that in those far-off days, men grew wings and flew across the mountains, but he scoffs at this saying this is nothing more than a doubtful legend, for everyone knows that the power of flight is reserved to birds.

He tells of many years before when the Bronze-Chested Legionaries came to the village and dwelt there in tents, preparing to set off across the mountains to the Lost City of Nem. The Bronze Chests set great store by a sorcerer magician they had with

them: legend dictates that this man's name was Fabius. The day before the expedition was due to leave, this Fabius and a boon companion of his and a learned scribe set off to search the ruins of the temple. They never returned. The leader of the Bronze Chests was most disturbed and set out himself to search the ruins: there they found but a dropped scroll case that the scribe had been carrying to map the buildings. It was soaked in blood, and on the parchment there was a map and a strange riddle that he had copied from a stone monument that even now stands in the ruins. It had been said that they had disappeared for many afternoons during the previous days and had seemed very excited about something, as if they had made a discovery which they were reluctant to share with anyone. The grey ghost of Fabius is still seen flitting about the woods at night. The map shows a rough path through the woods to the ruins of the city of Mimir. It also shows a central square where, next to the bloodstain, you can see a crude drawing of a stone pillar.



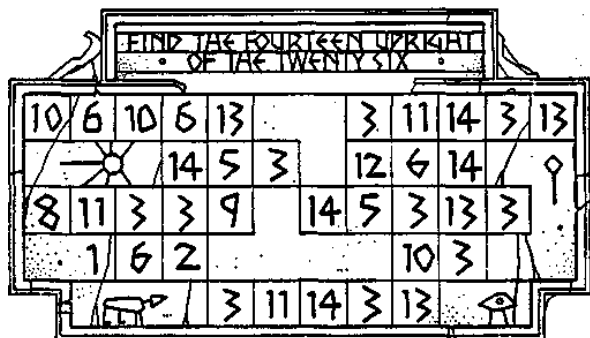
4. THE CITY OF MIMIR

GM: If the party decide to investigate the ancient ruins, the Village Elder will accompany them to the edge of them, although he will not enter the ruins himself. If the party set out at night they will certainly meet the ghost of the scribe whose map the Elder has shown them. Anyone not being slain or fleeing after its *fright attack* will hear it moaning gently to itself. Those who get close enough will hear it repeating time and again the solution of the riddle of the pillar (see below): 'Mimir: Enter the pit, kneel there, bid me enter.' He will then wail one last time and disappear. The party will not encounter the ghost during the day.

You follow the old man down a winding forest track to the east. Soon the rough dirt path underfoot turns to a stone pediment and you can see the ruins of ancient pillars sticking up from out of the thicket on either side of you. Soon the ruins of ancient buildings can be seen scattered about the leafy forest floor; here and there you see a ruined wall and scattered stones. You come to an open square area where no trees are growing. Ruins of large, ancient edifices stand at each corner of the square, and there is a crumbling pit at the centre. It is about 10m deep and a circular stone staircase leads down to its bottom. In front of it stands a giant stone idol which you presume to be an effigy of the ancient God Mimir: its facial features are now completely eroded away, leaving only a shapeless trunk. Clearly etched into the pediment of the stone statue is a script that you recognize as an ancient form of your own language and numerical system. It reads:

Find the Fourteen Upright of the Twenty-Six.

GM: The 'fourteen upright' are the fourteen letters of the alphabet that in capitals have upright, vertical lines. Nothing else of any interest is visible in the clearing. Translated,' the message reads thus:



10 6 10 6 13

M I M I R

3 11 14 3 13 14 5 3 12 6 14 8 11 3 3 9 14 5 3 13 3

E N T E R T H E P I T K N E E L T H E R E

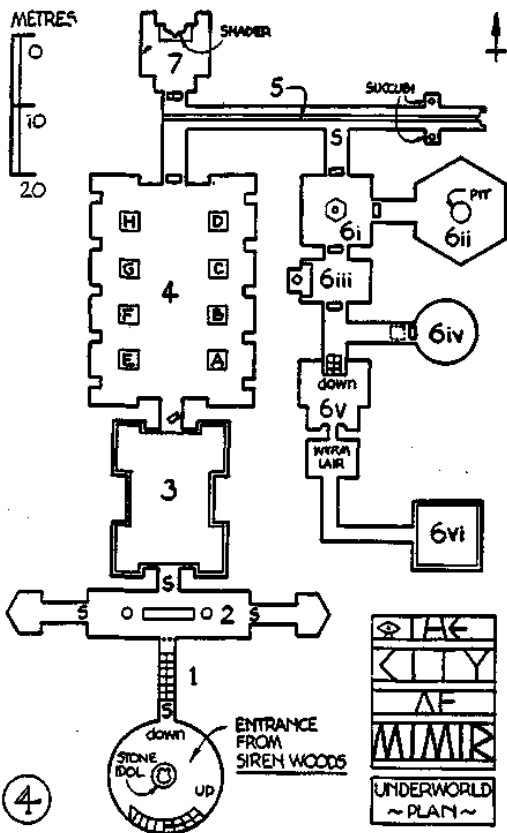
162 10 3 3 11 14 3 13

B I D M E E N T E R

If by chance anyone should enter the pit and call on the God, nothing will actually happen unless they are *kneeling*. If someone does descend into the pit, kneel and bid the God Mimir, or Knowledge, to enter, then a previously concealed rock slab will suddenly slide to one side at the base of the pit revealing a low, moss-covered doorway leading down into the darkness. There is room for one person to enter at a time. The numbers below correspond to the numbers on the map on p 105.

1. Stairs down

Single file only. A flight of slippery, moss-covered steps leads down about 10m to a rusted iron gate that is slightly ajar. Beyond it you can see a rectangular vestibule.



Exits to 2.

2. A plain rectangular vestibule

This room is 4m deep, 16m across. There is a stone plinth with two shallow depressions etched into its top, standing right in front of the grille by which the party have entered. There are two rusted iron pans on either side of the plinth, supported by iron stands. A number of corroded copper coins lie on top of these. You can dimly make out the remains of some powder in the shallow depressions of the plinth. Suddenly, stone panels in the east and west walls of the vestibule swing up, revealing corridors. Down them, you see marching towards you with curiously mechanical steps two grey, shambling figures. In one hand they hold a dish, in the other a shortsword. They wear corroded copper armour covered with verdigris.

GM: These Mummies are the ancient custodians of the temple and will not attempt to hinder anyone entering as long as they cast the ritual powder in the dishes on to the shallow depressions on the plinth. The Mummy on the left holds a dish with some white-looking powder; that on the right, a dish containing black powder. If a handful of each of these powders is thrown on to the plinths at the same time, a panel directly to the north of the plinth will suddenly rise up revealing the corridor leading to the north. If the party either fail to take a handful of the dust from each of the Mummies within ten Rounds of their drawing abreast of the party, or if the party don't throw the dust on to the depressions simultaneously, the panel will not swing up and the Mummies will attack with their shortswords:

MUMMIES Rank-equivalent: 6th
ATTACK 18 Shortsword (d8 + 2, 3)
DEFENCE 12
MAGICAL DEFENCE 9 Movement: 10m (15m)

EVASION 4

Health Points No. 1: 17 Reflexes 6

No. 2: 16

If the dust is thrown on to the depressions one at a time, the following will result:

The White Dust: this will suddenly turn into a dense blanket of fog, obscuring the vestibule completely. It will not bother the Mummies in any way, but the characters will have to fight them as if they were invisible (- 4 to ATTACK, - 8 to DEFENCE).

The Black Dust: this will form into a choking cloud of poisonous gas. Treat as a strong poison. It will not affect the Mummies in any way.

If both handfuls of dust are thrown on to the plinth at the same time, they will both ignite into an ethereal wisp of smoke and the entrance way (as described above) will suddenly swing up revealing the corridor leading to 3. If the alcoves at either end of the corridors are inspected, the party will discover that they are choked with great heaps of the dust used for throwing on to the plinth. Under a mound of the black dust, which if touched will boil up into a cloud of poisonous gas (roll under *Reflexes* on 2d10 or treat as a strong poison), the party will find 17GP, 164GP, gems to the value of 225GP and an *Eye of Foreboding* (see *The Way of Wizardry*).

3. A Long Hall

A long hallway stretches to the north. Just in the range of torchlight, you can see a large bronze-plated door at the north end. The leading member of the party stumbles on a pile of what looks like discarded clothing as he steps through the threshold. On closer inspection, this proves to be the cloak-wrapped skeletal figure of an ancient scribe. The skeleton is unremarkable except that the top of the skull has been neatly removed.

GM: The panel through which the party have just entered suddenly begins to drop down: anyone who wants to dive back through it must make an EVASION throw against the panel's SPEED of 14. Anyone who jumps back through the door will be able to open it again by throwing the dust on the plinth as explained above.

The hallway is ominously silent. You notice that there are deep scratch marks in the stone of the panel on this side, as if the skeleton had been madly scrambling to get out when he perished. You also noticed streaks of dark colour across the lighter stone of the floor. Looking closer you see this could be blood. The hall is otherwise empty apart from a discarded sword you find halfway along it. The cutting edges of the sword are practically blunt as if it had been used for hitting something incredibly hard. The bronze door in the north wall is slightly ajar.

EXITS: The door in the north wall as above. The only way to get through to room 2 again is to break through the panel (a matter of several hours), or to use a Portal spell.

4. The Hall of Necrophobius

GM: Just behind the door lurks the Necrophobius. It resembles a giant praying mantis about 5m long and has long forelegs and razor-sharp mandibles that can cut through bone. The demon is the physical incarnation of the being that the party may encounter in Section 7. The mantis will seize the first person through the door with its two long forelegs; the next Round it will attempt to slice off the top of their skull with its mandible. If it succeeds, a long proboscis will appear and suck away all the matter in the skull cavity. The demon will then vanish and will be encountered again in Section 7, where it will be found regurgitating its sickly load into the mouth of the stone statue which is there.



NECROPHOBIUS

Physical incarnation of the Demon
Shader

ATTACK 28

Forelegs (d6 + 1,4)

DEFENCE 10

Mandibles (d8,10)

Armour Factor 8

MAGICAL DEFENCE 12 Movement: *scuttling* - 20m

EVASION 4

STEALTH 12

Health Points 25

Reflexes 14

PERCEPTION 16

Necrophobius will attack by seizing its potential victim between its forelegs. Roll a normal Attack Roll for this. The character still has a chance to break free of Necrophobius' grip. The character must roll under his *Strength*-4 on d20. Roll to see whether the mandibles manage to saw through the top of the victim's skull. Assume this only occurs when the victim is dead: ie, when the victim reaches - 3 *Health Points*. Necrophobius will then spend one Round sucking out the skull cavity before vanishing into thin air. The being has a thick, horny carapace that is very difficult to penetrate with normal weapons, hence its high Armour Factor. The Necrophobius can be turned with a relic.

The ceiling of the hall is supported by eight stone pillars fashioned into the shape of women. These are called caryatids and are only found in the buildings of the ancient people. Each of the caryatids seems to represent some branch of the arts: one of the stone pillars clutches a harp, representing Music; another's arm rests on its chin as if it were lost in thought, representing Philosophy. The other six pillars represent Poetry, Navigation, Dancing, Rhetoric, Painting and Animal Training (the ancients had strange ideas about art!). If the pillars are touched they will emit an incomprehensible babble in a tongue no member of the party will be able to recognize. The language is that of the ancients and the only way to interpret the message of each pillar is to put on the helmet the party will find in Section 6, room iii. This will convert the ancient tongue into modern speech. Once this is done, the listener will learn the following from the pillars:

Poetry

The character becomes able to memorize any piece of verse, no matter what its length, and is able to recite it verbatim. Not only would this skill be useful in royal courts etc, but also in carrying secret messages disguised as verse.

Philosophy

The character becomes more sceptical, particularly about occult or supernatural occurrences: in future, he will get +2 resistance against *fright attacks*, the mesmerism of vampires etc.

Music

The character becomes adept at playing one of the following musical instruments:

Viol

Lute

Pan pipes

Drum (roll d4)

He can charm animals lower than his own rank with his music if he can roll under the difference between his rank and their rank-equivalent on a d20.

Navigation

This skill gives the character the ability to identify any constellation or single star in the night sky, or to judge by the angle of the sun and the time of day his approximate surroundings. Thus the character will never stray more than 5 degrees off course during an ocean voyage, or ten miles from his path during the day.

Dancing

The character becomes adept at any of the current modes of dancing at court, whether it be the pavane, reel or any other dance. This skill has the knock-on effect of improving the character's EVASION score by 1 point.

Rhetoric

The character may charm people of lower rank than himself by rolling under the difference between ranks on a d20. The people thus charmed will then perform one act on the character's behalf, as long as it does not entail danger to the charmed person or their family or friends, nor involve the loss of their property.

Painting

The character becomes able to paint good semblances of anyone as long as he has seen them at least once for five minutes. Portraits thus obtained are useful for showing to people whom you want to identify someone to.

Animal Training

Animals will respond to the character as if they were under Command (as in the spell). However, the animal must be captured first if wild. Once trained in this way, the animal will always obey its trainer.

If more than one pillar is set off at one time, the babble to anyone not wearing the helmet in section 6, room iii will start to get unbearable. The pillars continue to babble for five minutes then abruptly stop. If three pillars are set off at the same time, characters must roll under their *Intelligence* on 3d10 or go insane. Consult the Madness section on p 55 if this happens.

EXIT: There is a single door made of black varnished wood set into the northern wall. A short passageway behind it leads to a longer passageway to the east. A wide set of double doors lie right in front of the door on the opposite side of the corridor.

5. Long Passageway

Two shallow depressions in the floor run the entire length of this passageway; they both end in a hole in the floor right in front of the door through which the party will have entered. An echo of a slow methodical drip can be heard from the end of the passageway. Looking into the runnels, the party will see that they are full of what looks like blood. The runnels are only a few inches across and can be stepped over easily. Anyone who stares down the hole set in the floor will have to make a magical saving throw against an ATTACK of 15. If they fail, it will seem to them that invisible hands are grasping them around the throat and throttling them. They may attempt further saving throws, each time at - 2, -4, - 6 etc until they save. Every Round the character fails to save, he will lose three Health Points for strangulation damage. Once the character manages to save, all this damage will disappear. The liquid in the runnels has the consistency of blood and is a mild poison. There is a large bronze head set into the wall at the end of the corridor. The red liquid runs down its chin into a bowl from whence it drips on to the floor and into the runnels in the centre of the corridor.

Halfway down the corridor leading back to the south, lies the treasure vaults of the city of Mimir. Anyone walking down the corridor will feel a drowsy torpor coming over them (MAGICAL ATTACK 8). If they succumb to the spell they will approach the leering bronze head believing it to represent a benevolent deity. On each side of the head is an alcove in which dwell pink Succubi; these will leap out as the character approaches, surprising them. They will drag off victims by their hair to the bronze head. The bronze head will suddenly become animate, staring greedily with large metallic eyes and chisel-like bronze teeth. Anyone in a stupor will not resist the Succubi, but their comrades may attempt to do so:

Two SUCCUBI

ATTACK 18

DEFENCE 14

MAGICAL

DEFENCE 10

EVASION 4

Health Points 12

Armour Factor 0

Succubi have four arms.

They will get two ATTACKS per Round with their shortwords (d8, 3) and will attempt to grapple once per Round with their other two hands. The character is held if the Succubi roll under their Strength + *Reflexes* minus the character's *Reflexes* on d20. The succubus can stab a character it is holding every Round, without needing to make a Hit Roll.

Succubi are naked, pink-skinned creatures, with four long arms and a tail and monkeylike face. They have the ability to pass intangibly through walls. They serve demon masters or powerful demon magicians to whom they are indentured for a certain number of tasks. A relic, when touched to their skin, will reduce them to a pile of ashes. They regenerate 1 Health Point per Round if they have been wounded by a nonmagical weapon.

Anyone taken to the bronze head will be pitched forward into the mouth and ground up between its glistening teeth.

EXITS: Halfway down the passage on the south side are the treasure rooms of the city of Mimir. To the north of the door through which the party first came, there is a double door.

6. Treasure Rooms

Halfway down the corridor, behind what looks like a bricked-in section, lie the treasure rooms. It will take a few minutes to break the wall down. A series of inter-linked rooms leads off this corridor. There are six rooms in all - all of them have some sort of treasure, some have guardians.

Room(i)

A vase with a sealed top stands on a plinth. A Peer spell will reveal that there is an amulet lying at the bottom of the vase and a small Wraith sits on top of the amulet. If the top of the vase is punctured, the Wraith will vapourize and escape into the room. It will take two Rounds to materialize as a fully formed Wraith, which will attack the party. There is a jar with a lid resting against it near the pinth. This gives off a faint aura of magic. If the jar is placed over the lid of the vase as the seal is broken, the Wraith will fly up into it and will be unable to escape if the magical lid is clamped on it. Otherwise the Wraith will attack anyone in the room.

WRAITH Rank-equivalent: 5th
ATTACK n/a Armour Factor 0 (but immune to
DEFENCE 4 nonmagical weapons)
MAGICAL ATTACK 1d10 per Round
MAGICAL DEFENCE 11
EVASION 4
Health Points 3

The Wraith has a 1d8 fright attack: this is followed by its Death spell cast after three Rounds with a MAGICAL ATTACK of 3d10. The amulet is one of Sovereignty Over Violence (see *The Way of Wizardry*, p 97).

Room (ii)

This is a high, vaulted room, its ceiling lost in the shadows. Anyone entering the room will feel themselves being borne up into the air. They will have one attempt to grab hold of something before they are fully airborne (roll under *Reflexes* on a d20). Otherwise they will find themselves carried up to the ceiling where they will see a number of skeletons pressed against the roof, next to upsidedown chests. Some of the lids of the chests hang down into the room. There is

a deep pit underneath the stone vault; whatever was in the opened chests must have fallen into the abyss. The unopened chests contain Rings of Flying (one per member of the party carried up here). Characters pressed on to the roof will be able to move their arms as far as the unopened chests to unclasp the locks. If the clasps are opened incautiously, the rings will spill out and start to fall. Characters will have to grab them before they are out of reach (roll under DEX on a d20). Anyone catching one will not necessarily know what the function of the ring is unless they put one on their finger.

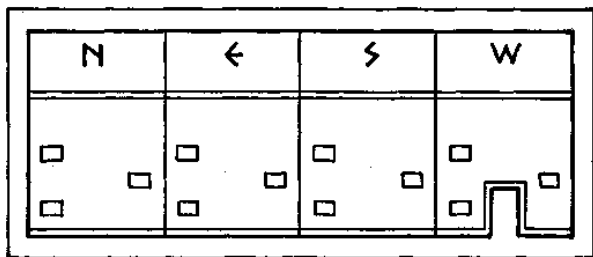
The Ring of Flying

This allows its wearer to fly through the air for one minute at a stretch. Each ring has d20 charges. Characters may carry up to their own weight through the air whilst wearing the ring and will be able to fly off the ceiling in this particular room. They may even be able to explore the pit at the centre of the room. It descends a hundred feet into pitch darkness - at the bottom is the accumulated treasure of the adventurers whose skeletons decorate the outside ceiling of the room. Assume a MODERATE TREASURE hoard collected for each minute spent down here; any ring found will be a Ring of Flying with 1 x d20 charges.

Room (iii)

A helmet stands in an alcove: this is the Helmet of Tiphon. Anyone putting it on must make a saving throw against a MAGICAL ATTACK of 12. If they fail, they will immediately hear a host of babbling voices and will find that they cannot remove the helmet. Their colleagues will notice that the character is struggling to remove it, but will not know for what reason. If the character resists the spell, he will find that while he is wearing the helmet he will be able to understand any strange tongue that he hears spoken, including the language of the pillars in Section 4. If he fails, he will

begin to gabble in a strange hotch-potch of languages of which only one or two words will be intelligible to his comrades. Only a *Dispel Magic* will allow him to remove the helmet. There is also a copper box lying against one wall: in it is a folded card. It has four sections and each section is labelled north, east, south and west consecutively. It is marked as follows:



If the party correlate these to the bricks in the walls of room 6, they will discover the treasure hidden in them.

Room (iv)

This room has slimy, moss-covered walls and its floor is covered in mud. The door to it slides into the lintel when characters stand on a pressure pad outside it. The only treasure in it is a scroll with a Portal spell. If the scroll is read out in the room it is found in, it will have two effects. The first will be that the panel through which the party entered the room will suddenly shoot downwards, blocking the exit; the second, that a panel will open in the side wall and water will pour into the room. The room will be completely filled with water within TEN Rounds. The only exit from the room is the door through which the party entered. No escape is possible in the time before the water covers the party

unless one of them is a Sorcerer capable of casting the Portal spell.

Room (v)

The door to this room hangs on rotten hinges. Looking inside, you see that the floor is awash with liquid mud. It is reached by a short flight of stone steps. Water pours into the room from an ugly stone gargoyle. The mud is at a level with its large, cavernous mouth through which it looks possible for a man to pass. You can see a skeletal hand sticking up from the mud in a far corner.

GM: Assume a good treasure hoard for the entire room: half of this will be scattered beneath the mud on the floor, the other half will be found in the Mud Wyrms' lair.

Treasure

Room	Lair
Scrollcase with scroll of <i>Shadowbolt</i> inside it	Suit of + 2 chainmail armour
4380 Silver Pieces	1000 Silver Pieces
520 Gold Pieces	360 Gold Pieces
3000 Florins' worth of gems.	1200 Florins' worth of gems

The room is guarded by a Mud Wyrms who lurks in the den behind the stone mouth. The Wyrms will immediately shoot out of the mouth and attack anyone in the mud of the room, which is just over 1m deep (chest high on most characters). Movement in the mud is only a quarter of that normal for humans.

MUD WYRM

ATTACK 16
DEFENCE 9

Fangs (d8, 6 and if penetrates
armour, MAGICAL ATTACK
causing Paralysis)



MAGICAL ATTACK 8
MAGICAL DEFENCE 2
EVASION 6
Health Points 22

PERCEPTION 15

The Mud Wyrms resembles a large brown eel. Its body is 6m long, and its only distinguishing features are two pin-sized eyes and a huge circular mouth filled with razor-sharp teeth. Characters will only see a disturbance in the mud as it approaches them, and then, if the Wyrms strikes them and penetrates their armour, they will feel a terrible pain in their leg. The Wyrms discharges an electric shock into its victim: this has a MAGICAL ATTACK of 8 and induces paralysis. Failure to save against this will result in the character collapsing and sinking below the level of the mud.

In addition to the treasure listed for this room, there is a +2 magical one-handed sword lying next to the skeletal hand in the far corner. Anyone leaning over the hand will have to evade the hand's SPEED of 12 as it makes a sudden grab for their throat. The hand is not attached to anything below it. Further hands will begin to appear at the surface of the mud at the rate of 1d4 hands per Round, and these will also fly at the character's throat, or anyone who approaches within 2m of them. The SPEED of all the skeletal hands is 12. They do d6, 2 damage and have 2 Health Points plus Armour Factor 1 themselves, and a MAGICAL DEFENCE of 8. Once they are attached to someone's throat, the hands cannot be removed by weapons for obvious reasons. The hands will continue to do d6, 2 damage per Round that they are attached to a character.

EXITS: There is the Mud Wyrms' lair behind the stone mouth; behind this is a stone passageway leading down into liquid mud. If characters hold their breath for two Rounds and swim through the mud, they will reach the empty, brick-lined room described below.

Room (vi)

GM: This is a totally empty and perfectly square room, its walls marked with single letters denoting the cardinal points of the compass: N,E,S and W. The walls sound solid when they are tapped.

12 of the bricks in the walls, 3 in each wall, are filled with treasure. These bricks correspond exactly to those marked on the piece of card that the party may have found in Section 3. It is extremely unlikely that the party will discover the treasure just by prising bricks off the wall randomly, or whilst looking for other exits from the room (assume a 2% chance). Taking the treasure from the north wall first, this is what each brick contains:

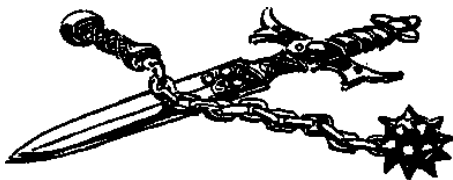
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|----------|---|
| Brick 1 | Contains a solid gold core (worth 500 GPs) |
| Brick 2 | Contains 2 doses of the Potion of Occult Acuity |
| Brick 3 | Contains 2 doses of the Potion of Night Vision |
| Brick 4 | Contains 2 doses of the Potion of Healing |
| Brick 5 | Contains 2 doses of the Potion of Strength |
| Brick 6 | Contains an amulet: The Ankh of Osiris |
| Brick 7 | Contains a Ring of Agonizing Doom (4 charges) |
| Brick 8 | Contains a +1 magical dagger |
| Brick 9 | Contains a solid silver core (worth 20,000 Florins) |
| Brick 10 | Contains a scroll: <i>Resurrect</i> |
| Brick 11 | Contains a scroll: <i>Pentacle of Entrapment</i> |
| Brick 12 | Contains a Ring of Sentinels (4 charges) |

EXITS: There are no exits from this room.

7. The Sanctum of the God

GM: Despite all the legends, the God Mimir never existed. Instead, the Demon Shader has dwelt in these dark vaults since time immemorial, demanding human sacrifice of the ancients who came and worshipped here, and dreaming of the vast treasure hoards hidden in the bowels of the temple. Only the face of the demon is visible leering from one of the walls. It is from here that the demon sends forth his physical emanation to feed on the brains of men. The corpse of the scribe Fabius, the top of his skull neatly removed, lies on the floor in front of the mocking demon. If the party have not already defeated the demon's physical emanation, Necrophobius, they will encounter it here; for stats see p 110. The gaze of the demon has an offensive ability and it can turn people mad. It has a **MAGICAL ATTACK** of 15 and anyone who looks directly at it must save or go insane (see p 55). After his servant is defeated he will disappear from this plane.

There are no further rooms in the underworld.



5. THE MOUNTAINS OF BRACK

After a night of feasting, the Village Elder comes at dawn to wake you. He tells you that if you want to journey to the Lost City of Nem he will show you the only way through the mountains. No man has ever returned back from the way he is about to show you, but he hopes the small gift he is about to give you will help. It is 30m of elven rope: this effectively increases the Reflexes of anyone climbing up it by 5 points, thus making Climbing Rolls easier for anyone using it.

You now have a choice to make: you may either journey on into the mountains and try to discover the Lost City of Nem, or you can return to Glissom and confront the treacherous Kilnded. You are not sure of the sort of reaction you can expect on your return, but you sense that the recovery of the Hearth Fire is in some way essential to the safety of the Kingdom of Glissom.

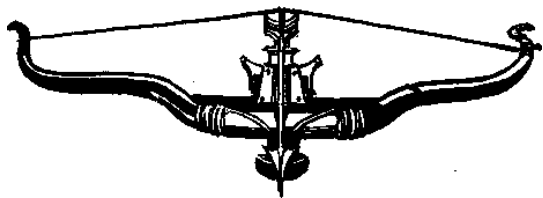
If the party decide to continue

The old man leads you off through the light mists that clothe the forest in the early hours of the morning. After about two miles you stop at the bottom of a high cliff-face: above it soar the mountain peaks of Brack. You have to strain your necks backwards to see their summits. The old man gestures you to stop and he turns and addresses you:

'Long ages ago, this was the way the Bronze Chests came when they sought the Lost City; none of them ever returned and we know not what happened to them. We call the cavern entrance the Mouth of the Gods.'

In front of you, you can see the dark slash of a cave-mouth in the face of the cliff: from it you hear ghostly ululations on the wind, and a shiver runs up your spine. The old man hearing the noise shudders: 'Many men have perished here and many ghosts and

spirits haunt the cave. None of the villagers have entered there save those who have returned stark mad, with hair turned the colour of driven snow. I must leave you now for it is bad luck to linger in this place.' He bids you farewell and disappears into the mists.



Area 1

GM: The cave extends back about 30m. Halfway down it, a flock of bats will suddenly swoop down at the party, disturbed by the noise. At about 25m, the party will begin to discover the bronze-armoured skeletons of the lost Legion.

At about this time the ghostly emanations of the legionaries will rise up and begin to emit low keening sounds very much like those that the party heard outside the cave-mouth. They are not likely to make a *fright attack* on the party; anyone casting an *oracle* spell will hear the spirits tell of their sad fate. Looking up, the party see a dark funnel leading upwards through the rocks, and a very faint glimmer of light can be seen at the top. A rotten rope attached by pitons snakes up it. The pile of skeletons are obviously those of legionaries who have fallen during the ascent. The ropes are now too rotten to be of any use, but the pitons can be lassoed and a rope attached around them. The climb with a rope is an easy one, (*difficulty factor* 6) but those people climbing without the aid of a rope will find that it is difficult (*difficulty factor* 16). The cave ends in a rock wall a further 10m down the tunnel. A lone skeleton lies at the end of it, having apparently dragged itself here after its fall. It has scratched a message into the rock with a stone: 'Comrades, if you find my body, do not follow. Only death awaits above.'

Anyone rolling the legionary's skeleton over will find an ancient dagger stuck into his rib cage. There is a huge monolithic carving of a figure cut in the rockface at the end of the tunnel. The symbol of the eclipsed moon is carved on to its forehead, just beneath a colossal crown of stone. Its eyes are deep set and seem to produce the deepest shadows imaginable. The statue's face is lean and melancholy-looking. It is carved in a sitting position with its two arms stretched out into the room. In one it holds a disc carved into the shape of a stylized sun; in the other is what looks like the stylized representation of an eclipsed moon. The

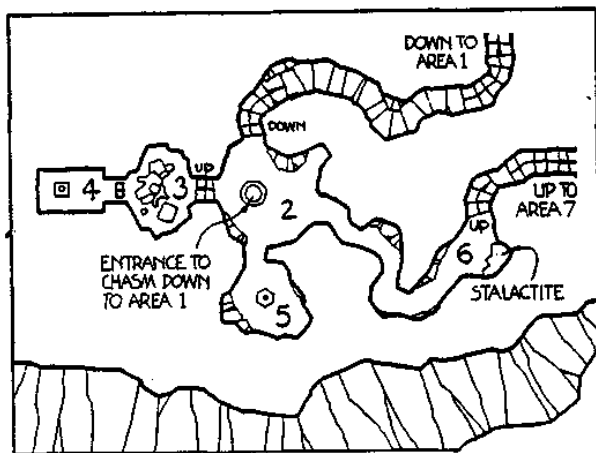
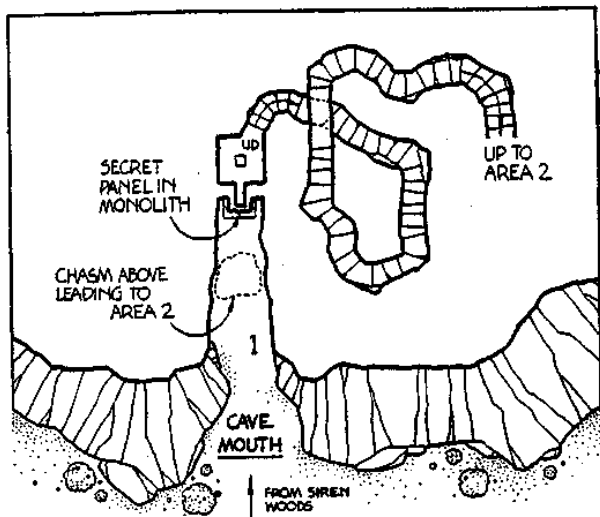


CLIFF
FACE



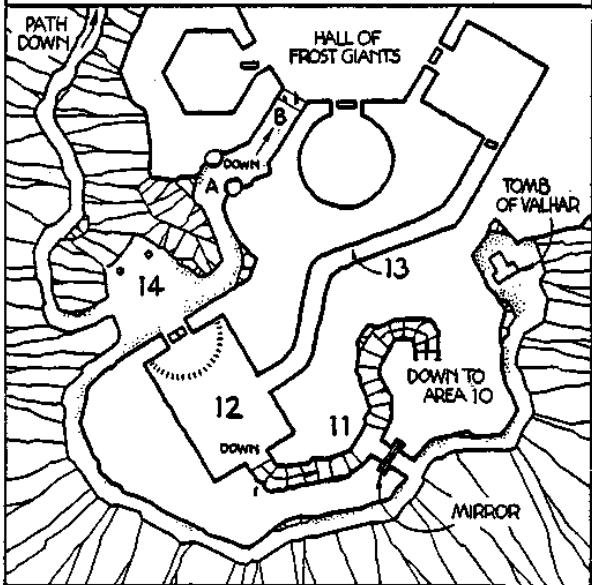
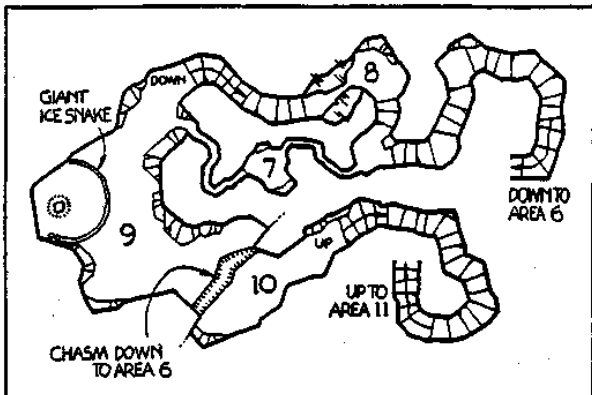
NORTH

⑤ MOUNTAINS



OF BRACK

0 20 40 METRES



hand holding the sun symbol is raised about 45 degrees from the horizontal, the other 45 degrees in declination. There are no other interesting features around the carving.

If the party push down on the uplifted arm they will find it will drop down slightly. At the same time, the downward arm will rise up. A total Strength factor of 25 will be required to push the uplifted arm down through the true. When the arm is pushed right down, the light in the tunnel (if it is daylight] will gradually become very misty and dim and the dreadful ululation of the ghosts will now rise up again and become fierce. Looking down the corridor, the party will be able to see in the murk the skeletons of the warriors rising up, armed with their rusted weapons. Their bodies glow with a faint greenish light and their intentions seem to be hostile.

"Treat the skeletons as normal Skeletons as in Dragon Warriors, p 119. There are twelve of them in all.

SKELETONS

ATTACK 11

DEFENCE 5 Armour Factor 0 (except 2
versus stabbing weapons

MAGICAL DEFENCE 3

EVASION 3

Health Points

Weapons:

1st 5 HP	Two-handed sword (d10, 5)
2nd 4 HP	Shortsword (d8, 3)
3rd 2 HP	Mace (d6, 4)
4th 6 HP	Two-handed sword (d10, 5)
5th 3 HP	Two-handed sword (d10, 5)
6th 4 HP	Cudgel (d3, 3)
7th 6 HP	Battleaxe (d8, 6)
8th 5 HP	Morning star (d6, 5)
9th 6 HP	Sword (d8, 4)
10th 4 HP	Battleaxe (d8, 6)
11th 5 HP	Spear (2d4, 4)
12th 4 HP	Flail (d6, 4)
13th 6 HP	Cudgel (d3, 3)

14th 4 HP	Halberd (d10, 5)
15th 5 HP	Battleaxe (d8, 6)
16th 3 HP	Mace (d6, 4)
17th 2 HP	Staff (d6, 3)
18th 7 HP	Dagger (d4, 3)
19th 7 HP	Staff (d6, 3)
20th 2 HP	Spear (2d4, 4)

At the same time as the Skeletons are animated, a panel in the monolith's chest will slide up. Behind it is a Shadow Gaunt. The party will not see it, though, for the way beyond is obscured by a *Curtain of Night*. The Gaunt is a 6th rank-equivalent Darkness Elementalist, placed here by Fengil to protect the way to the city of Nem.

SHADOW GAUNT

ATTACK 22 Talons (automatic 4 points damage: see below)

DEFENCE 22

MAGICAL ATTACK 22

EVASION 10

STEALTH 25

Health Points (see below)

PERCEPTION 15

Gaunts are the creatures of shadows brought together by the highest necromancy known in the occult arts. A mage will enter an unconsecrated burial ground and, using a summoning, bring the shades from the graves till they form a dark, almost solid body. This gradually takes a humanoid shape with two small holes where light can pass through, where the creature's eyes should be. Someone seeing a Gaunt flitting down a dark alleyway would take it to be a tall, cloaked figure until they turned and saw the hollowness of the creature's eyes. Sometimes, if there is light behind them, rays of light will pass through these eyeholes, but no light will pass through the creature's inky-black body.

Gaunts do not have Health Points as such. Being creatures of shadow they are insubstantial and can move under shut doors and through the narrowest of cracks. However, a magical weapon will dispel them

instantly, if it strikes successfully. Unfortunately, Shadow Gaunts are evasive and difficult to see clearly; any blow struck at a Gaunt, be it with a magical or non-magical weapon, has a 25% chance of failing to inflict any damage, even if the Hit Roll succeeds. If the Gaunt does evade in this way, the attacker will suddenly find that he has struck through thin air - the Gaunt is now behind him and ready to attack with surprise next Round. The Gaunt will always get surprise in this manner even if it has been challenged by a character previously.

At the instant the Gaunt is dispelled, a curse (see The Elven Crystals, p 181) will be cast on the person who struck the blow, with the Gaunt's full MAGICAL ATTACK.

Gaunts fight with shadowy talons. If they strike a blow, automatically deduct 4 points from their opponent's *Health Points* (armour doesn't count). All Health Points thus lost will be recovered once the Gaunt is defeated. However, if a character's points are reduced to - 3 he will stay dead. All Gaunts have the magical powers of a 6th rank Darkness Elementalist.

In this particular instance, the Gaunt has cast *Shadowfall* on the cavern, causing the premature darkness. The room behind the monolith is square with black granite walls; there is a set of stairs leading upwards in the northeast corner. Painted in round silver sigils on the black walls are four strange signs. A sickle-shaped sword lies on a black granite plinth in the middle of the room. It doesn't seem to have been touched for some time. If the characters look carefully, they will find that the circular bend in the sword will fit around the circular sigil on each of the walls. If this is done to any one of them, a panel will slide out of the wall bearing on it an item of treasure:

1. A Mace of Darkness: a +1 magical mace made of jet-black iron with an added bonus. Once the wielder has struck an opponent, a thick cloud of rolling smoke will envelop them, making them unable to see. The wielder, however, can see his opponent *perfectly*.

Treat as the Benight spell. Normal Spell Expiry Rolls apply.

2. A jar with a particularly loathsome-looking pink lizard suspended in it, in a solution of grey liquid. On closer inspection it can be seen to be alive: it has tiny, razor-sharp yellow teeth. The use of this reptile will not be immediately apparent to anyone picking up the jar. However, if the jar is unstoppered the lizard will instantly disappear, leaving only the murky grey solution. If this solution is then poured into water or any food or beverage below blood temperature, and the food or beverage are consumed thus raising the temperature to that of blood, the creature will appear in the victim's stomach and start gnawing away at his innards, causing a loss of 5 *Health Points* a day. This damage will not be recoverable through rest and can only be treated by magic. A *Dispel Magic* will void the creature from the victim. Failing that, a mixture of ground glass and grey solution drunk by the victim will act as a purgative. However, this solution must be treated as a strong poison.

3. A coin which does not appear to be any of the coins of the kingdoms known to the party. It glows with a magical aura. Its intrinsic value is that the last person who touched it and handed it on to another person knows instinctively in which direction the coin lies anywhere in the world. This knowledge will be lost when a third party picks it up. It is thus quite a useful tracking device, but not an infallible one.

4. Grappling hook and 50m rope. An Assassin's grappling hook: this will land on walls silently. The rope has a magical affinity to its user's hands, reducing the *difficulty factor* of all climbs by half.

The silver sword's only value apart from as a 'key', is 100 Florins.

EXITS: Back through the monolith or up the stairs. The party will find that they are pursued by the Skeletons even if they attempt to flee from them.

Area 2

A Jong flight of rough-hewn steps lead up to this section from Area 1. The only other way up is by climbing the steep slopes of the chasm itself.

There are four rough tunnels leading off from this circular area. The tunnel to the north leads to a flight of rough steps leading down (see Area 1J. That to the east slopes upwards and is littered with boulders and scree. That to the south seems to open out into a large cavern. To the west, a massive set of cracked stone steps leads upwards to a platform. The ceiling has evidently collapsed at some stage in the past, as the top of the dais is covered with large boulders: you can just see the upstretched hand of a statue sticking out of the top of the rubble.

EXITS:

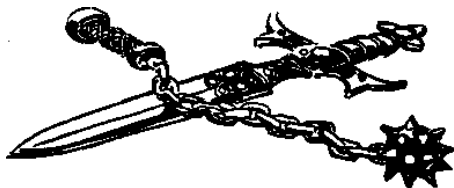
To the north: back to Area 1.

To the east: up the long curving tunnel to Area 8.

To the south: to Area 5.

To the west: up the steps to Area 3,

There is a 3m-wide ledge around the lip of the chasm; the drop down the chasm is 20m. The skeletal remains of the legionaries bodies can be seen in the dim light of day lying below.



Area 3

Broad, cracked stone steps lead up to a rubble-choked dais. Your breath congeals in the suddenly freezing air. The roof appears to have collapsed on top of a 3m-tall ice statue. On the other side of the mound of rubble you can see a door set into the west side of the cavern. It is made of iron-bound wood and has a large, prominent keyhole. Although shaped like a normal keyhole, the area around the hole is actually made of ice instead of metal. You see a large key in the statue's hand, and it too is made of ice instead of metal. There is a smashed coffer just to one side of the door: a number of scroll cases can be seen spilling out of it.

GM: There are five scrolls in all:

1. Fossilize
2. Stasis
3. Destrier
4. Firestorm
5. Deathlight Rune

GM: The correct way to open the door to the next room is by removing the ice key from the statue's hand: as long as the key is inserted into the lock within ten Rounds, it will turn the lock and the party will be able to pass through. However, removing the key will activate the statue and it will start to throw off the boulders surrounding it and then move on to attack the party. It will take five Rounds to break clear. If the *Fossilize* spell is used, the Ice Statue may be turned to stone. However, if when the *Fossilize* spell is used, the statue is still holding the key, it too will be turned to stone and is useless unless the party also *Fossilize* the ice lock.

ICE STATUE

ATTACK 20 Fist (d8 + 1, 5)

DEFENCE 8

MAGICAL DEFENCE 11

Armour Factor 6

EVASION 2

Health Points 33

The Ice Statue takes double damage from any fire weapons or spells. It regenerates non-fire-induced wounding at the rate of 1 point per Round as its wounds freeze over in the cold.

The door leads to Area 4.

Area 4

This is a long rectangular room, at the centre of which stands an altar with a green globe set on it covered with lace-like fronds of ice. A heap of gold coins and jewellery lies in front of the altar: you estimate its value to be roughly 200GPs.

GM: If anyone touches the altar, the green globe will vapourize, leaving a shimmering cloud of whiteness which spirals up and forms the shape of a ghostly being. This is a Frost Djin which will not attack the party unless the pile of treasure is disturbed. It attacks with cold shock. Match the Djin's SPEED of 10 against the character's EVASION. If the character fails he will lose 5 Health Points. After three Rounds, the Djin will disperse. Anyone who has been struck by the Djin will find that their armour has gained 1 Armour Factor point. They will now be able to pick up the treasure safely. The room is otherwise empty and there are no exits behind the frost-covered walls.

Area 5

This is a large cavern with a frozen pool at its centre. There is a fountain in the middle of it, its frozen column of water standing 2m up into the air. A number of bronze-clad warriors stand in attitudes of flight about the room; they have been frozen solid. You notice that a number of them have gold rings in their hands or on their fingers.

Approaching the pool, you see a primitive stone font in front of it, with a single shallow step just before it. You can just catch the glint of gold in the font. You would have to step up on to it in order to get a better look.

GM: Anyone standing on the step will find that it sinks into the floor slightly. As this happens, the bronze warriors will be unfrozen and the fountain will begin to gush water. The character on the step will first of all notice a number of interesting gold rings at the bottom of the fountain. He will also notice a purple, tentacled monster, its body covered with mauve polyps and suckers and with two octopoid heads rising out of the water. The warriors immediately disintegrate into a sludgy mud. If the character moves off the step, everyone in the room will be subject to a Freeze attack, with a MAGICAL ATTACK value of 17. The fountain will freeze over again, putting the tentacled monster out of action. However, if the character remains on the step, he will have to fight with the tentacled monster which will drag him into the pool if he is struck by its tentacles twice. There is no saving throw against this, and the character will be slain instantly by the freezing of the fountain and the water, unless someone else has moved on to the step, in which case the water will remain liquid.

ICE OCTOPUS

Tentacle 1	ATTACK 13	Health Points 8
Tentacle 2	ATTACK 13	Health Points 8
Tentacle 3	ATTACK 13	Health Points 8
Tentacle 4	ATTACK 13	Health Points 8

MAGICAL DEFENCE 12

EVASION: not applicable; the Octopus will not leave the pool. If the four tentacles of the Ice Octopus are put out of action, it will disappear forever into the depths of the fountain. If it is defeated, the *Freeze* spell will not operate in the room once the character has got off the step.

Treasure: Each of the gold rings is worth 10 Gold Pieces. There are 18 either in the pool or scattered amongst the legionaries.

EXIT: The only exit is back to Area 2.

Area 6

The rubble-filled cavern snakes up to a flat platform. To the north of this platform a set of crudely carved steps curves up into the darkness. To the extreme east of the platform is a large stalactite hanging from the rocky ceiling of the cavern. You see, encased in the ice at its base, the frozen remains of a legionary. Its bronze armour appears to have been crushed by an enormous vice.

GM: The legionary fell into the crevasse at Area 10. If the party hack the body out of the ice they will find that he is carrying a + 1 magical shortsword.

Area 7

The rough-hewn steps spiral upwards for many metres from Area 6. At this point there is a narrow fissure in the left-hand wall: it looks as if it would be possible for an average-sized person to squeeze up this.

GM: Treat this as a moderate climb. Only one person may go up at one time. If a character slips anywhere up the 30m climb they will take half the falling damage (ie, they have fallen the equivalent of 15m) as the slope is not vertical. The fissure eventually opens out into a small cavern 4m high and wide. Another narrow fissure continues upwards from its ceiling. Slumped in one of its corners is a skeletal figure clad in bronze armour. The figure still clutches a battle standard with an ornate flag at its end.

Immediately anyone enters the cavern, they will be assaulted by a flight of eight Vampire Bats. These should be treated as normal bats in combat except that their razor-sharp teeth give them great armour penetration. The teeth of the bats are also infected with a strong poison which, if it does not kill, will have the added effect of making the victim's skin turn a deathly pale and will make them develop a strong aversion to sunlight. If they are forced to fight in sunshine, they must do so at - 3 to ATTACK and DEFENCE.

THE VAMPIRE BATS

ATTACK 11 Bite (d3 + 3,1 point)

DEFENCE 9 Armour Factor 0

MAGICAL DEFENCE 2

EVASION 6

Health Points 1 (ie, one successful blow will kill one: strike through them as they are slain):

Bat 1 Bat 2 Bat 3 Bat 4 Bat 5

Bat 6 Bat 7 Bat 8

Treasure: The standard has a strong aura of magic about it. Anyone standing within 2m of it will at all times be protected by a Warding spell (this will work for both Sorcerers and warriors). The standard also possesses an innate power to turn undead creatures. Once an undead creature is confronted with it, they have to throw equal to or under their MAGICAL DEFENCE on 2d10 or flee in panic for 1d10 minutes. Unfortunately, the standard is some 2m long and therefore must be held by at least one hand while in combat. Movement with it is reduced to half the character's normal rate and EVASION is halved unless the character drops it. If the flag is removed from the end of the staff itself, the whole of it will be rendered ineffectual and no matter how it is repaired, its magic has been permanently drained away.

EXIT: The fissure leads to Area 8.

Area 8

The stone steps continue upwards in a wide arch. About 20m up it you come to a section where both sides of the rugged tunnel wall are frozen, the ice practically touching in the middle. An intense chill plays across the space between the two walls. It looks as if one person at a time could squeeze through the gap.

GM: As the party approaches, spectral arms appear and reach out from the frozen section of the wall towards them. These arms will fly out at anyone approaching the gap with a **SPEED** of 14. Anyone failing to evade will be grabbed by one of them and drained of 2d6 HP if they fail to save against a **MAGICAL ATTACK** of 19. As the warmth is drained from their body by the clutching icy fingers, they will be transferred directly to the spectral hands which feed on the warmth of the living. Once the arms have drawn away 10 Health Points in this fashion, an Ice Spectre will suddenly congeal in the icy air and attack.

ICE SPECTRE

ATTACK 19 Icy claws: when these strike, treat as a **MAGICAL ATTACK**. Chill claws will clutch at the victim's heart and they will take damage as shown by the table below.

DEFENCE 9

MAGICAL ATTACK 19

MAGICAL DEFENCE 9

EVASION 4

Health Points 10 (but see below)

Roll (2d6)	2	3	4	5	6	7	8	9	10	11	12
Damage (<i>Health Points</i>)	1	1	2	3	4	5	6	7	8	9	Death

Ice Spectres feed off the life heat of the living; they become progressively more powerful, increasing their own Health Point total by the number that they drain from their victims. As can be imagined, an Ice Spectre with many victims under its belt is a truly horrendous entity and invincible apart from in magical combat. Ice Spectres have to be triggered by human contact, however, and are therefore often to be found as frozen puddles barring a passageway or clinging to the walls.

EXITS: The party may retreat back to Section 7 and take the route up the fissure or attempt to fight their way past the Ice Spectre to the cavern beyond; see Area 9.

Area 9

A vast cavern unfolds in front of you: like many of the other caverns in this complex, its walls are covered in a thick layer of ice, as is its floor. What looks like a shallow depression forms the westernmost part of the cavern. Set into the south-west wall are two glowing, blood-red eyes. A treasure hoard twinkles in your lights in front of them. The cavern stretches away to the east beyond the reach of torchlight.

GM: The shallow depression is formed by a giant Ice Snake, whose circumference when coiled takes in the whole western extremity of the cavern. The two red lights in the south-west wall are its eyes, staring intently across the room. It will not react adversely to anyone who makes their way directly to the easternmost part of the cavern.

On closer inspection the party will see a pile of crushed bronze armour suits in the middle of the cavern. Inside them they will also see some splintered bones. The treasure hoard is an illusion with the normal 5% chance per character of seeing through it.

If the party step up to the treasure, the coil of the snake will immediately begin to constrict. The party

may attempt to evade the coil's SPEED of 10. If they fail to do so they will be swept into the centre of the circle formed by the Ice Snake's vast body. The Ice Snake will then blow *Freeze* spells from its fanged mouth at anyone in the circle. Anyone outside the circle will be lashed by the giant armoured tail.

ICE SNAKE

ATTACK 19 Tail (d10 + 3, 6)

DEFENCE 6 Armour Factor 9

MAGICAL ATTACK 15

MAGICAL DEFENCE 15

EVASION 0

Health Points 46

It will be seen that the party doesn't stand much chance of defeating this monster in straight combat, and that there is little to be gained by trying. In form, the Ice Serpent is a 20m-long, crystalline being that can achieve a 100% camouflage ability when set against ice or snow. Its eyes are its only giveaway, glowing redly in any light.

EXITS: The party may retreat back to Area 8 or try to escape the Ice Serpent by running towards the eastern end of the cavern. See Area 10.

Area 10

GM: A crevasse 2m wide stretches across the easternmost end of the cavern. It was down this crevasse that the legionary in Area 6 fell and the same fate will befall any character who fails to notice it. Give each character a basic 20% chance of spotting it, modified by + 10% for every one point of *Intelligence* they have over 12. If they fail to make this roll, assume they have fallen 10m unless they make a roll under their *Reflexes* on d10. If they succeed, they manage to grab hold of the edge of the crevasse.

Area 11

Beyond the crevasse there is another flight of cracked stone steps leading upwards. A deathly stillness hangs in the air and wreaths of icy mist linger in the corners of the winding stairway. Halfway up there is a recess with a mirror rimmed about with frost covering its entire back wall. A crystal mallet about 1m long lies on a low stone plinth to one side of the alcove.

GM: The mirror will glimmer with a strong magical aura if anyone casts a Detect Magic spell on it. Nothing apart from a rather faint and bad reflection of the character's face is visible if they stare into it. It is a one-way gateway to an icy, windswept ridge on the mountainside. A hero of the Golden Times, Valhar, was buried here along with his suit of enchanted armour and sword in a rock-cut chapel. The tomb is protected by a guardian (see below). It is easy to put one's hand through the mirror and feel beyond it the biting wind of the mountainside. A character who pushes his head through the mirror will be confronted by the dizzying spectacle of a 300m drop down to the ice-bound chasms on the northern sides of the Mountains of Brack. Narrow ledges lead off to the right and to the left. The one on the left leads to the Tomb of Valhar, the one to the right leads to Area 14. If the character steps through the mirror he will find that it is impossible to return through it unless he has the crystal mallet in the recess. If he has brought this, he will find that he is able to smash the crystal pane and step back to rejoin his comrades. The alcove will then be open to the full force of the chilly blast of the outside air. A Rune Wraith (see below) will appear through the broken pane in d6 Rounds after the pane has been shattered.

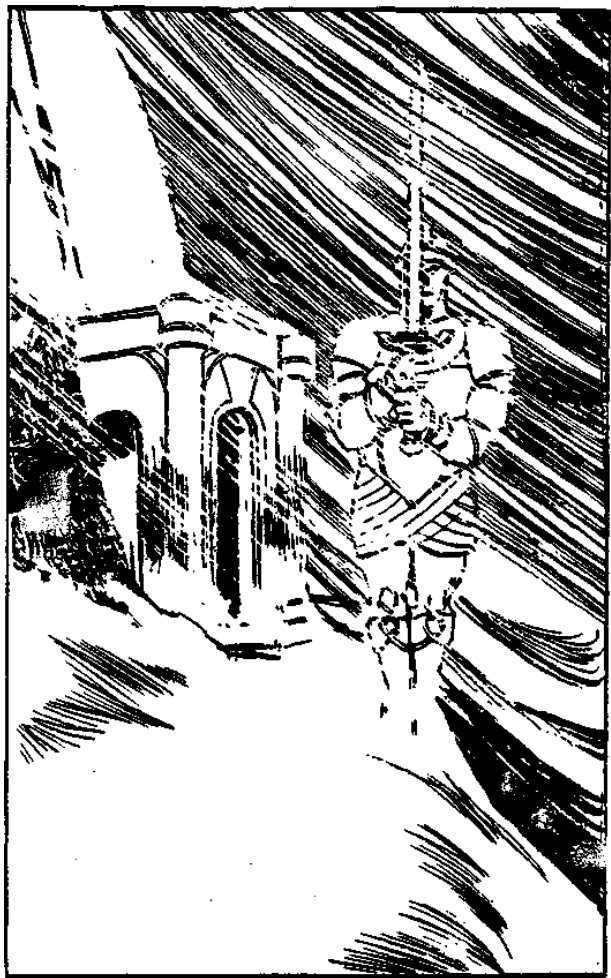
If the character turns left, he will have to make a *Reflexes* Roll against slipping on the icy ledge. He must roll under his *Reflexes* on a d20-2, if he does slip he still has another chance (another *Reflexes* Roll but this time

without the - 2 modifier) to clutch hold of the edge of the icy ledge before he falls off. However, he will then have to roll under his Strength twice consecutively to haul himself back on to the ledge. If he fails to do so, assume he will gradually slip off in as many Rounds as he has Strength points.

If the character manages to crawl down the ledge without slipping, he will get to a small rock-cut ledge at the centre of which stands a rectangular stone tomb with a low entrance facing the mountainside. Icy blasts of wind howl around here and throw ice particles into the air, forming wraithlike entities. As the character draws near, the ice particles will form into a manlike shape and the character will half perceive a warrior clad in gleaming white armour, his visor up and deathly white in his face, wielding a double-handed sword. The Rime Wraith is the ghost of the warrior Valhar who is buried in the tomb. Like a normal wraith, a Rime Wraith will deliver a 1d8 *fright attack* to its victim, but otherwise it fights in its near-physical form. Valhar bears the sword he wielded in life. Because of their insubstantial shape, Rime Wraiths are often difficult to sight in combat, and their opponent may strike through where they were standing only to find that they are now, in fact, standing right behind them. Only magical weapons will harm them. Indirect-attack spells do no damage, with the exception of *Sword of Damocles*.

RIME WRAITH

ATTACK 25	Sword (d12, 5)
DEFENCE 12	Armour Factor 0 (but see above)
MAGICAL DEFENCE 16	
EVASION 7	STEALTH 24
<i>Health Points</i> 36	PERCEPTION 14



The Rime Wraith has a chance to evade any otherwise successful blow. The chance of this is 50%. After any successful Hit Roll against the Rime Wraith, the GM thus rolls d100 and, on a roll of 01-50, the Wraith (unharmed by the blow) flickers behind its opponent and is able to strike at him before he can turn to defend.

After the Rime Wraith has been defeated, the gleaming silver-handled sword will be found lying in the snow outside the tomb. Not only is it a +3 magical two-handed sword, but its beautiful construction and silverwork make it worth 200GPs in its own right. Anyone holding the sword will also find that he has the Mystic Ability of *Allseeing Eye* open to him at all times, allowing him to see invisible objects or people. The tomb contains some extremely tarnished silver metal armour that is now so oxidized that it just crumples like paper-thin foil when touched.

EXITS: The only way back out of the tomb area is to return down the ledge and through the mirror if the character has brought the mallet with him and wants to break it, or by continuing up the ledge to the right.

The ledge to the right leads to the larger ledge at Area 14. A saving throw under *Reflexes* on a d20 similar to the one above (see p 141) will be necessary for anyone trying to pass along it either way (whether from Area 14 or from Area 11).

Those who have not passed through the mirror may continue up the stairway to Area 12.

Area 12

The stairway opens out into a vast hallway. A large tunnel turns off to the right, but the hall itself continues to a ramp covered with ice that leads up to a massive set of double doors bonded with iron and brass. At the foot of the ramp lie a heap of skeletons, still wearing the bronze suits of armour of the Legion. The vaulted ceiling is covered with giant, hanging

stalactites. The air is deathly still. The skeletons at the base of the ramp all seem to have been struck down by a flight of missile weapons.

GM: Any loud noise will set up a tremor in the hallway that has a 50% chance of dislodging some of the giant stalactites on the roof. Unless characters specifically state that they are looking up at the ceiling of the hallway, they will not be aware that the stalactites are dropping on to them. Assume that 1d6 stalactites will fall immediately over the area where the noise has occurred. Treat the stalactites as if they were javelins for damage purposes (d8,4) and with a **SPEED** of 14 for **EVASION** purposes.

The ramp is broad and slopes at a 20% angle, but with the use of weapons it is possible to hack holes in the ice and climb up it.

The door has two giant round iron handles set into it. These can only be turned once a combined Strength of 30 is exerted to them. Immediately this is done, a blast of biting cold air will pour into the hall with a mad ululation. Anyone standing at the top of the ramp must deduct the wind's Strength of 10 from their Strength and roll under the resulting figures on a d20. Otherwise they must be presumed to have been blown back down the ramp. As the doors open, all the stalactites in the room begin to drop from the ceiling. The reason why all the legionaries' skeletons are at the foot of the ramp is that this is where their captain, Drajan, ordered them to halt while he and a lieutenant inspected the doors. Assume that 1d4 stalactites fall per person, although characters may attempt to dodge them. Anyone who has been blown back down the ramp will also find that 1d4 stalactites fall towards them, but that they cannot attempt to dodge because they are flat on their backs.

EXITS: Through the double doors to Area 14, or through the right-hand passage to Area 13.

Area 13

Here is a long, curving section of corridor that ends with a massive wooden door bonded around with thick layers of ice. It looks as if it might take several hours to break down.

EXITS: The door leads through to the Hall of the Frost Giants. It is the northernmost entrance in room 6 (see p 148 for a description).

Area 14

You emerge on to a wide, snow-swept ridge commanding a spectacular view of the valleys and chasms stretching off to the north of the Mountains of Brack. The view is interrupted by the grisly sight in front of you: two poles wrapped in a cocoon of ice stand immediately in front of the doors. In each of them you see the bronze armour of one of the legionaries; both stare out from shrivelled skulls, their smiles caught in the desperate rictus of death. You see that one of them still carries his Legion baton in his skeletal hand.

GM: The baton is a magical artefact that will allow a Sorcerer with the ability to cast the Enslave spell to do so at only 3 Spell Point cost.

The view stretches from here over a few intervening foothills down to a windswept frozen lake where will-o'-the-wisp ice particles dance upon the surface. In the distance is the low, squat building made of black granite that you have heard spoken of in the ancient tales. A long sloping ledge traverses the mountainside to your left, zig-zagging down to the Jake surface. To the right, a short rubble-strewn path leads to a squat granite structure, the roof of which barely protrudes from the vast bank of snow in

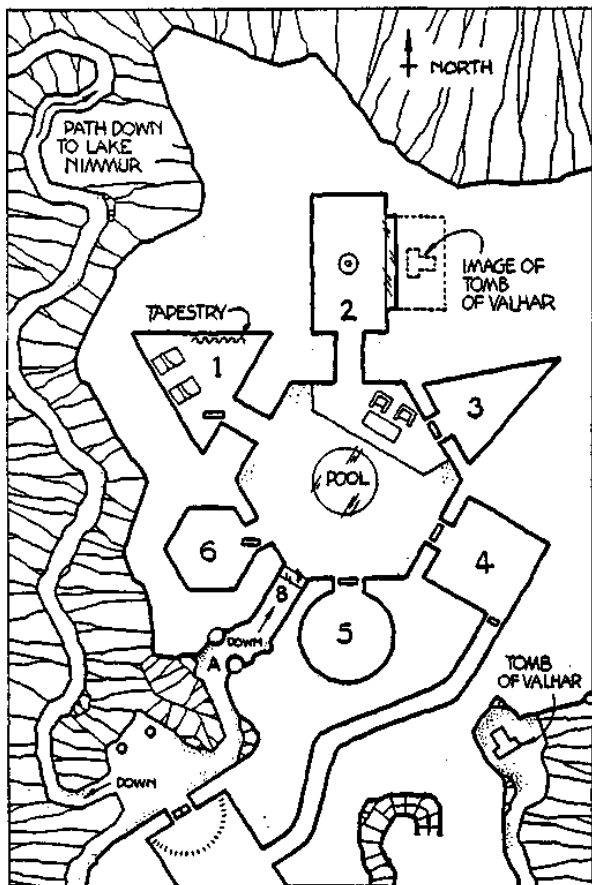
which it is buried. The entrance to the building is just around the corner from the ledge on which you stand.

GM: Read on if the party wish to investigate this building; if they do not, turn to p 157.



6 HALL OF FROST GIANTS

0 20 40 METRES



6. THE HALL OF THE FROST GIANTS

GM: Two Frost Giants dwell on the lonely mountainside, their diet the frozen bodies of unfortunate travellers who strayed this way many hundreds of years ago. The Frost Giants aren't choosy about their food, and the climate produces adequate refrigeration.

A: Bounding the corner of the ledge, the path drops suddenly and you see the front of a large grey granite hall with two convoluted pillars holding up a primitive arch over a doorway. The arch is 3m high. Steep banks of snow cover the path leading up to the entranceway. Beyond it is a stone vestibule filled with snowdrifts. At the far end you can see a sheet of ice completely blocking off the far wall. There are no footprints on the snow.

EXITS: The ice wall covers the entire western end of the vestibule. It seems quite thick to the touch and it cannot be seen through, but the barrier can be smashed very easily.

B: As you break through the ice barrier you are suddenly leapt upon by six Mastiffs that have been lying in wait silently behind it. Unlike ordinary dogs their breath is cold. Their hollow, sepulchral barking fills you with dread (a morale check is required for all characters). The dogs disregard all other parts of their opponents' anatomy apart from their throats. To represent this in combat, assume that the Mastiffs have a low ATTACK value (see below), but that when they connect, armour doesn't count and the victim takes serious damage.

MASTIFFS

ATTACK 12 Bite (6 points, and see above)

DEFENCE 3

MAGICAL DEFENCE 3

EVASIONS

Health Points:

Mastiff 1	16
Mastiff 2	16
Mastiff 3	8
Mastiff 4	16
Mastiff 5	10
Mastiff 6	15

The mastiffs will fight to the death unless they are called off by their masters at the far end of the hall.

Two Frost Giants, their leather armour and pallid flesh and red hair partially covered by hoarfrost, sit at the end of the hall. They might have been good targets for missile weapons if it wasn't for the bunch of curs that are now attacking you. They themselves disdain the use of missile weapons. One carries a vicious-looking trident and a hunting net, the other a double-handed axe.

FROST GIANT 1	Rank-equivalent: 10th
ATTACK 24	Trident (d8 + 2, 4 points per prong, so roll 1d3 x 4)
DEFENCE 16	Arrow Factor 4
MAGICAL DEFENCE 12	Hunting net: the Frost Giant will use this in the first Round, hitting if his attack is successful and if the character that the net is thrown at fails to make an EVASION throw versus the net's SPEED of 14. Once a character is netted, the trident always does <i>full</i> damage (ie: 12 points).
EVASION 5	
Health Points 34	

FROST GIANT 2 Rank-equivalent: 10th
ATTACK 24 Axe (d8 + 2, 8)
DEFENCE 16 Armour Factor 4
MAGICAL DEFENCE 12
EVASION 5
Health Points 35
Equipment: Key to room 5 (see below)

GM: Any character in the party (10% chance) may recall that Frost Giants never decline a challenge to a personal duel. If they issue such a challenge, the Frost Giants will call off the dogs, and the first one will accept the challenge. If he is defeated fairly *in* single combat, the second Frost Giant will award the victor the Snow Gem (see below), 500GPs and a Potion of Control. The full list of their treasure will be found below on p 155.

A character who succeeds in breaking free of the hounds and running at the giants may easily find himself falling through the layer of thin ice covering the pool in the centre of the room. The GM must assume that anyone heading straight towards where the Frost Giants are sitting will do so. The water of the pool is 2m deep and therefore will, immerse all human-sized characters. It is also practically impossible to climb out of as the edges of the ice keep breaking away. Characters who fall in lose 1 Strength point and 2 Health Points per Round that they are immersed, and although this loss is not permanent, it will take a full night's rest to recover.

The Frost Giants are carnivorous and consume the human flesh which they keep on ice in their larder (see Section 4). At the moment, they are consuming the haunch of a shepherd's thigh on the table, which has sword-sized daggers stuck into it. If the party attempt to flee, the giants will set their hounds after them, themselves pursuing at a more leisurely pace.

EXITS: Apart from the vestibule where the party first entered, there are six other arched entrances off the central hall: some have doors, others not.

1.

Here are two giant-sized beds covered with hoarfrost, with icicles hanging off their massive sides. Various articles of personal clothing lie about the room, including a large flagon of elderberry wine of massive potency: if anyone drinks this, assume that it is a medium poison. However, its mental effects are so great that if the drinker does succumb, they will also suffer a permanent loss of one *Intelligence* Point. Assume there are 1d10 Gold Pieces scattered around the room. There is also a thick rug made of sabre-tooth tiger skin worth about 5GPs as a curio, although it is very moth-eaten. A strange tapestry hangs on the wall; it is coarsely woven and represents scenes where domestic servants go about the various mundane tasks of their profession. In front of it is a brass gong. If the gong is rung, a homunculus will appear from the tapestry: it is long and thin and pale with cold, an icicle hanging from its red beaky nose. It is dressed in fustian and chatters and complains interminably; paying no attention to the party it will set about righting the mess in the room. If the players question it, it will merely sniff and complain of its lack of sleep caused by the giants' prodigious snoring every night. It will also ask them if they would like to join the other guest; this is, in fact, the prisoner in room 3. If the party decline the homunculus' offer, it will fade back into the tapestry and will not be able to be summoned by the gong for another twenty-four hours. If the party do decide to go with it, it will produce the one key to the door in room 3 and admit them to where the giants have got Tabian the Darkness Elementalist imprisoned (see below). The homunculus will attempt to use all his cunning to lock the party in with Tabian. It will prove impossible to break out of the room if the Frost Giants have both been slain, and anyone locked in will perish.

2.

This is a shrine room of some long-past and no longer worshipped deity devoted to the principle of ice and snow. The only decoration in the body of the room is a frozen fountain, the water in it still arching up into the air but frozen into ice. A wall of ice covers the eastern wall. Beyond it, barely visible through the hoarfrost, can be seen the tomb of the warrior Valhar. Anyone stepping through the wall will find themselves teleported to the ledge outside the tomb. If they manage to defeat Valhar and return with his sword, the ice in the room will thaw and the fountain will begin to flow again. At the bottom of the fountain, previously concealed by the ice, there is a small casket containing two amulets: both look to be Amulets of Sovereignty over Violence. One of them is, in fact, an Amulet of Soul Storing and anyone donning it must resist Valhar's MAGICAL ATTACK of 19 or be taken over by his soul.

VALHAR 5th rank Mystic

Intelligence	14
Psychic Talent	14
MAGICAL ATTACK	19
MAGICAL DEFENCE	9

After a character has picked up Valhar's sword in the tomb outside, the ice will begin to melt and the fountain to flow in the shrine room, the minute they enter the room, revealing the casket with the two amulets in it.

3.

The door to this room is locked and is made of a strange metal unknown to any of the party: it is adamantine and its bulk is worth its weight in gold as it is rare and indestructible. No amount of battering will break down this door; anyone locked inside it cannot hope to escape without the key to its only lock. The key is in the possession of the homunculus in room 1. Inside this

prison is a human named Tabian, one of Fengil's former cohorts captured by the Frost Giants on one of their hunting expeditions over the mountains. Tabian is very sharp and quick-witted, knowing that anyone from Glissom not in the employ of Kilnded is likely to be his master's enemy. He will consequently use all his skill and cunning to destroy the party before they get to the temple at the end of the lake.

TABIAN 5th level Darkness Elementalist.
Other elements: Air, Water.
ATTACK 12 Armour Factor 2
DEFENCE 6
MAGICAL ATTACK 19
MAGICAL DEFENCE 9
EVASION 4
Health Points 10
Magic Points 15/5/5

Tabian will appear to be unarmed, but concealed in his robes is a dagger with a rune matrix in it: currently it contains a Paralysis spell and a successful strike will lead to this being cast on the victim.

Tabian will attempt to dispose of his ragged and dirty cloak before the party see it; it has been embroidered with the darkness symbol of the eclipsed moon. He will claim to be a fellow adventurer seeking the city of Nem. Apart from a few bones and rats the only interesting articles in his cell are Tabian's cloak (see above) which is now bundled up in a corner.

4.

A grisly sight meets the eyes of those who enter this room. Of all the rooms in the freezing hall, this is the coldest and in it hang the humans slain during the giants' hunting expeditions. The bodies are mainly

adventurers, but there are some wrapped in sinister dark robes, and even one in the far recesses of the shadowy room, still clad in the bronze armour of the legionaries. Past all this carnage, there is a rusted metal door. Behind it is the passageway leading to Area 13 in the Brack Mountains.

5.

The door to this room is locked and the key to it will be found on the second Frost Giant. It is from this room that he will get the treasure if someone manages to defeat his comrade in single combat. A selection of outsize weapons lie rusting against the wall. One of these is a heavy crossbow: this would actually function as an arbalest if any human had the strength to wind it up. In addition, there are a number of coffers lying about filled with treasure. In addition to the 500GPs and the Potion of Control, the Treasure Room contains the following:

The Hand of St Craddock

This skeletal hand severed from the arm of St Craddock at the time of his martyrdom has long been sought by members of his monastery after one of their members disappeared with it one dark and stormy night. The monk's greed led him to the Hall of the Giants and he has duly joined the line of moveable feasts in the freezer room. The hand is trussed in a purple velvet bag. Although its use when withdrawn from the bag may not be evident, St Craddock's hand once pressed against any wound or diseased part of the body, or against the head if the person is suffering from madness, will cure that person of that affliction once. A second attempt at a cure will lead to the reappearance of the first affliction.

The Snow Gem

This gem, carved in the shape of an icicle, will allow a Water Elementalist to cast any of his spells that are directly linked to cold and freezing: ie: *Icewall*, *Icespear*, *Blizzard*, *Freeze* at half the normal Magic Point cost.

A + 1 magical shield

A set of +1 hardened leather armour

A love philtre

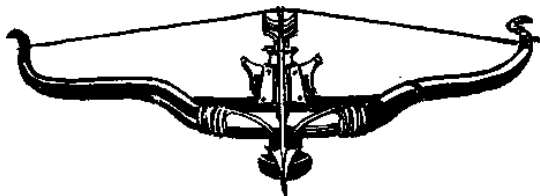
1110 Crowns

16 jewels worth 3600 Florins

6.

The hound's kennels: The stench in this room is indescribably pungent and the stomach will revolt at the sight of the half-consumed haunches of human meat that are scattered over the floor. In one corner there is a mastiff pup: this is worth some 100 Crowns to a trainer who could rear it to become a savage hunting dog.

EXITS: There are no paths leading past the hall, and the only route back is via the ledge in front of the final cavern of the Mountains of Brack section.



7. THE TEMPLE OF BALOR

Descending the Mountain

The path down to the frozen lake is only visible as a thin ledge carved into the snow-covered mountainside. The going is extremely tough and the party may think it is advisable to rope themselves together. The climb has a difficulty factor of 14: anyone falling off without being roped to someone else will fall several hundred metres and will have no chance of survival. If a character is roped to another member or members of his party then add up their combined Strength totals and deduct this from that of the fallen member of the party. If the number is 0 or under, the fallen member of the party has pulled the other members over the precipice as well. If there is a positive number, the members of the party at the top may attempt to hold their fallen comrade by rolling under that figure on a d20.

EXAMPLE

Blockard the Barbarian, climbing with his companions Gothon and Baz, slips on a steep bit of the climb and goes over the edge. Blockard's Strength is 14; his two companions have Strengths of 10 and 15, making a total of 25. Deducting Blockard's Strength from this figure leaves 11: this is the figure that Gothon or Baz must roll under on a d20 to haul Blockard up.

There is nothing to prevent the first of the roped characters from cutting the rope and letting their comrade fall if they opt to do this rather than trying to haul him back up as outlined above.

Random Encounters descending the Mountain

It will take at least six hours for the party to inch their way down the treacherous ledge to the frozen lake below. For every hour, there is a 20% chance of a

random encounter on the table below. The party will meet two of these encounters at specific locations later on if they have not already dealt with them here. Carry over any damage sustained by the creatures from the random encounter to the set encounter later on.

Roll d20

1-4	1-6 Sabre-tooth Tigers (see Dragon Warriors, p 111)
5-7	1-3 Snow Apes (see Dragon Warriors, p 109)
8-9	1 or 2 Bears (see Dragon Warriors, p 78)
10-11	1-6 Ice Snakes (see below)
12-13	2 Frost Giants (for stats see p 150 unless they have already been encountered, in which case roll again)
14-16	A ghostly legionary (see below)
17-18	A Yeti (see The Elven Crystals, p 94)
19-20	1 Sufiriad (see Dragon Warriors, p 110)

Ice Snakes

These are the same size and shape as an ordinary grass snake, except that they are made entirely of a frosty, crystalline substance and powered by some ancient sorcerous magic. Their armoured skin makes them very difficult to kill despite their small size. Ice Snakes do not attack unless someone steps very close to their nest. If their bite penetrates, the victims will be subjected to a Freeze spell with a MAGICAL ATTACK behind it of 10 (see Water Elementalist spells, p 37).

ATTACK 14 (Bite d6, 2 and see above)

DEFENCE 6 Armour Factor 6

EVASION 5

Health Points 3

Rank-equivalent: 2nd

A Ghostly Legionary

This is the ghost of the centurion, Drajan, who led his men over the Brack Mountains centuries ago. He will appear in a mini-whirlwind of snow in front of the party and they will be subject to a ghost's normal *fright attack*. However, if they survive that, Drajan will begin to tell his story in a low, moaning voice that reminds the party of the wind keening over a barren hillside:

'I and my lieutenant, Servitus, were the only two who made it through the mountains. The others, through one calamity or another, perished to a man. Servitus was injured by the falling ice in the caverns and his wound was a terrible one. I helped him down to the lake yonder, but there he perished and I buried him under a pile of rubble (may Mars be propitiated!). Then I set off across the frozen surface. Presently, two whirlwinds of ice and snow arose and rushed towards me. Knowing them to be evil things I hastened towards yonder building at the end of the lake; there black hawks hovered overhead and a feeling of black dread passed over me as their shadows did. Then I was under the cover of the building, although I could still hear the fierce cries of the circling hawks. I found a stairway at the centre of the maze by taking the sinister way; all was deathly quiet and I descended ... I cannot say what I found - such terrors that I cannot describe even from beyond the grave lurk there - but do not go into the room of the Black Star for there you will perish as surely as I am dead, meeting one more fearsome than I. Although the rewards may seem great, do not go...'

So saying, he fades from view. If the party try to attack the ghost, he will fade away immediately with a low, warning moan before he can tell his story.

On the way down to the lake, the party will pass a low mound of stones on top of which, flapping in the wind, is a battered battle standard. If they push these away they will find a perfectly preserved, although some-



what shrunken corpse, dressed in bronze armour, a terrible wound gouged into the side of his head. His sword has been laid flat across his chest. There are a few ancient gold coins in a pouch at his side but nothing else of interest.

The Lake

This is Lake Nimmur, frozen since the beginning of time when the icy wastes flooded over the remains of the city of Nem, the seat of Balor, Prince of Darkness. Nothing is visible beneath the ice. At the far end you can now see the low squat building that you saw from the mountain peaks above. It seems that it must have been a temple at one stage, raised up higher than any of the surrounding land by a series of stepped terraces that are just visible beneath the surface of the ice. The top of this pyramid is made entirely of black stone. A colonnade of pillars supports the roof in front of you. You can see the dark shapes of giant hawks wheeling up and around the top of the building. Their horrible screeching is borne to you by the wind.

GM: The party will encounter at least one Sufiriad as they approach the temple, and two if they have not already encountered one on the Random Encounter Table. (If the party decide to avoid the lake, having been warned off it by the centurion's ghost, then they must skirt the steep slopes that flank either side of it. This will take another three hours and they will have a 25% chance per hour of another random encounter while they do so).

As you approach the temple across the frozen ice, you see what looks like a white whirlwind hurtling towards you over the ice.

SUFIRIAD Rank-equivalent: 10th
Whirlwind (see Book one, p111)

DEFENCE 0 Armour Factor 5
EVASION 4 Movement: 10m
Health Points 30

The Hawks of Balor nest on the top of the grey building at the end of the lake. As you get nearer, you see that the porticos of the temple are cracked and worn, and that there are no other signs of life. Two twin trails of black smoke filter up into the still air from the building. Suddenly the hawks take off and swoop overhead, not attempting to attack. As their shadows pass over the party, you are filled with a feeling of dread.

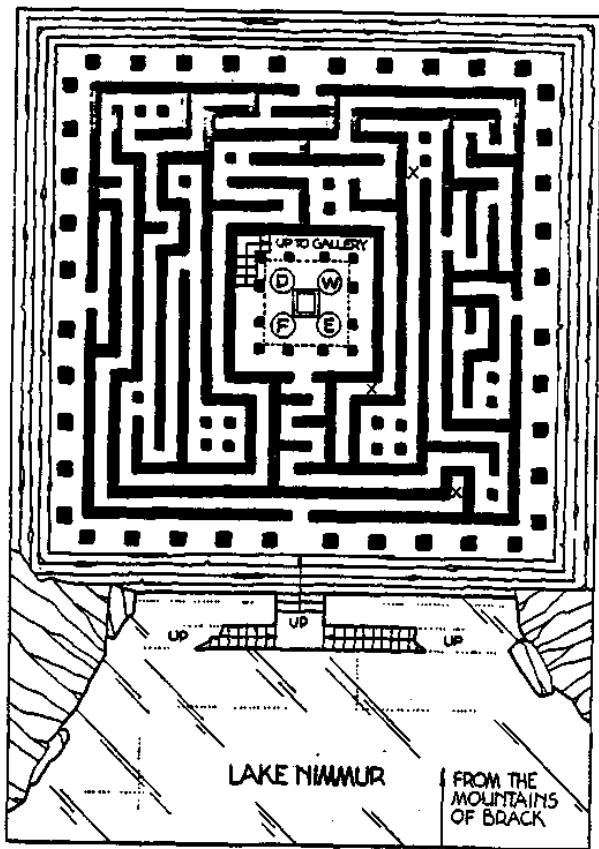
GM: Roll as if the party were being subjected to a MAGICAL ATTACK of 12. Anyone failing to resist must make a roll on the Madness Table to see how they are affected.

A second later, an eerie, premature twilight will settle over the area and the party will have to save against the Shadow/all spell or run in panic for 2-12 Rounds. The spell has been cast with a MAGICAL ATTACK of 28 by the Darkness Elementalist (see below).

GM: There are four worshippers of Balor lurking amongst the columns of the upper temple, although they are almost impossible to see in their black cloaks in the twilight; this causes missile attacks on them to incur a -3 Hit Roll penalty. The Darkness cultists will fight individually, ambushing the party if and when they take wrong turnings in the labyrinth that leads to the centre of the temple. Their ambush points are marked with an 'X' on the map on p 163. All the passageways into the centre of the temple are single file only. You may show the unmarked map of the labyrinth at the back of the book to the party and they may attempt to trace the route to the centre by looking at it (don't let them spend too long on it!). Any cultist surviving when the party reach the centre of the labyrinth will attack then.

⑦ TEMPLE OF BALOR

GROUND
LEVEL



X AREAS OF
ASSASSIN ATTACKS

F FIRE TOTEM
E EARTH TOTEM

W WIND TOTEM
D DARKNESS TOTEM
(BY WHICH PLAYERS
MAY TELEPORT TO THE
DUNGEON LEVEL)

0 20 40 METRES

At the southern entrance to the maze, half choked by a strange mauve ivy that grows entangled around some of the columns, is the time-worn description: 'Touch the hand of darkness'. (This refers to the left-hand, or sinister wall and the only infallible way of reaching the centre of the maze is by keeping one's left hand trailing along the left hand wall all the way).

FENGIL

Undead 15th level Darkness
Elementalist. Minor elements:
Earth and Fire.

ATTACK 17* Spear (2d4 + 1, 5)*

DEFENCE 11* Immune to nonmagical weapons
(permanently intangible)

MAGICAL ATTACK 34

MAGICAL DEFENCE 24

STEALTH 15

EVASION 6

PERCEPTION 11

Health Points 16†

Magic Points 45/15/15

(* = Spear is magical, therefore Fengil can use it in combat. † = Unaffected by nonmagical weapons and indirect-attack spells.)

It is unlikely that the party will catch up with Fengil until he reaches the pit of Balor (see below). If they do get close at any time, he will use the Javelin of Darkness to make them keep their distance. Fengil has a bald, highly domed head, where corruption has made a strange yellow-and-green sheen. His eyes are lined and deeply recessed. He bears all the stigmata of the Darkness cultist: he has no shadow; his eyes are sensitive to sudden bright lights like any aimed *Flame* spells etc; he cannot fight with physical weapons, as his body is intangible; he carries black, sooty stains on the inside of his palms; he has a phobic hatred of direct sunlight and bears a shadowy half-moon on his forehead. Fengil has dwelt here for hundreds of years, alive and dead, stoking the fires around Balor's frozen

body in the sulphurous pit beneath the lake, the loneliness and the screeching of the undead hawks his only companions. His dreams of power have grown stronger as he himself has weakened, his insubstantial body fading to a mere wisp of its former self. Over the years he has recruited three acolytes, the guards who protect the upper levels of the temple. These will fight to the death to protect the way down as Fengil hurries on to make his final preparations for bringing Balor back with the tenth and most terrible of the Darkness spells. All the cultists have Assassin skills.

FIRST DARKNESS CULTIST 6th rank Assassin

ATTACK 18 Sword (d8, 4)

DEFENCE 10 Throwing spikes (d2 + 1, 2 and poison)

MAGICAL DEFENCE 8 Armour Factor 2

EVASION 6 STEALTH 23

Health Points 16 PERCEPTION 13

SECOND DARKNESS CULTIST 6th rank Assassin

ATTACK 20 Sword (d8 + 2, 6)

DEFENCE 11 Spike (d2 + 2, 3)

MAGICAL DEFENCE 8 Armour Factor 2

EVASION 6 STEALTH 23

Health Points 12 PERCEPTION 13

THIRD DARKNESS CULTIST 7th rank Assassin

ATTACK 19 Sword (d10, 5)

DEFENCE 11 Spike (d2 + 1, 2)

MAGICAL DEFENCE 9 Armour Factor 2

EVASION 6 STEALTH 24

Health Points 15 PERCEPTION 14

Any surviving cultist will attack the party in the final courtyard where there are excellent possibilities of concealment (see below).

Courtyard of the Four Graven Images

This is a wide courtyard open to the twilight sky above. Its flagstones are splattered by the ordure and shattered bits of bone dropped by the hawks nesting above. The courtyard is enclosed by a cloister on the ground floor, its arches overhung by rich growths of mauve-coloured ivy. There is another gallery along the top of the cloister, similarly overhung by ivy and reached by a staircase in the north-west corner. There is a green stagnant pool of water at the centre of the courtyard. Four totemic pillars slightly wider than a man stand at the four corners of the pool. They are carved crudely to represent all the elements apart from Water. There are four narrow doorways in the totems' faces that one man could squeeze through at a time.

Fire: The fire totem represents a sharp, angular being with hair carved in the shape of flames and fierce red marks scored into its cheeks. Anyone stepping through the doorway will suddenly find that they suffer a heat attack: they must roll under their *Reflexes* to escape being burnt for 4 *Health Points* damage. Armour magnifies the effect of the heat, and all those wearing armour take 1 further point of damage. Nothing occurs otherwise.

Earth: The totem is shaped like a rough-hewn rock, with two monstrous arms outstretched on either side of its entrance. Anyone stepping into it will find that the two arms swing together, crushing inwards. This hold will continue for two Rounds in which the character trapped inside will take (2d6, 4) damage. The arms will then revert to their original position, ejecting the character.

Air: The Air totem is shaped like a crudely represented bird. Anyone stepping through the entrance will find themselves suddenly caught by a tremendous whirlwind which spins them about as if they were a rag doll.

Every Round that they are trapped in this whirlwind, they will take 1 more point of damage than they took in the previous Round: 1,2,3,4,5,6,7,8,9 etc. Each Round, they will have the chance to throw themselves back through the narrow entrance through which they came. However, as the centrifugal force increases this becomes more and more difficult. The SPEED of the door begins at 12 but gets quicker by one each Round.

Darkness: This black monolithic totem has no outside markings to distinguish it. Anyone entering here will be surprised to find that although it is twilight outside, the darkness inside is total (and will cause a *fright attack* on anyone with a darkness phobia). The character is then subjected to a MAGICAL ATTACK of 12. If he wishes, he may attempt to resist this but if he succeeds he will then find himself ejected from the totem as if he had been pushed out bodily. He will be thrown into the pool (see below). If the character does not resist the MAGICAL ATTACK, he will be teleported down to room 1 below.

The Pool

The pool is covered with a thick acidic scum that will burn anything with which it comes into contact. It will burn two points of exposed flesh away or one point of armour protection, permanently. The moment the surface of the pool is disturbed, an Obsidiak will rise up out of it and lunge at whoever has disturbed the surface.

OBSIDIAK	Rank-equivalent: 2nd
ATTACK 14	Bite (d8, 3)
DEFENCE 6	Armour Factor 3
MAGICAL DEFENCE 6	Movement: FJying-8m
EVASION 3	
Health Points 12	

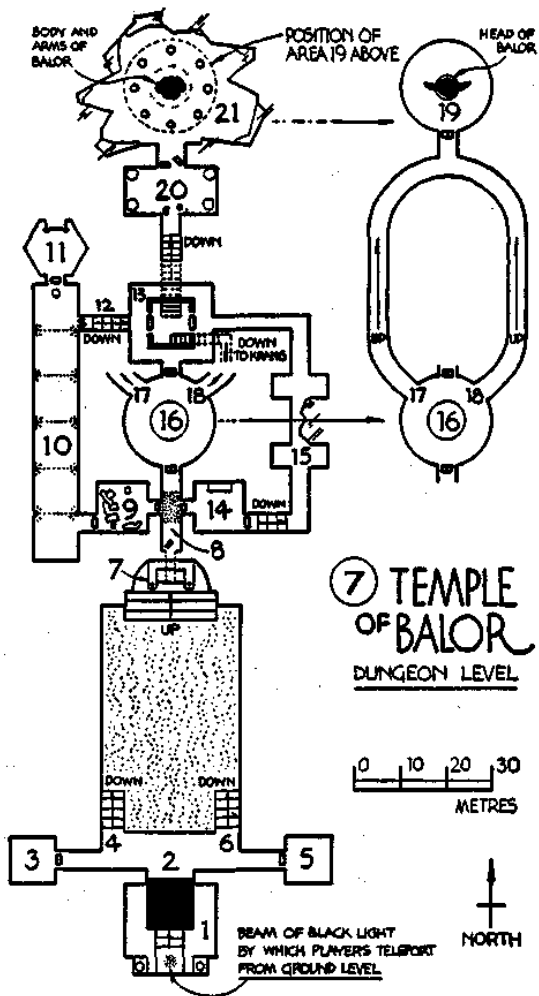
There is a blue-stained copper casket at the bottom of the pool: if this is dredged up and opened, a scroll case will be found inside it. It contains a powerful scroll of Freeze. Unlike the normal Elementalist spell Freeze, which only affects a 1m-wide area, this will affect an area of 20m radius and can therefore be used as a means of freezing over a large body of water (a small lake, or a section of a river).

Dungeon Level

Section 1

You are in a vaulted, granite-walled hall, with two black schist statues towering some 4m high on either side of a raised podium. A single beam of black light pours down from a black circular hole in the ceiling. This is the teleport shaft down which anyone will pass who has stepped into the statue in the courtyard above. Steps lead down from this podium to a pool filled with a matt, black liquid. Wreathlike smoke rises up from the surface of the water. The only exit to this room is an archway at the end of it. The pool ends just where the archway begins, but it looks like one could squeeze rather clumsily around the edge of the pool and through the archway by stretching one's legs across. The archway seems to be obscured by a grey swirling barrier of energy through which it is not possible to see.

GM: Anyone wading through the 10m-wide pool of dark viscous water will reach the archway and pass through it unharmed. Anyone who does not immerse themselves in the water will find that when they reach the barrier and try to pass through it, it will suddenly seem to congeal in a hood around their heads. The



character will be subjected to a high-pitched screaming sound as the creature begins to suck away its victim's lifeforce.

THE GREY HOOD

ATTACK n/a

DEFENCE n/a

Armour Factor 0

MAGICAL ATTACK 16

MAGICAL DEFENCE 8

EVASION 0 (when attached to victim)

Health Points 8

The Grey Hood endeavours to penetrate its victim's brain through his eyes, ears, nose and mouth and there suck away until the brain is totally replaced by the Hoods' own grey matter. Although it does this physically, the spell to remove its victim's brain actually kills the victim, so roll the creature's MAGICAL ATTACK against its victim's MAGICAL DEFENCE each Round. Failure means instant death. The character, to all intents and purposes, will look perfectly unharmed after the grey hood has suddenly disappeared down one of his orifices. However, the character will be permanently under control of the hood although the only visible sign of his possession will be a grey film in front of his eyes. Grey Hoods can only be removed by metal, as bare flesh passes through them. However, it is extremely dangerous to attempt to remove them from a victim's head with a weapon as the blow is as likely to hit the victim's head as it is to carve through the Grey Hood. To avoid this, the attacking character must roll under his *Reflexes* on a d20. If he fails, assume the victim has taken twice the weapon's normal damage rating as the blow will have struck him on the head. The best way to get rid of a Grey Hood is to rip it off with a mailed glove: 2 points damage per Round. The Grey Hood, once possessing a body, will do all in its power to slay the rest of the party and then return to the surface to lure as many people as possible into its grey web.

A Grey Hood will attack every person who passes through the archway who hasn't been immersed in the black water of the pool: this acts as a strong repellent. A man-sized hole will appear in the web when anyone covered in water attempts to pass through it.

EXITS: The only exit is through the archway or back up the teleport beam on the podium. The latter will return the character to the black statue in the courtyard above.

Section 2

There is a walkway on the other side of the arch: it is raised some 6m above a layer of swirling mist that covers the entire floor of a large hallway. This stretches away into the distance. At the end can be seen a dull bronze-and-gold gleam and the frame of a massive throne. Two walkways lead down into the mist on either side of the hall, and passages lead off to the east and west. Just before the stairs leading down into the mist, there is a bracket on the west wall holding curious, hooked croziers, with a strange pungent web of resin hanging from a string at the end of the curved part of them. Just before the eastern stairs, again attached to the wall, are a long row of chains. On close inspection, you see scratch marks on the wall and traces of blood on the floor.

GM: The hall is one vast sacrificial pit set in front of Balor's throne at the other end of the room: for a description of it see 4 and 6. The brackets on the west wall contain lamps that allowed the priests to see in the occult darkness below. Once a naked flame is applied to the resinous material, it flares up into a blue light, illuminating the way through the mist; all other non-magical light sources will gutter (see below). The chains on the right-hand wall are where slaves were kept before the sacrifices, and the scratch marks are

evidence of their desperate attempts to escape.

EXITS: The two stairs down into the pit, **4** and **6**. Corridors to the west, ending in a door (unlocked - see **3**) and a corridor to the east ending in another door (locked - see **5**). Anyone attempting to go back through the grey portal will find that they can do so unmolested if they have either already waded through the pool of black liquid in room **1**, or used the black liquid in the pool in room **3** to sprinkle over themselves.

Section 3

This is quite a large tiled room with a pool of the same black liquid in it that the party saw in room 1. There is a bench along the west wall of the room, and lying in heaps around it you see dark cloaks woven with the darkness symbol of the eclipsed moon. Hanging on pegs on the wall you see dark iron circlets which would fit around a man's head. They too have the darkness symbol engraved on them. The room is otherwise totally bare.

GM: A bronze key will fall out of one of the cloak pockets if the party search through them; this is the way to room 5. The cloaks will protect their wearers from the weapons of the demons in the pit; the circlets will allow the characters to see the demons, as they are otherwise invisible (see Section **4**, below).

There are no other exits from this room and characters must return to **2**.

Section 4

The left-hand stairway leads down into the swirling mist at the foot of the west wall of the hall. The mist is cold and clammy. All nonmagical lighting will imme-

diately gutter and be extinguished under this layer of mist. If the party have any of the lighted croziers (see 2) they will be able to see through the mist to torchlight range. Suddenly there will be a shrieking in the air, and characters who are wearing the circlets from Section 3 will be able to see the terrible, half-formed, floating skulls of the demons that haunt the pit. They rip at anyone in the pit with birdlike claws that still have bits of gristle and bone stuck in them. Those wearing one of the black robes found in Section 3 will be able to walk through this horrifying spectacle unharmed. Anyone wearing the circlet but not the cloak will have the dubious comfort of knowing what is attacking him as the creatures lash at him with their talons. The hall is 60m long and it will take the average human character 3 Rounds to reach the end of it at full speed. Those not wearing the protective cloaks will take the following damage per Round:

Number of demons attacking: 2d6. Each demon strikes for (d10, 3) each Round.

EXITS: Back up the stairs to **2** or down to the end of the hall to the throne at **7**.

Section 5

The door to this room is locked and will require a combined *Strength* of 50 to push down. The key to the door will be found in one of the cloaks in Section 3 (see above). The room is bare except for a long row of shackles along the eastern wall. There are a number of skeletons still hanging from these. If the party decide to investigate the skeletons, they will find that a message has been etched into the wall next to one of them: 'Today the black-cloaked priest came to take away my brothers - they wore iron circlets and carried the crooked staffs with blue lights. They took my brothers to the pit yonder and we heard their screams, yet the priests in the pit were unharmed.' There is little else of

interest in the room, and the only exit is back on to the walkway outside.

Section 6

The right-hand stairs lead down into the swirling mists by the right hand walls of the hall. All nonmagical lights will be immediately extinguished once the party have become immersed in the mist. Just at the foot of the stairs they will stumble upon piles of human bones that crunch under foot. At this moment, the demons of the pit will decide to attack (for the effects see above in Section 4). All magical artifacts etc protect as described there. Movement is halved if anyone tries to race through the demons to the far end of the hall, as the bones of previous sacrifices go down to a level of about 1m on the floor and progress is consequently severely impeded.

EXITS: Back up the stairs to **2** or down the hall to **7**.

Section 7

A broad set of steps lead upwards out of the mist-filled pit. At the top of the stairs there is a massive, ornately wrought throne of bronze and gold, with swirling demonic figures arranged in a circle around the large, ornate bronze headpiece. The back of the throne rises some 15m up into the air, practically touching the dim shadows at the top of the hall. Under the massive legs of the throne there is enough clearance for an average-sized human to walk upright.

GM: If the characters inspect the area under the throne closely, they will find a small wooden doorway which is open a slight crack as if someone had passed this way a short time before. This was Fengil. The doorway is the only exit from **7** apart from returning through the sacrificial pit back to **2**.

EXITS: Through the wooden door to **8**.

Section 8

This is a short section of corridor. Just by the door through which you have entered, you discover one of the oddly shaped croziers that you have seen at 2, still smouldering with a strange blue light at its tip, and a dark cloak and iron circlet seemingly dumped hastily. Ahead of you in the corridor is a barrier of shifting blackness.

GM: Any Elementalist will recognize this to be a *Curtain of Night*. For the full effects of this, see p 51. Fengil has cast the *Curtain of Night* across the corridor just where there are two doors in the east and west walls, thereby obscuring them. If anyone manages to get through the barrier, they will find that the only obvious route is straight forward to Section 16. However, a close inspection of the floor along this stretch of corridor will reveal that no one has disturbed the dust on it for quite a considerable time. A large wax seal has been placed across the bronze double doors at the end of the corridor and this has not been broken. The door is not locked, however, although the wax seal will emit a low and dismal moan if it is broken. Fengil himself has slipped down one of the side corridors, and the party will see no more of him until they catch him up in Section 20.

EXITS: The concealed exits to Sections **9** and **14** behind the *Curtain of Night*, and the double bronze doorway at the end of the corridor which leads to **16**.

Section 9

A wooden doorway gives on to a room full of strange bric-a-brac: old wooden wheels and platforms that might once have served as carts in a religious ceremony, faded garlands of black ivy, and the leering death masks of the deceased priests of the temple.

GM: One of these masks once put on will give its wearer the gift of perfect ventriloquism, although the character will have to talk through the mask first to discover this. It will mimic the last person to have spoken to the wearer, although after this the wearer will be able to choose whom he would like to mimic and will be able to imitate their voice perfectly, provided that he has heard them speak at least once.

There are no apparent exits from this room, but if the party crawl through a low alleyway between some stacked junk they will come across a small clear space where there is a door in the west wall. As they enter the area, a Giant Spider will drop down on the last member of the party and will attack.

GIANT SPIDER

ATTACK 15

Bite (d6, 3)

DEFENCE 2

Armour Factor 1

MAGICAL DEFENCE 4

EVASION 4

Health Points 10

There is only room for one member of the party to wield their weapon in this confined space, so either the victim or the next person behind him in the battle order will have to fight the Spider.

There are two curiously shaped weapons lying against the wall near the door: they are the length of halberds, with a black, star-shaped protuberance at the end of them. Scratched on the wall next to the halberds is some kind of mathematical chart des-

cribing g progression in steps of difficulty, although not in any numerical form that you have ever come across. There are five stages, with the following numerals next to a word you can dimly recognize as the modern word for SPEED or QUICKNESS.

I	II	III	IV	V
22	23	24	30	31

GM: The marks on the chart represent stages of the dodging test that the characters will enter into if they go into room **10**. Each successive stage involves dodging a flitting, batlike object. At each stage, the SPEED of the object increases by one. The numbering system is based on the root 5.

I	22	(= SPEED 12)
II	23	(= SPEED 13}
III	24	(= SPEED 14}
IIII	30	(= SPEED 15)
IIIII	31	(= SPEED 16}

EXITS: Back to the corridor at 8, or through the doorway into the Hall of the Passing Shadows.

Section 10

The Hall of the Passing Shadows

The Hall is 60m long and 10m across. Five pairs of torches burn with an eerie light on brackets in equal stages up both walls. A red line connects one torch with another across the room. There is a red line across the room right in front of where you emerge.

GM: Each time a character crosses one of the red lines, a shadowy batlike creature will wing its way down the hall towards him from the darkness at the far end of the hall. The batlike creatures emit a faint piercing scream and aim themselves right at the first character to have stepped over the line. Match the character's EVASION against the creature's SPEED of

12. If the character fails to dodge, the creature strikes him, imploding for 2d8 damage (armour protects by absorbing its AF). If the character's *Reflexes* are higher than the creature's (which are 14) then he will have one chance to strike back at it before it closes with him. This is only the case with a long weapon, like those black halberds that the party will have come across in Section 9. One successful strike will be able to destroy the creature which only has the equivalent of 1 *Health Point*. At each successive red line, the creature's whining will become intensified. It will approach the first character stepping through the red line at 1 extra SPEED and will do an additional d8 worth of damage if it implodes on him. Standing just beyond the fifth line is a set of black armour: this will fit the first person to cross the fifth line and survive. It is a +3 set of plate armour. It also has the ability to absorb all spells up to 3rd level that are cast at its wearer. Despite the fact that it is plate, its weight is almost negligible and it has the encumbrance of only a set of hardened leather armour.

EXITS: There are two exits from this room: on the right there is a doorway leading through to the section of passageway at **12**. Right behind the set of armour, there is a room with a black door and a star painted on it. The door is unlocked and leads through to Section **11**.

Section 11

The Room of the Black-Pointed Star

The black door gives way silently into a room illuminated by one eerie green lamp burning beneath a facial relief that stares back at you with baleful red eyes, two vast horns protrude from its forehead into the room, and its face seems to rearrange itself into a sneer as it looks at you. The door slams to at a SPEED of 14, and the mouth opens, spewing out a black cloud of gas. Gradually the cloud of dust takes shape, and a figure stands in front of you clad in the bronze

armour, of a bygone age, his eyes wide and staring with a desperate madness.

GM: If the party have already encountered the ghost of Drajan the centurion, they will recognize this apparition to be him. He is now a creature of super-human Strength. He carries a black-bladed, two-handed sword and will slay everyone in the room. The door back into room 10 will only open if Drajan is defeated.

DRAJAN Undead Centurion Rank-equivalent: 13th	
ATTACK 27	Sword (d10 + 2,7)
DEFENCE 20	Armour Factor 4
MAGICAL DEFENCE 14	STEALTH 16
EVASION 6	PERCEPTION 17
<i>Health Points 30</i>	

If Drajan is defeated, his soul will be released to travel to another plane of existence, his body slowly crumbling to dust, leaving the Black Sword on the ground.

The Black Sword

This is a sentient sword that will attempt to take over the body of anyone who picks it up. To do this it uses its MAGICAL ATTACK of 14, much like the soul stored in an Amulet of Soul Storing (see *The Way of Wizardry*, p 98.) If characters succumb to the sword's spell, they will suddenly evaporate into a cloud of dense black smoke and be sucked into the mouth, emerging d10 Rounds later as a mummy.

EXITS: The door back into 10 will open automatically once Drajan has been defeated, or all the members of the party in the room have been overcome.

Section 12

This is a section of corridor lined with ancient bricks. At its western extremity it ends apparently in a blank brick wall, although a careful search will reveal the hairline cracks of the secret door which leads back to Section 10. At its eastern end it leads to the hallway of the bronze chest at 13.

Section 13

The Hall of the Bronze Chest

There are entrances to this square, granite-faced room from the east, the west and the south. The way to the south is barred by double bronze doors with a black seal placed cross them (that is, unless the party have entered the room from that direction). At the centre of the room is a huge bronze chest with embossed sides illustrating scenes from repellent demoniacal rites. At the centre of the east and west of the chest are two wide bronze doors. Each of them represents half of a fierce monster with turkeylike wattles of flesh about his neck and an elaborate horned breathing apparatus that connects his nostrils with his mouth. Wide-set eyes and a row of spiky mounds on top of his head, a Jong, lizard-like tail, with an armoured, scaly body, complement the horrible picture. There is an inscription across the top of both the doors which reads: 'Both together or not at all'. Both doors swing to the south if pushed.

GM: When both doors are opened together they swing back and join as a set of double doors blocking the way to an underground pit where Krang, the flesh-eater, dwells, waiting for humans to pass. The bronze doors will lock tight, joining together the two sides of the picture of Krang. There is a steep staircase leading north, down into the depths of the dungeon inside the huge bronze chest. If the party fail to open both doors,

thus closing off the steps down to Krang's lair, the creature will come shuffling up the stairs after ten Rounds. If the party have since moved on, it will follow them.

KRANG, THE FLESH-EATER-

ATTACK 30 Pincers (d8 + 2, 7)

DEFENCE 16 Acid spittle (at short range).

Will eat away 1 point of armour
or 2 Health Points if it strikes.

MAGICAL DEFENCE 22

EVASION 5

Armour Factor 6

Health Points 46

STEALTH 3

PERCEPTION 29

Krang was a creature fettered here by Balor, Prince of Darkness, countless centuries ago and here he has remained since the city of Nem was covered by ice. His lair is a frozen grotto a long way beneath the ice pack that holds the city in perpetual thrall. Once he has scented human flesh and established who is the owner of the scent, he will not relent in his pursuit of that person unless they can have a Dispel Magic placed on them by a Sorcerer. Krang can eat his way through the thickest of walls and any metal to get at his victim.

EXITS: Back into Section **13** or down the stairs in the bronze box to **20**.

Section 14

The right-hand turn through the Wall of Darkness leads to a square room with oak-panelled walls. A desk stands in the north side with a number of scrolls laid out on it. The first scroll stretched out is a Rune of Stasis with a MAGICAL ATTACK of 23. The other scrolls are of Sword of *Damocles* and Nova. The room is otherwise empty. There is a door in the east wall leading to Section **15**.

Section 15

The stairs lead down to a cold passageway, where the floor is totally covered with ice. It seems that the frozen lake-water from outside has broken in here. Hal/way down the passageway, the bricks appear to be bending inwards under a tremendous outer pressure. Four alcoves, two on either side, lead off the corridor, one before the bulge and one after.

GM: This was a laboratory of the Sorcerer whose study the party may have passed through at Section 14. The first set of alcoves contain highly volatile acids that will begin to burn with a blue light immediately a naked flame, like torchlight, is brought near them. The acid vats will burst into flame, causing anyone in a 3m radius of either of the alcoves to take 1d8 damage, although armour protects. If the light source is different from naked flame, then the party will be able to safely extract the contents of the vats: these will be useful in making 10 firebombs if they are placed in the correct glass containers. These will act like grenades when thrown over short distances, doing d8,6 damage. If there is an explosion from the volatile liquid, then the ice in the passageway will begin to give way and freezing water rising 0.5m per Round will rush into the corridor, flooding it. In four Rounds it will reach the level of the ceiling, and will continue to rise until it is lapping at the entrance to room 14. The second set of rooms contains a number of potions mixed in with flasks of uninteresting or poisonous, liquids, all stacked on shelves around the room. Assume a 50% chance of an interesting potion: roll three times on the Potion Table in *The Way of Wizardry*, p 87.

EXITS: The passage leads up to a left-hand bend (Section 18).

Section 16

The double doors give way to a circular room swimming in a mauve aura, although there is no identifiable light source. There is a pit in the centre of the room full of a frothing, roiling liquid, Rampways lead up to the north-west and the north-east and there is another set of double bronze doors directly to the north.

GM: After six Rounds in this room, the roiling motion in the liquid in the centre of the room will increase, and a giant octopoid creature with quivering greenish-mauve skin will rise out of the depths of it, unravelling its eight long translucent tentacles. The arms will try and draw anyone they catch into the liquid, which is a strong acid. This will do d10 damage per Round (initially armour counts as a defence against this, but after one Round, it is completely eaten away and the character takes a full d10 damage per Round).

GANGLION

ATTACK 16 per individual arm
DEFENCE 0 (Characters who dare to stand close enough to the edge of the pit may strike it at will)

MAGICAL DEFENCE 12

EVASION 0

Health Points of body: 40

Health Points of arms/tentacles:

No 1	No 2	No 3	No 4	No 5	No 6	No 7	No 8
5	5	5	5	5	5	5	5

Characters may strike at the tentacles or (if they are on the very edge of the pit) at the body. All wounds are deducted from the creature's overall Health Points total of 80 and, when these points have been exceeded, it dies. However if enough points are taken from the body (ie: 40 Health Points), it will die regardless of other

wounds. Additionally, 5 or more Health Points inflicted on a given tentacle will sever it. A character seized by a tentacle must roll under his Strength on 2d6 to break free before he is pulled into the pit. Each further tentacle adds another d6 - so a character gripped by three tentacles would have to roll under his Strength on 4d6.

EXITS: Up the ramps to **17** or **18** or back through the door to **8**.

Sections 17 and 18

There are two tunnels on either side of the room; two long ramps gradually ascend from them, curving to the north.

After three Rounds of ascent, the party feel a tremor travel down the corridor followed by a blast of stale, fetid air. Not only does this air act as a medium poison to anyone breathing it in (to determine this, roll under *Reflexes* on a 2d10), but anyone inhaling it will be subjected to an attack on their sanity (see the Madness Table, p 55). The party will be able to hear a gigantic sigh at the end of the ramp of the corridor. The sigh has made the whole tunnel shudder. Another breath will come down the corridor after another six Rounds. Roll as above. After this the party will reach a large, sealed lead door. Various wax seals and symbols of warding have been stretched over the door. Every time there is another breath from beyond the door, they bend slightly inwards and bits of masonry detach themselves from the ceiling and fall amongst the party. At every breath, the black doors, seem to take on the features of a gigantic horned face leering out into the corridor. It is as if the aura of darkness shining through were like an intense negative radiation. Anyone looking directly at the face will be subject to a *fright attack* of d20.

Section 19

Balor's Head

GM: Anyone forcing the doors to the next chamber, despite the warnings, will almost certainly have condemned himself and all his party to death. First of all, they will momentarily see the face of Balor, taller than a house with his chin resting on the black marbled floor in front of them. His black horns reach up and almost touch the ceiling, and black globes of light float about the room in the air. Balor's eyes burn with coal-red fire. Anyone involuntarily staring into them (for not even a worshipper of Darkness would dare to look their Prince straight in the eye) will be subject to the equivalent of a **MAGICAL ATTACK** of a strength of 30. To determine who is looking directly at Balor, roll for all the members of the party who have entered the room: anyone who fails to roll under their *Reflexes* on d20 will have looked straight at Balor. If they fail to resist the attack, their body will automatically disintegrate in a rush of black flames that spontaneously consume them. Anyone who has managed to avert their gaze may still be dragged towards Balor's jagged maw by his next intake of breath. They will have to match their Strength against the Strength of Balor's breath; if the number obtained from deducting the latter, which is 12, from the former is negative, this means that the character has been sucked into the maw of the demon and their fate is sealed. Anyone with a positive reading will have to roll under that figure on a d20 or be sucked in. Those outside the room will have a chance of grabbing hold of one of the walls or the doors as they are sucked in (roll under *Reflexes* on d20). If they do, add 5 to their effective Strength factor above. If the doors are pulled to again then the party will only have to deal with the blasts of fetid breath that still seep under the door of the room. No stats are given for Balor, as no weapons or spells known to man can defeat or injure him in any way. However, the description in Section 21 will tell you how the party may stop him from rising from the



frozen city of Nem to terrorize the land of the living once more.

Section 20

The steps lead down to a pair of ancient wooden doors; these appear to have been blasted inwards by some powerful spell and now hang loosely from their hinges. Beyond is a dark hallway with schist statues of the four elemental forces carved in human form at each corner of the room. All these statues have been defaced, their heads knocked from their torsos and their arms lopped off. At the far end of the room stands a pair of double, lead-lined doors: a golden chain was once stretched across these, sealing them, but this too has been broken and one of the doors stands slightly ajar. A black roiling smoke, smelling faintly of incense, comes through the gap. As the party watch, a figure slips out of the door and walks towards them, his hand outstretched in a peaceful gesture. It is Durindar, the King of Glissom! He walks stiffly towards the party, his hand still upraised. They will only notice his empty eye sockets and his mechanical, stiff gait when he is within 10m of them in the gloom. This is the reanimated husk of the King: his body has only 2 *Health Points*. If anyone has fired a missile weapon and hit him before he gets too close to the party, assume that he has been put down. Once the zombie gets within range he will open his mouth as if to speak but, instead, a tongue of black churning flame will shoot out of it. Treat this like a *Dragonbreath* spell, except that it creates a swathe of black flame 5m wide in front of the caster and has a range of 15m. The spell's *SPEED* is 12. Damage caused by it is $d8 + 2$, 10. The victim is seared by the black flame that seems to glide through armour with little difficulty. The husk of the King will spontaneously crumble to ashes. Immediately after this, the party will come under fire from heavy crossbows from the doors through to the next room (see below).

Section 21

Four Zombies created by Fengil bar the door as their master attempts to complete the ceremonies to bring Balor back to life. The party will have to fight their way past these before they get any further into the room.

ZOMBIES

ATTACK 12 Crossbows (d10, 4)

DEFENCE 5 Swords (d8 + 1, 5)

MAGICAL DEFENCE 2

EVASION 2

Health Points No 1: 21

 No 2: 21

 No 3: 21

 No 4: 28

The entire room within is a vast chamber of ice created from the depths of the frozen lake itself. At the centre of the room is a vast trunk of a gigantic being covered with coarse, goatlike hair. It is trapped from its waist down in the icy floor, and its neck has been thrust through a high ceiling supported by black pillars that rise up to a height of 20m above the floor. The body reeks of a sulphurous smoke. Set around the vast trunk are five fires, roiling with the same black smoke as the party have seen from the other room. Surrounding these five fires are mysterious pentacles carved into the icy floor. The party will see Fengil, flitting amongst the fires as they enter. In one hand he carries an ember burning with an occult flame; this is the Hearth Fire that has been stolen from the King's tower in Glissom. He will stop moving among the flames when he sees them and attack them. If it looks as if he will be defeated, however, he will use his *Shadowself* enchantment to try to escape. If he does manage to escape, be sure that the party will encounter him again in future adventures. For Fengil's stats, see p 164.

After they have defeated Fengil, the party can set about destroying the fires surrounding the body of Balor. The body now throbs with a hidden life although

it is still looked securely in the ice pack. If, however, the party neglect to remove the pentacles surrounding the fires, they will continue to burn until the ice pack is completely melted, and Balor will rise out of the icy pit below the lake where he has been imprisoned for centuries and will march across the lands of the living causing untold destruction. However, if the pentacles are destroyed, then the body will grow cold again and the ice pack will once more shrink in size, enclosing the body. Likewise, Balor's head that rests in the room above this chamber (room **19**) will grow quiet and his breathing will stop again.

After the adventure

The party may return to Glissom as heroes. If they have not already overthrown Kilnded, the amount of supportive evidence that they now have will be enough to condemn him to the executioner's stake without the party having to fight him. If the Prince Doron is still alive, he will resume the throne of the country and will reward the characters bountifully from his treasuries. If he has perished, the kingdom may be offered to the member of the party who has been most influential to the success of the mission. It may be best to assume that the adventurers have no encounters on their way back to Glissom. However, for an extended adventure, roll on the various Random Encounter Tables for all areas through which they must travel on their journey back.



The Temple of Balor - Party's map of the Labyrinth

