ROLE AIDS™

Adventure for 4-8 Characters at Skill Levels 3 to 8

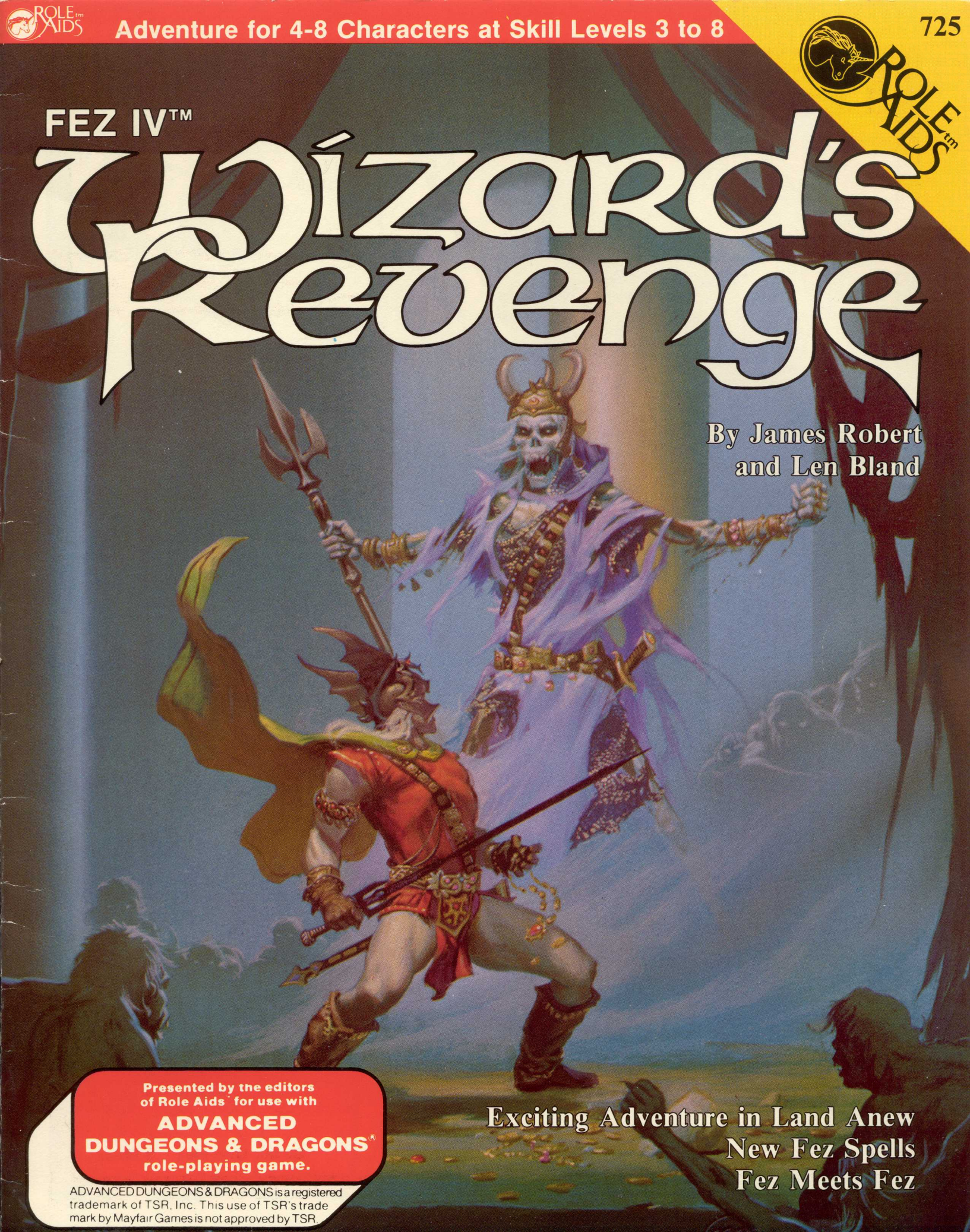
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ROLE AIDS™

FEZ IV™

Wizard's Revenge

By James Robert
and Len Bland



Presented by the editors of Role Aids for use with
ADVANCED DUNGEONS & DRAGONS®
role-playing game.

Exciting Adventure in Land Anew
New Fez Spells
Fez Meets Fez

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Land Anew
Last Mountain
Penultimate
Pinnacle
Yuan
Mile Deep Chasm
Dwarf Mountain
Stub
Stalag's Peak
Orange Hills
Orange Imp Cave
Green Plains
Trade Route
Sphinx
Sphinx Monument
South Wood
Greenspan
N
Fire Rock
Burnt White Oaks
Moor
Golden Forest
Maple Stand
Mile Deep Chasm
Scale: One Hex = 5 Miles

Wizard's Revenge

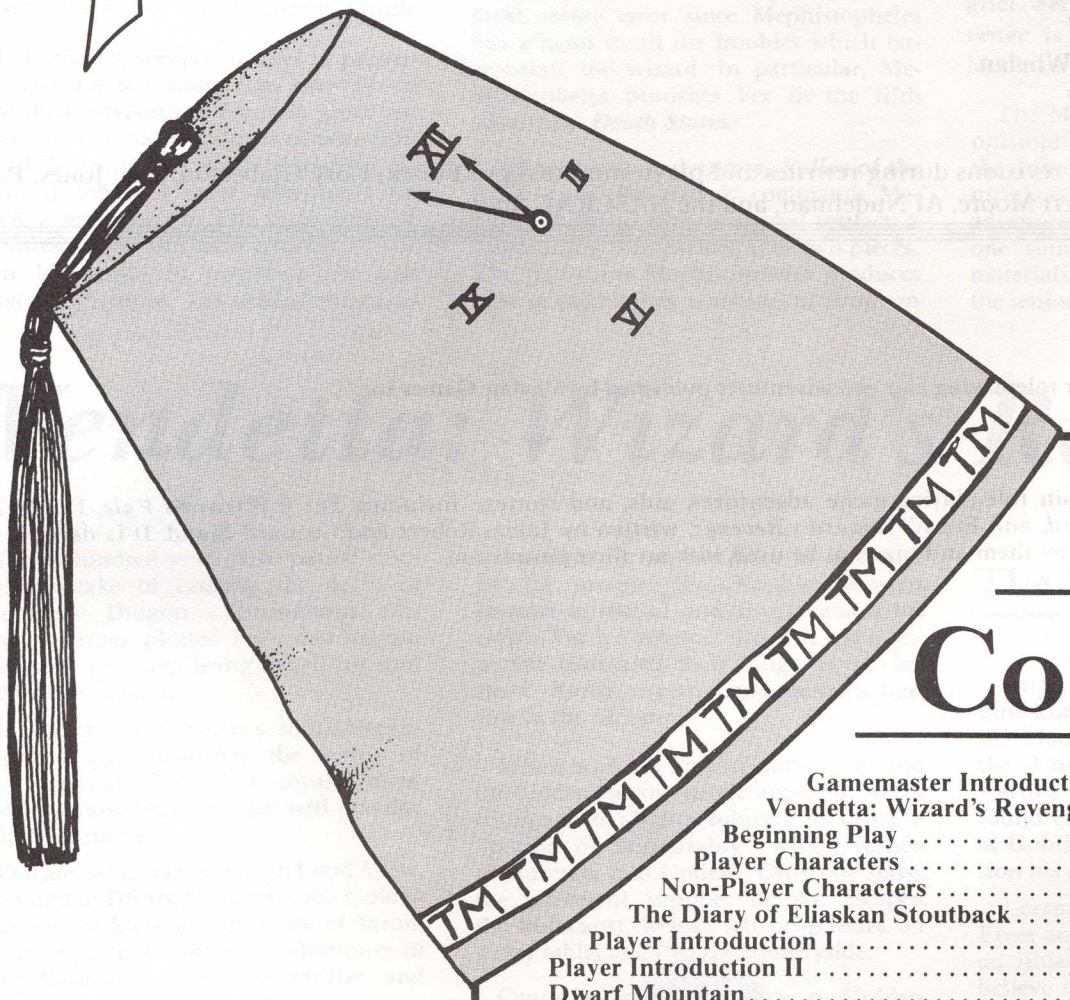


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Fez IV: Wizard's Revenge

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-Gamemaster Introduction-

The Fez Adventures

Puzzle solving, thinking, imagination. These are the features of the Fez adventures, a series of six role playing modules involving the Chaotic/Good Fez, Wizard of Time Travel. Each module involves a different adventuring party. Parties must not only be skilled in combat, they must solve riddles and fulfill ancient prophecies.

Fez used his special abilities to prepare the way for adventurers in each of the first three adventures. Fez took great precautions to avoid paradoxes of time travel while using his skills. However, in each of the first three adventures Fez made a serious error. The final three adventures result from these errors.

In his battle to overcome the evil dragon, Scarsnout, Fez needed the powers of a great Gem. To aid him in securing the Gem, Fez obtained the services of Mephistopheles, a powerful demon, in Fez II: ***The Contract***. The Gem was finally acquired in Fez III: ***Angry Wizard*** and Scarsnout was killed in the original Fez I: ***Valley of the Trees***.

At the conclusion of ***Angry Wizard***, Fez failed to release Mephistopheles from his bondage. This was perhaps Fez's most severe error since Mephistopheles has a hand in all the troubles which later befall the wizard. In particular, Mephistopheles punishes Fez in the fifth adventure, ***Death Storm***.

When the first adventure, ***Valley of the Trees***, ends, Fez naively commands Mephistopheles to make a special artifact: a summoning coin divided into two pieces. The half-coins Mephistopheles produces have a catch: they combine to summon Fez at the same relative age as those who summon him. The problems this causes begin in this adventure, ***Wizard's Revenge***. The resulting paradox ultimately leads to Fez's undoing in the final adventure, ***Time of Chaos***.

To top it off, in ***The Contract*** Fez unnecessarily made a powerful enemy of the Illusionist Ekardnam Lorrmar. The grief Fez experiences in ***Wizard's Revenge*** is caused by Lorrmar, aided by Mephistopheles.

The Moral? Never trust a Demon. Mephistopheles was aware of the flaw in the summoning coin. He carefully manipulated the senior Fez's arrival in this adventure so that the younger Fez (the one summoned by the two half-coins) materializes in the same time frame as the senior Fez. Thus the paradox occurs.

-Vendetta: Wizard's Revenge-

Three hundred years have passed since Fez's mistake of causing the death of Lorrmar's Dragon. Throughout this time, Lorrmar plotted Fez's destruction, Lorrmar's first step being to sell his soul to Mephistopheles.

In return for Lorrmar's soul, Mephistopheles gave Lorrmar the status of Lich, an undead familiar, loyal armies, and a promise that Lorrmar will one day hold Fez prisoner.

Our adventure takes place in Land Anew, the Land of Dwarf Mountain, the Golden Forest of the Elves, and the home of Aaron, Rabbi of Sphinx. Aaron, an adventurer in ***The Contract***, is now a Healer and Prophet.

Elves have lived in Golden Forest for two thousand years. They are aloof, highly magical, and possess a deep love for their forest. Elven adulthood is gained magically during their Rites of Adulthood ceremony.

Dwarves have lived in Dwarf Mountain for eight-hundred years. They are an "earthy" people who also have a ceremony of Passage to Adulthood, but this takes place only after many hard years of apprenticeship.

Two thousand years before our adventure occurs, the land was ruled by Xarth, a barbarian king who built the Sphinx monument for an evil deity in exchange for the promise that Xarth's followers become immortal and always guard his crypt. Xarth's subjects thought the monument concealed their king's crypt. Instead, Xarth secretly constructed a barrow in the Moor.

When both the Sphinx monument and the hidden barrow were completed, Xarth commanded all his subjects to drink a "potion of immortality" which turned his subjects into Undead. Only one slave, the irreverent prophet Kejoki, escaped the holocaust. Kejoki left prophecies on a clay tablet and fled the countryside.

Centuries later Elves came to Golden Forest and made a covenant with the Maker of the Trees. The Maker gave the Elven king a staff which controlled the power of the forest in exchange for the promise the Elves would never use the staff for evil.

Dwarves, led by King Kul, settled at Dwarf Mountain. Kul, and the kings who succeeded him, controlled the power of the mountain's Motherstone.

Men built a city near the Sphinx monument. These peoples, aware they were not the first to settle in the area, aptly named the countryside "Land Anew."

The Thirty Year War

Forty years before our adventure begins Lorrmar settled at Xarth's barrow in the Moor. There, he gained control over the Undead who had been guarding Xarth's tomb. In the barrow Lorrmar found enough riches to purchase armies of Goblins and Orcs, and then set in motion his evil plans.

Lorrmar instigated a war between the Elves and Dwarves. Using his powers as an illusionist, Lorrmar led the Elves to believe that Dwarves set fire to seven of the Forest's most precious trees and tricked the Dwarves into believing that Elves poisoned the water supply at Dwarf Mountain. The result was a bitter, evil, racial war which lasted thirty years.

Atrocities were committed by both sides. Near the conclusion of the struggle, both races bound their fates to their most powerful items: the Dwarves to the Motherstone of Dwarf Mountain, the Elves to the Staff of Golden Rue. (An account of the Thrity Year War is given in the Players' Handout titled, "***The Diary of Eliaskan Stoutback***.")

Following the war Lorrmar's agents acquired both the Motherstone and the

Staff. Only then did Lorrmar begin openly using his armies as siege was set against Dwarf Mountain. Lorrmar's Spectres began possessing the leaders of the Dwarves.

Finally, the Dwarves and Elves together realized they had been duped. However, for those who took part in the war, the knowledge they had been led astray came too late. The adults of both races were bound by sacred oaths to whoever controlled the artifacts and dared not attack the Lich directly for fear he would learn the extent to which they were bound.

Fortunately, Lorrmar did not realize the full potential of the artifacts' powers. None of those who took part in the war can march against Lorrmar so long as he controls the Staff and the Motherstone. Still, he can be defeated.

A year before our adventure begins, Kejoki's prophecies were uncovered. The prophecies foretold that a band of Elves and Dwarves could free the land of its evil, and this prophecy the Players must fulfill.

In ***Wizard's Revenge***, the Players, representing four young Dwarves and four young Elves, are quested to find and destroy the Motherstone of Dwarf Mountain and the Staff of Golden Rue. Unless the Players are successful, the Lich's victory will be complete.

Beginning Play

Wizard's Revenge has two beginnings: one for the four Elves of Golden Forest and a second for the four Dwarves of Dwarf Mountain. Each party member should undergo his or her ceremony of becoming an adult and then make way to the dormant volcano, Fire Rock. At Fire Rock the parties unite and complete the rest of the adventure together.

It is recommended that the Gamemaster begin the adventure with the party of Elves and continue until the Elves have entered the volcano. Then the GM should start the adventure for the party of Dwarves, continuing until the two groups meet. (While this may seem disinteresting to the inactive group, most Players will enjoy watching the others complete the initial task.)

The adventure for the four Elves begins in Golden Forest. The Gamemaster should give Players representing the four Elves the handout titled, *"Player Introduction: The Four Elves."* Tell the Players their Characters are gathered together to undergo the Elven Rites of Passage to Adulthood. Their sponsor is Mondae, King of Golden Forest. Explain that Character names and classes will be assigned during the ceremony.

After Players have read the introduction, play for the Elves begins in Mondae's quarters, atop a tree in Golden Forest. Note that Players receive a copy of Sourpatch's (Eliaskan Stoutback's) diary as soon as play begins.

The adventure for the four Dwarves begins in Sourpatch's room in Dwarf Mountain. Give the Players the handout entitled *"Player Introduction: The Four Dwarves."* When Players have finished reading the handout, give them a copy of Sourpatch's diary.

GM Note: When play begins, the four Dwarves are invisible to all enemies of the Mountain, although the Players may not realize this.

Continue with the four Dwarves until they meet the Elves (the other party) in Fire Rock.

Player Characters

GM Note: Some Characters' Skill Levels are to be determined by their performances on the *Rites of Adulthood* and the ***Elves Skill Chart*** on page 9.

Alenon, *Skill ( ) Fighter*
ST: 15, *IT:* 10, *IN:* 11
*SM:*10, *DX:* 14, *AP:* 14
HTK: ( ), *AC:* 0
MV: 12″, *Att:* 1, *DM:* 1D8
Align: Neutral/Good
THACO: ( )
Weapons: ***Death Binder*** (+1, +5 vs. Undead, dispels 3D10 HTK of Undead)
Armor: +1 Mythril Plate Mail
Magic Items: None
Specials: None

Lorondel, *Skill ( ) Thief*
ST: 10, *IT:* 11, *IN:* 12
*SM:*11, *DX:* 16, *AP:* 16
HTK: ( ), *AC:* 0
MV: 12″, *Att:* 1, *DM:* 1D8
Align: Neutral/Good
THACO: ( )
Weapons: None
Armor: None
Magic Items: Elven Cloak of Concealment from all enemies
Specials: None

Tell-Glorion, *Skill ( ) Fighter*
ST: 14, *IT:* 11, *IN:* 16
*SM:*15, *DX:* 15, *AP:* 13
HTK: ( ), *AC:* ( )
MV: 12″, *Att:* 1, *DM:* 1D8
Align: Neutral/Good
THACO: ( )
Weapons: None
Armor: None
Magic Items: Ring of 1 Resurection
Specials: None

Findellion, *Skill ( ) Magic User*
ST: 8, *IT:* 17, *IN:* 10
*SM:*15, *D:* 14, *A:* 10
HTK: ( ), *AC:* 0
MV: 12″, *Att:* 1, *DM:* 1D8
Align: Neutral/Good
THACO: ( )
Weapons: None
Armor: None
Magic Items: Magic Cloak of AC: 0
Specials: Seven True Visions

Smasher, *Skill 3 Fighter*
ST: 17, *IT:* 13, *IN:* 9
*SM:*14, *DX:* 16, *AP:* 12
HTK: 23, *AC:* 7
MV: 6″, *Att:* 1, *DM:* 1D8+1
Align: Neutral/Good
THACO: 15
Weapons: Short Sword
Armor: None
Magic Items: None
Specials: None

Squire Sort, *Skill 3 Fighter/Thief*
ST: 12, *IT:* 12, *IN:* 13
*SM:*11, *DX:* 16, *AP:* 8
HTK: 17, *AC:* ( )
MV: 7″, *Att:* 1, *DM:* ( )
Align: Neutral/Good
THACO: 14
Weapons: None
Armor: None
Magic Items: None
Specials: None

Frain, *Skill 3 Fighter/Cleric*
ST: 14, *IT:* 10, *IN:* 15
*SM:*10, *DX:* 10, *AP:* 13
HTK: 19, *AC:* 7
MV: 6″, *Att:* 1, *DM:* ( )
Align: Neutral/Good
THACO: 16
Weapons: None
Armor: None
Magic Items: None
Specials: None

Gamble, *Skill 3 Fighter/Mage*
ST: 11, *IT:* 15, *IN:* 8
*SM:*11, *DX:* 15, *AP:* 10
HTK: 18, *AC:* ( )
MV: 6″, *Att:* 1, *DM:* ( )
Align: Neutral/Good
THACO: 17
Weapons: None
Armor: None
Magic Items: None
Specials: None

—Non-Player Characters—



Fez (older), *Skill 21 Magic User*
ST: 11, *IT:* 18, *IN:* 16
*SM:*11, *DX:* 13, *AP:* 12
HTK: 42, *AC:* 1
MV: 12″, *Att:* by Spell, *DM:* ( )
Align: Chaotic/Good
THACO: 11
Weapons: None
Armor: Robe of AC(1)
Magic Items: None
Spells: Read/Speak Languages (1 Use), Double/Half Time Rate (2 Uses), Hold Opponent Fixed in Space/Time (1 Use), Rewind Time (1 Use), Shift Time Frame (2 Uses)

Toby, *Skill 2 Kobold/Thief*
ST: 8, *IT:* 10, *IN:* 6
*SM:*12, *DX:* 16, *AP:* 14
HTK: 8, *AC:* -1
MV: 12″, *Att:* 1, *DM:* 1D4
Align: Neutral/Good
THACO: 20
Weapons: Dagger
Armor: None
Magic Items: Amulet of Invisibility
Specials: None

Fez (younger) *Skill 8 Magic User*
ST: 12, *IT:* 18, *IN:* 12
*SM:*12, *DX:* 13, *AP:* 15
HTK: 17, *AC:* 9
MV: 12″, *Att:* by Spell, *DM:* ( )
Align: Lawful/Good
THACO: 19
Weapons: None
Armor: None
Magic Items: None
Spells: Read/Speak Languages (2 Uses), Rewind Time (2 Uses), Future View (1 Use), Shift Time Frame (1 Use)

Seceant, *Gold Statue*
ST: 17, *IT:* 14, *IN:* 18
*SM:*16, *DX:* 13, *AP:* 10
HTK: 37 (10D8), *AC:* -2
MV: 14″, *Att:* 3, *DM:* 1D8×3
Align: Neutral/Evil
THACO: 10
Weapons: None
Armor: None
Magic Items: None
Specials: Immune to Mind Control Spells

Fez's Spells

Note: Saving throws are not allowed against space/time spells.

Speak/Read Languages:

This spell allows the caster to read and speak any language for as long as he concentrates on doing so.

Rewind Time:

When Rewind Time is cast, the GM should rerun the previous melee round. This spell turns the clock back for ten seconds, i.e. one melee round. All actions undertaken during the ten-second period preceding the casting of this spell, whether by friend or foe, are negated. Thus, all spells cast the previous round are negated, and the spell energies used to cast those spells are restored.

The spell has a radius of fifty feet and occurs instantaneously.

Future View:

This spell allows the caster to see, depending upon a choice of action, what will occur in a 20′ by 20′ area five minutes into the future. ***Future View*** does not explain how what is seen will occur. If ***Future View*** is cast at the request of a Player, the Player must state what action(s) he intends to take within the next five minutes.

Shift Time Frame:

This spell allows Fez and up to two others to "time travel." In order to use the spell Fez must have exact knowledge of both the time frame in which he is located and the time frame to which he is going. Fez is the only person who knows this spell.

Hold Enemy Fixed in Space/Time:

With this spell Fez can hold any one opponent fixed (relative to Fez) in space/-time continuum for as long as Fez concentrates. Fez and the opponent being held are shifted out of normal time into "No-Time." While the spell is in effect the opponent may attack or cast spells normally. Such attacks will only affect Fez.

This is a dangerous spell. Should Fez be killed while the spell is in effect, Fez will cease to exist and his opponent must save vs. ***Magic*** at -50% or also cease to exist.

Double (Half) Time Rate:

This spell speeds (slows) time within a 100-meter radius to twice (one half) rate. The spell lasts 24 real hours; resultingly, a character caught in the spell experiences a 12 (48) hours time shifting. Fez can cast this spell once daily. The spell has the nasty side-effect of making Fez age two days each time he casts this spell.

One of the effects of two Fezes existing in the same time frame is that they share their spell energy. Thus, if either Fez casts a spell, both will become dizzy and nauseous. The dizziness will last thirty minutes during which time the Fezes will be disoriented, requiring assistance even to walk.

Should the young Fez cast a spell while traveling with the party, he will refuse to cast further spells unless the party is in grave danger.

THE DIARY OF ELIASKAN STOUTBACK

749 First recorded skirmish between Dwarves and Elves in Land Anew. Peace made when Airif the Wise comes to The Mountain.

753 Lord Grin marries Mertha. Lorrmar settles in Sphinx. We stop mining at Fire Rock when Dragons settle there.

760 Lady Mertha dies giving birth to Grin's only son, Frwef. Grin withdrawn, stops jewelry work. Too bad, he is a master.

762 Evil enters The Mountain, I am exiled for killing the foul Lord Greedhand, a Death Curse if I return. I settle at Sphinx, am befriended by Aaron.

762 Seven Blesson Trees burnt by Dwarves; even I hate them for that. King Pbout killed by Spectres in the Orange Hills, Grin declared king.

763 Longfate, youngest son of Egathanolis, poisons underground river water supply for The Mountain. Much talk of war.

I go to reason with Mondae and am captured. At my trial Airif the Wise is killed when a foolish Elf draws Storm's Sword. Mondae brands me *"Elf-Foe."*

764 War is declared. Both sides proclaim the war is righteous for their people.

765 *Grandfather* is blinded when Elves overrun Fire Rock. The Dragons proclaim Fire Rock *off limits* for Dwarf/Elf combat.

766 I flee Sphinx; a dozen witnesses swear I attempted to assassinate Aaron. He will not walk again. I settle at Fire Rock. It's lonely here.

769 Two major battles near Golden Forest. Dwarves suffer heavy losses. Rumors say Elves have bound their fate to the Staff of Golden Rue.

771 Dwarves bind their will to The Mountain's Motherstone. Grin, Mondae ... you are fools.

774 The Dragons have a litter this spring: three, I think. They must know by now I live here; somehow, they don't mind.

I begin a chapel dedicated to The God with No Name.

777 Still can't fathom how to open the Elven Door; already broken fifteen strong picks on it.

Invisible Orcs attack the Dragon Young while parents away; I rush to their defense from the Chapel below, parents very grateful. Only one survives; a sad day.

Steeleye, the Father, thinks Lorrmar is behind the killing. The Dragons hate Lorrmar. Steeleye's mate tells no one her name, I ask to call her *Lady Red.*

785 King Grin's son is murdered in his sleep; Grin retaliates by burning White Oak Forest.

788 I am ambushed by three Elves. Only Storm's Shield saves me from their poisoned swords; the shield is no more. Steeleye finds me, wounded and unconscious, lying beside three Orcs. I am delirious with fever for months.

790 I am two hundred ninety-five this year. I acquire a companion; *Little Toby*, he calls himself. I rescue him from two Wyverns... nasty critters, those.

Two men attack me by the Graffiti Rock. Toby sees them first, his reaction saves me. They had poisoned darts. How many times, I wonder, must I use Storm's Death Sword before I am done killing?

I feel I am getting old.

791 Elves set fire to forest on east edge of The Mountain. **Elves!** Sixty are caught in a rockfall. Can't anyone see it? More and more, the war is being fought by the Gem and the Staff.

793 The final battle of the war is fought at the Plains of the Tall Green Grasses. Nine in ten die.

There is no winner... only grief, pain, death.

Death.

Needless death.

794 Found Dwarf and Elf dead in pit, Northeast Canyon. Both have magic weapons. I leave them, a memorial to stupidity.

795 Lorrmar sends Orcs against Golden Forest, only the Staff of Golden Rue stops them. No one knows this villain's lair. I finish the Chapel to The God With No Name.

Little Toby accidentally opens the *Elven Door* while singing a raunchy drinking song about what Elven Kings do in trees.

796 Siege is laid against The Mountain. The Enemy forces include Grin, or, rather, the twisted creature he has become.

797 Lady Red finds Steeleye dead on the Moor, his head encased in a large gem. Once I saw the Wizard Fez use such a spell; I say nothing.

Lady Red tells me Steeleye's time was due to "pass on his powers", whatever that means. Poor Red... she is so kind, yet has known nothing but sorrow in Land Anew.

798 I travel to the city Sphinx and pass information to Lorrmar's agents about the Staff of Golden Rue. This is treacherous but I fear if the Elves continue to use the Staff it will destroy us all.

Aaron is very wise. He never once believed it was I who crippled him. He asks if I know of a band of *"Elves and Dwarves."* Hardly! Aaron has found prophecies about such a band.

Aaron tells me Mondae is destined for greatness. I am glad.

798 *(Two months later)*

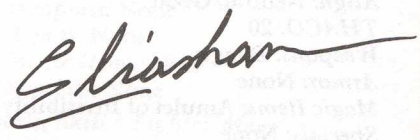
This is my last entry.

Mondae, if you do answer my summons, I promise to send Dwarves to Fire Rock with my half of the summoning coin.

I return now to defend my beloved mountain. I have been away thirty-four years. The curse means in one month I will be dead. I die fulfilling my duty.

Can any warrior ask for more?

(Signed)



Eliaskan,
Bearer of Storm's Death Sword

—Player Introduction I—

The Four Elves

Read the following to the Elf Players:

Each of you represents an Elf of Golden Forest. Four of you have been gathered together to take the Rites of Adulthood. It is the practice of the Elves of Golden Forest that vocations and names are chosen during this ceremony.

Like all the Elves of Golden Forest you share a great love of trees. The Elders have a saying, "Show me a being who loves trees more than himself and I will show you an Elf."

The beloved trees of Golden Forest are becoming ill. The leaves of the giant Blesson Trees are fading from the vibrant gold they have always been to a sickly yellow. Two days ago an army of Orcs surrounded the Forest. Never before have enemies of any sort challenged the full might of Golden Forest.

Never.

The Golden Forest

GM Note: Play begins for the four Elves in King Mondae's quarters atop the tree Meltar in Golden Forest. The king has given gifts to the party. On the ground beneath the tree a Dryad waits to administer to the Elves the ceremony of Passage to Adulthood.

The King's Quarters

You stand in the quarters of King Mondae atop Meltar, the finest Blesson Tree in Golden Forest. King Mondae himself is your sponsor for the Rites of Passage to Adulthood.

The king speaks, "Gentle children, I must tell you sad news, terrible news. Our Covenant with the Maker of the Trees is broken. The Forest is dying.

"Two thousand years ago, when Elves made their Covenant, the Maker of the Trees promised to always protect us. In turn, our ancestors swore to treasure the Forest, to care for its mighty trees, and to never abuse the Staff of Golden Rue.

"One week ago the Staff of Golden Rue was stolen from us, I know not how. Unless the evil that now controls the Staff is destroyed, the Great Trees cannot long survive. The result is obvious, our Forest is dying.

"When the Maker of the Trees gave control of the Forest to our ancestors, Elves swore that the Staff of Golden Rue, the staff that binds the Forest with your King, would never be used for evil.

"The Covenant was clear. The Staff could not be taken from its rightful owners, by any means, unless it was repeatedly used for evil. The only extended use of the Staff was during the war with the Dwarves. There is but one conclusion possible. . . a bitter and foul conclusion.

*The King then walks to the chest at the foot of his hammock. From the chest he removes a book, a scroll, and a small leather pouch and gives them to you. The book is labelled "**The Diary of Eliaskan Stoutback.**" The pouch shows the outline of half of a coin. The scroll is a letter addressed to King Mondae.*

Then the King whispers, "I have told you all that I may. It is time now for you to undergo the Rites of Adulthood. Then you must begin your quest. Only one thing more can I do to aid you. Know that I do this freely."

Then in an ancient tongue he says his final farewell to Father Forest and ceases to be. At that moment, Meltar, the beloved Tree of Great Sacrifices, cracks throughout the length of his trunk and also dies.

"All the suffering, the maimings and hatreds of that thirty-year struggle were wrong. Some mighty force, a clever foe indeed, led me astray.

"Forget the irrefutable evidence gathered against the Dwarves. It was false evidence. Things are not always what they appear to be.

"I am an unworthy King. We. . . I should have known. We were warned. Sourpatch, the One-Eyed Dwarf, Carrier of the Death Sword, tried to tell us, but we refused to listen. The war was foolish. Now, our true enemy controls the Staff. Especially foolish was our decision to submit our wills to the power of the Staff. Even as I speak, I am resisting the power of he who holds the Staff."

As you mourn the passing of Mondae and Meltar, you hear the Elves outside exclaim: "Look, the leaves, they are gold again! Truly Mondae was a great king to make such a sacrifice. Look what his death has done for the trees! There is hope." When you look at the Elves below, you see a green Dryad among them. The Dryad beckons to you.

MONDAE'S GIFTS

The items Mondae gives the party are:

- A pouch containing a half disk bearing a likeness of King Mondae.

GM Note: This is Mondae's half of the summoning coin. When the two parties (Elves and Dwarves) meet in Fire Rock, they should touch the two half-coins together in an attempt to summon Fez. See the section titled ***Fire Rock*** for details.

- A scroll which reads:

Mondae, King of Golden Forest, and Old Friend —

I believe I have discovered what evil assaults us all. You too will know when you read my dairy.

Our time is past. Our hope lies in the innocent. Send your finest young people, four who have not taken the oath of submission to the Staff, to Fire Rock. Give them your half of the coin Fez gave us. It is time to seek his aid.
(Signed) Eliaskan

GM Note: Any adult Elf in the forest knows that Fire Rock is a dormant volcano located two days walk north of Golden Forest.

- A leather bound book titled "***The Diary of Eliaskan Stoutback.***"

GM Note: Give the party a copy of the diary and a copy of the letter. The Dryad will wait until the party has finished reading.

If the Players investigate Mondae's chest at the foot of the hammock they find a stack of parchments, each a sworn statement of Dwarven atrocities which are dated just prior to the start of the Thirty Year War. The chest also contains two gems, each worth 500 gold pieces.

THE DRYAD

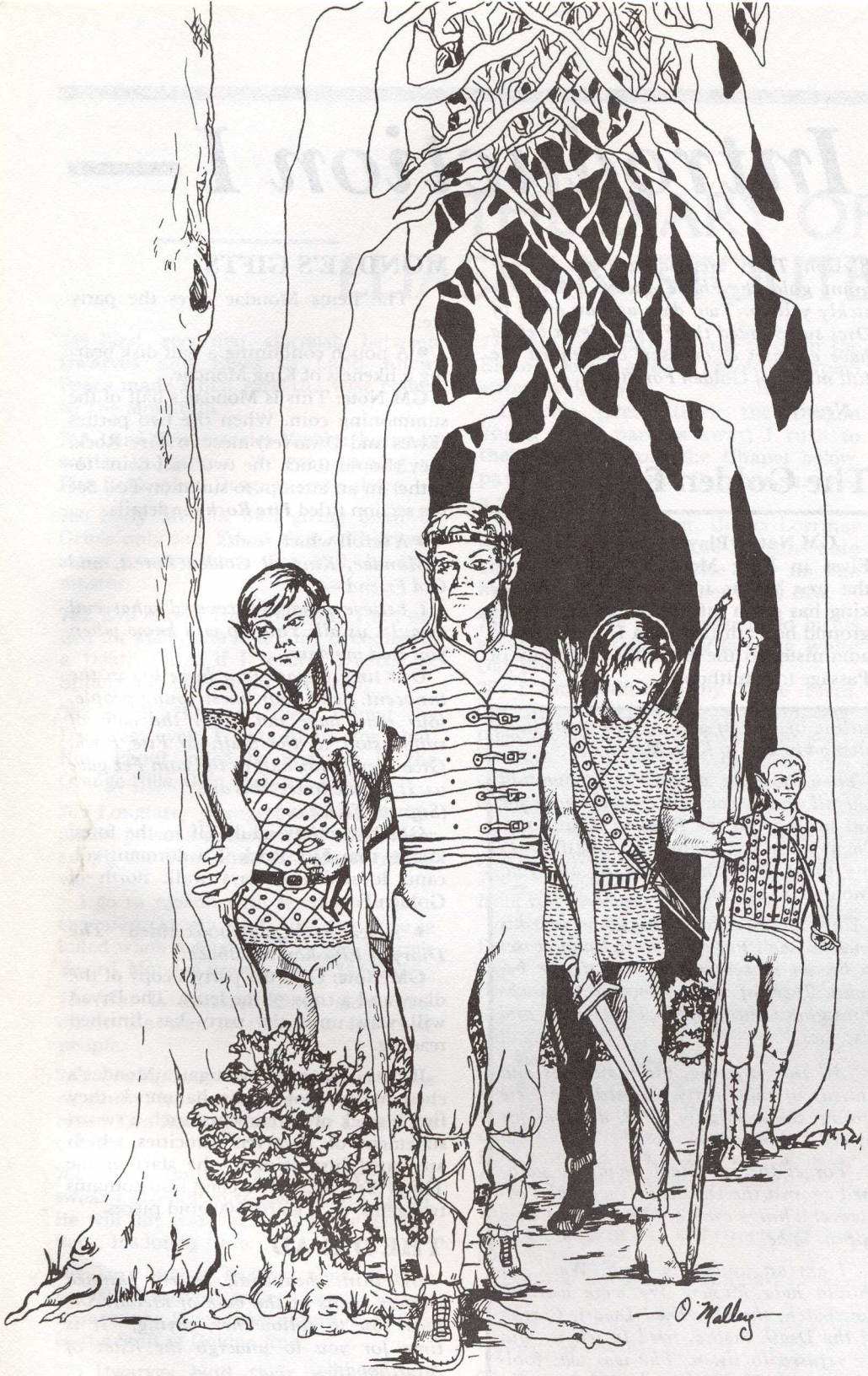
A thin, beautiful, green skinned woman waits at the base of Meltar. She bids you to follow her, saying, "It is time for you to undergo the Rites of Adulthood."

The Dryad leads the four of you to a dark section of the Forest near the Pool of Life. She turns to you and asks, "Are you truly Elves? Will you always cherish the trees of Golden Forest?"

When each of the four Elves agrees, the Dryad continues:

"One of you will be a thief, one of you a mage, one a fighter... and one of you will be a fighter and King, King of the Elves of Golden Forest.

"Whoever has stolen the Staff of Golden Rue used the Staff's powers to



control your king. But the Maker of the Trees intervened to protect Mondae.

"The effort was so great the Forest began to decay. King Mondae left us so that the Forest could again be strong. Before there can be a new King, the enemy's hold on the Staff must be broken.

"You must find the Staff and break it into two pieces, for it is through the Staff our enemy wages war against us. Mondae could not tell you this since he was bound to the enemy through the Staff. But I may speak freely of your quest since I, as you, am not bound.

"Who the enemy is, I do not know. I suspect King Mondae knew. Look to the knowledge your sponsor gave you.

"Now, the ceremony. I give to you the Four Elven Riddles of Antiquity. Answer each as well a you can. Do not consult with one another. Tell me (privately) your answer to each riddle. You may take as much time as necessary.

"The first of the Four Riddles which I and my ancestors have asked Elves for two thousand years is:

"I am LEFT when stirred with no tea."

The Gamemaster should keep track of the order in which Players answer the Dryad's riddles. After the Elves have given their answers, the Dryad tells all four Elves.

*"The answer to the first riddle is **ELF**. If you take the letters, **L-E-F-T**, remove the **T**, and stir the remaining letters, they spell the word, **ELF**.*

"Now, the second riddle:

"I am SELF, possessive, when agitated."

Again, when the Players have revealed their answers, the Dryad explains that agitating, or mixing the letter ***S*** from first to last in the word ***S-E-L-F*** spells the word ***ELF'S***.

"The third riddle is:

"Never can you STEER us wrong. Our roots run deep in your heritage."

After the Elves have replied, the Dryad once more gives the answer, ***TREES***. Then she says, *"The final riddle is:*

"Never taken, I never take my own. Ever prone to danger, I move square-by-square."

The answer to the final riddle is ***KING***. The riddle describes how the king moves in the game of chess.

When Players have finished, the Dryad allocates classes and adult Elven names as follows:

Findellion, Magic User, male

To the Player with the most correct answers (the earliest if you need to break a tie):

"To you I give an ancient mage's cloak. It will protect you better than plate mail, yet wearing it, you may cast spells freely. The cloak also provides strong protection against all forms of magic. I name you Findellion, Magic User."

Then the Dryad touches Findellion's eyelids, saying, *"I also give you the gift of Seven True Visions. Any seven times you may see truly whatever is within sight. You must will to do so when you use your vision."*

Lorondel, Thief, female

To the Player with the second best answers:

"I name you Lorondel, Thief. May you be a credit to Elven women. Take these special lockpicking tools. They open most locks.

"Wear this Elven Cloak of Concealment. The cloak will hide you, but only from enemies and only if you are not stealing and are not bringing harm to another creature."

Alenon, Fighter, male

To the Player with the third best answers:

"I name you Alenon, Fighter. Wear this mythril plate armor for protection.

"Carry this Sword of Dispelling. Its makers called it ***Death Binder****. The sword destroys a minor undead on contact and brings dismay to that one's former allies."*

Tell-Glorion, King Elect, male

To the remaining Player:

"Tell-Glorion, thou art King Elect.

"A wise king knows he is not best in all things. Kings should know to take council. It matters not whether you can solve riddles. A king's duty is to rule.

"I am only making you King ***elect****. You will truly become King upon completion of your quest to break the Staff of Golden Rue.*

"Wear this golden ring. It will give you, and no other, a second life if you die a violent death.

"I repeat the answers to the four riddles so that you will always know: **Elf, Elf's, Trees, King.***"*

The Dryad then produces a wooden cup, saying: *"Drink ye of the Sap of Blesson Trees. This fluid works thus: as well as you answered the riddles, so does the fluid enhance your abilities.*

"Normally such blessings are not given at the Rites of Adulthood. However, Father Forest demands I give you these things, since these are desperate times."

After each of you drinks from the cup, the Dryad says: "Adults of Golden Forest, go and complete your quest."

GM Notes:

- The fluid raises one skill level for each riddle answered. Use the chart labeled **Elves' Skill Chart** to complete the vacant cells on the Players' Statistics Chart. Ask the Player playing Findellion to give you a list of his magic spells.
- Findellion's gift of True Vision allows him seven sightings of invisible creatures and to see through illusions. Findellion's cloak gives him AC 0 and is +3 vs. all magical attacks.
- **Death Binder** is a +1 sword that dispels Undead of less than 6 HTK dice on contact. Each time it hits, it turns 2D4 of those Undead. The sword does 1D10 damages on a hit and is +5 vs. Undead.

Death Binder speaks when spoken to (the Dryad doesn't know this), telling its holder it detects traps when instructed to do so. Players may well complete the adventure without discovering this.

- Lorondel's cloak conceals Elves from enemies. Friends and neutral creatures see Lorondel normally. During the adventure (at the city limits of the city Sphinx) the Elves meet an enemy who gives himself away by not seeing the thief.
- In the event Tell-Glorion dies, the ring immediately restores him to life at a nearby place of safety. Should he die twice, and should the party not have a resurrection scroll, then the GM should tell the other Elves to elect one of their number as King Elect.

Egathanolis

When you leave the Pool of Life you are met by Egathanolis, one of the oldest Elves of Golden Forest. In his younger days, Egathanolis was part of a band of adventurers who captured Mephistopheles, a Demon of remarkable power.

Following this adventure, so the legend goes, a prophet foretold Egathanolis would sire seven children, one of whom would become infamous. The prophecy has come true, and Egathanolis is a saddened Elf.

Egathanolis congratulates the four of you for becoming adults and asks you to secure rations and supplies for your journey.

The GM should have Players write down a reasonable list of (non-magical) items, including normal weapons and armor.

After giving the party the items they request, Egathanolis tells Tell-Glorion:

"Scouts report the Orcs who surround the Forest have somehow learned it has a new King Elect. It is not safe for you to leave the forest by normal means."

Egathanolis then hands Findellion a scroll, saying, "I had hoped to use this myself someday to help clear Longfate's name. It is my fondest wish that he be found innocent of what others claim he did.

"However, your need is greater than mine. You must escape the Forest. Take this scroll. It will teleport your party safely to wherever you must go."

GM Note: Egathanolis is the father of Longfate, the Elf accused (in Sourpatch's diary) of poisoning the water at Dwarf Mountain. If the Elves complete their quest, they will clear Longfate's name.

The scroll has one use and can be used to teleport the four Elves to Fire Rock. When the party uses the scroll, the GM should turn to the section titled, ***Fire Rock***.

ELVES' SKILL CHART

The chart below gives the Skill Levels and HTK for each Character, depending on the number of riddles answered. The GM should pencil the HTK and Skill Levels on the Characteristics Chart during actual play.

CORRECT	Findellion			Lorondel			Alenon			Tell-Glorion		
ANSWERS	Skill	HTK	THACO	Skill	HTK	THACO	Skill	HTK	THACO	Skill	HTK	THACO
none	1	4	18	1	4	18	1	5	18	1	8	18
one	2	6	18	2	8	17	2	13	17	2	17	17
two	3	9	18	3	11	17	3	19	17	3	21	17
three	4	10	17	4	16	16	4	25	16	4	25	16
four	5	12	17	5	22	16	5	34	16	5	29	16

—Player Introduction II—

The Four Dwarves

Read the following to the Dwarf Players:

Each of you represents a Dwarf of Dwarf Mountain. The mountain has been under siege of Lorrmar's armies, led by the horrible Spectre, ***Lungscar.***

For eight hundred years Dwarves have lived in Dwarf Mountain, mining its precious ores, forging fine weapons and tools. A mighty race you have been. No more! Today is the darkest day in the Mountain's history.

In this afternoon's battle Lungscar's Goblins and Undead win the terrible victory. The council of Elders surrenders when Spectres penetrate caverns where children are hidden. Lord Dwift leads a huge following of Dwarves to the Deep Caverns. . . there may still be hope.

All adult Dwarves of the upper level take the Oath of Surrender: "Under penalty of my own life, I swear to stop all resistance to Lorrmar and his agents. Moreover, under penalty of endangering the Motherstone of the Mountain, I will give no aid to others who continue resistance. So do I swear."

Rumors spread through the caverns: tales of heroic deeds in today's battle, ugly rumors of treachery and betrayal, whispered stories that the Elders are being "possessed" by Lorrmar's Spectres.

Sourpatch's Room

Four of you are called to Sourpatch's room: Gamble, Frain, Smasher, and Squire Sort, the Silent. None of you has taken the Oath of Surrender since, legally, you are still minors. All of you are wounded: adults or not, you fought in today's battle.

You are well aware there are benefits to be gained by undergoing the Ceremony of Passage to Adulthood. The recent battles, however, have been too fierce to allow time for such ceremonies.

Sourpatch, the One Eyed Warrior, Carrier of Storm's Death Sword, is the last to enter the room. He places a jeweler's hammer (and tripod) and a book upon the table.

The Old Warrior thanks you for coming, "I love the Mountain. I love the might of its Motherstone, but the Elders were wrong to bind our fate so tightly to the Stone's magic. We should have relied on our own will, not the power of the Stone. Know ye' our forefathers would never have done such a foolish thing.

"Eight hundred years ago, when King Kul led the Dwarves to the Mountain, he and his followers carefully designed the Mountain's defenses. The stronghold was impenetrable from without.

"Nay, the wards against evil, the defenses Kul's artisians constructed were strong. Our defeat comes not from without. . . it comes from within.

"Slowly Evil has crept into the Mountain. This is why, years ago, I slew Lord Greedhand at Council. He was possessed. The others saw it not. Fools!

"Enough of times past. There is a job to be done. You will need these tools on your quest. Go to Fire Rock. Toby knows the way. There you will meet four of King Mondae's Elves.

"Squire Sort, take my diary. It explains much. Smasher, take this jeweler's tripod and hammer. Grin would turn blue if he knew why I give them to you. Frain, guard this half of the summoning coin."

Sourpatch goes to a cupboard and secures two vials and a gem-encrusted glass goblet. "Water," he says. "The cleansing requires water." Squire Sort hands him an animal skin filled with water.

"Gamble, you should carry the goblet and potions. But first observe their use." The Old Dwarf rinses the goblet three times, tossing the water on the floor. Then he measures half of the blue fluid in the smaller vial into the glass goblet. "Drink," he says, and he offers each of you a fourth of the fluid. What the potion is Sourpatch doesn't say.

Disturbance

After the four of you drink the potion, Sourpatch again rinses the goblet. Just as he finishes the third rinsing, Lord Brownmage, a member of the Council of the Wise, rudely bursts into the room.

"So," Brownmage snarls, "you still resist. Why bother? No one follows your misguided council. See, the room stands empty!"

"Give in, you stubborn old Dwarf, give in! The mind-meld with Lorrmar's generals brings much power. Great shall we be in the Annals of Evil."

The Old Warrior replies with actions, not words. He draws the Death Sword.

Brownmage quickly casts a spell. There follows a flash of fire, the stench of burnt flesh. The spell is concentrated only at Sourpatch. He suffers terrible burns. Abruptly, with but a single blow from the killing sword, the conflict ends. The wizard's staff clatters to the floor beside Brownmage's body.

*"The treachery spreads," Sourpatch muses, absentmindedly wiping his sworn on the table cloth. "****Trust No One on the Council. NO ONE!****"*

Sourpatch then pours half of the fluid from the other vial into the glass goblet. This fluid is yellow. Again he bids you to drink.

All of you sustained injuries during today's defense of the East Entrance. Drinking the potion heals your wounds, yet Sourpatch takes none himself. You see then he deserves his fame as a warrior. His severe burns hamper him terribly and he is in great pain, yet he drinks not.

Once more Sourpatch rinses the goblet three times. Then he mutters, "Why did I bother to clean this thing. Oh, well." He fills the goblet with water, then adds a single drop of the blue fluid and a single drop of the yellow.

Slowly, he stirs the mixture with his finger. The fluid turns a cloudy green color. He moves his hand as if to lick his finger, then stops, and wipes his hand on the tablecloth instead.

"Gamble, take these potions. I will need the goblet just a few moments longer."

For a moment he studies the potion in the candle light. Then he snorts: "Ha! Let it not be said that I did not see my duty.

"Somehow, Lorrmar has gained control of the Mountain's Motherstone. Where he keeps it, I do not know, but you must find the stone and sever it or all will be lost!

"Once, long ago, before he was King of the Elves, Mondae and I were each given half of a coin. The joining of the two halves summons a powerful wizard of time travel. The wizard will help you in your quest."

Intrusion

He pauses, and his voice becomes grave. "Listen carefully, I will tell you exactly what you must do. You'll have about two hours time to arm yourselves and take part in the ceremony before enemies can see you. Then use the escape. . ."

Suddenly, a powerful Spectre enters the room. You tremble with fear and shamefully hide your eyes.

*"*ELIASKAN,*" the Spectre hisses. "*IT IS YOUR TIME. WE WILL BECOME ONE. TOGETHER WE SSHALL HAVE THE MIGHT OF BOTHH.*"

"I am honored," Sourpatch replies. "I thought it might be you, Lungscar, General of Lorrmar's Armies; together we would surely be a formidable foe, respected and feared by all.

"Come, a toast to Lorrmar: may he and his followers get everything they deserve. May he bring fear to children's hearts. May old enemies bind together to defeat his armies."

The Spirit isn't at all pleased with the toast.

"REMEMBER YOUR OATHH OF SSURRENDEHR," *The Spectre hisses,* "SSUBMISSION OR DEATH."

Quickly Sourpatch drains the goblet. "Fear not, I honor my oath. I choose... death."

The old Dwarf's face becomes distorted in agony. Terrifying screams rip from his throat, "Let my sacrifice be not in vain..."

The Mountain itself seems to tremble as he falls and dies.

For some time Lungscar rages at the dead body.

"FOOL, YOUR SSPIRIT JOINED WITH MIHNE WOULD HAVE BEEN A MIGHT FORCE. WE MIGHT HAVE RULED THE WORLD. IDIOT! NOW LORRMAR WILL PUNISSH ME FOR FAILING. . .YOU DON'T KNOW HOW HE TORTURESS THOSSE WHO FAIL HIM.

"BUT, I NEEDN'T TELL HIM, MUSST I? ... HE WILL BE FAR TOO BUSY TO NOTICE. A BIT OF IRONY IN THAT ... A BIT OF TREACHERY ... HE HASS TRAINED ME PERHAPSS TOO WELL.

"FOOLISH DWARF, THOUGH IT WILL COST A GREAT DEAL OF ENERGY, I WILL MASQUERADE IN YOUR BODY, FOR I DARE NOT TELL LORRMAR OF THIS FAILURE."

The Spectre enters Sourpatch's limp form. Sourpatch's body, looking evil and sinister, rises and leaves the room.

An hour passes before you overcome your fear. Frain is the first to speak. All of you recognize the wisdom of her words.

"Today the Mountain fell, just as Sourpatch said, due to treachery. As we have witnessed, the Enemy now has a like weakness. There is hope."

Player Handouts

Gamble

After you overcome your fear of the Spectre you pick up Sourpatch's goblet. There are drops of cloudy green fluid clinging to it.

Then you feel Brownmage's staff beckoning: "Hold me, hold me."

* * *

History: *For five years you were an apprentice to Brownmage. The first four-and-a-half years were enjoyable. The wizard even said you showed promises.*

Six months ago Brownmage changed, becoming moody and withdrawn. He began experimenting with foreboding spells. Eventually he turned away all his students.

You know something of Brownmage's staff. During your days as an apprentice, you saw the wizard use the staff to detect magic. You have also heard the staff speak Dwarvish, Elvish, and common.

* * *

Items carried: *In addition to the goblet, you have robes, sixteen copper pieces, a dagger, and the two vials Sourpatch gave you.*

Frain

When the Spectre leaves, you offer a prayer in Sourpatch's memory; he was a noble Dwarf. You note the half coin Sourpatch gave you is stamped with his likeness.

* * *

History: *You are an apprentice to Grandfather, the blind Dwarf cleric who serves as Curator of The Chamber of Ceremonies.*

Your sword skills are below average, but you are more than adequate with a mace.

* * *

Items carried: *Besides the half of the summoning coin, you have leather armor, a dagger, and a four-inch radius silver mirror.*

Smasher

It's too bad the Spectre took Sourpatch's great sword. You wonder why the Spectre didn't notice you. Oh, well.

You examine the tools Sourpatch gave you. Good Grief! These are King Grin's personal gem cutting tools: a small hammer, a tripod to hold even large gems, and a small silver cleaving wedge. Each tool is engraved with Lord Grin's seal.

* * *

History: *You have experience as a miner and a jeweler's apprentice. You have a talent for swordplay.*

* * *

Items carried: *In addition to the gem splitting tools, you have a short sword, studded leather armor, a dagger, and a small sack.*

Squire Sort, the Silent

You were the first of the four to enter Sourpatch's room and the only one of the lot with enough sense to steal some rations and water for what may turn out to be a long journey.

The unkempt room surprises you: Sourpatch may have been a great warrior but he was a lousy housekeeper. While you waited for the others to arrive, you picked up the loose garments that were strewn about the room. That's when you noticed the secret escape door in the south wall. . .

In the following half hour you saw a wizard die, the Great Warrior take his own life, and a Spectre take the Death Sword. To top this you learned the Thirty Year War was a mistake. The others must read the diary!

* * *

History: *For three years you were apprenticed to a cabinetmaker. From him you learned secrets of construction which enable you to easily spot hidden doors. You also learned the workings of many locks.*

You are skilled with swords and throwing knives.

* * *

Items carried: *In addition to the diary, you have "Carpenter's tools" (lock picks), two throwing daggers, a skin of water, and enough rations (wine and dried mushrooms) to last four Dwarves one week.*

Dwarf Mountain

Play for the four Dwarves begins in Sourpatch's room after they have read their copy of Sourpatch's diary. Since the Mountain is the Dwarves' home, they are familiar with its caverns. Accordingly, the GM should give Players a copy of the map titled *"Dwarf Mountain, East Entrance."*

1 Sourpatch's Room

A table, a cupboard, and a cot are in Sourpatch's ten foot by ten foot room. An eight foot pole stands in the northeast corner of the room.

The body of the Dwarf Brownmage lies in a pool of blood on the floor. Brownmage's staff is beside his body.

When the Spectre left in Sourpatch's body, it took only the items Sourpatch was carrying and Sourpatch's sword.

* * *

GM Note: For ease of reference, items are labelled individually.

Brownmage's Staff: Brownmage has nothing of value except his staff. If Gamble picks up the staff before taking the Ceremony of Passage to Adulthood, it says: *"Sorry, I thought you were an adult. Carry me if you want, but only an adult Dwarf can use my powers."*

Brownmage's Staff is a Focus Staff and can only be wielded by an **adult** magic user. When the Dwarves undergo the Ceremony of Passage to Adulthood, the staff tells Gamble of its *focus* ability, that it reads all languages, and that it detects magic.

Focus Staff: A focus staff allows its wielder to do actions other than concentrate for spells which normally require concentration. The staff automatically continues any one spell for its normal duration.

Secret Door: There is a secret door in the south wall. It opens to a tunnel (Area 9) which slopes down to the south. Within the tunnel, the party meets Toby, Sourpatch's former Kobold companion (GM: see diary) in Area 10. Toby will lead the party to Fire Rock. The tunnel exits at Area 11.

Glass Goblet: The glass goblet acts as a catalyst for the two potions. Each time the goblet is used, it must be cleansed by rinsing **three times** with water. If even a minute quantity of the potion is mixed, the mixture forms a deadly poison. Presently, the goblet is poisoned and remains poisonous until it is cleansed.

Invisibility Potion: The blue fluid in the smaller vial is a potion of invisibility to all enemies. The potion has no effect unless it is first placed in the glass goblet. Four uses of the potion remain.

The potion hides those who drink it from their **enemies**. Friends, and non-enemies see the Dwarves. The dosage Sourpatch gave to the party remains in effect for ninety minutes of game time. For simplicity, assume the party is invisible (to enemies) until they leave the mountain.

Healing Potion: The yellow fluid in the larger vial cures all (up to 20) HTK. Four uses remain. The fluid must be poured into the glass goblet before consumption. Drinking the potion without first pouring it into the goblet has no effect whatsoever.

Jeweler's Tools: The jeweler's tools each bear King Grin's seal. The tripod has an adjustable band for use with stones varying from one to six inches in circumference. The jeweler's tools can be used to split any stone placed in the tripod. (Later in the adventure, the Dwarves must use Grin's tools to sever the Mountain's Motherstone.)

2 Main Hallway

Over fifty Goblins and a hundred adult Dwarves are mulling about in the main hallway. Confusion abounds!

The Goblins are shouting directions to the Dwarves. The Dwarves are doing their best to misunderstand what they are being directed to do.

* * *

The Undead, Goblins, and "possessed" members of the council of Elders are enemies of the party: so, they will not see the four Dwarves. Other Dwarves can see the party, but have no reason to interfere with them.

3 Council Meeting Room

Lungscar (in the body of Sourpatch) and over fifty enemy troops are in what once served as the Dwarven Council Meeting Room. Undead surround Lungscar. The Goblins are placing Dwarves in leg irons.

The adult Dwarves have accepted the "surrender" and are without weapons.

* * *

Goblins
HTK: (1D6+1), *AC:* 6
MV: 6", *Att:* 1, *DM:* 1D6
Align: Lawful Evil
THACO: 18
Magic Items: None
Specials: None

Wights
HTK: 5D6, *AC:* 5
MV: 12", *Att:* 1, *Dm:* 1D4
Align: Lawful Evil
THACO: 15
Magic Items: None
Specials: Magic or silver needed to hit; Wights drain one Skill Level on a hit

4 Chamber of Ceremonies

The floor of the hallway leading to the Chamber of Ceremonies is sprinkled with a red powder. Inside the chamber you see Frain's mentor, the old Dwarf affectionately known as "Grandfather." He is sprinkling red powder in the entryway.

You recall Grandfather repeatedly refused to join the Dwarf council, Instead, for years, he has served as Curator of the Sacred Chamber of Ceremonies.

* * *

Grandfather lost his sight during the Thirty Year War. Grandfather was ignored when it came time to take the oath. After all, what could an old, blind Dwarf do?

The red powder is a ward against Dwarven Enemies. If the party asks, Grandfather will give them enough of the powder to bar two portals against entry by enemies of Dwarves. Should a Dwarf toss the powder directly at an enemy, it will do 2D6 damage on a hit.

* * *

As you enter the room Grandfather greets Frain by name an asks who her three companions are. Grandfather is well known for his keen hearing. Sometimes you forget he is blind.

Following the introductions, the Old Dwarf says, "I've been fixing this place so Lungscar will waste weeks trying to get in here."

Then he puts down the canister of red powder and takes out an ancient book, saying, "Sourpatch requested I administer the short version of the ceremony Freya prescribed. Potions don't last forever, you know.

"Only you may choose your vocation, Freya forbids counsel in the ceremony. Of course, you will always be fighters. Now choose your primary profession. The available choices are: fighter, mage, cleric, thief, and assassin. Each of you must choose his or her profession before the ceremony begins, and more than one of you may choose the same. There are rewards for choosing the vocation that best suits your nature and training. Choose, each of you."

* * *

These are preferred class choices:

Gamble: Magic User.
Frain: Cleric.
Smasher: Fighter.
Squire Sort: Thief.

After the party has selected their Characters' classes, Grandfather rushes through the ceremony. For those who choose the preferred class, Grandfather adds, *"I now read the sacred scroll given to King Kul by the goddess Freya. The scroll magically enhances the abilities and skills of those who choose correctly."*

GM Note: The Dwarf Stat sheet assumes Players select the preferred Class and gives Stats for Skill 3 Dwarves. Party members who choose other than the preferred class start at Skill Level one. If this occurs, the GM should use the usual methods to roll HTK, etc.

Spell casters must choose their spells at this point, giving the GM their spell list.

Brownmage's Staff: If Gamble chooses the class of Magic User and if he has Brownmage's staff with him, then the staff tells him it is a *focus* staff (allows its holder to continue spells without concentration), that it detects magic, and that it reads all languages.

Raise Dead Scroll: Just as the party prepares to leave the room, Grandfather remembers to give them a ***Raise Dead Fully*** scroll, one use.

5 Weapon Supply Rooms

Fifty Goblins are waiting for newly enslaved Dwarves to hand them weapons. This activity is being directed by the Dwarf, Smithmaster Stoutarm. The Weapons Room contains armor, swords, maces, pikes, etc. Stoutarm repeatedly directs the Goblins to avoid one particular rack of weapons. The rack is lined with silver-tipped swords.

Stoutarm is a member of the Council of Elders. His voice hisses somewhat, much like Lungscar's voice did.

* * *

Stoutarm is being controlled by one of Lorrmar's Spectres.

The silver-tipped swords have *Grin's Garrison* etched on their blades. These swords were the standard issue to Lord Grin's troops in better days. They are +1 to hit and do +1 damage when wielded by a Dwarf. If Dwarven enemies pick up one of these swords, they must save vs. magic or take 1D8 damage points.

Squire Sort can easily secure weapons or armor for the Dwarves without being detected. If Players obtain armor or the magic swords, the GM should change the Stat Sheet accordingly.

6 Outer Defense Area

The outer defense area contains two defense walls connected by narrow steps. This area is completely under control of the enemy. Hundreds of Goblins and Undead guard the east entryway. Even though you are invisible, they are far too numerous to pass by without being detected.

Goblins are looting the remains of dead Dwarves. None of your kindred in this area is alive. Some of the dead were obviously tortured.

7 Troop's Rest Area

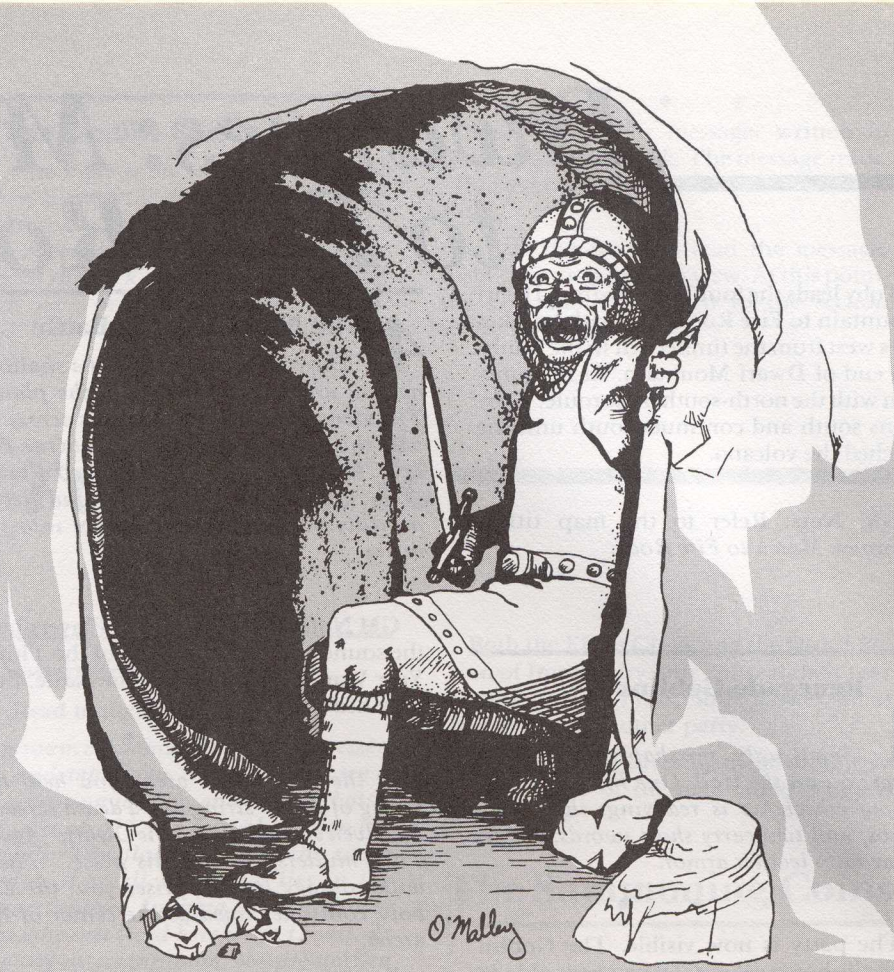
Twenty empty cots are in this room. Sacks are at the feet of fifteen of the cots. During the siege this room was used as a rest area for the warriors.

* * *

The party can secure non-weapon supplies from the sacks. The GM should allow the Players to select (and write down) any reasonable list of supplies: rope, spikes, sacks, etc.

8 Sealed Door to Lower Levels

Fifty Dwarves appear to be working on opening the giant steel door which seals this area from the lower tunnels of the Mountain. The Dwarves are beating on the perimeter of the door with heavy hammers.



Overseeing the operation is a Spectre. A hundred or more Goblins and twenty or so Wights are directing the Dwarves' attempt to open the steel door.

* * *

Actually, the Dwarves are wedging the door shut tighter. Smasher notices this if he watches the Dwarves working with their mauls.

9 Escape Tunnel

The tunnel winds down to the south. After traveling through the tunnel for 200 yards, you see an opening ahead of you.

* * *

The opening is Area 10. The tunnel extends from the secret door in Sourpatch's quarters (Area 1) to outside the mountain.

10 Toby

Ahead of you in the tunnel is an opening of 20′ radius. In the center of the opening, prostrate on his knees, is a 20″ tall blue humanoid.

He pleads, "Oh, great lords. Please don't kill little Toby. Little Toby be good, act as guide, do what Little Toby swore to One-Eye, the Killer. Toby knows the way. Please don't kill Little Toby."

Toby is dressed in blue-dyed leather armor. He wears a long dagger the way others wear swords.

* * *

Toby, *Skill 2 Kobold*
HTK: 7 (2D4), *AC:* 1
M: 9″, *Att:* 0, *DM:* None
Align: Neutral/Neutral
Magic Items: Amulet of Invisibility
Specials: Always flees combat

Toby wears a magic amulet beneath his garments. The amulet turns him invisible whenever he is under attack.

When questioned, Toby has no concept of the struggles taking place in Land Anew. He only knows the land is dangerous and that One-Eye, the Killer, made him promise to lead four young adult Dwarves to Fire Rock.

Toby has a peculiar habit of constantly turning his head from side to side when he walks. Actually, what he is doing is constantly looking for places to hide.

Amulet of Invisibility: This amulet hides its wearer from attacks provided the wearer is not engaged in melee. The Amulet automatically uses its powers up to twice daily.

11 Tunnel Exit

* * *

When the party reaches the south end of the escape tunnel, the GM should proceed to the section titled, ***Dwarves: March to Fire Rock.***

Dwarves: March to Fire Rock

Toby leads the four Dwarves from Dwarf Mountain to Fire Rock. The path he takes goes west from the tunnel exit in the southern end of Dwarf Mountain. At the junction with the north-south trade route, Toby turns south and continues south until he reached the volcano.

GM Note: Refer to the map titled, *Dwarves: March to Fire Rock.*

1 Renegade Goblins

Small ugly, misshapen humanoids meet you on the trail. One has a bow and arrow which he is readying; three have clubs, and two carry short swords. All six wear ratty leather armor.

* * *

The party is now visible. The Goblin with the bow will use it when he is able to do so.

GM Note: Toby hides throughout all battles.

Goblins, *Skill 1*
HTK: 4,4,3,6,2,5 (1D8+1), *AC:* 8
M: 6″, *Att:* 1 , *DM:* Arrows: 1D4, Swords: 1D6, Clubs: 1D4
Align: Lawful/Evil
THACO: 18
Weapons: Arrows, Swords, Clubs
Armor: Leather
Magic Items: None

Treasure: 6 torches, 1 oil flask, 4 silver pieces.

The Goblins are AWOL from Lorrmar's army. They decided to try highway robbery. When the fighting ceases, Toby reappears and congratulates the "fierce Dwarves" for killing so many Monsters.

2 Junction in the Road

The trade route meets two other roads at this junction. One road goes southeast, one goes south. Toby says, "One-Eye told me take you straight south."

3 Plains of Green Grasses

Grassy plains extend for five miles to the base of a mountain range. The grass is waist high.

4 The Never-Ending Battle

Toby stops at the edge of a shallow, natural arena in the center of the plains. The arena is three hundred yards across. "I hate this place," he mutters, "but One-Eye says 'take them through here,' so I takes them." He stiffens his spine and determinedly begins marching down into the arena.

* * *

GM Note: In the arena, the Players hear the sounds of the final battle of the Thirty Year War. They do not see the battle, they only hear it.

* * *

At the base of the arena you hear the twang of a bow-string and a death scream. An Elven voice shouts, "Die Dwarf." Again Toby mutters, "I hate this place." Then, with courage that surprises you, the Kobold continues towards the center of the arena.

You see nothing, but you hear the sounds of a barded horse falling, the sickening crunch of breaking bones. This is swiftly followed by the singing of a sword and a second death scream. A Dwarven voice laughs. "Ha, another 'good' Elf."

"C'mon, c'mon," your guide says. "It gets worse before it gets better." Toby's statement proves correct. The closer you get to the center of the arena, the more you hear the sounds of death.

The noise of battle becomes more intense as you near the center of the arena. At the center stands a monument fashioned entirely from the bones of Dwarves and Elves. The inscription on the monument reads:

> At this spot was fought the final battle between Dwarves and Elves. Do not shun this place. Rather, remember and learn.

After Players have studied the inscription, Toby tells the Dwarves, *"C'mon, the quicker we goes, the quicker we are gone."*

GM Note: The Ghosts of those who died here are doomed to forever re-enact the final battle of the war. The sounds of battle fade as the party leaves the arena.

5 Four Elves?

When you leave the plains, you enter the foothills of a mountain range. Toby leads you up a mountain pass. Fifty yards below the pass, a group of four badly wounded Elves suddenly jumps up from the bushes on the east side of the trail. Three of the Elves draw bows. The fourth has a broken arm and carries only a dagger. Toby, who happens to be between you and the Elves, dives into a hole. The Elves with bows begin shooting at you.

* * *

The "Elves" are really Orcs. They are under the effects of one of Lorrmar's spells of Illusion. They continue to look like Elves until they are killed or until Characters who "disbelieve" save vs. magic. On the other side of the pass the party discovers the Orcs were leaving the scene of a recent melee.

Orcs, *Skill 1*
HTK: 2,1,3,1, *AC:* 6,
MV: 9″, *Att:* 1, *DM:* Arrows: 1D6, Dagger: 1D4
Align: Lawful/Evil
THACO: 19
Weapons: Arrows, Daggers
Armor: None
Magic Items: None
Specials: None

Treasure: A purse containing forty gold pieces. The purse is embroidered with Elvish writings which read, *"One to fifty, once a week."* The purse is magical. It produces 1D50 GP weekly.

* * *

After the last Elf falls and changes to an Orc, you hear Toby applauding you from atop a large rock on the west side of the trail: "Bravo! One-Eye was right, you are heroes."

6 Eight Against One

At the top of the pass you see another mountain range ten miles to the south.

Twenty yards past the top of the pass you see the dead body of a female Elf and the corpses of four Orcs beside the trail.

* * *

The bodies have been looted but are still warm. The dead Orcs have broken limbs and crushed skulls. Beside the Elf's body, which has been mutilated, lies a broken oak staff.

7 Fire Rock Ahead

Five miles south of you, two red Dragons fly into the peak of a dormant volcano. Toby says, "Red Dragons live at Fire Rock."

* * *

The Dragons, Lady Red and her daughter, live in a cave atop the volcano.

8 The Graffiti Rock

The trade route winds by the north and west sides of the dormant volcano. Beside the road, north of the volcano, is a graffiti covered rock. Toby runs and jumps on top of the rock, saying, "It's here One-Eye tell me to bring you. Can you read the marks?"

* * *

Sourpatch left a message, written in Dwarvish, on the rock. The message reads, *"Due south is the concealed entry to Fire Rock."*

While the Dwarves read the message. Toby quietly slips from view. At this point, the GM should proceed to the section titled, ***Fire Rock***.

Fire Rock

Fire Rock is a dormant volcano, 1000 yards high, 3000 yards wide at its base. Two Red Dragons live in its crater.

When the Elves teleport to the volcano, they arrive on the trade route west of Fire Rock from which they see a path leading to a bronze door in the west side. Thus, the four Elves enter the mines of the volcano through the west Bronze Door (see map of Fire Rock, Room 4).

Meanwhile, Toby the Kobold leads the Dwarves to the Graffiti Rock. The four Dwarves find their way into Fire Rock through the concealed mine shaft (Fire Rock map, Area 1) in the northern section of the volcano.

1 Hidden Mine Shaft

Hidden in the shadows of this crevice is the entry to a mine shaft. The shaft goes due south into the volcano.

When the Dwarves enter the tunnel, read them the following:

The 5' by 5' passage is carved out of the basalt rock of the volcano. You need torches or a lantern to see more than a few yards into the mine shaft.

Pieces of a broken wooden ore wagon lie fifty yards from the entry. The tunnel extends 1000 yards, during which the elevation drops 20'. At the south end of the tunnel a two-foot-square stone door is wedged into the wall.

The door opens away from the tunnel and into Room 2. When the Dwarves push on the door, it falls onto the floor with a loud crash.

Through the open portal, you see four young Elves in what looks to be a hermit's living quarters. Both parties are surprised.

* * *

At this point, the GM should gather both the Four Elves of Golden Forest and the four Dwarves of Dwarf Mountain together. Play continues as detailed in Room 2.

2 Sourpatch's Quarters

Read to the Four Elves:

This room contains a small cot, a dresser, chair, and table. On the table you see a candle, writing feather, and a small bottle of ink. A map of Land Anew hangs on the west wall. The floor is dusty, the room unkempt. A small straw mat lies in the northwest corner. Judging from the size of the cot whoever lived here was a Dwarf. As your party enters the room, you are startled by a loud crash!

* * *

GM Note: Tell the Players they have gotten to where they belong, but that you must now run a corresponding adventure for four Dwarves of Dwarf Mountain. When the Dwarves reach this room, continue as below.

* * *

Read to Dwarves and Elves:

Four Elves have just entered what appears to be a hermit's living quarters. While they are investigating the room, a door opens in what appeared to be a solid rock wall. The two-foot-square slab falls to the floor of the room with a loud crash.

* * *

GM Note: Party reaction may vary from immediate attack to a cautious offer of friendship. Let the Players roleplay the situation as they deem fit. However, if the two parties do decide to attack one another, they find they are unable to do so, as a magic mouth appears saying, *"Know ye that combat between Elf and Dwarf is forbidden at Fire Rock."*

This special spell was cast during the Thirty Year Warby the True Dragons who live in the volcano's crater (Room 7) and is in effect throughout the caverns of Fire Rock.

Both the Elven Cloak and the Dwarf Potion of Invisibility only conceal their users from enemies. Thus, both parties see all members of the other party.

When Players investigate the room, give them a copy of the map titled *"Map of Land Anew."*

The Summoning Coins

When the half-coins are joined, they fuse together. Thus begins the mischief of Mephistopheles, for the Fez that is summoned is of the same relative age as the adventurers. Alas, the senior Fez, the Fez the Players need to complete their quest, is presently in the city Sphinx being cared for by the healer Aaron. Note that the existence of two Fezes in the same time frame is a serious paradox in the time/space continuum, but one which will be resolved in the sixth and final adventure.

When the coins are joined, read the Players the following:

When you touch the half-coins together, they fuse into one. Suddenly you hear the roar of thousands of people cheering, "Go, Illini, Go, Illini!"

There is a thunderclap, and a young man approximately twenty-five years of age appears in the room. He is wearing a sweatshirt, blue jeans, and a blue baseball cap with a red and white "C" on the front. In his hand is a can of cold beer.

*He screams, "**Go Illini, Go!!** ... er, this had better be important. Illinois goes to the Rose Bowl if we win this one."*

* * *

GM Note: Stats and spell descriptions for the young Fez are on the Player Statistics Chart. The young Fez is intelligent and extremely confident (almost cocky) of his prowess as a wizard. Yet he is naive; he has not lived through the other adventures. He has no idea who King Mondae, Sourpatch, etc., are.

Fez is excellent at riddles and puzzles of

all kinds. There is a 50 percent chance he will already know any riddle posed to him and a 90 percent chance he can solve any new riddle or puzzle within thirty minutes.

Presently Fez is studying for a doctorate in ancient languages and heretics at Champaign-Urbana, Illinois. He was summoned from the Ohio State/University of Illinois football game.

* * *

After hearing the party's story, Fez says, *"I am Fez, the Wizard of the Valley of Trees. My specialty is time-travel. I don't know how you summoned me and I don't know the people you refer to. However, I'm sure I can aid you in your quest.*

"Now, there's one spell in particular I researched especially for the Ohio State game. Came in real handy first quarter. I personally foiled two Buckeye TDs.

"You see... heh heh... the spell turns the clock back ten seconds allowing actions to be reversed. Should one of you be killed in battle, we will simply redo the last bit of action.

"In any event, it looks like I'm stuck with you until I can find a decent library to get a good fix on my current location in space-time. I'll spare you the details of continuum mechanics; not nearly as exciting as a good flying wedge, anyway...

"Let me finish my beer. Then we'll go."

3 Three Sets of Statues

The floor of this triangular room is polished basalt. Fifteen marble statues, in three sets of five, stand against the walls. The five statues along the north wall are Goblins; the five along the west wall are Orcs; the remaining five along the south wall are Elves.

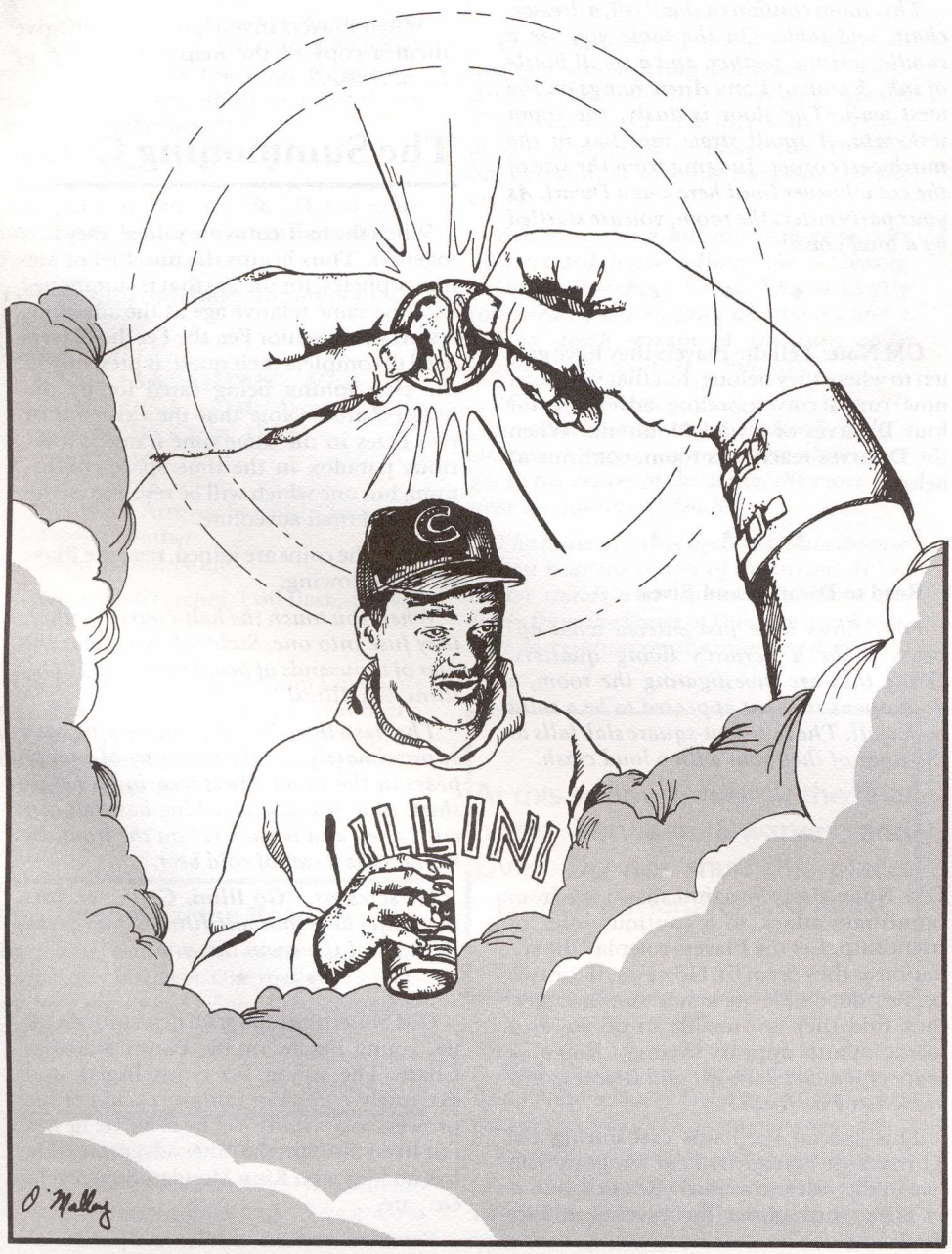
In the southwest corner of the room an open doorway leads into a room in great disarray. Neutral tunnels exit in the west wall and the northeast corner of the cavern.

* * *

Each set of statues has one statue of height 2′, one of height 3′, and so on, stopping with one of height 6′. In each group, the statues are arranged in order from shortest to tallest. The heads of the Elven statues appear polished.

The Goblin statues and Orc statues are arranged so that the tallest in each group is closest to the northwest corner of the room. The Elven statues are aligned so that the tallest is most northeast.

The Dwarves, when they were mining the volcano, used to joke about stepping on "Stone Heads" when they walked "up the stairs" to the concealed ledge leading to the cavern above (Areas 6 and 7).



4 The Bronze Door

View from outside:

Elvish writings are written on this bronze door, which is closed.

* * *

The door is visible from the trade route that passes by the west side of the volcano. The inscription (in Elvish) reads: *"Only Elves Know My Four Keys."*

The bronze door was constructed by the Elves during the Thirty Year War. It opens from either side when the four words: ***"Elf, Elf's, Trees, and King,"*** are spoken in any order. The door shuts automatically.

* * *

After the Elves enter, they need to light torches or a lantern to see.

View from the inside:

A narrow tunnel leads out of the east wall. Six broken picks lie in a pile in the northeast corner of the area. A bronze door, with neither knob nor handle, is centered in the west wall.

* * *

All of the picks have runes on them. The runes (in Dwarvish) read "E.S." and stand for Sourpatch's full name, Eliaskan Stoutback.

5 The Chapel

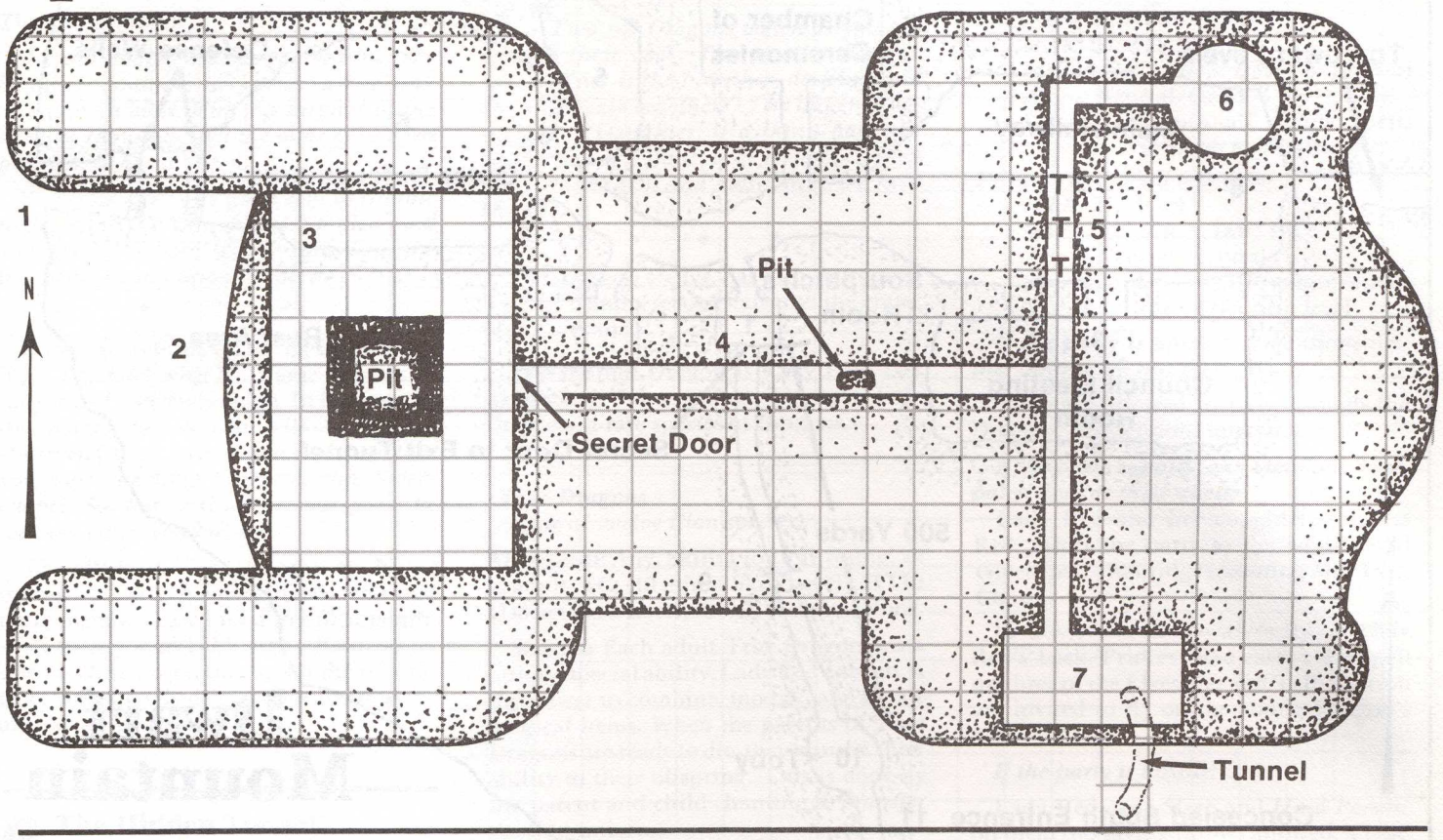
GM Note: This room has different descriptions depending upon who is looking at it.

The Elves see:

Two stone benches and a stone table are in this fifteen-foot-square room. Piles of

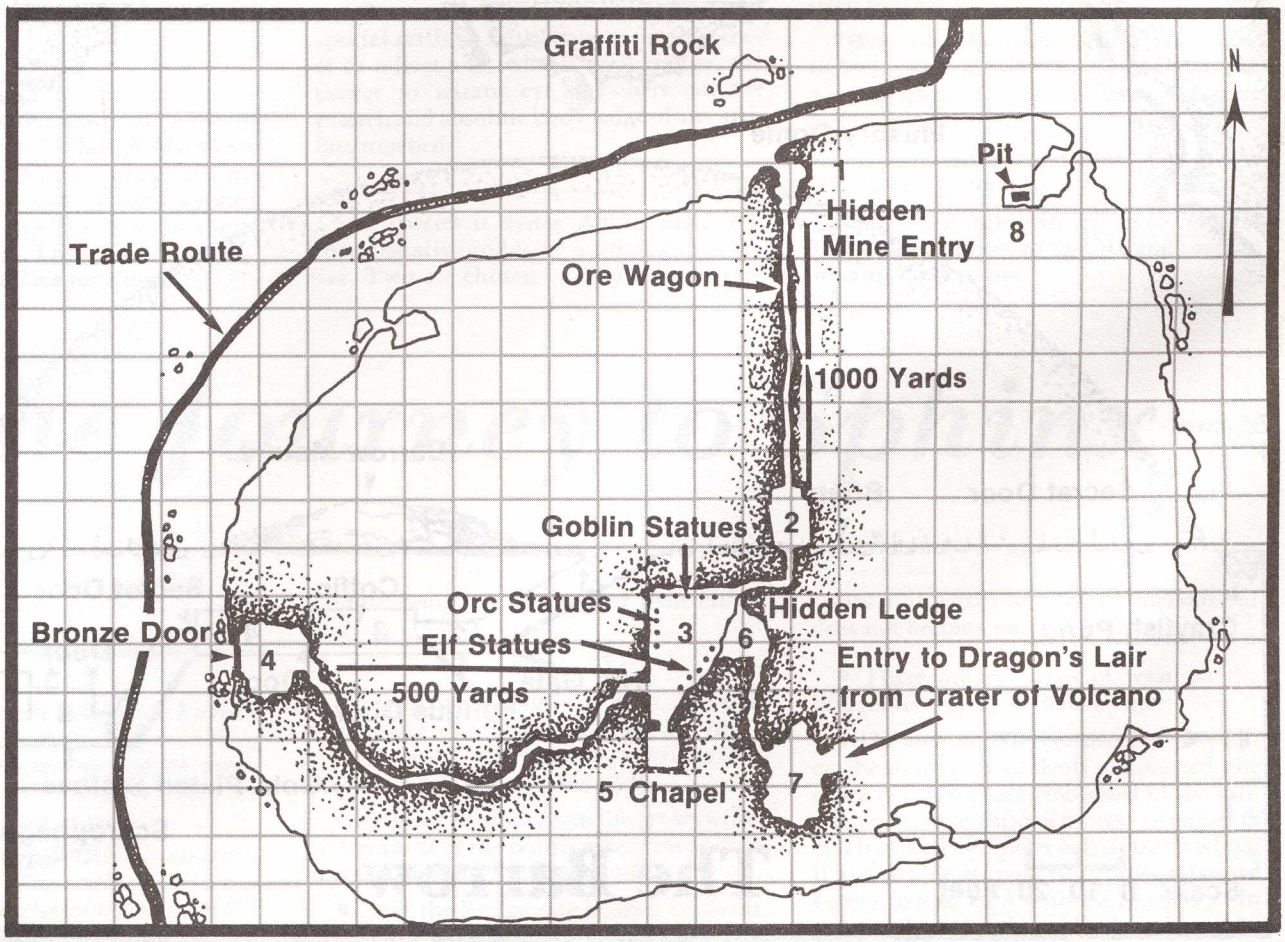
Sphinx

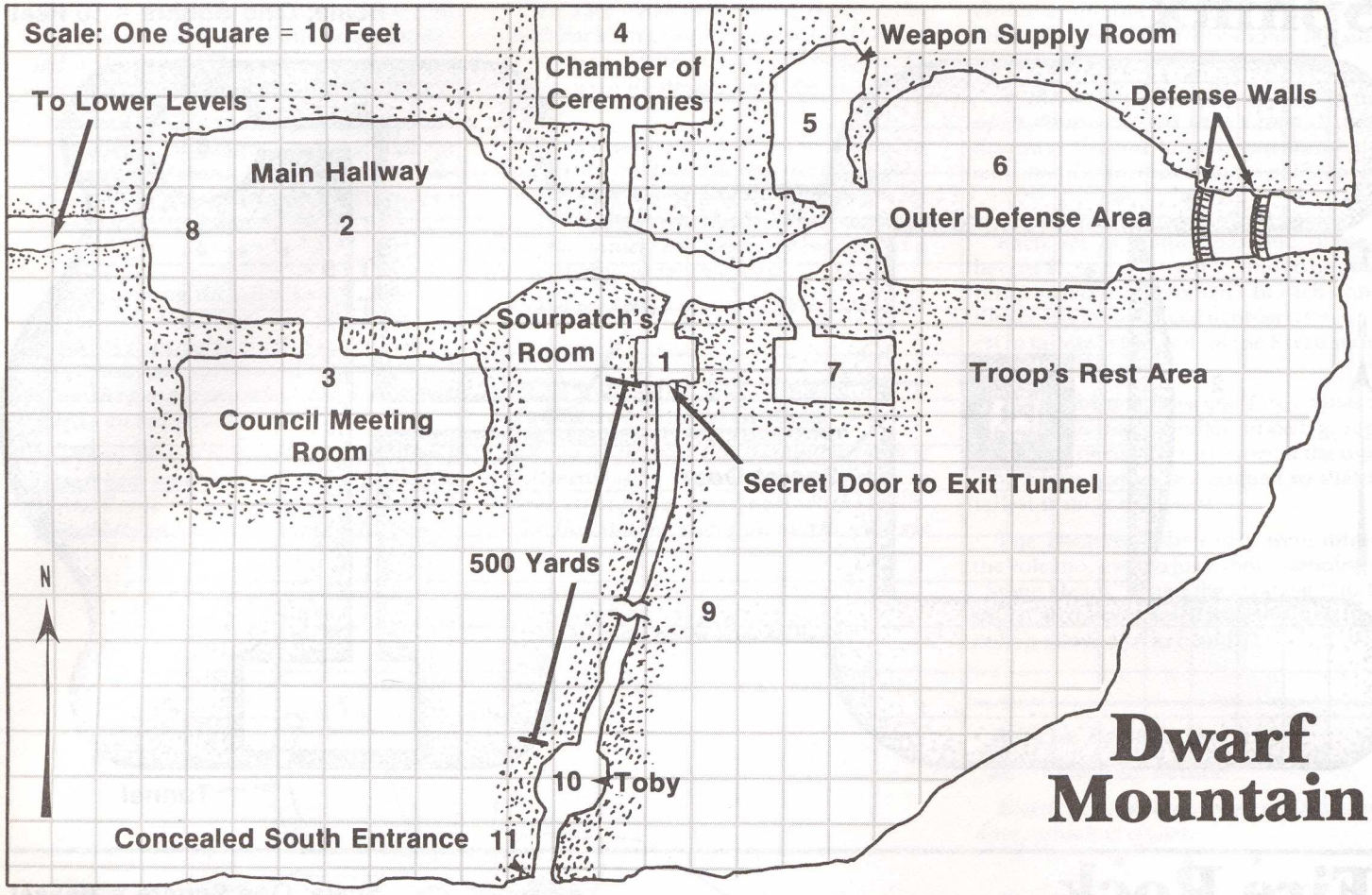
Scale: One Square = 10 Feet



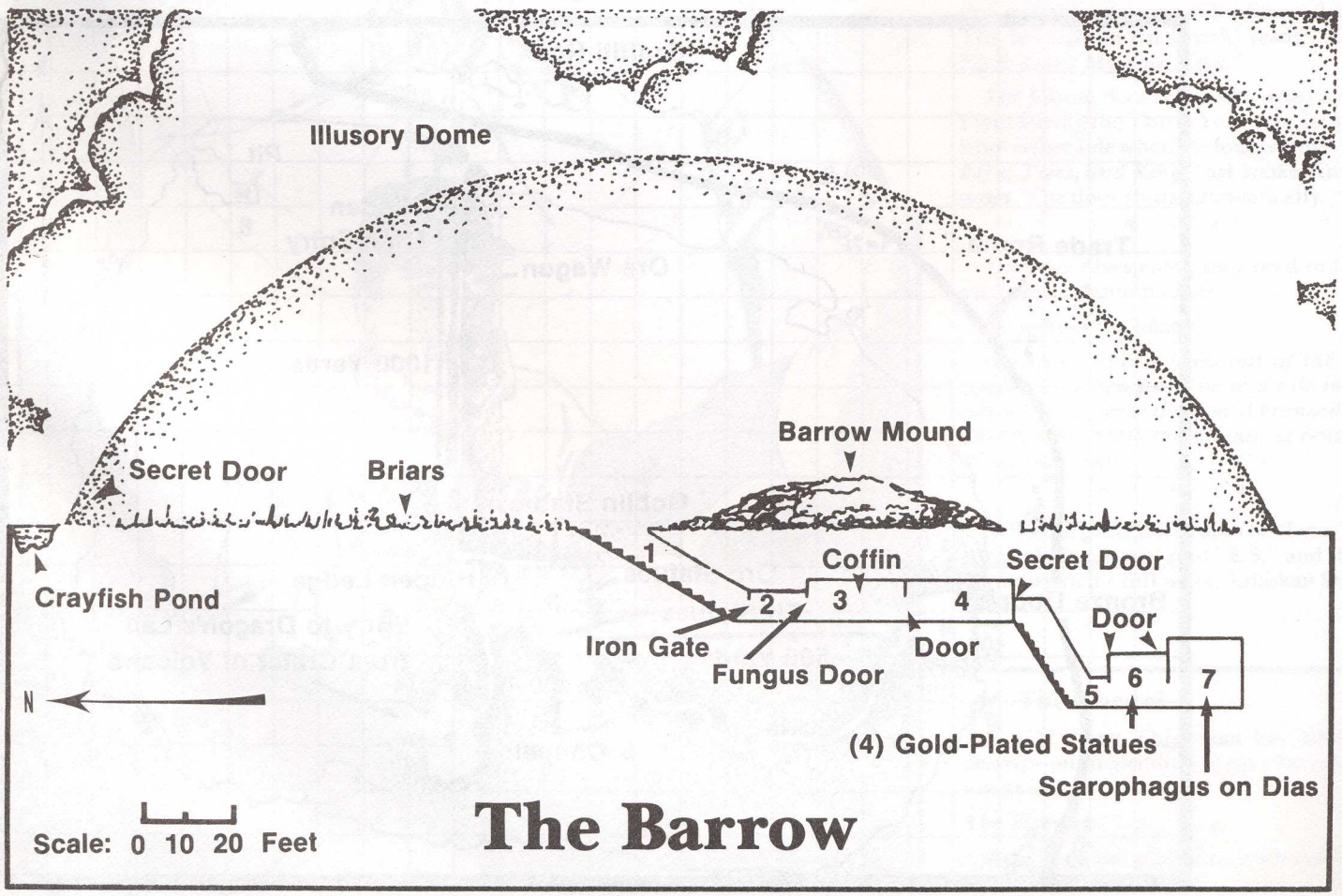
Fire Rock

Scale: One Square = 10 Feet





Dwarf Mountain



The Barrow

spoiled food and an especially repugnant manure are on the table and benches.

The Dwarves see:

A crude chapel has been carved into the basalt. It contains two pews, a kneeling rail, and an altar. The top surfaces of the kneeler, the pews, and the altar have been polished to a fine sheen.

Someone went to a great deal of trouble to desecrate this fine chapel. Spoiled food and animal droppings are spread on the two benches and upon the altar.

* * *

If the party cleans up the mess, a servant from **The God with No Name** appears in the form of a lovely woman. In full view of the party, the woman tells Frain, the Dwarven Cleric, *"My master is pleased that you took the time to purify this lovely chapel. So, too, will all of your party be restored when you but ask."*

The gift from **The God with No Name** means all party members (even deceased party members) are raised to full strength, spell energy, and HTK when Frain so requests. Only Frain can request the restoration. She can only do this once and must be alive to do so.

6 The Hidden Tunnel

A concealed ledge is hidden in the shadows above the Elven statues. A tunnel extends upwards to the south from the ledge.

* * *

The tunnel connects Room 3 to the Dragon's Lair, Area 7. Should Elves (not accompanied by Dwarves) approach the Dragon's Lair, a prismatic wall appears and blocks the tunnel in front of them. Then, the Dragon, Lady Red, calls out *"Leave... I have no love for Elves."*

7 The Dragon's Lair

Two red Dragons watch as you approach their cave. The smaller Dragon says, "What is this? Mother, do Elves and Dwarves walk together?" The larger Dragon says, "Daughter, if a thing hath the properties of a stone, it be a stone." Then she turns to you and says, "May we help thee?"

* * *

The Dragon's cave has two entrances: Tunnel 6 and a second exit into the crater of the volcano.

The mother Dragon is Lady Red. Her daughter is Princess Red. They are True Dragons, a rare species of Dragons.

True Dragons
(One of twelve Clan species):

Alignment: Any, **Skill:** 1 to 10 as young, 20 as adult, **AC:** (10 minus Skill Level), **HTK:** 1D8 per Skill Level, **Breath Weapon:** None.

Special: Each adult True Dragon has a unique special ability. Lady Red's ability is the power to combine, modify, and repair magical items. When the parents of True Dragons are ready to die, they transfer their ability to their offspring. This is done by the parent and child chanting a *Transfer Spell* in unison.

The powers can only be transferred at the death of the parent and only if the two are together at the time. Other examples of the special skills of True Dragons are the power to reflect and redirect spell energy, the power to wizard eye anywhere on the planet, and absolute knowledge of any artifact touched.

The species is dying. Adults mate but once, usually producing a litter of three to five. Two are chosen to receive their parents' powers. Their siblings never mate and do not progress beyond fifth level.

Lady Red, *Skill 20 Dragon*
HTK: 55, *AC:* -10
MV: 12/24", *Att:* 3, *DM:* 1-6/1-6/3-24
Align: Neutral/Good
Specials: Knows all magic spells through eighth level

Princess Red, *Skill 6 Dragon*
HTK: 27, *AC:* 4
MV: 6/12", *Att:* 1, *DM:* 1-6
Align: Neutral/Neutral
Specials: Knows all magic spells through fourth level

If the party is polite but mentions neither Sourpatch nor their quest:

They are allowed to pass through the Dragons' lair without interference.

If the party is polite and mentions Sourpatch and/or their quest:

Lady Red and her daughter, Princess Red, escort the party to the west side of Greenspan, the bridge spanning Mile Deep Chasm.

In this event, the Dwarves fly on Lady Red's back. Princess Red casts a ***Fly*** spell on three of the Elves. Fez and Tell-Glorion are invited to fly on the young Dragon's back.

If the party is hostile:

Lady Red casts *Sleep* and *Hold Person* on them (no saving throws allowed. These spells affect even Elves.) She reads Sourpatch's dairy. At that point she gives them a stern lecture:

*"Woe, woe, thy peoples are surely lost, if, indeed, **thou** are the ones of whom the prophet speaks. Think ye I have lived seven centuries to be done in by the likes of ye?*

"Away with ye. Be gone! Go to the prophet at Sphinx."

The GM should proceed to the section titled ***The Journey to Sphinx*** and prepare to cross Greenspan.

—The Journey to Sphinx—

Greenspan

Greenspan is a green metallic arch which spans a mile-deep canyon. The bottom of the canyon is obscured by a thick green mist. From the canyon rim, the Elves see giant insects flying far below.

The bridge is shaped like a rounded I-beam laid on edge. The walking surface of the I-beam is one meter wide, the span 800 meters. The arch is slightly bowed, the middle being ten feet higher than either end.

* * *

Greenspan pre-dates the gods. No one knows who constructed it. There are, however, several features about the bridge discovered while crossing the arch:

- No grass or other plant life grows within ten yards of the points where the arch is embedded in the rocky ground.
- Near the bridge one hears a constant buzzing or humming noise. The humming cycles in intensity at random intervals but does not become painful.
- There are no signs of wear on the bridge. Its surface is immaculate.
- The arch actually consists of three pieces: the middle piece floats unattached; the other two pieces are embedded in the canyon walls. One-third of the way from either end is a one-centimeter gap through which it is possible to pass thin objects (sword blades, coins, etc.) without resistance. In spite of the gaps, the bridge is immovable.

Players who ask about the bridge in the city of Sphinx learn that sky-ships from other worlds come to investigate the bridge every few years. The scientists have put forth many theories: neutral-coated anti-matter, gluon welding, a realized Unified-Field Theory, etc.

The truth is the scientists know as little about Greenspan as the local peasants.

Once Players cross Greenspan, the GM should continue in the section titled, ***South Wood.***

Mile Deep Chasm
(GM Reference)

Mile Deep has an ecology of giant size animals, plants and monsters. A river winds its way along the bottom of the canyon.

On occasion, life forms from the depths of the chasm climb out of Mile Deep. However, these monsters must soon return to the canyon or die. They cannot long live away from the canyon's magical mist which supports their bulky mass. (The adventuring party for the fifth adventure, ***Death Storm,*** must traverse this canyon.)

South Wood

South Wood is a dense, pleasant, white oak forest. North of the forest is the city of Sphinx.

While the party is crossing Greenspan a Giant Praying Mantis climbs out of Mile Deep. The party sees the monster in ample time to flee into the dense forest of South Wood. There are no other encounters between the bridge and the city of Sphinx.

Read to Players:

As your last party member reaches the east end of the bridge you see a fifteen foot tall praying mantis climbing the east canyon wall. When the beast is within one hundred yards of the canyon rim, it stops its climb and reaches into a cave in the canyon wall.

The mantis pulls a black bear cub out of the cave and then methodically sets about eating the cub.

Giant Praying Mantis
HTK: 45 (10D8), *AC:* -3
MV: 20", *Att:* 2, *DM:* 1D20/1D20 (Claws)
Align: Neutral/Neutral
THACO: 9
Magic Items: None
Specials: Extremely sharp vision; takes triple damage from fire

The City of Sphinx

Sphinx is a city of 3000. The city presently has a shortage of "adventurers for hire" since a great many merchants have recently left, taking whomever they could for body-guards. Caravans, going north, east, and northeast, leave the city daily.

THE FALSE PROPHET

GM Note: Just south of the city, the Players encounter an agent of Lorrmar's. The agent is an Illusionist and he masquerades as the Prophet, Aaron.

There are three clues the party should notice to prevent their following his false advice:

- He claims to be Aaron, but he is not crippled.
- He speaks with neither rhyme nor meter.
- He is an enemy of the Elves, and so, does not see the thief. When the "prophet" hails the party he speaks of "Three" Elves and a party of "Seven Heroes." (GM: Adjust the number of Elves and Dwarves in case party members have been killed along the way.)

* * *

Read to Players:

South of the city walls you meet a bald-headed man in his late sixties. He slowly walks to your party and says, "Four Dwarves and Three Elves, a sight I have long sought. I am Aaron, Rabbi of poor Sphinx. I have a vision for seven heroes such as you:

"Within the Swamp of Death,
By the place Skeletons dwell,
There you must go,
In the Moor you will
surely find your destiny."

The "Prophet" says that there are many things that need to be done in such difficult times. He then walks back into the city.

* * *

True Seeing shows the "Prophet" is actually a fat, sinister-looking man in his late thirties.

Prophet, *Skill 6 Illusionist*
HTK: 16 (6D4), *AC:* 7
MV: 12", *Att:* by Spell, *DM:* by Spell
Align: Neutral/Evil
THACO: 19
Magic Items: None
Spells: Stinking Cloud, Invisibility, Read Magic, Illusion

GM Note: When Players enter the city, proceed to the section titled, ***The Trial.***

THE TRIAL

For members/Players who get past the false prophet read the following:

Within the city walls you experience Deja-vu. None of you has ever been on this side of the Great Chasm before, yet somehow, even to Fez, the city seems familiar.

You have no trouble finding Aaron's home. The first commoner you ask tells you the way.

The Prophet's house is a simple one-story brick building in the poorer section of the city. As you approach his home you overhear a loud argument:

First Voice: *YOU KNOW I CAN SEND YOU FROM HERE. ALL MEN CAN SEND YOUR KIND AWAY!*

Second Voice: *PROPHET. IF YOU DO I WILL TAKE THE WIZARD WITH ME, WHAT THEN?*

First Voice: *TRUE. YOU ARE A LAWFUL BEING, ARE YOU NOT? WHAT THINK YOU TO A TRIAL?*

Second Voice: *AGREED!*

First Voice: *AGREED, THEN! TAKE ME OUTSIDE TO SELECT A JURY!*

At that the door to the Prophet's house bursts open and a huge Demon comes out the door pushing a wicker wheelchair. In the chair sits a kindly looking man who is at least eighty.

"I am Aaron," the man says. "I serve as Healer, Judge, and Magistrate for the Slums of Sphinx. You, You, You, ... and You. Come with us. By the Laws of the City, the first party seen when the Judge leaves his home makes up the jury!"

Within Aaron's study lies a wizard, deep in a coma. The wizard looks so much like Fez he could be Fez's father.

Once you are inside Aaron's house, both the Demon and Aaron stare at your companion. They, too, notice the similarity between your companion and the sleeping wizard.

"Who are you?" Aaron asks the young man.

"I am Fez," he replies, "Wizard of the Valley of Trees. Some know me as the Wizard of Time Travel."

"I ***OBJECT,*** *" the Demon shouts. "The defendant can't be a member of the jury."*

Aaron excuses Fez from jury duty saying, "Please step into my library until the trial is completed." After the door to the library closes, Aaron begins the trial.

"So you will know," he says, "the man sleeping on the cot is Fez, Wizard of the Valley of Trees. He is under my care and is unable to speak for himself. I will speak for him.

"About three hundred years ago, Fez, er, the senior Fez, and this Demon, Mephistopheles, made a wager. If Fez had lost the wager he would have lost his soul.

"However, the wizard won the wager, and Mephistopheles signed a contract stating he would serve the wizard for a thousand years. I know this contract exists. I was one of the witnessses. It seems the

Demon has several hundred years remaining to serve the wizard.

"Now, listen to the Demon's case."

Mephistopheles speaks: "What the Prophet says is true. I did sign such a document. However, Fez is the Wizard of Time Travel. On three occasions he forced me to travel with him on journeys through time.

"I claim that my forced travels through time should count in the tally. If you add the intervals spanned by my time travels to the actual time I spent serving the wizard, it comes to exactly one thousand years as of today! Legally, I have done all that I am bound to do. I demand you free me."

"You have heard both sides," Aaron says. "The Demon's figures are accurate. Whether or not his method of ciphering is fair is what you must decide. Let us know your decision."

* * *

The wizard asleep on the cot is indeed the senior Fez. The Players then vote their decision, free the Demon or not. If the jury does not free the Demon, then (secretly) Mephistopheles reads a scroll he has stolen from the elder Fez. **The spell on the scroll reverses time for one hour.**

If this happens, the clock gets reset to the time when the party entered the city, and the Gamemaster should go back to the beginning of the section titled ***The Trial*** and repeat everything that has happened from that point to this. **Repeat as many times as necessary until the party frees the demon!**

* * *

When the party (eventually) frees the Demon, continue:

The Demon leaves immediately after you announce your decision to free him. Aaron shakes everyone's hand and says: "Now to the business at hand. The gentleman you see asleep on the cot is also Fez, Wizard of Time Travel.

"I know not how you came to be with Fez, er, with young Fez. I do know you need the help of the senior Fez to complete your quests."

Aaron then summons the young Fez from the library. Aaron cautions the young Fez. "Two of you being in the same time frame is dangerous. It would be wise for your to return to wherever you were before you came to Land Anew."

The young Fez sadly replies, "I agree, it must be the third quarter already. However, to cast the spell to return to Illinois, I will need the help of my other self. Somehow I am in a paradox which I thought could never occur."

* * *

At this point, Aaron cures any damage party members have incurred. He can raise dead, but to do so requires that the body be present and that Characters roll less than their Staminas on 1D20.

* * *

Aaron then wheels his wicker wheelchair to a closet and secures an ironwood staff and a clay tablet. The top of the staff is adorned with a pair of wings, also carved of ironwood.

"You will need the senior Fez's aid to complete your quests. With the Caduceus restored, I can heal his suffering body. Healing his mind is another matter.

*"A Wrong he once allowed in the name of righteousness has confounded his thoughts. He will not be cured of this guilt until **Old Enemies** are united, his destiny not his own until Balance is restored.*

"This is the staff of the Caduceus. When the staff is whole I will be able to cure the senior Fez. Now, read the prophecies on the tablet. They speak of a band of Elves and Dwarves."

The Prophecies of Kejoki

‡ There shall come a time when an Evil One shall seek revenge throughout the land, a time when evil will corrupt both the Mountain and the Forest. Then shall Elves and Dwarves join forces. They will seek a healer. They shall release a Demon and they shall search for snakes.

‡ One snake lies within a monument, a monument which can be opened by neither Elf nor Dwarf but only by Man. The means to obtain this snake will be told by the jaws of a Jackal.

‡ The other snake is found in snow and fire atop the first mountain. This snake can be obtained by neither weapons nor sorcery. Nothing can obtain this serpent.

‡ The serpents shall cure a wizard who will speak to himself and try to undo that which cannot be. Again he shall join the Dwarves and Elves, for he will know himself to be the object of the Evil One's wrath.

‡ This wizard shall acquire two servants: one of gold, one worth his weight in gold.

‡ These prophecies shall be true, yet they shall be broken before the den of the Evil One is disclosed. A coward shall aid the quest, though he will know not the greatness of his deeds.

‡ Before the band who seeks the Evil One can be successful, it will stand helpless before the villain it seeks.

‡ Know that the most powerful of all those who seek the Evil One shall die, never to be raised. Know also, of all those who seek the villain's lair, he who least expects glory shall one day be king.

(signed) Kejoki

Give the Players a copy of *"The Prophecies of Kejoki."* After Players have read the prophecies, Aaron says,

"Go now Dwarves and Elves of Land Anew. Bring me the missing Snakes of the Caduceus so that I may heal the wizard. Each day the Enemy grows stronger."

* * *

GM Note: Proceed to the section titled, ***Overland Travel East of Mile Deep*** for the remainder of the party's overland encounters. One of the snakes of the Caduceus is hidden atop Yuan Mountain at the Temple of Enlightenment. The other is in a snake pit within the Sphinx Monument. When the party returns to Aaron's home with the snakes of the Caduceus, continue with the section titled, ***Return to Aaron's***.

* * *

GM Note: The prophecies predict that Lorrmar, the Evil One, will corrupt the land. The two serpents are the snakes of Aaron's healing staff.

One of the snakes is hidden in a pit within the Sphinx monument. A scroll which can be used to elevate the snake is hidden inside a porcelain statue of a Jackal within the monument. The monument door opens to the word, "Man," the answer to the riddle of the Sphinx.

The other snake of the Caduceus can be obtained by "thinking of nothing" when the party enters the Temple of Enlightenment atop Yuan Mountain. "Yuan" means 'first,' or 'beginning.'

Of course, Fez is the wizard referred to in the prophecies. When the senior Fez is cured, he literally talks to himself before the young Fez returns to Illinois.

Fez acquires the golden Buddha, Seceant, when he is at the temple on Yuan Mountain. The second servant referred to is Toby.

Within the Barrow the band is captured, but Toby (the Coward) helps them escape. The dragon, Lady Red, also aids in the Dwarves' and Elves' escape from Lorrmar. It is she who Kejoki refers to as "the most powerful of those who seek (Lorrmar)."

* * *

If, after ten minutes of game time, the party does not figure out they should go to Yuan Mountain, then the young Fez helps them. In this event, read to Players:

He studies the map for a few seconds, then says, "Look, the mountain range north of here has a 'Last Mountain' and a 'Penultimate Mountain.'

Now, 'penultimate' means 'the one before the last.' So, the 'first mountain' must be on the other end of the mountain range. One of the snakes is at Yuan Mountain. I'm sure of it."

GM Note: Remember that play now proceeds to the section titled, ***Overland Travel East of Mile Deep***.

Return to Aaron's

After securing the two snakes of the Caduceus, the adventurers return to Aaron's home in the city Sphinx.

At Aaron's house you see the Kobold, Little Toby, mopping floors. Aaron tells you, "This fine Gentleman, ahem, was caught stealing peaches in the marketplace. He denys it, though I believe him not. I paid for the peaches. In return he is helping me keep house for a few days.

"Did you find the Snakes of the Caduceus?"

* * *

If the Players didn't find the Snakes, Aaron will advise them of different strategies to obtain them (as the GM deems appropriate). When the party returns with the two snakes, continue below:

* * *

Aaron thanks you and, in a whispered voice, too soft for you to hear, he says a single phrase and places the two snakes on the staff. The snakes animate, and Aaron commands them to heal the senior Fez.

The serpents crawl to the sleeping wizard. One bites his left ring finger, the other strikes his right temple. He awakens and for some moments stares at the younger Fez. Finally he says, "This cannot be. I have no memory of being here before."

The two wizards talk to each other. From their conversation it is clear that they fear the consequences of the paradox (i.e. Fez meeting himself). They decide that the younger Fez should leave as soon as possible.

Aaron is pleased with their decision. However, he becomes upset when the senior Fez begins telling the young Fez things he should do differently during his life. "Don't tempt fate," the healer exclaims. The wizards ignore Aaron's protests and prepare to cast the 'Return' spell in harmony.

The wizards begin to chant. The spell has four verses. During the final verse Aaron becomes enraged. With a strength you would not suspect from a cripple, he slams the Caduceus on the table. The blow smashes the clay tablet and totally disrupts the senior Fez's concentration.

Only the young Fez completes the chant. There is flash of blue light and a thunderclap. Young Fez and the Golden Buddha are gone.

Aaron is still angry. "Fool!" he screams, "If you had finished the spell, both of you would have been forever doomed to repeat the spell over and over again because of the paradox!"

The senior Fez hangs his head, much like a small child does when scolded. "I know," he says. "The lines I was speaking when you broke my concentration would have given me the memory of what I know now. That would have been a true paradox, Who knows what Chaos might have resulted?

"Wise man, you did well to stop me."

Fez then turns his attention to the rest of you. He stares at you. "I know you not, yet you seem familiar." Fez then looks about the room — as if he had misplaced something. He turns to Aaron and asks, "Is the Demon gone?"

"Yes."

"That is good. I was wrong not to release him sooner. The last twelve years have been especially difficult."

At this point Aaron cures any damage to the Dwarves and Elves. He can cast ***Raise Dead Fully*** through the healing staff.

Aaron introduces you to the senior Fez. The wizard smiles and says, "It has been fifty years since I brought Aaron to Land Anew. I have not been back since, yet I have many friends here.

"Tell me, how are my good friends, Egathanolis, Sourpatch, and King Mondae, faring?" When told of the deaths of his friends the Wizard's expression becomes saddened.

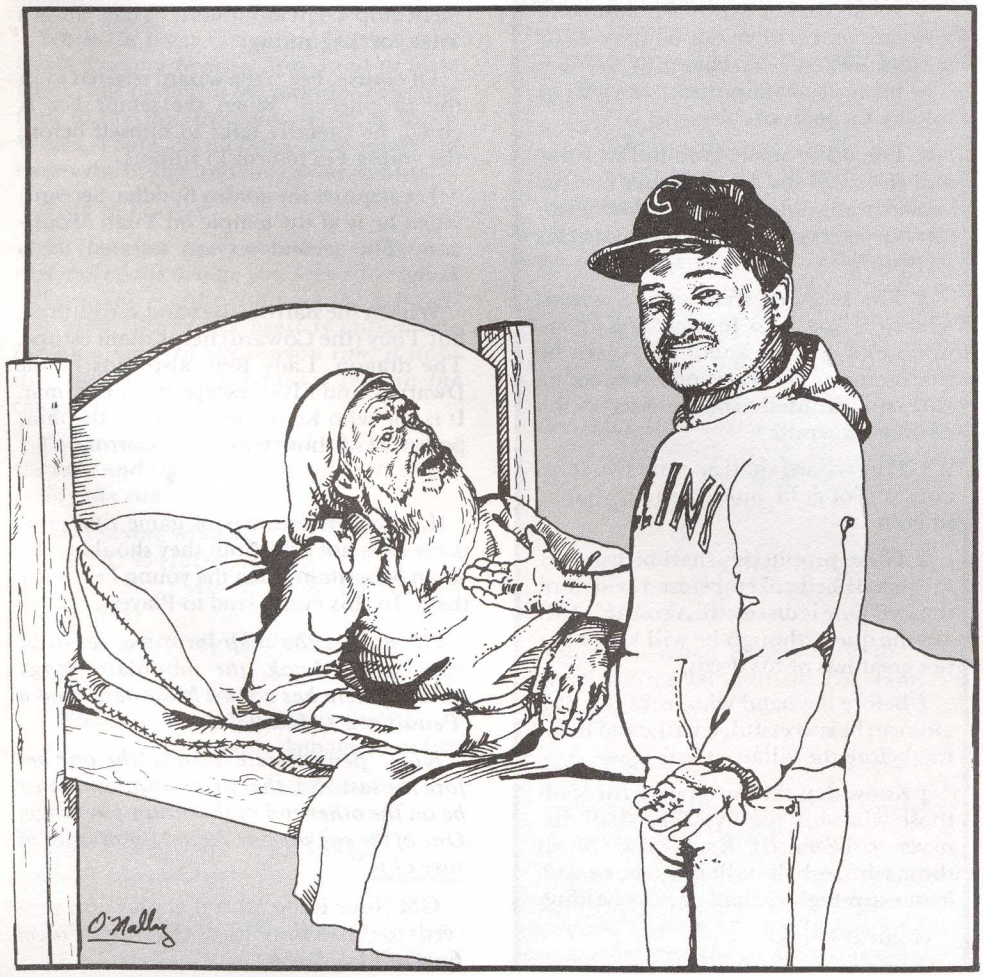
"I feel guilty, as if, somehow, the blame for all this rests with me. Both Sourpatch and Mondae dead. Did they die well? Tell me, and tell me all you know of the evil that has come to the land."

As you tell your stories Fez becomes angry. When you are finished, he insists that he join your quests.

"Know you the location of Lorrmar's lair? Surely Lorrmar keeps the Staff of Golden Rue and the Motherstone of the Mountain there. Lorrmar is an Illusionist. Perhaps he conceals his den with Wizardry.

"Know ye, any of you, a place that is different from what it appears to be?"

* * *



GM Note: At this point the Gamemaster should (privately) tell the thieves they notice Toby blush a very deep purple.

(Lorrmar's lair is in the Barrow in the Moor, concealed by an illusory dome. This wall of the dome is located beside a spring containing a type of crayfish Toby especially likes. After a bit of prodding, Toby confesses his secret.)

* * *

It takes some prodding before the Kobold tells what made him blush. "Is Toby to blame just because 'the wall that can't be seen' lies next to his crayfish pond?

"Don't you hurt little Toby. Yes, I show you where, if I must. But only if you swear not to tell where are the crayfish to nobody!

"Please don't eat all me crayfish! They are the best, most tastiest, in the land. I never even tell One-Eye about them. The fewer who knows, the mores to eat!"

* * *

Statistics for Fez (Senior) are given on the Player Characters' Characteristics Chart. He does not mention his spells to the adventurers. (When Fez and Lorrmar battle in the Moor, Fez holds the Lich fixed in time, allowing the Elves and Dwarves to descend into Lorrmar's lair within the Barrow.)

Toby leads the band through South Wood, east of the South Wood road, and then south to the moor. There are no set encounters on the trip. The GM should turn to the section titled, ***The Moor***.

Overland Travel East of Mile Deep

Parties who believe the False Prophet:

If the party believes the false prophet, they have no overland encounters on their way to the Moor. In the swamps of the Moor they are attacked by Ghouls.

(4) ***Ghouls,*** *Skill 2*
HTK: 4, 5, 6, 7, *AC:* 6
MV: 9", *Att:* 3, *DM:* 1D3/1D3/1D6
Align: Chaotic/Evil
THACO: 18
Magic Items: None
Specials: Paralyzation on a hit (Elves are immune)

Following this encounter (should it take place) the Red True Dragon (see description in ***Fire Rock***) Lady Red appears and scolds the party for their stupidity for entering the Moor.

If the party objects that the prophet sent them here, Lady Red replies, *"No Prophet in the Land would speak such a verse. If thou wouldst bespeak a prophet, return to the city Sphinx and seek the true Aaron."*

The trade routes:

The trade routes east of Mile Deep are safe for travel. Caravans of merchants and commoners travel these roads daily, fleeing the city Sphinx before the expected attack by Lorrmar's forces.

Note the area ten miles around the Sphinx Monument is overrun with prairie pigeons.

Between Yuan Mountain and Sphinx Monument:

The direct route across country between Yuan Mountain and the Sphinx Monument borders the desert east of Land Anew. Parties who travel the direct route see Centaurs. The Centaurs are aloof and gallop away towards Stub Mountain.

Return to Aaron's

After obtaining the two Snakes of the Caduceus, the adventurers return to Sphinx. When they do so, the GM should refer to the section titled, ***Return to Aaron's***.

Otherwise:

There are no other set overland encounters on the trade routes of Land Anew. For wilderness areas, not on the main trade routes and not within regions such as South Wood, the Gamemaster should use his/her own judgment as to encounters. Note that most of the area's Monsters have enlisted or been drafted into Lorrmar's Armies.

The remaining areas of Land Anew are described below:

MAPLE STAND

A tribe of 300 Gnomes, led by King Traif the Slow, live in this forest of maple trees. Traif is indecisive and dislikes both Elves and Dwarves, feeling that over the years both races have slighted the Gnomes.

The Gnomes sell maple sugar and delicious candies to merchants who travel the nearby trade route. Seven Gnome Elders are alchemists and produce excellent potions: *Haste, Sleep, Cures, Invisibility,* and *Flying*.

All their potions cost 100 GPs per dosage. The potions are only given to those who complete a minor quest for the Gnomes.

GM Note: Such quests usually involve the elimination of a lair of monsters. The GM should assign such quests as he/she deems fit.

ORANGE IMP CAVE

A mischevious Orange Imp lives in a one-room cave on a hillside north of the trade route. His name is **Syntax**.

Those who enter the Imp's cave find a hidden magical door closes behind them. They must play a game with the Imp, who turns invisible as soon as his home is entered, in order to escape the cave.

The game goes thus:

"My name is 'Syntax.' No one pays any attention to 'Syntax,' you know. Answer, 'My Riddle,' and I'll open the magic door and you can leave. Otherwise, pay a gold piece and we'll play again."

The Imp then asks nonsense questions like, *"When is King Henry?," "Why is tomorrow green?,"* and *"What is the difference between a Gnome?"* until, finally, one of his victims answers with the phrase, *"My Riddle."*

After each unsuccessful answer, the Imp repeats his speech just as before: *"My name is 'Syntax.' No one pays attention to 'Syntax,' you know..."* and then asks another nonsense riddle.

Syntax, *Skill 10 Imp*
HTK: 10 (2D8+2), *AC:* 3(-3)
MV: 6", *Att:* as Skill 6 Magic User,
DM: (by Spell)
Align: Neutral/Neutral
THACO: 19
Magic Items: None
Specials: Very Intelligent

Treasure: Magic Chest. The chest is four inches long and six inches tall. It contains 12,000 GPs.

LAST MOUNTAIN

Goats and Trolls live on Last Mountain. For some reason, the base of the mountain is infested with brown toads.

PENULTIMATE

GM Note: *"penultimate"* means *"the one before the last."*

Yeti live on the peak of Penultimate.

PINNACLE

The God of Good Deeds lives atop Pinnacle. Those who climb the mountain are

tested: they see a damsel in distress, fleeing from a trio of fierce Trolls. The maid begs for help. The Trolls also see the party and tell them to leave, saying, *"This is our affair. Go away."*

*(3) **Trolls** Skill 6*
HTK: 1D6+6, *AC:* 4
MV: 12", *Att:* 3, *DM:* 1D4+4/2D6/2D6
Align: Chaotic/Evil
THACO: 10
Magic Items: None
Specials: Beginning with the fourth melee round, Trolls regenerate 3 HTK per round. Only damage given by fire or acid is permanent

The party may choose to leave in which case at the base of the mountain, they are met by three real Trolls who attack. If the party decides to defend the woman, immediately the damsel and the Trolls disappear and are replaced by a servant of the deity.

The servant, who appears as a Goblin child, tells them his master is pleased with their courage. Without speaking further he gives the leader of the party a silver ring of 1D3 wishes. Then the child vanishes.

STALAG'S PEAK

Stalag, a 100-year-old female wizard, lives on top of this mountain. Brave souls who climb the ice-packed trail which winds around themountain find, every mile or so, lead statues of men and beasts.

Stalag is senile and doesn't take kindly to strangers. All she meets are firmly told to leave her mountain. Those who do not she attacks. Her specialty is turning flesh to lead. She may do this four times daily. It requires a wish to undo Stalag's ***Flesh to Lead*** spell.

***Stalag,** Skill 14 Wizard*
ST: 14, *IT:* 16, *IN:* 6
*SM:*15, *DX:* 13, *AP:* 5
HTK: 31, *AC:* 7
MV: 9", *Att:* 2, *DM:* (by Spell)
Align: Neutral/Neutral
THACO: 16
Magic Items: None
Specials: Four ***Flesh to Lead*** spells daily

STUB

Centaurs control Stub Mountain. They are aloof and flee from contact with man-types. Their city is located within a valley atop the plateau.

Their leader, *John Stronghoof,* appears with an army of fifty Centaurs should anyone climb to the plateau atop the mountain. Stronghoof does not allow his followers to become involved in the affairs of men.

Yuan Mountain

Yuan Mountain is the easternmost peak of the mountain range on the northern border of Land Anew. The mountain is eleven thousand feet high. Snow covers the upper two thousand feet of the peak. The base of the mountain is covered by evergreens.

Two-thirds of the way up the mountain is a 'zen temple,' constructed by monks thousands of years ago. The monks carved a winding stairway to their Temple of Enlightenment. The base of the stairway is not visible from the trade route. On a ledge at the end of the stairway the party meets a 'zen master,' who gives them clues.

THE BASE OF YUAN

The first mile of the climb is through evergreen trees. After an hour of climbing, snow starts to fall. The snowfall becomes increasingly heavier as you ascend.

A WINDING STAIRWAY

After climbing another hour, you come to the base of a carved stone stairway. The stairs wind up the side of the mountain.

After climbing the stairway for still another hour you hear intense laughter coming from above. The snow is too heavy for you to see the source of the laughter.

The temperature drops to ten degrees and the snow falls more heavily. The weather is not dangerous. It is just cold and miserable.

THE ZEN MASTER

Two-thirds of the way up the Mountain, the stairway ends in a circular ledge, 90 feet in diameter. On the ledge you see and elderly Oriental gentleman seated cross-legged beside a small fire. A green Jade door is set in the wall of the Mountain on the opposite side of the ledge from the stairs.

The man radiates a quite power. In spite of the urgency of your quest, you feel at peace. He wears only a loincloth. His head is bald, except for a single lock of hair hanging in a braid to the small of his back.

As you arrive at the ledge, the old man rises and bows toward you. Somehow he does so without disturbing the heavy layer of snow upon his person.

"Children," he says, reseating himself, "it pleases an old man, feeble as I, aware of his every weakness, to greet you. Tell me, are you prepared for a snow job?"

In sequence, effortlessly, he rolls seven snowballs, closes his eyes, and begins to juggle them using only his feet. Then he laughs and says, "Seven times have I made a snowball, can you but once make snow cry?"

* * *

*If the party responds by melting some snow or makes any similar attempt, he stops juggling and says, "Ah, I see you are **sentient** beings."*

If the party answers foolishly, the old man quietly rises and uses a stick to lightly beat whoever is standing closest to him. The recipient of the beating is unable to defend himself. The beating smarts, but does no real damage.

If the party attacks the Old Man, they wake up with severe headaches sometime later, seeing only the fire and the jade door (Room 1 of the Temple of Enlightenment).

* * *

After the beating, or if the party answers in a reasonable fashion:

The old man takes a snowball and thrusts it bare-handed into the fire. He seems unaware of the fire's heat, as if to him the fire isn't there. The snowball melts, and drops of water fall through his fingers, sputtering and sizzling on the coals. When the snowball is completely gone, the old man removes his hand from the fire and begins to lecture.

"I give you the traditional koan of the Novice. 'What is the sound of one hand clapping?' Think you on this koan, or, think of nothing. When you understand, return. Or don't, it matters not."

Quietly, he says, "Can it be that 'nothing' is possible? Again I will delay you no further; instead I will remain here, motionless in self, contemplating 'nothing.'

"Sit. SIT! We will meditate together."

At that, the Old Man again composes himself in the lotus position, closes his eyes, and becomes absolutely still. He blends with the mountain..., or was there ever a man present? Can it be that 'nothing' is there beside the fire and you?

* * *

GM Note: A "koan" is a short poem or phrase used by zen practitioners to aid in attaining enlightenment.

Proceed with the section entitled, ***The Temple of Enlightenment.***

The Temple of Enlightenment

The Temple of Enlightenment consists of a sequence of tests of the mind, the final test involving both mind and body. The journey through the Temple takes place within the Characters' minds: they never leave the ledge. For play purposes, the temple is presented here as separate "Rooms."

All of the tests of the temple can be passed by meditating, by "thinking of nothing," or by contemplating the koan which the old man tells the party.

Players who give up or who can't pass a particular test find themselves back on the ledge, their companions lost in thought beside them.

GM Note: At least one party member must pass all the tests in order to obtain the Snake of the Caduceus. Accordingly, when Players get stuck, the Gamemaster should give the following clue: *You recall the prophecies: "Nothing can obtain this serpent."*

If Findellion uses *True Vision* at any time while he is on the ledge, tell him:

*You see that this place is **No-Place**, a place of great power. It is neither the power of magic nor the power of religion. Rather, this is a place of power of the mind.*

You begin to understand what the old man was saying about passing the tests of the temple and meditating on nothing.

1 The Jade Door

After you meditate, for what seems at once a long time and yet only a moment, you note that rows and columns of letters are carved in the jade door.

* * *

The Gamemaster should give the Players the handout titled, *"Jade Door."* If one eliminates the extraneous letters form the inscription, the message, *"To Open Door Say Meaningless Letters."* remains.

Saying the phrase *'Meaningless Letters"* opens the jade door to Room 2. The door also opens if Players meditate, think of their koan, or 'think of nothing.'

Reciting the extraneous letters *"P, Q, R... M, X, G"* does not open the door (if the letters were the key to opening the door, they would not be meaningless).

2 The Statue

The jade door opens into a tear-shaped room which has a black marble floor and black marble walls. In the room is a golden statue of a rotund oriental man sitting crosslegged. A dozen grass mats lie on the floor beside the statue.

The statue rises, bows towards you, and says, "to pass deeper within the Temple of Enlightenment, you must show you are sentient beings." Again the statue assumes a lotus position and begins to meditate.

GM Note: Draw a sketch of the floor plan of this room for the Players. When party members meditate in this room continue:

While you contemplate, you experience a vision:

It is early morning. Dwarves sneak into a forest and kill two Elves who are guarding the forest. The Dwarves spread oil on seven of the Forest's trees and set them on fire. You experience the anguish of the living trees as they burn.

Elves come and try to kill the Dwarves. But the Dwarves escape, only they are not really Dwarves, they are Goblins.

The vision fades.

* * *

At this point, the GM should separate the Players. Then, one at a time, run those Players (whose Characters meditate) through the remaining Rooms of the Temple.

Reunite the party only after completing the journey through the temple individually with each Player, with at least one completely successful circuit.

After you are alone with a Player whose Character meditates, continue in Room 3.

3 The Test of the Three Stones

When the vision passes, you find yourself in a different room, seated across a table from an oriental girl-child of about six years. She places three flat circular stones on the table and says, "To go deeper into the Temple of Enlightenment, you must pass the Test of the Three Stones."

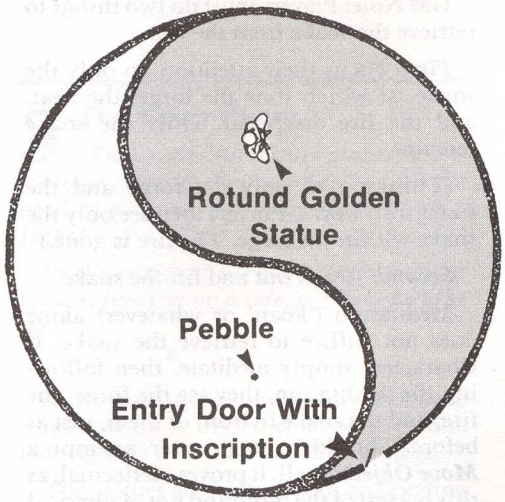
The GM should place three coins (stones) in a triangle on a table before the Player.

The girl continues: "The stones are magical. Only your mind affects their movement. To show you this, think first of all three stones."

GM Note: Tell the Player that when his/her Character thought of all three stones, the stones moved to new positions

Tear-Shaped "Rooms"

GM Note:
Other Rooms Are Simply 10' × 10' Areas With No Apparent Exits.



Jade Door Chart

P	Q	R	A	A	Z	T	O	B	B	M	Q	I	Z	L	F
F	E	C	Z	L	K	N	L	T	Q	O	P	E	N	F	Z
R	M	X	D	O	O	R	R	L	U	Q	U	Q	Z	F	O
O	S	A	Y	L	L	D	B	C	Y	U	U	L	N	Y	B
I	X	B	M	M	E	A	N	I	N	G	L	E	S	S	S
M	T	I	I	L	B	L	E	T	T	E	R	S	M	X	D

on the table, but no closer to the center. Move all three of the coins accordingly.

The girl continues: "Now think of two of the stones, and indicate which two by pointing at them."

The GM should move the two coins indicated by the Player. Move them to random locations on the table, but no closer to the center. Move the third coin (the one **not** being thought about) nearer the center of the table but not quite to it.

"Now think of but one of the three stones. Please indicate which by pointing at it."

The Gamemaster should move whichever coin in indicated to a random location, but not the center of the table. Move the two coins **not** indicated to the center of the table, stacking them one upon the other.

The girl continues, "Only your mind affects the stones. You may not pass deeper into the temple until the three stones rest, one upon another in the center of the table.

Should you fail this test, or any of the tests of the temple, then you must find yourself outside, resting in failure."

Then the girl again places the three stones in a triangle. What does your Character do?

* * *

Ask each Player to tell you what his/her Character is thinking, as there is no other way for you to know.

Any stones the Character things about move at random along the edge of the table. Stones the Character **does not think about** automatically move to the center of the table, stacking one upon another.

When a Character meditates, thinks of "no stones," thinks of "nothing," or contemplates the koan, all three stones stack together in the middle of the table. At that point, play continues in Room 4.

4 A Simple Rock

After meditating for a few moments, you observe the stones stacked one upon another. Then you have another vision.

The Dwarves and Elves have different visions.

The Elves' Vision

You see a tall Elf. He looks like Egathanolis, the saddened Elf who helped you secure provisions for your quest. Only, this Elf is much younger. He helps a young boy out of a pit. Then the boy changes into a Roper and snares the Elf. Orcs drag the Elf away in chains.

The vision blurs.

The Dwarves' Vision

While you are meditating, you see Sourpatch kill a mighty dragon with the Death Sword. Then he turns his wrath upon you and your companions.

The vision fades.

Following the vision, Characters find themselves in the other half of the yin-yang symbol.

Again the scene changes, you find your self seated in another, but inversely designed, tear-shaped room. The walls and floor are made of white marble. The room has no exits.

A smooth black pebble is on the floor of the room. What does your Character do?

* * *

The pebble is a normal pebble. If Players again meditate, think of 'nothing,' or think of the koan, they advance to Room 5. Otherwise, when they give up, they find themselves "outside" on the ledge, beside the fire and their companions. The others of the group are deep in thought.

5 The Test of Fire

The scene changes. You are kneeling in front of a mighty forge in which there is a raging fire. You are aware of but three things:

- *Somewhere, someone is giggling.*
- *The heat is intense.*
- *Directly in front of you, within the roaring fire of the forge, is the item you seek: the Snake of the Caduceus.*

What does your Character do?

* * *

GM Note: Players must do two things to retrieve the snake from the fire:

First: Focus their attention on only the snake, at which time the forge, the heat, and the fire disappear. Only the snake remains.

(Thinking of only the forge and the snake also works: Players then see only the snake within the forge. The fire is gone.)

Second: Reach out and lift the snake.

Meditation ('koan' or whatever) alone does not suffice to retrieve the snake. If Characters simply meditate, then following the meditation, they see the forge, the fire, and the snake in front of them, just as before. Should a magic user attempt a ***Move Objects*** spell, it proves ineffectual, as this is a test of the mind and not of physical matters.

Those who try a 'quick grab' into the forge (without concentrating as outlined above) find their natural instincts stop them from reaching into such a hot fire.

* * *

When Players retrieve the Snake, they experience a final vision:

You see a uniformly-colored room. The room is red, its floor and walls are red. Everything in the room is red. A red Kitten walks undisturbed through the room.

Then four brown Puppies and four green Birds enter the red room. The vision fades as the room turns into tentacles. The tentacles crush the Puppies and strangle the Birds.

The vision fades.

* * *

GM Note: The vision gives a clue about how a 'golden room' (guarded by 'golden' statues) can be safely transversed within the Barrow. The Guardians of that room let anyone pass who is wearing golden garments. The Puppies represent the Dwarves: the Birds represent the Elves.

When Players obtain the Caduceus, congratulate them and ask them to wait quietly while others try. Then continue (in Room 4), individually, with another Player whose Character meditated in Room 3.

After all the Players have a turn in the temple, play continues on the ledge, Room 6.

6 Return to the Ledge

You find yourselves where you began, on a circular ledge at the top of the stairwell. Those who succeeded in passing all the tests of the temple are seen by the others, jointly lifting a carved ironwood snake out of the embers of the fire.

Fez is standing on the top stair beside a Golden Buddha.

Those of you who did not succeed only know the others remained in trance longer than you. 'Nothing' is on the ledge beside you and the now smoldering fire, not the Old Man, certainly not a door.

* * *

Golden Buddha, *Secant, Skill 10 Monk*
ST: 17, *IT:* 14, *IN:* 18
*SM:*16, *D:* 13, *A:* 10
HTK: 37, *AC:* -2
MV: 14", *Att:* 3, *DM:* 1D8/1D8/1D8
Align: Lawful/Neutral
THACO: 14
Magic Items: None
Specials: Complete stats given in Character Statistics Chart

GM Note: After Players have discussed their experiences within the temple, continue reading:

Mountain Descent

When you leave the ledge, the snowfall stops. The sun shines through the clouds. 'Nothing' disturbs you as you descend the mountainside.

* * *

GM Note: There are no encounters on the trip down the mountainside. When the Characters have obtained the snake, turn to ***Overland Travel East of Mile Deep*** and then ***Return to Aaron's.*** If they have not obtained the second snake, proceed then to the section titled, ***Sphinx Monument.***

Sphinx Monument

The Sphinx monument was built by captives of the barbarian king, ***Xarth***. The slaves didn't care for workmanship, and the monument is in disrepair.

The monument can be entered two ways: through the magic door (Room 2) or through a tunnel leading into Area 7.

The Snake of the Caduceus lies at the bottom of a snake pit within the monument. A *Levitate Inanimate Objects* scroll hidden in a statue in the entry, Room 2, can be used to secure the Caduceus.

Millions of prairie pigeons live near the monument. Within the monument, the party meets Bosings. The Bosings thrive on the pigeons.

When the adventurers approach the monument, read:

1 A Battle

Thousands of pigeons flock the area. They are so numerous they hide the sun when they fly overhead.

The monument is a giant sandstone sphinx. The head is human; the body is that of a lion. It measures 40′ tall at the shoulder. The body of the structure is 100′ long and 80′ across at the widest point.

When you approach the monument, you see that five Orcs and three Ghouls near its base are watching you.

* * *

Lorrmar, through his spies, has heard of the Band of Elves and Dwarves. He sent the Orcs and Ghouls to eliminate them. However, Lorrmar underestimates the combined power of the Elves and Dwarves.

(5) ***Orcs,*** *Skill 1*
HTK: 3,6,5,2,6 (1D8), *AC:* 6
MV: 9″, *Att:* 1, *DM:* 1D6 (Swords)
Align: Lawful/Evil
THACO: 19
Weapons: Swords
Magic Items: None
Specials: None

(3) ***Ghouls,*** *Skill 3*
HTK: 13,12,10 (3D8), *AC:* 7
MV: 9″, *Att:* 2, *DM:* 1D4/1D4
Align: Chaotic/Evil
THACO: 17
Weapons: None
Magic Items: None
Specials: Damage includes save vs. paralyzation (non Elves)

GM Note: A tunnel opens within the shadows of the southern portion of the monument. The tunnel is two feet across, drops to a depth of six feet, turns north for fifteen feet, and comes up again in Room 7.

However, the preferred entry is through the magic door in the chest of the Sphinx. Accordingly, following the battle, the GM should tell the Players:

You notice a door in the west end of the monument.

The door is described further in Area 2.

2 The Riddle Door

The Sphinx faces west. A door is located in its chest. The door has no knob. Faint writings are in the door but they have been eroded by the passage of time and you cannot make out what is written.

* * *

True Seeing shows the writings once stated the riddle of the Sphinx. (*"What walks on four legs in the morning, two legs at midday, and three legs in the evening?"*) Saying the word *"Man"* opens the door.

If the party has trouble with the door, Fez suddenly remembers the riddle of the Sphinx, and recites the riddle. He even remembers the answer.

3 The Entry Room

Two porcelain statues guard the entry room. Both are humanoid. One has the head of a Toad, the other the head of a Jackal.

In the center of the floor, a rectangular square, five feet on a side, is marked in the sand.

* * *

A five-foot square and twenty-foot deep concealed pit is in the center of the room. Falling into the pit causes 2D6 damage.

The statues are hollow with an opening in the base (underside) of each. Tapping on them reveals they are hollow. Each statue weighs fifty pounds.

Within the skull of the Toad-headed statue is a healing scroll (cures 2D6+1, one use). Within the jaws of the Jackal-headed statue is a special scroll which levitates inanimate objects, usable by any spell caster, one use. Both scrolls are wrapped in wax coated burlap.

True Vision reveals the pit, the scrolls within the statues, and the secret door. There is a 25% chance per searcher of finding the secret door in the east wall.

4 Pigeon Bones

The secret door swings away from you, revealing a hallway. The hallway extends east for sixty feet. Pigeon bones are piled a foot deep on the floor along the entire length of the hallway.

Three (normal) rats scurry away from the door and into cracks in the wall.

A ten-foot wide, eight-foot deep pit is in the western portion of the hallway.

The smell of fried chicken, or maybe, fried pigeon, fills the area.

* * *

The rats are harmless. The fried chicken smell comes from Area 7, the home of the Bosings.

Sharp stakes cover the bottom of the pit. The pit is 20′ deep. Falling into the pit causes 3D8 HTK. There are enough pigeon bones in the hallway to fill the pit to a depth of five feet.

* * *

After the pit has been traversed, Bosings appear.

The hallway makes the stem of a "T" with a north-south hallway. Two furry creatures are watching you from the junction of the hallways.

The creatures resemble penguins, only they have arms and hands instead of flippers. Their fur is greasy and soiled.

They are eating fried prairie pigeons, which they consume whole—feathers and all. One of them finishes a pigeon and tosses the carcass on the floor. The other offers you two whole cooked pigeons.

"Eat," it says, "Bosings have plenty."

* * *

Bosings speak common. If asked the whereabouts of any snakes, the Bosings point north. The Bosings lead the way to the snake pit (Area 6) if asked to do so.

(2) ***Bosings,*** *Skill 2 Fighters*
HTK: 8, 6 (2D8) *AC:* 4
MV: 14″, *Att:* 2 , *DM:* 1D4/1D4
Align: Chaotic/Neutral
THACO: 13
Weapons: Clubs
Magic Items: None
Specials: None

Bosings are nomads by nature; the ones there stay because of the ample food source. They have high agility (DX of at least 15) and use clubs in melee. Bosings are trusting creatures with no desire for treasure.

Bosings have no concept of hygiene. They are constantly scratching their ears which are infested with lice specific to Bosings; the party will not become infected.

5 A Trapped Hallway

The hallway north extends 30′ from the junction. Then it turns east. Three fat rats hide in wall cracks when you start down the corridor.

The floor of this hallway is also piled high with pigeon bones. Through the bones you see a mosaic design on the floor.

* * *

The rats are harmless. They get plenty to eat from the pigeon remains the Bosings toss on the floor.

If the Bosings lead the way to the snake pit, they carefully avoid three of the mosaic stones. Each of these is inlaid with the word, "**Xarth**" and works independently of the others. Stepping on any of the marked stones releases two magic missiles for 1D6 HTK each.

6 The Snake Pit

The hallway extends twenty feet east of the corner, stopping at a circular pit, twenty feet in radius. As you round the corner, three rats flee through the bones on the floor. Two of these fall into the pit. One hides in a wall fissure.

Ten feet below the rim you see hundreds of living snakes. They are intertwined and so numerous they cover the bottom of the pit. Two of the snakes are swallowing rats.

* * *

The snakes are piled upon one another to a depth of six inches. At the bottom of the pit, beneath the live snakes, lies the Snake of the Caduceus. (***True Vision*** shows the Caduceus.)

The ***Elevate Inanimate Objects*** scroll (hidden in the Jackal's statue in Room 2) elevates the Caduceus, along with an inch-thick layer of pigeon bones, two rusty trowels, and four silver pieces to ground level.

The Snake of the Caduceus floats in the middle of the debris. It is made of carved ironwood. The snake can be lassoed and pulled to the edge of the pit.

7 The Bosing's Kitchen

You see fifteen creatures (they resemble Penguins, only they have arms and hands) frying pigeons in skillets over an open fire. The creatures simply fry the pigeons whole. The fire is in the northeast corner of the 20′ by 10′ room.

The smoke from the fire hurts your eyes but the creatures seem not to mind. A hole in the floor beside the south wall explains how they enter and leave the monument. The walls of the room are covered with paintings.

The paintings are peeled and faded with age. Only one shows an actual scene: a handsome barbarian warrior riding a great horse.

* * *

The Bosings are friendly and offer to share their pigeons with the party. Stats for Bosings are given in the description of Room 4.

The tunnel in the north wall exits in the shadows just north of the monument.

True Seeing shows three paintings depicting a barbarian king doing heroic deeds. Each of these paintings has a related caption such as: *"Xarth Subdues the Wild Stallion,"* and *"Xarth Defeats the Giant Troll."*

In the fourth painting an evil deity is promising the barbarian king that he will watch over the king's burial site as long as the monument is not in decay.

GM Note: When the party leaves the monument, turn to the section titled, ***Overland Travel East of Mile Deep*** and prepare to ***Return to Aaron's***.

The Moor

Lorrmar's lair is in the barrow of Xarth, the Barbarian king who once ruled Land Anew. When Lorrmar took over the tomb, he researched a special Concealment spell, placing an illusory dome over the barrow. There, in the burial crypt, Lorrmar keeps the Motherstone of Dwarf Mountain and the Staff of Golden Rue.

The Moor is a marsh, filled with briars and weeds. The Moor's terrain forms a natural maze. Only one safe path leads to the illusory dome which conceals the barrow. Those who travel in the Moor, other than on this path, encounter Undead: Ghouls, Wights, and Skeletons.

Toby knows the safe path through the maze. The Kobold has no idea of what is hidden within what he refers to as, "the wall that can't be seen." He only knows the illusory wall is beside a favorite crayfish pond.

GM Note: The adventurers are observed from high above by the (invisible) dragon, Lady Red, as they enter the Moor. Lady Red, curious when she sees the party enter the illusory dome, flies down to investigate. She arrives after the door of the dome closes behind the party.

Path Across the Moor

Little Toby has no trouble threading his way across the Moor. Frequently he runs ahead of you, appearing across swamp and shouting encouragements like: "C'mon, c'mon! Just duck under that log and crawl along the Rabbit Path through the briar."

Toby's path across the Moor twists and turns as if the Moor were a giant maze. In an hour's time you see him ahead of you fishing for Crayfish, a delicacy he eats raw. He politely offers some to Tell-Glorion.

Toby says, "Here it is, the wall that can't be seen." He shows you that the swamp south of his fishing hole is blocked by an invisible wall. "Remember, you promised. Not one word to nobody about me crayfish pond."

* * *

GM Note: ***True Seeing*** shows the murky area just south of Toby's fishing spot is concealed by an illusory dome. The spell also reveals the location and latch of a door inset in the dome, next to the fishing hole.

If the party searches for a door, without using the ***True Seeing*** spell, thieves must make their *Find Secret Door* roll at -20%.

* * *

When the door opens, you see an area of briar and bushes 200 yards in diameter within the dome. In the center you see a moss-covered stone barrow. Steps lead down into the barrow.

The door closes quietly behind the party. Toby follows behind the others, saying, "I wonder if there's any crayfish in here."

When you are twenty feet form the barrow steps, a tall human figure, dressed in gold robes, emerges from the crypt. At that moment, what you thought before were bushes and briar change to chains and manacles.

All of you are caught in the trap. You cannot move. You cannot speak. You cannot cast spells.

* * *

The chains and manacles are the illusion. The bushes and briar are real. Not even ***True Seeing*** will work against this illusion. Lorrmar's spell is much too powerful.

Lorrmar, the Lich

The gold cloaked figure speaks: "So, I have it all. At long last I have you, Fez, within my power. Long have I anticipated this moment.

"Fez, once my friend, Fez with the Lying Tongue, know you what I do to those who even mildly displease me? Behold! See what your friend Sourpatch, Carrier of the Death Sword, has become. Think what ***your*** *fate will be."*

Lungscar, in the decaying body of Sourpatch, climbs the stairs of the barrow. The Dwarves remember well his sinister voice.

"Masster, you have done well. How sshall we torture them?"

While the Spectre speaks, the golden robe falls from the figure's face revealing a handsome man. Slowly his face becomes a skull. Lorrmar is a Lich!

GM Note: Tell the thieves they see Little Toby crawling through the briars, heading towards the door of the dome.

The Lich continues. "Long will I savor my revenge. I will kill you slowly, beginning with the least important of your number. For years you shall watch one another suffer. Mephistopheles has indeed kept his bargain. ***My revenge is complete!****"*

GM Note: Tell the thieves Toby has made it to the door. Lungscar bounds after him, drawing the Death Sword. Toby opens the door and swoons.

From behind you, you hear a deep silky voice. "Lorrmar, Murderer of my children, User of the vile spell that killed my mate. thou sayest revenge. It is vengeance thou wilt find!"

Several things happen at once. Sparks of magic emanate from Lady Red, the source of the voice, from the Lich, then from Fez. Lungscar swings the Great Sword, hitting Lady Red. Rich green blood spurts from the wound.

You hear a thunderclap: Fez and the Lich disappear. The evil Lungscar turns towards you and hisses,

"Sseven timess I have drawn the Death Ssword. Sseven timess it has not failed. Preeparre to Diee!"

The manacles no longer bind you. The Spectre, still in Sourpatch's body, closes to attack.

* * *

Lungscar, masquerading as having mind-melded with Sourpatch, has made a grave error. Instead of relying on his powers as a Spectre, he relies on the power of Storm's Sword.

Lungscar doesn't know that the Death Sword must be resheathed each time it kills before it again automatically kills on a hit.

For this battle, the Spectre fights only as a Skill 1 warrior, but with the +5 sword.

Lungscar, *Spectre, Skill 1 Fighter*
HTK: 45 (7D8), *AC:* 2
MV: 15", *Att:* 1, *DM:* 1D10
Align: Lawful/Evil
THACO: 14
Weapons: Death Sword (+5)
Magic Items: None
Specials: None

The Elven sword, ***Death Binder***, does triple damage to Spectres.

Storm's Sword: Storm's Sword is +5 to hit, does 1D10 damage. The first time it hits in melee, it automatically kills. It must be resheathed to automatically kill again.

An inscription on the scabbard (written in magic) reads, *"Draw only to kill. Storm's Sword."* If the sword is drawn from its scabbard without entering melee, it overpowers its holder and kills a random living creature.

Lady Red's Promise

Following the battle with Lungscar, Lady Red speaks to the Dwarves and Elves.

"I would aid thee, but I am dying. I have called my daughter to transfer my powers. If thee succeed in thy quest, my race will aid thy races.

"Hurry! The wizard is holding the Lich fixed in time but the Lich will draw upon the might of the Staff and the power of the Stone."

* * *

Lady Red is the most powerful magic user in Land Anew. She has never met Fez yet she understands completely the nature of the spell Fez has cast.

GM Note: Proceed with the section titled, ***The Barrow***.

The Barrow

1 Wights

The mound of stone has steps leading down 20' to an iron gate. A repulsive odor seeps from the stairs. Coming through the open gate are five Undead. They charge up the steps at you.

* * *

The sword ***Death Binder*** dispels 3D10 HTK against minor Undead on a hit.

(5) Wights, *Skill 4*
HTK: 17,15,20,18,18 (4D6+3), *AC:* 5
MV: 12", *Att:* 1, *DM:* 1D4
Align: Lawful/Evil
THACO: 16
Magic Items: None
Specials: None

2 Evil Reflections

The entry way to the barrow is a 10' by 10' room with walls coated in tarnished copper. A door, completely covered with a green-black fungus, stands across the room from the stairway.

The room is chill and dank. You smell the stench of death.

Your reflections in the copper walls are ugly. Somehow they reflect all that is evil within you.

* * *

These reflections have an Appeal of 3.

The 3'by 5' door in the wall opposite the stairwell is slightly ajar, and easily pushes open. The fungus on the door is Death Fungus.

Elves who touch this awful stuff suffer 1D4 HTK of damage per round until dead. Any type of ***Cure*** spell completely retards the fungus, provided it is cast within two rounds.

Death Fungus,
HTK: 1D6, *AC:* 10
MV: 2", *Att:* Automatic on touch,
DM: 1D6 per round (see Specials)
Align: Neutral/Neutral
Specials: Victim must save vs. ***Poison*** or begin screaming and (non-Elves only) suffer 1D6 damage per round, becoming a Ghoul when death occurs

The (iron) door can easily be swung open with a 10' pole. This results in the fungus immediately eating its way along the length of the pole. The fungus eats anything it touches, other than metallic or magical items.

3 Lorrmar's Familiar

The door swings open, revealing a dark stone room in which a closed coffin sits on a one-foot-high stone slab. The room is unnaturally cold.

A door is in the opposite wall. Two gold-threaded cloaks hang from a peg beside the opposite door.

On the coffin you see an open book and a lit candle atop a small skull. A gold-cloaked cat sits beside the skull. The cat hisses and springs towards you! As it jumps, its cloak flaps, and you see it is not a cat. It is the skeleton of a cat.

* * *

GM Note: Items in this room are described individually.

Lorrmar's Familiar:

Skeleton Cat, *Skill 7 Undead*
HTK: 22 (7D6), *AC:* 7
MV: 14", *Att:* 2, *DM:* 1D6/1D6
(Special, see below)
Align: Lawful/Evil
THACO: 12
Magic Items: None
Specials: Damage requires a save vs.-disabling nausea. Nausea lasts five minutes

The Skeleton Cat is the Lich's familiar. If ***Death Binder*** hits the Skeleton Cat, the familiar ignites and thereafter takes 1D6 fire damage each melee round.

When the "Cat" dies, a terrible shriek is heard somewhere in the distance, and the chill leaves the room.

The Gold Cloaks:

The two gold threaded cloaks are covered with dust. They can be used to pass by the Statues guarding Room 6. The Statues let anyone pass who wears gold-colored garments.

Lorrmar's Diary:

Turning the pages releases small puffs of unpleasant (but not harmful) gas. Brownmage's Staff can read the book:

"You want me to read ***that?!*** *It's written in* ***EVIL****. Were I to speak the words aloud, here, in this place, you might become deaf. We'll skip over the disgusting stuff, like the entire first chapter. It's not for your ears.*

"The writer of this material, a Doctor Ekardnam Lorrmar, got something called a 'doctorate' in China. Knew the wizard Fez then, according to this. He is evil; being an Illusionist, those around him never guess.

"He says Fez lied to him, set him up in The Land of Three Sisters. Swears revenge if it costs his...Fez goes to see him, tried to set things right. It takes all Ekardnam's powers to conceal his hatred.

"What?! Bad move that, he bargains with a Demon, says Fez supplied the Demon. A hermit tells him he is safe from the clutches of the Demon until the day Elves have a Hairless Ruler and Dwarves a Beardless King. Lorrmar murders the hermit.

"The Demon leads him to King Xarth's Barrow in the Moor. An army of Undead waits at the Moor. Within the barrow he finds wealth, gems and gold enough to hire armies of Orcs and Goblins. There he plots revenge.

"Lorrmar, disguised as Egathanolis' youngest son, personally poisons the water at Dwarf Mountain. My, my, Goblins disguised as Dwarves set fire to Blesson trees.

"Twice he tries to kill Toby. There's lots on the war. Eventually he lets the races fight each other. There's something about Sourpatch getting drunk in Sphinx. The Dwarf lets slip the secret of the Staff of Golden Rue.

"No! No, not that, please not that!" The Staff weeps, "A Spectre possesses King Grin. Grin brings the Motherstone of the Mountain to this barrow. Slowly the stone weakens and turns... Please, no more! Break me if you will. I will read no more."

Door to the Prison:

The wooden door is locked. Either thief can open it. Use normal die rolls. The door has AC 4 and withstands 10 HTK before opening by force.

Skull & Candle:

The skull and candle are normal.

Coffin:

The coffin is empty.

4 Jail

This area is a jail. Three cells are on either side of a 5' wide and 30' long hallway. Many (normal) skeletons are in the cells.

In the near cell on the left you see a sickly Elven prisoner. He is tall, even for an Elf. When you enter the hallway, he whispers, "Water, do you have any water?"

GM Note: The Players should give the prisoner some water, which is available in a barrel in the jail's corner.

After drinking a sip of water, the prisoner tells his story:

"I am Longfate, youngest son of Egathanolis. I have been held prisoner in this cell for a long, long time. Many others, Elf, Dwarf, and Human, have been brought here. The Lich's familiar tortures them.

"Some died well, most did not. I have been forced to watch and hear... I will speak no more of them."

* * *

If the Players ask, Longfate recalls that, on occasion, Lorrmar, wearing his golden robes, would enter the jail and leave through the wall at the other end of the hall.

The other cells contain a total of fifty-seven (normal) skeletons.

5 Xarth, the Hero

The secret door slowly opens, making an unpleasant "creaking" noise. You see stairs leading down 15 feet to a three-foot-square landing. A door is located in the wall opposite the stairs.

The walls of the landing are painted with four scenes depicting a tall, handsome Barbarian Warrior doing heroic deeds.

One scene shows him winning a foot race. Others show him winning a wrestling match, slaying a Giant Beetle, and winning a sword duel.

Each picture has a caption, such as, "Xarth the Mighty Beats All Other Runners", and "Xarth the Warrior King Slays the Giant."

* * *

The door is unlocked.

6 Golden Statues

The door opens towards you. Looking through the doorway reveals a 20' by 20' room in which everything, the walls, the floor, and the ceiling are gold. Four gold plated statues of Barbarian Warriors stand in the center of the room. A gold door is in the opposite wall.

* * *

The walls and floor are only gold plated. The statues attack anyone who enters the room unless they are invisible or are wearing gold colored garments.

GM Note: The Elven Cloak allows Elves and thieves, no others, to cross, one by one, while invisible. Anyone wearing the gold threaded cloaks (hanging in Room 3) can cross without being attacked by the statues.

(4) ***Guardians,*** *Golden Statues*
HTK: 37,52,39,48 (8D8), *AC:* -4
MV: 9", *Att:* 1, *DM:* 1D12
Align: Lawful/Evil
THACO: 12
Magic Items: None
Specials: Weapons do only half-damage to these statues since blows tend to merely dent them. When a Guardian is defeated, it disappears

The Guardians are on loan from the Toad-headed Godling to whom King Xarth dedicated the Sphinx Monument. When they are defeated, they return to the Godling. The Godling will not interfere, as he is angry that the Sphinx Monument is in decay.

7 Xarth's Tomb

This 10' by 20' stone room contains a marble sarcophagus, 10' in length, 3' high, inset in a 4' high marble platform.

Writings are etched on the side of the sarcophagus:

Here Lies Xarth
Xarth, the Barbarian King
Xarth, Ruler of the Known Universe
Xarth, the Vain
Xarth, the Illiterate
Xarth, the Pompous Ass

In smaller letters, the epitaph is signed, "Kejoki, Unwilling Slave and Scribe for these Savages."

The Staff and Motherstone are hidden inside the sarcophagus.

Inside the Sarcophagus lies an oak staff, eight feet in length. The staff is six inches in circumference at each end and tapers to less than one inch in circumference at the center.

Beside the staff is a red ruby, four inches in height, six inches at the widest end, one inch at its base.

* * *

Xarth lay here with all the treasure of his people until Lorrmar came to the Barrow. The Sarcophagus weighs three tons.

Should Players manage to move it from its inset position in the platform, they find the "real treasure" of Xarth's kingdom: two tons of salt, the standard of trade used by the tribe.

The Motherstone breaks with a single blow of Grin's jeweler's tools; the Staff severs with any stout blow.

As each item breaks, it divides into two symmetric pieces and an inhuman scream is heard somewhere in the distance. The party is unable to further damage the artifacts.

GM Note: Proceed to the section titled, ***Adventure Conclusion.***

—*Adventure Conclusion*—

Longfate's Salutation

When the Elves and Dwarves return to the jail area, Longfate hails them saying,

"Hail, King of Golden Forest! Long will Elves speak of The Quest of King Tell-Glorion and his three advisors!"

What Longfate doesn't know is that one of the Dwarves is about to become King of Dwarf Mountain.

Battle with Lorrmar

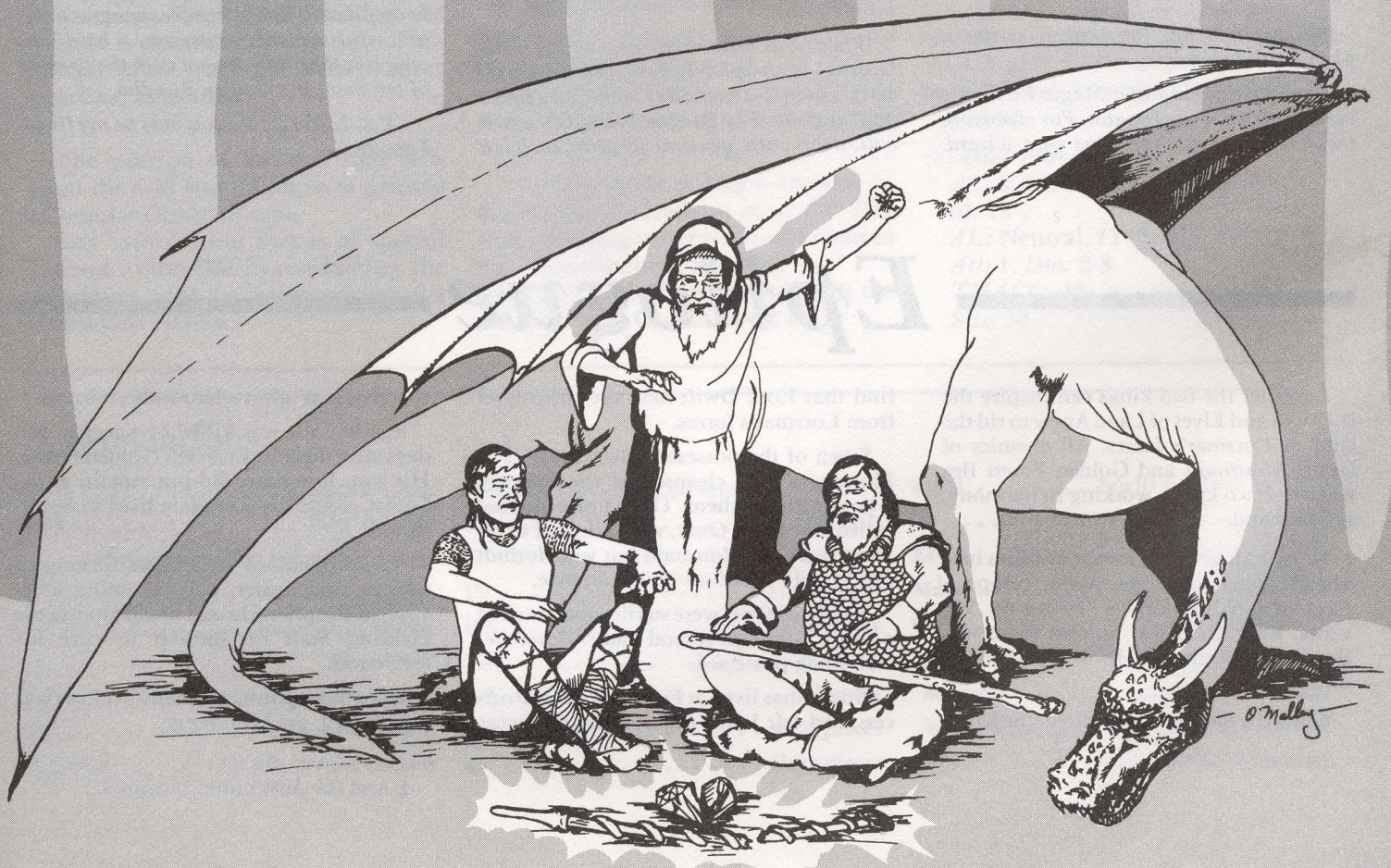
Upon exiting the barrow, you see Fez seated on a log. The wizard is weeping. Little Toby sits at his side. The Kobold is eating a peach.

Lady Red is dead. Her daughter, Princess Red, stands beside the body.

Fez speaks, "Never have I fought such a battle. Three times I abandoned hope. Three times a force not my own intervened.

"The Lich and I fought a contest of wills. I sought to hold him fixed in time. He fought by showing me all I knew and loved turned evil and ugly.

"First Lorrmar showed me the mind-meld of Lungscar and Sourpatch. The evil thing Sourpatch had become was butchering us all. Each of you this Monster killed. When the Spectre finally turned to me I knew myself dead.



"Then, Lungscar was no more; Lorrmar weakened and I felt you had destroyed the Spectre.

"Lorrmar attacked again, showing me visions of his Familiar's play with innocents, how the Cat Skeleton tortured them, the horror of their deaths. What the Lich showed me was real. Again I could stand no more when my Foe screamed and the Cat 'died.'

"What followed was worse than before. Ekardnam showed me the corruptions of the Mountain's Motherstone and the Staff of Golden Rue.

"I saw that ***evil*** *had penetrated Golden Forest and Dwarf Mountain. The Land itself became unjust. When I could stand no more of this, I begged him to slay me.*

"Then, somehow, the Mountain cracked from peak to base and the Forest wilted, Lorrmar became a pitiful soul, alone and fearful. If I had had strength, I could have destroyed him easily.

"But I had not the will to do so. The Demon came and took Lorrmar. Gradually, I recovered, returning to reality and the present. I fear I will never know peace again."

After the party has reacted to Fez's soliloquy, the Dragon, Princess Red, speaks.

"Yet were I to decide, the Dwarves and Elves of Land Anew would suffer the more, just as my Sire and Dame did suffer. But my mother has commanded me to aid thy races.

"So be it. Bring thy broken artifacts; place them before me.

"For the working of a Magic I will use the blood of a True Dragon. For cleansing these soiled items, the tears of a wizard. Longevity and foresight require the hair and eyebrows of a king. Tell-Glorion, wilt though give me thine?"

When Tell-Glorion agrees, Princess Red continues:

"For binding, courage, and strength, I need the beard of a Dwarf. Who will volunteer?"

* * *

GM Note: If Frain (the female Dwarf) is the only Dwarf to volunteer, then change *King* to *Queen* in the writeup which follows. Otherwise, Princess Red selects the first male Dwarf who volunteers.

* * *

After one of the Dwarves agrees to the dragon's request, continue:

The Dragon begins to chant in a tongue you have never heard. The chant is like fine music, conveying meaning without language. It speaks of a wrong that must be set right, of processes that need to be controlled, of power lost that should be restored.

A wind sweeps the area, rain begins to fall. The Dragon continues her chant. The light flickers, the wind rises and tosses you about.

*Power leaps from the Dragon, to her mother, to Fez, to Tell-Glorion, and to [*Dwarf Character's name*]. Then, gathering the power again, the Dragon hurls it at the broken items with a mighty crash of thunder. A flash of silver light temporarily blinds you.*

*When your vision returns, you see Tell-Glorion is completely bald. [*Dwarf Character's name*] is beardless, and Lady Red's body is gone. The Dragon presents the two volunteers with identical Sceptres, each is a red-colored gem, mounted on an oak handle shaped in the likeness of Lady Red.*

"Take thee thy Sceptres, Kings of Land Anew. Long have the Staff of Golden Rue and the Motherstone of Dwarf Mountain been enemies. No more! Now they are united. Thee must use them together or not at all.

"Together thy Spectres contain both the Might of the Mountain and the Power of the Forest. Thou two kings, of Forest and of Mountain, shall decide what becomes of the land.

"Separated thy Sceptres have no power whatsoever. In unity, they have great power. Thine enemies shall flee before thee. Thy just useage of the Sceptres can cleanse the land of its evil.

"Go now. I am the last of my kind. I require time to grieve."

Fez Receives a Servant

On the way out of the Moor, Toby questions Fez. "Are you really the Wizard of Time Travel? You have adventures, don't you? Have you ever fought a Balrog? or a War Lord?

"Me, I'm just a Kobold. I've never been on an adventure. Could I live with you? Perhaps then I might be the first Kobold to adventure."

At that, the wizard laughs heartily. Then he replies, "Toby, I have known many powerful servants: a demon, a bard who sang like the birds, a robot with the strength of ten men, the Golden Buddha.

"Yet, Little Toby, you may be my finest. I accept."

Epilogue

Together the two kings can inspire the Dwarves and Elves of Land Anew to rid the land of Lorrmar's forces. All enemies of Dwarf Mountain and Golden Forest flee when the two kings, working in harmony, so command.

Several Mages in Lorrmar's armies have already deserted, some taking troops of Orcs or Goblins, others fleeing on Wyverns. King Grin was among those who fled Dwarf Mountain. His whereabouts are unknown.

When the mountain is cleared, the Kings find that Lord Dwift held the third level from Lorrmar's forces.

Seven of the possessed Dwarves of The Mountain were cleansed of the Spectres who controlled them. These unfortunates, called *The Used Ones*, were allowed to remain at Dwarf Mountain but were forbidden to hold positions of importance.

The *Used Ones* were sterile, not one sired a child, although several had children before being possessed.

No one has lived at Fire Rock since Princess Red left Land Anew. Peasants swear two Dragons' ghosts haunt the volcano.

Egathanolis was killed by Spectres two days after the four Elves left Golden Forest. His son, Longfate, did not remain at the Forest. Some say Longfate lives in South Wood.

Aaron remained in Sphinx, serving as advisor and healer, and becoming a respected Prophet. He was unable to use the Healing Staff on himself to cure his feebleness.

It is a moot point, but many say Lorrmar did, indeed, get his revenge.

‡ And the Adventure continues...

How To Use This Book

Conventions include the "D' abbreviation for "die" or "dice." 1D20 means roll one 20-sided die; 1D100 (or D%) means roll two 10-sided dice sequentially, generating a percentage or number between 01 and 00 (00 is read as 100); 3D6 means roll three 6-sided dice and add the results to get the sum.

Value assumes, with medieval level of civilization, that the value of one gold piece is about $20 in 1985 U.S. dollars. An income of 20 gold pieces (or gp) would be a very profitable day for a merchant, but 5-10 gold pieces is a more likely sum for a day's effort. Hirelings' wages are usually 10 gp per day per Skill level which raises dramatically with jobs that are preceived to be dangerous.

Armor Class works on a scale where a lower number is better. A character with no armor has AC: 10. A shield adds one step to make it AC: 9; chain mail is AC: 5; plate and shield is AC: 2.

THACO is a convenient statistic meaning "To Hit Armor Class 0." When you know the number required to score a successful hit with a D20 (or multiply by 5 to get the percentage chance of success).

For example, if Erik's THACO is 16, and the target is wearing chain mail with no shield (AC: 5), Erik needs to roll 11 on a D20 (16-5 = 11), or a 55 or less on a D% (11 x 5% = 55%).

Characteristics (or Attributes, Ability Scores, or Statistics) are derived from 3D6. The lowest score for a human is 3 and the highest score is a 18 (00).

Saving Throws decide how you are affected by spells, poisons, etc. You are often required to roll a certain number of a D20 and if you succeed, the effects of the attack on your character are reduced or negated. Remember, for normal saving throws you must roll **equal to or greater than** the saving throw number to succeed.

Ability Rolls on your character's abilities or Statistics work much like saving throws. On certain occasions, your character will be directed to "save against" a basic Ability statistic.

For example, if you want to detect a lie or get further information, you may have to save on a die roll against the statistic of Insight (IN).

Roll a D20 for all saves against Ability Scores. If the number is **equal to or lower than** the Ability Score, you make your save and can tell if a person is lying or notice an important clue.

Ability rolls are often modified. If you are instructed to make an IN roll at +3, you add 3 to the die roll. For example, if your IN is 12 and you roll a 10, you still fail to save (10+3 = 13).

Maps: All important adventure maps are usually gathered at the end of (or middle of) an adventure and not scattered throughout the book. See Table of Contents for page number.

Reading The Entries

Each of the entries in this book has two sections. What the GM reads to the players is printed in *italic type*. This portion of the text is followed by three asterisks, as follows:

* * *

The portion of the text that tells what the GM should know is printed in regular (Roman) type.

Any information that is of special interest to the GM in conducting the adventure will be indicated by the words **GM NOTE**.

Example:

11 CASCADE
Entrance to Cavern Level II

A small waterfall flows from a hole in the center of the ceiling. It feeds a stream that cuts through the cave and flows down the passageway to the east.

* * *

The hole in the ceiling is about 8' in diameter and it leads up vertically. The rush of falling water is not sufficient to impede a climbing attempt.
NOTE: This hole in the ceiling is the only access to Cavern Level II.

In some cases, the party will confront more than one opponent in a cave or room. When this happens, the number of attacking opponents will be shown in parenthesis before the opponents' name or monster type, as in this example:

(6) ***Dire Wolves***
AC: 6, *HTK:* 22 each (3D8+3)
M: 18",
AL: Neutral, *IT:* Semi
Att: 1, *Dm:* 2-8
THACO: 16
Size: M

Abbreviations

AC . . . . . Armor Class
HTK . . . . . Hits To Kill
M . . . Movement in feet per melee round
/#" . . . . . Flying Speed
//#" . . . . . Swimming Speed
AL . . . . . Alignment
Att . . . . . Attacks per melee round
DM . . . . . Damage per attack
THACO . . . . . To Hit Armor Class 0
Special . . . . . Special attacks or defenses
ST . . . . . Strength
IT . . . . . Intellect
IN . . . . . Insight
DX . . . . . Dexterity
SM . . . . . Stamina
AP . . . . . Appeal
gp . . . . . gold pieces
sp . . . . . silver pieces
4/2/1 . . . . . Spells per level of spell
ft. . . . . . feet
EP . . . . . Experience Points
Mage . . . . . Magic User
GM . . . . . Game Master
TIME:
Segments . . . . . 6 seconds
Melee Round . . . 10 segments; 1 minute
Turn . . . . 10 melee rounds; 10 minutes

Golden Forest Left in Ruin. Dwarf Mountain Lies in Collapse. Illinois Leads Ohio at the Half!

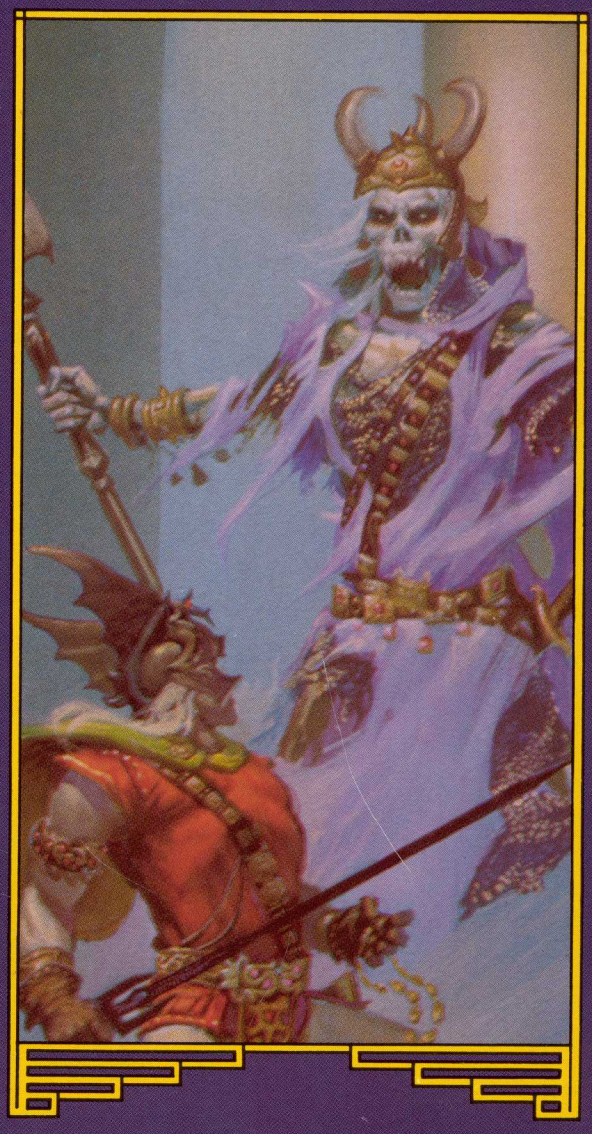
As the Wizard Fez lies comatose, the fates of twin civilizations rest with a group of embittered Dwarves and resentful Elves.

Their greatest ally? Fez himself!

The demon Mephistopheles conjured a younger, inexperienced Fez to aid the band of adventurers in their quest to purify Land Anew of its corruptive Evil.

But how can an old and a young Fez possibly exist at the same time? And could even these forces truimph over the malevolent influence of the Lich, Lorrmar?

Battle alongside Dwarven and Elven adventurers and the mighty Wizards Fez as they struggle to complete a less-than-certain . . .



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