

UNDYING ORBS OMNIBUS

BY IAN MCGARTY

SILVER BULLETTES



Swords
& Wizardry
COMPATIBLE

The Undying Orbs Omnibus

by

Ian McGarty

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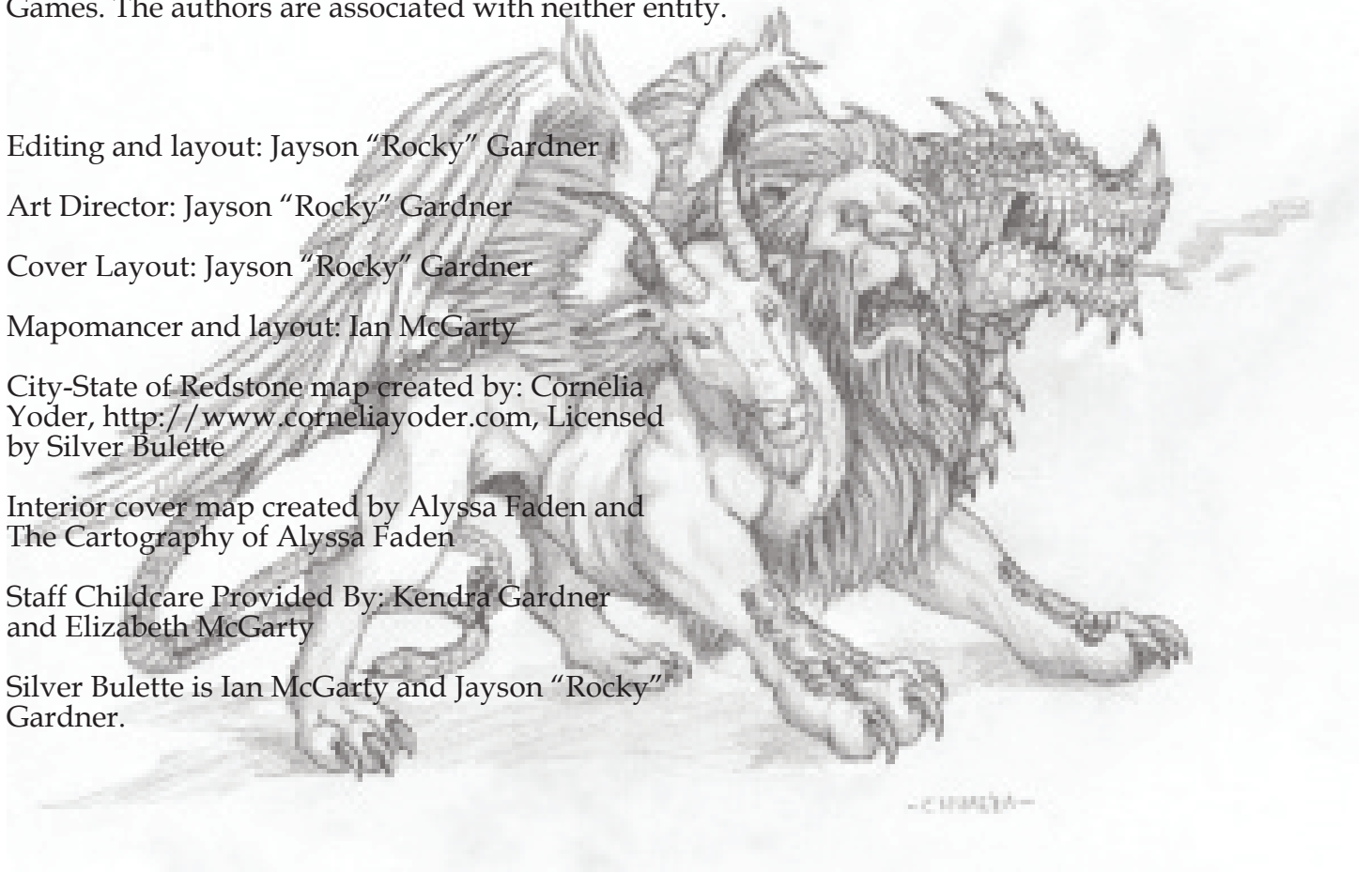
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This adventure is designed for a party of 4-6 players starting at levels 1-2 using the Swords and Wizardry rule system. Swords & Wizardry, S&W, and Mythmere Games are trademarks of Matthew J Finch and the author is not associated with Matthew J. Finch, Mythmere Games, or Frog God Games.

BACKGROUND

The city-state of Redstone claims an ancient lineage. Rumors state the walls around Redstone are over 2500 years old. The city welcomes most lawful peoples, with elves, dwarves, humans, halflings and even some half-orcs residing within.

The king of Redstone, Julian Chiron, rules over the Council of Elders. Most people in Redstone feel their leadership is just and fair.

The Blackbark, a massive, ancient forest engulfs Redstone, and it teems with adventure. Adventurers drift in and out of the city-state frequently. The city of Redstone can be geographically divided into four areas; the **Upper District**, the **Merchant's District**, the **Lower District**, and the **Fields**.

The **Upper District** is the most heavily patrolled and contains most of the nobility, the castle proper, and an enclave of the temple of Muir. The South Gate leads directly into this area. There is a park and the streets in this area are safe at all times.

The **Merchant's District** moves down the hill to the north and east of the Upper District. This area is relatively clean and hospitable. There are regular guard patrols and the homes of the wealthy merchants and their shops can be found here. To find highly skilled artisan craftsmanship, one must venture into this district. The gates between this district and the Lower district always remain open but those to the Upper District close several hours after dusk. The Temple of Muir is in this district. This area is also home to the Guild of Arcane Advancement.

The **Lower District** is the home to the laborers and peasantry who make the city run. Near the outer walls and gates is an area of warehouses used by merchants to store goods moving in and out of the city. A temple containing shrines to many lawful and neutral deities in the pantheon is in this district. The famed **McEwen's Mercantile** is located near the walls to the Merchant district and is a short distance from the **Silvery Moon Tavern**. Most adventurers frequent the Silvery Moon Tavern while in Redstone.

August Tadius, barkeep at the Silver Moon, barbers information to adventurers. He is friendly, and will often give away old information for future considerations. August will give one rumor away for free to an adventuring party while

they purchase drinks and a meal. Each additional piece of information costs 5 GP x number of rumors received. Other rumors may be gained by talking to other adventurers, or through research with a church, Guild of Arcane Advancement or a thieves' guild.

GROUPS OF INTEREST

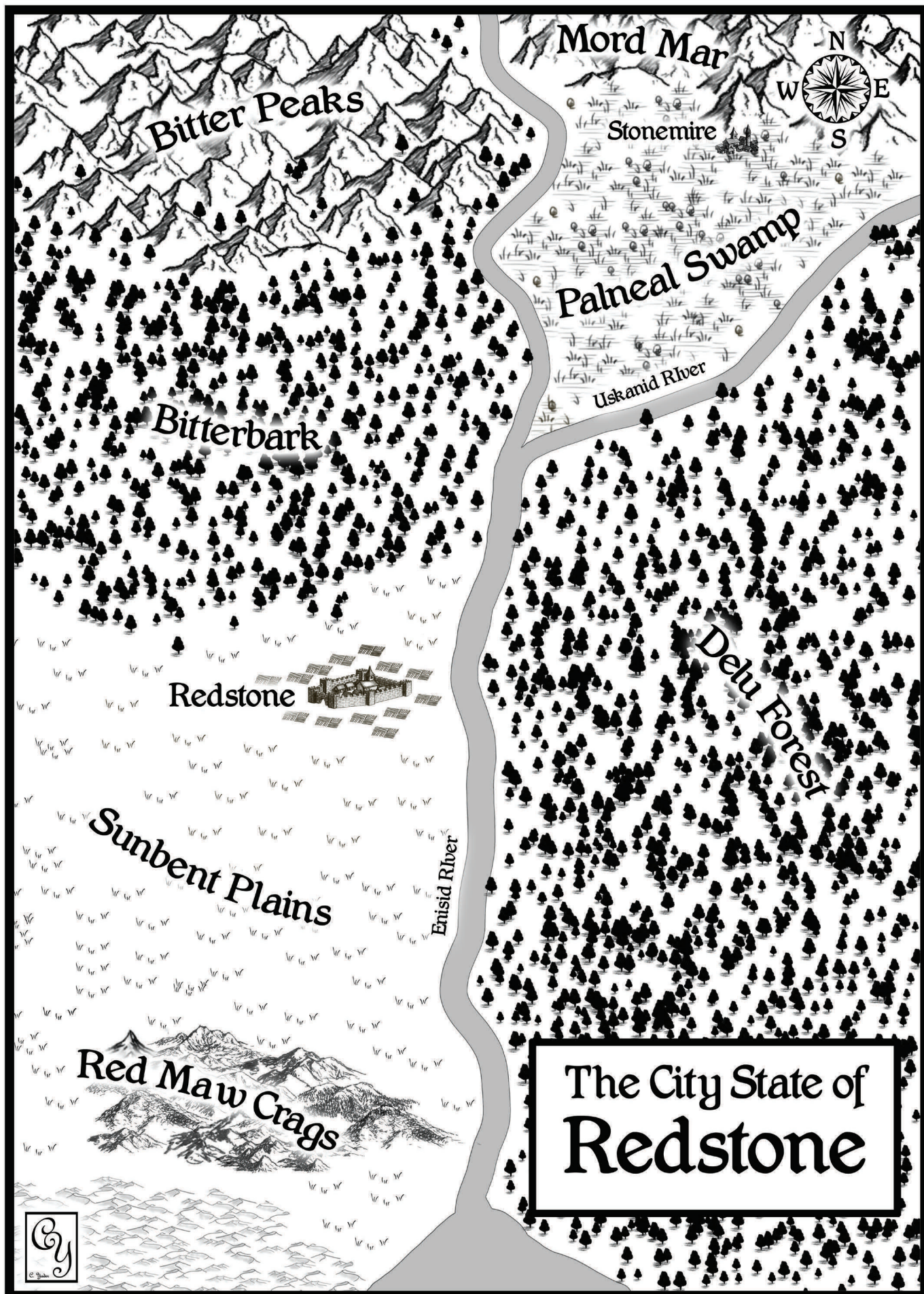
Black Gloves: The Princess of Redstone, *Adria Chiron*, secretly runs this guild of thieves. She is seeking to overthrow her father and gain power. A creature possessed her several years ago when exploring the labyrinthine tunnels below the city. This creature comes from another realm, one of void and chaos. She quickly gained power in one Black Gloves. She is only seen by the guild members while wearing a black velvet niqab, a cloth revealing only her eyes, and a dark cloak. This guild quickly gained power by eliminating and absorbing many of the other gangs operating in the city.

Church of Muir: This church is a powerful entity in town. They train acolytes from the surrounding areas and assist the King in providing safety and security in the wilds. They have extensive libraries and gather knowledge from many sites discovered throughout the countryside. The Bishop is often in counsel with the King and they support one another in many endeavors. This enclave is searching for artifacts and items from the cults and tribes of the local area. They often hire honorable groups to retrieve items for them.

Cult of Krocyrian: This is group of mutating cultists worship a being that is attempting to force its way through the space between dimensions into this world to devour everything. This group is led by a disgraced and excommunicated member of the Church of Muir named *Ralen Lightspear*. Ralen found ancient texts in restricted areas of the church library in Redstone and began seeking more information about the beings he discovered. He has information about a prophecy and ritual which will allow the interdimensional horror to manifest in this world.

Red Tooth Goblins: This group is led by Blood Jaw the Merciful and his group of Goblin Night Shamans. They have gained control of one of the Orbs and are amassing numbers, absorbing other tribes, and seeking more Orbs. They are violent and aggressive but may be willing to negotiate if a group can demonstrate their strength.





Timeline

The Orb of Darkness is the first one recovered by the players. When this happens, they are introduced to several sources of information. It is likely that they have turned the Orb of Darkness over to the Black Gloves. If they haven't, the PCs have begun a war with them.

I. The Orb of Darkness returns to Redstone

A. The Nightblade and his men meet the players near the gates in the Lower District of Redstone.

1. When the players arrive at Redstone, they will be greeted by the Nightblade and a dozen of his goons. He is amicable and pleased by the players' success. He offers them the 1500GP as well as a bonus of 500GP. He also mentions more work in the future.

B. Delwin finds the players.

1. He introduces himself: *"Greetings! I am Delwin, an acolyte of Muir. My sources and dreams have shown your group and your travels! Do you have the Orb?"*

2. If the players have not given up the Orb, he suggests bringing it to the church for safe-keeping. If they have given it up, he will express disappointment but insist they must seek the others. He will mention the documents and information he has regarding the Orbs.

3. He mentions three documents in the Temple of Muir's library (See Appendix):

- a. Scroll of Resirax
 - b. Tome of Otherworldly Powers
 - c. Prophecy of the Torn Rift
 - d. The appendix contains a list of texts and their descriptions
4. Delwin's dreams
- a. The players fighting goblins
 - b. One of the players pulling a swirling red and purple orb from the mouth of a lion
 - c. The players looking towards the sky and covered by shadow

C. The players discover the reward offered by King Chiron for Goblin necklaces. The Redtooth Tribe is making aggressive advances from their territory south west of the city.

II. The second Orb is returned to the city

A. Delwin requests the players turn it over to the Temple of Muir.

1. If they do they are rewarded with a chest containing six Potions of Healing and 1000 GP.

2. They are asked to recover the remaining two Orbs.

B. The Nightblade offers to buy it. If the players refuse, the Black Gloves make an attempted theft at night.

1. The princess/guild leader can be seen watching from a building top.

III. The third Orb is returned to the city

A. A group of cultists ambush the players and attempt to steal the Orb

B. The Temple of Muir once again asks for the Orb and tells the players that they have discovered texts which suggest the time to complete the ritual to destroy the Orbs will begin in 14 days and remain for 7 days.

IV. The fourth Orb is returned to the city

A. The Angel from the Temple of Law appears as the players are returning to the city.

B. He provides a map and four locations of the gates in the realm where the Vault of the Undying is located.



RANDOM ENCOUNTERS

While traveling in the wilderness there is a 20% chance of having a random encounter. The encounters are divided by the location and time of day. Roll once for each day and night. 20% of all encounters are unique. Each unique encounter only happens once.

FOREST ENCOUNTERS

Die Roll	Daytime Encounter
1	Wild Horse
2	Red Tooth Goblins (10)
3	Giant Tick (2)
4	Wolf Pack (1-3)
5	Young Giant Skunk
6	Young Wild Boar

Wild Horse

As you trudge wearily toward your destination, you hear the pounding of hooves approaching you from behind.

The wild horse can be heard approaching from a distance. If prepared, a character can attempt to lasso the horse as it runs by. A successful attack against AC 2 [17] will lasso the horse. A ranger or druid can tame the horse in one week. The horse will only be in range to lasso for one round.

Red Tooth Goblins

The forest around you grows eerily quiet. You halt the march to take stock of your surroundings. About 30' ahead of you, a group of goblins are poorly attempting to set an ambush.

Red Tooth Goblin (10): HD 1d6 hp; AC 6[13]; Atk 1 weapon (1d6); Move 9; Save 18; AL C; CL/XP B/10; Special: -1 to hit in sunlight.



Giant Ticks

Traveling through a heavy patch of trees, you feel disquieted. Ticks the size of a person's fist begin falling from the trees!

Giant Tick (2): HD 3; AC 4[15]; Atk 1 bite (1d4); Move 3; Save 14; AL N; CL/XP 4/120; Special: Drain blood, disease.

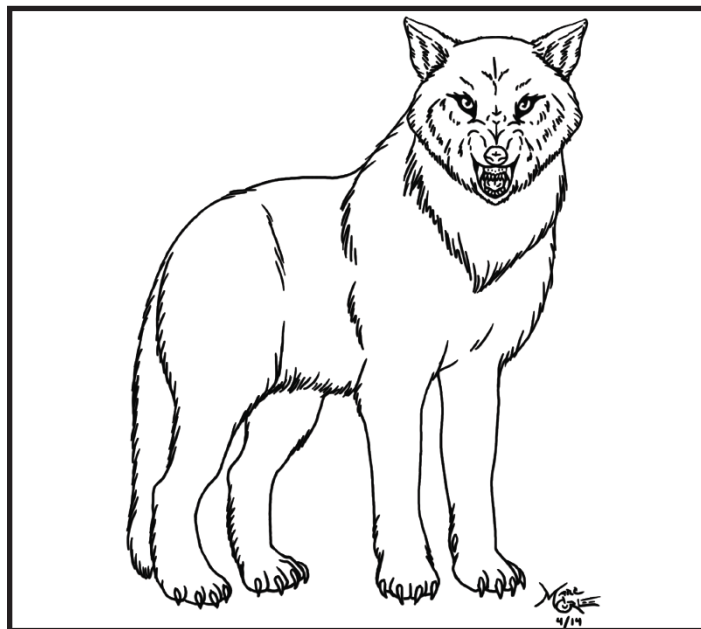
Giant Ticks drain 4 hit points per round after a successful bite. Its bite causes disease (failed saving throw) that will kill a victim in 2d4 days (cure disease or 1 week of bed rest will remove the infection)

Wolf Pack

Howling wolves have caught your scent! They

will arrive in a matter of minutes!

Wolf (1-3): HD 2+2; AC 7[12]; Atk 1 bite (1d4+1); Move 18; Save 16; AL N; CL/XP 2/30; Special: None.



Young Giant Skunk

The familiar scent of a skunk fills the air. As you gather your bearings, it comes charging from the underbrush. The skunk is the size of a large dog.

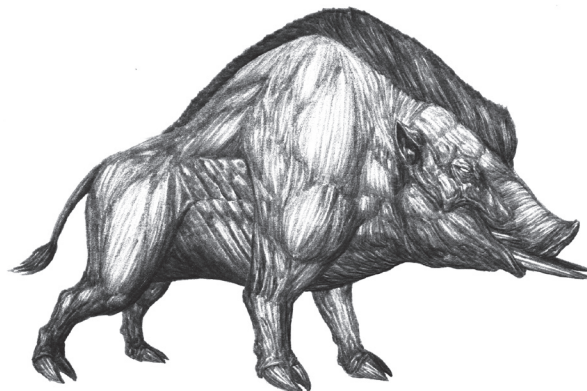
Young Giant Skunk: HD 2; AC 7[12]; Atk 1 bite (1d6); Move 9; Save 13; AL N; CL/XP 3/60; Special: Sprays musk in 15' cone.

Musk: Save or -1 to all rolls until clothes and person are cleaned. An additional save must be made to avoid blindness for 1d6 turns.

Young Wild Boar

Gu-gu-gu! The sound screeches from the bushes to your right. A second call comes, *gu-gu-gu!* The brush shakes violently, and a large boar comes crashing toward the party.

Wild Boar: HD 2; AC 7[12]; Atk 1 gore (3d4); Move 15; Save 15; AL N; CL/XP 3/60; Special: Continue attacks 2 rounds after death.



Die Roll	Nighttime Encounter
1	Smaller Giant Spider
2	Red Tooth Goblins (10)
3	Human Bandits (3-6)
4	Giant Badger
5	Giant Lynx
6	Small Lethal Giant Centipede (1d6)

Smaller Giant Spider

As most of the party rests, the watch sees a fist sized ball descend from the trees. Eight spindly legs hang to its sides, and large mandibles monopolize its face.

Giant Spider (1ft diameter): HD 1+1; AC 8[11]; Atk 1 bite (1hp + poison); Move 9; Save 17; AL N; CL/XP 3/60; Special: lethal poison (+2 saving throw).



Red Tooth Goblins

The forest silences itself. A guttural hiss breaks the quiet. The snapping of twigs under small feet awakens the sleeping. Goblins charge in from several directions!

Red Tooth Goblin (10): HD 1d6 hp; AC 6[13]; Atk 1 weapon (1d6); Move 9; Save 18; AL C; CL/XP B/10; Special: -1 to hit in sunlight.

Human Bandits

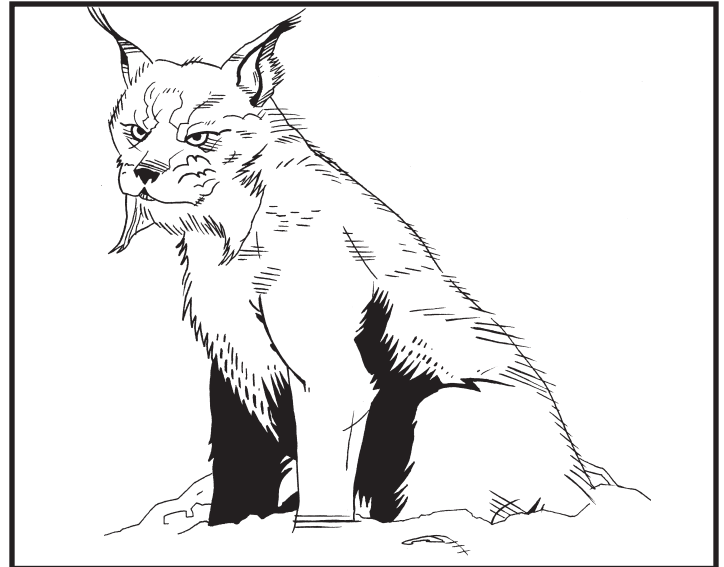
Several men with bows drawn and aimed at your sentries approach the campsite. "We only want your valueables," the man in front shouts.

Bandit (3-6): HD 1; AC 7[12]; Atk 1 weapon (1d8); Move 12; Save 17; AL C; CL/XP 1/15; Special: None.

Giant Badger

A deep chittering sound breaks the calm of the night. A badger, the size of a man comes from the darkness, rushing at you!

Giant Badger: HD 3; AC 4[15]; Atk 2 Claws (1d3), bite (1d6); Move 6; Save 14; AL N; CL/XP 3/60; Special: None.



Giant Lynx

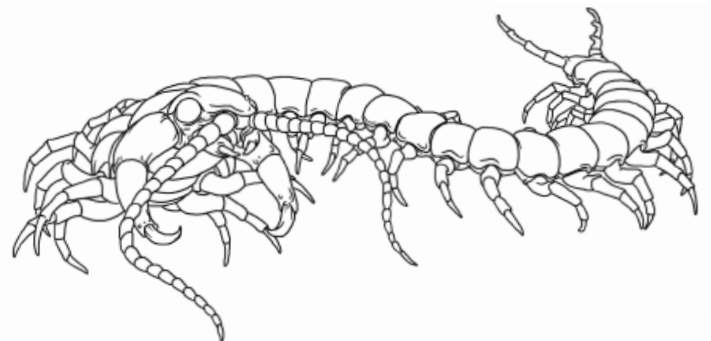
"Rau, rau, rau" comes from the darkness. A lynx thinks you have encroached its territory.

Giant Lynx: HD 2; AC 6[13]; Atk 2 claws (1d2), 1 bite (1d4); Move 12; Save 16; AL N; CL/XP 2/30; Special: Rear claws, surprise.

Small Lethal Giant Centipede

While scrounging for firewood, a log is flipped to reveal several centipedes. The centipedes immediately attack.

Giant Centipede (small, lethal): HD 1d2 hp; AC 9[10]; Atk 1 bite (0 + poison); Move 13; Save 18; AL N; CL/XP 1/15; Special: poison bite (+4 save or die).





RIVER ENCOUNTERS

Die Roll	Daytime Encounter
1	Al-mi'raj
2	Red Tooth Goblins (2d4)
3	Wolf Pack (1-3)
4	Leopard Gripli (4)
5	Monstrous Crab
6	Alligator

Al-mi'raj

As you follow the river, you see ahead of you a rabbit-like creature. As it hops, you discern it to be larger than a normal rabbit. Its coat shimmers with a pink hue, and a single golden horn spires out of its head between its ears.

Al-mi'raj: HD: 1d6; AC: 5 [14]; Atk: Horn (1d6); Move: 24; Save: 18; AL: N; CL/XP: 2/30
Special: Blink, dimension door, immune to poison, magic resistance 30% Al-mi'raj can blink (as the spell) and use a dimension door effect once per round.

Red Tooth Goblins (2d4)

At the river's edge you see goblins gathering water. They see you and are preparing for battle.

Red Tooth Goblin (10): HD 1d6 hp; AC 6[13]; Atk 1 weapon (1d6); Move 9; Save 18; AL C; CL/XP B/10; Special: -1 to hit in sunlight.

Wolf Pack (1-3)

Wolf (1-3): HD 2+2; AC 7[12]; Atk 1 bite (1d4+1); Move 18; Save 16; AL N; CL/XP 2/30; Special: None.

Leopard Gripli (4)

As you continue your trek following the river, a strange sight greets your eyes. Four small frog-men, with green skin and black spots are sunning themselves on a bare spot of riverbank. Each has a short spear nearby.

The leopard gripli are friendly but cannot speak common (although they understand it.) The largest of them can speak a broken dialect of elven. The DM may wish to use this encounter to give more information to the players.

Leopard Gripli: HD: 1+1; AC 7[12] or 5[14] underwater; Atk: 1 spear (1d6); Move 12/18 (swimming); Save: 18; AL: N; CL/XP 1/15

Monstrous Crab

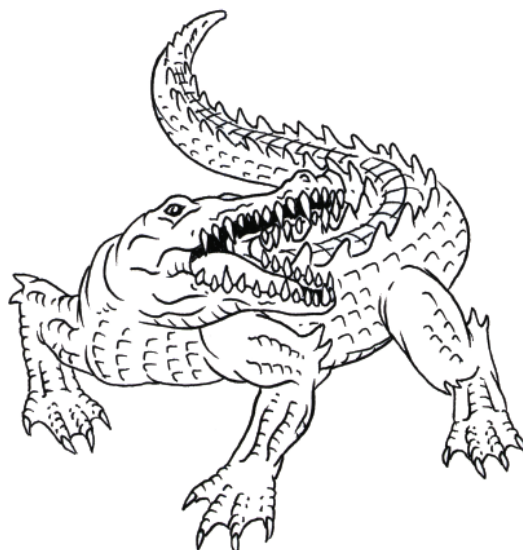
As you stop for a short rest, a monstrous crab scuttles out of the water, moving to attack you.

Monstrous Crab: HD: 3; AC 3[16]; Atk: 2 claws (1d4); Move: 12/9 (swimming); Save: 14; AL: N; CL/XP 3/60

Alligator

A log floats lazily toward you. As it gets close, you notice that it has eyes! The alligator is preparing to strike.

Alligator: HD 3; AC 4[15]; Atk 1 bite (1d6); Move 9 (Swim 12); Save 14; AL N; CL/XP 3/60; Special: None.



Die Roll	Nighttime Encounter
1	Stirges (3)
2	Red Tooth Goblins (2d4)
3	Viper Snake
4	Washed up Ale Barrel
5	Whispers in the Night
6	Giant Killer Frog (3)

Stirges

The lap of leathery wings can be heard faintly. Burtsing out of the darkness are 3 bat-like creatures with sharp probosci that drip venom.

Stirges (3): HD 1d6 hp; AC 6[13]; Atk 1 weapon (1d6); Move 9; Save 18; AL C; CL/XP B/10; Special: -1 to hit in sunlight.

Red Tooth Goblins

The river's gurgle turns to sloshing. A gutteral hiss breaks the quiet. Goblins charge in from several directions!

Red Tooth Goblin (2d4): HD 1d6 hp; AC 6[13]; Atk 1 weapon (1d6); Move 9; Save 18; AL C; CL/XP B/10; Special: -1 to hit in sunlight.



Washed up Ale Barrel

A wooden cask has washed up on shore. The seals are still intact. When opened, the smell of rich ale wafts to the players. The amber liquid inside sloshes satisfyingly and reminds you of your empty tankards.....



Ooze, Amber: HD 1 (5 HP); AC: 6 [13]; Attacks:-; Move: 4; Special: poison-if ingested the amber ooze deals 1d6 damage/day until a saving throw is made and it is 'expelled'

Whispers in the Night

Voices can be heard softly talking across the water. They seem to be moving downriver. With a careful ear, you can hear discussion of 'meeting the boss' and that 'she won't be pleased that we lost them'. The voices fade in the distance.



Giant Killer Frog (3)

Croak! comes from the river. Three large, frog-like creatures hop onto the shore. They squat heavily and leap toward you, fangs and claws in the fore!

Giant Killer Frogs (3): HD 1+4; AC 7[12]; Atk 2 claws (1d2), 1bite (1d4+1); Move 3 (leap 15); Save 17; AL N; CL/XP 2/30; Special: Leap.

UNIQUE ENCOUNTERS

Die Roll	Encounter	Location or Time
1	Old Woodsman	Any
2	Adventuring Party	Any
3	Lost Child	Any
4	Lost Spirit	Night
5	Merchant With a Broken Wagon Wheel	Day Forest
6	The Lone Donkey	Any
7	Roaming Spirit	Night Forest
8	Haunting Dream	Night
9	Lonely Hut	Day Forest
10	Dwarven Pilgrim	Any

1. OLD WOODSMAN

A wisp of smoke can be seen in the distance. You enter a 50' clearing in the woods. A small, well-kept cabin sits in the middle of the clearing. A small brook gurgles lazily across the clearing.

The hermit is not home. He returns in 3d6 minutes, allowing the players to explore. The cabin is a single room with a stone hearth. The players will hear growling dogs before they see or hear the woodsman. He is terse and short-tempered but not completely unfriendly. He will fight if the players are hostile but if treated kindly he will offer hospitality and a safe place to camp for the night. He can also warn them of dangers in the area and help guide them to their destination.

Woodsman

HD 3+3 (HP 15); AC4 [15]; Attack: Sword 1d6, Bow 1d6; Move 12

3 Hunting Hounds

HD 1+2 (HP 7); AC 7 [12]; Attack: bite 1d6

2. ADVENTURING PARTY

The players see another group from the warehouse. On a roll of 1-2, they are hostile; 3-4, they are neutral; on a roll of 5-6, they are friendly.

Dwarf Fighter

HD: 1 (5 HP); AC: 6 [13]; Attack: swords 1d6; Save: 18

Human Fighter

HD: 1 HP (5 HP); AC: 6 [13]; Attack: swords 1d6; Save: 18

Elf Thief

HD: 1d4 HP (5 HP); AC: 6 [13]; Attack: swords 1d6; Save: 18

Human Wizard

HD: 1d4 HP (5 HP); AC: 6 [13]; Attack: swords 1d6; Save: 18; Spells: Magic Missile

3. Lost Child

The players hear sobbing in the woods ahead. A young boy is leaning against a tree trunk and holding his head in his hands. The boy's parents were taken on the road by goblin raiders. He ran into the woods until he couldn't run anymore. There is a 3 in 6 chance that a Red Tooth Goblin Raiding Party is following.

4. Lost Spirit

A pale figure moves erratically through the woods moving back and forth amongst the brush. It is an elven woman in hunting leathers with a bow on her back. She glows with an eerie light and is slightly translucent.

The spirit will ignore the players as it continues her search. If the players attempt to interact or assist the spirit she will appear to talk to them but cannot be heard. She will continue her search until she finds 'the' spot and appears as though she is digging. No hole will appear. If the players dig at that spot they will find a potion of healing and an amulet of shielding. If she is harassed or impeded she will fight the group.

HD: 3 (15 HP); AC:6 [13]; Attack: Drain Life 1d6 damage; Save: 14; Special: incorporeal-it requires a magic weapon to damage the spirit and there is a 50% chance that any blow will pass harmlessly through her

5. Merchant With a Broken Wagon Wheel

You can hear arguing, clanging, grunting, and banging in the distance. As you round a bend in the road, you notice a large wagon leaning precariously as three boys attempt to lift it. You see a bent and disfigured wheel in the dirt. An older man is shouting orders at the boys and struggling to lift a replacement wheel onto the axle.

The merchant and his lads are about to unload the wagon because they are unable to lift the wagon. They will be grateful for any assistance the party offers. If the party does help, the merchant will give them a large brass coin and explain that it will provide them a discount at McEwen's Mercantile shops (10% off price, not applicable to sale items).

6. The Lone Donkey

A lone donkey looks up from the grass he is munching and stares at you with glassy black eyes. Several bags, a small chest, and a small cask are on his back.

The donkey has a small cask of fine wine, several bags with clothes, and a small locked chest containing 33 GP, a fine silver locket (45 GP), and several silk scarves.

8. Haunting Dream

This encounter works best when the dream happens to a cleric. If no cleric is available, paladin, druid, ranger or magic-user (in that order) are acceptable recipients of the dream.

The statue is turning to flesh. What servant of chaos dreamed such a creature? The heads have not yet turned; the lion and goat heads, you think you can handle. The dragon head, though, is worrisome. Your friends stab and cut where the stone has become flesh, but it seems to be too little. As the stone melts away from the neck, you snap awake. Panicked, you reach for your weapon and only find your bedroll damp with sweat.

9. Lonely Hut

In the darkness of the night, you see a warm light in the distance. Moving closer, you find a hut. A fire is burning and there are two cots, various baskets, pots, pans, and utensils. Although there are signs of recent habitation, no one can be discovered nearby.



10. Dwarven Pilgrim

As you round a bend, you are surprised by a dwarf sitting on a stump. His beard shows red highlights and has not yet greyed. His only weapons appear to be a hand axe and a crossbow and he wears a travellers outfit. He is casually enjoying a meal of jerked meat and ale. He smiles at you warmly and invites you to sit and eat with him.

The dwarf's name is Dallin Gempick. He is attempting to return to his ancestral home, Mord Mar. He knows little of the Redstone area. Dallin is a pleasant person, and is thankful for the company.



The Adventure Begins

Evening approaches as you walk through the streets of Redstone. Traffic is steady as people work and sell. You smell the aroma of meat cooking and bread baking, as well as an undercurrent of rot and human waste common to all cities. Someone bumps into you as you move through the crowd. You notice the cloaked figure quickly disappear into crowd.

The cloaked figure is a member of the Black Gloves who was told to slip a note to the players and be noticed doing it.

(Give **Handout #1** to the players.) The note reads: *Brave adventurers needed for a mission. Rewards commensurate with experience and success. Dusk tomorrow for more information.* An address near the walls is written on the note.

THE WAREHOUSE

The streets are mostly deserted in this area of the city as the sun sets. You walk past a patrol of guards who nod to you as you continue by. When you arrive at the address on the note, large wooden doors hang open and you see people assembled inside. A well-dressed man in black leather armor stands inside surveying the assembled people. There are three other groups waiting.

Three groups of five members each are gathered in the warehouse. They consist of:

Group 1: Two human men who are clearly members of some religious order, two armored men with crossbows and longswords, and a jovial Halfling with a short sword.

Group 2: A dwarf in half-plate armor with an ornate battle axe, a tall humanoid in a hooded robe, two men with chainmail, swords, and crossbows, and a human in dark leathers and a black half-cloak.

Group 3: Five halflings, three in chainmail with swords and axes and two in leather armor and green cloaks

Lucius Tyrfellus, Night Blade- Level 4 Thief
HD 4 (HP 16); AC4 [15]; Attack: Longsword 1d8, Daggers 1d4. Special: ; Saving Throw: ; Experience/CR:

The Night Blade, Lucius Tyrfellus, will give each group a roughly drawn map of the location of the Temple of Undying Darkness. He will offer 1500 GP to the first group to return with the Orb. He neglects to warn the groups about the goblin tribe in the area. If he is questioned, he may reveal the following information:

The Orb is a black stone ball the size of a melon.

A client has contracted the retrieval of this item for an esoteric art collection

Completing this job may lead to further work

He is a member of an elite group of 'merchants' with ties through all levels of the city.

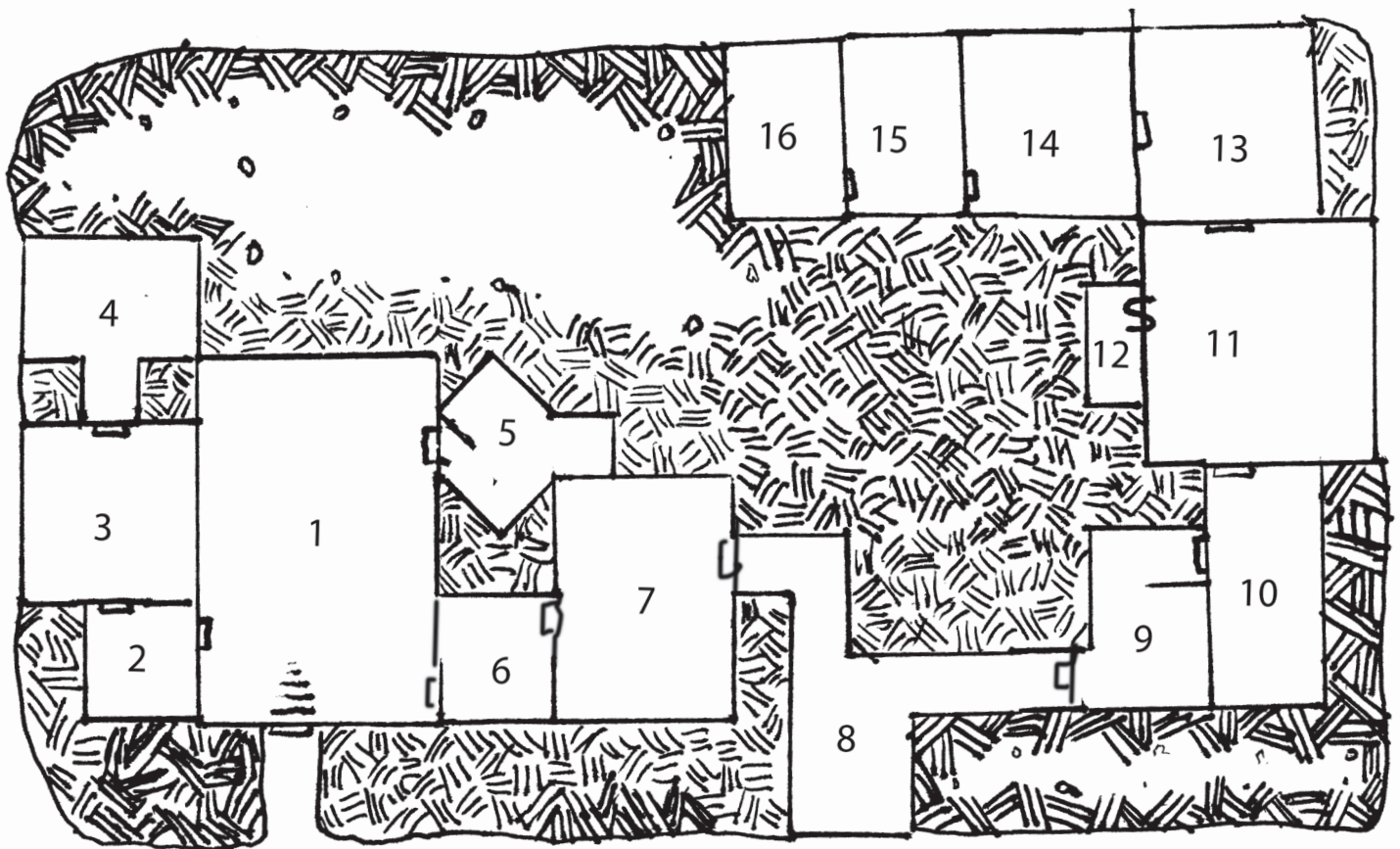


Temple of Undying Darkness

The forest floor opens to a large rocky pit 100' deep and hundreds of feet across. In the scar torn forest floor, it appears as though the area simply sank into the earth. Below you is an encampment with seven huts covered with animal hides spread across the area. A large pile of bones and refuse is tossed haphazardly in one corner. In the center is a single black stone building that is 50' across and 40' wide. It appears to have been carved from a single piece of stone and a large square 10' opening faces south.

The cliffs can be easily climbed to enter the goblin camp. The goblins are spread around haphazardly. At night, 2d6 goblins mill around the area. During the daytime, 1d4 goblins will be awake but they move from tent to tent to stay out of the direct sunlight.

The temple entrance is open and leads immediately down a set of smooth black stone stairs.



Room #1

The smell of filth and rot assails you as you enter this room. 6 filthy humanoid creatures with tallow colored eyes appear shocked to see you. Their sharp toothed mouths yell guttural cries as they draw rusty looking swords

This room is filled with garbage from the filthy creatures inside. All the goblins wear a humanoid tooth painted red around their necks.

Red Tooth Goblin (6): HD 1d6 hp; AC 6[13]; Atk 1 weapon (1d6); Move 9; Save 18; AL C; CL/XP B/10; Special: -1 to hit in sunlight.

Room #2

As the door swings open, two skeletons raise their swords to strike you!

Two human skeletons stand facing the adventurers.. They are wired together and the wire runs from the door to skeletons causing them to raise their swords when the door is opened.

Room #3

This room has a narrow ledge running along the walls. Scraping and movement can be heard from a pit in front of you.

The ledge is one foot wide. The pit is 15' deep and filled with 8 skeletons.

Skeleton (8): HD 1; AC 8[11] or 7[12] with shield; Atk 1 weapon or strike (1d6) or (1d6+1 two-handed); Move 12; Save 17; AL N; CL/XP 1/15; Special: Immune to sleep and charm spells.

Treasure: 4 well-made longswords with pommels depicting a blazing sun and *Darkbreaker*, a +1 War Hammer.



Room #4

A pack of goblins is lounging on furs and quickly leap to their feet when you enter.

Red Tooth Goblin (7): HD 1d6 hp; AC 6[13]; Atk 1 weapon (1d6); Move 9; Save 18; AL C; CL/XP B/10; Special: -1 to hit in sunlight.

Treasure: 133 GP, 7 red teeth on leather thongs, a silvered short sword

Room #5

The door leading into here is locked.

Inside is a small table with arcane implements and a magical scroll containing the *darkness* spell and a note which reads:

Bathe the unholy in a blanket of darkness. Vanquish the light to bring forth the undying evil.

Room #6

A small velvet robed humanoid with a necklace of enameled red teeth glares at you. His faced is smear with a black substance, making his yellow eyes more prominent. Two burly goblinoids brandishing large black-bladed swords flank him



Hobgoblin (2): HD 1+1; AC 5[14]; Atk 1 weapon (1d8); Move 9; Save 17; AL C; CL/XP 2/30; Special: black tar poison- Save or lose 1d3 Constitution points until you have rested for the night

Goblin Night Shaman: HD: 3 (15 HP); AC: 5 [14]; Attack: 1 Mace (1d6); Move 9; Save:15; AL: C; CL/XP 2/30; Special: Spells: *cure wounds*, *darkness*

Treasure: Key to **Room #5**, cold iron mace

Room #7

This room has a two foot stone dish filled with a liquid in the center. The liquid smells sharp and acrid (acid, 1d6-2 damage if touched).

Room #8

Sobbing and the rattling of chains can be heard behind this heavy wooden door. The room smells of unwashed bodies and decay. Three sets of manacles are attached to each wall. Six adult bodies hang raggedly from the wall and two children hang from their wrists about with feet dangling above the floor.

Three of the adults and both children are still alive. The other adult bodies are dead and beginning to smell. The people are all from nearby villages. This is an excellent spot to incorporate a new character if one has already met an untimely death.

Room #9

A 5' fiery orange and yellow sun tile mosaic covers the western wall. Soot marks the walls and floor of the room.

A line of faint light crosses the room 10' in. When the 'wall' of light is broken then three sections of

the eastern wall will slide open and each release a fire beetle. The sections will stay open and contain only charred remains of previous meals and the jewelry listed below. The sun mosaic is a secret door that can be activated by casting a light spell on it, touching a lit torch to it, or dousing it with oil and lighting it.

Giant Fire Beetle (3): HD 1+3; AC 5[14]; Atk 1 bite (1d4+2); Move 12; Save 18; AL N; CL/XP 1/15; Special: Spit Fire (1d3, range 3).

Treasure: silver necklace and bracelet worth 25 GP each

Room #10

A stone pedestal of smooth black rock sits in this room. An ornate sword rests on a velvet cloth on the pedestal.

Treasure: +1 Meteoric Flaming Longsword: this sword does 1d8+1 damage and an additional 1d6 fire damage. The flames may be turned off and on with a command word. The wielder may 'swing' the sword to hurl a ball of flames 30' with a -2 to hit for 1d6 damage.

Room #11

Red Tooth Goblin (6): HD 1d6 hp; AC 6[13]; Atk 1 weapon (1d6); Move 9; Save 18; AL C; CL/XP B/10; Special: -1 to hit in sunlight.

There is a small chest in the corner with a poison needle trap (1d6 damage if not disarmed with Find/Remove Traps)

Treasure: 111GP

Room #12

A large pedestal with a metal box sits in the center of this room. Moving more than five feet into the room triggers the box to fall apart and bathe the room in magical darkness emanating from the Orb of Darkness in the center. Creatures from **Rooms #13** and **#14** are also released into the area.

Room #13

When the orb container is opened, the door to this room will also open and release these creatures into the darkness.

3 Shadow Men

AC: 5[14] HD:1+2 Attack: 1d6 shadow swords
Special: these creatures are invisible in darkness and must be in light to be damaged

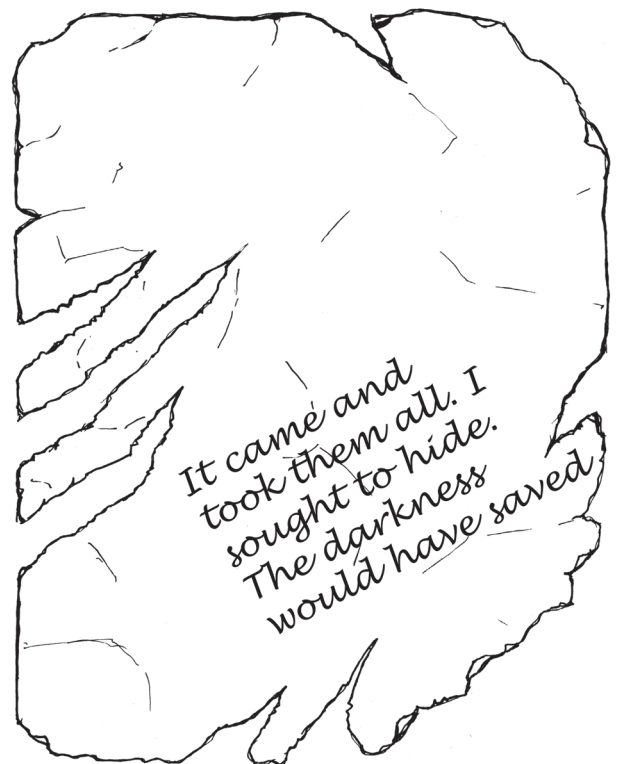
Room #14

This room contains a bed with a pile of furs on it, a wooden chest, and a wooden desk and chair.

If the goblin night shaman retreated after the loss of a bodyguard, he will be in this room with two bodyguards. If noises are heard from the orb room, he will venture out to attack. His chest is trapped with a poison needle (1d6 damage).

Treasure: 3 potions of healing (in desk), 277 gp and dagger of the night (in chest), note. Give the players **Handout #2**.

The players may encounter groups of goblins or cultists on their way back to Redstone. Whether you have them fight or simply apply pressure by having them spot these groups and hear them passing is up to you as a DM. It is important to have them feel harangued by both the Red Tooth Goblins and the Cultists of Krocyrian.



Temple of Undying Light

Rising from the forest less than a mile in front of you is Sunbent Peak. You see now the trick of perspective or light that obscured this peak also cause it to appear suddenly before you. The forest is quiet as you move closer and the game trail you've been following ends abruptly. You can see that the peak has split down one side, as if a godlike hand had pulled a section of the mountain from its body.

The southern side of the peak has a large cave entrance. Outside the entrance are haphazardly strewn three the area, as if tossed by a large hand. The sides of this mountain are smooth and rise straight up with minimal sloping.

Piercers reside on the ceiling and plummet onto any living creature they detect. A roper lives near the pond. If the players ask about the ceiling and watch it for several rounds, they will notice the stalactites moving.

Piercers (10) (1HD): HD 1; AC 3[16]; Atk 1 drop and pierce (1d6); Move 1; Save 17; AL N; CL/XP 1/15; Special: Drop.

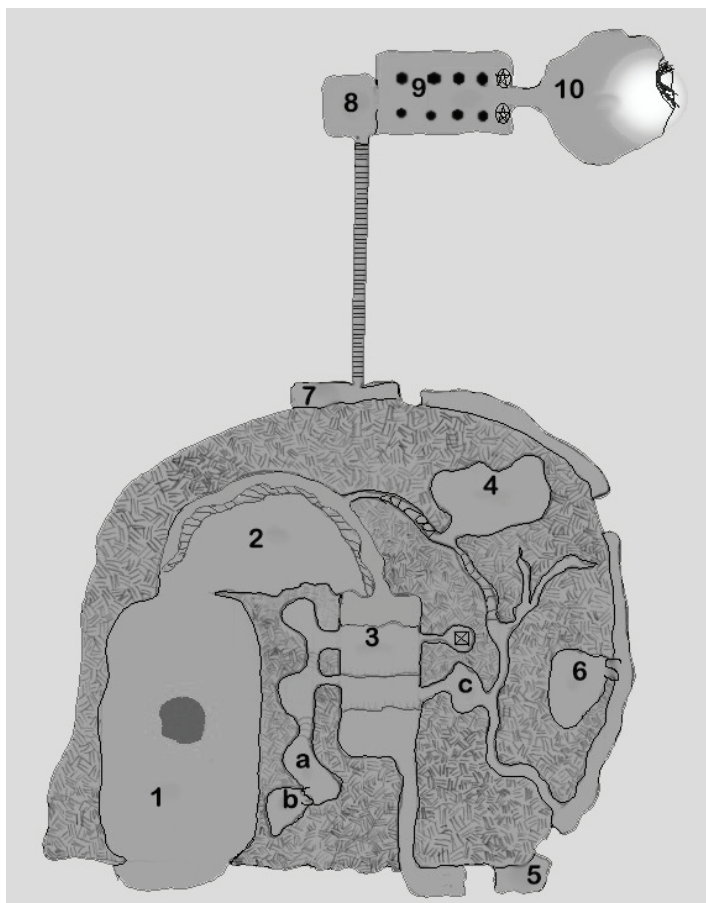
Roper (10 HD): HD 10 (35 HP); AC 0[19]; Atk 1 tentacle (weakness), 1 bite (2d10); Move 3; Save 5; AL N; CL/XP 11/1700; Special: tentacles grab and cause weakness.

Room #2

This sloping passage curves back around on itself as moves 100' up in elevation along a cavern wall. The ramp thins to 4' wide in spots but much of it is 10' wide with one edge plummeting to the floor below. The center floor is filled with rough gravel, rocks, and pieces of bone. Small cave entrances and alcoves may be seen in the rock face throughout the cavern and the middle is open to the sky.

This flock of black creatures with intelligent eyes, sharp-toothed mouths, furry bodies, and feathered wings moves quickly towards you. You can hear the sounds of dozens of voices as their slavering mouths close on you.

Fellwing (8): HD 1 (4 HP); AC 6[13]; Attack: bite (1d4); Move: 12/24 (fly); Save: 18; AL N; CL/XP:



Wandering Monsters

When players remain in one area for longer than a turn (10 minutes), there is a 25% chance of a wandering monster encounter from nearby rooms.

Room #1

This 60' wide by 100' deep cavern has stalactites and stalagmites scattered throughout. A small pool resides in the center of the cavern. An opening sloping up is on the opposite wall. The ceiling is 60' high and rough stone with many natural handholds.

1/15; Special: fly, stun: make a saving throw at +2 or be stunned by the flood of voices in target's mind calling for death and blood.

Room #3

This wide cave is 30' wide and contains roughly 10' high 'steps'. Caves break off to the sides at each step. After being in a shaft of bright daylight, this 'stairway' appears to be extremely dark. The dead-end passage to the east reveals a deep pit (60').

The bottom of the pit is filled with bones and may be searched for the following items: (1: nothing; 2: a single worn sandal; 3: 3 sp; 4: a dagger; 5: a quiver with 10 arrows- roll to see how many are broken; 6: a brass signet ring worth 25 gp)

a. A series of small caves and stairs skirt the main 'stairway'

b. This secret door reveals a hidden cache of treasure: ring of the feather, potion of flying, potion of levitation

c. This small cave leads to a passage moving from north to south. Wind can be heard whistling down this path. This path ends in a secret door that opens halfway up the ramp in the second cave.

Room #4

As the players approach this room, they will hear scratching. This large cavern is a nesting area for the fellwings that have infested this place.

Fellwing (8): HD 1 (4 HP); AC 6[13]; Attack: bite (1d4); Move: 15; Save: 18; AL N;CL/XP: 1/15; Special: fly, stun- make a saving throw at +2 or be stunned by the flood of voices in target's mind calling for death and blood.

Treasure: (located in the nest) 79GP, a gold necklace worth 50GP, a silver locket with an ink drawn portrait of a woman and a child (30 GP), a silver dagger with a round emerald in the pommel, three silver arrows, a potion of flying

Room #5

The pathway sloping upwards is interspersed with sections that appear to have crumbled away and sections of varying width.

Players will have to figure out how to safely cross this treacherous pathway.

Room #6

This hidden room offers safe respite for the adventurers. It contains two wooden beds, a small desk, and a chest. The chest contains 63GP, a +1 dagger, and 2 magical scrolls with spells of the DM's choice. A +1 longsword is hidden under

the mattress of one of the beds. A series of 'peep-holes' allow the players to peer out of the room and across the landscape.

Room #7

A stone landing meets a wooden and rope bridge that sways precariously as it stretches across the chasm to a cliff. The chasm drops several hundred feet to the landscape below.

The bridge has several rotted or broken boards. Crossing requires 3 saving throws (1 per 20'). On a failed saving throw, the player has fallen prone. They must make another saving throw or fall off the bridge. If the players are moving carefully (having a thief check the cautiously, poking the boards ahead, etc.) then they can receive a +4 bonus to their saving throw.

Room #8

The door is stuck and must be forced open. Speaking the name found on the note will also cause the door be easily opened. Several large black feathers can be found in the area. Searching carefully will reveal a note:

It came and took them all. I sought to hide. The darkness would have saved.
See **Player Handout #2**.

Room #9

This room is bare except for a statue of a snake with massive muscled arms.

Snake Statue:

HD 3+3 (18 HP); AC 3 [16]; Attack: 1d6 punch; Special gaze 1/round save or be paralyzed 1d6 rounds

Room #10

This rough hewn room is filled with bones. A large nest dominates the far end of the room. You can see a dark shadow in the center of the room.

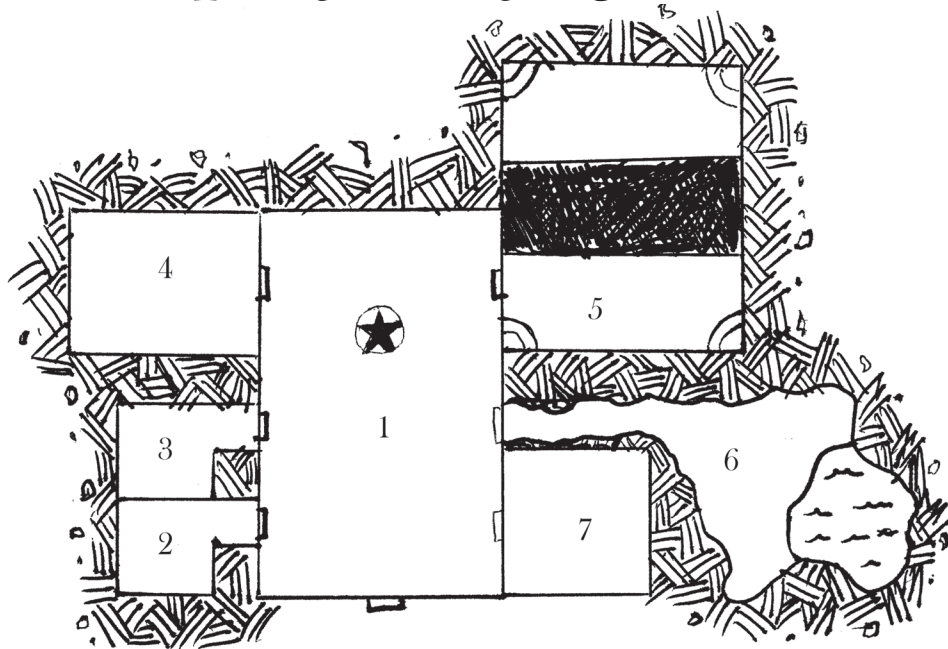
After the whole party has entered the room, a large black feathered raptor drops a boulder to cover the entrance and begins swooping at the party in an attempt to rip the party to shreds using its dark talons.

Night Raptor: HD 6 +3 (33 HP); AC 5 [14]; Attack: 2 Claws 1d6, Bite 2d6; Special: 2/day Cause 20' radius magical darkness for 1d6 combat rounds, fly

Treasure: orb of undying light, orange-sized gold ball, 1311 GP, 427 SP



Temple of Undying Discord



This glade is the home of a Dryad who was magically coerced to hide the entrance to the Temple of Discord. She requires any potential entrants to complete her three tasks. Her tasks are:

- 1.) Find a mistletoe from the surrounding forest
- 2.) Retrieve a lily from a nearby pond
- 3.) Present the plants and tell her a poem that pleases her

The dryad will provide the players directions to find the mistletoe and the lily.

1. Mistletoe

The mistletoe is in a thicket to the south. The plant is in the center of a clearing which is being used by a group of goblins and their hobgoblin leader. They are members of the Red Tooth tribe gathering lumber.

10 Goblins

HD: 1d6 HP (5 HP); AC: 6 [13]; Attack: swords 1d6; Save: 18

Hobgoblin leader 'Voort'

HD: 1+1 (7 HP); AC:5 [14]; Attack: Axe 1d6+1; Save:17

Treasure: +1 handaxe, 52 GP, 71 SP, 113 CP, a leather bag of humanoid teeth that have been dyed red

2. The Lily

The dryad's directions lead you to a pond surrounded by marshy reeds and wetlands. Ap-

proaching, you sink into the mud up to your knees. A small island towards the center of the pond is filled with beautiful lilies.

The pond is home to a Giant Constrictor Snake. The muddy shores hamper movement and limit the players to either a movement or an attack/action each round.

Giant Constrictor Snake

HD: 6 (36 HP); AC: 5 [14]; Attacks: bite 1d3; Save:14; Special: Constriction- automatic damage once it has struck a creature until it releases or is killed, there is a 1 in 6 chance that an arm or leg is pinned

3. The Poem

The nymph must be presented a poem that references three things:

1. a flower
2. water
3. the forest

After listening to a poem the players recite, she will drop hints about what she wants. She can say things like, "not colorful enough, too drab, not enough life, too dry". Have fun with this and let the players tell you some ridiculous poems. Continue to encourage them until they meet the requirements of the poem.

After the Dryad's 'demands' are met, she waves her hand and a low rumbling occurs. In moments, trees have moved and a set of stairs going into the earth reveals a large metal door.

Within the Temple of Undying Discord

Room #1

This cavernous room is dominated by a 14' tall stone statue of a lion body, with a goat head, lion head and dragon head. In the dragon's mouth, a slightly curved piece of glass with shards below it is visible. The beast rests on a pile of coins and items realistically carved from the stone below. Six metal doors with brass rivets and fittings are visible around the room.

Room #2

This 20' square room has two 5' wide shelves on the north and south walls. Each shelf contains an intricate and well-crafted diorama. They depict:

- (a.) A lion standing upon a rock in a grassy savannah. A group of hunters can be seen stalking through the long grass.
- (b.) A fierce-looking mountain goat standing on one end of a wood and rope bridge that spans a mountain chasm.
- (c.) A dragon rearing up and breathing flames on a group of cowering people in a razed village.
- (d.) A glowing orb on a platform, the space behind it is painted black. It feels empty, or possibly unfinished.

Solution: All the pieces to build a chimera model are removable and will click into place above the orb to build the chimera looming over the orb. The pieces are: lion body, lion head, dragon head, and goat head. When this is completed, a piece of *slightly curved obsidian glass* drops to the ground in the middle of the room.



Room #3

Four stone pedestals are evenly spaced in the 20' x 20' room. Each pedestal stands about 4' tall and has a 2'x2' stone top. Metal puzzle pieces are assembled atop each pedestal: one gold, one copper, one silver, and one electrum. A single puzzle piece rests next to each pedestal on the floor.

Placing a puzzle piece onto the board will release a jolt of eldritch energy into the character. The character then takes 1d6 damage (save for half.) If all of the puzzle pieces are removed, a piece of *slightly curved obsidian glass* materializes and falls to the ground in the middle of the room. Putting the puzzles together causes damage, removing the pieces from the board causes the piece to appear.

The puzzle pieces are worth a total of 1800 GP.

Room #4

A large metal statue stands in the center of this 30'x 40' room. It has smooth green gems for eyes that pulse regularly. A strange glowing symbol is apparent on its chest and it holds a crude axe.

Iron Golem of Discord

HD: 6 (36 HP); AC: 3 [16]; Attack: axe or fist (1d8); Move: 6; Save: 8; Special: immune to magic, all non-magical weapons, slowed by lightning (see chart); CL/Experience: 7/600

Each round of combat, roll 1d6 for the Iron Golem. The symbol on its chest changes and it is subject to a new effect (the previous effect is canceled):

Die Roll (1d6)	Effect
1	Golem takes no action
2	Golem attacks as normal
3	Golem's metal dulls and can be affected by magic attacks
4	Golem turns to flesh (AC 9 [10])
5	Golem charges full speed in a line (30') in a random direction. Anyone in the way takes 1d6 damage (save at +2 for none)
6	The golem spits an azure glowing goo at target character. If hit the character heals 1d6+1 HP.

When the golem has been destroyed, a small flash occurs and a piece of *slightly curved obsidian glass* drops to the ground in the middle of the room.



Room #5

This room is 50' wide and 60' long. A 20' wide chasm stretches across the center of this room. In each corner is a small raised dais that faces a curved mirror. An ornate wooden wardrobe. A piece of slightly curved obsidian glass rests on a small pedestal in the center of the other side.

Each wardrobe contains various coats and hats. If the players can imagine it, then it can be found inside. Each item is worth 25 GP. When one person is wearing a hat and coat and standing on the dais admiring themselves in the mirror, then an invisible bridge crossing the chasm will form. If two people stand on the dais' then a 'clone' of each will appear in the opposite corner mirror. The 'clones' will be openly hostile.

Character Clone: HD: 1+2 (8 HP); AC: as cloned player; Attacks/Specials: As cloned player; Save: 12

All items the clones possess disappear as their bodies melt into sludge.

Room #6

Flakes of oxidized metal float through the thick humid air in the passage which continues 20' before the walls transition from smooth stone to natural rock. The passage continues into a cavern. Stalactites and stalagmites pierce the cave and a blue luminescent glow emanates from lichen and moss growing on the damp walls. A bubbling pool of sulfurous water susurrates in

the back corner of this cave. The shadows flicker. Movement?

3 Rust Monsters

These monsters will strike metal and cause it to rust so that it may eat it. They only attack metal (weapons or armor.) A successful attack will rust metal armor or weapons.

Rust Monsters (3): HD 5 (20 HP); AC: 2 [17]; Attacks: 2 antennae; Special: cause rusting. These monsters will strike metal and cause it to rust so that it may eat it. They only attack metal (weapons or armor.) A successful attack will rust metal armor or weapons.

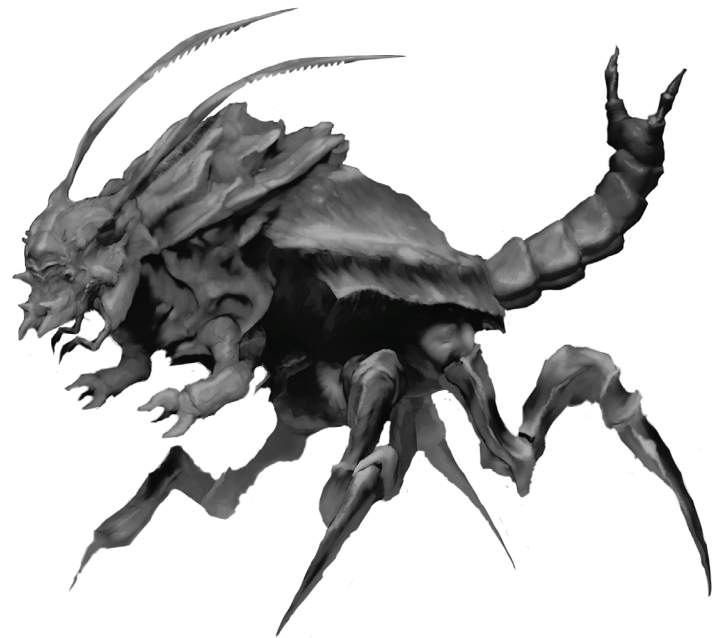
Floating in the bubbles of the pool is *a piece of slightly curved obsidian glass.*

Room #7

Opening the door to this room reveals a 30' by 30' room. Two large jackal-like creatures limned in black fire sit in the center watching you. They rise slowly move to opposite sides of the room as they begin to stalk you.

Jackals of Darkness (2): HD: 4 (20 HP); AC: 4 [15]; Attacks: bite 1d6; Save:13; Special: black fire this fire streams from the jackal and covers an opponent within 50' dealing 1 damage per round; turn as mummies

When the jackals are defeated, a piece of slightly curved obsidian glass appears as their corpses melt before your eyes.



Assembling the Orb

As you move a piece of the obsidian shard closer to the broken pieces in the dragon's maw, they are pulled together, rising from the pouches and packs they've been stowed in. As they come together, the stone statue of the chimera begins melting to reveal a ravenous flesh and blood creature.

The 'melting' effect takes 3 rounds. In this time, allow and encourage the players to act and attack the chimera before it is fully 'active'.

Chimera: HD: 9 (54 HP); AC 4 [15]; Attacks: 2 claws (1d3), goat horns (1d3), lion bite (1d6), dragon bite (2d6); Save: 6 Special: breathe fire 3x/day in a 50' cone dealing 3d6 damage (save for half.)

The Orb of Discord is now active.



Once the chimera is slain it shatters into stone and flesh pieces, a chaotic mess of anachronistic creature. All that remains is the treasure the creature was standing upon.

Treasure: 3956 GP, 1113 SP, a wand of magic missiles (30 charges/uses), +1 plate mail of duress, +1 battle axe, +1 bow, +1 mace, an orange sized silver ball

As you leave the Temple of Discord, a group of 13 men form a half circle trapping them against the doors. The dryad is not in sight but the glade is eerily quiet. 12 of the men are wearing simple black robes and one is wearing a more ornate purple robe with golden trim.

"Release the Orb to us and you will be rewarded, with gold and magic" rasps the man in purple, "Or we will pry it from your dead hands." The men around him immediately draw wicked looking black sickles

If the players turn the orb over, the man in the purple robe will toss a pair of magical boots (*Boots of the Jig*, see Appendix page 26) and a pouch of 500 GP on the ground as his group moves off warily but quickly. If the player's refuse, he will send his men to fight them. He will not enter the combat but will support his men with spells and he will withdraw if half of his men fall.

The dryad will reveal herself once the men are dead and gone. If the players 'remove the filth from her glade', she will give them each an earthenware cup of water which will heal 1d6 hit points.



Acolytes

HD: 2+1 (13 HP);

AC: 5 [14]; Attacks: 1d6 sickle, 1d6 tentacle arm; Save: 14

Ralen Lightspear

HD: 7 (42 HP); AC 3 [16]; Attacks: 1d6 sickle; Save: 8; Spells: cure wounds, sleep, charm person, darkness 15' radius, mirror image (creates 1d6 images of the priest. If struck they disappear), hold person (save or be 'held' until a save is made or spell is released).



Temple of Undying Law

This thick and ancient forest is teeming with life. Birds can be heard singing, squirrels observe you from nearby branches, and the rustle of unseen creatures can be heard in the underbrush. A well-constructed road appears in front of you. The stone work is clearly worn but the stones are firmly placed with minimal space between them.

This road is held intact by magic placed upon the stones. They can be removed but it requires 10-20 minutes per stone. On the bottom of each 2'x2' stone is a magical rune that prevents its wear and decay. The road is clearly old and a skilled eye can recognize the work as that of a long dead empire that is over 2500 years old. Following the path for an hour leads you to the Temple of Undying Law.

The ancient forest opens to a clearing of close cropped and manicured grass and flower beds. The road past several statues and fountains. Before you stands a gleaming white marble building. A row of stone pillars obscures the front and a pitched roof rises above a pediment that depicts warriors in heavy armor wielding swords and halberds to fight hordes of demons and devils. The stone doors beyond are slightly ajar.

The entire garden area and stone road radiate magic. When describing this area to the players as they look around the vividness of the colors and light should be emphasized. Any player entering this garden area will immediately heal 1d6 HP if they are injured and of Lawful or Neutral alignment.

Room #1

The walls of this room are sheer and smooth with minimal apparent handholds. A raised circular platform rises 40' from the floor in the center. A blue-white glowing orb rests on an ornate filigreed stand upon the platform. Three doors are on the eastern wall and three doors are mirrored on the western wall.

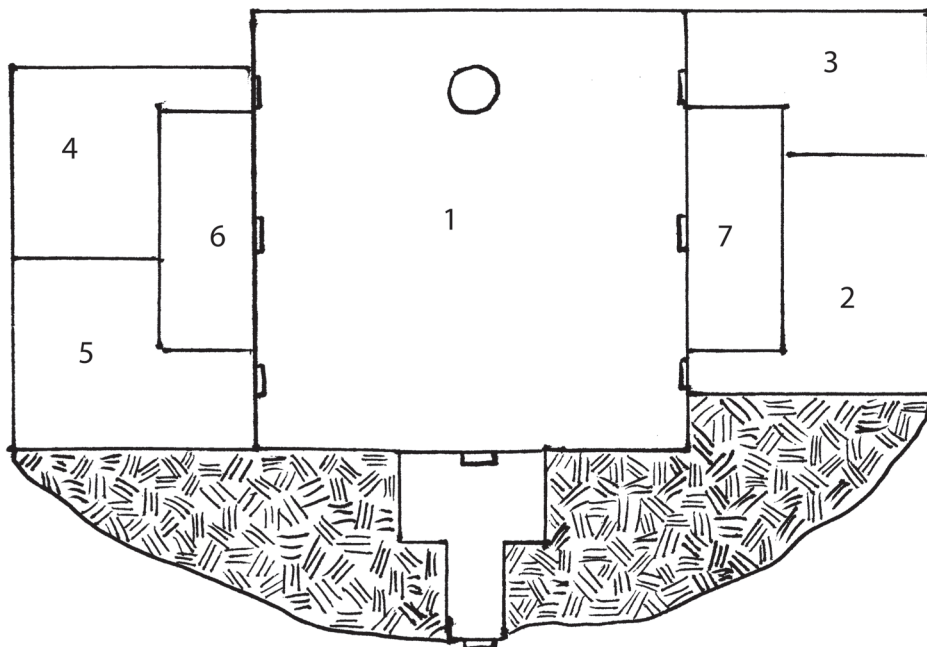
A clear and immensely strong enchanted glass surrounds the platform that contains the orb. The only 'open' area is against the north side. As the players progress and complete the puzzles and obstacles in the rooms, a piece of walkway will appear. When all six have been completed, the walkway leading up the western wall and curving along the northern wall to the platform will be in place.

Room #2

A smooth flat altar of reddish stone sits in this room against the far wall. A thick, leathery parchment with strange writing sits next to a silver bowl, a silver knife with a bone handle, and crystal decanter.

Careful examination of the room will find writing on the back, bottom corner of the altar where it meets the floor. It is written with chalk and in a common tongue. It reads: The blood of the holy will unlock the stairs when the bowl is anointed.

The stairs will activate when the blood of a cleric is put into the bowl. Using the knife to do this will cause 1 damage to the player.



Room #3

There is only a 3' wide path leading straight to the light. Off the sides of the path is a 20' drop into a spiked pit (2d6 damage, save for half). No light will work within this room. When the light is touched, the grinding of stone can be heard in the distance. There is light in the pit that cannot be detected from outside of it. Within the pit, the bones and remains of previous victims can be seen.

If they are searched the following items can be discovered:

1d20 GP

A mace with *Continual Light* cast on its head

A silver holy symbol of Baphomet

A pair of leather gloves

A dented shield, with a lion embossed on its face

Room #4

Several rotting corpses hang in cages around the room. The putrid smell is overpowering.

Once the group enters this room, the door slams shut and the cages open with the piercing shriek of metal grinding on metal. If the door is prevented from closing, the cages will not open. When all the creatures have been destroyed, a grinding of stone can be heard in the distance.

5 Ghouls

HD: 2 (9 HP); AC: 6 [13];

Attacks: 2 Claws (1d3), 1 bite

(1d4); Save: 16; Special: pa-

ralysis (3d6 turns on failed saving throw), immune to charm and sleep



Room #5

An alien female demon with leathery wings looms in the center of this room. Her sword is held aloft prepared to parry an unseen blow. Her viciously clawed hand is grasping a large feather.

Removing the feather from the devil's grasp will awaken the devil. The feather is quite easy to remove. When the devil is destroyed, a grinding of stone can be heard in the distance. Alternatively, if the statue is smashed, the stairs in the main hall will also activate. In the remains of the demon the players will discover: an orange sized *platinum ball*, 1600 GP worth of gems and jewelry

Demon, Alu-: HD: 6 (30 HP); AC 1 [18]; Attacks: 1d8 sword, 1d4 claws (2); Special: Charm Person (3/day), Dimension Door (1/day), ESP (3/day), Suggestion (3/day), immune to poison, vampiric touch (gains hit points dealt by claw attacks), telepathy 100 ft.

Room #6

A statue of a beautiful angel stands in the center of this room. His right arm is raised and poised to strike with his sword and his left hand is loosely grasping a thin leathery membrane.

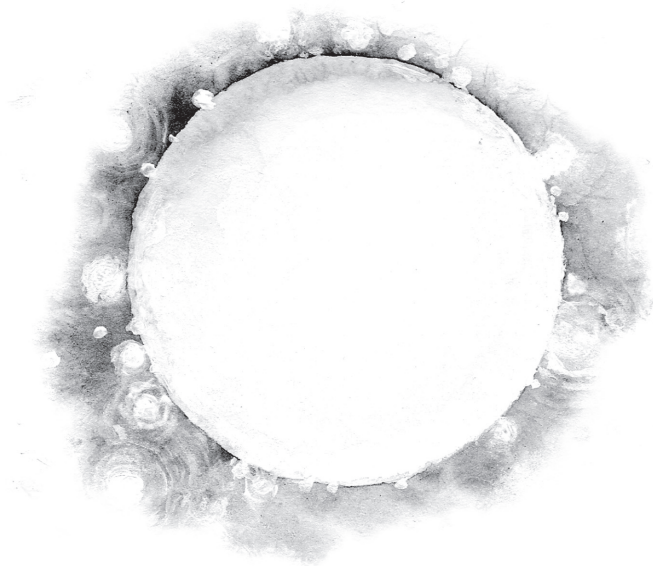
Removing the piece of devil wing from the angel's grasp will awaken it. It is a benevolent creature that immediately asks about the devil it was battling. Awakening the angel causes a piece of the stairs to the Orb to grind into place. The angel will tell the players:

1. The Orbs can be used to release a dark and powerful ancient evil into the area. The creature it releases will seek only to devour the lands.

2. The Orbs can be destroyed using an ancient ritual.

3. The ritual must be completed in the liminal realms that exist between this world and the void that houses the dark powers that seek to escape.

Angel, Chalkydri: HD: 9 (54 HP); AC: 0 [19]; Attacks: 1d8+2 plus 1d6 +2 flaming longsword; Save: 7; Move: 9/ 18 (fly)



Plane of the Orbs

The map provided by the angel has four X's marked on it demonstrating the location of the entrances. (See Player Handout #3)

The Four Entrances:

Darkness: Entering the shadow of the great elm at sunset in the Plaza of Smith's in the Merchant's Quarter brings you into the Outer Realm.

Light: This door is located inside the castle keep and is heavily guarded. Petitioning the King's Steward may yield access to this door.

Law: The Temple of Muir is marked upon the map. The clergy will show the player's (and Delwin) to a solid silver door that they have never been able to open. Uncovering the Orb of Law will cause the door to open.

Discord: A spot in the Lower Quarter is marked. If checked, only an intersection is discovered. The shops on the corner are: Taxidermy and Tanning, The Seared Tentacle Tavern, Elim's Bricks, and The Pickler's Picklery. Around a corner from the intersection is an alleyway. In the alleyway is a locked sewer grate. This grate is guarded by several cultists observing from a nearby doorway.

The Outer Realm

Sight beyond 20' is slightly obscured in this realm and appears 'foggy' and strange murmuring and voices are constantly heard in the distance.

Creatures of shadow can be seen just inside the fog 20' away but will not approach unless the players activate a light source. When describing this area use words like: gloomy, shadowy. The players enter at the same time as the following groups and each group has brought any Orbs they may possess (they may be with one of these groups):

The Black Gloves: Led by the King's possessed daughter, this group consist of 6 thugs and Lucius. They will attempt intimidation first.

The Cultists of Krocyrion: This group is encountered as they finish a battle against shadow creatures. Ralen and 8 cultists comprise this group.

The Church of Muir: This group is surrounded by a beacon of light. Delwin, three clerics, and four foot soldiers make up this group.

The Church will not be hostile and will attempt to enlist the PCs aid and request that they join

their mission to complete the ritual with the statue of law and destroy the Orbs. Both the Black Gloves and the Cultists of Krocyrion will attempt to assault the players and obtain any orbs they have. The maze in these gardens is meant to increase the feelings of being in an otherworldly place.

Every turn the players explore the maze will cause an encounter. Roll 1d6. On a roll of 1-3, the players encounter one of the other groups exploring the maze. One turn after the players encounter all of the other groups, they will discover the entrance to the Vault. On a roll of 4-6, the players encounter your choice from the list below:

Encounter
A decapitated head sits on a rock at the corner of this junction. As the players approach, its eyes open and it speaks, "Pleh em! File sih pak-es!" It then sighs and closes its eyes.
A still smoking pipe sits on the ground in the garden path.
Charred and blackened bones that are still smoking.
A small white rabbit hunched over its meal-a bloody humanoid hand.
An enchanting wordless melody. The singer is a small ladybug with a humanoid face.
A chicken wreathed in flames that runs past the group and disappears around the corner.

Vault of the Undying

You enter a courtyard with ivy coated walls, a large statue of a beautiful man carved from white marble, and a large circular metal door with cogwheels apparent on its face. The ground is covered in black marble tiles.

Careful examination of the statue reveals a small golden line on the shoulder on the arm side and a series of tiny numbers on the shoulder of the body side. The golden line indicates a number and the left arm is resting at 3 and the right arm is resting at 5.

Placing the previously found metal balls into the arms will cause them to sink down. When the arms have an equal value, the doors will open and the fingers of the hands will tighten around the ball making it irretrievable. If another value is placed in the hands roll on the following chart to determine the result, after which the balls will fall to the ground.

The 'weight' of the metal balls is:

Copper=1

Silver=2

Gold=3

Platinum=4

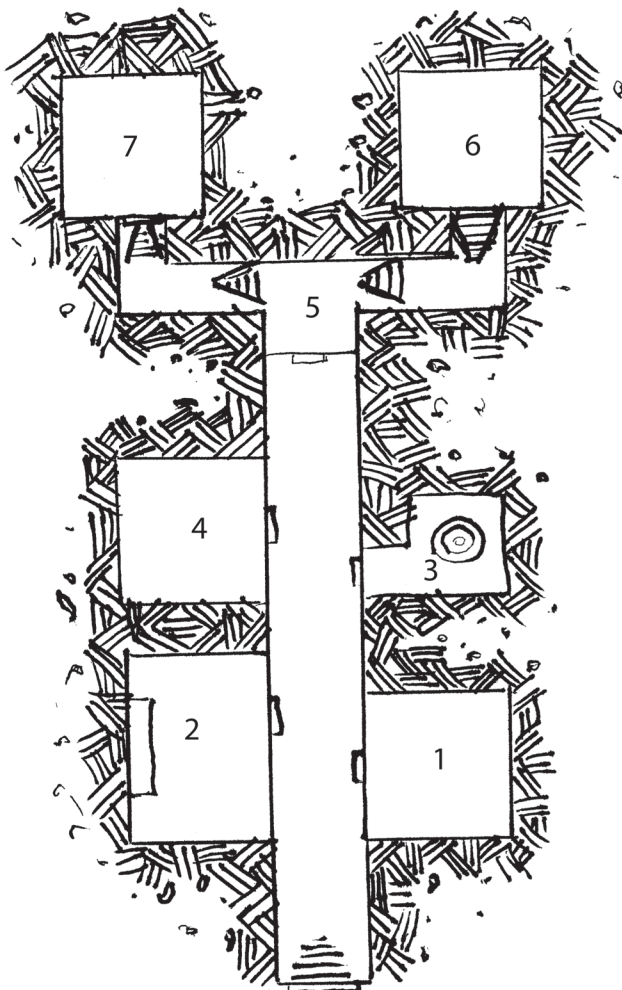
Example solutions: Silver in left hand and platinum in right hand. Copper in left hand and gold in right hand.

Room #1

This room has obsidian walls that seem to swallow the light. They are polished as smooth as glass and seem to absorb light. Silver metal script is inlaid in the wall facing the door. It reads: An-vich ka inepo i anak yed.

(See Player Handout #4)

Searching the room and door carefully reveals the word ak written below the icon of an eye on the right side of the door near the floor, an icon



of a hand with the text vich written below it on the left side of the door near the floor. The words translate as: Reach into darkness and see the key. Feeling around the walls will reveal a spot under the written words that will swivel in on interior hinges when pressed and inside is a key.

Room #2

This room is exceedingly bright. There is no source of origination for the light. An ancient script can be seen along the back wall. The script reads: Aniak ka inepo. Ne-aniak ka talepo. (See Player Handout #5).

Searching the room carefully will reveal the word talepo with an icon of a sun above it locate to the side of the entrance and ak with an icon of an eye on the other side of the entrance. Note to GM: If your players are struggling, offer the wizard/magic-user or cleric a 'roll' and give them a clue. The translation is: I see in darkness. I do not see in light. If a player presses their eyes closed and 'looks' around the room then they will see a glowing key hanging from the ceiling by a thin wire.

Room #3

This 20' by 20' room has a raised dais in the center. Resting on a satin pillow on the dais is a rough cube of opaque milky crystal that is about 1' on each side. A golden key can be seen in the center of the crystal. Against three of the walls are large cauldrons made of a strange metal alloy with a reddish tinge. They are attached to the walls. One is filled with a light yellow liquid with an acrid smell, one is filled with a fuming yellow orange liquid, and the last contains what appears to be molten rock or metal.

The crystal is quartz, the light yellow liquid is hydrochloric acid, the fuming yellow and orange liquid is aqua regia, the last is magma. The crystal may be melted by placing the cube into the hydrochloric acid. The players will still have to creatively remove the key from the acid. If it is placed in the aqua regia the key will melt and a poison gas will be released requiring a Saving Throw at -4 or take 4d6 damage and lose 1d6 Constitution. If the quartz block is placed into the magma, it will explode and deal 6d6 damage to everyone in the room (save for half). An hour after the key is 'destroyed' a new crystal block and key will appear on the dais.

Room #4

This room is dominated by a large forge against the center of the back wall. There are three stone molds sitting on a wooden shelf against a side wall. The molds are to create a key, an amulet, and a ring. On the other side wall there is a shelf that contains three thick jars. Inside of each jar is a small figure, one wreathed in flames, one a

wispy and gaunt shadow man, and one a creature with thick stone features.

They all will attempt to speak to the players and request their freedom. The shadow creature will offer to imbue the players with powers, the stone creature offers gems of great value, and the fire creature demands release so he may complete the work and release the binding which traps him here. The fire creature will light the forge and create an item using the mold of the players choice and the material they provide. The golden orb from the initial door puzzle must be used to create the golden key. After creating an item the fire elemental will disappear. If the correct item is created, he will not reappear. If not, he will reappear in the jar after one hour.

Room #5

This room contains two sets of stairs, one up and one down. At the bottom of the stairs is an obsidian black stone door with 4 keyholes in a line down the center. At the top of the stairs is a white alabaster door with 4 keyholes in a line down the center. A short hallway beyond the doors leads to a 10' wide stone staircase spiraling upwards and downwards.

Room #6

This room has a statue of a large and beautiful man set against the back wall, the face of the statue is looking upwards. The pedestal at the base of the statue has four concave spots spread evenly around the circle. Examining all four concave spots will reveal a 2" wide polished stone set into the bottom of each. The northern most is a gleaming white pearl, the southern a black onyx, the western is diamond, and the eastern is opal.

When the Orbs are all placed in the corresponding slots (Light-North, Darkness-South, Law-West, and Chaos-East) the rumble of thunder can be heard and the room begins shaking. The face of the statue begins melting into flesh that is dark and wet. The rest of the statue begins to crack as more dark wet flesh spills out with a roar and a splat.

This flesh will grow over the orbs and then contract and disappear into a single point with a loud wet *pop*, taking the orbs with it.

Room #7

This room has a statue of a large and beautiful man set against the back wall, the face of the statue is looking downwards. The pedestal at the base of the statue has four concave spots spread evenly around the circle. Examining all four concave spots will reveal a 2" wide polished stone set into the bottom of each. The northern most is a gleaming white pearl, the southern a black onyx, the western is diamond, and the eastern is

opal.

When the Orbs are all placed in the corresponding slots (Light-North, Darkness-South, Law-West, and Chaos-East) a loud crack can be heard and there is a flash of bright light. A beautiful man materializes where the statue previously stood. He speaks: *"My servants, I bless you with my presence and begin my rule of this mortal realm. Bring me a sacrifice to strengthen my resolve and power."*

The orbs remain in place and may be removed.

Vampire: 8 HD (48 HP); AC: 2 [17]; Attacks: 1d10 bite plus level drain; Move: 12 (18 Fly); Save: 8; CL/XP: 11/1700; Special: Immune to non-magical weapons, regenerate 3/round, gaseous form, shapeshift, summon fellwings (1d6), charm gaze, drain 1 level per hit

His 'coffin' is a recessed area in the stone below where he stood as a statue. His heart remains inside encased in a black wood box. Holy water on the heart will deal 2d6 damage to him and staking it will paralyze him. Activating and brandishing the Orb of Light will negate his level drain ability and grant any charmed persons another saving throw.

Inside his 'coffin' is his treasure hoard: +2 plate mail, bracers of AC 2, +2 slivered longsword, 6 potions of healing, 310 PP, 2700 GP, 1200 SP, 10 gems worth 500 GP each



Appendices

APPENDIX A: NPCS

Delwin, Acolyte of Muir: Level 1 Cleric
HD: 1 (5 HP); AC: 3 [16]; Attack: mace (1d6);
Save: 14; Special: 1 1st level cleric spell, turn undead

Lucius Tyrfellus, Night Blade of the Black Gloves: Level 4 Thief
HD: 4 (24 HP); AC: 3 [16]; Attack: +1 longsword (1d8+1), +1 dagger (1d4+1); Save: ; Special: backstab +4 to hit and damage x3

Ralen Lightspear: HD: 7 (42 HP); AC 3 [16];
Attacks: 1d6 sickle; Save: 8; Spells: cure wounds, sleep, charm person, darkness 15' radius, mirror image (creates 1d6 images of the priest. If struck they disappear), hold person (save or be 'held' until a save is made or spell is released)

Larissa Chiron (possessed): HD: 6 (38 HP); AC 4 [15]; Attacks: 1d6+2 +2 *Shortsword*, 1d8 damage plus save or blinded 1d4 rounds from corrupting touch; Save: 9; Special: backstab +4 to hit, x3 damage

APPENDIX B: MINIONS

Black Glove Thugs: HD: 1 (6 HP); AC 7 [12]; Atk 1 weapon (1d8); Move 12; Save 17; AL Any; CL/XP 1/15; Special: backstab (as a thief) +4 to hit, x2 damage

Cultists of Krocyrian
HD: 2+1 (13 HP); AC: 5 [14]; Attacks: 1d6 sickle, 1d6 tentacle arm; Save: 14

Clerics of Muir
HD: 3 (15 HP); AC: 3 [16]; Attack: mace (1d6); Save: 13; Special: 2 1st level cleric spells, turn undead

Foot Soldiers of Muir
HD: 1 (6 HP); AC: 2 [17]; Attacks: 1d8 longsword, 1d6 shortbow; Save: 15

APPENDIX C: ORBS

Orb of Undying Darkness: when uncovered, this 12" diameter orb creates a 30' radius magical darkness that covers torch and lantern light. It will dispel a Light spell on 1-4 of 6, on a 5 or 6 it diminishes the light spell to 5' radius.

Orb of Undying Light: this magical 12" diameter orb produces magical light with a 60' radius. This light acts as natural daylight. The light may be extinguished by covering the orb.

Orb of Undying Discord: This orb causes all magical spells cast to become a random spell of the same level. This spell will affect the same creature or area that was originally targeted. Roll 1d6 (1-3-Cleric spell, 4-6- Magic User.)

Orb of Undying Law: This 12" diameter orb will create an aura 10' in radius that will cause chaotic creatures to have -2 to attack and damage rolls and grant lawful creatures a +2 to hit and damage.

APPENDIX D: NEW CREATURES

Fellwing
Hit Dice: 1
Armor Class: 6 [13]
Attack: Bite 1d4
Special: Evil Ideas - character makes a save at +3 or stunned for 1 round by the malevolent thoughts of these creatures telepathically barraging you
Save: 18
Move: 12/24 (flying)
Alignment: Chaotic
Challenge Level/XP: 1/15

Fire Beetle
Hit Dice: 1+3
Armor Class: 5 [14]
Attack: Bite 1d6
Special: Spit Fire-the beetle spits a gob of napalm-like flame that sticks to the target and burns dealing 1d3 damage
Saving Throw: 18
Move: 12
Alignment: Neutrality
Challenge Level/XP: 1/15

Grippli, Leopard
Hit Dice: 1+1
Armor Class: 7 [12] or 5 [14] underwater
Attack: 1 Weapon (spear) 1d6
Save: 18
Move: 12/18 (swimming)
Alignment: neutral
Challenge Level/XP: 1/15

Leopard gripplis are short, bipedal leopard frogs that dwell near freshwater lakes, streams and rivers. Leopard gripplis stand between 2 and 3 feet tall and weigh 30-60 pounds. They have green or brown skin with black spots. Their eyes are large, with a small gold iris around a massive pupil. Leopard gripplis never wear clothing but are often found wearing bone jewelry.

Leopard grippli villages are typically found underwater. They find land dwellers are dangerous. Leopard gripplis speak their own language, and some speak elvish. Most understand common but cannot speak it.

Jackals of the Night

Hit Dice: 1

Armor Class: 4 [15]

Attack: Bite 1d6

Special: black fire: these shadowy flames streams from the jackal's and cover an opponent within 50' dealing 1 damage per round until the beast is destroyed or chooses another target; turn as mummies

Saving Throw: 15

Move: 12

Alignment: Chaotic

Challenge Level/XP:

Shadow Men

Hit Dice: 2

Armor Class: 6 [13]

Attack: Bite 1d4

Special: Can only be injured in light. Invisible in complete darkness and immune to damage.

Saving Throw: 15

Move: 12/24 (flying)

Alignment: Chaotic

Challenge Level/XP: 2/120

APPENDIX E: NEW MAGIC ITEMS

+1 Meteoric Flaming Longsword: this sword does 1d8+1 damage and an additional 1d6 fire damage. The flames may be turned off and on with a command word. The wielder may 'swing' the sword to hurl a ball of flames 30' for 1d6 damage.



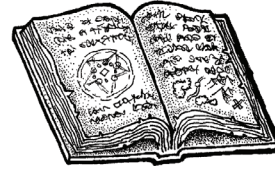
Amulet of Shielding: this amulet grants a +1 to saves and AC. It also allows the wearer to cause a reroll on 20-sided die per day (it does not matter who rolled it).

Boots of the Jig: These boots act as boots which grant you a 5 in 6 move silently chance. When you attack or try running away in combat, they will cause you to dance rather than act for 2d6 rounds before you may remove them.



Dagger of the Night: a +2 dagger with a bone handle and a silver blade. It allows the user to create darkness in a 20' diameter area one time per day. On a natural 20, the blade will blind the struck target for 1d6 rounds if they fail a saving throw.

APPENDIX F: TOMES AND TEXTS



Aquatic Mysteries of Zanzib: A treatise on the aquatic life of the reefs and areas near the Isle of Zanzib.

The False Hegemony: This book details the Krocyrian Cult's religious ceremonies. An outsider wrote the book. As the book reaches its conclusion, the writer's voice switches to a believer.

History of the Mountain: This stone-bound book details the Greybeard Monarchy, the kings and Queens of Mord Mar.

Prophecy of the Torn Rift: This text describes a weakening between this world and another. The focus of this rift is below Redstone. A diagram of the rift shows two crossed lines, roughly 100 miles long matching the cardinal directions (N,S, E, W) and showing the lines of weakness and energy flowing to the rift.

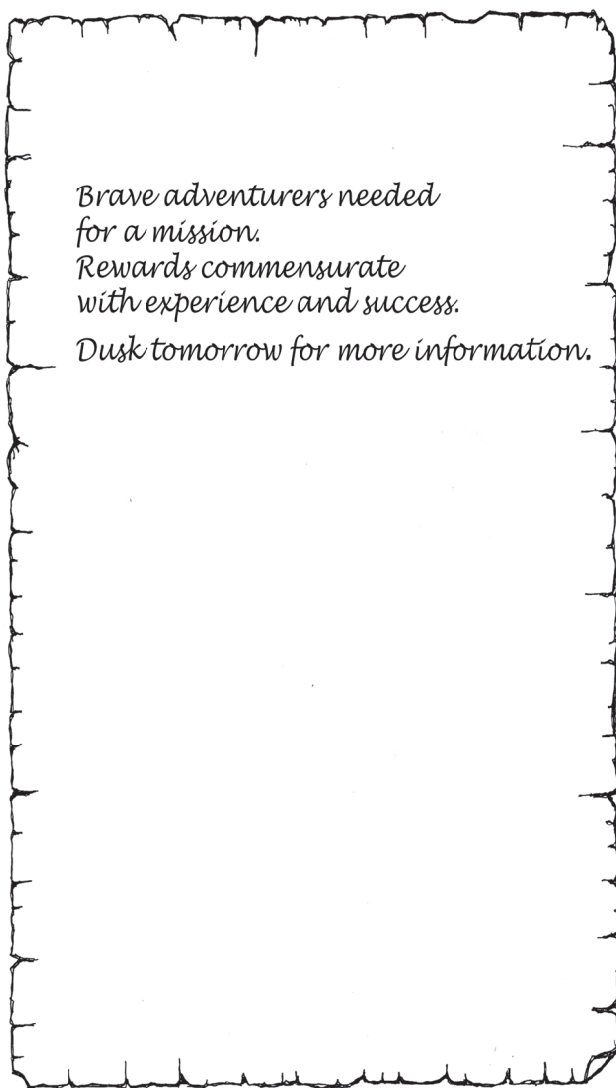
The Rule of Law: This book describes the organization of just rule and advice for Muir's Church.

Scroll of Resirax: This scroll describes the encounters of Resirax, a wizard who completed a ritual to 'close' a portal to another world. This scroll describes how Resirax had misinterpreted the ancient scrolls and thought he was sealing a portal. In the end, he managed to close the portal but released a horrible creature that killed many people before he was able to stop it.

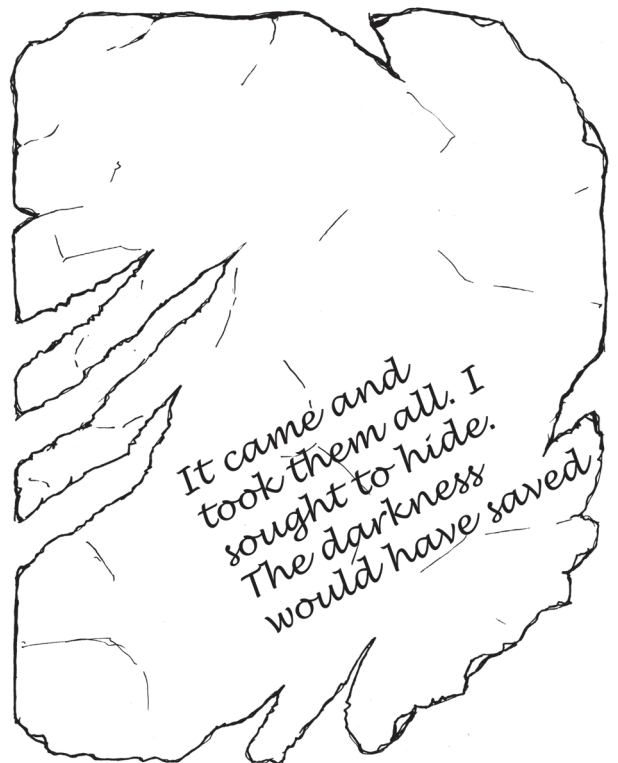
Tome of Otherworldly Powers: This tome describes several creatures and entities from another realm that wish to force their way into this realm. These creatures have great difficulty fully forming in this realm and it takes a great deal of magical energy for them to even manifest partially. Several of the creatures are described- a formless mass that expands and devours all it encounters, its amorphous flesh is said to corrode all it touches. Another described is a floating creature of void that may pass through solid objects but is covered in numerous mouths whispering, hissing, and devouring all they encounter.

The War of Manifestation: This text describes a war against a cult attempting to have an avatar of their dark god materialize.

Player Handout #1



Player Handout #2



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Player Handout #3



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Player Handout #4



ANVICH-KA INEPO I ANAK YED.

Player Handout #5

ANIAK KA INEPO. NE-ANIAK KA TALEPO.

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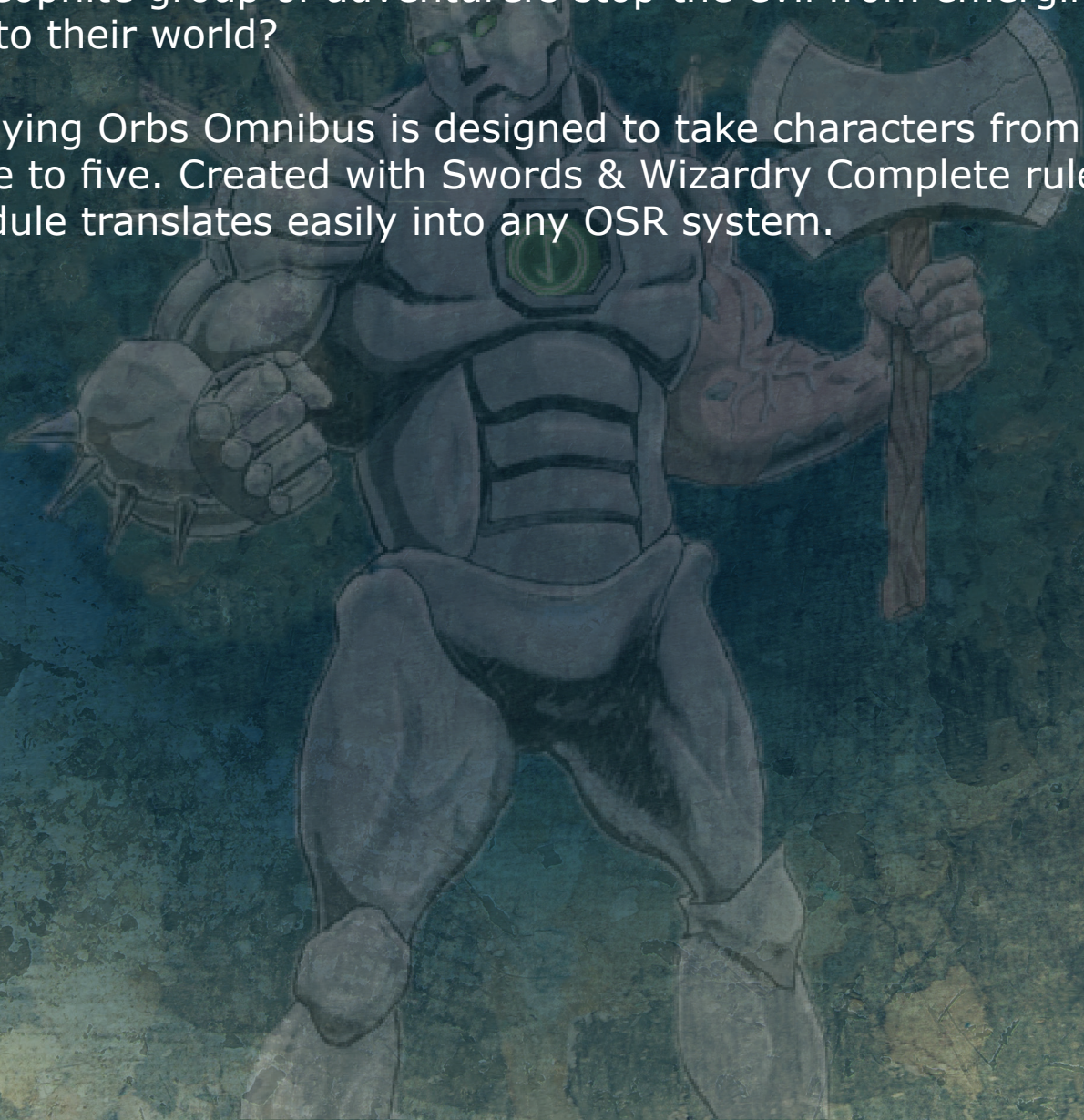
Undying Orbs Omnibus

SILVER BULLETTES



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The City-State of Redstone

