

VF3

Advanced Dungeons & Dragons
2nd Edition

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GREYHAWK

ADVENTURE

Journey Into Darkness

By James Richmond



For 4-8 characters of levels 9-15

Journey Into Darkness

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Credits

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Map of Waterwall: From the module B2: Keep on the Borderlands

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Introduction

Dungeon Master's Notes

Journey Into Darkness is a module for 4-8 characters, levels 9-15. The party should include at least two mages, a cleric, and a paladin. The general bent of the group should be lawful to neutral. No evil characters should be allowed.

This module can be incorporated into any existing campaign. If the adventure is to be used as part of a Greyhawk campaign, then it should be set in CY 586 in the month of Harvester.

Journey Into Darkness was designed, however, to be the third in a series of modules, taking the characters from the Vesve Forest (VF1: Lerrek's Towers and VF2: Delvenbrass) through Iuz's territory (VF3: Journey Into Darkness) and climaxing in the Howling Hills (SH1: Cavern of the Souls)

Background

Currently, the Great Northern Crusade has started, and there is a lot of activity in and around the Vesve Forest. All (most) of the demons that once roamed the lands of Iuz terrorizing the good folk in the neighboring countries have been banished by the Crook of Rao.

The characters should have found the Cup and Talisman of Al'Akbar (Towers), and the Coat of Arnd (Delvenbrass). Armed with the knowledge of the general location of the Soul Husks Caverns (in the Howling Hills) they now have a long journey ahead of them.

The trek takes them through the Vesve Forest to the fjord near Waterwall, across open plains, down a river (provided they have a boat), and through the Howling Hills. The whole trip is 600 miles and with the encounters they will face and the weather conditions, try as best as you can to make the journey take 6 months to complete, ending at the end of the month of Readying, 587. You want them to get to Xanxeven Point around the first week of Ready'reat. At the end of the module there will be a chart listing the weather conditions by week and month.

Prologue

You have spent the last few weeks watching the forest people being healed of the disease that had afflicted them- thanks to the Cup and Talisman that you found and brought here. During this time, you yourself have gotten much needed rest and healing of battle wounds suffered at the towers and citadel.

You have gotten to know a little more of the Blue Wizard- Philidor. The globes that he seems to use to communicate with allies in the forest are strange and unique. Oaklock has spent quite a bit of time with you as well, between forays into the forest with his fellow rangers. He too is a strange creature- elven in race, but of a different breed you haven't seen before, what with the strange tattoos that cover his face. Indeed, the Vesve is not at all what you imagined.

Now it is time for your departure from these friendly confines and back out into that of the unknown. For not only are you going to be travelling into the lands of the Beastmen, goblins, and wood elves, but you'll be making a journey into Iuz's territory. A journey that will leave you highly exposed as you trek over the plains. A journey that will see you cross rivers and through hills teeming with unknown monstrosities, only ending in what might be the last adventure of your career- a Journey Into Darkness.

Journey in miles = 600

Quaalsten-Fjord = 300

Fjord-Xanxeven = 150

River Route = 80

Hills = 70

Chapter One

Through the Woods and Over the River

Wandering Monsters

01-75 Patrol

76-80 Scouting Party

81-95 Enemy Patrol

96-00 War Band

Patrol- depending on which land they are in at the time, the party will encounter wither a wood elf, gnoll, or beastman patrol.

Wood Elves (1-8): AC: 7; HD: 1+1; hp: 7; #AT: 1 or 2; D: 1-8 or 1-8/1-8; SA: +1 to hit with bow or sword; SD: opponents get -4 on surprise; MR: 90% resistance to sleep and charm spells; armed with longbows and longswords, and wearing leather armor. They will scout the party for several miles, remaining undetected. If the party does not wander towards the center of their land nor harm the forest in any way, then they will remain concealed and leave the party be. Otherwise they will attack by staying hidden and firing their arrows for as long as possible before melee.

Gnolls (2-20): AC: 5; HD: 2; hp: 12; #AT: 1 or 2; D: 1-8 or 2-8/2-8; wearing chainmail and armed with swords (50%) or battleaxes (50%), and short bows. These fellows will not attack outright; rather they will seek to ambush at the best time for them. If the party look extremely powerful, they will avoid contact altogether, instead relaying the sighting to their base.

Beastmen (2-12): AC: 8; HD: 2; hp: 14; #AT: 1; D: 2-8; camouflage- opponents receive -6 on surprise; armed with spears and stone axes (tomahawks). These creatures will avoid contact as much as possible. If, however, the party starts towards their homes, they will attack, mainly for the purpose of running the party off rather than killing them.

Scouting party- this is an advance scouting party for a war band of Iuz's orcs from Izlen.

Orcs (6): AC: 6; HD: 1; hp: 6; #AT: 1; D: 1-8; armed with longsword and spear, and wearing leather and shield. These creatures will seek to avoid detection, or run away if encountered. They do not want to jeopardize the main group by staying and fighting.

Enemy patrol- this group will either be wood elf, goblin, or orc from Greenreach depending on what land the party is in.

Wood elves (in goblin territory) (2-4): (stats as patrol above). This patrol will not under any circumstances reveal itself to the party. It is likewise only 5% chance to help the party if under attack by goblins, unless doing so would greatly affect the outcome of the battle. This aid would mainly be in the way of well-placed arrows.

Hobgoblins (in Beastman or lower lands of wood elves) (1-6): AC: 5; HD: 1+1; hp: 8; #AT: 1; D: 2-8; wearing chainmail and armed with morningstars. This group will attack on sight, but if not on the winning end of things will flee immediately. They will also flee immediately if two foes (i.e. Party and Beastmen, or party and elves) are attacking simultaneously.

Orcs (in northern wood elf territory) (2-20): AC: 4; HD: 1; hp: 6; #AT: 1 or 2; D: 1-8, & 1-6 or 2-8/2-8; armed with longsword, and spear (50%) or short bow (50%). This group will attack ferociously, and will only flee when half their number is slain. Number of foes matter not to this group.

War band- this group is from Izlen. It is on its way to the goblin territory to try and gain more land for Iuz. The goblins hold a very strategic portion of the forest. This group will only be encountered once.

Orcs (101-200): AC: 6; HD: 1; hp: 6; armed as scouts above with 50% also armed with short bows. This group should be avoided by the party at all costs if they want to survive. The group also has a mage and cleric of medium levels. If the party is foolish to wage an all-out attack on this group, make them pay with capture or life.

Encounters

#1: Just out of Quaalsten, on the Beastmen-Goblinoid border is where this encounter takes place. The party hears skirmishing off in the distance. When investigated, the party sees a group of beastmen and a group of strange looking orcs fighting each other. The beastmen are outnumbered 2/1.

Beastmen (9- were 10 but 1 is dead): (stats as patrol above).

Orcs (4): (stats as patrol above)

Losels (16): AC: 7; HD: 1+1; hp: 8; #AT: 1; D: 1-4; ML: 4; armed with daggers.

If the party helps the beastmen, then patrols will always keep a protective watch on them throughout the rest of their passage through beastman lands. If the party raises the slain beastman from the dead, then as the beastmen disappear back into the forest, have one of them turn towards the party and smile a smile of acknowledgement. He will return to the party in a later encounter.

#2: This encounter only happens if the party raised the slain beastman in the first encounter. The party hears rustling in the woods behind them. When they turn they see nothing. When they turn back around, the beastman that smiled at them is standing in front of them, along with what appears to be a beastman child. The adult is carrying a large sack, the child a small one. They walk up to the party and stop. The adult speaks something in broken common and hands the large bag to them. In his broken speech you they hear the words 'thanks' and 'food.' Then the child hands them the small bag. He speaks much better common than the adult does and the party understands that what he is giving them is his prized rock collection. They then both smile, turn, and disappear into the forest.

When the party opens the bags they find the following:

Large bag: enough dried salted meat to last the party a week; fresh fruits; some potatoes; and a round of hard bread.

Small bag: 18 multi-colored stones of different shapes and sizes. Of these, 8 are Ioun Stones. The following is a list of all the stones by shape, color, and powers (if any).

Color of stone	Shape	Effect
pale blue	rhomboid	none
scarlet & blue	sphere	none
incandescent blue	sphere	none
deep red	sphere	adds 1 point to DEX (max. 18)
pink	rhomboid	adds 1 point to CON (max. 18)
dull gray	ellipsoid	burnt out- useless
dull gray	ellipsoid	burnt out- useless
pink & green	sphere	none
pale green	prism	adds 1 level to experience
pale green	prism	none
clear	spindle	none
iridescent	spindle	sustains person without air
pearly white	spindle	none
pale lavender	ellipsoid	none
lavender & green	ellipsoid	absorbs spells up to 8 th level
vibrant purple	prism	none
dull gray	prism	burnt out- useless
dusty rose	prism	none

#3: The party again hears skirmishing going on up ahead. If investigated, they will see a battle taking place between orcs. There are some 60 orcs all totaled. There are two factions here: The one consists of Celbit and Jebli orcs of Iuz, along with several ologs. The other is a group of 'free' orcs under the standard of the Torch of Gruumsh.

Iuz orcs (Celbit/Jebli mix)

35 orcs (AC: 6; HD: 1; hp: 6) armed with sword, and flail (25%), spear (50%), or battleaxe (25%).

5 ologs (AC: 4; HD: 3; hp: 20) armed with sword and flail (both +1 damage).

Torch of Gruumsh

20 orcs (Celbit) (AC: 6; HD: 1; hp: 6) armed with sword and spear (50%), axe and spear (25%), or axe and crossbow (25%). They get +1 to attack and morale due to their standard being present.

Grekdenn Celrurk, the Torch of Gruumsh: Orcish 9th level fighter (Str: 18/96, Con: 18, Int: 7, Cha: 18 to orcs)(AC: 0 (platemail +3, shield not used); hp: 98; AL: LE; armed with the Torch (generates a stinking cloud, casts a stonewall spell and a death fog, each 1/day on command); and a two-handed battleaxe +2, +3 vs. humans, +5 vs. elves and half-elves. He is 6'11" tall. Has an intense hatred of ologs. When the party arrives on the scene, he will be taking on all five of the ologs.

#4: About 1/2 way between Izlen and the northern portion of the wood elf lands, place this encounter. This group is heading for Waterwall. They have a package to deliver. They will not believe the party to be a threat so therefore will attack savagely and furiously if they discover the party's presence. If, however, they start to be defeated, one troll on his leucrotta will break from the fight and head for Waterwall himself post haste, carrying the cargo with him.

Pony (Leucrotta) Express

12 charmed trolls (AC: 4; HD: 6+6; hp: 36, 35, 34, 33 (x3), 32, 31 (x4), 30; #AT: 1 or 3; D: 1-10 +8 or 5-8/5-8/5-12; SD: regeneration 3/round- 3 rounds after first blood; ML: elite (14); armed with two-handed swords and riding:

12 leucrottas (AC: 4; HD: 6 +1; hp: 33 each; #AT: 1; D: 3-18; SA: bites through metal and shields on an unsuccessful roll vs. crushing blows; SD: kick in retreat for 1-6 points each hoof; ML: elite (14).

Mage (AC; 0; Lvl: 9; hp: 20) protected with bracers AC2 and a ring of protection +2. He has a wand of charm monster (12 charges) in case the trolls break the charm. He is riding a horse. His spells are as follows:

- 1st- magic missile (x4)
- 2nd- web, mirror image, stinking cloud
- 3rd- blink, fly, lightning bolt
- 4th- minor globe of invulnerability, Otiluke's resilient sphere
- 5th- teleport

Other magical items include: potions of extra-healing, strength, and speed.

The mage is carrying a bag of holding containing 20 vials of poison manufactured from the herbs and plants of the Vesve Forest. These are being taken to a group of orcs, ologs, and priests of Iuz in Waterwall. The largest troll will take the vials himself if there is a battle and the outcome doesn't look good.

At this point, make sure the party sees the transfer of the bag from the mage to the troll.

If interrogated, the only one who knows what's in the bag is the mage.

#5: The Ferryman

For a sum of 2sp/person and 1ep/horse, this ferryman will cross the river here. This ferry is a small one compared to most. Where usually the ferries are more like barges, carrying up to two wagons weight and bulk, this one will only accommodate up to 6 people or two people on horses at a time. It takes about 15 minutes to cross the river and another 15 minutes for the ferry to return + the time

loading and unloading. This Rhennee isn't all that he seems however. This is actually a Suel Lich.

This Suel Lich however is a special case. The Rhennee that it possessed had a curse placed on him. He must remain the ferryman forever, unless he can get someone to willingly take his pole and use it to finish getting across. If a person agrees and completes the task, not only is the Suel Lich freed, but the person so doing replaces him as the ferryman until he can get someone to take his place. During the course of his imprisonment as the ferryman, he gains the power of suggestion, where the victim **gains** a +4 to his saving throw, thus making it even more difficult for someone to agree. Those making their save are actually disgusted with the idea of even touching the pole.

The Suel Lich is 25th level, thus he can only possess the body of a person or creature with 10HD/levels.

You approach the ferry (that just took the troll to the other side of the river). **The ferryman is a Rhennee. He wears a dirty grayish-black robe with hood which masks his face. His voice is crackly and hollow as he tells you the fare.**

The hand that reaches out to take your money is no more than a wrinkled husk. Taking your money, he motions for you to come aboard.

Once aboard, he pushes the ferry away from the bank and you are on your way across the river.

Once halfway across, the Rhennee feigns being sick, saying that he cannot go on. He **suggests** to the party that one of them finish the task for him. At this point have each of them roll a saving throw vs. spells at +4. If anyone is so unlucky as to fail their save, then they finish going across thus freeing the Suel Lich and trapping themselves to becoming the ferryman. If somehow more than one person fails their save, then the one with the lowest wisdom becomes the ferryman. If still tied, then add both wisdom and constitution and the one with the lowest score is the 'winner.' If still tied, then flip a coin!

If anyone in the party is of 10th level, the Suel Lich will attempt to paralyze him by touch. If successful, then he transforms his essence into the unfortunate character, thus totally destroying who the character once was. The character is forever lost- not even a wish can restore him. At that point, the body of the Rhennee will collapse in a heap on the boat and dissolve into nothingness.

The Suel Lich appears (when not concealed by the hood) as little more than a husk of a person whose head is bathed in black fire.

#6: Waterwall

It is likely that unless the characters follow the troll here, that this place will go undiscovered, as it does not lie in the path the party is taking. If they do, however, follow the troll, read the following:

You have been following the troll now for some time, almost losing him at the river. But your persistence has paid off as you keep him in range. Suddenly and without warning, he seems to fade into the forest and disappears.

The troll has actually stepped past a hallucinatory terrain spell that conceals the entrance to Waterwall. This area is a rocky rift which leads 200 feet down a virtual sheer cliff to a network of cave entrances which are carefully guarded by orcs at all times.

Iuz's forces descend and ascend within a column of permanent levitation magic some 5 feet in radius which originates from a magical, copper sphere. A mage of level 7+ is required to activate the sphere and direct the levitation effect. At the bottom is a litter of goblin bones and rusting equipment where the orcs have forced the goblins to clamber down a vine rope 400 feet to the bottom.

While Waterwall has many networked caverns and passages, its secret is a magical fountain in the great colonnaded central chamber. The stone fountain is the origin of an extraordinary "standing wall" of water, 20' radius, which appears entirely motionless. However, if a creature enters the 'water wall', they will feel it flowing strongly and, of course, the creature gets wet. There is a 5% chance each day that the fountain's waters can cause 1d20 creatures entering it to become semi-invisible for 1d6 days afterwards. Creatures so affected appear to be misty and semi-substantial but can perform actions normally. Give them -2 to AC and +2 to saving throws against spells targeted at the creature. Orc scouts use this magical power, of unknown origin, to aid their spying and skirmishing missions westward.

After following the troll through the illusion, read the following:

From out of the forest come a group of 6 orcs and 4 goblins. They make their way over to where the leucrotta and troll levitated down. The orcs seem to be bullying the goblins. They harass and push the goblins towards what you can now see are vines that fall over the edge of the rift. The goblins take hold of the vines and start climbing down, to the amusement of the orcs as they stand at the edge and watch. Suddenly they burst out into laughter, slapping each other on the backs and pointing downward. Then each of them in turn steps off the edge of the rift and levitate downward out of sight.

Peering over the edge of the rift, you see what appears to be a network of cavern entrances. Directly at the bottom, you see a body of some sort, possibly the body of one of the goblins. Surrounding it are many bones and skeletons. The troll and leucrotta cannot be spotted at this time.

Note: If the troll or leucrotta have been wounded, and there is a ranger in the party, then it is possible to track the blood to cave E.

If the party was able to find out from the mage what was in the bag, then any good character will feel a strong urge to continue looking for the troll. Any of Lawful Good will hear of nothing else. If the party doesn't know what's in the bag and have been following the troll out of sheer curiosity or greed, then let the chips fall where they may.

If the characters don't follow the troll, then sometime later after this adventure is over, the characters, while in a tavern having a drink, hears people talking about rangers in the Vesve Forest being poisoned. Someone also says that authorities think it was manufactured from the town of Greenreach. When the town's name is spoken, another reveler states Greenreach is the town with the hideous cavalry detachment- trolls on some sort of evil dog-looking beast. This should hit home to the characters as to the result of their failure to follow the troll further.

Caves of Waterwall

Each of the cave entrances (except cave E.) are guarded by orcs. Two orcs will be stationed at the mouth of each cave. Upon seeing intruders, one will go to

sound the alarm in his cave while the other will attempt to light a smoke signal alerting the other caves.

20 orcs (AC: 6; HD: 1; hp: 6; #AT: 1 or 2; D: 1-8 or 1-6) armed with longsword and spear (each entrance will have a barrel of 10 spears in addition to the two that each orc carries).

As there are over 700 orcs and 350 goblins + various other creatures here, only half of the place is covered herein. The map used for this is from the module B2: Keep on the Borderlands. Only the leadership of Waterwall is in this section. The bulk of the force is off-map and is of no use to this adventure, so if the party tries to investigate, have an alarm sounded that warns the entire place. This will hopefully have the characters run for their lives. If they are stupid enough to stay, make sure they are captured.

Cave A.

At the intersection of this cave is a pit trap. Currently there are planks laying across it for passage. The pit is 10' deep and the floor is covered with 10 sharp poisoned spikes. Roll 1d10 to find out how many spikes were landed on and divide that number by those who fall into the pit at the same time (at least one spike wounds each person). Each spike does 1-10 points of damage and the victim must roll a save vs. poison at -1 or die. Those who make their save still take an additional 1d6 points of damage.

1. An orc guard here will pull away the planks upon alert from the guard at the entrance. He will then ready his spear to harry those attempting to skirt the edge of the pit. A second orc will rush to area 6. to alert the guards there. There is also a barrel with 10 spears here.
2. 5 elite orc guards. These fellows are currently playing cards. Upon getting the alarm, they will ready their weapons and arrive at the intersection in 2 rounds.

Elite orcs (AC: 6; HD: 1+1; hp: 8; #AT: 1 or 2; D: 1-8 or 1-8/1-8) armed with longsword and longbow.

3. 3 elite orcs (AC: 4; HD: 2; hp: 11; #AT: 1; D: 1-10) armed with polearm and axe. These serve and protect the sub-chief in area 5.

4. 1 elite orc (AC: 6; HD: 1+1; hp: 8; #AT: 1 or 2; D: 1-8 or 1-8/1-8) armed with longsword and longbow. He will fire off two arrows at intruders as soon as they round the corner by room 3. Missing matters not to this fellow as the arrows will strike the door to room 3. thus alerting the orcs there. He will then go to alert the sub-chief and then hurry to fight off advancing intruders.
5. Sub-chief. This fellow will fight to the death, fearing the wrath of Iuz more than anything.

Sub-chief (AC: 4; HD: 2; hp: 13; #AT: 1; D: 1-10) armed with sword, flail, and polearm.

6. Elite orcs barracks. Here are 50 elite orcs. The quarters are quite cramped here, with bunks lined all along the wall. These fellows will rush up to the entrance upon alarm to cut off intruders attempting to take the north passage. It will take them 5 rounds to muster and arrive at the north passage, 6 to make it to the intersection.

Elite orcs (AC: 6; HD: 1+1; hp: 8; #AT: 1; D: 1-8) armed with sword and axe.

Cave B.

7. Guard post. 4 warriors are stationed here. Currently they are playing cards.
4 warriors (AC: 6; Lvl: 2; hp: 10) armed with longsword and dagger and wearing leather armor and shield.
8. Guard post. 4 warriors are stationed here. They are as above. One of these keeps a watch at location g. which peers over the entrance to the cave. He will alert his fellows who attempt to flank those intruders engaging the guards at 7. and the two orc guards. This also is where the food is kept.
9. There is a huge table here and a fireplace in the south wall. This is where the meals are taken.
10. Barracks. There are 70 warriors here. Stats are as 7. above.
11. Armory. There are 100 longswords, 100 shortswords, 500 spears, 20 flails, 20 maces, 50 short bows, 100 score arrows, 100 shields, and 50 daggers in barrels, boxes, and crates. This equipment is for forces sent into the forest. The room is locked.

12. This room houses the lieutenant.

3rd level warrior (AC: 4; hp: 20) armed with longsword, flail, and dagger and wearing chainmail and shield.

In the alcove hides the treasure and a trap. When the curtain is drawn, the person so doing sees himself in a mirror of opposition. Immediately his exact opposite double will step through and begin fighting him. This character gets no save. All others in the room get a save vs. petrification to avoid seeing themselves also. Hidden behind the mirror is the treasure.

Chest #1: 500 pp

Chest #2: 1000 gp, 500 ep

Chest #3: 2000 cp covering a horn of fog.

13. This secret room is where the leader of the warriors is.

6th level warrior (AC: 1; hp: 40) armed with longsword +4, shortsword, and dagger. He is skilled in two-handed fighting, receiving no penalties for doing so. He wears platemail +2. He wears rings of human influence and telekinesis (400 lbs.).

Cave C.

14. 18 orogs (AC: 3; HD: 3; hp: 15) armed with longsword and handaxe, and wearing platemail.

15. Dining hall. This is where the orogs eat and play dice.

16. This houses the orog chief.

Chief (AC: 2; HD: 5; hp: 35) armed with battleaxe and longsword, and wearing platemail +1. His treasure is the large bloodstone (5000gp) he wears around his neck. It also serves as an amulet of protection from good, 10'r.

g. There is a guard here (same as 14. above). Food is kept here also.

Cave D.

17. Guard post. 5 hobgoblins are stationed here.
5 hobgoblins (AC: 5; HD: 1+1; hp: 8) armed with longsword and spear. A barrel in the eastern corner holds 40 spears.
18. Guard post. 5 hobgoblins are stationed here. Stats are as above.
19. Dining hall. There is a table here big enough to feed 20 creatures at one time.
20. Food storeroom.
21. Barracks. This houses 20 hobgoblins. When an alarm is sounded, one of these will go through the secret door and alert the leader. Stats are as above.

Cave E.

22. Visitor's cave. This cave is for visitors. Currently the troll and leucrotta are here awaiting one of the priests to see him and take the package (or if the battle with his group was avoided, then the wizard is here and the cavalry detachment is in the group of trees just outside the cave).

Cave F.

23. Guard post. 5 hobgoblins are stationed here. Stats are as 17. above.
24. Guard post. 5 hobgoblins are stationed here. Stats are as above.
25. Barracks. 30 hobgoblins are quartered here. Stats are as above.
26. Guard post. 5 hobgoblins are stationed here. Stats are as above.
27. Guard post. 5 hobgoblins are stationed here. Stats are as above.
28. Armory. There are 50 pole arms, 40 morningstars, 40 longswords, 40 short bows, 4 score arrows, 200 spears, and 5 whips here.
29. Assistant's quarters. There is one hobgoblin here (AC: 5; HD: 1+1; hp: 9) armed with morningstar and longsword.
30. Leader's quarters. The leader of the hobgoblins is here (AC: 3; HD: 2; hp: 16) armed with a morningstar, longsword, and whip. He wears platemail.
31. Assistant's quarters. There are two hobgoblins here (AC: 5; HD: 1+1; hp: 9) armed with morningstars and longswords.

Cave G.

32. Patch of russet mold.

AC: 9; SA: spores; SD: immune to weapons, cold, fire.

33. Waterwall. This is the secret of the area. It is a standing wall of water 20 feet in diameter. See description at beginning of section.

34. Lair of the dark naga.

Dark naga: AC: 6; HD; 9; hp: 50; THACO: 11; #AT: 2; D: 1-4/2-8.

In the alcove at the southern end of the cave is the naga's treasure.

10,000 cp

5,000 sp

4,000 ep

2,000 gp

1,000 pp

9 spell books (each containing a different level of spells- completely full). These spells are from the PHB, Tome of Magic, and Greyhawk Adventures hardback books.

1 spell book (containing all levels of spells). These spells are only from other sources (i.e. Dragon or Dungeon magazines, Complete Wizards Handbook, etc. that are NOT in any of the hardback books.

500 gems (base 100 gp)

Note: the coins and gems are in a huge mound in the middle of the alcove. The books are in a locked chest that is invisible and in the southwestern corner of the alcove.

Cave H.

35. Dining hall. This is where the elite orogs take their meals.

36. Chief. This fellow (AC: 0; HD: 6; hp: 50) armed with a huge battleaxe +3, a whip +3, and wearing platemail +2. His treasure is his ring of invisibility that he purchased from the shaman, which he will use when threat comes, escaping through the secret hallway into area 43 and eventually Cave K.
37. Assistant. This houses the Chief's aide (AC: 3; HD: 5; hp: 40) armed with a morningstar and longsword +2.
38. 2 elite ologs (AC: 4; HD: 4; hp: 25) armed with morningstars and longswords. The room contains 20 large barrels of oil (100 flask capacity each), which they will puncture and roll down the slope and down the stairs, lighting the trail with a torch.
39. Room full of bones. This room contains various skeletons of humans and humanoids. The southern wall seems to be scorched as is portions of the floor. These are normal bones. No undead here.
40. 2 elite ologs (same as above).
41. 2 elite ologs (same as above).

Cave I.

42. 3 ogres (AC: 5; HD: 1+1; hp: 28) armed with clubs. In case of attack, one will go alert area 44 and another area 43. The third will stay behind and defend the entrance. A pile of large rocks are in this room.
43. 3 ogres (same as above). In case of attack, upon being alerted, one will go alert area 44 and another to area 42. The third will stay behind to defend the secret door.
44. 3 ogres (same as above). In case of attack, upon being alerted, one will go alert area 45 and the other two will go help defend whichever area is being compromised.
45. Cave of the Shamans. 15 Shamans (14 of these are orcish, and the other is goblin) and 1 ogre mage are here.

Orc shamans (Lvls: P1 (x5), P2 (x5), P3 (x3), P4, P5; HD: 1 (x9), 2 (x4), 3; hp: 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 16, 17)

Spells: (pick from the list below)

1st: blight, cause light wounds, detect good, putrefy food and drink

2nd: chant, snake charm, dust devil, slow poison, silence-15'r

3rd: animate dead, continual darkness, cause disease, dispel magic, speak with dead

Goblin shaman (Lvl: P7; HD: 4; hp: 20)

Spells:

1st: cause light wounds, protection from good, darkness

2nd: barkskin, speak with animals, resist fire

3rd: dispel magic, negative plane protection

4th: cause serious wounds

Ogre mage (AC: 4; HD: 5 +2; hp: 32) armed with scimitar and whip.

Hidden in a secret alcove is:

Drums of panic, and dust of illusions (10 packs)

Cave J.

Note: This cave contains 15 wizards. The stats of all but the head wizard have been omitted. It is up to the DM to flesh out these characters if the party decides to investigate this area. The following information however, should be followed concerning these fellows:

1. The levels of the wizards are as follows: 1st, 2nd, 3rd, 4th (x4), 5th (x2), 6th, 7th (x3), and 8th.
 2. Each of those 7th level and above must have 'illusionary wall' and 'levitate' as two of their spells.
46. This room contains a trap and an illusion. The western two thirds of the room has a permanent continual darkness spell cast on it. The rest of the room is unlit. When the party steps into the passage between the entrance cave and this room, read the following:

As you start through the passage, you see in the darkness ahead 4 glowing red objects that look like they might be two sets of eyes.

Give the party a moment to take action and then continue:

Two bursts of flame spout out of the darkness towards you.

Have the characters save vs. breath weapon. They are saving against the breath of hell hounds. This is an illusion however, as none actually exist.

Once the darkness is dispelled, they see what appears to be a solid wall ahead of them on the west wall. Another illusion conceals the doorway and passage beyond. This powerful illusion touches all the senses so that even touching the open doorway will feel as though a wall exists. Only by disbelieving will the illusion be apparent to only those so disbelieving. Once the party enters the passage, read the following:

You are in a 10' wide passage that goes on for about 20' and bears right. In the darkness at the corner you see 2 glowing red objects that again appear to be a pair of eyes.

Again give the characters a moment to react. Hopefully by this time the party will be expecting another illusion. If they do however, they are in for quite a surprise. This is really a hell hound! One round after the party enters the passage, read the following:

A burst of flame erupts toward you from out of the darkness.

This is real. Apply damage accordingly.

Hell hound (AC: 4; HD: 7; hp: 50; THACO: 13; #AT: 1; D: 1-10; SA: breathe fire for 7 points of damage)

47. There is a cot here. The wizards take turns keeping watch here. When the hell hound attacks intruders, it will bay immediately after breathing fire the first time. This will (90% chance) alert the guard here, at which time he will cast an illusion of a wall at the bottom of the steps concealing the fact that the passage continues north. He will then alert the head wizard in 48. Those wizards below 7th level are equipped with a scroll containing three illusionary wall spells, which is kept in an unlocked coffer under the cot.

Wizard (roll d8 to determine the level of the wizard here).

48. Head Wizard's quarters. This place houses the head wizard. He is 9th level (AC: 0; hp: 20). He has a **rug of welcome** in front of the door with a permanent illusion to conceal it as normal floor. As soon as an intruder steps on the rug, he will command it to attack. He also has a **rope of entanglement** that he will use to attack the remaining intruders. Those that fail their save he will cast **hold person** at. He has a contingency spell placed upon himself to where as soon as a spell is cast at him, he becomes invisible. He will use this to try and escape- he has no intention to fight in a corner. However, if all intruders are captured by his first three methods of attack, then he will gladly cut their throats and feed them to his hell hound (if still alive).
49. This is the quarters of the 14 wizards. 12 of them will be here. One (rolled for already) will be in room 47. and another will be at the levitation area (roll a d4 at this time with a roll of 4 indicating the 8th level mage). There isn't any treasure in this room other than that carried by each individual wizard.
50. Library. All four walls from top to bottom contain bookshelves full of books. There is a secret panel on the northwest wall concealing the secret door. All the wizard's spell books are located within these books. It will require 48 turns (8 hours) to locate all of their spell books (all spell books are of large variety. No travelling spell books will be found here). There are as many large tome-like books here as there are normal sized ones.

Cave K.

Note: Standing motionless on either side of the main hallway every 10 feet there is a skeleton holding a shortsword across its chest. There are 83 of these fell beings. Anyone not wearing the holy symbol of Iuz, or accompanied by someone who is, will be attacked by those skeletons within a 30' radius (a minimum of 14 skeletons will attack at one time).

Skeletons (AC: 7; HD: 1; hp: 6)

51. Collapsed Tunnel (or not). This area is left up to the DM to decide what he/she wants to do. It can either be a blocked tunnel leading somewhere to the underdark, or not exist at all. In the latter case, have the west wall continue south to the southwestern corner.

52. Sacrificial Preparation Room. This room is where the priests prepare victims to be sacrificed to the temple. There are manacles along the east and west walls to hold potential sacrifices. There are 10 of these on the west wall and 15 on the east. On the southern wall is a dais, above which is the holy symbol of Iuz. Priests of Iuz start the ceremonial ritual here with the victim and then lead it out and down the central hallway and into area 55. where the ceremony continues. Roll % dice. There is a 15% chance that two of the priests from room 56. will be here getting ready to take one of the captives to be sacrificed. The priests will be #'s 1 & 3 of the 4 listed in 56. Currently there are 4 prisoners here. One is a human Wolf Barbarian, one is an elven fighter from the Vesve, another is a human female ranger from Castle Ehlenestra south of the Vesve, and the fourth is a traitor to Iuz- a priest. If a sacrifice is to take place, then roll a d4 to determine which of these the priests take.

1) Wolf Barbarian (F8; hp: 10 (72); name: Borg the Lost).

2) Elven Fighter (F3; hp: 2 (20); name: S'lel Moonwalker)

3) Human female Ranger (R5; hp: 4 (25); name: Carla the Captured
(formally Carla the Unseen)

4) Priest of Iuz -traitor (P10; hp: 1 (60); name: Mordred the
Despised)

53. Guard Room. This room houses the Temple guards. There are 6 4th level Priests of Iuz here. They command 6 zombies (orcs). All priests are armed with shortswords and war hammers.

Zombies (AC: 8; HD: 2; hp: 10)

Priests (AC: 5; hp: 24) Spells: 1st- cause light wounds, darkness, command; 2nd- hold person, spiritual hammer

54. Minor priests' chambers. This room houses 4 minor priests of Iuz. They are of levels 5-8. With them are 8 skeletons, which serve as personal guards.

Skeletons (see stats above)

Priests (AC: 5; hp: 25, 30, 35, 40) each armed with a shortsword and war hammer.

Spells:

P5 1st- command, cause light wounds, darkness

2nd- hold person, chant, spiritual hammer

3rd- animate dead

P6 1st- command, cause light wounds, darkness

2nd- hold person, spectral hand, spiritual hammer

3rd- animate dead, cause blindness

P7 1st- command, cause light wounds, darkness

2nd- hold person, enthrall, spiritual hammer

3rd- animate dead, cause deafness

4th- cause serious wounds

P8 1st- command, cause light wounds, darkness

2nd- hold person, aid, spiritual hammer

3rd- animate dead, cause disease, vampiric touch

4th- cause serious wounds, free action

55. Ceremonial chamber. This room is the second stop for those to be sacrificed. Four columns support the ceiling. There is a small altar on the south wall in front of a huge tapestry depicting chanel scenes of previous sacrifices. Here the sacrifice will be forced to kneel in front of the altar as the priests chant

and pray to Iuz. Then the victim is led away down the hallway to the Temple (area 58).

56. Junior priests' chambers. This room houses 4 junior priests of Iuz. They are each 9th level. 2, 3, or all 4 of these men will be here (depending on the % rolls in rooms 52 and 62. If either or none of those rooms have been encountered, then roll % dice at this time. A result of 15% or less means only priests 2 & 4 are here, and 5 rounds after the party enters the room they will hear a gong sound- this means priests 1 & 3 have already started a sacrificial ceremony. A result of 16-40% means priests 1, 2, & 3 are here- priest 4 having gone to get the package from the messenger in area 22. A result of 41-00% means that all four priests are present.

Priests (AC: 5; hp: 45) armed with shortswords and war hammers.

Spells:

1st- command, cause light wounds, darkness, detect good (1);

 bless (2); chill touch (3&4)

2nd- hold person, spiritual hammer, chant, spectral hand (1);

 enthrall (2); aid (3); know alignment (4)

3rd- animate dead, speak with dead, cause disease (1); cause

 deafness (2); cause blindness (3); vampiric touch

4th- cause serious wounds, free action

5th- cause critical wounds (1); flame strike (2); dispel good (3);

 slay living (4)

57. Ghoulish Feast Hall. This room is where the dead bodies of the sacrifices are thrown. The ghouls inside then devour the flesh.

19 ghouls (AC: 6; HD: 2; hp: 12; #AT: 3; D: 1-3/1-3/1-6; SA: paralyzation)

Ghast (AC: 4; HD: 4; hp: 25; #AT: 3; D: 1-4/1-4/1-8; SA: paralyzation,
 stench)

58. Temple of Iuz. This place is where the priests worship their malign god Iuz and where all sacrifices are made. Once here, the victims are tortured by means indescribable. Then they are slain and their bodies thrown in room 57. to be devoured by the ghouls there. Tapestries along all four walls depict scenes of torture and sacrifice. The gong in the eastern portion of the room is sounded every round starting from the moment the victim is unchained in room 52. until the instant right before the victim is killed.
59. High priest's chambers. This room houses the temple's high priest. He is 11th level. He is a very dangerous man. The party will have their hands full if they should ever be unfortunate enough to meet him.

High Priest (AC: 0; hp: 60; THACO: 14; W: 18; D: 18) wearing a Ghastrobe and a ring of prot. +2. He has the following magical items: bone wand, clawed gauntlets, ring of free action, staff of withering (12 charges), rod of terror (28 charges), and a potion of human control. He has the additional powers of: change self, fear, enervation, and +2 on saves vs. good spell casters. His spells are as follows:

1st- command, chill touch, darkness, detect good, cause light wounds

2nd- chant, enthrall, hold person, spectral hand

3rd- turnbane, animate dead, vampiric touch, blackhand

4th- bonechain, clawcloud, enervation

5th- bloodgloat, life bane

6th- death touch

In a locked chest under his bed there are the following potions:

Oil of disenchantment, oil of etherealness, potions of undead control: ghosts (2), ghouls (4), skeletons (6), zombies (5), spectres (1), wights (1), wraiths (1).

On the east wall there is a portal in the shape of a mirror. It is in tune with Iuz's mirror of mental prowess located in Dorakaa. Iuz uses this to spy on his priest and to commune with him. It can be used, if necessary, to summon Iuz who will simply step through the portal into the high priest's chambers.

Against the southeastern corner of the room is a wardrobe. This holds the ceremonial costumes of the High Priest. It also has a false back that opens into the secret passage. In times of dire trouble, he will cast a darkness spell and slip through into the main hallway and then outside to freedom.

g. There are 3 zombie guards here (stats are as above).

60. Orc shaman leader's quarters. This room houses the shaman leader (P5; HD; 3; hp: 20) with the following spells:

1st- blight, cause light wounds, detect good

2nd- chant, dust devil, silence-15'r

3rd- animate dead

He has the following magical items: staff of the serpent, lesser bag of bones (same as bag of bones except skeletons number 8 instead of 80, and can be used anywhere), bag of beans, 3 bags of tricks (one of each type), and powder of the black veil (6 packets).

61. This room is where the shaman practices fighting. There are several stuffed dummies about.

62. Laboratory. This place is where the wizard concocts his potions, and crafts magical items. It has all sorts of implements for such tasks. This is also where the poison is to be brought. There is a 25% chance that the priest #4 from room 56. will be here with the poison. If so then the wizard is also here. Otherwise, the wizard will be in room 64. Located amongst all the beakers, glass, tubes, and such are the following potions and oils: aroma of dreams, oil of curdled death, Murdock's insect ward, 16 oils of elemental plane invulnerability (one of each), 4 potions of elemental control (one of each), oil of preservation, and Starella's aphrodisiac.

63. This room is where the wizards study for spells and perform certain arcane rituals. In the center of the room on the floor is a pentagram. It is large enough to allow five people to stand within its circle. During certain rituals, 5 wizards will stand (one at each point) to gather their power. It has many wall

sconces and candles about. The torches are always lit, but the candles are only lit during times of study and rituals.

64. Grand Wizard's chambers. This room houses the Grand Wizard of the place (AC: 4; M12; hp: 20) with the following magic items in his possession: ring of protection +6, +1 on saves; ring of earth elemental command; wand of earth and stone (79 charges); staff of the elements (currently containing a 16 HD water elemental- there are 14 charges remaining); elemental compass; girdle of many pouches; iron flask; robe of blending; stone of controlling earth elementals.

His spells are as follows:

1st- fist of stone, fire burst, metamorphose liquids, burning hands, magic missile

2nd- Maximilian's earthen grasp, insatiable thirst, flaming sphere, mirror image, levitate

3rd- Maximilian's stony grasp, water breathing, fireball, Melf's minute meteors, invisibility-10r

4th- stonewall, turn pebble to boulder, wall of fire, wall of ice, ice storm

5th- pass wall, transmute rock to mud, transmute mud to rock, wall of iron, wall of stone

6th- move earth, anti-magic shell

He has no treasure just lying around, other than his spell books in the library.

However, in the corner of the room lie the possessions of the captives in room 52. The following items are there:

Scimitar +3, +6 vs. orcs- Orc Slayer (any hit against orcs of Iuz does double damage dice and any score of a natural 20 instantly kills an orc).

Leather armor +2

Ring of protection from evil

Short bow w/20 arrows (one of which is an arrow of evil priest slaying).

Elven chain

Longsword +1

Leather armor +1

Ring of free action

Boots of varied tracks

Shortsword +2

Dagger +1

Chainmail +3

Ring of protection from good

Bone wand

Spell book

Dagger of venom

Chapter Two

Across the Plains

Wandering Monsters

01-50 Wolf Barbarian Patrol

51-75 Orc Raiding Party

76-00 Orc Patrol (from Xanxeven Point)

Wolf Barbarian Patrol (7-12): (AC: 6; HD: 2; hp: 16) wearing leather and skins, and armed with lance, scimitar, and short bow.

These fellows will detain and question the party, especially if they have spellcasters, believing them to be aligned with Iuz. If the party is hostile to barbarians, then have the patrol do their best to capture the party. If any of the barbarians are killed by the party, then triple the chance of encounters with barbarian patrols. Such patrols will be triple strength in numbers, with a leader of at least 7th level. The party will be attacked on sight from that point on.

If the party found Borg in Waterwall and rescued him, and he is with the party when they first encounter a patrol, then from that point on any encounter with a barbarian patrol will be favorable.

Orc Raiding Party: This group is from Greenreach. It is heading into Wolf Nomad territory to raid camps there.

Orcs (20-80): (AC: 4; HD: 1; hp: 6) armed with longsword and spear (50%) or short bow (50%). This group will attack ferociously and will only flee when half their number is slain. Number of foes matters not to this group.

Orc Patrol: This group is from Xanxeven Point.

Orcs (2-20): (AC: 6; HD: 1; hp: 6) armed with longsword and spear (50%) or short bow (50%). This group will not attack a stronger looking party and will make a hasty retreat back to Xanxeven Point to alert their fellows there.

Xanxeven Point

This sheer pinnacled hill drops almost 300 feet to the junction of the Dulsi and Blackwater rivers. In the month of Readying 585 CY a huge black icicle was seen to form in a matter of days atop the pinnacle, crashing down into the water below, which seethed and boiled for hours. For days afterwards, the surface of the Dulsi southward appeared to be covered in a thick membrane with a broiling surface crust of black oily residue that was corrosive to the skin. Plant life along the river died away for a distance of a hundred yards on each bank. The filth on the river slowly dissipated, forming a great smoky mist, which hung around the area for days afterward. Since that time, no similar events have occurred, but an encampment of 300 orc soldiery has sprung up at the site. Unbeknownst to anyone, this event was caused by an Obsidian dragon named Ebon Frost.

If the party is discovered by any of the troops here, a small group will be dispatched to follow them, and if possible, kill them. Otherwise, they will only be followed out of the region.

Chapter Three

Up the Creek

Wandering Monsters

01-50 Orc Patrol

51-99 Undead

00 Ebon Frost

Orc Patrol: This group comes from Kendragund. They will attack the party on sight.

Urzun Orcs (9-16): (AC: 4; HD: 1; hp: 7) armed with mace and club. Each also carries a sack of small oil soaked torches that they will ignite and hurl onto barges and boats attempting to navigate the river.

Undead: roll a d4. On a result of a 1-2 it will be 2-8 ghouls. On a 3-4 it will be 1-10 skeletons.

Ebon Frost: This creature will be out hunting for food. If the party does not gain surprise, then it will change form and approach the party in disguise.

Ebon Frost

(Ignisvitrumable)

Type: Obsidian Dragon

Age: Venerable

AL: Lawful-Good

AC: -10

HD: 23

Hp: 120
THACO: 2
MV: 9, Fl 30 (C), Jp 3
#AT: 3 + special
D: 2d6/2d6/6d8 (+10 to each)
Breath: 20d10 +10

Spells: (cast as 20th level)

- 1st- Protection from evil, color spray, enlarge, reduce, gaze reflection, sleep, magic missile, detect magic, detect undead, read magic, identify
- 2nd- hoarfrost, ebon frost, darkness-15'r, ESP, whispering wind, summon swarm, ray of enfeeblement, invisibility, mirror image, web
- 3rd- blink, haste, Melf's minute meteors, suggestion, spectral force, wraithform, clairaudience, clairvoyance, hold undead
- 4th- minor globe of invulnerability, remove curse, mass morph, polymorph self, fog, stonewall, charm monster, locate creature
- 5th- wall of black ice, Von Gasik's refusal, pass wall, telekinesis, teleport, summon shadow, wall of force
- 6th- volcanize, disintegrate, geas, mass suggestion, true seeing, death fog
- 7th- permafrost, steal enchantment, limited wish, spell turning, reverse gravity
- 8th- mind blank, mass charm, Otto's irresistible dance, Bigby's clenched fist
- 9th- wail of the banshee, time stop

Hoarfrost (Alteration)

Level: 2 (reversible)

Range: 30 feet +10 feet/level

Components: V

Duration: special

Casting time: 2 (1 for Ebon Frost)

Area of effect: 10 x 10 feet/level

Saving throw: ½

Hoarfrost, a spell commonly known to white dragons as well as a few obsidian dragons, creates a thin, white coating of frost, similar in appearance to frozen dew, on any surface or creature within the area of effect when the spell is cast. The light coating of frost belies its innocuous appearance, however, as any creature coated with hoarfrost is magically chilled far more than the observable effects of the spell would seem to warrant. For every round in which a victim is coated with hoarfrost, this spell inflicts 1d4 points of cold damage. A successful saving throw versus spell reduces the damage to 1d2 points, but does not end the effect. The effects of this spell can only be ended through the close application of heat, magical or otherwise, as adjudicated by the DM. A ring of warmth worn for one full round or an open flame held near a subject of this spell for two full rounds immediately ends the effects of hoarfrost. Spells such as heat metal or fireball will also end the effects of this spell immediately if cast directly on a creature covered in hoarfrost, but in such cases the cure may be worse than the affliction.

Ebonfrost is more commonly employed by obsidian dragons than its dual, but the reversed form of hoarfrost is totally unknown among the community of white dragons. Creatures covered in ebonfrost, which resembles black hoarfrost, suffer 1d2 points of cold damage and 1d2 points of acid damage per round. Otherwise the effects of ebonfrost are identical to that of hoarfrost. Both forms of this spell are particularly insidious in gradually weakening a group of opponents and in disabling spell casters. The reversed form of this spell is particularly effective in the latter regard, as few creatures are immune to both ice and acid.

Wall of black ice (evocation)

Level: 5

Range: 10 yards/level

Components: V, S, M (V only for Ebon Frost)

Duration: 1 turn/level

Casting time: 5 (1 for Ebon Frost)

Area of effect: special

Saving throw: special

This spell can be cast in one of three ways: as an anchored plane of black ice; as a hemisphere; or as a horizontal sheet to fall upon creatures with the effect of a black ice storm. This spell is identical in all respects to the more commonly known spell 'wall of ice,' with two important distinctions. The ice created by means of this spell is blue-black, now blue-white as is the case for normal ice. Black ice includes a strong acid in its composition, and thus, in addition to the normal cold damage suffered when breaking through a black ice plane or hemisphere, 1 point of acid damage per inch of ice is afflicted as well. Likewise, a black ice sheet inflicts 1d10 points of acid damage in addition to its frost damage when dropped on opponents. The material components of this spell are a small piece of quartz or similar rock crystal and a small chunk of obsidian, all of which are consumed in the casting.

Volcanize (alteration)

Level: 6

Range: 10 yards/level

Components: V, S, M (V only for Ebon Frost)

Duration: special

Casting time: 6 (1 for Ebon Frost)

Area of effect: 20 foot cube/level

Saving throw: none

This spell subjects rock and earth to the effects of volcanic heat, briefly transforming it into an equal volume of molten lava. The depth of the lava can never exceed half its length and breadth. If it is cast upon a rock, for example, the rock affected collapses into lava, and will slowly flow downhill. Creatures unable to levitate, fly, or otherwise free themselves from the molten lava sink at the rate of 10 feet per round and suffocate if the heat does not kill them first, except for lightweight creature that could normally pass across such ground. Brush thrown atop the molten lava can support creatures able to climb on it, with the amount of brush required subject to the DM's discretion. However, the heat of the molten lava will ignite flammable materials. Any creature within 10 feet of the lava suffers 2d4 points of damage per round, while any creatures within 20 feet suffer 1d4 points of damage per round. In addition, the lava inflicts 2d6 points of damage, plus 1 point of damage per level of the spell caster, upon any creature in contact with it. Creatures especially subject to fire may take additional damage, and undead always take twice normal damage. Note that attempting to catch a moving creature with a newly-created region of lava is difficult; a successful saving throw enables the creature to avoid the lava, while its rate and direction of movement determine which side of the volcanized rock it is on. Volcanized rock remains molten as long as the wizard concentrates on maintaining it, or one round per level of experience of the wizard, in the event he does not wish to concentrate

upon it. A successful dispel magic causes the spell effect to end immediately. In any case, rock or earth subject to the effects of volcanize does not revert to its original form but remains as cooled lava. The material components of this spell are a small chunk of pumice and a small piece of obsidian, both of which are consumed in the casting.

Permafrost (alteration)

Level: 7

Range: touch

Components: V, S, M (V only for Ebon Frost)

Duration: special

Casting time: 7 (1 for Ebon Frost)

Area of effect; object touched

Saving throw: none

This spell increases the tensile strength and unbreakability of ice to that of actual steel. Only a relatively small volume of ice can be affected (a maximum weight of 10 pounds per level of experience of the spell caster), and it must form one whole object. The armor class of the substance is 1. Like the spell glassteel, the effects of this spell are permanent. However, unlike the spell on which it was patterned, permafrost-treated ice will still melt in warm temperatures or under the direct application of a heat source, such as an open flame, at the same rate as normal ice. The material component of this spell, which is consumed in the casting, is a handful of earth which has been frozen solid for at least one full year. While permafrost was developed by ice wizards for use in the construction of safe ice bridges across frozen rivers, this spell has been adopted by elder obsidian dragons as an effective follow-up to the use of their breath weapon. Any creature encased by an obsidian dragon's web of black ice which has been reinforced with the use of a permafrost spell makes all bend bars/lift gates strength rolls to break free with $\frac{1}{4}$ the normal chances of success. Likewise, 48 points of damage (treat the web as AC: 1) must be inflicted on the permafrosted web of black ice in order to shatter it sufficiently so that the imprisoned victim may escape.

Chapter Four

Hills High and Low

Wandering Monsters

01-20	Fomorian Giants- Swirlers (day)/wraiths (night)
21-40	Urzun Orcs- Kendragund (day)/ghouls (night)
41-60	Gnolls (day)/spectres (night)
61-80	Hobgoblins (day)/ghosts (night)
81-97	Flinds
98-99	Banshee
00	Ebon Frost

Giants (2-4): AC: 3; HD: 13 +3; hp: 60; #AT: 1; D: weapon x2 +8; SA: surprise; SD: surprised only on a 1 (on d10)

Urzun Orcs (11-20): AC: 4; HD: 1; hp: 7; armed with mace and club

Gnolls (7-10): AC: 5; HD: 2; hp: 10; armed with longsword (50%), battleaxe (50%), and longbow (100%)

Hobgoblins (5-8): AC: 5; HD: 1+1; hp: 7; armed with morningstars (50%), longswords (50%), and longbow (25%)

Flinds (4): AC: 5; HD: 2 +3; hp: 13 (x3), 17; #AT: 1 or 2; D: 1-6 or 1-4/1-4; armed with clubs (3), and flindbar (1).

Wraiths (2-12): AC: 4; HD: 5 +3; hp: 28; #AT: 3; D: 1-3/1-3/1-6; SA: energy drain; SD: hit by silver or +1 or better magical weapons only

Ghouls (2-24): AC: 6; HD: 2; hp: 10; #AT: 3; D: 1-3/1-3/1-6; SA: paralyzation; SD: immune to sleep and charm.

Spectre (1-6): AC: 2; HD: 7 +3; hp: 45; #AT: 1; D: 1-8; SA: energy drain; SD: +1 or better weapon to hit; MR: immune to sleep, charm, hold, and cold-based spells, poison, and paralyzation

Ghost: AC: 0; HD: 10; hp: 70; #AT: 1; D: age 10-40 years; SA: magic jar; SD: silver or magic weapons only hit, only affected by spells from ethereal creatures.

Banshee: AC: 0; HD: 7; hp: 40; #AT: 1; D: 1-8; SA: death wail; SD: +1 or better weapon to hit; MR: 50%

Ebon Frost (see stats above). Ebon Frost will appear as a banshee and, if interested in killing the party, will wail. If attempted to be turned by a high level cleric, Ebon Frost will pretend to be harmed and then turn invisible, simulating destruction. It will then get behind the party and use its most potent magical spell, which will inflict the most mass damage.

If the party has been determined, by Ebon Frost, to be powerful enough to rid Drenghez of its inhabitants, then she will appear to the party during their time of shelter/hunting as a wizard who is looking for a party to help retrieve treasure in a cavern. In exchange for the location of the cave (and warmth and shelter), the wizard will expect them to fight off the creatures therein. The party gets to keep ¼ of what's taken, with the wizard getting first pick. If the party refuses, then Ebon Frost leaves them to their own demise.

If Ebon Frost can strike up a conversation with the party, she will cast ESP and then ask them where they are heading in such horrible weather, scanning their minds for the truth. If she determines that they plan on attacking something that can weaken Iuz, then she will ask to accompany them. If the offer is declined, then she will track the party and only reveal herself when Iuz appears, attacking him outright.

Drenghez

This place will provide shelter to the party from the elements. However, they will have a time of it in fighting off the cavern's inhabitants. Living in the caverns that once held a tribe of Urzun orcs, and more recently a Shadow Dragon, are hundreds of slow shadows, a band of skulks, and a soul beckoner. Also in the caverns are the remains of the Shadow Dragon's treasure trove; most was carried off by Ebon Frost (who intends to come back and retrieve the rest).

Slow shadows (4-16)*: AC: 8; HD: 4; hp: 25; #AT: 1; D: 1-4; SA: slow, surprise (opponents -6 on surprise rolls; SD: +2 or better to hit; MR: immune to cold, lightning, hold, charm.

They will hide in cracks and crevices until the party are amongst them, then they will rush out and attack.

* There are 200 of these creatures in all the caverns. The party will be attacked every turn until either the party flees, dies, or kills all of them.

Skulks (8): AC: 7; HD: 2; hp: 9; #AT: 1; D: 1-4; SA: backstab for triple damage; SD: 90% invisible due to blending ability.

Soul beckoner: AC: 2; HD: 4 +levels drained; hp: 25+; #AT: 2; D: 1-6/1-6; SA: eerie whisper or fear wail, energy drain; SD: +1 or better to hit.

The shadow dragon's remaining treasure is as follows:

Bastard sword +2, dragon slayer (+4 against true dragons, triple damage (3d12 +4) vs. shadow dragons; paralysis for 1d4 rounds on hit (save vs. spells); LG; Int: 13; Ego: 14; empathy, detects invisible objects-10'r; flying-120'/turn-1hour/day

Amulet vs. undead

Cloak of displacement

Cub of frost resistance

10,000 gp

50 gems (100 gp base)

The cavern itself is up to the DM to design, as is the entirety of Drenghuz, if necessary.

Have the party find the Soul Husks Caverns in the last week of Readying:

On your last foray you noticed numerous fires dotting the horizon just as you were heading back to camp. Being that it was getting dark, you decided to investigate during the day. You reach the top of a hill overlooking a cave entrance. Down below are scores of tents, containing what you assume to be the same orcs that you now see going about their daily activities. As this place is nowhere on your map, you can only assume that this is the place of your long, weary search...at last, the Cavern of the Souls!

Weather Forecast

	Harvester				Patchwall				Ready'reat			
Week	1	2	3	4	1	2	3	4	1	2	3	4
Highs	64	94	65	63	47	53	47	56	38	38	44	42
Lows	49	69	43	45	28	31	27	34	14	18	13	12
Sky	CD	CD	CD	CD	C	CD	C	PC	PC	CD	C	CD
Precip.	TS	LF	LF	LR		D		LR	LS	HS		LS

	Sunsebb				Fireseek				Readying			
Week	1	2	3	4	1	2	3	4	1	2	3	4
Highs	26	22	25	24	17	16	15	17	22	24	20	21
Lows	12	0	-2	-5	-3	11	-8	-4	5	6	0	5
Sky	PC	CD	C	C	PC	PC	C	PC	PC	PC	C	PC
Precip.	S [HB WC -18]				S			S	S			

KEY:

CD= cloudy	HB= heavy blizzard
C= clear	WC= wind chill
PC= partly cloudy	TS= thunderstorm
LF= light fog	LR= light rain
D= drizzle	LS= light sleet
HS= heavy sleet	S= snow

During the month of Sunsebb, the party will need to find shelter for most of the month. Also make sure they are protected from the elements or start taking hp away at the appropriate rate.

Epilogue

If the party found and rescued the Wolf Barbarian Borg, then you can use him in the following way in the finale: Borg has a curse on him that causes him to lose his way frequently- thus the name Borg the Lost. During the barbarian raid* in the western Howling Hills, he again became lost and ended up in the caverns that the party is at. If the party did now find his equipment in Waterwall, then he will only have normal equipment when reunited with the party.

* Tang the Horrific's raid to relocate the ancestral remains of the Wolf barbarians.

New Monsters

Suel Lich

Climate/terrain:	Any/southern Oerth
Frequency:	Very rare
Organization:	Solitary
Activity cycle:	Any
Diet:	Nil
Intelligence:	Supra-genius
Treasure:	A
Alignment:	Neutral Evil
No. Appearing:	1
Armor class:	7
Movement:	12
Hit Dice:	15+
THACO:	16 base
No. of attacks:	1
Damage/attacks:	by weapon
Special attacks:	see below
Special defenses:	+1 weapon to hit
Magic resistance:	1% per hit die
Size:	M
Morale:	Fantastic (17-18)
XP value:	10,000 + 1,000 per level

The touch of the Suel Lich causes black flame to erupt from the victim, inflicting 1-10 points of damage upon contact. The victim must also make a saving throw vs. paralysis or be unable to move. This paralysis lasts until dispelled or until 24 hours pass. This attack ignores all armor, and any item touched in this way must make a save vs. magical fire or be damaged.

The Suel Lich can be hit only by +1 or better weapons or by monsters with 7 or more hit dice and/or magical properties. In addition to their natural magical resistance, the Suel Lich is immune to all mind affecting spells, death spells, and wizard and clerical spells below 3rd level. The spell 'negative plane protection' inflicts 5d10 points of damage to the creature if it gets past its magic resistance. A Suel Lich casts spells as it did before its transformation but, due to its dark nature and years of magical research does not require material components. A Suel Lich is considered as "special" for purposes of turning. If the host body of a Suel Lich is destroyed, the lich has one hour to inhabit another body or its essence disperses into nothingness. While in this form, a dispel evil or holy word destroys the lich forever. When possessing a new body, the victim must be 15 levels lower than the lich. The victim must either be unconscious, unable to resist (i.e. paralyzed), or give his or her body willingly. If either of these hold true then the victim receives no saving throw- the transformation is automatic. If the victim is able to resist, then a saving throw vs. death magic at -1 is allowed.

Obsidian Dragon

Dragon, Metallic

Climate/terrain:	Cold plains, forest, mountains, hills, swamps (northern Oerik)
Frequency:	Very rare
Organization:	Solitary or clan
Activity cycle:	Any
Diet:	Special
Intelligence:	Exceptional (15-16)
Treasure:	Special
Alignment:	Lawful (good 65%, neutral 25%, evil 10%)
No. Appearing:	1 (2-5)
Armor class:	-4 (base)
Movement:	9, Fl 30 (C), Jp 3

Hit Dice:	17 (base)
THACO:	3 (at 17 HD)
No. of attacks:	3 + special
Damage/attacks:	2d6/2d6/6d8 (claw/claw/bite) + 4 (base) each
Special attacks:	Special
Special defenses:	Variable
Magic resistance:	Variable
Size:	G (56' base)
Morale:	Fantastic (17-18)
XP value:	Variable

Most obsidian dragons are gregarious and considerate; however, increasing numbers seek only isolation. Good-aligned obsidian dragons act much as do silver dragons, whereas neutral-aligned obsidian dragons would rather observe others than interact with them. Evil-aligned obsidian dragons are selfish hermits who care nothing for the external world and want only to be left alone. Obsidian dragons will often take the form of humans or normal animals so as to assist, observe, or drive away, according to their natures. At birth, an obsidian dragon's scales are a dull black with little shine, resembling hardened ash. As the dragon approaches adulthood, its luster gradually increases and its color gradually deepens and darkens. An adult or older dragon has jet black scales with bright silver highlights. From a distance, these dragons look as if they have been carved from obsidian and inlaid with silver filigree. Obsidian dragons speak a dialect of the tongue spoken by silver dragons and, depending on their alignment, a tongue common to all good, neutral, or evil dragons. 16% of hatchling obsidian dragons have an ability to communicate with any intelligent creature. The chance to possess this ability increases 5% per age category of the dragon.

Combat. Obsidian dragons are rarely violent and avoid combat except when faced with highly aggressive (or, in the case of good-aligned dragons, highly evil) foes. Evil obsidian dragons are extremely territorial and will defend their lair or domain aggressively. All obsidian dragons are extremely proficient magic-wielders, and fully 45% are true spell casters. They often create defensive perimeters using metamorphose liquids (to transform a circle of water into a moat of acid) or wall of ice. When pressed into combat, obsidian dragons attack without mercy, raining ice sheets (a wall of ice effect), acid storms, and cones of cold on their opponents. Obsidian dragons are particularly skilled in using their tails in combat, inflicting double the normal damage caused by such attacks.

Breath Weapon/Special Abilities: An obsidian dragon has two breath weapons: a cone of black acidic frost, 90' long, 5' wide at the dragon's mouth, and 30' wide at the end; or a membranous web of black ice 10' in diameter, shot up to 60' away. Creatures caught in the

black frost are allowed a save vs. breath weapon for half damage. They must save again at -2 to avoid taking an additional 2d4 points of acid damage per age category as well. No acid damage is taken if the second save is made. Creatures targeted by the web of black ice must save vs. breath weapon or be enveloped by the web and encased in black ice 5 to 8 inches thick by the end of the round. All encased creatures are held immobile and must make a second saving throw vs. breath weapon to keep their faces from being covered. Otherwise, they will suffocate in 1d4+1 rounds unless they can make their bend bars/lift gates strength rolls to break free or unless the web of black ice suffers at least 12 points of damage (treat the web as AC4). One quarter of the damage done to the black-ice web is instead inflicted on the victim so encased. At birth, obsidian dragons are immune to cold and acid and can polymorph self three times per day. Each change in form lasts until the dragon chooses a different form and reverting to their normal form does not count as a change. As they age, they gain the following powers.

Young: metamorphose liquids (detailed in the Tome of Magic) twice per day

Juvenile: water walk once per day

Adult: wall of ice three times per day

Mature Adult: cone of cold once per day

Old: acid storm (detailed in the Tome of Magic) once per day

Habitat/Society: Obsidian dragons live in cold regions, preferring lands where the temperature rarely rises above freezing such as arctic tundra, coniferous forests, and frozen fens. They lair in caves of ice or damp stone caverns. Good-aligned obsidian dragons are very social creatures with strong family and clan ties that are usually found in the Land of Black Ice. Neutral and evil-aligned obsidian dragons, whose numbers seem to be increasing every generation, are typically solitary rogues who seek territories farther afield and desire little interaction with their kin.

Ecology: Obsidian dragons appear in most respects to be like silver dragons. The main difference is their coloration and size. Known only in the northern reaches of the continent of Oerik (in the World of Greyhawk ® setting), obsidian dragons are thought to be distant but more powerful cousins of silver dragons, originating (some speculate) in the Land of Black Ice. Obsidian dragons have little appreciation for flavors, and thus are relatively indifferent to what they consume. They are able to eat nearly anything, but they will consume only food which has been burned with acid and subsequently frozen. Obsidian dragons detest white dragons, and typically seek to destroy such lesser kin, who they perceive as brutish, dumb, and generally contemptible. Obsidian dragons have little patience for crystal dragons but usually simply ignore them.

* The Obsidian Dragon, and Ebon Frost is by Eric L. Boyd from his articles 'Wyrms of the Flanaess' in the online magazine 'Oerth Journal.'

Maps





