

The Circler of Pilazer the Scintillant

The Circler of Pilazer is a multi-stage module written with the OSRIC system (with some monsters from an older iteration) and is a module for six to eight player characters of 4th to 6th level. It is advised that a competent cleric or two, maybe a druid accompany the party. The random (truly random) encounters can be vicious but the treasure possibilities are enormous. The DM might want to pare either or both. It takes place in the Kingdom of Peace otherwise known as Paxland landing in Venicia through Prissia, climbing the Ironteeth Mountains, through Kyria and Golanda, downriver in Paxland across the Western Ramp and into the Rampagian Range to the Lake of the Ram all the time chasing the mysterious and elusive Circler of Pilazer the Scintillant, a legendary illusionist who had a circler of power and rumored to possess a significant horde if only one could find his last habitation. The adventurers hail from Rampagia and follow a whispering about the adept that takes them on a ship bound for Venicia. They hear about Pilazer, his legend, his treasure which leads them to Venicia where Pilazer where he supposedly dealt in minor magicks to earn his way, passing through Prissia stopping to dress up the Kaiser's guard with a glamorous glamer then on to Kyria as an adventurer. His journeys then pressed on to Golanda where he was kicked out for deceptions. He finally landed in Paxland, took to the mountains and lived the rest of his life in solitude and study somewhere in the vicinity of the Lake of the Ram. Of course, the characters don't know this. They simply heard about the "legendary" Pilazer and his treasure and his tricks in Venicia. The DM should encourage the party with this limited information.

In Venicia, if they ask about Pilazer they will find that his latest romp was in Monilla. From there they will enter Prissia and learn that the easiest and shortest traverse is in Eisenstadt. They learn that he attended the Kaiser's troops in Zitadelle and bestowed them with razor creases and no-wrinkle wool. Crossing over into Kyria they should follow whisperings of the man all over, finally settling in Lodestone where he crossed into Golanda. They will find out in Tarn's Cross that he was expelled and went to Paxland to sample that great kingdom. They will have word of him in Riverton and Bonny's Break finally tracking down the last bit of info that leads them to the Lake of the Ram.

They start in Cantor, the seat of Godfrey Norman I, having been bored with the infighting in the court and duchies and start looking for adventure. They travel to the Dockside Tavern and hear an old gammer carrying on about this "Pilazer fella, he was all shiny and full o' tricks, ya know. Why he made a flame dance on this very table! T'is said he eventually came across a coronet of grand power and acquired a lofty treasure, did he." On further inquiry, the gammer, named Edgar, can't recall where he heard the story but he had heard that the adept lurked around Venicia awhile. Venicia is a syndidacracy around the horns of Bresium and Paxland, around the Ivory Pearl Archipelago tucked in behind it. It's almost a 2000 mile journey but it's faster than passing overland. They can find a small merchantman (a cog) to take them to Venicia, and it will take almost a year to complete the voyage (300 days at an average speed of 6 mph). Now that will entail a lot of dice rolling and considerable time. I advise one session of play and the next session opens up in Gaspalazo in Venicia. If playing an online pbp, truncate the voyage to a week's game time.

The DM might want to pick up "Naval Engagements and Life at Sea" available from Polyhedron Games LLC at RPGNow for a fuller treatment of the intricacies of life at sea. Take it from an ex-sailor. Also a map of Ropa would be useful.

Table I Weather/Sea Condition (Each condition has a duration of 1d12 hours)	
2d20	
2	Hurricane, winds > 100 mph, swells > 60' high, ancient vessel survival 0%, sailing vessel 15% (roll again for % crew survival, ship is Dead In The Water (DIW))
3-4	Tropical storm, winds from 20-80 mph, swells from 10' - 30', ancient vessel survival 60% if they make for landfall, sailing vessel 80% (1d4 crewmembers lost), 1d4 hull points lost per half hour.
5-7	Mild storm, winds from 15-30 mph, swells from 5' - 20', ancient vessel survival 90% if they make for landfall, sailing vessel 98%, 1 hull point lost per hour.
8-16	Calm, winds from 0-20 mph, swells from slight to 10', no adverse effects
17-20	Mild opposing current, speed reduced by 20%
21-22	Strong opposing current, speed reduced by 40%
23	Whirlpool, 50% chance to exit in first two minutes, 25% chance in next two minutes, 5% chance in next two minutes, check each minute. If sucked under, ship and all hands are lost.
24-26	Doldrums, DIW for 4d6 days
27-30	Following current, speed increased by 5% for 1d4 days
31-34	Following current, speed increased by 10% for 1d4 days
35-37	Following current, speed increased by 15% for 1d4 days
38-40	Following current, speed increased by 20% for 1d4 days

Table II
Diseases

roll once per week or upon exposure

2d12	Disease	Effect and Duration	Fatality Rate
2	cholera	Weakness, vomiting, cramps, diarrhea; check fatality at 48 hours, if successful disease lingers for another 24 hours	50%
3-4	diphtheria	Weakness, sore throat, fever, difficulty breathing, clamminess, contagious for 3 weeks after recovery; 2 weeks	30%
5-8	flu	Fever, cough, headache, weakness, sore throat, fatigue, contagious 6 days; 7 days	15%
8-13	seasickness	Vomiting, cramping, fatigue, weakness; 4d20 hours	0%
14-18	cold	Sore throat, fever, cough, congestion; 4 days	0%
19	typhus	Headache, , fever, chills, prostration, cough, rash, delirium, coma; 3 weeks	35%
20	dysentery	Cramping, bloody stools, fatigue, fever, vomiting blood, delirium; 6 weeks	40%
21-24	healthy	no adverse effects	0%

So much for the general tables. Let's do some random encounters. Use this table until they reach the horns.

Table III
Temperate Sea Encounters
Roll each day and night.

Die Roll	Monster	#	Size	AC	HD	Attacks	Damage	Special Attacks	Special Defenses	Intelligence	Align	Treasure	XP Value
2	Dragon Turtle	1	L	0	13	3	2d6/2d6/4d8	Steam	Nil	Very	N	15,438cp, 9,327sp, 2,158ep, 50,468gp, 1,927pp,	1,500+17/hp+800
3	Sea Dragon	1	L	0	12	3	1d12/1d2/6d6	Steam and spells	Nil	Very	N	7,321gp, 148 gems	4,550+16/hp
4	Marine Troll	1	M	3	6+12	3	1d4/1d4/1d8+8	Nil	Regeneration	Low to average	CE	6cp, 3sp in lair	900+12/hp
5	Floating Eye	6	S	9	1-4hp	1	hypnotism	hypnotism	nil	Non-	N	None	5+1/hp
6	Lacedon (Ghoul)	6	M	6	2	3	1d3/1d3/1d6	Paralyzation	Immune to sleep and charm	Low	CE	14cp, 9sp, 2 gems each	30+1/hp+60
7	Whirlpool	Whirlpool, 50% chance to exit in first two minutes, 25% chance in next two minutes, 5% chance in next two minutes, check each minute. If sucked under, ship and all hands are lost.											
8	Raiders (Kraeldonian)	10	M	7	1d6hp	1	By weapon	Nil	Nil	Mean	N	8sp each, 15,164gp in hold	5+1/hp+3
9	Whale	1	L	4	12-36	2	5-15d4/1-5d8	Nil	Nil	Semi-	N	None	See p. 118 OSRIC
10	Merchant	1	M	10	1d6hp	1	By weapon	Nil	Nil	Mean	N	32cp, 17sp, 10ep, 12gp, 35pp, 3 gems, 8 jewelry each, cargo varies	5+1/hp
11	Dolphin	8	M	5	2+2	1	2d4	Nil	Save as 4th level fighter	Very	N	None	65+3/hp
12	Shark	3	M to L	6	3, 5 or 8	1	1d4+1 or 2d4 or 3d4	Nil	Nil	Non-	N	None	30+2/hp 110+4/hp 350+10/hp
13	Giant Moray Eel	2	L	6	5	1	3d6	Nil	Nil	Non-	N	None	110+4/hp
14	Ghost Ship	1	L	-2									
15	Sea Hag	1	M	7	3	1	1d4 dagger	Death gaze	Fright	Average	CE	8cp, 2ep, 12gp, 7 gems, 3 jewelry, r. of feather fall, cloak of manta ray, p. of healing	30 +10/hp+100
16	Lesser Seawolf	4	M	6 (7)	2+2	1 (3)	2d4 (1d2/1d2/1d4)	Lycanthropy	Nil	Average	LE	None	50+3/hp
17	Kelpie	2	M	3	5	Nil	0	Charm	Fire resistant	Low-average	NE	7sp, 5ep, 5gp, 9 gems	165+5/hp
18	Giant Octopus	1	L	8	7	8	1d4x8	Crushing	Ink	Non-	N	None	500+10/hp
19	Water Weird	1	L	4	3+3	0	None	Paralyzation	Sharp weapons, cold, fire	Very	CE	None	370+4/hp
20	Giant Squid	1	L	12	3/7	9	1d6x8/5d4	Crushing	Ink	Non-	N	None	2,000+16/hp

Use this table for the tropical waters after the Bresium horn. There is one mandatory encounter. When the pass by the Ivory Pearls they will be beset by pirates, specifically by Earl Captain Carny One-Eye off Sapphire Island (“Hell’s Maiden,” a barque).

Table IV
Tropical Sea Encounters
Roll each day and night

d20	Monster	#	Size	AC	HD	Attacks	Damage	Special Attacks	Special Defenses	Intelligence	Align	Treasure	XP Value
2	Pirate	20	M	8	1d6hp	1	By weapon	Nil	Nil	Mean	CE	10sp, 2gp each, 22,175gp in hold	5+1/hp+3
3	Island	1	L	n/a	n/a	n/a	n/a	May be creatures on the isle	n/a	n/a	n/a	May be buried treasure	500 for discovery + isle xp
4	Giant Marine Spider	2	L	7	3+3	1	1d4+1	poison	Nil	Semi-	N	3,142cp, 5,634sp, 2,435ep, 4 jewelry	2,000+16/hp
5	Marine Troll	2	M	3	6+12	3	1d4/1d4/1d8+8	Nil	Regeneration	Low to average	CE	4cp, 6sp, 2gp in lair	900+12/hp
6	Sea Horse	5	L	7	3	1	1d4/1d4+1/2d4	Nil	Nil	Semi-	N		50+2/hp
7	Manta Ray	3	M	6	9	2	3d4/2d10	Swallow whole, paralyzation	Nil	Non-	N	18cp, 13sp, 10ep, 8gp, 16 gems, jewel of attacks, p. of ESP	1,200 + 16/hp
8	Lacedon	4	M	6	2	3	1d3/1d3/1d6	Paralyzation	Cunning	Low	CE	6cp, 12sp, 2gp each	30+1/hp+60
9	Shark	6	M to L	6	3, 5 or 8	1	1d4+1 or 2d4 or 3d4	Nil	Nil	Non-	N	None	30+2/hp 110+4/hp 350+10/hp
10	Whale	1	L	4	12-36	2	5-15d4/1-5d8	Nil	Nil	Semi-	N	None	See p. 118 OSRIC
11	Merchant	2	M	10	1d6hp	1	By weapon	Nil	Nil	Mean	N	30cp, 19sp, 5ep, 32gp, 40pp, 2 gems, 5 jewelry each, Cargo varies	5+1/hp
12	Dolphin	8	M	5	2+2	1	2d4	Nil	Save as 4th level fighter	Very	N	None	65+3/hp
13	Pirate	20	M	8	1d6hp	1	By weapon	Nil	Nil	Mean	CE	8sp, 3gp each, 17,035gp in hold	5+1/hp+3
14	Greater Seawolf	1	L	5	9+2	2	3d4 and by weapon	Nil	Lycanthrope defenses	Low to high	CE	None	1,700+12/hp
15	Ghost Ship*	1	L	-2	150 HPV	15 longbows	1d6 each + 1d4 cold	Ramming in extremis	Running	n/a	n/a	None	5,000
16	Giant Sea Snake	1	L	5	9	2	1d6/3d6	Constriction	Nil	Animal	N	None	1,000+12/hp
17	Afanc	1	L	6	15	2	5d4 or 3d4/3d4	Whirlpool	Nil	Low	N(E)	None	4,000+20/hp
18	Giant Squid	1	L	7/3	12	9	1d6x8/5d4	Constriction	Ink	Non-	N		1200+16/hp+700
19	Sahuagin	20	M	5	2+2	1	By weapon	Natural weapons	Keen senses	High	LE		50+2/hp+15
20	Mist Dragon	1	L	12	9	4	1d4/1d4/2d12/2d4	Breath, magic	magic	exceptional	N	15,436gp, 18 gems, 11 jewelry	350+5/hp+50/hp>36

* The ghost ship is a misty, translucent apparition, always appearing at night suddenly and intent on attacking neighboring shipping. It is misty white when it first appears then within range, ghostly arrows arc over the water doing 1d6 normal damage and 1d4 cold damage, then they dissipate. Three volleys will be launched before it is close enough to initiate boarding. When the first line is cast, the ship and planks and all lines turn crimson. The archers are coffer corpses, there are 30 zombies and a ghost, commanded by a wight. If any attempts to board the ghost ship they will drop straight into the water. The ship cannot be harmed.



When they arrive in Gasparalzo in Venicia they will be charged 2 shillings (gp) by the harbor master Bartolo Gaetano to disembark. Upon reaching the gate of the city they will be charged another 2 shillings by the guards there. Once inside they can rest at Conchigila Locanda (Seashell Inn) or slake their thirst the Tavern della Toro (Tavern of the Bull). Or they

can visit Strumento Fabbrica (Tool Works). They will arrive on a market day Ddyd Mercher (Wednesday) and it will be abustle and slaves are available. There are services available, the Casa di Passione for instance or the Spiagga Maniscalco (Beach Blacksmith). Art can be purchased at the Arte Galleria. They can buy horses (at double the price). They will eventually find Ettore Fabroni on the advice of a tavern patron or market vendor, the Hall Keeper in the Halls of Sooth a Haruspex in rank (8th level) and he preaches the litany of Ounosaggi. For a fee he will tell them of Pilazer in a soothsaying. He will tell them he was poor travelling from town to town doing tricks for food and drink. When he got to Lenorini he obtained a patron and crossed over to Prissia. Ettore tells you he can hear coins clinking. He also says he performed two services, one for the Kaiser and one for his patron. But before that takes place they will have to deal with the city.

Table V

City Encounters

Use this table twice each day and once each night that they are in the city.

d20	Encounter	Notes
1	beggar	1d2
2	drunk	A disgraced cleric of a nasty temple
3	harlot	1d2
4	merchant	A seller of... DM's choice
5	Fish monger	Stinky, basically honest
6	thugs	1d4+1 d6 3rd level fighters
7	troubadour	1d4 travelling bards, actors or musicians
8	raksasha	1d3
9	townsperson	0 level 1d4
10	artisan	A crafter of... DM's choice
11	official	(1-9) Minor (10) Major , 2d4 guards
12	Giant rats	2d4
13	Press gang	2d8 1st level fighters, 4th leader armed with clubs
14	(1-5) laborer (6-10) peddler	3d4 rough workmen 1d3
15	fop	Dandy with 1d4 sycophants
16	werewolf	1d4 in human form
17	adventurers	3+d3, two 3rd level fighters, 2nd level wizard at least
18	mercenary	3d4 1st level fighters
19	thief	Pickpocket or flim-flam, 6th level
20	blockage	An ox and cart, crowd, collapsed building, etc.

Set Encounters:

Name: Giant Scorpion

Frequency: uncommon

No. Encountered: 1d2

Size: M

Move: 150 ft

AC: 3

HD: 5+5

Attacks: 3

Damage: 1d10/1d10/1d4

Special Attacks: poison

Special Defenses: nil

Magic Resistance: nil

Lair Probability: 25%

Intelligence: non-

Alignment: N

XP: 600+6/hp

Treasure: 3,171cp, 984sp, 2,456gp, 2 gems

Name: Monitor Lizard

Frequency: rare

No. Encountered: 1d3

Size: L

Move: 120 ft.

AC: 5

HD: 8

Attacks: 3

Damage: 2d6/2d6/3d6

Special Attacks: surprise 1d4, auto attack on a roll of 20

Special Defenses: nil

Magic Resistance: nil

Lair Probability: 40%

Intelligence: non-

Alignment: N

XP: 925+10/hp

Treasure: In lair 23cp, 16sp, 21ep, 9gp, 4pp, 8 gems, *potion of treasure finding*, *wand of wonder*

Name: Armor Golem

Frequency: unique

No. Encountered: 1

Size: M

Move: 9 ft.

AC: 0

HD: 6

Attacks: 1

Damage: 1d10 (greatsword)

Special Attacks: nil

Special Defenses: nil

Magic Resistance: 60%

Lair Probability: n/a

Intelligence: non-

Alignment: LE

XP: 225+8/hp+120

Treasure: +1 sword, +3 plate of magic resistance (30%)

The party will presumably end up in Lenorini about 140 miles NNW of Gaspalazo.

Table VI		
Wilderness Encounters		
Roll on this table twice each day and once each night.		
d20	Encounter	Notes
1	Giant bat	1d6
2	ogre	1d2
3	orcs	2d6
4	owlbear	1
5	Amber creeping vine	1
6	kobolds	2d8
7	Merchant caravan	Carrying expensive spices from Pasha north and other goods; 3 wagons, 1d4 merchants, 6+d12 guards
8	Wild horses	2d20, can be caught and tamed with time
9	wyvern	1d2
10	bandits	3+1d4, 2nd level, 4th level leader
11	wereboar	1
12	troll	1
13	troubadour	Travelling bards, actors or musicians
14	Young green dragon	2hp/HD
15	Huge spider	1d4
16	shadow	1
17	Sub-adult bronze dragon	3hp/HD, may help the party
18	Huge centipede	1
19	Brown bear	1
20	hermit	Crazy loot that knows of Pilazer; he has the power of augury

In Lenorini Pilazer's patron is long dead but they can find a descendant, named Lucrezia Lenza who was handed down the story of Pilazer's patronage and mission. Her ancestor was a prominent member of the Merchants' Guild and he was sent north to establish a cell and gain the ear of the Kaiser concerning the glories of mercantilism. The Venician Prissian mercenaries are the result of this discussion. She tells them that Zitadelle is the capital of the Iron State. Use the random encounter table V while they're in Lenorini.

Northward to Prissia, a very different country from Venicia with its base greed and haughty ways. Prissia is a nation of law, everyone sharply dressed, efficient and punctual it's separated into military districts and Prissian soldiers are the finest on Ert. They will pass through Friedelburgh and Hagerstadt, pass over the Eisenhugel (Iron Hills) on their way to Zitadelle, a journey of about 300 miles. Use the city encounters when their in the cities and the overland encounter table when they're traveling substituting 12+1d12 soldiers.

Set encounters:

Name: Giant Wolverine

Frequency: rare

No. Encountered: 1

Size: M

Move: 150 ft.

AC: 4

HD: 4+4

Attacks: 3

Damage: 1d6/1d6/2d4

Special Attacks: musk, +4 to hit

Special Defenses: nil

Magic Resistance: nil

Lair Probability: 15%

Intelligence: semi-

Alignment: NE

XP: 235+4/hp

Treasure: none

Name: Nymph

Frequency: very rare

No. Encountered: 1d4

Size: M

Move: 120 Ft.

AC: 9

HD: 3

Attacks: 1

Damage: 1d2 or weapon

Special Attacks: beauty, 7th level druid spells

Special Defenses: dimension door

Magic Resistance: 50%

Lair Probability: 95%

Intelligence: exceptional

Alignment: N

XP: 105+3/hp

Treasure: 32 gems, *philtre of love*, *potion of avian control*, *potion of extra-healing*

Name: Faerie Dragon (green)

Frequency: very rare

No. Encountered: 1-6

Size: S

Move: 6 ft./24 ft. (MC A)

AC: 5/1

HD: 10hp

Attacks: 1

Damage: 1-2

Special Attacks: breath weapon, magic use

Special Defenses: invisibility

Magic Resistance: 60%

Lair Probability: 25%

Intelligence: high to genius

Alignment: CG

XP: 280+4/hp

Treasure: *potion of clairvoyance*, *potion black dragon control*, *potion speed*, *potion water breathing*, *potion of polymorph*, clerical scroll; *bless*, *detect evil*, *find traps*, *slow poison*, *cure blindness*, *feign death*, magical scroll; *fumble*, *remove curse*, *cloudkill*, *hold monster*, *scroll of protection from petrification*, 43 gems, 18 jewelry, *ring of free action*, +1 arrow, *wand of fear*, *periapt of health*, *greaves of levitation*.

When they reach Zitadelle they will be questioned more closely than they were in the other two cities they passed through, all with military precision. It will take some time for the sentries to be satisfied. They should be impressed with the cleanliness of the city and the sharply dressed and precise soldiers at drill. They will not see the Kaiser personally but they will be shown to his secretary Kaleb Bürger who will receive them graciously inquiring as to their business. When he is told of Pilazer he will grow pensive. After a long pause he will remark, "That man did a great service for the Kaiser and the nation but he also did us a great disservice by introducing those Venician vipers into our midst." If he is asked to elaborate he will explain the Venicians' desire for world economic domination through their thieves' guild, the Merchants' Guild. He will also explain that through his help Prissian soldiers have the sharpest uniforms on Ert and the nation has a lucrative mercenary business with the profit mongers. He will also say the illusionist, adopting the moniker "Scintillant," travelled on to the Confederacy of Kyria, where he has no idea but he was told that the man became an adventurer. They are directed to travel north to Eisenstadt, just over 100 miles distant to cross over the narrowest portion of the Ironteeth Mountains. On their way, they will meet with an itinerant peddler with sweet meats and the DM should make them sound scrumptious indeed and force the peddler to make change. His delectables cost only a mark (an iron piece that is actually a bit of gold in Prissia). Copper pieces are pfennings and their shillings or gp are actually iron. The Prissians value iron over gold! There will be no other encounters on the way to Eisenstadt. They will have to leave their horses in Eisenstadt for the Ironteeth Mountains are a rugged range. They will have to buy climbing equipment. There is a base 30% chance a fall improved by 10% with each Dex bonus on each ascent if they've set their ropes, pitons a belays correctly. They can obtain instruction in Eisenstadt. There are five ascents through the range.

Table VII

Ironteeth Encounters

Roll for each ascent (before, during or after)

d20	Encounter	Notes
1	Hill giant	1
2	Ogre	1d3
3	Cougar	1
4	Giant poisonous toad	1
5	Bugbear	2d4
6	Griffon	1
7	Small keep	1
8	Barbarian	2d20
9	Goblyena	1d6
10	Giant blowfly	1d4
11	Adult red dragon	1
12	Worg	1d3
13	Goblin	2d6
14	Escapees	2
15	Giant cave lizard	1
16	Harpy	1d3
17	Giant adder snake	1
18	Giant troll	1
19	Black bear	1
20	Dire bird	1d2

Set Encounters:

Name: Barbarian

Frequency: common

No. Encountered: 1d6

Size: M

Move: 12 ft.

AC: 8

HD: 1-6 hp

Attacks: 1

Damage: by weapon

Special Attacks: witch doctor spells

Special Defenses: witch doctor spells

Magic Resistance: nil

Lair Probability: 20%

Intelligence: Mean

Alignment: CN

XP: 5+1/hp +25 for the witch doctor

Treasure: 86cp, 32sp, 14ep, *wand of illusion*

Name: Hermit
Frequency: rare
No. Encountered: 1
Size: M
Move: 12 ft.
AC: 10
HD: 1-6 hp
Attacks: 1
Damage: 1-2
Special Attacks: nil
Special Defenses: nil
Magic Resistance: nil
Lair Probability: 100%
Intelligence: very
Alignment: N
XP: 5+1/hp+3
Treasure: 6cp

This hermit, fifthly but with a keen mind is an oracle. He demands food for payment.

Name: Cloud Giant
Frequency: rare
No. Encountered: 1
Size: L
Move: 150 ft.
AC: 2
HD: 12+1d6+1
Attacks: 1
Damage: 6d6
Special Attacks: rock throwing
Special Defenses: nil
Magic Resistance: nil
Lair Probability: 40%
Intelligence: average
Alignment: NG
XP: 3,250+16/hp
Treasure: 33,000gp, 6 gems, 3 jewelry, *boots of striding and springing*, *dust of illusion*, *greatsword +3*, *ring of warmth*

They travel on to Kyria, crossing the Strate River, Drowner's Dock is north of them, Arrillianna is south of them and Forge Hearth is in the Ruddy Hills SSW. Drowner's Dock is a human settlement, Arrillianna is an aloof eleven enclave and Forge Hearth is a friendly enough gnomish settlement. Of, course they don't know that unless they have bought a likely inaccurate map. The legend of Pilazer is well known in Kyria as he spent considerable time here. If they go to Drowner's Dock, an open settlement of about 68,000 making their living off the Lake of the Jewels they will find that their legend concerns the giant snake in the lake. According to them, it's always been present and Pilazer tried to rid the lake of the snake reputedly taking a month in the effort. The snake was too wily, however, and in the end Pilazer had to give up. They will not know of the further travels of the illusionist except that he traveled all over Kyria. Lodging can be had at Drowner's Inn, libations at the Knotty Pub. If they travel to Forge Hearth, 98,400, they will find that Pilazer helped with the curriculum in the city of Kyria to train gnomish insurgents in their underground struggle in the Empire of Heaven. The gnomes will know that the adept spent a lot of time in Port o' Sea and it's said that he shipped out several times. If they enter the Verdant Forest bound for Arrillianna, population 96,800, they will be stopped by the druids who seemingly step out of thin air and who care for the forest and ask their business. If any of the party are evil they will be entangled by the forest as the spell. A runner will be dispatched and a company of high elves will escort the party onward. They will be told that Pilazer helped enchant the forest. They can sleep for a night in the Golden Oak Moot and they will be served delicious food and drink.

It would be advantageous for them to visit Oozy Hole (30,040 of gnomes who mine the tar pit), Ale Town (102,000 and the finest ale), Kyria (the capital and home to the Sanguine Archmage), Stone Helm (150,000 and a dwarven citadel) and

Port o' Sea (250,000 and the Confederacy's seaport). Kyria is south of Arrillianna on Doter's Bay overlooked by the Bloody Crag. Stone Helm is east of Kyria. Ale Town is west of Kyria the shores of Bow Lake. Oozy Hole is north of Ale Town and Port o' Sea is south in Seavolk Harbor. They are all about 100 miles equidistant from each other. They will find that Pilazer helped design the equipment used by the gnomes to mine the pit, helped perfect the Cobbits ale, helped the dwarves have a means of locating veins, helped with the gnome curriculum, became a confidant of the Sanguine Archmage and adventured forth in Kyria and became a crown sailor in Port O' Sea. We will visit these locales.

But first a random encounter table for Kyria:

Table VIII		
Kyrian Wilderness Encounters		
Roll twice each day (if the DM desires he can have night encounters of burglars, guards, harlots, etc.)		
d20	Encounter	Notes
1	Wyvern	1d2
2	War Dog	1, can be soothed, maybe adopted
3	An official of a nearby town	With 1d4 functionaries, 1d2 guards
4	Merchant	A gaggle, 2+1d4, in a carriage
5	Adventurers	4+1d4, average 3rd level, roll class randomly
6	Giant Stag Beetle	1d6
7	A Wizard	9th level with an apprentice on horseback
8	Ankheg	1d3, 4HD
9	Mercenaries	6+1d6, 1st level fighters, 3rd level leader
10	Lizard Man	6+1d6, traveling
11	Caravan	One wagon, a woodhil (tallfellow) hobbit delivering herbs and carved goods
12	A group of hobbits	4+1d4 cobbits (harfoots) abustling
13	Ogre mage	1
14	Gnoll	2d6
15	Red	The Sanguine Archmages' ruby crystal dragon, Red can assume human form, is friendly and a storyteller especially when he soured, a favorite state.
16	Glaberezu (Class C demon)	The Sanguine Archmage made lots of enemies and her and her sword banished a demon outside a tavern in Kyria. Now they go looking for her
17	Gluttondillo	1
18	Bandit	4+1d4, 1st level fighters, 4th level leader
19	Ettin	1
20	Barghest	1

Besides their inquiries, there are no set encounters for Kyria although the DM may wish to introduce Red.

Going from north to south the enclaves a cities are:

In Oozy Hole they can talk to a black gnome named Horhik who knows the story of Pilazer who helped the gnomes with a key part of their mining machinery. Without him it would not have worked. He says the adept traveled on to Ale Town. There is no lodging but they can slake their thirst at the Tar Pit Tavern.

Ale Town, with the finest ale in Kyria is a favorite stop for travelers. It's a busy place but eventually they'll come upon Joris Lighttoes whose family was passed down the secret recipe that Pilazer helped with. Pilazer then made another trip back to Kyria. Lodging can be had at the Restful Inn and refreshments at Tavern on the Berm.

Kyria, the capital of the Confederacy, is where they can get a great deal of information if they gain an audience with the Sanguine Archmage, Valkyria Odusdoter who has a natural tower in Doter's Firth reachable by only a causeway. She is the one that gave the illusionist his circlet and scintillating cloak. The field fronting Bloody Crag is a drill ground for Vakyria's troops. It is guarded by two stone giants and there is a homunculus inside. He went on to Stone Helm. They can imbibe at the Tavern of Crossby and sleep at Perrin's Roost.

They will have to wait to gain audience until the troops come out, the stone giant will not converse. They can talk to the commandant of the Crag Guards, Hedda Syversen, and upon mentioning the name Pilazer, she will send a runner inside the spire returning a short time later to escort the party inside. They enter a gigantic cavern and led up steps carved from the rock spiraling inside the cavern. No trace of the homunculus can be seen. They reach finished rooms, dining and kitchen, bedrooms and storage rooms, and finally they reach the receiving room. There, their eyes should bulge, for this room and everything in it is blood red! The Archmage is sitting at a table with a lamp reading a tome. A library can be seen beyond this room. There is no throne, just a study table, two chairs and cabinets. By the arch to the library a solid ruby greatsword rests in a stand. When she looks up they can see her austere beauty, blond hair, cloaked in blood-red and she addresses them, "You have news of Pilazer? Oh, that was so long ago, 200 years at least!" She doesn't stand on ceremony, she addresses everyone as an equal. If they genuflect or drop their eyes she will correct them. When she finds out they are looking for his estate, she says "I gave him a cloak and circlet with a diadem. If you find his belongings I will

reward you well for the cloak, the circlet and any wealth he had is yours to keep." She will go to a cabinet and retrieve six vials. "Here are four potions of healing and a potion to find Pilazer's riches and a potion in case he's not quite dead yet." [potion of extra-healing, potion of treasure finding, potion of zombie control]

Stone Helm is where they find a dwarf named Lolgon Shatteraxe who knows of the adept's work in locating ore veins more easily. Port o' Sea was his next destination. Lodging can be had at the Dragon's Fire Inn and imbibements and meals at Dungilly's Drop.

Port O' Sea is where they will discover how Pilazer got his wealth. They find an old salt Hargrave's Hideout who is a storyteller now and he knows all the stories of Pilazer the Scintillant and Port o' Sea. He will relate them in consideration for wine and coin. "Pilazer was eager for the ocean and all the adventure that he could have by sailing it. He embarked for Venicia first where his ship's master took on cargo of wine and hard cheese and art. He tangled with the Ivory Pearl reavers who was led at that time by Fowler 'The Rat' Antone. Had some success against 'em, too. Then they set sail for the Kingdom of Peace, pah, more like the kingdom of debauchery! They offloaded their cargo there and went on to Kraeldonia where they were going to pick up ore and take it back to Venicia to be carted to Prissia. But first they had to round the horn of Bresium where Pilazer almost died of the what they call the Desperdiçando a Morte da Selva or the Wasting Jungle Death, only attacks males. The fool shan't of gone ashore to cavort with those amazons. They avoided Dengál, an island of wild men and barbaric practices and Rampagia was in civil war. They headed back round the horn, stopping of at Pasha, an exotic land few have ever heard tell and took on spices, gems and jewelry, strange herbs, food and drink. That's where the devil got his wealth. He made two more voyages after that under two different masters but none were as profitable as that first voyage. After that he left for the 'Kingdom of Light' Golanda, proly went through Fuzzy Corners." Rooms are available at the Hall on the Hill and refreshments at Fynch's Loft.

Presumably they will set out for Fuzzy Corners a town of about 86,000 including 600 lochlans (stout). It's an agrarian and riverine settlement on the border of Golanda. Nothing much can be found out here but they can purchase produce, meat and fish. Immediately across the Kyria/Golanda River is Gentry (140,000) walled in limestone with buildings of oak. Golanda is a feudal nation founded by a paladin of the goddess of healing, Samariachau. They won't know much of the illusionist but it can be discovered that he went north following the Little Beldany River. In Tunny, they will say he continued on to Berryby and in Berryby they will recall Pilazer as a deceiver and they threw him out.

Use tables V, VI, and VII as appropriate.

He crossed over to Dressy in Paxland, a sleepy town of about 50,000 protected by a stout wooden wall and a sylvan elf named Gillantri Birchproud will recall the stories. By this time the adept was searching for rest and inquired about locations that rest could be found. Gillantri says he received a lot of advice and knows not if he found his rest but he sailed down the Great Ropa River. They can find lodging at the Dove's Rest Inn and drink at Dolgrin's Pub. Following the trail they will end up at Covington Lake and they will have to disembark. The nearest settlement is Bonny's Break, a town of 87,000 protected by a stout wooden palisade. They can lodge at Bonny's Break and refresh themselves at the Sign of the Fat Duck, known for good eating and fine libations. Occasionally, there is entertainment, but is mediocre, at best. It is not a place for rowdies, but altercations have happened. They will have to search for word of Pilazer and they will find word at Krangel's Dive and the word will raise the ire of one of the patrons by the name of Chester Hall. It seems that the wily illusionist fleeced Chester's ancestor, Horace. Chester hold a grudge even though the adept is long dead (or undead). Chester and his table will pick a fight with the party. He's a member of the guard, a 3rd level fighter and his chums are three 1st level fighters. After the dust settles Chester will admit the Pilazer was chased out of town and went to live in solitude at the Lake of the Ram.

At the Lake of the Ram they will search futilely for sign of Pilazer. They might find an overgrown opening some distance from the lake showing a couple of steps down and completely blocked with boulders. the passage of time has cemented the boulders together and there is no possibility of an entrance. After several times approaching the lake they will encounter nixies will try to charm the party, there being enough nixies to charm the whole party. If they succeed, play out the year in a few minutes and get on with the adventure. If they're at least partially unsuccessful, the remaining party members can attempt to effect a rescue, by what means are left to their ingenuity. If most of the party is unaffected, treat the charm members as lost. The nixie's lair is guarded by six giant pike. If they can negotiate with the nixies (bribery with money or slaves) it turns out that Pilazer served as a slave and paramour with the nixies for a year and made his home under the lake with their help and if the bribe is large enough they will show the party the entrance (they can cast *water breathing* with a 24 hour duration).

Pilazer is still around but he's a spectre! Once they overcome his haunted spirit, his treasure is available. He had several traps but few remain after so long a time. There is his bedroom with the circlet and cloak, every other garment is dust. There is his lab which contains nothing of value now except to a wizard. Valkyria has no use for it. There is his library containing six spell books covering 1st through 9th level spells. It also has a copy of "The Magic Treatise of Bloodymage," "Notes by the Red Mage," "The Monster Tome of Monsters" by Dugut Longbeard and a Manual of Bodily Health. His treasure room is lined with rotting tapestries and surprisingly armor and weapons. They can find a suit of +2 *plate*, a +1 *shield*, a +2 *shield*, a *sword of the berserker* and a +2 *intelligent sword* (two minor powers, detect evil within 10', detect secret doors within 5' and high empathy; the sword is CN in alignment) There is a large wine rack seven rare wines, four worth 75gp one worth 125gp and one worth 500gp) a counting table with a ledger, now crumbling and an accompanying chair and three chests all trapped. The smallest contains coins and has a needle trap, save or die, the medium one which contains gems and jewelry has an explosive trap, 4d20 which destroys the contents and the largest chest which is unlocked and contains magic items has a *dispel magic* placed on it which depowers the items. A *dispel magic* must be cast on the chest before it is opened.

The money chest contains 8764sp, 3762ep, 9786gp and 2543pp.

The gems and jewelry are 87 gems and 70 pieces of jewelry to be determined randomly by the DM.

The magic chest contains a *rod of striking*, a *wand of detecting magic*, a *wand of summoning*, a *iron flask*, a *sustaining spoon*, a *ring of clumsiness*, a *ring of warmth*, a +2 *ring*, a *cleric scroll* with four 3rd-6th level spells, a *druid scroll* with three 1st-3rd level spells, a *magic user scroll* with six 4th-7th level spells, a *scroll of warding elementals*, and *potions of growth*, *plant control*, *invisibility* and *oil of ætherealness*.

The circlet is enchanted with *mnemonic enhancer*, *invisibility*, *tongues*, *astral spell* and *clenched fist*.

The robe (in case they want to cross the Sanguine Archmage) is a *robe of scintillating colors* further enchanted with *dimension door*.

Name: Nixie

Frequency: rare

No. Encountered: 80

Size: S

Move: 60 ft./120ft.

AC: 7

HD: 1d4hp

Attacks: 1

Damage: by weapon type

Special Attacks: charm

Special Defenses: nil

Magic Resistance: 25%

Lair Probability: 95%

Intelligence: very

Alignment: N

XP: 35+1/hp

Treasure: +1 *magic daggers* and +1 *javelins carried*; lair: 560cp, 5,437sp, 21 gems, 6 jewelry

Name: Giant Pike

Frequency: rare

No. Encountered: 6

Size: M

Move: 300 ft.

AC: 5

HD: 4

Attacks: 1

Damage: 3d6

Special Attacks: surprise 1-4

Special Defenses: nil

Magic Resistance: nil

Lair Probability: 100%

Intelligence: non-

Alignment: N

XP: 90+4/hp

Treasure: none

Name: Crystal Dragon

No. Encountered: 1-6

Size: huge

HD: 1-16

Move: 12"/30"

AC: -1

Attacks: 1-12/1-12/3-36/2-16 claw/claw/bite/tail

Special: breath weapon (HD x d6)

Resistances: magic (50% except for Diamond, which is 75%) and effects from associated breath weapon

Int: genius

Alignment: neutral

Treasure: coins, gems, art, artifacts, magic items

Crystal Dragons live in a little understood symbiotic relationship with dracolings. Their scales shimmer in the sun, having the characteristic crystalline sparkle of gemstones. In fact, if one were to pry a scale loose, it would be indistinguishable from a large, cut gemstone taken from the ground. It is organic, however, and the "stones" lose form and color through the years if detached. They go through the growth phases of normal dragons and generally adhere to the statistics given for a particular dragon of the same color, noting that the diamond correlates with a silver dragon, not the white. It is a unique characteristic of crystal dragons that their hide is so scintillant that if the dragon approaches in daylight, viewing it will cause temporary blindness.

Ruby

The ruby dragon employs fire as a breath weapon with damage comparable to a red dragon of the same size and age.

Such a weapon can be used three times per day.

Gluttondillo

No. Encountered: 1

Size: medium

HD: 6

Move: 6"

AC: -3

Attacks: swallow whole

Special: its maw is plenty large enough to swallow a downed man; a pony might even be conceivable

Resistances: poison

Int: animal

Alignment: neutral

Treasure: none

This creature was brought to Ert to spread general havoc, just as the Retch Bird. A Gluttondillo is armored and generally roundish with a snaking tail extending from its posterior. It's about the size of a large dog. It has four short, leathery legs with which it moves. It doesn't have great speed or quickness, but the shell is nearly impenetrable (treat as reinforced steel, mithril, adamantite or any substance making this thing hard to kill). What makes this creature so horrible is its head. The whole front of the shell opens up into a huge maw and it will devour anything in its path, vegetable or mineral. Even if wounded, the creature will continue until it has no life. Their marauding stops at night.

Goblyena

No. Encountered: 6-18

Size: medium

HD: 3

Move: 12"

AC: 8

Attacks: by weapon or 1-2/1-2/2-8 claw/claw/bite

Special: none

Resistances: none

Int: low

Alignment: CE

Treasure: anything shiny

Goblyena's are the result of some mad mage's experiments gone awry. It is unknown what the intent of the experiments was, but the goblyena, a melding of goblin and hyena was the result. They are hairy, dog-faced goblins with pronounced lower haunches. The females have several teats with which to nurse. These creatures run in packs like hyenas, but they have opposable thumbs and walk upright in a forward crouch. This enables them greater speed than a goblin and weapon use. They prefer swords because they are attracted to and collect anything with sheen to it, but they will readily use any weapon at hand. There will always be some that are weaponless, but that does not deter them from scratching and biting. Goblyenas are cowards and do not have the tactical sense of goblins. They are scavengers like their hyena cousins. Not as prolific as goblins, they typically birth litters of four to six pups, of which possibly two will reach maturity. The bitch mate enters estrus, or heat, twice a year.