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ADVANCED
DUNGEONS & DRAGONS®

FEZ II THE CONTRACT



FEZ™ II

THE CONTRACT

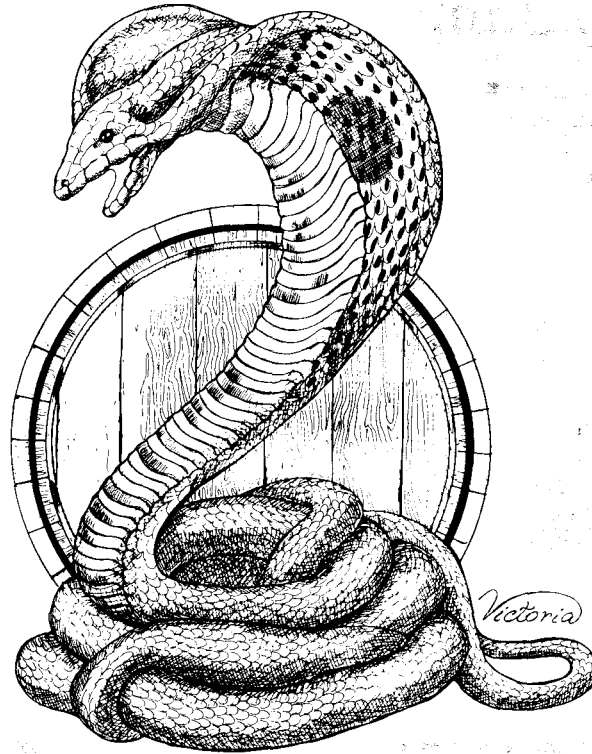


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FEZ™ II

THE CONTRACT

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AUTHORS NOTES

Puzzle solving...Thinking...Imagination. These are the basis of the FEZ™ tournaments, a series of Fantasy Role Playing adventures based not on "Hack & Slash", but rather, on the premise that stout-hearted adventurers can think their way through the most difficult situations.

Fez™ II, The Contract is the second of a series of adventures which involve the Chaotic/Good wizard Fez. When he was 22, Fez discovered the secret of time travel. His role in these adventures consists mainly of traveling through time, and securing prophecies and artifacts that can be used by clever adventurers to overcome evil. *Fez™ I, The Valley of Trees*, told how Fez used the power contained in a large blue diamond to bring about the downfall of an ancient, evil dragon. *Fez™ II, The Contract* tells how Fez risks his life to gain the service of a powerful demon. *Fez™ III, a Gem Fit for a Queen*, tells how Fez, with the assistance of a powerful demon, gains possession of a large blue diamond. *Fez™ IV, The Wizard's Revenge*, will provide the tale of the logical consequences of the first three adventures.

Like *The Valley of Trees*, *The Contract* satisfies the literary requirements of an epic quest. Play begins with the "formation of a fellowship." Eight characters, all but one from modern times, are brought together to accomplish "Impossible Tasks." There are terrible villains to overcome,

ancient riddles to solve, and prophecies to fulfill. As the adventure progresses, the players are thrice met by strangers along the way who offer them aid. There is the "passing of the cup" and a land about to be overrun by evil. The three major strongholds of the land, namely Devil's Isle, Ekardnam's "Castle of Gold," and the Temple of Flowers each have their armies of defenders, each army being of a different type. As the adventure unfolds, players will undergo moments of joy and satisfaction, moments of despondence, and, hopefully, moments of wonder.

When play commences, the players, with one exception, know neither their abilities nor their classes. *The Contract* is, however, filled with clues. Players can discover their characters' powers and abilities by studying the clues presented to them. For example, one character is a paladin: The writeup for this character describes a charismatic, talented professional football player who has completed a pre-med college education.

Finally, as this work is intended to be a thinking person's adventure, when a player of the appropriate class attempts an action which is necessary for the completion of the quest, the die rolls to determine the success of that action are automatic. Conversely, players who wander about aimlessly and who overlook the obvious take whatever punishment the dice deliver.

THE TAMING OF MEPHISTOPHELES

Background for the GM

Ezra and the Seven Impossible Tasks.

Our adventure takes place in The Land of Three Sisters. For some hundred years this land has been serene and peaceful, due primarily to the efforts of the patriarch Ezra. But the burden of keeping such a vast area free of the forces of evil has taken its toll, and as he approaches his centenary year, Ezra longs to pass from this life and spend eternity with his gods. Being a good man, Ezra will not lay down his burdens until it is clear that others stand able and ready to keep the peace in his beloved land.

Approximately 10 years before our story begins, Ezra was granted the rest he sought. One evening while he was meditating at prayer, a vision came to him. The vision told of a band of adventurers who, aided by a powerful wizard, would subdue an evil demon by completing the Seven Impossible Tasks of Antiquity. As Ezra gave thanks for the prophecy, a servant of the gods appeared before him. The messenger presented him with a golden ring that would speak to its bearer when each task was completed. The servant also told Ezra that his life was nearly ended; soon he would be with his gods. Ezra was instructed to entrust the care of the ring "only to he who sings as the birds themselves."

Thus it came to pass that Ezra gave the ring to the Bard Robbe, a minstrel with the wondrous voice of the Warbler. The two of them became close friends and, to their delight, found out that they shared a common friend in Fez, the wizard of time travel. Robbe had often visited with Fez at his castle in the Valley of Trees. Ezra had adventured with Fez when they were younger. All three shared a great respect for prophecies, hermit sayings, and the wisdom found in the rhymes of the ancients.

Ezra Summons Fez

Ezra had already made a shrewd guess that the wizard in his vision was Fez, for in his studies he had found evidence that a wizard accompanied by a demon had appeared in the Life River Valley several generations ago. The coincidence of the Bard also knowing Fez convinced Ezra that Fez was the wizard spoken of in the prophecies. In their last adventure together, Fez had given Ezra a silver coin split in two pieces. "If you ever need to summon me," Fez had said, "join the two halves." Together Ezra and the Bard summoned Fez to the Land of the Three Sisters.

Mite's Interference

It happened that Fez was summoned in the company of his brother Mite, a Chaotic/Neutral scientist. Fez agreed to do all that he could to help his old friends. While Fez, Robbe, and Ezra discussed "old times," and then the more serious business of the prophecy of the Seven Impossible Tasks, Mite was up to no good.

In but three days, he managed to insult most of the local townspeople as he investigated local traditions. In his spare time, Mite dissected (killing the only specimen) a unique orchid which Ezra was planning to give to the Temple of Flowers. During his investigation of the countryside, Mite managed to plug the opening to one of the geysers outside Ezra's temple, The Temple of the Last Watch. By the time acolytes discovered what Mite had done, the entire basement of Ezra's temple was flooded. Together Fez and Robbe set out to stop Mite's mischief. Before they found him, he had tricked an orbiting space ship into sending a shuttle craft to the planet's surface. Mite, no pilot himself, misjudged the shuttle craft's descent and inadvertently radioed misleading landing instructions to the hapless shuttle. The craft crashed in what is now known as Silver Rock Bay.

Fez was furious with the mischief Mite had brought about, yet secretly he was pleased. He saw that with such a vehicle, a resourceful band of adventurers could complete several of the Impossible Tasks.

Fez's Change in Alignment

Fez returned with Mite to their homeland. Fez still loved his brother, but he vowed to never again take Mite on a trip with him. Mite, returned to the joy of the strange machines he kept in his stronghold, was forbidden to leave without his brother's permission.

Following his return, Fez uncovered the prophecies concerning the Queen's Gem. He now understood that, whatever the cost, he must secure Mephistopheles, the Demon. The fates of the Land of the Three Sisters and the Valley of the Trees depended on his gaining control over such a Demon.

Many years earlier, Fez had completed a Ph.D. in Serpent Studies at Peking University. There he had learned of an ancient Dragon bound by the phrase "a thousand riddles." The problem was that the owner of the Dragon, the illusionist Ekardnam, was a friend of Fez. Fez didn't want to trick his friend, but he could see no way for the prophecy concerning "a thousand riddles" to be completed, other than to convince his friend to build his castle in the Land of the Three Sisters. He knew that the Blue Dragon was Ekardnam's most prized possession, but with the fate of two kingdoms depending on the completion of the Impossible Tasks, Fez concluded that the greater good would be served by tricking Ekardnam.

This was a very difficult thing for Fez to do; always before he had been completely honest with those he knew; but he did it. Thus did Fez become Chaotic/Good in alignment (thus too, did the fourth Fez adventure, *The Wizard's Revenge*, get its foundation).

Meanwhile, Ezra got his affairs in order and gave his final sermon. In the sermon, he carefully laid out the prophecies. He placed his copy of the sermon in the Book of Wisdom

which he kept in the now partially hidden chapel beneath the Temple of the Last Watch. With the knowledge that his life's work was now complete, Ezra passed on to receive his just rewards.

Fez Learns what Mephistopheles Plans

During the 10 year span from the death of Ezra to the beginning of this adventure, Fez has been quite busy. As a young man, Fez spent two years at the University of Illinois obtaining his second doctorate, and becoming an avid football fan. During his tenure at Illinois, one of professional football's great linebackers had been kidnapped by a Mister I. M. Demon. Fez returned through time to the decade following his student days at the University (he knew better than to be in the same time frame twice). Newspaper accounts told him of several other talented people who had disappeared that same evening. From these accounts, Fez deduced that the Demon Ezra had foreseen was Mephistopheles, Demon of Soul Capturing.

Forewarned, Fez returned to his homeland. He sent his mechanical servant warrior and the Bard Robbe to prepare two of the adventurers for what was to pass. Fez personally visited Faust, Daniel Webster, and others who were known to have escaped the clutches of Mephistopheles. Finally, he made one special item and purchased two others from the electronics firm Sands, Inc. to aid the adventurers.

Evil Enters the Land of Three Sisters

Ten years have passed. As Ezra foretold, evil forces have invaded the Land of Three Sisters. The once peaceful countryside is now a haven for monsters. The demon Nine Toes has taken up quarters at Devil's Point. Treachery lurks in the halls of the once, entirely lawful, Temple of Flowers. Powerful monsters are now to be found on the peaks of the Three Sisters Mountains. Stone statues, once living men and women, now stand in the Dark Forest.

The island to the south is no longer home to just a peaceful lighthouse. Mephistopheles and his powerful allies control the island. He plans to use it as a base to overrun the land. Nothing will be able to stop his army once it begins to march from the Sea of Mystery towards the Three Sisters Mountains. His legions are powerful and numerous.

The Contract

Fez then went to Devil's Isle to barter with Mephistopheles. At first the wizard was not permitted into the presence of Mephistopheles; a small golden-skinned Demon handled communications. When Fez agreed to a temporary truce, Mephistopheles agreed to personally hear Fez's proposition.

They wagered that a band of eight adventurers, to be chosen by Mephistopheles, would be able to complete the Seven Impossible Tasks of Antiquity. Mephistopheles realized that he would lose most of his power if he was forced to fight Fez; even though he would surely win. Thinking that he had tricked Fez; he agreed to the bargain, planning to follow only the letter of their contract. Thus, he would gather adventurers from a future time. The stakes were high: Fez's soul vs. one millennium of servitude for Mephistopheles. Fez knew the Demon would only obey the letter of the contract, and he was prepared to do the same. Moreover,

Fez had done his homework; the item he has made for the players is a ring, which, if the adventurers are clever, will show them the path they must take to find the hidden prophecies. Fez knows he dare do no more, for he is acutely aware of the dangers inherent in time traveling: interfering with the course of history. He also knows, however, that each Impossible Task can be completed in more than one manner. He trusts stout-hearted adventurers from whatever generation, to find reasonable ways to complete the tasks.

The Adventure Begins

Risking his very life, Fez struck his bargain with the demon. He drank the potion that will cause him to sleep throughout the adventure. Play begins in the cellar of Mephistopheles' stronghold on Devil's Isle. While the demon is collecting party members, Fez manages to whisper a single clue concerning his ring before collapsing. It is overheard by an elven prisoner. The wizard's fate will be determined by the actions of the adventurers.

After gathering the party members in his basement, the Demon leaves, as Fez had guessed he would, without actual-

ly telling the players of their powers or of the quest. The fate of two kingdoms rests in their hands. The clues are there, but the players will have to observe, think, and make reasonable, imaginative decisions.

Directions to Begin Play

The Game Master should give players copies of the "Player Introduction" pages and the writings for all the players **except** Egathonolis. Information concerning items (scrolls and the Sands Potentials Analyzer) that the players have with them at the start is found in the section titled "Player Information Discovered Upon Inspection." Play begins in Room 1 of the Devil's Isle Dungeon Complex. Have the players prepare a marching order.

Expect your players to take 2-3 hours time to find their way to the prophecies hidden in the Temple of the Last Watch. The remainder of the adventure, the completion of the "Impossible Tasks," usually takes an additional 4-8 hours and can be played in more than one session.

MODIFICATIONS FOR CAMPAIGN PLAY

Here are several ways you can incorporate this adventure into regular campaign play:

1. Have the army of Mephistopheles making preparations to invade the land where your characters live. Then have a powerful character make a bargain with Mephistopheles in order to save the land. Make sure that players have the necessary items they'll need for the adventure. It may be advisable to allow someone to have the abilities of Sir James Cormick, or to add Sir James as a non-player character(NPC).

2. Break up the adventure, as it should take several sittings to complete anyway. By putting only portions of the adventure into your world, you will have material for many sessions. Some suggested mini-adventures include:

- A) Escape from the lighthouse on Devil's Isle.
- B) Recover The Book of Wisdom from The Temple of the Last Watch.
- C) Have the players quested to remove the "Polished Rock" from your world.
- D) Recover the fabled "Silver Hand" from the

Dark Forest, or rescue Sir Kante from this same forest.

E) A quest for treasure in the Castle of Gold or a mission to rescue a player character from the Illusionist's prison.

F) The Temple of Flowers can be used to promote a deserving but unlucky monk to his/her next level. Since there are only single spaces available in the upper echelon of the monk's order, there can be a ripple effect to the level of your choice. In some worlds there are several orders of monks, each with its master. You may want to treat the invasion of The Temple of Flowers as a war between factions, instead of a breach by an insane monk.

G) Devil's Point offers opportunity for many types of adventures; rescue, escape, etc ... Defeating a powerful Demon is very intriguing to players. Even clever lower-level players could be successful in the quest. Don't forget to give them a teleport device, as Nine Toes is a *very* poor loser.

There are many other possibilities, including eliminating the monsters that have been gathering in the Land of Three Sisters.

PLAYER INTRODUCTION

Seven people of varied backgrounds from modern times are ferried in sequence by a powerful Demon to a stone room. In the room, asleep at an oak table, is an old man dressed in a magician's garb. After gathering these people together, the Demon mocks them, saying: "I have done all that the foolish Fez demanded. When you are unable to finish your quest in the allotted time, I will be free to overrun the land." At that the Demon seals the doorway to the stairs leading out of the room and vanishes.

THE PLAYERS

Name:	Profession:
Aaron	Rabbi
Little Jane	Carnival Midget
Sir James Cormick	Technician
Dr. Jacqueline Gacim	Library Curator
Kevin Karcan	Priest
Varell	Maestro
Chuck Block	Pro Football Player

DR. JACQUELINE GACIM, THE CURATOR

You have 5 Ph.D's and can read 27 languages (including some whose origins you don't know). You are the curator of a great library. Recently you have been investigating a stack of ancient scrolls. One of these seems to be the key to the others. When put into familiar characters it reads:

z c h n o q r v j i a d k m l e b g p s t u x f w y

While mulling over this scroll you daydream of adventures, wishing you were adventuring. At that, to your astonishment, the demon Mephistopheles enters your library. Suddenly you, he, and your stack of scrolls glide through void and space to a musty, stone room.

In the center of the room are a table and two chairs; an old man, dressed like a medieval magician, is asleep with his head resting on the table. A scroll lies in front of him. In appearance it could be any of those you hold.

The monster continues with his strange task of ferrying others into the room. You recall several accounts in literature of Mephistopheles, Demon of Soul Capturing. You see that what you have read could not convey how truly evil the demon is.

HISTORY: You have always been fascinated with history, books, and mythology. As a child you were not the "tomboy" type. Your Ph.D's are in Ancient Egyptian, Medieval History, Parapsychology, Romance Languages, and Comparative Mythology. Since age 20 you have acquired one Ph.D and authored two books every three years.

CHUCK BLOCK, LINEBACKER

Since childhood you have known you were stronger than others. As a child you rode show horses, twice winning the

Nationals. In high school you found your niche in football, making All-State your last three years. And so it went, college ball to pro ball. Now you are respected by teammates and foes. If it weren't for football you'd be a doctor.

But it was the right decision: You've been All-Pro 6 years running. Today's game was typical; 2 Quarterback sacks, 7 unassisted tackles, and one blocked field-goal attempt. Still, there must be more to life than a game. How you wish for some real adventure. After the game you have an appointment with a new agent, a Mr. I. M. Demon; how archaic. Judging from the name he'll probably be wearing a fluorescent green and orange suit.

Alas, Mr. Demon turns out to be an ugly brute; strong, powerful, red-skinned, and wearing no suit at all. Though you have a bad feeling about him, you don't stop him from taking you through a void to a damp, stone basement. In the basement are two people. One is holding a sheaf of papers, the other is in a coma at the table. I. M. leaves.

HISTORY: You are excellent at first-aid and massage. You were an expert equestrian. You have always been more agile and stronger than your peers, but you are not boastful about your abilities. You've always been a favorite of the ladies, though you've never taken advantage of this.

You are an exceedingly organized person and, as such, have great respect for law and order. Though others might break the law to achieve a good end, you know that such deeds are short-sighted, since ultimately they can only lead to Chaos. You studied pre-med in college and planned to become a doctor at the end of your football career.

LITTLE JANE, THE FREAK

The barker cried "Step right up folks, see the fabled freak, Little Jane. She's only 80 centimeters tall, with stocky arms and a huge chest. Pay your dollar; see Little Jane, the Clown."

It makes you sick. You've been treated this way since childhood, a carnival freak. They're the ones that are built wrong. Sure, you're a different size, and your muscles bulge in different places, but they work quite well. Once you had escaped in Phoenix, climbed a sheer wall, 50 meters high. Quite a feat! Would've made it too, save for the high intensity lamp that caught you crouched in a corner.

"Here's a customer, act the clown," the barker snarls. *They always call me names, you think, thefreak, the clown. Damn it! I'm a person. Can't they understand that. I'm a person, too.*

The customer is a red-skinned, ugly brute. His evil gaze seems to bore directly into your heart. The barker flees in fear. No guts, that one ... "What is your wish?" the Evil One asks (as if he knew.) Why not? You tell him of your desire to live in a land where you'll be respected.

You really aren't surprised as he magically takes you far, far away to a damp cellar. Three people are there. A woman carrying rolled up scrolls, a handsome hunk in a football uniform, and some old guy in a drunken stupor, sleeping at the table.

HISTORY: You are an orphan. As a child you became quite proficient at sneaking out of the orphanage at night, and were incarcerated for a short time for theft. The Court made you a ward of the carnival barker (you wonder what the "fee" was.) As a minor role in the carnival, you have served as a knife thrower. You were good, very good. Perhaps justifiably, your owner took away your knives.

VARELL, THE MAESTRO

You love music and have never regretted devoting your life to it. The turning point in your life came when Old Zef, an elderly prison inmate convinced you to take up music as a profession. "Would a beggar turn away from a fine suit of clothes?" Zef had said. He had been right. It was the right decision.

Today's practice was long and hard. The brass section performed well. But the strings were simply awful. "Draw the tears from your violin," you had said. You showed them—actually making them weep. Alas, they had your passion but not your ability. Indeed, only once in recent memory have you met anyone who could play an instrument with the passion and feeling you have.

A man, dressed in strange green garb, showed up at your apartment some months ago. You and he had shared an evening together. He with his lyre, you with the violin, had played and cried and laughed together till dawn. Surprisingly, his beautiful voice didn't seem to soften his presence which was like that of the street brawlers you ran with as a youngster. At breakfast he had told you a bizarre story of a land of witches and dragons, a land in great peril. On an impulse, you wished to visit this land.

"That, Maestro," he said, "is why I'm here. One day a force more powerful than you or I will bring you there."

Months passed. You learned songs anew, and did what you could with what little talent the orchestra had. "Tomorrow is the spring concert in honor of the president," you mused. "Not so," the Demon said. You wondered where he came from. Without another word, he bore you through mist and void to a stone chamber. There you see an old man asleep at a wooden table. Standing next to the table is a woman with a stack of scrolls, a handsome brute dressed in a football uniform, and a midget dressed in a gaudy outfit. The Demon departs.

HISTORY: You were in a street gang as a youth and spent two years in jail on a manslaughter charge for "accidentally" killing someone with a long hunting knife. Simply put, he had needed killing. In jail you took up music as a profession. In researching ancient folk music, you came across three strange tunes, unique in their subtle powers of interweaving rhythm, lyric, and melody. Respectively, these three songs can: 1) change a walking stick into a fine club, 2) allow speaking and understanding the languages of animals, and 3) befriend animals.

KEVIN KARCAN, THE PRIEST

You have finally made the rank of Superior Master of the Temple of Anzon. The years of training, the months of early morning jogging, steam baths, weight lifting, and mediation

are beginning to temper your awareness of mind and body. You wear your tan robe and brown leather belt with humble pride. Still (as the high priests teach), "A man can only be what he wills to be." It's a good creed to live by. You have learned to withstand pain, cold and hunger. Finally, on your promotion night, you had fooled all but the high priests. The others had thought you dead. "For the body can do great things," the high priests teach.

You know your fate is not settled. Each morning you study, light candles, and meditate. Eventually, you too will become a high priest, knowing full well the purpose that has driven you will be revealed at its proper time. One night while meditating, your desire for this revelation overwhelms you, and you whisper, "I wish to be sent on an impossible task." At that utterance, a minion of disharmony appears in front of you. "Come" the Demon says. He bears you to a dark damp room. Five people are in the room. The Demon leaves.

You recall the wisdom of your masters: "Someday you will find your path though it may be hidden from you. Overlook nothing for even the small pebble has its purpose."

HISTORY: Your studies trained you in hand-to-hand combat, empathizing with animals, controlling your metabolism, self-curing, and manual dexterity. The shiriken (star-shaped disks, 4-8 points of damage, 2 per round) are your specialty.

EGATHANOLIS, THE WARRIOR

You grew up on this world, spending your long elven youth training to be a warrior. At 16, you became a member of the Order of the Fang, the result of passing the Test of Adulthood in the Exile Dungeon. You still wear the ring Netawaka, the Keeper of the Exile, gave you. Shortly after you became an adult a gold-skinned humanoid named Secant sought you out and stayed with you for a full year, training you in an ancient tongue. When he was satisfied that you had mastered the language, the Golden One left as abruptly as he had appeared.

As a young warrior, you distinguished yourself in several minor skirmishes. Accordingly, two weeks ago you were chosen to lead a party that was to investigate rumors about Demons that were plotting to overrun this world. Your party managed to trace the rumor to its source. Unfortunately, your group was captured and your partners were murdered by winged demons. For some sordid reason, you alone were taken, and imprisoned in an alcove off a damp stone cellar, left to mourn for your companions. Your captors drugged you, and you entered a deep sleep.

As you awoke, your thoughts were fuzzy. First you saw the Red One arguing with a mage. But you couldn't understand their speech. Finally, the Red One and the wizard signed the parchment now laying on the table. Then the wizard, with great reluctance, drank the contents of the vial which the Red One gave him. As your head cleared, the mage slipped into an uneasy slumber.

After the Red One left, you barely heard the mage mutter "The ring shows," or was it "The ring knows." You were never quite sure, even though he mumbled it several times before his head slumped to the table. Now fully alert, you witness the sequential arrival of six strangely clad humans,

and one unusually clothed dwarf. Why didn't one of them free you with the key on the wall? To your surprise, they use the ancient language the Gold One taught you. You listen carefully to see if you can trust them.

HISTORY: You know most of your history already. Your weapons of expertise are the long sword and the long bow. The healers have told you that you have 46 HTK.

SIR JAMES CORMICK, THE ENGINEER

World Oil Inc. has just announced a major find off the coast of Zale. What they didn't announce was that the feasibility of drilling for oil on that storm-ridden coast was due to one Sir James Cormick. You, more than anyone else, have solved the riddles of building a platform that withstands 120 mile per hour gales. You alone developed a plastic flexible enough not to break under the water's wrath, yet strong enough to descend three miles into the ocean to the well below. "Sir James Cormick, Technician Supreme." But you're bored. Sure, the world now has another decade of fossil fuel, but you would gladly give it all up for a chance to riddle a machine that presented a challenge. How you wish for adventure.

As you make your wish, a Demon appears, "Your machine, *Sucker*." He hands you a device similar to a pocket calculator. The machine has 9 marked buttons. Mockingly the Demon continues, "Now for the adventure." There is a sudden flash, and you find yourself in a stone room with six others. The Demon leaves.

HISTORY: Your B.S. was in Electrical Engineering, your Masters was in Civil Engineering, your Doctorate in Chemical Engineering. During Viet-Nam, you designed, modified, and tested experimental aircraft. Since the war, your accomplishments have included developing two new oil recov-

ery methods, the design of an orbiting space factory, and constructing a working (but cost prohibitive) bionic eye.

AARON, THE RABBI

You are (you admit in a small way) a holy man. You love that who gave us life, and do all that you can for your gentle people, acting as judge, teacher, advisor, healer, comforter, and spiritual leader for your small community. Still you wish that the divine one had planned a little more excitement for your life. What's this?! A demon appears, a Duke of Hell! You know him to be evil, but before you can respond, you are wrenched through time and space, you know not how, to a stone room. In this room are seven people, one asleep at the table.

You fear the Evil One, but experience has taught you that Demons come in many forms. He speaks: "I would be remiss unless I told you that a colorful adventure lies ahead of you. I have done all that foolish Fez contracted me to do." He slyly smiles and says "I have obeyed the letter of the law of our contract. You have the power he demanded, and you will have at your disposal all the items you need to accomplish your appointed tasks." The Demon laughs! "When you do not fulfill the prophecies in the allotted time, I and my many legions will be free to devour this land." Before he leaves, the Demon blocks the stairway leading up and out of the room with an electrical power maze.

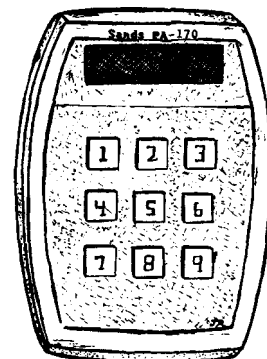
HISTORY: You survived Hitler's Holocaust. At age sixteen, near the end of the war, you were discovered in your hiding place. With the flail your family passed down as an heirloom, you managed to kill the two Gestapo agents who found you. After the war you led a band of survivors in settling the pleasant valley where you have been rabbi. You wear a mezuzah (holy symbol) on a chain around your neck.

PLAYER INFORMATION DISCOVERED UPON INSPECTION

The Sands Potential Analyzer

When players press the buttons on Sir James' machine they will see numbers appear on its display. The machine is labeled *Sands Inc. Potentials Analyzer*.

GM ONLY: Sir James' machine, the potentials analyzer, has nine buttons labeled 1-9. The LCD view is at the top of the machine. When a button is pressed the related stat for the player that pressed the button is shown. The stats are; Appeal, Stamina, Dexterity, HTK, Intellect, Skill level, Spells, Strength, and Insight. Sir James can tell that each button is a sensor of some sort. This device will not work for elves, and thus does not reveal Egathanolis' stats.



POTENTIALS ANALYZER

PLAYER STATISTICS

STATISTICS AVAILABLE FROM THE SANDS POTENTIALS ANALYZER

Name/Class	Button Number:	1	2	3	4	5	6	7	8	9
	Attribute shown:	A	STM	DEX	HTK	IT	Skill	Spells	ST	IN
Aaron/Cleric		10	12	7	31	12	7	5/4/2/1	7	15
Chuck Block/Paladin		17	13	16	27	13	5	0	18.4	13
Little Jane/Thief		6	17	18	34	17	6	0	14	9
Dr. Jaqueline Gacim/MU		6	10	9	19	18	7	4/3/2/1	11	9
Sir James Cormick/Technician		8	14	16	15	17	4	0	12	14
Kevin Karcan/Monk		14	14	15	22	13	7	0	15	15
Varell/Bard		15	12	16	29	12	3	3	15	16
Egatholis/Elf Fighter*		0	0	0	0	0	0	0	0	0

*GMNOTE: The machine doesn't work for Elves.

Stats for Egatholis

Egatholis/Elf Fighter	13	16	16	46	13	6	0	14	9
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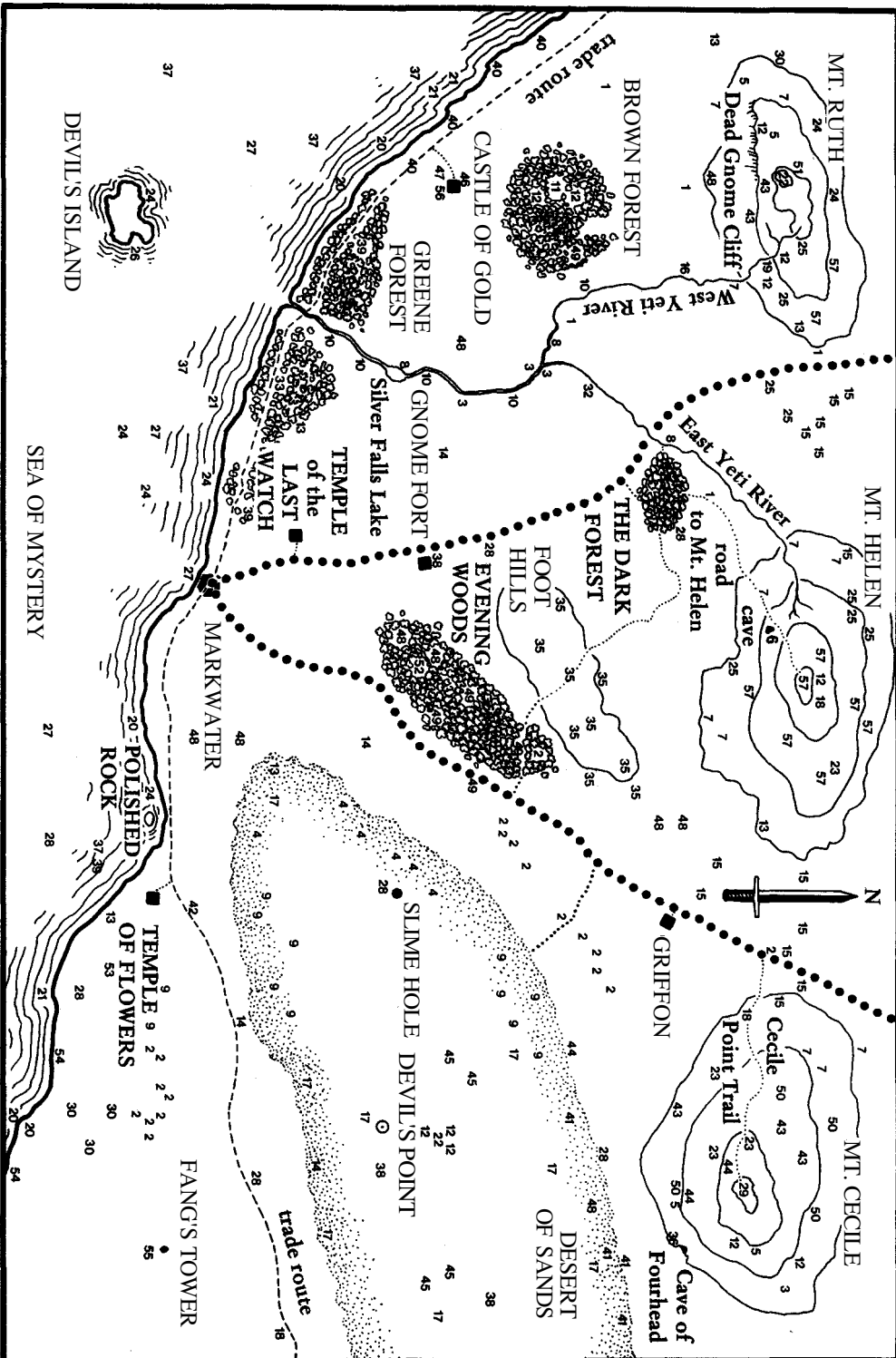
A: Appeal, STM: Stamina, DEX: Dexterity, HTK: Hits To Kill (Always updated and kept current), IT: Intellect, Skill: Skill level of character, Spells: No. of spells per level, ST: Strength, IN: Insight.

STATISTICS NOT AVAILABLE FROM THE POTENTIALS ANALYZER

Name	Armor Class	Damage	# of Attacks	Weapon	Notes
Aaron	6	1D6+1	1	Flail	Gains one extra spell if reads "Book of Wisdom."
Chuck	1/-1	1D10+3	1	Sword	AC: 1 vs. neutrals AC: -1 vs. evils Damage: 1D8+8 with "Holy Swords"
Little Jane	7	1D4+1	2	Dagger	
Jaqueline	9	0	0	None	Unskilled in weapon use
Sir James	4	1D6	1/2	Crossbow	
Kevin	5	3D3	3/2	Hands	+ 3 with weapons
Varell	6	1D6+1	1	Short Sword	Fights as a Skill 5 Fighter
Egatholis	4	1D6	2	Long Sword	1 attack per round with long sword

CM NOTE: Varell can only throw the three "songs" he knows until he can learn more. Everyone else has the abilities of a normal character of their class.

LAND OF THE THREE SISTERS



SCALE 1 mile

Dr. Gacim's scrolls.

These scrolls appear with the following headings on each:

1. ZCHNOQRVJIADKMLEBGPSTUXFWY
2. TMPOOM POGUZMS UNSEEN SERVANT
3. QOZSVOGQZDD FEATHERFALL
4. NOSOHS KZRJH DETECT MAGIC
5. JNOMSJQW..... IDENTIFY
6. NOSOHS JMUJPCDO DETECT INVISIBLE
7. JMUJPCJDJSW INVISIBILITY
8. DLHVSOLCIOHS LOCATE OBJECT
9. QJGOCZDD FIREBALL

10. DJRVSMJMR CLDS LIGHTNING BOLT

11. XJYZGN OWO..... WIZARD EYE

GM ONLY: Each scroll is coded. When this code is deciphered it tells how one casts the spell, and describes the material and somatic requirements. The translation is fairly easy, (see the key given for Scroll 1 in Dr. Gacim's list of scrolls). Z translates as A, C translates as B, H translates as C, etc. The Identify spell may be used on Fez's ring, but it will only reveal that the ring is magical before Dr. Gacim gets a severe headache and loses 5 Stamina points temporarily. Until Dr. Gacim gets a spell book of her own, these are the only spells which she knows.

DEVIL'S ISLAND DUNGEON

WHERE PLAYERS BEGIN

1. An old man in a robe and a hat, with a ring on his finger, sits asleep at the table. His head is resting on the tabletop near an empty vial. Also on the table are an empty bottle marked "Hobbiton's Finest," a scroll, and two lead mugs, each half full with a liquid. A ring of 20 keys hangs on the east wall. The stairway at the east wall leads upwards. Presently, entry to these stairs is barred by a red wall. There are two doors in the south wall, both having small, barred windows. A third door is in the west wall.

GMNOTE: If any player attempts to injure Fez, the robot in room 3 will immediately teleport to Fez's side and stop the attack. If more than one individual attacks, Warrior will pick up Fez and Teleport to a safe corner of the room. Fez's hat will fall to the table when he is moved; all other items are with in Warrior's grasp. Unless the party shows genuine remorse and apologizes, Warrior will not let them approach. He will hand over the robe and ring if asked, but will not let Fez out of his grasp.

UPON INSPECTION:

A. Anyone drinking from Fez's mug (the mug on the right, closest to his hand) sleeps for one year: no save, no other effects. There are three doses of the drugged wine left.

B. The vial is empty.

C. The robe, if removed, will appear to be a clean normal robe. It has a simple label "FEZ" on the back.

GM ONLY: The robe will not detect as magical, but, if worn, the wearer decreases his armor class to exactly 1, *No adjustments applicable.* (The robe had a Non-Detection spell cast on it.)

D. The ring is a simple gold ring inset with a black and white marble stone.

GM ONLY: It is magical. It knows (shows) the players (by the color of the stone) what color they should seek next. The stone on the ring begins with the color of black and white marble. The instant the ringbearer (or wearer) enters the black and white marble staircase, the stone turns jet black (the color of the control box for the mechanical crab). The moment the ringbearer finds the control box, the stone turns silver (the color of the crab). When the ringbearer enters the crab, the stone turns green (the color of the trees on the shoreline of the continent nearby. There are no trees, only briars on Devil's Island). When the ringbearer reaches the forest, the stone turns white, its final color (three white doves will meet the party near the shoreline). The doves are trained to look for the crab. The doves will then fly along the trade route to the Rog's Head Inn in Markwater This is where the party will meet Robbe, the minstrel.

E. The keys unlock all doors in the tower, including the two bar-inset doors in the south wall of Room 1.

F. The scroll on the table reads:

Fez, Wizard of Time, and Mephistopheles, Demon of Soul Capturing, do hereby agree to the following pact. The demon Mephistopheles shall gather together a band of eight dwarves, humans, and elves. This party shall have until summer's end to complete their quest. In addition, they shall have the abilities and items necessary to complete this quest, including a statement of the goals they're to achieve. Mephistopheles and his followers will not harm or interfere with any members of this party as long as they do not approach his tower. Fez will drink a potion of slumber to prevent any interference on his part. If, indeed, the

party of adventurers accomplishes their quest, Mephistopheles will serve Fez faithfully for a ten century interval. If they do not, Fez's soul will belong to Mephistopheles, and the legions of demons under Mephistopheles' control may assault the countryside.

(signed) Fez,
Wizard of Time Travel
(signed) Mephistopheles,
Demon of Soul Capturing

G. Fez's hat has a moon and star on it. Any player who puts it on will become invisible. (GM: When the hat is removed, three items fall out of it onto the table. These items are: 1) A dinner invitation from the Arch Bishop of Notre Dame congratulating Fez on his recent doctorate degree. 2) A program from a professional football game in Chicago. Inside the program there's an asterisk marked beside Chuck Block's name. 3) A fortune cookie. The message in the cookie is in Chinese. When Dr. Gacim translates the fortune, it reads: "If it looks like a rock, feels like a rock, is rough and smooth like a rock, sinks in water like a rock, then it's probably a rock.")

H. The secret door will be found if the party investigates the northern wall.

I. The party cannot enter the eastern stairway; it is blocked by a Prismatic Wall. If anyone touches the wall they will receive 10 points of damage.

2. An elf is in this room; apparently he is a prisoner. He is wearing a loincloth and a simple gold ring.

UPON INSPECTION:

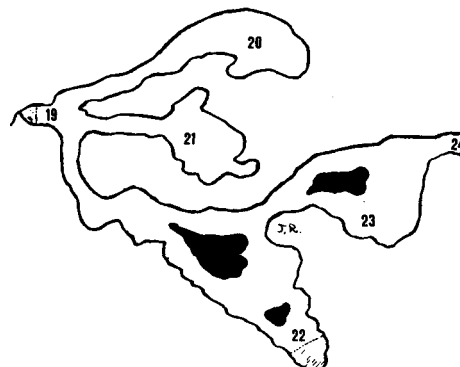
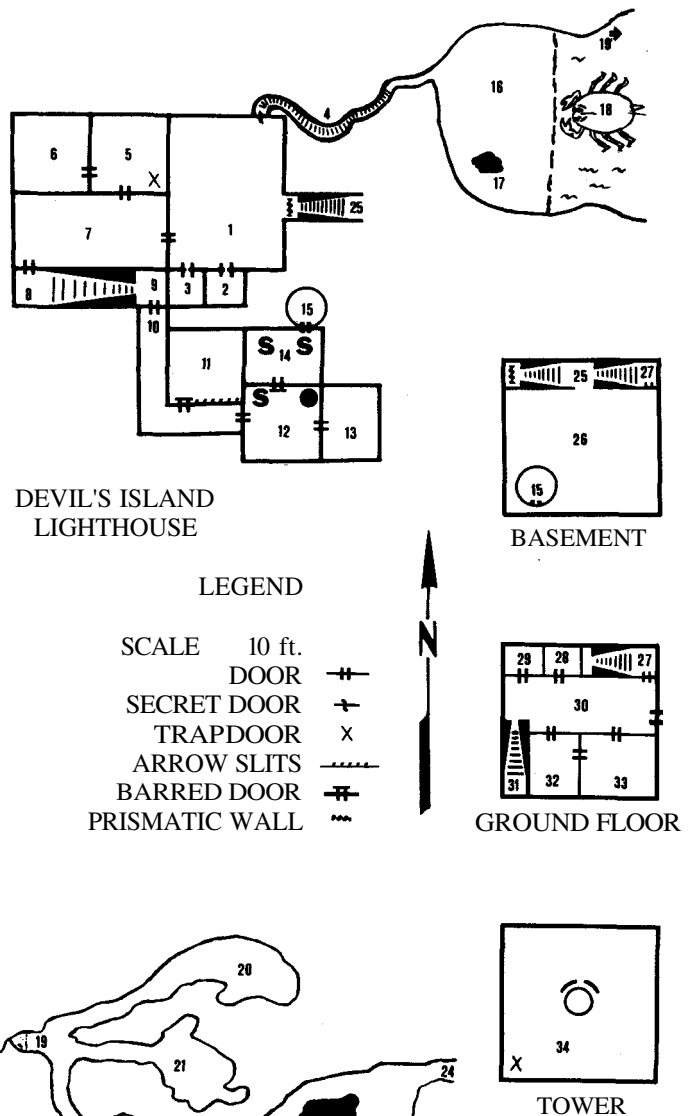
The prisoner is an elf named Egathanolis (pronounced Eg'-a-than-o-lis'). He will refuse to answer any other questions unless he is freed.

GM ONLY: Egathanolis is a player character. The Game Master should give the party his character sheet once he is freed. His ring has one Wish spell in it that only he can use (it wont pass on to the next owner of the ring). Listen carefully to the player when he makes the Wish as this spell is peculiar. If the player playing Egathanolis uses the words "I wish ...," try to grant the Wish following a time delay. (For example, should the player playing Egathanolis wish to have a companion resurrected, then the Game Master should give the party an appropriate scroll in their next treasure.) If he unknowingly wishes for too much, simply ignore that attempt to use the Wish. This Wish, however, is quite powerful, powerful enough to grant a holy sword. The letter of what is stated in wishing is what is to be granted, but you should not get too technical, and go out of your way to misconstrue (croak) this Wish.

3. A stationary, black metallic humanoid and a large pile of weapons can be seen through the barred window looking into this prison cell.

UPON INSPECTION:

When the party enters the room, the black metallic humanoid moves to face them. He says, "I am Warrior,



servant of Fez." With no further comment, he begins to pass out weapons. He gives Chuck Block plate armor and a two-handed sword. (GM: If Chuck investigates this sword he'll find it is marked "Beginners Blade.")

Little Jane receives leather armor and a belt of 9 throwing daggers. Warrior gives Aaron chainmail, a flail, and a spell book which tells him all his spells and how to throw them (Aaron realizes that he did some of these things as a healer already). Sir James Cormick gets chainmail, a light crossbow, 30 quarrels, and a small pack of tools (pliers, screwdrivers, etc.).

Warrior winks at Jaqueline and then turns to Egathanolis. He gives Egathanolis an elven bow, 60 arrows and chainmail. Warrior gives Varell a sword and leather armor. After that, no weapons remain, and Kevin receives nothing.

Immediately after handing out the items, Warrior will Blink to Fez's side as a bodyguard. Players may rummage through the junk that remains in the pile of items to secure reasonable non-magic items such as: spell components, ropes, poles, oil, lanterns, etc. The Game Master should have the players make lists of any supplies their characters carry with them.

GM ONLY: Warrior is a robot and has a built-in automatic Teleport with no chance of failure. Some players may remember him from *FEZ I, The Valley of Trees*. He can't be harmed by any player, and his Teleport ability allows him to blink in and out at will. Warrior will allow players to remove Fez's clothing, but woe be to the player that tries to harm Fez.

Chuck's sword is +2 to hit, +0 to damage, and thereby overcomes the minus from weapon non-proficiency that Chuck would normally have. His plate mail is +1.

ALL WEAPON AND ARMOR BONUSES ARE INCLUDED IN THE CHART

Little Jane's daggers are +1. With her dexterity bonus she has a net +3 to hit with daggers. Varell's leather is +1.

4. Black and white marble steps lead down from behind this secret door to the cavern, Area 16

UPON INSPECTION:

The marble steps lead down to the beach area.

NOTE TO GM: As soon as the ringbearer enters the steps, the stone turns jet black.

GM ONLY: Players should ask or give you previous instructions to watch the ring in order to immediately pick up the color change. The marble steps are alternately black and white. The players must go this way in order to be successful in their quest. The west exit from this room eventually leads to the Demon's Tower (the contract prohibits the players from entering his tower).

5. Eight large wine kegs are stacked against the north wall of this room. Another door can be seen in the southern portion of the west wall. Two large cobras are in the middle of this room. Presently, one of them appears to be immobile, and judging from the bulge in its length, it recently ate a meal about the size of a large watermelon. The other appears restless, and raises its head with hood extended the moment the door opens.

UPON INSPECTION:

The first snake won't do anything unless it is threatened. It has eaten a giant rat. The trap door in the southeast corner of the room opens onto a spiked floor.

GM ONLY: The snakes are spitting cobras. The bloated snake will attack at -6 to hit if threatened. The other snake attacks as soon as the door is opened. The fall to the spiked floor below the trap door causes 3D10 damage.

(2) *Cobras*

AC: 9, *HTK:* 19, 18 (4D8+2), *M:* 6"

Att: 1, *Dm:* 1-3 (bite), or spit, *Special:* save versus poison if struck with spit.

6. This food cellar is occupied by 15 Giant Rats.

UPON INSPECTION:

The rats have spoiled all. Since they are well-fed, they will not attack unless threatened.

(15) *Rats*

AC: 7, *HTK:* 2 (each) (1D4), *M:* 12*

An: 1, *Dm:* 1-4.

7. This is the torture room containing a rack, thumb screws, etc. Eight Ghouls wait near the east door.

GM ONLY: Ghouls attack with initiative if the door is not immediately closed.

(8) *Ghouls*

AC: 6, *HTK:* (8 each) (2D8-3), *M:* 12"

Att: 3, *Dm:* 1-3, 1-3, 1-6, *Special:* paralyzation touch.

8. This landing is at the top of a stairway leading down to a lower landing.

UPON INSPECTION:

The stairway is brown rock. The fifth stair is loose.

GM ONLY: If the party wasn't checking for loose stairs, the first player crossing the stair and failing to roll under his dexterity, loses his balance and takes 2D4 damage from a fall.

9. An iron door is centered in the south wall of this stairway landing.

UPON INSPECTION:

If players stop here (say to listen) they will smell a terrible odor seeping under the door.

10. A Slime Devil, ugly-of-uglies, lives here. She "falls in love" with the most charismatic party member. Whoever she "loves" will throw up on her, and she will look better! She smells bad, looks worse. The door leading north is made of iron.

Slime Devil

AC: none, *HTK:* none, *M:* 24"

UPON INSPECTION:

Whoever she loves will be so busy retching, and fighting off her advances as to be useless. She will stick with the party no matter where they go. Only a Wish spell or an offer to give her a bath will offend her and drive her away. She is immune to spells and cannot be damaged. However, the alchemist's potion of slumber that Fez drank will put her to sleep.

11. The south door is made of iron and barred on the inside. The wall running along the south portion of Room 11 has ten arrow slots. Players will see ten slits, 2" wide, 1' long about 3' above the floor.

UPON INSPECTION:

25 Hobgoblins, one Hobgoblin Sergeant, and two Hobgoblin Assassins are here. They attack parties through the arrow slits. The two assassins have two potions, one is marked *Haste* and the other *Cobra Venom*. When attacking, the assassins will drink the Haste potion (there are two doses) and man the two middle arrow slits. Four Hobgoblins will man the arrow slits on either side. In round one of melee, all the arrows are poisoned.

GM ONLY: On a hit, the poisoned arrows cause 3D6 damage if a save is failed; otherwise the arrows cause 1D6 damage. The Sergeant wears a Protection from Sleep amulet. The Hobgoblins have a total of 316 gold pieces

(25) **Hobgoblins**

AC: 7, HTK: 4 (each) (1D8), M: 9"

Att: 1, Dm: 1-6 (arrows), Weapons: Short Bows with 5 Arrows each, Short Sword, Dagger.

(2) **Hobgoblin Assassins**

AC: 7, HTK: 12, 9 (2D8), M: 9"

Att: 1, Dm: 1-6, Weapons: see above plus Short Sword and Dagger.

Hobgoblin Sergeant

AC: 3 (plate), HTK: 16 (3D8), M: 6"

Att: 1, Dm: 1-8+2, Weapons: Long Sword, Special: +2 to hit and damage due to strength.

12. A large vat sits in the northeast corner of this room. Five dark-looking, transparent humanoids with long fangs and fingernails guard this room. An eerie glow permeates their darkness.

UPON INSPECTION:

The vat contains acid. The door on the north is barred on this side.

GM ONLY: The spot marked S on the map marks the location of a sleep symbol. This symbol is activated only if an invisible humanoid passes over it. The Wights only attack visible humanoids.

(5) **Wights**

AC: 5, HTK: 23, 13, 23, 24, 15 (4D8+3), M: 12"

Att: 1, Dm: 1-4 plus energy drain, Special: drain one skill level with every strike, silver or magic weapons needed to hit

13. For campaign play, replace the Liches in this room with less powerful monsters — like Ogre Magi.

UPON INSPECTION:

Players who listen at the door to this room will hear terms like: "one no trump, three hearts, double" and "your lead." Players who so much as look into this room must save or be polymorphed onto the faces of the cards which the Liches in this room hold. One Lich will then say "unless you know what a Vienna Coup is, you will never leave." If one player knows as much as, "A Vienna Coup involves the early cashing of a high card in a simple squeeze," he will be forcibly invited to play bridge for a year or so, and the other party members told to leave (being removed from the cards). If the players don't leave, the Liches attack with all their powers.

GM ONLY: The four Liches in this room obviously don't relish being interrupted. A Lich bridge game often lasts for several centuries, but never less than one year. If the players are foolish enough to trouble with these powerful beings, use your imagination as they are no match for even a single Lich.

14. The door leading into this room has no lock, but is barred on the south side

UPON INSPECTION:

If the bar is removed and the door is opened, two Be-

holders immediately float towards the party. In the room is a ship's anchor, 1000 feet of 6" thick rope, and three round windows (1' across set in wooden frames). The grate in the north wall opens to a damp circular room, 10' in diameter.

GM ONLY: Only one of the monsters is a Beholder, the other is a Gas Spore. In the first segment of the first melee round, the players will notice that the two spheres are slightly different. Players have a 50% chance of telling the monsters apart. Both monsters will attack with all their abilities.

There are two Symbols near the north wall. These special symbols, which affect any humanoid which steps on them, were cast by Mephistopheles. Each Symbol casts a special Polymorph Other spell and has two charges. Players failing to save vs. the left Symbol are turned into a Beholder; failing to save vs. the right Symbol will cause a player to become a Gas Spore. Those players that become monsters will then be controlled by the GM.

Beholder

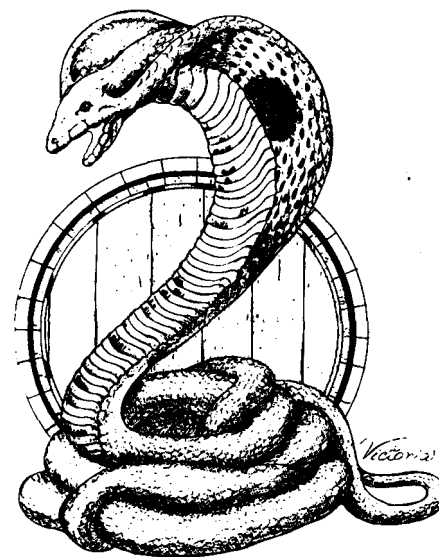
AC: 0/2/7, HTK: 57 (11D8), M: 3"

Att: 1-4, Dm: varies, Special: See rule book

Gas Spore

AC: 10, HTK: 1, M: 3"

Att: 0, Dm: 6-36, Special: poison—receive Cure Disease or die in 24 hrs.



15. This cylindrical room has a damp brick floor and brick walls. A rope dangles from above in the middle of the room. The ceiling is at least 40' high and is dark.

UPON INSPECTION:

This is the bottom of a 40' well which opens from a well hole located in the basement of the lighthouse (the Devil's Tower).

GM ONLY: If any (visible) player climbs the rope or well walls, he will be detected, and the party will be pursued by 7 Barbed Devils who have specific instructions from Mephistopheles to watch this entry into his tower.

(7) **Barbed Devils**

AC: 0, HTK: 39, 31, 31, 47, 41, 39, 33 (8D8), M: 12"
Att: 3, Dm: 2-8, 2-8, 3-12, Special: Magic Resistance:
35%. Hold Person (once per turn) see rule book.

16. This sandy beach area is located in a huge cave. A strange yellow light originating from beneath the surface of the water casts an eerie glow over the entire cavern. A large group of reptilian and near-reptilian humanoids can be seen on the beach. The semi-reptilian humanoids resemble upright Gila-monsters. They are all armed with tridents. A large black rock can be seen beyond the monsters.

UPON INSPECTION:

From the shore players can see a stationary giant silver crab lurking about 20' offshore, just below water level. The crab's eyes emit the yellow light which illuminates the entire cavern.

GM ONLY: The Troglodytes fight with claws and teeth. The Gila-men, sometimes known as "sea devils," fight with tridents. The efficient party will throw a Fireball, scoring double damage to water creatures. If so, any surviving monsters will swim away.

(6) **Troglodytes**

AC: 5, HTK: 8, 10, 4, 11, 14, 13 (2D8), M: 12"
Att: 3 (or one weapon), Dm: 1-3, 1-3, 2-5 or weapons,
Special: revulsion odor.

Troglodyte Leader

AC: 5, HTK: 13 (3D8), M: 12"
Att: 3/1, Dm: 1-3, 1-3, 2-5 or weapon, Special: revulsion
odor

(5) **Gila-men**

AC: 4, HTK: 9, 8, 10, 4, 12 (2D8+2), M: 12"
Att: 3/1, Dm: 1-3, 1-3, 2-5 or stinging tongue for 1-4,
Special: tongue has a paralyzing poison.

Gila-Men Chieftain

AC: 4, HTK: 12 (3D8+2), M: 12"
Att: 3/1, Dm: 1-3, 1-3, 2-5 or tongue or spell, Special: as
above, Chieftain also knows one spell: Hold Person.

17. This is a large jet black rock.

UPON INSPECTION:

Near the rock (players who look can't miss it), a metal rod, about 1/8" in diameter, protrudes from the sand. Buried here in the sand, in a canvas sealed bag, is a jet black box. It has knobs, switches and a dial on it. The rod (antenna) is attached to the box. The inscription SANDS INC. MEDIUM RANGE MANIPULATOR is written on the box. Any technician who sees it will say that it looks like a model aircraft remote control mechanism. The box controls the crab. A switch on the box opens the door and causes stairs in the belly of the crab to descend, allowing the players to enter the crab. One of the knobs moves the crab right and left, the switch moves it forwards and backwards. The crab, however, is too heavy to totally emerge from the water.

GM ONLY: As soon as the players touch the box, the ring stone will turn silver (crab color).

18. A silver crab stands offshore just below water level. His eyestalks emit the yellow light which illuminates the cavern.

UPON INSPECTION:

The players must enter the crab underwater; it cannot climb onto the beach. Inside the crab is seating capacity for ten people, two (harmless) yellow mice, a monitor, and a computer-type control panel. The panel has the marking SANDS MECHANICAL CRAB. Players who investigate the interior of the crab will notice one damaged panel. This panel is removable. Behind it are a sack of 500 gold, wine, rations for 50 player-days, a vial marked *Water Breathing, 10 uses*, and a four-stringed, ancient violin-like instrument in a water-tight case.

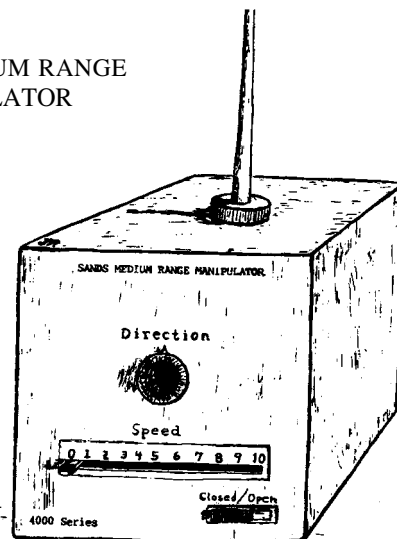
GM ONLY: The violin has a button on the back of its neck. When played, this violin adds 28% to the percentage of charming for any any bard. With this instrument, Varell has a total chance of 50% to charm any creature. In addition, if the button is pressed while plucking a string, the following results will occur:

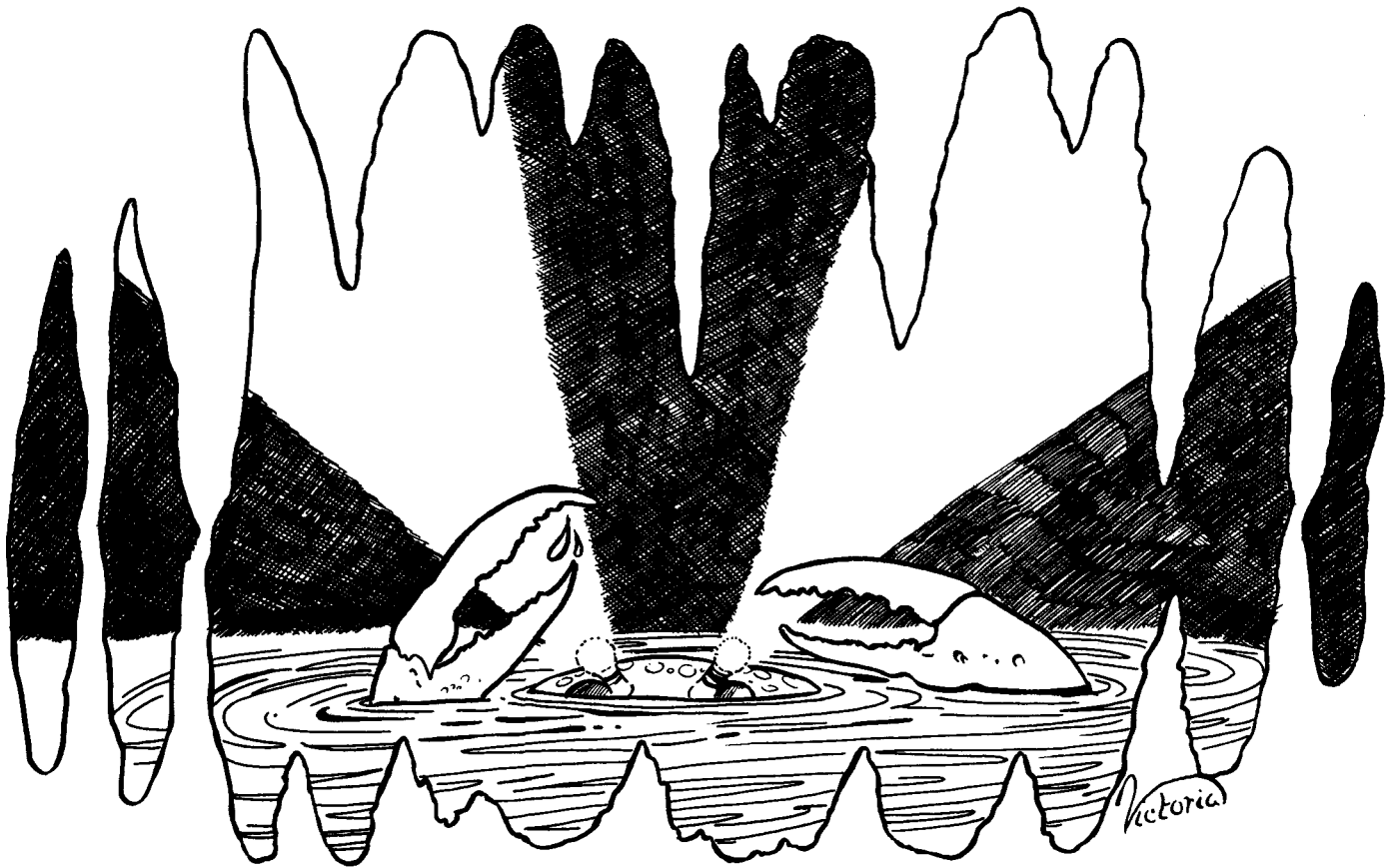
- STRING 1. Speak to animals (the mice will say that an old wizard caught them, and know nothing else).
- STRING 2. Detect snares and pits (none are detected in the crab).
- STRING 3. Heat metal (useable only twice in the adventure).
- STRING 4. Call lightning (useable twice).

If any player except the bard plucks a string while holding the button, he takes 1D6 damage with no other effect. Non-bards cannot use the charm ability. The technician can easily control the crab. He can even figure out how to get it to fight with its claws. However, all the water creatures show a healthy respect for it, and will avoid it if possible. If the party uses it for battle, the crab does 3D10/3D10 damage, has AC -2, and has 100 hits. If it takes 100 points of damage, a leak appears and swiftly grows. Players must act rapidly to escape, for the crab will be completely flooded in 5-8 rounds.

As soon as the ringbearer enters the crab, the stone changes to a dark green color.

SANDS MEDIUM RANGE
MANIPULATOR





19. The cavern area (Areas 19 to 24) is entirely under water except for the sandy beach in Cavern 16 and the cave exit, Area 24.

20. GM ONLY: A Dragon Turtle in lair.

Dragon Turtle

AC: 0, HTK: 80 (12D8), M: 3"/9"

Att: 3, Dm: 2-12, 2-12, 4-32, Special: Steam Breath for 80 HTK.

21. 500 Gila-men in lair.

22. 500 Troglydtes in lair.

23. Giant Octopus

AC: 7, HTK: 100, M: 3"/12"

Att: 7 or 1, Dm: 1-8 (x7) or crush for 7-42, Special: obscuring cloud of ink, reduces visibility to 20 feet (while underwater).

24. The cave mouth opens on the east end of the island. Switch to the Devil's Island hex map, Area 5, for a description. Avoid telling parties that they are emerging from an island.

25. This landing is in the tower basement. Stairs lead up to Room 27 (the ground level), and down to Room 1.

26. Seven Barbed Devils guard this storeroom. A well is in the southwest corner of this room. Old sails, rubber rain coats and a pile of rotten limes are in a heap in the southeast corner of the room.

UPON INSPECTION:

In addition to the horned creatures that inhabit this room, there are 23 normal rats hiding under the piles of canvas.

GM ONLY:The Barbed Devils guarding this room have been instructed not to let any creature up through the well (see room 15 for a description of the devils).

27. Stairway landing. The stairs lead down to Area 25.

28. This is a store room. Five large kegs of oil, a large pile of kindling, and a supply of flint are kept here. A few (normal) spiders have nests here. There are two hostile Demons in the room.

GM ONLY: There are two Type IV Demons running an errand for Mephistopheles. These 10' tall Demons can take on the shape of an ape, boar, or bear with wings.

(2) **Type IV Demons**

AC: -1, HTK: 56, 40 (10D8), M: 12"

Att: 5, Dm: 1-3, 1-3, 2-12, 2-12, 2-5, Special: Magic Resistance: 60%, other specials as a Type IV Demon.

29. Pieces of a small rowboat, oars, and a sailor's chest are scattered about this room.

UPON INSPECTION:

The chest's contents are ruined, but one book can be salvaged.

GM ONLY: The salvageable parchment is a ship captain's log book.

THE DEVIL'S ISLAND OVERLAND MAP

30. Mephistopheles uses this room as his war room. Many giant rats, piles of rope, stacks of lumber and carpenter's tools crowd the walls. An enormous gathering of (harmless, but pesky) red flies fill the air. Yet, these details are all dwarfed into insignificance by the evil presence of Mephistopheles and his most powerful demons planning for the final destruction of the land.

GM ONLY: With Mephistopheles, this group of Demons could even make things difficult for a god. Should you allow a party of adventurers to advance to this room (they must have been many times more powerful than the players in Fez's adventure) only a battle among gods could ensue. Wish your players good luck, and make their death interesting.

31. This landing is below an (obvious) trap door to the roof.

32. A brass bed, rolltop desk, and a hammock are in this room. A spyglass and compass are in the desk.

UPON INSPECTION:

This was a hermit's quarters before the foolish hermit made a bargain with Mephistopheles for his soul. Now he is one of the Barbed Devils guarding Room 15.

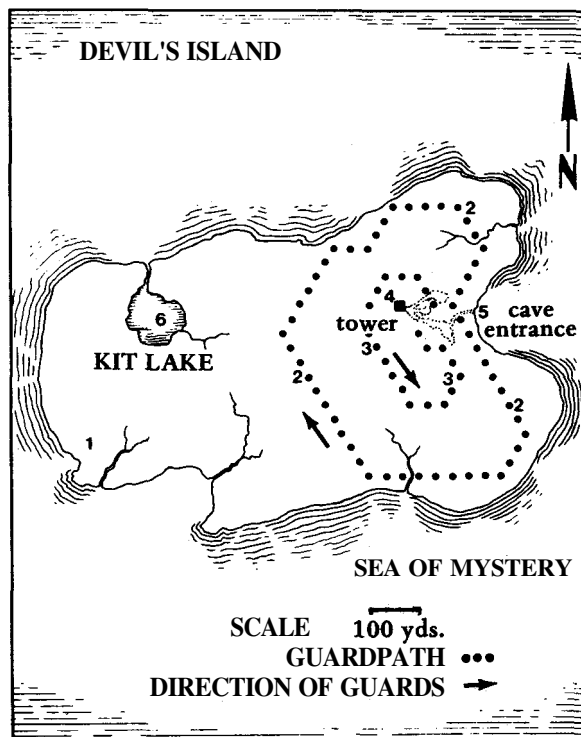
33. A simple kitchen.

UPON INSPECTION:

Most of the items here are normal, but there is an excellent set of knives (four +1 throwing knives).

34. In the middle of the roof are two silver-coated mirrors, three barrels of oil covered by a canvas tarp, and a large basin (in which oil was burnt for the lighthouse beacon).

GM ONLY: The trapdoor opens to a stair landing, Area 31.



When the characters escape the tower, the ring will turn a deep green. If the players head toward the forest (matching the color of the ringstone), the trip will take 1-3 hours. When the crab approaches within 200 yards of the shore, the ringstone will turn white. If the party checks the sky over the crab, they will notice three white doves fluttering overhead. They will attempt to lead the party (with or without the crab) to the center of the town of Markwater.

1. Hill Giants dwell in this simple cave.

(8) **Hill Giants**

AC: 4, HTK: 37, 39, 34, 29, 33, 33, 46, 33 (8D8+1), M: 12"

Att: 1, Dm: 2-16, Special: Hurls rocks for 2-16.

2. Groups of Type III Demons constantly patrol along the band of arrows labeled 2.

(3) **Type III Demon**

AC: -4, HTK: 45, 43, 52 (10D8), M: 9"

Att: 5, Dm: 2-12, 2-12, 1-3, 1-3, 2-5, Special: per rule book Magic Resistance: 60%.

3. Groups of Type I Demons, each group led by a Type IV Demon patrol the path marked 3.

(8) **Type I Demons**

AC: 0, HTK: 39, 36, 25, 33, 28, 39, 49, 28(8d8), M: 12"/18"

Att: 5, Dm: 1-4, 1-4, 1-8, 1-8, 1-6, Special: MR: 50% as per rule book

Type IV Demon

AC: -1, HTK: 48 (11D8), M: 9"/12"

Att: 3, Dm: 1-4, 1-4, 2-8, Special: +2 to hit, Magic weapons needed to hit, MR: 65%, other specials per rulebook.

4. The tower is built of black rock. Its base is about 100' above sea level, making the tower visible from all island locations. Hundreds of Demons are camped awaiting Mephistopheles' call.

5. From the cave mouth (Area 24 on the island cave map), players see a dark tower (the lighthouse) on top of a hill about one mile to the west. The island looks desolating. There are no trees in the area, only foreboding black briars and thornbushes. Mosquitoes abound on this treeless land. To the northeast, across several miles of water, the characters can see a deep green forest.

6. 50 intelligent Sting Rays make their home in this lake.
(50) **Sting Rays**

AC: 7, HTK: 5 (each) (1D8+1), M: 24"

Att: 1, Dm: 1-8 plus poison, Special: save vs. poison or take 2-12 extra HTK.

WILDERNESS AND SEA ENCOUNTERS

Anytime a numbered hex is crossed players encounter the monsters at that number. If players are using their characters from your campaign, take the normal rolls for treasure; check to see whether each group of monsters has their home where the players meet them or if they are wandering. Use and record your own description of the lair (nests for Harpies, minor strongholds for Hobgoblins, etc.). Descriptions have been included for unusual monsters.

1. 15 long creatures with brown chitinous shells and shining black eyes emerge from the ground around the characters.

These are acid spitting Ant-Centipedes and they like fresh meat.

(1-6) **Ant-Centipedes**

AC: 2, HTK: 21, 12, 18, 17, 21 (4D8), M: 12"

Att: 2, Dm: 1-6 (bite), 1-10 (acid), *Special*: These nasties can spit acid up to 60', or exude it from their jaws.

2. These Giants Ants mindlessly follow the lead ant, fighting, and destroying anything in their path.

(1-100) **Giant Ants**

AC: 3, HTK: 8 (each) (2D8), M: 12"

Att: 1, Dm: 1-8.

3. These Gorillas are generally non-aggressive and shy, but will attack if threatened.

(1-4) **Gorillas**

AC: 6, HTK: 17, 21, 18, 22 (4D8+1), M: 12"

Att: 3, Dm: 1-4, 1-4, 1-8, *Special*: If struck with both hands Gorillas will do an additional 1-8 HTK.

4. Axe-billed Ostriches are flightless carnivorous birds.

(1-6) **Axe Beak**

AC: 6, HTK: 20, 10, 14, 9, 14, 11 (3D8), M: 18"

Att: 3, Dm: 1-3, 1-3, 2-8.

5. (1-4) **Basilisks**

AC: 4, HTK: 27, 33, 18, 19 (6D8+1), M: 6"

Att: 1, Dm: 1-10, *Special*: gaze turns to stone.

6. (2) **Cave Bears**

AC: 6, HTK: 32, 30 (7D8), M: 12"

Att: 3, Dm: 1-8, 1-8, 1-12, *Special*: Hug for 2-16.

7. (1-3) **Brown Bears**

AC: 7, HTK: 13, 14, 21 (4D8), M: 12"

Att: 3, Dm: 1-6, 1-6, 1-8, *Special*: Hug for 2-12.

8. (4-40) **Giant Beavers**

AC: 6, HTK: 16 (each) (4D8), M: 6"/12"

Att: 1, Dm: 4-16

9. These Fire Beetles have powerful mandibles to overcome their size. They also have 3 heat glands which give them a red glow.

(3-12) **Fire Beetles**

AC: 4, HTK: 6 (each) (2D8), M: 12"

Att: 1, Dm: 2-8, *Special*: glow in the dark.

10. (1-12) **Water Beetles.**

AC: 3, HTK: 16 (each) (4D8), M: 3"/12"

Att: 1, Dm: 3-18.

11. **Beholder**

AC: 0/2/6, HTK: 60 (11D8), M: 3"

Att: 7, Dm: varies, *Special*: per rule book.

12. 1-3 stone statues stand here. Choose monsters or persons that have been turned to stone by either the Beholder, Basilisk, or the Medusa in the cavern. Record the statue(s) for future encounters. These statues will not animate.

13. (4-16) **Blink Dogs.**

AC: 5, HTK: 17 (each) (4D8), M: 12"

Att: 1, Dm: 1-6, *Special*: attack from rear 75% of time, blink. Note: Blink Dogs are intelligent and Lawful/Good.

14. (2-8) **Giant Boars.**

AC: 6, HTK: 28 (each) (7D8), M: 12"

Att: 1, Dm: 3-18.

15. (6-36) **Bugbears.**

AC: 5, HTK: 12 (each) (3D8), M: 9"

Att: 1, Dm: 2-8 or weapon, *Special*: surprise on 1-3.

16. **Bulette**

AC: -2/4/6, HTK: 53 (9D8), M: 14"

Att: 3, Dm: 3-18, 3-18, 4-48, *Special*: jump 8' for additional 3-18 from each rear foot.

17. (1-12) **Wild Camels**

AC: 7, HTK: 12 (each) (3D8), M: 21"

Att: 1, Dm: 1-4, *Special*: spitting (blinds for 1-3 rounds).

18. **Chimera.**

AC: 6/5/2, HTK: 49 (9D8), M: 9"/18"

Att: 6, Dm: 1-3, 1-3, 1-4, 1-4, 2-8, 3-12, *Special*: Breath weapon (3-24 fire damage), Fly.

19. (1-6) **Cockatrices.**

AC: 6, HTK: 20, 22, 19, 25, 23, 24 (5D8), M: 6"/18"

Att: 1, Dm: 1-3, *Special*: Touch turns to stone.

20. (3-18) **Crocodiles**

AC: 5, HTK: 12 (each) (3D8), M: 6"/12"

Att: 2, Dm: 2-8, 2-12.

21. (2-20) **Dolphins**

AC: 5, HTK: 12 (each) (2D8+2), M: 30"

Att: 1, Dm: 2-8, *Special*: save as 4th level fighters. Alignment: Lawful/Good.

22. (1-3) **Adult White Dragons.**

AC: 3, HTK: 40, 40, 40 (5D12), M: 12"/30"

Att: 3, Dm: 1-4, 1-4, 2-16, *Special*: Breath Weapon (40 points of cold damage), Fly.

23. (1-6) **Giant Eagles**
AC: 1, HTK: 20, 20, 17, 16, 15, 18 (4D8), M: 3"/48"
Att: 3, Dm: 1-3, 1-3, 2-12, Special: diving attack.
24. (1-3) **Electric Eels**
AC: 8, HTK: 6, 11, 13 (2D8), M: 12"
Att: 1, Dm: 1-3, Special: jolt (3-24 points of electrical damage in a 15' radius of eel—once per hour).
25. (1-4) **Two-headed Trolls**
AC: 4, HTK: 45, 48, 42, 53 (10D8), M: 12"
Att: 1, Dm: 2-16, Special: Regenerate 3 HTK per round, can hurl rocks for 1-12 points of damage, other special per rule book for Trolls.
26. **Eye of the Deep**
AC: 5, HTK: 54 (12D8), M: 6"
Att: 3, Dm: 2-8, 2-8, 1-6, Special: eyes can cast Stun, Hold Person, Hold Monster, Create An Illusion.
27. (1-6) **Giant Gar**
AC: 3, HTK: 23, 27, 27, 40, 28, 34 (8D8), M: 30"
Att: 1, Dm: 5-20, Special: swallow victim whole.
28. (2-24) **Ghouls**
AC: 6, HTK: 8 (each) (2D8), M: 12"
Att: 3, Dm: 1-3, 1-3, 1-6, Special: paralyzing touch.
29. **Storm Giant**
AC: No.: 1, AC: 2, HTK: 54 (15D8+1-8), M: 15"
Att: 1, Dm: 7-42, Special: Hurl Rocks, Call Lightning, other specials per rule book.

30. A Gnome army resides here. There is a General, and a Lieutenant. Half of the Gnomes have missile weapons, all are armed with short swords or war hammers.

Gnome General

AC: -1, HTK: 28 (5D8), M: 6"
Att: 1, Dm: 1-6 (+4 due to strength and magical bonus),
Special: +3 Mithril Armor (fits only Gnomes, Halflings, and Dwarves), +2 War Hammer.

Lieutenant

AC: 3, HTK: HTK: 17 (3d8), M: 6"
Att: 1, Dm: 1-6 (+2 due to strength), Special: +2 Throwing Dagger.

(200) **Gnomes**

AC: 5, HTK: 4 (each) (1D8), M: 9"
Att: 1, Dm: 1-6.

31. Gnoll Army. Unlike the Gnomes, these Gnolls have no leaders as their leaders were recently killed. They are armed with pikes and short swords. 50 Gnolls have crossbows.

(150) **Gnolls**

AC: 5, HTK: 8 (each) (2D8), M: 9"
Att: 1, Dm: per weapon.

32. (2-8) **Griffons**

AC: 3, HTK: 34, 25, 32, 33, 41, 34, 22, 40 (9D8), M: 12"/30"
Att: 3, Dm: 1-4, 1-4, 2-16.



33. Harpies. When a bard sings, he nullifies the effect of a Harpy's singing. If this happens, or if the cleric casts a Silence spell, the Harpies will leave.

(2-24) **Harpies**

AC: 7, HTK: 12 (each) (3D8), M: 6"/15"
Att: 3, Dm: 1-3, 1-3, 1-6, Special: Singing and charm.

34. (2-12) **Hippogriffs**

AC: 5, HTK: 16 (each) (4D8), M: 18"/36"
Att: 3, Dm: 1-6, 1-6, 1-10.

35. (5-50) **Hobgoblins**

AC: 5, HTK: 4 (1D8), M: 12"
Att: 1, Dm: by weapon, Special: all carry short swords and daggers.

36. Hydra. Two of the 6 heads on this Hydra have already been chopped off; four remain. This Hydra has 2,000 gp and a +2 Sword of Cold that only works 50% of the time.

Hydra

AC: 5, HTK: 26 (6d8), M: 9"
Att: 6, Dm: 1-8.

37. (10-50) *Sting Rays*
AC: 6, HTK: 5 (each) (1D8+1), M: 30"
Att: 1, Dm: 1-6.
38. *Lamia*
AC: 3, HTK: 34 (8D8+1), M: 24"
Att: 1, Dm: 1-4, *Special*: Cast once per day: Charm Person, Suggestion, Illusion, Mirror Image, Touch drains one point of Insight permanently.
39. Leprechauns riding blue Mountain Lions approach. The Lions are real, their coloring is an illusion due to the Leprechauns. The Leprechauns will not attack the party. They are out for a good time and will try to steal the group's wine. Half of the Leprechauns are actually on foot, and invisible. When the players depart, the eldest Leprechaun says, "Remember, don't use that certain word." (He is, of course, referring to the word *W-I-S-H*.)
(2-12) *Leprechauns*
AC: 8, HTK: 3 (each) (1D4+1), M: 12"
Att: 0, Dm: 0, *Special*: See rule book.
(½ the no. of Leprechauns) *Mountain Lions*
AC: 7, HTK: 16 (each) (4D8), M: 15"
Att: 3, Dm: 1-3, 1-3, 1-6, *Special*: rear claws for 1-4, 1-4, surprised only on a 1.
40. (2-20) *Lizard Men*
AC: 4, HTK: 18 (each) (2D8+2), M: 12"
Att: 3, Dm: 1-2, 1-2, 1-8, *Special*: half the number encountered will carry barbed throwing darts (3" range, 1-4 HTK plus an extra 2 HTK when pulled out).
41. (1-8) *Minotaur Lizards*
AC: 5, HTK: 46, 33, 41, 45, 32, 24, 42, 29 (8D8), M: 6"
Att: 3, Dm: 2-12, 2-12, 3-18, *Special*: surprise on 1-4.
42. Wererats surround the players, and demand 1000 gold or 1 (decent) magic item as a toll. They live in a nearby cave with a treasure of 10,000 gold pieces and a Wand of Magic Missiles (25 charges) from their previous ambushes.
(35) *Wererats*
AC: 6, HTK: 15 (each) (3D8+1), M: 12"
Att: 1, Dm: 1-8 (sword), *Special*: surprise on a 1-4.
43. (M) *Giant Lynx*
AC: 6, HTK: 15, 14, 14, 12 (2D8+2), M: 12"
Att: 3, Dm: 1-2, 1-2, 1-4, *Special*: rear claws for 1-3, 1-3.
44. (1-10) *Woolly Mammoths. The party can avoid these lazy, easy-going monsters if they desire.*
AC: 4, HTK: 48 (each) (13D8), M: 15"
Att: 5, Dm: 2-16, 2-16, 2-12, 2-12, 2-12.
45. Nomads traders mounted on camels and armed with spears. They have one leader and one other experienced fighter. The Nomads will sell one of their supply camels (They really couldn't take less than 300 gold pieces, well... You have a nice face, maybe 250 ...) if the party barter.
Leader
AC: 4, HTK: 17 (4D8), M: 12"
Att: 1, Dm: 1-8 (+2), *Special*: +2 scimitar, and a bottle containing a 12D8 Djinni (48 HTK, AC: 4, Att: 1, Dm: 2-8 — see rule book for specials).
- Fighter*
AC: 4, HTK: 12 (2D8), M: 12"
Att: 1, Dm: 1-8 (sword).
- (16) *Nomads*
AC: 5, HTK: 4 (each) (1D8), M: 12"
Att: 1, Dm: 1-8 (scimitars).
46. An illusion of a Carrion Crawler was set to scare meddling peasants away, and they can't harm anyone.
47. (1-6) *Carrion Crawlers*
AC: 3/7, HTK: 14, 11, 17, 15, 9, 12 (3D8+1), M: 18"
Att: 8, Dm: 0, *Special*: paralysis.
48. (2-20) *Ogres*
AC: 5, HTK: 16 (each) (4D8), M: 9"
Att: 1, Dm: 1-10.
49. (2) *Giant Porcupines*
AC: 3, HTK: 23, 30 (6D8), M: 6"
Att: 1, Dm: 2-8, *Special*: shoot quills.
50. (1-6) *Giant Rams*
AC: 6, HTK: 25, 26, 16, 10, 14, 21 (4D8), M: 15"
Att: 1, Dm: 2-12, *Special*: charge does double damage.
51. *Giant Worm.*
AC: 0/4, HTK: 28 (7D8), M: 3"
Att: 1, Dm: 2-20, *Special*: burrow underground at 6" per round.
52. *Roper*
AC: 0, HTK: 41 (10D8), M: 3"
Att: 1, Dm: 5-20, *Special*: Weakness.
53. (1-4) *Stags*
AC: 7, HTK: 9, 9, 14, 10 (2D8), M: 24"
Att: 1 or 2, Dm: 1-3, 1-3 or 2-8.
54. (50) *Troglodytes*
AC: 5, HTK: 8 (each) (2D8), M: 12"
Att: 3 or 1, Dm: 1-3, 1-3, 2-5 or weapon, *Special*: revulsion odor.
55. A Vampire lives in this tower. He controls a den of Rats. If players approach this tower they will be attacked by not less than three groups of 2D20 Giant Rats.
Vampire
AC: 2, HTK: 30, M: 12"
Att: 1, Dm: 5-10, *Special*: energy drain, other specials: see rule book.
(2-20) *Rats*
AC: 9, HTK: 1-4 HTK (each) (1D4), M: 12"
Att: 1, Dm: 1-2.
56. An illusion of a Rust Monster guards this area from inquisitive peasants.
57. (1-6) *Yeti*
AC: 6, HTK: 25, 24, 25, 18, 19, 17 (5D8), M: 15"
Att: 2, Dm: 1-6, 1-6, *Special*: Hug for 2-16 extra points, impervious to cold.

MARKWATER

It is not necessary to read the entire accounting of Markwater. If you are running this as a tournament you may skip to the section entitled **Adventures in Markwater**.

HISTORY

Markwater has changed through the three eras of time during which it has been settled. The first era consisted of a loose town government, a few soldiers to ward off monsters, a limited number of merchants and the peasant farmers who, even today, are the base of support for Markwater's strong economy.

Then Ezra, Patriarch of the Temple of the Last Watch, came into power. Slowly the town began to grow and change under Ezra's gentle hand. Soon the medium-sized town prospered and others lusted after the new wealth. Ezra was forced to allow the town to go to war three times during his fifty years as town advisor.

He guided the town through a war with Vampires who invaded from the east; then against a sea invasion by a Norse tribe, and finally against the Fire Giants who broke their treaty with the townsfolk (resulting in a terrible curse being laid upon the Giants by Ezra).

When Ezra quit his post as town advisor to have more time to research prophecies, he left the town in the dubious hands of an adventurer named Fitzgerald Markwater. Lord Markwater gave the city his name, raised taxes, persecuted thieves to the point of extinction, alienated several powerful witches, and in general, came to be despised by the local citizens.

Shortly after Ezra's death, and to the surprise of no one but himself, Lord Markwater was assassinated. Since that time a clear governing body has not emerged. Several likely candidates for the governorship are: The head of the witches guild, the master of the newly formed thieves guild, the barkeep at the Rog's Head Inn, and Kirk, Lord Markwater's chief aide and executioner.

The city guards have managed to keep the peace in Markwater despite the increasing number of hostile monsters in the area. They are in no hurry, however, to swear allegiance to a new leader.

CURRENT POWER STRUCTURE

Lord Stunkon, the Balrog slayer. Lord Stunkon runs the Rog's Head Inn, the finest bar in town. He is well thought of by the peasants. Stunkon was an active adventurer for many years before purchasing his inn. He did indeed kill the balrog whose head gives the inn its name, a feat he is ever eager to talk about.

He is a neutral warrior. He is never without his +4 mithril threaded, yellow-dyed, leather armor, his +5 flaming, vorpal sword and his two magic rings (magic resistance 75%, and mammal control).

Lord Stunkon

Human Skill 16 Fighter

AC: -3, HTK: 87 (16d10).

Nerawro, the head witch. She runs Markwater's only brothel, and has a black cat familiar. Nerawro is the head of a

band of eight witches. This band is greatly feared by peasants. They are experts of espionage and are feared for the secrets they may reveal. Several "respected citizens" would rather lose their lives than have the witches reveal their sordid secrets.

Nerawro is Neutral/Evil and can throw any magic spell up to fifth level, but must prepare potions to do so. She normally carries potions which allow her to Polymorph Other, Charm Person, Poison, Speak to Animals, Create a Stinking Cloud, Sleep, and Feeblemindedness. The Poison, Charm Person, and Sleep potions must be consumed to be effective.

Nerawro

Human Skill 10 Witch

AC: 9, HTK: 32 (10D6)

Special: Her cat, Spit, can turn invisible at will, and can cast 2 first level magic spells a day.

Spit

AC: 5, HTK: 7 (2D8), M: 12"

Att: 1, Dm: 1-2, Special: see above.

Slickerhand, Master of disguise. Slickerhand is head of the town's thieves guild, supervising 40 NPC (non-player character) thieves. Through various intermediaries he owns about 20 percent of the town. He is completely neutral. Rumors abound (true!) that Slickerhand played a role in the recent assassination of the late Lord Markwater.

Slickerhand wears a Ring of Protection (+2) and carries 3 scrolls on either side of his +2 leather armor. Only the middle scrolls are genuine. The others explode for 3-24 HTK when anyone attempts to read them. The scroll on his left side is a Raise Dead Fully scroll. The scroll on his right side is a Guaranteed Teleport scroll (no error).

Slickerhand

Human, Skill 14 Thief

AC: 1, HTK: 33 (14D6)

Chief Enforcer Kirk. Kirk was Lord Markwater's chief aide and executioner. He has access to all town records, and currently controls the town militia of 35. He is Lawful/Evil. He wears a black cloak with chain mail underneath. Kirk is a strict enforcer of the law, taking advantage of situations as they arise. He is the most likely ascendant to governorship, but has been reluctant to take control because of the power of the other factions.

Kirk carries a +2 Flaming Battle Axe. He is a strong man (+1 bonus from strength). He is a Skill 12 executioner. This gives him assassin abilities at half his level, fighter abilities at 2/3 his level, and gives him extraordinary torture skills.

Kirk

Human Skill 12 Executioner

AC: 5, HTK: 71 (12D8)

Special: see above

ADVENTURES IN MARKWATER

Markwater is a town of modest size. There are many shops including a blacksmith. The party can buy whatever they want at standard prices. There is also a library where players can research spells. If the party "goes to the temple" in town,



the cleric there will direct them to the Temple of the Last Watch, north of town.

The doves will lead the party into the center of town where they can hear beautiful singing coming from a bar. Varell will recognize the voice as that of Robbe, the minstrel who visited him before he came to this world. The bar is the Rog's Head Inn. The doves will then fly into the bar and settle around Robbe.

THE ROG'S HEAD INN

The barkeeper is a rough looking warrior dressed in magnificent, mithril-threaded, yellow-dyed leather armor. Behind the bar is a long mirror, shelves of bottles, and a mounted, stuffed head that clearly once sat on a Balrog's shoulders. The bartender introduces himself as Lord Stunikon, the Balrog Slayer, and finds a table for the party.

Others in the bar are:

1. A young man and woman (both wearing chainmail) are seated at a corner table. They both have longswords. They are willing to hire on for 100 gold apiece if they are invited.

GM ONLY: They are Lawful/Good, and will be loyal to their sponsor.

Fighters

Human, Skill 1 Fighters

AC: 6, HTK: 7,2 (1d10)

Male: ST: 15, IT: 12, IN: 09, STM: 12, D: 10, A: 14

Female: ST: 14, IT: 15, IN: 14, STM: 10, D: 15, A: 13

2. A band of peasants. The peasants are just out for a good time. One will say "Too bad Hank doesn't come here anymore, he was a good laugh." If asked, the peasants don't know where Hank is.

3. An old hag with a broom, a black cat, and a small pouch is seated by herself. This hag is a Witch. She is conceited and very talkative when approached. However, she doesn't often like people who bother her, and will Polymorph anyone who annoys her into a toad by pouring a potion over their head. If this happens, Lord Stunkon will step in, and force her to set things right. Her cat is eyeing the doves at the Minstrel's feet.

The Bard, Robbe, is singing a ballad about lovers when the party enters (Varell will recognize him). The Bard takes an intermission during which the ring-bearer approaches him and says that he would like nothing better than to exchange rings with Robbe (Robbe has charmed him). Robbe ponders this a moment and then says, "Fair enough."

As soon as this new ring, a simple band of gold, is put on by any player, lips appear in the air and say; "Congratulations, you have completed the Second Impossible Task."

After giving the ring to the players, the Bard gives everyone in the bar a copy of the words to the song *Go Ye to the Temple*, and asks the customers to sing along.

GM ONLY: Players can learn several things from the song. First, they must go to the temple. With help from the townsfolk, they will soon be steered to the Temple of the Last Watch. Second, they can fly with the polished rock. Third, the child rescued from the Castle of Gold can give them a clue. Fourth, they should defeat Nine Toes on the chess board.

Finally, they should go to the woods instead of the mountains when they go after the creatures on the peaks of the Three Sisters Mountains.

Almost everyone in town knows of the Temple of the Last watch, and how to get there. Players who seek rumors will be told:

1. Seven Steel Crabs were seen on a beach north of town.
2. Next spring, someone is planning to raid the Sect of Flowers.
3. The remains of a party of Elves was found near the base of Mt. Ruth.

The temple stands 20' high. The exterior walls are made of red stone, and are finely carved with etchings of the servants of the gods. As players near the temple they will see steam and geysers to the northeast of the temple.

GM ONLY: Following Ezra's death some ten years ago, the Temple of The Last Watch has not been actively used. Acolytes from the Markwater Cathedral care for the structure. It is usually empty. The party wants the prophecies and the *Book of Wisdom* located in the basement study, Room 23.

GO YE TO THE TEMPLE

CHORUS:

Go ye to the temple,
Seek the wisdom there.

Go ye to the temple,
There ye shall prepare.

1st STANZA:

Sometimes a stone does soar,
While mountains stay aground.

Sometimes a child will know,
A thing not easily found.

CHORUS

2nd STANZA:

Sometimes a board is better,
Than spell or sword or mace.

Sometimes the woods are safer,
Than a much higher place.

CHORUS

Robbe

After finishing this song, he continues singing other ballads. Robbe will offer nothing further to the party except philosophy.

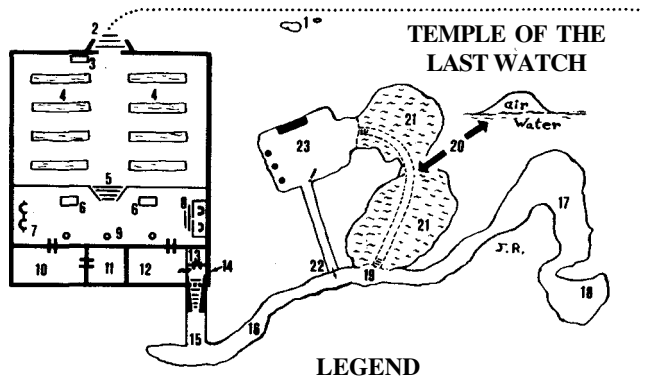
TEMPLE OF THE LAST WATCH


1. Two steaming pools.

UPON INSPECTION:

The small one erupts into a geyser once every 10 minutes, the larger every 1-6 hours.

2. Marble steps lead through ornately carved (open) doors. The ceiling of the temple is 18' high.
3. Behind the door is a table with religious paraphernalia. Nothing unusual is found here.



SCALE 10 ft. PEW 
 DOOR ++ LEVER /
 SECRET DOOR + ONE WAY DOOR x

4. Pews. Prayer books are in the back of each pew. The books contain no special information.

5. Stairs connect the open altar area and the pew area.

6. Podium.

7. High backed chairs.

8. Dais with chairs.

9. Three religious statues.

GM ONLY: The statues will animate and attack any chaotic evil creatures that come into the temple causing damage as if they had swords.

(3) **Statues**

AC: 1, HTK: 31, 38, 41 (8D10), M: 6"
 Att: 1, Dm: 1-8, Special: Magic Resistance: 85%.

10. Robes hang on racks for the priests.

11. Contains maintenance and janitorial supplies.

12. Clerics study. Contains a bed, shelves of prayer books, a table, and chairs.

UPON INSPECTION:

A secret door is in the east wall.

13. The closet contains two "dry" suits and several towels.

UPON INSPECTION:

The one piece suits are made of very flexible rubber and fit from the neck down.

GM ONLY: A "dry" suit is a rubber body suit fitting from the toes to the neck. Its function is simply to keep the wearer dry when underwater. Fez gave Ezra these suits from the future to make amends for the mess Mite made of Ezra's passageway. The suits give no protection from the water's heat.

14. The stairs lead from the landing to the cave complex below. These stairs are quite steep.

UPON INSPECTION:

If the stairs were more gradual, they could be detected from outside.

15. The stairs open into a cavern. This area is warm, about 95 degrees Fahrenheit.

16. The temperature rises to about 105° F, which feels quite warm in the steamy air.

17. Doppelgangers surprise the party.

(7) **Doppelgangers**

AC: 5, HTK: 28, 22, 21, 22, 18, 19, 15 (4D8), M: 12"
 Att: 1, Dm: 1-12, Special: assume form of party members.

18. Minotaurs armed with flails. The party gets surprise on these Minotaurs.

(4) **Minotaurs**

AC: 6, HTK: 35, 29, 39, 26 (7D8), M: 12"
 Att: 2, Dm: 2-8, by weapon (1-8+2).

19. A large pool of hot, steamy water laps onto the floor of the cavern.

UPON INSPECTION:

The water or liquid is very murky and full of sulfur.

GM ONLY: The pool is very hot. Players take one hit, increasing arithmetically (1, 2, 3...) each round they are in the water. It will take 1 full turn or 10 rounds to cross both sections of the pool. A clerical Resist Fire spell negates the heat for any one person. If a monk goes into a trance, he may go through the water unharmed.

20. In the wall across from the pool is a small arched opening about 3' wide and 1' above the water.

21. Players who enter the water find stairs with a railing beginning about 4' beneath the water level of the pool.

UPON INSPECTION:

Passage on the stairs will pose no problem to players with a Resist Fire spell cast upon them. The water level never gets higher than neck level. The stairs climb back out after passing under the arch.

22. **UPON INSPECTION:**

A one-way secret door. It opens only with the lever in Area 23.

23. Small altar area. This room is lit. There is a sealed cabinet with glass doors along one wall. Two statues of saints stand on either side of the cabinet. A lever is next to a passageway going 40' towards the southeast.

UPON INSPECTION:

A Continual Light spell has been cast in this room. The lever opens the one-way door to Room 19. The statues are normal statues of saints. The cabinet is water-tight and contains four books.

BOOK 1. *Book of Undead Destruction*

BOOK 2. *Book of Spells*

BOOK 3 *Book of Wisdom*

BOOK 4. *A Recent History of the Land of the Three Sisters.*

GM ONLY: Respectively the book contents are:

BOOK 1.

Lists 10 different types of undead and gives instructions on how to turn or dispel them.

BOOK 2.

Contains all the cleric spells through 5th level.

BOOK 3.

Contains sermons dealing with these topics: man's relationship with other men, and man's relationship with deities. The sermons are profound and reading them imparts great wisdom to clerical types, raising their Insight 1 point when read. On a loose leaf sheet is Ezra's last sermon:

The Vision of Seven Impossible Tasks

"This will be my last sermon. Indeed, I have been raised three times. The body is willing but the spirit is not. It is time now for me to go to my god.

In this, my last day on earth, I will tell of a great vision granted to me by my god. A legion of devils is arising on the island south of this temple. They will soon have the power to conquer the land. But, there is hope. A wizard of great power shall make the necessary arrangements for a band of good faith to turn back this legion. The band will only do this if in one summer's time they complete The Seven Impossible Tasks of Antiquity. I remind you of these tasks:

- I. Circle the world in a single day.
- II. Escape from the belly of a sea monster.
- III. Destroy spring.
- IV. Kill the creatures on the three sisters' peaks.
- V. Correctly answer a thousand riddles.
- VI. Lead a camel through the eye of a needle.
- VII. Defeat Nine Toes, The Beast of Antiquity.

At great peril to himself this wizard will entrust the band of stouthearted adventurers to accomplish these tasks. It was in seeing that men and women, dwarves, and elves, would freely undertake such a quest, that I knew my time on Earth could come to an end. There will always be others who will fight the mighty foe in my stead. At last, I can lay down my burden, and join my divinity."

BOOK 4. This book contains a map of the land of Markwater (GM: Give a copy of this map to the players) and the following histories:

CHAPTER ONE: About ten years ago, on mid-summer's night, a star slowly descended from the skies. Three local fisherman drowned in the tidal wave that resulted when the star fell into the water.

CHAPTER TWO: The dark forest has been here for ages. Rumors have it that a clan of witches live in a clearing in the center of the forest. There are factual accounts which tell of the hideous monsters that roam the darker regions of the woods. Citizens of the area have heard screams and moans coming from the forest on nights of the full moon. A year ago, a brave knight, Sir Kante by title, entered the forest in an effort to save his betrothed. He and his mighty sword never returned.

CHAPTER THREE: Five years ago, Ekardnam, a wealthy merchant riding a Blue Dragon, arrived at Markwater. He purchased a large tract of land north of Devil's Island. A gold castle appeared on his estate overnight. Peasants swear that this castle changes in size. He contracted a band of dwarves to do some construction at his castle. The dwarves have been there ever since. Ekardnam is notorious for having trouble with the local citizens, and for seldom being at home. All who have seen him agree that he is handsome, but estimates of his age range from twenty to two hundred.

CHAPTER FOUR: How the Devil's Point was formed no one remembers. A tunnel winds through the point a ground level. Nomads reportedly frequent the local desert.

CHAPTER FIVE: The Temple of Flowers is a monastery, about 700 years old. The master of the temple has the title Grand Master of Flowers. Ownership of the temple passes on from one master to another monk of the appropriate rank by lawful ritualistic duel. The challenger must be the next in command, and experienced at his former position.

GM ONLY: When the players have read the prophecies, round one is over. Round two, which may be played in one or more sessions, consists of the players fulfilling the remaining six impossible tasks. It must be remembered that any reasonable solution to each task should be accepted. Area descriptions follow which will provide the players with the opportunity to Mill the Tasks, but they are not all-inclusive. A table of recommended and alternate solutions is presented below:

First Task: *Circle the World in a single day*

Solutions	Locations
A. Fix Spaceship & Fly around world	Polished Rock/ Markwater/ Griffon
B. Find Library with map of world and draw a circle around it	Any major city

Second Task: *Escape from the belly of a sea monster*

A. Use crab to escape from island	Devil's Island
B. Get swallowed by any sea monster and escape	Any ocean

Third Task: Destroy spring

- A. Defeat Grandmaster of Spring Temple of Flowers
- B. Plug up any mountain spring Any Mountain

Fourth Task: Kill the creatures on the peaks of the three sisters

- A. Kill spiders on the petrified witches' hats Dark Forest
- B. Kill the monsters on Three Sisters Mountains Mt. Ruth/
Mt. Helen/
Mt. Cecile

Fifth Task: Correctly answer a thousand riddles

- A. Kill the Blue Dragon Castle of Gold
- B. Find a 1,000 riddles and answer them Anywhere

Sixth Task: Lead a camel through the eye of a needle

- A. Purchase a camel and lead it through the "eye of the needle" Devil's Point
- B. Use several Shrink spells on a camel and several Enlarge spells on a needle Anywhere

Seventh Task: Defeat Nine Toes, the Beast of Antiquity

- A. Play chess with, and defeat, Nine Toes Devil's Point
- B. Defeat Nine Toes in combat Devil's Point

THE POLISHED ROCK

From the shore, a silver rock, roughly 20' by 40' oval, shows about 1' above water level.

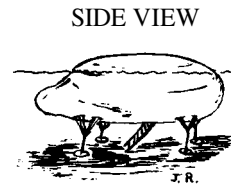
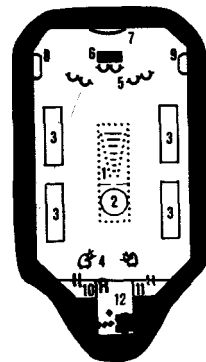
UPON INSPECTION: This is actually the tip of a space ship.

GM ONLY: This is the shuttle craft which Mite tricked into landing on the planet. The people aboard the shuttle were on their way to rescue Mite, but crashed because of his faulty directions.

A tool box in the power room came loose from its wall fastenings and fell, cutting the main cable to the power supply. At this point all equipment and devices on the ship, including the two repair droids, ceased to function. Any technician will recognize the danger and futility of any attempt at repairing the cable without an arc welder. A weld (a Mending spell) will fix the severed cable.

Furthermore, once the ship is running, an experienced technician (If he asks about it) could use spare parts, and the ship's tools to make a laser gun that delivers 1d20 damage.

Sir James's tool kit doesn't have an arc welder and he will have major difficulties trying to get the town blacksmith to meet his detailed specifications. However, there is a spell book in the library which has the Mend spell in it. The librarian knows that in the town of Griffon there is a magic user who can cast the Mend spell.



LEGEND

- SCALE 10 ft.
- DOOR †
- ROBOT ⚡
- HATCH ○
- CHAIRS ☺
- REMOVABLE PANEL ▬
- SEVERED CABLE ~

POLISHED ROCK

1. Stairs lead up into this airlock. Stairs also lead from the airlock to the circular hatch (2) on the floor of the ship. A humanoid corpse lies on the lower stairway.

UPON INSPECTION:

A small octopus (baby) dwells in the airlock. The corpse has 15 gold cubes amidst the rags left of its clothing. It is so decayed that the party cannot even determine the gender of the corpse.

GM ONLY:The corpse was the last humanoid left guarding the ship. This person was left behind because of the injuries received when the ship crashed. The others never returned. The octopus has 7 adult strength tentacles, but its beak is still soft, and does no damage.

Baby Octopus

AC: 6, HTK: 26 (2D20), M: 18"

Att: 8, Dm: 1-4.

2. The Hatch opens from the stairs into the floor of the shuttle. Some water leaks in when the hatch is opened.

3. Cots with safety straps.

4. Droids

UPON INSPECTION:

The droids are non-functioning, and are marked "Sands Universal Shuttle Craft Repair Droid, Patent No. 873-439-0061a." They have no visible seams, and a technician would realize that they shouldn't be opened.

5. Swivel seats with safety harnesses.

6. Control panel.

UPON INSPECTION:

When the power is on, the control panel will run the ship. The shuttle does not have any attack or defense capabilities, and requires a technician to properly run it.

7. Viewing screen.

UPON INSPECTION:

When the power is on, the focus can be directed. The computer assumes a front view at normal magnification. Up to 10x magnification is possible.

8. Locked cabinet.

UPON INSPECTION:

Contains 22 days worth of dried food, bottled water, and 4 bottles of pills: 9 red pills (acts as a Heal spell), 10

blue pills (acts as a Cure Disease), 5 yellow pills (cures radiation poisoning if taken within 1 hour of exposure), and 100 white pills (aspirin—cure 1 hit, 1 use only).

9. Locked cabinet.

UPON INSPECTION:

Contains a floorplan of the shuttle craft and a "Guarantee" by Sands Incorporated. The Guarantee reads;

"This shuttle craft is guaranteed for the life of the planet Cebulous, the eleventh major body of the star F37-A. The repair droids will repair every malfunction. Barring simultaneous damage to both droids, this craft will run indefinitely. Sands Inc. is proud of this shuttle craft, one of its finest products. There is simply no way anything can go wrong with this craft."

*J. R. Murphy,
President*

The cabinet also contains a black plastic box with 400 gold cubes (worth 1 gold piece each).

10. Bathroom containing a shower and toilet.

11. Closet. Contains four strange suits, complete with a transparent helmets.

UPON INSPECTION:

These space suits can withstand temperatures from -450 to 200 Fahrenheit. Sizes fit 3', 4', 5' and 6' humanoids.

GM ONLY: The oxygen supply for each use of the space suits lasts 60 minutes. A buzzer sounds in the final 10 minutes of use. The suits are AC: 6.

12. The wall has a removable panel (marked R) at the back of the main area of the ship. A toolbox lies open, and tools are scattered about the floor. A black, plastic-coated cable was evidently severed when the box fell from its wall fastenings. The cable runs from the box into the room to the opposite wall.

UPON INSPECTION:

A technician will know not to attempt repair of this cable without an arc-welder.

GM ONLY: Once the cable is repaired, a technician is needed to control the ship. Without a technician, everyone on board takes 3d30 damage when the ship lands (only 1d10 if securely strapped in). This craft, when working, can be used to "circle the globe" in just a few minutes, at which time the ring Bard Robbe gave the party will be activated. Lips appear in mid-air and say "Congratulations, you have just completed the First Impossible Task." The craft can also be used as a means of transportation, thus avoiding many encounters.

THE DARK FOREST

Until two years ago, the dark forest was the home of the three sisters, all Witches. At that time, a Medusa turned the three Witches to stone, and took over their cave complex. Monsters living in the forest include a Beholder and a Basilisk. For this reason, there are many petrified humans and monsters within the forest. In addition, undead prefer the darkness of forest. These undead are primarily responsible for the moans heard on dark nights. The screams on nights of a full moon are primarily due to the Jackalweres that inhabit the trees.

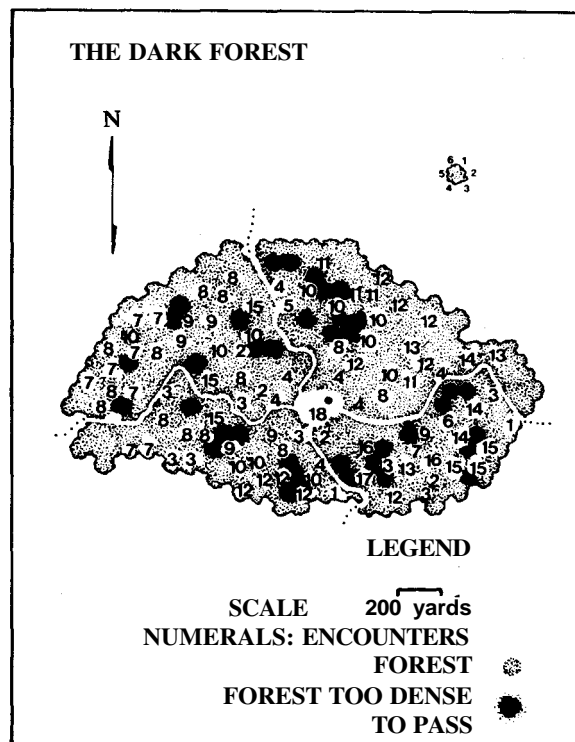
Players can complete the Fourth Impossible Task of "killing the monsters on the peaks of the three sisters" by killing the spiders whose webs are affixed to the (stone) peaks (hat tops) of the statues of the three Witches. In order to do this, they must find some way to neutralize the Medusa.

ENCOUNTER CHART

Except for the paths and Area 18 (the clearing), the forest is quite dense. Shaded hexes are too densely populated with trees and underbrush for land travel. Encounters occur whenever a numbered square is entered.

Read to players: "This forest appears foreboding. You sense the presence of Evil." (GM: If Kevin or any monk-type is with the party tell him: "You recall your teacher once saying, 'Should you be but touched by the Hand of Life, you will be restored.'")

1. (1-4) *Wights*
AC: 5, HTK: 17, 18, 22, 23 (5d8), M: 12"
Att: 1, Dm: 1-4, Special: energy drain.
2. (1-6) *Spectres*
AC: 2, HTK: 35, 34, 38, 35, 46, 41 (7D8+3), M: 15"/30"
Att: 1, Dm: 1-8, Special: energy drain.
3. (1-6) *Wraiths*
AC: 4, HTK: 32, 21, 20, 29, 29, 23 (5D8), M: 12"/24"
Att: 1, Dm: 1-6, Special: energy drain.
4. 1d3 stone statues of monsters, animals, or men stand here.
GM ONLY: These statues are real creatures which have been turned to stone after failing their save vs. petrification. The Game Master should use random encounter charts to determine what the statues are.
5. *Unicorn*
AC: 2, HTK: 22, M: 24"
Att: 3, Dm: 1-3, 1-3, 1-12, Special: Charge.
6. (2-20) *Wolves*
AC: 6, HTK: 18 (each) (2D8+2), M: 18"
Att: 1, Dm: 2-5.
7. (2-12) *OwlBears*
AC: 5, HTK: 30 (each) (5D8+2), M: 12"
Att: 3, Dm: 1-6, 1-6, 2-12, Special: hug for 2-16.



8. (5-30) *Bugbears*
AC: 6, HTK: 15 (each) (3D8+1), M: 9"
Att: 1, Dm: 2-8 or by weapon, Special: surprise on 1-3.
9. *Giant Skunk*
AC: 7, HTK: 28 (5D8), M: 9"
Att: 1, Dm: 1-6, Special: squirt musk.
10. (1-20) *Giant Wasps*
AC: 4, HTK: 16 (each) (4D8), M: 6"/21"
Att: 2, Dm: 2-8, 1-4, Special: poison.
11. (1-4) *Jackelweres*
AC: 4, HTK: 18, 22, 25, 13 (4D8), M: 12"
Att: 1, Dm: 2-8, Special: gaze causes sleep.
12. *Will-o-Wisp*
AC: -8, HTK: 40 (9D8), M: 18"
Att: 1, Dm: 2-16, Special: see rulebook.
13. (1-4) *Mummies*
AC: 3, HTK: 28, 32, 28, 18 (6D8), M: 6"
Att: 1, Dm: 1-12, Special: see rule book.
14. *Acid Spraying Tree*
AC: 2, HTK: 35 (7D8), M: 0"
Att: 1, Dm: 1-8, Special: range of acid spray: 30'.
15. (1-6) *Ghosts*
AC: 0, HTK: 44, 50, 53, 38, 40, 47 (10D8), M: 9"
Att: 1, Dm: Age 10-40 years, Special: see rule book.

16. **Night Hag**
AC: 9, HTK: 39 (8D8), M: 9"
Att: 1, Dm: 2-12, Special: see rule book.

17. **Couatl**
AC: 5, HTK: 48, M: 6"/18"
Att: 2, Dm: 1-3, 2-8, Special: poison, magic use. Note: Couatl are Lawful/Good.

18. Clearing at the center of the Dark Forest. At the clearing switch to the map of the Dark Forest Clearing.

DARK FOREST CLEARING

1. Five stone statues are scattered about the clearing: three lions, a fair maiden, and a handsome warrior in plate armor.

UPON INSPECTION:

An impression of a dove is on the forehead of the statue of the warrior. It matches the dove embossed on the hilt of his (stone) great sword.

GM ONLY: The maiden is Lisa, a skill 3 magic user betrothed to Sir Kante. The warrior is Sir Kante, Guardian of the Blade of Righteousness. He is a skill 10 warrior. If Sir Kante and his lady are revived, he will give up his sword to a party member saying; "This sword will be yours for awhile. You must pass it on to whomever does a righteous deed on your behalf. They too will bear the title 'Guardian of the Blade of Righteousness.' " Sir Kante will then Knight the recipient of the sword. As he does so, a dove, matching the one embossed on the sword forms on the forehead of the recipient. Sir Kante and his lady will return immediately to their homeland. The sword is a talking +5 vorpal blade, and is usable by players of good alignment. It detects non-mechanical traps, secret doors, and traitors.

2. A cave is located in the northeast corner of the clearing. In front of the cave is a huge, black iron pot filled with a brown paste. The cave entry is oval shaped, about 10' high, and slopes down to the north at a 30 degree slant. The entry to the cave is surrounded by thirteen snake skulls.

UPON INSPECTION:

Bits and pieces of limbs, eyes and scales of small creatures protrude from the brown paste. Entry into the cave will cause about 100 harmless bats to fly out.

GM ONLY: The paste is infested with Rot Grubs.

(15) Rot Grubs

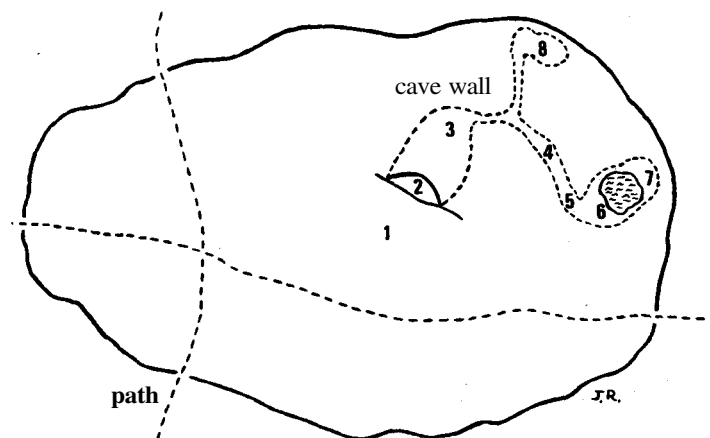
AC: 9, HTK: 1 (each), M: 0"

Att: 1, Dm: 0, Special: if infected, will burrow to heart in 1-3 turns and kill host.

3. Inside the cave are piles of straw, and a cabinet. A gaudy oval frame, about 3' tall, holding a mirror hangs on the wall near to the entry. A short broom lies on the cave floor.

UPON INSPECTION:

The locked cabinet contains many herbs and powders (useless to non-Witches.)



THE DARK FOREST CLEARING

LEGEND

SCALE 10 yards

GM ONLY: The mirror does two things. It insults all who look into it, in so doing stating that person's charisma. For example, if players show the mirror to the Medusa in Area 6, it will say "Woman, you are ONE ugly creature!" whereupon the Medusa turns to stone.

The Witch's broom flies when the keywords; "boil, boil, toil and trouble" are spoken.

4. The sound of dripping water can be heard coming from an area about 50 yards ahead. Torches light up the walls in that area.

5. Water from the ceiling trickles into a small pool. At the south edge of the pool is a Medusa. Across the pool stand statues of three ugly Witches, each in traditional garb.

GM ONLY: The pool can be circled without being entered. The Medusa will be prepared for the players if they were not careful about the amount of noise they made in their approach.

Medusa

AC: 5, HTK: 26 (6D8), M: 9"

Att: 1, Dm: 1-4, Special: gaze turns to stone, Medusa's asps are poisonous.

6. From the water's edge, gold coins and a silver hand with fingers extended can be seen on the bottom of the 10' deep pool.

UPON INSPECTION:

This is the Medusa's treasure: 5000 gold pieces, 5 gems worth 13,000 gold pieces and the silver hand.

GM ONLY: The pool is actually 40 feet deep. It only looks 10 feet deep. The hand is magical and has 5 charges, activated by touching the fingers to a deceased being or to someone who has been changed to stone. Each charge will raise dead fully and/or turn stone to flesh.

7. Three stone statues of Witches wearing black robes and pointed hats stand here looking across the pool. Each Witch has a long crooked nose, numerous warts, and a drooping left eyebrow.

UPON INSPECTION:

A lair of 20 small spiders is located just above the Witches. Spider webs run from the ceiling to the peaks on the Witches' hats. If the players ask, say: "Yes, the Witches could be sisters."

GM ONLY: Killing the (normal) spiders triggers a magic mouth on the ring. Lips appear in mid-air and say: "Con-

gratulations, you have completed the Fourth Impossible Task."

8. Entry to this area of the cave will cause thousands of (harmless) bats to flee the cave. The floor area here is covered with bat droppings.

UPON INSPECTION:

Rot Grubs thrive in bat droppings . . .

CASTLE OF GOLD

The castle defense walls are 20' high and appear to be made of solid gold bricks.

UPON INSPECTION:

A dwarf or geologist can tell by the feel of the bricks that the walls are only gold-plated rock.

GM ONLY: Ekardnam, the owner of the Castle of Gold, is currently away on business. Ekardnam is a powerful illusionist. He used his powers to make an illusion of his castle of gold. He then engaged Dwarves to build an exact copy of the illusion. Now, only the back right corner of the castle remains to be completed.

1. Hank, a 40 year old peasant, is camped outside the main entry. He greets the travelers and says:

"The evil bastard who lives here has imprisoned my beautiful daughter. The Wizard Fez, may he lose his clothes for not helping me himself, told me a crew of your motley, er . . . fine appearance would come one day to this very spot to free Ethel.

"Fez told me I would be unable to leave this spot from then 'til now. I would've stayed freely, of course, but the wicked Fez bound me to this spot magically until I could tell a party, such as you, the Halfling's Poem. Please rescue Ethel so's I can return to my drinking buddies, er . . . lovely wife, and the rest of my kin . . . (pause). Oh yes, there was the dumb poem I'm s'posed to tell yall:

*Halfling drinking,
Halfling spoken,
Door is shut,
Door is open."*

GM ONLY: Hank has told the party a conglomeration of half-truths (lies). However, if the party tries to rescue Ethel, they will find themselves face-to-face with the ancient Blue Dragon they need to find. Hank is truly a peasant, and can be killed easily.

2. Entry tower. An iron grate bars entry into the tower. An Andro-Sphinx can be seen guarding the entry.

UPON INSPECTION:

The Andro-Sphinx is semi-intelligent, and actually controls the grate. He speaks Sphinx (which Dr. Gacim will recognize as Ancient Egyptian). Since Ekardnam has been away for a long time, the Andro-Sphinx is hungry and will accept a bribe of food.

GM ONLY: The Andro-Sphinx has no need for gold. His "roar" causes those within hearing to save versus fear, or flee, leaving their weapons behind. He won't use it unless attacked.

Andro-Sphinx

AC: -2, HTK: 63 (12D8), M: 18"/30"

Att: 2, Dm: 2-12, 2-12, Special: Fear Roar.

3. People outside the castle can hear the Dwarves working (see Area 4). The wall doesn't exist physically, but will appear visually even as a person passes through it. This part of the wall is only an illusion.

4. A crew of five Dwarves is building a gold-plated stone wall. The blocks are being placed onto those which are already in place on the wall.

UPON INSPECTION:

Each Dwarf is wearing a silver ring. The Dwarves are wearing leather armor and have hammers hanging on their belts. They seem to enjoy their work, and will ignore the party.

GM ONLY: The rings allow the Dwarves to see through the illusion (and to See Invisible). The Dwarves will not sell their rings, but they will rent them (the Dwarves have a good working relationship with Ekardnam, but are not being paid to be guards for him). A thief would have a 60% chance of stealing a ring while the Dwarves are resting. If the bard sings, a thief would have a 90% chance of success.

(5) *Dwarves*

AC: 6, HTK: 26 (skill level 5), 17 (4), 20 (4), 12 (2), 5 (1), M: 12"

Att: 1, Dm: 2-8.

5. Entryway. The entryway has fine furniture and polished gold-plated walls. Soft music (Varell will say it's very good) that has no apparent source, fills the area. Players will notice that their reflections in the walls are exceedingly flattering. (GM: As if they had a charisma of 18+).

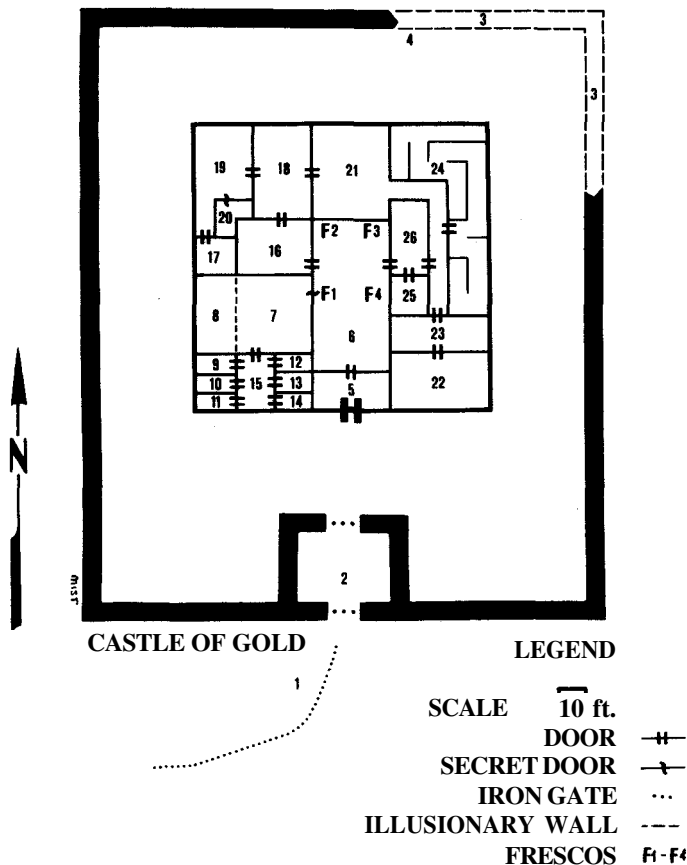
6. This is a great hall. A large walnut table with 25 matching chairs is in this room. Four brass reliefs stand out from the walls:

f1: A Halfling

f2: A Dwarf

f3: A Leprechaun

f4: A Gnome



UPON INSPECTION:

Each relief holds a stein which is hollow at the top. There are invisible Orc Guards in this room; they will attack the group. They do not turn visible after an attack.

GM ONLY: Ekardnam has thrown continual invisibility on his Orc Guards.

(5) Orcs

AC: 2, HTK: 8, 1, 7, 1, 8 (1D8), M: 6"

Att: 1, Dm: 1-8, Special: Will remain invisible even after they attack

The halfling relief is actually a secret door. The way to open the door is concealed in the Halfling Poem the peasant Hank told the party. Each of the figure's arms can be moved so that the stein reaches the mouth. To open the halfling door the players must:

1. Put some fluid in the stein. When this is done, the party hears a "gurgle gurgle" sound and the stein empties.

2. Raise the stein to the halfling's mouth. When this is done, players hear a distinct "click."

3. Say "halfling" or speak any phrase in the halfling language. When this happens, the vest pocket on the halfling will spring open.

4. Push the vest pocket closed. This opens the secret door panel on which the relief is located.

7. An Ancient Blue Dragon dwells here. When his room is entered he says, "I am the Guardian of Ekardnam's prison. Only those who correctly state the password may pass by me. What is the password?"

GM ONLY: Players may leave without passing if they choose. There is really no password. The Dragon works for Ekardnam and does his bidding.

Part of the illusionist's hold over the Dragon is that he knows a phrase: "a thousand riddles," which will kill the Dragon if spoken directly. If the characters say this phrase, the Dragon dies! In that event, a magic mouth from the ring says "Congratulations, you have completed the Fifth Impossible Task."

Blue Dragon

AC: 2, HTK: 80, M: 6"

Att: 3, Dm: 1-6, 1-6, 3-24, Special: Breath Weapon (Lightning Bolts for 80 HTK of damage). He detects invisibility, speaks Blue Dragon, common, elf, orcish, and gnome. If the party fights him or tries to pass him, he will breathe lightning. Spells: Protection of Good, Push, Charm Person, Fool's Gold, Pyrotechnics, Protection from Normal Missiles, and Water Breathing.

8. The Dragon's treasure is behind the illusionary wall separating this room from the Dragon.

Treasure: Two piles, one of gems and jewels, the other of coins; and two chests.

UPON INSPECTION:

21,000 copper, 75,000 silver, 10,000 electrum, (all in one pile). In the second pile are 97 gems worth 46,914 gold pieces, and 20 jewels worth 113,200 gold pieces (the Dragons bed). In a double trapped box; (1) poison needle (2) -3 strength gas: 60,000 gold pieces. A secret compartment of this chest contains 2,800 platinum. In a second secret compartment (below floor level) are eight +1 arrows, and 1 rope. In the other chest is 40,000 fools gold guarded by a magical trap. In a secret compartment in this chest are 3 unmarked potions (Dragon control, sweet water, and Water Breathing), and 3 scrolls (Raise Dead Fully, Stone To Flesh, and one containing Animate Dead, Passwall, and Wall of Stone spells).

9. Ethel, a 19 year old peasant girl, is held prisoner in a cell. She is homely, irritating, overweight, and wears soiled clothing. She offers to sleep with any or all members of the party if they will free her.

GM ONLY: Ethel worked as a servant in Ekardnam's castle. If the party questions her, she will say the reason he imprisoned her was that she "broke a few dishes." Actually, she broke a priceless set of ancient china which Ekardnam had forbidden her from handling. She is Hank's daughter.

10-13. Empty cells.

14. A peasant boy of 10 is imprisoned in this cell.

GM ONLY: He was caught feeding poisoned carrots to the Andro-Sphinx at the front gate. If he is freed, he will tell the party a riddle which "a bard once told him:"

"I am an eye in a point. What am I?"

The boy doesn't know the answer. (GM: Of course the answer is "needle," and refers to Devil's Point.)

15. Cell corridor.

16. Four men are training in this study.

GM ONLY: The illusionists are surprised by the party. As soon as they recover they will attack because they don't recognize any of the party members. If they survive the first round, these spell throwers should be a difficult encounter for the players.

(4) *Illusionists*

#1: LEVEL: 1, ARMOR CLASS: 9, HTK: 2, SPELLS: Color Spray

#2: LEVEL: 3, AC: 9, HTK: 5, SPELLS: Color Spray, Hypnotism, Invisibility

#3: LEVEL: 5, AC: 9, HTK: 9, SPELLS: Color Spray, Hypnotism, Invisibility, Wall of Fog, Improved Phantasmal Force.

#4 LEVEL: 6, AC: 7, HTK: 18, SPELLS: Color Spray, Hypnotism, Invisibility, Wall of Fog, Improved Phantasmal Force, Darkness, Fear, and Spectral Forces.

17. This room has a brass tub, a fireplace, several large pots and a chamber pot.

18. There are several large tables with many chairs in this dining room. One wall is lined with pitchers, plates and silver.

19. It is very dark in this area. A glowing magic mouth appears and says; "Do not enter my bedroom today servant."

GM ONLY: There is a Continual Darkness spell in the room. Inside the room are Shadows.

(3) *Shadows*

AC: 7, HTK: 25, 27, 23 (3D8+3), M: 12"

Att: 1, Dm: 2-5, *Special:* drain strength.

20. There is a Mind Flayer in this room, and a powerful looking magic user beginning to throw a spell at the party.

UPON INSPECTION:

All are illusions. There is a (trapped) box in the room.

GM ONLY: This is Ekardnam's treasury. Inside the box are 2,000 copper, 5,000 silver, 1,000 electrum, 27,000 gold, 200 platinum, 16 gems and 11 jewels (worth 10,000 gp total). Beneath the box is a sword. This is a Magic User's sword. It is plus zero, and allows any mage using it to fight as a warrior of the same level the mage is.

21. A kitchen and pantry.

22. Empty bunk room.

23. Many large Ogres prowl this room.

UPON INSPECTION:

An illusion of 20 Ogres has been cast in this room.

24. This is a maze. The maze appears to be populated with random monsters. The monsters are all illusions.

25. Empty room.

26. Prismatic Walls spring up over the doors after the party has entered the room. Then a Chaos Spell is released.

THE TEMPLE OF FLOWERS

Four watchtowers are located at the corners of this rectangular temple. The temple walls and dome are covered with multi-colored tiles. Towers are 15' high; the temple walls are 10' high.

GM ONLY: This 700 year old monastery is the home of a sect of monks whose leader is known as the Grand Master of Flowers. Leadership of the temple passes from one monk to another by a lawful ritualistic dual. Second in command of the sect is The Master of Spring.

The current Master of Spring is insane, a result of his accidentally killing the latest challenger for his title. His mind is quite warped, and he has convinced himself that he should be Grand Master of the sect.

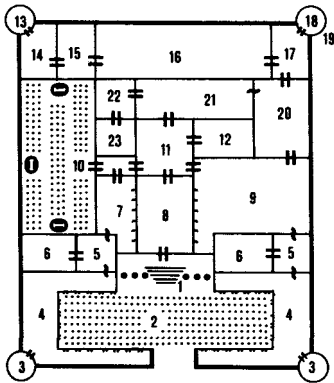
He has taken over the residence with one swift commando raid. Spring, with the aid of his raiding party, overcame

Flowers in the lecture room. Flowers feigned death to escape the surprise attack. Both Spring and Flowers took heavy damage in the melee.

Spring (still insane) then murdered those who remained of his own raiding party. His convoluted reasoning convinced him that as rightful owner of the temple, he must eliminate the usurpers. He then used a magic ring to summon Giant Stags to protect the temple and all monks on the premises. He commanded the Stags to attack anyone not wearing a Monk's belt and robes. The other monks, all followers of Flowers, are unaware of what has just happened, but have constantly been on guard, fearing an attack.

The Game Master should assume the raid happened just before the players arrive at the temple. This scenario could be played in one of three different ways:

THE TEMPLE OF FLOWERS



LEGEND

SCALE 20 ft.

DOOR	— —
SECRET DOOR	— — —
FLOWER BED	⋮⋮⋮
BAMBOO CURTAINS	— — — —
ARROW SLITS	— — — —
BRASIER	●

1. If the party circles the temple, they will immediately notice a rope hanging from the roof of the northeast tower. If they scale the rope, they can follow the trail of the Master of Spring unimpeded by the temple monks. If encountered, they will have some explaining to do. If they reach room 21, the Grand Master will ask for help as indicated.

2. If the party enters the front door, they will be met by a monk and asked what they want. If they politely ask to see the master (or leader, etc.) the monk will lead them through rooms 2, 8, 11 and into room 21. The Grand Master will revive and ask for assistance.

3. If the party tries to invade or attack the temple, the monks will resist the intrusion and attack as outlined in the following room descriptions.

The garb of the temple monks is a violet robe. All commandos were wearing black garments.

1. Marble steps lead from the garden area up to the mansion-like entry door. Three marble pillars on either side of the steps support a massive stone roof.

2. This is a flower-covered courtyard arena. Surrounding the flower garden is a covered area, supported by wooden pillars.

UPON INSPECTION:

Players who walk on the flowers will notice that the flowers appear to die, but spring back to life quickly.

3. In each tower there is a monk wearing a violet robe. If any player enters the front entrance, the guards sprint to the secret doors to alert the other monks.

GM ONLY: The monks are fast enough to reach and enter the secret door within one melee round of their appearance.

(2) *Guard Monks*

AC: 7, HTK: 15 (Skill level 5), 13(SK:5) (6D4), M: 19"
Att: 5 per 4 rds., Dm: 2-7, Special: not subject to Haste or Slow spells. ESP only has a 28% chance of working.

4. These covered areas are supported by wooden pillars. From the entrance the players can see underneath the covering into the shaded area. Quarterstaves, wooden sticks, mats, and leather helmets clutter the area.

5. Guard Room. If either monk makes it into the secret door, he'll awaken his cohorts in Room 6 on his side of the temple. This is normal guard procedure.

If the monk from the tower does not get to the secret door, the other guards remain in their bunk room sleeping. They will wake up if the party makes noise.

6. Guard Bunk Room. If they are not awakened by the tower guard, the guards sleep here. There are sleeping mats, GO boards, chess sets and other thought games. An abundant supply of bows and arrows are in this room. All guards are wearing violet robes.

(4) *Guard Monks*

AC: 8, HTK: (all skill 3) 9, 12, 4, 8 (4D4), M: 17"
Att: 1, Dm: 1-6.

Guard Magic User

AC: 9, HTK: 13, M: 12"
Att: 1, Dm: 1 spell or 1-4 (dagger), Special: Skill 5 mage.
Spells: 4/2/1

7. The library. Arrow slits in the east wall are used to attack intruders that try to enter Room 8.

8. Master Flower's Guard Hyenas bark and attack as soon as the corridor is entered. Arrow slits are on either side of this corridor. Two of the Hyenas are giant size.

(2) *Giant Hyenas*

AC: 7, HTK: 26, 25 (5D8), M: 15"
Att: 1, Dm: 3-12.

(8) *Normal Hyenas*

AC: 1, HTK: 18, 17, 16, 10, 12, 13, 18, 20 (3D8), M: 12"
Att: 1, Dm: 2-8.

9. Training area covered with mats. Bows and arrows are stacked on the east wall.

GM ONLY: Arrow slits in the west wall are used to attack unknown parties that try to enter Corridor 8.

10. This is the sanctuary. Candles are constantly burned here. The walls are mirrored. Rice paper paths lead from the entry to burning braziers located near the walls.

UPON INSPECTION:

5 monks wearing violet robes are on duty meditating and tending the candles.

GM ONLY: The monks in this room know nothing of the recent commando attack, and will be indifferent towards visitors.

(5) *Monks*

AC: 9, HTK: (all Skill 1) 3, 5, 4, 7, 3, M: 15"
Att: 1, Dm: 1-3.

11. Dining room.

12. Kitchen.

13. A monk dressed in a violet robe is on duty at the top of this tower.

GM ONLY: This monk did not see the attack on the other tower, and will only take action if he sees someone trying to climb his tower or scale one of the other walls. If the players exercise normal caution, they can shield themselves from him when entering Tower 18. He has been taught that temple defenses are weakest when a single monk deserts his post.

Guard Monk

AC: 7, *HTK:* (Skill 4) 16 (5D4), *M:* 18"

Att: 5 per 4, *Dm:* 1-6, *Special:* ESP only works 30% of the time

14. Barracks. Several monks are in this room resting.

(3) **Skill 5 Monks**

AC: 7, *HTK:* 18, 12, 16 (6D4), *M:* 19"

Att: 5 per 4, *Dm:* 2-7, *Special:* Unaffected by Slow and Haste, ESP works only 28% of time.

(4) **Skill 3 Monks**

AC: 8, *HTK:* 7, 6, 10, 10 (4D4), *M:* 17"

Att: 1, *Dm:* 1-6.

15. Barracks. Three monks share this room.

(1) **Skill 6 Monk**

AC: 6, *HTK:* 17 (7D4), *M:* 20"

Att: 3 per 2rds., *Dm:* 2-8, *Special:* as per lower level monks, plus can self-induce catalepsy to appear dead.

(2) **Skill 4 Monks**

AC: 7, *HTK:* 10, 15 (5D4), *M:* 18"

Att: 5 for 4, *Dm:* 1-6, *Special:* only 30% chance of ESP.

16. Barracks. Strewn about the room are many sandals and violet robes.

GM ONLY: Twenty skill 1 monks live in this room, but it is currently unoccupied.

17. Three monks lie dead on the floor. Two monks, dressed in violet, have broken necks. The third monk, his nose driven into his skull, is wearing a black robe and has black sludge covering his face hands and feet. There are two sleeping mats and a pot of tea on the floor.

UPON INSPECTION:

The bodies are still warm, so the struggle took place within the last hour. A trail of fresh blood leads from the battle area to the south door. The tea in the pot is still warm.

GM ONLY: The black robed monks passed through this room to room 20.

18. A young woman, dressed in a violet robe is dead on the top floor. She has a broken neck. A rope leads out of the tower to ground level outside. Stairs lead down

GM ONLY: The stairs lead to Room 17. The black-robed invaders came this way, killing the woman within the last hour.

19. There is a knotted rope dangling from the top of the tower. On the ground is a tin container 6" square.

UPON INSPECTION:

The container holds ashes and soot. The invaders smeared their faces with the ash in the container before entering the tower.

20. This is the armory. Weapons which monks can use are found here in abundance. A trail of fresh blood leads from the north door to the northwest wall.

GM ONLY: The secret door into room 21 can be easily found.

21. A large battle was fought in this lecture room. Benches and a podium are overturned amidst several dead monks.

UPON INSPECTION:

There are 16 dead bodies in this room. 6 are wearing black robes and have soot covered appendages. Ten are in violet robes. The belts which the men are wearing vary in color, but not style.

The oldest violet-robed human is wearing a belt made of flowers. If a monk, cleric, or paladin inspects his body they will note that he is actually still alive, but in a suspended state. He will detect them in this event, and come out of his coma, in so doing introducing himself as the Grand Master of Flowers. He then says, "Spring has become insane. Will you help me destroy him?"

GM ONLY: If Flowers is not discovered, he will die in 5 hours. The black-robed invaders came through this room and battle ensued. With the help of his extra monks, Spring was able to temporarily defeat Flowers.

22. In this bedroom/study are 6 Giant Stags. The room is very crowded. The Stags are standing by 5 dead monks in black robes.

GM ONLY: The dead men were Spring's commandos. He killed them himself. The Stags are under orders to attack all non-monks who enter the room. Flowers or Kevin Karcan can safely enter this room. The Stags will attack other party members.

(6) **Giant Stags**

AC: 1, *HTK:* 30, 30, 33, 34, 30, 32 (5D8), *M:* 21"

Att: 1 or 2, *Dm:* 4-16 or 1-4, 1-4.

23. Treasury Room. Spring is in Room 23 counting the treasure. He is alert, cannot be surprised, and will fight the first monk he sees. Spring has 13 HTK left, while Flowers has 23. If the party has awakened Flowers, he will defeat Spring in 2 rounds. When Spring dies, lips appear and say "Congratulations, you have completed the Third Impossible Task."

Spring's ring, which is usable once a month, will summon six level 5 animals of the summoner's choice. Spring has 2 gems worth 300 gold pieces.

Flowers has nothing to give the players, but if pressed, he'll offer them Spring's ring.

Temple Treasure: 6,000 electrum, 3,100 gold, 197 platinum, 21 gems, 15 jewels (worth 10,666 gp total), a +3 Shield, a Dagger of Venom, and one Protection From Lycanthropes scroll.

DEVIL'S POINT

Devil's Point is a smooth, uniform rock about 2000 yards high and about 300 yards in diameter at the base. It stands isolated in the desert. From a distance, a small, stationary, round, black shadow can be seen at the base.

UPON INSPECTION:

This shadow is an open tunnel entrance.

GM ONLY: For the past 40 years, the demon Nine Toes has lived in a small complex in the middle of the ground level of Devil's Point. Two Impossible Tasks can be completed here. The players can "lead a camel through the eye of a needle;" (the nickname of Devil's Point is "The Needle.") Players can also "defeat" Nine Toes *at chess*, performing the Seventh Impossible Task.

1. Entrance room. Contains a rack of 6 statuettes. They look like the following figures: A peasant; an elephant wearing barding with a carriage on top; a cleric with a staff; a warrior in plate on a horse with barding; a woman with silver filigree; and a man wearing a turban. Each one is made of gold and has an inscription on it.

UPON INSPECTION:

Dr. Gacim can see that the inscription reads *Nine Toes, 1st Place* in a foreign language.

GM ONLY: These pieces are chess trophies; a pawn, rook, bishop, knight, queen and king, respectively.

2. Library and study. Contains hundreds of books. In addition, there are three ornate chess boards and two small peg-chess boards. The pieces look almost life-like. There is also a chair, and a small table upon which rests one of the chessboards.

UPON INSPECTION:

Some of the books are about chess. Others are in a language that even Dr. Gacim doesn't know.

GM ONLY: The unreadable books are on soul binding and other such topics.

3. The floor of this room has been turned into a giant chess board (64 squares). On the outer edges of the floor are cases of gem-inset trophies. These trophies also have inscriptions on them. The door to the eastern room is slightly ajar.

UPON INSPECTION:

The inscriptions are similar to those on the trophies in the entrance room.

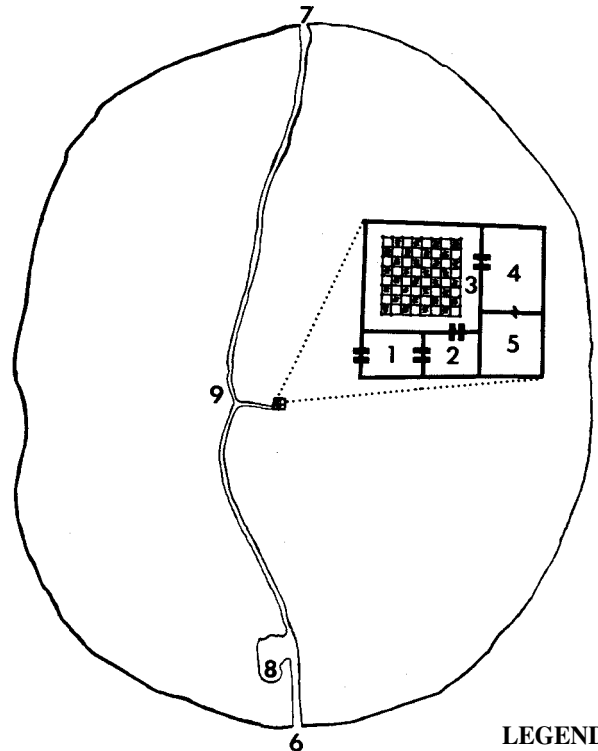
GM ONLY: Nine Toes won most of these trophies against other demons. When players enter this room, Nine Toes comes out of Room 4 and says;

"What in the Name of Nine Hells are you doing in my abode?" Nine Toes is a nine-toed beast, 12' tall with repulsive, spined wings. He carries a whip in one hand and a sword in the other. He is clearly a powerful being.

UPON INSPECTION:

If the players ask him to play chess, he will agree on the condition that a wager of 1000 gold or 1 excellent magic item be placed on the outcome.

DEVIL'S POINT



LEGEND

SCALE 10 ft. —
DOOR —+—
SECRET DOOR —+—

THE CHESS MATCH

Each player may try to defeat Nine Toes once. The opposing character must roll against his Intellect on a D20 or blunder badly in the opening and lose quickly. If the Intellect roll is made, player gains an advantage in mid-game. The demon then grumbles, causing the character to save vs. fear. If he fails his save, he/she starts sweating, and blunders thereafter, losing in 1D6 moves. If the adventurer makes his/her save, he/she will win the game. When one party member wins a game, the ring teleports the entire party and their possessions back into the tunnel just outside the door to Room 1.

Then a magic mouth appears and says; "Congratulations, you have completed the Seventh Impossible Task. Hurry now and leave, for Nine Toes doesn't accept defeat gracefully." If the players reenter his abode he will attack them.

If the players fail to ask him to play chess in 3 rounds, he will attack with all his powers. Nine Toes will immolate himself in the first round of attack. He gets one attack every round, and in two of every three rounds he gets an additional attack with his whip.

If he is successful in this attack, Nine Toes will pull the victim into his burning body. He does 1D12+1 damage, plus 4D6 burn damage if applicable. A +1 weapon is needed to hit him. Instead of attacking he can choose to gate in other demons.



containing 4 druid spells: levels 1,5,6,2; and one containing cleric spells: levels 6,3,1,3). Two additional scrolls can be found in the second chest in two secret compartments. The first scroll reads:

No matter how absurd it seem,
 No matter how dumb or mean;
 No matter hearer should gaff,
 No matter they should laugh;
 No matter what the lie,
 No matter what or why;
 It will be believed by all who hear,
 For 5 minutes or 'til teller not near.

The second scroll reads:

You might become a camel,
 Or perhaps a pumpkin seed.
 Because, you see, this is a scroll,
 You really shouldn't read.

GM ONLY: The two unmarked potions are poison, and Polymorph Self. When the first scroll is read, the next lie told by the reader will be believed by all who hear it (no save).

The second scroll Polymorphs its reader into a camel or a pumpkin seed (50% each). The duration of the Polymorph is one day, no saving throw allowed.

6. A plaque on the outer wall proclaims: **This is the home of Nine Toes, The Omnipotent.**

UPON INSPECTION:

If the players lead a camel through Devil's Point, when they exit, the ring says "Congratulations, you have completed the Sixth Impossible Task."

7. See Room 6.

8. Hell Hounds attack with surprise. If the players sent a scout ahead invisibly, he will be attacked by only one Hound during the first round, and can successfully run away during the second round. Hounds breathe every other round, with 3 breathing on the first round.

(6) **Hell Hounds**

AC: 4, *HTK:* 18, 19, 26, 19, 14, 23 (4D8), *M:* 12"

Att: 1, *Dm:* 1-10, *Special:* breathe fire for 4 HTK of damage.

9. The passage slopes down gently as one goes towards the center. From the center, players can see light coming from both ends. A door can be seen at the end of the tunnel leading to the east. Torches are not needed in the tunnel during daylight.

Nine Toes (Balor)

AC: -2, *HTK:* 49 (8D8+8), *M:* 6"/15"

Att: 1, *Dm:* 2-13, *Special:* attacks 2 per 3 rds. with whip for 4-24 fire damage, Magic Resistance 75%, Darkness 10r at will, Cause Fear, other specials: see rule book.

4. Bedroom. Nine Toes is resting in this room when players enter his home. He is aware of the players presence.

5. Treasure room. There are two footlockers which contain Nine Toe's treasure. One has a mechanical pressure trap; it releases gas, causing characters to save vs. fear (they run down the passage past Area 8). The second has a Symbol Of Discord on the underside of the cover.

In the chests the players find: 18,000 silver, 10,000 electrum, 70,000 gold, 200 platinum, 20 gems worth 4698 gold, and 1 silver jeweled cup worth 4,000 gold (the gems and jewels include what the trophies are worth). Also players find: a +1 Crossbow Quarrel, a Ring Of Mammal Control, 5 potions (one marked Shrink, one marked Super Heroism, one marked Growth, and 2 unmarked), and 2 scrolls (one

GRIFFON

Griffon consists of an inn, a stable and a blacksmith's shop surrounded by a ten foot high stone defense wall. A lead statue of a griffon is located on the trade route just to the northeast of the settlement's entry gate.

GM ONLY: Sixty years ago a Griffon and the wizard Stalag did battle at the spot which now bears the monster's name. The wizard, a specialist, turned the griffon into lead and went on her way. The lead statue is quite tarnished and still remains in its original spot.

GRIFFON INN

Players who visit the inn will be treated fairly. Those who stay overnight will be warned not to enter the courtyard after sundown. Those who eat at the inn will find that while the food is good, the service is not.

Janette, the servant girl, must be repeatedly summoned by the cook to serve tables. "That lazy girl, always has her nose in a book instead of doing her chores." (Then louder) "Janette, get up her out of that cellar this instant and help me with the guests." Slade, the owner, will gladly sell her for 500 gold.

GM ONLY: Slade is a fugitive from a distant empire where he stole a very valuable gem. He poses as a simple innkeeper, but is actually a master thief. He wears leather armor and carries a short sword. He also carries four concealed throwing knives which he can throw at a rate of two per round. He is nervous sort, always asking the guests if they have any "News of the Empire."

During the four years he has been at Griffon, Slade has purchased three slaves; they are Janette and two helpers for the cook. Slade plans to remain at Griffon for another five years before selling his stolen treasure and retiring.

Slade

Human, Skill 8 Thief

AC: 5, HTK: 23 (8D6)

Alignment: Neutral/Evil

STATS: ST: 17 (+1 to hit, +1 to damage), IT: 15, IN: 10,

SM: 13, D: 17, A: 08

Cook (Mason Plot Toe)

Mason is a chubby halfling. He is a very light sleeper and always carries a meat cleaver on his leather apron.

Cook

Halfling, Skill 3 Cook

AC: 9, HTK: 7 (2D8)

ST: 15, IT: 10, IN: 13, SM: 12, D: 15, A: 12

Janette, the serving girl, has plain features. She spends her time reading by candlelight in the basement, and so, is in disfavor with Slade and the cook. They don't appreciate having to always call her when there is work to be done.

Janette

Human, Skill 2 Magic User

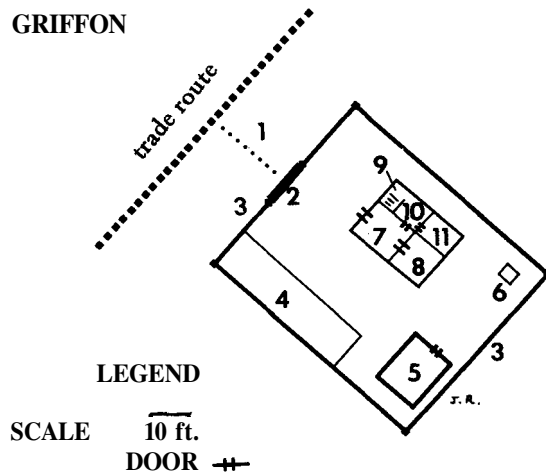
AC: 9 HTK: 5

ST: 10, IT: 17, IN: 10, SM: 09, D: 08, A: 09

Spells known: Mend, Identify, Comprehend Languages, and Read Magic

1. A lead statue of a Griffon stands here facing the northwest. It is quite tarnished.
2. The main gate is made of heavy oak. It is locked and barred at night.
3. The defense wall surrounding the settlement is 10' high, 1' thick.
4. Stable.

GRIFFON



5. Blacksmith's shop. The shop has the usual forge, etc, and a ladder leading up to a loft. Two Wardogs guard the shop. The blacksmith, Stunce, is a red-bearded, very strong, very agile dwarf who wears leather armor and carries a massive steel hammer.

UPON INSPECTION:

Only Stunce controls the dogs. They eat only what they kill or Stunce gives them. Stunce sleeps in the loft at night. Hidden the loft inside one of five iron ingots is the Gem of Sight, a large oval, 5' by 3' diamond valued at 1,800,000 gold.

GM ONLY: Once daily the Gem of Sight can view any area known by the user. Any magic user who holds the gem in his hands will know this immediately.

Stunce raised six Wardogs from puppies, training them to obey only his commands. He is a skilled smith, skilled enough to repair even broken magical swords. He is +2 to hit, and +3 to damage (18/66 Strength). With his +3 Dwarven Hammer he is +5 to hit, +6 to damage. The hammer returns when thrown by a dwarf. Stunce is aware of the true identity of Slade.

Stunce

Dwarf Skill 8 Fighter

ST: 18 (66), IT: 15, IN: 10, SM: 15, D: 17, A: 12

Special: see above.

The six Wardogs roam the streets at night. They get two attacks per round. On a 19 or better, the dogs cause opponents (who fail their dexterity roll) to lose their balance. The dogs are +5 to hit vs. prone opponents.

(6) Wardogs

AC: 6, HTK: 35, 36, 29, 31, 24, 27 (6D8), M: 15"

Att: 2, Dm: 1-8, 1-8, *Special:* See above

6. Slade's storeroom. The door is thrice-trapped with poisoned needles and securely locked. Thieves must roll under *one-third* of their normal find/remove traps and pick lock percentages to open door.

Slade keeps three Rust Monsters in this room as pets. Stunce's dogs will attack the monsters on sight.

(3) Rust Monsters

AC: 0, HTK: 36, 27, 18 (5D8), M: 18"

Att: 2, Dm: 0, *Special:* Rusts metal on contact.

GM ONLY: A chest is hidden under the Rust Monsters' nest. It is trapped twice with poisonous gas. It contains 8,312 gold, 136 silver, the deed to the settlement of Griffon, a complete set of thieves lockpicking tools, slave papers for the servants, and a manual on constructing poisonous gas traps. A large orange diamond, worth 600,000 gp is buried in a small poison needle-trapped chest.

7. Dining-drinking area of the inn.

8. Travelers sleeping area. All guests share a common bedroom.

9. The open stairway leads from the kitchen to a simple basement.

UPON INSPECTION:

The basement is located beneath Areas 6 and 10. The cook's two helpers sleep in the basement. The cellar contains a (normal) well, and food supplies.



10. Kitchen containing a stove, counter, cupboards, etc.

11. Cook's bedroom. The bedroom contains a dresser, mirror, bed and the usual items one would expect in a halfling's bedroom.

THE CONCLUSION

When the party has completed all seven of the Impossible Tasks, the final spell in the ring is activated, teleporting Fez and Mephistopheles to the party's location. A silver chain is attached around the Demon's neck. Holding onto the other end of the chain is the wizard Fez. The wizard is very weary, but extremely happy. In contrast, the Demon is miserable, and is apparently in great pain.

The Demon offers great wealth and promises tremendous power to Fez if the wizard will set him free. But Fez refuses, saying: "The contract will be fulfilled, just as the prophets have foretold. You and I have business elsewhere. There is the matter of the Queen's Gem to be attended to. Let us hear no more of your whining and whimpering."

Fez thanks the party members for their noble deeds, then commands the Demon to use his powers to reward the adventurers, each according to their class and station. The demon will wail and whimper at this request, but Fez will be quite firm in his demand. It will be apparent to all present that a deep hatred has developed between Fez and Mephistopheles. Each respects, yet fears, the other's powers; each hates the other intensely.

THE GIFTS OF MEPHISTOPHELES

To Chuck Block, the Demon gives a Royal Lippizan Stallion, Aaron receives the Gift of Prophecy. To Varell, he gives the Voice of the Warbler, saying "Now you have per-

fect pitch so that your singing will match your playing abilities."

Before giving his gift to Little Jane, the Demon retrieves a shiny black pouch concealed on his person. From the pouch, Mephistopheles produces Little Jane's old master, the carnival barker and offers him to her as a slave. The barker is confused, afraid, and very subdued. He quickly appraises the situation, however, and realizes that if any appeal is to be made, it must be made to Fez.

"I should've sold her to you when you came to me that night in Phoenix. Can you help me now? Can you get me out of this mess?"

"I could," says Fez, "but I won't. I assure you the dwarf will never abuse you as long as you remain a faithful servant." At that Fez stares at Little Jane until she grudgingly nods her acceptance.

Dr. Gacim receives knowledge of the Demonic Languages. To the monk, Kevin, the Demon gestures in the air as if he were clapping with but one hand. A look of enlightenment crosses Kevin's face, and he exclaims; "Ahhh ... ! Now I understand." (GM: The gift refers to the the Zen practice of reaching enlightenment by contemplating the question: What is the sound of one hand clapping.)

Mephistopheles hands Sir James Cormick a notarized, typewritten letter. The letter is from J.R. Murphy, President

of Sands Inc., offering employment as Chief Engineer of the Sands Research and Development Department. (GM: For campaign play, if you feel a spacecraft would disrupt the balance of your world, then have Sir James leave immediately with the shuttle to meet a passing starship.)

The final gift is the Gift of Fertility, which goes to Egathanolis.

After all the gifts have been given, Aaron will utter his first three prophecies. He predicts that Egathanolis will sire three daughters and seven sons, one of whom will become infamous. To Fez, Aaron makes the prediction; "Many lives will be lost because of a wrong you allowed in the name of Righteousness. Your depression will be deep; your grief will confound your thought until Old Enemies unite." To Mephistopheles he says; "You and I will yet again meet, and Old Enemies will then determine your fate.

GM ONLY: For campaign play, you should use your judgement as to what power or item Mephistopheles gives each player. In any event, Fez will forbid Mephistopheles to trick the adventurers. Fez will insist that the items or powers granted to each adventurer be beneficial to the recipient.

After Mephistopheles' gifts have been passed out, Fez thanks the party again, and announces he has pressing business elsewhere, at which time he and the Demon teleport to their destiny.



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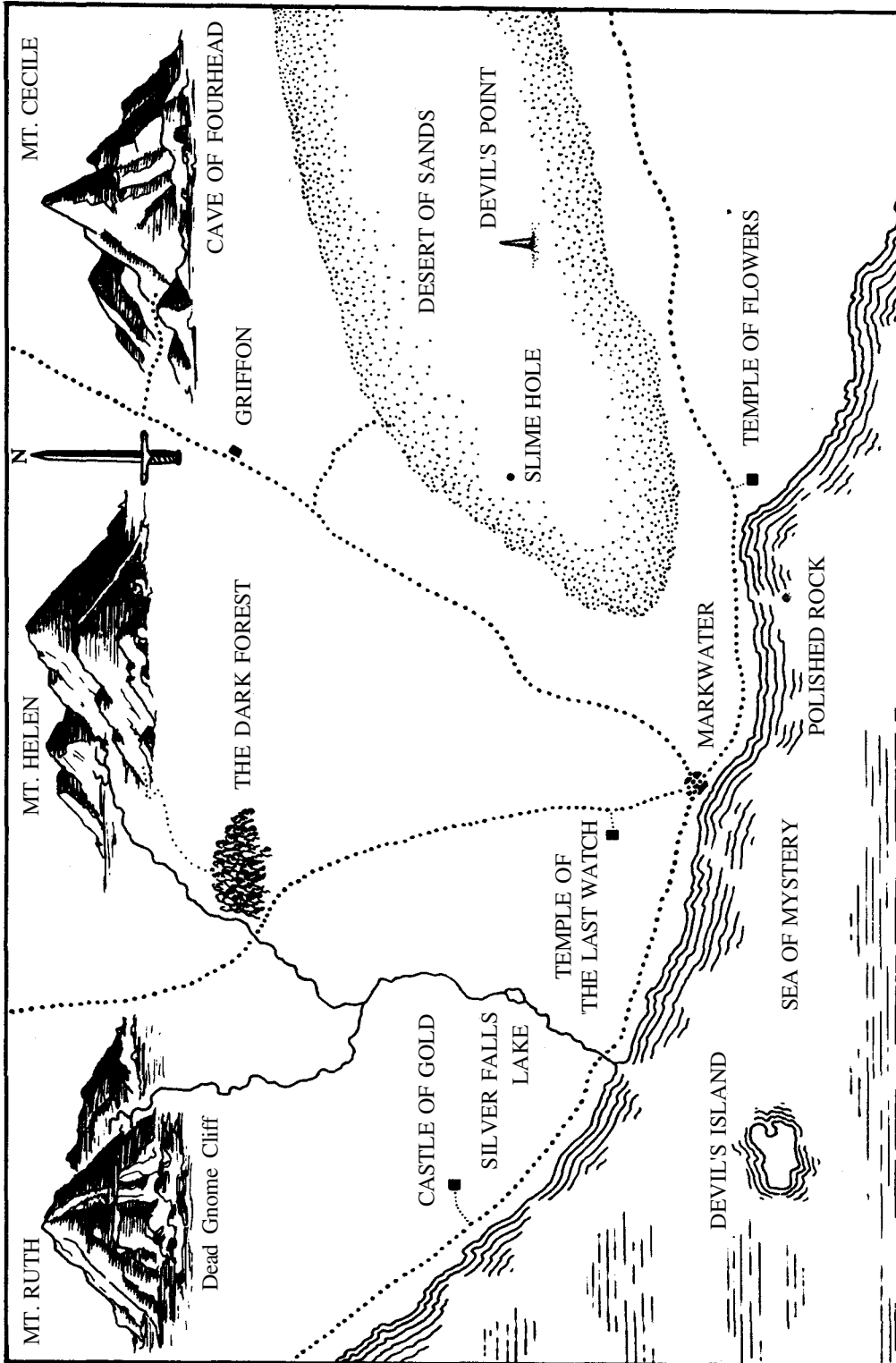
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PLAYER'S MAP

LAND OF THE THREE SISTERS

The wizard Fez has faith in the abilities of adventurers. But Mephistopheles isn't as confident. So a pact was made between the wizard and the demon. As each bargained madly to outdo the other's bet, Fez was trapped in a magical sleep. More than just a wizard's pact is at stake as you strive to accomplish the seven "impossible" tasks.

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