

Advanced Dungeons & Dragons

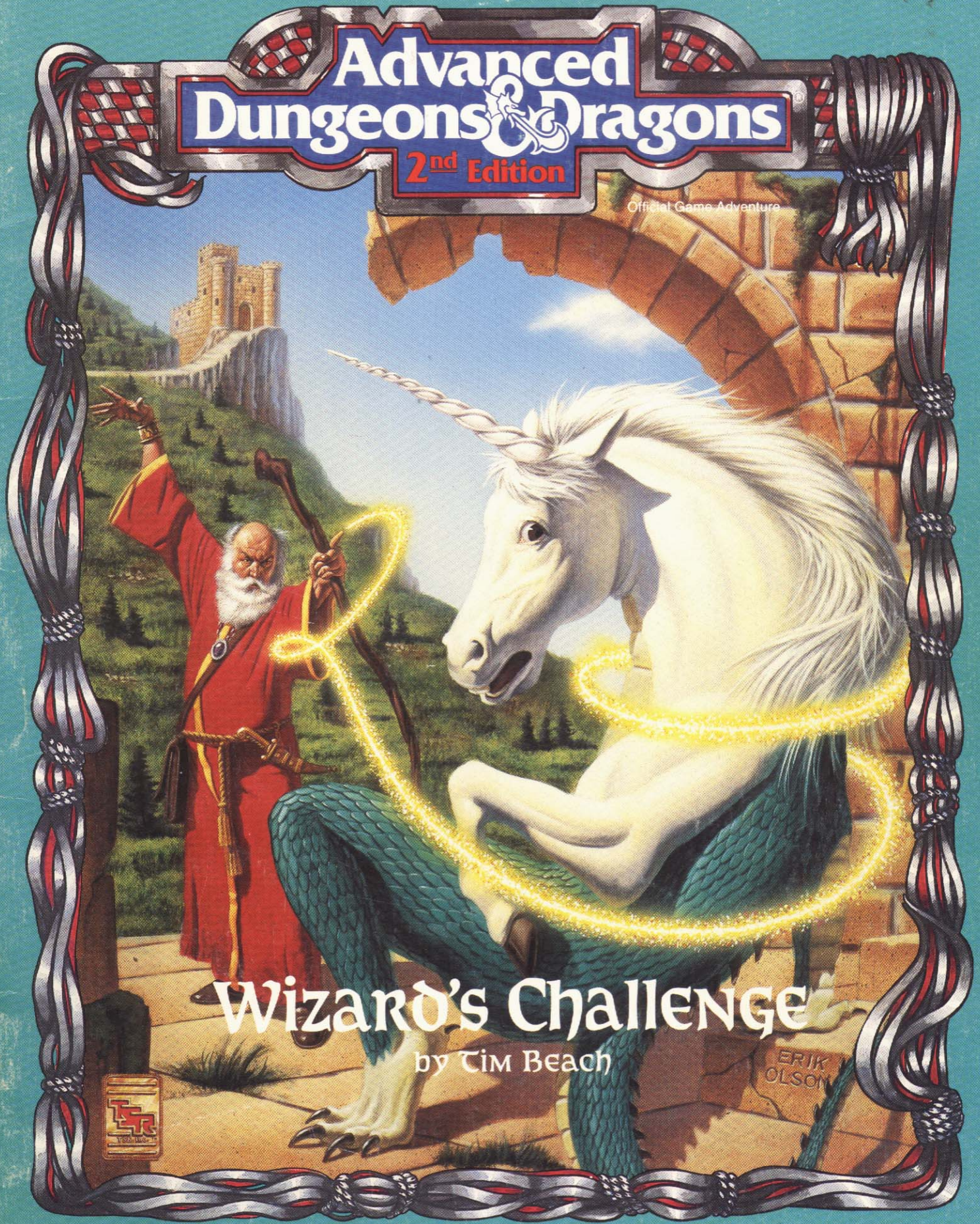
2nd Edition

Official Game Adventure

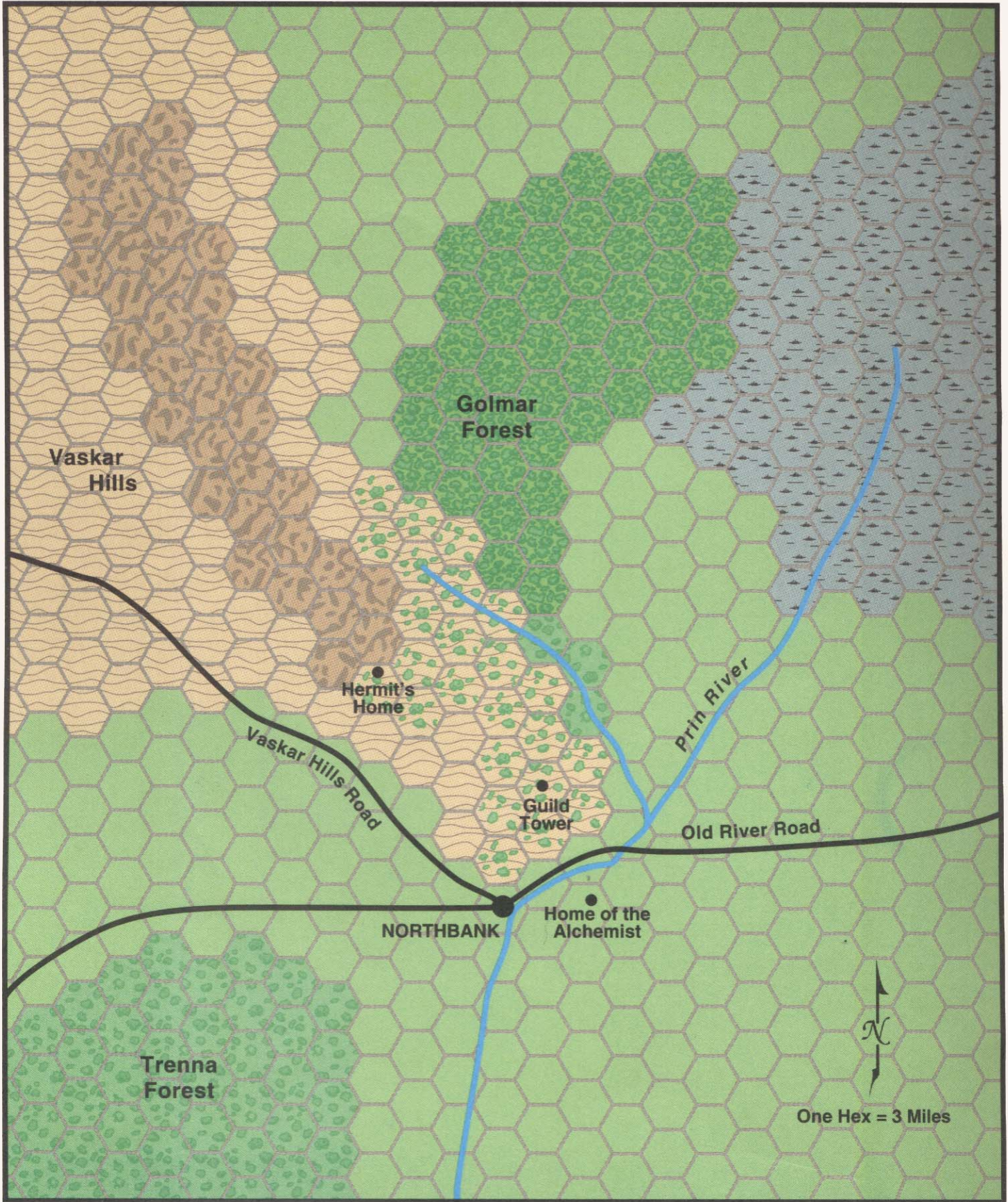
Wizard's Challenge

by Tim Beach

ERIK OLSON



Northbank and Vicinity



- | | | | | | | | |
|--|---------------|---|-------|---|--------------|---|------------------------|
|  | Open Ground |  | Hills |  | Light Forest |  | Lightly forested hills |
|  | Broken Ground |  | Swamp |  | Heavy Forest | | |



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Introduction

Wizard's Challenge is a one-on-one adventure. It is designed for campaigns involving only a few PCs (player characters) or as a means to give a PC some experience before placing him in an existing campaign.

The adventure is suited for a wizard of 2nd to 5th level. A multi-class wizard would also be appropriate. Characters of other classes may succeed as well, though the DM may have to make modifications to get them involved (see the plot synopsis).

In this adventure, references are made to PHBR4, *The Complete Wizard's Handbook*. It is not required to run the adventure, but would help to add interest and variety.

Wizard's Challenge is a mystery adventure that stresses role-playing and problem-solving more than combat. Role-play each NPC's personality as skillfully as possible, so that clues are discovered through conversation rather than being given to the PC. Because there is little combat, DMs are encouraged to offer experience points for other activities. Though some suggestions are offered in the text, DMs may wish to review the rules on Individual Class Awards and the optional rules on Individual Experience Awards (*Dungeon Master's Guide*, page 48).

Keep in mind that since only one PC is involved, the margin for error is slim. Be prepared to give the player a break. If the player is acting intelligently but is plagued by bad die rolls, go easy on him. Instead of the PC being killed, an enemy might capture or rob him instead. Similarly, if a PC is doing things right but is not understanding a clue, the DM might be a bit forward about it.

The first chapter of *Wizard's Challenge* describes the town of Northbank (the setting for the mystery) and many important NPCs found there. Three master wizards are detailed in Chapter Two. Chapters Three, Four, and Five describe the plot and its resolution. Chapter Six offers some nonessential side plots.

Plot Synopsis

Plot Synopsis

The village of Northbank is small but prosperous. It sits on the bank of the Prin River, at the junction of two minor trade routes. Northbank was once the home of a wizards' guild. Though the guild dissolved almost nine years ago, Northbank still has more than its fair share of wizards.

The last leader of the wizards' guild was a man named Kyristan. He led the guild well, but enjoyed power and magic too much. Kyristan eventually decided to become a lich so that he might grow even more powerful and continue his magical research for eternity.

As the guildmaster searched for the materials and arcane lore to learn the process of becoming a lich, he discovered several spells. He tested many of these spells on his fellow wizards, eventually creating a new form of undead which he called the *spectral wizard* (see the "New Monsters" section). These creatures are undead spellcasters.

After Kyristan became a lich, he continued to study magic, but also decided to create an army of undead creatures that would answer only to him. In his hidden lair, Kyristan has created several spectral wizards and other undead minions to do his bidding.

Kyristan (also known as the Dead King) does not directly affect the outcome of this module. His full description is left to DMs who wish to expand this adventure. Instead, *Wizard's Challenge* deals with one of Kyristan's servants, a spectral wizard named Surrisk.

Surrisk was an apprentice to Kyristan and a member of the Northbank wizards' guild. When Kyristan left the Northbank area, Surrisk also left, building a small house in the nearby hills and becoming a hermit. A few months ago, Kyristan asked Surrisk to visit. The former apprentice was "rewarded" by being transformed into a spectral wizard.

At the bidding of his secret master, Surrisk has taken up residence in the old headquarters of the wizards' guild: a tower located just a few miles from Northbank, its location all but forgotten by

most of the townspeople. The Dead King ordered Surrisk to watch Northbank, particularly its spellcasters. Kyristan plans to convince the spellcasters to join him, preferably as spectral wizards. If they resist, Surrisk must kill them.

Kyristan the Dead King considers Surrisk a loyal lieutenant, and has named him the Ghost Prince. Surrisk has let his power and position go to his head, and when confronting anyone but his master, he refers to himself as the Ghost King.

Despite his ego, Surrisk will follow orders, though he will also interpret them. He will try to coerce all the local wizards to join Kyristan, will kill a few, and will eventually approach the PC, threatening death unless the PC joins. Chapter Three details Surrisk's actions.

If the PC is not a wizard: The Ghost Prince will be watchful of other spellcasters, such as priests and bards and will try to kill them or drive them away. Multi-class and dual-class wizards will be lured in the same manner as standard wizards.

Warrior and thief PCs will be largely ignored by the Ghost Prince, so the DM must work a little harder to draw them into the plot. For instance, the PC might be given a reason to talk to one or more of the wizards, or one of them might befriend the PC or hire him as a guard. Eventually, the Ghost Prince should attack someone known to a nonspellcasting PC.

Once any PC starts investigating the Ghost Prince, he will turn his attention to the PC. Non-wizards will be threatened with death unless they leave Northbank. In any case, the Ghost Prince will continue trying to convert or kill all the local wizards.

If characters of other classes are to be successful in the adventure, they may need magical items or spells from the local wizards.

Chapter One: The Village of Northbank

Northbank is home to about 500 people. It sits on the northern bank of the Prin River.

Almost three decades ago, a group of adventuring wizards decided to make Northbank its headquarters. At that time, the village was home to only about 100 people. Despite its strategic position at the junction of two rivers, Northbank was an unwelcoming town. It had a reputation for bandit attacks, bands of drunken sailors, and general unrest.

Knowing they could clean up the town, the wizards decided to settle permanently and form a guild. Within the wizards' guild, they could share ideas, conduct research, develop new magic, and teach new wizards.

The former adventurers quickly set the town in order and improved Northbank's commerce. As word of the guild spread, craftsmen settled in Northbank, responding to the wizards' demands for finely crafted objects suitable for enchantment. Many people traveled to the village, hoping to consult the wizards or study magic.

Northbank grew, becoming a center for magical research and fine crafts, both magical and non-magical.

Then Kyristan joined the guild. With his skills and drive for power, he quickly ascended to the seat of guildmaster. Once he decided to become a lich, he began magical experiments, using other members as test subjects. The guild suffered several mysterious deaths before Kyristan was implicated.

About 11 years ago, Kyristan was driven from the guild. Suspicion, disillusionment, and the lack of a leader destroyed the guild within two years.

The guild's tower has been empty for six years. Only one former member, Dar Malson, still resides in Northbank, though rumors persist of a former member who is now a hermit in the nearby hills.

Northbank is still home to several wizards, a few fine craftsmen, and a nicely stocked spell component shop. Its name is still linked with magic, and many adventurers travel there to discuss or learn magic.

Personalities

Northbank's most interesting people are described here. The DM may make changes as needed to fit the campaign.

Equipment listed includes only that which is commonly carried. Other items may be found at the NPC's home or business.

Oswald the Kind (F3): AC 10; MV 12; hp 18; #AT 1; Dmg by weapon; Str 16, Dex 10, Con 11, Int 13, Wis 14, Cha 15; AL NG; THAC0 18.

Weapon Proficiencies: long sword, dagger, sling, club, halberd.

Nonweapon Proficiencies: etiquette 15, blind-fighting, gaming 15, reading/writing 14.

Equipment: *dagger +1*, purse with 20 sp.

Oswald is a retired adventurer and mayor of Northbank. He is cautious, kind, and a good leader. He will aid the PC in small ways if convinced there is a threat to the town.

Oswald grew up in Northbank, so he knows some of the history of the wizards' guild. He knows that the guild disbanded about 10 years ago because of problems with its power-hungry leader, Kyristan. Oswald knows that Dar Malson is the only guild member still in town. He has heard of the hermit in the hills, but does not believe him to be connected with the guild.

Darrin (F4): AC 5; MV 12; hp 26; #AT 1; Dmg by weapon; Str 17, Dex 13, Con 15, Int 10, Wis 11, Cha 9; AL NG; THAC0 17.

Weapon Proficiencies: long bow, battle axe (specialized), spear, footman's mace.

Nonweapon Proficiencies: blind-fighting, endurance 15.

Equipment: chain mail, long bow, 20 arrows, *battle axe +2*.

Darrin is an honorable and trustworthy mercenary; once hired, he will fulfill his contract in letter and in spirit. He may be hired at a cost of 2 gp per week. He enjoys combat, seeing it as a chance to prove himself.

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Vel Marka (W1): AC 10; MV 12; hp 3; #AT 1; Dmg by weapon or spell; Str 10, Dex 8, Con 10, Int 16, Wis 12, Cha 11; AL CG; THAC0 20.

Weapon Proficiency: dagger.

Nonweapon Proficiencies: reading/writing 17, spellcraft 14, herbalism 14, local history 11.

Vel is a pudgy, balding, middle-aged man. He is easy-going and quite cowardly.

Vel is the proprietor of Northbank's herb and spell component shop. He stocks almost every mundane component (rose petals, crystal beads, feathers, and so on) and usually carries more exotic items, such as dragon blood (the DM should decide what is available in the shop). When not in his shop, he may be found at the inn or visiting with any of the master wizards in town. Vel listens well and sometimes repeats what he has heard. He is a good source of information about Northbank.

Vel knows the history of the wizards' guild and suspects that Kyristan was trying to become a lich. He knows Surrisk, the hermit, because Surrisk used to buy and trade spell components. Vel has not seen Surrisk for months, but that is not unusual.

Varni (Weretiger): AC 10(3); MV 12; HD 6 + 2; hp 30; THAC0 20(15); #AT 3 or 1; Dmg 1-4/1-4/1-12 or by weapon; AL N; Str 12(19), Dex 13, Con 10, Int 14, Wis 9, Cha 15. Statistics in parentheses are for Varni's weretiger form.

Weapon Proficiency: dagger.

Nonweapon Proficiencies: reading/writing 15, singing 15.

Equipment: dagger, book of songs, empty spellbook.

A pretty young woman in her late teens, Varni is the orphaned daughter of a pair of weretigers who once lived near Northbank. She knows no life but that of a lycanthrope, but understands that humans are afraid of werereatures.

She is a determined young woman who has decided to make a better life for herself by learning magic. Varni has been too shy to approach the local masters for help, but will eventually approach the PC and ask to become an apprentice.

Aldar Storm (T3): AC 5; MV 12; hp 14; #AT 1; Dmg by weapon; Str 13, Dex 17, Con 12, Int 13, Wis 10, Cha 15; SA Backstab; PP 70%, OL 25%, F/RT 25%, MS 25%, HS 25%, DN 15%, GW 80%, RL 0%; AL CG; THAC0 19 (18 with rapier).
Weapon Proficiencies: rapier, main-gauche, short bow.

Nonweapon Proficiencies: etiquette 15, tumbling 17, disguise 14.

Equipment: leather armor, short bow, 20 arrows, rapier, main-gauche.

Aldar is a handsome, 19-year-old swashbuckler (if the DM does not have PHBR1, *The Complete Fighter's Handbook* or PHBR2, *The Complete Thief's Handbook*, substitute long sword for rapier and dagger for main-gauche). Aldar is charming and carefree.

Aldar is eager to be an adventurer, and often approaches people new to town, asking them to hire him as a man-at-arms. He is a witty companion, but not a very skilled thief.

Nine-Finger John (T4): AC 6; MV 12; hp 17; #AT 1; Dmg by weapon; Str 11, Dex 16, Con 15, Int 10, Wis 12, Cha 9; SA Backstab; PP 15%, OL 50%, F/RT 50%, MS 35%, HS 35%, DN 15%, CW 75%, RL 0%; AL N; THAC0 19.

Weapon Proficiencies: short sword, sling, club.

Nonweapon Proficiencies: reading/writing 11, fishing 11, forgery 15, swimming 11.

Equipment: leather armor, sling with 15 bullets, short sword, club, pouch with 20 sp.

Nine-Finger John is a local fisherman who makes a living by stealing. He is a shady character who will hire himself out for burglaries if the price is reasonable and the potential employer discreet. He often goes to the inn to listen for "job opportunities" and he keeps a close eye on comings and goings in town. He may try to rob a rich-looking PC.

If asked, he will say that he lost his finger to a catfish in the river, but in reality, it was removed by a trap he missed.

Norada (W3): AC 10; MV 12; hp 8; #AT 1; Dmg by spell or weapon; Str 8, Dex 13, Con 10, Int 17,

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Wis 15, Cha 12; AL N; THAC0 20.

Weapon Proficiency: dagger.

Nonweapon Proficiencies: brewing 17, cooking 17, healing 13, herbalism 15, reading/writing 18, spellcraft 15.

Equipment: *ring of cantrips*.

Norada is a spy, 48-year-old alchemist who lives a short distance from town. She visits Northbank twice a week to get supplies or make deliveries. Norada talks constantly, but reveals very little.

The alchemist has fond memories of the wizards' guild and can tell endless (and boring) stories of the adventures of its spellcasters. She will tell the story of how Kyristan tried to woo her years ago, giving her the *ring of cantrips* (see the New Magic section at the end of this adventure) as a token of his love, but her heart belonged to another. She remembers "Kyri" as nice but pushy.

Norada has never met the hermit and knows nothing about him.

Kendrick (F0): AC 6; MV 12; hp 4; #AT 1; Dmg by weapon; Str 10, Dex 18, Con 11, Int 13, Wis 17, Cha 14; AL NG; THAC0 20.

Nonweapon Proficiencies: artistic ability 17, gem cutting 18, metalsmithing 16.

Kendrick, a stout man in his late fifties, owns "Beautiful Baubles," Northbank's jewelry shop. He is a skilled craftsman who came to Northbank 20 years ago. Kendrick quickly became popular with the wizards of Northbank and was often hired to make jewelry suitable for enchantment.

Kendrick is a pleasant fellow who likes to converse as he works. He knows a lot about the history of the wizards' guild, and can relate several tales about members' escapades in trying to make magical items.

The jeweller remembers Kyristan as an arrogant fellow who was kicked out of the guild for murdering fellow wizards. Everyone except an apprentice, Surrisk, turned against Kyristan. The former guild leader left the area, but swore vengeance on the other wizards.

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Normand (P5): AC 10; MV 12; hp 22; #AT 1; Dmg by weapon; Str 8, Dex 12, Con 13, Int 13, Wis 16, Cha 12; AL LG; THAC0 18.

Weapon Proficiencies: staff, footman's flail.

Nonweapon Proficiencies: agriculture 13, healing 14, herbalism 11, reading/writing 14.

Equipment: staff, holy symbol, holy water, collection box, loaf of bread.

Normand is a 32-year-old cleric of an agricultural deity. Often found in church, he frequently wanders the town feeding the poor, asking for donations, and spreading the word.

He usually carries a full complement of healing and other helpful spells, casting them as needed. Normand will try to convert those he helps, or at least get a donation.

Lura Gren (Paladin 3): AC 4; MV 12; hp 19; #AT 1; Dmg by weapon; Str 17, Dex 11, Con 15, Int 10, Wis 14, Cha 17; SA paladin abilities; AL LG; THAC0 18.

Weapon Proficiencies: dagger, long sword (specialty), heavy crossbow, footman's mace.

Nonweapon Proficiencies: direction sense 15, heraldry 10, hunting 13, reading/writing 11.

Equipment: chain mail, shield, crossbow with 15 bolts, footman's mace, long sword.

Lura is a striking woman in her early twenties. She dislikes magic and can be argumentative. Lura is often found at church.

Joran (F0): AC 6; MV 12; hp 6; #AT 1; Dmg by weapon; Str 15, Dex 16, Con 14, Int 10, Wis 14, Cha 11; AL NG; THAC0 20.

Weapon Proficiencies: long sword, hand axe.

Nonweapon Proficiencies: animal lore 10, direction sense 15, set snares 15, tracking 14.

Equipment: leather armor, hand axe, long sword, 50-foot rope.

Joran is a pleasant ranger-in-training. He knows Northbank well, including the locations of the guild tower and the hermit's home. He will give directions if asked, or will serve as a guide for one silver piece.

Places of Interest

Two minor trade routes traverse Northbank: Vaskar Hills Road and Old River Road. If the DM desires, Old River Road can become Sturnheim Road, which is used in HHQ1, *Fighter's Challenge*. The roads in town have been maintained and repaired, though they become rougher farther outside of town.

The bridges that cross the Prin River are constructed as high arches, leaving room for barges and small boats to pass beneath them. Though calm and safe, the river sees only minor traffic. Few people take boats upriver from the town.

In general, Northbank is a well-kept village. However, the population is now only about one-third of what it was a decade ago, so there are many abandoned houses and shops. The northern section of town, referred to as Old Northbank, contains a majority of abandoned buildings. A few wanderers, criminals, and poor people have claimed houses in Old Northbank.

There are three places of interest that are not in Northbank proper: the alchemist's home, the hermit's home, and the old guild tower. The two homes are described in Chapter Four, and the tower is described in Chapter Five. Locations for these sites are shown on the area map on the inside front cover of this adventure.

Town locations described below are identified on the map of Northbank on page 8.

1. Church

Northbank's church is a sturdy, one-story structure with a peaked roof and a small belfry. A few embellishments, mainly murals of agricultural scenes, grace the church. Normand the priest and Lura the paladin may be found here at most times.

A small graveyard lies next to the church. Though there are a few odd tombstones shaped by various magics, nothing of real importance is found here. Normand takes care to ensure the cemetery is safe and attractive.

2. Klander's Smithy

This business occupies a large, stone building.

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Many vents set high in the walls allow the heat from the forges to escape. *Continual light* spells provide adequate illumination inside the building.

The smithy is divided into six rooms, including a small office and a room with a smelter for special ores. Separate forges stand ready for blacksmithing, armor making, and weaponsmithing. In addition, there is a small forge available for rent for a modest fee.

Almost any item made of a nonprecious metal may be purchased here, at a price 10% above the costs given in the *Player's Handbook*. For higher fees, items suitable for enchantment can be made to order; see the *DMG* for pricing guidelines.

Klandar (0-level fighter): AC 8; MV 12; hp 6; #AT 1; Dmg by weapon; Str 15, Dex 14, Con 10, Int 18, Wis 12, Cha 11; AL LG; THAC0 20.

Nonweapon Proficiencies: armorer 18, artistic ability 12, blacksmithing 15, mining 9, pottery 12, weaponsmithing 19.

Klandar is a skilled dwarven craftsman. He has made a living as a smith for over a century. He is a pleasant and talkative fellow.

Terrin: A human woman who has worked with Klandar for five years, Terrin is a skilled blacksmith and stonemason. Her high strength (17) allows her to handle much of the heavy work in the smithy.

Garrett: An apprentice, Garrett is a 19-year-old local youth. He is learning basic smithing tasks and assists Klandar as needed.

3. Cloth and Leather Store

This shop deals in all sorts of cloth and leather goods, from clothing to backpacks to leather armor. Most items may be purchased at *Player's Handbook* prices. It is possible to commission items suitable for enchantment; see Chapter 10 of the *Dungeon Master's Guide* for price guidelines.

The store's owner is Joseph Cifar. He, his wife, and their two young daughters live in a three-room abode above the store. Joseph and his wife, Mara, are both skilled leatherworkers and tailors.

4. Woodcarver

No signs announce the presence of this business, but the shop's beautiful exterior indicates the skill of its woodcarver, Marcus Dolman. Ornate wooden trim graces the corners, doors, windows, and roof of the shop.

Inside, carved murals of a variety of scenes hang on the walls. Fine staves lean against walls, and boxes are arranged on tables and cabinets. Plain items may be purchased for low prices, while finely carved items cost appropriately. Almost anything Marcus embellishes would be an appropriate item for enchantment.

Marcus Dolman: Marcus is a highly skilled carpenter and woodcarver, but he is unbearably arrogant.

5. Beautiful Baubles

This is the business owned by Kendrick, who is described in the "Personalities" section of this chapter.

This L-shaped building is divided into three sections. One leg serves as Kendrick's home, while the other leg is a magically-protected workshop that holds most of the gems and precious metals in the shop. The central portion of the building is an office and display room. Here, Kendrick meets with customers to show them his wares and discuss special orders.

Kendrick is a poor businessman, but loves making beautiful jewelry. Thus, his prices are quite reasonable. He works on a commission basis, though he always has a few samples to show. Nearly anything he makes would be of sufficient quality to hold an enchantment, and he is accustomed to including odd elements in items he makes.

6. Zoo

Northbank's only real tourist attraction, this building holds several exotic animals, including a number of minimal (see *Monstrous Compendium* Volume 2) captured by Joran and placed here for their protection. People may tour the zoo for one silver piece. The tour guide and zookeeper is a middle-aged woman named Rosetta.

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7. Boatwright

Yar Noland operates this business. He and two apprentices build and repair rafts, barges, and small boats for reasonable prices.

8. Herb and Component Shop

This small, two story structure is home to a shop dealing in herbs and spell components. Vel Marka, described in the "Personalities" section of this chapter, operates the business and lives on the second floor.

The business occupies the first floor and a small, attached shed. The interior is drab, dark, and cluttered. Vel is usually found reading at a desk in the corner.

The DM should decide what components are available here. Vel seldom keeps precious metals or gems in the shop. Items not immediately available can often be made or found within a day or two.

Vel obtains components from a variety of sources: chemicals from the local alchemist,

metals from the smithy, plant and animal products from Joran, etc. If a wizard wants something special, Vel might commission a local wizard or a visiting PC to make or find the item.

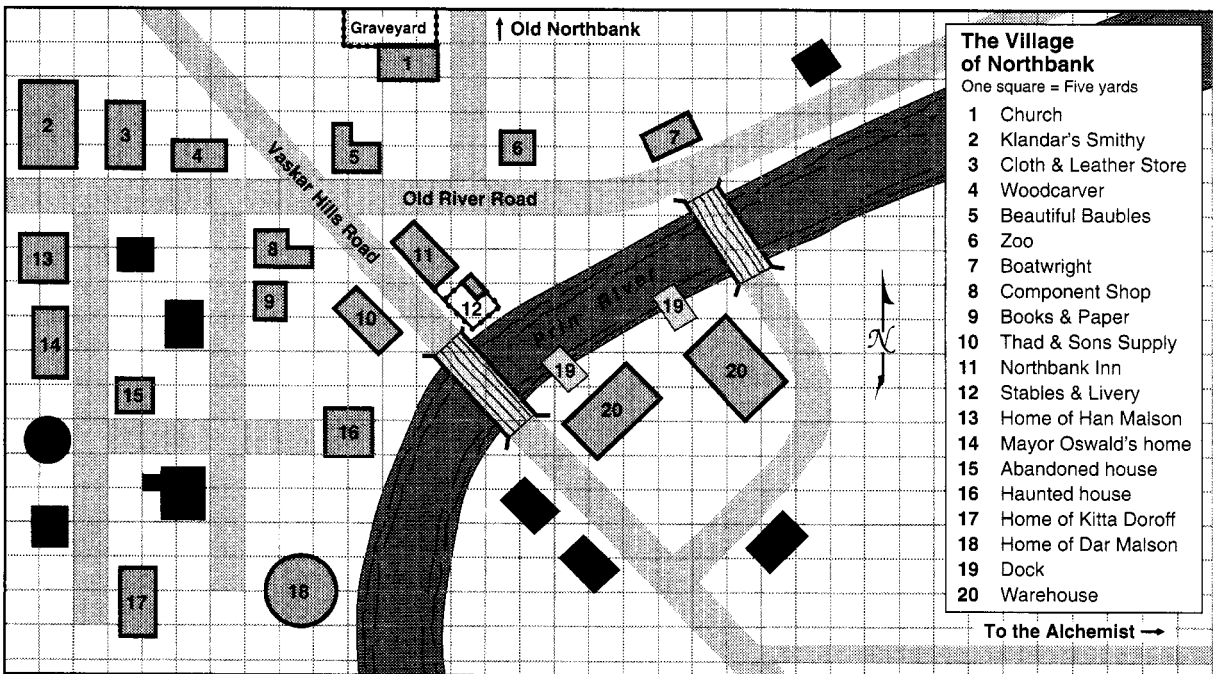
Components are located haphazardly within the shop. Particularly vile or dangerous materials are in the attached shed. Like many messy people, Vel "knows where everything is," though he may take a minute to find it.

Prices are quite reasonable, and Vel is willing to trade goods for other items.

At the DM's option, Vel may also have a few magical items on hand, which he would be willing to trade for other magical items of similar power.

9. Books and Paper

A small shop, Books and Paper specializes in items implied by its name. Blank spellbooks and scrolls, as well as sheets of vellum and parchment, may be purchased here for standard fees. The shop also sells scroll cases, normal ink, and quill pens.



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The store is run by Darsany, a widow in her mid-thirties. Though a bit plain, Darsany is a kind and intelligent woman. Her handsome, 16-year-old son, Jason, helps her.

10. Thad and Sons Supply

This large general store stands near the river on Vaskar Hills Road. Most normal equipment listed in the *Player's Handbook* may be purchased here (except items available elsewhere in town, which are of better quality than Thad can obtain). Prices are standard, though goods purchased here tend to be slightly substandard.

The store is run by Thad, a burly man in his forties, his wife, Louisa, and their two sons, Ranald and Grant, both in their twenties. The family lives above the store.

11. Northbank Inn

The oldest building in Northbank, the inn's original owner actually gave the town its name. It is a large, three-story, wooden structure. The ground floor holds a common dining room and a shared bunk room. The second floor holds private rooms. The third floor houses Powell Carter, the owner, his family, and some employees.

A night in the shared room costs 2 cp, while a night in a private room costs 2 gp. A weekly rate of 5 gp for a private room may be arranged.

Drinks and food in the common room cost double the prices listed in the *Player's Handbook*. Many of the townspeople, including most of the NPCs listed in this chapter, visit the inn for one or more meals each day.

When the PC visits the inn, rumors and information will be overheard or discovered through conversation. Of the nine rumors listed below, the first four should be overheard, while the PC must initiate conversation with a resident (such as the barkeep) to hear the others.

Local Rumors

1. Strange lights were seen at the "haunted house" again (true).
2. A band of thieves has moved into Old Northbank, and the area is dangerous at night (false).

3. There's a new exhibit at the zoo, something really strange (true—a minimal).

4. Joran saw some orc tracks in the hills (false, but he did see tracks of some kind of humanoids—DM's choice).

5. The wizards' guild was a bunch of old necromancers up to no good (false).

6. There's a nutty old wizard living as a hermit up in the hills (true until recently).

7. Vel Marka used to be the master of the wizards' guild (false).

8. Three master wizards live in town: Han Malson, Dar Malson, and Kitta Doroff (true).

9. Dar Malson is a fine wizard, but a rude old recluse (true).

Other rumors may be revealed as the plot progresses; see Chapter Three for more information.

12. Stable and Livery

Mounts receive excellent care here at a cost of 1 sp per day. There are generally a half-dozen horses here; they may be rented for a fee of 1 gp per day, in advance. The stables are owned and operated by Hanson Salk. The inn rents several stalls for the use of its guests.

13. Home of Han Malson

This is a ramshackle, two-story house built of wood and stone. The wizard Han Malson (described in Chapter Three) lives here alone with his pet cat, Shadow.

The first floor holds a parlor, kitchen, dining room, and walk-in closet. Han's bedroom, workshop, and library are on the second floor. Han is not a good housekeeper.

14. Mayor Oswald's Home

The mayor's home is a comfortable old mansion in which Kyristan and his apprentice Surrisk once lived. The wizards took almost everything of interest with them when they left Northbank a decade ago. Oswald moved in seven years ago when he retired from adventuring and got married. With his wife, Gwendolyn, he has made the house his own.

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A few magical items are built into the house. One wall in the master bedroom becomes a mirror when a command word is spoken, and the pantry opens into an extra-dimensional space like a *bag of holding*, so storage is no problem.

The only other feature left over from the house's previous occupants is an old painting hanging in the dining room. It shows Kyristan, Surrisk, and two other wizards. Oswald knows who Kyristan is, but cannot identify the other men in the picture, except as Kyristan's apprentices. The painting was left in the attic and moved here by Oswald to honor the guild, because he knows Northbank owes its existence to the guild.

Oswald and Gwendolyn have decorated their home with care. They enjoy entertaining guests. If the PC meets the mayor and strikes up a conversation, he or she will probably be invited for dinner so that Oswald can swap adventuring stories.

15. Abandoned House

This old, two-story house was abandoned about five years ago by Halvern, a wizard. It has fallen into disrepair and is a haven for stray cats and other animals. With a little work, the place could be cleaned up enough to make a suitable dwelling. No one in town would object if a good citizen were to move in.

Some furnishings and old notes were left behind. If the house is thoroughly searched, a scroll with *light*, *web*, and *dispel magic*, as well as some research notes on divination spells, can be found in an old desk.

16. Haunted House

This house functions as a side adventure and is described fully in Chapter Six. Though not really haunted, the house is the site of some odd happenings, such as mysterious lights and sounds.

From the outside, the house appears to be just another abandoned building with an overgrown yard.

17. Home of Kitta Doroff

Kitta Doroff, one of the wizards described in the next chapter, lives in a well-built, one-story stone structure. Like many other houses in town, this one once belonged to a guild wizard, so it has several magical features.

The outside of Kitta's house is impressive, consisting of huge stones carved with runes. These stones hold an enchantment that acts as a permanent *protection from evil* spell for the whole house.

In addition, a garden of beautiful flowers, enchanted to bloom all year, lies between the house and the road.

The inside of the house is equally magical, with running water in the kitchen and bathroom. Each room also holds a *continual light* spell that responds to voice commands to turn on and off.

The public areas of Kitta's house, such as the kitchen and dining room, are neat and tidy, as are her bedroom and bathroom. A comfortably furnished hall on the main floor is where Kitta receives guests.

Beneath the house is what Kitta refers to as her "dungeon." Her laboratory and library are down here, as is a small lounge area. The wizard works better in a clutter, as is evident from the condition of these rooms. Piles of books are stacked on the floor and the chairs of the library, and spell components and other research materials are strewn about the laboratory. The lounge holds a number of pillows and books. Kitta considers her "dungeon" very private and rarely invites anyone into it.

18. Home of Dar Malson

Dar Malson, another wizard described in Chapter Two, lives in a windowless stone tower. Three levels stand above ground and one lies below. Dar constructed the tower himself, partly through magical means, and he has lived in it for 15 years. By using cantrips, he keeps his home clean.

Dar receives visitors and conducts business on the ground floor. A loud bell rings throughout the tower if anyone enters this area when Dar is not present. This floor has only one room, which

Chapter One: The Village of Northbank

holds a few chairs, a desk, and a table.

The second floor is Dar's library. The third floor is his workshop. The entrances to each level are guarded by magical traps that respond to special command words known only to Dar. Guests are rarely invited into these areas.

Visitors are never allowed into Dar's living quarters, which occupy the underground level. The master wizard's bedroom is comfortably furnished in shades of maroon and grey. It has four magical windows which look on various outdoor scenes.

19. Docks

These are ordinary docks, used to load and unload the barges and boats that travel the river. The docks are sturdy and new, having been rebuilt after a recent flood.

20. Warehouses

The warehouses are used to store goods in transit through Northbank. They are operated by

Garth Manning, who lives nearby. A guard is posted at each warehouse when they are in use. The east warehouse currently holds sacks of grain, while the other is empty.

Garth and his two daughters, Coranda and Olivia, help load and unload barges and wagons, charging a fee for storage and loading.

Garth is a short, grizzled old man with a somewhat surly disposition. He is pleasant to customers, but is usually gruff and suspicious with others. He is always worried about thieves. His daughters are stout, tough women who are straightforward and terse.



Chapter Two: Wizards of Northbank

Kitta Doroff, 5th-level Enchanter

AC 4; MV 12; hp 15; #AT 1; Dmg by weapon or spell; Str 12, Dex 17, Con 14, Int 17, Wis 14, Cha 16; AL CG; THAC0 19.

Weapon Proficiency: staff.

Nonweapon Proficiencies: reading/writing 18, dancing 17, land-based riding 17, swimming 12, herbalism 15, cooking 17, brewing 17.

Physical Description: Kitta is a pretty woman in her mid-twenties. Her eyes are brown, as is her shoulder-length hair, which she wears loose. She is 5'8" tall and weighs 135 pounds. Her eyes often twinkle with mischief, and she smiles easily.

Kitta usually wears long skirts and loose-fitting blouses. Her favorite colors are black, green, and purple.

Personality: An outgoing and vivacious woman, Kitta is friendly to everyone. Her wit and sense of humor make her pleasant company. She enjoys meeting new people and talks to strangers as if

they are old friends.

Kitta has never had an apprentice. If she is asked by the PC to teach him a new spell or skill, she will be thrilled to accept.

If she does become the PC's instructor, she will treat the PC as an equal, never requesting menial chores. Kitta is a patient teacher who recognizes her limitations.

She is friendly with the alchemist, Norada, and will recommend a visit to her if the PC shows an interest in potions. Kitta knows that Kendrick has a talent for making jewelry for magical items, and that Vel Marka is an expert on spell components.

Kitta has a great deal of respect for the Malson brothers. They are more experienced than Kitta, and she knows they could teach more than she. If the PC seems dissatisfied with her teaching, she will recommend one of the brothers. She considers Han likable but lazy, and Dar grouchy but knowledgeable.

Information: At the beginning of the adventure, Kitta knows little that could be helpful in solving the mystery. She knows that the last leader of the guild was accused of murder; in fact, the previous owner of her house was supposedly a victim.

Magic: Kitta specializes in the school of enchantment/charm. She also enjoys dabbling with potions.

Kitta's spellbook contains most of the enchantment and charm spells of third level and below, as well as about a dozen other spells, mostly conjuration/summoning and alteration spells. She owns several scrolls with enchantments of higher levels.

Most of Kitta's library concerns the creation of potions, and she can teach the PC the basics of potion-making. For a brief adventure, the PC might be asked to procure a rare ingredient in exchange for instruction.

Kitta owns the following magical items: *potion of speed*, *oil of impact*, *staff +2*, *bracers of defense AC 7*.



Chapter Two: Wizards of Northbank

Dar Malson, 9th-level Wizard

AC 6; MV 12; hp 27; #AT 1; Dmg by weapon or spell; Str 10, Dex 15, Con 16, Int 18, Wis 16, Cha 11; AL N; THAC0 18.

Weapon Proficiencies: dagger, sling.

Nonweapon Proficiencies: reading/writing 19, spellcraft 16, ancient history 17, rope use 15, artistic ability 16, heraldry 18, gem cutting 13.

Physical Description: Dar is a distinguished-looking man in his mid-forties. His black hair is graying at the temples, and his eyes are blue. His features are somewhat craggy. Dar stands 5'9" tall and weighs 150 pounds.

Dar dislikes the wizardly custom of wearing robes. He usually dresses in gray trousers, a white shirt, and a black vest. His vests have several pockets that hold spell components.

Personality: A quiet researcher by nature, Dar has little time for people and considers them a bother. When he must interact with outsiders, he tends to

treat them as intellectual inferiors. Dar is reserved and tends to be gruff to the point of rudeness.

Dar has had a few apprentices over the years, and he will take on another student only if he is convinced of the individual's willingness to learn. The master wizard will schedule daily teaching sessions and will assign some menial tasks for his apprentice to perform. Such tasks are designed to teach the apprentice humility.

Dar has little regard for his brother Han, whom he considers a slob, or for Kitta Doroff, whom he feels is not serious enough. He respects Vel Marka's knowledge of spell components, but believes him to be dangerously absentminded. At one time, he was involved romantically with Norada, the alchemist. Dar thinks she is now senile.

Dar has a great deal of respect for the town's craftsmen, such as Kendrick, Klandar, and Marcus. He considers them to be fellow artists with important skills.

Information: As the only guild member still in Northbank, Dar is a potential wealth of information. However, he will relate this information only to someone he feels he can trust, such as a serious apprentice.

Years ago, Dar discovered Kyristan's shady activities and exposed him to the guild. He knows Kyristan had a devoted apprentice named Sur-risk, who became a hermit in the hills.

The master wizard also knows the location of the guild tower; see Chapter Five for more information.

Magic: Dar is a mage of the academician kit from PHBR4, *The Complete Wizard's Handbook*. His spellbook has a wide variety of useful spells, though he has no necromancy or illusion spells.

Dar's library is extensive and would be useful to research almost any spell.

Dar owns a *cloak of protection +4*, *ring of fire resistance*, *rope of entanglement*, and a *wand of paralyzation*.



Chapter Two: Wizards of Northbank

Han Malson, 7th-level Wizard

AC 8; MV 12; hp 16; #AT 1; Dmg by weapon; Str 16, Dex 11, Con 11, Int 17, Wis 15, Cha 15; AL NG; THAC0 18.

Weapon Proficiencies: dagger, dart.

Nonweapon Proficiencies: reading/writing 18, astrology 17, religion 15, agriculture 17, pottery 9, artistic ability 15, spellcraft 15, fishing 14.

Physical Description: Han is a handsome man in his early thirties. He has brown hair and blue eyes, stands 5'11" tall, and weighs 180 pounds. He often has a dreamy, unfocused look in his eyes.

Han usually wears a loose, light blue robe with a belt and several pouches at the waist. His clothes are often rumpled.

Personality: Han is a deep thinker who is often so involved in his contemplations that he ignores the world around him. This leads others to believe him to be lazy, sloppy, and absentminded.

Han had an apprentice a few years ago, but the



woman became so frustrated with his slow and ponderous ways that she left him. Han knows a great deal about magic, but has trouble relating the information to others, and he tends to forget that he has an apprentice. He gives no orders, letting the aspirant guide himself to knowledge.

Han respects his older brother Dar, but considers him somewhat stuffy. He is attracted to Kit-ta Doroff, but has never told her. Han seldom has business with the alchemist, but likes to talk to Vel Marka about obscure trivia.

Han is friendly with most of the people in town and is quite popular.

Information: Han has little useful information regarding the mystery. He used to talk to the hermit on occasion, but never learned the fellow's name. Han has not seen him for several months, and if asked, will speculate that perhaps the hermit moved away.

Han knows only the basics of the guild's history. As he remembers it, however, Dar was the guildmaster and disbanded the group. He visited the guild tower once, but does not remember where it is; Dar led him.

Magic: Han is a specialist in divination. He is a mystic (see the kit in PHBR4), and has the special abilities of that kit. His specialty prevents him from using conjuration or summoning spells, and he dislikes alterations.

Han's spellbook contains most of the divination and illusion spells of fourth level and below, as well as a number of abjuration spells. His library is disorganized, but contains reference materials for divination, illusion, and necromancy spells.

Han owns the following magical items: *wand of magic detection*, *gem of seeing*, *pouch of accessibility*, *ring of warmth*.

Chapter Three: Surrisk's Trap

This chapter details the activities of Surrisk, the Ghost Prince. For convenience, his operations begin on Day One, the day the PC arrives in Northbank. For each day, actions of the Ghost Prince are listed, as well as reactions of NPCs and any rumors that arise. Since the Ghost Prince is most active at night, NPC reactions will occur the next day.

At some point, the PC's efforts may dictate a change in the Ghost Prince's plan, and the DM should be prepared to make changes if necessary. Surrisk's basic plan is to approach each spellcaster in town and threaten death unless they join him. He will approach people he knows first, eventually moving on to the PC and finally to Dar Malson, whom he considers the greatest threat.

If necessary, after making his "offer," Surrisk will give the spellcaster three days to consider it before looking for an opportunity to attack.

The PC may turn to various residents of Northbank for assistance. Reactions of NPCs to such appeals are addressed following the timeline of events. If the PC has not solved the mystery and set out to confront the Ghost Prince by the end of the events listed here, the DM should refer to the notes on building a bridge to the final encounter.

Chapter Four includes descriptions of the alchemist's home and the hermit's home. The PC should be able to gather enough clues to desire to search these places, yielding more information.

Timeline of Events

Day One: Last night, the Ghost Prince visited Northbank. Today, a rumor tells that a ghostly figure was seen near the mayor's house.

The PC's activities today will most likely involve getting acquainted with the town, listening to rumors, and meeting one or more of the master wizards.

Tonight, the Ghost Prince will approach the alchemist and threaten her.

Day Two: The alchemist visits town today to purchase supplies, giving the PC a chance to meet her.

She talks constantly, and if the PC happens to be nearby, she will tell about a "nightmare" she had last night, in which a ghost asked her to be his queen.

If the PC has not become aware of the mystery yet, this might be a good time to run the side adventure, "There's a Monster in My Basement!"

Day Three: After the alchemist's visit yesterday, rumors of a ghost in town are running rampant. Some people are saying the alchemist fought the ghost.

Varni will cautiously approach the PC today, asking to be taught some magic.

Tonight, the Ghost Prince will visit Han Malson, offering him a long life in the spirit world if he cooperates. Han indicates that he must contemplate the ramifications.

Day Four: If the PC visits Han today or anytime in the next two days, Han will ask about the PC's feelings on eternal life. If questioned in return, Han will make some vague comment about having a vision of a world in which he could live forever. If pressed, he will mention a visitation from a spirit that looked a lot like the hermit.

Two new rumors begin today, both of which are true: a tiger (Varni) was seen stalking Old Northbank, and a dragon was seen in the hills to the north (see the side adventure "It Looks Like a Dragon . . .").

The Ghost Prince attacks the alchemist tonight and seriously wounds her, then takes her to Kyristan to be transformed into a spectral wizard.

Day Five: If the PC has not heard about Han's "vision," Han will ask several townspeople how they feel about life after death, and word will spread of his strange conversations.

The Ghost Prince appears to Normand the priest, ordering him to leave town or die.

Day Six: One of the residents visits the alchemist and finds that she has disappeared. Rumors tell that she is dead and her home was wrecked.

Chapter Three: Surrisk's Trap

If the PC has not yet met the mayor, Oswald will seek the PC and make a dinner invitation.

The priest will seem agitated today, and will try to rally the townspeople to "fight the undead menace." If asked, he will state that he has seen a ghost, but will offer no details of his encounter.

Unless the PC has already investigated, reports of the dragon in the hills continue.

The Ghost Prince visits Han Malson tonight. After a long, philosophical discussion, the Ghost Prince kills Han, using a *magic missile* for the final strike.

Day Seven: Han's body is discovered just outside his house, and the town mourns. Anyone with the spellcraft proficiency can tell how Han was killed; Dar Malson will investigate if the PC does not. Some people express suspicion of the PC.

Rumors of the ghost continue, but people are now saying it is the ghost of a guild wizard.

The Ghost Prince threatens Vel Marka.

Day Eight: Vel Marka closes his shop and goes into hiding in an abandoned house in Old Northbank. Rumors spread that he has been killed, but Nine-Finger John saw him heading into Old Northbank that morning.

Day Nine: Varni is worried about the deaths of the wizards and asks the PC for protection.

The Ghost Prince haunts Normand tonight, but is unable to harm him.

Day Ten: Rumors continue, and the priest actively seeks help.

The Ghost Prince threatens Kitta Doroff.

Day Eleven: If it has not yet been used, tonight would be a good time for the side adventure "A Hot Time in Old Northbank." If used tonight and Vel Marka has not been found, Vel will be driven out of hiding.

Kitta seems nervous today; if asked why, she will explain that the Ghost Prince visited her and threatened to kill her.

Day Twelve: Rumors continue to circulate about the ghost, and the priest has begun calling him the Ghost Prince. If asked, the priest will tell all he knows about the Ghost Prince.

Tonight, the Ghost Prince finds the PC. He materializes before the PC and says, "I am the Ghost King. Join me, and you will live forever. Fight me, and you shall die." If the PC argues or attacks, the Ghost Prince leaves, threatening to return in three days. See Chapter Five for notes about the Ghost Prince, such as his appearance and personality. Allow the PC an Intelligence check to recognize the Ghost Prince from Oswald's painting.

Day Thirteen: Kitta is very worried about the threat she received from the Ghost Prince, who said he would return tonight. She asks the PC for help.

The Ghost Prince attacks Kitta tonight. If the PC is not there to help, she dies.

Day Fourteen: If the PC has had trouble with the mystery to this point, Dar Malson will ask for help and make some suggestions about how the PC might aid him. Suggestions include investigating the hermit's home and the old guild tower.

Bridging the Gap

If the PC has not yet figured out that Surrisk is the Ghost Prince, use the information that follows to build a bridge to the final encounter.

Dar Malson will continue to push the PC to act or investigate. It is only a matter of time before the Ghost Prince will try to kill the PC. If necessary, he will follow the PC invisibly until he can attack.

Note: If the PC should agree to join the Ghost Prince, Surrisk will take him to the tower and try to transform him into a spectral wizard. See Chapter Five for more information.

Getting Help

The player character may try to enlist aid from various sources. Some obvious choices include

Chapter Three: Surrisk's Trap



Normand the priest, Lura the paladin, and Oswald the mayor. Reactions of the NPCs follow.

Normand: Until he is threatened by the Ghost Prince, Normand will be unlikely to help, instead trying to "calm the hysteria." Once he has seen the Ghost Prince, however, the priest will help in any way except actually accompanying the PC on a quest to find and kill the Ghost Prince.

Lura: The paladin will be unlikely to accompany the PC because of her fear of magic. She might be convinced to help if the PC gives her the magical sword found in the haunted house (see Chapter Six).

Oswald: The mayor will not be concerned about the strange events until the death of Han Malson. After that, he will offer money and equipment to hire help, and will even lend his magical dagger. If asked about militia, he will explain that Northbank never needed protection; the wizards protected everyone.

Norada: The alchemist will not see a problem until it is too late, so will be of no help.

Vel Marka: Vel is too cowardly to help except with advice.

Han Malson: Han will be too vague and philosophical to offer real help.

Kitta: After Han is killed, Kitta will help in almost any way. She might be convinced to accompany the PC if the DM feels her help is needed.

Dar Malson: The wizard will be of little aid until his brother is slain; after that, he will be generous with information and loans of equipment.

Townfolk: The player character may wish to rally townspeople to help. Some of the NPCs described in Chapter One may be willing to help under the terms listed in their descriptions, but most others will not. The average inhabitant of Northbank will be concerned and even upset about the death of Han Malson, and outraged if Kitta Doroff dies. They see the ghost as a problem for the wizards, however, and cannot be moved to help, though they will petition Dar Malson to do something.

Chapter Four: The Alchemist and Hermit

Home of the Alchemist

The information given here describes Norada's home after she has been attacked and abducted by the Ghost Prince. If the PC visits the house before the attack, the DM should alter the material or reschedule her abduction so that the PC discovers her ransacked home.

While she was alive, Norada kept her house neat and clean, making frequent use of her *ring of cantrips*. When the Ghost Prince attacked, she was in the middle of preparing ink in the kitchen. She and the Ghost Prince conversed for a moment, then the fight began.

In the library, Norada attacked the Ghost Prince with a *burning hands* spell, unfortunately lighting some of her books in the process. In the reception hall, she threw a magical *jelly bean* (see "New Magic") at the Ghost Prince, but caused no damage to him. The Ghost Prince finally hit her with a *hold person* in the lounge, then carried her away on a *Tenser's floating disc*.

The entire house is constructed of stone. Unless otherwise indicated, the rooms are dark and uninhabited.

1. Kitchen

This room doubled as Norada's laboratory. A fireplace fills the northwest corner. Counters with cupboards above and below sit against three walls, and a table with a marble top occupies the center of the room. The southwest corner holds a bank of shelves.

A cauldron filled with an odd, grayish liquid (cream of mushroom soup) hangs over the fireplace. The fire has burned out.

The northern counter and shelves hold kitchen utensils, dishes, pans, and a tub of water. The western set holds alchemical equipment, such as test tubes, tongs, and alembics. The southern counter and cupboards are filled with dried herbs, spices, and foods.

When she was attacked, Norada was at the table creating a supply of base ink, from which she could make ink for spell scrolls. Most of the tubes and other items have been knocked down and

broken. A search will turn up a large bottle filled with ink.

2. Storage

Shelves line the walls of this room, and they hold almost any chemical the PC might desire, though none in large quantities. There are no poisons, though certain chemicals are poisonous.

3. Library

Shelves occupy most of the walls of this room, though a desk and chair are positioned near the east wall.

The subjects of the books range from potions to herbalism to cooking. Most are in good condition, though the ones on the north shelf have been recently charred by a *burning hands* spell.

4. Reception Hall

This large room has a flagstone floor, though there is a small puddle of some green material just north of the door to the library. The same substance is seen at various spots on the ceiling if the PC looks closely. A long, weathered wooden table occupies the center of the room; its surface is pitted and scarred as if by acid. Six sturdy wooden chairs surround the table. Curtains cover the east window.

A jar of *ooze, slime, and jelly beans* (see New Magic) sits on the table. It holds three orange beans, two gray beans, one white bean, two yellow beans, and three green beans.

The puddle near the door is green slime. A large patch of slime almost covers the ceiling and wall above the library door, and it will attack any creature trying to pass through the room.

Green Slime (1): AC 9; MV 0; HD 2; hp 12; THAC0 19; #AT 0; Dmg Nil; AL N; SA drops in response to vibration, dissolves flesh and metal; SD harmed only by burning, freezing, and *cure disease*; ML 10; XP 120.

5. Lounge

This comfortable room holds a couch and two soft chairs.

Chapter Four: The Alchemist and Hermit

6. Bedroom

Norada's bedroom is undisturbed. Her large bed, its covers still neatly in place, occupies the northeast corner of the room. Next to the bed, a small table holds a tin lantern. A chest of drawers sits in the southwest corner, and a mirror hangs on the wall above it. The chest holds normal clothing, mostly the long skirts and flannel blouses the alchemist was fond of wearing.

A large wooden chest sits at the foot of the bed; it holds some of Norada's personal items, including a small stack of letters from Kyristan to Norada. These reveal little except that Kyristan's ego was huge and that he was a lousy poet, but had a flair for the melodramatic. If the DM wishes to allow the PC to hunt the lich, a letter can tell where he planned to go.

7. Privy

This small building is a simple outhouse, though it is sturdy and clean. Spells have been cast upon it to eliminate offensive odors.

8. Herb Garden

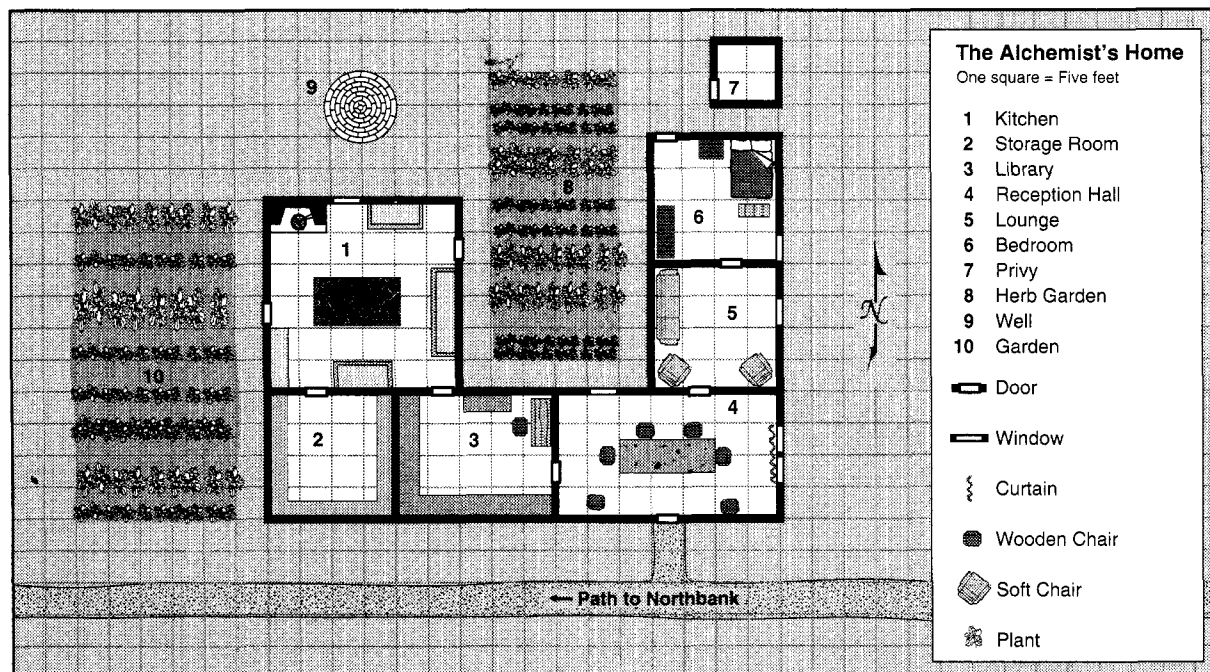
Dozens of different herbs, flowers, and other plants grow in this large, well-tended garden. Common plants grow here along with rare and exotic specimens. Several different kinds of soil are used here for the best growing conditions.

9. Well

This well is 40 feet deep and provides clean, cold water. It is covered with a peaked wooden roof, and a frame bears a crank mechanism with a rope and bucket.

10. Vegetable Garden

Ordinary food plants grow here, such as corn, tomatoes, beans, and carrots. About three feet above the ground, a three-foot-wide swath of broken corn plants shows where the Ghost Prince passed through them with a *Tenser's floating disc*. The path leads slightly west of due north.



Chapter Four: The Alchemist and Hermit

The Hermit's Home

When Surrisk left Northbank a decade ago, he wanted to get away from people as well as disassociate himself from the guild. He found a cave complex in the hills. Surrisk used magic to build extra rooms, which he sealed off from the natural caves so no one would know he was still a practicing wizard.

He lived in relative comfort for several years. Surrisk performed some experiments, certain results of which are still in this complex. He rarely went out or had visitors.

Surrisk abandoned the cave complex about five months ago when he was summoned by Kyristan. Since then, he has been back only a few times to move some of his belongings to the old guild tower. The interior has fallen into disrepair, and a black bear has moved into the complex.

1. Excavation

This is simply a large pile of earth. It was ejected from the hill by repeated *dig* spells. Though the years have changed its appearance to look more natural, it still looks a bit odd. If the player character seems interested, explain that it looks as if dirt may once have been piled against the hillside. If the PC deduces that this is the result of a *dig* spell (or the DM may allow an Intelligence check), and that it indicates a hidden area inside the cavern, give the PC a 50 XP bonus.

2. Entryway

The entrance to this natural cave is almost entirely blocked from view by trees and undergrowth. It is easy to find, however, if one knows where to look.

The floor of the cave is dirt and rock, as are the walls. Even a casual observer will note that much traffic has passed through here over the years.

3. Corridor

Rough bricks cover the walls of this corridor. The masonry is sloppy in some places, helping to disguise the secret doors along the hallway.

4. Kitchen

Another natural cavern, this area was used as a kitchen and dining area by the hermit. The walls and floor are stone, and a large, flat rock sits near the center of the cave. Depressions around its edge indicate that it was used as a table. Remains of a fire can be found near the east wall of the cave.

A black bear moved into the complex two weeks ago and chose this room for its lair. When the PC enters the room, the bear will look out from the pantry.

The bear will become belligerent if attacked or threatened, or if the PC tries to explore the kitchen or pantry. Otherwise, the bear will ignore the PC. Give the PC a bonus of 100 XP if he leaves the bear alone.

Bear, black: AC 7; MV 12; HD 3+3; hp 19; THAC0 17; #AT 3; Dmg 1-3/1-3/1-6; SA hug; AL N; ML 10; XP 175.

5. Pantry

Surrisk used this cave for storage. Most of the food that was kept here has been eaten by the bear. Nothing of value remains in this room.

6. Decoy Quarters

Surrisk maintained this cavern as a living room and bedroom area. Though he did not actually use it as such, it helped maintain his "harmless hermit" camouflage.

The main room is featureless, though there are a few furs and the remains of a fire. The alcove in the south wall holds several furs and an old pillow. The alcove was dug with hand tools from the soft rock wall.

7. Baths

This room holds a pair of hot springs. The northern one bubbles and has a slightly sulphurous odor. The southern hot spring is mostly clear and has a convenient ledge two feet below the water line.

8. Bedroom

This room was hollowed out with a spell, then lined in stone. It holds a large, comfortable bed, three wooden chests, a small table, and a stuffed

Chapter Four: The Alchemist and Hermit

chair. A rod with *continual light* cast on it is attached to one wall. At night, Surrisk would place the rod in a long box on the floor.

Two of the chests hold ordinary clothing such as robes, tunics, cloaks, and soft boots. *Boots of varied tracks* (bear, dog, rabbit, and wolf tracks) lie amid the clothing. The third chest holds rough furs and ragged clothing, which Surrisk wore as his hermit guise.

On the table is a sheet of fine paper, folded in half. On it is a note written in a shaky hand: "Surrisk, my old friend. Long have I waited to see you again. Come to me in three days." The note gives directions to a tower located near the seacoast many miles to the west (or wherever the DM wishes to place it). The note is signed almost illegibly by "Kyristan, Guildmaster."

The room holds no other clues, though some of the items may be useful.

9. Library

This room holds three soft chairs, a desk, and

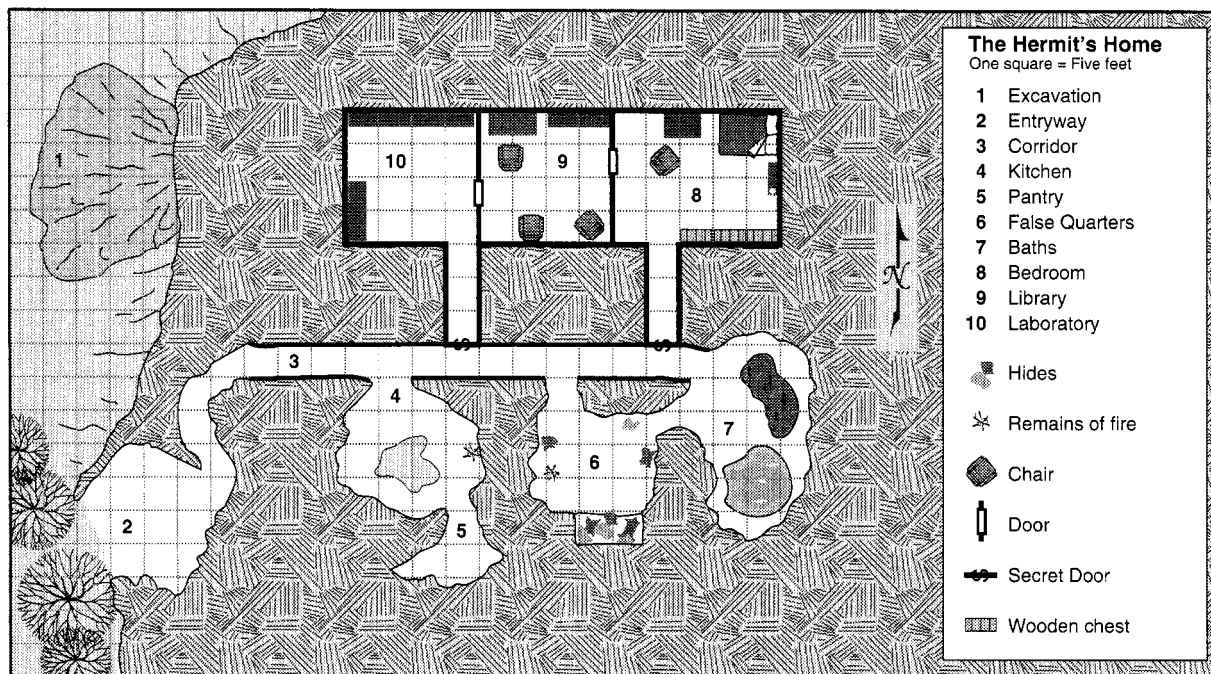
several books and scrolls. A *continual light* spell has been cast on the ceiling.

Of the four important books, two are references about necromancy spells. Another contains many of Surrisk's own notes on necromancy, as well as his new spell, *undead familiar* (see New Magic). If the PC finds the spell and comes to the conclusion that Surrisk may have an undead familiar, then takes precautions, award a bonus of 50 XP.

The fourth book is a blank spellbook.

10. Laboratory

Surrisk used this sparse lab together with scrolls bearing the *enchant an item* spell to create magical items. His last project, a *proficient staff* (see New Magic), leans against the workbench along the west wall. A few items of interest may be found on the shelves along the north wall: a wand carved from oak, but unenchanted; two rubies worth 50 gp each; five sheets of scroll paper; and ink suitable for writing most spells.



Chapter Five: Tower of the Ghost Prince

The Ghost Prince has claimed the old wizards' guild tower. The tower is difficult to find unless someone knows exactly how to get there. For security, guild wizards cloaked the tower with an illusion, making it appear as if the terrain in the area was unaltered. The tower cannot be detected by normal means unless an observer is within 10 feet of it.

Joran the hunter once stumbled upon the tower accidentally and can give specific directions or guide the PC. If the PC is very lucky, he might be able to find it by following the path indicated by the broken plants at the home of the alchemist. The best way to find the tower is to ask Dar Malson.

Dar knows precisely where the tower is, though he has not visited it in years. He can give directions to the general location. He suggests that once there, the PC cast *detect magic* to find the tower. The PC might be able to borrow Han's *wand of magic detection* or *gem of seeing* to help.

If the PC knows the *locate object* spell, Dar will explain how the former guild wizards would find the tower. A small bronze statue was located in the grand hall of the tower; when initiated, wizards would memorize what the statue looked like, so they might use *locate object* to find the tower. A copy of the statue was made, so certain guild wizards could tell others how to find the tower. Dar still has the copy of the statue, which depicts a one-foot-long bulette. (If the DM is particularly generous, he might allow the PC to learn the spell from Dar.)

Following directions from Joran or Dar, the PC can reach the tower without incident.

If the PC has done well up to this point, he should realize that the Ghost Prince is undead. As a precaution, he might wish to borrow a magical weapon from Kitta or Oswald, bring the scroll found in the abandoned house, get holy water from Normand, or bring the *continual light* rod from the hermit's home.

The Tower

When the guild was formed, the wizards worked together to build the tower magically. It is strangely shaped and has some odd features. A map of the tower appears on the inside back cover of this adventure.

The entire tower appears to be made from a single piece of smooth, seamless, gray stone. There are no windows and only a single door. Unless otherwise mentioned, all rooms have *continual light* cast on the ceiling.

An empty shaft runs the full height of the tower from the Grand Hall to the Casting Room. Guild wizards used spells such as *levitate* and *fly* to navigate this shaft.

Though the Ghost Prince would most commonly be found in the Tower Master's Room, especially during daylight hours, he travels throughout the tower. The PC might encounter the Ghost Prince anywhere.

1. Grand Hall

This room was used to greet visitors to the tower. Tapestries hang on the walls, and six chairs and two small tables sit before them. A small pedestal in the center of the room holds a bronze statue of a bulette.

2. Meeting Room

The rare guild meetings were held in this room, which is now empty except for a few broken chairs.

3. Testing Center

Apprentices and potential guild members were tested in this room. The room is featureless except for a long wooden table, three chairs, and the entrance to the levitation shaft. Written tests were administered at the table; the room is otherwise empty to accommodate tests involving spellcasting. A pair of fire beetles has wandered into this room and will attack if startled.

Fire beetles (2): AC 4; MV 12; HD 1+2; hp 7; THAC0 19; #AT 1; Dmg 2-8; AL N; ML 12; XP 35.

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4. Research Room

The library, storeroom, and item enchantment room are all laid out in a manner similar to this room. The diagram of this level may be used for those rooms as well, although the stairs will be positioned differently. Several banks of shelves line the wall, and chairs and tables are scattered about the rest of the room.

This chamber was used for both private and collaborative research. Only a few scraps of paper and some loose rags remain in the room. A rat has made a nest out of the remains of a spellbook; though most of the book is ruined, the spell *levitate* can still be read after the rat is driven off. A *crucible of melting* lies buried under some of the rags.

Rat: AC 7; MV 15; HD 1/4; hp 2; THAC0 20; #AT 1; Dmg 1; AL N; SA Nil; ML 3; XP 7.

5. Library

Of the two tables in this room, the larger one has collapsed. A lone chair lies on its side in the dust. The shelves along the walls are covered in cobwebs and are empty except for five books that were unclaimed when the guild disbanded.

Two of these books are spellbooks. The first holds the following spells: *feather fall*, *hypnotism*, *sleep*, *spook*, *magic mouth*, *shatter*, and *dispel magic*. The other contains all spells of first level from the school of invocation/evocation (or another school if the DM desires).

The third book is a history of the guild and register of its members. At the DM's option, a relative, friend, enemy, or former mentor of the PC may be listed; this could lead to another adventure. The book includes such topics as the building of the tower, the creation of guild rules, and recruiting of new members. The last few entries tell of Kyristan's fall from power and include the names of slain wizards (again, the DM may wish to make a connection to the PC).

The fourth book contains vegetarian recipes; the fifth tome is a book of romantic elven poems (translated into Common).

6. Storeroom

This room once held myriad components for spells, potions, and miscellaneous magical experiments. The shelves now hold only dust and a few shriveled spell components which are too old to be recognized or useful. Graffiti has been carved into the top of a small table: "Darwin was here (or was he?) Illusions forever!" An unmoving skeleton sits in one of the chairs.

The skeleton is the Ghost Prince's familiar (refer to the spell *undead familiar* in the New Magic section). Surrisk placed the skeleton, Cornelius, here to watch for intruders. The Ghost Prince ordered the skeleton to watch but not to move unless attacked. Whatever Cornelius sees is relayed to his master.

If *detect magic* is used, the skeleton radiates a magical aura. If attacked, Cornelius tries to escape, and the Ghost Prince will arrive as fast as he can, hoping to prevent his familiar's death.

7. Item Enchantment Room

This chamber, once used by wizards as a quiet haven for enchanting magical items, is mostly empty now. The shelves are bare, as is a small table. A large desk with four drawers dominates the echoing chamber.

Norada's *ring of cantrips*, carried here by the Ghost Prince, lies on top of the desk. The desk drawers are locked. If the PC manages to bypass the lock (picking or breaking it), a book will be found in the lower left drawer.

The book is a journal that belonged to one of the guild's wizards. It is filled with notes regarding details about the creation of magical items. Included are lists of components for several potions, as well as clues where some of the things may be found.

Three stuffed chairs in this chamber are very soft and comfortable, though they have accumulated a thick layer of dust over the years.

The stairs leading from this chamber spiral downward. The only way to continue up into the tower is by way of the levitation shaft, which has very smooth walls.

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8. Casting Room

Guild mages used this cylindrical room when casting complicated, experimental, or otherwise potentially dangerous spells. No ceiling caps the top of the room; a permanent *wall of force* hovers in the air five feet above the walls.

The levitation shaft ends at the floor of the casting room. A door opens into the guard quarters just above the shaft; metal handholds in it allowed levitating wizards to climb into the casting room.

A large, flat slab of stone occupies most of the floor. Its surface is scarred in places and engraved with various symbols in others. The slab is two feet high. Twelve small alcoves are placed around its perimeter.

When the Ghost Prince turned Norada the alchemist over to Kyristan, he was given a scroll bearing the *create spectral wizard* spell. He planned to use it on his next "recruit," casting the spell in this room out of a sense of nostalgia. The scroll rests in one of the alcoves on the north side of the flat stone.

If the PC devotes some time to studying the scroll, he may eventually be able to create a reversed version of the spell. Unfortunately, this will take too much time to be useful against Surrisk.

9. Guard Quarters

When the guild was active, few wizards actually lived in the tower. To insure that the tower would never be empty, guild wizards took turns serving as guards for a week at a time. Two 15' × 15' rooms occupy the east end of this square level. Each has a bed, table, and chest for the wizards who were on guard duty. The furniture is in good condition. A small pouch holding 15 gp is stashed under one of the mattresses.

A stairway leads up to the next level.

10. Teacher's Room

Over the years, a few master wizards lived in the tower and served the guild as teachers. Rooms 10 and 11 served as their quarters.

Surrisk disliked the last wizard who occupied this room, and he has vandalized it. The furniture

is smashed and strewn about; the remains of a bed, desk, chair, table, and chest of drawers litter the room. If the PC examines the broken furniture, he will find a nonmagical silver ring worth 80 gp, a *lens of speed reading*, and a dusty rose *ioun stone* (bestows +1 to armor class).

Stairs lead from this room down to area 9 and up to area 11.

11. Teacher's Room

Upon entering this level, the PC will be greeted by three skeletons who are "on loan" to Surrisk from Kyristan. They have been stationed here to guard the entrance to area 12 and will attack anyone other than the Ghost Prince.

Like area 10, this level was used by a resident teacher. The room is still tidy, with a bed, table, chest of drawers, desk, and chair. Behind a curtain in the northeast corner is an enchanted bathtub (see *New Magic*). Behind the bottom drawer in the chest is a forgotten velvet pouch holding three emeralds (worth 75 gp each).

Skeletons (3): AC 7; MV 14; HD 1; hp 6; THAC0 19; #AT 1; Dmg 1-6; AL N; SD half damage from edged and piercing weapons, immune to cold-based attacks and *sleep*, *charm*, *hold*, and *fear* spells; ML 10; XP 120.

12. Tower Master's Room

The *continual light* spell here has been dispelled by the Ghost Prince, leaving the room completely dark. This level is carpeted and comfortably furnished; refer to the tower map.

Surrisk will wait here for the PC unless he is forced to rescue his familiar first. The Ghost Prince will be aware of the PC's approach. He would prefer to capture the PC, but will kill him if necessary. Surrisk has memorized the following spells: *magic missile*, *chill touch*, *spook*, *wall of fog*, *flaming sphere*, *bind*, *dispel magic*. Surrisk will cast *dispel magic* on any magical light source and use *spook* to frighten away any ally of the PC. He will then try to *bind* the PC with the rope in his room, attacking to kill if he fails.

Surrisk's spellbook is in this room. It contains the spells listed above, as well as the following:

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cantrip, detect magic, detect undead, find familiar, light, read magic, Tenser's floating disc; continual light, levitate, locate object, spectral hand; hold person, hold undead, item; dig, undead familiar.

The Ghost Prince

Surrisk, Spectral Wizard: AC 0 or 8; MV 12, Fl 15 (B); HD 5; hp 21; THAC0 15; #AT 0; Dmg Nil; AL NE; SA spells, paralyzing touch; SD hit only by magical or silver weapons, immune to *sleep, charm, hold, fear, polymorph*, and cold and death spells; ML 16; XP 5,000.

As depicted in the painting at Mayor Oswald's house, Surrisk is a man of medium build, almost six feet tall, with brown hair, green eyes, and a ruddy complexion. During his years as a hermit, his hair turned gray. In his new ghostly form, Surrisk appears as a pale shadow of his former self; his hair, eyes, and skin are almost white. He dresses in a pale green robe which is as insubstantial as he is. In bright light, he is almost invisible.

Surrisk was a quiet man, more content in plotting revenge than enacting it. As the Ghost Prince, however, he has begun to enjoy his new power. When he meets the PC, he will be willing to talk, but only until the character shows a lack of respect for him through either words or actions. When he speaks, the Ghost Prince appears very sure of himself and of Kyristan's ultimate victory. He seems sympathetic toward anyone who refuses to join him voluntarily, not understanding how someone could be so foolish.

Surrisk has tried to continue his research, but is frustrated because he has not yet mastered the art of solidifying in lighted areas. He is disgruntled that he lost some of his abilities when he became a spectral wizard. In general, however, he is satisfied with his new existence and power.

Kyristan

Once the PC gains more power, he may wish to follow up this adventure by hunting Kyristan. Al-

ternately, the lich may try to find out who killed his trusted servant, Surrisk.

The DM will need to create Kyristan and devise plots as needed. Remember, however, that Kyristan is a powerful lich, and the PC will need more experience or a number of friends.

Kyristan is an arrogant, melodramatic lich who enjoys being undead and using his power to manipulate people. He is thoroughly evil. Kyristan has been building an army of undead creatures, and the PC may encounter some of them at any time.

Using clues in the alchemist's and hermit's homes, the PC should be able to trace Kyristan to his seacoast stronghold of Drakhir. The area he controls is relatively small at present, just a tower and its surroundings, but it may grow rapidly. His undead minions, now including Norada the spectral wizard, guard his realm and tower.



Chapter Six: Side Adventures

Use the following encounters as needed to fill out the PC's investigations.

There's a Monster in my Basement

A few days ago, Joran was hunting in the forest and found a strange animal. He took it to the zoo, where it was placed temporarily in a holding pit. By the time the animal had been identified as an osquip, it had tunneled its way out.

Since that time, it has been tunneling underneath Northbank, breaking into cellars and basements. It accidentally freed a large scorpion from the zoo as well. Fortunately, the scorpion's poison sacs were removed.

The osquip has continued to dig around town, and recently claimed a basement as its own. The large scorpion now occupies a cellar, where it has been eating vermin.

Day Two of the mystery timeline may be a good time to run this adventure, but the DM should react to the player's actions. If the player is not interested in pursuing this adventure, drop in more sightings of the creatures, or have the zoo offer a small reward for information leading to the capture of the escaped animals. If the PC continues to ignore the situation, Joran will eventually capture the animals.

If the PC follows up the rumors, the zookeeper may be questioned. Rosetta will offer a reward of 20 gp per monster captured. She will answer all questions about the escaped animals, including their identities and a few of their habits.

Rosetta will explain that osquips are burrowers that can eat their way through stone. They attack with little provocation and are attracted to shiny objects.

The large scorpion is dangerous, though it is no longer poisonous. Its claws and tail can still cause a fair amount of damage. It may seek a burrow.

Rosetta has several traps in storage at the zoo, but she will not think to offer them, since Joran usually catches the animals. If asked, she will loan them to the PC. She does not know how to use

them, but Joran does.

Joran will be willing to help the PC, but if asked for more than advice, he will demand half the reward.

If the PC looks for people who have seen the animals, whether by tracing rumors to their sources or asking around town, he should eventually find Glenna Torn.

Glenna describes a horrible, yellow monster she saw in her root cellar, something with lots of legs and big teeth. She did not stick around to see what it was; instead, she sought help. Glenna saw the large scorpion. It is still in her root cellar and will not be difficult to find.

If the PC has not specifically asked the zookeeper, remember to have the PC make a saving throw vs. poison if struck by the tail. Though not necessary, it should frighten the PC and make things more interesting.

Large scorpion: AC 5; MV 9; HD 2+2; hp 14; THAC0 19; #AT 3; Dmg 1-4/1-4/1; AL N; SA sting; ML 8; XP 120.

The osquip will be more difficult to locate, because it has burrowed into several cellars and many people have seen it. By looking into a half-dozen basements, the PC should find the osquip's lair under a small house. Several shiny objects, including four silver pieces and a dagger, mark its lair.

If the PC approaches the creature's treasure, the osquip will leap from its nearby tunnel to attack. The osquip can be led into a trap lured by other shiny objects.

If the PC fights the osquip but does not kill it quickly, the creature will try to escape into its tunnels. It will lead the PC on a merry (and dangerous) chase, appearing in many different places before being cornered.

Osquip: AC 7; MV 12, Br 1/2; HD 3+1; hp 14; THAC0 16; #AT 1; Dmg 2-12; AL N; SA Nil; ML 7; XP 120.

The Haunted House

The PC should begin to hear rumors about the haunted house as soon as he enters town. At first, the rumors will be fairly mundane, reporting mysterious lights and sounds around the place. As reports of ghosts increase, rumors will grow, pointing to the haunted house as the source of the trouble.

The townspeople will become more concerned as the talk about ghosts escalates. Eventually, someone will suggest that an armed party enter the house. Unfortunately, the townspeople are too frightened to do anything, and they will ask the PC to look into the house.

The house is not really haunted, although it is inhabited, and strange things indeed happen there. Like many of the other houses in Northbank, this one once belonged to a wizard. A lonely old fellow, this wizard used magic to make his house more lively.

In his study on the second floor, the wizard devised enchantments that caused music to play when he entered the room after dark. Unfortunately, the enchantment worked a little too well, and the music plays when any mammal enters the room. Further, the wizard had a taste for mournful tunes played on horns. Thus, whenever a rat or other animal enters the room at night, strange sounds emanate from the room. Since the windows are broken, the sound travels a fair distance.

In the dining room on the first floor, the wizard placed another enchantment. After speaking in the room after dark, an effect like *dancing lights* would occur, and a glowing female figure would dance around the room for five minutes.

A few weeks ago, Nine-finger John decided to investigate the strange sounds in the house. He discovered the effects and their causes quite by accident. After overcoming his fear, he decided the house would be a safe place to hide out. He set up camp in the attic, and he keeps his loot there. Every now and then, he causes the lights and sounds to activate to scare people away.

If the PC visits the house during daylight, he is unlikely to find much, since neither spell effect

works until after dark and Nine-finger John visits only at night.

At night, events will be quite different. If the PC speaks in the old dining room, the figure will appear and dance about. If the PC enters the study on the second floor, the horns will sound their mournful cry.

Nine-finger John is 90% likely to be in the house at night. John will try to frighten intruders, thumping along the floors above the PC, setting off the music, and sneaking about.

The first floor of the house is a simple layout, with an entryway, kitchen, living room, and dining room. Though the kitchen is empty except for cupboards, the dining room still holds a large table and three chairs, and a large, overstuffed chair sits in the living room.

If the PC searches the cupboards, he will find a *decanter of endless water*.

The second floor of the house holds the study, a bedroom, and a large closet. The closet is empty, and only a bed frame occupies the bedroom. A large dilapidated desk sits in one corner of the study. Casting *detect magic* will reveal an aura of alteration magic in one drawer, and an aura of enchantment magic under the desk.

The drawer holds an ornately carved wooden box, which is enchanted to play music when anyone approaches within 20 feet after dark.

If the desk is moved, some loose floorboards will be found. Beneath these is a *long sword +1* wrapped in cloth.

The trapdoor to the attic is in the bedroom; it is locked. Nine-finger John will attack the PC if his lair appears to be in danger. In the attic are gems, jewelry, coins, and miscellaneous knick-knacks totaling 320 gp, most of which belong to local residents.

If the PC successfully uses *detect magic* or the spellcraft proficiency to discover that the hauntings are caused by magic, award a bonus of 100 xp. If Nine-finger John is exposed as a thief, award a bonus of 200 xp. A bonus of 500 xp should be given if the PC finds the magical long sword.

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It Looks Like a Dragon . . .

This adventure may be used at any time, although day four, five, or six may work best. It could turn out to be a simple encounter, or it could be dangerous enough to challenge even a high-level wizard.

The DM may use this adventure as an encounter when the PC goes to the guild tower or the hermit's home. Alternately, if the PC follows up the rumors about the dragon, the adventure might reveal the hermit's home.

Rumors of a dragon in the hills to the north circulate through town. In reality, the Ghost Prince, using a scroll, *polymorphed* a giant badger into a black dragon. The creature still believes itself to be a badger. It has none of a dragon's special abilities, but has learned to fly a little. It can be very aggressive if startled.

Allow the PC to track the rumors back to a villager who has actually seen the dragon, a trapper named Thomas. He can offer some general direc-

tions for finding the creature. When he encountered the dragon, he felt that moving away quickly might draw the dragon's attention. He hid for a few minutes to watch the beast. He observed the dragon acting strangely, snuffling along the ground and digging.

If the PC gets directions from Thomas, he should have little trouble finding the dragon's territory. Otherwise, one to four hours of searching will be required to find the area, which is marked by torn-up ground.

Observing the dragon will be helpful. A character with animal lore may make a roll against his skill, with success indicating a realization that the dragon is behaving like a badger. A PC with the spellcraft proficiency may also make a check, with success revealing to the PC that the animal was *polymorphed*.

If the PC casts *dispel magic* on the creature, it will revert to a badger and run away. If attacked in either form, it will fight to the best of its ability with claws and bite.

Badger/dragon: AC 1; MV 12, Fl 2 (E); HD 3; hp 19; THAC0 17; #AT 3; Dmg 1-6/1-6/3-18; AL N; SA, SD Nil; ML 8; XP 120.

A Hot Time in Old Northbank

The section of town known as Old Northbank has fallen into disrepair. Many abandoned houses and shops exist there, though wanderers and poor people have moved into some of the vacant buildings.

Although many townspeople are concerned about the situation, only Normand the priest really tries to help. Oswald the Kind wishes to help, but has not initiated any actions or programs; he would welcome any help from the PC.

In this adventure, a band of goblins descends from the north to explore and raid. They are a simple band, and they plan only to stay two days, take what they can, and run.

The goblins have chosen a small, one-story house as their temporary lair, and have been stealing items from all over Northbank. Full-blown rumors will surface on about day ten, and the height of the goblins' activity will occur the following day.

Since the poor and elderly who live in Old Northbank have been unable to put up any defense, the goblins will be more bold in that area, including attacking an old man. Reports of this incident, and of sightings of goblins, will reach the inn and the PC in the early afternoon. A young waif will run up to the PC and tell of awful, ugly people who attacked her grandfather. Would the PC help?

The goblins will continue raiding throughout the afternoon and evening. Unless hunted and stopped, they will set fire to one of the old houses, hoping it will cover their retreat into the hills. The efforts of a few people can keep the fire from spreading.

The goblins can be driven away with a display of magic, but if allowed to escape, they will eventually return in larger numbers. They may be tracked to their lair if desired by the DM.

Goblins (8): AC 6; MV 6; HD 1-1; hp 4; THAC0 20; #AT 1; Dmg 1-6; AL LE; ML 10; XP 15.

Component Hunt

The ideas that follow require some development by the DM.

At any time during the adventure, the PC may be asked to find components for spells, potions, or magical items. The request could come from Kitta Doroff, Vel Marka, or Dar Malson. Alternately, if the PC finds a new spell, the components may not be in stock at Vel Marka's shop. In any case, the PC might be motivated to hunt components.

Adventures might involve negotiation of trade, hunting, or making various components. Easy places to begin a search are the alchemist, Vel Marka's shop, any of the wizards, or local craftsmen. These people might offer advice for finding the desired materials.

Unusual spell components for a search might include the following: a glowworm for *dancing lights*; a bit of grave dirt for *detect undead*; proper incense and herbs for *find familiar*; a firefly for *light*; bat fur for *darkness, 15' radius*; mica for *glitterdust* or *shatter*; a poison ivy leaf for *irritation*; an adder's stomach for *Melf's acid arrow*; bat guano for *fireball*; powdered herring scales and will o'wisp essence for *secret page*; or an exotic feather for *wind wall*.

Components for potions and magical items can take almost any form. Dar Malson might ask the PC to find a piece of a tree that has been struck by lightning, so he might use it to make a *wand of lightning*. A python might be useful for creating a *rope of constriction*, or the skin of a chameleon might be needed for a *robe of blending*.

Rare varieties of wood might be desired to create rods, staves, or wands. Specific animal skins might be needed for magical boots, gloves, girdles, and bags.

The DM should consult the ecology sections in the *Monstrous Compendiums* for other ideas.

Cast a Spell on Me

For several decades, the people of Northbank have accepted wizards as part of their town. For

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the most part, they know the value of spellcasting. Many residents, however, are too shy to ask one of the master wizards to cast spells for them. Dar is intimidating, Han is a little weird, and Kitta is often too busy. Once word gets out that the PC is a wizard, people will begin to request spells.

Some brief scenarios are presented here. It is up to the DM to make the NPCs interesting. Individual experience awards should be given for these situations as detailed in Chapter 8 of the *Dungeon Master's Guide*.

- Rafael, the town baker, will approach the PC accompanied by a duck wearing a dress. He asks the PC to dispel whatever magic is at work, explaining that someone has magically changed his 18-year-old daughter into a duck. This morning, he found the bird in her room, wearing her nightgown. In reality, the girl left home to seek adventure. The duck is not magical. Investigation will reveal that the girl was seen in town that day. At the DM's option, she may still be in town.

- The PC is approached by Jason, the son of Barbara, proprietress of the Books and Paper shop. Jason was exploring outside of town recently when he found an odd depression in the ground. After digging down a bit, he discovered a small cache of "treasure," including some copper pieces and cheap jewelry. One silver ring glows very brightly. Jason would like the PC to determine the nature of its magic and whether any of the other items are magical. A *continual light* spell was cast on the ring, but it is otherwise non-magical. Jason will be disappointed when he learns that the treasure is mostly worthless; he was hoping to help his mother financially.

- Other requests for spells might include *mending* for a broken heirloom, *sleep* for an insomniac, or any other spells that seem appropriate.

Magical Research

While not an adventure in the usual sense, magical research is an opportunity for the PC to gain experience. Suggestions are offered here; Chapters 7 and 10 of the *DMG* offer more information.

Discovery of spells: A number of books and

scrolls are available throughout this module. Master wizards are available to teach the PC. Since so many spells are available in a concentrated area, the DM should exercise caution in dispensing them.

Inventing new spells: The village of Northbank provides a perfect place for a PC to research new spells. Spellbooks and scrolls are abundant as reference sources. At some point, the PC will probably want advice from one of the masters or access to their libraries. The PC's conduct up to that point will be important, especially to Dar Malson. The PC must maintain good relations if he expects the NPC wizards to be helpful.

Creating magical items: A wizard must be of at least 9th level to make potions and scrolls, and of at least 11th level to make more complex items. Several sources addressing the creation of magical items may be found by the PC in this adventure. The character can save these for a later time and higher level.



Ring of Cantrips

Similar rings are known to exist, and are usually made of brass engraved with symbols inside and out. While wearing one, a wizard or bard can cast any cantrip-type magic, as described in the spell description. The wizard may create 1d4 + 4 effects per day, and each effect lasts as long as the wizard concentrates on it. XP Value: 500

Proficient Staff

This hardwood staff is beautifully carved with designs and magical symbols. It grants no bonuses to attack or damage rolls, but the user may wield it without penalty even if not proficient in staff use. The staff is also effective against creatures hit only by magical weapons. XP Value: 500

Ooze, Slime, and Jelly Beans

When these beans are thrown against a solid surface, they change into one of the amorphous lifeforms often found in dungeons. A green bean transforms into green slime, yellow into a gelatinous cube, white into crystal ooze, gray into gray ooze, and orange into an ochre jelly.

The beans are generally carried in metal containers. A character who falls with a bean in his pocket risks activating the bean (a Dex check is applicable). If a container holding a bean misses a saving throw vs. crushing blow or falling, the bean activates.

A PC who eats a bean will discover that these beans taste horrible. If the PC spits it out before swallowing, he suffers no ill effect. If the PC swallows a bean, he must roll a saving throw vs. poison for each bean swallowed. Success indicates he suffers the effects in parentheses below.

An ingested *ooze, slime, and jelly bean* causes a character to suffer flu-like symptoms for 2d4 (1d4) days as the bean activates, the resulting lifeform dies, and the body attempts to purge it. Symptoms include extreme nausea and vomiting, distended stomach, diarrhea, and body aches. Such a character could be transported in a wagon, but would not be strong enough to ride a horse. The character suffers a -4 (-2) penalty to all attack rolls and his Strength and Constitution scores are reduced by 3 (2) points for the duration of the illness.

Effects are cumulative with each bean swallow-

ed, and if any attribute drops to 0, the character dies. A *cure disease* spell administered any time during the illness removes all effects.

XP Value: 500 per bean

Magical Bathtub

This large oval tub is made of fine wood trimmed with brass. At the pronunciation of the command words "bath time," the tub fills with warm water. When the user says "bath over," the water drains away. It can be used 3 times per day. XP Value: 1,000

Undead Familiar (Necromancy)

5th-level Wizard Spell

Range: Touch

Components: V, S, M

Duration: Permanent

Casting Time: 1 turn

Area of Effect: One corpse

Saving Throw: None

Using this spell, an evil wizard animates a corpse to act as his familiar. The "subject" may be in any stage of decay to the point of being nothing more than a skeleton. Any human, demihuman, or humanoid corpse may be animated.

The resulting zombie or skeleton has the same abilities and immunities as a normal undead creature of its type, but has 1-3 points of Intelligence. The wizard has an empathic link with the familiar and can issue mental commands at a distance of up to one mile. Empathic responses from the familiar are basic and unemotional, and such a familiar is unlikely to be distracted from its task.

Refer to the *find familiar* spell for the effects of the following situations: separation from the caster; improved saving throw when in direct contact with the caster; and harm to the caster caused by the familiar's death.

An undead familiar may be turned normally, but may not be destroyed by turning. If within sight of its master, it is turned as a wight.

A wizard may have only one familiar of any type at any time. An undead familiar will accept more abuse than a normal familiar would.

The material components are a corpse or skeleton, and a silver ring that is placed on one of the familiar's fingers.

Spectral Wizard

HHQ2

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any (usually night)
DIET:	Nil
INTELLIGENCE:	High to genius (13-18)
TREASURE:	V
ALIGNMENT:	Neutral (any)
NO. APPEARING:	1-2
<hr/>	
ARMOR CLASS:	0 or 8 (see below)
MOVEMENT:	12, Fl 15 (B)
HIT DICE:	5
THACO:	15
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	Special
SPECIAL ATTACKS:	Spells, paralyzing touch
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	M (6' tall)
MORALE:	Champion (15-16)
XP VALUE:	Low level: 4,000 High level: 5,000

Spectral wizards are undead creatures that retain their abilities to cast spells. They are created by a unique spell that functions on human and elven wizards and gnome illusionists. The magic takes hold only on demihumans whose bodies once channeled wizard magic.

Spectral wizards appear as they did in life, though most of the color has been drained from their hair, eyes, and skin. They appear in whatever clothing they wore at the time of death. Their clothing is as insubstantial as their bodies.

Spectral wizards are noncorporeal, and are nearly invisible in bright light. In darkness, they cast an unearthly glow.

Combat: Spectral wizards exist partially on the ethereal plane and are usually encountered while noncorporeal. While in such a state, these creatures can be affected only by spells, silver or enchanted weapons, or by ethereal combatants. If challenged on the ethereal plane, a spectral wizard is AC 8.

While noncorporeal, a spectral wizard attacks with its paralyzing touch. A successful hit causes one of its opponent's limbs, chosen at random (roll 1d4: 1 = right arm, 2 = left arm, 3 = right leg, 4 = left leg; reroll any duplicates), to become numb and useless for 2d4 rounds. Approaching within 10 feet of a spectral wizard causes portions of the victim's body to tingle as if they had "fallen asleep" and results in a -1 penalty to attack rolls.

With a great deal of effort, a spectral wizard can become solid, allowing it to use weapons and material spell components. Solidification takes one round in darkness or 2d4 rounds in bright light (such as daylight or a *continual light* spell). In both noncorporeal and solid forms, the wizard is AC 0.

When spectral wizards are created, they are permanently drained of 1d4 levels and will forever cast spells at this new level. Spectral wizards who operate at level 5 and above are considered high level when rewarding experience points.

Material components carried on the spectral wizard's person become insubstantial and resolidify when it does.

Spectral wizards are immune to *sleep*, *charm*, *hold*, *cold*, *fear*, *polymorph*, *paralyzation*, and *death* magic. They are turned as spectres.

Habitat/Society: Spectral wizards can be encountered anywhere. They often make lairs in their former homes or in a place



where other wizards live. All continue to memorize spells from their books and scrolls, and many become involved in research into new spells or magical items. Spectral wizards have difficulty studying because of their immaterial state.

Though spectral wizards can be of any neutral alignment, the majority are neutral evil and only a few (5%) are neutral good. Their insubstantial nature seems to cause a mental imbalance which turns them to a neutral evil alignment.

Ecology: Spectral wizards are created artificially and have no ecological niche.

Create Spectral Wizard (Necromancy) 8th-level Wizard Spell

Range: Touch
Components: V, S, M
Duration: Permanent
Casting Time: 1 turn
Area of Effect: One wizard
Saving Throw: Special

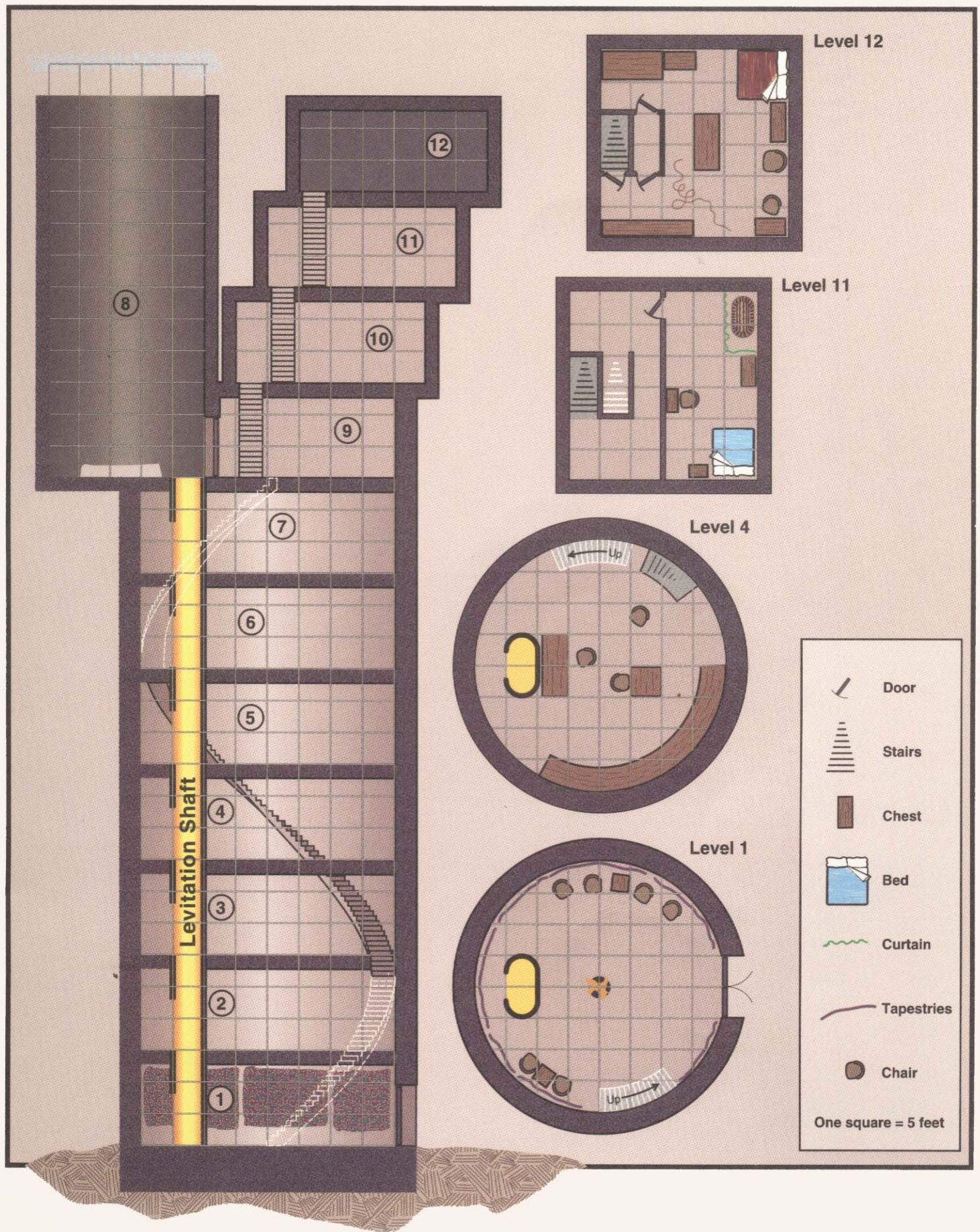
This spell allows the caster to cause a human or elven wizard or gnome illusionist to die and become a spectral wizard. If the spell is cast on an unwilling recipient, the victim is allowed a saving throw vs. death magic. A successful saving throw negates the spell.

In the process of dying and becoming undead, the spell's recipient is drained of 1d4 levels.

Once animated, the spectral wizard is free-willed, but any utterance from its creator acts as a *suggestion* spell on the spectral wizard.

Only a *wish* spell can free a spectral wizard of its undead state. Depending on the wording of the *wish*, the individual may remain dead unless further magic is used; if the wizard is restored to life, there is a 50% chance that he will be restored with his original levels intact. It is possible that another undiscovered process may restore the spectral wizard.

The Tower of the Ghost Prince



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Wizard's Challenge

by Tim Beach

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