

DUNGEONS & DRAGONS®

Companion Game Adventure

The Endless Stair

by Ed Greenwood



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RANDOM ENCOUNTER TABLE

Refer to Combined Monster Statistics Table for details.

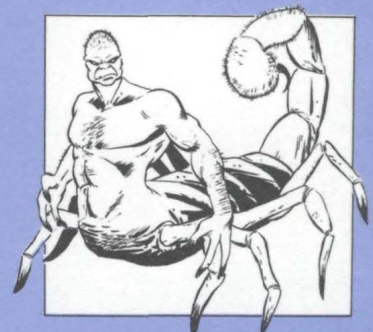
Die Roll	Monster	No. Appearing	Remarks	Rules source
01-06	Bat, normal	1-10		Basic
07-16	Bear, black	1-4		Basic
17-21	Bear, grizzly	1		Basic
22-25	Beetle, oil	1-6		Basic
26-32	Boar	1-6		Basic
33-45	Elk	3-30	see "Animal Herd"	Expert
46-51	Ferret, giant	1-8		Basic
52-56	Grab Grass	n/a (large patches; see below)	Companion	
57-60	Hawk, giant or normal	1	see "Other Monsters"	Master
61-67	Insect swarm	1 swarm	(see below)	Expert
68-70	Leech, giant	1-4	swamp only	Expert
71-72	Lizard, giant (Draco)	1-4		Basic
73-74	Lizard, giant (Horned Chameleon)	1-3		Basic
75-78	Moose	3-30	see "Animal Herd"	Expert
79-80	Owl Bear	1-4	in swamp, change to Grab Grass	Basic
81-83	Rat, normal	1-6		Basic
84-86	Rhagodessa	1-4		Expert
87	Robber fly	1-6		Basic
88-89	Shrew, giant	1-8	in swamp, change to Insect Swarm	Basic
90-91	Snake, giant racer	1-6		Basic
92	Snake, pit viper	1-8		Basic
93	Snake, giant rattlesnake	1-4		Basic
94	Spider, giant black widow	1-3		Basic
95	Spider, giant crab	1-4		Basic
96	Spider, giant tarantula	1-3		Basic
97	Sprite	3-18		Basic
98	Stirge	1-10		Basic
99	Weasel, giant	1-4		Basic
00	Rare Monsters—see subtable, "Rare Monsters"			

Most encounters should be modified to solitary creatures unless the party is very strong.

DMs should roll results, or choose monsters specifically, as desired or in response to particular situations (such as not having the necessary rulebook handy for a particular monster). Random Encounters should limber up the PCs and force them to use up the occasional potion or magical item charge.

Subtable: RARE MONSTERS

Die Roll	Monster	No. Appearing	Remarks	Rules Source
01-19	Actaeon	1	don't use both this and Hsiao	Master
20-28	Basilisk	1-6		Expert
29-33	Devil Swine	1-3		Expert
34-44	Druj	1	see "Spirit" in	Companion
45-66	Dryad	1-6		Expert
67-69	Hsiao	1-4	don't use both this and Actaeon	Master
70-73	Nightwing	1	see "Nightshade" in	Master
74-81	Odic	1	see "Spirit" in	Companion
82-97	Purple Worm	1-2		Expert
98-00	Unicorn	1-2		Expert



HOW TO RUN THIS ADVENTURE

The Endless Stair is for four to six characters of levels 15 to 20, and is designed for use with the *D&D® Companion Set*. Some of these characters must wield or control magic if the adventurers are to succeed—or survive. The long-sealed tomb of the *Cheiromar*, a Magus of great power, has been opened—by one who, it seems, paid for the act with his life—and the treasures of the *Cheiromar* await the strong and daring. The player characters (PCs) are not the only seekers after this magic...nor is what they seek unguarded!

The Endless Stair is divided into four major sections. It is essential that the Dungeon Master (DM) read the entire adventure before play begins, and it is recommended that each section be reviewed as the players approach it. For much of the success of this adventure depends upon the mood established by the DM in his or her description of the setting and events. All the boxed texts are to be read aloud to the players at the moment of the corresponding encounter. Any other information concerns the DM only.

The Setting

This adventure is designed to fit into an ongoing campaign. It can be introduced into play any time the PCs are traveling overland together for more than a day's journey, through fairly extensive rocky, forested regions. The area in which play will take place lies on a road far from large cities and at least a day's ride from any large towns, in fairly rugged terrain that discourages travelers from casual exploration. For those campaigns set in the *D&D®* game world introduced in the *Expert Set*, it is recommended that *Daelzun's Rest* be located on a road somewhere in the Principalities of Glantri, at least four days' ride from Glantri City.

Player Characters

A selection of eight prerolled characters is provided in this module for those who do not have characters of the requisite levels—or do not wish to use those they do possess—for this module. Particulars of the characters may be freely modified by the DM and players if desired, but it is suggested that the overall level of power of the characters and the amount, if not the precise type of defensive magical items, be retained for maximum enjoyment of the adventure. The presence of at least two magic-users in the party of adventurers is essential.

Random Encounters

Random encounters occur only when the PCs are journeying through the woods be-

tween the inn, the tomb, and the Endless Stair. A single Random Monster Encounter Table covers all random encounters. Note that if *Lathkoon* or *Zelazel* are alive and following the PCs, they may well take advantage of any serious battle the PCs get involved in to launch a simultaneous attack of their own—but will not themselves appear or engage the PCs directly, employing other creatures as described in their NPC descriptions.

DM's Background

Some twenty years before the events of *The Endless Stair*, the great mage, *Cheiromar* breathed his last. In accordance with a pact the old Magus had made with his ally, the Magist *Halazar* (himself now dead) and the *Cheiromar's* apprentices—*Lathkoon*, *Zelazel*, *Ulthorn*, and *Shaleen*—were sent out into the world, each with a new spell from the *Cheiromar's* library, and each with a minor item of protective magic from the *Cheiromar's* own accumulated treasures. *Halazar* then laid the *Cheiromar's* body to rest in the latter's Seat of Power, a hidden place that held much magic too powerful to unleash carelessly—notably the unmovable Seat of Power itself, and an imprisoned Eater of Magic. *Halazar* then set magical constructs to guard the Seat and the Stair which led to it, and sealed the *Cheiromar's* empty tomb. He left a message there that would direct wizards of sufficient power not to hunger after the *Cheiromar's* magic for the wrong reasons and to deny that very magic to casual plunderers, incompetent novices at magery, and in particular to the more unscrupulous of the *Cheiromar's* apprentices, *Lathkoon* and *Zelazel*. *Halazar* then departed, taking with him the *Cheiromar's* copious magical research notes (including, most notably, the method of summoning and imprisoning Eaters of Magic) and ongoing experiments and certain powerful magical items, as his agreed-upon payment for this service.

The *Cheiromar's* suspicions regarding the characters and scruples of his apprentices were correct—the lawful *Ulthorn* and *Shaleen* married, and worked together in unambitious peace, furthering their studies and powers slowly but soundly—but *Lathkoon* and *Zelazel*, both working independently, proved to be cold-blooded individuals interested in furthering their own wealth, power, and influence at any cost—and rose quickly in the arts of magic while at the same time making themselves so hated and feared that no one would willingly deal with them. They became lonely wanderers. Both thought of the *Cheiromar's* magic, and both explored the tomb (its defenses slew *Zelazel's* own apprentices, the source of the vision in the first chamber of the Tomb), and

tested the defenses of the Seat of Power. Both failed to win past the guardians, crafted specifically to foil them; both were enraged, and have returned often over the intervening years to attempt the Endless Stair. Those magics that they can nullify, wear down, or destroy they have dealt with—but several remain that they cannot (yet) overcome without aid, and so they watch the Endless Stair, hoping that someone will breach the defenses for them, but afraid that the magic will then be gone before they can seize it.

Ulthorn, too, often thought of the *Cheiromar's* tomes and items of power over the years, wishing to control certain ones (notably the *Cabinet of Ministering* and the tomes) to strengthen the isolated land that he and his mate now serve. Finally, just prior to the events of *The Endless Stair*, he judged himself ready to overcome the defenses of the *Cheiromar's* tomb and Seat of Power (for he alone of the apprentices knew something of his master *Alghund's* pact with *Halazar*), and journeyed thence—where he was slain by the vigilant *Lathkoon* while exploring the tomb. (None of the locals know the *Cheiromar's* apprentices by face or name—just that he had a few, and that they left after *Alghund's* death.)

Adventure Sections

Daelzun's Rest: This roadside inn is fully detailed so that it may be used by the DM in other settings and adventures; but any inn in which a cozy and relaxed atmosphere prevails may be substituted from an existing campaign. It is here that the PCs learn of the adventure that awaits them, and (if necessary) are coerced into undertaking it.

To the Wizard's Tomb: The trek through the wild woods to the tomb of the *Cheiromar* should prepare the PCs for danger; its severity should be adjusted by the DM according to the strength of the party. Tension will be heightened later if helpful potions and scrolls have already been used.

The Tomb of the Cheiromar: Adventures in the underground passages and chambers where the *Cheiromar* was supposedly laid to rest by his ally, the wizard *Halazar*, will lead the PCs to the Endless Stair.

The Endless Stair and the Seat of Power: The Endless Stair ascends nowhere, as far as anyone who has not climbed it can see—and many who have tried have been found dead on the ground beneath it. This eerie magical construction stands alone in a clearing in the woods; if the PCs decide to leave well enough alone, it is suggested that a combined attack from *Lathkoon* and *Zelazel* immediately occur, forcing the PCs to battle the dangers on the Stair.

The Stair leads to the Seat of Power. In this tiny complex of chambers the Cheiromar once lived and worked, and here lies much of the magic he controlled. If the PCs reach this before Lathkoon and Zelazel are slain or forced to flee

from combat, one or both will surely attack at this point to gain the magical tomes and treasures for themselves—and they will know exactly what these treasures are and how to use them. The last of the ex-apprentices, Shaleen,

will only come into play if she believes the PCs responsible for Ulthorn's disappearance (she will learn from the locals of his death, and the scene at the tavern), whereupon she will follow the PCs to gain revenge.

NON-PLAYER CHARACTERS

NPC NOTES:

Nornel, wife of the innkeeper and mistress of the inn, has the following spells: She keeps memorized *charm person*, *magic missile* x2, *sleep/ESP*, *invisibility*, *locate object*, *wizard lock/dispel magic*, *hold person*, *protection from normal missiles/polymorph self*, *remove curse*, *wizard eye/hold monster*, *teleport/projected image*.

Eldahil is an agile huntress who is willing to be hired for guiding or adventuring. She knows the woods thoroughly, and is skilled in the use of her bow.

Jabban is a traveling merchant dealing in textiles and ironmongery. He has 312 gp hidden in his bootheels and in a concealed box on the underside of his wagon, and a purse of 42 gp, 32 sp, and 6 cp. He owns two horses and a wagon containing 16 bolts of good cotton (price: 1 cp/3 yards), and crates of cast iron hooks, clasp, nails, latches, buttons, tangs, and handles for tools, knifeblades, hinges, and wall-brackets (prices range from 2 cp to 5 sp per item). His wife is dead of a disease some years back, and his son Orvan accompanies him.

Taleth is a mercenary of grim and weathered appearance who will claim considerable skills and experience, but is only a Veteran. He will be willing to hire on with the PCs for 1 sp/day, plus board, and a bonus of 1 gp if the undertaking ends in success.

Gordel is a Curate traveling to answer a summons from a Bishop; he will not go adventuring, but will help to defend the inn, delay there for a few days if asked to by the PCs or Daelzun, and will (for fees) heal PCs brought back to the inn.

Jamith is a lady of minor wealth, recently widowed, who is traveling overland to join her sister's household. Her husband died as a result of injuries suffered in a fall from horseback. Jamith bears with her a coffer of gems and coins (total value: 6220 gp), well hidden, and she will not willingly reveal its existence.

Tosta is a loyal servant of the Lady Jamith, and is protecting her on her journey. He will pay her expenses from his purse of 66 gp, will not adventure, but will help defend the inn and those in it. Jamith's protection will be his paramount concern at all times.

The Ex-Apprentices

Much of the action in this adventure results from the activities of Lathkoon and Zelazel. DMs may wish to make the two weaker or more powerful to match the strength of the PCs—but it is more exciting to eliminate Zelazel from play and keep Lathkoon, rather than weakening both mages overmuch. If this is done, it is recommended that Zelazel comes upon the scene too late, after the events of the module, and uses his arts to identify and pursue the PCs, trying to wrest any magic they have gained from them at a later time. Shaleen could also end up pursuing the PCs; the powers, aims, and personalities of all three ex-apprentices are given herein to aid such continuing play.

LATHKOON

Chaotic 24th level Wizard

S 13 Weapons: *wand of cold* (12
I 18 charges), *dagger* +3.
W 12
D 16 Armor: *ring of protection* +3,
Co 16 *ring of fire resistance*.
Ch 14
HP 80
AC 4

Appearance: Lathkoon is of middle age; his hair is going white at the temples. It is otherwise jet black, long, and he is bearded, with glittering red eyes. This, and his sharp features, give him a hawk-like appearance. He wears robes of unadorned black, and high black boots.

Other Magical Items Carried: Lathkoon wears a *Diadem of Disenchantment* (see New Magical Items appendix), and carries at his belt a *scroll of trapping* in a bone tube a, *potion of speed* in a metal flask (marked with a drawing of a foot on the cork stopper), and two *potions of healing* in metal flasks. He will not hesitate to use these; he has more magic cached in the woods.

Lathkoon was the eldest of the Cheiromar's apprentices. He is cold-blooded, patient, merciless, and should be played as such. He has cast a *warning trumpet* spell on the ground around the endless Stair, which will warn him if anyone approaches it when he is otherwise occupied, and a second *trumpet* on his cache (see below).

Lathkoon has been diligently watching the

tomb and the Endless Stair, so he knows of the PCs' activities throughout this module. He will direct his gargoyles to attack the PCs while they journey through the woods to the tomb, attacking when they reach the lake unless the party encounters a random monster first—he prefers to attack the party while they are engaged with another foe. Lathkoon himself will watch from concealment, trusting to a *teleport* spell to escape if discovered (he will *teleport* to a cache he has hidden in the woods. If party members try to find or search for Lathkoon, he will attack immediately if they leave the Stair to do so; if they have not yet reached the Stair, he will try to draw them to it and disappear, hoping they will believe he climbed it.

Lathkoon has prepared against his own death with a *contingency* spell that will remove his remains to a faraway place where an ambitious cleric has agreed to cast a *raise dead fully* and a *creall* upon Lathkoon (and if that fails, arrange with other wizards for his cloning) in return for certain magical items, several thousand pieces of gold, and the secret of Lathkoon's magical control of gargoyles—which of course only a magic-user can use, something Lathkoon will reveal to the cleric at that time.

Lathkoon's preparations and magical strength make him effectively fearless. He is confident of his ability to defeat Zelazel, and will proceed calmly and callously to whittle down the strength of the PCs, and achieve his aims. Typically, Lathkoon carries the following spells: *charm person* x3, *magic missile* x4 (each spell casting nine missiles, at different targets if so desired) / *detect invisible*, *ESP*, *invisibility* x2, *levitate*, *phantasmal force*, *web/dispel magic* x2, *fire ball* x2, *hold person*, *protection from normal missiles* (which he will cast upon himself before any combat) / *charm monster*, *dimension door*, *ice storm*, *polymorph other*, *curse*, *wizard eye/animate dead*, *control gargoyles*, *teleport* x3 / *anti-magic shell* x2, *disintegrate*, *flesh to stone/create normal monsters* (Lathkoon prefers to use this to create bears—or, if he needs flying servitors, stirges), *power word stun*, *reverse gravity*, *statue/force field* x2, *power word blind* x2 / *heal* x2 (for use on self), *meteor swarm*, *prismatic wall*.

Cached Magic: In his cache in the woods, Lathkoon has a *wand of negation* (16 charges), a *wand of lightning bolts* (2 charges), his spell book, in the form of a book leaf (cf. *Book of Marvelous Magic*, page 46) containing 60 spells—consider Lathkoon to have all known

NON-PLAYER CHARACTERS

spells of the first three levels, plus *warning trumpet* and *control gargoyle* (detailed in this module), and just those listed as memorized, above, plus *contingency* and *hold monster*, of levels 4-9. For those not possessing the *Book of Marvelous Magic*, the Book Leaf is merely a leaf-shaped metal brooch (Lathkoon's is of electrum) that upon command turns to a spell book; this time has a maximum capacity of 60 spells, can only be damaged by magic of 4th level spells or stronger, has 50 hit points, and takes only half damage if the wearer saves versus the magical attack in question—and can also turn back again upon command. Lathkoon also has another potion of healing (cures 2-7 hit points of damage) in his cache.

By means of his *control gargoyle* spells, Lathkoon controls 12 gargoyles. Left to themselves, they will attack any creatures they see that they think are weaker than themselves (such as humans)—but Lathkoon is mind-linked to them, and can at will concentrate to see through their eyes and direct their physical activities (with precision) himself, in any round he does not cast a spell, Lathkoon can also command them to attack specific creatures, and then turn his attention elsewhere, and the gargoyle(s) in question will do so, fearlessly, fighting until they or the target is slain; they are not intelligent enough for fear to overcome Lathkoon's orders unless they somehow survive a battle they are losing for three turns or more.

Lathkoon will use his gargoyles to attack the PCs in the tomb or just after they emerge from it; he will prefer to employ charmed and created monsters to attack the PCs on their initial trip to the tomb, and is not adverse to allowing Zelazel to do most of the harrying here, using his own beasts to follow the PCs and prevent them from turning back.

Lathkoon is fully aware of all of the Cheiromar's magic (although he does not know precisely how the Seat of Power works—pressed, he will rush to it, hoping he can defeat the PCs with it, but this is a gamble he would prefer not to take and he does not know precisely where the *dart of death*, *gem of magic missile reflection*, or *buttons of blasting* are to be found, but does recall (correctly) what each item looks like and its location. Lathkoon will dart into the Cabinet of Ministering if he has to, but will prefer to *teleport* away, if sorely pressed by the PCs in the Seat of Power complex; see *Zelazel*, for details of use of the Cabinet. Lathkoon will do whatever necessary to defeat the PCs as long as he will survive and Zelazel won't be left with an unhampered chance for the magic.

ZELAZEL

Chaotic 22d level Wizard

S	14	Weapons: Staff of Healing, two
I	18	daggers +3.
W	12	Armor: Ring of Protection +2,
D	13	Amulet vs. Crystal Balls
Co	18	and ESP
Ch	10	
HP	92	
AC	6	

Appearance: Zelazel is tall, well-proportioned, and haughty of visage, with curly, sandy-colored hair and faintly yellow, nearly colorless eyes (which darken when he is angry). Zelazel wears purple robes.

Other Magical Items carried: In a pouch at his belt, Zelazel carries three carefully wrapped *eggs of wonder*. They can be thrown up to 60', and from each will appear (in the order that they will be used by Zelazel; he does not, of course, know the contents) a mountain lion (cat) of 16 hp; a giant racer snake of 12 hp; and a wolf of 9 hp. Zelazel also carries at his belt three potions of *healing* and a potion of *freedom*.

Zelazel knows that Lathkoon is about and has carefully avoided him, but has spied upon him often by means of a Wizard Eye; Zelazel will know when the party sets out. He will begin to methodically kill off any locals with them by means of his servant creatures, saving his bone golem for later confrontations (at the foot of the Endless Stair, or in the Seat of Power).

Zelazel will directly observe the PCs from the time they leave the tomb onwards by means of a succession of *wizard eye* spells. He, in particular, fears fighting men, and will employ his war-dogs in attacks upon them, trying to reduce the party of adventurers to its spellcasters (whereupon he will direct them to harry the clerics, and if those are eliminated, any elves), whom he is confident he can overcome in the Seat of Power with the aid of the Cheiromar's magic—after the PCs have run the gauntlet of the magical guardians.

When Zelazel appears in person, he will have visited his cache and be armed with the following items from his cache: a *helm of telepathy*, a *potion of ethereality*, and a *button of blasting* (cf. Seat of Power key, #7), command word "Zuelhavatar." He will also cast *immunity* on himself.

Zelazel has always worked "in the shadow" of Lathkoon, and if he discovers Lathkoon to be the stronger, he will withdraw. He will try to time his arrival in the Seat of Power (watching via his *wizard eye* spells), so that Lathkoon bears the brunt of combat with the PCs. If Zelazel can make it to the Seat of Power while Lathkoon is fighting the PCs, Zelazel will use it, as soon as he can, to cast his own destructive spells at

Lathkoon, whom he fears and hates far more than the PCs.

Zelazel's memorized spells are: *darkness*, *magic missile* x3, (each spell casting nine missiles, at different targets if so desired), *shield*, *sleep/detect invisible*, *invisibility*, *knock*, *levitate*, *web* x2/fly, *haste*, *lightning bolt* x3/*charm monster*, *confusion*, *control bats* (described in this module), *dimension door*, *wizard eye/cloudkill*, *pass-wall*, *teleport* x3/*anti-magic shell* x2, *death spell*, *wall of iron/power word stun* x2, *statue/polymorph any object*, *travel/immunity*, *shapechange*.

Cached Magic: In his cache, Zelazel has a *helm of telepathy*, a *button of blasting*, three potions of *healing*, 16 reams of parchment and a *quill of copying*, a potion of *ethereality*, and a bag of 210 gp. He fears losing his spell books to Lathkoon, and has not brought them with him to this vicinity; a *speak with the dead* on Zelazel is the only way to find their whereabouts. If the PCs do so, the DM should locate them somewhere, guarded, in keeping with the campaign.

As mentioned previously, Zelazel knows of the Cabinet of Ministering, and will make use of it if necessary. If either Lathkoon or Zelazel bolts into the Cabinet during combat, the DM should note the following: the Cabinet will not open when a being within is being attended to, and when the creature emerges it is alert and can let fly with spells, items, or weapons. The Cabinet cannot be bound, locked, wizard locked, spiked, wedged, or webbed shut; all such attempts will appear to work, but will simply fall away when the Cabinet is opened from within.

The Cabinet is of wood, but has the strength of steel (AC2), and can absorb 22 hit points of damage before disintegrating. If so damaged, it will explode violently, vaporizing any being within and any beings within 10' (all gain a save vs. *Dragon Breath* at -3 to avoid death; if successful, they merely suffer 4-24 points of damage, and are stunned for 1-4 rounds and flung violently away from the explosion, up to sixty feet distant), and creating a Vortex to the Elemental Plane of Air (or another plane, at the DM's option). Beings within the Cabinet able to *dimension door* or *teleport* can do so freely to escape such a fate, but use of a *pass-wall* or similar spell will cause the Cabinet to explode.

Zelazel's servitors are as follows:

Normal bats, 10 in number, 1 hp each (these only appear if Zelazel finds them in the woods and employs his *control bats* spell).

Trained war dogs, *charmed* periodically but well-treated, and loyal to the death (treat as "normal wolves," but with only 1 + 2HD; Zelazel's all have 7 hp).

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A bone golem of 46 hit points, armed with four rusty but sharp and still sturdy normal swords. Zelazel is both experienced and efficient in its control.

SHALEEN

Lawful 19th level Magist

S 9 Weapons: *Staff of Power, dagger +1*
 I 18
 W 16 Armor: Displacer Cloak, Wand of
 D 16 Enemy Detection, Scarab of
 Co 11 Protection (8 uses left,
 Ch 16 Shaleen and any PC will not
 HP 44 know this)
 AC 7

Appearance: A demure-looking lady of middle

years, with long brown hair, green eyes, and a petite build, Shaleen wears a brown hooded cloak over robes and high boots of the same color. She is soft-spoken and polite, but fearless.

Other Magical Items Carried: Potion of *fortitude*, two potions of *healing*, potion of *fire resistance*, *reincarnation scroll*.

Shaleen is not part of the main action outlined in this adventure; she may appear later (see "Ending the Adventure"). Wife to Ulthorn, Shaleen will come to discover what has become of him, fearing the worst. (Thus, she comes with a powerful array of magic.)

If any of the local PCs listed on the chart survive, she will learn of Ulthorn's death, and will seek to avenge it—looking for the PCs as well as Lathkoon and Zelazel. DMs may well wish to

use Shaleen to lead the PCs into further adventures; she is sworn to defend and nurture a land, as her husband was, and is finding it hard going without him; she needs help.

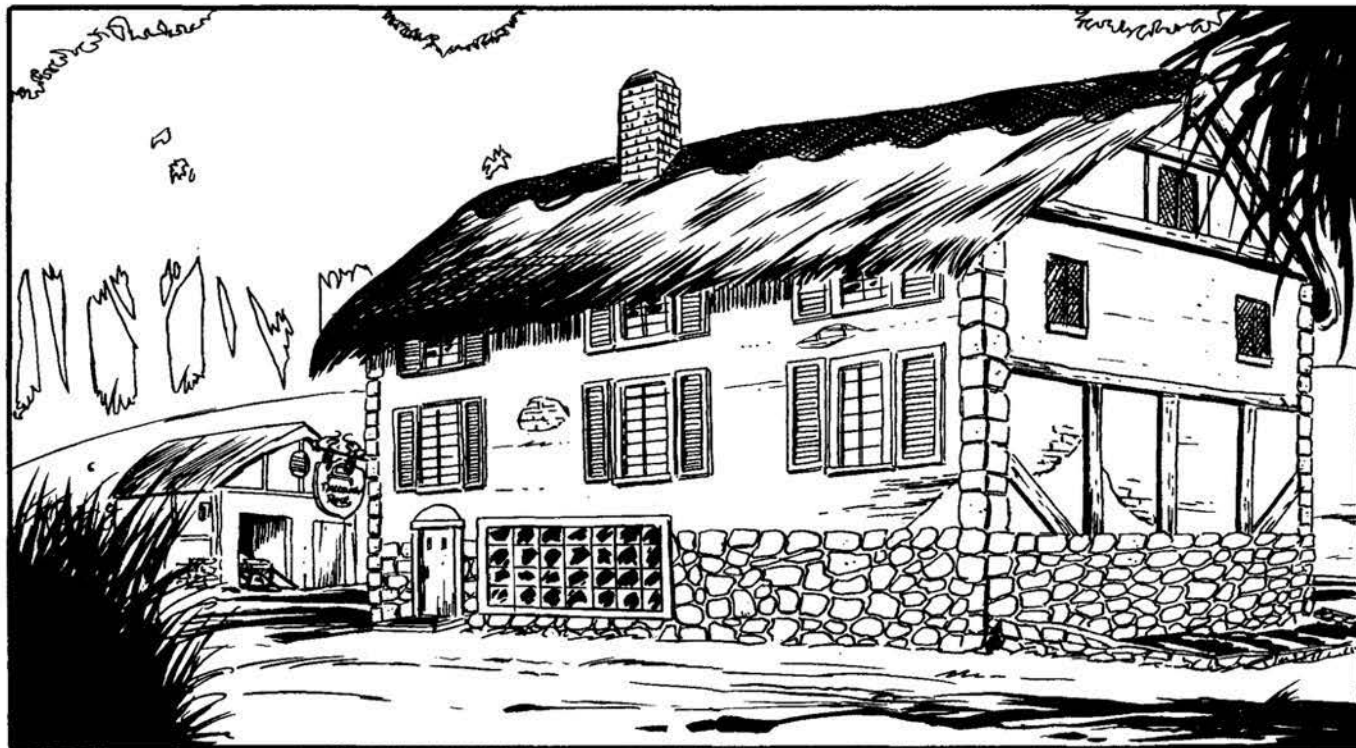
Shaleen's spell books, and other items of magic belonging to her and to Ulthorn (such as his spell books) remain behind at her home; if encountered, she will have memorized the following spells: *detect magic*, *floating disc*, *light*, *magic missile* (a single such spell releasing seven missiles), *protection from evil*, *read magic/continual light*, *detect evil*, *ESP*, *invisibility*, *locate object/dispel magic x2*, *fire ball*, *fly*, *hold person/charm monster*, *dimension door*, *polymorph self*, *wizard eye/hold monster*, *teleport x3/anti-magic shell*, *projected image*, *stone to flesh/ reverse gravity*, *statue/dance*, *mind barrier*.

Here follow details of two groups of non-player characters that PCs will encounter in this adventure; the "locals" (to be encountered in the inn) and the ex-apprentices of the Cheiromar. It is essential that the DM be thoroughly familiar with Lathkoon and Zelazel before play begins—and that these two be played as aggressively and intelligently as player-character adventurers. All NPCs in this adventure are human.

Daelzun's Rest NPCs (* = local inhabitant, @ = armored)

Name	Profession	Sex	HP	Class/ Level	Special	THACO	AC	AL	MR
Inn Staff									
Daelzun*	Innkeeper	M	19	F3	DEX 16, chainmail, spear, dagger, <i>scimitar +1</i>	19	@3(7)	L	10
Nornel*	wife to Daelzun	F	26	MU12	DEX 17, dagger	15	7	L	9
Beldar*	Inn "hand"	M	15	F2	battleaxe, long-sword, dagger, leather armor	16	@7(9)	L	9
Thantel*	wife to Beldar	F	4	—	dagger	20	9	L	9
Tormil*	Inn "hand"	M	14	F2	DEX 17, long-sword, javelin, dagger	19	@5(7)	L	9
Baera*	wife to Tormil	F	3	—	—	20	9	L	9
Jhaness*	daughter	(B/Th)	F	3	—	20	9	L	7
Leelae*	daughter	(B/Th)	F	2	—	20	9	L	6
Irimae*	daughter	(T/Ba)	F	3	—	20	9	L	7
Daerimel*	daughter	(T/Ba)	F	2	—	20	9	L	6
Ostor*	Stablemaster	M	13	F3	coachwhip, <i>handaxe +1</i> , short sword, dagger, leather armor	19	@7(9)	N	11
Rari*	stableboy	M	2	—	coachwhip	20	9	L	6
Jhanil*	Cook	F	2	—	—	20	9	N	4
Orlin*	stableboy (son of Jhanil)	M	1	—	coachwhip	20	9	N	4
Guests									
Brorim*	Woodcutter	M	4	—	axe	20	9	L	6
Delmaster*	Hunter	M	7	F1	DEX18, long-sword, spear, leather armor	19	@4(6)	L	10
Thelzar*	Hunter (aide to Delmaster)	M	6	F1	DEX15, shortsword, dagger, leather armor	19	@6(8)	L	10
Kuth*	Hunter (aide to Delmaster)	M	6	F1	Handaxe, dagger, leather armor	19	@7(9)	N	9
Dulgud*	Woodcutter	M	5	—	battleaxe	20	9	L	4
Ranesk*	Trapper	M	5	—	spear, dagger	20	9	N	6
Guthal*	Trapper	M	4	—	club, dagger	20	9	N	6
Nelm*	Woodcutter, carpenter	M	6	—	battleaxe, dagger	20	9	L	5
Chalastir*	Woodcarver, carpenter, wife to Nelm	F	3	—	battleaxe, dagger	20	9	L	5
Gustar*	Hunter, trapper	M	5	—	spear, dagger	20	9	N	5
Moakim*	Prospector	M	4	—	shortsword, dagger	20	9	N	4
Dagleth*	Prospector (Moakim's partner)	M	4	—	shortsword, dagger	20	9	N	4
Eldahil*	Hunter	F	22	F3	DEX17, bow, dagger, leather armor	19	@5(7)	L	9
Jabban	Merchant	M	3	—	dagger	20	9	N	2
Orvan	son/ass't to Jabban	M	2	—	—	20	9	N	3
Taleth	Hiresword	M	8	F1	DEX16, long sword, dagger, leather armor	19	@5(7)	N	6
Gordel	Curate	M	21	C5	spells, mace, chainmail	17	@5(9)	L	7
Jamith	—	F	3	—	—	20	9	L	4
Tosta	Bodyguard to Jamith	M	24	F3	DEX14, plate mail, shield, spear, dagger, longsword	19	@1(9)	L	9
Jelvarel	Scribe	M			(Purporting to be a sage-in-training and a scribe, this is really Lathkoon—see pg. 3—, although he will give advice and write letters for a fee; Jelvarel is "traveling about to learn, and staying here for a short time.")				

CHAPTER 1: DAELZUN'S REST



The Rest is a large and busy inn, because its proprietors offer good value for the money and because it is the only shelter and source of supply for goods from afar in the area. It serves as a gathering place for local trappers, woodcutters, prospectors, and hunters. Its taproom is a warm, relaxed place, due largely to the physically-imposing retired warriors who run the inn (thus, brawling and bullying is discouraged), all of whom possess rugged good humor and hail-fellow-well-met friendliness. Jokes and songs fly thick and fast, encouraged by the innkeeper (*Daelzun*, of course), his two “hands,” *Beldar* and *Tormil*, and four serving girls (*Jhaness* and *Leelae*, *Beldar*’s daughters; and *Irimae* and *Daerimel*, *Tormil*’s daughters). Weapons are permitted in the inn (as this is wilderland country), and visitors of all races and creeds are welcome.

On the evening that the PCs stay, the taproom will be fairly busy. Two pairs of locals (middle-aged, weathered woodcutters named *Brorim* and *Dulgud*, and trappers *Ranesk* and *Guthtal*, have been there, sitting in their accustomed corners with clay pipes and tankards of ale (refilled several times) for most of the day (i.e., since before the arrival of the PCs) and are all rough-voiced and jolly. The rest of the NPCs listed earlier will arrive during the evening. *Daelzun* will jovially introduce himself and his “hands” and ask how he

can be of service.

After the PCs have enjoyed their evening meal and a drink or two (they may want to strike up a conversation with the locals (consult the NPC roster). All of the locals (marked with asterisks on the list) will know the whereabouts of the Leaning Stone, said to mark the site of the Cheiromar’s Tomb—“a wizard of great power, dead and gone before my time.” Most will sum up their knowledge on the matter, and have been there, and all will have seen but not closely approached the only thing of magic, or out of the ordinary, that they know of hereabouts—The Endless Stair. The Stair “goes on forever, up and up, and kills people.” They can remember six or seven who died there, the most recent being *Erlin*, a hunter, and before that two strangers, men in robes who carried nothing but a walking-staff. Not even *Brorim* will say more at this point; none save he—and of course the scribe *Jelvarel*—know more.

The locals will talk freely of both the tomb and the Stair. Both are part of the landscape, the latter a strange spot to be avoided, but they do not know of any active magic or evil about them—nothing hidden or feared. There will be a stir; the hunters *Delmaster*, *Thelzar*, and *Kuth* will arrive with their usual bundles of pelts for trade. These will be shut in the meeting room for later valuation by *Beldar*, who

handles the furs. Then they drag in a litter covered with their folded tent, upon which lies the corpse of a middle-aged man clad in robes and a cloak, wearing a gold finger-ring (a *ring of protection + 1*), and a gold cloak pin with this sigil on it:



Delmaster will turn back the cloak to reveal the body and ask, “Anyone know this man, or see him before?”

Everyone will crowd around, and tongues will wag (“Looks like a wizard!” and “Look at the gold!” will be heard, with agreeing nods), but there will be no nods of recognition, except for *Brorim* the woodcutter. *Delmaster* and his fellows will not let anyone touch the body, and as everyone in the place is staring at it, there will be no opportunity for a PC to do so surreptitiously.

One of the woodcutters gasps, “Storms strike me! It’s *Ulthorn*!” Silence falls, except for several people grunting “Who?” The woodcutter looks around the room, waving his pipe. “*Ulthorn* he called himself; said he was once apprentice to old *Algahund* himself!”

"When was this?" Daelzun asks.

"Not two days gone by. I met him in the woods the other side of Lost Axe Lake, just walking, and we shared some o' my rabbit for the evening. He had some good black moonwine with him too. He told me he was bound for the Cheiromar's tomb, to find all his magic—an' he told me that he'd only just learned the spells he'd need to get in...seems he hadn't got 'em right, after all. Where'd you find him?"

The hunter replies, "Well, t'was at the foot of the Stone we found him, all right—lying in a doorway that's never been there before, as far as I know. Not a mark on him anywhere that we could see, but he's dead. And there's this..."

The hunter bends over and touches the cloak pin with one finger. Suddenly a hissing, rasping voice speaks from the empty air: "Danger! Turn back Shaleen...my beloved... Lathkoon was waiting at the Leaning Stone... found the tomb...Halazar built across the tomb of the Baron...walled it up again... but someone has... 'ware Lathkoon! He waits! Turn back—and live!"

There will be much shock at this, and much conversation. The woodcutter, Brorim, will shake his head, and grunt "me for the jakes," to his friend Dulgud, passing him his pipe to hold, and lurch out the taproom by the door beside the bar. If any PC tries to follow on his heels, someone—Tormil with two full tankards of ale, or Jhaness and Irimae bearing a hot meal, or Thelzar—will unintentionally get in the way (so that no PC is right behind Brorim when he leaves the taproom). If any PC should state at this point that he's looking to see who's in the taproom and who's not, it will be noticed that Jelvarel is missing. Otherwise, his exit will go unnoticed. Daelzun will direct the hunters to cover the body again (they will still be standing watchfully by it), and search for a place to bury it. Everyone will drift back to their seats, talking excitedly.

Any one of the locals will be eager to tell any of the PCs that the Cheiromar, Algahund the Mighty, is said to be buried under the Leaning Stone atop Galzar's Crag (being buried upon his death from old age by another wizard, a stranger, who flew away afterwards on a pegasus). All will agree that he was a lawful wizard of great power, kept to himself, and had many apprentices, who were often sent away on errands. All will agree that there has never been any sort of doorway or opening in the Leaning Stone—it is something of a landmark, often used by the

locals as a meeting-place, as a high place with a view, or as a place to stop for a bite. All will be full of tales heard from uncles, elders, and grandparents about this or that magical feat or deed that the Cheiromar did (making the moon stop, causing trees to fly, stones to speak, and the like). The scribe, Jelvarel, will reappear, unnoticed, and resume his seat with the diners.

The woodcutter will not reappear, and any PC using the jakes (if no PC does so, Moakim will, and rush back into the room with the news) will discover Brorim's body, dead (from a *magic missile*) without any apparent wound or other cause. (If a PC discovers the death and elects to keep it secret, one of the NPCs will stumble onto it immediately and give the alarm.) Various people will rush to see for themselves.

When Brorim's death is known, the mood in the taproom will change; everyone will fall silent, and people will begin to look uneasily or suspiciously at each other. Daelzun, Beldar, and Tormil will duck out hastily, one at a time, and reappear with swords scabbarded at their belts (Daelzun with a blackjack, too). It will then be noticed that Ulthorn's body has completely vanished during the confusion of learning about Brorim's death, leaving the litter and folded tent behind (if a PC has stated that he or she is watching Ulthorn's body carefully—waiting for a chance to examine it alone—the body will suddenly "not be there," blinking out of existence. In reality, it will be *teleported* away by an invisible Lathkoon—so that the tent sags and settles onto the poles of the litter beneath).

Various of the locals will leave, and the travelers drift away to seek their rooms for the night; the last thing in the taproom the PCs will see as Tormil leads them to their rooms is a disconsolate Dulgud, sitting beside the body of his friend, Brorim, which Beldar has just carried into the taproom and laid on a table. PC magic-users will be regarded with careful, polite suspicion from then on—if the party tries to leave without spending the night, or if they creep about after dark, the alarm will be raised and they may have to fight their way clear (probably facing Daelzun, Nornel, Beldar, Tormil, Jhaness, Leelae, Irimae, Daerimel, Dulgud, Delmaster, and one or more of Thelzar, Kuth, Ranesk, Guthal, or Tosta). They can avoid a fight to the death if they promise to "help investigate in the morning."

If the PCs do not decide to investigate the Leaning Stone for themselves but to continue their journey onwards in the morning, Daelzun will strongly suggest that they aid in investigating the Leaning Stone—in the com-

pany of all the characters listed above except for Normel and Tosta, and with the addition of *Gustar*, *Moakim*, *Dagleth*, and *Eldahil*. The company will lead the PCs to the Leaning Stone under the leadership of Delmaster, but will not enter the Stone itself, suggesting that the PCs investigate.

If any of the PCs ask directions to the Leaning Stone from any of the locals, these will be given, although all within hearing will gather around to look at the PCs thoughtfully, so as to know them later.

If the PCs ask for aid in exploring the Leaning Stone, Delmaster, Thelzar, Kuth, and Eldahil will offer to guide them, but none will enter or (unless themselves attacked) fight. Eldahil and Taleth can be hired by the PCs, and Daelzun will sell the PCs any gear they require that he has (refer to the key below).

The Inn Proper

1. Taproom. The main room of Daelzun's Rest is a common dining-room, and a gathering-place for the locals, a warm and cozy timbered room lit by oil lamps with metal hoods, and heated by two hearths (#12 and #13). Between these, benches, chairs, and tables crowd around the walls, leaving a clear area in front of the long bar. The inn is well-stocked with drink, and popular with regular travelers for its good food, nice rooms, and friendly service. From the taproom a broad stair curves up to the floor above, where most of the travelers' rooms are. The floor in the entry passage is flagstone; bare boards are underfoot in the taproom, with a beamed ceiling (10' up) overhead. The front door—and all other exterior doors—can be double-barred from within.

2. Mud Room. In poor weather, those arriving at the inn can stop in here to freshen up. This room is tiled with flags, tilting to an outside drain, and has a sideboard with a wash basin for dusty travelers. An old, cracked and polished shield that serves as a mirror, an oil lamp in a wall bracket, slatted wooden benches, and racks for wet footwear. Pegs line the walls, and three water buckets are kept full, for rinsing off mud, under the sideboard. Towels hang nearby, over the sideboard in which is set a pot with the inn's own soap in it.

3. Wardrobe. In this open closet travelers hang dry outerwear on the pegs that line both east and west walls, with shelves above them for outerwear. At the south end of the room is an oil lamp in a wall sconce, with cross-poles beneath it for hanging cloaks or blankets over, and beneath that a stool.

CHAPTER 1: DAELZUN'S REST

4. Guest Room. The finest chambers in the inn open off the taproom into this main room, the whole suite being referred to as the "Gentry Chambers." The door into this room has two locks (the only door in the inn to do so), and the spare keys are kept on a chain around Daelzun's neck, not in the key-box behind the bar (the key-box is taken into his bedroom by Nornel each night; only the keys to vacant rooms are left out with whoever is keeping nightwatch at the bar). This room is grandly furnished with fur rugs underfoot, a stout, carved wooden table with leather-backed chairs, two padded armchairs and a sofa, and a painting on the north wall of men on horseback riding through a forest to hunt boar. There is a high window, with wrought iron bars outside to protect the glass and to prevent entry. The window is curtained, with shutters outside.

5. Guest Room. A lockable door leads into "King's Rest," a grand bedroom with a large fourposter bed, fur rugs, a commode chair (rather than a chamber pot), a window (like that in #4), a writing desk with chair, and an armchair with footrest. There are oil lamps in wall brackets by the bed and armchair, and over the desk. There is also a gigantic wardrobe with polished metal (mirror) doors, and a clothes-rack for hanging garments. The room has its own hearth (which shares chimneys with #12), with a brass-trimmed wooden firewood box, a copper kettle and rack, and a poker, tongs, and bellows. It also has its own copper hip bath, with a stool for getting in and out.

6. Bedroom. One of two smaller bedrooms in the "Gentry Chambers," this bedroom has a spacious two-level bed with ornately carved posts, a bedside table, two ceramic chamber pots, a window identical to that in #5, a wooden clothes-rack beside the window, a sideboard with a basin and ewer of water, and an armchair beside the door. A painting of a falcon in flight hangs on the east wall.

7. Bedroom. This bedroom is identical to #6, except that it lacks a window and falcon painting; instead of a window it has a large seascape painted with mermaids and tattered sailing ships under a stormy sky.

8. Meeting room. This plainly paneled room, well lit by oil lamps in wall sconces and two hooded lamps hanging by chains over the central table, may be rented for meetings, game sessions, private meals, and the like (1 gp/night). On the west wall is a sideboard; the room is dominated by a long, well-polished table of massive oak, about which are ranged fourteen carved, leather-backed

chairs, one at either end and six on a side.

9. The Ladies' Jakes. Two stalls, towels, a washstand with metal mirror and water buckets, decorate a flagstone floor.

10. The Men's Jakes. Identical to the ladies', except for two "standpipe" facilities; both of these rooms drain into a cesspool beside the cellar.

11. "The Back Passage." Extra furniture is stored for #1 and #8, as well as spare water buckets, and a 50' long, collapsible wooden ladder hung on hooks on the north wall.

12. Fireplaces and chimney stack. (Hearths in #1 and #5).

13. Fireplaces and chimney stack. (Hearths in #1 and #8).

14. Kitchen. An open window (shutters, no glass) looks into the yard; within are wooden benches, hooks from the beamceiling to hold meat, pots, and sacks of herbs and vegetables; a large drain tub, wooden counters and a chopping-block. Several cleavers and knives can be snatched up here. The window can be barred from within. The large corner fireplace holds a huge cooking kettle as well as providing an oven for baking.

15. Pantry. With wooden steps down into a cold cellar (a stone-lined, dirt floor 10' x 20' chamber containing boxes of vegetables, meat, and a slate slab (with ice-melt bucket beneath) for keeping fresh game cold.

16. Laundry. A table, buckets, a spare bathtub, a shutter-pole, and clotheslines and hooks fill this room; in the northwest corner is the inn's deep well (covered by a wooden lid when not in use), and a bucket with 100' of rope, the end tied to a ceiling beam.

17. Stores. This long, narrow chamber contains kegs of nails, tubs of grease, leftover scraps of wooden railings and trim, coils of rope, bolts of cloth, spare thread, scraps of leather, tools, and the like. Daelzun is quite willing to sell gear to the PCs. His stout rope comes in 60' coils, of which he will part with up to six, at a price of 2 cp/coil.

18-33. All inn guestrooms have a double bed with rope and straw mattress, and quilts at hand in a chest at the foot of each bed. All have a chamberpot, two armchairs, bedside tables, a wardrobe with a metal mirror on one door, and a sideboard with an ewer of water. All have heavily curtained windows without glass, that shutter if desired. Room #25 is used by Daelzun and Nornel when not occupied; #24 by Tormil and Baera, #23 by their daughters; #18 is used by Beldar and Than-

tel; #20 by their daughters. On the night of Brorim's murder, Jabban and Orvan will be in #22, Taleth in #21, Jelvarel in #26, Gordel in #28, Jamith in #29, and Tosta in #30. The PCs will be given rooms from #31 to #33, plus #27 if vacant. If they opt for Gentry Chambers, the cost is 3 gp a night plus 1 gp per person occupying the suite. This includes everything except wine, one of the daughters as room-servant during the day, and one of the hands on call at night. Two of the inn staff are on duty every night, usually doing accounts at the bar. They respond to the service gongs in each guest room and maintain security. Usually one spouse does the accounts while the other remains alert to rouse the alarm should there be any trouble. On the night of Brorim's murder, Daelzun and Nornel will take this shift. Nornel will have a full complement of spells memorized, and both will be expecting trouble. As they know all the sounds the building makes when people are moving in it at night, they are impossible to surprise.

34. Linens Closet. (Locked unless in use). Four full spare water buckets are kept in the corridor, across from its door. The service-gong on its outside east wall (at the head of the stairs) rings at bar and in kitchen.

35. Service-gong. Rings at bar and in kitchen. The two gongs, plus a bell by the door in #4, all ring with different notes.

36. Stairs to cellar. Old furniture, spare shutters, pitch, shakes (for roof repair) and kegs of cool wine and beer are here.

The Stables

1. Feed bins. Contains oats, hay, corn, and grain.

2. Stalls. 30 in number. Ostor, Rari, Jhanil, and Orlin sleep above. The inn currently owns 6 mules, 21 sturdy draft horses, and two faster mounts. They will sell any of these, but never all at once, and will take sound but winded horses in trade.

3. Carriage shed. The inn has an open wagon, a cutter, and a smithy wagon, where all the tools and half-finished projects are kept when the smithy forge is not fired up.

It is suggested that plundering PCs not be able to find any inn funds (beyond the 26 gp, 16 sp, 32 ep and 49 cp kept in a box behind the bar) and treasure; the DM can improvise hiding places if the PCs should somehow wind up owning the inn at the end of the adventure.

CHAPTER 2: TO THE WIZARD'S TOMB

When the player characters head into the woods around the inn, read the following.

On all sides of you trees stretch upwards towards the sky, which is lost to your view in their thick foliage. It is fairly warm but damp; moss grows thickly underfoot and on all the tree-trunks in sight. All around the trail is knee- to waist-high undergrowth, shrubs, young trees, grass, and the rotting skeletons of long-fallen forest giants. It is difficult to see far in this crowded, thickly-grown wood. Birds trill and squawk all around, and there are little rustlings in the green brush. You have rarely seen such a lush, verdant forest in your travels.

The trail winds away over moss and dead leaves like some sort of tunnel; branches intertwine overhead, and fresh scars upon them (matching the line of blaze-scars stretching away into the green dimness) show how fast the forest grows to reclaim cleared space. Vines cling to high limbs here and there, and pretty little flowers seem almost to glow in the gloom; toadstools and shelf fungus can be seen, too. Mule dung, hoof marks, and the occasional wood chip or strip of bark testify to the busy logging traffic that passes along this narrow, winding trail—but no humans are visible now except yourselves. The woods seem to be waiting.

Use the Random Encounter Table and the map depicting the woods whenever the PCs are traveling to or from any of the locations described in the other sections. The woods here are old and thickly-grown; if the PCs venture off the trail, they risk getting lost (treat the woods on the map as "Swamp/Jungle" when checking), and have to hack their way slowly and noisily. If PCs have a map drawn by a local and stay on trails, they won't get lost; if they use a local hunter or woodcutter as a guide they can only get lost if they try to travel at night. An hour or so after the PCs leave the road or inn, check the table once. Thereafter, check every 20 minutes of game time. If a rolled encounter is unsuitable, no monster(s) will appear. An encounter need not be a face-to-face conflict; PCs might catch a glimpse of a creature heading for cover, or hear it in the trees nearby. Intelligent, predatory creatures may choose to follow the PCs, remaining in cover, awaiting a good opportunity to attack, but only the druj and the purple worm will approach any of the dwellings closely.

If the PCs get into a real fight, they may be

attacked from the rear by servant creatures of Lathkoon or Zelazel, who will observe from concealment, hoping to weaken the party. Such attacks may drive off or slay locals, leaving the PCs on their own. Check for encounters for Lathkoon and Zelazel as well as for the party; if any occur nearby, PCs may hear or see them. In the woods, the undergrowth is too thick to let travelers see a clearing or the edge of open water or a swampy area until one is very close. Some of the features found in the woods are described hereafter.

Nelm's Shop: This ramshackle wooden building (with outhouse) is shared by Nelm and Chalasstir, and occupies a small clearing littered and stacked with cut wood of all types, shapes, and sizes. Rough rain-roofs of bark-covered planks have been erected over most of the woodpiles, and most of the wood lies on large, battered logs, not on the forest floor itself. The smell of sawdust, fresh-cut cedar, and oil hangs in the air.

The house is one large room crammed with lots of wood; projects in various stages of completion are piled everywhere, hiding the couple's weapons and valuables. A sack holds an earthen jar containing 16 pp, 71 gp, and 8 sp, and an ivory statuette worth about 25 gp, traded to them long ago for urgent repairs to a merchant's wagons. There are also two skins of a fiery amber wine, a large full water keg, a lantern and tinder box, six candles, and lots of tools, oils, and varnishes (a likely-looking strongchest under the double bed holds only clothes). Six of the knives, chisels, and gouges are usable as weapons (treat as daggers), and many of the wooden legs and posts will serve as clubs. The single stout door can be barred from within, but has no lock.

Clearings: All clearings except the Cloudwatch (the result of a fairly recent fall of a huge tree) and the one containing the Endless Stair are the result of—and the active sites of—woodcutting, and are named for the current or former owners, except for the easternmost clearing, where the local hunters long ago slew a troll. All clearings are a litter of stumps, bark strips, and wood chips, the ground much churned by lumber being dragged about. Most have a rain barrel and a privy. Aglar's Cut also has a shovel, left behind years ago by Aglar, now deceased, and left by common consent of all the locals, who borrow it from time to time but always return it. (Treat it as a club if it is used in combat.)

Gustar's Cave: The solitary hunter lives here in a foul-smelling hole in the revealed rock of an outcrop; he has fashioned a door and

rough front wall for the cavern. From it to a tree on the southern edge of the clearing runs a rope, greased to prevent it rotting in the damp; on this Gustar hangs fresh kills (to drain), pelts (to dry or stretch), and any traps he is not presently using, or has set aside to repair. Two wicked projecting lines of stakes protect game on this line from casual pilfering by forest creatures.

Within the cave is a massive section of tree trunk that serves Gustar as a chair, a log bench, a bundle of rawhide thongs, a pair of skinning knives, a whetstone, a lot of worn and rather dirty clothing, a washbowl, and a pair of "bearpaw" snowshoes hanging from a knobby bulge in the rock wall. On another knob is a huge stagskull, with antlers still attached. It fills most of the head-room in the cave, and on it Gustar hangs his cloak and bed-blankets when not using them. Gustar has 12 gp, 7 sp, and 22 cp in a canvas sack crammed into a hard-to-find crack at the back of the cave, where it narrows to a fissure.

Wyvern Crags: These far-off crags (actually a single ridge of bare rock) rise up above the trees to provide a landmark to anyone climbing a tree. There are no longer any wyverns here but there are griffons—a mated pair and a clutch of five eggs that is closely guarded. One egg is infertile, but this cannot be discerned from external examination. If kept warm, the eggs will bring 1,000-2,000 gp each if sold carefully in a large city (such as Glantri City), but will more probably bring 400 gp or so each if PCs try to sell them without a lot of looking about for the proper buyer.

Trappers' Trails: The local trappers have extensive trails, stretching for miles into the wilderlands, where they set their traps. They will be reluctant to guide anyone along these, not wanting to reveal favorite trapping spots, and none of the other locals except the hunters have gone beyond Boar Pond (where Eldahil once killed a boar). The DM could well devise other wilderland adventures if PCs explore these trails further.

Delmaster's House: Here, in a low timber-and-stone cabin (which boasts its own roasting-pit and massive iron spit, in the clearing before the door), live Delmaster, Thelzar, and Kuth, in lamp-lit gloom decorated with skull-trophies and broken, worn weapons that have outlived their usefulness. The door locks and can be barred, and each hunter has a canvas bag hidden in the rafter-joints, containing: (Delmaster) 12 pp, 66 gp, and 6 sp; (Thelzar) 4 pp, 41 gp, 8 sp, 3 cp; (Kuth) 5 pp, 13 gp, 26 sp, 7 cp. There is a

CHAPTER 2: TO THE WIZARD'S TOMB

fireplace in the cabin; one of its base stones can be slid out (this stone is concealed beneath a table and chairs) to reveal the hunters' nest egg—a battered brass-bound traveling chest containing 29 silver trade-bars wrapped in oil-soaked cloth to (successfully) prevent oxidation; each bar is worth 60 gp.

Lost Axe Lake: Deep, cold Lost Axe Lake is fed by underground springs and is often wreathed in mist due to the warmer, forest air around it. It contains many fish and no menacing monsters, although the same cannot be said of the swamp on its southeastern verge. Galzar's Crag overlooks the lake and, to anyone on its southern or western shores, the Leaning Stone is clearly visible, as well as any man-sized creatures moving about.

At some point after the player characters have passed their first clearing, and are on a trail in the deep woods not close to any of the buildings in the woods, read them the following encounter:

Ahead of you, on the trail, you see a dark, man-like shape, almost invisible among the tightly-packed trees. It is motionless, and as you approach, you see that it is a man in dark maroon robes, watching you steadily. He appears unarmed and resigned, not hostile. Suddenly, he speaks. "Know, travelers, that once Baron Elktazar, he called the Axe-Lord, ruled these lands—and know, too, that though death laid him low long years ago, he will rise again!" And with that he steps behind a tree and is gone.

The apparition is a cleric of a sect who believes that Baron Elktazar will some day rise from his tomb (its precise location is unknown, but is thought to be near the lake). If any locals are with the party, they will not recognize the cleric, but will know and be able to explain the existence of the sect, and will know of the Baron, who ruled here some three hundred years ago. The cleric cannot be tracked; he has left by means of magic, and seems to have appeared the same way. The cleric will not appear to hear any queries or orders given to him by anyone, and will also seem unaffected or ignore, any spells directed his way.

If the party proceeds to Galzar's Crag by way of Trailmoot, the encounter below will occur there; otherwise, have it occur whenever the party approaches the base of Galzar's Crag.

Suddenly, as if from nowhere, a man in maroon robes stands in your path, some ten paces away. It is the same mysterious man you saw earlier. As before, he is unarmed, but appears more stern and serious. He raises one hand in a gesture to halt, and says, "You are very near to the resting place of the Axe-Lord, now. Beware! We shall take it very ill if he and his are disturbed! Halazar is beyond our revenge—but mind ye keep to the ways he wrought, and turn not into the older ways where the Baron rests. When he rises, we will know—and tell who held him in disrespect!" And again, he is gone.

The cleric will not answer questions or orders; he will vanish even if attacked and not reappear. Unless the DM wishes to develop this, the cleric will do nothing further after issuing his warning.

Any locals accompanying the party will look (and be) astonished at the appearances of this mysterious cleric. But they will vaguely recall the Axe-Lord as the name, mentioned by elders, of a long-ago ruler hereabouts, his fall commemorated in the name "Lost Axe Lake." The identity of the man in the maroon robes is as much a mystery to the locals as to the party.

Tracking a specific creature on the forest trails or in the undergrowth is impossible; on the trails on the sides and top of Galzar's Crag the disturbances made by the hunters dragging and carrying Ulthorn's body on the litter can be clearly seen.

If the PCs wish to undertake any side-adventures, it is suggested that any locals with them (and harrying attacks by Lathkoon and Zelazel) dissuade them from such activities until after the Cheiromar's tomb and the Endless Stair itself have been investigated. If they persist, introduce the following encounter:

From somewhere ahead in the woods you suddenly hear a low mumbled singing which gradually gets louder. Soon, into view comes a lone man in nondescript clothes, a lute slung over his shoulder. A flute and a longsword are thrust through his belt. He grins at you, and breaks off his singing. "Well met, bold adventurers!" he says in a cheerful voice, eyes twinkling. "I am Thassil the Minstrel... is the inn called Daelzun's Rest anywhere near, perchance?"

Thassil is indeed a minstrel—a light-hearted, carefree sort who is afraid of nothing (probably because he's always thinking of music, not what's going on around him). He's been traveling through the woods for some days, and is seeking the inn, where he hopes to make a few coins for a night or two with his music. A stranger to this area, he knows nothing of the local geography or situation, and nothing of the hunters or Ulthorn's death. But if anyone mentions the Leaning Stone or the Cheiromar to him, he will frown, then brighten, and say, "I remember a bit of a tune about that. Let's see—"By Leaning Stone where trees stand tall/Lies the mightiest wizard of all/Alghund the Mighty was his name/But now he's dead and fled his fame/So in the end fall the strong/Gold, trumpets, kisses all a-gone/Sing a weaker song and you'll sing it long/And the magic you have will be all your own/It won't lie lost under cold stone/And one day you'll join the growing throng/You'll lie down, but your magic goes on"—that's it. Always wondered where that came from." He doesn't know the author of the tune or where he first heard it.

If asked to accompany the PCs, he will want to know what they're doing, and upon learning, he'll shrug, say, "there might be a song or two in it," and accompany them. He'll only fight if necessary, but will provide a running commentary of jokes, fragments of songs ("Oh, we're off to see if a dead man's home/Or if he's one of those who's inclined to roam/We're off to see if there's treasure there/Or if he's left the cupboard bare") and sardonic comments ("Bravely then our companion the intrepid warrior advances—to the rear, right speedily," and the like).

Thassil is exactly what he appears to be—a happy-go-lucky wandering minstrel. He's not adverse to picking up a coin if he can, but is not otherwise greedy or dangerous. If attacked, he will draw sword swiftly and leap away, warning "Ah-ah! Bad luck to kill a minstrel! Others hear of it, and it'll be naught but lousy songs for you the rest of your days, no matter how mighty you become!" He is a Neutral 2d level Fighter, HP 17, S 16, D 16, Co 18, AC 8 (all other stats average), no armor, longsword, dagger (second dagger in boot), 2 gp/4 sp in other boot, 3 gp/10 sp/6 cp in belt pouch, flute, lute, tinder box, tin cup, blanket, 1 torch, 1 small cloth bag of kindling, 1 small sack, a spare pair of shoes and set of lute strings, 2 rags and oil, whetstone, and a small brass "tone bell" for setting song keys.

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The PCs will find Galzar's Crag deserted. The Leaning Stone, a 30' high pinnacle of weathered granite, rises out of the turf at an angle, leaning north. At its base is an arched opening that the locals will swear (honestly) was not there before, and in front of it trodden ground where Ulthorn's body was found.

Visible through the arch is a small, dark circular chamber within the Stone. Anyone venturing into it discovers that the stone floor is an *illusion* and that they are falling, very slowly, down a shaft—a hundred feet through solid rock, into a round chamber (see Tomb Key). The shaft walls are unnaturally smooth—no tool marks or natural rock seams.

All things introduced into the shaft will Levitate slowly down to gentle (no damage) landings, and PCs will discover that they can float just as gently upwards if they mentally will themselves to do so. Objects or corpses must be directly held or touched by a PC to rise upwards (PCs do not have to bear the weight of such things while in the shaft, only maintain contact with them; if this is not done, the objects will begin to fall again, gently, to the bottom). The shaft is full of prying eyes (see New Monsters appendix), 46 in number, who will cluster around any PCs using the shaft. One prying eye will “adopt” each living character and hover near it, fol-

lowing it out of the Tomb and accompanying it everywhere (until slain).

Key to the Tomb of the Cheiromar (refer to DM Map 3)

1. This hemispherical, unnaturally-smooth chamber has solid stone walls and a smooth floor; a shaft enters it at one end and a corridor leads out via an archway at the other. At the bottom of the shaft lie the bones of a few small creatures (squirrels and voles), a broken wooden staff (its two pieces are ancient and rotten; it has neither markings nor magical aura), a rusty dagger (usable; non-magical), and a small metal box or coffer on its side. The coffer is brass, latched but not locked, and contains musty, mildewed cloth, wrapped around a dusty glass vial to prevent breakage. The vial is a potion of *healing* (drinking it will restore 2-7 hit points or cure paralysis for one creature). A few small damp patches darken the floor of the chamber.

If any PC enters the large empty area of the chamber between the base of the shaft and the archway, a vision (cf. *D&D® Companion Set*, *DM's Companion*, under “Phantom”) will appear, confined to this area (specifically, a spherical area between shaft and archway, that touches the walls of the chamber on either side of the archway) of seven robed, cloaked, and

hooded men bearing daggers and small, lit candlelamps. They will appear to be fighting with each other as they wail (all PCs within 90' must save vs. spells or sit down and cry hopelessly for 1d10 + 10 rounds; save each round within range to avoid), and will attack all PCs within range after 1 round, striking as 12HD monsters with phantom daggers for 1-4 damage, 7 times per round (once per each phantom wizard), the whole vision having 66 hit points. The phantom wizards can cross their area of range within a single round; successful *Turning* will cause the entire vision to vanish for 1-6 hours. (The passages and rooms from the archway are visibly carved out of the surrounding rock; the walls are rough and seamed.)

2. In this chamber lies the skeleton of a human adventurer who succumbed to the effects of the vision long ago; she was an enchantress, and still bears a bone tube (containing a scroll on which are written the spells *floating disc* and *hold portal*, as well as a blank area where another spell was once written, but obviously used), a steel vial containing a potion of *invisibility* (effects permanent until imbiber makes an attack or until dispelled, but ceases for objects dropped or released by imbiber—or provides 61-turn duration doses), a dagger (silver-bladed; only

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lightly tarnished), and the rags of her robes, belt, boots, and backpack. Visible amid the scraps of the rent, rotten backpack is a large, thick book with a stained cover of hide; a spell book, bearing on the cover the sigil:



and the words "I belong to Naera." Within are the spells *magic missile*, *read magic*, *mirror image*, *web*, and *haste*. Between its pages has been slipped a scrap of parchment, which looks like this: (give the players Script #1 from page 32). The skeleton is not undead; Naera rests in peace.

3. Here the passageway ends in a rough stone face, with the marks of picks and prybars still visible upon it. A prying eye will dance forward to meet and accompany the nearest PC, but there is nothing of interest here.

4. This chamber is empty except for a solid stone block (7' long, 4' high and wide). If this bier is touched, a deep male voice will speak from it (and at the first sound of the voice, all of the prying eyes will come down from the entry shaft to dance around the room in a swirling cloud):

"The Cheiromar rests not here, but has been laid to rest where in life he strove, and where in death he is safe from those who would rob and destroy. If you seek the power that was his, and have knowledge enough to take and leave what is right, seek the Endless Stair."

The voice speaks only once per day; the prying eyes return when it falls silent.

5. A ten-foot-wide doorway opening in the wall here has been walled up with rubble; if party members remove any of this stone (it is slow, back-breaking work if attempted without magical aid), a stone passage and stair curving to the east and climbing towards the surface are revealed; the entrance to the tomb of Baron Elktazar, filled in by Halazar when he built the tomb of his friend Alghund. The entrance to this tomb lies 70 feet east of the Leaning Stone, completely hidden under earth, rocks, and bushes.

6. Directly across the corridor from #5 is another walled-up doorway, but here, a jagged opening has been broken through Halazar's four-foot thick wall. Beyond, PCs can see a rough-hewn passage stretching straight south into darkness, through the solid rock of the Crag.

Just within the opening lies a human skeleton with a rusted dagger beside it, a smudge

of white dust that was once a stick of chalk, and a cracked slate whose pieces, if assembled, show the layout (outlines of passages and rooms only; no details) of the entire tomb (or rather, both tombs). The skeleton is clutching a scrap of parchment, yellowed and brittle with age; if examined carefully, give the players Script #2 (page 32).

If Speak with the Dead is used on the skeleton, it will be found to be that of a hapless thief, who knows only what is on the parchment and that the place was the tomb of a powerful magic-user.

7. As party members advance to this point, stones, weakened from natural weathering (water seepage from above) will break free and fall, ranging in size from pebbles to fist-sized chunks, in a little shower, doing 1hp of damage to one party member at random. No further falls will occur unless violent spell activity occurs in this corridor.

8. On the end wall of the corridor is a relief carved in stone—a shield bearing the arms of the Baron Elktazar, an upright double-bladed axe with a single star above it. Daelzun (and of course Jelvarel) will recognize the design, and can also tell the PCs that the Baron ruled this area some 300 years ago; his magist, Phelzaron the long-lived, was an early tutor of both the Cheiromar and Halazar.

9. Here the passage ends in stairs; six steps, each dropping a foot. The last three are under dark, cold, moving water: the chamber beyond has been flooded by an underground stream that has broken through natural rock faults into fissures in the south wall of this room and runs down to Lost Axe Lake. It is drinkable.

Three massive stone caskets can be seen sticking up a foot out of the water. The lids of all three are closed; the center carved into it.

A stirge (cf. *Monsters, D&D® Basic DM's Rulebook*) of 6 hp lairs in the crack in the north wall where the water comes in, and it will immediately fly out to attack any intruders. If badly wounded, it will try to get down the passage to the entry shaft, and escape up into the forest beyond.

The caskets all contain human skeletons (none are undead): the Baron, his wife and their daughter. The Baron's coffin contains a rusty broadsword; his wife's has a *staff of healing* (cf. *DM's Basic and Companion Sets*) of 14 charges.

10. At the bottom of six one-foot-drop steps in this dry room are three iron-bound wooden chests resting within a 20' radius chalked circle on the floor. All of the chests

will detect as magical; they have been somehow magically preserved and look new. None are locked. The northern and southern chests each contain 400 gp; in the central chest is a cloth-wrapped, glowing sword. The blade is magical, and appears to be of gold, not iron, but if taken outside the chalk circle, it will instantly revert to its proper shape. It is a polymorphed manscorpion, enraged by its forced imprisonment and will attack anything living in sight. If it survives a battle with the party, it will seek out Halazar (who imprisoned it) for revenge.

The manscorpion's name is Jhalarg and possesses a huge, double-ended iron mace (3-18 damage) that will return to normal size with it, as well as clerical spells, which it will not hesitate to use.

Jhalarg is a Patriarch (9th level M-U) of 66 hp; its spells are 3, 3, 3, 2, and are as follows: *cure light wounds*, *cause light wounds x2/hold person*, *resist fire*, *silence 15' radius/cause disease*, *locate object*, *striking/cure serious wounds*, *cause serious wounds*.

Jhalarg knows nothing of its surroundings, only that it was enspelled by a human magic-user, Halazar, whom it had met in a desert.

11. A secret door at the back of the room described in #10 leads into a small stone chamber, with a door directly across from the far wall. The secret door has irregular edges that blend with the natural seams and cracks of the rock, and opens out into #10, towards the exploring PCs. As it opens, a tiny metallic rattle will be heard. Between the two doors lies a twisted, headless human skeleton, with a rusted (unusable) longsword beneath it; nothing else is visible in the room.

The ceiling in this room is high and hidden in darkness; if carefully examined with lights, the missing skull of the skeleton will be seen impaled in a grid of rusty, dark iron points high overhead. The grid fits neatly inside the walls of the room, filling it, and is attached to the back of the secret door (from #10) by a long chain, and (via a hole) to the inside of the second door (into #12). It opens out of this small room; if it is opened before the first door (from #10) is closed, the grid will plummet downwards with a rattle of chains, borne under the weight of rocks atop it, and impale anyone in #11 as it reaches the floor, causing 4-16 points of damage (characters successfully rolling under their Dex may avoid the grid if they can get out a door—but there is only time for one character to get out each door, if the door was left open).

12. This large chamber once held those treasures of the Baron that were buried with him, but thieves got through the trap (#11) long

ago—seven oaken chests in this room lie open and empty, and two large casks in one corner are flanked by circular rings of dust and dirt where there were once four more, now missing (the two that remain are full of wine gone to a strong, vinegar-smelling, poisonous mess; imbibers will take 1 hp of damage, plus 1-3 more if they persist, and will have several painful hours of wrenching stomach pains and a severe headache). In the center of the room is a grisly, dusty mess: the skeleton of the Baron's favorite horse, buried with him, and subsequently disarranged by thieves tearing off the barding. All of interest that is left now are two rotting lances with tangled banners bearing the Baron's axe device—now a green faded to spotty yellow, browned by mold and mildew. There is nothing of value here. At the far end of the room from where the PCs enter, it opens into another smaller antechamber (#13).

13. In this dark, dusty corner a double-bladed handaxe leans against the far (south-east) wall. Otherwise, the room appears to be empty; the ceiling is carved out of solid stone, and appears safe and featureless (it will, however, radiate magic if detected).

If anyone steps into the room, the axe will begin to glow with an amber radiance, growing steadily brighter until it illuminates a 20' radius area well enough to read script.

Whenever the axe is touched or moved in any way, a *web* spell effect will spurt from the ceiling about the axe and from above the entry to the room, straight down to the floor, as though cast by a magic-user at that moment. As long as any living creature remains in the room, the two *webs* will be renewed every third round, the *web* by the entry always affecting the same area; the other *web* always striking any creature carrying the axe (or, if no creature is carrying the axe and there is more than one living creature in the room, choose at random). *Webbed* creatures could well suffocate if not freed, as multiple *webs* displace all air in the room. A *dispel magic* will prevent the *webs* from recurring for as many turns as the caster has levels, but only a *Wish* will destroy the effect forever and remove existing *webs*. The *webs* may be affected by fire and strength as are those produced by the spell and if intruders perish or leave the room (i.e., when there are no longer any living creatures in the room), the *webs* will melt away of their own accord after a further 6 turns. The axe, once Elktazar's own favored weapon, is a +1 *handaxe*, outside of this room, it will glow only when held in a bare hand.

14. A secret door in #12 leads into this cham-

ber, the west wall of which has been carefully carved into a relief of armored men on horseback hacking and slashing at each other in battle. Foremost among them is a warrior head and shoulders taller than the rest, who is in the act of raising a handaxe over his head in triumph, fallen enemies around him; obviously, the Baron Elktazar at a happy moment. In the center of this otherwise empty room is a four-foot-high stone plinth with a head on it that is cast in platinum and resembles a human. Whenever light is introduced into this room, the eyes of this head will snap open (the metal lids rising) to reveal what look to be the eyes of a living person, although they are in fact illusions.

The head will then speak: "I am Artonn; I speak to the glory of Elktazar the Magnificent. I bear witness to Elktazar the Great. I record the doings of the realms that are Elktazar's. What would you?"

Artonn is a magical construct of great power and intricacy; it can ask and answer questions like a living person. After its initial query, Artonn will not speak again until it hears a question. It will answer any query it hears (i.e., audible to those in the room), intended for Artonn or not, such as one party member's aside to another, "What should we do now?" After Artonn has replied to a question, he will ask one himself (he will accept any reasonable reply, true or not). He will be silent until it is answered, not responding to any further questions.

Artonn's questions will run along these lines:

What does the great Elktazar today?

Who holds power in these lands about?

Who are you that you speak to me; your names and professions?

What do you all here?

What strive you towards, in your various lives?

Are these laudable goals; why pursue you them?

Artonn is a tireless information-gatherer. Endowed with a pedantic personality by his long-vanished and forgotten (even by Artonn) creator, Artonn has very limited judgment, and no prejudices or emotions (save driving curiosity)—the last question noted above, for instance, will not be posed in a "justify yourselves" tone, but a thoughtful "now tell me" tone. The DM should continue along these lines until Artonn is touched (see below) or until the PCs leave; Artonn is indefatigable.

Artonn's answers will be given on the basis of a limited field of knowledge; it can be summarized as follows. Improvise replies in Artonn's manner of speech according to the campaign setting; if PCs try to find out Artonn's limitations by their questions, make it very clear that Artonn is not an all-knowing, ask-the-DM-free-and-searching-questions device.

The year is not known, but it is the thirteenth year of the Baron Elktazar's reign, and the thirty-eighth of his life. The Baron is known as the "Axe-Lord" for his favorite weapon (the same handaxe in #13; Artonn can describe it well), and for his heraldic badge, for he has recently adopted the double-bladed axe as his own. He reigns from Moonkeep, a many-towered fortress atop a rocky crag (it is up to the DM to decide if Moonkeep has vanished entirely, is an explorable—i.e., dungeon—ruin, or still exists, perhaps under a different name, as an inhabited stronghold). His large realm contains vast forests, rocky crags, and small farms, a loyal land under the Baron's even justice in a land of many small baronies and land-holdings. Elktazar is a tall, muscular man of battered visage, brown hair, and great skill at arms. His hobbies include falconry, jousting, and breeding fine warhorses (his favorite—probably the one buried with him—is a black stallion called "Darkmane").

As far as Artonn is concerned, the Baron is still alive. Being told of his death will not shock the construct; it will merely proceed to learn all it can of the Baron's demise and subsequent events, such as who became his successor, and how history has remembered the Baron. Elktazar has a wife, the Lady Baeria, a son, the proud and warlike Thykyl (his fate is unknown; none of the locals have ever heard of anyone by that name, and he is not buried here), and a daughter, the quiet, dark-eyed Lathluryl.

Artonn can go on for hours about this or that bold victory of the Baron's over neighboring evil lords, bandits, and wild boars, and can relate an obviously romantic version of the Baron's life-history from great deed to great deed, but actually knows very little of names, dates, and useful facts. If asked about magic, he knows that in the lands—and if under the Baron's control, is in good force; if not, an evil wild thing. The Endless Stair, which Artonn knows by the name "The Stair to Nowhere," is a thing of strange and unknown ancient magic that lies within the Barons' lands, and is to be avoided. Artonn has never heard of the Cheiromar, Algahund or Halazar; the Baron's Magist is Phelzaron the Long-Lived, and other mages of the time are

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Ruirlon the Brown, Dathlinn "Windmaster," and the evil sorceress Lady Maerklara, who rules a nearby land to the east (all of these are now forgotten, although a DM who wishes to provide tombs and lost magic for these could well lead the PCs into further adventures).

If asked about treasure, Artonn knows only about the Baron's; although all wizards and great rulers have gold and gems, the only wealth that matters is the Baron's, and it is near (or rather, was, although Artonn does not know this), and consists of 26,000 gp, one carved amber coffer (itself worth 40 gp) containing sixteen emeralds, thirteen rubies, and three opals (total value 37,000 gp), and an earthen jar of pearls valued at 8,000 gp. Beyond what metals are precious and the names of gemstones, Artonn has no concept of value or wealth. Artonn is hopeless on directions and locations; everything is simply "where it is."

Artonn cannot be removed from his plinth, or from the chamber. If touched with bare hands or any conducting (i.e., metal) weapon or personal armor, he will *shock* PCs into immobility for 1 round (and cause *slowed* movement on the round following), simultaneously draining them of 1-6 hp, stealing this energy to power himself further with the same energy pulse that does the shocking. His platinum form can take 77 points of damage before he is destroyed, and cannot be chipped or corroded away—when his hit points are all gone, Artonn explodes in a violent blast that will utterly vaporize him and any creatures within 10' (creatures may prove recoverable by means of a *wish*, but Artonn will not), deal 6d8 damage to all other beings within 60', hurl them head-over-heels as far as the nearest wall, and bring down the ceiling of his room. Any *wish* or similar powerful magic that attempts to move Artonn (including magics that involve planar shifts) will cause this pells, spell-like powers, and magical item effects directed at Artonn will have the following effects: *magic missiles*, *lightning bolts*, and other "pure" energy discharges will be absorbed by Artonn, the damage they would have done being added to the construct's hp; all other spells will be reflected back at the caster with full effects, or if this is not possible due to the nature of the magic, merely negated.

If Artonn is attacked but not brought to zero hp, and the attack ceases, it will continue to equably ask and answer questions; it will be aware of the attack, and may warn of the consequences of continued attacks or attempts to move it, but will not be upset or angered in any way. Artonn can think quite logically, and can aid the party with abstract strategies or deductions if they question it properly—for example, "If a magic-user was

found dead without a mark on him, and another person later suddenly and quietly died in an inn, also without a mark on him, how would these deaths likely have occurred?" Artonn would reply, after a moment's hesitation, "By an unknown agency, or perhaps different causes. Unknown causes are, by definition, magic. Disease or other natural causes may also be involved, or such deliberate causes as poison. Your question seems to link the two deaths, but they may be unrelated; I know too little to say." The DM should employ this property of Artonn as a means to settle the party's thinking as to what's going on around Lost Axe Lake, and as to their own strategies, by helping them to discuss it among themselves. Artonn knows nothing of the Seat of Power, nor even of his own current location, but is always curious to learn more, and always helpful in return.

15. Another irregularly shaped secret door in #12 leads into this chamber, where the PCs will find a 1'-diameter glass or crystal sphere, which glows with a soft white radiance, on a carved granite plinth. The sphere appears to contain a miniature scene of an iridescent dragon lying coiled about a mound of treasure—a mound that appears to be composed of horns, rings, cups, belts, bracers, staves, and the like—and which, upon careful examination, will be found to be the actual source of the glow. As the PCs watch, the tiny (6" long or so) dragon within the globe will open its eyes, stretch like a cat, and return its head to its claws, watching the PCs steadily. It will meet the gaze of individual PCs, turning its head if necessary to keep them in view (e.g. if a PC walks around the globe). The little scene within the globe can be viewed from all sides, and appears to be real.

Nothing more will happen unless the globe is touched. Anyone striking the globe with weapons, poles, or gloved hands will find that it is solid and vary hard—not fragile—and seems affixed firmly to the plinth. (Weapons are in fact unable to affect the globe.) Anyone touching the globe with bare flesh will feel their hand sinking into what feels like cool, thick syrup or soft bread dough—and then will feel a sharp pain (1-4 damage); all present will see the little dragon move to bite the hand. If a person persists, trying to punch, grab, or strangle the dragon, or scoop up any treasure, they will be affected as described below for people casting spells at the globe (if some part of their body remains in the globe, no saving throws are allowed to avoid or halve damage for that PC).

Anyone casting spells (or directing magic items or artifact effects or spell-like powers) at

the globe will observe that the globe appears to absorb all such attacks with the only result being that the globe's glow will brighten and tend towards fiery gold in hue. The tiny dragon will scabble in his hoard, seize a wand, and discharge it at the attacker (no sounds will be audible at any time from within the globe). From the globe will burst one of the following *wand* effects, unerringly, at the attacker:

Wand of Lightning Bolts: single 6-36 damage bolt from globe to attacker (only), save vs. wands to take only half damage.

Wand of Polymorphing: save vs. wands to avoid; attacker will otherwise be turned into a tiny, mute dragon, identical to the dragon in the globe (1-4 bite; no breath or spell powers).

Wand of Paralyzation: any creature within a 30' arc, centered on the attacker, on one side of the globe, must save vs. wands or be *paralyzed* for 6 turns.

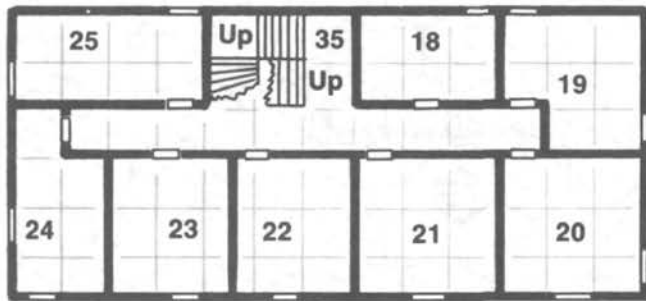
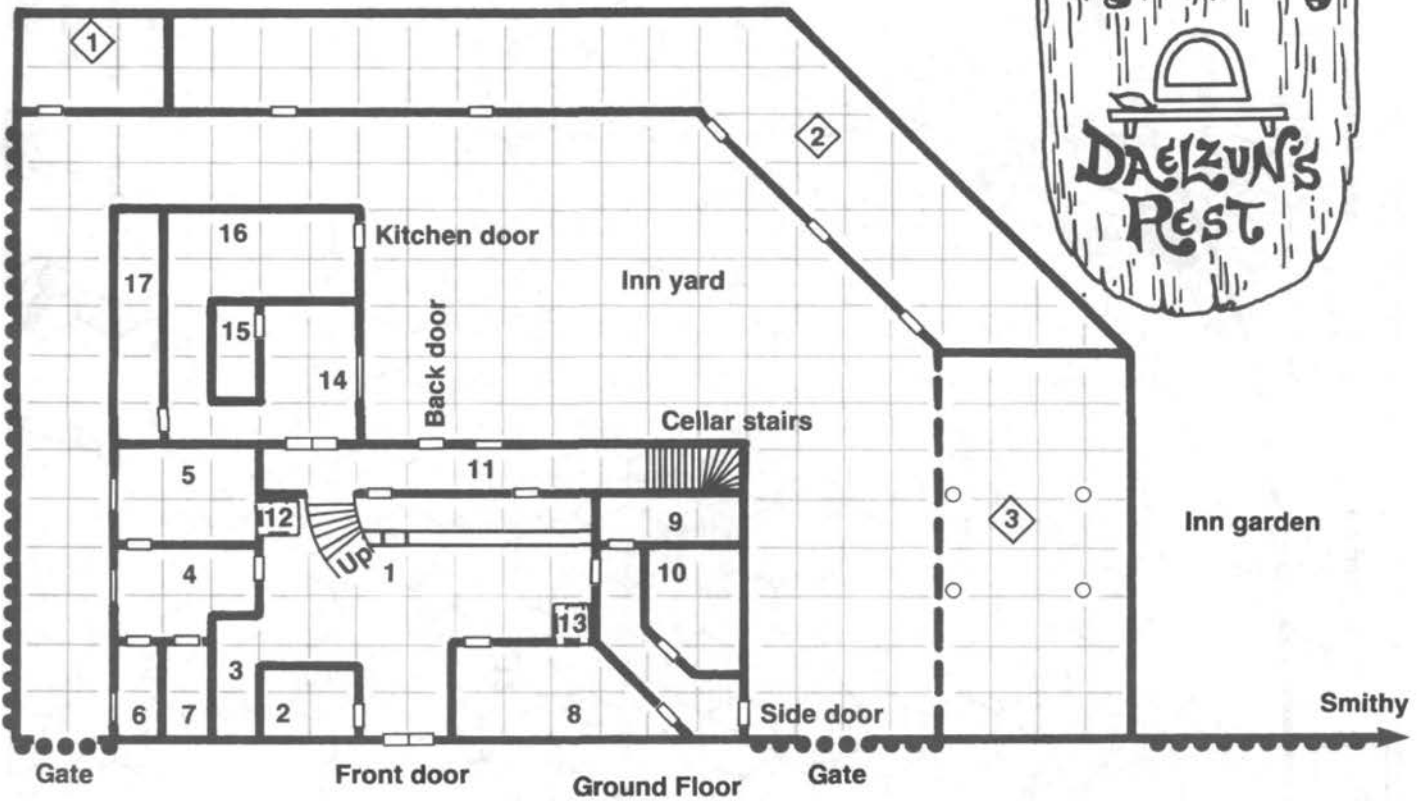
Wand of Fire Balls: a tiny ball of fire will burst from the globe and strike the attacker, doing 6-36 points of damage (save vs. wands equals half damage) to the attacker and everything within 10'.

The dragon will attack only once in response to each magical attack. There is an additional property of the globe that affects PCs; any physical contact with the globe by any living creature who bears magical items will drain 1-6 charges from a chargeable item, or drain the item entirely if a potion, scroll, or other "one-shot" item. Artifacts and memorized spells are unaffected. Other items (such as bracers) which have no charges must save vs. death ray or be drained. This occurs instantly and silently. If the globe is actually touched with a magical item, that item will always (no save) be affected; but if a being with several magical items touches the globe without using a specific item to do so, the DM should determine randomly which single item may be affected, and then see if it is.

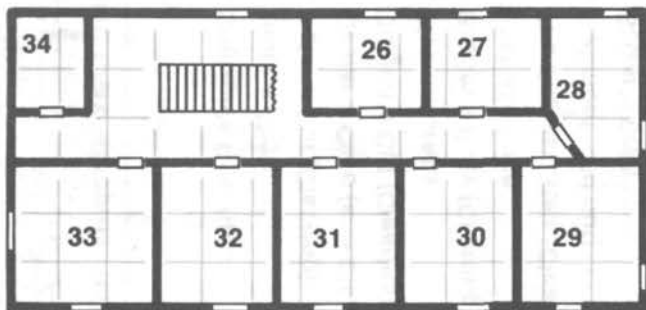
The dragon cannot communicate except by gesture; if any PC asks his name, he will nod vigorously, clear aside some of his hoard to reveal sand or earth beneath, and scratch the name "Phelzaron." The dragon is indeed Phelzaron the Long-Lived, but he will not scratch any further answers except to any queries as to how to get him out (he will scratch a question mark, and shrug). How or if Phelzaron can be freed, how he got there, and why are left to the individual DM, if further adventures involving Phelzaron (a 35th level Lawful wizard) are desired. For now, PCs will find it impossible to get at the tiny dragon or his treasure, or harm or move the globe. There is nothing else in the room.

DM Map 1

Daelzun's Rest


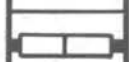






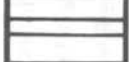
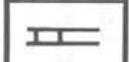
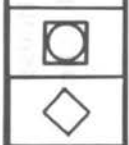


Second Floor



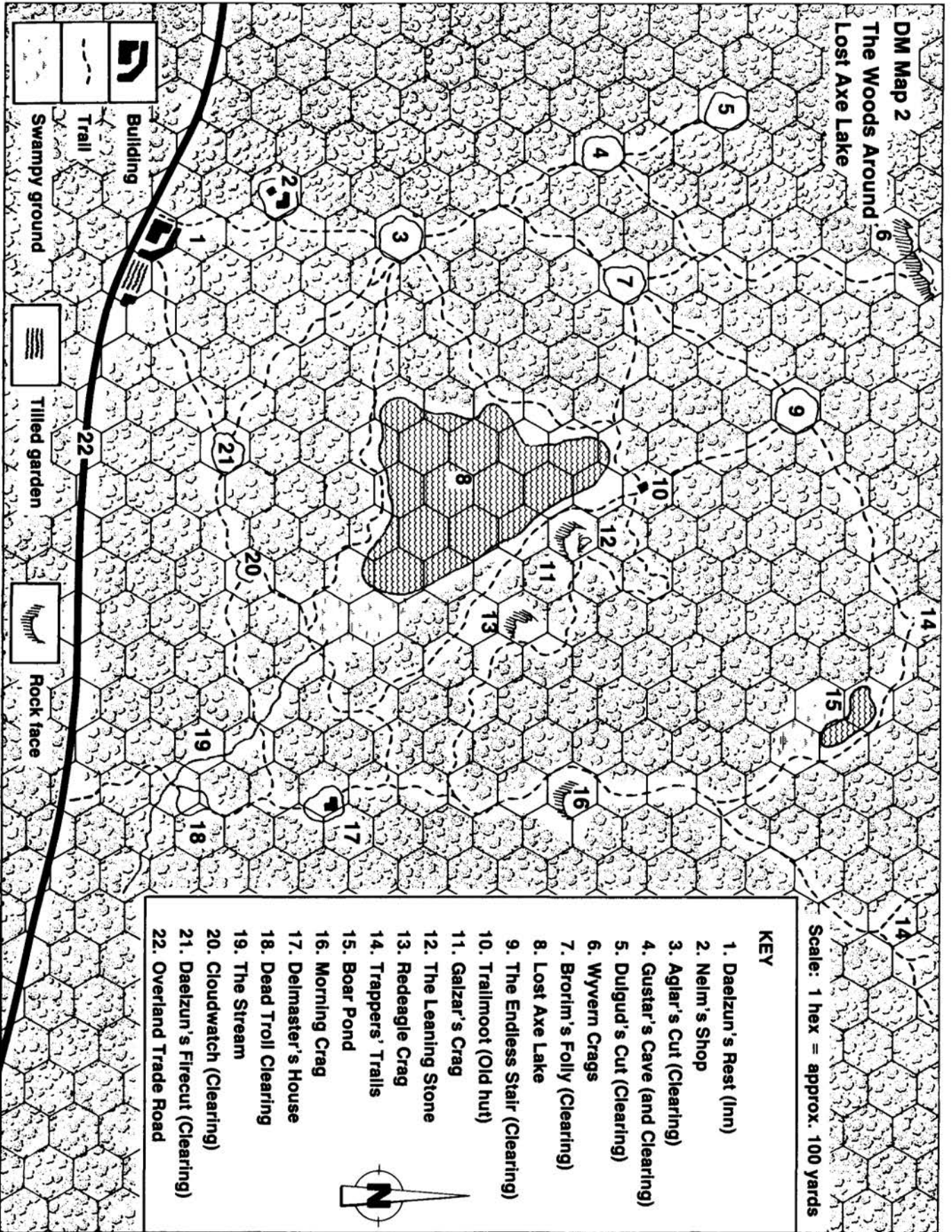
Third Floor

Scale: 1 square = 10 feet

-  Door
-  Double door
-  Window
-  Stairs
-  Pillar
-  Palisade
-  Fireplace hearth
-  Bar
-  Passage-gate in bar
-  Chimney
-  Stables key entry

DM Map 2

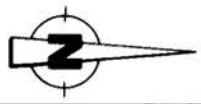
**The Woods Around:
Lost Axe Lake**



Scale: 1 hex = approx. 100 yards

KEY

- 1. Daelzun's Rest (Inn)
- 2. Nel'm's Shop
- 3. Aglar's Cut (Clearing)
- 4. Gustar's Cave (and Clearing)
- 5. Dulgud's Cut (Clearing)
- 6. Wyvern Crags
- 7. Brorim's Folly (Clearing)
- 8. Lost Axe Lake
- 9. The Endless Stair (Clearing)
- 10. Trailmoot (Old hut)
- 11. Galzar's Crag
- 12. The Leaning Stone
- 13. Redeagle Crag
- 14. Trappers' Trails
- 15. Boar Pond
- 16. Morning Crag
- 17. Delmaster's House
- 18. Dead Troll Clearing
- 19. The Stream
- 20. Cloudwatch (Clearing)
- 21. Daelzun's Firecut (Clearing)
- 22. Overland Trade Road



DM Map 3

The Tomb of the Cheiromar

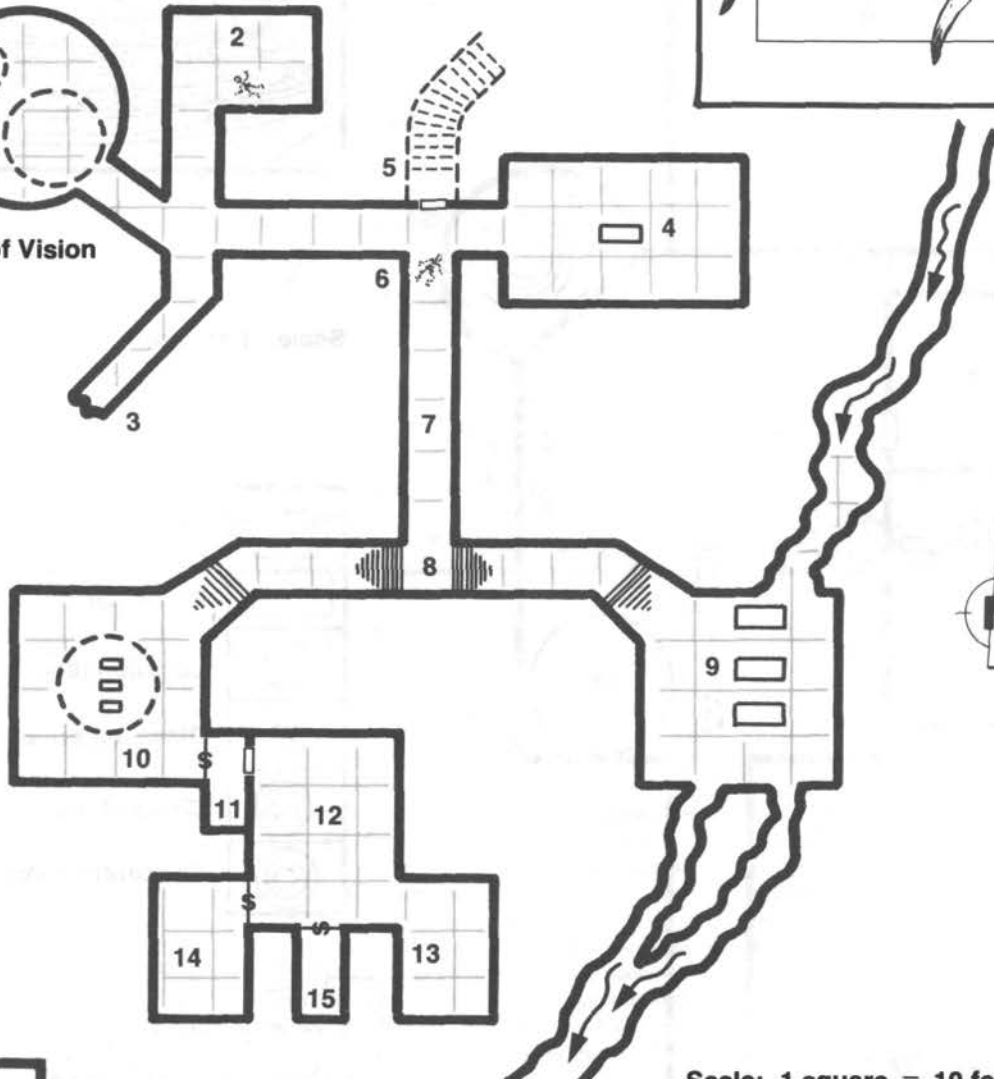
...and it there
 Guldus believes Halazar cut across
 the earlier tomb of Baron Elktazar,
 for it is the only delving known to be
 in the area. Guldus says Lzammer
 was ordered to wall something up
 by Halazar.



Entry Shaft



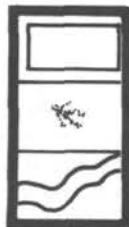
Area of Vision



Scale: 1 square = 10 feet



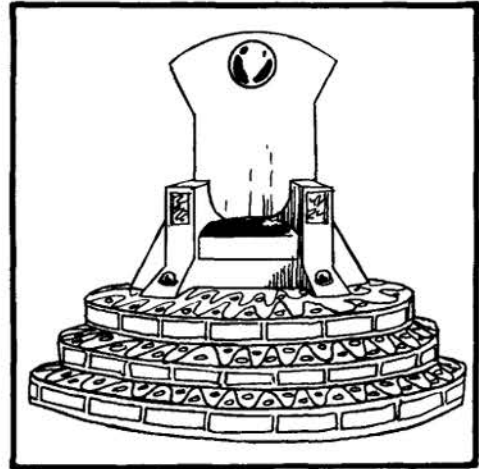
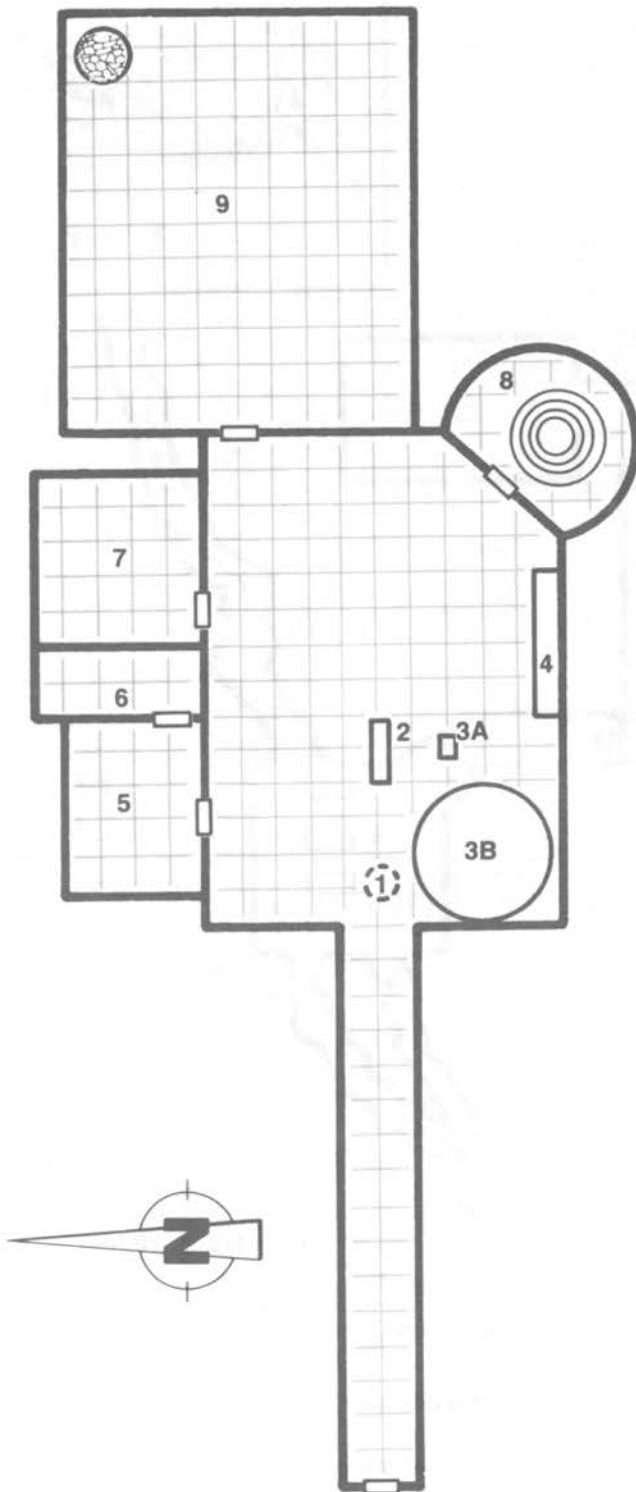
Door
 Walled-up door
 Secret door
 Stairs



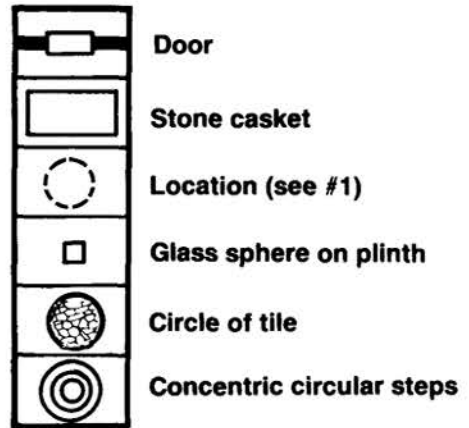
Stone coffin
 Skeletal corpse
 Direction of stream flow

DM Map 4

The Seat of Power



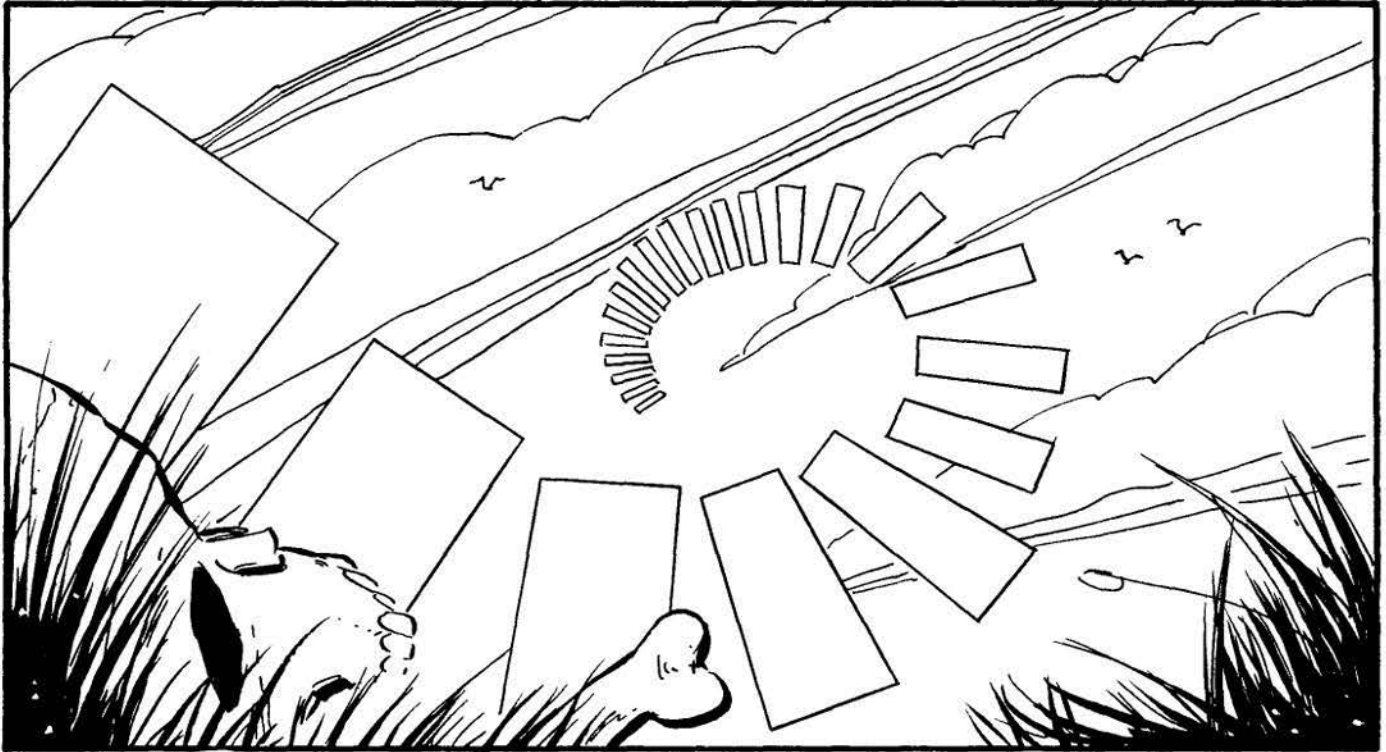
Scale: 1 square = 10 feet



The sage says the
 Cheiromar is not buried
 Tomb prepared for him, who
 lies instead with his magic, war
 at the top of the Endless
 Stair.

Wynvern
 Crags The
 Endless
 Stair The Leaning Stone
 Galar's Crag

CHAPTER 4: THE ENDLESS STAIR AND THE SEAT OF POWER



Naera's map (see Tomb key #2) shows the way to the Endless Stair from the Tomb; any of the locals will also know its location and be able to mark out a rough map of the route to it. The Random Encounter Table should again be used for this trek; Lathkoon and Zelazel will probably not attack PCs who get this far unless they turn back from the Stair (whereupon they will attempt to force the PCs to ascend it, even combining forces to do so, trying to make the PCs overcome the Stair's obstacles for them), or gain entrance to the Seat of Power. When the PCs reach the Endless Stair, they look out upon a tranquil scene.

In front of you is a large, grassy clearing, out of which rises a spiral flight of white steps—steps without railings that glow faintly, and spiral up, up, to—nothing; empty air. On the turf around the base of the steps lie several old and weathered human skeletons—and, farther from the steps, closer to you, the body of the man who appeared so mysteriously on the trail and warned you away from the Baron. He is clad in his maroon robes, and lies motionless, staring up at the sky, his mouth open.

The body is that of Thurland, the cleric of Those Who Watch who earlier warned the party about disturbing the rest of the dead Baron Elktazar. Thurland has been dead only a short time (twenty minutes or so); there is no mark upon him because he was slain by Lathkoon's *magic missiles*. If *Speak with the Dead* is used, Thurland knows only that he found the opening in the Leaning Stone yesterday (DMs should adjust this if the party delays in getting this far, or starts on the night of Brorim's death), and hurried to investigate—in time to see the hunters carry Ulthorn's body away. (Thurland does not know anything about Ulthorn.) He followed the hunters, unseen, long enough to determine what had happened, thought it would prove a good example to keep the curious from disturbing the Baron's tomb, and hurried back to the Leaning Stone. He explored the tomb for himself, heard the message Halazar left in the Cheiromar's tomb and, furious that a wizard would defile the Baron's resting place merely for a joke or deception, came to the Endless Stair to investigate. He was confronted by a silent mage clad in black robes ("he had burning red eyes, and a black beard") who cast a spell at him—and he knew nothing more after that. He does not know Lathkoon, and had never seen him before.

Those Who Watch is a Lawful sect (of

whom Thurland was a curate) who believe that one day the dead champions of the past will rise again to make all lands strong and renewed; the Baron is the local dead champion that Thurland watches over. Thurland's sect has few devotees; he knows of ten others, his own superior (and tutor) being far away to the south and east, the Patriarch Azelvos.

If raised, Thurland will not help the PCs in any assault on the Stair or the Seat of Power beyond—but he will stay near if the PCs agree to donate funds to the sect (to help repair the Baron's tomb) to heal any PCs that require it—and he will willingly battle Lathkoon if he encounters the mage again (if the PCs are attacked by Lathkoon after they have reached the top of the Stair, assume that Lathkoon avoided Thurland).

The Endless Stair was so named by Halazar to discourage anyone from climbing it; it predates the Cheiromar, and its origin and means of making are long lost. The Stair takes the form of an open (that is to say, with a large open space at the center) spiral of joined (seemingly fused together in one piece) marble, polished smooth and glowing with a soft, pearly white radiance, which brightens to a blue-white glow on each step whenever a living creature is touching it. The Stair rises from soft moss (littered with a few old human

CHAPTER 4: THE ENDLESS STAIR AND THE SEAT OF POWER

skeletons) in an isolated clearing in the woods; it has a bottom stone set into the ground, and rises one foot at each riser, the steps being triangular (the inner apex of each triangle cut off, the step being one foot wide at this point, widening to four feet wide at the outer end). There are 300 such steps, all featureless and unmarked, the whole Stair rising 300' into the air and appearing to end in nothingness, stopping in empty air.

The steps are permanently *levitating* (the magical fields of force that hold them will resist—by *absorbing*—even a *wish*, and cannot be dispelled or otherwise magically affected). The fields of force that hold the Stair together and keep it aloft prevent weather from affecting it (i.e., the steps are never wet and slippery, because rain does not touch them, and ice never forms on them) and keep it from being damaged by natural force or magical attack. It will absorb magical attacks (even those of a *horn of blasting*), the energy becoming part of the energy fields.

Physical attacks upon the Stair with metal weapons that are hard enough (i.e., all deliberate blows, but not tapping or scraping with, or dropping, such a weapon) to strike sparks will deal the wielder an energy discharge from the fields of 2-12 points of electrical damage per attack.

The Stair has no railing on either side, and misfortune or other events may well cause PCs to fall from it—the cause of the skeletons at its base. Falling damage applies (1d6 per 10' fallen; in the interests of PC survival, ignore any fraction of 10' left over, and apply a maximum of 20d6). Note that a fall from the ninetieth step or above will allow a PC time to activate a magical item to save him or herself, but not usually time to cast a spell.

The Endless Stair contains a number of “key steps”—that is, steps where various things will occur. Described hereafter, these steps do not look any different from the other steps on the Stair, and their effects cannot be avoided by “skipping” steps (although an attempt to leap over steps could well result in a fall); if a step is avoided, its effects will occur anyway. There is one exception to this (see 300th step).

Characters climbing the steps are clearly visible to those below and vice versa; missile combat can be carried out from the stair to the ground and vice versa, unaffected by the Stair's energy fields. Missiles striking the Stair will glance off harmlessly; no visible lightning discharge will occur. (A *lightning bolt* from spell or item that strikes the Stair will reflect back on the caster with full force, however.)

It is recommended that the DM keep writ-

ten track of the location of each PC, each round, on the Stair. PCs may freely descend the Stair at any time, and may climb it in stages, returning to the ground to rest, regain spells, and regroup—but attacks from Lathkoon or Zelazel should act to discourage this practice.

Key Steps:

Ninth: A shimmering curtain of force confronts climbers (invisible until one is standing on the 8th step); passage through it chills the climber for 1-6 damage. If the climber has spellcasting ability, the note of a tinkling bell will be heard, from empty air, and the climber will be illumined in a white *faerie fire* for the next 9 rounds (can be readily dispelled using *dispel magic*).

Twenty Third: A pair of prying eyes (see “New Monsters” appendix) will rise from this step as it is reached, and accompany the climber. They will not fight or attack unless themselves attacked. Each climber, no matter how many pass, will acquire such an escort, which will remain with them, on or off the Stair, until slain.

Fortieth: When this step is first set foot upon, it will glow, and from it will rise a puff of white vapor, bejewelled with twinkling white sparks. This will swirl away to reveal a malfera (cf. *D&D® Companion Set, Book 2*) of 49 hp, imprisoned here within the step long ago by Halazar to serve as an additional guardian for the Cheiromar's Seat of Power. The malfera will immediately attack the nearest climber, and will move up and down the stair doing so until it is slain or all living things on the Stair are slain. Then it will return to its step (when it has slain 66 victims, it will be freed; it has slain only 17 thus far).

Forty-fourth: On this step lies an ivory tube (dropped long ago by an unfortunate adventurer who rushed up these steps and was attacked from behind by the malfera), capped at both ends with silver (now tarnished); the field protecting the steps has not extended to the tube). One of these silver caps is fashioned into a grip, and is connected to a silver collar by a short silver chain, obviously meant to be *wand of lightning bolts* (q.v., *D&D® Expert Set*) with nine charges left.

Sixty-ninth: A sudden magical *galewind* strikes climbers who set foot on this step. Each climber must save vs. *Dragon Breath* or be swept off the Stair (falling damage applies). All gear carried in the hands (as opposed to worn or strapped on) such as weapons, will be lost, even if climbers successfully remain on the Stair—blown to the ground below, far from the Stair (i.e., no

chance of hitting other climbers) unless the climber saves vs. *rods, staves, and spells*. The *galewind* lasts only for 1 round; it can be heard, and its effects observed, although it is itself invisible, by other climbers on the Stair.

One-hundred-twelfth: If climbers reach this step, they will be confronted by the sudden appearance of an illusion of a beautiful human female of mature years clad in robes of shimmering purple, bearing a rod across her crossed arms. She will speak:

“You are come to the Seat of Power, where the Cheiromar sits in vigil. You have not the key; you are not welcome here. Please leave, and you will not suffer harm.”

She will then fade away. She cannot be attacked, nor will she disappear if passed through. She will reappear every time the step is touched by a living being climbing upwards. Passage through this illusion will not harm PCs, nor can it attack.

Two-hundredth: see below (204th).

Two-hundred second: see below (204th).

Two-hundred fourth: In the middle of this step rests a Guardian Hand (see “New Monsters” appendix), as though belonging to someone buried in the step below it. The hand is open with fingers extended, and a closed eye rests in its palm. It is a long-fingered, glossy black human left hand, and it sits motionless. It will be so visible to anyone reaching the 200th step.

When any attack is made upon it or someone reaches the 202nd step, whichever comes first, the Hand will levitate rapidly upwards to a position about 5 feet above its step, its eye opening, and point with its forefinger at the advancing climber. It will then turn palm out (eye open) and fingers together, in a “stop” gesture, and return to a pointing posture. If any attack is made upon it or a climber advances further, it will attack with its forefinger ray. It will continue to fight with all of its powers until all living creatures on the stair are slain or it is destroyed, its primary objective being to prevent anyone from advancing past it.

Two-hundred twenty-ninth: A *symbol of spell-loss* (hitherto unknown; see “New Spells” appendix) will glow upon this step when any spellcaster—and a spellcaster ONLY—steps upon it, and one memorized spell (if any, chosen at random) will be forgotten by the spellcaster (no saving throw).

Three hundredth: If a climber reaches the top step and steps upon it—and only then—a spectral door of faintly glowing white light can be seen in front of the climber, with a

handle of glowing light on the right. If this is grasped and pulled, the door will swing open, to the left across the top step (i.e., sweeping anyone trying to hide behind it off) and reveal an extra-dimensional space beyond: the Cheiromar's Seat of Power. The door and handle are solid, but only to someone standing on the top step; there is no solid wall around the door that a thief could climb, and no way into the Seat of Power save through the doorway. Climbers on the Stair not actually on the top step cannot see the door, nor enter the Seat of Power beyond. To them, it will seem that a climber above them stopped on the top step, moved one arm from right to left, then stepped forward and vanished.

If anyone tries to go around the door or climb a wall beside it or above it, they will fall to the ground far below (see above). Climbers roped together will only pull each other off the Stair unless the anchoring character has 18 Strength or magical aid. Anyone who tries to step through the spectral door without opening it, or who skips steps (who skips the 300th step) will reappear instantly on the 131st step, *teleporting* without error so rapidly that they will not at first realize that they have moved any further than simply climbing a step. DMs should immediately check to see if any other character was on the 131st step (or running up or down the stair in the vicinity); a collision could well result in a fall or two. This curious property of the Stair is why the term "Endless" came to Halazar's mind when making it long ago. This *teleportation* will occur again and again if characters care to test it; it is part of the Stair and an inexhaustible, unchangeable effect.

The Seat of Power

PCs passing through the doorway at the 300th step of the Endless Stair (the only entrance or exit) will find themselves in an extra-dimensional complex of chambers—the Cheiromar's Seat of Power. This area has the appearance of a subterranean complex of rooms with stone walls; these walls cannot be breached by physical means. Use of magical *teleportation* or *pass-wall* magics (to a destination outside the complex) will cause a rent in the dimensional fabric; a Vortex will form, and the character causing the rent will be sucked through it, suffering 1-12 points of damage and losing all gear, arriving naked at some random destination somewhere on the Prime Material Plane. All of the chambers are softly lit by a gentle yellow Light radiance coming from the ceiling. Everything in the Seat of Power radiates an aura of magic, except the food in the larder (see #5).

PCs passing through the doorway will see a corridor (20' high ceiling, 10' width) that stretches 80' before widening, without any door, into a large room. The walls of the corridor (and indeed, of the rest of the complex) are unnaturally smooth, unseamed granite-like stone. At the far end of the corridor, just within the larger room it opens into, something small can be seen floating. As the PCs approach, they will recognize it as a skull with two flames in its eyesockets (see #1, below).

1. At this location hangs the Cheiromar's Skullwraith (see "New Monsters" appendix), facing the corridor. As the PCs reach the end of the corridor, it will speak the first message listed in the monster description (if the PCs attack it from afar before reaching the end of the corridor, simply have the attacks miss, spells being reflected back at the caster). It will accompany the PCs around the complex, speaking as noted in the monster description. Note that any attempt to attack it after its first speech will result in its fighting ceaselessly until destroyed.

2.

Here lies a handsome, tall man with flowing white hair and beard and a craggy, weathered face, apparently asleep atop a stone block (7' long by 4' high by 4' across), clad in robes of purple. His hands are clasped across his abdomen; there are brass rings on both forefingers.

It is actually an *illusion* of the Cheiromar, which cannot be dispelled by touch (*dispel magic* will cause it to fade into nothingness for as many rounds as the caster has levels, and then reappear). It covers a bare, featureless stone lid (the seam is concealed by the *illusion*) of the Cheiromar's stone casket. If the PCs lift off the loose, heavy, unhinged lid to investigate, they will find a human skeleton, not undead, and missing its left hand (cf. Guardian Hand, "New Monsters" appendix), and no magic or other items. The *illusion* will survive even the destruction of the stone lid.

3A.

Here stands a 5'-high stone plinth, topped with a little bowl-shaped depression. In the hollow sits a 1'-diameter glass sphere.

This is the control sphere for #3B (see below).

3B.

A huge (20'-diameter) glass sphere rests here, in a hollow in the floor, filled with a swirling, lime-green-hued opaque cloud of smokiness.

The smoke is an imprisoned eater-of-magic; see "New Monsters" appendix. This larger sphere will resist all attacks and all attempts to move or otherwise affect it short of a *wish*, but the smaller control sphere governs its state; if one shatters the smaller sphere (if attempted from afar, a hit roll is required, but one can simply hurl it against wall or floor since it is fragile glass!), the larger will also shatter. This will free the eater-of-magic. If one moves the smaller, the larger one will move too, remaining the same distance and direction from the control sphere as it is when they are found—the larger sphere turning momentarily and partially gaseous (but not thereby releasing its prisoner) whenever necessary, to pass through walls and other solid obstructions.

If for any reason the eater-of-magic is ever released (a *dispel magic* cast here will allow the eater to eat through its imprisoning sphere from within and escape, in 1-2 rounds), it will rush as fast as it can (not quickly, but covering the distance from its initial location within a round, if it has not been moved) to the doorway into #8, through the cracks if necessary. There, it will envelop the Seat of Power—which will cause the silent, mutual destruction of both eater and Seat. Any other creatures or items within 10' will fade away to nothingness in 7 rounds. (If the eater is destroyed in the intervening 6 rounds, the Seat will be unharmed.) If either Lathkoon or Zelazel knows what has occurred and is in a position to do so, they will appear and attempt to slay the eater, defending themselves from PC attacks only if necessary. If the eater survives 5 rounds of this, the ex-apprentice will flee before he, the eater, and the Seat are all vaporized; if the eater is slain, the wizard will mount the Seat and attempt to use it against the PCs and the other ex-apprentice.

If the eater destroys the Seat, a vortex will form 1 round later; it will suck in all creatures in #8 at the time and who enter the chamber subsequently, with the effects noted above, in the preliminary description of the Seat of Power complex. An eater may be stopped, deflected, and caged only by the means of a *force field* spell or item effect (cf. *D&D® Master Player's Book*).

If one ex-apprentice slays the Eater and the other is observing events, the second ex-

apprentice will appear and magically attack the first (perhaps catching the PCs in a magical crossfire). Both combatants will ignore the PCs until their own duel is over; whomever survives will then attack the PCs, regardless of their actions during the duel. For instance, if the PCs aid one wizard, and he thereby wins the duel, he will then immediately turn upon them. If at any time during this series of confrontations either apprentice fears for his life, and is in a position to escape (i.e., by *teleport*), he will do so, seeking revenge later.

4.

Here a row of dark wooden shelves climbs the wall from floor to the 20' ceiling, and are crammed with jars and bottles of experimental ingredients of various sorts, and various implements used by the Cheiromar.

The DM is encouraged to introduce artifacts, maps, or unique items leading to further adventures in his or her own campaign here; a partial list of the treasures stored here is as follows: a stout, hat-sized jar of 1,000 copper pieces; a similar jar of charcoal lumps; another of rusty iron scraps; another of blackened and burnt (human?) bones; another of withered rose petals; another of tallow candle stubs; a small straw basket of chalk sticks of various colors; a jar of pickled whole frogs; a small glass jar of fangs; a tinder box; a small brass coin with a curious pointed and compass directions on one face, and a word on the other (see *dart of death* in the "New Magical Items" appendix); a set of brass measuring calipers and tweezers; a very sharp, silver-bladed, non-magical dagger; an oil lamp; six jars of oil sealed with wax; an alembic; a spy-glass; a frameless glass magnifying lens; an hourglass; a carved wooden hand with jointed fingers for holding small items stationary in various set positions; a stuffed owl; a glass jar full of snake skins; a large basket of various tangled balls of thread, yarn, and waxed cord; and a clay pipe. The shelves are sturdy enough to be climbed.

5. In this room the Cheiromar evidently lived as others do; to the left of the door hangs a 1'-diameter circular glass mirror (concealed behind it in the wall is a fist-sized, foot-deep hole, filled with a rotting canvas bag containing 6 pp, 112 gp, 8 sp, and 3 cp). Directly in front of the door is a wooden table, still fairly sturdy, upon which rests an empty glass bottle; the table is a *table of plenty*. (*D&D* AC4, *The Book of Marvelous Magic*, page 64. The

table can create three real meals for four persons daily, with items and utensils that disappear if taken more than five feet from the table. The command words for this table are scratched into its underside—but note that the fifth command word is too small to be read from the table itself if the fourth word is used to turn it into a 1"-tall table. The fifth word returns it to normal size.

Drawn up to the table is a chair that c into dust and splinters if sat on, and beyond it, along the back wall of the chamber, is a wooden trestle bed (wobbly), beneath it an empty earthen chamber pot, and beside it a stone cube with a tight-fitting door. Behind the door is a larder containing a permanent *cold spell* with a moldy cheese, 2 rotten sausages, 4 bottles of wine gone to vinegar, and a moldy, sponge-like growth that was once a loaf of black bread.

6. The Cheiromar's wardrobe fills this small room, with two racks of wooden poles and pegs from which hang 112 rotting, musty robes, many of formerly grand appearance (in the pocket of one—not the first one examined—is a *gem of magic missile reflection*; q.v. "New Magical Items" appendix). A fragile wooden stool sits across from the door, and behind it a non-magical walking staff of black wood leans against the wall. Hidden behind all of the garments is a cabinet of dark wood, 5' tall, 4' wide, and 3' deep—a *cabinet of ministering* (cf. *D&D* AC4, *The Book of Marvelous Magic*, p. 22), which can *remove curse, cure disease, or cure wounds* (50 hp or less) once per month on anyone within, with the doors closed and the proper command words uttered. These words are lost—only Lathkoon and Zelazel know them. The cabinet is strong as steel.

7.

This room was obviously the Cheiromar's library; bookshelves line three of its four walls. It is a scene of neglect and decay, for something that likes paper (or several hundred generations of such somethings) for dinner have eaten steadily along the shelves, leaving only a litter of tiny parchment scraps and shreds, rusty iron clasps and cornercaps, and strips of ruined hide. Amid all this decay lean 5 volumes, apparently untouched and whole.

The five books have indeed survived unscathed; they are a few of the Cheiromar's books of magic, left behind by Halazar (who obviously took much with him), and are detailed below.

The Tomes of The Cheiromar's Library:

The five remaining tomes found on Alghund's library shelves in the Seat of Power are detailed later. Note that most contain new spells not found in the *D&D* rulebooks; individual DMs should decide whether to alter, eliminate, or prevent PC use of any or all of these.

1. Splecter's Conjurations, Masteries, and Summonings

Splecter was a famous magus who roamed many planes in a long and colorful career as an adventurer; his magics earned him the nickname "Master of Beasts" and upon retiring from his wanderings he set down the spells that he used when dealing with creatures. The tome is a heavy book of burnished copper plates sealed in some way to prevent corrosion and oxidation, and bound with clasps of dragonbone within two covers of slate covered with wyvernhide, dyed green. The title is set into the cover in tiny runes of silver, and reproduced on a title page within, along with this warning:

To use these magics without care, for ill/
Risks a grave, swift, cold, and still.

After the title page follow 14 plates, each bearing a single spell. Details of the tome's unique magics are given later. *Protection from evil, detect invisible, web, infravision, water breathing, charm monster, control bats* (see "New Spells" appendix), *growth of plants, polymorph others, conjure elemental, control gargoyles* (see "New Spells" Appendix), *hold monster, invisible stalker, and create normal monsters*.

2. Najirit's Tome of Wonders

Najirit was a mysterious mage—a paranoid, oft-hidden Magus who practiced deceptions as a matter of course, and feared and distrusted all other beings (particularly other wizards). Upon his death, a former tutor found one of his spell-books, and somehow in tavern-tales and gossip it acquired the name we now know it by (for the book itself has no title). It bears Najirit's own rune:



and is of red-dyed oxblood stretched over wooden boards, bound together with three electrum rings. Twenty-two sheets of fine parchment are enclosed, each bearing a single spell: *charm person, detect magic, hold portal, protection from evil, sleep, ventriloquism, detect invisible, ESP, invisibility, mirror image, phantasmal force, clairvoyance, dispel magic, haste, hold person, infravision, dimension door, massmorph, polymorph self, warning trumpet* (see "New Spells" appendix), *wizard eye, and teleport*.

3. Phenalon's Phantasmagorica

The origin of this tome is forgotten; who and where Phenalon was is now lost with the shiftings and failings of the passage of years. This slim volume of parchment leaves, bound between plates of electrum inlaid with ivory, bears the title "Phenalon's Phantasmagorica," and the following rune (Phenalon's own, presumably) on the cover.



Within are the following spells, set down one to a page: *charm person*, *invisibility*, *phantasmal force*, *wizard lock*, *hallucinatory terrain*, *mass-morph*, *projected image*, *lore*, *mass charm*, *symbol* (with two new symbols, as detailed in the "New Spells" appendix), and *Maze*. There are four blank pages at the end of the book.

4. Asztellor's Book of Mighty Spells

Asztellor was a long-ago mage, of whom nothing is now remembered except that he led an army of skeletons into the fray (on the winning side) at the Battle of Six Kings. This volume is of dragonhide stretched over polished plates of whalebone. The plates are pierced, and through the holes have been run bronze rings, attaching the covers to the wooden frames of 10 sheets of vellum, each of which contains one spell. The title of the book is tooled and worked into the front cover. The book contains the following spells: *animate dead*, *cloudkill*, *conjure elemental*, *feeblemind*, *death spell*, *disintegrate*, *geas*, *invisible stalker*, *reincarnation*, and *delayed blast fire ball*.

5. The Book of Dolzhabban "The Dread"

Dolzhabban was a wizard who died in magical combat some seventy winters ago, after a short but spectacular career as a "wizardslayer," seeking out and destroying lone Magi and taking their magic for his own. Upon his death another wizard found his traveling spell books in a saddlebag on his tethered hippogriff steed—the only bit of the wizardslayer's lore ever recovered. The rest of the magic Dolzhabban accumulated remains lost and hidden somewhere on the Prime Plane.

This book gained its name from its owner; it bears no title, but is a simple, stout book of heavy cowhide stretched over metal plates (electrum), and with metal cornercaps. The entire book is bound together with copper wire to ten sheets of scraped, bleached, and cured leather, on each of which a single spell has been inscribed. The contents of the book are as follows: *magic missile*, *web*, *fire ball*, *lightning bolt*, *stone bolt* (see "New Magic Spells" appendix), *ice storm*, *magic jar*, *death spell*, *power word stun*, and *meteor swarm*.

There is also a set of pigeonholes on a shelf

just beyond the door, containing rolled-up scrolls, one spell to a scroll, as follows: *dissolve*, *lower water*, *lore*, *magic door*, *power word stun*, and *force field*.

An overstuffed chair, much decayed, faces the door, and beside it is a slate-topped wooden table. On the table is a sphere of glass or crystal, sitting in a little base of dark wood.

The sphere is a *crystal of death scrying* (see "New Magical Items" appendix). Careful examination of the table will reveal a tiny, shallow drawer set in its side, facing the chair, just under the slate tabletop. This drawer contains three small, cream-colored bone buttons (*buttons of blasting*, cf. *D&D*® *AC4, The Book of Marvelous Magic*, p. 21), which do 4-24 points of damage when the command word (each button has its word engraved on one side: "Chasterzaulor," "Maerthglim," and "Talan-tabbass") is spoken by the last person to touch them, if that person is within 240'.

8. In this circular chamber is only one thing: the Seat of Power itself, a stone seat (with its back to the door) set atop seven concentric rings of circular steps. The steps are graven with crawling runes (an illusion; the runes are ever-shifting, non-magical nonsense) that shift and alter constantly, and when a living being touches any step or the Seat itself, the area touched will glow with a white radiance (equivalent in effect to a *light spell*) for as long as the touch is maintained.

The Seat of Power is a Lesser Artifact, created by the same unknown Immortal who fashioned the Stair. Ancient tomes name this Immortal as "Cheiros" and the guardian as the "Cheiromar"; Algahund assumed the title when he retired from his travels to this place (the most powerful refuge he had found in his adventurings). To be used, the Seat must be sat upon—there is room for only one being on the Seat, and only that being can control the Seat's powers. Like all artifacts, the Seat's magical effects operate at the 40th level, and it saves as a 36th level Fighter. However, an eater-of-magic can destroy it by unravelling the magical powers that control it and keep it together, within 12 rounds (on the 7th round, the Seat and the eater together will fade into the Ethereal Plane; anyone seated on the Seat or directly touching it (i.e., flesh in contact with the Seat) will become Ethereal also. The Seat will lose 2 powers per round (determine randomly) on the 8th round of contact and on each round thereafter, the eater losing 2 hp per round in like manner, until the 12th round, when the Seat and all of its remaining powers

will be destroyed. The eater is vulnerable to all attacks on the ethereal plane that it is vulnerable to on the Prime Plane, and if it is slain before the 12th round, the process halts, and the Seat (with any human occupant) will drift back onto the Prime Plane in 2-7 days, its remaining powers becoming effective on the Prime Plane only upon its return. If the Seat is destroyed on the ethereal plane, the Vortex thus created will reach the Prime Plane immediately (cf. *D&D Companion Set Book 2*); the elemental plane of destination may be chosen by the DM randomly, and at the DM's option, a Spectral Hound or

While it is on the Prime Plane, the Seat's powers are limited to the Prime Plane, but can operate without restrictions on distance—making the Seat an awesome weapon in the wrong hands (imagine a vengeful being *creating monsters* everywhere!). Anyone sitting upon the Seat goes into a trance, and cannot see or hear normally, but only through the "Rune-Eye" (see below). An *anti-magic shell* which fills the entire chamber instantly comes into existence whenever anyone sits upon the Seat, but the sitter is vulnerable to physical attack. (Note that anyone sitting on the Seat who survives an attack may use a Seat power the following round regardless of pain or physical restraint—but Rune-Eye powers may never be unleashed into or within the *anti-magic shell*; the power so used must be one of those marked with an asterisk (*) on the list below).

Seat Powers (usable only once per round, and only one power per round): *Dispel magic* (R 120', EF 20' cube, X8) *meteor swarm* (R 240', EF 4 for 8d6 + 8d6 or 4 for 4d6 + 4d6; C26) *curse* (R touch, EF limited; see X14) *teleport* (self only, from Seat; X15) *create any monster* (R 90'; DR 4T, EF 40 HD; M8) *reverse gravity* (R 90'; EF 30' cube; C22) *heal* (M9; automatic healing of self only) *remove curse* (R touch; X14) *prismatic wall* (R 60'; DR 6T, EF 10' radius or 500 sq ft; M9)

R = Range in feet; DR = Duration; T = Turn; EF = Area of Effect; page and volume number of rulebooks describing magic given at end of entry.

The Seat powers (except for *teleport* and *heal*) are all unleashed from the Rune-Eye; this is an eye of glowing force, resembling a Wizard Eye orb (and visible to others) which can travel without restriction upon the Prime Plane, up to 9999' per round, created by the Seat. Anyone sitting in the first time (it is the first time for all PCs and living NPCs in this adventure, including the ex-apprentices) will be *confused* for 1-3 rounds, dazed by the overwhelming flow of mental information as the Seat makes

CHAPTER 4: THE ENDLESS STAIR AND THE SEAT OF POWER

the sitter fully (i.e., range and duration included) aware of all its powers, how to will each to operate, and the intricate “Thronerune.” If the sitter concentrates upon the Thronerune, the Rune-Eye will be created, and drift up from the Seat to the ceiling of the chamber until willed to travel about the Prime Plane by the sitter. Through the Rune-Eye, a sitter sees with *truesight*, but the eye goes blind in each round that it unleashes a power, as it can only perform one activity at a time; thus, targets that have moved since the sitter’s “last look” may well be missed.

The Rune-Eye cannot be *held* or *silenced* (it can be temporarily negated in the use of all powers except movement or sight by a *dispel magic* cast upon it, or by its entering an *anti-magic shell*), and can “twist” dimensionally to enter or leave sealed chambers “through” the walls or ceiling, and to avoid *force fields* and other traps or means of encasement.

The Rune-Eye must “touch” targets to unleash a *curse*, or to *remove curse* (in a situation where the abovenamed defenses do not restrict its powers from operating); for all other powers it serves as the location of the caster.

A spellcaster who sits upon the Seat can cast any memorized spell (by use of the will only) through the Rune-Eye, and this spell will take effect as though the caster were there in person. “Touch” spells still require the Rune-Eye to “touch” targets, and the spell takes effect at the caster’s level, not the Seat’s 40th level.

Use of any of the asterisked spells by a sitter results in the permanent loss of 1 hit point for the sitter, and the Rune-Eye will vanish for 6 turns (not reappearing before that time has elapsed even if another being sits upon the Seat).

The use of the Seat is mentally exhausting; concentration will become increasingly difficult, and if any being sits upon the Seat for more rounds than he or she has points of Intelligence, that being will not regain consciousness unless or until it falls off, or is removed from, the Seat. Assuming that such a removal occurs before the being succumbs to lack of food and water, and is revived, one of the following results will be apparent (roll percentile dice):

- 01-66%: no effect.
- 67-75%: Being is *feeble-minded* (permanent unless rectified).
- 76-85%: Being suffers permanent loss of 1 point of Intelligence.
- 86-98%: Being is insane (treat as Symbol of insanity for effects; permanent unless magically cured).
- 99-00%: An “echo” of any one (deter-

mine randomly) Seat power has been transferred to the being’s mind; its nature is known to the being, and by will the being can deliberately unleash it, once, in the future (as a 40th level spell, regardless of the being’s class or situation, as long as he or she is conscious to do the unleashing). Such a use drains the power from the mind of the being. An “echo” cannot be discerned by another creature who reads, influences, or controls the mind of the being affected by the Seat; thus, the being cannot be compelled to will use of the power. If a being already having an echo of power sits on the Seat again, and this result occurs again, both powers will take instant effect on the being—and if he or she survives, they will be Insane. If this result does not occur again, note that the retention of the “one-shot” echo will survive insanity, *feeble-mindedness*, *charm-ing*, and just about everything except the death of the being possessing it.

(Note the limited concentration that most sitters can give to maintaining a spell cast through the Rune-Eye, ere they succumb to exhaustion. Immortals are of course immune to the Seat’s ill effects, and will never become exhausted by its use.)

Use of the Seat may well attract the attention of certain undesirable creatures, such as *malfera* (q.v., *DC&D® Companion Set, Book 2*), *planar spiders* (q.v. *Master Set DM’s Book*), *nightwings* (see *Master Set DM’s Book*, “nightshade”), *liches* (see *Master Set DM’s Book*), and the like, who will attack the being on the Seat, appearing at the base of the Seat’s steps. The arrival of such a creature is 5% likely (not cumulative) per round of use. (The DM should choose the type and number of monsters to appear; most arrivals will be solitary.) The DM should note that if Lathkoon or Zelazel (or a quick-witted PC) reaches the Seat and overcomes the initial disorientation, they can unleash Seat powers within the rest of the Seat of Power complex.

9. This high-ceilinged (60’ up) chamber is empty save for a featureless golden metallic globe hanging (*levitating*) motionlessly by the ceiling. A rope ladder hangs down from it to the floor (when PCs look at it from the far side, they will see that the ladder actually hangs from the ceiling close beside it). All is

dark and silent. In one far corner (the north-east) of the room is a small circular area of lighter stone floor-tiles, and within this area is a small wooden table containing three foot-long, tapering sticks of wood, and a scroll.

All will remain dark and silent unless a living creature reaches the circle of lighter stone. At that time the walls, floor, and ceiling of the room will glow with a white radiance. Anyone observing this radiance will notice that this radiance extends across the doorway, whether the door is open or not. (If anyone is standing in the doorway, they will be hurled violently into, or out of—at the DM’s discretion, or determine randomly—the room by the formation of a *force field* there.) As long as no living creature is in the room and outside of the circle of lighter stone, nothing else will occur—but if any creature leaves the circle (its “protection” extends in an invisible cylinder to the ceiling, so flying or levitating creatures who rise up above it are not “leaving” it until they move so as to be no longer above it) the globe will also begin to glow.

The circular area is a “safe spot” or area of anti-magic excluded from any magical effects unleashed in the room. Spells cast from within it will be lost and wasted, nor will magical item functions or spell-like natural powers work. Artifacts may (30% chance per attempt) function normally from within the area. The sticks of wood are merely that; they were intended as wands, but are not magical. The scroll, when unrolled, will be found to be blank. All magical items brought within this area must save vs. Spells once every third round they are within the area, or be utterly drained (this includes potions and scroll, but not artifacts).

The rest of the room is some sort of spellcasting practice arena; its glowing cocoon of surrounding *force field* will harmlessly absorb all destructive magics unleashed that strike the perimeters of the room, (such energies being recycled to power the globe).

The round after the globe first begins glowing, spell effects will lash out from it to all living creatures in the room who are not within the “safe” area. For each living creature, determine the effect at random. Percentile Die Roll: 01-33% *magic missile* (a single missile unleashed the first time); 34-66% *fire ball* (1d6 the first time); 67-00% *lightning bolt* (1d6 the first time).

Note that multiple targets could all suffer different effects in the same round. Any spells directed at the globe will simply be absorbed, with the following exceptions: *dispel magic* causes the globe to do nothing (it will continue to glow) for 4 rounds; a *wish* of any sort will cause the globe to explode, destroying the *force field* and dealing 10d6 damage to all

within the room, whether in the “safe” area or not; *pass-wall* will open a hole in the side of the globe, revealing intricate metallic machinery that will *detect magic* positively; and an *anti-magic shell* that includes the globe in its area of effect will nullify the globe until the spell expires. Casting a *disintegrate* spell will either (01-60%) be absorbed harmlessly, or (61-00%) cause the globe to explode, as described previously.

The globe may be “turned off” at any time by speaking a command word aloud in the written on the underside of the little table; it is “Almandass,” and is known to Lathkoon, Zelazel, and Shaleen (all of whom remember quite well how this room operates). The rope ladder leads up to the globe, and is affixed to the ceiling there, but faces only the featureless globe. If *pass-wall* is used on that side of the globe, from the ladder, a pair of levers will be revealed within the globe; both are “up” (pulling down the left-hand one will turn the globe off, and the second, if pulled down, will turn off the room’s special *force field*). The *force field* that protects the safe area from the rest of the room can be passed through freely by all living creatures; at any other location in the room, the special *force field* can be breached only by casting *dispel magic* on it (which causes a 10’-radius hole in the Field where the spell was directed, lasting 1-2 rounds), or by casting *disintegrate* or *wish* (which will cause a hole in the Field as directed, that will last until the room is shut off and again reactivated—at which time the Field will reappear as before).

On every second round after its first attack, the globe will attack again (i.e., on the 3d, 5th, 7th, etc. rounds). Each time it does so, its attacks will be increased by one die of damage (the *magic missile* attack gaining a missile each time) to a maximum of 20d6. When this maximum is reached, globe and *force field* will shut down of their own accord, until the next time the room is opened, whereupon they can be activated again as described earlier. (The *anti-magic* “safe area” is a permanent effect.)

Any attempt to remove the globe from the room or plane, or take any part of its metal or interior machinery causes the globe to explode, with the results described earlier. Any physical attacks upon the outside of the globe that inflict 44 points of damage, or upon the interior (if *pass-wall* has been used) that inflict 12 points of damage causes the explosion.

A *prismatic wall* can be raised successfully in the chamber, but a *wall of iron* or similar magic that must rest on solid support cannot rest on the special *force field* of this room; if

created, will fall and shatter, as described in the spell description. A *force field* cast in the room will have normal effect. A *barrier* that strikes the globe will inflict physical damage on it, with (if sufficient) the effects noted previously. The globe is not a “monster,” nor does it have a mind that can be contacted, controlled, or influenced. It is a powerful construct once used in Algahund’s own training. Even he did not know how to create or repair it, and none of his exapprentices know where it came from or how to destroy it.

ENDING THE ADVENTURE

The adventure described in this module should end in a “battle royal” in and about the Endless Stair or the Seat of Power. Survival may dictate that one or both of the exapprentices, or some or all of the PCs, flee for their lives—and if the Seat of Power is in the hands of the victorious party, such flight may be fatal; a rallying and counter-attack may be necessary for survival. DMs must play the NPCs with the same drive and ruthlessness that the player characters are played with (or more!), or this adventure will be an almost boring procedure of collecting magical treasure. If this is done, either Lathkoon and Zelazel should be alive at the end of the adventure (if not, Shaleen should be brought into play for this purpose). If not in possession of most of the Cheiromar’s magic (which may lead the PCs into later confrontations to gain it for themselves), the wizard in question will go into hiding, recovering and trying to keep track of whoever has gained the magic. The DM should review the aims and intentions of the three NPC wizards given in the descriptions at the beginning of this module to decide exactly how each survivor will act.

Other wizards may well appear if word gets out via the locals or the spectacular magical effects of the battle, that the Stair has been climbed (particularly if the DM judges the PCs to be overburdened with magic at the end of the action in the Seat of Power complex). After all, the Cheiromar and Halazar were prominent magic-users of their day—many wizards have heard of the Cheiromar’s Tomb and the wealth of magic said to be there. Few have investigated; such stories are all too common—and all too commonly exaggerated or entirely fanciful. But once it seems there was something to the tale, after all, various magic-users of all levels of experience will come to investigate (and if the adventure is set in the Principalities of Glantri, these will be many), in order to procure any possi-

ble magic for themselves.

If PCs have themselves gained considerable magic from the adventure, any magic-users they encounter looking for a share of magic should range up to the most powerful; Companion-level characters can survive both the rigors of dealing with powerful magic, and the consequences of their actions.

The campaign setting will suggest probable political consequences (if any) of a spectacular battle around the Endless Stair. Local rulers may take an interest in this suddenly-revealed storehouse of magical lore and power, and show up to inspect and probably claim it—or make sure that its threat to their authority is ended by slaying any dangerous individuals found there. If any PCs try to use the Seat of Power complex as a stronghold—for which it seems well suited—quite a procession of visitors looking for magic will show up (and if these include any surviving exapprentices, their knowledge of the place could make them extremely dangerous).

It is recommended that if the Seat of Power itself still exists, the PCs be challenged by powerful wizards and monsters—and perhaps even Immortals—for control of it. In undamaged form, it is a trifle powerful to be controlled by PCs and still maintain interesting campaign play. Such stiff challenges are part of the lot of Companion-level characters; the true test of such characters is whether they control their own destinies or whether they let destiny (i.e., events of the world around them, portrayed by the DM) control them.

It is left to the DM to decide whether to expand on the activities of Those Who Watch (and Baron Elktazar’s possible rise, or the activities of any descendants who may seek to rule where he once held sway) if the PCs remain in the area. If, as is more likely, they pass on, then the legacy of this adventure will be the patient, careful pursuit by any surviving ex-apprentice(s), carefully gathering magical strength and information on the whereabouts and doings of the PCs so as to strike when success is most likely. “Patient” is the key word here; it could be years before such a nemesis strikes—remember, the Cheiromar’s magic is an obsession with Lathkoon, Zelazel, and (when alive) Ulthorn; and revenge for Ulthorn’s death will be as strong an obsession with Shaleen. This menace can “wait in the wings” until the right moment.

And so the adventure goes on...

APPENDIX I: NEW SPELLS

Third Level Spell

Stone Bolt

Range: 70'

Duration: instantaneous

Effect: fires stones as missiles at a single creature

This spell requires the presence (from surroundings or carried by the caster) of fist-sized or smaller stones, such as sling stones. The caster holds these in his or her palm, points at a target creature (who must be visible to the caster at the time) and exerts his or her will to release the magic, without word or other gesture; all the stones at once will fly at the desired target, lightning-fast, striking at +3 to hit (roll as though caster was striking directly with a weapon). A number of stones equal to the caster's level can be so "fired" at an opponent; extra stones will be unaffected, remaining in the caster's palm. The target, if hit, gets a saving throw vs. *death ray*; if successful, each stone does only 1 hp of damage; if failed, each stone deals 2 points of damage. In either case any intended or current spellcasting or intricate activity (picking locks, reading messages, etc.) on the part of the target will be prevented for that round.

Fourth Level Spells

Control Bats

Range: 40' radius globe about caster Duration: 1-4 turns plus a number of rounds equal to the caster's level. Effect: Allows control of 1-2 giant or up to 10 normal bats.

With this spell, the caster can control bats (including giant, vampiric bats, but not undead sorts or other creatures Shapechanged or Polymorphed into bats) of the normal or giant varieties. Giant bats receive a saving throw vs. spells (at -4) to avoid this magic; normal bats get no saving throw if caught in spell range. The caster by will and gesture can direct the bats to attack specific creatures, dive at or batter certain locations, or swirl about in a blinding cloud in a particular spot. The bats will obey without checking morale, regardless of possible danger. If 2 giant bats are controlled, the caster may also command the bats to lift him or her and fly (such flight moving only 40' per turn, and lasting a maximum of 2 turns before the bats are exhausted), carrying the caster or another creature touched by the caster to so direct the bats. (Attempts to do this with less than 2 Giant Bats will result in failure—and, of course, a possible fall.) Four Giant Bats (through use of multiple spells) can carry a horse or other pack or riding animal; 1 Giant Bat can carry a dwarf or other smaller-than-man-size creature. Control over Giant Bats is broken if they are injured in the service of the spellcaster down to their last 5 hp. Bats are dextrous enough to pluck, clutch, and carry keys or rings of keys, potions, scrolls, and small, light sacks or pouches. While controlling, a user of this spell has no idea how long control will last, and learns only by visual observation that it has ceased.

Warning Trumpet

Range: Touch (1 creature of an area up to 10 square feet or 5 cubic feet in extent).

Duration: Permanent until dispelled, activated, or death of caster occurs.

Effect: Warning Trumpet sounds if activated.

This spell creates a magical alarm or warning system: if the object on which it is cast moves or is moved more than its own length in location, or changes its state (e.g., a closed door opening, a drawn weapon being sheathed, a knot being un-

ted, any object being broken, a magical item being activated), or upon a certain, single intelligent being (who must be named in the spellcasting) approaching the object within 10'; the Warning Trumpet will sound.

This Trumpet is a single warning note, rising and then falling and dying away, that is audible to all beings within 30' of the protected object or area when it is activated. Beyond 30', it is audible only to the spellcaster (and not creatures reading, or linked to, the caster's thoughts). It can only be cast on non-living material (if cast on a corpse that is subsequently revived, the magic will be dispelled without the Trumpet sounding), and can be dispelled. Any object so protected will be revealed as such by a *detect magic* spell. A *warning trumpet* can be cast on clothing worn by a living creature to reveal the creature's movements. The caster need not concentrate to maintain the Trumpet, and will hear it regardless of distance if on the same plane as the guarded object when the Trumpet is activated. (The death of the caster will negate any outstanding Trumpets, even if he or she is subsequently raised.)

A caster may have multiple Warning Trumpets in effect but not yet triggered—but as a magic-user only gains another Trumpet "tone" for every seven personal experience levels achieved (i.e., one at 1st, two at 7th, three at 14th, etc.) the caster will probably not know which one of the various guarded objects has been affected, unless of high enough level to set the various Trumpets at different tones. This spell is most commonly used by powerful wizards to guard their spell books, so that they can *teleport* back to the books from afar to prevent theft.

Fifth Level Spell

Control Gargoyle

Range: Touch

Duration: 1 day per level of caster

Effect: Caster may control one gargoyle

This spell allows the caster to control one gargoyle as though it is Charmed. The gargoyle gets a saving throw vs. spells at +2 (due to its magical nature) to avoid the Control, and if this is successful, the gargoyle will be enraged at the caster, and will attack him or her as soon as possible, not resting until slain or until the caster is dead. (Gargoyles still under the effects of a previously-cast *Control Gargoyle* spell—even one cast by another spellcaster—save versus this spell at -2, not +2. Note that the second *Control Spell* cancels the first; it takes effect immediately, not when the first spell would normally expire, if successful.)

If the save fails, the gargoyle becomes a perfectly-controlled servant, obedient to the death, for a number of days and nights equal to the experience level of the caster. A mental bond between the caster and gargoyle is created, and through it the caster, regardless of distance, can (if conscious) directly control the gargoyle's actions. A controlled gargoyle cannot cast spells, but can perform acts of manual dexterity and wield certain magical items. A caster may (by the use of multiple *control gargoyle* spells) control simultaneously a number of gargoyles up to the equal of his or her Intelligence points, but can only directly control one gargoyle at a time. "Direct control" is the imposition of the caster's will to control the gargoyle's body as dextrously and completely as if it was the caster's own.

Such direct control requires too much concentration for the caster to simultaneously cast spells, but a gargoyle can be left without orders, to follow its instincts, or left with a simple command, which it

will obediently follow (such as: "attack all intruders; do not attack me or any creatures I name as friendly"), while the caster attends to something else. The "something else" may be spellcasting, the "direct control" of another gargoyle, sleep, or any activity requiring full concentration. Note that a gargoyle left to follow its instincts may well decide to attack the spellcaster—although if this is noticed in time, the caster can give the gargoyle a direct order to the contrary, or assume "direct control" over its body to prevent the attack. Given intelligent use of explicit commands, a spellcaster need not exercise direct control over a gargoyle all the time. The death of the caster or separation of caster and controlled gargoyle onto different planes will end the caster's Control, even if such situations are immediately rectified.

Eighth Level Spell

Symbol

Range: Touch

Duration: Permanent

Effect: Creates 1 magical rune

This is the same spell known to many wizards (cf. *D&D® Players Companion: Book One*, p.25), but the version found here gives details of two new runes not widely known, one of which has been used on the Endless Stair in this adventure, as well as the six Symbols listed in the rules. For the purposes of activating these Symbols—see below—"passes" is defined as approaching, and then passing by, a rune, within 10 feet, not merely directly over it.

Spell Loss: Any spellcaster who reads, touches, or passes this Symbol loses one memorized spell, if any, chosen at random if more than one is memorized. The spell is simply forgotten, not discharged or "stolen" to be stored elsewhere. (Unlike other Symbols, magic-users do not get a saving throw to avoid the effects of a *Spell-Loss* rune; it is specifically designed to affect them.)

Entrap: Any being who touches or passes over this Symbol must save vs. *spells* or be swallowed—imprisoned within an extradimensional space to which the rune is the entrance. While in the prison, the victim is Confused (and has no sense of the passage of time), being unable to cast spells, attempt verbal or mental communication, and so on. This imprisonment will last for 1 turn per level of the original caster of the Symbol or until the victim is freed. (Imprisonment will not harm a victim unless he or she is badly wounded and in need of aid when Entrapment occurs; victims can breathe normally and are at a comfortable temperature and humidity.) A Symbol of this sort can trap any number of beings at once, although Entrapped creatures will not know of one another's presence, and will not be able to attack, communicate, or enact magic upon each other.

An Entrapped victim may be freed by casting a *dispel magic* upon the rune, or by spilling a *potion of freedom* on it—although if multiple creatures are imprisoned, there is no way of ensuring the desired one will be freed with either of these methods (a *wish* or similar means will of course free the desired creature, if properly applied). Freed creatures reappear on the rune—a particular *entrap symbol* can only affect a particular being once—and have no knowledge happened to them. If a *disintegrate* spell is used on the surface the rune is placed on, this sort of Symbol will be destroyed—along with all creatures (if any) Entrapped within it.

APPENDIX II: NEW MAGICAL ITEMS

Here follow descriptions of the magical items found in the Cheiromar's Seat of Power complex (and elsewhere in this adventure). These may well be unique items, or DMs may wish to introduce other specimens of each into the campaign. The origin and method of making each of these is not to be found written down anywhere in the Seat of Power; Halazar probably took such records with him.

Crystal of Death Scrying

This cursed item always appears as a *crystal ball* (q.v. *D&D® Basic Set DM's Book*), but regardless of how many times it is looked into—it will function only thrice daily—all that can be seen within it are violent deaths of intelligent creatures, occurring somewhere on the Prime Plane at that moment. If particular individuals are concentrated upon, their deaths may be seen—but only if they happen to occur as the crystal is being used (an extremely unlikely event, unless the scryer knows of an impending execution or other demise): it does not show past or future events. The surroundings and cause of death will be clearly seen, and anyone seeing such a death must save vs. *spells* or flee from the room in which the crystal is located in horror and revulsion. (The crystal is here to discourage thieves.) Each time the crystal is used, there is a 33% chance that blood will begin to seep from it, and flow down the sides. The blood is not real, and will vanish within 1-3 rounds, but whatever it touches will be permanently stained.

Dart of Death

This rare item always appears as a small, coin-sized disc of brass, with compass directions engraved on one side, and a command word (in this case, "Yalahara") on the other. The side with the compass points also has a brass pointer on it, set on a central swivel like the hands of a clock.

The dart will only operate when it is held in the open hand of a living being. When it is so held as the command word is spoken, the disc will instantly become a dart, and flash from the wielder's hand in a straight line, at the height held, in the direction from the wielder that the pointer is set (e.g., "north-northeast"). Upon striking a target ("to hit" roll not required if a creature is in the flight path) or reaching its outer limit of 120', the dart will drop harmlessly to the ground, and instantly revert to its disc form. The dart will deal any target struck 1-4 hp of damage (no saving throw). Changing the direction of the pointer must be done manually, and takes 1 round. The knowledge of how to make such darts is thought to have been lost long ago. A *dart of death* is usable by any living creature

able to hold it and pronounce the command word simultaneously.

Gem of Magic Missile Protection

This clear, faceted gem lasts for 66 uses and then crumbles into dust; each use is one contact with a *magic missile* striking the stone (regardless of where the stone is on the bearer's body in relation to the direction of an approaching *magic missile*, the stone will intercept its force). The bearer is protected from the missile's damage, for the gem causes one of the following effects (if the bearer is unconscious, mentally controlled or *confused*, or dead, the first effect will always, automatically, occur), as the bearer chooses.

- 1. Reflection:** The *magic missile* will flash back instantly at its caster, with full effect (unless the caster has a defense that will prevent this).
- 2. Redirection:** The missile will be redirected at another target creature of the gem-bearer's choice, with full effect (unless the target's defenses, if any, prevent its damage).
- 3. Absorption:** The missile's energy is magically converted to healing the bearer (the damage the missile would have dealt is gained by the bearer to offset any lost hp; if the bearer is uninjured or excess hit points remain, these are retained by the bearer as extra, "phantom" hit points for 4-16 rounds, and any damage suffered by the bearer during this time is taken first from these extra hit points).

Note: if the caster of the original *magic missile* (see effect #1) or the secondary target creatures (see effect #2) themselves bear a *gem of magic missile protection*, the *magic missile* effect will flash back and forth between the two gems for 1-4 rounds (not draining any additional uses from either gem, only the initial one from each), and then burst in mid-air between them, in a flash of white light. If any creature happens to be located midway between the two gems, the creature will suffer the damage of the *magic missile* (no saving throw) when the explosion occurs. (If this creature also has a *gem of magic missile protection*, a triangle will be set up between the three gems by the path of the rebounding *Missile*, and it will explode in the middle of the triangle after 1-4 further rounds. The presence of other intervening creatures with such gems will cause the *Missile* to travel in a square or rectangular path, and so on.)

This additional magical item is not to be found among the Cheiromar's treasures, but is worn by the wizard Lathkoon. Only by defeating him will player characters be able to

gain it.

Diadem of Disenchantment

This golden headband is adorned with a single gem, worth 100gp or more. If this gem is shattered or removed, the Diadem becomes non-magical. While worn, the Diadem confers upon the wearer immunity to *charm*, *sleep*, *hold*, and *confusion* spells (as well as monster abilities and magical item effects that cause *charm*, *sleep*, *hold*, and *confusion*). Each such defense of the wearer drains the Diadem of one charge (such Diadems normally have 2-20 charges; Lathkoon's has 9 left), and such items are not rechargeable—when discharged, their gems shatter and are ruined. The wearer of a *diadem of disenchantment* gains two additional protections from the device that do not drain charges (but are lost when the Diadem's charges are drained): a +1 bonus on saving throws vs. *paralysis* (from whatever source), *polymorph magics*, and *ESP*; and a +4 bonus on any saves vs. *spells* when faced with *feeblemindedness* (thus the wearer saves at par, not at -4). Such items are very rare, and the knowledge of how to make, despite much research on the part of Lathkoon.

APPENDIX III: NEW MONSTERS

Here follow complete descriptions of the new monsters introduced in this module, in the order in which PCs will encounter them. Note that only Prying Eyes will be encountered as a random, wandering monster.

PRYING EYES

Armor Class: 3 or 7 (see below)
 Hit Dice: 1/2**
 Move: 60' (20')
 Attacks: 1
 Damage: 1-6
 No. Appearing: 1-20 (1-20)
 Save As: Magic-User 9 (see below)
 Morale: 3 (see below)
 Treasure Type: Nil
 Alignment: Neutral
 XP Value: 7



These odd creatures take the form of small, twinkling pairs of lights, that float together (*levitating*) in midair appearing as disembodied, glowing eyes. Their origin is uncertain, but it is thought they come from the Astral Plane, and are allowed entry by the casting of Gates and use of similar magics that create connections between planes, or find their own ways through existing wormholes (q.v. "The Multiverse," *D&D® Companion Set, Dungeon Masters Book*).

Attracted to magical activity of all sorts, they seem naturally inquisitive, so that they will follow living creatures, and cluster about the location of any magical effects (or, failing that, magical items or spellcasters). Prying eyes are silent and have no minds (or at least none that can be contacted or affected) and are therefore immune to being fooled by *illusions*, or the effects of *charm*, *sleep*, *hold*, and similar "mind control" magics. They never attack, unless themselves attacked first—and will only counterattack each time they are menaced, not engaging in any ongoing combat unless they appear to do so while responding to repeated attacks. For example, if struck, they will strike back—once—and then float peacefully nearby. If later struck again, they will strike back, and then resume peacefully watching.

A prying eyes "bites" for 1-6 points of chilling damage (actually, they absorb trifling amounts of life energy). They are AC7 to magical attacks, and AC3 to non-magical attacks. Any magical attack (weapon, spell, or magical item effect) that strikes a prying eyes will slay it instantly, causing it to silently wink out of existence; non-magical attacks must deal 4hp of damage to a prying eyes to destroy it.

Any physical attack, magical or non-magical in nature, that puts the attacker in contact with a prying eyes, either directly or through weapon or armor (but not missile at-

tacks) will have the following effect: the attacker must save vs. *poison* or be *paralyzed* (elves excluded) for 1-4 rounds. A Prying eyes has no solid body; attackers expecting one may well overbalance and fall.

GUARDIAN HAND

Armor Class: 2/1
 Hit Dice: (As creator)****
 Move: 60' (20')
 Attacks: 2 (see below)
 Damage: See below
 No. Appearing: 1 (0)
 Save As: Magic-User (Level of creator)
 Morale: 12
 Treasure Type: All possible
 Alignment: (As creator)
 XP Value: Varies (5000 +)



This rare construct is of unusual power; it takes the form of a levitating, severed human hand (usually a left hand), long-fingered and of black, gleaming appearance. It has an eye set in the middle of its palm. A guardian hand has as many hp as its creator did at the time of creation, and is AC2 (individual fingers being AC1, and requiring 12 hp of damage each to be severed. Note that this is a separate hp count from the overall hp of the construct; it may be slain by hp loss before its fingers are severed, and its fingers will not fight on independently).

Guardian hands are created for a specific purpose; as they require one of the creator's own hands, they are rarely prepared until death approaches or death is expected if their protection is lacking. Thus, they are usually found guarding tombs, treasures, refuges, spell books, and the like. (Note that they are magical constructs, not undead creatures, and cannot be turned, etc.)

A guardian hand *levitates* about with great speed (19'/round), having two attacks per round. These attacks are as follows: the hand can punch, producing a surrounding band of force which makes the actual contact with the target, dealing 1-6 points of damage per strike (no saving throw). The hand can grip (this attack becomes the hand's only attack in any round in which it is used), its grip being corrosive (1-8 hp damage per round of contact; 1-4 only if the grip must eat through armor first), and requiring a combined Strength total of 22 to break). The hand can point with various fingers; the nail of each will release a thin, beam-like ray which continues in a straight line from the end of the pointing finger up to 40' distant. The effects of those attacks are described below. (Severed fingers do not retain their magical powers of attack.)

All attacks must hit to be successful; the

hand attacks as a monster of the same number of HD as its creator had levels (the Cheiromar's attacks as a monster of 27 hit dice).

A guardian hand is not intelligent, but can sense if a target is alive or not, and will continue to attack until the target ceases to live or passes out of its range of guardianship. The range and specific terms of a hand's guardianship are set by its creator, and by all reports seem to vary widely.

A guardian Hand can so *sense life* (treat as a form of *infravision* up to 60' distant), this power being independent of its eye. If damaged, the eye in its palm (which of course closes when the hand grips or punches, and is therefore never so damaged) can see for 110' with *truesight* (as in the clerical spell). Thus a hand can tell the level and alignment of opponents, know which *mirror image* is the real creature, and so on. The eye is AC0, and has 3 hp (of the hand's hp total).

All physical attacks do a hand normal damage. It is immune to fire, heat, and cold, and cannot be drained of energy; a *dispel magic* will cause it to become motionless for 1-2 rounds; an *anti-magic shell* slows it to 1 attack per round, and nullifies its finger-ray attacks (only) within the area of the Shell. The hand can also be paralyzed by spell or natural (i.e., monster) power; it saves against all attacks as its creator would have done, at the time of the hand's creation.

Magical attacks that a hand saves against are reflected back upon the caster or item wielder with full effects—if this is impossible due to the nature of the attack or the situation (e.g., protective magics on the caster), they will be directed to another living creature within 40' regardless of this victim's wishes or those of the caster, or if no such creature exists merely negated.

The finger-ray attacks of a hand can vary, according to whatever spells the creator selects (such spells must be castable by the creator); the Cheiromar's guardian hand has the following:

Forefinger: *energy drain*
 Long finger: *fiery beam*
 Ring finger: *paralysis*
 Baby finger: *whirlwind*

(The thumb has no attack; it regulates the hand's burning grip.)

Energy drain: Target must roll percentile dice, and be governed by the result.

01-46%: Any memorized spell is drained; if none, re-roll. (Spells drained are lost from memory; a hand will always drain the most powerful spell; if two or more of the same level are memorized, determine randomly which is lost.)

47-69%: A carried magical item, if any, is drained (2-8 charges from a chargeable magical item; minor items drained entirely 01-60%, or nullified in all respects for 1-20 turns, 61-00%; artifacts nullified for 1-2 turns).

70-90%: Loss of 1d12 hp.

91-00%: Loss of 1d4 hp, and faint (treat as instant Sleep) for 1-4 rounds.

Fiery Beam: Beam of fire, dealing 4d6 damage, and igniting (saving throw to avoid flammable items).

Paralysis: This is instant (i.e., it halts and ruins spellcasting in the same round as it takes effect) and almost total, permitting breathing but not speech. The first round of paralysis is automatic; thereafter, each round, the victim must save vs. *dragon breath* at -2, paralysis being broken whenever such a save is hereupon the victim is immune to further paralysis from that hand for 1d12 further rounds).

Whirlwind: All creatures struck by this ray of turbulence must save vs. *dragon breath* or be spun around and around with dizzying speed, suffering 1-4 points of damage and losing all items held or carried. To avoid losing a particular item, a victim of the Whirlwind must concentrate on retaining it (thus, only one item may be saved), and save vs. *paralysis* at -2 to do so. One or more items worn by victims (such as scabbarded weapons or backpacks) will also tear free unless a second save vs. *dragon breath* is made.

All items torn from a victim are hurled away in all directions by the Whirlwind's violent spinning action; any creature within 60' of the victim (except the Hand or any creature directly behind it, and thus shielded by the force of the ray itself) must save vs. *dragon breath* or be struck by one or more of these unintentional missiles; small objects do 1d4 damage, and larger ones (e.g., swords, packs, or staves) do 1d6. Small, moveable objects in the area of a Whirlwind effect will also be picked up and flung about; man-sized and larger or heavier objects will only be shifted slightly.

SKULLWRAITH

Armor Class: 2

Hit Dice: 1 + 1****

Move: 48' (16')

Attacks: See below

Damage: See below

No. Appearing: 1-3 (0)

Save As: Magic-User (Level of creator)

Morale: 12

Treasure Type: A-I, M, N

Alignment: (As creator)

XP Value: 31



This magical guardian of the Cheiromar's tomb is not undead, despite its name (although in life Alghund encouraged this belief, and both Lathkoon and Zelazel believe it to be so), but a construct created by the Cheiromar—and hence, unique. It takes the form of a human skull, which “flies” about (16'/round) by means of *levitation*, and has eyes like glowing flames. It can speak up to seven set phrases (of up to 77 words each), with which it was endowed during its creation; these cannot be spells, and cannot be subsequently changed. Once set, each phrase is linked to a specific set of conditions, which if fulfilled will cause the Skullwraith to speak the phrase. (It does not then forget the phrase, but can repeat it tirelessly each time the conditions are fulfilled.) The Cheiromar's Skullwraith, prepared by Halazar, has the following speeches.

Whenever a living creature or creatures first enters the chambers of the Seat of Power:

“Here lies Alghund, the Cheiromar, as in the end must we all. Proceed with great care; great danger awaits the destructive or greedy.”

Whenever attacked, by magical or physical means:

“Beware! Tempt not death! From beyond the grave the Cheiromar still can strike!”

Whenever any living creature or creatures touches the globe imprisoning the Eater-of-Magic, or approaches or touches the control sphere:

“You stand now in peril, and risk further all magic in these lands...what lies within the greater sphere is a power to overmatch most wizards, and a threat to all. Do not harm the sphere.”

Whenever any living creature or creatures enter the chamber that contains the actual Seat of Power:

“You approach the Seat of Power. A place of great usefulness—and great danger—to all who work magic. Use no magic in its presence, and strike it not, or perish.”

Whenever any living creature or creatures approaches within 1', or touches, the Cheiromar's casket:

“You gaze upon the Cheiromar, mightiest of mages, the Vigilant One, Guardian of

us all, as he appeared in life. Disturb him not, for his magic outlives him, and those ain from it should also beware its lasting power.”

Whenever any living creature or creatures enters the library:

“Here lies the greatest treasure that this world can give to any: knowledge. Use it accordingly.”

The Skullwraith has the following powers and abilities:

Spell Reflection: One spell per round (if multiple spells are cast at a Skullwraith in the same round, determine the one affected randomly) is reflected back at the caster, with full effects.

Poison Breath: Once per turn, a Skullwraith can breathe a conical cloud of poisonous vapors, which it synthesizes from the air around it as necessary. This cloud is 20' long and 10' in width at its base, 40' wide at its farthest extent, appears as green smoke with a faint, incense-like acrid odor, and has the following effects on all creatures within the cloud:

Creature saves vs. *Poison*: Creature Slowed due to nausea and “dazed” mental confusion/lassitude, for 2-7 rounds.

Creature fails to save vs. *Poison*: Creature suffers 1-6 hp damage, and collapses instantly into convulsions falling asleep after 2 rounds. Sleep lasts for 2-7 rounds, and cannot be broken earlier by any means.

Fireburst: Whenever a Skullwraith touches a creature (or that creature's weapons or armor), a tiny gout of flame will spurt from its eyes and burst upon the creature, causing 1-4 points of fire damage.

A Skullwraith has no purely physical attack (other than lightly ramming to deal its fireburst), but can snatch scrolls, keys, garments, and the like in its jaws, and has something of the intelligence and senses of its creator. In this case, the Skullwraith can recognize spellcasting and the approach of potential attackers, attempts to net or grab it and the like, can “see” (with 60' infravision) as though it were a living man, and will avoid direct physical contact by soaring up to the ceiling and remaining there when first menaced. It can dodge and swerve in rapid, intricate aerial acrobatics, is AC3 as a result (AC7 if somehow Held or immobilized), and has 9 hit points. If destroyed, it will shatter—the shards crumble to dust—and a spell (for so Halazar has used the seventh set of condi-

APPENDIX III: NEW MONSTERS

tions, rather than linking a phrase to them) will be unleashed instantly on the creature who destroyed it (i.e., struck the last blow if several had a hand in the Skullwraith's destruction): a *lightning bolt*, of 20d6 strength (save halves damage).

The Skullwraith will not otherwise attack or molest intruders, but will merely accompany them, floating above their heads, around the chambers of the Seat of Power. It will not leave the extradimensional complex; it will view any attempts to take it out as attacks.

The method of making this powerful type of construct is thought to have died with Halazar, although he may have passed it on to his apprentices.

EATER-OF-MAGIC

Armor Class: 10

Hit Dice: 7*

Move: 30' (10')

Attacks: See below

Damage: See below

No. Appearing: 1 (1)

Save As: Fighter 4

Morale: 2 (see below)

Treasure Type: Nil

Alignment: Chaotic

XP Value: 850



This strange, fearsome creature appears as a swirling, levitating cloud of lime green-hued smoke, opaque and faintly luminescent. The radiance of an Eater-of-magic pulses regu-

larly, brighter and dimmer, brighter and dimmer; it will flow to fit around obstacles, and is able to seep through cracks of half an inch or less (for example, around most doors, including those of the Seat of Power), but when unobstructed assumes a spherical form ten feet across. Eaters-of-magic are thankfully extremely rare, and are thought to come from the *dimension of nightmares* (cf. Malfera, *D&D® Companion Set Book Two*, p.34) or a similar dimension alien and hostile to humans.

Eaters-of-magic are silent, menacing creatures without visible eyes, limbs, or other body features; they always move towards the greatest concentration of magic, seeking to envelop it. Spells cast at an eater will be absorbed by it; it will suffer no harm and the magic will have no normal effect—but the eater will gain as hp whatever points of damage—if any—the magic would have caused; non-damaging spells yield hp equal to the level of the spell (for example, a *web* would give an eater 2 hp, and would not form). Eaters can absorb 1-4 charges from chargeable items (if an item remains within the “body” cloud of an eater, it loses 1-4 charges every 2 rounds), or negate the powers of non-chargeable magical items (including potions and scrolls; if used, their effects will be delayed for the 1-4 rounds mentioned) for 1-4 rounds per contact, artifacts being nullified for 1 round (similarly, such temporary nullification should be checked on every second round if such an item or artifact remains enveloped by an eater).

Spellcasters of all sorts who retain memorized spells when enveloped by an eater will lose one spell (determine randomly) at first contact, and one per round of being enveloped thereafter; each time this occurs, the spellcaster must save vs. *death ray* or be Feebleminded.

Eaters-of-magic do no other damage to creatures they contact or envelop, and suffer normal damage from fire and physical attacks (severe cold does them only half damage; note that magically-caused cold will be absorbed and negated by the eater, but will do the eater 1 round's worth of full damage as it is so ended), being AC10—and automatically hit if the attacker is enveloped—and having 7HD (the one imprisoned in the Seat of Power has 40 hp).

Note that fire of magical origin cannot harm an eater, because it will be instantly absorbed, or prevented from forming. An eater will ignore physical attacks, moving relentlessly to absorb magic; it will not hesitate for any reason. Mind-control spells do not affect it, and it seems fearless. When an eater is slain, it will lose its radiance, the “smoke” of its body will dissipate into thin air, and any magic within its body area (or, if a weapon that slew it, even if no longer within its body area) will receive a magical bonus of 1-6 additional charges, one subsequent use for “one-shot” weapons such as magical arrows, double effect vs. scrolls, memorized spells, and artifacts will not be so augmented.

PRE-ROLLED CHARACTERS

Use up to six of the characters given below; remember that both magic-users should be used. Details of the personalities of these characters are up to the players, and are not given here. DMs should determine what equipment each PC carries, beyond the bare minimum listed below. In addition to the magic shown here, each PC should have 1d6 potions, 1-2 miscellaneous magical items, 1-2 magical rings, and 1d20 × 10 gp worth of coinage, gems, or trade bars of precious metal.

It is recommended that the DM choose these, rather than determining randomly.

<p>THONDARIL "The Sword" Lawful 21st level Fighter</p> <p>ST 17 Weapons: <i>Sword +2</i>, short bow; 20 IN 14 <i>arrows +1</i>; normal dagger. WI 12 Armor: <i>plate mail +1</i>; <i>shield +1</i>. DX 15 CO 15 CH 13 HP 98 AC -1</p> 	<p>ELENSYL the Maga Lawful 17th level Magic-user</p> <p>ST 12 Weapons: <i>Dagger +4</i>; scroll of IN 18 <i>Telekinesis</i>; scroll of <i>wall of</i> WI 14 <i>iron</i>; scroll of <i>statue</i>; wand of DX 17 <i>magic detection</i>. CO 11 CH 14 Armor: <i>Ring of protection +2</i>. HP 40 AC 5</p> 
<p>BAERUM "The Bold" Neutral 16th level Fighter</p> <p>ST 16 Weapons: <i>War Hammer +2</i>; <i>Hand</i> IN 8 <i>Axe +2</i>; 2 <i>silver-bladed daggers</i>. WI 12 Armor: <i>chain mail +1 of haste</i>; DX 17 <i>shield +1</i>. CO 14 CH 16 HP 71 AC 0</p> 	<p>ZANZIIR "The Mysterious" Neutral 20th level Magic-user</p> <p>ST 13 Weapons: <i>Rod of parrying +5</i>; IN 17 <i>Staff of Dispelling</i>; <i>Slate of</i> WI 13 <i>Identification</i>; <i>Ointment of</i> DX 14 <i>Soothing (1 box)</i>. CO 14 CH 10 Armor: <i>Ring of protection +1</i>. HP 46 AC 7</p> 
<p>DURNATH the Patriarch Lawful 19th level Cleric</p> <p>ST 12 Weapons: <i>Mace +3</i>; normal club; IN 10 sling with 20 stones and 3 WI 17 2 <i>silver-bladed daggers</i>. DX 12 <i>Stones of Seeking +1</i>, 4 <i>Stones</i> CO 14 <i>of Penetrating +1</i>, 4 <i>Stones</i> CH 13 <i>of Penetrating +1</i>, 4 <i>Stones</i> HP 54 AC -4</p> 	<p>ORSKIL "Sharpeye" Neutral 15th level thief</p> <p>ST 12 Weapons: <i>Dagger +3</i>; <i>short sword</i> IN 7 <i>+3</i>. WI 13 Armor: <i>Leather armor +2</i>; <i>ring of</i> DX 16 <i>protection +1</i>. CO 9 CH 13 HP 38 AC 2</p> 
<p>THURLAN "Evilscurge" Lawful 15th level Cleric</p> <p>ST 16 Weapons: <i>War hammer +3</i>; club; IN 10 <i>mace</i>. WI 16 Armor: <i>plate mail of Curse Removal</i> DX 11 <i>+1</i>; <i>Shield +2</i>. CO 11 CH 10 HP 77 AC 0</p> 	<p>SPARNUS "The Hand" Neutral 17th level Thief</p> <p>ST 16 Weapons: <i>Hand axe +4</i>; <i>dagger +1</i>; IN 9 <i>Ear Ring</i> WI 10 (cf. <i>Companion Set Book 2</i>). DX 18 Armor: <i>non-magical leather ar-</i> CO 16 <i>mor</i>; <i>Ring of protection +2</i>. CH 10 HP 40 AC 2</p> 

PRE-ROLLED CHARACTERS

<p>Appearance: Elensyl is a slim, raven-haired lady of grace and agility. Her eyes are cold blue, her features sharp—and, when angered, frighteningly flinty. Her hair stirs and lifts about her shoulders as if touched by gentle breezes when she works magic. She likes cats of all types and sizes.</p> <p>©1987 TSR, Inc. All Rights Reserved.</p>	<p>Appearance: Thondaril is big (6'4", 290 lbs) and broad-shouldered, with corded muscles and a fearsome visage—he bears a spade-shaped beard, and old scars. His hair is reddish-brown, his eyes green-grey, his voice deep and rough. Thondaril can speak the tongue of Dwarves.</p> <p>©1987 TSR, Inc. All Rights Reserved.</p>
<p>Appearance: Zanziir is a tall (6'3"), distinguished bearded man with green eyes and black, curling hair. He says nothing direct of himself or his plans, ever, and usually hums rather than answering any question he does not wish to. Zanziir is calm and calculating; he will "run away to fight another day" if it seems prudent.</p> <p>©1987 TSR, Inc. All Rights Reserved.</p>	<p>Appearance: Black-haired, sharp-featured Baerum is handsome and graceful; a "ladies' man." Baerum has flashing amber eyes and a quick wit. His recklessness in battle has earned him his nickname.</p> <p>©1987 TSR, Inc. All Rights Reserved.</p>
<p>Appearance: Orskil is a young, grinning rogue with tousled brown hair, a saucy manner, and gold rings in his ears. He pretends to be a young wandering noble, but the closest he's ever been to nobility is his hand in a Lady's purse. Orskil has green eyes and long, nimble fingers. He is apt to swagger and flourish.</p> <p>©1987 TSR, Inc. All Rights Reserved.</p>	<p>Appearance: Durnath is a grey-haired, melodious-voiced man of middle years; he has hazel eyes and average build. Thoughtful in his speech and careful in his ways, Durnath has had a long and capable adventuring career, and is rarely surprised (only on a 1) if awake, as he is always wary.</p> <p>©1987 TSR, Inc. All Rights Reserved.</p>
<p>Appearance: Sparnus is a grizzled veteran adventurer—he looks like a seasoned man-at-arms, not a thief. His cheeks are always covered with stubble; the left one bears the white scar of an old sword-slash. His hair is brown (going grey at the temples), and his build is stocky. His eyes are hazel, and his hearing acute—he is rarely (only on a 1) surprised if awake; he is always alert and expecting trouble.</p> <p>©1987 TSR, Inc. All Rights Reserved.</p>	<p>Appearance: Thurlan is a burly, battered-looking man who rarely removes his armor, save to bathe. He has lanky blond hair, a stubby blond beard, and steady, penetrating black eyes. Thurlan is fiercely dedicated to fighting evil, and will not rest until he has fought any evil creature he encounters. He hates lies and deception, for any reason and by any person.</p> <p>©1987 TSR, Inc. All Rights Reserved.</p>

COMBINED MONSTERS STATISTICS TABLE

Name	AC	HD	hp	AT	D	MV	AL	THAC0	Book	SA/SD
Actaeon	3	11**	60	3	7-12/7-12/2-16	150' (50')	N	10	Masters	breath <i>polymorphs</i>
Basilisk	4	6 + 1**	36	1	1-10	60' (20')	N	13	Expert	<i>gaze</i> petrifies
Bat, normal	6	1/4	1	(1)	<i>confusion</i>	120' (40')	N	—	Basic	—
Bear, black	6	4	21	3	1-3/1-3/1-6	120' (40')	N	16	Basic	2-paw hug (+2-16 damage)
Bear, grizzly	8	5	30	3	1-8/1-8/1-10	120' (40')	N	15	Basic	2-paw hug (+2-16 damage)
Beetle, oil	3	3 + 1	11	1	2-12	150' (50')	N	16	Basic	squirts corrosive oil
Beholder	0/2/7	11*****	60	1	2-16	30' (10')	C	10	Comp.	1 eye, 11 eyestalks (magical)
Boar	7	3	18	1	2-8	90' (30')	N	17	Basic	—
Cat, great	(ML)6	3 + 2	16	3	1-3/1-3/1-6	150' (50')	N	16	Basic	—
Devil Swine*	3 (9)	9*	65	1	2-12	120' (40')	C	11	Expert	<i>charm</i> , shapechange
Dog, war	7	1 + 2	7	1	1-6	180' (60')	N	18	Basic	treated as Wolf, normal
Druj	-4	14*****	77	1 or 4	V	90' (30')	C	8	Comp.	spells, poison
Dryad	5	2*	B	—	—	120' (40')	N	—	Expert	<i>charm</i> , special
Eater-of-Magic	10	7*	40	—	—	30' (10')	C	—	New	Drains magic
Elk	7	4	19	1	1-8	240' (80')	N	16	Expert	—
Ferret, giant	5	1 + 1	7	1	1-8	150' (50')	N	18	Basic	—
Gargoyle*	5	4**	V	4	1-3/1-3/1-6/1-4	90' (30')	C	16	Basic	immune: <i>sleep</i> , <i>charm</i> , non-magical weapons
Golem, bone*	3	68	46	4	1-8 x4 (swords)	120' (40')	N	14	Expert	immune: fire, cold, electrical
Grab Grass	9	1 per 5 sq. ft.	V	1	holds, entangles	—	N	—	Companion	—
Griffon	5	7	40, 31	3	1-4/1-4/2-16	260' (120') fly	N	13	Expert	likely to attack horses
Guardian Hand	2	27****	72	2	1-6 x2, or 1-8	60' (20')	L	2	New	immune: fire, heat, cold, magic; uses magic
Hawk, giant	6	3 + 3	25	1	1-6	450' (150')	N	16	Master	—
Hawk, normal	8	1/2	4	1	1-2	480' (160')	N	19	Master	—
Hsaio	5	4**	29	3	1-6/1-6/1-4	210' (70') fly	L	16	Master	4th level cleric: spells instead of attacks
Insect swarm	7	2*	15	1	automatic: V	60' (20') fly	N	—	Expert	pursues, automatic damage
Leech, giant	7	6	36	1	1-6	90' (30')	N	14	Expert	automatic damage each round
Lich	0	27	100	1	1-10 + 1-100 day paralysis	90' (30')	C	9	Master	27th level MU spells: 7/7/7/6/6/5/5/4
Lizard, giant (D)	5	4 + 2	26	1	1-8	120' (40')	N	15	Basic	glide
Lizard, giant (HC)	2	5*	33	2	2-8/1-6	120' (40')	N	15	Basic	surprises 1-5 (d6), sticky tongue
Malfera	3	9**	49	3	1-10/1-10/1-6	60' (20')	C	11	Comp.	poison breath, struck only by magical weapons
Manscorpion	1	8**	66	2	3-18/1-10 + poison	240' (80')	C	12	Comp.	clerical spells; tail sting kills or paralyzes 1d8 1 round
Moose	7	4	22	1	1-8	240' (80')	N	16	Expert	—
Nightwing	-8	17*****	129	1	7-12	240' (80') fly	C	7	Master	bite changes victim into servant bat; can drain magic
Odic	-4	16*****	102	1	1-12 + poison	—	C	7	Comp.	drains level, leaves attack
Owl bear	5	5	33	3	1-8/1-8/1-8	120' (40')	N	15	Basic	Both paws hit = hug (+2-16 damage)
Prying Eyes	3	1/2**	4	1	1-6	60' (20')	N	19	New	AC7 to magical attacks
Purple Worm	6	15*	70	2	2-16/2-8	60' (20')	N	8	Expert	swallows whole, poison
Rat, normal	9	1/8	1	1	1-6 + disease	60' (20')	N	19	Basic	1 in 20 chance of disease
Rhagodessa	5	4 + 2	30	2	2 sticks/2-16	150' (50')	N	15	Expert	—
Robber fly	6	2	16	1	1-8	180' (60')	N	18	Basic	30' leap; surprises 1-4 (d6)
Shrew, giant	4	1*	7	2	1-6/1-6	180' (60')	N	19	Basic	always has initiative
Skeleton	7	1	V	1	by weapon	60' (20')	C	19	Basic	undead; immune to <i>charm</i> , <i>sleep</i>
Skullwraith	2	1 + 1****	9	1	fireburst, 1-4	48' (16')	L	18	New	spell reflection; poison breath
Snake, giant racer	5	2	12	1	1-6	120' (40')	N	18	Basic	—
Snake, giant rattlesnake	5	4*	23	2	1-4/1-4 + poison	120' (40')	N	16	Basic	poison kills in 1-6 turns
Snake, pit viper	6	2*	16	1	1-4 + poison	90' (30')	N	18	Basic	always gets initiative; bite kills
Spectral hound	-2	5**	30	1	2-12	150' (50')	C	15	Comp.	immune to fire, cold; struck only by silver and magical weapons; bite causes fading
Spider, giant black widow	6	3*	22	1	2-12 + poison	60' (20')	N	16	Basic	—
Spider, giant crab	7	2*	12	1	1-8 + poison	120' (40')	N	18	Basic	surprises on 1-3 (d6); bite kills in 1-4 turns (+2 save)
Spider, giant tarantula	5	4*	26	1	1-8 + poison	120' (40')	N	18	Basic	bite causes victim to dance
Spider, planar	6	5**	26	1	2-12 + poison	180' (60')	V	15	Master	poison kills; shifts from plane to plane while attacking; carries no magical items
Sprite	6	1/2*	1-2	1	spell	180' (60')	N	20	Basic	spellcasting
Stirge	7	1*	6	1	1-3	180' (60') fly	N	18	Basic	+2 on first dive attack, drains per round until killed
Unicorn	2	4*	V	3	1-8/1-8/1-8	240' (80')	L	16	Expert	Teleport 360' once per day
Vision	0	12****	66	7	1-4 x7	—	C	9	Comp.	save vs. spells or sit helpless
Weasel, giant	7	4 + 4	V	1	2-8	150' (50')	N	15	Comp.	hold on and suck blood
Wolf, normal	7	2 + 2	9	1	1-6	180' (60')	N	17	Basic	—
Zombie	8	2	V	1	1-8 or weapon	90' (30')	C	18	Basic	undead; immune to <i>sleep</i> and <i>charm</i>



Companion Game Adventure

The Endless Stair

by Ed Greenwood

The Great Mage Cheiromar, known as Aglahund the Mighty, is said to be buried under the Leaning Stone atop Galzar's Crag. One of his apprentices, Ulthorn, has been discovered dead in an aperture of the Leaning Stone . . . a doorway that locals swear has never been there before!

You must discover how Ulthorn died and the mystery of the Leaning Stone. In the process, you may find yourself at the Endless Stair. Those who never climbed it say it seems to lead to nowhere. Those who did never lived to tell of it.

Will you dare ascend into the unknown?

This adventure is for use with the DUNGEONS & DRAGONS® Companion set, which complements the D&D Basic and Expert Rules. This adventure cannot be played without the D&D Basic, Expert, and Companion sets produced by TSR Inc.

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