

Advanced Dungeons & Dragons®

Official Game Adventure

DARK CLOUDS GATHER

by Jim Bamba & Phil Gallagher

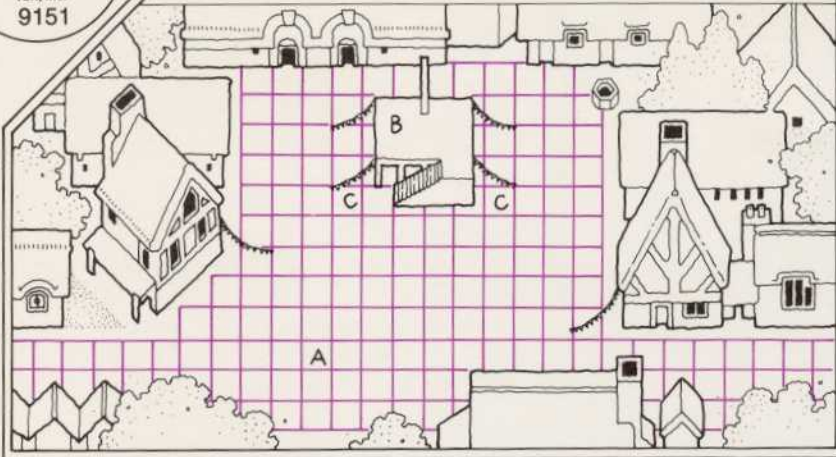


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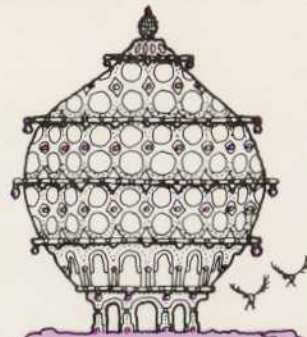


② LURNESLYE

1 square = 20 feet

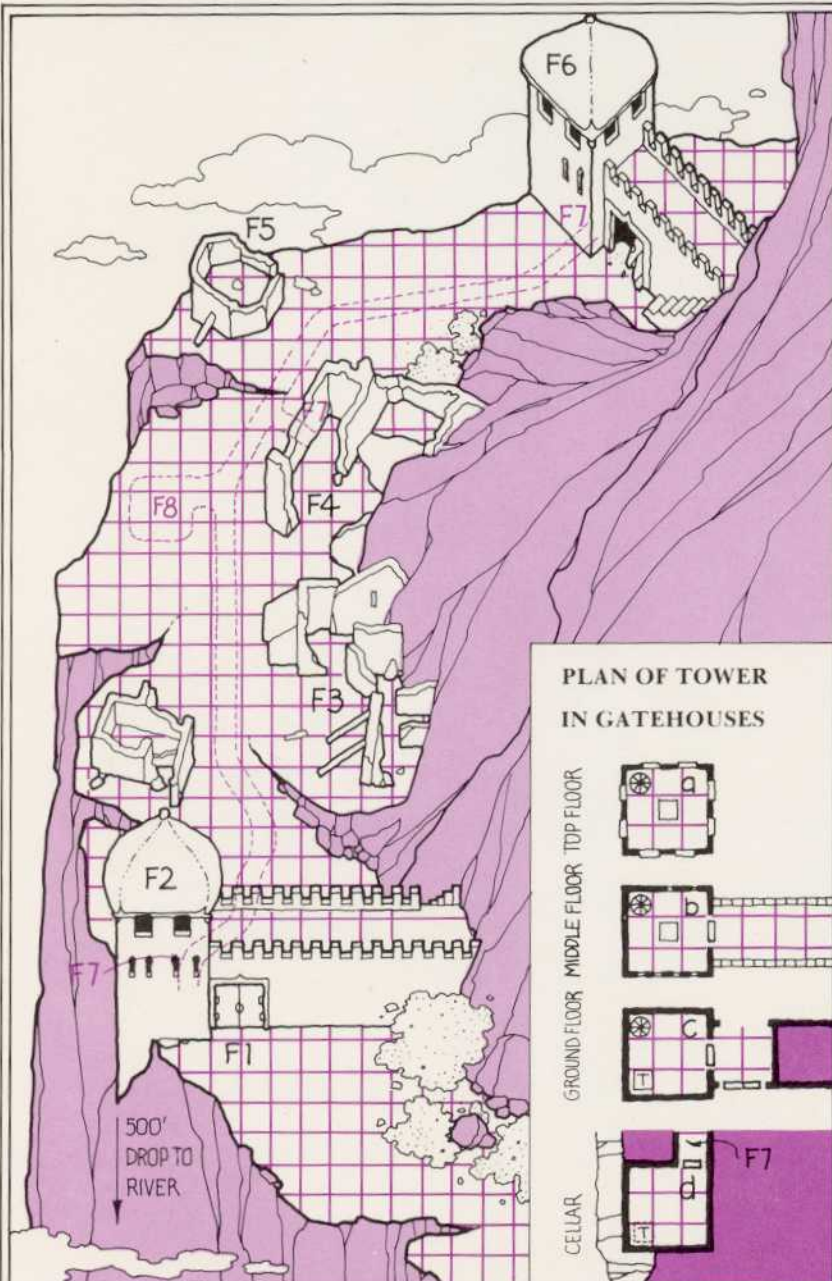


⑧ TIKKA-TI-JARRA 1 hex = 200 feet



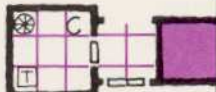
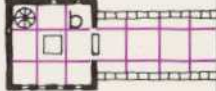
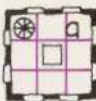
VIEW OF TEMPLE

0' 10' 20' 30'



PLAN OF TOWER
IN GATEHOUSES

GROUND FLOOR MIDDLE FLOOR TOP FLOOR
CELLAR

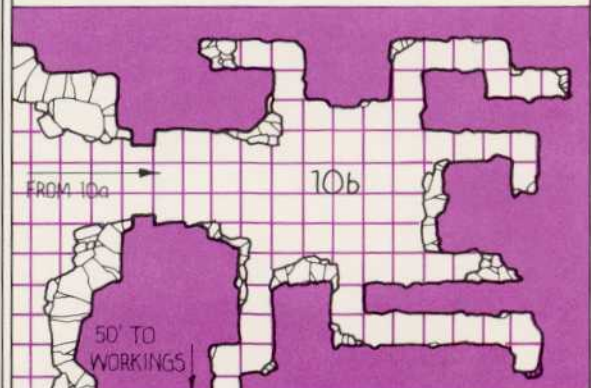


1000' DROP
TO WINBY
GULLEY

⑥ FANJYR WAY-STATION

1 square = 10 feet

⑩ SILVER MINE 1 square = 10 feet



FROM 10a

10b

50' TO
WORKINGS

Official **Advanced Dungeons & Dragons**®

Adventure Module for 5-8 Characters of Levels 7-9

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by Jim Bamba and Phil Gallagher

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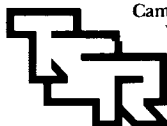
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This is an **ADVANCED DUNGEONS & DRAGONS®** module for 5-8 characters of levels 7-9. The adventure takes place in and around the Cloudscape Mountains: a large snow-covered mountain range, cut by a single pass — the Scarrabere.

FROM THE DARK PAST

In ages past, when the land was young and the dwarves had not yet emerged from beneath the mountains, the Arch-mage Deval created a wondrous citadel for herself, high in the Cloudscape Mountains. With her mighty magics, Deval transformed the ice on Mount Ederglow into a crystal citadel with walls as hard as steel. Isolated from the rest of the world, Deval and her assistants researched deep into magical flight. They made many amazing discoveries which culminated in the construction of the skyfish — an incredible flying device in the form of a giant manta ray (see **Pull-out Sheet IV**).

One day Deval's researches were interrupted by three desperate aarakocra envoys. In anguished tones, they begged her aid against "the snow demons" — fearsome white, winged creatures who had been attacking their nests and slaying aarakocra without mercy. Deval listened closely to their tale and resolved to help the birdfolk. Over the next few days she cast many powerful spells and discovered that the snow demons were called ba'atun (pronounced "bah-TOON") and were led by an evil, black female named Yesorkh Pahyeh, who had the power to possess other creatures (see **Pull-out Sheet III**).

Deval quickly devised a plan to defeat the ba'atun and called upon a family of neutral good cloud giants to help her. The cloud giants were more than willing to rid the mountains of the ba'atun menace. Moving their flying cloud castle under cover of night, the giants led the aarakocra assault on the ba'atun. As Yesorkh attempted to possess one of the giants, Deval swept in on her magical griffon (see area T3) and cast a **trap the soul** spell, imprisoning the black ba'atun within the confines of a magical gem. Without their leader, the ba'atun were soon destroyed. The aarakocra returned to their peaceful existence and, over the centuries, the terror of the ba'atun was forgotten.

Already venerable, Deval guarded the gem imprisoning Yesorkh, but as her time grew near, she gave it to the cloud giants for safe keeping. For over twenty five centuries the gem lay hidden in the depths of the giants' stronghold, but with the passing of time, the giants' memories of the ba'atun dimmed. Finally, the gem's function as a prison faded from their minds altogether, and it came to be considered as just another valuable stone.

2 DARK CLOUDS GATHER (From the Dark Past)



The Freeing of Yesorkh

One fateful day thirty years ago, a young cloud giant called Lachlan "borrowed" the gem (without his parents' knowledge) and, while using it in a game, accidentally rolled it off the side of the cloud. Upon hitting the ground, the gem shattered, and Yesorkh Pahyeh was free! At once she sped to her ancient lair, where a clutch of ba'atun eggs had been carefully stored centuries before.

Having no idea of the length of her imprisonment, Yesorkh's greatest fear was that Deval still lived. So she hatched the eggs and hid from the world while the ba'atun grew to maturity. In the darkness of her ancient lair she nurtured her anger, reliving the humiliation of her defeat. Long she brooded on how to exact her vengeance and punish the hated aarakocra, but at last the ba'atun were ready, and Yesorkh's plot could be put into action....

The Darkness Spreads

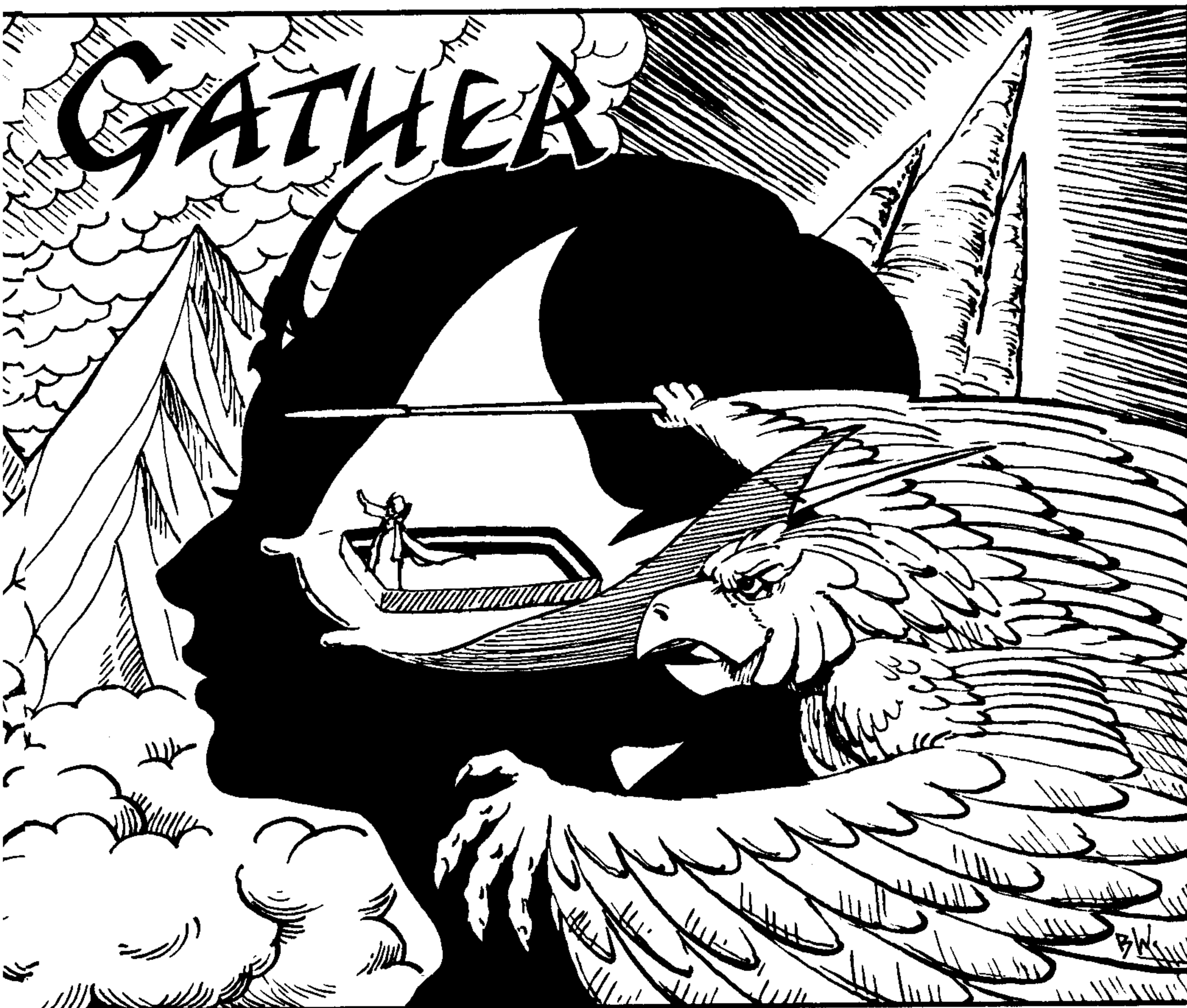
It was a simple matter for Yesorkh to possess an unsuspecting merchant, and in this guise she was able to possess Lachlan, now an adult cloud giant. Lachlan had inherited the castle from his parents and in his form, Yesorkh discovered that she could control the cloud castle and through it, certain aspects of the weather. Gradually the castle lost its white glow while the clouds surrounding it became dark and oppressive.

With the giants' castle in her power, Yesorkh/Lachlan's attention has turned to the aarakocra. Recently, three aarakocra nests have been destroyed and the remaining aarakocra now live in fear of the "evil" giant and his dark, sinister castle.

Fear also grips the human villagers of Lurneslye (area 2). For the dark clouds call to mind an ancient prophecy of "dark demons from the sky", related by a parchment in the possession of Bernhardt, the head cleric of the village (see **Pull-out Sheet I**).

In order to turn the frightened human populace against the aarakocra, Yesorkh's minions have attacked caravans travelling through the Scarrabere Pass, and have left aarakocra corpses amid the carnage, as though the birdfolk were the aggressors. The discovery of these corpses led Bernhardt to believe that the aarakocra are the demons of which his parchment foretold.

Meanwhile Kirraka, the head shaman of the aarakocra, after consuming some magical, trance-inducing Charrak seeds (see page 11) has experienced a vision in which a mysterious group of adventurers appeared to him. Convinced that these adventurers are the key to the aarakocra's survival he has sent an aarakocra envoy, Tcho'eh (pronounced "cho-AY"), to search for them in the lowlands. But the lowlands are no longer safe for the birdfolk. Yesorkh's policy to incriminate and isolate the aarakocra has worked well, fear now



Aerial Combat

Monsters likely to be involved in aerial combat have three hit point totals listed for them, e.g. hp 12/6/3. The first figure is the creature's normal hit points; the figure after the slash shows at which point it becomes unable to continue stable flight and is forced to land; and the third figure shows at what point the creature simply plummets from the sky (see **DMG** p53). The figures allow for the fact that feathered wings (cf. aarakocra) are harder to damage than membranous ones (cf. ba'atun).

ABBREVIATIONS

In this module, the statistics of monsters and non-player characters have been standardised. The information is given after the monster's/NPC's name, as follows:

AC = Armour Class; **MV** = Movement Rate; **MC** = Manoeuvrability Class (see **DMG** p50); **HD** = Hit Dice (monsters) or Class/Level (NPCs only); **hp** = current hit points (figures in brackets indicate maximum hit points of wounded creatures); **#AT** = Number of attacks; **D** = Damage caused by attacks; **SA/SD** = Special Attacks and/or Special Defences; **MR** = Magic Resistance; **Int** = Intelligence (monsters and minor NPCs only); **AL** = Alignment; **xp** = Experience Points awarded for overcoming.

The following additional abbreviations are used:

C = Cleric; **F** = Fighter; **MU** = Magic User; **S** = Strength; **I** = Intelligence; **W** = Wisdom; **D** = Dexterity; **C** = Constitution; **Ch** = Charisma; **MM** = **AD&D**® Monster Manual; **MMII** = Monster Manual II; **FF** = **FIEND FOLIO**® tome; **PHB** = **AD&D** Players Handbook; **DMG** = **AD&D** Dungeon Masters Guide.

THACO = To Hit Armour Class Zero. This is the roll on a d20 needed by a creature to hit an opponent with AC 0 (see **DMG** p196-215). In most cases, the roll needed to hit other armour classes = **THACO** minus **AC**. Some creatures, whose hit probability is very low, have been given a **THACO** of 20*, and you should consult the relevant tables (see **DMG** p74-5) to find the rolls needed to hit other armour classes.

grips the villagers of Lurneslye and the best an aarakocra can hope for is a quick and painless death.

THE ADVENTURE

The adventure begins near the village of Lurneslye on the road leading to the Scarrabere Pass. In the village, the adventurers have the opportunity to rescue Tcho'eh, the innocent aarakocra envoy from the clutches of the over-zealous Bernhardt.

Tcho'eh will attempt to recruit the adventurers' aid against the "evil" cloud giant and his castle, and will lead them to Tikka-ti-jarra, the home of the aarakocra. Working on information from the aarakocra shaman and a group of giant eagles, the party will be able to locate Devral's ancient crystal citadel at Mount Ederglow. The citadel contains Devral's magical, flying skyfish. By recovering this fantastic artifact the adventurers will be able to take on Yesorkh Pahyeh in her usurped cloud castle, and banish the dark clouds forever.

Running the Adventure

There are several ways of starting the adventure. For example, the party could be simply travelling along the road to Lurneslye on the way to somewhere else. Alternatively, they might be following rumours that there are bandits in the Scarrabere, or

perhaps tradesmen in a nearby town have asked them to discover why a number of merchant caravans have not arrived.

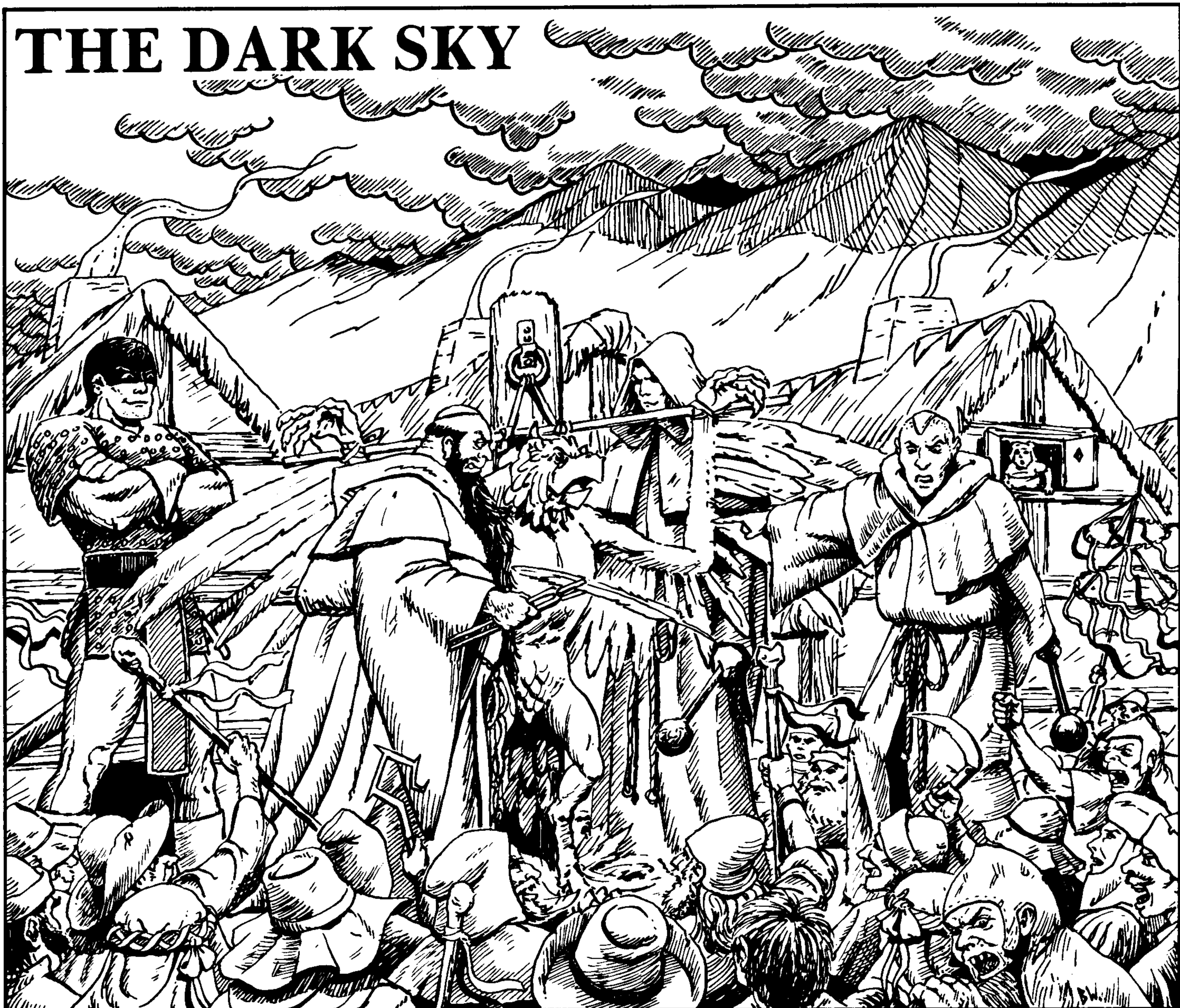
As in any role-playing adventure, players' actions can lead to unpredictable results, and it may be necessary to adapt the adventure to suit your players. The characters have plenty of opportunities to deviate from the proposed course of the adventure or even to abandon the aarakocra to their fate. It is up to you as DM, as to how much influence you bring to bear in order to avert this, taking particular account of the alignments of the characters. In various places the flow of the adventure is dependent on the actions of certain NPCs. You should use these NPCs to guide the adventurers. If, as might happen, this does not work out, you must find an alternative means of continuing the adventure. For example, if Tcho'eh is killed in Lurneslye, another aarakocra envoy should meet the characters to guide them to Tikka-ti-jarra.

Weather and Visibility

During the adventure the sky will grow increasingly dark as the black clouds spread over the mountains. By the time the party meets the dwarves near Mount Ederglow (area 10 - page 15) the sky should be a mass of billowing black clouds, broken occasionally by a flash of lightning. The encroaching darkness should be used to add to the module's atmosphere and to spur the party on.

BOXED SECTIONS include that information which the characters would get from the first sight of an area or room. You may either paraphrase or read them out as written. In cases where player characters would instantly recognise the monsters seen, you should of course substitute the monsters' name(s) for the description given.

THE DARK SKY



RECENT EVENTS

Lurneslye (see **Map M** and **Map 2**), is a small farming village governed by a group of clerics of lawful neutral alignment. Clearly visible from Lurneslye are the Cloudscape Mountains. Normally picturesque, with silvery-white clouds blowing along their peaks, the mountains now have a dark and sinister appearance. Large black clouds cast an ominous shadow over the land; a shadow which is growing visibly day by day. The clerics and villagers fear the arrival of winged demons (as foretold in an ancient prophecy), and the discovery of aarakocra corpses in the Scarrabere has intensified this fear (see **The Darkness Spreads** - page 2).

Two days before the party arrives in Lurneslye, Tcho'eh, an aarakocra envoy, was captured and brought before Bernhardt. After briefly interrogating Tcho'eh, Bernhardt became convinced that he was a

demon in disguise. Bernhardt has organised a public trial of the 'demon', to take place on the day of the party's arrival. This trial will see him demanding the maximum penalty under the law — death by burning. People are flocking to the village square to hear the 'demon' confess to its sins, and to watch Bernhardt banish the dark clouds.

Important NPCs

This section is designed to introduce the players to the adventure. Some of the background information which is vital to the successful running of this section, is only to be found in the details of the three major NPCs described on the **Pull-out Sheet** (between pages 14 and 15). These characters are Bernhardt, the head cleric of Lurneslye; Tcho'eh, the aarakocra envoy; and Asdos, a visiting neutral good cleric. You should refer to **Pull-out Sheet I** whenever these characters are mentioned in

the text. The actions and personalities of these NPCs should be used to encourage the characters to become involved in the adventure and, it is hoped, rescue Tcho'eh. If all else fails, Asdos can be relied upon to beg the party to intervene. Ham up this section as much as you like and above all, enjoy yourself!

The Trial

The villagers, normally a simple, peace-loving folk, are afraid and very excitable. Bernhardt, convinced that Tcho'eh is a demon, intends to carry out the law to the letter and burn him — preferably after he has obtained a full confession. In this he has the full support of the villagers. During the proceedings there will be numerous shouts of "Burn it, it's a demon", "Pluck its feathers, make it squawk", and so on, as the crowd is swept along by Bernhardt's rhetoric.



Unless the adventurers intervene, Tcho'eh will be burned by Bernhardt. Intervention can vary from attempting to argue with Bernhardt, to outright violence. Arguing with Bernhardt is difficult, for he will not be persuaded that Tcho'eh is anything but a demon. Violent solutions to the problem will result in a bloodbath, as the crowd surges forwards to ensure that the law is enforced.

Trial by Combat

According to the law of Lurneslye, it is the right of any creature on trial to prove its innocence by combat — a fight to the death (or unconsciousness) between two opponents; either the accused and the accuser or appointed champions. This law is strictly adhered to and, once demanded, cannot be avoided. If an adventurer demands this right, the crowd will be reluctant initially, but a few will take up the call and it will gradually spread until all are in favour.

1. A Farmer Comes to Town

Start the adventure at the point marked 1 on **Map M**, where a rough trail meets the main road to Lurneslye:

While you have been travelling towards the village of Lurneslye, the sky has grown darker. The thin white clouds which previously streaked the bright blue sky have given way to a large grey smudge which masks the light. Judging by the clouds hanging over the mountains, a fierce storm is on its way.

From the woods emerges an aged team of horses pulling a creaking and decrepit wagon. A man and woman stare in surprise, while three children in the back of the wagon giggle at you. By the wagon is a tree with a notice nailed to it.

The family in the wagon are from one of the outlying farms and are on their way to Lurneslye for the trial. They will hail the adventurers and ask if they are going to the trial, indicating the notice by the tree if the adventurers look puzzled. If the approaching storm is mentioned, they will tell the adventurers that it has been gathering over the mountains for 3 weeks and is "the work of demons." These demons have also been "raiding caravans and attacking travellers."

Now, one of them has been caught and "Bernhardt will soon sort it out and remove the dark clouds." The farmer "knows" that the demons have wings, although he has never seen one. If questioned further, his imagination will get the better of him. He will describe them as "black with evil eyes, sharp teeth and fangs, and a thirst for human blood." His children will grow very scared during his description and the youngest will start to cry.

If the characters do not read the notice, you should draw their attention to an identical notice further along the road.

The Notice

A hand-written notice has been nailed to a tree proclaiming today's interrogation:

PUBLIC EXAMINATION OF THE DEMON BY THE TEMPLE OF LURNESLYE

Be it known to all righteous citizens of Lurneslye and surrounding lands, that on the morrow, a public examination of a feathered demon will be held. This foul creature was found not only lurking, but also skulking on the edge of our village, where it plotted to bring pestilence upon us and steal our babes.

This abomination cannot be tolerated. When the great temple bell is rung, the trial to demonstrate its guilt will commence. Afterwards, the beast will be cleansed in fire and its ashes sealed into a properly consecrated receptacle.

Unless ye are in league with this disgusting, evil creature your attendance is mandatory. Thus all can witness that the monster receives a fair examination.

By order of Bernhardt, Chosen of the Temple of Lurneslye

2. Arrival at Lurneslye

The characters will arrive in Lurneslye shortly after Bernhardt begins his public questioning of the aarakocra. The villagers, despite their fear, are in a festive mood, believing that a solution is at hand:

The road rounds the hill, revealing the village ahead. Sounds of merriment and the frantic ringing of a cracked bell are clearly audible. The main street, with its colourful confusion of bright bunting and moving people, stands in stark contrast to the dark sky.

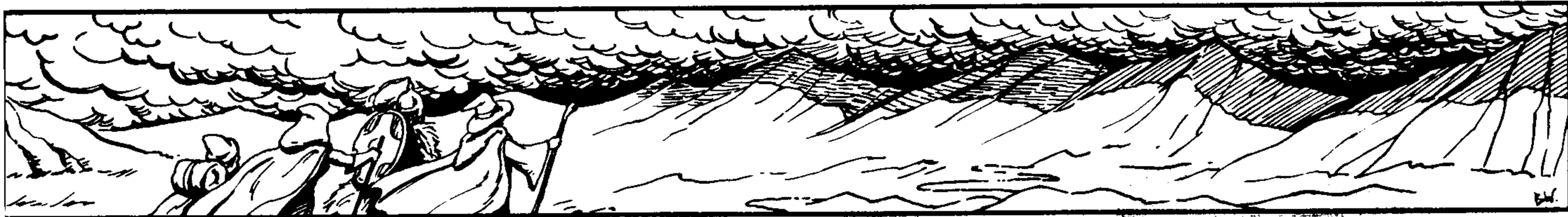
On both sides of the street, tradespeople ply their wares from small booths. Cries of "lucky talismans, guaranteed good luck", and "beautiful ribbons, who will buy my bright ribbons", rise above the noise of the crowd. There are six vendors here, selling trinkets, ribbons, pies, beer, cheese and sweetmeats, all at very reasonable prices — most of the goods on sale are priced at a few copper pieces. Most people are heading down the street to the village square.

The Square (Map 2)

The middle of the village is filled with excitedly chattering people, who jostle each other for a view of a large wooden platform at one end of the square. Just discernible through the crowd is a large, overweight, red-robed figure standing on the platform by a stout post. He holds up a pair of tongs with bright blue feathers grasped in them and grins broadly. He speaks, but his words are lost in the excited cries of the crowd. A few feet in front of you, a grey-haired old woman screeches, "Pluck its feathers, Bernhardt. Show it, it don't scare us." Bernhardt turns and you briefly glimpse a figure tied to the post. The cleric moves towards it and a cry of agony follows, but is drowned almost immediately by the roar of the crowd.

Bernhardt is ceremoniously plucking Tcho'eh the aarakocra, attended by Penryk and Grunb, two third level clerics, and by Murdoch, the temple's champion (see page 6 and **Map 2**).

The characters will be unable to see any more of the proceedings without securing a better viewpoint for themselves by either elbowing their way through the crowd (2 rounds), or by employing magical means. Shouting from the back of the crowd will not have any effect on the proceedings, as characters will not be heard by those on the platform.



When the characters get a clear view of the platform:

Tied to the pole is a sorry-looking man-like creature, now looking rather like a half-plucked chicken. Around its clawed feet lies a mass of bright blue plumage and tears of agony run down its hooked beak.

Bernhardt moves forward saying, "Now demon, what are you doing here?" With a mighty tug he plucks another feather, much to the crowd's delight. The birdman slumps forward, apparently dead. Grasping it by the beak, Bernhardt savagely pulls back its head. "So you refuse to cooperate, do you?"

Asdos Interrupts

After 1d4 rounds, Asdos will intervene in an attempt to stop the "trial", but he will be prevented by a couple of over-zealous crowd members:

A shout of, "Stop this barbarism! Let it go. It has done you no harm." comes from the middle of the crowd. There, an old man in sky blue robes is pushing his way through the mob. Before he gets very far he is dragged to the ground, kicking and screaming by those around him.

Asdos will be left unconscious and bleeding on the ground. He will recover consciousness after 1 round. Unless the adventurers have already gone to his aid, Asdos will soon notice their presence and push through the crowd towards them. After hurriedly introducing himself, Asdos will explain the local custom of trial by combat and suggest that one of the characters champion the aarakocra's cause, "lest a great injustice take place" (see **Trial by Combat** — below).

Interrupting the Trial

If the party intervenes, Bernhardt will demand to know who they are. He will accuse the characters of being in league with the 'demon' and will attempt to stir up the 'mob' against them. The crowd will boo and jeer the adventurers but will not attack without good cause.

6 THE DARK SKY (area 3)

Should the party initiate combat or cast offensive spells, the crowd will surge forward and attack until 50 of their number have been killed or incapacitated, at which point they will flee. During combat, the clerics (Bernhardt, Penryk and Grunb) will cast spells from the safety of the platform.

Penryk and Grunb: AC 5 (chain mail under red robes); MV 9"; C3; hp 8, 11; #AT 1; D 2-7 (mace); SA/SD Spells; Int Ave; AL LN; Size M; xp 157, 169; THACO 20; PHB.

Spells:

First level: **bleed, detect magic**

Second level: **hold person**

Crowd (120 villagers): AC 10; MV 12"; F0; hp 4 each; #AT 1; D 1-4 (dagger) or 1-6 (club); Int Ave; AL N; Size M; xp 9 each; THACO 20*.

Trial by Combat

If pressed, Bernhardt will reluctantly agree to a trial by combat. The rules of the combat are simple: no magic of any kind is allowed and neither armour nor shield is permitted. Any non-magical weapon may be used. Before the combat begins, a **detect magic** spell will be cast by one of the clerics on the character's weapon. If it is magical, the character will be given a second chance to comply, and failure to do so will result in the crowd attacking (see above). Opponents fight until either unconscious or dead; an accused character who wins (or whose champion wins) is proved innocent, defeat means the defendant is guilty as charged.

Having agreed to a trial by combat, Bernhardt will present his champion, Murdoch, and a space will be cleared in the square for the fight to take place.

Murdoch: AC 8 (dexterity 16); MV 12"; F5; hp 35; #AT 1; D 2-8 + 5 (broad sword plus strength); S18/91%, I5, W8, D16, C14, Ch8; AL N; Size M; xp 360; THACO 14; PHB.

If Murdoch is defeated, Bernhardt will storm off to his temple and the crowd will slowly disperse. The characters and Asdos will be able to release Tcho'eh and tend to his wounds (see **NPCs - Pull-out Sheet I**) without any interference. Defeat for the character means that only extreme measures can save the aarakocra's life.

Tcho'eh's Tale

When rescued, Tcho'eh is badly wounded and weak from ill-treatment. Once tended to, he will recount the following:

"My people live in the Cloudscape Mountains, soaring on the high winds. All was well until the giant came in his castle, turning the clouds black and spitting lightning on our nests. His power is great and we cannot stand before the might of his cloud castle.

"We aarakocra, who normally have no dealings with you people, need aid. Alone, we fear we will be destroyed. Already three of our nests have been laid to waste and even now our chicks go hungry. Come with me to our nest at Tikka-ti-jarra. Our shaman, Kirraka, saw you in a vision and sent me to find you. You are surely the ones of whom he spoke, the ones chosen by the great sky god to save us."

Tcho'eh will tell the party that the first attacks were about three weeks ago, shortly after the sky began to darken. The cloud giant in his castle usually attacks at night, and so far, three nests have been destroyed (these were some miles south of the Scarrabere and are not shown on **Map M**). It is only a matter of time before Tikka-ti-jarra (page 11) is attacked.

If asked, Tcho'eh will promise monetary rewards; the aarakocra have many "large, bright, shiny stones" they could give the party. Should the players be reluctant to accompany him to Tikka-ti-jarra, Tcho'eh will encourage good aligned characters by pointing out how the little chicks are going hungry because the hunters are either returning with no food or are not returning at all. "Think of all the nestlings; they will die without you." If pressed, he will promise great rewards, believing that Kirraka can fulfill this promise.

3. The Shrine of Asdos

After the trial by combat, Asdos will suggest that the adventurers and Tcho'eh journey with him to his shrine (area 3, **Map M**), since it is on the way to the aarakocra nest. If the characters choose to go, the journey to the shrine will be uneventful.

The shrine is a simple stone building set 30 yards from the road. Inside are three rooms; a small area with an altar, a room for travellers to rest for the night, and Asdos' private quarters. Although simple, the shrine is well kept and comfortable.



THE SCARRABERE

The Scarrabere is the only pass over the Cloudscape Mountains for hundreds of miles north or south. Until recently it was a major route, but the number of merchants using it has decreased considerably following the ba'atun attacks.

Tcho'eh will lead the adventurers from Asdos' Shrine (area 3) into the Scarrabere towards Fanjyr Way-station (area 6). The road through the pass is between 20 and 30 feet wide:

The foothills slowly give way to high towering crags that seem to reach up to the heavens. Grey and black billowing clouds are silhouetted against white snow-capped slopes. Occasionally, rays of sunlight flash through the clouds as they scrape their way across the peaks. Ahead, the road climbs up into the mountains, following the course of a chattering stream.

The road climbs steadily into the mountains, flanked by sheer rock walls. Numerous boulders and rocks lie scattered either side of the pass.

4. The Destroyed Caravan

Up ahead, dark ravens flap into the air, cawing loudly as you travel through the pass. They soon disappear from view and you make out the grisly remains of dead horses and mules lying strewn across the road. In a snarling defensive ring around the bodies is a pack of huge wolves.

The 11 dire wolves will block the party's progress and attack anyone who approaches within 20 yards, or if they are attacked.

11 dire wolves: AC 6 ; MV 18"; HD 3+3; hp 15 each; #AT 1; D 2-8; Int Semi; AL N; Size M; xp 120 each; THACO 16; MM(101).

The caravan was attacked 2 days ago by the ba'atun. There are 12 dead mules and three dead horses here; their packs and saddlebags have all been removed. By the horses and mules are the *week old* corpses of three aarakocra. If a **speak with dead** spell is used, the party can learn that the aarakocra are from one of the destroyed nests and were

killed by "white demons" from the cloud castle. The disparity between the age of the aarakocra corpses and that of the animal carcasses will be obvious to the adventurers and will support Tcho'eh's tale.

5. The Fur Trader

Here the adventurers will encounter Lode Burwell, a fur trader from Melmond:

A horseman is riding down the pass towards you. Behind him are three mules, and a dog trots at his horse's heels. He peers cautiously all around as though expecting an attack. Clenched in his hand is a large double-sided axe, and a small buckler covers his right fore-arm.

Originally a fighter, Lode now makes his living buying furs at Melmond and selling them at Lurneslye. He is a rugged outdoor man, wary of strangers, but loyal to those he considers his friends.

When the characters first meet Lode, he is travelling from Melmond to Lurneslye with his mules and his war dog Fahs. If approached, he will talk to the party, but stay alert for any sign of danger. Lode is anxious to continue on his way and is obviously nervous but trying not to show it.

Lode Burwell — Fur Trader, Human, Male
AC 8 (furs and buckler); MV 12"; F2; hp 15; #AT 1; D 2-9 (battle-axe + strength) or 1-4 (light crossbow); S17, I13, W9, D8, C15, Ch12; AL N; THACO 18/19.

Lode thought little of the dark clouds or the rumours of the pass being unsafe until he passed through Fanjyr (area 6) a day ago. He was disturbed greatly by the destruction there: the inn, the smithy and the shrine had all been burnt down. There was no sign of life and no corpses either. He now thinks that the dark clouds have something to do with it, for they seemed a lot darker over the station. If asked, he will draw a sketch map for the party, showing the locations of the buildings, but he is unaware of the underground passages (areas F7-8).

6. Fanjyr Way-Station (areas F1-F9)

Two days before the party's encounter with Lode, Fanjyr was attacked by a force of ba'atun from the cloud castle. The whole

populace was either killed or imprisoned, with the exception of the blacksmith Fedor Roblyn. Fedor fled at the time of the attack and is now living rough (see area F9).

Since Lode Burwell passed through, the station has been occupied by a band of humanoids led by a giant two-headed troll and two hill giants.

Arrival at Fanjyr

You should read the following when the party is about 200 yards from the wall:

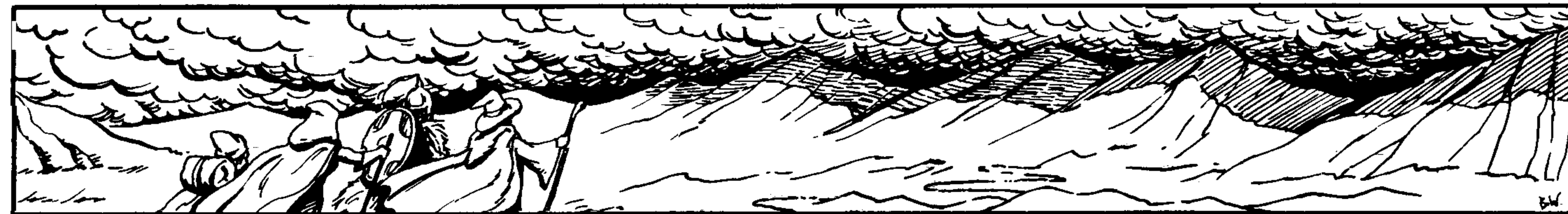
As you round a bend in the road, a battlemented stone wall comes into view. On the left-hand side, a domed tower rises above the wall, commanding a fine view of the road. The ground drops rapidly away from the tower down to the stream, and on the other side a sheer rock face rises above the battlemented wall. Two large wooden doors pierce the wall, providing the only entrance to the area behind. From behind the wall, smoke spirals lazily upwards to mingle with the low lying clouds.

The smoke comes from the humanoids' campfires, but at this distance, the party will not be able to tell its source. If the characters observe the gatehouse windows they will see a few vague shadowy shapes moving around inside. These are the gnolls in area F2b, but the party will not be able to tell this without approaching the arrow slits and looking inside.

Approaching the Gatehouse

The humanoids at Fanjyr have not posted any guards and are not expecting an attack. Bushes and boulders line the east wall of the road. Providing the adventurers make no unnecessary noise and stay close to the east side of the pass, they will be able to reach the gatehouse undetected. Even if they decide to travel straight along the road from the point where they saw the tower, there is only a 50% chance each round that the adventurers will be seen, because of the unnatural darkness of the lowering clouds.

If the humanoids in the gatehouse spot the party on the road, they will raise the alarm by ringing the bell in the tower, and the rest of the monsters in the way-station will move to defend the southern gatehouse.



Once the alarm is raised, the bugbears at the smithy (F3) and the monsters at the inn (F4) will rush to attack after 1 round. The gnolls in the northern gatehouse (F6) will not leave their position.

F1. The Gates

The gates are made of oak, reinforced by strong metal bands. They are secured by a heavy oaken bar on the northern side. Breaking the gates open will cause a very loud crash and will alert both the occupants of the gatehouse and the bugbears at the smithy (area F3).

View of the Courtyard

When the courtyard becomes visible to a character:

The buildings of Fanjyr have been reduced to black ruined shells. The deepening gloom is barely alleviated by two smoky fires burning amidst the rubble. Around the closer of these, a dozen humanoids laugh and talk in harsh voices. Further away, large hulking shapes are silhouetted against the walls of a ruined building.

The dull, irregular dong of a bell blowing in the wind is barely audible above the sound of evil laughter washing out from the tower.

F2. The Southern Gatehouse

The arrow slits on the middle floor of the gatehouse are only 6 inches wide, but the top-floor windows are 2 feet wide. A large bell is suspended from the ceiling of the top floor. Each floor (other than the ground) has a 5-foot-square opening in the middle through which runs the bell rope, allowing the bell to be rung from any floor.

The monsters will attack the party on sight, only remembering to ring the alarm bell on the 2nd round.

a. Top Floor

This is the location for one of Fanjyr's two alarm bells; the other is in the northern gatehouse. The room is presently unoccupied. A large iron bell is suspended from the ceiling by a rope. The stench of the troll on the bottom floor reeks throughout the tower.

b. Middle Floor

This was the barracks for the gatehouse's troops and is now occupied by five gnolls and an ogre. They are presently drinking wine (from the inn) and telling gnoll-type jokes. Unless the party is making unnecessary noise, this group of monsters will be surprised automatically.

1 ogre: AC 5; MV 9"; HD 4+1; hp 24; #AT 1; D 1-10; Int Low; AL CE; Size L; xp 210; THACO 15; MM(75).

5 gnolls: AC 5; MV 9"; HD 2; hp 10 each; #AT 1; D 1-8 (battle-axe); Int Low; AL CE; Size L; xp 48 each; THACO 16; MM(46).

c. Ground Floor

This was where tolls were levied on travellers and merchants passing through Fanjyr. The door to the gate passage stands slightly ajar. From the room comes the sound of bugbear conversation and the stench of troll. Inside are three bugbears and a troll.

1 troll: AC 4; MV 12"; HD 6+6; hp 48; #AT 3; D 5-8/5-8/2-12; SA/SD Regenerates 3 hp per round 3 rounds after being damaged; Int Low; AL CE; Size L; xp 909; THACO 13; MM(97).

3 bugbears: AC 5; MV 9"; HD 3+1; hp 15 each; #AT 1; D 2-8 (morning stars); Int Low; AL CE; Size L; xp 195 each; THACO 16; MM(12).

Scattered around the room are a few smashed barrels, a broken table, some vellum scrolls, and five shields (one of which is a shield +2). By the door is a set of scales for weighing goods. Concealed behind a loose stone in a fireplace is a locked wooden box. The box is trapped with a poison needle in the lock (save vs. Poison or die) and contains a **potion of poison** (red, smells of strawberries), a **potion of heroism** (blue, tastes of onions) and a **potion of speed** (white, tastes bitter).

In the south-west corner, under a pile of ripped up sacks and broken wooden coffers, is a trapdoor leading to the cellar.

d. Cellar

The tolls collected from passing merchants and travellers were kept here along with the garrison's supplies of arrows, spears and spare armour. The room has been looted and all the treasure taken. Two hundred arrows, 12 short bows and 30 spears are all that remain. The door in the north wall is not locked or trapped and leads to the underground passageway. The humanoids have not ventured down it since encountering the soul beckoner at area F8.

F3. The Smithy and Stables

Around a campfire sit a group of bugbears. They will automatically spot any intruders who come within 10 yards, and will raise the alarm and rush to attack.

11 bugbears: AC 5; MV 9"; HD 3+1; hp 15 each; #AT 1; D 1-8 (battle-axe); Int Low; AL CE; Size L; xp 195 each; THACO 16; MM(12).

1 bugbear leader: AC 4; MV 9"; HD 4; hp 23; #AT 1; D 2-9 (longsword); Int Ave; AL CE; Size L; xp 227; THACO 15; MM(12).

F4. The Inn

The inn is a burnt out shell; the two upper floors have collapsed and only the cellar remains intact. This is accessed by a trapdoor in the floor. Sitting around the open trapdoor, drinking beer from barrels looted from the cellar are the following monsters:

1 giant two-headed troll: AC 4; MV 12"; HD 10; hp 60; #AT 4; D 1-6/1-6/1-10/1-10; SA/SD Regenerate 1 hp per round; Int Ave; AL CE; Size L; xp 2640; THACO 10; FF(90).

2 hill giants: AC 4; MV 12"; HD 8+1; hp 38 each; #AT 1; D 2-16; SA/SD Hurl rocks for 2-16; Int Low; AL CE; Size L; xp 1856 each; THACO 12; MM(45).

2 giant trolls: AC 4; MV 12"; HD 8; hp 38 each; #AT 1; D 2-16; SA/SD Regenerate 2 hp per round; Int Low; AL CE; Size L; xp 1105 each; THACO 12; FF(90).

4 trolls: AC 4; MV 12"; HD 6+6; hp 33 each; #AT 3; D 5-8/5-8/2-12; SA/SD Regenerate 3 hp per round 3 rounds after being damaged; Int Low; AL CE; Size L; xp 789 each; THACO 13; MM(97).

8 ogres: AC 5; MV 9"; HD 4+1; hp 19 each; #AT 1; D 1-10; Int Low; AL CE; Size L; xp 185 each; THACO 15; MM(75).

The noise made by this group can be heard clearly from the gatehouse. If the alarm is raised, they will run howling to the attack, with the giant two-headed troll in the lead.

Nearby are three sacks containing 2320gp, 1740gp and 450pp respectively.

a. Under the Inn

The cellar under the inn contains 300 bottles of wine (value - d10+15gp each) and eight barrels of beer. One of the barrels is a secret door leading to the underground passage (areas F7-8). It is opened by turning the spigot on the front of the barrel.



F5. Wayside Shrine

The shrine was dedicated to travellers but is now completely ruined. No items of value remain, and 2 turns of searching will only reveal the remnants of a shattered statue.

F6. The Northern Gatehouse

The northern gatehouse has exactly the same lay-out as the southern one. It is in the same state of disrepair, having been ransacked by the humanoids and the ba'atun before them. There is no treasure hidden anywhere in the building. On the ground floor are ten gnolls plus their leader. If the alarm is raised, these gnolls will stay here and fire arrows from the windows at anyone approaching the gatehouse.

10 gnolls: AC 5; MV 9"; HD 2; hp 10 each; #AT 1 or 2; D 1-8 (battle-axe) or 1-6 (long bow); Int Low; AL CE; Size L; xp 48 each; THACO 16; MM(46).

1 gnoll leader: AC 5; MV 9"; HD 3; hp 16; #AT 1; D 2-8 (morning star); Int Ave; AL CE; Size L; xp 60; THACO 16; MM(46).

The northern gates were smashed open by the humanoids and are hanging off their hinges.

Under Fanjyr

Running underneath and between the gatehouses is a 10-foot-high tunnel which connects them with the inn. The tunnel system was used to move men-at-arms between the buildings. During the ba'atun attack, Zolbak, a soul beconer (see **New Monsters - Pull-out Sheet III**) escaped from its centuries-old prison under the shrine and fled into the tunnel system. The soul beconer did not have to wait long before a gnoll fell victim to it, and its strength grew.

F7. Evil Whispers...

From the darkness wafts the fetid smell of death and decay. Water runs in greasy rivulets down the walls and flows across the floor. A chill draught blows out of the darkness, a whisper hinting of evil and sinister forces lurking in the shadows. It grows stronger and shapes itself into words within your mind. "Come. Come to me, my pretties. Come to Zolbak, for I am lonely and in need of company."

If the adventurers immediately retreat they will avoid the effects of Zolbak's whisper. If they stay to listen or advance down the passage, they must make saving throws vs. Spells or be drawn down the corridor to Zolbak (area F8), in a trance-like stupor. Those characters who make their saving throw will hear the whisper turn into an unsettling wailing sound and must make a second saving throw vs. Spells or flee in terror for 2-5 rounds.

F8. Horror in the Dark

Zolbak waits here for prey. There is only a 10% chance of the characters seeing it, unless they use a **continual light** spell (cf. **Shadow - MM p86**). Zolbak will attack the first character to enter the room, gaining a bonus of +4 to hit if the character has been affected by its whisper:

A chilling sensation spreads through your body. In front of you, dark shadows coalesce to take on solid shape. A creature stands there, its black eyes stare out of a grey mass of putrefaction. Long, cracked fingernails reach out as the creature's face splits in a horrid grin.

1 soul beconer: AC 2; MV 6"; HD 6 initially; hp 30; #AT 2; D 1-6/1-6; SA/SD Whispering, wailing, energy drain, magic or silver weapons to hit; Int High; AL NE; Size M; xp 525; THACO 13 initially; **New Monster (Pull-out Sheet III)**.

Each energy level it drains results in it growing by one hit die until it reaches a maximum of 10HD. The soul beconer can presently be turned by a cleric as a vampire. With every two additional hit dice gained, it becomes harder to turn. With 8HD it is turned as a ghost, but when it achieves 10HD it can no longer grow and turns as a lich. The soul beconer's face will rapidly take on the appearance of the character(s) from which it succeeds in draining an energy level, and the characters will see it grow stronger as it becomes more solid.

If the characters flee, Zolbak will not leave the tunnels. In the room with it is a dead gnoll and a clerical scroll with **restoration**, **tongues**, **cure serious wounds**, and **neutralise poison** spells.

In an old, filthy sack is Maragbur, a neutral good **bastard sword +1, Flame Tongue**. It has an intelligence of 13 (empathy) and an

ego of 8 (total personality score - 21; see **DMG p167**). The blade is inscribed with runes which a **read magic** spell will reveal to be two command words — "Zharr" and "Parr". The former causes the sword to burn with flickering red flames, and the latter confers magical flight on the wielder for 1 hour per day (MC:B). Maragbur can **detect evil** in a 1" radius, and will use its empathy to make its owner aware of this.

F9. The Mad Blacksmith

Half-a-mile past the way-station the party will catch sight of the now deranged Fanjyr blacksmith, Fedor Roblyn, standing on the road. He will immediately dash behind a boulder. When the adventurers investigate, however, he will use his **amulet of blinking** (see below) and appear behind them.

Fedor Roblyn: AC 10; MV 12"; F0; hp 4; #AT 1; D 1-4 (dagger); SA/SD **Amulet of blinking** (see below); Int Low; AL N; Size M; THACO 20*; **DMG**.

The ba'atun attack on Fanjyr has left the poor man completely insane. He now has an involuntary twitch which means there is a 50% chance each round that Fedor will wink and thus "blink out", reappearing at random (see **PHB p72**). Fedor, in his befuddled state does not realise that he is "blinking" and so is unable to explain it. He will, however be very upset if the amulet is taken from him.

The characters will not get any coherent or specific information from Fedor. If questioned, he will become very agitated and rave, saying, "Great, white, winged creatures they were... The snow and ice... But they're dead now...everyone's dead...the white furry beasts... and the darkness...the clouds, the terrible black clouds..."

He will continue in this vein for some time, repeating himself and talking nonsense. He will become more and more agitated until, in an attempt to demonstrate the ba'atun attack, he will throw himself off the road, plunging to his death some 500 feet below.

The **amulet of blinking** appears as a jewelled silver amulet (value - 500gp). The wearer can cause the amulet to function as a **blink** spell (**PHB p72**) for 1 turn, by saying the command word "Yoborr". Thereafter, he or she is able to blink out, simply by winking. When the adventurers first see Fedor, the amulet has 8 charges and each turn of use expends 1 charge.

THUNDER ON THE MOUNTAIN

From Fanjyr, Tcho'eh will lead the adventurers into the Cloudscape Mountains to the aarakocra nest of Tikka-ti-jarra (area 8). Here they will be attacked by a force of ba'atun from the cloud castle. Following this attack, one of the aarakocra shamans will experience a vision, in which the existence of the "skyfish" (see **Pull-out Sheet IV**) is revealed to him. The shaman will urge the adventurers to seek the skyfish out.

7. The Windy Gulley

Ten miles past Fanjyr, Tcho'eh will lead the adventurers off the road into a steep-sided gulley (area 7). The gulley is guarded by ten aarakocra flying high overhead, hidden within the clouds.

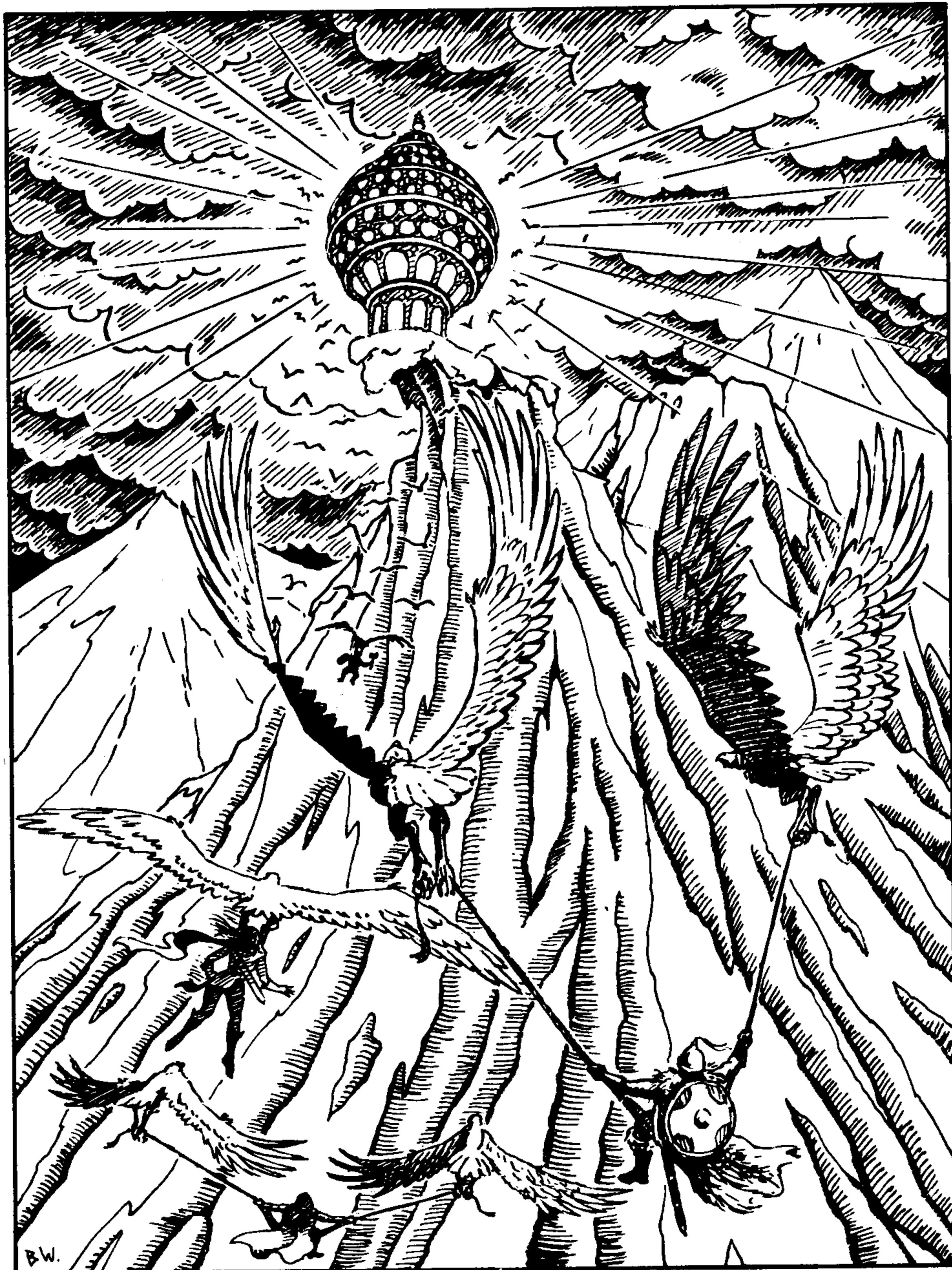
The aarakocra are, not surprisingly, very wary of strangers and, upon seeing an obviously tortured aarakocra with the party, they will mistakenly assume the adventurers are raiders. Immediately, they will fly above the clouds to summon two air elementals and then two of them will fly off to Tikka-ti-jarra.

Once summoned, one of the elementals will be instructed to form into a whirlwind and sweep through the party to cause a distraction, while the other attacks the party in its normal form:

The pathway zig-zags for many miles, leading you higher into the mountains. Around you, rock walls rise impressively to meet towering snow covered peaks.

From further up the gorge comes the sound of howling winds. The wind increases in intensity, whipping itself into a towering tornado over 150 feet tall. Rocks and bushes are sucked upwards, caught in the wind's fury as it swiftly sweeps down the gulley towards you.

The whirlwind formed by the first air elemental is a 160-foot-high cone, 60 feet wide at the top and tapering to 20 feet at the bottom. The air elemental will appear at a distance of 320 yards from the adventurers. It will sweep through the party at the end of the round, avoiding Tcho'eh. Tcho'eh will instinctively fling himself to one side as the air elemental approaches. Any characters who follow him will not be attacked by the elemental.



2 air elementals: AC 2; MV 36"; HD 16; hp 100 each; #AT 1; D 2-20 (+4 vs. aerial opponents); SA/SD Whirlwind, +2 weapon to hit; Int Low; AL N; Size L; xp 4350 each; THACO 7 (6 vs. aerial opponents); MM(37).

In whirlwind form, the first elemental will sweep away and kill all creatures below 3 hit dice and inflict 2-16 hit points of damage to any non-aerial creature in its path. After sweeping through the party, it will return to the elemental plane of air.

In the round following the attack by the whirlwind, the second air elemental will attack the party. The elemental will return

to its own plane if reduced to 20 hit points or when dismissed by the aarakocra. At the same time, four aarakocra will swoop down to carry Tcho'eh to safety. The aarakocra carrying Tcho'eh will fly upwards at 18" movement rate. If they are attacked by the adventurers, the other six aarakocra will dive, each hurling two javelins (at +4 to hit/double damage) in an attempt to drive the party back.

8 aarakocra: AC 7; MV 6"/36" (MC:C); HD 1+2; hp 8 each; #AT 2; D 2-8/2-8 (javelins); SA/SD Summon air elemental and dive; Int Ave; AL NG; Size M; xp 44 each; THACO 18; FF(8).



The Parley

One to three rounds after being "rescued", Tcho'eh will convince the aarakocra of their mistake. They will dismiss the air elemental and attempt to parley with the adventurers. They do not speak the common tongue and will rely on Tcho'eh to translate for them. As Tcho'eh begs the party to forgive his people, his "rescuers" will look uncomfortable and stare at the ground. After Tcho'eh has explained the situation, one will fly off to give word of the heroes' approach, while another offers to escort Tcho'eh and the party to Tikka-ti-jarra. The others will return to their sentry duties. Should all the aarakocra be slain by the party, the two who flew off earlier will return after 4 hours to seek the party out. Explaining their mistake, they will offer to guide the adventurers to Tikka-ti-jarra.

TIKKA-TI-JARRA

Tikka-ti-jarra ("Place of the High Wind", see **Map M** - area 8), is the largest aarakocra nest in the Cloudscape Mountains and the site of the Temple of the Sky (see **Map 8**). The temple has great significance for the aarakocra of this area, and is a natural place for them to congregate in times of danger. Neither the temple nor Tikka-ti-jarra are accessible without the power of flight.

8. Welcome to Tikka-ti-jarra

Air Lift

As the characters climb further up the gorge, the sky will become even more overcast, as an oppressive electrical storm builds. The black clouds obscure the sun and reduce visibility to 50 yards. The aarakocra will lead the party along the gorge to where it ends at a waterfall. Here the characters will be met by eight aarakocra led by Jirriock (see page 12), a lesser aarakocra shaman:

Steep rock walls mark the end of the gorge. A waterfall thunders ahead, sending white spray into the air. Overhead, heavy black clouds hang in the sky, blocking out the sunlight.

The beat of wings signals the arrival of a group of aarakocra. The bright red leader swoops, rolls and climbs through the air while the others land at the base of the cliff.

Jirriock will land after the others, and greet the characters in the common tongue. Jirriock will offer to transport the characters to the nest, 1000 feet above. Each aarakocra can carry 150 pounds and they will combine to carry heavy characters.

The party will first be taken to the aarakocra temple to meet Kirraka, the aarakocra shaman (see **The Temple of the Sky** - below). The meeting will be interrupted, however, by a ba'atun attack from the cloud castle (see **Raid on Tikka-ti-jarra** - page 12).

Inhabitants

There are 45 aarakocra (including the three shamans) at Tikka-ti-jarra. Of these, five are refugees from the nests destroyed by the ba'atun. The statistics of the aarakocra to be found at Tikka-ti-jarra are given on page 12.

Conditions are rather cramped at the moment, and many of the aarakocra have little more shelter than an overhanging cliff-face. Most communal activities take place in the air or around the temple, with the aarakocra only returning to their individual ledges to roost. The more commodious ledges often have small hollows in the cliff wall and are decorated with feathered wall-hangings, elaborate paintings of abstract designs and even the occasional animal pelt. Both males and females take turns at feeding the chicks and incubating the eggs which are kept in feather-lined nests.

The Temple of the Sky

This is where the party is brought on first arriving at Tikka-ti-jarra. The shamans of the temple are able to enter a trance-like state by eating the seeds of the magical plant Charrak which sends them visions. It was in one of these visions that Kirraka, the shaman, saw the adventurers and then sent Tcho'eh to find them. Charrak grows wild around Tikka-ti-jarra and only affects aarakocra. Continued usage of Charrak turns aarakocra plumage a bright red colour.

The temple is 100 feet high, formed from numerous blocks of stone into a large lattice-work with many openings, which range in size from as little as 1 inch to 10 feet across. The temple itself resembles a teardrop in shape, and is built on a 100-foot-wide, overhanging ledge:

The aarakocra carry you swiftly up the cliff face to a gulley where coloured banners dance lightly in the air. Excited aarakocra chatter loudly, and watch you from ledges around the gulley walls.

From further up the cliff face, beams of light shoot into the sky, bathing the low dark clouds in an iridescent glow. The light swings in an arc sending luminous patterns dancing across the sky. The aarakocra take you towards it and soon you see a tall teardrop-shaped structure on a lofty ledge. From it comes the toll of a bell and through its numerous openings sweep beams of light.

Shortly you are standing at one of these openings. Inside the structure, a brilliant carpet covers the floor. Flying down towards you is a birdman with bright red feathers. He lands and bows to you. "Welcome flightless ones. I am Kirraka, shaman of the people of the wind. Welcome to the sky temple of Tikka-ti-jarra."

The bright light comes from a continual light spell cast on a gem suspended from the ceiling by a silver thread. A large silver mirror hangs next to the gem and when spun, reflects the light through the many openings. Hanging at the top of the structure is a silver temple bell. Perches are set around around the walls and are used by worshippers at the temple.

With Kirraka is Ikarrika, a lesser aarakocra shaman. Kirraka will greet the adventurers, thanking them profusely for having come, and will offer them seats on the soft feather carpet. Ikarrika, Jirriock, Tcho'eh and two aarakocra will settle on convenient perches, and the other aarakocra will return to the ledges of Tikka-ti-jarra. The shamans' statistics are to be found on page 12.

Kirraka will tell the characters:

- he has seen the adventurers in a vision and believes them to be the saviours sent by Chikurra, the aarakocra god
- the aarakocra are being systematically wiped out by an evil cloud giant, with the aid of white demons from his cloud castle
- the cloud castle looks like a large black cloud which floats high above the mountains
- the aarakocra are poor by human standards but they can give the party



eight fire opal gems (value - 500gp each), five pieces of delicate golden jewellery (value - 750gp each) and two **potions of flying** (purple, tastes acidic) from the temple's sacred repository.

Before Kirraka can impart any more information, Tikka-ti-jarra will be attacked by the cloud castle and a swarm of ba'atun.

Raid on Tikka-ti-jarra

The attack force consists of a ba'atun swarm (see **Pull-out Sheet II**). The raid will commence over the ledges and quickly spread to the temple. One flight of ba'atun will attack the ledges, while the other, led by the swarm leader, attacks the temple. Most of the aarakocra on the ledges will flee and be pursued by a ba'atun squad, while the other squad goes to the aid of the swarm leader at the temple.

To assist you in running this battle the most likely course of events is outlined below:

Round 1. The cloud castle appears over the ledges and releases a flight of ba'atun.

Round 2. The aarakocra on the ledges flee; three head towards the temple.

Round 3. The three aarakocra arrive at the temple with the cloud castle close behind. Yesorkh/Lachlan casts a **lightning bolt** spell at the temple from the castle.

Round 4. Yesorkh/Lachlan departs Tikka-ti-jarra in the castle. The second flight of ba'atun leaves the castle and attacks the temple.

Round 9. The ba'atun attacking the temple are reinforced by one of the squads from the ledges.

Round 10. Having regrouped and summoned an air elemental, five aarakocra arrive with it at the temple.

Lightning Strikes

As a result of the poor visibility, the aarakocra will be surprised by the sudden arrival of the cloud castle, and the ba'atun will easily win the battle for the ledges. The adventurers will first know about the attack when the sky grows very dark and three breathless aarakocra burst into the temple. Almost simultaneously, Yesorkh/Lachlan's **lightning bolt** blows the roof off.

All characters in the temple must make a saving throw vs. Breath or be hit by falling debris for 2-8 points of damage. The **continual light** gem is destroyed and, through the temple roof, the cloud castle is now visible:

Through a gaping hole in the roof, you see a huge black cloud high overhead, crackling with electricity. Deep mocking laughter booms from it as swarms of white, winged creatures emerge. The winged demons drop swiftly towards you and a blood-curdling screech fills the air.

Yesorkh/Lachlan will depart with the castle, confident that her troops will destroy the aarakocra. Whatever the outcome of the raid, the castle will not return; surviving ba'atun will rendezvous with the castle some 5 miles to the south east.

The characters have 1 round to act before the ba'atun reach them. During this time they will not be subject to the effects of the screech since they will be out of range. However, before initiative is rolled for the following round, all characters must make a successful saving throw vs. Spells (at +4) or be affected by the ba'atun screech and be unable to act through fear.

THE SHAMANS

Kirraka - Chief Aarakocra Shaman

AC 5 (ring of protection +2); MV 6"/36" (MC:C); HD 7; hp 41; #AT 2; D 2-8/2-8 (javelins); SA/SD Spells, summon air elemental and dive; Int Ave; AL NG; Size M; THACO 13; FF(8).

Spells (cast as a 7th level cleric):

First level: **cure light wounds, light, protection from evil**

Second level: **resist fire x2, speak with animals**

Third level: **dispel magic, prayer**

Fourth level: **neutralise poison**

Languages spoken: aarakocra, common, giant eagle and neutral good

Jirriock & Ikarrika (lesser shamans): AC 7; MV 6"/36" (MC:C); HD 5; hp 22 each; #AT 2; D 2-8/2-8; SA/SD Spells, summon air elemental and dive; Int Ave; AL NG; Size M; THACO 15; FF(8).

Spells (cast as 5th level clerics):

First level: **cure light wounds, light, remove fear**

Second level: **chant, resist fire, speak with animals**

Third level: **cure disease**

5 aarakocra: AC 7; MV 6"/36" (MC:C); HD 1+2; hp 8 each; #AT 2; D 2-8/2-8 (javelins); SA/SD Summon air elemental and dive; Int Ave; AL NG; Size M; THACO 18; FF(8).

THE STRIKE FORCE

The swarm leader will hang back using spells and missiles, while the rest of the ba'atun dive to attack. When all leaders of higher rank than wing sergeant are killed, the ba'atun will flee.

Arriving in Round 4:

1 swarm leader: AC 1; MV 9"/21" (MC:C); HD 7; hp 42; #AT 1 or 3; D 3-8 + 4-16 (ice javelin + strength) or 3-8/3-6/3-6; SA/SD Screech, ray of cold, ice shards; Int Except; AL LE; Size M; xp 1211; THACO 11; New monster.

1 flight leader: AC 3; MV 9"/21" (MC:C); HD 5; hp 22; #AT 1 or 3; D 2-7/2-5/2-5; SA/SD Screech, ice shards, web sling (3 shots); Int Very; AL LE; Size M; xp 303; THACO 15; New monster.

2 wing sergeants: AC 4; MV 9"/21" (MC:C); HD 3; hp 16 each; #AT 3; D 1-6/1-4/1-4; SA/SD Screech; Int Ave; AL LE; Size M; xp 208 each; THACO 16; New monster.

16 ba'atun: AC 4; MV 9"/21" (MC:C); HD 2+1; hp 12 each; #AT 3; D 1-6/1-4/1-4; SA/SD Screech; Int Ave; AL LE; Size M; xp 196 each; THACO 16; New monster.

Arriving in Round 9:

1 flight leader: AC 3; MV 9"/21" (MC:C); HD 5; hp 22; #AT 1 or 3; D 2-7/2-5/2-5; SA/SD Screech, ice shards, web sling (2 shots); Int Very; AL LE; Size M; xp 303; THACO 15; New monster.

1 wing sergeant: AC 4; MV 9"/21" (MC:C); HD 3; hp 16; #AT 3; D 1-6/1-4/1-4; SA/SD Screech; Int Ave; AL LE; Size M; xp 208; THACO 16; New Monster.

8 ba'atun: AC 4; MV 9"/21" (MC:C); HD 2+1; hp 12 each; #AT 3; D 1-6/1-4/1-4; SA/SD Screech; Int Ave; AL LE; Size M; xp 196 each; THACO 16; New monster.

Arriving in Round 10:

1 air elemental: AC 2; MV 36" (MC:A); HD 16; hp 102; #AT 1; D 2-20 (+4 vs. aerial opponents); SA/SD Whirlwind, +2 weapon to hit; Int Low; AL N; Size L; THACO 7 (6 vs. aerial opponents); MM(37).

5 aarakocra: AC 7; MV 6"/36" (MC:C); HD 1+2; hp 7 each; #AT 2; D 2-8/2-8; SA/SD Summon air elemental and dive; Int Ave; AL NG; Size M; THACO 18; FF(8).



Aftermath

The ba'atun will cause great destruction, leaving only ten survivors (six male and four female) plus any from the temple. Following the destruction of the temple, Kirraka or one of the lesser shamans will seek guidance in the spirit world and consume some Charrak seeds (see *Temple of the Sky* - page 11). For the next 2 hours he will experience a vision which he will later relate to the adventurers:

"Deep have I quested within the spirit world; I have travelled further than ever before. The way was dark and unsteady. Black clouds obscured the light and howling winds brought snow and ice to weigh my wings. As they grew heavier, I strayed often from my flight; at times I dived towards the ground, at others I was buffeted by evil winds. Soaring above me was a creature of blackness, so huge it filled the sky and blocked out the light. My sight went and my wings froze. The icy air ripped through my feathers as I plummeted downwards.

"Suddenly I was caught, strong talons grasped me and carried me far through the darkness. Then a light pierced the darkness, a shining tower of ice thrusting through a frozen lake. I started to fall, but now my wings responded and I saw my saviour, a great eagle swoop towards the tower and disappear inside. Before I could follow, the lake cracked and a strange silver fish flew into the sky. High it flew, banishing the darkness with its glow. Light returned and hope grew in me and then the vision faded."

The shaman will do his utmost to urge the party to seek out the "skyfish", as he considers it to be a crucial element in the struggle against the cloud giant. He cannot explain why, but he knows that his vision of it is a sign from his god, Chikurra. The presence of the giant eagle in the vision will be seen by the shaman as a sign that these wise birds should be consulted. Providing the adventurers agree, one of the shamans will journey with the party to the Giant Eagles' Aerie (area 9). The surviving aarakocra will organise the burning of their dead and will then leave for Tchitchi-kwaaka ("The Last Refuge" - **Map M**, area 12), an event prepared for in advance by the

shamans. The fugitive aarakocra will have settled there in 2 days time and this is where the adventurers are to return with the skyfish.

THE EAGLES

The Storm Breaks

At any convenient point on the journey between Tikka-ti-jarra and the Aerie of the Eagles, a thunder storm will occur and the party will be attacked by a lightning quasi-elemental. If possible, this encounter should occur shortly after the characters camp in the open for the night. The storm should build up slowly, with the sound of thunder constantly moving closer until:

Lightning arcs across the sky, lighting the white slopes of the mountain. The wind drops and the air becomes heavy and still. Overhead, small balls of lightning dance across the sky, and then suddenly dart towards you, leaving a zizzling trail of sparks behind.

The lightning quasi-elemental will "arc" towards anyone wearing metal armour, inflicting 1-6+9 points of damage on a successful to hit roll. Around it are three globes of ball lightning which will each discharge for 1-6 points of damage on a character in metal armour. In following rounds, the quasi-elemental will "arc" randomly to characters in metal armour. In addition, it will create one globe of ball lightning per round for the next 6 rounds.

1 lightning quasi-elemental: AC 2; MV 18" plus arc up to 6" (MC:A); HD 9; hp 62; #AT 1; D 1-6+9; SA/SD Ball lightning, +1 weapon to hit; MR Special; Int Low; AL N(C); Size S; xp 1930; THACO 12; MMII(103).

When the quasi-elemental is hit by a weapon made of conductive material, the wielder receives an electrical shock for 1-4 points of damage. The creature is immune to electrical attacks; takes half damage from fire and acid; full damage from cold; 1-8 points of damage per gallon of water or double normal damage.

After 5 rounds (or earlier if desired), rain will begin to fall. The quasi-elemental will quickly dissipate and return to its own plane. The torrential rain and thunder will continue until the morning, interrupting characters' rest and affecting their recovery

of spells (see **DMG** p40). In the morning the sun will shine briefly before the dark clouds again block out the light.

9. Giant Eagles' Aerie

The giant eagle nest just below the snowline on Mount Denscar (area 9). The aerie itself is only accessible to flying creatures. One mile from the aerie the party will encounter a giant eagle:

Plummeting down from the high peaks is a giant eagle. It breaks its flight and lands smoothly on a ledge above you.

The giant eagle will fly down to the adventurers and, using its telepathy, will greet them, before asking what they are doing in the vicinity of Mount Denscar. The eagle will also inform them that he cannot permit them to go up the mountain.

The eagle will listen closely to what the characters say. If the shaman's dream is recounted, the eagle will confirm that the "tower of ice" is known and will give directions to Mount Ederglow (area 11). With its wing, the eagle will point towards the glowing peaks of the mountain. Barely visible through the dark clouds, the peaks are nevertheless unmistakable. The eagle does not know of the skyfish and will say that the "tower of ice" is unoccupied. The great eagle who lived there died long ago.

The eagle will look puzzled if the cloud giant is mentioned, but will not comment on it. Shortly after giving directions to Mount Ederglow, the giant eagle will offer to take the aarakocra shaman to the Council of the Eagles. The characters will not be invited to the council. Before leaving, the aarakocra shaman will again urge the adventurers to seek out the skyfish and take it to Tchitchi-kwaaka (area 12). Neither the giant eagle nor the aarakocra shaman will return.

If the adventurers attempt to approach the aerie, they will be met by two giant eagles who will politely ask them to leave. Failure to do so, will bring an attack by all 16 giant eagles. The eagles will fight to the death in defence of the sanctity of their home.

16 giant eagles: AC 7; MV 3"/48" (MC:D); HD 4; hp 19/4/0 each; #AT 3; D 1-6/1-6/2-12; SA/SD Dive; Int Ave; AL N; Size M; xp 226 each; THACO 15; MM(36).



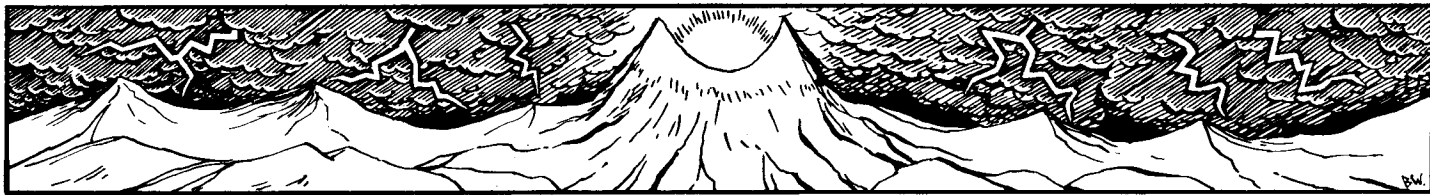
Mount Ederglow is easy to find; except during blizzards (see below), its peaks are always visible. During their journey, the adventurers will meet a band of dwarves at odds with a group of frost giants. In return for aid, the dwarves will offer to show the party to a cave (area E3) which leads to the frozen lake in the centre of the mountain.

After crossing the lake, the characters arrive at the crystal citadel seen by the shaman in his vision. The top floor of the citadel has a teleport to a force dome on the lake bed protecting the skyfish. After leaving the mountain in the skyfish, the party can journey to Tchitchi-kwaaka where the assault on the cloud castle is to be planned.

THE JOURNEY

Natural Hazards

Shortly after leaving Mount Denscar (see area 9), the pass will lead the adventurers above the snowline where adverse weather conditions (see below) will be encountered.



It is assumed that there is adequate shelter available (in the form of caves or overhangs) should the adventurers seek to avoid the worst of the weather.

In places, the characters will be crossing areas covered in ice. Under normal conditions, this poses no major problem, but *characters fighting or running on the ice* must roll their dexterity or less on 1d20 or lose their balance and fall.

The adventurers will encounter one of the natural hazards listed below each time they enter a hex marked with an appropriate symbol. If the party takes precautions, the effects may be negated/ reduced at the DM's discretion:

Icy Winds

The pass narrows to form a natural wind tunnel, and the adventurers find themselves faced by a howling gale. Visibility is reduced to 10 feet and the driven snowflakes cause any exposed flesh to sting painfully. Movement against the wind is at $\frac{1}{4}$ the normal rate.

Ice Stretch

The party's progress is blocked by an ice field or small glacier. The ice here is constantly shifting and there is a danger of falling into a snow-covered crevasse. Roll 1d6 for each character crossing the ice; a result of 1 means that the character falls into a 20-foot-deep crevasse and takes 2d6 points of damage. The rest of the party will be able to pull fallen comrades to safety without difficulty.

Avalanche

Banks of deep snow lie on the slopes above the pass in this hex and, if passing normally through it, the party has a 25% chance of causing an avalanche. This chance is reduced to 10% if the adventurers avoid making loud noises. An avalanche will cause 4d10 points of damage to all party members (make a save vs. Wands for half damage) and it will take 2d6+2 hours for them to recover any loose baggage.

Blizzard

Snow starts to fall and, as the wind builds up, it becomes obvious that a blizzard is developing. The storm lasts for 1d6 hours. Unless the adventurers take shelter, they each suffer 2 points of cold damage per turn and their movement is reduced to $\frac{1}{2}$ normal. Visibility is reduced to 2 feet and, unless they are roped together, the adventurers will be separated. If this happens, there is a 10% chance per character in each sub-

sequent turn that the character will find another party member. Characters in shelter take no damage but, when the blizzard subsides, they must spend 1d4+1 hours digging their way out of the drifted snow.

10. The Dwarves of Shabrund

The dwarven Kingdom of Shabrund lies many hundreds of miles to the north of Mount Ederglow, but even there, legends are known of the power and wealth of Deval. Three months ago, a group of dwarves from Shabrund journeyed here, lured by tales of gold and gems.

They set up camp in a cave (area 10b), and started mining a rich seam of silver. A week ago, the dwarves were attacked by a band of frost giants and winter wolves. Ten dwarves were killed and the rest forced to flee to a new camp which overlooks the valley through which the party will travel.

a. Meeting with the Dwarves

When the party comes into view, Barruk — the chief of the dwarves — will approach the adventurers and attempt to enlist their aid against the giants. The dwarves have no "spare" gold with which to reward the party, but will agree to share equally any treasure which the frost giants may have. They will also offer to guide the party to the cave (area E3) which they believe to be the entrance to Mount Ederglow (the dwarves do not know about the remorhaz).

The dwarves estimate that there are half-a-dozen giants and four wolves. They know the lay-out of the mine (see **Map 10**), so it will be possible to plan the assault carefully.

Barruk - Dwarf Fighter, Male, Level 7

AC 0 (plate +2 and shield); MV 6"; F7; hp 68; #AT 3/2; D 3-10 (battle-axe +2); SA/SD As std for level, race and abilities; AL N; Size S; S 15, I 12, W 8, D 14, C 16, Ch 15; THACO 12; PHB.

5 mountain dwarves: AC 2; MV 6"; F3; hp 18 each; #AT 1; D 1-8 (battle-axe)/1-6 (spear); SA/SD As std for level and race; Int Very; AL N; Size S; THACO 18; PHB.

b. The Silver Mine

There will always be two giants and two wolves on guard outside the cave. Despite the poor visibility, the guards will spot anyone who approaches to within 100

yards of the cave, unless suitable precautions have been taken. Their first action will be to throw rocks at any attacker and they will only summon their comrades if unable to defeat the attackers after 3 rounds. The other giants and wolves will arrive 2 rounds after being summoned.

9 frost giants: AC 4; MV 12"; HD 10+4; hp 52 each; #AT 1; D 4-24; SA/SD Hurl rocks for 2-20, impervious to cold; Int Ave; AL CE; Size L; xp 2178 each; THACO 10; MM(44).

5 winter wolves: AC 5; MV 18"; HD 6; hp 30 each; #AT 1; D 2-8; SA/SD Frost breath for 6-24, impervious to cold; Int Ave; AL N(E); Size L; xp 395 each; THACO 13; MM(101).

Inside the cave is the giants' treasure. There are three bags containing a total of 8530gp; a pile of silver ingots (equivalent of 200,000sp); and a casket containing seven gems (value - 500gp each), a **potion of speed** (white with blue flecks, bitter tasting), a scroll with a **true seeing** spell and a **wand of fire** (33 charges).

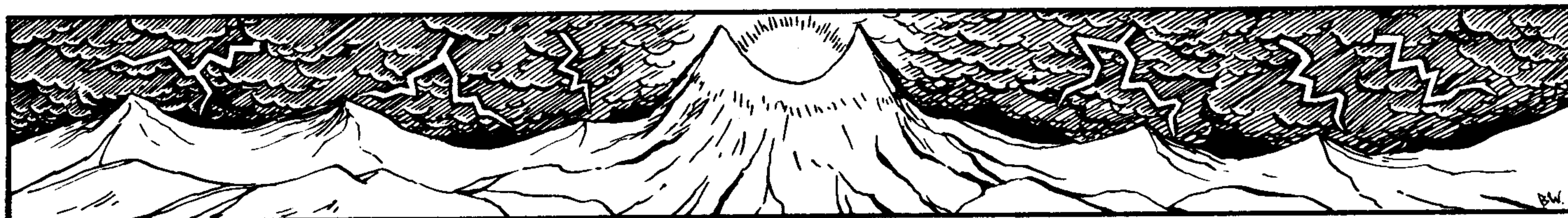
MOUNT EDERGLOW

The twin peaks of Mount Ederglow (area 11 on **Map M**) are joined by two rugged, impassable ridges which enclose a bowl-like valley (see **Map 11**). In the bottom of this natural basin is a frozen lake, and in the centre of this is the island on which Deval made her home. The ice on the two peaks glows constantly with the radiance from the crystal citadel on the island, just as the wax around the top of a candle glows with the light of the flame inside.

A ravine (area E2) cuts part way through the western face of the mountain, and a cave at the head of the ravine provides the only route through the mountain wall to the shores of the lake.

E1. Winged Death

There is no colour in this valley of ice, only the stark contrast of white slopes and black clouds. You hear only the unremitting wail of the piercing wind. Then, the sound changes, growing into a long eerie screech. Out of the blackness swoop five huge, winged creatures, their hooked beaks snapping hungrily and their powerful claws slicing the chilled air.



These creatures are flying polar owlbears, descended from the products of one of Devral's ancient experiments (see **From the Dark Past** - page 2).

5 flying owlbears: AC 5; MV 12"/15" (MC:E); HD 5+2; hp 24 each; #AT 3; D 1-6/1-6/2-12; SA/SD Hug for 2-16; Int Low; AL N; Size L; xp 417 each; THACO 15; MM(77 - adapted).

E2. Fiery Death

In this ravine, strong winds continually blow any loose snow into swirls and billows (visibility 20 feet). The cave at the end of the ravine is the lair of two remorhaz. One of these will be encountered 100 yards from the cave mouth:

The ravine is filled with billowing snowflakes which enclose you like a swirling fog. A sound like the hiss of steam comes from up ahead, followed by the rapid beat of leathery wings. Suddenly, lowering above you is a creature out of nightmare. Its faceted white eyes glare malignantly, and as it snakes forwards, huge clouds of steam billow up from its glowing, red-hot back.

This male remorhaz will retreat to the cave (area E3) when reduced to 12 hit points or less. At the cave, it will fight to the death alongside its mate.

2 remorhaz: AC 0/2/4; MV 12"; HD 9; hp 41 each; #AT 1; D 6-36; SA/SD Swallow whole, melts non-magical weapons; MR 75%; Int Animal; AL N; Size L (27' long); xp 2356 each; THACO 12; MM(82).

Lying amongst a pile of animal bones in the remorhaz's cave are two remorhaz eggs (value - 5000gp each), 800pp in a broken pot, 19 gems (value - 100gp x10, 500gp x5, 1000gp x3, 5000gp x1), and a carved ivory scroll tube (value - 300gp). The tube is trapped. It is lined with a highly inflammable material and has two pieces of flint concealed in the top. As the top is unscrewed, the flints will spark and the material will ignite in a blinding flash. Unless the trap is disarmed, the tube will explode, inflicting 10 points of fire damage to anyone within 5 feet (halved by a successful saving throw vs. Breath) and destroying its contents. The tube contains a scroll and a vial. The scroll has the magic user spells **haste** and **monster summoning**

III at 11th level of spell use, and the vial contains a **potion of super-heroism** (green, smells of camphor).

The passage on the eastern wall of the cave is clearly visible, but is blocked by 8 feet of ice which the adventurers will need to remove before they can continue.

Ice Passages

The passages through the mountain (see **Map 11**) have been created by white worms (the arctic equivalent of purple worms) and are coated in a three-inch-thick layer of ice.

E4. White Worms

Beyond the wall of ice, a tunnel slopes downwards towards an icy chamber where huge icicles hang down from the ceiling. Numerous circular passages lead off in all directions, and one even goes through the roof. In the centre of the chamber, ten or so fat furry snakes writhe around a small heap of white rocks.

The 11 furry snakes are young white worms, 5 feet long and 1 foot in diameter. They will attack the party on sight, fighting until destroyed. The immature worms cannot poison their prey with their stingers, but these are capable of inflicting 1-2 points of damage. The "white rocks" are actually whole and broken eggs. Each round (for the next 4 rounds) a white worm will hatch and join the melee.

15 young white worms: AC 6; MV 6"; HD 1+4; hp 8 each; #AT 2; D 2-5 (bite)/1-2 (tail); Int Non; AL N; Size M; xp 36 each; THACO 16; MM(80).

After 5 rounds of combat, the floor of the cavern will be shaken by the approach of a parent worm. In the next round, it will burst through the floor and attack the characters until it is destroyed, pursuing any fleeing foes. In the confines of the passages, it cannot use its stinger.

1 white worm: AC 6; MV 9"; HD 15; hp 83; #AT 2; D 2-24/2-8; SA/SD Swallow whole, poison; Int Non; AL N; Size L (50' long); xp 6560; THACO 8; MM(80).

In the worm's stomach is a platinum box (value - 9000gp). The box is locked and trapped. Unless disarmed, the trap fires three poisoned darts (THACO 13) when

the box is opened. Any character hit must make a saving throw vs. Poison or be paralysed until the poison is neutralised. Inside the box are 11 gems (value - 100gp x6, 500gp x5), a **potion of levitation** and a **periapt of proof against poison** +2.

The Frozen Lake (Map 11)

The lake is covered to a depth of 20 feet by a mist which reduces visibility to 30 feet. Each turn there is a 1 in 6 chance that the ice will crack beneath one of the characters. The character must make a dexterity check or fall into the icy waters, taking 1d8 points of cold damage per round.

E5. The Second White Worm

The passage opens onto the shore of a frozen lake in the bottom of a crater-like valley. The lake lies beneath a layer of dense mist which covers it like a blanket. In the centre of the valley, a lofty crystal tower rises clear of the mist, bathing the icy slopes with a pulsating glow. You have but a moment to take in the scene before the ice near the shore bursts upwards, and a huge white worm rears up from the water.

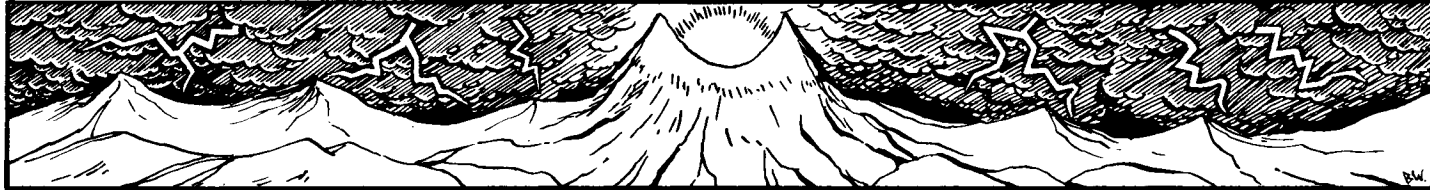
This white worm is returning to the ice passages and will attack until destroyed.

1 white worm: AC 6; MV 9"; HD 15; hp 70; #AT 2; D 2-24/2-8; SA/SD Swallow whole, poison; Int Non; AL N; Size L (50' long); xp 6300; THACO 8; MM(80).

E6. The Fog Beast

As they walk into the mist on the lake, the party will lose sight of the crystal citadel, but its glow will still be visible. Just as they catch their first glimpse of the island in the centre of the lake, the adventurers will be attacked by an ildriss. The ildriss will gain surprise on a roll of 1-5 on 1d6:

The light from the column is now closer and the fog momentarily thins to reveal that the column stands on an island. As you watch, the mist ahead turns pale yellow and solidifies into a nightmarish beast with three malignant red eyes.



1 ildriss: AC 2; MV 3" (as rolling fog); HD 4; hp 28; #AT 1; D 3-12; SA/SD +2 or better weapon to hit, immune to air-based/affecting spells; Int Low; AL NE; Size M; xp 385; THACO 15; MMII(73).

DEVRAL'S ISLAND

Buildings once covered most of this island, but in the centuries following Devral's passing, all but the crystal citadel have fallen into ruin. The mist covering the island is as dense as that on the lake (i.e. visibility 30 feet):

As the island shore rises from the lake, the mist thins a little and you can see that the island is covered by the shattered remains of buildings. A thin layer of ice covers the broken masonry and crunches underfoot.

The Spriggans

Living in the ruins is a band of spriggans. They will first attack the adventurers in giant form and then attempt to overcome them with guile by reverting to their smaller form.

Ambush!

The spriggans will ambush the adventurers as soon as they enter the ruins, gaining surprise on a roll of 1-3 on 1d6. They will attack in their giant form and retreat into the mist as soon as the adventurers retaliate. To avoid leaving a trail, they will move along the tops of the broken walls.

9 spriggans: AC 3 (5); MV 9" (15"); HD 4 (8+4); hp 15 (40) each; #AT 2; D 1-6 (short sword)/1-4 (dagger) or 2-8/2-8; SA/SD Change size, spells; Int High; AL C(E); Size S or L; xp 1400 each; THACO 15 (12); MMII(113).

Two turns after retreating, three of the spriggans will return in their small form, claiming to be gnomes searching for the "wizard's gold". They will warn the party about the "evil giants" on the island and offer to co-operate with the adventurers.

The spriggans will tell the adventurers about the "deadly green mist" around the citadel (see area E8) and will offer to show the party the fountain (area E7) which is "the only clue we've found so far". The

fountain is next to the spriggans' lair and, if the adventurers go with them, they will be ambushed there.

If they fail to convince the party, the spriggans will flee into the mist. After this, the whole group will stalk the party, stealing anything they can and waiting for a good opportunity to attack.

E7. Icy Fountain

Even if the spriggans do not lead the party here, the fountain will easily be found if the ruins are searched:

A fountain stands in the centre of a ruined courtyard. A frozen jet of water arcs from the mouth of a golden fish and into an ice-filled basin. The outside of the basin bears a bas-relief sculpture of some kind, but the details are obscured by a thick layer of ice.

The spriggans live in the cellar of the building in which the fountain stands. The group (with the exception of any leading the party) will be hidden around the courtyard when the party arrives. Those in a position to do so will *backstab*, while the rest *assume giant size* and attack.

The sculpture around the fountain portrays the skyfish (see **Pull-out Sheet IV**) flying above the crystal citadel. Riding in the skyfish is a female magic user. In the sculpture, the lake is not frozen, the mountain slopes are free of ice and snow, and the citadel is shown standing on level ground (not on a mound as it currently appears to be — see E8). The door at the base of the citadel is carefully sculpted.

The cellar entrance to the spriggans' lair is clearly visible. It is dimly lit by a small, glowing glassteel rod (3 inches x ½ inch) propped up on a shelf. One end of the rod is shaped like a fish's head. The rod is the magical key for opening the door to the crystal citadel (see area E8).

The cellar contains the spriggans' bedding, their cooking equipment and some spare weapons. Their treasure is hidden under a loose stone in the floor, and consists of 4320gp, 2500ep, 2000sp, 3 pieces of gold and diamond jewellery (value - 3000gp each), a **potion of polymorph self** (blue, tastes of menthol), and two **potions of extra healing** (red, taste like brandy).

THE CRYSTAL CITADEL

The crystal citadel (see **Map 11 - Detail Z**) towers over the ruins. It was built by Devral using a material similar to glassteel, but made from ice. Like glassteel, the material is as strong as steel.

For the purposes of attempts to **dispel magic**, all magical effects inside and outside the tower are regarded as 18th level magic. The magic of the ice walls cannot be dispelled.

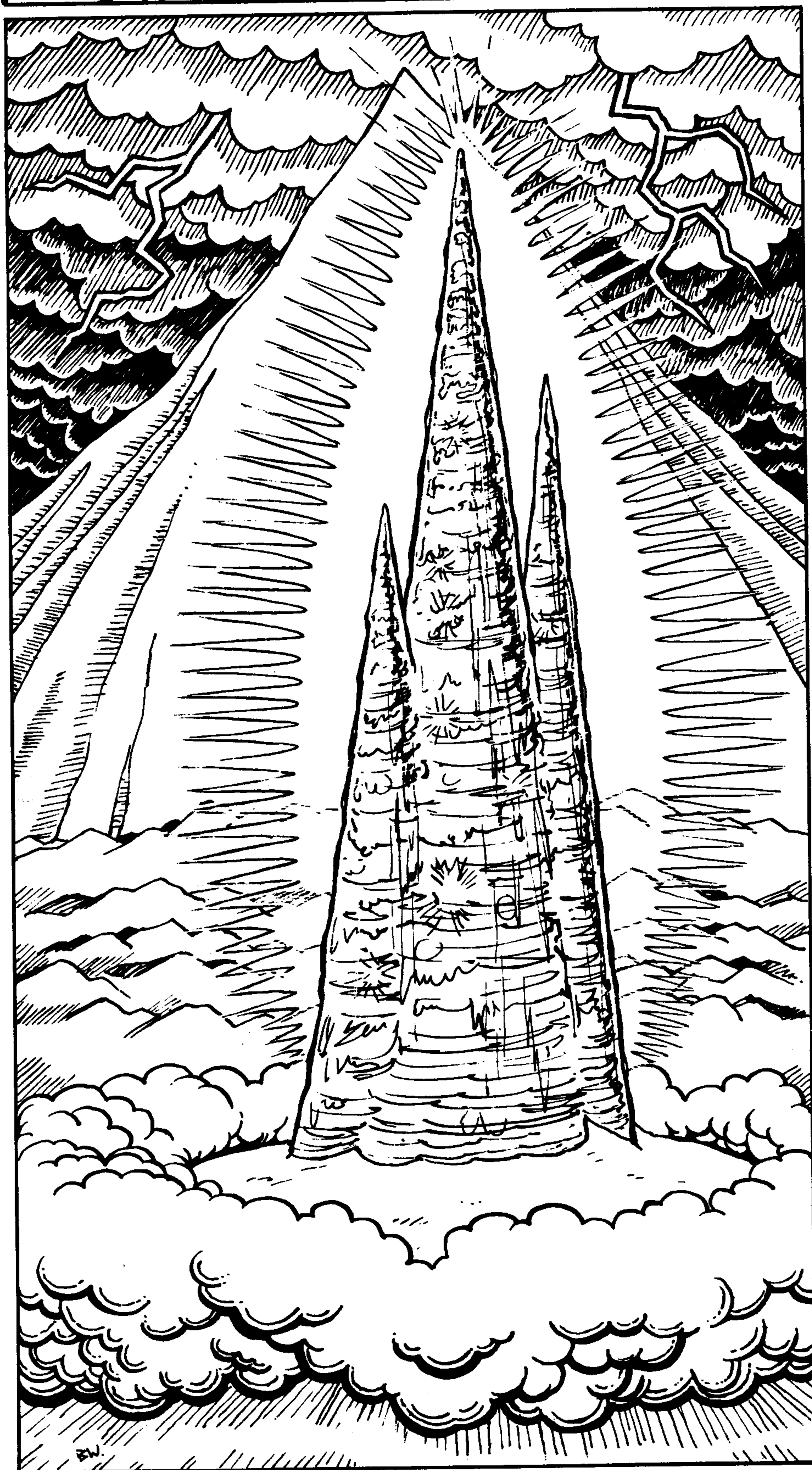
E8. Approaching the Tower

Ahead you can clearly see the source of the pulsating light. It is a slender, icy tower which stands on a low mound surrounded by an unnatural-looking bank of green mist. The light shines from a source within the tower, near the top, and bathes the lake and surrounding peaks. Above, the dark clouds are hardly touched by its radiance.

The tower stands on a level platform of rock, but snow and ice have built up around its base, giving the impression that it stands on a mound. The green mist is 10 feet high and extends 50 feet from the citadel. Characters breathing the mist suffer 2-8 points of damage per round (no saving throw). A **slow poison** spell will reduce this to 1 point per round and a **gust of wind** spell (or similar) will clear the mist for 1 hour.

The outside of the tower is smooth to the touch and very cold, the same temperature as the surrounding snow. Close inspection of the walls will reveal that they have the appearance of ice but are very tough. Balls and shafts of coloured light may be seen moving up and down inside the translucent walls. The secret door to T3 cannot be found or opened from the outside.

The mound of snow and ice is 12 feet high (2 feet above the green mist), and the adventurers will be able to find the door to T1 by digging. The sculpture on the fountain (area E7) should serve as a clue to the door's location, and a **true seeing** spell will reveal the door. Provided that the characters dig next to the tower, they can avoid contact with the magical mist, since it is dense and will not drift up the mound. Snow may be cleared at a rate of 100 cubic feet per man-hour.



The door is of the same material as the walls and will not be immediately apparent. A search will automatically find it after 1 turn, however, and the characters will notice a ½-inch-diameter hole in the centre. The door is **wizard locked** but will open if the rod from the spriggans' lair (area E7) is inserted into the hole and twisted.

Inside the Citadel (areas T1-T6)

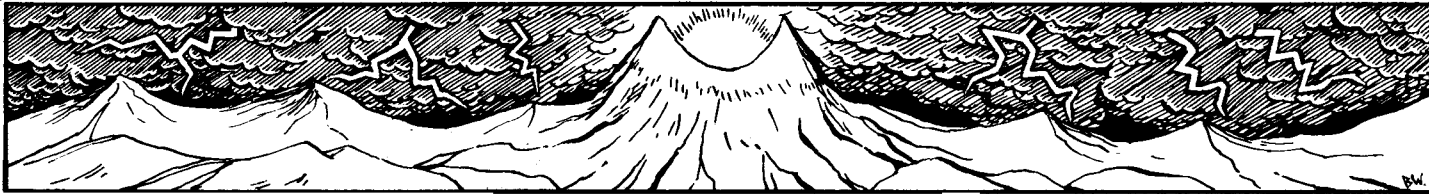
Devral always flew or levitated while in the citadel and so there are no stairs (the stairs in room T1 are an illusion). The bottom floor (area T1) is magically heated, and light from the teleporter in room T5 radiates throughout the tower providing good lighting in each room.

Within the citadel are four coloured spheres (areas T1-4). These were created by Devral and perform various specialist tasks. They have AC 0; hp 12; MV 15"; and will vanish if subjected to a successful **dispel magic** spell. The spheres were tuned to Devral's psyche and the adventurers will not be able to control the operations of the spheres except as specified in each case. An **identify** spell will only reveal that they are some form of control device.

T1. Chamber of Welcome

The door to the tower swings open, revealing a strange, silent chamber beyond. After the biting cold outside, the room is pleasantly warm. Deep within the translucent walls, patterns of light pulsate and swirl. A staircase of shimmering crystal leads up to an opening in the translucent ceiling. Floating down through it is a sparkling silver ball which regards you with a single, golden eye.

The silver ball is one of Devral's magical spheres. It will approach to within 10 feet of the adventurers and say: "Welcome to the citadel of Devral. Please hand your cloaks to the servants and take a seat while I inform my mistress of your presence." The ball will then vanish, and three **unseen servants** will begin tugging at the adventurers' cloaks, while seats (one for each character) form magically out of the wall and hover at a convenient height. At the same time, a table will rise up from the floor with a crystal decanter (value - 500gp) full of fine wine, and a crystal goblet for each character (value - 100gp each).



The sphere and unseen servants will not react in any way if the characters do not comply with the sphere's requests. Devral, of course, is long dead, and so it is up to the characters how long they wait before starting to explore.

The room becomes noticeably cooler as one approaches the illusionary stairs, since they conceal an icy 20-foot-deep pit. At the bottom of this is a 10-foot-deep pool of water covered by a sheet of ice. Characters falling into the pit take 2d6 points of damage as they smash through the ice into the water, which inflicts 1d8 points of cold damage per round. The pit is fed by a 6-inch-diameter conduit from the lake.

T2. Laboratory

Glowing lights run across the curved contours of this room and pulsate in rhythmic patterns across the floor. Hovering in the centre of the room is a black and silver ball which slowly floats towards you.

Room T2a is the initial lay-out and room T2b is the changed shape (see below). The black and silver sphere will float towards the adventurers when they enter, and hover near them. While they remain on this floor, the sphere will follow them around, and when they leave, it will return to the centre of the room.

The room is Devral's laboratory, but at first sight it will appear to be an empty chamber, since the equipment has been melded into the walls along with the products of some of her experiments. These experiments can only be activated by touching the floating ball with the palm of the hand. Devral could exercise full control over the lab through the sphere, but each time a character touches it there will be a random outcome. Roll 1d6 and consult the following table:

RANDOM LABORATORY EVENTS

Die Roll	Event (Detailed below)
	Room Changes.
	Room Glows.
	Icy Blast.
	Black Globe.
	Green Gas.
	Hidden Compartments.

1 Room Changes: In 1 round, the walls warp and bend into a new layout (shown as room T2b). Any characters standing in the places where new walls form will be pushed aside without harm. If this event occurs a second time the room will revert to its previous shape.

2 Room Glows: The floors, walls and ceiling all begin to glow. The light will increase in intensity for 2-5 rounds, when the room will suddenly be plunged into darkness (as the spell) for 1-4 rounds. Then the room will again start to glow, but with a different colour (yellow or red, for example). This cycle will only stop when a die roll calls for this event a second time.

3 Icy Blast: A blast of icy air shoots out from a wall, striking one of the adventurers (chosen at random), and inflicting 2-12 points of cold damage (halved by a successful saving throw vs. Breath).

4 Black Globe: Hidden hatches slide across all exits from the room which becomes totally dark (impenetrable even by infravision). Light returns to the room as the darkness coalesces into a globe looking exactly like a **sphere of annihilation**. The globe floats towards a randomly determined character and cannot be controlled in any way. It will avoid contact with the walls and if it touches a character (or is touched), it will explode with a burst of harmless sparks. The hatches will then open.

5 Green Gas: The room slowly fills with a green mist pouring through holes in the ceiling. It looks like that outside the tower but is harmless. It will clear after 3 rounds.

6 Hidden Compartments: The first time this occurs, a silver sphere floats out from the wall and opens to reveal a **ring of warmth** and two **potions of cold resistance** (red, tasting of peppermint — same effect as the clerical **resist cold** spell). The second time, a similar sphere appears, revealing a **potion of flying** (colourless and tasteless). Further rolls will only open empty spheres.

T3. The Glass Griffon

A life-size glass griffon stands in the centre of this chamber. The walls are as clear as purest crystal and give a magnificent view across the valley above the mist. It is snowing, and the gently falling snow sparkles in the light from the top of the tower.

When the adventurers enter, a red and yellow sphere will float up out of the floor and hover near to them. It is operated in the same way as the one in the laboratory (area T2). To find the result of touching it, roll 1d4 and consult the following table:

GRIFFON ROOM RANDOM EFFECTS

Die roll	Effect
	The sphere suddenly glows hot and the character touching it suffers 2-5 points of damage.
2	The large secret door slowly opens, letting the falling snow drift into the room.
3	The secret door closes.
4	A magical circle appears on the floor around the griffon (see below).

The magical circle appears as a web of fine silvery threads within the translucent floor. Evenly spaced around the circle are words written in magical script. These are the command words for the griffon.

Dumo - the griffon statue shrinks until it is 9 inches high.

Emla - the griffon statue grows to full size (if shrunk).

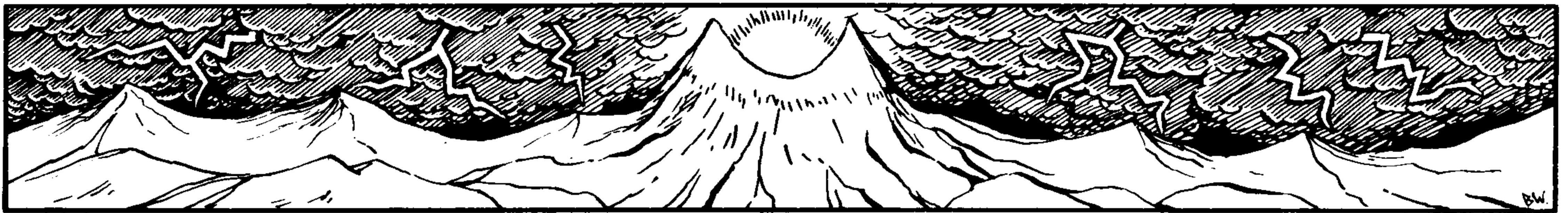
Imfa - the eyes glow red and provide the rider with **infravision** (12" range), speaking the command word again cancels this.

***Flas** - turns the griffon statue into a living griffon.

***Glis** - turns the griffon back into a glass statue.

The command words marked with a "*" have no effect until the magical bridle from the force dome (area T6) is fitted to the griffon. Without the bridle, the griffon cannot be moved from the magical circle, no matter what its size. Once the bridle is in place, the griffon can be turned to flesh and ridden. The character who fitted the bridle will have no difficulty controlling the griffon in flight and will be able to fight and cast spells normally.

The griffon can be turned to flesh only once per day and always appears with full hit points. If it is wounded to 10 hit points or less it will turn to glass and bear its rider safely to the ground (as a **ring of feather falling**). Should the griffon be killed, it will become forever a small glass statue, but it will always give the same protection to its bearer as a **ring of feather falling**.



1 griffon: AC 3; MV 12"/30" (MC:C/D); HD 7; hp 40/10/0; #AT 3; D1-4/1-4/2-16; Int Semi; AL N; Size, L; THACO 13; MM(50).

T4. Munching Worms

A trapdoor closes off this level of the tower. It is neither locked nor trapped:

This room was clearly the library of some very learned person. Bookcases crammed with ancient tomes and scrolls line the walls, and a lectern dominates the centre of the floor. By the lectern stands a highly ornate wooden chair.

A red sphere floats in the centre of the room. This is the control device for Devral's scrying system which allowed her to view any room in the citadel from here. Touching the sphere will cause an image of the entrance hall (T1) to appear in the centre of the room. Placing a palm against the globe will alter the image; roll 1d6 and consult the following table:

RANDOM IMAGES

Die Roll	Image
1	The Entrance Hall (area T1).
2	The Laboratory (area T2).
3	The Glass Griffon (area T3).
4	This turns off the globe, touching it again will give a view of area T1.
5	The Teleport Room (area T5).
6	The Force Dome (area T6).

Unfortunately for the characters, bookworms have been feeding in this library for centuries, and the faint sound of munching can just be heard. All the books and scrolls are riddled with holes and ruined. There is, however, a large amethyst (value - 500gp), evidently used as a paperweight, resting on top of a pile of worm-eaten parchment.

There is a 95% chance that one of the characters exploring the room (the character with most scrolls, spell books, maps etc.) will be surprised and attacked by two of the bookworms.

20 bookworms: AC 2 or 9; MV 12"(3"); HD ¼; hp 2 each; #AT Nil; SA/SD surprise; Int Non; AL N; Size S; xp 9 each; THACO N/A; MMII(21).

20 THE PEAKS OF LIGHT (The Crystal Citadel: areas T4-T6)

The book on the lectern has also been munched by the worms but is not totally destroyed. It has a white dragon-hide cover which has withstood the attacks of the worms, but they have destroyed large sections of the text.

The first part of the book contains various notes on Devral's experiments and refers to her work on breeding flying polar owlbears — a cross between polar bears and giant owls.

Next comes a section relating to the ba'atun. Most of it is destroyed, leaving only the following fragments:

"...demonic white winged creatures are the scourge of the Cloudscape Mountains. No one is safe from their... (a few lines have been eaten here). Their black leader Yesorkh Pahyeh is a most evil creature, able to pos... (the text has been chewed through) ..any who approach her. (a few more lines have been obscured) To this end, I have trapped her soul and placed it (the rest is obscured) that it may never again bring pestilence..."

The final pages deal with the creation of the skyfish (see **Pull-out Sheet IV**). From these, only the following may be gleaned:

"...magical fish, flies through the sky... (there is a gap here) ...in the white column under the dome of power. "Dom" removes the dome and frees the fish. "Fil" and "fir" fire the light from its eyes. Given a direction it will go..."

The "white column" refers to the teleporter in room T5, and "dom" is the command word for raising the force dome in T6.

Unless they specifically examine it, the adventurers will not notice that the room's ceiling (the floor of T5) is made of ice.

T5. Death On Ice

In the centre of the floor stands the source of the light which illuminates the valley — a brilliantly glowing column which alternately grows until it touches the ceiling and then contracts until it is only a few feet high. Embedded in the ice-like floor, and radiating from the base of the column are the golden lines of a decorative circle.

The air in here is noticeably cooler. The floor to this chamber is made from ordinary ice reinforced with glassteel struts which support the decorative circle of gold (value - 1000gp). Characters fighting or running in here must make a dexterity check or slip on the ice and fall. The white column is a teleportation device.

The column is guarded by an ice para-elemental which will emerge from it and attack if the column is touched. If the characters flee, the ice para-elemental will not follow them but will return to the teleporter column.

1 ice para-elemental: AC 3; MV 6"; HD 12; hp 48; #AT 1; D 3-36; SA/SD Radiates cold 10' radius (D 1-4 per round); Int Low; AL N; Size L; xp 3570; THACO 9; MMII(98).

The ice para-elemental will take no damage while it remains in contact with the icy floor, and even fire will not damage it. The ice of the floor will be melted if a fire-based spell such as **fireball** or **flame strike** is used in the room. A **lightning bolt** spell directed at the floor will shatter it.

If the ice floor is melted or shattered, all creatures in the room (including the para-elemental) will fall into the library (area T4) below, taking 2d6 points of damage, unless they make a saving throw vs. Breath. Those who save will manage to grasp one of the glassteel supports which are wide enough (1 foot) to walk on. Once the floor has been destroyed, the para-elemental can be harmed, and fire-based attacks will inflict double damage.

Until the para-elemental is killed, the white column will be solid to the touch; afterwards, it will feel cold and insubstantial. Characters or objects entering it will be teleported to the force dome (area T6) on the bed of the lake.

Under the Lake

T6. The Force Dome

Devral's magical skyfish is housed under a permanent, 30-foot-high, dome-shaped wall of force on the bottom of the ice lake, 80 feet below the surface. The dome is covered with mud, and can only be found by a careful search of the lake bed, but the party can gain direct access to the dome by means of the teleport device in the crystal citadel (room T5). The teleporter will take the adventurers to the platform at the northern side of the dome. (Stepping onto



the platform at the southern side of the dome will teleport characters back to room T5 in the citadel):

Enfolded by the column of light, your body seems to surge upwards until suddenly you find yourself on a shining platform beneath a large murky-brown dome. On the far side of the chamber is a similar platform, but covering most of the circular floor is a huge, silvery fish shaped like a giant manta ray. It is perfectly still, but seems too life-like to be a statue — this must be the skyfish of which the aarakocra shaman spoke.

The skyfish is fully described on **Pull-out Sheet IV**. Lying on the bench inside the skyfish's cockpit is the silver bridle needed to animate and control the glass griffon (see area T3).

Opening the Dome

The command word "dom" (see page 20) opens or closes the dome as appropriate:

The dome shimmers and slowly begins to dissolve from the bottom up. Where the bottom of the dome used to be, murky water now gushes into the room. Carried in by the torrent are four green, scaly creatures, whose sharp teeth glint in the light.

The water is icy cold, but the skyfish will protect those within it (see **Pull-out Sheet IV**). Those outside it will suffer 1d8 points of cold damage per round. Characters inside the skyfish will be able to breathe the water but those outside will start to drown 1 round after the dome is opened.

The creatures swept in with the water are scraggs. They will reach the characters and attack in the round following the opening of the dome.

4 scraggs: AC 3; MV 3"/15"; HD 5+5; hp 30 each; #AT 3; D 2-5/2-5/3-12; SA/SD Regenerates 3 hp/round if immersed in water; Int Low; AL CE; Size M; xp 640 each; THACO 13; MMII(121).

Closing the Dome

Lowering the dome takes 2 rounds. In the third round, all water within the lowered dome will be expelled.

Leaving Mount Ederglow

The skyfish will have no difficulty in smashing its way through the ice covering the lake. With the skyfish in their possession, the adventurers are likely to leave Mount Ederglow. Three hours after doing so, they will be attacked by a squad of ba'atun:

Mile after mile, the strange flying fish carries you smoothly through the air. Below you and on either side, the snow-covered mountain slopes appear dirty and grey beneath the unbroken black clouds. A chilling scream breaks the silence and echoes around the mountains. Looking up you see snow demons diving out of the dark clouds.

The ba'atun will reach the party after 1 round. At the start of the second round, the adventurers must make a saving throw vs. Spells at +4 or be affected by the screech of the ba'atun.

1 wing sergeant: AC 4; MV 9"/21" (MC:C); HD 3; hp 16/8/4; #AT 3; D 1-6/1-4/1-4; SA/SD Screech; Int Ave; AL LE; Size M; xp 208; THACO 16; New monster.

8 ba'atun: AC 4; MV 9"/21" (MC:C); HD 2+1; hp 12/6/3 each; #AT 3; D 1-6/1-4/1-4; SA/SD Screech; Int Ave; AL LE; Size M; xp 196 each; THACO 16; New monster.

The ba'atun will flee once half their number have been killed. Two rounds after they flee, the ba'atun will be intercepted by three aarakocra and a giant eagle. The aarakocra and the eagle will dive into the attack, and quickly slay the ba'atun. The eagle and aarakocra will then join the party. They will tell the characters that, following a ba'atun attack on the aerie of the eagles (in which all but three giant eagles were slain) and the destruction of the villages of Lurneslye and Melmond, the eagles have joined the aarakocra at Tchitchi-kwaaka ("The Last Refuge" - see area 12). The group will explain that they had been seeking the adventurers in order to guide them to the refuge where a council of war will be held.

12. Tchitchi-Kwaaka

Tchitchi-kwaaka is in a narrow gully with many ledges, and its floor is just wide enough to allow the adventurers to land the skyfish safely:

Ahead, an aarakocra flies up towards you, with hope and awe in its eyes. Soon, it is joined by others who gather round to greet you and direct you into a flat-bottomed gully.

Including the eagle and aarakocra already with the party, there are three giant eagles here, six male aarakocra and four females, plus any survivors from the attack on the temple at Tikka-ti-jarra (see page 12).

After the adventurers land the skyfish, Kirraka (or one of the other shamans) will formally welcome them and declare the skyfish to be a gift from the gods and a great aid to lifting "the curse of the cloud giant". He will then call a council of those present to decide what is to be done.

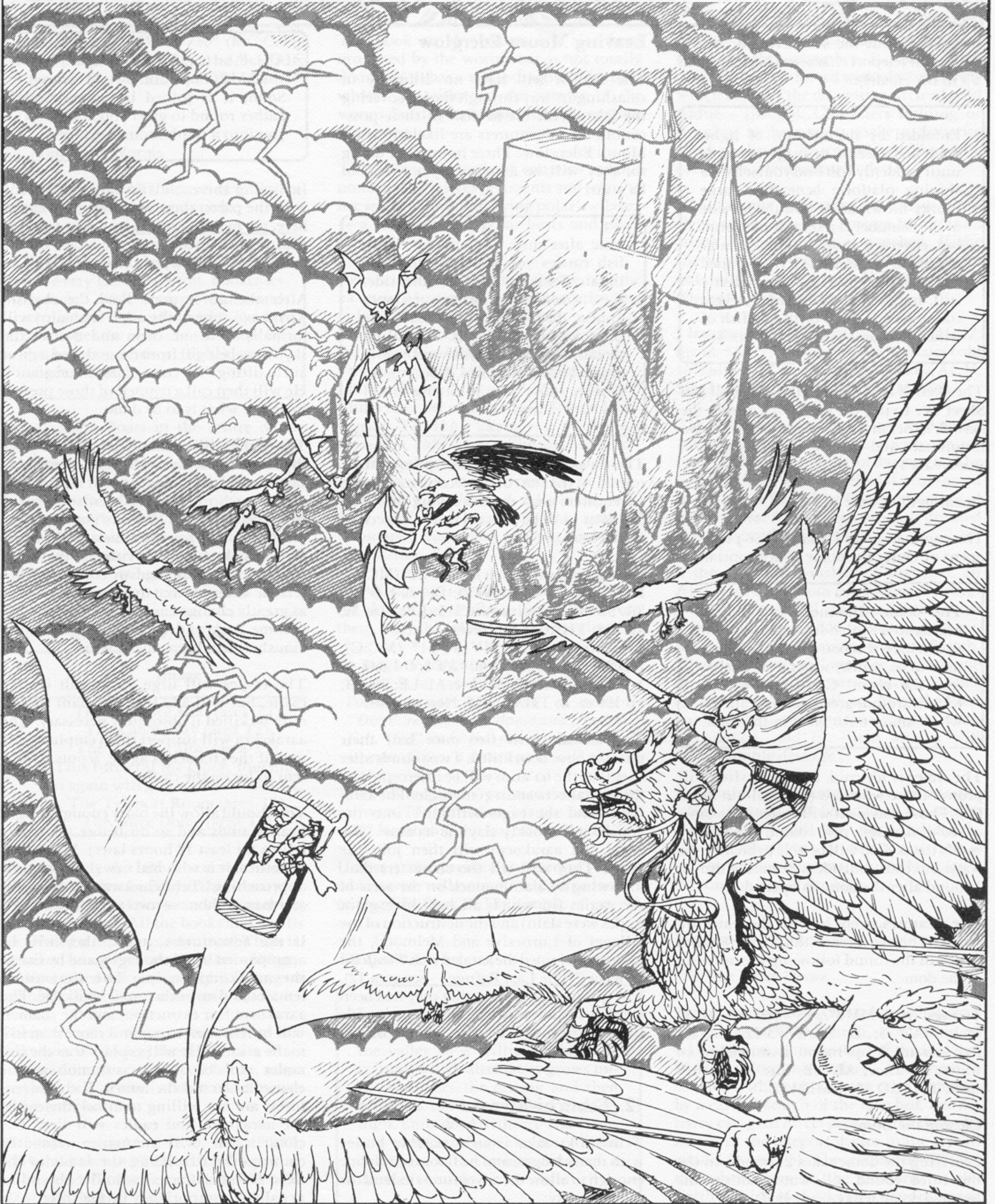
The eagles will explain that in former years the cloud giant had welcomed them at his castle and that he was a good, if reclusive, creature who had never been seen in the company of "snow demons" or any other evil beasts. During the attack on the aerie, they had had a clear view of the giant leading the assault, and are convinced that it is the same one that they knew. If so, he is as greatly changed as the castle, which has become dark and foreboding where previously it had been silvery white.

The eagles will urge an assault on the castle, but will add that the giant should only be killed if absolutely necessary. The aarakocra will support them emphatically and, if the characters agree, scouts will be sent to locate the castle.

You should allow the party enough time to heal wounds and so on before the scouts return (at least 12 hours later). When they do return, it is with bad news. The castle is approaching Tchitchi-kwaaka and will arrive in an hour — two at the most.

If the adventurers attack, they will be accompanied by all the eagles and by five of the aarakocra males. The shaman(s), females and any other males will flee. The aarakocra fear extinction, and the shaman will be reluctant to commit more than five to the assault. He will explain that the five males will be able to summon an air elemental to aid the attack. If the adventurers are not willing to attack the castle, the aarakocra and eagles will flee. The cloud castle will rampage across the countryside, terrorising the lands to the west. Good characters who flee should be penalised appropriately by the DM.

DEATH IN THE SKIES





This section deals with the assault by the party on the cloud giant's castle. The ba'atun leader Yesorkh has possessed the cloud giant Lachlan (see **Yesorkh Pahyeh - Pull-out Sheet III**) and will defend the castle aided by the ba'atun and various other creatures.

THE CLOUD CASTLE

Although the cloud giant's castle seems at first sight to be made of stone, and the cloud on which it rests resembles a thunder cloud, both are composed of a magical material which combines the properties of water vapour and rock in an amazing way. This material has no weight, but its density can be changed to become as hard as stone, fluid as water, or as insubstantial as mist.

The cloud and the castle constitute a single entity and any part which is separated from the rest will immediately break up and vanish. An air elemental can disperse any misty component of the cloud and pass through any fluid part, but cannot pass through solid cloud material.

The cloud castle often drifts on the wind, but the giant can make it move in any direction desired at a rate of up to 6".

Originally, both cloud and castle were silvery white, but when the cloud giant Lachlan was possessed by the black ba'atun Yesorkh, she gained control of these and they began to change to a dark grey. Now it is only the highest points of the castle that still retain their original white colour.

The cloud itself is mostly solid, with a thin (3 feet thick) layer of misty material around it. Only the part immediately beneath the castle (containing the rooms of the cellar and crypt levels) is permanently fixed. By concentrating, Yesorkh/Lachlan can cause material from the rest of the cloud to billow up and solidify around the castle, effectively shielding it from attack. To allow defenders to make sallies, Yesorkh/Lachlan can make temporary tunnels appear through the cloud.

Patches of crackling lightning constantly flash around the surface of the cloud, effectively creating a wall of lightning around the castle. Any characters entering an area of lightning will suffer 11d6 points of damage (make a saving throw vs. Wands for half damage). There is no need to land on the cloud's surface, however, and the lightning is easy to avoid, and does not occur within 100 feet of the castle.

THE APPROACH

It is up to you exactly how to run this part of the attack on the cloud castle. If desired, the attack can be displayed using the air combat rules (**DMG - p49-53**) with suitable figures or tokens on a sheet of hex paper. If so, you should not forget that the cloud castle will be moving at 6" per round, at a height of 500 feet above the peaks of the Cloudscape Mountains. The castle is manoeuvrability class E.

Alternatively, if it is assumed that the skyfish and castle will be heading straight towards each other, the simplified sequence of events given in the following table may be used. The events are described fully below.

APPROACH TO THE CASTLE

RND	EVENT
	Party sees castle (range - 1 mile) & reconnaissance patrol (range - 1200 yards)
4	Party sees 2nd wave of ba'atun leaving castle
5	Reconnaissance patrol reaches skyfish
7	2nd wave reaches skyfish
8	Final wave leaves castle
9	Final wave reaches skyfish
10	Skyfish reaches castle

The Attackers

For convenience, the statistics of the creatures accompanying the party are summarised below:

3 giant eagles: AC 7; MV 3"/48" (MC:D); HD 4; hp 19/4/0 each; #AT 3; D 1-6/1-6/2-12; SA/SD Dive; Int Ave; AL N; Size M; THACO 15; MM(36).
5 aarakocra: AC 7; MV 6"/36" (MC:C); HD 1+2; hp 8/2/0 each; #AT 2; D 2-8/2-8; SA/SD Summon air elemental and dive; Int Ave; AL NG; Size M; THACO 18; FF(8).

As soon as they see the cloud, the aarakocra will summon an air elemental to aid in the assault:

1 air elemental: AC 2; MV 36" (MC:A); HD 16; hp 80; #AT 1; D 2-20 (+4 vs. aerial opponents); SA/SD Whirlwind, +2 weapon to hit; Int Low; AL N; Size L; THACO 7 (6 vs. aerial opponents); MM(37).

First Blood

The adventurers, the aarakocra and the eagles will automatically spot the cloud castle bearing down on Tchitchi-kwaaka. They will see it at a range of about a mile:

The sound of thunder rumbling through the darkening clouds grows louder and louder. Ahead you see a dark cloud, surrounded by tongues of lightning, bearing relentlessly towards you. Soon the whole sky seems to be lit up by flashes of lightning which silhouette a group of creatures winging in your direction.

This reconnaissance squad of ba'atun is 1200 yards away. They are led by a flight leader. They will attack on sight, but will flee once half of their number have been killed or disabled. If possible they will join up with the second wave (see below). During aerial combat the ba'atun will spread out, in order to minimise the effects of any spells cast against them.

1 flight leader: AC 3; MV 9"/21" (MC:C); HD 5; hp 22/11/6; #AT 1 or 3; D 2-7/2-5/2-5; SA/SD Screech, **ice shards**, **web sling** (3 shots); Int Very; AL LE; Size M; xp 303; THACO 15; New monster.

1 wing sergeant: AC 4; MV 9"/21" (MC:C); HD 3; hp 16/8/4; #AT 3; D 1-6/1-4/1-4; SA/SD Screech; Int Ave; AL LE; Size M; xp 208; THACO 16; New monster.

8 ba'atun: AC 4; MV 9"/21" (MC:C); HD 2+1; hp 12/6/3 each; #AT 3; D 1-6/1-4/1-4; SA/SD Screech; Int Ave; AL LE; Size M; xp 196 each; THACO 16; New monster.

The Second Wave

A second wave of ba'atun (a swarm leader and a flight) will leave the castle 3 rounds after the adventurers first see the reconnaissance party (see above). Any survivors from the latter will try to join this second group. The ba'atun will attack until all but six of them have been killed or disabled.

1 swarm leader: AC 1; MV 9"/21" (MC:C); HD 7; hp 42/21/11; #AT 1 or 3; D 3-8 + 4-16 (**ice javelin** x3 + strength) or 3-8/3-6/3-6; SA/SD Screech, **ray of cold**, **ice shards**; Int Except; AL LE; Size M; xp 1211; THACO 11; New monster.

2 wing sergeants: AC 4; MV 9"/21" (MC:C); HD 3; hp 16/8/4 each; #AT 3; D 1-6/1-4/1-4; SA/SD Screech; Int Ave; AL LE; Size M; xp 208 each; THACO 16; New monster.



16 ba'atun: AC 4; MV 9"/21" (MC:C); HD 2+1; hp 12/6/3 each; #AT 3; D 1-6/1-4/1-4; SA/SD Screech; Int Ave; AL LE; Size M; xp 196 each; THACO 16; New monster.

Closing In

Alarmed by the continued advance of the adventurers, Yesorkh/Lachlan will cause the cloud to enfold the castle and then harden into a protective shield:

As you draw near to the cloud, the castle comes into clear view. The topmost points gleam with a silvery radiance which seems to defy the oppressive blackness of its lower walls. As you watch, the cloud below the castle begins to spread upwards, enveloping the lower walls.

By the time the skyfish arrives, all but the highest points (areas C1-3) and the southern entrance to the cellar level will be enclosed. Yesorkh/Lachlan will leave these parts open to allow her third and final wave of defenders to flood out. This final wave consists of three manticores (which will issue from the cellar entrance) and a swarm of ba'atun (which will leave via area C3). After the manticores emerge from the cellar level, Yesorkh/Lachlan will seal off the passage behind them.

The ba'atun will start to emerge when the skyfish is about 200 yards from the castle, but it will take 1 round for them to get into formation. During this time they are more vulnerable to **fireball** and **lightning bolt** spells than they are when spread out in attack formation.

The manticores will be hidden by the enfolding cloud until the round after they first emerge. Their size and strength (6+3 hit dice) enable them to hit air elementals (see **DMG** p75), unlike the majority of the ba'atun. The manticores will therefore concentrate their attacks on any air elementals.

When the the adventurers approach to within 100 yards of the top of the castle, they will be attacked by rocks hurled by the hill giants (THACO 12; D 2-16) in rooms C1 and C3.

Yesorkh/Lachlan will be standing in the tower by the roof garden (area C1) as the adventurers close in. She will have already cast her **protection from normal missiles**

spell and her main concern will be to dispose of any attacking air elementals. She will cast her **lightning bolt** spell at any air elemental that approaches the castle, avoiding the manticores if possible. If this does not stop it, she will cast both her **magic missile** spells (if necessary) and then throw rocks at the elementals or any enemy creatures within range.

Before any elementals or the party can reach her, Yesorkh/Lachlan will flee down the stairs to C6, relying on the hill giants to cover her retreat.

The only suitable landing place on the castle for the skyfish is the roof garden (C1), but it could be landed anywhere on the surrounding cloud which will have solidified by this time. If they land on the cloud, the adventurers will be able to enter the castle through the windows of Lachlan's chamber (C2) or of the Study (C3).

1 **swarm leader**: AC 1; MV 9"/21" (MC:C); HD 7; hp 42/21/11; #AT 1 or 3; D 3-8 + 4-16 (ice javelin + strength) or 3-8/3-6/3-6; SA/SD Screech, ray of cold, ice shards; Int Except; AL LE; Size M; xp 1211; THACO 11; New monster.

2 **flight leaders**: AC 3; MV 9"/21" (MC:C); HD 5; hp 22/11/6 each; #AT 1 or 3; D 2-7/2-5/2-5; SA/SD Screech, ice shards, web sling (3 shots); Int Very; AL LE; Size M; xp 303 each; THACO 15; New monster.

4 **wing sergeants**: AC 4; MV 9"/21" (MC:C); HD 3; hp 16/8/4 each; #AT 3; D 1-6/1-4/1-4; SA/SD Screech; Int Ave; AL LE; Size M; xp 208 each; THACO 16; New monster.

32 **ba'atun**: AC 4; MV 9"/21" (MC:C); HD 2+1; hp 12/6/3 each; #AT 3; D 1-6/1-4/1-4; SA/SD Screech; Int Ave; AL LE; Size M; xp 196 each; THACO 16; New monster.

3 **manticores**: AC 4; MV 12"/18" (MC:E); HD 6+3; hp 32/16/8 each; #AT 3; D 1-3/1-3/1-8; SA/SD 6 tail spikes (range 18"; D 1-6 each; 4 volleys); Int Low; AL LE; Size L; xp 781 each; THACO 13; MM(65).

INSIDE THE CASTLE

Once the adventurers reach the castle, Yesorkh/Lachlan's strategy is to avoid physical combat if possible while attempting to wear down the party with a series of attacks. Each time, the party encounters her, Yesorkh/Lachlan will attempt to flee before the adventurers can defeat her.

If Lachlan's body is reduced to 25 or fewer hit points (or if it is incapacitated by means of a **hold monster** spell, for example), Yesorkh will abandon it (see **Yesorkh**

Pahyeh - Pull-out Sheet III) and return to her own body in area C22. This means that the party will be able to defeat Yesorkh without killing Lachlan. When this happens, read the following:

The giant's huge frame shudders and collapses. But the battle is not won yet. Even before the body hits the floor, tendrils of black vapour begin to seep from the giant's limbs. As you watch, they rapidly take on the form of a black "snow demon". Translucent and smoke-like, the loathsome apparition spreads its wings and is gone.

Suggested actions for Yesorkh/Lachlan are given at the various points where the party will meet her. These are only suggestions, however, and you should feel free to make changes in response to particular circumstances. In particular, Yesorkh/Lachlan's spells **charm person**, **darkness 15' radius** and **invisibility** are not allocated to any specific encounter, and may be used as appropriate.

The Castle

The walls and floors of the castle are made of solid cloud material. They are permanently fixed in their current form and cannot be manipulated or altered by Yesorkh/Lachlan. If the castle is damaged in any way, the damage will be repaired at once by cloud material flowing into the gaps and then hardening.

The rooms in the castle are 40 feet high, except for the grand hall (C6) which is twice this. Each staircase has two sets of steps; giant-sized ones (3 feet high) which occupy most of the width, and normal ones (for the giant's human servants) which run in a 5-foot-wide strip down one side.

Most of the doors in the castle consist of "screens" of opaque, liquid cloud matter. They do not open, and creatures simply walk through them (the screens reform after the creature has passed). There is no need to make an "open doors" roll, but the doors mask sound in the same way as ordinary doors. Some doors in the castle are made of solid cloud material, and are treated as normal doors.

By the time that the adventurers reach it, the lower floors of the castle will be enclosed by solid cloud material. With the



exception of the ones in rooms C1-3, all windows looking out from the building will be blocked by a solid, wall of dark grey cloud. As a result, it is quite dark inside the castle (as on a very overcast day).

The courtyards (areas C8 and C11) have not been filled with solid cloud, but are enclosed by it and are very misty.

C1. Roof Garden

This flat, open roof garden is now covered in a mass of dead flowers and rotten vegetation. It offers an ideal landing-site for the skyfish (see **Closing In** - page 24).

There is a small tower looking onto the garden, from where Yesorkh/Lachlan will watch the assault on the castle. She and a hill giant bodyguard will throw rocks and/or cast spells as appropriate (see **Closing In** - page 24). Yesorkh/Lachlan will flee before anyone enters this chamber, leaving the hill giant to cover her retreat.

1 hill giant: AC 4; MV 12"; HD 8+2; hp 44; #AT 1; D 2-16; SA/SD Hurl rocks for 2-16; Int Low; AL CE; Size L; xp 1928; THACO 12; MM(45).

The small tower contains a pile of rocks (for the giants to throw) and some giant-garden tools.

C2. Lachlan's Chamber

This room was formerly the bedchamber of Lachlan and his consort. It is now the barracks for one of the flights of ba'atun. The mattress from the bed is missing, and wall hangings and items of giant clothing are being used as sleeping mats by the ba'atun. Under one of these mats are two **ice javelins** and a **web stone** (see **Pull-out Sheet II**).

C3. Study

There is a hill giant here. He will have been throwing rocks at the approaching adventurers (see **Closing In** - page 24) and will attack them when they land.

1 hill giant: AC 4; MV 12"; HD 8+2; hp 44; #AT 1; D 2-16; SA/SD Hurl rocks for 2-16; Int Low; AL CE; Size L; xp 1928; THACO 12; MM(45).

This chamber was Lachlan's study and there are numerous books on shelves

around the walls. Most contain little to interest the characters. Hidden in the false bottom of an unlocked and otherwise empty iron-bound chest is a book, bound in ba'atun skin, which tells the history of the ba'atun (see **From the Dark Past** - page 2). Being in the chest, this book will survive any **fireball** or **lightning bolt** spells cast into the room, but the books on the shelves will all be destroyed.

C4. Nursery

This chamber was the nursery of the cloud giant's children. There are three ogres here. As the adventurers enter the room, one of the ogres will launch a giant spinning top (4 feet across) at them. The spinning top will sweep through the party causing 1-12 points of damage to d4+1 characters. The damage is negated by a successful saving throw vs. **Breath**. The ogres will then rush to attack.

3 ogres: AC 5; MV 9"; HD 4+1; hp 21 each; #AT 1; D 1-10; Int Low; AL CE; Size L; xp 195 each; THACO 15; MM(75).

The room is cluttered with oversized children's toys; a rocking horse, a large play pen and numerous rag and wooden dolls. All of these items have been despoiled by the ogres and hill giants. The ogres have been playing with the rocking horse and its rockers are broken. Piles of rubbish litter the place and obscenities have been scrawled on the walls. There are two giant children's cots and five rough mattresses strewn over the floor.

C5. Music Room

A huge harp lies thrown in one corner of this former music room. It is made from ebony inlaid with silver, and has a man's face carved on the front. It is rather scratched in places and some of its silver strings have been broken. This instrument is both highly magical and very intelligent. When the party enters, it will call for help and ask to be stood upright. Its name is Silsellay and, if the adventurers help it, it will be most grateful and will point out a secret compartment under the bottom step of the stairs leading to the room. Inside the compartment are two bottles each containing a **potion of extra healing** (red, tastes of cherries) and one containing a **potion of heroism** (orange, tastes of limes). The harp will also try to answer any questions the characters ask. Silsellay knows the following:

- several months ago, when the cloud giant returned to the castle after a short absence, he had become violent, destructive and evil, while before he was gentle and peaceful
- since then, Silsellay has not seen any of the giant's family and the castle has been occupied by terrible creatures
- this room is normally occupied by two horrible, ugly giants
- a short while ago, the cloud giant hurried through the room into the hall, followed by the two ugly giants.

Silsellay is a very valuable instrument (value - 10000gp) since it can play tunes by itself, sing, and even tell jokes. It will object to all attempts to remove it from the castle, and will refuse to play if abducted.

C6. Hall

Assuming that Yesorkh has not been forced to leave Lachlan's body (see page 24), she will be waiting here for the party. Otherwise, the hall will be empty and you should amend the following description:

The giant's hall, massive by normal standards, stretches before you, dominated by a table higher than a man and with chairs to match. High to the right there is a deafening bellow. You look up to meet the menacing gaze of a row of enormous beasts.

The "enormous beasts" are only stuffed heads hung up as hunting trophies. The bellow is a distraction produced by Yesorkh/Lachlan (who is on the balcony, hiding behind the bannister) using a **ventriloquism** spell. It will give her 1 round of surprise over the party. The balcony is 50 feet above the floor.

Hiding in the laboratory (C7) are two verbeeg who will rush out and attack the party (using the round of surprise if applicable). They will attack whether or not Yesorkh/Lachlan is here, but if present, she will cast **haste** on them as they emerge.

2 verbeeg: AC 4; MV 18" (or 36"); HD 5+5; hp 30 each; #AT 2 (or 4); D 5-10 (spear & strength); SA/SD Spear range 7"; Int Ave; AL N(E); Size L; xp 455 each; THACO 13; MMII(69).

Yesorkh/Lachlan will attack the adventurers with a **magic missile** spell (if she still has one) and will then throw rocks.



Like destruction incarnate, the giant towers above you. His features contort into a leer of pure evil as he raises another rock. His eyes bulge — lit with a diabolical madness — and foaming saliva speckles his lips.

The fat cleric Bernhardt and some of the villagers from Lurneslye shuffle slowly towards you. Skin hangs loosely from their bodies and their eyes stare blankly ahead. Gesticulating behind the approaching undead, are two red, snow demons with pink heads.

Ogre: AC 5; MV 9"; HD 4+1; hp 21; #AT 1; D 1-10; Int Low; AL CE; Size L; xp 195; THACO 15; MM(75).

6 hobgoblins: AC 5; MV 9"; HD 1+1; hp 6 each; #AT 1; D 1-8 (long sword); Int Ave; AL LE; Size M; xp 32 each; THACO 18; MM(52).

Along one wall is a row of large potted plants. One of these is a form of poison ivy. Any character touching it must make a saving throw vs. Poison or take 2d8 points of damage from contact poison. Under the soil in the pot are six gems (value - 1000gp each).

C11. Entrance Courtyard

Like the herb garden (area C8), this courtyard is normally open to the sky but is now enclosed by solid cloud material, leaving an open space 40 feet high. The solid material comes right up to the ornate wrought-iron gates.

The courtyard is filled with dense mist (visibility 40 feet). In the centre is a fountain which spouts fluid cloud material rather than water.

C12. Servants' Quarters

The furniture here is all human-sized as this room formerly housed Lachlan's human servants. Like the other rooms which are occupied by Yesorkh/Lachlan's mercenaries, it is in a terrible state. Broken furniture litters the floor, and there is a severed aarakocra head on a table.

C13. Guest Chamber

Smashed furniture and torn wall-hangings cover the floor of this once fine guest room. Now a barracks for some of Yesorkh's humanoid mercenaries, it contains nothing of interest.

C14. Annushka's Room

This was the room of Lachlan's eldest daughter, Annushka. It contains a bed, a dressing table, some chairs, and a mirror on the east wall. The ba'atun who sleep here have ripped the stuffing from the huge mattress to use as bedding. A large wooden chest on the north wall is empty, and the clothes it contained are strewn across the floor. The place is filthy and smells dreadful.

The eight zombies will attack until destroyed. The ba'atun are a priest and an acolyte. They will cast **silence 15' radius** (at any character who looks like a spellcaster) and **cause fear** spells respectively, before attacking. When reduced to 8 or fewer hit points, or if the acolyte is killed, the priest will cast a **darkness** spell and attempt to flee down the stairs towards the temple (area C21) where Kahshesh Qabir awaits.

8 zombies: AC 8; MV 6"; HD 2; hp 8 each; #AT 1; D 1-8; SA/SD Always strike last; MR Immune to **sleep, charm, hold** and cold-based spells; Int Non; AL N; Size M; xp 36 each; THACO 16; MM(103).

1 ba'atun priest: AC 3; MV 9"/21"; HD 4; hp 22; #AT 3; D 1-6/1-4/1-4; SA/SD Screech; Int Very; AL LE; Size M; xp 350; THACO 15; New monster.

Spells Memorised:

First Level: **cause fear, cause light wounds, darkness**

Second Level: **resist fire, silence 15' radius**

1 ba'atun acolyte: AC 4; MV 9"/21"; HD 2+1; hp 12; #AT 3; D 1-6/1-4/1-4; SA/SD Screech; Int Ave; AL LE; Size M; xp 251; THACO 16; New monster.

Spells Memorised:

First Level: **cause fear, cause light wounds**

On a chain around the neck of each cleric is a gold and silver unholy symbol (value - 150gp) in the form of a clawed hand crushing a skull.

The kitchen contains ample evidence of the disgusting eating habits of the castle's current occupants. Thrown in a corner is a large silver membrane, which is part of a silver dragon's wing (see area C19).

C10. Hallway

An ogre and six hobgoblins guard the stairs here. Once three or more have been killed, the survivors will attempt to retreat to area C20 on the cellar level.

If the verbeeg are killed, or if the party seems likely to reach her on the balcony, she will flee to area C20 on the cellar level via the stairs in either room C12 or C13. Once on the cellar level, she will seal the stairs behind her with a **wall of ice** spell.

C7. Laboratory

This room is being used by Yesorkh/Lachlan as a laboratory. Various pieces of alchemical equipment have been set up on benches, and there are hundreds of vials, jars, bottles and so on. Most of these contain harmless alchemical liquids but there is a cauldron of a bubbling, black, viscous liquid which is a drug which Yesorkh/Lachlan is using on the young cloud giants imprisoned in the torture chamber (area C17).

There is enough for four giant's doses or 12 normal doses. Anyone drinking a dose of the liquid must make a successful saving throw vs. Poison at -5 or fall asleep for 12 hours. The drug's effects can be removed by a **neutralise poison** spell.

C8. Herb Garden

This garden is normally open to the sky, but now it is enclosed by solid cloud material, leaving an open space 50 feet high, filled with a dense mist which reduces visibility 40 feet.

It was once a well-kept garden of giant herbs, but will now seem more like a tangled jungle to the adventurers. Movement will be at half the normal rate as the adventurers must hack their way through uprooted plants and clinging tendrils.

C9. Kitchen

Yesorkh/Lachlan and her high priest, Kahshesh Qabir, have cast **animate dead** spells on some of their victims, including the cleric Bernhardt (see **NPCs - Pull-out Sheet I**). If Bernhardt was killed by the characters, you will have to amend the following boxed description:



Cellar Level

C15. Cellar

This was the food and wine store for the castle. Most of the stores were consumed by Yesorkh/Lachlan's mercenaries, but a considerable amount has ended up on the floor, trampled into a slushy mess. A deep basin against the eastern wall is fed by a constant stream of pure water, condensed from the cloud.

C16. Captive Spotted Lions

Since possessing the body of Lachlan, Yesorkh has tried to win the loyalty of the two spotted lions which were Lachlan's pets. The lions could sense that their master had changed, however, and refused to be pacified. Three days ago Yesorkh/Lachlan gave up and left them here to die of thirst.

When the door is opened, the lions will drag themselves slowly towards the party, whining plaintively. If water is given to them, they will recover hit points at a rate of 2 per turn and will join up with the adventurers.

2 spotted lions: AC 5/6; MV 1"(15"); HD 6+2; hp 3(30) each; #AT 3; D 1-4/1-4/1-12; SA/SD Rake for 2-8/2-8; Int Semi; AL N; Size L; THACO 20 (13); MM(61).

C17. Torture Chamber

Chained to the far wall of this cell are Lachlan's son and youngest daughter — Achim and Maira. They have been starved and tortured. The mutilated corpse of their elder sister Annushka lies slumped against the east wall.

Achim and Maira have also been drugged (see area C7) and will be unconscious for a further 7 hours, unless revived by a **neutralise poison** spell. If their injuries are cured, they will do all they can to help the party to rid the castle of intruders. They are convinced that their father has been cursed or possessed and will violently oppose any efforts to kill him. They will see the necessity of subduing him, however, and will help in this, even if it means injuring the cloud giant.

2 young cloud giants: AC 2; MV 12"; HD 9+3; hp 1 (46) each; #AT 1; D 3-18; SA/SD Throw rocks for 2-16; Int Very; AL NG; Size L; THACO 12; MM(44).

C18. Manticore Lair

Yesorkh/Lachlan's three manticore allies live here. Scattered amongst the human and aarakocra bones that litter the floor are 1985gp, 4352ep and 7219sp.

C19. Dragon's Lair

A 30-foot-long dragon skeleton (lying on a mound of treasure) is all that remains of Flavius, a young silver dragon. Shortly after Yesorkh possessed Lachlan, she entered this chamber and strangled the surprised Flavius. The ba'atun, being very fond of dragon steaks, have since stripped Flavius' body to the bone. The dragon's hoard has been ransacked, and the choicest treasures have been placed in area C23. All that remains are 5000cp, 7000sp, 45ep and 2gp.

C20. Storage Chamber

This chamber holds numerous items, damaged beyond repair. Scattered across the floor are broken furniture, torn and soiled bedding, broken candles, smashed plates and so on. The south end of the room is filled with non-magical arms and armour looted from the ba'atun's victims.

Unless Yesorkh has been forced to leave Lachlan's body, she will be found here. She will throw rocks at the party and fight until Lachlan is reduced to 25 or fewer hit points. She will then flee Lachlan's body (see *Inside the Castle* - page 24).

C21. The Temple

The stairs to the temple are trapped with a **glyph of warding** spell which inflicts 14 points of electrical damage (halved by a successful saving throw vs. Spells) on anyone passing the half-way point.

The temple contains two ba'atun clerics and 12 skeletons. By the time the party gets to the foot of the stairs, the high priest Kahshesh Qabir will have cast a **protection from good** spell and the acolyte a **cause light wounds** spell.

There are three skeletons in each of alcoves A, B, C and D. The clerics are in C, and as the skeletons move to attack, the ba'atun acolyte will begin to screech. Characters must save vs. Spells at (+4) or be affected. Kahshesh Qabir will then cast a **darkness** spell at the foot of the stairs in an attempt to disorientate the adventurers.

A fetid, sweet and sickly smell hangs heavy in the air of this chamber. Dominating it is a tall, white, diabolical statue, streaked red and brown. The statue's faceted eyes stare malignantly at you, and from a bowl held in its hands, black smoke spirals upwards. In front of the statue is a huge pile of giant skulls and bones. Along each wall, passages lead into darkness from which a dozen white skeletal figures are emerging.

The statue is a crude representation of an ice devil (see MM p22), carved from quartz and has no special properties or powers. The red and brown streaks are bloodstains and the bowl in its hands burns pungent, black incense.

12 skeletons: AC 7; MV 12"; HD 1; hp 6 each; #AT 1; D 1-6; SA/SD Take ½ damage from edged weapons; MR Immune to sleep, charm, hold and cold-based spells; Int Non; AL N; Size M; xp 20 each; THACO 19; MM(87).

1 ba'atun high priest: AC 1 (-1); MV 9"/21"; HD 7; hp 42 ; #AT 3; D 3-8/3-6/3-6; SA/SD Screech, ray of cold, ice shards; Int Except; AL LE; Size M; xp 1486; THACO 13; New monster.

Spells Memorised:

First Level: **cause fear, cure light wounds, darkness**

Second Level: **augury, hold person, resist fire**

Third level: **cause blindness, cause disease**

Fourth Level: **protection from good 10' radius** (already cast)

1 ba'atun acolyte: AC 4 (2); MV 9"/21"; HD 2+1; hp 12; #AT 3; D 1-6/1-4/1-4; SA/SD Screech; Int Ave; AL LE; Size M; xp 251; THACO 16; New monster.

Spells Memorised:

First Level: **cause light wounds** (already cast), **cure light wounds**

The acolyte wears a gold and silver unholy symbol (value - 150gp) and Kahshesh Qabir wears one encrusted with gems (value - 1000gp), both are in the form of a clawed hand crushing a skull. Kahshesh Qabir also has a **ring of feather falling** and a scroll with the spells: **dispel evil, protection from evil 10' radius and raise dead**.

The alcoves originally held the remains of Lachlan's ancestors, but these are now piled in front of the statue. In alcove F are



eight mouldering human corpses, and in alcove E is a barrel of red ochre, used by the clerics to daub their bodies.

C22. Yesorkh's Resting Place

The final confrontation with Yesorkh takes place here, in the room where her body has been lying since she possessed Lachlan. Yesorkh has cast her **monster summoning III** spell to summon three giant lizards. She has also cast her **minor globe of invulnerability** and is currently casting **mirror image**:

Finally cornered, the black snow demon stands snarling at the far side of this room, shrouded by a shimmering globe. Even now she is not cowed, for between you and her crouch three enormous lizards — their forked tongues darting maliciously. With a wicked hiss the lizards move to attack and suddenly there are four black snow demons!

3 giant lizards: AC 5; MV 15"; HD 3+1; hp 15 each; #AT 1; D 1-8; SA/SD Double damage on a 20; Int Non; AL N; Size L (15' long); xp 185 each; THACO 16; MM(61).

Yesorkh has no intention of fighting to the death and will attempt to escape if seriously threatened (e.g. if she has used up her spells and victory is not clearly in her grasp). She will use her **dimension door** spell to pass through the bottom of the cloud and flee (see **Yesorkh and the Ba'atun** - below).

The room contains a couch covered in furs (value - 2000gp) on which Yesorkh's body has been lying. Underneath the couch is a locked chest containing Yesorkh's spell books. Opening the chest activates a **fire trap** which inflicts 1d4+9 points of damage in a 5-foot-radius (halved by a successful saving throw vs. Spells). The books are wrapped in the skin of Lachlan's consort, Reina. Each book is protected by an **explosive runes** spell. When read, the runes detonate for 6d4+6 hit points of damage, the reader gets no saving throw, but characters within 10 feet may make a save vs. Spells to halve the damage. The book will be destroyed in the explosion.

Spell Books:

First level: **burning hands**, **comprehend languages**, **detect magic**, **magic missile**, **protection from evil**, **read magic**, **sleep**, **ventriloquism**

Second level: **darkness 15' radius**, **detect evil**, **ESP**, **invisibility**, **knock**, **mirror image**, **web**, **wizard lock**

Third level: **dispel magic**, **explosive runes**, **gust of wind**, **haste**, **lightning bolt**, **protection from normal missiles**, **suggestion**

Fourth level: **dimension door**, **fire trap**, **minor globe of invulnerability**, **wizard eye**

Fifth level: **animate dead**, **hold monster**, **monster summoning III**

C23. Treasure Chamber

This chamber contains the mass of wealth and goods looted from caravans in the Scarrabere and the choicest items from the silver dragon's hoard:

- a large chest filled with poison gas (all within 10 feet must make a saving throw vs. Poison or suffer 2d8 points of damage) which holds: a druidic **scroll** with the spells **commune with nature**, **hold animal**, **hold plant**, **plant door**; 2 **potions of fire resistance** (pale blue, taste of apples); a suit of **leather armour +2**; 3 **javelins of lightning**; a **large shield +2**; 3 **large shields +1**; and a pair of **bracers of defencelessness** (apparently **bracers of defence - AC4**)
- four chests each containing 3000gp; one containing 2500ep; a sixth with 20000sp and one with 1250pp
- a platinum casket (value - 2000gp) containing 50 gems (value - 75gp each)
- 40 flasks of rare wine (value - 150gp each) in wicker baskets
- 50 crates of silks, furs and fine clothing (value - 500gp per crate)
- 10 sacks of rare spices (value - 300gp each)
- two sacks of fine leather boots (total value - 750gp), including a pair of **boots of dancing** which will apparently function as if **boots of speed**
- a fine, silver-inlaid, mahogany jewellery box (value - 750gp) containing: a diamond tiara (value - 15000gp); a diamond necklace (value - 7500gp); a pair of ruby earrings (value - 2500gp each); a diamond bracelet (value - 10000gp); and 30 pieces of assorted jewellery (necklaces, pendants, bracelets etc.) worth 700gp each.

AFTERMATH

After Yesorkh has been defeated or has fled, the enfolding solid cloud will roll back from the castle, which will regain its white

colour over the next few hours. During this time, the dark clouds over the mountains will disperse and a beautiful blue sky will herald the end of the ba'atun menace. A little later, the aarakocra who fled Tchitchi-kwaaka will arrive at the castle. Overjoyed with the success of the adventurers, they will thank them profusely for all they have done on their behalf.

If Lachlan has been rescued by the adventurers, he will present them with gifts from his secret treasury, hidden deep in the cloud. Only Lachlan knows where this chamber is and only he can enter it. Lachlan's gifts consist of:

- 8 large emeralds (value - 2000gp each)
- five pieces of gold jewellery studded with gems (value - 8000gp each)
- a **staff of the serpent (python)**
- a **ring of wizardry**: doubles number of second level spells (eight charges)
- a **shortsword +2** (+3 when backstabbing).

In addition, Lachlan will offer to transport the adventurers to anywhere they wish to go (within reason), and will promise to come to their aid if ever they should need it.

In token of this he will give the party a cloud gem: a spherical, faintly glowing white gem with permanently swirling cloudy vapours in its centre (value - 30000gp). If they stare into the gem and speak Lachlan's name, the cloud giant will travel to the aid of the adventurers. He will do this three times only, after which he will consider his debt repaid.

If Lachlan has been killed, his son Achim will inherit the castle. He will understand the actions of the adventurers but will bear them little good will. He will allow them to keep any treasure from C23, but will desire them to be on their way very soon.

On no account should the characters be able to take control of the castle. If no cloud giants remain on the cloud it will slowly turn into a normal cloud with no magical properties. This process will take 1 week.

Yesorkh and the Ba'atun

If Yesorkh escapes from the castle, you have the choice of whether or not to continue the adventure. Yesorkh could simply hide away, never to be seen again by the adventurers. Alternatively, after a break of some months or even years she could emerge once more at the head of yet another evil army!

NON-PLAYER CHARACTERS



S 9
I 12 Cleric 5; Spells/Level
W 17 AL: LN
D 13 Age: 55 1st level: 5
C 8 Height: 5'11" 2nd level: 5
Ch 14 Weight: 284lbs 3rd level: 2

Spells:

First level: **command**, **cure light wounds x2**, **protection from evil**, **sanctuary**
Second level: **augury**, **hold person x2**, **know alignment**, **silence 15' radius**
Third level: **feign death**, **prayer**

AC 4 (banded mail under robes); MV 9"; C5; hp 22; #AT 1; D 2-7 (mace); xp 407; THACO 18; PHB.

Appearance: grossly overweight with a long greasy black beard. He has a piercing, almost manic stare and suffers from bad breath.

Personality: Bernhardt is the head cleric of Lurneslye and is both feared and respected by the villagers. He is by nature brutal, but he will not put his own life in danger. Should a combat occur, Bernhardt will avoid melee, preferring to cast spells from a distance. If attacked, he will cast a **feign death** spell.

Aims: Bernhardt wishes to destroy Tcho'eh, for he truly believes him to be a demon, responsible for the dark clouds. He has a page from an ancient book which shows a picture of Yesorkh Pahyeh, the black ba'atun (cf. the front cover of this module). Underneath the picture is written "The winged ones shall return when the sky darkens and the sun is blotted out." The book was written shortly after Yesorkh Pahyeh was imprisoned by Devral (see **From the Dark Past** - page 2) and foretells that one day the ba'atun menace will return. The book was destroyed long ago by Bernhardt's predecessors, but this page was kept as a reminder that the temple needs to be ever watchful of evil. Bernhardt is convinced that this is Tcho'eh's true

form and will not be persuaded otherwise. He will show the picture to the adventurers in support of his argument. Bernhardt does not know of the picture's origins.

Bernhardt cannot a trial by combat and, if Murdoch his champion (page 6) is defeated, he will be powerless to prevent the adventurers from freeing Tcho'eh.



S 9
I 14 Cleric 3
W 17 AL NG Spells/Level
D 4 Age: 73
C 6 Height: 5'7" 1st level: 4
Ch 8 Weight: 99lbs 2nd level: 3

Spells:

First level: **bless**, **command**, **cure light wounds**, **light**
Second level: **augury**, **hold person**, **speak with animals**

AC 10; MV 9"; C3; hp 4 (7); #AT 1; D 1-6 (staff); THACO 20; PHB.

Appearance: Asdos is pale and thin. He wears sky blue robes and leans heavily on his staff for support.

Personality: Asdos is a true son of his religion, whose deity is the god of the sky. He believes in freedom tempered by law for all non-evil creatures. He has a small wayside shrine by the mountains (area 3), visited by travellers and the occasional aarakocra.

Aims: Asdos can be used as a means of ensuring that the party intervenes in the trial (page 6). Normally a quiet retiring character, he has been incensed by news of the trial and has travelled to Lurneslye to try and stop it. He understands that the villagers are not evil, but are frightened by the dark clouds, and see the aarakocra as a scapegoat. Asdos knows of the custom of trial by combat and will try to persuade one of the adventurers to become the aarakocra's

champion. If necessary he will fight himself. He does not wish the villagers or the clerics to be harmed, and will condemn any suggestions that might lead to unnecessary bloodshed. If Tcho'eh is freed, Asdos will suggest that the party leaves Lurneslye as soon as possible and journeys to his shrine (area 3). He will not accompany the adventurers beyond that point.



Tcho'eh (aarakocra envoy): AC 7; MV 6"; HD 1+2; hp 1 (10); #AT 2; D 1-3/1-3; Int Ave; AL NG; Size M; THACO 18; FF(8).

Appearance: Tcho'eh's plumage is normally bright blue with yellow and black markings on his wings and head. Tcho'eh's wing feathers have been plucked and he will be unable to fly until they have grown back in 3 months.

Personality: Although normally very perky, Tcho'eh's treatment at the hands of Bernhardt has left him rather nervous. He is one of the few aarakocra capable of speaking and understanding the common tongue. So when Kirraka, the aarakocra shaman, had a vision of a group of adventurers who could save the aarakocra from the attacks of the cloud giant, Tcho'eh was chosen and sent to find them.

Aims: Tcho'eh will do his utmost to persuade the adventurers to accompany him back to Tikka-ti-jarra, the aarakocra nest. He will lead the party into the Scarrabere (the pass through the Cloudscape Mountains) and up into the mountains to Tikka-ti-jarra. When the party reaches Fanjyr Way-station (see page 7), Tcho'eh will suggest that he waits outside until the adventurers have "cleared the way." Unaccustomed to fighting on the ground, he will avoid combat if at all possible. He cannot be persuaded to go underground, and will not even enter buildings. The sight of the aarakocra corpses in the pass (area 4) will visibly upset him.

NEW MONSTERS

Ba'atun

FREQUENCY: *Very Rare*
NO. APPEARING: *8-64 plus leaders*
ARMOUR CLASS: 4
MOVE: *9"/21" (MC:C)*
HIT DICE: *2+1/variable*
% IN LAIR: *10%*
TREASURE TYPE: *E, Q (x5)*
NO. OF ATTACKS: 3
DAMAGE/ATTACK: *1-6/1-4/1-4*
SPECIAL ATTACKS: *See below*
SPECIAL DEFENCES: *See below*
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *Average to genius*
ALIGNMENT: *Lawful Evil*
SIZE: *M (5'9" tall)*
PSIONIC ABILITY: *Nil*
Attack/defense modes: *Nil*
LEVEL/X.P. VALUE: *Variable*



History: From where the ba'atun first came no one is sure. Some claimed they were demons made from snow, while others thought they were exiles, banished from a frozen parallel world. What little is known to a few erudite sages, is that several millenia ago they arrived in the Cloudscape Mountains with their constant companions — death and destruction. For a brief period it looked as though the mountains and surrounding lands would fall to their onslaught. An alliance between the aarakocra, the cloud giants and the arch-mage Devral halted the ba'atun attacks and succeeded in imprisoning their leader Yesorkh Pahyeh (see **From the Dark Past** - page 2). During the following centuries the days of the ba'atun terror were forgotten. Now they have returned, and are once again preparing to spread their evil.

Appearance: Ba'atun have large white, bat-like wings. Their fur is an icy blue colour and they have red rumps. Facially, ba'atun resemble baboons with long snouts and sharp fanged teeth set in red maws. Their eyes are bright blue and red rimmed. The ba'atun have their own language and are not normally able to speak anything else (alignment tongue excepted).

Attacks: Ba'atun bite with their sharp vicious teeth (1-6) and rend with their dirty claws (1-4/1-4). They are not able to attack more than one target per round. When attacking, ba'atun emit a loud piercing and chilling screech which affects all creatures within 60 feet. Creatures hearing the screech must save vs. Spells at +4 or be struck by fear and unable to take any offensive actions for 1 round. Each round that the screeching lasts, characters must make a successful saving throw (before initiative is determined) to be able to act. Only one saving throw per round is required, no matter how many ba'atun there are.

Ba'atun make all saving throws vs. cold attacks at +2, and take either half or no damage from such attacks. They are allowed a saving throw against ice storm spells, with success resulting in half damage. Against fire attacks, ba'atun have a penalty of -2 to saving throws.

Organisation: Ba'atun are organised into squads of 8, each led by a 3 hit dice wing sergeant. Two squads form a flight (led by a flight leader), and two flights make up a swarm (led by a swarm leader).

Flight leaders have an armour class of 3, and 5 hit dice. A flight leader's strength and skill gives him a +1 bonus to damage on all attacks. A flight leader carries a sling and three web stones, which, upon hitting a creature or surface, create small sticky webs in a five-foot-diameter area (similar to a web spell, see **PHB** p72, but needing no anchor points, duration 3 turns). Once per day, a flight leader can fire shards of ice from his hand, at a creature up to 5" away. The shards cause 2d8 points of damage (make a saving throw vs. Breath for half damage).

Swarm leaders have 7 hit dice, armour class 1, and a +2 bonus on to hit and damage rolls. A swarm leader usually carries 1-3 ice javelins, which are considered to be +2 weapons for purposes of creatures hit only by magical weapons, and which do 1d6 points of damage against small creatures and 1d8 against large. In addition, a successful hit causes the weapon to explode in a volley of icy splinters which inflict an extra 2d8 points of damage to all within 10 feet of the blast (make a saving throw vs. Breath for half damage; creatures wearing magical armour take half or no damage).

As well as being able to fire shards of ice from their hands (cf. flight leaders), swarm leaders have the ability, once per day, to create a ray of cold. The ray is a cone 50 feet long and 20 wide at the base, and causes 3d8 points of damage to all creatures within it. A successful saving throw vs. Breath results in half damage.

Ba'atun clerics: A ba'atun lair will usually have a temple where bloody rites are celebrated regularly by a ba'atun high priest. The high priest has the abilities of a 7th level cleric and can create a ray of cold and ice shards once per day (see above). In addition to the high priest, there will be a 4th level priest and 2-5 2nd level acolytes (2+1 HD). Ba'atun clerics shave their heads, exposing the pink skin beneath. They also colour their bodies with blood-red ochre to intimidate their enemies.

SUMMARY OF BA'ATUN ATTACKS

TYPE	THACO	DAMAGE	AC	ICE SHARDS (Range/AofE/Dmg)	COLD RAY (Cone size/Dmg)	WEB STONES (Range/AofE/Drtn)	ICE JAVELIN (Range/Dmg)
normal ba'atun	16	1d6/1d4/1d4	4	—	—	—	—
wing sergeant	16	1d6/1d4/1d4	4	—	—	—	—
flight leader	15	1d6+1/1d4+1/1d4+1	3	5"/5 feet/2d8	—	16"/5' diam./3 turns	—
swarm leader	11	1d6+2/1d4+2/1d4+2	1	5"/5 feet/2d8	50' x 20'/3d8	—	6"/1d6+2d8 (ice splinters)

Yesorkh Pahyeh

The ba'atun leader Yesorkh Pahyeh, is an "albino" with a black colouration. She is a 9th level magic user who has the power of possession once per week (cf. **magic jar** spell - **PHB** p81). Using this power, Yesorkh is able to possess the body of any creature within 1" which fails its saving throw vs. Spells (wisdom bonuses apply).

Yesorkh is able to cast spells as long as the possessed creature has a humanoid form. Any special abilities of the possessed creature are usable by Yesorkh. She cannot call upon the exact memories of the creature, though certain things will be known to her.

Any affected creature remains possessed until Yesorkh returns to her own body or possesses another creature. When returning to her own body, Yesorkh's life-essence can be seen in the form of a shadow-like figure which moves at 48" (even through solid matter) and cannot be harmed. Yesorkh can be driven from her victim by an **exorcism** spell or by the casting of a **remove curse** spell by a cleric of 8th level or higher.

When abandoned by Yesorkh, her victim will collapse in a state of shock for 1-10 turns.

While Possessing Lachlan (cloud giant):

AC 2; MV 15"; HD 12+7; hp 74; #AT 1; D 6-36; SA/SD hurl boulders for 2-24, only surprised on a 1, levitate; Int Genius; AL LE; Size L (19'); xp 4000 (for driving Yesorkh from Lachlan's body); THACO 9; MM(44).

Clothing/protection: Robes; jewelled headband (value - 10000gp) with matching earrings (value - 6000gp the pair).

Spells Memorised

(C=casting time, R= range, D= duration)

First level: **charm person** (C 1s; R 12"), **magic missile** x2 (C 1s; R 15"), **ventriloquism** (C 1s; R 6"; D 11r)

Second level: **darkness 15' radius** (C 2s; R 9"; D 19r), **invisibility** (C 2s; D Special), **mirror image** (C 2s; D 18r)

Third level: **haste** (C 3s; R 6"; D 12r), **lightning bolt** (C 3s; R 13"), **protection from normal missiles** (C 3s; D 9t)

Fourth level: **dimension door** (C 1s; D Special), **minor globe of invulnerability** (C 4s; D 9r)

Fifth level: **monster summoning III** (C 5s; R 5"; D 13r)

Special attacks: ice shards and cold ray (see **Ba'atun - Pull-out Sheet II**), **wall of ice** (as 9th level magic user, once per day)

Languages: Ba'atun, common

Note: Yesorkh will leave Lachlan's body when it is reduced to 25 or less hit points.

In Ba'atun Form:

AC -2; MV 12"/24"; HD 9; hp 53; #AT 3; D 3-8/3-6/3-6; SA/SD Spells etc.; Int Genius; AL LE; Size M; xp 2836; THACO 10.

Clothing/protection: cloak of protection +2; amulet of shielding (same as brooch of shielding - 31 charges); ring of fire resistance.

Spells/special attacks/languages: as above.

Soul Beckoner

FREQUENCY: *Rare*

NO. APPEARING: 1

ARMOUR CLASS: 2

MOVE: 6"

HIT DICE: *Variable (initially 4)*

% IN LAIR: 20%

TREASURE TYPE: *E*

NO. OF ATTACKS: 2

DAMAGE/ATTACK: 1-6/1-6

SPECIAL ATTACK: *see below*

SPECIAL DEFENCES: +1 magical, or silver weapons to hit

MAGIC RESISTANCE: *Standard*

INTELLIGENCE: *High*

ALIGNMENT: *Neutral Evil*

SIZE: *M*

PSIONIC ABILITY: *Nil*

Attack/Defense Modes: *Nil*

LEVEL/X.P. VALUE: *Variable*

This undead creature's appearance is initially similar to a shadow, being 90% undetectable unless in bright light (see **MM** p86). As it drains energy levels, it takes on the features of its victims, coming to resemble them in form. It also grows more solid and larger. When first encountered, it will have 4 hit dice. For each energy level that it drains, it will become a hit die stronger, gaining the extra hit points, and



an increased chance of hitting opponents, commensurate with its new hit dice. This creature attacks with two claws causing 1-6 points of damage each and also draining one energy level *with each successful attack*. In 1 round a soul beconer is

capable of draining up to two energy levels and gaining 2 HD and the extra hit points.

A soul beconer is normally found underground where it waits for prey to come within 24" of it. It then lures them with whispers. Characters hearing the whispers must make a saving throw vs. Spells (wisdom bonuses apply) or be drawn towards the creature. A successful saving throw negates the whisper and results in the character hearing an eerie wailing sound. The character must then save vs. Spells or flee in terror for 2-5 rounds. Creatures drawn to a soul beconer are attacked (at +4), and a successful hit breaks the enchantment of the whisper. Otherwise, victims are allowed a saving throw every round to escape the creature's enchantment, with a cumulative bonus of +2 per round. A **silence 15' radius** spell will prevent the effects of both the whisper and the wail.

A soul beconer is turned by a cleric according to its current number of hit dice. With 4 HD a soul beconer is turned as a spectre on the clerics affecting undead table. With every additional 2 HD it becomes increasingly difficult to turn: 6 HD as a vampire, 8 HD as a ghost, until it achieves 10 HD at which point it turns as a lich, but can no longer grow.

WANDERING MONSTERS

Whenever the party is on the move in the wilderness, check for wandering monsters twice each day and once each night by rolling 1d8. There is a varying chance of an encounter, as shown in the table opposite. This table also shows which die to use in determining the type of encounter.

Wandering monsters will be encountered at a range of 30-120 yards (3d4 x 10) on the road, and at 20-80 yards (2d4 x 10) in the mountains.

Location	Encounter Occurs On	Die
Road/ The Scarrabere	1	d6
Mountains (below snowline)	1 or 2	d8
Mountains (above snowline)	1, 2 or 3	d10+3

die roll	Monster
1	Mountain lions (2-5): AC 6; MV 15"; HD 3+1; hp 15 each; #AT 3; D 1-3/1-3/1-6; SA/SD Rear claws for 1-4/1-4, surprised only on a 1; Int Semi; AL N; Size M; xp 170 each; THACO 16; MM(61).
2	Wraiths (1-2): AC 4; MV 12"/24"; HD 5+3; hp 30 each; #AT 1; D 1-6; SA/SD Energy drain, silver or magical weapons to hit; MR Immune to sleep, charm, poison, paralysis etc.; Int Very; AL LE; Size M; xp 755 each; THACO 15; MM(102).
3	Perytons (2-5): AC 7; MV 12"/21" (MC: C); HD 4; hp 20 each; #AT 1; D 4-16; SA/SD Attack at +2, needs +1 or better weapon to be hit; Int Ave; AL CE; Size M; xp 230 each; THACO 13; MM(78).
4	Trolls (1-4): AC 4; MV 12"; HD 6+6; hp 40 each; #AT 3; D 5-8/5-8/2-12; SA/SD Multiple targets, regenerate 3hp/round; Int Low; AL CE; Size L; xp 845 each; THACO 13; MM(97).
5	Hill Giants (1-3): AC 4; MV 12"; HD 8+2; hp 50 each; #AT 1; D 2-16; SA/SD Hurl rocks for 2-16; Int Low; AL CE; Size L; xp 2000 each; THACO 12; MM(45).
6	Ettins (1-2): AC 3; MV 12"; HD 10; hp 65 each; #AT 2; D 2-16/3-18; SA/SD Surprised only on a 1; Int Low; AL CE; Size L; xp 2860 each; THACO 10; MM(40).
7	Griffons (2-5): AC 3; MV 12"/30" (MC: C); HD 7; hp 42 each; #AT 3; D 1-4/1-4/2-16; Int Semi; AL N; Size L; xp 795 each; THACO 13; MM(50).
8	Devil dogs (2-5): AC 6; MV 30" or 12"; HD 6; hp 32; #AT 1; D 2-8; SA/SD Surprise, throat attack, cause fear; Int Ave; AL CE; Size M; xp 542 each; THACO 13; FF(26).
9	Winter wolves (1-4): AC 5; MV 18"; HD 6; hp 30; #AT 1; D 2-8; SA/SD Frost breath for 6-24; Int Ave; AL N(E); Size L; xp 395 each; THACO 13; MM(101).
10	Bear, northern (1-2): AC 6; MV 12"/9"; HD 8+8; hp 50; #AT 3; D 1-10/1-10/2-12; SA/SD Hug for 3-18, fight for 2-5 rounds after being brought to 0 to -12 hp; Int Semi; AL N; Size L; xp 1500 each; THACO 12; MMII(16).
11	Yeti (2-5): AC 6; MV 15"; HD 4+4; hp 25; #AT 2; D 1-6/1-6; SA/SD Cold hug for 2-16, cause paralysis, nearly invisible, impervious to cold; Int Ave; AL N; Size L; xp 560 each; THACO 15; MM(103).
12	Frost giants (1-3): AC 4; MV 12"; HD 10+1; hp 52; #AT 1; D 4-24; SA/SD Hurl rocks for 2-20, impervious to cold; Int Ave; AL CE; Size L; xp 2978 each; THACO 10; MM(44).
13	Spectre (1): AC 2; MV 15"/30"; HD 7+3; hp 43; #AT 1; D 1-8; SA/SD Energy drain, +1 or better weapon to be hit; MR Immune to sleep, charm, poison, paralysis etc.; Int High; AL LE; Size M; xp 2080; THACO 13; MM(89).

THE SKYFISH

The creation of the skyfish was Devral's greatest achievement. It is a magical vehicle shaped like a huge, silvery manta ray which can both fly and travel underwater. The skyfish is 50 feet long (excluding the tail which is 20 feet long) and 60 feet wide.

The movements of the skyfish can be controlled by a magic user or illusionist using commands such as "go", "stop", "up", "down", "right" or "left". The skyfish can travel at up to 15" whether in air or water, and is manoeuvrability class D. Travelling at less than 3" will cause it to dive until the speed is increased.

The skyfish can carry up to 12 people inside the oak-panelled cockpit in its back. There is a bench running all the way round the inside of the cockpit. When appropriate, the skyfish's passengers are protected by the equivalent of resist cold and water breathing spells. The cockpit provides 50% cover (+4 to AC - see DMG p64).

The following command words, when spoken by a magic user or illusionist, activate the secondary functions of the skyfish:

"fil" — fires an 8d6 lightning bolt spell from the left eye at a specified target (range 12"; once per day only).

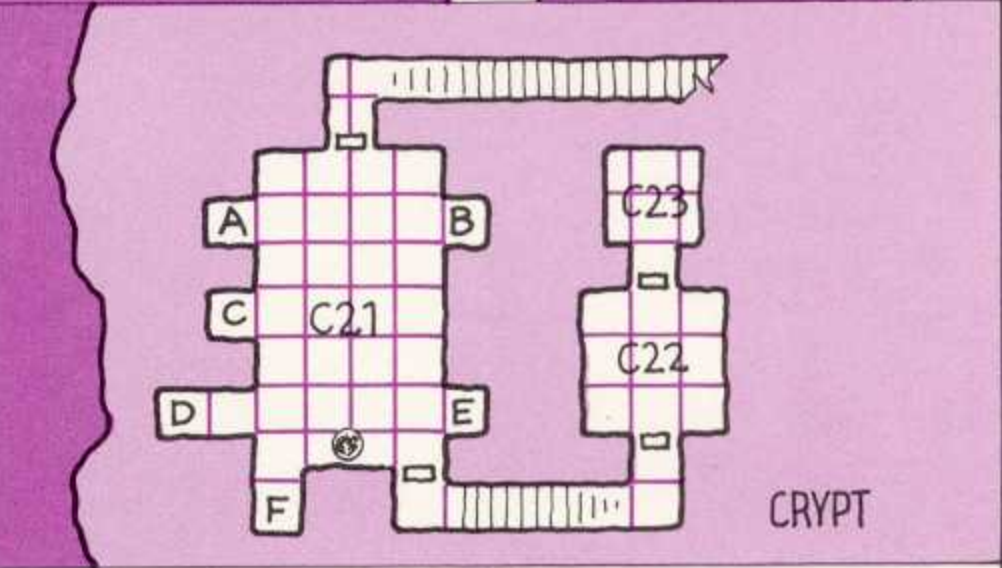
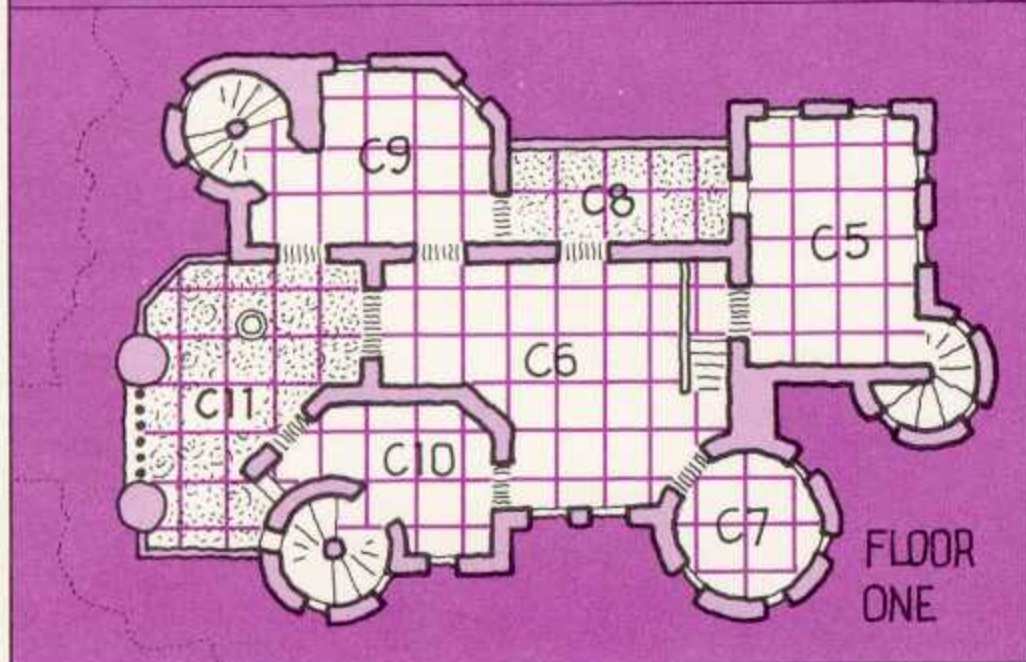
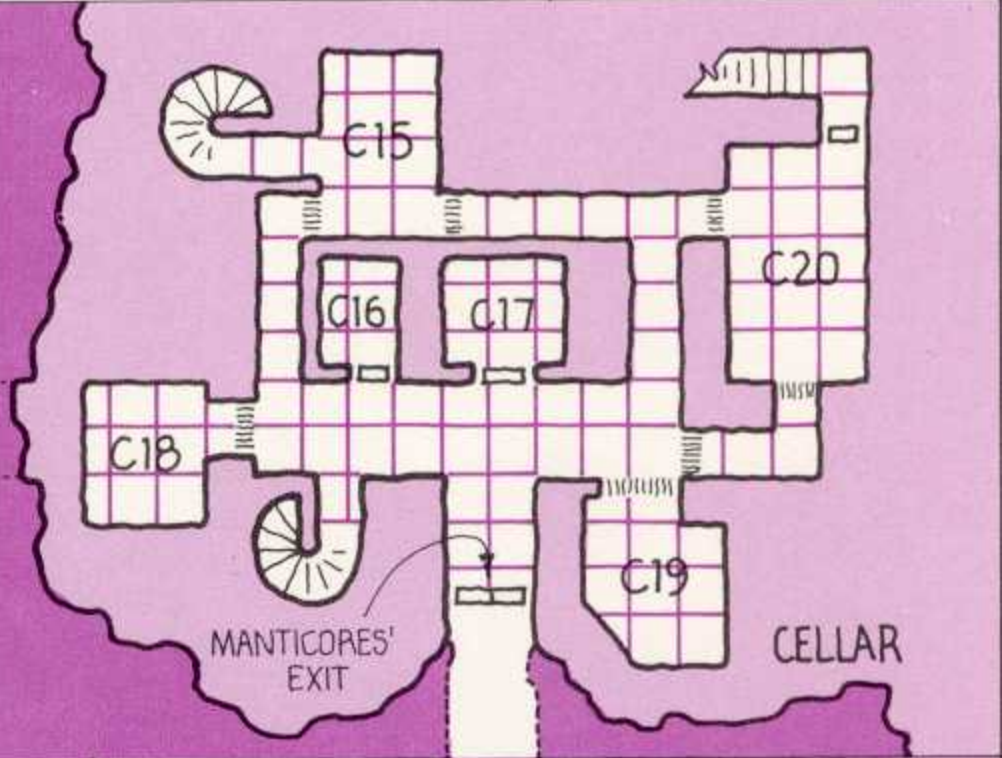
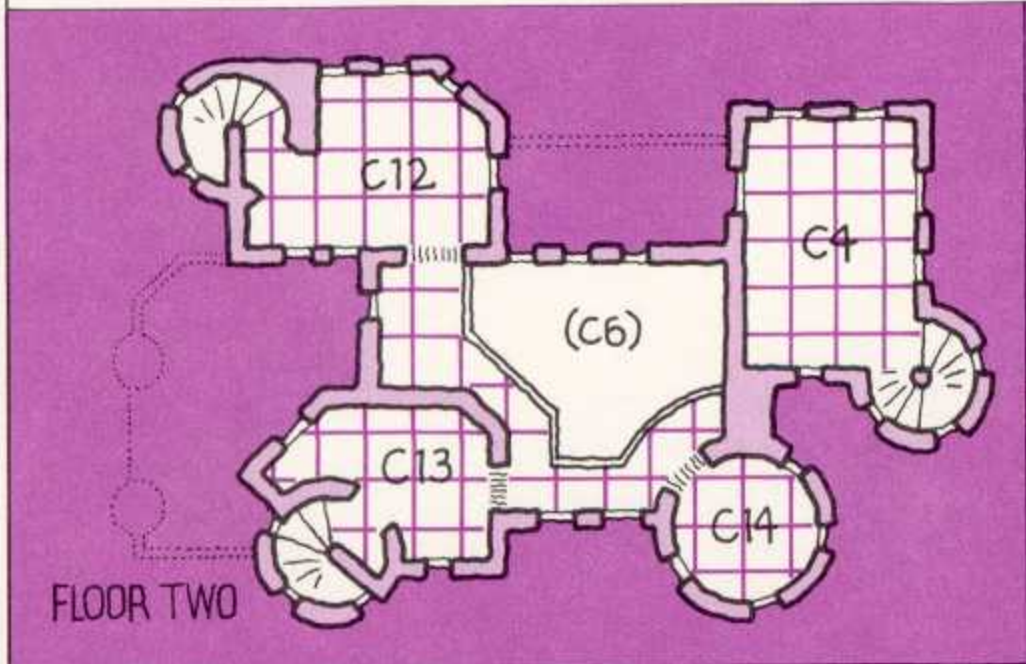
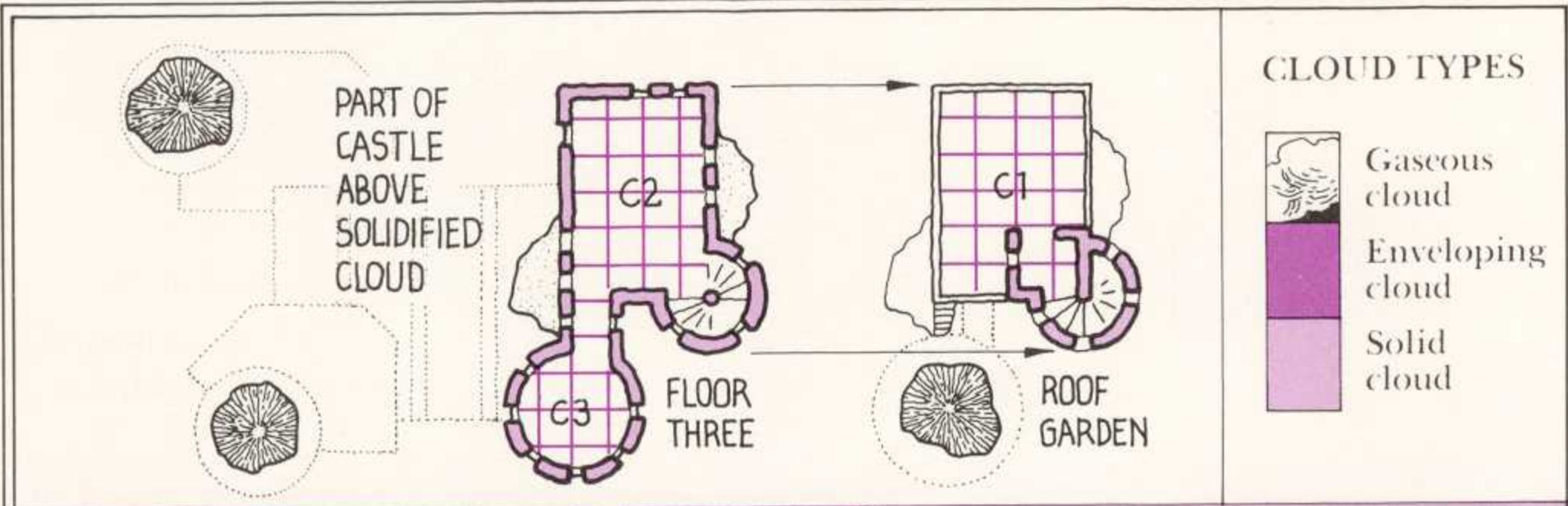
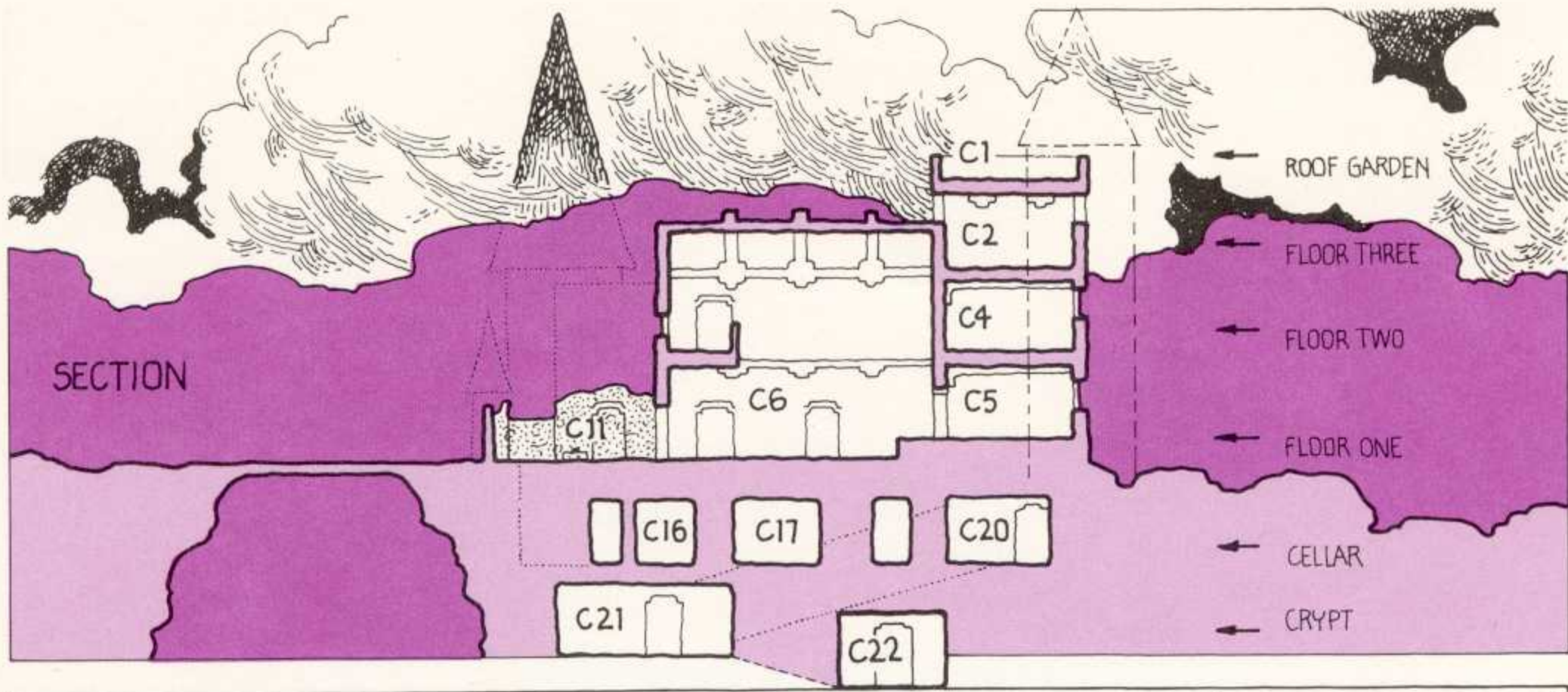
"fir" — fires an 8d6 lightning bolt spell from the right eye at a specified target (range 12"; once per day only).

A magic user or illusionist can also direct the tail to attack any creature behind the skyfish, but the character must concentrate on this to the exclusion of any other actions. The tail strikes with a THACO of 12 and does 2-16 hit points of damage. Creatures hit by the tail must make a saving throw vs. Paralysis or be stunned for 1-4 rounds.

The skyfish has the equivalent of 16 hull points (see DMG p54), and is immune to normal or magical fire. It is very old, however, and will begin to decay as soon as it leaves the force dome, losing 1 hull point per day.

This process of decay can be neither halted nor reversed. After losing 3 hull points, the skyfish will no longer have its silvery lustre, and after losing 10 points the decay will be clearly visible (in the form of small cracks, crumbling edges etc.). Once the skyfish reaches zero hull points, it will no longer operate and will crumble into dust over a period of another 10 days.

feet



MAP C - THE CLOUD CASTLE

1 square = 20 feet



MAP M - CLOUDSCAPE MOUNTAINS

1 hex = 5 miles



Encounter area

Route through Pass



River valley

Lowlands/
Mountains



Icy Winds



Ice Stretch



Avalanche



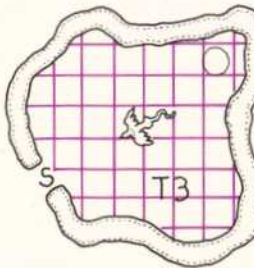
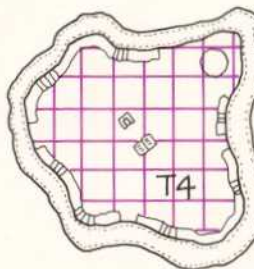
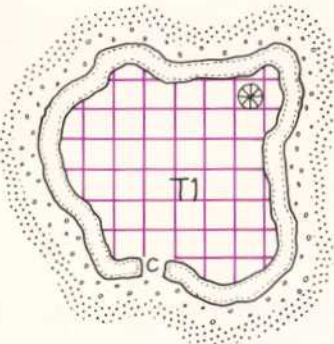
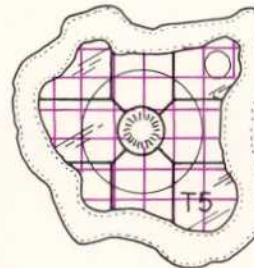
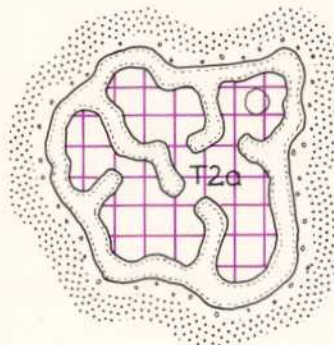
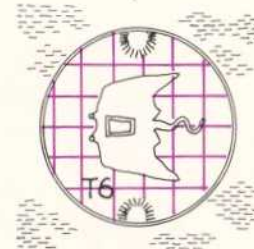
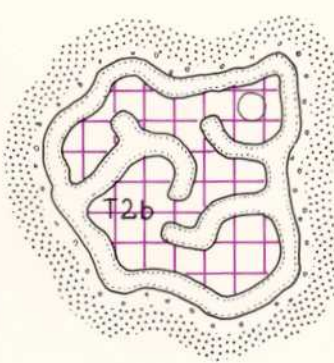
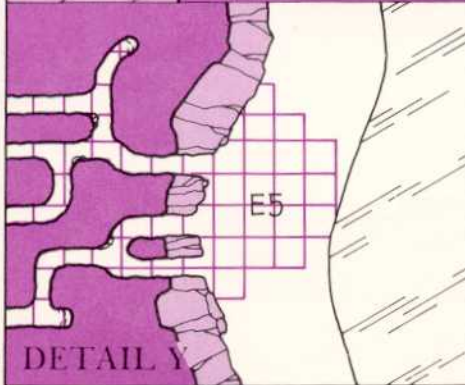
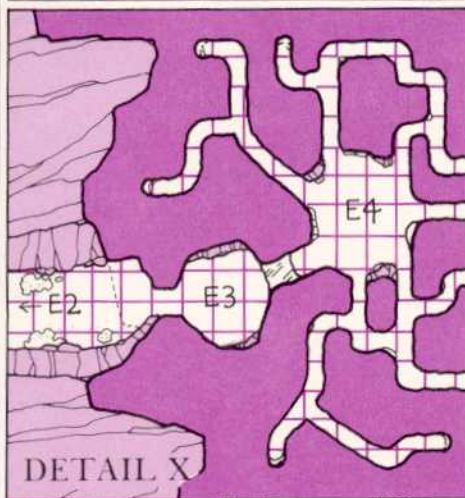
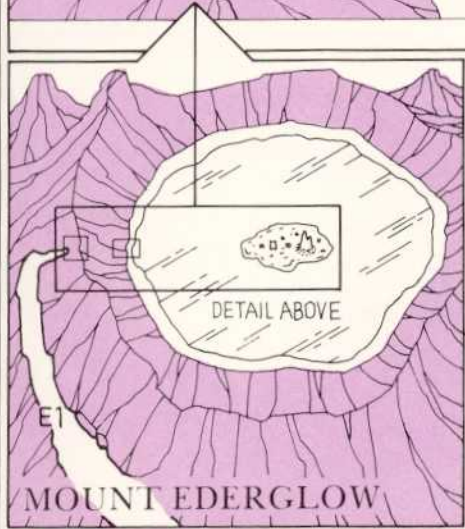
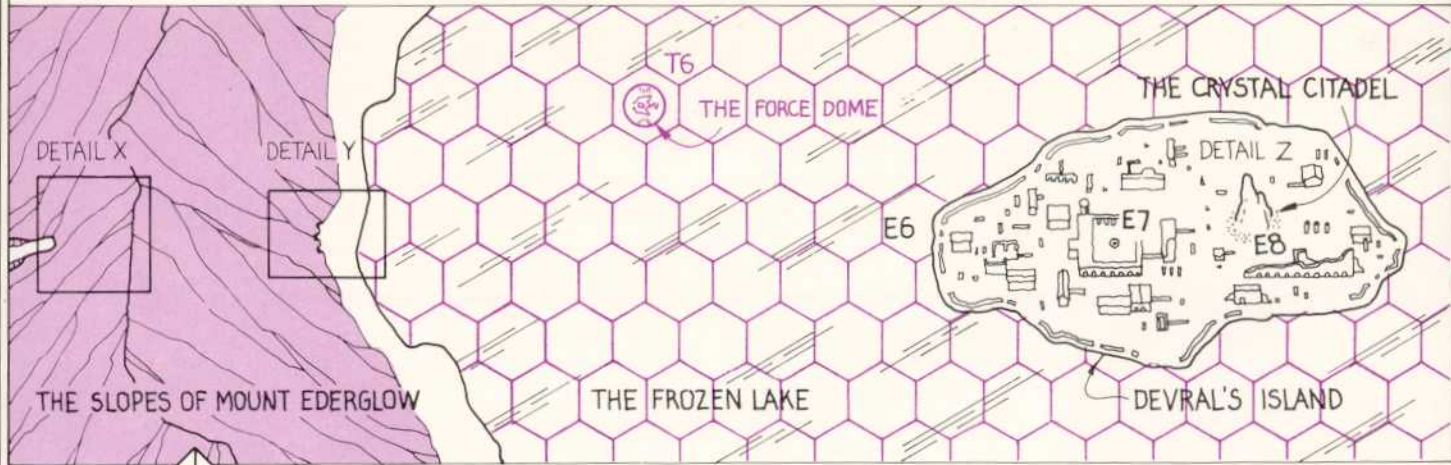
Blizzard



NORTH

11 MOUNT EDERGLOW and the CRYSTAL CITADEL

1 square = 20 feet/1 hex = 200 feet



KEY



- Door
- Cloud door
- Secret door
- Concealed door
- Holes in floor
- Stairs U D
- Spiral staircase
- Trap door down
- Trap door up
- Hidden tunnel
- Snow
- 'Ice-steel' walls
- Poisonous mist
- Ice
- Boulders
- Sheer Cliffs
- River

DETAIL Z THE CRYSTAL CITADEL

Advanced Dungeons & Dragons®

Official Game Adventure

DARK CLOUDS GATHER

Jim Bamba & Phil Gallagher

Storms frequently blow from the Cloudscape Mountains, but never one like this. For weeks it has hung over the peaks, casting its dark shadow across the land. Its huge black clouds billow and writhe in an effort to smother the sun. Once so picturesque and enchanting, the Cloudscape Mountains have taken on a sinister appearance.

Fear now stalks the land. A malignant entity is growing and festering high in the mountain peaks. With dark tendrils it reaches out towards the lowlands. No one is safe, caravans are not arriving at the village of Lurneslye. It is only a matter of time before the villagers fall prey to the dark clouds and the evil they conceal.

Powerful adventurers of levels 7-9, are urgently sought to banish the darkness. The sun must again shine in a clear blue sky and soon. Once the dark clouds have fully gathered, who knows what may be unleashed across the land?

This adventure is for use with the **ADVANCED DUNGEONS & DRAGONS®** game and cannot be played without the **AD&D®** rules produced by TSR, Inc.

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