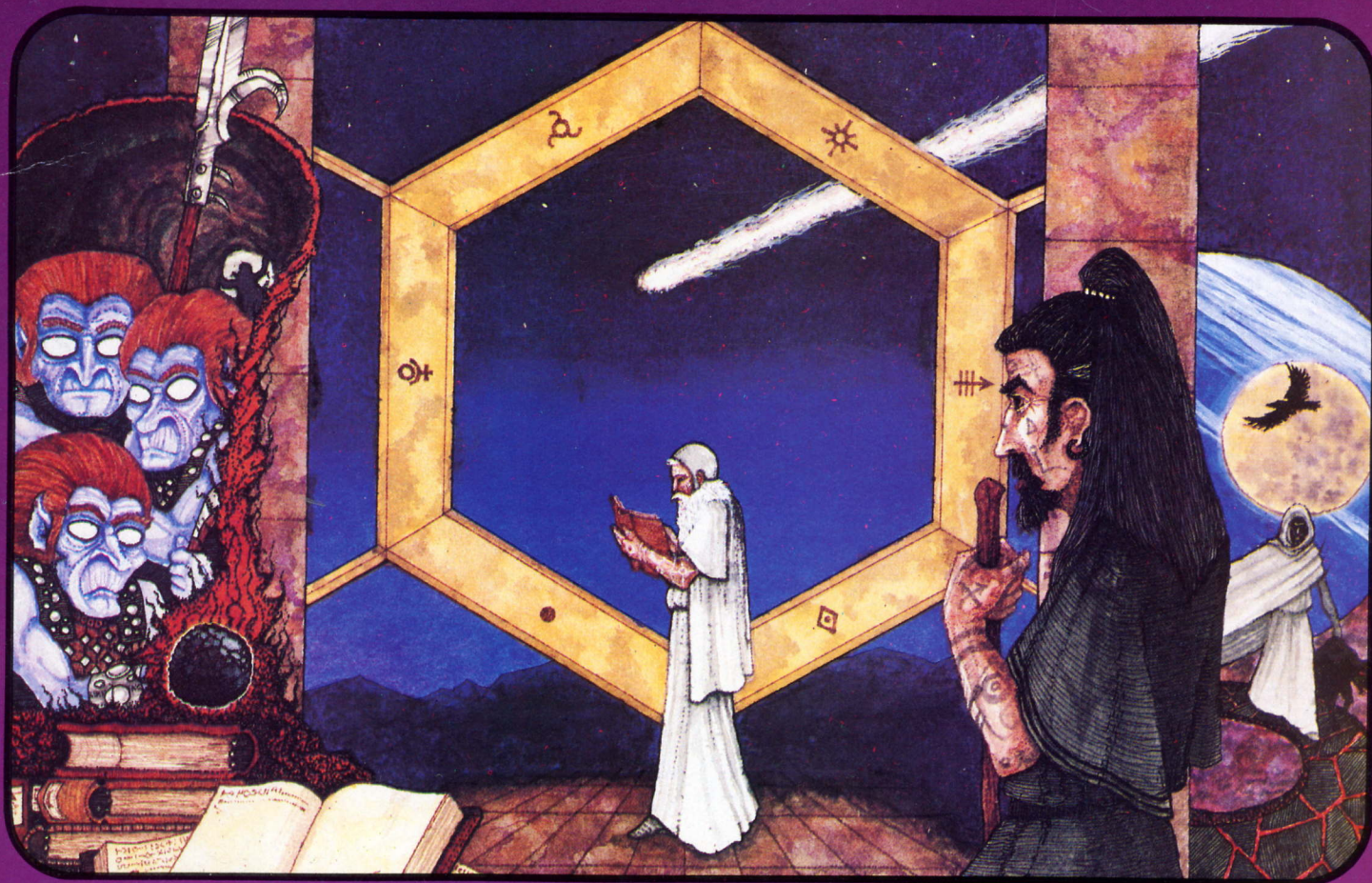


# Advanced Dungeons & Dragons®

Official Game Adventure

## WHEN A STAR FALLS

by Graeme Morris



Hurled like a blazing spear from the night sky, the shooting-star would shape the fates of many — so it was written. Yours is the chance to reforge destiny. There is everything to gain . . . or to lose . . .



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# Advanced Dungeons & Dragons®

Adventure Module for 6-10 characters, levels 3-5

## WHEN A STAR FALLS

by Graeme Morris

The shooting-star.... omen of power. To some it was the agent of disaster, but to one old man in his tower it came as no surprise.

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# INTRODUCTION

## ...OF BOOKS AND A SHOOTING-STAR

The Books of Prophecy are the well guarded treasure of the sages of the Tower of the Heavens. Those few who know of these ageless tomes speak of them with the fushed reverence commonly afforded to the ostentatious might of swords or wands.

The books are closed to the eyes of ordinary men since they deal not with the transient forces of arms or magic but with destiny itself.

Each page is crammed with cryptic references to the fates of the great and the famous, written in an obscure script. In all the world there is but one who can read the pages of close-written symbols; only one man who can fathom the weirdly-coded prophecies.

This man is Shalfey, Elder Sage of the Tower of the Heavens, who inherited the unique power to read the books from the line of Elder Sages who came before him. For generations this line has been unbroken and, as is traditional, Shalfey has gathered a small college of lesser sages from whom to select his own successor.

Like his forebears, Shalfey's command of the books is limited. Although he is able to read them, their pages can be turned but one at a time, allowing him to glimpse only a short way into the future.... and then only dimly. Yet such glimpses are rare and their sources are coveted. To protect the Books of Prophecy and to account for their ability to see into the future, the sages make a great show of the study and practice of astrology. They have even come to use this uncertain art to tell the fortunes of those too humble to be mentioned in the books.

In an uncertain world, any precognition, however vague, can command a high price, and the sages have long offered their insights for sale. With the riches thus gathered from the great and the meek, the Tower of the Heavens was built; a secure refuge on a rocky island washed by the swirling waters of the River Keldir. This place is home, fortress and astrological observatory.

The tower is garrisoned by gnome mercenaries and, for their personal protection, the sages have monk bodyguards. While the loyalty of the mercenaries must be bought with gold, however, the unquestioning obedience of the monks repays a prophecy granted to their brotherhood many years ago.

The origin of the Books of Prophecy has never been established. Some claim that they were written by a seer in ancient times; others that they were enscribed in the distant future and sent into the past by powerful magics. Whatever the truth, recent events have shown the books to be not only the bearers but also the instruments of destiny - the destiny of a certain shooting-star....

The shooting-star - omen of change, fell to earth in Therno Pass, destroying the lair of a tribe of derro. To these creatures it was the instrument of sudden disaster but to Shalfey, far away in his tower, it came as no surprise.

Only days before he had turned a page of the current Book of Prophecy to find blank parchment! Worse still, he found that the following pages could be turned easily, as could those of the previously unopenable books. Shalfey had looked upon these books as the foundation of the tower's prosperity but, to his horror, he found that every page was blank! Every page, that is, save the last page of the last volume. There, in clear words, the coming of the shooting-star was foretold and the Elder Sage was instructed to plot its course, to find it and take it to a certain group of smiths who, in return, would provide a second set of Books of Prophecy.

Unknown to Shalfey, it was the intention of whoever (or whatever) wrote the books that the shooting-star should be cut by the smiths into a flawless gem which, in future years, would serve some great, unknown purpose. To this end the smiths had been well prepared and the Elder Sage had been left with no choice but to play the role which destiny had written for him.

## ...OF SHALFEY, PIYARZ AND

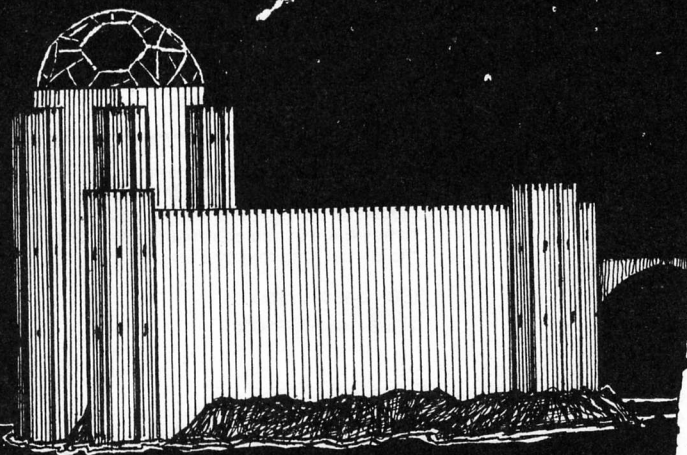
## THE ADVENTURERS

When the star fell, Shalfey was ready. He noted its path well, but it came to earth beyond the Tegefed mountains and he could not calculate its precise landing-place. Undeterred, he sent out his monk guards with instructions to seek Derwyth, a druid-sage whose home was nearer the point of impact. In return for a valuable bestiary (an encyclopaedia of animals) carried by the monks, Shalfey hoped that Derwyth would tell them where the star had landed.

But no plan is perfect, and fate had two cruel tricks left to play.

The agent of the first trick was Piyarz, Shalfey's pupil and his appointed heir. Piyarz had long been impatient to assume Shalfey's title and had plotted with the other Pupil Sages towards this end. When Shalfey's monk guards left in search of the shooting-star, Piyarz saw an ideal chance to seize power but, daunted by the prospect of such treachery, Piyarz's minions hesitated to strike and Shalfey was able to retreat into the safety of his private apartments.

Thus foiled at the tower, Piyarz sent out Sion, the most powerful of his monks, to pursue Shalfey's emissaries. Before he could catch them, fate struck its second blow as Shalfey's monks were attacked and killed by a memory web. At that moment, all might have been lost were it not for a certain party of adventurers....



## COURSE OF THIS ADVENTURE

The most likely course of the adventure is as follows:

1. **DEATH ON THE MOORS** (page 4). The adventure begins on the moors south-east of the Tegefed mountains when the player characters encounter the memory web which killed Shalfey's monks. If they kill the web, the adventurers will acquire many of the monks' memories, including the purpose of their mission.

2. **CWM CERNANT** (pages 8-10). The druid-sage Derwyth lives at Cwm Cernant, protected by many animals. If the adventurers approach Derwyth peacefully, he will tell them upon payment that the shooting-star fell to earth in Therno Pass.

3. **DERRO LAIR** (pages 11-14). Unknown to Derwyth, the shooting-star crashed on a derro lair in the pass, killing most of the occupants. The survivors have found the rock and have taken it into their ruined halls. To gain the shooting-star, the party must first find the lair and then overcome the occupants.

4. **THERNO PASS** (pages 15 and 16). If the party travels north through Therno Pass on their way from the derro lair to the Tower of the Heavens, they will encounter a band of human hunters and their beaver allies. Both are very suspicious and the party will have great difficulty avoiding combat with them.

5. **TOWER OF THE HEAVENS** (pages 17-26). Before they can bring the shooting-star to Shalfey, the adventurers must overcome Piyarz and his conspirators. They will be aided in this by information from the monk who ferries visitors across the river to the tower. When they reach Shalfey, he will offer them a great reward in return for taking the shooting-star to the smiths and bringing back the Books of Prophecy.

6. **FORGE OF THE KAGU-SVIRFNEBLI** (pages 27-31). The smiths spoken of by the books are svirfnebli who have a hidden forge in the Tegefed mountains. Once the adventurers have forced an entry to the forge, the smiths will willingly give them the second set of books in return for the shooting-star. The smiths will then depart, sealing their route behind them, and leaving the party to the attentions of a pair of red dragons!

The location and time of the encounter between the party and Sion, **PIYARZ'S SHADOW**, will depend on the movements of the adventurers (see page 7).

## STARTING THE ADVENTURE

Before the adventure, the party should have some knowledge of the geography of the region. To simulate this knowledge, the DM should provide the players with a rough map based on **Map 1** (on the module folder). This players' map should show the major geographical features (mountains, river and roads) but must not show the position of Cwm Cernant, the Derro Lair, the hunters' camp in Therno Pass or the Forge of the Kagu-Svirfnebli. The DM may choose whether or not to show the position of the Tower of the Heavens, depending on how the adventure is to begin (see below).

The adventure begins with the encounter between the party and the memory web which has killed Shalfey's monks (see **DEATH ON THE MOORS** - page 4) at the point marked M on **Map 1**. Thus the DM must find some means of bringing the party to this point. For example:

- for a dramatic start to the adventure, the party should see the fall of the shooting-star while at a place 3-4 days journey to the south of hex M. This place will be outside **Map 1**, and so could be within the DM's own campaign world. The DM should hint that the shooting-star is an important omen and that an explanation may be sought from the sages of the Tower of the Heavens. The party would then encounter the memory web while journeying to the tower.

- for a less dramatic (but also less complicated) beginning the party should not see the shooting-star and should simply encounter the memory web while journeying along the road through hex M for some other purpose.

## GEOGRAPHY

The major events of this module take place in the region shown on **Map 1** which shows the Tegefed mountains and the surrounding foothills and moors.

The mountains are lofty, rugged and impassable, with some snow on the upper peaks even in summer. The hills and moors are wild with only sparse trees and no towns or villages. The river Keldir is very broad, and can only be crossed by boat or raft. The other rivers in the region, however, may be forded with little difficulty.

## 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; **HD** = Hit Dice (monsters) or Class/Level (NPCs - see below); **hp** = current hit points (figures in brackets indicate maximum hit points of wounded creatures); **#AT** = Number of Attacks; **D** = Damage Caused by Attacks; **SA** = Special Attacks; **SD** = Special Defences; **MR** = Magic Resistance; **Int** = Intelligence (monsters and minor NPCs only); **AL** = Alignment; Ability Scores (major NPCs only - see below); **Size** (monsters and minor NPCs only); **xp** = Experience Points awarded for overcoming; **THACO** (see below); Source of further information.

The following additional abbreviations are used: **C** = Cleric, **D** = Druid, **F** = Fighter, **P** = Paladin, **R** = Ranger, **M** = Magic User, **I** = Illusionist, **T** = Thief, **A** = Assassin, **Mk** = Monk, **S** = Strength, **I** = Intelligence, **W** = Wisdom, **D** = Dexterity, **C** = Constitution, **Ch** = Charisma, **MM** = **AD&D™ Monster Manual**, **MMII** = **AD&D 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-AC. Some creatures, whose hit probability is very low, have been given THACO of 20★, and in these instances the DM should consult the relevant tables (see **DMG** p74-5) to find the rolls needed to hit other armour classes.

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

# DEATH ON THE MOORS

(encounter area M, Map 1)

The adventure begins when the party encounters the memory web which has killed Shalfey's monks (see **STARTING THE ADVENTURE** - page 3). If the adventurers kill the web, they will acquire many of the monks' memories:

The moors, though bleak, have their own stark beauty. They rise and dip like the waves of a frozen sea, with only occasional splashes of vivid yellow gorse to relieve the dark green and purple of the blanketing heather.

Coming to the top of yet another rise, you look down into the hollow beyond. There, highlighted against the heather, lie four unmoving white-robed figures enmeshed by a mass of pale, clinging strands.

Although the strands are indistinguishable at a distance from those produced by a **web** spell, they are actually a memory web. When first seen, the memory web will be only about 100 feet from the adventurers and will launch itself towards them, drawn by the desire for yet more memories on which to feed. If the party kills the web, it will release some of the memories it has absorbed from the monks (see below).

**1 memory web:** AC 2; MV 3" or leap 18"; HD 6; hp 18(40); #AT 1; D 1-6; SA Nil; SD Non-magical weapons do only half damage; MR Std; Int Very; AL N; Size Variable; xp 408; THACO 13; New monster.

The white-robed figures are Shalfey's monks. They are wearing white robes and rope belts, and were carrying staves, water-skins and parcels of dried provisions. The only item of value which the party will find is a book. This is an illustrated bestiary (value - 120gp) which the monks were taking to Derwyth at Cwm Cernant as payment for information about the shooting-star. The draining of the monks' minds by the web means that spells such as **speak with dead** will be ineffectual if used on them.

## MEMORIES FROM THE WEB

When the memory web is killed, many of the memories it has absorbed will be released. All characters within 200 feet of the web will experience a telepathic shock-wave as a barrage of memories floods into their minds. Most of these will be lost almost instantly, leaving nothing more tangible than a half-forgotten dream.

The following images, however, will lodge firmly in each character's memory. Some of them are vital to the course of the adventure (shown in bold type), and relate to recent events in the monks' lives. The DM should mention to the players that these images strike them as being particularly significant and vivid.

The images become so much a part of the characters' memories that they may be instantly recalled. The DM should read out the memories to the players and, if asked, should repeat any of them at any point during the adventure.

- 1 **....hurry, Shalfey our master calls.... he is afraid.... we must find the shooting-star.... or die....**
- 2 ....guards everywhere.... there is no better defended tower.... our master will be in safe hands....
- 3 **"....you will not mistake it.... a black rock seared by great heat.... dull and seemingly worthless.... only the fallen star can help us.... I implore you, do not return without it...."**
- 4 ....he said the ground trembled.... the mountains too.... tales of a great iron dragon.... never sleeping....
- 5 ....hard beds and plain walls.... ornamentation is naught but distraction.... 'tis discipline that focuses the mind....
- 6 ....the sun shines on green dales in the pass where hunters need never go hungry.... but not for me is the life of freedom.... the brotherhood beckons....
- 7 ....the daily ritual.... waiting behind the curtain.... endless questions.... at last, payment is received and we are released....
- 8 **"....wild beast-men in the mountains?" - "Nay, brother, 'tis only the idle tale of some merchant...."**
- 9 **"Master, I am afraid" - "Trust me, and believe" - "But it moves.... I shall fall.... the chasm" - "Have faith...."**
- 10 **"Remember it well.... 'Fair is the day.... but fairer the jewels of evening' "**
- 11 ....a scream in the night.... father swinging his sword in tear-stained rage.... my younger sister kidnapped by the devil men....
- 12 ....Piyarz, never far away.... Piyarz, with shifty eyes and malicious tongue.... his cursed shadow always at his side
- 13 ....one last good meal before departure.... fresh bread and fried fish.... the fare will be much leaner on the road....
- 14 **"Do you never covet the questioners' gold?" - "No, nor all the magic in the world...."**
- 15 **Mirek! No! ....too late.... my brother, lost in the maze.... He returns.... nay, 'tis only his body - his mind is gone forever....**
- 16 **"Make haste to Derwyth's home in a green wood.... at the southernmost tip of the mountains.... a valley.... but harm no living thing!"**
- 17 **"Learn this well, my son.... trust given in doubt honours the giver.... faith, once broken, can never be repaired...."**
- 18 ....the walls are closing in.... the ceiling falls, and just out of sight.... a nameless fear animates the dark....
- 19 **"Go, seek for Derwyth the half-elven.... a star-watcher.... give him this bestiary.... only he can tell you where the shooting-star came to earth.... It must be found.... and soon...."**

In addition, the players will gain absolutely accurate knowledge of the location of the Tower of the Heavens and the DM should indicate this on the players' map if he has provided them with one.

The memories are taken from the day of the monks' departure from the tower (nos. 1, 3, 10, 13, 16 and 19), from their general experiences at the tower (nos. 2, 5, 7, 9, 12 and 15), from rumours and pieces of advice they have heard (nos. 4, 8, 14 and 17), and from their childhood recollections (nos. 6, 11 and 18).



# RANDOM ENCOUNTERS

Except in Cwm Cernant, the Derro Lair, the Tower of the Heavens and the Forge of the Kagu-Svirfnebli, random encounters will occur on a roll of 1 on a d6 in each 6 hour period (i.e. roll twice each day and twice each night) or at the discretion of the DM. If a random encounter is indicated, the DM should determine the type of creature by rolling a d20 and consulting the appropriate table below. The DM may choose either to dictate the number of creatures which appear, or to use the ranges indicated. Each random encounter will occur once only.

## FOOTHILLS - DAY

- 1-4 The party will see the gory remains of a freshly killed and partially devoured wild horse. Fifteen minutes later, the party will be attacked by **1-2 griffons** (AC 3; MV 12"/30"; HD 7; hp 35 each; #AT 3; D 1-4/1-4/2-16; SA Nil; SD Nil; MR Std; Int Semi; AL N; Size L; xp 725 each; THACO 13; MM) in search of further prey. The griffons' lair is in a cave a mile away. The nest contains an egg (value - 2000gp, if a buyer can be found).
- 5-8 **1-4 Mountain lions** (AC 6; MV 15"; HD 3+1; hp 17 each; #AT 3; D 1-3/1-3/1-6; SA Rear claws for 1-4/1-4; SD Surprised only on a 1; MR Std; Int Semi; AL N; Size M; xp 178 each; THACO 16; MM).
- 9-12 **4-6 Giant sheep** (AC 6; MV 15"; HD 4; hp 20 each; #AT 1; D 2-12; SA Charge (ram only); SD Nil; MR Std; Int Animal; AL N; Size L; xp 165 each; THACO 15; MM-ram, giant) comprising one ram and several ewes, stand over the bloody remains of four lambs, which have recently fallen prey to a group of mountain lions. The sheep will attack the adventurers on sight.
- 13-15 **1-4 Vortices** (AC 0; MV 15"; HD 2+2; hp 14 each; #AT 1; D Nil (1st round), 1-3 (2nd and subsequent rounds); SA 5% cumulative chance per round of killing the victim; SD Nil; MR Std; Int Non; AL CN; Size L; xp 92 each; THACO 16; FF).
- 16-17 The party will notice what appear to be 2-5 skulls lying amid a scatter of loose rocks. If they approach to within 4 feet, they will be attacked by **2-5 gambados** (AC 6; MV 12"; HD 4; hp 19 each; #AT 3; D 1-8/1-4/1-4; SA Nil; SD Nil; MR Std; Int Low; AL CN; Size M; xp 161 each; THACO 15; FF). The pit of each of these creatures has a concealed hole, packed tightly with earth, containing 3d4 gems (value - 50gp each).
- 18-20 **1-3 Ogres** (AC 5; MV 9"; HD 4+1; hp 22 each; #AT 1; D 1-10; SA Nil; SD Nil; MR Std; Int Low; AL CE; Size L; xp 200 each; THACO 15; MM) who are exercising a pack of **four war dogs** (AC 6; MV 12"; HD 2+2; hp 14 each; #AT 1; D 2-8; SA Nil; SD Nil; MR Std; Int Semi; AL N; Size M; xp 77 each; THACO 16; MM).

## FOOTHILLS - NIGHT

- 1-3 **2-5 Brown bears** (AC 6; MV 12"; HD 5+5; hp 28 each; #AT 3; D 1-6/1-6/1-8; SA Hugs for 2-12; SD Nil; MR Std; Int Semi; AL N; Size L; xp 468 each; THACO 15; MM) who will continue to fight for 1d4 melee rounds after reaching 0 to -8hp.
- 4-7 **5-10 Bugbears** (AC 5; MV 9"; HD 3+1; hp 15 each; #AT 1; D 2-8; SA Surprise on a 1-3; SD Nil; MR Std; Int Low; AL CE; Size L; xp 195 each; THACO 16; MM) will attack the party as it strikes camp. Each of the bugbears has d10+10gp in mixed coins.
- 8-10 **1-2 Doombats** (AC 4; MV 18"; HD 6+3; hp 35 each; #AT 2; D 1-6/1-4; SA Shriek; SD Nil; MR Std; Int Animal; AL NE; Size M; xp 645 each; THACO 13; FF) who will shriek for one round before attacking.
- 11-12 **A Caterwaul** (AC 4; MV 18" or 24"; HD 4+2; hp 25; #AT 3; D 1-4/1-4/1-6; SA Screech, 3 attacks every 2 rounds; SD -2 AC bonus; MR Std; Int Low; AL CE; Size M; xp 295; THACO 15; FF) leaps onto the party from a rocky slope, screeching.
- 13-15 The adventurers hear the sound of howling, receding into the night. One hour later they are attacked by **9-16 wolves** (AC 7; MV 18"; HD 2+2; hp 14 each; #AT 1; D 2-5; SA Nil; SD Nil; MR Std; Int Semi; AL N; Size S; xp 77 each; THACO 16; MM).
- 16-18 The adventurers hear the noise of a fierce argument, and, if they investigate, they will find **two trolls** (AC 4; MV 12"; HD 6+6; hp 20 (36), 24 (35); #AT 3; D 5-8/5-8/2-12; SA Body parts can fight separately; SD Regeneration; MR Std; Int Low; AL CE; Size L; xp 685, 717; THACO 13; MM) fighting about how to cook the carcass of a giant sheep, which is in a nearby sack. On seeing the adventurers, however, they will cease their brawl and move to attack.
- 19-20 **2-3 Jackalweres** (AC 4; MV 12"; HD 4; hp 22 each; #AT 1; D 2-8; SA Gaze causes sleep; SD Iron or +1 weapons to hit; MR Std; Int Very; AL CE; Size S(M); xp 888 each; THACO 15; MM) will attack in jackal form.



# PIYARZ'S SHADOW

(encounter areas S1 and S2, Map 1)

After the shooting-star fell, Shalfey, the Elder Sage of the Tower of the Heavens, sent out a group of monks to find it. When Shalfey's monk guards had gone, his pupil, Piyarz, attempted to take control of the tower. During his attempted coup, Piyarz captured one of the Elder Sage's scribes. Piyarz's questioning of this humble man was not gentle, and eventually the upstart sage discovered the reason for the expedition by the monks.

Desiring to have the shooting-star himself, Piyarz sent out Sion, his most trusted and terrible servant, in pursuit of Shalfey's expedition. Sion had once been no more than one of the monks bound to service in the tower but, at his master's insistence, he had undergone the terrible rituals necessary to become a shade (see **MMII**). No one suspected this transformation, but all noticed that his devotion to Piyarz became even greater and, ironically, he acquired the nickname of 'Piyarz's Shadow'.

Sion himself has minions. Following his transformation, the shade/monk acquired a huge raven from which he is rarely parted. Also, unknown to all save Piyarz, Sion can summon a shadow mastiff from the plane of shadow. Details of Sion, the raven and the mastiff are given below.

Since Sion is on the move, the actions of the party will determine where the adventurers encounter him.

## SION AND HIS PETS

Sion was sent in pursuit of Shalfey's expedition on the night after the attempted coup, and swam the river in order to avoid detection. Later, he was joined by the raven and summoned the shadow mastiff.

Travelling by night, hiding by day and using the raven as a scout, the monk/shade pursued Shalfey's envoys. When they were overcome by the memory web, Sion learned of their fate from the raven. The bird also saw the adventurers and told Sion who, having no other clue to follow, determined to hunt them down.

Unless they have some special means of transport (e.g. flying), Sion will almost inevitably catch up with the adventurers. The place where this occurs will depend on the party's actions:

S1 If they travel anti-clockwise around the mountains, either before or after visiting Derwyth at **CWM CERNANT** (see page 8), the adventurers will be attacked by Sion during the first night after they enter any of the hexes marked S1 on **Map 1**.

S2 If the party travels clockwise around the mountains, Sion will catch up with it, after the adventurers have left the **TOWER OF THE HEAVENS** (see page 17), on the first night after entering any of the hexes marked S2 on **Map 1**.

When they catch up with the party, Sion, his hound and the raven will attack at night so as to gain the maximum advantage. Sion will produce his shadow images (if possible) before

attacking. In the first round of the attack the shadow mastiff will attempt to panic the party by howling from the darkness. Even in normal darkness, the shade is a formidable opponent but if the adventurers have a fire or other light-source casting shadows he will be at his most dangerous (see **MMII**).

If reduced to six or fewer hit points, and if he is able so to do, Sion will escape by means of his shadow-walk ability, never to return. The mastiff and raven will fight to the death as long as Sion is present (alive or dead) but will flee if he retreats by shadow-walking.

## DETAILS OF SION, THE RAVEN AND THE SHADOW MASTIFF

### SION - MONK, LEVEL 6, HUMAN/SHADE, MALE:

AC 6; MV 20"; Mk6; hp 29 (+or- 7 or 14 according to lighting conditions); #AT 3/2 or 1; D 2-8 (open hand) or 6-9 (**dagger +2** and monk ability); SA/SD As standard for class and abilities, plus regeneration (1hp/turn), shadow-walk and shadow images (depending on lighting conditions) etc; MR Std or 30% (according to lighting conditions); AL LE; S15, I8, W15, D16, C17, Ch7 (all ability scores may change by +or- 1 or 2 depending on the lighting conditions); xp 757; THACO 18 (open hand) or 16 (dagger); **MMII**, PHB.

Clothing - grey cloak, grey tunic with chain belt.

Weapons - **dagger +2**.

Personal treasure - none.



**1 huge raven:** AC 6; MV 1"/27"; HD 1-1; hp 4; #AT 1; D 1-2; SA Attacks eyes; SD Never surprised, unless dark; MR Std; Int Low; AL N (E); Size M; xp 34; THACO 20; **MMII**.

The bird knows several words of the common tongue and can communicate with Sion. It has no treasure.

**1 shadow mastiff:** AC 6; MV 18" (9" in bright light); HD 4; hp 25 (21 in bright light); #AT 1; D 2-8; SA Baying causes panic (negated if save vs. Spells at +9); SD Hides in shadows; MR Std; Int Semi; AL N(E); Size M; xp 285; THACO 15; **MMII**.

This creature has no treasure.



# CWM CERNANT

(encounter areas C1-7: Map 2 - Plan C)

The monks sent out by the Elder Sage, Shalfey, were instructed to go to the druid-sage Derwyth who would tell them where the shooting-star had fallen. The adventurers will have learned of Derwyth from the memory web (see **DEATH ON THE MOORS** - page 4).

Derwyth's home is in a valley called Cwm (pronounced coom) Cernant (see **Map 2**), surrounded by a small but lush wood. Many creatures live with Derwyth in the valley, some sharing his house. Most are small creatures which the adventurers will rarely, if ever, notice. These animals act as the eyes and ears of Derwyth, and will quickly convey news to him of events in the wood (particularly the arrival of strangers and their subsequent actions). They also convey messages to the more powerful animal inhabitants of the valley (see **LARGER WOODLAND CREATURES**).

The adventurers will be met by two giant eagles when they arrive at the wood (see **ARRIVAL AT CWM CERNANT**). If they go to Derwyth peacefully (see **MEETING WITH DERWYTH, DETAILS OF DERWYTH AND HIS HOUSEHOLD** and **DERWYTH'S HOMESTEAD**) and give him the book sent by Shalfey, he will gladly supply them with the information they need in order to find the shooting-star. If they damage the woodland or his home, or if they attack him or his companions, the adventurers will have to fight for their lives (see **DETAILS OF DERWYTH AND HIS HOUSEHOLD** and **LARGER WOODLAND CREATURES**). They will only be able to extract the information by taking Derwyth's notes back to Shalfey at the **TOWER OF THE HEAVENS**.

## ARRIVAL AT CWM CERNANT

Two giant eagles spend most of their time soaring high over the valley, keeping a watch for intruders. When the party enters the wood, the eagles will fly down to meet it, being careful not to appear to be attacking, and will greet the adventurers, telepathically, as follows:

'Welcome, ground-walkers - this is the home of Derwyth - if you come in peace, follow us - if not, leave now.'

**2 giant eagles:** AC 7; MV 3"/48"; HD 4; hp 24 each; #AT 3; D 1-6/1-6/2-12; SA +4 to hit and double claw damage when diving; SD Never surprised during the day; MR Std; Int Ave; AL N; Size M; xp 246 each; THACO 15; MM.

The telepathy of the eagles will allow for a limited conversation between them and the party and, if the adventurers are willing, the eagles will lead them to the homestead. If not, the eagles will tell them to leave. The eagles will attack the party if they are themselves attacked or if the adventurers refuse to leave. The battle will be joined by the other large woodland inhabitants (see **LARGER WOODLAND CREATURES**), who will arrive in 1-6 rounds.

## MEETING WITH DERWYTH

When the adventurers arrive at the homestead, Derwyth will have cast a **tree** spell on himself and will be standing amidst

some small trees at the eastern end of the yard. The other members of his household will also be hidden: the giant goats will be in the barn (C5), the gorilla will be in the hall (C2), and the sabre-tooth tiger will be in the store hut (C6). These creatures are described in **DETAILS OF DERWYTH AND HIS HOUSEHOLD**. The giant eagles will tell the party to wait in the yard and will then depart.

To assure himself of the party's good intentions, Derwyth will observe the adventurers for up to 5 rounds, or until any of them approach the buildings. He will then revert to his normal form. If he is satisfied with the adventurers, he will invite them into the hall (C2) where the gorilla will serve them with food and drink. Until convinced of their good faith, Derwyth will take care not to reveal the presence of the tiger and the goats and will actively discourage characters from snooping around the homestead.

If the adventurers attempt to harm or steal anything, or if they ignore any instructions, Derwyth will order them to stop. He will call on the gorilla and the tiger to back him up if necessary and, if attacked or as a last resort to assert his authority, he will order them to attack the party. If possible, he will cast an **animal growth** spell, preferably on the tiger. The giant goats will soon join the fray and news of the battle will spread to the other large creatures of the wood who will head towards the place.

The party may restore good relations with Derwyth by backing down before combat starts. Furthermore, Derwyth will call off his friends at any point during the fight if the adventurers sue for peace, but will thereafter insist that they leave the valley immediately.

Once they have eaten, the sage will ask the adventurers their business. If they relate their experiences and detail the fragments of memory from the memory web to him, Derwyth will realize that the mission of the party killed by the creature was to find the shooting-star, and he will explain this to the adventurers if necessary. It will be obvious to Derwyth that Shalfey intended him to work out the landing-place of the shooting-star.

Before Derwyth begins his calculations he will ask for payment. He will gladly accept the bestiary sent by Shalfey (see **DEATH ON THE MOORS** - page 4), but will otherwise demand 1500gp. Derwyth will retire to his library (C4) with the gorilla and tiger for 4 hours in order to perform his calculation, and will instruct the adventurers to remain within the homestead. The party will be under the constant surveillance of a host of small creatures (insects and so on) who will report to Derwyth. He will no longer mind if the party wanders around the homestead so long as they do not steal, damage or harm anything.

When he returns he will tell them that the shooting-star has come to earth somewhere in Therno Pass (he will tell them where the pass is) and that it is inhabited by **derro**. Unfortunately, all he knows about this strange race of humanoids is that they live underground, shun the light of day and are feared for their savage attacks on man and beast alike.

After giving them this information, the sage will ask the party to leave. On their way out of the valley, the adventurers will be escorted by the giant eagles.



*"Go seek for Derwyth the half-elfen.... a star-watcher.... give him this bestiary.... only he can tell you where the shooting-star came to earth.... It must be found.... and soon...."*



## DETAILS OF DERWYTH & HIS HOUSEHOLD

### DERWYTH - DRUIDIC SAGE, HALF-ELF, MALE:

AC 10; MV 12"; HP 22; #AT Nil; D Nil; SA/SD Spell casting; MR Std; AL N; S 9, I 16, W 17, D 13, C 13, Ch 14; xp 240; THACO N/A.

Clothing - hooded green cloak over brown tunic embroidered with leaf pattern in green; woven belt.

Spells memorised (cast as if 9th level druid) - **entangle**, **cure light wounds**, **tree** (probably cast), **cure serious wounds**, **animal growth**.

Languages spoken - common, elf, gnome, dryad, sprite, centaur.

Major field of knowledge - fauna (arachnids, avians, insects and mammals).

Minor fields of knowledge - physical universe, flora.

Personal treasure - golden sickle (value - 250gp); a pipe, tinder box and tobacco; carved oaken walking-stick with ivory unicorn's head handle (value - 50gp); silver armband bearing one emerald (value - 800gp); a silver medallion depicting a centaur (value - 500gp).

Living at Derwyth's homestead are the following creatures:

**1 sabre-tooth tiger:** AC 6; MV 12"; HD 7+2; hp 45; #AT 3; D 2-5/2-5/2-12; SA Rear claws 2-8/2-8; SD Surprised only on a 1; MR Std; Int Animal; AL N; Size L; xp 1000; THACO 11; MM.

**3 giant goats:** AC 7; MV 18"; HD 3+1; hp 18 each; #AT 1; D 2-16; SA +4 damage when charging; SD Nil; MR Std; Int Semi; AL N; Size L; xp 157 each; THACO 16; MM.

**1 gorilla:** AC 6; MV 12"; HD 4+1; hp 22; #AT 3; D 1-3/1-3/1-6; SA Rending; SD Nil; MR Std; Int Low; AL N; Size M; xp 240; THACO 15; MM - ape.

## DERWYTH'S HOMESTEAD

The homestead is shown on **Plan C**. The buildings have thick turf walls about 4 feet high and the gable-ended roofs of thatch are supported by posts and beams of riven oak. The doors are of thick oak planks with wooden hinges and latches. Rooms C2, C3 and C4 are illuminated by baskets of fireflies hanging from the roofbeams.

The descriptions of the rooms given below do not include the inhabitants of the homestead since these will be moving around while the party is present.


### C1. Ante-Chamber

This is a small room, leading to the main hall:

This small room has hooks on the north wall from which hang two old cloaks and a number of walking-sticks. There is a pair of muddy boots on the floor, and a broom in the far corner.

There are nine walking-sticks in all. They are unexceptional, as are the cloaks, boots and broom.





**"Make haste to Derwyth's home in a green wood.... at the southernmost tip of the mountains.... a valley.... but harm no living thing!"**



## C2. Hall

This is Derwyth's main living/dining room. It is here that he entertains his guests:

Six wooden posts support the roof of this simple, elongated hall. Against the walls are benches of rammed earth and, along the centre of the earthen floor, is a long hearth.

On the benches are a number of wooden vessels containing vegetables, fruit, nuts, water, wine and beer. Hanging from a hook on one of the posts is a harp. It is made from plum wood and is inlaid with fine mithral wire (value - 1500gp).

## C3. Derwyth's Room

This is the private chamber of the sage:

This small, plain chamber contains a bed and a long, closed chest. In an alcove in the far wall is a small statue of a leaping stag.

The chest is unlocked and untrapped. Its contents are:

- clothes (human sized) including robes, cloaks, tunics, boots and sandals. All are old and much repaired.
- tools, including knives, spades, shovels, rakes and so on.
- a bag containing 250gp.
- miscellaneous ceramic and wooden vessels.
- a ceramic flagon containing five doses of a potion of **healing** (effective on any mammal).

The statue is carved from a large block of boxwood and is worth 800gp. The bed is unexceptional.

## C4. Library and Workshop

This room is Derwyth's study, where he stores his books and scrolls:

Wooden shelves along the northern wall of this room hold a jumble of books and scrolls, many more of which have tumbled onto the floor. The table in the centre of the room bears a similar jumble in addition to quills, ink and so forth.

In all, there are 84 books and over 200 (non-magical) parchment scrolls. These constitute a comprehensive library of the sage's major and minor fields of study (fauna, physical universe and flora). The scrolls on the table include notes made by Derwyth concerning the fall of the shooting-star. Although the party will recognise these notes, only Shalfey at the observatory would be able to use them in order to calculate the landing point of the shooting-star.

Other items in the room include two chairs, a stock of quills, ink and unused parchment.

## C5. Barn

The goats live here:

The floor of this barn is covered with straw and there are bales stacked against the end walls. There is a strong, animal smell here.

The barn also contains a stool, a large milking-pail and vessels for cheese making.

## C6. Store

This is the food store for the homestead:

This circular hut has a conical roof supported by a central post. Neatly piled around the walls are dozens of sacks, casks, boxes and jars.

There are sufficient supplies of vegetables, fruits, nuts, dried meat, cheese, flour, wine and beer to sustain Derwyth and his household for half a year.

## C7. Stone Circle

Away from the homestead, on a steep-sided spur, Derwyth has constructed a circle, 40 feet in diameter, of 12 standing stones. Each stone is about 4 feet high and a foot or two across. Derwyth uses the circle as an astronomical observatory.

## LARGER WOODLAND CREATURES

In many respects these creatures are **animal friends** of Derwyth, although their loyalty is not due to this spell but to long contact with the sage. They obey him and have orders to defend him, the homestead and the wood against aggressors, but to avoid peaceful visitors and leave them unharmed. They will perform their duties even at the cost of their own lives and, if Derwyth is killed, will spare no risk in order to avenge him. Once alerted to the presence of aggressors in the valley, the larger inhabitants will arrive at the source of danger after 1-6 rounds. None of these has any treasure:

**3 giant stags:** AC 7; MV 21"; HD 5; hp 30 each; #AT 1 or 2; D 4-16 or 1-4/1-4; SA Nil; SD Nil; MR Std; Int Animal; AL N; Size L; xp 240 each; THACO 15; MM.

**15 non-combatant female giant stags:** AC 7; MV 21"; HD 5; hp 24 each; #AT Nil; D Nil; SA Nil; SD Nil; MR Std; Int Animal; AL N; Size L; xp 0; THACO N/A; MM.

**9 giant wasps:** AC 4; MV 6"/21"; HD 4; hp 24 each; #AT 2; D 2-8/1-4; SA Poison; SD Nil; MR Std; Int Non; AL N; Size M; xp 416 each; THACO 15; MM.

**2 adult giant otters:** AC 5; MV 9"/18"; HD 5; hp 32 each; #AT 1; D 3-18; SA Nil; SD Nil; MR Std; Int Semi; AL N; Size L; xp 250 each; THACO 15; MM.

**5 huge spiders:** AC 6; MV 18"; HD 2+2; hp 14 each; #AT 1; D 1-6; SA Leaps, poison, surprises on a 1-5; SD Nil; MR Std; Int Animal; AL N; Size M; xp 187 each; THACO 16; MM.

# THE DERRO LAIR

(encounter areas D1-11: Map 3 - Plan D)

The adventurers should have little difficulty finding the point of impact of the shooting-star once they locate Therno Pass, since the effects of the blast can be seen up to a mile away, where the sparse trees have had their leaves blown off. Near the crater, all the trees have been blasted flat, with their trunks radiating from the point of impact.

The adventurers must locate the entrance to the lair, defeat the derro and find the shooting-star (see D7).

## RECENT EVENTS

Before the shooting-star struck, this lair was a derro outpost from which raids were made into the surrounding countryside. The lair was linked by a long tunnel to a much larger derro settlement deep under the mountains.

The shooting-star struck the side of the pass directly above the lair, causing several rooms to cave in and killing most of the derro tribe and their slaves. The survivors found themselves cut off from both the surface and the tunnel leading to the larger settlement.

The impact had also toppled and smashed the derro idol. Fascinated by the prospect of a power capable of doing this, they set out to find its source. Their first step was to have the surviving slaves dig a narrow tunnel through to the natural cavern (D4) to the west of their temple (D5). Following this, they were able to discover the crater (D1) and the shooting-star. The derro students (D7) are convinced that it is an object of great power and importance. They are determined to take it to the main derro stronghold, where they intend to use it to gain power and status.

The first attempt to reach the tunnel leading from the eastern side of the lair (D11) resulted only in the collapse of the roof and the death of several slaves (see area D6). Since then, digging has been moved to the temple (D5).

All the surviving derro have high dexterity (16), giving them a reaction/attacking adjustment of +1 and a defensive adjustment of -2, and this has been included in their individual statistics. Full details of derro weaponry and society are given in the **AD&D™ MONSTER MANUAL II**.

## DAMAGE TO THE LAIR

Damage to the lair is extensive and many parts are blocked by fallen masonry. Two types of rubble blockage are shown on **Plan D**:

1. Around the edge of the damaged area, the rubble (marked with light stippling on **Plan D**) may be cleared safely at a rate of 40 cubic feet per hour per character. This means that, for example, it will take one person 15 hours to tunnel from D5 to D9, 8 hours to dig through to the coffer corpses in D8, and 5 hours to break through into the lamia's lair in D10. These times would be reduced proportionally if more than one character were involved.

2. Nearer the point of impact, the rock above the lair has been completely shattered (marked on **Plan D** with a dark stipple). Rubble may be cleared at the same rate as above, but for each round spent digging in these areas there is a 10% cumulative chance of a rock fall, inflicting 2d10 hit points of damage (halved if the characters save vs. Breath) to all those within 15 feet of the digging. The DM should provide hints about the risks involved, describing, for example, how each rock shifted brings down a shower of loose pebbles, as the roof shifts and groans alarmingly.

## OUTSIDE THE LAIR

### D1. Crater

The party should be able to deduce from the crater that the shooting-star has been taken away:

The crater is nearly 100 feet across and about half as deep. The explosion which caused it must have been enormous. Rock has been thrown out in all directions but much has slid back down into the crater from the slopes above. In the very bottom of the crater, a deep hole has been excavated.

The hole was dug in order to find the shooting-star. It is about 20 feet deep. The derro drove their human slaves cruelly in order to finish the task during the hours of darkness. As a result, one of them collapsed and died and was thrown into the pit. Lying next to the corpse is a broken pick.

## UNDERGROUND CHAMBERS

All rooms and corridors are 8 feet high. Doors are made of stone and may be opened with the usual chance of success.

### D2. Guardroom

When the shooting-star struck, the outer (secret) door to this room was burst open. The occupants were killed by falling masonry and the room was cut off from the other chambers:

The far wall of this room and much of the ceiling has collapsed. Sprawled on the floor, apparently killed by the falling rock, lie the corpses of five short, pale-skinned humanoids.

The surviving derro had no concern for their companions and the bodies have not even been pillaged. Each is wearing studded leather armour and was equipped with a footman's military pick. This equipment is now useless, however. In total the corpses have 22pp.

The walls of the room are plain and it contains no furniture.



....a scream in the night.... father swinging his sword in tear-stained rage.... my younger sister kidnapped by the devil men....



### D3. Outer Cave

This natural cavern now serves as the guardroom for the derro. The entrance to the cave and the stream issuing from it are clearly visible from the outside:

The stream which flows out from the mouth of this cavern issues from two pools at the rear of the cave. Several small humanoid figures suddenly emerge from behind a massive natural pillar and send a hail of small quarrels flying in your direction.

The guards are a derro leader and six warriors armed with repeating crossbows which fire two shots per round and hold six bolts in all. Each bolt causes 1-3 hit points of damage and is coated with a toxin causing 2d6 points of additional damage (negated if the character saves vs. Poison). The leader has 12pp and a topaz gem (value - 600gp). The warriors each have 1-10pp. The derro are wet, having come into the cave through the southern pool near which their wet footprints may be seen.

**1 derro leader:** AC 5 (studded leather); MV 9"; HD 5; hp 30; #AT 1; D 1-4 (hook fauchard); SA Unbalancing; SD Dexterity; MR 30%; Int Very; AL CE; Size S; xp 315; THACO 15; MM II.  
**6 derro warriors:** AC 5 (studded leather); MV 9"; HD 3; hp 18 each; #AT 2; D 1-3/1-3; SA Poison; SD Dexterity; MR 30%; Int Very; AL CE; Size S; xp 199 each; THACO 15; MM II.

The cavern is natural, and is about 25 feet high near its centre. Leading from the pool at the southern end to a similar pool in the inner cave (D4) is a short, flooded tunnel. Adventurers, even those wearing armour, will have no difficulty negotiating this tunnel since it is only 10 feet long and there are no obstructions. The bottoms of the pools slope gently down towards the tunnel, and have maximum depths of about 8 feet.

### D4. Inner Cave

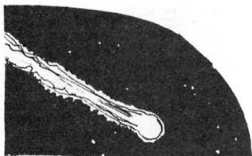
This natural cavern is now linked to the derro temple (D5) by a low, narrow tunnel. The derro are using it as a dump for the spoil from their digging (see D5 and D6):

You have emerged from the flooded tunnel into a pool at one end of a natural cavern. You can see a rough-hewn tunnel, half way up the left-hand wall. Underneath it is a mound of soil and rocks.

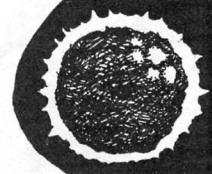
The adventurers will hear the sounds of digging from the temple (D5), accompanied by the harsh orders of the derro and the cries of the human slaves. Soon after the party arrives here, one of the slaves will appear at the mouth of the tunnel (from the temple) and empty a basket of small rocks onto the pile. He is insane and of no help to the party. If he does not return within 2 rounds, two of the derro warriors will investigate.

**1 slave:** AC 10; MV 9"; F0; hp 1 (4); #AT Nil; D Nil; SA Nil; SD Nil; MR Std; Int Low; AL NG; Size M; xp 6; THACO N/A.

The cave is about 30 feet high in its central area. The tunnel to the temple is only about 5 feet high and 4 feet wide.



“...you will not mistake it.... a black rock seared by great heat.... dull and seemingly worthless.... only the fallen star can help us.... I implore you, do not return without it....”



## D5. Temple

Ordered on by the derro, the few surviving human slaves are attempting to dig a way through the collapsed part of the lair:

The walls of this room are offensive to your eyes, being painted with broad, jagged, black and white lines. At the far end of the room is a group of short, pale humanoids armed with spears and other weapons. Beyond them, some gaunt human slaves are clearing rubble from a blocked passage.

The humanoids guarding the slaves are a derro leader and six derro warriors. They will attack the party on sight. If reduced to less than half their original number, however, they will attempt to retreat towards the students and other derro in the slave pens (see area D7).

**1 derro leader:** AC 4 (scaled leather); MV 9"; HD 7; hp 37; #AT 1; D 1-4 (hook fauchard); SA Unbalancing; SD Dexterity; MR 30%; Int Very; AL CE; Size S; xp 497; THACO 13; MM II.  
**6 derro warriors:** AC 3 (scaled leather and buckler); MV 9"; HD 3; hp 18 each; #AT 2; D 1-4 (buckler) and 2-7 (pick) or 1-6 (spear); SA Nil; SD Dexterity; MR 30%; Int Very; AL CE; Size S; xp 144 each; THACO 16; MM II.

The leader has a decorative dagger with a silver blade and ivory handle (value - 250gp). He also has 16pp in a belt pouch. Each of the warriors has 1-10pp.

In all, there are four human slaves, two men and two women. They are shackled and their clothes are ragged and dirty. They have been driven to insanity by the cruel treatment they have received at the hands of the derro, and will not be able to help the party.

**4 human slaves:** AC 10; MV 6"; F0; hp 1(3) each; #AT nil; D Nil; SA Nil; SD Nil; MR Std; Int Low; AL NG; Size M; xp 6 each; THACO N/A.

At the western end of the room are the fragments of a shattered statue, made of black marble. It was originally an idol of the derro, but toppled and smashed when the shooting-star landed. The fragments of the statue are worthless and its original form cannot be determined from them.

## D6. Abandoned Digging

Digging here was abandoned when the debris collapsed, killing several slaves:

A short distance away, the corridor is completely blocked by fallen masonry. Partially buried under the rocks are a number of callously mutilated human corpses.

There are eight corpses in all, four of them are completely buried by the rock-fall. The exposed bodies are very badly mutilated since the derro have been using them as food since their other supplies were cut off.

## D7. Slave Pens

The student derro and a few warriors are here, examining the shooting-star. The derro from room D5 will attempt to retreat here if the fight with the party goes badly (in which case the DM should amend the following description accordingly):

Several of the short humanoids are clustered around an open chest in the centre of this stark room, apparently examining its contents. When they see you, the lid of the chest is slammed shut, an order is shouted and they ready themselves to attack.

The occupants of the room are two derro students and four warriors. The first student has a full-size **long sword +1**, a **small shield +1**, and a pair of gold armbands (value - 500gp the pair). His memorised spell is **charm person**. The second student has a potion of **diminution** (a transparent, green, salty liquid - two doses) in a wine skin hanging from his belt. His memorised spells are **anti-magic shell** and **shadow magic (magic missile)**: six missiles to be fired at random targets, causing d4+1 hit points of damage each; 2 hit points if the character saves vs. Spells).

**2 derro students:** AC 2 (scaled leather and **shield +1**) and 4 (scaled leather) respectively; MV 9"; HD 4; hp 24 each; #AT 1; D 2-9 (**longsword +1**) and 1-6 (spear) respectively; SA Spell casting; SD Dexterity; MR 30%; Int Very; AL CE; Size S; xp 311 each; THACO 15; MM II.

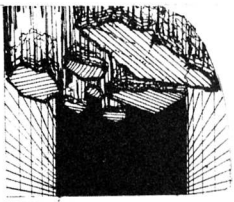
**4 warriors:** AC 4 (scaled leather); MV 9"; HD 3; hp 18 each; #AT 1; D 2-7 (pick) or 1-6 (spear); SA Nil; SD Dexterity; MR 30%; Int Very; AL CE; Size S; xp 144 each; THACO 16; MM II.

The warriors have 1-10pp each. In addition, one of them has what appears to be a glass bottle stopper (apparent value - 1gp). It is, in fact, rock crystal and is worth 50gp.

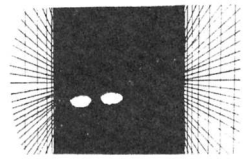
The walls of the room are plain and rough-hewn. It once held dozens of slaves, and there are 50 rings fixed to the walls through which the chains were fixed. The derro students have taken over the room as somewhere to study the shooting-star away from the noise of digging.

The chest is of heavy iron construction, it is not locked. The catch is very stiff, however, and there is a 50% chance that the chest will appear to be locked. If a character makes a successful pick locks attempt, it will become obvious that the chest is unlocked. Otherwise, the character will succeed only in locking it with an apparently satisfying click! A subsequent successful roll will be required in order to open the chest, failing which it must be smashed open to reach the contents. This will set off an explosive trap, causing 2d8 hit points of damage (halved if the character saves vs. Breath) to all within 10 feet. The only key to the chest is on a chain around the neck of the coffer corpse in the chief's room (D8).

The chest contains the shooting-star laid reverently on a rich red cloak. The shooting-star is roughly spherical, about the size of a small grape fruit and weighs about 10 pounds (100gp equivalent). It is glass-like but opaque, black, with a burnt appearance. It is not magical but is extremely resilient. Physical or magical damage amounting to less than 60 hit



....the walls are closing in.... the ceiling falls, and just out of sight.... a nameless fear animates the dark....



points in any one round will not harm it at all. Between 60 and 200 hit points in a round would remove a small chip, while over 200 hit points in one round would shatter it. It is of no great value to the adventurers, except as a means of obtaining the set of books from the the kagu-svirfnebli (see **FORGE OF THE KAGU-SVIRFNEBLI** - page 27), and the party will not be able to sell it for more than a few gold pieces.

## D8. Chief's Room

This was the private room of the derro chief. Unknown to the surviving derro, the coffer corpses of the chief and his lieutenants, who were killed by the calamity, have been slowly digging their way out through the rubble since then:

A scene of devastation greets you. The walls and ceiling have mostly collapsed, and the furniture has been smashed by falling rock. Coming from behind the fallen masonry which blocks the far end of the room is a strange, persistent scratching sound.

Trapped in a small pocket within the masonry are three coffer corpses. These are the bodies of the chief and his lieutenants who were killed when the shooting-star struck. In their cramped situation, they can only dig slowly and will take a further 10 hours to free themselves. The adventurers, however, will be able to dislodge the masonry much more quickly (8 man-hours). Once free, the coffer corpses will attack any creatures they see. They are wearing the tattered remains of scaled leather armour (now useless). The chief has large gold studs set into the leather of his armour (total value - 500gp) and a ruby pendant on a chain around his neck (value - 900gp). Also on the chain is the key to the chest in the slave pens (D7). The lieutenants' corpses have smaller gold studs on their armour (value - 120gp each suit).

**3 coffer corpses:** AC 8; MV 6"; HD 2; hp 14 each; #AT 1; D 1-6 (bare hands); SA Nil; SD Need magical weapons to hit; MR Std; Int Low; AL CE; Size S; xp 64 each; THACO 16; FF.

## D9. Ruins of the Great Hall

The only way into this room is by tunnelling through from the temple (D5). Most of the derro tribe and their slaves were killed here when the roof collapsed:

When you break through the debris, you find yourself in an open space bounded by great piles of fallen masonry. The air is thick with the smell of death and the floor is littered with the corpses of shackled humans and small, armoured humanoids. Judging from the limbs protruding from the rock-fall there are more bodies buried beneath the rock.

There are 15 derro corpses and 12 bodies of human slaves lying on the floor. Buried beneath the fallen rock are a further 40 derro and 25 humans. This fallen masonry will be dangerous to move (see **DAMAGE TO THE LAIR** - page 11). Also in the room are the shattered remains of ornate furniture.

**14 THE DERRO LAIR** (encounter areas D8-11)

Each of the derro corpses has 1-6pp. In addition, the party may find a silver belt buckle (value - 100gp) and a pendant in the form of a ram's head (gold with jet, value - 550gp).

A pair of feet protruding from under the rock-fall are shod in unusually fine leather boots. If the party digs the body out (which will take 2 rounds), they will find the corpse of the derro savant. His right hand still grips a wand, which was shielded from the rock-fall by his body, and the right finger of his left hand bears a plain gold band (apparent value — 50gp). The wand is a wand of **metal and mineral detection** (45 charges, the command word (falaz) is inscribed on it), and the ring is a ring of **spell storing**, capable of holding **magic missile** and **sleep**. It is currently charged with both spells cast by a 5th-level magic-user.

## D10. Trapped Lamia

A lamia, formerly an ally of the derro, was trapped in this room by a rock-fall when the shooting-star struck:

Attempting to hide behind a pile of quilted cushions is a dirty and emaciated creature. Her torso, arms and head would resemble those of an attractive woman were they not so thin and grimy, but below this her body is that of a four-legged beast.

The creature is a lamia. She will hear the sounds of the adventurers's digging and will be prepared when they break through. Her first reaction will be to cast an **illusion** (with appropriate sounds) of masonry falling from the roof onto the heads of the adventurers. Those characters who fail to disbelieve the illusion will suffer 1-10 hit points of damage. Next round, she will move forward to attack, casting spells where possible. Her personal treasure consists of an ornate gold necklace with small pearls (value - 750gp) and a **dagger +1**. Although the lamia was, in theory, an ally of the derro, they were always fearful of her and were not at all dismayed to find that she had been trapped.

**1 lamia:** AC 3; MV 24"; HD 9; hp 29 (42); #AT 1; D 2-5 (**dagger +1**); SA Spell use: **charm person**, **mirror image**, **suggestion** and **illusion** (as wand), touch drains 1 point of wisdom; SD Nil; MR Std; Int High; AL CE; Size M; xp 2048; THACO 12; MM.

The undamaged walls of the room are painted pale green. In addition to the cushions, the room contains a small table against the northern wall which bears a crystal decanter of poisoned wine (save at +2) and a gold goblet (value - 500gp) encrusted with dry blood. Immersed in the wine is a small key which opens a silver casket (value - 100gp) which is hidden beneath the cushions. The casket is locked but not trapped and contains four red garnets (value - 200gp each).

## D11. Eastern Tunnel

This tunnel leads to a large derro stronghold under the mountains. If, by some means, the party reaches this tunnel, the DM may wish to design and populate the stronghold as an additional adventure. Such an adventure, involving large numbers of derro, would probably be beyond the capabilities of the characters in this module.

# THERNO PASS

(encounter areas P1-4, Map 4)

Since the establishment of the derro outpost in the southern part of the pass, the local creatures and human inhabitants have suffered cruelly. In a bid to protect themselves, a band of human hunters have managed to overcome the natural suspicion of a family of giant beavers and have established a pact for their mutual protection.

The beavers have constructed a dam (P1) across the pass near the hunters' settlement and a lake has built up behind it. Although fairly intelligent, the beavers' experiences at the hands of the derro have made them unusually aggressive. They see all humanoids from the southern part of the pass as enemies and will not pause to distinguish between the adventurers and derro before attacking.

The hunters regard their pact with the beavers as a solemn vow and, if their allies are under attack, will not hesitate to aid them. If the beavers have not been harmed, the hunters may be easily won over at first by the adventurers. The hunters will be very wary, however, and unless the party ensures their friendship by suitable magical means, events will probably cause them to move against the party even if good relations have been established (see P4).

## ENCOUNTER AREAS

### P1. Beaver Dam

The beavers' dam completely blocks the pass. If the adventurers attack the beavers, damage the dam or climb to the top of it, the creatures will attack:

You come to a barrier of mud, logs and branches, twice the height of a man, which blocks the pass ahead. The track which you have followed through the pass disappears under the barrier and the stream which accompanied it is fed by water which seeps through the blockage.

The head of a large animal appears above the barrier for a moment then disappears with a splash.

There are three adult giant beavers guarding the dam. When they see the party, they will slap their tails on the water to attract the attention of the other two adults in the beavers' lodge (P3) who will arrive on the scene in 2 rounds. This noise will also attract the hunters in their camp who will row across to the dam in their canoes (see P2) and join them after 5 rounds.

**3 adult giant beavers:** AC 6; MV 6"/12"; HD 4; hp 24 each; #AT 1; D 4-16; SA Nil; SD Nil; MR Std; Int Low; AL N; Size M (6' long); xp 156 each; THACO 15; MM.

The dam is a substantial structure. The wood included in it is wet and will not burn. The dam will be breached if it sustains 20 or more points of structural damage, and should be treated as 'wood protected by wet hides' for the purposes of determining the effect of physical or magical attacks (see **DMG p109 - Siege Attack Values** table). The effect of breaching the dam will be

spectacular: all creatures on or in the lake, on the dam, or on the valley floor below the dam (within 500 feet), will be swept away by the deluge of water. They will sustain 2d8 hit points of damage due to battering, plus d10 hit points of drowning damage, and will be deposited d6x100 feet down the valley from the dam. In addition, creatures on the valley floor below the dam (and within 100 feet) must save vs. Breath or be killed by the impact of the water-borne debris. The beaver lodge will not be washed away and the beavers will take only half the battering damage and no drowning damage.

### P2. Beavers' Lake

When the adventurers reach the top of the dam, they will be able to see the lake beyond. The description assumes that the male hunters have been alerted and are heading towards the dam. If not, the DM should amend the description accordingly:

Beyond the dam an elongated, U-shaped lake has formed which extends to either side of a mountain spur dividing two branches of the valley. Several men in five canoes are paddling furiously towards you from a cluster of huts on the lower slopes of the spur.

There are 10 men in all, a leader and nine hunters, two in each canoe. If possible, they will attack by firing arrows from the craft, otherwise they will engage in hand-to-hand combat.

**1 leader:** AC 8; MV 12"; F3; hp 18; #AT 2 or 1; D 1-6 (short bow) or 1-8 (long sword); SA +1 to hit with bow; SD Nil; MR Std; Int High; AL LN; Size M; xp 132; THACO 18.

**9 hunters:** AC 8; MV 12"; F1; hp 6 each; #AT 2 or 1; D 1-6 (short bow) or 1-6 (short sword); SA +1 to hit with bow; SD Nil; MR Std; Int Ave; AL LN; Size M; xp 32 each; THACO 20.

The hunters are wearing simple clothes of thick leather. The leader has 12 freshwater pearls (value - 10gp each) in a pouch hanging around his neck. The other men each have 1-4gp worth of simple personal adornments (bone or tooth necklaces, beads and ornamental stone pendants).

The hunters speak common, and will respond favourably to requests by the party for a parley so long as no beaver has been killed and they themselves have not been attacked. They will be particularly impressed if the party tells them that it has fought with the derro. The hunters can signal to the beavers to stop fighting by giving four slaps on the water with a paddle. If pacified, the hunters will transport the party over the lake in their canoes and hurry them past their camp to the track beyond. They are nervous, however, and will attack the party at the least provocation. Events will probably cause them to attack without reason (see P4).

### P3. Beavers' Lodge

From the outside, the nest has the appearance of a mound of densely-woven branches and twigs about 30 feet across. The single chamber inside the nest is above water-level. It is



....the sun shines on green dales in the pass where hunters need never go hungry.... but not for me is the life of freedom.... the brotherhood beckons....



roughly circular, 20 feet across and 6 feet high, and is reached by an underwater tunnel. The lodge walls should be treated in a similar way to the dam if attempts are made to damage them. Its walls will yield to 5 points of structural damage.

In the lodge are two adult giant beavers who will aid those on the dam (P1) if the alarm is raised, and five non-combatant young. Lying among a pile of fish bones on one side of the nest is a ring made of bone (apparent value - 10gp) which will only be found if the pile is searched. It is actually a ring of **warmth**.

**2 adult giant beavers:** AC 6; MV 6"/12"; HD 4; hp 22 each; #AT 1; D 4-16; SA Nil; SD Nil; MR Std; Int Low; AL N; Size M (6' long); xp 148 each; THACO 15; MM.

**5 young beavers:** AC 6; MV 6"/12"; HD 2; hp 10 each; #AT Nil; D Nil; SA Nil; SD Nil; MR Std; Int Low; AL N; Size S; xp 0; THACO N/A; MM.

#### P4. Hunters' Camp

If the adventurers have avoided fighting the hunters, they will be lead hurriedly past the camp. The hunters are very nervous:

Five crude huts made from rock, mud and sticks are clustered together on the spur of land between the branches of the lake. Suspicious eyes regard you from the open doorways. Between the huts, animal skins are stretched on the ground or on frames.

There are seven women and 15 children, all wearing clothes of thick leather. They will fight fiercely in self defence if cornered but not otherwise. They have no treasure.

**7 women:** AC 8; MV 12"; F0; hp 4 each; #AT 1; D 1-4 (dagger); SA Nil; SD Nil; MR Std; Int Ave; AL LN; Size M; xp 14 each; THACO 20★.

**15 children:** AC 8; MV 12"; F0; hp 2 each; #AT 1; D 1-4 (dagger); SA Nil; SD Nil; MR Std; Int Ave; AL LN; Size S; xp 7 each; THACO 20★.

The hunters' apprehension may only be dispelled by magical means (e.g. a **friends** or **charm person** spell) although non-affected hunters would consider spell casting an act of aggression, if they saw it, and would attack. Other minor provocations, for example the drawing of weapons, would also cause the hunters to attack.

While the party is passing through the camp, the silence will be broken by a scream coming from one of the huts (the result of a child accidentally touching a hot hearthstone). Unless he has been influenced by some magical means (see above) the leader will shout an order. The hunters will attempt to seize the adventurers rather than attack, but if they refrain from retaliating for 1 round, the leader's mistake will be realised and no harm will be done. If the adventurers fight back with weapons or magic, the hunters will attack and will call for help.

The huts contain only that which the hunters can carry with them (pots, pans etc.). The only valuable items in the camp are animal skins. There are 20 wolf pelts (value - 8gp each), five black bear (value - 50gp each), 200 normal beaver (value - 2gp each) and 20 fox (value - 3gp each) - a total value of 870gp.

# TOWER OF THE HEAVENS

(encounter areas T1-21: Map 5 - Plan T)

The Tower of the Heavens is renowned as a seat of learning for the study of astronomy, and also as a source of astrological advice and prophecy for those with the means to pay for it.

The reputation of the tower sages is founded mostly on the set of Books of Prophecy in their possession. Important persons are more likely to be mentioned in the Books of Prophecy and can thus be answered with some certainty. Less important people are given more ambiguous responses, based on astrological observations and calculations.

The party should have little difficulty in getting to the tower (see **REACHING THE TOWER**), but will only be able to enter it easily by following the advice of Hadley the ferryman (see **ENTRY TO THE TOWER** and T1). When the party arrives, Shalfey, Elder Sage and Keeper of the Books, is besieged in his apartments (T18-21) by Piyarz, formerly his pupil (see **PIYARZ'S COUP**). Warned of the situation by Hadley the ferryman (see T1), the party must overthrow Piyarz's coup (preferably avoiding combat with the other inhabitants - see **OCCUPANTS OF THE TOWER**) and rescue Shalfey (see T19), who will ask them to take the shooting-star to the **FORGE OF THE KAGU-SVIRFNEBLI** - page 27.

## REACHING THE TOWER

The tower should not be difficult for the adventurers to find, since its position will be known to them from the memories gleaned from the memory web (see page 4) and the building is clearly visible from the southern bank of the river. The ferry (T1) which takes visitors to the tower plies from the northern bank, however, and since the adventurers will approach the tower from the south, they will need to cross the river.

The river is about 300 yards wide and fast-flowing for a distance of about 2 miles in either direction from the tower. Furthermore, the tower stands at a point where another river joins the Keldir. As a result, the waters around the islets are swirling and treacherous. Only Hadley the ferryman (T1) knows the waters well enough to guide his boats safely between the bank and the smaller island. No one else will be able to manoeuvre a boat near the islands, but the river is not actually very dangerous and the worst effects of the current will be to sweep craft down stream away from their intended landing place.

More than 2 miles up- or downstream from the tower, the river is wider (about 800 yards), less fast flowing and may be crossed easily. Scattered trees grow on both banks and a raft may be constructed from these if desired.

## ENTRY TO THE TOWER

The party will be advised by Hadley the ferryman (T1), to pretend to be seeking information from the sages and to wait in the hostel (T3) on the smaller island, before being taken to the tower for an audience (see **VISITORS' AREA** - page 19).

The fortress is well defended, and the party will have difficulty entering it without invitation.

An assault over the bridge would require the party to overcome the barbican guards (T2), cross the bridge before the gates to the entrance hall (T4) are closed, and overcome the entrance hall guards and any others who might be summoned (see **GARRISON'S QUARTERS** - page 20).

To enter the tower through one of the watchtowers (T12), the adventurers would have to negotiate the river, climb the walls and then overcome the guards both in the tower and in the rooms below.

## PIYARZ'S COUP

For centuries the power of the sages had come more from the ancient Books of Prophecy than from their dubious arts of astrology, and the secrets of these books had been passed on at the death of each Keeper to his chosen successor.

The sage Piyarz, however, had grown impatient to assume his master's title and when Shalfey's retinue left in search of the shooting-star he saw his chance to gain it by force. Unfortunately for him, Shalfey managed to seal himself in his apartment (rooms T18-21). Now, Shalfey threatens to destroy the books if any attempt is made to break into his stronghold, and Piyarz has decided to starve him out instead.

Driven by the desire to gain the status of Keeper of the Books, Piyarz announced that Shalfey was dead and has assumed the title. He does not know that Shalfey sent a brief message (via a **medallion of thought projection**) to Hadley the ferryman after retreating into his tower.

## OCCUPANTS OF THE TOWER

When the party arrives, the occupants of the tower are divided into five groups. The description of the tower is divided into sections which correspond, in general terms, to the ranges of movement of these groups:

1. **Shalfey**: the legitimate holder of the titles Elder Sage and Keeper of the Books. Although Piyarz (Shalfey's pupil) has claimed these titles, Shalfey is the true master of the tower but is confined to his apartments (T18-21).
2. **Piyarz, Lurg, Porro and Cipolla**: these sages were Shalfey's pupils until Piyarz involved them in his attempt to seize power. They are attended by monks who are sworn to defend them and obey their every order. There are also several scribes, and some non-human creatures.
3. **The gnome garrison**: a group of mercenaries paid to serve the Elder Sage. They believe that Shalfey is dead and obey Piyarz.
4. **The hostel staff**: these simple folk run the hostel on the smaller island. They also believe that Shalfey is dead.
5. **Hadley**: a monk. He is the ferryman and confidant of Shalfey. He knows that the Elder Sage still lives and will ask the party for aid.



*"Remember it well... 'Fair is the day... but fairer the jewels of evening.'"*



## Actions and Movements of the Inhabitants

The positions and actions described for the inhabitants of the tower assume that any attack by the party has not raised the alarm. This will normally be the case if the adventurers follow Hadley's advice, but if the alarm is raised, the sages, scribes and monks (not Hadley) will congregate in the scholars' hall (T16) leaving the garrison to deal with any intruders. Unless invited, the guards will not enter the sages' quarters (T13-17). Note that, while he lacks the marks of office (see **SAGES' CHAMBERS** - page 21), Piyarz will not call the garrison.

## FERRY

### T1. Hadley the Ferryman

Hadley's ferry is the only easy means of access to the tower. Hadley will also provide the adventurers with useful information if they respond correctly to his password:

On the northern bank of the river, close to the smaller of the two islands, is a simple hut of wattle and daub with a thatched roof. Tied up at a jetty below the hut is a small boat. As you approach, a young man in a green tunic emerges from the hut and greets you with the words: 'Fair is the day.'

The young man is Hadley the ferryman:

#### HADLEY - MONK, LEVEL 2, HUMAN, MALE

AC 9; MV 16"; Mk2; hp 9; #AT 1; D 1-4 (open hand) or 2-7 (staff); SA/SD As standard for class and abilities; MR Std; AL LN; S 15, I 12, W15, D 17, C 15, Ch 12; xp 62; THACO 20. Clothing - green cloak with large hood over short green tunic, chain belt, barefoot.

Weapons - iron-shod staff.

Personal treasure - small mithral star on a silver chain (value - 250gp), **Quaal's feather token** (anchor), thief's tools.

Hadley's hut is very simple. It consists of one room which contains a bed with a straw mattress, a table, a stool, and a store of humble provisions. Beside the hut is a stable where Hadley tends visitors' horses.

His boat will carry 10 passengers and he will convey the party safely across to the hostel (T3) without charge. He will greet the adventurers with the first part of Shalfey's password ('Fair is the day') and is hoping for the reply '...but fairer the jewels of evening'. The party will have learnt this expression from the memory web (see **DEATH ON THE MOORS** - page 4). If the party does not make the proper response at once, Hadley will offer to take them to the island and will slip the opening phrase into his conversation at least three times during the crossing. It is essential that the party gains Hadley's trust. If necessary, the DM should jog the players' memory with regard to the password. When the adventurers respond correctly to the password, Hadley will risk confiding in them even though he has no idea who they are. If they are not already aboard, he will invite the characters into his boat and start rowing towards the hostel. On the way he will warn them about his fears for Shalfey's safety and ask them for help. The DM may either read the following speech aloud to the players, or paraphrase it:

My name is Hadley, monk of the Order of the Night Sky, whose members have ever been sworn to the service of the sages of the Tower of the Heavens.

They say that Shalfey, my master and the greatest of the sages, is dead and that Piyarz, who was his pupil is now Keeper of the Books. But I know this to be untrue and, since you somehow know the password, I will risk all and beg aid from you.

Since first I came to the tower, I have walked by the river each evening and Shalfey has spoken into my mind to instruct me and to gain news of visitors. That evening, after my master had been proclaimed dead, I walked once more by the river in memory of him. Then, briefly, I felt his thoughts touch mine. They were filled with fear and he placed in my mind only the password and response which we have just exchanged. Since then, no further messages have come.

Piyarz is evil, and has long sought Shalfey's title. He has bent the minds of the lesser sages while my fellow monks, sworn to their individual masters, could do nothing but obey. I fear foul play, for the monks closest to my master had left the tower on a secret mission only the day before his supposed death, leaving him defenceless.

Whether Shalfey is alive and a prisoner, or dead as Piyarz claims, the usurper and his minions must be destroyed. If you will undertake this task, you should pose as travellers seeking answers from the sages. Wait in the hostel until called to the main island. Then, when you are brought to the hall of questions, burst through the curtain behind which the sages hide and run them to ground. My brother monks will oppose you even until death in honour of their vow and, if need be, you must kill them. Spare only Shalfey who wears the white robe..... no more now..... we draw near to the island.

Moments later, the boat will arrive at the jetty below the barbican (T2) and will be hailed by the guards.

Hadley will not accompany the party lest his absence from his post arouses Piyarz's suspicion. Moreover, he is unwilling to fight against his fellow monks.

## SMALLER ISLAND (T2-3)

### T2. Barbican

The barbican is manned at all times. It overlooks the jetty on the small island and guards access to the bridge between it and the tower. The guards will hail the ferry as it nears the island:

Overlooking the steps which lead up from the jetty on the smaller island is a drab, grey, stone building with tall, narrow windows. A gnome wearing armour appears at one of the windows and calls out to you.



....the daily ritual.... waiting behind the curtain.... endless questions.... at last, payment is received and we are released....



The occupants of the barbican guard-room are six gnomes (see **GARRISON'S QUARTERS** - page 20), each of whom has 1-6gp. The guards watch over the arrivals and departures of visitors and inform the sages of these. The adventurers will be told to wait in the hostel until called for by the sages.

The guard-room contains only a table, stools, a locker (containing 120 arrows), a small brazier and a bag of coal.

**6 gnomes:** AC 4 (chainmail and shield); MV 6"; F1; hp 7 each; #AT 1 or 2; D 1-6 (short sword) or 1-6 (short bow); SA nil; SD nil; MR Save as F5; Int Ave; AL LN; Size S; xp 34 each; THACO 20; MM.

### T3. Hostel

If the party follows Hadley's advice, they will stay in the hostel until called for by the sages. The visitors' hostel occupies most of the space on the small island to the east of the main tower. It comprises several conjoining, single-storey units arranged around a courtyard. These buildings are of stone and have slate roofs.

The hostel is run by a middle-aged male warden, Auberge. He oversees four young, male, human scullions who cook, clean and carry. All four wear leather aprons over rough shirts and breeches. Auberge has a ring of **protection +1** and 105gp in his belt pouch (mixed coins). The scullions each have 1-4gp.

The hostel staff never go over to the main tower and take little interest in anything but the care of their guests. They know nothing of the attempted coup, but believe that Shalfey died of natural causes, and regard Piyarz as the legitimate Keeper of the Books.

**Auberge:** AC 9; MV 12"; F2; hp 15; #AT 1; D 1-4 (dagger); SA/SD As standard for class; MR Std; Int Ave; AL NG; Size M; xp 80; THACO 20.

**4 scullions:** AC 10; MV 12"; F0; hp 3 each; #AT 1; D 1-4 (dagger); SA Nil; SD Nil; MR Std; Int Low; AL NG; Size M; xp 13 each; THACO 20\*.

The various sections of the hostel are described briefly below. In the interests of brevity, no boxed sections are given and the descriptions of the room contents are not exhaustive. If necessary, the DM should expand upon the details given remembering that the hostel is, in general, simple yet comfortable and contains no magical items or objects of great value.

#### 3a. Dining Room

Visitors to the tower eat here. There are two large tables, four long benches, half a dozen chairs and a large dresser containing the tableware. At night, Auberge sleeps here and bars the door to the courtyard on the inside.

#### 3b. Kitchen

All cooking is done at a cast-iron range in the fire-place. There are some stools, a table and kitchen utensils. The scullions sleep here. A trap door leads down to the cellar (3c).

#### 3c. Cellar

The cellar below the kitchen is reached by a trap door and ladder. Here are stored food-stuffs, wine, beer, tools, and fuel.

#### 3d-g. Visitors' Rooms

Each room contains a table, four stools and four beds. The doors have no locks. Lodging costs 1gp per person per night. Meals and drinks are extra (at standard rates - see **PHB** p36).

### MAIN TOWER

The outside walls of the Tower of the Heavens are very smooth and slightly slippery (see **DMG** p19). All rooms are 15 feet high and all floors/ceilings are 5 feet thick. The doors are of thick oak, bound with iron and decorated with bronze panels.

### VISITORS' AREA (T4-6)

The descriptions of areas T4 and T5 assume that the adventurers are entering the tower in response to a summons by the sages. If this is not the case, the DM should adjust the details accordingly. If they wait in the hostel, the adventurers will be summoned by the 12 guards from room T4 at noon on the day after their arrival. They will be led across the bridge, through the entrance chamber (T4) and into the questioners' hall (T5). The doors will be closed, and the ceremony will begin. If attacked by the party, the guards will attempt to alert the rest of the garrison by retreating/fleeing towards room T7.

#### T4. Entrance Chamber

This room is manned at all times, except when the guards go to collect visitors and escort them to the questioners' hall (T5):

This fine room has no furniture. Its stone-flagged floor and the handles of the brass-panelled doors are very worn as if by centuries of use.

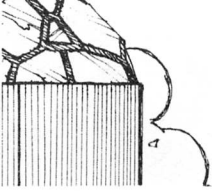
The guards each have 1-6gp in a belt pouch.

**12 gnome guards:** AC 4 (chain mail and shield); MV 6"; F1; hp 7 each; #AT 1 or 2; D 1-6 (short sword) or 1-6 (short bow); SA nil; SD nil; MR Save as F5; Int Ave; AL LN; Size S; xp 34 each; THACO 20; MM.

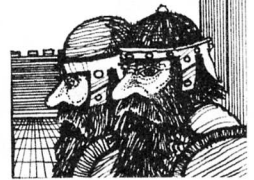
#### T5. Questioners' Hall

It is here that visitors are brought by the guards (from room T4) so their questions may be answered by the sages:

You are led into a shadowy, sombre room lit by the dancing flames of four braziers. Dusty red curtains line the walls; the ceiling is blackened and the marble floor has been worn by the soles of countless feet.



....guards everywhere... there is no better defended tower.... our master will be in safe hands....



The gnome guards (from T4) remain in the hall, discretely lined up against the side walls. The ceremony is conducted by the minor sage Lurg who is hiding behind the curtain. He will have cast a **non-detection** spell upon himself before the ceremony, and is protected by two monks. If attacked, Lurg, the monks and the guards will fight to the death.

#### LURG - SAGE, HUMAN, MALE:

AC 10; MV 12"; Sage; hp 16; #AT Nil; D Nil; SA Spells; SD Nil; MR Std; AL LN; S 12, I 16, W 14, D 10, C 12, Ch 9; xp 113; THACO N/A.

Clothing - red, short-sleeved tunic and robe; belt (see below).

Spells memorised - (cast as if level 5 illusionist) **colour spray**, **mirror image**.

Personal treasure - gold chain belt (value - 600gp).

Major field of knowledge - supernatural and unusual (divination, astrology and numerology).

Minor field of knowledge - physical universe.

**2 monks:** AC 7; MV 19"; Mk5; hp 17 each; #AT 5/4; D 2-7 (open hand); SA/SD As standard for class; MR Std; Int Ave; AL LN; Size M; xp 252 each; THACO 18.

If allowed to run its course, the ceremony is relatively simple and business-like. Lurg will ask the visitors for their question and, once it is asked, will demand payment of 3000gp no matter what the question is. He will instruct the party to place their offering on the floor from which it will be collected and taken behind the curtain by a permanent unseen servant, which was cast long ago and is currently under Lurg's control.

Lurg has no access to the Books of Prophecy and will simply remain silent behind the curtain for 3 turns while he concocts a meaningless but impressive answer. Once this has been given, the guards will escort the adventurers back to the ferry and instruct them to leave, thus concluding the transaction.

The walls behind the curtains are of plain, dressed stone. The braziers are made of bronze. They are 3 feet high and worth 250gp each.

#### T6. Stone Guardian's Door

This entrance to the sages' quarters is blocked by a heavy stone door defended by a stone guardian. The boxed section describes the door as seen from the northern side:

The passage is blocked by a heavy-looking stone door, bearing a deeply carved pattern of stars arranged around a central human figure.

The central figure is actually a stone guardian which fits snugly into a specially made recess on the northern side of the door. The door may be opened safely from the southern side but, once it is closed, the stone guardian will attack anybody who opens the door from the north (or who damages either it or the door). The stone guardian has no treasure.

**1 stone guardian:** AC 2; MV 10"; HD 4+4; hp 27; #AT 2; D 2-9/2-9; SA Nil; SD Special; MR Special; Int Non; AL N; Size L; xp 766; THACO 15; MMII.

**20 TOWER OF THE HEAVENS (encounter areas T6-8)**

The stone guardian has been fashioned into the semblance of a robed human and is the same colour and texture as the door. Unless it is attacking, the chance of noticing it is the same as for a secret door.

### GARRISON'S QUARTERS (T7-12)

The gnomes have developed a deep-felt awe of the sages and are completely loyal to the Elder Sage. They will only enter the sages' quarters (T13-17) if summoned by him. Note that, while Shalfey lives, the symbols on Piyarz's arms (see **SAGES' CHAMBERS** - page 21) are unchanged and the guards would recognise him at once as a usurper if they saw him. He will not, therefore, call on the guards for aid. The guards know nothing of Piyarz's deception and obey all orders relayed to them from him. If they are convinced that Shalfey is alive, they will be so outraged by Piyarz's treachery that they will turn against him.

The gnomes are led by a captain (see T7). If the alarm is raised because of an attack either inside or outside the tower, they will respond in an intelligent, co-ordinated manner.

#### T7. Mercenaries' Hall

Just under a third of the gnome mercenaries will be here, resting between periods of duty:

As you open the door, the smell of pipe smoke and the noise of raucous conversation greets you. Twenty or so armed gnomes are smoking, eating, gambling and talking in here. Suddenly the conversation stops, orders are shouted and swords are drawn....

There are 21 gnomes here: the captain, Mainwaring and 20 guards, all wearing grey robes over their armour. The gnomes will attack the party on sight. The noise of battle will awaken the gnomes in the barracks (T8), who will arrive in 1-3 rounds. Mainwaring has **chain mail +2**, a gold brooch (value - 300gp), the key to his locker (see T8) and 15gp in a belt pouch. The guards have only 1-6gp each.

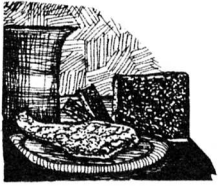
**Captain Mainwaring:** AC 2 (**chain mail +2** and shield); MV 6"; F5; hp 36; #AT 1 or 2; D 1-6 (short sword) or 1-6 (short bow); SA Nil; SD Nil; MR Save as F9; Int Very; AL LN; Size S; xp 366; THACO 16; MM.

**20 gnome guards:** AC 4 (chain mail and shield); MV 6"; F1; hp 7 each; #AT 1 or 2; D 1-6 (short sword) or 1-6 (short bow); SA Nil; SD Nil; MR Save as F5; Int Ave; AL LN; Size S; xp 34 each; THACO 20.

Arranged around the room are seven tables, four benches and 40 stools. On the table are dirty plates, mugs, spoons, dice, playing pieces and gambling stakes (24gp in all).

#### T8. Barracks

Under normal circumstances there will be 20 sleeping, off-duty gnomes here, but the description assumes that they have been woken and joined the combat in T7. If this is not the case, the DM should amend it accordingly.



....one last good meal before departure.... fresh bread and fried fish.... the fare will be much leaner on the road....



This barracks room shows signs of a hurried departure by its occupants. The sheets and blankets of the 20 or so small beds are all thrown back or cast across the floor.

If not previously woken, the gnomes will be found sleeping in armour with their swords close at hand. The party will automatically gain 1-3 segments of surprise while the guards awaken. Each gnome has 1-6gp.

**20 gnomes:** AC 4 (chain mail and shield); MV 6"; F1; hp 7 each; #AT 1; D 1-6 (short sword); SA Nil; SD Nil; MR Save as F5; Int Ave; AL LN; Size S; xp 34 each; THACO 20; MM.

In the centre of the room is a weapon rack with 30 short bows and 20 quivers. There are 25 small beds (the gnomes take turns to sleep) around the walls, each with 3 small lockers at its foot. A larger, more comfortable bed (the captain's) stands against the south-eastern wall. It has a large locker by its foot.

The lockers contain the personal possessions of the gnomes (cloaks, boots, daggers, etc.). None are of any great value. The captain's locker is locked (the captain has the key) but not trapped. It contains a fine, fur-trimmed robe (value - 50gp), a gold chain belt (value - 300gp) and a bag containing 900gp (the pay-roll money).

### T9. Store

This is the general food and equipment store for the tower. It is unoccupied:

You come into a roughly square room. Neatly stacked on shelves and racks against the walls are dozens of casks, boxes, sacks and bundles.

The stores contain food, fuel and torches in addition to ropes, wood, nails and tools for the maintenance of the building.

### T10. Kitchen

All the cooking for the tower's occupants is done here by members of the garrison. The kitchen is currently unoccupied:

You open the door to reveal a neat kitchen. There is nobody here, but a delicious smell is coming from a pot of stew simmering gently on the stove.

There are no items of value here. Since the gnomes never go to the sages' chambers without invitation, food for the sages and their servants is collected from the kitchens by the scribes.

### T11. Warded Door

The door leading to this stairway appears to be the same as any other normal door. It is protected, however, by a **fire-trap** spell

which will be triggered if the door is touched or otherwise moved by anyone other than the sages, their monks or the scribes. It will cause d4+7 hit points of damage (halved if characters save vs. Spells) to all within 5 feet.

### T12. Watch Towers

Each of these turrets is manned at all times by six gnomes who are constantly on the watch for intruders, particularly those climbing the walls. Their infravision enables them to keep watch at night without lights. They have 1-6gp each.

**6 gnome guards:** AC 4 (chain mail and shield); MV 6"; F 1; hp 7 each; #AT 1 or 2; D 1-6 (short sword) or 1-6 (short bow); SA Nil; SD Nil; MR Save as F5; Int Ave; AL LN; Size S; xp 34 each; THACO 20; MM.

## SAGES' CHAMBERS (T13-17)

There are five sages of the Tower of the Heavens: the Elder Sage, Shalfey (also known as Keeper of the Books since he alone has access to the Books of Prophecy), and four lesser sages: the three Pupils - Lurg, Porro and Cipolla (who are only learning the arts of prophecy) and the Tutor, Piyarz (who teaches the Pupils and is the appointed successor to Shalfey).

Each sage is characterised by symbols imprinted into the skin of his arms. These symbols look like tattoos but are, in fact, magical and change with the status of the sage (but not otherwise). Thus, Piyarz's arms still bear the marks of a Tutor despite his claim to the title Elder. In addition, the robe and tunic of each sage is a characteristic colour. Lurg's are red, Porro's are blue, Cipolla's are yellow, Piyarz's are black and Shalfey's white.

Certain abilities (e.g. the ability to enter the **prismatic sphere** in the greater library (T19) and the ability to understand the Books of Prophecy) are given only to the true Elder Sage. The current order of succession is Shalfey, Piyarz, Lurg, Porro and Cipolla. If all were to die no-one else could take up the title or its benefits.

An order of monks, the Order of the Night Sky, provides members of its brotherhood to guard and serve the sages. The Pupils each have two monks, Piyarz has four (including Sion, **PIYARZ'S SHADOW** - page 7) and Shalfey had four, but these are now dead (see **DEATH ON THE MOORS** - page 4). Their robes are the same colour as those of their masters, to whom they are unquestioningly loyal. Sion, however, has worn grey robes since being transformed into a shade.

The sages are also served by scribes, who wear grey.

The description of the sages' chambers assume that the sages are unaware of the presence of the adventurers and that they have entered the chambers through the stone guardian door (T6). If not, the DM should amend them accordingly.

### T13. Monks' Dormitory

This stark room is used by the monks who guard the lesser sages (Piyarz, Lurg, Porro and Cipolla). It is currently empty:

...hard beds and plain walls.... ornamentation is naught but distraction.... 'tis discipline that focuses the mind....



This room is obviously a dormitory, but either it is not in use or the occupants are amazingly spartan in their tastes, since it contains only 10 wooden beds each with only a thin layer of straw as a mattress.

The monks have no interest in wealth or possessions and the room contains no items of interest or value.

#### T14. Lesser Library

This library contains the less important books of the tower and is affected by a permanent **silence** spell. Two of the Pupil Sages are here with their monk guardians and some scribes:

This is a library. The 10 robed figures here are either working at tall desks or standing with arms folded. When they see you, some rush forward as if to attack while the others back away. No sound comes from the room and, as you enter, silence encloses you.

The occupants of the room are four monks, four scribes and two Pupil sages: Porro and Cipolla (see below). The monks and scribes have no items of interest or value.

#### PORRO - SAGE, HUMAN, MALE:

AC 8; MV 12"; Sage; hp 17; #AT Nil; D Nil; SA Spells; SD Nil; MR Std; AL LN; S 8, I 15, W 16, D 16, C 7, Ch 12; xp 116; THACO N/A.

Clothing - blue, short-sleeved tunic and robe; belt (see below).  
Spells memorised - (cast as if level 3 illusionist) **light, hypnotic pattern**.

Personal treasure - gold chain belt (value - 600gp).  
Major field of knowledge - supernatural and unusual (divination, astrology and numerology).  
Minor fields of knowledge - physical universe.

#### CIPOLLA - SAGE, HUMAN, MALE:

AC 9; MV 12"; Sage; hp 15; #AT Nil; D Nil; SA Spells; SD Nil; MR Std; AL LN; S 13, I 16, W 10, D 15, C 9, Ch 10; xp 110; THACO N/A.

Clothing - yellow, short-sleeved tunic and robe; belt (see below).  
Spells memorised - (cast as if level 3 illusionist) **colour spray, invisibility**.

Personal treasure - gold chain belt (value - 600gp).  
Major field of knowledge - supernatural and unusual (divination, astrology and numerology).  
Minor fields of knowledge - physical universe.

**4 monks:** AC 7; MV 19"; Mk 5; hp 17 each; #AT 5/4; D 2-7 (open hand); SA/SD As standard for class; MR Std; Int Ave; AL LN; xp 252 each; THACO 18.

**4 scribes:** AC 10; MV 12"; F0; hp 3 each; #AT Nil; D Nil; SA Nil; SD Nil; MR Std; Int Very; AL LN; xp Nil; THACO N/A.

When attacked, the scribes will panic (and each will flee in a randomly determined direction), Cipolla will flee towards Piyarz (T16), Porro will cast a **hypnotic pattern** spell and, if threatened, follow Cipolla. The monks will fight the party. The room is affected by a permanent **silence spell** (cast at 16th level of spell use). This



....Piyarz, never far away.... Piyarz, with shifty eyes and malicious tongue.... his cursed shadow always at his side....



was intended to help the sages study but it will also restrict spell casting and communication between characters during combat.

The room contains eight tall, wooden desks, each with a high stool. Each desk has a drawer containing parchment, ink and quills. On shelves against the eastern wall stand 43 books which include all the major works on the supernatural, the unusual and the physical universe (see **DMG** p32).

### T15. Pupil Sages' Chambers

Except for the colour schemes and as otherwise detailed below, these three rooms are identical. Each is the private chamber, currently unoccupied, of one of the Pupil Sages:

You are somewhat taken aback at first by the brilliant colour of the walls in this simple bedroom. The wood and upholstery of the furniture are the same colour.

The rooms have the same colour as the robes of their occupants (15a - Lurg, red; 15b - Porro, blue; 15c - Cipolla, yellow) and the DM should use a variant of the above description in each case. Each contains a comfortable bed with sheets and blankets, a desk and a hard chair.

Each desk has two drawers, side by side. In each case, the right-hand drawer contains quills, ink and sheets of study notes. The left-hand drawers are all locked and trapped. The locks may be picked in the usual way (which will activate the trap) or opened (safely) if the correct password is spoken. The passwords, traps and contents are detailed below:

**15a**, (Lurg's room): password - struve;  
trap - blast of fire (affects all within a 5-foot radius - d4+4 hit points of damage - halved if save vs. Spells);  
contents - spell book (**colour spray, detect illusion, phantasmal force, mirror image, detect magic, non-detection, illusory script**); a bottle containing a potion of **longevity** (1 dose - black, bitter, foaming liquid), and a bag holding 30pp.

**15b**, (Porro's room): password - altair;  
trap - blast of cold (affects all within a 5-foot radius - d4+4 hit points of damage - halved if save vs. Spells);  
contents - spell book (**light, colour spray, change self, hypnotic pattern, misdirection**); a bag containing 15pp and a child-size necklace of emerald beads (value - 800gp).

**15c**, (Cipolla's room): password - sol;  
trap - lightning bolt (affects 1 creature within 10 feet, chosen at random - 2d6 hit points of damage - halved if save vs. Spells);  
contents - spell book (**colour spray, dancing lights, wall of fog, invisibility, ventriloquism**); a scroll with the illusionist spell **summon shadow** (at 10th level), a bag holding 25pp and a small horse carved from coral (value - 500gp).

### T16. Scholars' Hall

Piyarz will be here with his monk guards, his familiar and any people who have fled here from the lesser library (T14). If none have fled, the description should be amended:

The room before you is large, lavishly decorated and elegantly furnished. The men who fled from the library are here and regard you fearfully. There are also four dark-robed figures and a raven, who most certainly do not share the men's fear of you!

The occupants of the room are Piyarz (see below), his three monks, his imp familiar and any sages or scribes who have fled here from the library (T14). The monks and imp have no treasure.

#### PIYARZ - SAGE, HUMAN, MALE:

AC 7; MV 12"; Sage; hp 25; #AT Nil; D Nil; SA Spells; SD Regeneration (see imp); MR 25% (see imp); AL LE; S 10, I 17, W 14, D 12, C 11, Ch 9; xp 330; THACO N/A.

Clothing - short-sleeved black robe and tunic with belt (see below).

Spells memorised (cast as if level 8 magic user) - **magic missile, mirror image, tongues, Rary's mnemonic enhancer** (cast giving him **magic missile, sleep, light**).

Major field of knowledge - supernatural and unusual (cryptology; heraldry, signs and sigils; astrology and numerology; divination).

Minor fields of knowledge - physical universe and demi-human kind.

Personal treasure - platinum chain belt (value - 1500gp), **bracers of defence AC7** and a ring of **fire resistance**.

**3 monks**: AC 6; MV 20"; MK 6; hp 20 each; #AT 3/2; D 2-8 (open hand); SA/SD As standard for class; MR Std; Int Ave; AL LN; xp 385 each; THACO 18.

**1 imp familiar** (in raven form): AC 2; MV 6"/18"; HD 2+2; hp 11; #AT 1; D 1-4; SA Poison, **suggestion** (once per day); SD Regeneration, magical or silver weapons to hit, invisibility; MR 25%; Int Ave; AL LE; Size S; xp 308; THACO 16; MM.

Piyarz will attempt to keep out of melee combat and cast spells (starting with **mirror image**). The monks will fight to the death to defend him. The imp will revert from its raven guise to its normal form and become invisible when the party enters. Its first attack will be a **suggestion** spell ('surrender') after which it will use its tail to defend itself and/or its master. If it is killed, Piyarz will lose his regenerative powers, 12 hit points, his magic resistance and his **Tongues** spell. He will also only cast spells as if a 3rd level magic user from then on.

The floor and the ceiling of the room are veined marble. The walls are painted with intricate, abstract frescoes based on astrological symbols. A massive, polished oak table dominates the room, with a large, throne-like chair at its head. Along each side are arranged two smaller chairs and nine stools.

The tables, chairs and stools are finely made but otherwise unexceptional. On the table are four candlesticks (value - 200gp each) and a salt-cellar (value - 300gp) all made of wrought gold.

### T17. Piyarz's chamber

Piyarz has appropriated some of the treasure offered to the tower (including magical items which he himself cannot use). This treasure is guarded in his chamber by a spectator:





*"Master, I am afraid" - "Trust me, and believe" - "But it moves....  
I shall fall.... the chasm" - "Have faith...."*



Hovering above a large coffer in the centre of this black bedroom is a spherical creature which regards you quizzically with its single, large, unblinking eye.

The creature is a spectator. It will gladly engage the party in conversation and will only attack in self-defence or if any attempt is made to open the coffer. It has no personal treasure.

**1 spectator:** AC 4/7; MV 10"; HD 4+4; hp 24; #AT 1; D 2-5; SA Various; SD Various; MR 5% and reflects spells; Int Very; AL LN; Size L; xp 566; THACO 15; MMII.

The room contains a bed, a chair, a desk and a coffer, all black. The desk has a drawer containing parchment, quills and ink. The chair and bed are unexceptional. The coffer is neither locked nor trapped. It contains:

- Piyarz's spell book (**magic missile, sleep, light, find familiar, read magic, mirror image, magic mouth, locate objects, tongues, Rary's mnemonic enhancer**).
- two bags containing 2650gp and 1050pp respectively.
- 11 books concerned with the study of demi-human kind.
- a small casket containing a pair of diamond earrings (value - 2000gp the pair).
- a larger casket holding two vials, each containing one dose of a potion of **extra healing** (a milky, tasteless liquid). The casket is actually a **folding boat**.
- a **mace** +1.

## SHALFEY'S TOWER (T18-21)

Shalfey is alone in the greater library (T19) and has threatened to burn the Books of Prophecy if Piyarz attempts to break in. This, and the two rooms which hinder access to the library (the bridge of faith - T18, and the labyrinth - T20) have led Piyarz to opt for a siege rather than an assault.

### T18. Bridge of Faith

This room may be crossed safely only by the nimble, the clever or the wise:

The deafening roar of rushing water greets you as you open the door which leads onto a narrow ledge. At the far end of this long room another ledge leads to a similar door but between them is a yawning pit with a foaming torrent at its bottom. On each side wall are inlaid the words 'I am real - have faith and pass safely'.

The walls of the room are very smooth, wet and slightly slippery (climbing rate 3 feet/round; double chance of falling - see **DMG** p19). Characters falling into the torrent will suffer 4d6 hit points of damage as they are swept out into the river. They must either swim and be deposited on the bank d6x100 yards downstream, or drown (see **DMG** p55). Characters may avoid falling by using ropes and so on.

There is actually a solid bridge, about 2 feet wide and without a parapet, between the two ledges. It is perfectly safe, but is affected by two illusions.

The first illusion is visual and makes the bridge invisible although it can be felt. Characters attempting to disbelieve this illusion may do so if they make a successful saving throw vs. Spells, in which case the bridge will become visible.

The second illusion is tactile. Although the bridge can be seen to be stable, anyone attempting to use it will feel that it is bucking violently and even breaking up. This illusion cannot be disbelieved, and the only way that characters may use the bridge safely is to overcome the body's natural responses to its apparent motion. To do this, characters attempting to cross the bridge must make a roll of 3d6 less than or equal to their intelligence or wisdom (whichever is the greater). Otherwise, they will literally throw themselves off it, believing that they are responding to some imaginary, violent movement of the bridge. This roll is made when the character is half-way across.

### T19. Greater Library

Both doors into the library are **wizard locked**, but may be smashed open. Unless they surprise Shalfey, he will have set fire to the Books of Prophecy before the adventurers enter:

There is an old man here wearing white robes, standing before a pile of burning books. When he sees you, he looks both surprised and relieved at once.

Shalfey will be relieved that the intruders are not Piyarz and his fellow conspirators. He will not fight, and if attacked, he will attempt to flee (using his defensive spells if possible and where appropriate). If the party talks with Shalfey, the DM should refer to **Conversation with Shalfey** - page 25.

#### SHALFEY - SAGE, HUMAN, MALE:

AC 10; MV 12"; HP 26; #AT Nil; D Nil; SA Spells; SD Nil; MR Std; AL LN; S 8, I 18, W 16, D 10, C 12, Ch 13; xp 295; THACO N/A.

Clothing - short-sleeved white cloak over white tunic and belt (see below).

Spells memorised (cast as if level 9 magic user) - **burning hands, wizard lock, dispel magic, minor globe of invulnerability, wall of force**.

Personal treasure - mithral chain belt (value - 2000gp), **medallion of thought projection, eyes of the eagle**.

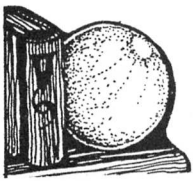
Major field of knowledge - supernatural and unusual (astrology and numerology; divination; metaphysics; dweomer-craft).

Minor field of knowledge - physical universe and demi-humankind.

This room is a library, bedroom and treasury. The obvious contents are a shimmering globe, the burning books, some shelves with more books, a desk, a bed and a chair.

The shimmering globe is an unusual permanent **prismatic sphere**. It does not blind those who see it, is only 10 feet across and the ability to pass in and out of it safely is passed on from each Elder Sage to his successor. The contents of the sphere are described below (see **Adventurers' Reward** - page 26).

The burning books are the Books of Prophecy. There are 35 in all. Even if the party manages to save them from destruction,



...hurry, Shalfey our master calls.... he is afraid.... we must find the shooting-star....or die....



they will be of little value. Most deal with times past and can only be read by the Elder Sage. Those books purporting to prophesy the future are, in fact, blank (see .... **OF BOOKS AND A SHOOTING STAR**- page 2).

There are 17 books on the shelves, relating to the study of demi-humankind. The desk, bed and chair are all white. The desk has a drawer containing pens, ink and parchment. The bed and chair are unexceptional.

## Conversation with Shalfey

The exact course of any conversation between Shalfey and the party will depend both on previous events and on the questions and responses of the adventurers. The DM should bear in mind that the most important purpose of this meeting is to encourage the party to go on the final part of the adventure (**FORGE OF THE KAGU-SVIRFNEBLI** - page 27), to give them sufficient directions to find the svirfneblin lair and to tempt them with a promise of suitable reward.

First, Shalfey will wish to know who the adventurers are and why they came to the tower. He will also be eager to hear tidings of his monks (see **DEATH ON THE MOORS** - page 4).

If, for some reason, the party have not recovered the shooting-star before coming to the tower, then Shalfey will encourage them so to do. He will explain, if necessary, that they must go to **CWM CERNANT** (page 8) to see Derwyth the sage. If the adventurers have brought Derwyth's notes from his library (room C4), Shalfey will be able to use them to calculate the approximate landing place of the shooting-star, and will give the party the same information that Derwyth would have been able to provide (see page 8).

If Piyarz and his fellow conspirators have not been suppressed, Shalfey will ask the adventurers to do this (giving them such information and aid as he is able to provide). He will not suffer any of the rebel sages to live, and will allow the party to keep any of the conspirators' possessions. Shalfey can command the instant loyalty of the gnome guards and any monks whose masters have been killed.

Shalfey will tell the party the following:

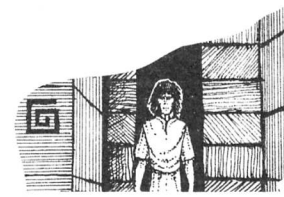
- many months ago, his astrological observations led him to predict the arrival of a shooting-star of great importance.
- after arduous study of ancient and esoteric tomes, he found an obscure legend describing a race of dark smiths who guarded a fabulous library. These smiths, it was said, would exchange the books for a mysterious black rock.
- Shalfey realised that the dark rock in the legend and the shooting-star were one and the same. Desiring to own the smiths' library, he used his arcane powers to determine the location of their forge.
- to gain the shooting-star, he sent his personal retinue of monks to Derwyth, who would guide the monks to its point of impact. This had left Shalfey unguarded and had nearly been the cause of his downfall when Piyarz made his attempted coup. Fortunately, Shalfey had been able to take refuge in the tower.

Shalfey is distorting the truth, with the intention of concealing his reliance on the Books of Prophecy whose last entry plainly





*Mirekl! No!... too late... my brother, lost in the maze... he returns... nay, 'tis only his body - his mind is gone forever....*



predicted the shooting-star, and told that it could be traded for more books. It revealed the position of the **FORGE OF THE KAGU-SVIRFNEBLI** (page 27). Shalfey will ask the party to go to the forge with the shooting-star, exchange it for the books and bring them back to him. In return, he will offer a reward of a magical item for each adventurer from the tower treasury (see below), making it clear that only he can enter it safely.

His directions to the forge are simple - to find a small stream, noticeably warmer than usual, which enters the Keldir from the south; the forge is at the source of this stream.

## Adventurers' Reward

If and when the adventurers return from the forge, and provided that they have brought all of the second set of Books of Prophecy safely, Shalfey will reward each of them with a magical item drawn from the **prismatic sphere** in the greater library (T19). The DM should select items, at random, from the lists below according to the classes of the recipients. The DM should re-roll if any item is indicated more than once. If all of the items for a particular class have been allocated, the DM should choose a magical item of similar value (from the standard lists) for each additional member of that class.

Roll d6	Fighters (& sub-classes)	Clerics (& sub-classes)	MUs (& sub-classes)	Thieves (& sub-classes) and Monks
1	short sword +1, flame tongue	mace +1	ring of protection +1	gauntlets of dexterity
2	chainmail +2	pearl of wisdom	bracers of defence, AC 6	leather armour +1
3	shield +2	plate mail +1	pearl of power (1 x 2nd level)	sling of seeking +1
4	composite longbow +1	brooch of shielding 75 points	portable hole	perliapt of proof against poison +3
5	axe, throwing +1	staff of curing (19 charges)	staff of striking (20 charges)	dagger +1 (+2 vs large opp)
6	loun stone, pearly white	bag of tricks (type 1-5)	necklace of prayer beads (curing, blessing & Karma)	Bucknard's everfull purse (silver, gold & electrum) <sup>3</sup>

<sup>1</sup> - If monk, **cloak of elvenkind**

<sup>2</sup> - If monk, light **crossbow of distance** +1

<sup>3</sup> - If monk, ring of **protection** +2

Under no circumstances can Shalfey be persuaded or otherwise influenced to part with more than one item per character. If, by some exceptional means, the adventurers manage to break into the **prismatic sphere**, it will be found to

contain 1-3 of the items in each column (not including those already given). If a **rod of cancellation** is used on the sphere, it will implode dramatically (but harmlessly) and its contents will be irrevocably lost.

## T20. Labyrinth

In order to move through the room, characters must negotiate a magical labyrinth:

Beyond the door, you find a small, clear space, surrounded on three sides by a swirling mass of colours and shapes which seem to extend infinitely into the distance.

On the outside of the door at the bottom of the stairs leading down from the observatory (T21) are inscribed the words 'Turn back, for in the maze is a death beyond your imagination.'

If characters step out from one of the clear spaces which surround the door, they will enter the labyrinth and will be affected by the equivalent of a **maze** spell. Characters in the maze will be lost for a period of time which depends on their intelligence (see **PHB** p90) and will emerge after this time at the other door.

The maze constantly generates **phantasmal killers** (see **PHB** p98). While in the maze, the percentage chance of a character meeting a **phantasmal killer** is equal to five times the number of rounds spent there. The **phantasmal killers** will automatically gain surprise and attack for d4+3 rounds before disappearing. **Phantasmal killers** turned by characters using a **helm of telepathy** are dispelled since they have no creator as such to attack. Because of his 18 intelligence and experience of these creatures, Shalfey can use the labyrinth safely.

No matter what precautions are taken to the contrary, characters will always be separated from each other while in the maze. Any physical linkage between characters will be sundered by the magical nature of the maze. Characters who have joined hands will find their grip loosened, and ropes joining two adventurers together will be sundered half way between them. This will even be the case with characters of the same intelligence who leave the maze together.

## T21. Observatory

This is the place from which the astronomical observations are made. The spiral staircase emerges from a hole in the floor. The observatory is currently unoccupied:

The top of the tower is surrounded by a low wall. Rising from this and curving inwards to form a dome is an intricate lattice of metal strips. In the centre of the floor is a chair on a swivelling base.

By sitting in the chair and observing the position of the stars and planets relative to the lattice, accurate records of the movements of the heavens may be made.

# FORGE OF THE KAGU-SVIRFNEBLI

(encounter areas K1-12: Map 6, Plan K)

Living in an underground lair in the Tegefed mountains (see **Plan K**) is a small group of male svirfnebli. These creatures, while still young and foolhardy, ventured far away from their kin in search of precious stones. During their diggings, they encountered a brilliantly glowing dome (actually the upper half of a **prismatic sphere** - see K10) in an underground chamber. Near the dome was a scroll which prophesied that, many years hence, creatures would come to that place bearing a black stone, that the stone would unlock the dome and that the dome's contents must be exchanged for it. Although the kagu-svirfnebli do not know it, the sphere contains the second set of the Books of Prophecy desired by the sages at the Tower of the Heavens. The cutting of the stone, it was said, would require a lifetime of care and effort, but it would produce the greatest of all gems. Greed overcame the young svirfnebli and, not wishing to share the secret with their fellows, they built a lair around the chamber of the dome and cut themselves off from their kin. The svirfnebli are now old, even by their own standards, but have retained many of the characteristics of their race and its technology (see the **FIEND FOLIO®** tome). However, through their long years of isolation, they have devoted much time to the making of machines (for example, the **MASCHIN-I-BOZORG** - see page 32) and their desire for the gem has twisted their minds towards evil.

Their lair is more akin to a forge than a home, and the kagu-svirfnebli (as they call themselves) have enslaved a tribe of gibberlings to serve and guard them.

The kagu-svirfnebli trade their wares (jewellery and superb, but non-magical, weapons) for food, fuel and raw materials, but have been careful to use intermediaries and never to reveal the location of their lair. As an added precaution, they have cultivated the friendship of a pair of red dragons (see K12).

## ANTICIPATED COURSE OF THIS PART OF THE ADVENTURE

Following the Elder Sage's directions (see **Conversation with Shalfey** - page 25), the adventurers will have very little difficulty in finding the valley where the kagu-svirfnebli have their forge.

The gibberlings who guard the approaches to the forge (see K1 and K2) are simple-minded and will not enquire as to the party's business before attacking. The adventurers should be able to overcome them, however. The kagu-svirfnebli and their mechanical guardians (the maschin-i-bozorgs) are a different matter. The encounter with the small bozorg in the outer hall (K4) should convince the party that the main force which they will meet in the inner hall (K6) cannot be overcome, and will lead them to negotiate (see **Negotiations** - page 29).

The kagu-svirfnebli, keen not to break the prophecy of the dome, will trade with the adventurers for the shooting-star (which they will recognise as the stone predicted by the scroll) and will give them the books from the **prismatic sphere** (K10).

They will leave the forge via the secret tunnel (K11), setting the machines in the workshop (K9) to run out of control and destroy the forge after they have left. Having been honest with the party up to this point, the kagu-svirfnebli will not be at all concerned that the red dragons will attack the adventurers if they leave the forge (see **Encounter with the Dragons** - page 30). If they delay confronting the dragons, the adventurers will be able to prepare for the combat and may find magical items in the dormitory (K7) which will be useful to them. If they survive, they may plunder the dragons' lair (see K12) and they will be rewarded by Shalfey on returning the second set of Books of Prophecy to the Tower of the Heavens (see K10). These books are useless to anyone other than the Elder Sage who is the only person able to understand them. The books are very tough (saving against attacks as 'leather/books' at +4) and have an encumbrance of 100gp equivalent each.

## OUTSIDE THE LAIR

The valley sides are rocky and steep with only sparse vegetation. The valley floor is grass-covered with some bushes and occasional trees.

The stream issuing from the forge is hot (like an uncomfortably hot bath) and fills the valley near the entrance (see K2) with a steamy mist. It causes the streams with which it merges to be quite warm. All of the streams are easy to cross.

The dragons (see K12) will not attack the party as it enters the valley, nor will they show themselves. The door of the dragons' cave is concealed and, unless specifically looked for, it will not be visible until the dragons emerge.

## K1. Cavalry Charge

A squad of mounted gibberlings is concealed here between two mountain spurs. It will attack the party on sight:

A warbling war-cry echoes across the valley, a squad of about 20 hairy, naked humanoids mounted on tiny horses bursts out from behind a mountain spur and charges towards you.

There are 20 gibberlings of the outdoor variety (who do not mind bright light) each mounted on a horse minimal. They will fight fearlessly to the death. Each has a longsword but no other treasure.

**20 gibberlings:** AC 10; MV 9"; HD 1; hp 5 each; #AT 1; D 1-8; SA +1 to hit; SD Nil; MR Std; Int Low; AL CN; Size S; xp 19 each; THACO 18; FF.

**20 horse minimal:** AC 9; MV 16"; HD 1/2+1; hp 3 each; #AT 1; D 1; SA Nil; SD Nil; MR Special; Int Animal; AL N; Size S; xp 8 each; THACO 20\*; MMII.



“...wild beast-men in the mountains?” – “Nay, brother, ‘tis only the idle tale of some merchant....”



## K2. Gibberling Village

Beside the hot stream in the valley, outside the forge entrance, is a gibberling village. When the party arrives, the gibberlings will be washing some of their beasts of burden in the stream:

Leading off from the main valley is a narrow, steep-sided canyon shrouded in steam or mist which seems to be rising from the stream which runs through it. Through the mist, you can just see a village of crude huts and, nearby, a group of small humanoids crowded around some large animals in the stream.

There are a total of 20 gibberlings, who are washing two subterranean lizards in the hot stream. The gibberlings are engrossed in their task and, unless the party makes its presence known, it will automatically gain 1-2 segments of surprise, if it attacks. Both the gibberlings and lizards will fight to the death. None of them has any personal treasure.

**20 gibberlings:** AC 10; MV 9"; HD 1; hp 5 each; #AT 1; D 1-8 (long sword); SA +1 to hit; SD Nil; MR Std; Int Low; AL CN; Size S; xp 19 each; THACO 18; FF.

**2 subterranean lizards:** AC 5; MV 12"; HD 6; hp 32 each; #AT 1; D 2-12; SA Double damage on a roll of 20; SD Nil; MR Std; Int Non; AL N; Size L; xp 542 each; THACO 13; MM.

The village consists of 11 circular, wattle-and-daub huts with straw roofs. Despite the mist, the entrances to the forge and the pens (K3) are visible from here.

The hut doors are low, and the interiors somewhat squalid (the gibberlings live side-by-side with their horses). Inside, they contain only straw mattresses, ceramic pots, gnawed bones, fruit rinds and so on.

## K3. Lizard Pens

The remainder of the gibberlings' lizards are penned here:

There is a dark, cave-like opening in the cliff face, barred by a well made, metal grill. Hissing at you from behind the grill are half a dozen large lizards.

They cannot get out of the pen unless the bolt locking the gate is pulled back. If released, they will fight fiercely, but, while still inside the pen and unable to retaliate, they will shelter at the rear of the cave. The pen contains no items of value or interest.

**6 subterranean lizards:** AC 5; MV 12"; HD 6; hp 32 each; #AT 1; D 2-12; SA Double damage on a roll of 20; SD Nil; MR Std; Int Non; AL N; Size L; xp 542 each; THACO 13; MM.

## INSIDE THE FORGE

The halls of the kagu-svirfnebli have been skilfully hewn from the rock of the mountain. They are grand, but functional rather than ornate. Unless otherwise stated, all doors are of iron, all corridors are 15 feet high and all chambers 30 feet high.

**28 FORGE OF THE KAGU-SVIRFNEBLI** (encounter areas K2-6)

Throughout the chambers and passages, the throb of the machinery in the workshop (K9) can be heard and felt. The rooms beyond the inner hall (K7-10) will only be seen by characters under escort by the kagu-svirfnebli or in the unlikely event that the kagu-svirfnebli have been defeated.

## K4. Outer Hall

The passage to the hall from outside is rough-hewn, but the hall is very fine. In the centre of the floor is a maschin-i-bozorg:

As the door swings open, you see an empty hall. It is grand but plain, with walls, ceiling and floor polished to a metal-like sheen. In the centre of the floor is an oval, metallic dome, about eight feet across.

The maschin-i-bozorg has pulled in its wheels so as to lie flush with the floor, and will remain motionless unless attacked or until the party enters. It will attack the party until destroyed, manoeuvring in each round to catch as many characters as possible in its fore and aft blasts of steam.

**Maschin-i-bozorg:** AC 1/9; MV 9"; HD 8; hp 30; #AT 2 darts; D 1-3/1-3; SA Steam (2 jets per round, 2-8 hp damage, half if save vs. Breath, cone 3" x 1"), darts (stun and slow), crush; SD Nil; MR Std; Int Non; AL N; Size M; xp 950; THACO 12; new monster.

## K5a-c. Stores

These rooms hold the goods which the kagu-svirfnebli obtain by trade. The descriptions of each room will be the same:

You have found a storage room of some kind. It is long and narrow, with metal boxes on wheels in neat rows along each side. Each cuboid box is taller than a man.

All the stores are kept in standard-sized, metal bins. The bins have wheels and each has a hinged lid and a pair of access doors on one side.

Room K5a contains food: flour, dried vegetables, salted meats, wines, and so on. Room K5b contains fuel: coal, oil, wood and charcoal. Room K5c contains raw materials: glass, clay, ingots of iron, copper, tin and other non-precious metals.

## K6. Inner Hall

There are several, large maschin-i-bozorgs here. They will not attack at first, but will summon their kagu-svirfnebli masters:

The hall before you is grand but plain, the air filled with vapour from a stream which crosses it. Barring a bridge over the stream are five machines, like the one you have just met, but larger! They puff steam threateningly, but make no move to attack.



*"Learn this well, my son.... trust given in doubt honours the giver.... faith, once broken, can never be repaired...."*



Facing the party across the bridge are a 12-foot-long maschin-i-bozorg and four 8-foot-long maschin-i-bozorgs.

**1 twelve-foot-long maschin-i-bozorg:** AC 1/9; MV 9"; HD 8; hp 70; #AT 8 darts; D 1-3/dart; SA Steam, darts (stun and slow) and crush; SD Nil; MR Std; Int Non; AL N; Size L; xp 1700; THACO 12; new monster.

**4 eight-foot-long maschin-i-bozorgs:** AC 1/9; MV 9"; HD 8; hp 50 each; #AT 4 darts; D 1-3/dart; SA Steam, darts (stun, slow) and crush; SD Nil; MR Std; Int Non; AL N; Size L; xp 1325 each; THACO 12; new monster.

The bozorgs will only attack in self-defence or if the party approaches either of the doors in the eastern part of the hall. To discourage the adventurers from so doing, the bozorgs will puff out harmless, but ominous, jets of steam, and fire occasional darts over the heads of the adventurers (making it obvious that they intend to miss).

The kagu-svirfnebli will arrive in the next round. There are seven kagu-svirfnebli in all: a burrow warden and six assistants. Each of the seven is riding a subterranean lizard and is armed with a **horseman's pick +1** (non-magical), eight stun/slow darts and five acid darts. The kagu-svirfnebli have no personal treasure but the mithral rings of their armour are worth 3500gp on each suit.

**1 burrow warden:** AC -1; MV 9"; HD 6+9; hp 45; #AT 1 or 2; D By weapon; SA Spell-like attacks, darts (thrown at +2 to hit); SD Various; MR 20%; Int Exceptional; AL N(E); Size S; xp 2250; THACO 13; FF (modified).

**6 assistants:** AC 0; MV 9"; HD 5+8; hp 33 each; #AT 1 or 2; D By weapon; SA Spell-like attacks, darts (thrown at +2 to hit); SD Various; MR 20%; Int Exceptional; AL N(E); Size S; xp 1289 each; THACO 13; FF (modified).

**7 subterranean lizards:** AC 5; MV 12"; HD 6; hp 32 each; #AT 1; D 2-12; SA Double damage on a roll of 20; SD Nil; MR Std; Int Non; AL N; Size L; xp 542 each; THACO 13; MM.

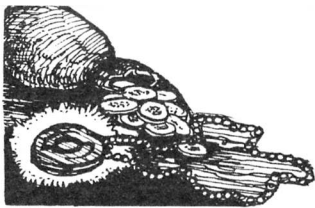
The kagu-svirfnebli have an inkling that the adventurers are the promised bearers of the fabled black rock, and will avoid combat with them if at all possible.

On arrival, they will greet the party in the common tongue with the words 'Peace! Do you come for trade or war?'. If the party and the bozorgs are in combat, the kagu-svirfnebli will order the latter to stop. If the party responds favourably to the greeting, then negotiations will begin. If not, then the bozorgs will be ordered to destroy the party. The kagu-svirfnebli will involve themselves in the fight only if absolutely necessary, and will call a halt to it at once if the party sues for peace.

### Negotiations

The kagu-svirfnebli are desperate to possess the 'black rock' (the shooting-star) and will be brief and frank in their negotiations with the party. In return for the rock, they will give the adventurers the contents of their 'shimmering dome' i.e. the second set of Books of Prophecy (see K10). To open the dome, however, they will need the shooting-star. If the adventurers wish it, the kagu-svirfnebli will take some or all of them to the dome (K10) so that the exchange can take place there. If the party is split up, the kagu-svirfnebli will divide their forces accordingly to guard the two groups.





*"Do you never covet the questioners' gold?" – "No, nor all the magic in the world..."*



The kagu-svirfnebli are very intelligent, and not easily fooled or confused. They will not attempt to trick the party, they will not attack without provocation and will unhesitatingly give up the books for the shooting-star. They will instinctively recognise the true 'black rock' and will not accept an imitation.

### After the Exchange

The kagu-svirfnebli will escort the adventurers back to the inner hall (K6) and will tell them to wait. They will leave the inner hall by the south-eastern corridor and shut it behind them by pressing a concealed panel which will cause a heavy iron door (6 inches thick) to slide across it at the position shown on **Plan K**.

Passing through the workshop (K9) the kagu-svirfnebli will set the machines to run out of control. The machines will shake violently and the whole lair will begin to tremble as if an earthquake were in progress. Five rounds later, the steam cylinder will explode, causing the workshop to cave in, thus blocking any pursuit. After this the tremors will cease. Although only the workshop will be damaged by the vibrations and explosion, the DM should not prevent the players from concluding that the whole place will collapse!

### Encounter with the Dragons

The explosion will alarm Grisdelfawr and Pyrofenix, a pair of medium-sized, sub-adult red dragons, who will fly out from their lair (K12) to investigate. When the adventurers leave the forge, they will see them flying overhead:

As you leave the mouth of the tunnel, you hear a thin, blood-freezing cry and the baneful sound of leathery wings from the sky above. Two red dragons, scales aglister, are circling overhead. Their heads move from side to side scanning the valley for prey. Even from this great distance you can see their awesome bulk and huge, gaping maws. Fortunately, they have not yet espied you....

Grisdelfawr and Pyrofenix can talk, but cannot cast spells. They will attack the adventurers on sight, but will not see them unless they leave the entrance tunnel or remain in view at its mouth for more than 3 rounds. Confused and alarmed by the tremors, they will circle the valley outside the forge for 2 hours after the party sees them. After this they will land in the gibberling village (K2) and wait for the kagu-svirfnebli to come out of the forge to tell them what has happened. The kagu-svirfnebli will not come, of course, but the party will have to, eventually....

If the adventurers decide not to meet the dragons at once, they will be able to prepare for the battle inside the forge since the dragons are too large to enter. They may find items of use to them in the dormitory (K7).

**Grisdelfawr and Pyrofenix: 2 medium-sized, sub-adult red dragons;** AC -1; MV 9"/24"; HD 10; hp 30 each; #AT 3; D 1-8/1-8/3-30; SA Breath; SD Nil; MR Std; Int Exceptional; AL CE; Size L; xp 2,060 each; THACO 10; MM.

It is suggested that one dragon (chosen at random) should breathe automatically in each of the first 6 rounds. The DM can choose to alter this according to particular circumstances.

### K7. Dormitory

Obsessed with their work and dreams of the gem, the kagu-svirfnebli have little or no regard for lesser treasures or their own comfort:

This is a large but stark dormitory. There are seven alcoves, each containing a single iron-framed bed. In the centre of the room is a metal table with seven metal chairs around it.

The iron furniture is much heavier than the usual wooden variety. At the rear of the chamber is an iron door with a heavy duty lock. Thieves will have a normal chance of picking the lock and the door will take 3 points of structural damage before collapsing. The recess behind the door contains racks bearing various items, all labelled in svirfneblin. Unfortunately for the players, the labels are not entirely reliable.

Item	Label
Clerical scroll: <b>prayer</b>	Obscure writings
MU scroll: <b>strength, fire shield</b>	Magical power and fire wall
1 block of <b>incense of meditation</b>	Fakir's smoke
Potion of <b>heroism</b>	Magical vitality
A jar of <b>Keoghtom's ointment</b>	War paint
<b>loun stone</b> (exhausted)	Magical pebble

### K8. Lizard Pens

The kagu-svirfnebli pen their beasts of burden here, and also use the pens as a safe place in which to keep their more valuable raw materials:

A large opening in the wall of the corridor is barred by a metal gate. From the darkness beyond, several large giant lizards appear, and hiss angrily at you through the bars.

There are seven subterranean lizards here. They will obey the kagu-svirfnebli but will attack any other creatures on sight. In the small, rectangular chamber at the rear of the pen, the kagu-svirfnebli store gold, silver, platinum and mithral ingots (total values - 1200gp, 2000gp, 2000gp and 6500gp respectively) and a bag of assorted, uncut gems (current value - 600gp).

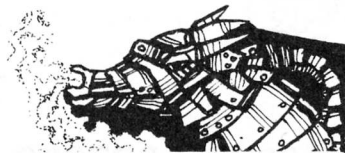
**7 subterranean lizards:** AC 5; MV 12"; HD 6; hp 32 each; #AT 1; D 2-12; SA Double damage on a roll of 20; SD Nil; MR Std; Int Non; AL N; Size L; xp 542 each; THACO 13; MM.

### K9. Workshop

In this room, the kagu-svirfnebli have fashioned a range of very strange, steam-driven machines:



*He said the ground trembled... the mountains too...  
tales of a great iron dragon.... never sleeping....*



As the door opens, you are met by a gust of hot, humid air and an almost deafening sound like a dozen, massive, brazen drums accompanied by unnatural whines and hisses. The chamber is huge, and towering over you are massive, metal contraptions moving like insane distorted beasts and gouting bursts of flame and steam.

The machines are powered by steam from a large cylinder at the eastern end of the workshop which is fed by a natural geyser. The construction and operation of these machines is beyond the understanding of the adventurers who will be able to recognise only the most basic aspects of their workings. If tampered with by the adventurers, the outcome should be determined by a roll of a d20:

- 1-4: No effect.
- 5-9: Blast of steam - inflicts 2d10 hit points of damage on the character (halved if save vs. Breath).
- 10-14: Blast of flames - inflicts 3d8 hit points of damage on the character (halved if save vs. Breath).
- 15-19: Character hit by moving machinery - inflicts 2d8 hit points of damage (negated if save vs. Petrification).
- 20: Out of control. The machines start to shake violently and the whole lair begins to tremble ominously. This tremor will become progressively worse until, 5 rounds later, the steam cylinder will explode, causing the workshop to cave in, killing all occupants. Once started, the process cannot be stopped.

If unattended by the kagu-svirfnebli, the machinery will begin to run out of control after d10+10 turns.

In addition to the machines, there are ordinary workbenches, forges, anvils etc. here, along with a wide range of metal- and gem-working tools.

### K10. Shimmering Dome

The octagonal chamber contains only the **prismatic sphere** in which is the second set of Books of Prophecy:

The room is flooded with multi-coloured light from a dome of swirling patterns in the centre of the floor.

The dome is that found by the kagu-svirfnebli long ago. It is actually a permanent **prismatic sphere** which extends below the floor, and the kagu-svirfnebli have never managed to penetrate it.

If the shooting-star is taken into the room, the sphere will vanish, revealing a neat stack of 20 leather-bound books. These are the second set of Books of Prophecy sought by the Elder Sage. They are of no value to anyone other than him since only he can understand them. If they carry the books safely to the Tower of the Heavens, the adventurers will be rewarded by Shalfey (see **The Adventurers' Reward** - page 26). Each book has an encumbrance of 100gp equivalent. The books are not magical, but are very resilient and make all saving throws against attacks as 'leather/book' at +4.

### K11. Secret Tunnel

The secret tunnel leading west from the workshop (K9) turns south and continues for nearly 20 miles to a second, secret hideout constructed by the kagu-svirfnebli and defended by more maschin-i-bozorgs.

The kagu-svirfnebli will use this tunnel to sneak away after concluding their business with the party. When they are well clear of the forge, the burrow warden will cause the tunnel to collapse behind them. It is very unlikely, therefore, that the party will find this lair but the DM may wish to design the second lair as a setting for further adventures, in which case some means of finding it should be provided.

### K12. Red Dragons' Lair

Grisdelfawr and Pyrofenix, a pair of medium-sized, sub-adult red dragons, live in a lair high above the valley near the forge. The lair has a concealed door, and the dragons will not reveal themselves when the party arrives. However, the destruction of the workshop (K9) - see **Negotiations** (page 29) will alert them and they will fly out, leaving the door open and clearly visible from the valley floor. This is described in **Encounter with the Dragons** (page 30). The adventurers will have no difficulty in scrambling up the rocky slope to the lair's entrance.

Beyond the door of the lair is a short tunnel, 15 feet high, 15 feet wide and 20 feet long. At the end of the tunnel is a hewn chamber, roughly circular in form, 30 feet across and 20 feet high:

The air in this rough cavern is heavy with an almost overpowering stench, but your discomfort is quickly forgotten as your gaze lights upon an unmistakable glint from a large heap at the rear of the chamber....

In a heap at the rear of the chamber is the treasure with which the kagu-svirfnebli have bribed the dragons:

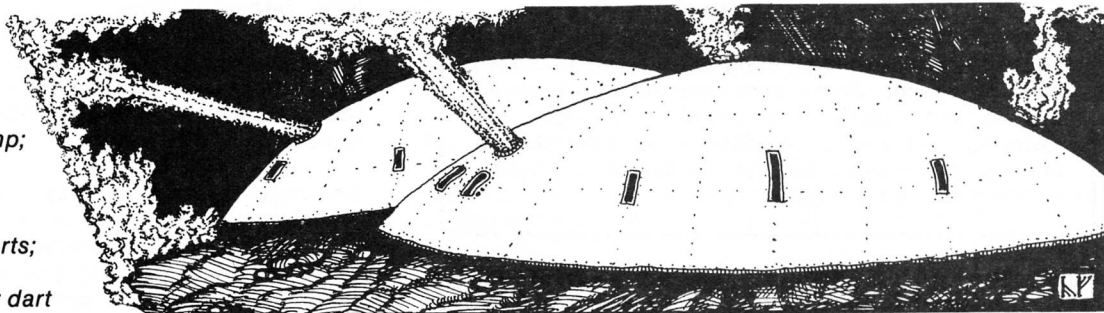
- Two suits of chain mail armour (the equivalent of elfin chain - See **DMG** p27; one human-sized and one dwarf-sized).
- One human-sized suit of plate armour ('field plate' - see **DMG** p27).
- One **longsword** +1.
- One **scimitar** +1.
- One heavy **crossbow** +1.
- A pouch containing eight svirfnebli darts. These have a range of 40', and inflict 1-3hp of damage. Any creature struck by one of these darts must save vs. Poison, or be **stunned** for the next round and **slowed** for the 4 rounds following.
- Assorted jewellery made from gold, silver and gems: a coronet (10000gp), two chalices (3000gp, 1000gp), three necklaces (2000gp, 1000gp, 200gp), an orb (2000gp), three rings (1000gp, 500gp, 200gp), two statuettes (5000gp, 100gp), three collars (500gp (x2), 200gp), two brooches (500gp, 200gp) and a buckle (200gp). The total value of the jewellery is 28100gp.



# NEW MONSTERS

## MASCHIN-I-BOZORG

FREQUENCY: *Very rare*  
 No. APPEARING: 1-20  
 ARMOUR CLASS: 1/9  
 MOVE: 9"  
 HIT DICE: 4' - 30hp; 8' - 50hp;  
 12' - 70hp  
 % IN LAIR: 100%  
 TREASURE TYPE: *Nil*  
 NO. OF ATTACKS: 4' - 2 darts;  
 8' - 4 darts; 12' - 8 darts  
 DAMAGE/ATTACK: 1-3 per dart  
 SPECIAL ATTACKS: *Steam, darts*  
*(stun and slow) and crush (see below)*  
 SPECIAL DEFENCES: *Nil*  
 MAGIC RESISTANCE: *Standard*  
 INTELLIGENCE: *Non-*  
 ALIGNMENT: *Neutral*  
 SIZE: 4' - S; 8' - M; 12' - L  
 PSIONIC ABILITY: *Nil*  
 Attack/defence modes: *Nil*  
 LEVEL/xp VALUE: 4' - VI/950; 8' - VII/1325; 12' - VII/1700



The number of darts fired per round depends on the size of the bozorg (darts can be fired in any direction):  
 4' bozorg - 2 darts per round  
 8' bozorg - 4 darts per round  
 12' bozorg - 8 darts per round

If the bozorg rolls over a prone victim, it will cause 1-4 hit points of crushing damage each round until it moves on, or is flipped over.

This diabolical machine, created by the kagu-svirfnebli, consists of a low, elongated, metal dome, whose surface is broken only by small slits through which its weapons may be fired. Only the kagu-svirfnebli understand its construction and animation. It is propelled by a multitude of small wheels that protrude from its underside. The bozorg fires darts which stun and slow (see the svirfneblin in the **FIEND FOLIO®** tome) and has two nozzles which emit jets of steam. There are three sizes of bozorg measuring 4, 8 and 12 feet in length, and which have varying hit points and attacks as shown. All of them attack and save as 8 hit dice monsters.

If reduced to below zero hit points, a bozorg's power source will overload, rapidly heating its outer shell and causing 1-8 hit points of heat damage to anyone within 10 feet. After one round it implodes (harmlessly) and cools, becoming completely useless. If the bozorg is turned over, it cannot move and its underside (AC 9) is exposed. If, during combat, a character scores a hit, having previously stated an intention to try to turn the monster over, the chance of doing so is shown below (note that no damage is done to the bozorg during the attempt):  
 4' bozorg - bend bars percentage  
 8' bozorg - bend bars -10%  
 12' bozorg - bend bars -20%

The vapour jets fire simultaneously to the fore and aft in a cone, with varying effects as follows (a successful saving throw vs. Breath means that the damage is halved):  
 4' bozorg - range 3"; base diameter 1"; damage 2-8hp  
 8' bozorg - range 6"; base diameter 2"; damage 3-12hp  
 12' bozorg - range 9"; base diameter 3"; damage 4-16hp

A bozorg can move easily over any smooth surface at an angle of less than 45 degrees. However, it will become completely immobilised by soft ground. It is immune to attacks using heat, cold or electricity as well as any attacks upon the will or mind, as the bozorg has neither.

## MEMORY WEB

FREQUENCY: *Very rare*  
 No. APPEARING: 1  
 ARMOUR CLASS: 2  
 MOVE: 3" or leap 18"  
 HIT DICE: 6  
 % IN LAIR: *Nil*  
 TREASURE TYPE: *Nil*  
 NO. OF ATTACKS: 1  
 DAMAGE/ATTACK: 1-6  
 SPECIAL ATTACKS: *Nil*  
 SPECIAL DEFENCES: *Non-magical*  
*weapons only do*  
*half damage*  
 MAGIC RESISTANCE: *Standard*  
 INTELLIGENCE: *Very*  
 ALIGNMENT: *Neutral*  
 SIZE: *See below*  
 PSIONIC ABILITY: *Nil*  
 Attack/defence modes: *Nil*  
 LEVEL/xp VALUE: IV/110 + 4 per hit point

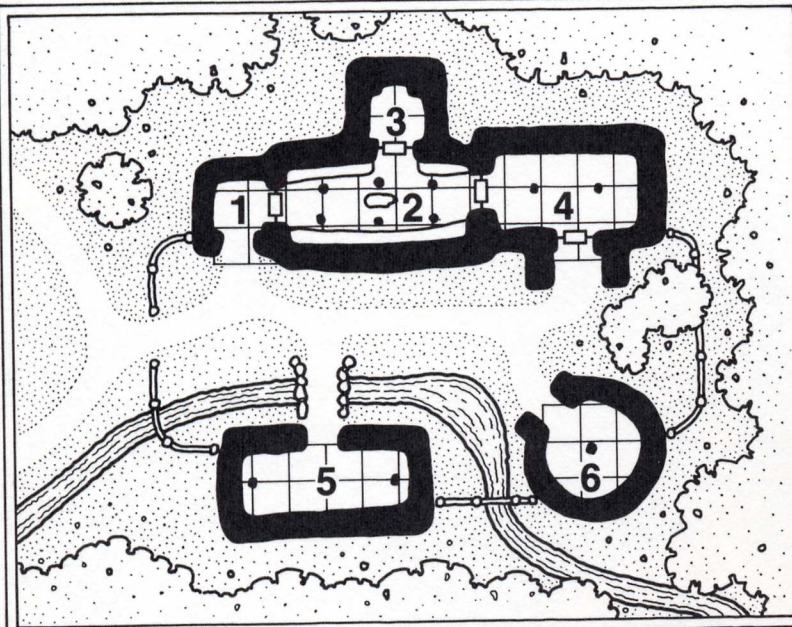


This creature is an animated mass of fibres resembling those created by a **web** spell (see **PHB** p72) and has similar but not identical attributes. It can hide by compressing itself into a tight ball and attacks by leaping up to 18", spreading out as it does so. It will enmesh anyone within a circular area 20 feet across and does not need anchor points. Anyone caught has the same chance of breaking free as from a normal web, and will take 1-6 hit points of damage (by constriction) per round until the web is destroyed or they are released. A memory web will take only half damage from non-magical weapons or fire.

Memories of dead victims are absorbed by the memory web, and if destroyed, it will emit all memories gained during the previous day, in a kind of telepathic shock wave. These will lodge in the minds of creatures up to 200 feet from the web, and will take the form of dream-like recollections with some details clear, and others just beyond recall.

# PLAN C - CWM CERNANT (AREAS C1-C6)

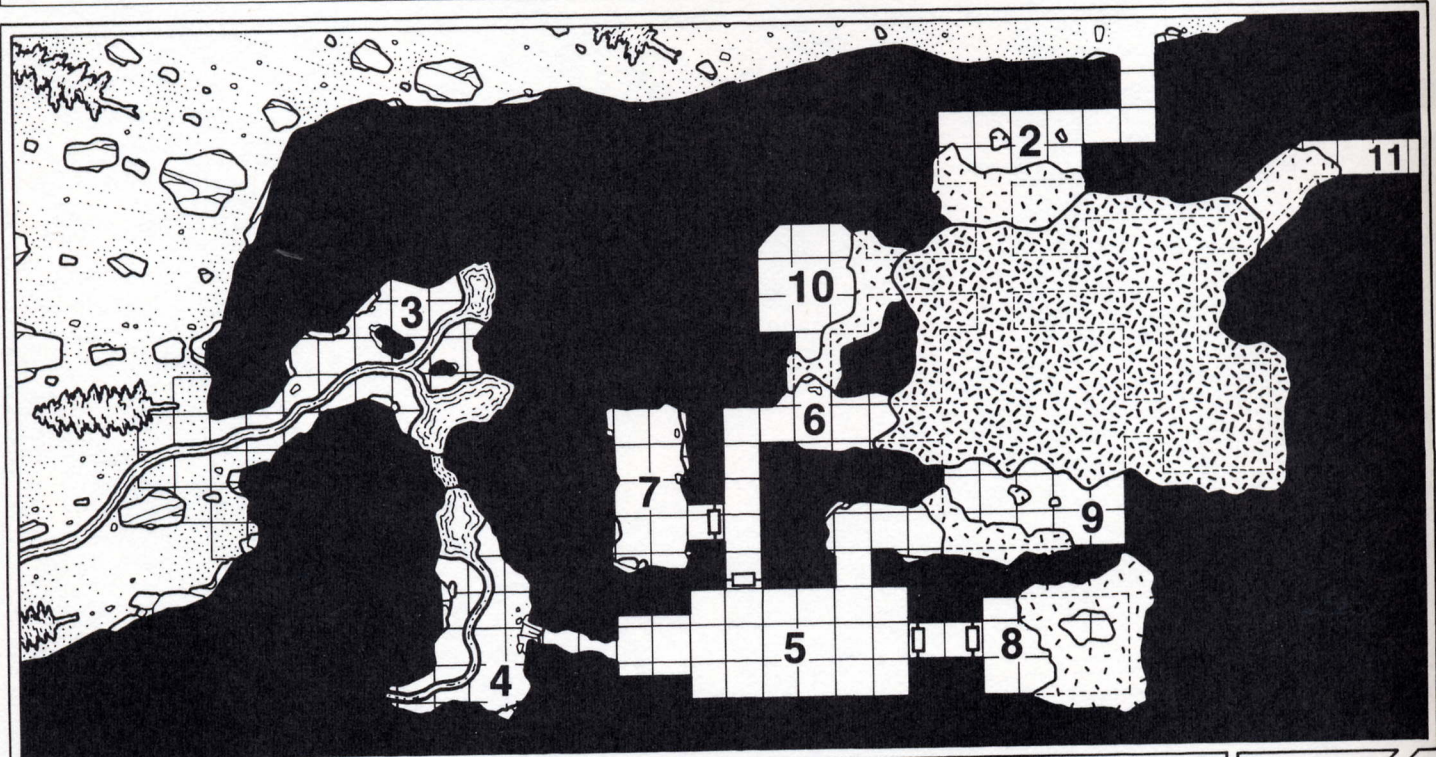
1 SQUARE = 10'



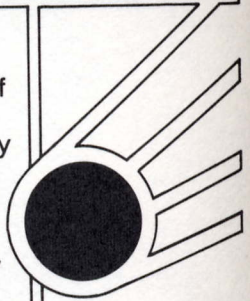
- (p8) Arrival **Giant eagles (2)**, will escort party to Derwyth, only fight if attacked
- (p9) Details of Derwyth **Derwyth, druidic sage (1)**, knows where star fell
- (p9) **Sabre-tooth tiger (1)**, protects Derwyth
- (p9) **Giant goats (3)**, protect Derwyth
- (p9) **Gorilla (1)**, protects Derwyth
- (p10) Larger Wood Creatures **Giant stags (3 male, 15 female)**
- (p10) **Giant wasps (9)**
- (p10) **Giant otters (2)**
- (p10) **Huge spiders (5)**  
All wood creatures are normally unseen, will defend Derwyth if necessary

# PLAN D - DERRO LAIR (AREAS D2-D11)

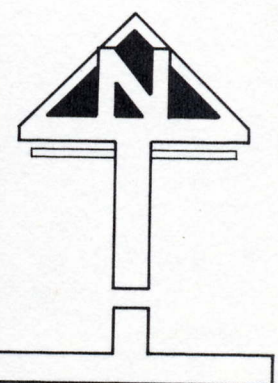
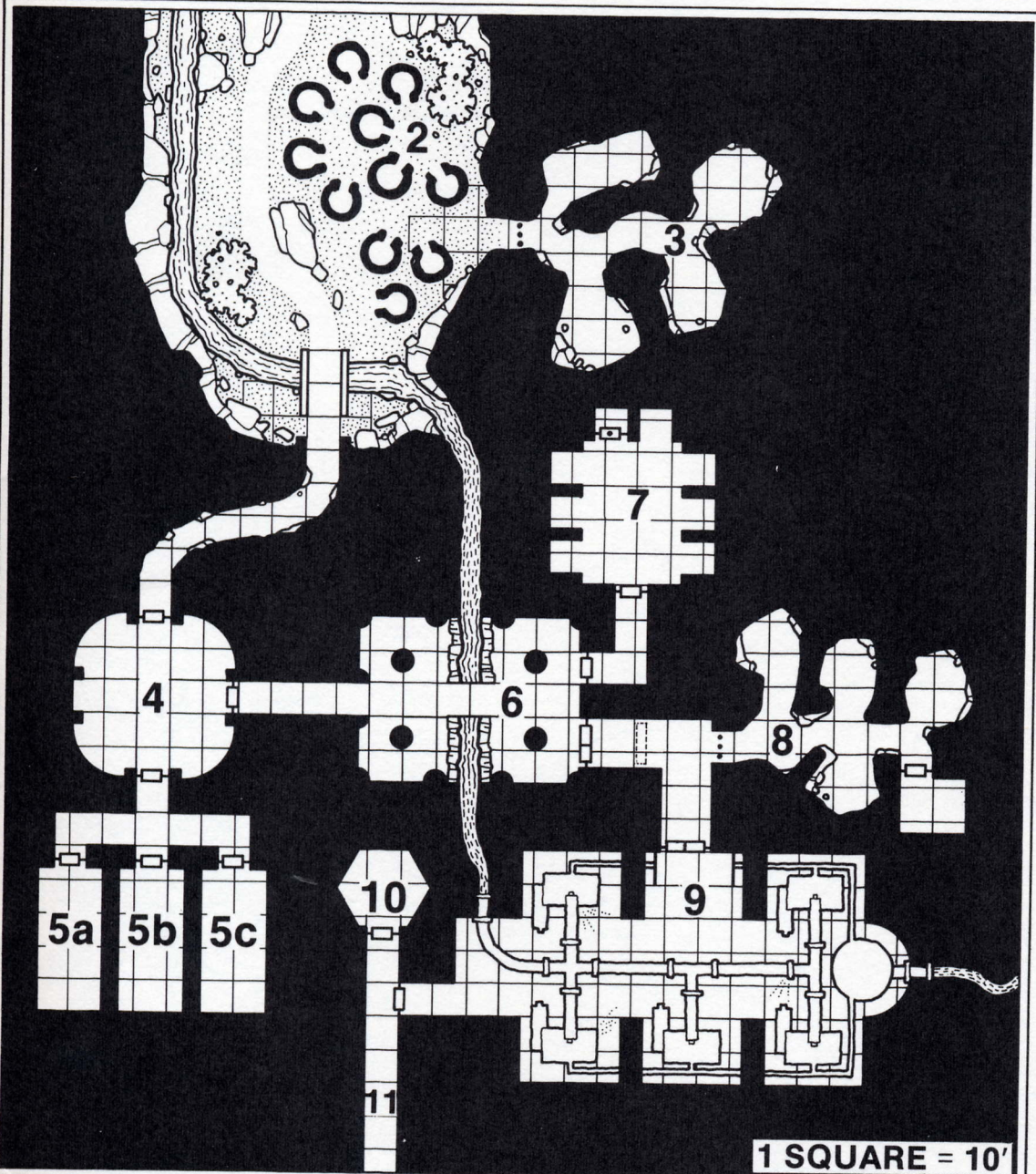
1 SQUARE = 10'





















- D3 (p12) Outer Cave **Derro (leader and 6 warriors)**, guarding entrance to lair
- D4 (p12) Inner Cave **Human slave (1)**, arrives from D5, insane, of no help to party
- D5 (p13) Temple **Derro (leader and 6 warriors)**, supervising slaves, will flee to D7 if losing fight
- Human slaves (2 men, 2 women)** digging, insane, no help to party
- D7 (p13) Slave Pens **Derro students (2)**, studying shooting-star, cast spells in melee
- Derro warriors (4)**, defend students, possibly aided by fugitives from D5
- D8 (p14) Chief's Room **Coffer corpses (3)**, corpses of chief/lieutenants, attack fearlessly
- D10 (p14) Trapped Lamia **Lamia (1)**, trapped in room, casts illusion before combat



# PLAN K - FORGE OF THE KAGU-SVIRNEBLI (AREAS K2-K11)

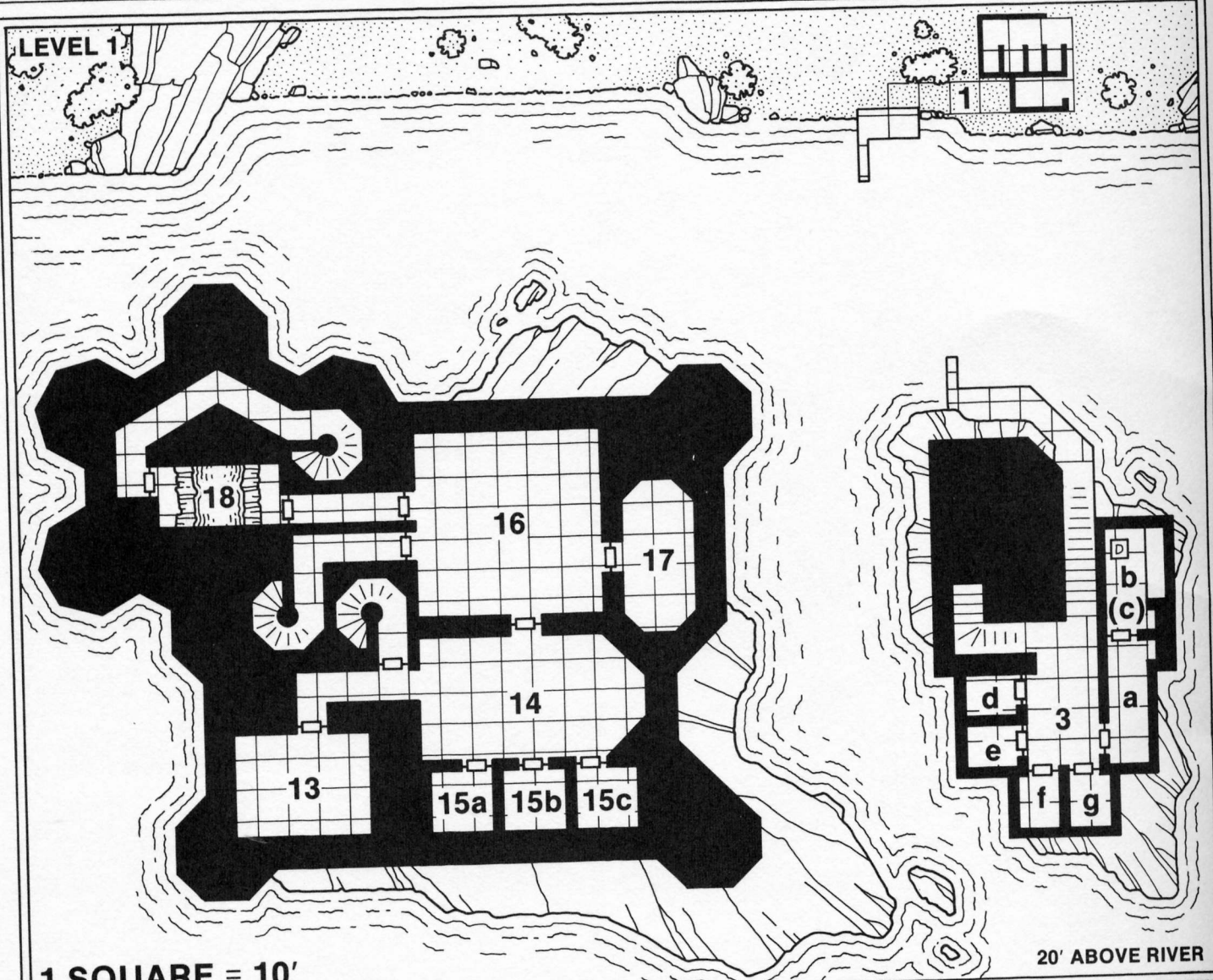


## KEY TO PLANS

-  DOOR
-  DOUBLE DOORS
-  LOCKED DOOR
-  SLIDING DOOR
-  BARRED GATE
-  STAIRS U ← D
-  SPIRAL STAIRCASE
-  LADDER UP TO TRAPDOOR
-  TRAPDOOR AND LADDER DOWN
-  CURTAINS
-  FENCE
-  SHEER DROP
-  FLOODED TUNNEL
-  RIVER
-  TREES
-  GRASS
-  ROCK
-  RUBBLE (HAZARDOUS)
-  RUBBLE (REMOVEABLE)

- |  |  |
|--|--|
| <p>K1 (p27) Cavalry Charge</p> <p>K2 (p28) Gibberling Village</p> <p>K3 (p28) Lizard Pens</p> <p>K4 (p28) Outer Hall</p> <p>K6 (p28) Inner Hall</p> <p>K8 (p30) Lizard Pens</p> <p>K12 (p31) Red Dragons' Lair</p> | <p><b>Gibberlings</b> (20), attack party fearlessly on sight</p> <p><b>Horse minimal</b>s (20), ridden by gibberlings</p> <p><b>Gibberlings</b> (20), washing lizards, may be surprised, fight fearlessly</p> <p><b>Subterranean lizards</b> (2), may be surprised, fight fearlessly</p> <p><b>Subterranean lizards</b> (6), locked in pen, attack if let out</p> <p><b>Maschin-i-bozorg</b> (1), attacks anyone entering room</p> <p><b>Kagu-svirnebli</b> (burrow warden and 6 assistants), negotiate with party</p> <p><b>Subterranean lizards</b> (7), ridden by kagu-svirnebli</p> <p><b>Maschin-i-bozorg</b>s (5), will deter party from combat, controlled by kagu-svirnebli</p> <p><b>Subterranean lizards</b> (7), locked in pen, attack if let out</p> <p><b>Adult, red dragons</b> (2), attack party as it leaves forge (see p30)</p> |
|--|--|

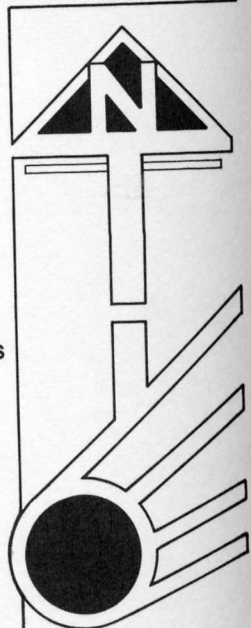
# PLANT - TOWER OF THE HEAVENS (AREAS T1-T21)



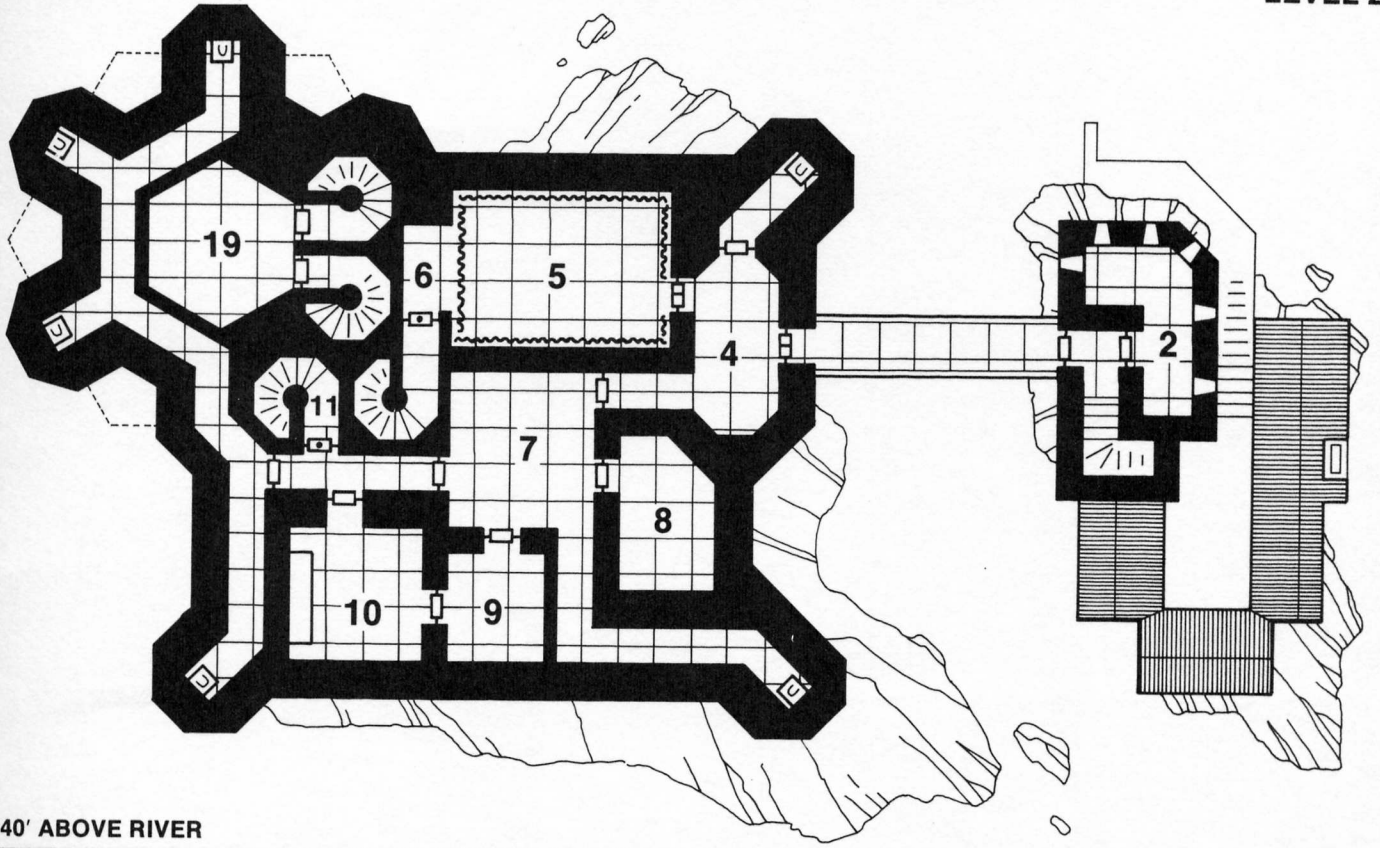
1 SQUARE = 10'

20' ABOVE RIVER

T1 (p18)	Hadley the Ferryman	<b>Hadley, monk</b> (1), greets adventurers with password, gives information
T2 (p19)	Barbican	<b>Gnome guards</b> (6), will question party on arrival
T3 (p19)	Hostel	<b>Warden and staff</b> (5), see to needs of visitors to tower
T4 (p19)	Entrance Chamber	<b>Gnome guards</b> (12), guard entrance and escort visitors to T5
T5 (p20)	Questioners' Hall	<b>Lurg, sage</b> (1), gives replies, casts spells if attacked <b>Monks</b> (2), defend Lurg
T6 (p20)	Stone Guardian's Door	<b>Stone guardian</b> (1), attacks if door is opened from T5
T7 (p20)	Mercenaries' Hall	<b>Gnome guards</b> (captain and 20 guards), defend tower
T8 (p21)	Barracks	<b>Gnome guards</b> (20), sleeping, defend tower, if awoken
T11 (p21)	Warded Door	<b>Fire trap</b> , explodes if opened by other than sages, monks, scribes
T12 (p21)	Watch Towers	<b>Gnome guards</b> (6 towers, each with 6 guards), defend tower
T14 (p22)	Lesser Library	<b>Porro, sage</b> (1), casts <b>hypnotic pattern</b> before fleeing to T16 <b>Cipolla, sage</b> (1), flees to T16 <b>Monks</b> (4), will attack to defend sages <b>Scribes</b> (4), will panic and flee in random directions
T16 (p23)	Scholars' Hall	<b>Piyarz, sage</b> (1), attacks by casting spells <b>Monks</b> (4), will attack to defend Piyarz <b>Imp, familiar</b> (1), turns invisible, attacks with <b>suggestion</b> and tail
T17 (p23)	Piyarz's Chamber	<b>Spectator</b> (1), only attacks to defend treasure
T19 (p24)	Greater Library	<b>Shalfey, sage</b> (1), instructs party for next stage of adventure

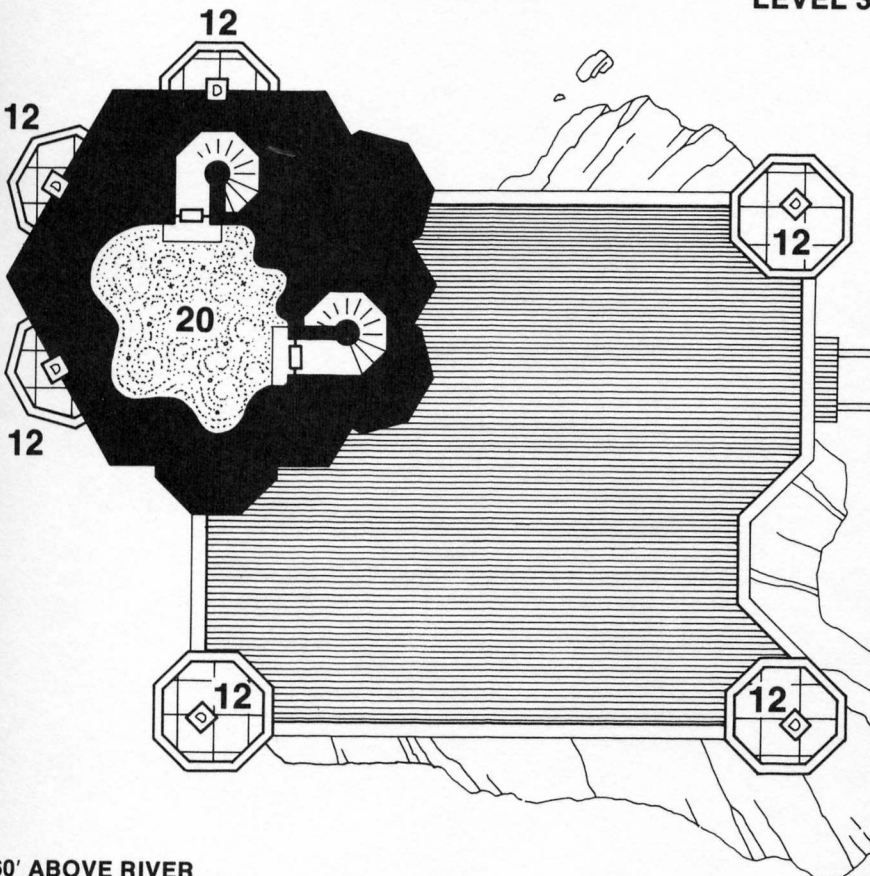


LEVEL 2



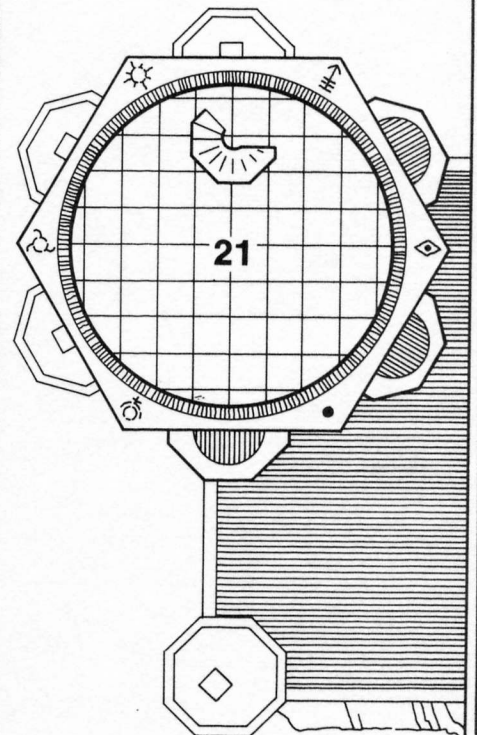
40' ABOVE RIVER

LEVEL 3



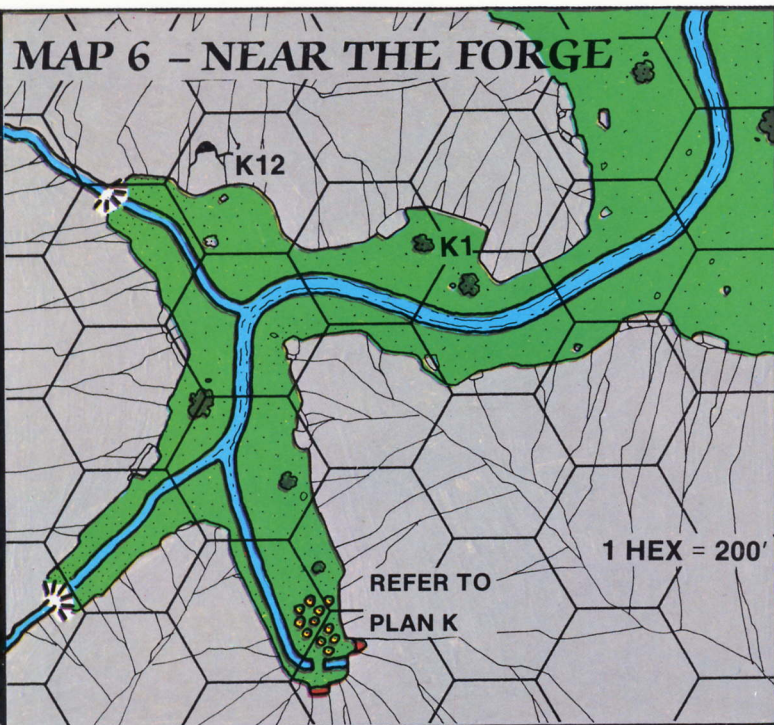
60' ABOVE RIVER

LEVEL 4

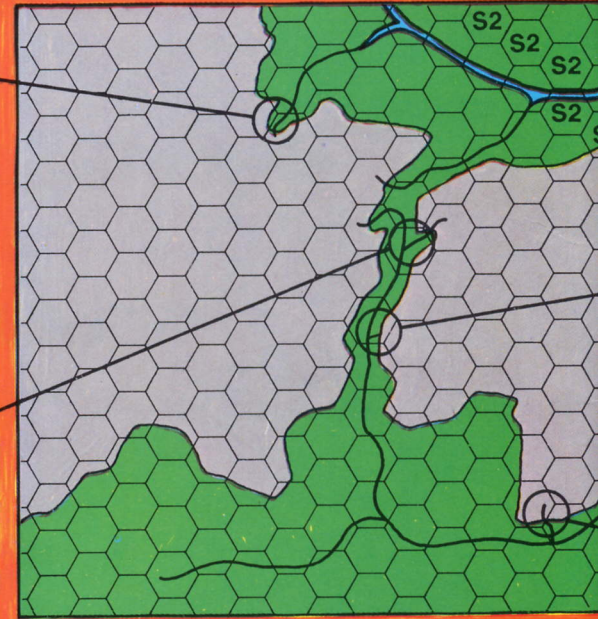


80' ABOVE RIVER

# MAP 6 - NEAR THE FORGE

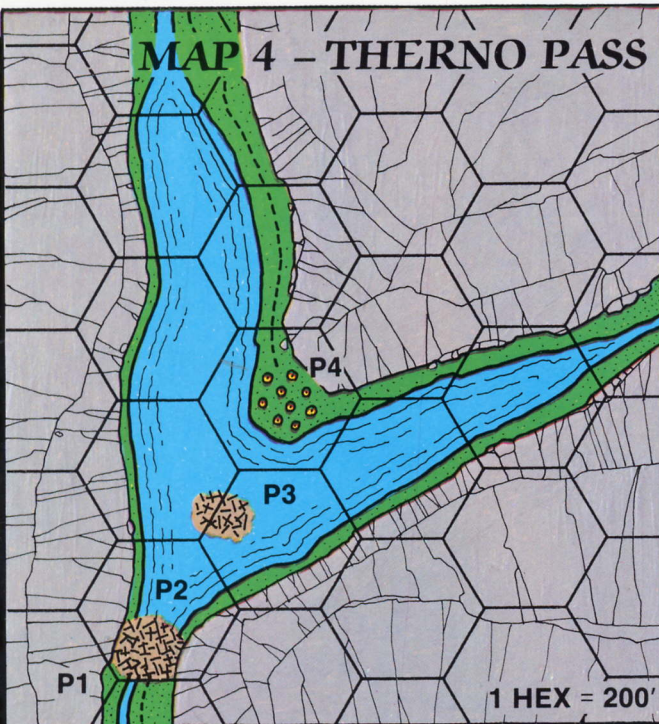


# MAP 1 - THE REGION



M Death on the Moors (p4) **Memory we**  
 memories w  
 S1/2 Piyarz's Shadow (p7) **Sion, monk**  
 wounded  
**Shadow ma**  
 bays before  
**Huge raven**

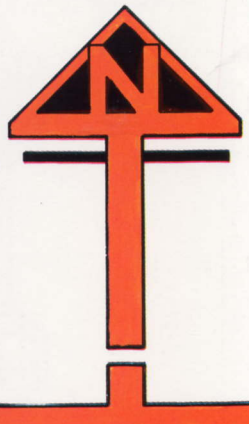
# MAP 4 - THERNO PASS



- P1 Beaver Dam (p15) **Giant beavers** (3 adults), attack if dam is damaged or climbed, will call for help
- P2 Beavers' Lake (p15) **Hunters** (leader and 9 men), will aid beavers at P1, difficult to befriend
- P3 Beavers' Lodge (p16) **Giant beavers** (3 adults and 5 young), adults will aid beavers at P1
- P4 Hunters' Camp (p16) **Hunters' families** (7 women and 15 children), will fight only in self-defence

## KEY TO MAP 1

- TRACK
- RIVER
- BRIDGE
- FERRY
- LOWLANDS
- FOREST



# A STAR FALLS

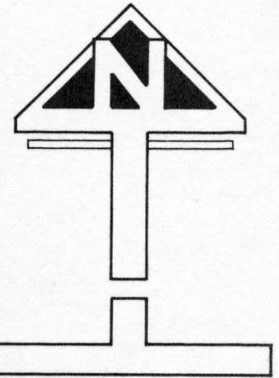
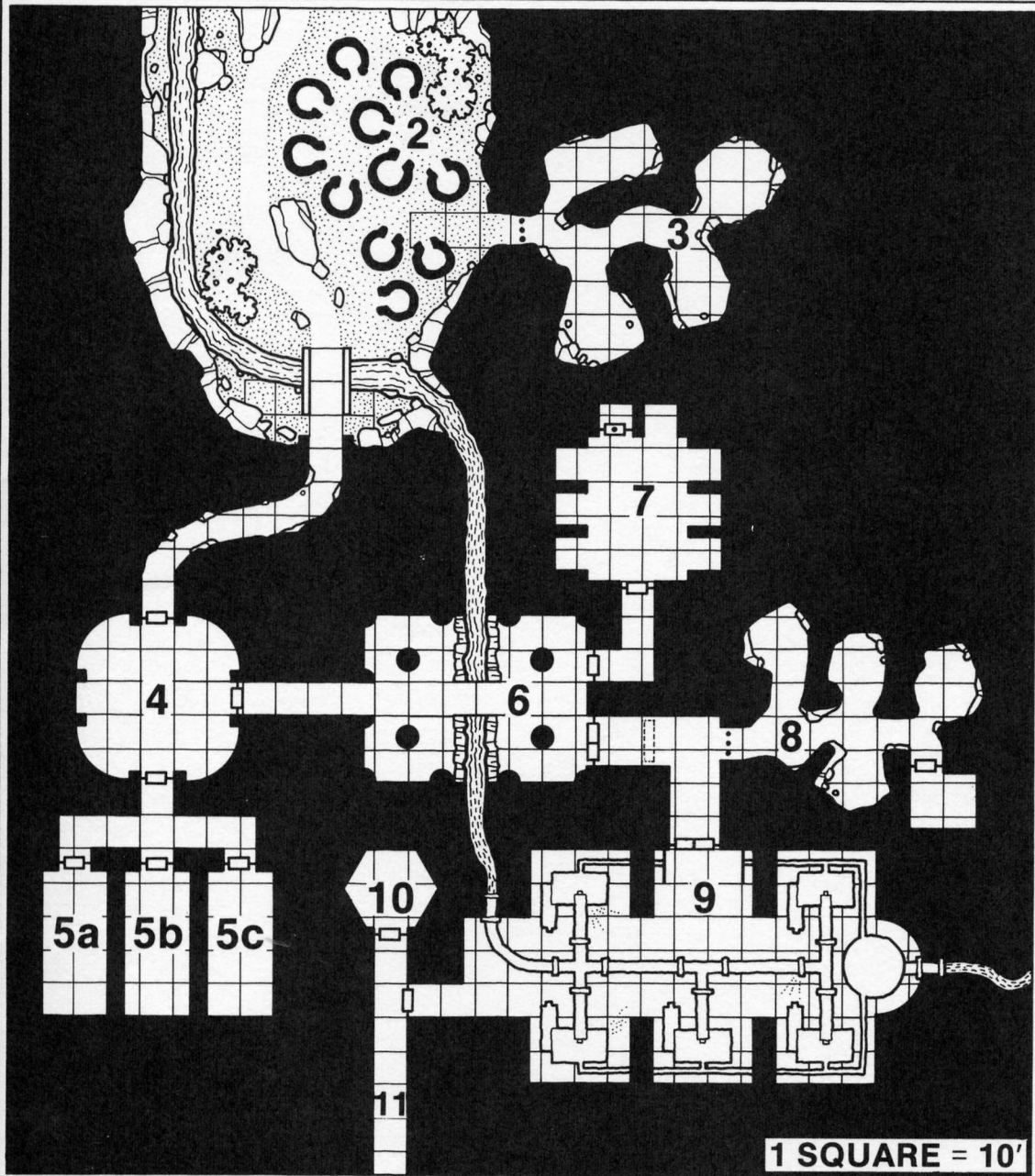


eb (1), has killed Shalfey's monks, releases  
when killed  
k/shade (1), attacks at night, flees if badly  
astiff (1), always with Sion, flees if he does,  
e attacking  
n (1), always with Sion, flees if he does

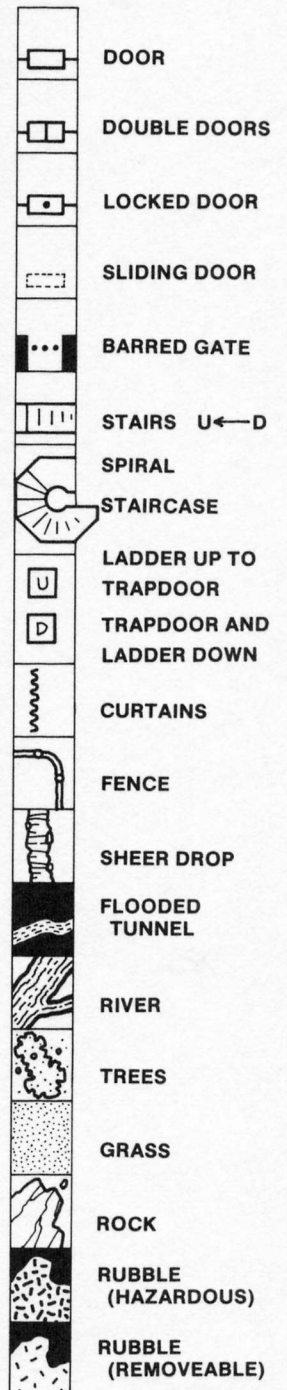
**KEY TO MAPS 2, 3, 4, 5 AND 6**

	TRACK		TREES
	RIVER		GRASS
	WATERFALL		MOUNTAIN
	LAIR ENTRANCE		CLIFF
	HUTS		CAVE MOUTH
	BEAVER DAM / LODGE		CRATER

# PLAN K - FORGE OF THE KAGU-SVIRFNEBLI (AREAS K2-K11)



## KEY TO PLANS



K1 (p27) Cavalry Charge

K2 (p28) Gibberling Village

K3 (p28) Lizard Pens

K4 (p28) Outer Hall

K6 (p28) Inner Hall

K8 (p30) Lizard Pens

K12 (p31) Red Dragons' Lair

**Gibberlings** (20), attack party fearlessly on sight  
**Horse minimal**s (20), ridden by gibberlings

**Gibberlings** (20), washing lizards, may be surprised, fight fearlessly

**Subterranean lizards** (2), may be surprised, fight fearlessly

**Subterranean lizards** (6), locked in pen, attack if let out

**Maschin-i-bozorg** (1), attacks anyone entering room

**Kagu-svirfnebli** (burrow warden and 6 assistants), negotiate with party

**Subterranean lizards** (7), ridden by kagu-svirfnebli

**Maschin-i-bozorgs** (5), will deter party from combat, controlled by kagu-svirfnebli

**Subterranean lizards** (7), locked in pen, attack if let out

**Adult, red dragons** (2), attack party as it leaves forge (see p30)



# Advanced Dungeons & Dragons®

Official Game Adventure

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## WHEN A STAR FALLS

by Graeme Morris

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The power of prophecy is given to few. Wise are they who guard this gift well, for those who thirst after such knowledge are not always men of principle.

Bastion of destiny, the Tower of the Heavens stands silhouetted against the star-studded night sky. From within his darkened observatory, perched like an eyrie on the highest turret, a figure in white charts the course of a shooting-star as it disappears behind the snow-capped peaks of the Tegefed mountains.

The old man smiles grimly to himself: the event foretold has come to pass!

Power, glory, riches — it takes years to acquire them. The uncanny accuracy of their predictions has brought all these and more to the sages of the Tower of the Heavens. But what is hard to win is often easier to lose, and the future of the tower now hangs in the balance.

For it is written that the day of reckoning draws nearer when a star falls. . . .

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