

ADVENTURE

K&C107

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SERIES

Kalamar Quests

A Summons to Adventure



**A FOE
IN NEED**

**BY
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**AN ADVENTURE
FOR 4 TO 6 PLAYERS
5RD TO 7TH LEVEL CHARACTERS**

A Foe in Need

By Andy Miller

Additional material by Jolly and Barbara Blackburn

He couldn't believe it. After all the years he had spent planning, all his hard work, and now here they were. Those reeking, meddlesome mages, trying to stop him.

The vampire roared in rage, his huge teeth flashing in the moonlight. They were going to pay, and pay dearly. He would not be defeated, not now, not after all this time.

His minions rushed the men-at-arms and their puny mage leaders, as they stood there, conjuring his defeat. Y'nene himself leapt upon several, taking great delight in crushing the life from them, hearing their bones crack, feeling their lives draining down his body into the street.

Several fell at his feet, and as he looked around, he could see other lifeless bodies littering the ground.

Confidently, he continued his incantation. He was going to have his victory.

To his shock, however, the mages who remained refused to budge. He was sure they would flee in terror when they saw their troops fall. But there they stood, opposing him without fear. And every second they remained, he could feel the power of their magic growing.

Now it was Y'nene who was starting to know fear. It was as if every element on Tellene was coming together to oppose him. Suddenly, before he even had a chance to scream, he felt himself being ripped from existence. And yet, he was aware of himself. Indeed, he WAS somewhere. But, where?

SYNOPSIS

This adventure is set in the **Kingdoms of Kalamar™** and designed for a group of 4-6 good-aligned PCs of 5th to 7th level who have at least a few magic items. It is a complex adventure with adversaries who are quite powerful and a thinking party who plans ahead will do better than one that simply runs in hacking and slashing.

SETTING/LOCALE

The adventure primarily takes place in a keep

located deep within the treacherous DuKem's Swamp in Korak, in the swamp itself, and also on the rarely traveled road between Korem (the capital city) and Daresido.

Note: the Banader River flows through a natural depression known as the DuKem's Swamp. Despite becoming quite shallow, the river is fully navigable through this marsh. The fen stretches outward from the banks of the Banader for more than twenty leagues and is often fifteen leagues in breadth. Giant leeches are common to portions of this swamp. Outlaw bands of men and humanoids are transients at the drier edges of DuKem's.

ADVENTURE BACKGROUND

Hundreds of years ago, the Old River Road, between Korem and Daresido was considered the pride of Korak and a marvelous feat of engineering. The road was heavily patrolled by soldiers and was so widely considered to be safe, that a popular drinking song of the day claimed a newborn babe could crawl from one end to the other without so much as being bitten by a snake.

The road has become more dangerous than usual, of late. Stories abound of individuals, and even whole caravans, disappearing without trace while traveling through the wetlands. There are even rumors that an imperial patrol, recently sent into the area by General Garnak (current ruler of the Militocracy of Korak) has failed to report back and is long overdue.

During the great war with the hobgoblins of Norga-Krangel, (see pages 41 and 42, *Kingdoms of Kalamar, Volume I: Sourcebook of the Sovereign Lands*) the Generals of Korak neglected the road. Soldiers, badly needed in battle, could no longer be spared to patrol and maintain the road. Along some stretches of the road the paving stones have even been scavenged and carted off to as far as Kasebapido (see the *Kingdoms of Kalamar maps or Volume I: Sourcebook of the Sovereign Lands page 36*) to be used in building defense works.

In 422 IR during the 'Great Flood' the Banader River swelled beyond its banks and swept away dozens of bridges and causeways along the road. Since the flood, Korak has chosen to concentrate

its engineering efforts on fortifications against a perceived hobgoblin invasion threat. Because the Koraki generals have been reluctant to spare valuable manpower to make repairs or further maintain the road, it has fallen into disuse.

After years of neglect, the Old River Road is now little more than a trail, marked by bits of broken road ever so often and ancient stone markers which stand every five miles along the route. Most who travel through the swamp now take the Banader River which is much safer.

Recently, General Garnak raised the already stiff toll for boat traffic on the Banader River, prompting the merchant guilds in both Korem and Daresido to seek an alternate trade route. Weary of seeing their profits siphoned off into the war chest of Korak, many merchants, as well as others, have begun to once again use the Old River Road, making quick repairs, just enough to make the way traversable. Recent disappearances, however, have given them reason to pause. Can the road ever be reclaimed and cleared of danger?

Several area merchants have banded together to recruit adventurers to take back the Old River Road. The PCs will be hired by a representative, in either Korem or Daresido, to traverse the road, clearing it of monsters and evil. Each of them are offered 100 gc for working the road for one week, after which, major reconstruction on the road will begin. The merchants will pay an additional 50 gc per week to keep the road safe for travel.

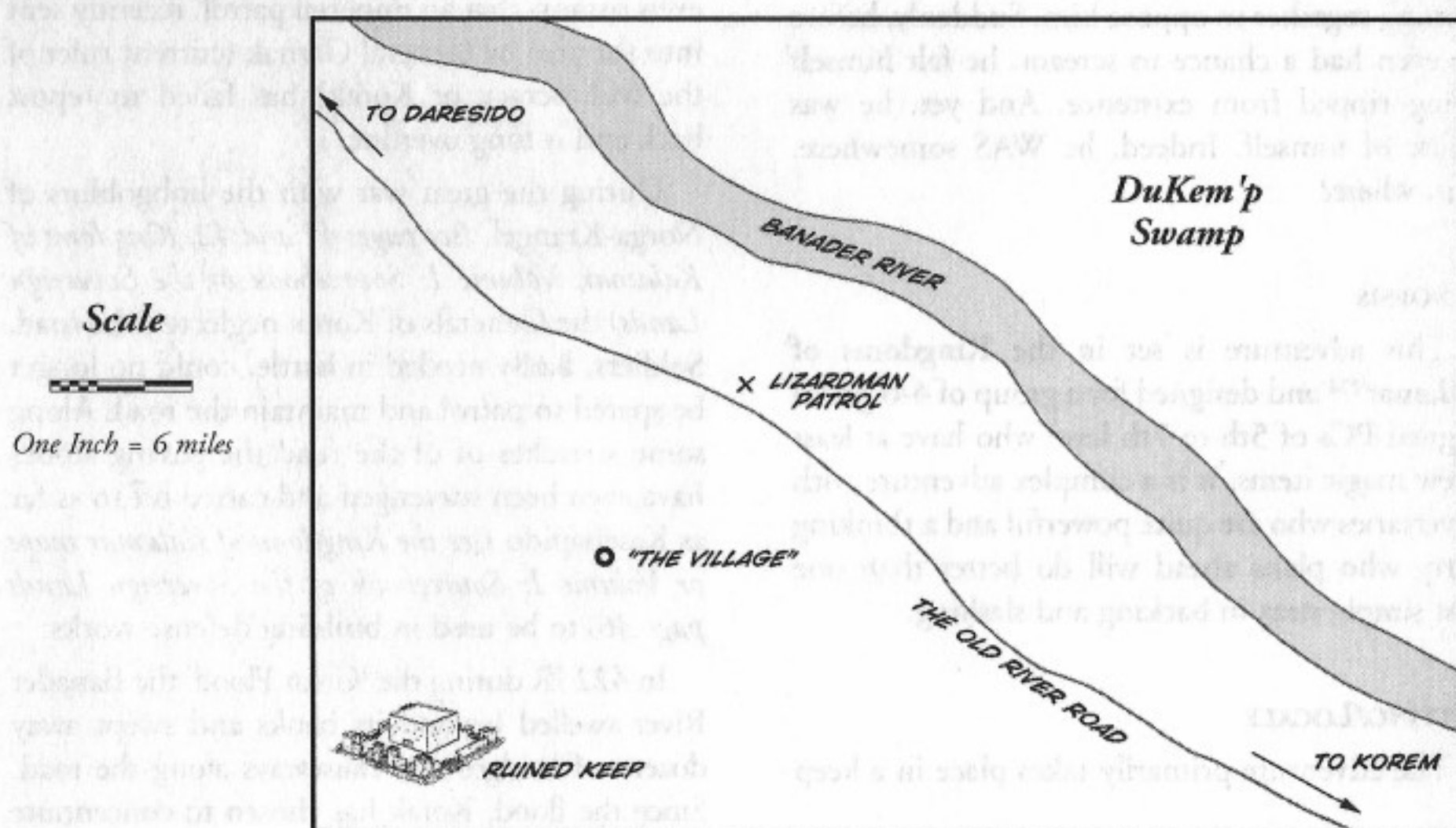
As the PCs investigate the disappearances, they will discover much more than they bargained for.

GM BACKGROUND

Centuries before Mewzhano left the Miznoh Forest (see page 63, *Kingdoms of Kalamar, Volume I: Sourcebook of the Sovereign Lands*), a dissatisfied mage of northern Svimohzia (see pages 62 to 73, *Kingdoms of Kalamar, Volume I: Sourcebook of the Sovereign Lands*) followed a path that many others would someday take. Leaving the east in -350 IR (-539 CM), the mage Y'nene took his loyal servitors and traveled west in search of a land to make his own. He and his men fought off the humanoids of the mountains and finally came to small village deep in the Krimppatu Mountains (see page 69, *Kingdoms of Kalamar, Volume I: Sourcebook of the Sovereign Lands*) called only *Voshkavinn* by its hobgoblin inhabitants. Y'nene and his vassals fell upon the village and took it as their own.

Note: The Krimppatu Mountains are actually the western portion of the Dashahn-Tanezh range. Peopled by the Karg (hobgoblins), little is known about these peaks by those who haven't been there. Many who have traveled there have never come out. It is an area rich in gemstones and metals which the Karg trade for slave labor. It is rumored that somewhere below the Krimppatus lies a vast city wherein King Krarag-Randatk the Powerful resides. Escaped slaves claim that other evil races, such as illithids and dark elves also dwell and prosper beneath the Krimppatus.

After ruling over the already corrupt town for more than a decade, and seeing it grow only a little, Y'nene knew he needed more time to build his empire. Summoning up evil forces, the wiz-



ard sold what little was left of his soul to Zazimash, Lord of the Underworld, for the secret of immortality and gained it. He was changed into a vampire.

Though becoming a vampire was not exactly what he had expected, it suited his purposes and the evil thing he had become lived for another 447 years in command of Voshkavinn.

In 96 IR (-93 CM), Y'nene decided he no longer wanted his ghoulish immortality; he wanted to be a living man once again. He had found that even immortality has its limitations. For the next 12 years he and his minions searched for the proper spells and combinations it would take to reverse his horrible condition. He spent the year of 109 IR (-80 CM) bringing the proper components and unguents together in preparation for the casting of the spell on midsummer night of the following year. One hundred virgin captives had been gathered to await a terrible fate, as part of the ritual that would bring Y'nene life, once again.

Y'nene would prove to be an even greater power as a mortal than as a vampire. He would retain all of his powers, except the ability to be immortal and drink blood, and he would gain the ability to move about in the sunlight. His evil activity would know no bounds.

In order to perform the ritual which would bring him back into the world of the living, Y'nene would need to sacrifice 100 young maidens. They would serve as a sacrifice to Zazimash and replace him in the eternal realm, as vampires in their own right, unleashing terrible evil all across the face of Tellene.

During Y'nene's reign he made many bitter enemies, some of which waited for a chance at revenge. Cluo had been bested and embarrassed by Y'nene, but he had managed to escape Y'nene's domain with his life. Cluo spent the next several decades searching for a way to exact vengeance on Y'nene. When Cluo became aware of Y'nene's ritual and corresponding preparations, he recognized his opportunity.

Cluo gathered three of his associates, bound by their hatred of Y'nene. They hoped that, banded together, they could thwart him from accomplishing his horrible goal and perhaps even defeat him.

On midsummer's night, Y'nene began to cast his evil spell. However, Cluo, his allies and their apprentices, followers and hirelings had been

hard at work in the year Y'nene had spent in preparation. They had secretly gathered others that had reason to hate Y'nene.

Voshkavinn was laid siege to and the ceremony interrupted. A terrible battle ensued. Y'nene and his minions fell upon Cluo's army.

The mages, however, were persistent. Eventually, even though at least half their allies fell in battle, the small cabal of wizards gained the upper hand. They had gathered enough power to destroy Y'nene forever.

As the destruction of the vampire was imminent, Cluo realized the ultimate revenge was at hand. Rather than destroy Y'nene, he would keep him locked away. Locked away in a place where Cluo could have access to him. Cluo could be Y'nene's captor and his secret could die with him, leaving Cluo trapped in limbo for eternity. It was far, far better than complete destruction. Indeed, Cluo would enjoy this victory each day he lived.

With powerful magic, they transported Y'nene to a remote keep that Cluo had built years before exploring in Svimohzia. There, they cast him between the ticks of the clock, the prison known as eternity. The spell which could free him was locked away, in the formidable tower of the castle, where powerful magic kept it safe from prying eyes. Only Cluo knew how to release Y'nene; knowledge with which Cluo planned to die, leaving Y'nene imprisoned for eternity.

The city of Voshkavinn was destroyed, its homes and businesses flattened, its inhabitants decimated and its fields seeded with salt.

The women who had been held captive to be sacrificed for Y'nene's purposes were freed. Once their minds had been freed from the vampire's control, they lost all memory of what had happened to them.

In time Cluo would pass on. Now, almost 450 years later, the memory of Y'nene and his evil have faded from history.

Recently, someone has been inquiring into the mysteries of the past. One mage seeks answers to riddles that perhaps should remain unanswered. His name is Pohl.

Pohl, a dark-haired and most attractive Svimohzish man, happens to be a wizard. He has one lust in life: immortality.

Like most wizards (*it seems*) he simply wants to live forever. For ten of his 38 years, he searched for the answer to the riddle of eternal life.

Finally, after years of searching, he found an obscure reference to *The Gateway of Immortality* amid the dusty scrolls of the College of Magic (in Bet Rogala, Pekal - see page 30, *Kingdoms of Kalamar, Volume I: Sourcebook of the Sovereign Lands*.) Pohl concluded, from what little information he had, that this unique spell would open a gate allowing the caster to live forever. But more research was needed.

His search led him to many places, some less than savory. He eventually found his way to the dreary DuKem'p Swamp, where an ancient keep supposedly housed the one book that contained the coveted spell. Hiring a party of adventurers to help him find the keep and destroy any guardians, Pohl went into the swamp.

There was but one guardian which stood in their way. Unfortunately, that guardian was a black dragon!

The dragon destroyed the adventuring party and horribly maimed the wizard, almost costing him his life. He barely made it to a small village of lizard men that lay in the dragon's territory and managed to charm the village's leader with magic and promises of destroying the dragon. Now he hopes to find others to distract the dragon while he gains the spell.

What he doesn't know is that the spell does not grant immortality itself, but opens a gateway to a small space where time does not pass and Y'nene is trapped. With the players' help, he is about to find out.

THE DUKEM'P SWAMP

Read to Players:

The DuKem'p swamp is a nasty place! The stench and the insects have combined to assault your senses as you work to clear the Old River Road, investigating the disappearances of several travellers, as you were hired to do. Your party is approached by a young girl.

The girl goes by the name of Aline. Of mixed Kalamaran, Deji and Brandobian heritage, she lives alone with her father in a small hut near the edge of the swamp. They live off the swamp's bounty and have allegiance to nothing but personal survival.

Aline witnessed the disappearance of the patrol while searching for shellfish in the fens and it has her spooked enough to offer help. She saw *something*, or *things*, drag the patrol into the

swamp itself. She can show the party the location of the disappearance. If they ask her to show them read:

As you leave the river behind and move deeper into the swamp, you get the feeling you will find your answers. The road moves inland and enters a slightly darker part of the swamp, where tall, decayed trees seem to clutch at the sky.

At this time Aline will point out two very large willows about 200 yards distant as the abduction location. Aline will then leave hastily for home and not return. Although, curiosity will get the best of her and she will return the next day to look for the party... or to loot their remains if it appears safe.

As you walk, you see that even the rough trail you have been following ends in a morass as it melts away, leaving nothing but swamp. Even more unnerving, however, are the dozen or so lizard men who seem to have surrounded you at a distance of about a hundred feet. Though they make no threatening moves or gestures, they block the way you came and the way you want to go.

There are 10 advanced lizard men led by a subleader in the group that surrounds the PCs. They do not attack unless they have to defend themselves.

LIZARD MEN (10): AL N; AR 4; MV 6, Sw 12; HD 2+1; HTK 17, 15(x2), 13, 12(x2), 11, 10, 9, 8; THACO 19; #AT 1; Dmg by weapon; SZ M (7' tall); ML 14; EP 65; armed with barbed darts (1d4 damage) and clubs (2d4 damage), shields.

Only moments after the PCs find themselves in this dilemma, they are approached by two figures. One is a larger lizard man wearing a green, wooden bear-like mask and sporting small talismans on his person, including a silver acorn. The other is a dark hooded man wearing crude robes, leaning heavily on his staff. Pinkish scars streak and honeycomb his dark flesh.

The hooded man greets the party and introduces himself in Merchant's Tongue as Pohl, a wizard. He also introduces the lizard men, calling them "*the people*". He politely asks the group to come along with them, as he has some business he would like to discuss with them.

If the party refuses, he offers them enticements; a few gold coins, some special delicacies and a few drinks.

Pohl has promises to keep and immortality to find, so he will promise the party almost anything to get them to cooperate. If that does not

work, it is possible he will simply attempt to charm them, just as he did with the lizard men who found him after his run-in with the dragon.

If the party attacks the lizard men, Pohl does all in his power to stop the fight and try to get the PCs to come with him. If the party persists in its attack, the mage and shaman both do their best to destroy the group.

SHIZZINIR - LIZARD MAN SHAMAN: AL N; AR 4; MV 6, Sw 12; HD5; HTK 32; THACO 18; #AT 1; Dmg by weapon; SA spells; SZ L (7' 2" tall); ML 16; EP 650; armed with wooden shield, club. He has the following spells memorized: *Cure Light Wounds* (x2), *Entangle*, *Charm Person or Animal*, *Flame Blade*, *Heat Metal*, *Summon Insects*. In his frog skin pouch are six *Goodberries* that will last for six days and another four that will retain their potency for five days. The shaman is a follower of The Bear.

Note: Although followers of The Bear primarily live in forests, because of the deity's emphasis on preserving the natural order of things, protecting it from encroaching civilization, the lizardmen have worshiped him from ancient times. They cling to the ideals of nurturing natural vegetation and protecting the environment. They have vowed to protect their swamp from destruction.

POHL: AL N(E tendencies); AR 6 (armor spell—lasts until 8 points of damage); MV 12; W8; HTK 13; THACO 18; #AT 1; Dmg by weapon; S 12.9 D 10, C 6, I 15, W 13, Ch 14; ML 12; armed with a dagger and staff. He carries a bag with flint, steel, two bottles of Greek fire, his spell book, and a *Rope of Entanglement*. He has the following spells memorized: *Burning Hands*, *Color Spray*, *Grease*, *Phantasmal Force*, *Darkness 15' radius*, *Locate Object*, *Web*, *Fly*, *Hold Person*, *Wraithform*, *Hallucinatory Terrain*, *Improved*

Invisibility. His spell book contains all of his memorized spells as well as *Armor*, *Charm*, *Comprehend Languages*, *Detect Magic*, *Read Magic*, *Spider Climb*, *Improved Phantasmal Force*, *Knock*, *Stinking Cloud*, *Wizard Lock*, *Dispel Magic*, *Haste*, *Item*, *Lightning Bolt*, *Spectral Force*, *Suggestion*, *Magic Mirror*, *Phantasmal Killer*, *Polymorph Self*, and *Shout*. The book is badly burned but intact.

Pohl was badly burned, all over his body, by acid. Not one inch of his flesh is without scars. He is hideous to behold.

THE VILLAGE

If the party agrees to accompany Pohl and his "people," the lizard men will lead them to the southwest.

Read to Players:

Within an hour's walk, you come upon a small village of a dozen peat huts surrounding an old ruined temple of some kind. The shaman "blesses" you before allowing you to enter the temple, which is now the stronghold of the chieftain.

Pohl speaks for "the people" once everyone is seated around the ceremonial fire.

"Several months ago," the scarred wizard tells you in a soft voice, "the people started losing hunters to the southwest. More were sent to investigate, but they too were lost. Finally, one returned, badly burned, to tell of a giant, evil lizard.

Unfortunately, the lizard followed the survivor back to the village. It told the people that it wanted a captive every day for a week—one week out of every four. The creature also demanded tribute of gold, gems, and treasure.

The people were afraid. After the lizard



demonstrated its powers to them, they dared not defy it. At its foul command, they began to attack travelers of the Old River Road, taking those they could back to the monster to be robbed and devoured. Any who defied the beast were summarily killed and eaten. It is said other, more inconceivable horrors await those he does not kill. The people were without hope.

A month ago, I arrived. I had heard rumors of a terrible lizard, a black dragon, and wished to secure its wealth. Unfortunately, the beast proved too much for my party and all but myself were destroyed. I barely escaped with my life.

I survived and found this village. The people saved my life. Their shaman, Shizzinir, hoped I could help them defeat the wyrm who had disfigured me. Adamant, I vowed I would see that beast die! Yet, I am only one man and the people fear to attack the dragon—it would destroy the village. Only I, and those I could persuade to help me, would be able to end the menace of this beast and free the people. Will you help us? Your reward could be very great. What is more, it will help you accomplish your mission, to ensure the safety of the Old River Road. I am sure that if you are able to return the general's patrol, for instance, you would be greatly rewarded. These men will be released once the beast is dead. If the dragon continues to terrorize the land, not only will the captives die, but more people will disappear.”

Pohl knows the exact location of the ruined keep in the swamp, southwest of the village, and can lead the PCs there. He suggests planning the encounter carefully. The dragon is not scheduled to return for his tribute for two weeks. Still, Pohl urges, it is best if the PCs keep out of sight, in the same way he has been doing. He has studied the dragon from afar and picked up on its habits in the last month as well. The dragon sleeps at night and hunts in the swamp by day. The dragon sleeps the deepest in the hour just before dawn. Pohl suggests an attack at that time. He can even give an accurate description of the lair, though he does not mention the upper floor and is against any attacks from above. He even claims he will help the party by using his own magic during the attack.

The party is free to plan for as long as they like. The village has 15 days until the dragon again comes for its sheep. If the party has not disposed of it by that time, and if they are still in the village, it will instantly smell them and attack. Until then, it is content to wander the swamp and hunt on its own.

As they travel through the swamp, toward the keep, they may encounter some of the giant leeches which make their home in the swamp, and feed on whatever they can, including adventurers. They have a one in six chance of encountering four to sixteen of these creatures.

GIANT LEECHES: AL N; AR 9; MV 3, HD 1-4; HTK 15; THAC0 19/16/15; #AT 1; SA Drain blood, anesthesia, disease; SZ S to M; ML 10; EP 160 + 4/hp.

POHL'S PLAN

When the attack on the dragon begins, Pohl makes sure he is in the back of the party, somewhere out of the way. If he can slip away unnoticed as the PCs are setting up, so much the better. Otherwise he slips out of sight as the battle begins.

The mage quickly casts *Fly* on himself and then lights a tiny fire and casts his *Wraithform* spell (he wants to take no chances on being detected by the dragon). Using this combination, he flies to the upper level and slips into the single arrow slit there (see map). In the room lies the book he seeks, a huge tome filled with magic. Finding the ultimate spell, he begins to chant it.

THE DRAGON'S LAIR

The tower is the remains of an ancient keep that was built in the swamp long ago. There is little left of the structure but the shell. When the PCs come within sight of it, read the following:

A tall, lone structure looms out of the swamp like a black finger. Broken walls stand about a wide, stone tower, no longer able to defend it against anyone who would invade. The whole structure lies upon a raised place in the mire, only feet above the damp ground. As the wind shifts, you catch the scent that almost turns your stomach—the smell of the wyrm.

Both the tall tower and the broken outer walls of the structure stand on a man-made dry island, some eight feet higher than the rest of the surrounding swamp.

A. GATE

The rotted drawbridge still stands over the dried-up moat. Dark arrow slits look down from on high, the lowest being 20 feet off the ground. The slits are about two feet wide and six feet tall. The two flanking towers stand 30 feet tall and each have a small, stone parapet. If anyone over 125 pounds tries to cross the drawbridge, there is

a 4-in-20 chance it will collapse, plunging anyone who has no special skills, 10 feet into the moat. The fall, broken somewhat by moist loam below, causes 1-3 HTK of damage, but the noise has a 35% of waking the dragon. Furthermore, characters that end up in the moat will disturb in a nest of twenty-four giant black centipedes. Fortunately, only 2-24 will be present. The centipedes are aggressive. They bite and then inject a weak poison into the wound. Anyone who is attacked can add a +4 bonus to his, or her, saving throw. Each round of combat has a 20% chance (non-cumulative) of waking the dragon.

Giant Centipedes: AL N; AR 9; MV 15; HD 1-4; HTK 20; THACO 20; #AT 1; Dmg nil; SA poison; SD nil; SZ S; ML 10; EP 30 + 1/hp.

B. OUTER WALLS

The remains of the five-foot thick, twenty-foot high outer walls are broken in many places, but those still standing are intact and in no danger of toppling over. There is no parapet on these walls, though each has several small holes in the top, along the outer edge. A wooden wall, in the style of ancient Kalamar, once ran along the wall.

C. TOWERS

Each of these thirty-foot tall towers, all of them still sporting stone parapets, are twenty-foot square and in no danger of collapse if the PCs investigate them. All but the northwest tower are gutted and little more than shells. That northwest tower still has intact inner floors. The walls around it are the most sound of any in the keep.

D. FRESHWATER POND

On the north and east sides of the raised land lies a spring-fed pond that is surprisingly deep and full of fresh water. Several fish live there, including three large gar. The water is safe to drink and very fresh. The dragon uses the fish here to supplement its diet. The gar move to attack anything that enters the water if it is smaller than they are.

GAR, LARGE (3): AL N; AR 3; MV Sw 30; HD 4; HTK 22, 19, 15; THACO 17; #AT 1; Dmg 4d4; SZ L (20'); ML 10; EP 175.

E. STAGNANT POND

To the south and west of the broken castle lies another pond, this one stagnant and poisonous. The whole area smells of acid and filth. Several sheep carcasses float in the water, as well as the bodies of a few lizard men and even humans. All of them are mutilated or badly burned (by acid).

They bulge horribly and the stench is almost overwhelming. Around the edge of the pond lie a few battered helmets and broken shields.

This is the dragon's "preserving" pool, where he lets his meat rot until it is more to his taste. Using a scroll, the dragon animated a group of sea zombies to protect his larder from any would-be scavengers. Anyone who disturbs any of the bodies will be attacked by the sea zombies that float in the fetid pond. Combat in this area has a 15% chance per round (non-cumulative) of waking the slumbering dragon.

SEA ZOMBIES (14): AL CE; AR 7; MV 6, Sw 12; HD 5; HTK 30(x2), 28(x3), 25, 24, 23, 20, 18, 17, 16, 15, 14; THACO 15; #AT 1; Dmg 1d10; SA stench, disease; SD spell immunity; SZ M (6'); ML 20; EP 420. Anyone coming within 20' of the creatures must save vs. poison or be nauseated (-1 to hit/+1 to AR) for 2d4 rounds. Any hit has 10% chance of causing severe disease. Zombies take only half damage from fire and fire-based magic though lightning, electrical, and cold-based attacks cause double damage. They are immune to sleep, charm, illusions, mind magic, and turning. None cast spells.

E. COURTYARD.

The few buildings in the cobblestone courtyard are all ruined heaps, none of them more than leaning walls. In many places, the rock is pitted and gleaming, the result of dragon's breath. Pohl can point out the place, just outside of the great doors, where most of his party was destroyed. The ground there is as smooth as glass and littered with scraps of burnt cloth, corroded armor, splintered spears and rusty shields.

There is only a little shelter here. The dragon keeps the courtyard clean to give any prey little place to hide.

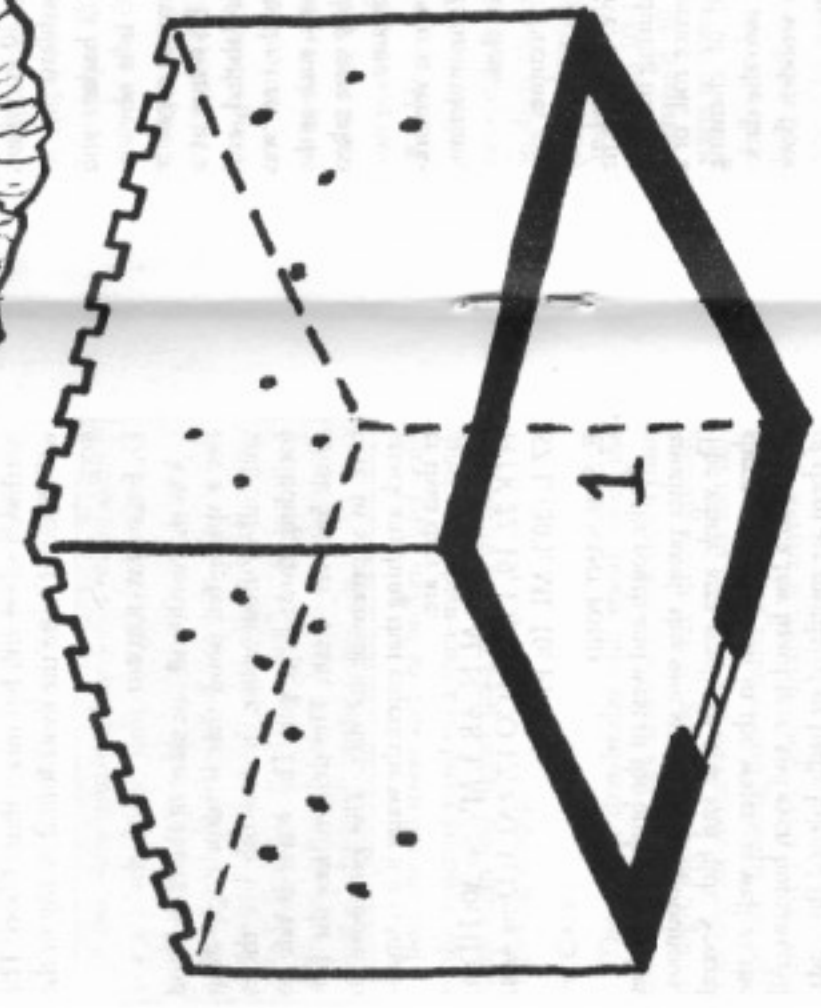
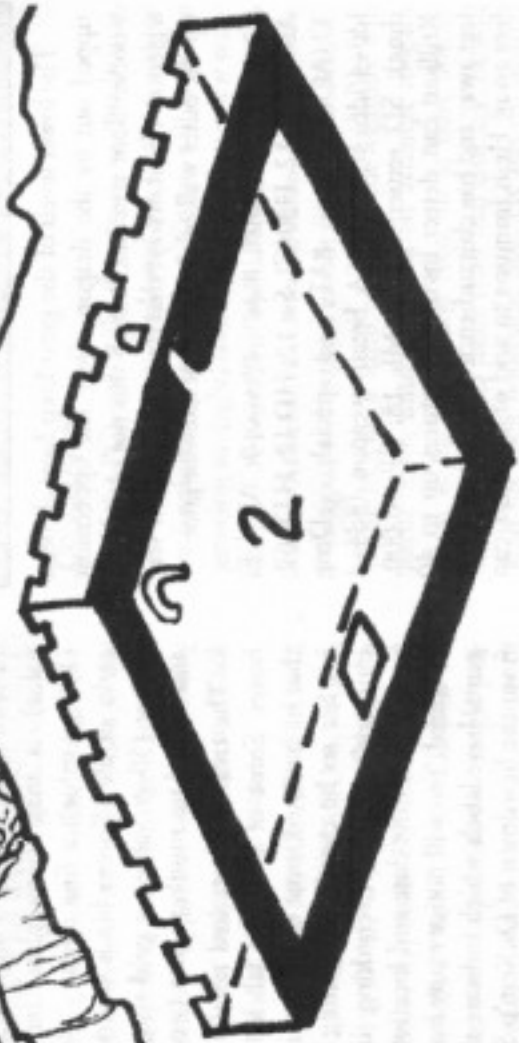
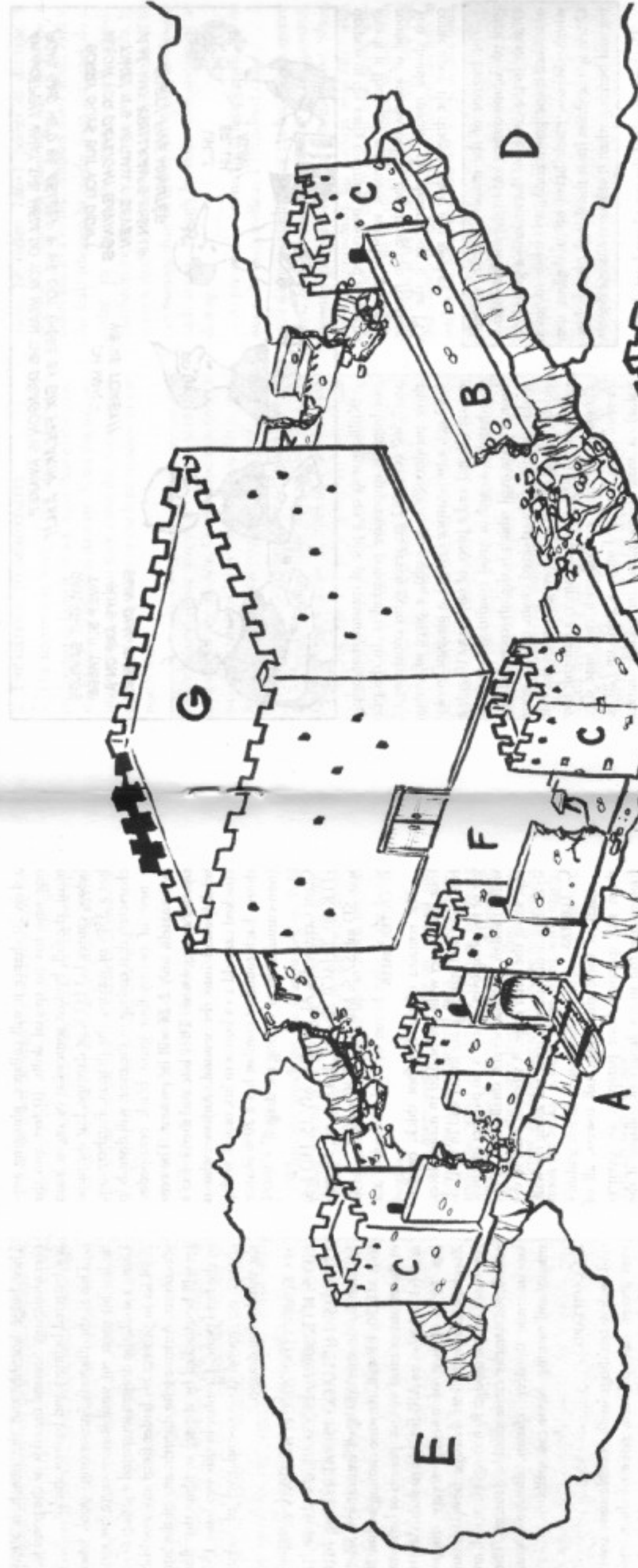
G. KEEP.

The ancient keep stands 70' tall and 50' wide on each side. Two wide, double doors are on the south wall, each of them almost 20' high. The wood of the doors is rotten, but intact and the iron holding them together is red with rust. Arrow slits begin thirty feet from the ground and run around the whole structure.

KEEP INTERIOR

1. DRAGON'S LAIR

If PCs follow Pohl's advice, and have not caused a commotion outside the keep, they will find the dragon sound asleep. The beast slumbers



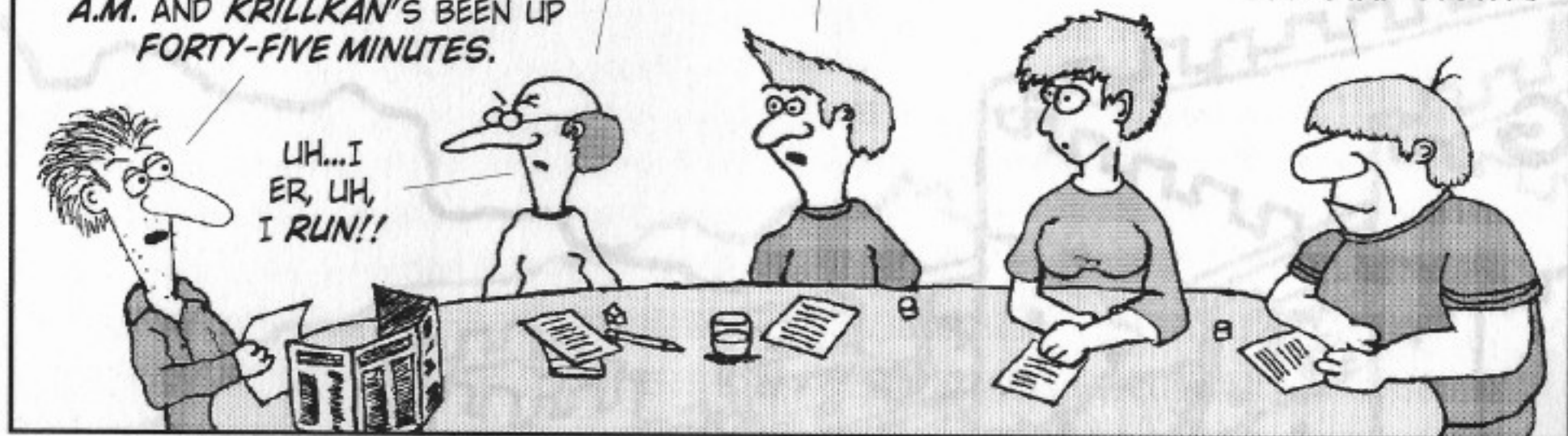
**AWAKE??!! WHAT THE HELL DO YOU MEAN THE DRAGON IS AWAKE?
POHL SAID HE'D BE ASLEEP IF WE GOT THERE BY SIX FREAKIN' A.M.!!**

**SORRY GUYS BUT YOU DIDN'T
ALLOW FOR DAYLIGHT SAVINGS
TIME! IT'S ACTUALLY SEVEN
A.M. AND KRILLKAN'S BEEN UP
FORTY-FIVE MINUTES.**

**OH MAN -
WE'RE TOAST!!**

**DAYLIGHT SAVINGS
TIME? BUT THESE
GUYS ARE ON A
SUN DIAL SYSTEM.**

**UH...I
ER, UH,
I RUN!!**



deepest in the early morning hours and PCs who attack it then get automatic surprise, gaining a round of attacks before the thing can retaliate. You should modify the description if the PCs come upon the dragon while it is awake:

The interior of the massive keep is a single, great room, the ceiling lost in the shadows above. Directly in the center of the room is a great heap of stacked coins, gems, armor, and weapons, upon which sleeps a black lizard of prodigious size. Green spittle slides from the thing's mouth, hissing and burning when it strikes the stone floor.

The lower levels of the great keep have all been ripped out by the dragon. Only the uppermost wooden floor remains, though this not obvious at a glance. The stairways that once wound their way up the outer wall of the keep are likewise gone.

KRILLKAN (JUVENILE BLACK DRAGON): AL CE; AR 1; MV 12, Fl30(C), Sw 12; HD 12; HTK 69; THACO 9; #AT 3+special; Dmg 1d6+4/1d6+4/3d6+4; SA breath weapon (8d4+4 dmg); SD senses; SZ G; ML 18; EP 10,000. Krillkan can detect invisible creatures up to 40 feet away and has clairaudience of his lair up to 80 feet away. He is immune to acid of any kind, can innately water breath, and three times a day can cast darkness 40' radius. His breath weapon is a 5' wide stream of acid that can be spit up to 60'.

Krillkan is a juvenile black dragon of moderate size. His body is 30 feet long while his tail extends another 23 feet. He is as cruel and evil as any of his race, though not smart enough to make most of his plans come true. He has never been able to get into the uppermost level of his lair and has no idea what is within the "tiny" room. He hates humans and all "lesser lifeforms" but may still bargain with such if his life is at stake.

Krillkan rests on a pile of treasure that, while not huge, is impressive nonetheless. In the pile are 7,567 cc; 3,342 gc; seven gems consisting of three peridots (500 gc each), a piece of amber (100 gc), a moonstone (50 gc), a piece of smoky quartz (50 gc) and a piece of obsidian (10 gc); a two-handed sword in good condition; a suit of bronze plate mail which is slightly corroded but usable; a suit of dwarf-sized chain mail; a great shield; a long sword with two garnets in the hilt each worth 100 gc; a warhammer; a halberd; five *Potions of Healing*; a scroll with two nine dice *Fireball* spells inscribed on it, a gold cup (20 gc value); a magnifying glass, remarkably intact (100 gc value); a fine tapestry (40 gc value) 10 casks of ale (Korem black stout); a large silver mirror (50 gc value); a gold ring (20 gc value); and a dried up monkey's paw (worthless).

The treasure is stacked neatly in baskets and boxes. Some of these are labeled. It is obvious that he has used some of his captives to organize his lair so he can find anything he wants at a moment's notice. Everything is labeled and marked with the date and location the item was obtained. You will notice many items, such as the gems, have labels which indicate they were taken from the lizardmen of DuKem's Swamp.

Other than the treasure, the room is remarkably clean. There are no bones of former victims, no scraps of cloth, no piles of rotted flesh.

As soon as the battle is over, it becomes evident that Pohl is not with the group. In fact, any help he claimed he was going to give, or spells he was going to cast, never occurred during the battle. Anyone who makes an intelligence roll, or a hear-noises roll, notes the sound of chanting coming from above. Shining light into the darkness of the upper tower reveals the wooden floor and closed trapdoor there, 60' above.

2. THE GATEWAY TO IMMORTALITY

The uppermost level of the ancient tower is enchanted to keep it intact, regardless of the passing of time or physical damage. Read the following to the PCs when they enter this room either through the trapdoors or the lone window in the north wall:

Only one, wide arrow slit opens into this room from the outside. On the southern floor, a wooden trapdoor leads down into the keep, mirrored by an identical trapdoor in the roof.

What is most striking about the room, however, is the glowing arch that hangs in the air a few feet from the window. In front of it stands a man with dark hair cut to a point on either side almost like horns on the back of his head. His skin is very pale and he wears a white tunic, the shirt tail cut in several points. Held in place by a belt with a silver buckle is an odd, red vest made of a thick material unlike any you have ever seen. A short, black cloak with a wide collar is draped over his shoulders, and navy blue tights tucked into tall, dark boots complete his outfit.

Pohl stands in front of the man, gazing at him. Next to the spell caster is a large book on a polished marble podium, just in front of the window. Even as you watch, the odd arch winks out and the stranger turns his eyes on you.

The stranger is, of course, Y'nene, finally free of his prison after almost 500 years. Though the vampire has no spells to cast when he is freed, he is still a formidable opponent and has already hypnotized Pohl. He orders the mage to attack anyone who does not submit to him.

Y'NENE (VAMPIRE/MAGE): AL CE, AR -1; MV 12 Fl 18(c); HD 12; HTK 72; THACO 6; #AT 1; Dmg d6+6; S 19, D 16, C 14, I 18, W 11, Ch 17; SA level drain, hypnosis; SD regenerate, +2 or better to hit; MR 20%; SZ M (6' tall); ML 16; EP 8,000. Y'nene can hypnotize any single person per round with merely his voice at a range of 40'. He is immune to weapons of less than +2 enchantment and regenerates 3 HTK per round once damaged. Like all vampires, he is immune to sleep, charm, and hold spells, as well as poison or paralyzation. At will, he can assume bat shape and gaseous form, as well as spider climb. He can summon 10-100 bats or rats or 3-18 wolves and withstand 30 minutes of full sunlight before it starts to damage him.

He has his weaknesses as well. Both garlic and holy symbols of a good deity can keep him at bay. If he is struck by such a holy symbol or holy

water, he suffers 1d6+1 points of damage. If exposed to sunlight past the half hour, he is destroyed in a round. Mirrors don't affect him in the least (though he might feign that they do in order to throw his enemies off guard). Furthermore, in order to drain energy levels, he must actually drink the blood of his victim. If he can manage that, he drains two energy levels with each attack, though he does only one point of damage.

At present, he has no spells memorized, but he normally casts spells as a 19th-level mage.

If dawn is imminent, or the battle goes against him, he grabs his Black Book (see Appendix), assumes gaseous form, and flees the tower. When he was imprisoned, his pockets were filled with grave dirt so he can make his new grave anywhere. Before he turns into vapor, he will flash his teeth at the PCs and snarl (in old - 500 year old - Svimohzish), "I have unfinished business to which I must attend. Do not worry, in due time, we will meet again."

If the PCs enter the room before Pohl has a chance to cast the spell, all that is evident is the podium and the book. The podium is solid marble, well made and crafted, worth 1,000 gc to the right buyer. It is heavy and unwieldy, however, weighing 400 pounds.

CONCLUSION

If the PCs attack the dragon at, or just before, dawn as Pohl suggested, and get to the Gateway to Immortality soon after, Y'nene will note the growing sunlight, stay to fight for just a few minutes before snatching up his book and fleeing. So long as he keeps his book, he does not bother the PCs again to any great extent (though see below). If the PCs wait until nightfall, the vampire will battle them until dawn, in an attempt to gain them as his thralls and feed on at least one of them. If he takes more than half damage, he will grab his spell book and flee. He has no quarrel with the PCs (though if they sorely wound him he will in the future (see below)) and simply wants to return to Voshkavinn and begin his experiment again to become mortal.

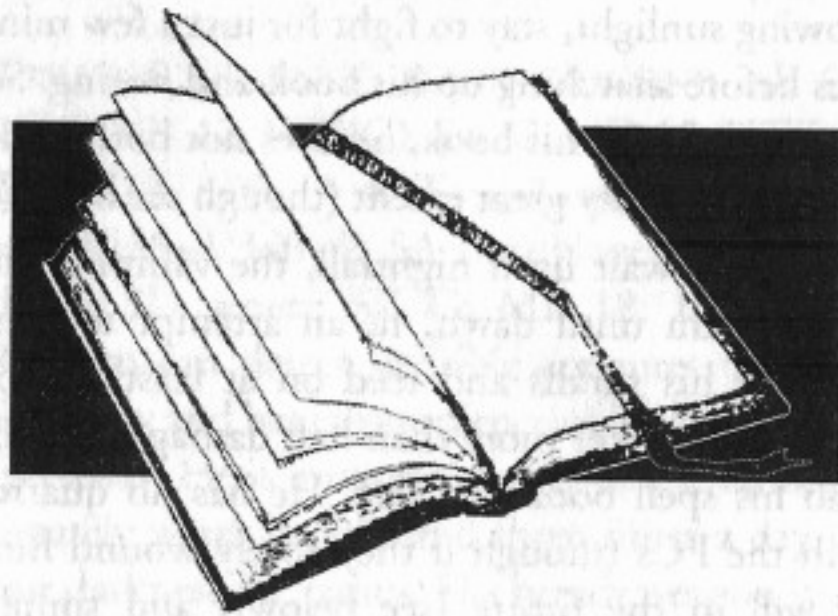
If Pohl survives the encounter, he apologizes profusely to the PCs and begs them to forgive him for misleading them. He tells them he honestly had no idea what was in the room above and can tell them about the spell he hoped to cast and what he wanted from it. His pleas are only half true, as he has no regrets and gives not a fig about the party. He simply wants to escape the adven-

turers with his skin intact. He is still under Y'nene's control as well. If he survives, he searches out Voshkavinn and becomes the vampire's willing slave.

The lizard men are more honestly grateful to the PCs, and true to their word, return the general's patrol to them, so they can accomplish the mission they were hired to do. What is more, they are now considered the heroes of "the people" and will always have friends there. Likewise, if the dragon's head is returned to either Korem or Daresido, it is ample proof the PCs have earned their reward.

Their reward will be greater if they return the patrol. When General Garnak hears about their deeds he will give them 100 gc for each of the five men returned, and offer them permanent positions on the patrol.

The lizard men of the DuKem'p Swamp will no longer plague travelers on the Old River Road. Y'nene can be used as a long range villain if the GM so wishes. The vampire is a powerful mage and very dangerous. He continues trying to cast his great spell (one of the components being 100 virgins to be sacrificed as part of the ritual). The PCs could eventually get wind of this and seek him out in the horrible, ruined city in Svimohzia to stop his evil. The mage is adept at summoning rituals and has quite a few demons or devils at his beck and call. He could possibly send them after the PCs once they finally start to seek him out. In time, he may also create more vampires and send them to destroy the PCs.



THE BLACK BOOK

The Black Book is Y'nene's spell book. The tome is some 12 inches across and 18 inches tall (closed). It is bound with some kind of leather, completely covered with black scales (black dragon scales actually). Scratched into the cover of the book is the name Y'nene in ancient Svimohzish runes. The book contains 200 pages and is adorned by a blackened, broken lock.

The book contains the following spells:

1ST LEVEL

Burning Hands, Change Self, Charm Person, Color Spray, Dancing Lights, Detect Magic, Enlarge, Erase, Gaze Reflection, Hypnotize, Identify, Message, Protection from Good, Read Magic, Shield, Shocking Grasp, Sleep, Spook, Wizard Mark

2ND LEVEL

Alter Self, Darkness 15' radius, ESP, Flaming Sphere, Magic Mouth, Ray of Enfeeblement, Scare, Stinking Cloud, Web, Wizard Lock

3RD LEVEL

Clairaudience, Clairvoyance, Explosive Runes, Fireball, Flame Arrow, Fly, Haste, Hold Person, Lightning Bolt, Monster Summoning I, Non-Detection, Phantom Steed, Wind Wall

4TH LEVEL

Contagion, Enchanted Weapon, Fire Charm, Fire Shield, Ice Storm, Improved Invisibility, Massmorph, Minor Globe of Invulnerability, Phantasmal Killer, Polymorph Other, Polymorph Self, Shadow Monsters, Wall of Fire, Wall of Ice, Wizard Eye

5TH LEVEL

Animate Dead, Chaos, Cloudkill, Cone of Cold, Conjure Elemental, Dismissal, Dolor, Magic Jar, Shadow Magic, Summon Shadow, Teleport, Wall of Force

6TH LEVEL

Anti-Magic Shell, Chain Lightning, Control Weather, Death Fog, Death Spell, Disintegrate, Enchant an Item, Ensnarement, Eyebite, Invisible Stalker, Legend Lore, Move Earth, Permanent Illusion, Reincarnation, Spiritwrack, Stone to Flesh, Transmute Dust to Water, Veil

7TH LEVEL

Banishment, Finger of Death, Limited Wish, Power Word Stun, Prismatic Spray, Reverse Gravity, Sequester, Spell Turning, Teleport without Error, Torment

8TH LEVEL

Binding, Demand, Incendiary Cloud, Maze, Mind Blank, Permanency, Polymorph Object, Sink, Symbol, Trap the Soul

9TH LEVEL

Gate, Prismatic Sphere

Additionally, on the last page of the book is a spell entitled *Gateway to Immortality*.

Gateway to Immortality(more commonly known as **Cluo's Closet**)**Level 4 Wizard Spell****(Alteration, Conjunction/Summoning)**

Range: 60 yards

Components: V,M

Duration: Permanent

Casting Time: 2 rounds

Area of Effect: 4' x 4' x 8'

Saving Throw: None

Cluo's Closet creates a small, intradimensional area some four feet on a side and eight feet high (a bar and several hangers can be included in the spell if the caster so wishes). Once the spell is initially cast, the "closet" comes into being and can be called forth by casting the spell again at the same place (or within the range of the spell) where it was initially cast. Casting the spell elsewhere simply creates another small empty closet.

The closet looks to be a simple arch with a few feet of space behind it. So long as the caster concentrates on keeping the door open, it continues to exist. As soon as the caster ceases his concentration, the archway vanishes. Anything placed within the closet ceases to age once the small space vanishes into the ethereal plane—time actually stopping inside the closet. This makes it an excellent place to store any perishables or prisoners.

The material component (1,000 gc worth of ruby dust) is only necessary to create an initial closet. Once the closet is created, merely speaking the spell causes it to reappear.

The spell was once common to the mages of Pecal and the College of Magic. Other, more powerful and useful spells, have since replaced it and it is almost impossible to find now.

The College of Magic was built in the principality of Pecal during the reign of Kolokar. All schools of magic are studied within its hallowed halls. The College has been run for the last 30 years by the eccentric wizard, Zenith. The College has always had a strong influence in the governing of the the Principality and a centuries-old law requires that all magic performed in Pecal be approved and licensed by the College. The penalty for performing unlicensed magic varies from warnings to death, depending on the power of the magic.

THE DUKEM'P SWAMP

The Banader River flows through a natural depression known as the DuKem'p Swamp. Despite becoming quite shallow, the river is fully navigable through this marsh. The fen stretches outward from the banks of the Banader for more than 20 leagues, and is often 15 leagues in breadth. Giant leeches are common to portions of this swamp. Outlaw bands of men and humanoids are transients at the drier edges of DuKem'p while lizard men are known to populate the interior. Black dragons are occasionally encountered in the northeastern areas of the swamp.

LIZARD MEN IN KALAMAR

Not many outsiders have had dealings with lizard men, who call themselves Zek'Ira, in their language, meaning "people." Many who have, have been unable to return with any stories. Most humans and other demi-humans prefer to avoid them. Some, however, have hunted them like animals for their hides, or for use as slaves. Those few have only confirmed most lizard men's ideas about outsiders, that they are cruel, stupid and uncivilized.

Rumors and stories about the tall, powerful lizard men abound. Some mothers tell their children horror stories about "alligator people" to keep them from venturing too far into the swamps.

There is a legend which anyone can hear if they frequent taverns or inns in the Young Kingdoms, that lizard men who live in DuKem'p Swamp sneak into town, kidnap people from off the streets and drag them into the swamps. There, it is said, they disembowel their victims, cook and eat the entrails, and then stuff and display the bodies in their tribal halls. Those stories have not been verified, but many claim to have seen people dragged into the swamps.

Few outsiders realize how generally peaceful lizard men are. Theirs is a complex society, bound by tradition and a tremendous sense of pride in their homelands. They fight, only to protect their homes, for the most part.

As testament to their peaceful natures, there have been no recorded battles between organized lizard men soldiers and any other human or demi-human settlement.

Lizard men prefer to keep to themselves because of the superstition and cruelty of outsiders who have stereotyped them.

While lizard men are generally peaceful, they can be, at the same time, fierce. Threaten the homeland, or the well-being of any member of a lizard man tribe, and you will soon see the foolishness of such an act.

In their element, not too many humans or demi-

humans are a match for the power and swiftness of enraged lizard men.

Lizard men do face many threats however. They all fear the destruction of their wetlands, which are threatened by settlements and an increasing number of travelers wishing to cross through on business or pleasure.

Larger monsters, especially dragons, are a threat to lizard men, although, luckily for them, the frequency of such encounters are rare.

Slavers have been known to try to capture lizard men, but few have succeeded. Most lizard men fear slavers nonetheless. A story is told in the tribe about a lizard man, Jazeer'ka, a well-respected elder, who was overpowered while he was alone, hunting. They say he was dragged into a human village, mocked, beaten and disgraced. He was made to dance in the tavern for the amusement of drunken miners who threw bottles and food at him. His clothing was stripped off and he was displayed naked. When several drunks began to use him for target practice, he broke loose and began to attack. He killed several before he was skewered with a lance, dragged into the street and strung up from a tree. They say his body hung in the street, where young boys and girls would throw stones and dogs chewed at it.

Finally, members of his tribe snuck into town at night, cut him down and brought him back into the swamp for a proper cremation.

Lizard men are often skillful artisans, especially adept at leatherwork and weaving. It is said a garment made by a lizard man can keep out the strongest rain and the coldest chill. A few pieces of this work found in shops specializing in rare items have sold for tremendous prices.

Females and children play an important part in their society, in spite of the fact that they are all known as lizard men by outsiders. Males and females are partners in a sense, and disrespect between men and women is not tolerated. Children are brought up in loving, but very strict, families. Elders are included in family dwellings, and are greatly respected.

Male lizard men are surprisingly gentle with their offspring, and it is most often the females who bring discipline and order to the family. Males protect females and children from outside harassment with everything they have. It is the ultimate disgrace to the entire tribe if a female or child is harmed. Both male and female hunt, including children. Their survival training begins at an early age.

Lizard men worship a variety of gods, but the most common include Mother Tellene and The Bear. Lizard people tend to worship gods who have the power to protect their lands. A few lizard men gods are worshiped who provide them the ability to

remain hidden from the rest of the world, and those who grant them protection from dragons.

Most lizard men believe their race is the original race of all creation on Tellene. They believe every other type of intelligent being sprang off from their blood, but were somehow cursed. Now, these beings must live without the benefit of being true people. Their spirits, therefore, are twisted and evil. All they can do now is protect the true way, and continue to live in that truth. What the others do, unless their activities threaten them, is of no concern. Their existence is simply a fact of life, however unpleasant.

There have been outsiders who have been accepted by lizard men, and vice versa. Some outsiders have shown the spirit of truth, the lizard men say, and have even been adopted as part of the lizard man society. Some lizard men have even been known to join bands of humans or demi-humans in seeking knowledge and adventure. Not much is known about them, since contact with the tribe is pretty much cut off after a lizard man leaves the wetlands.

There is a small tribe of lizard men living in the Tharakka Morass, known as Sla'Zeen, "wild ones." They have thrown off the traditions of their elders and have taken to aggressive acts. Their chief, Zee'linn, has said, "We will no longer tolerate oppression by weaker races. We will fight, and we will fight hard. We will slay every one who sets foot within our lands." The power of this group, however, is limited and they know it. They attack only sporadically outside their own domain, which is populated by hobgoblins. Sla'Zeen warriors sometimes slink out from the Morass into small villages, where they commit acts of terror, burning homes, mutilating livestock and even slitting throats. For the most part, they train and wait. They wait for their victims to come to them, and they wait for the day when their power will become great. They wish to be a force to be reckoned with. It is said their shamans lead the wild ones in depraved acts of worship to unholy deities, in order to gain arcane knowledge and power. Who knows but one day, they may just be a great force of terror within the Young Kingdoms.

Most lizard men denounce the activities of these rogues, and teach their children to avoid following such blasphemous paths. Still, a few young lizard men, both male and female, have wandered off to join this group, to the sorrow of their families.

Some have left in bitterness after successful attacks by outsiders. They have rejected the worship of "outsider gods," and seek a way to avenge the wrongs they feel their race has suffered.

THE BEAR

This deity is also known as Old Grizzly, Father of the Treant and The Old Oak.

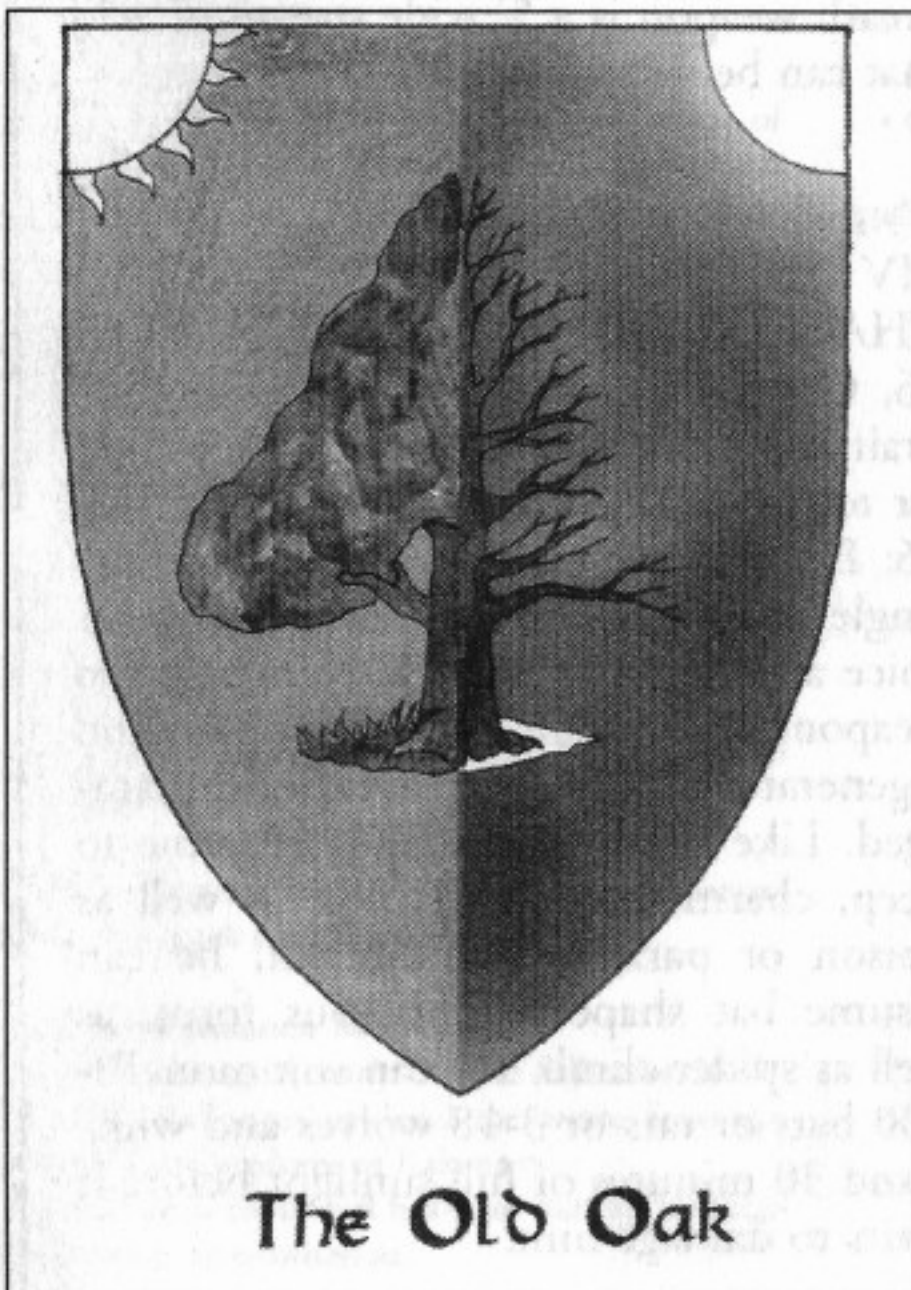
Most worshippers of The Bear do so in a clearing within an ancient oak forest. The lizard men who worship this god do so beneath some of the trees which thrive in the swamps.

This deity's sphere of influence is nature, and its symbol is a huge oak tree. Priests are known as the Brotherhood of the Bear. The church is known as the Conventicle of the Great Tree.

Advancement within the Conventicle of the Great Tree is by protecting nature from the harm of civilization and keeping forests free of dangerous influences.

The Brotherhood of the Bear is comprised primarily of those who live in the forest, away from civilization. They believe that the intelligent races will eventually destroy themselves, allowing nature to once again rule Tellene.

Until that time, they consider it their duty to patrol woodlands and other wild areas, protecting them from destruction. Other duties of priests include planting trees, healing wildlife and passing the ancient songs of the Old Oak to new generations. The songs, sung on holy days in a language known only to the gods, seem sad yet beautiful. Some believe they foretell the destruction of civilization. Until the riddle of the songs is revealed, priests of the Bear strive to maintain a balance in the world between nature and civilization.



THE MILITOCRACY OF KORAK

To the south of P'Bapar and the west of Ek'Kasel lies the Militocracy of Korak (population 670,000). The first Archduke of P'Bapar consulted with the Koraki general before seceding and even contracted his help should Kalamar retaliate militarily. Korak followed P'Bapar by seceding one month later. Korak's current leader is General Alere Garnak.

Korak is a country constantly at war. In Korak, reside the descendants of those who pushed the hobgoblins back to where they are now—and kept them there. Without Korak as a buffer, the Young Kingdoms would have fallen to the hobgoblins centuries ago. Every general who assumes the Koraki command swears an oath of office: "Never surrender, whatever the cost."

This great war with Norga-Krangel is not fought without the help of the rest of the Young Kingdoms. Every spring, P'Bapar sends 200 soldiers to help fight the hobgoblins and every winter Korak sends officers to help train their soldiers. Ek'Gakel sends an annual tithe and the dwarven kingdoms in the Legasas send weaponsmiths and armorers to Korak. The Temple of Armed Conflict and the Way of the Beserk are very popular here. The Founder's Creation, the Fraternal Order of Aptitude and the Church of the Life's Fire are also common in Korak. Humans and demi-humans are prevalent in the cities of Korak, but those with humanoid blood are openly persecuted.

The standing army of Korak is immense. Heavy infantry number near 4,500, crossbowmen around 300 and cavalry number around 1,400. During campaigns season, when troops arrive from P'Bapar, these numbers increase.

Korak's capital city, Korem (population 9,600) has become known as the City of Swords. In Korem, one can find weapons and armor of the highest quality. Korem smiths make armor and weapons for the leaders of almost every kingdom on Tellene. For a hefty price, a properly-skilled Korem smith can forge a weapon or a suit of armor exquisite enough to hold powerful enchantments. Also, in Korem, almost any kind of mercenary can be hired: human swordsmen, dwarven heavy footmen, gnomish crossbowmen, halfling slingers and even elven archers. These special troops are the best, but they are very expensive. The women of Korak are excellent fighters as well, and battle alongside the men. There is even an all-female regiment that continuously strives to have their colonel rule the country.

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Stats-at-a-Glance™

LIZARD MEN (10): AL N; AR 4; MV 6, Sw 12; HD 2+1; HTK 17, 15(x2), 13, 12(x2), 11, 10, 9, 8; THACO 19; #AT 1; Dmg by weapon; SZ M (7' tall); ML 14; EP 65; armed with barbed darts (1d4 damage) and clubs (2d4 damage), shields.

SHIZZINIR - LIZARD MAN SHAMAN: AL N; AR 4; MV 6, Sw 12; HD 5; HTK 32; THACO 18; #AT 1; Dmg by weapon; SA spells; SZ L (7' 2" tall); ML 16; EP 650; armed with wooden shield, club. He has the following spells memorized: *Cure Light Wounds* (x2), *Entangle*, *Charm Person or Animal*, *Flame Blade*, *Heat Metal*, *Summon Insects*. In his frog skin pouch are six *Goodberries* that will last for six days and another four that will retain their potency for five days. The shaman is a follower of The Bear.

POHL: AL N(E tendencies); AR 6 (armor spell--lasts until 8 points of damage); MV 12; W 8; HTK 13; THACO 18; #AT 1; Dmg by weapon; S 12.9 D 10, C 6, I 15, W 13, Ch 14; ML 12; armed with a dagger and staff. He carries a bag with flint, steel, two bottles of Greek fire, his spell book, and a *Rope of Entanglement*. He has the following spells memorized: *Burning Hands*, *Color Spray*, *Grease*, *Phantasmal Force*, *Darkness 15' radius*, *Locate Object*, *Web*, *Fly*, *Hold Person*, *Wraithform*, *Hallucinatory Terrain*, *Improved Invisibility*. His spell book contains all of his memorized spells as well as *Armor*, *Charm*, *Comprehend Languages*, *Detect Magic*, *Read Magic*, *Spider Climb*, *Improved Phantasmal Force*, *Knock*, *Stinking Cloud*, *Wizard Lock*, *Dispel Magic*, *Haste*, *Item*, *Lightning Bolt*, *Spectral Force*, *Suggestion*, *Magic Mirror*, *Phantasmal Killer*, *Polymorph Self*, and *Shout*. The book is badly burned but intact.

Pohl was badly burned, all over his body, by acid. Not one inch of his flesh is without scars. He is hideous to behold.

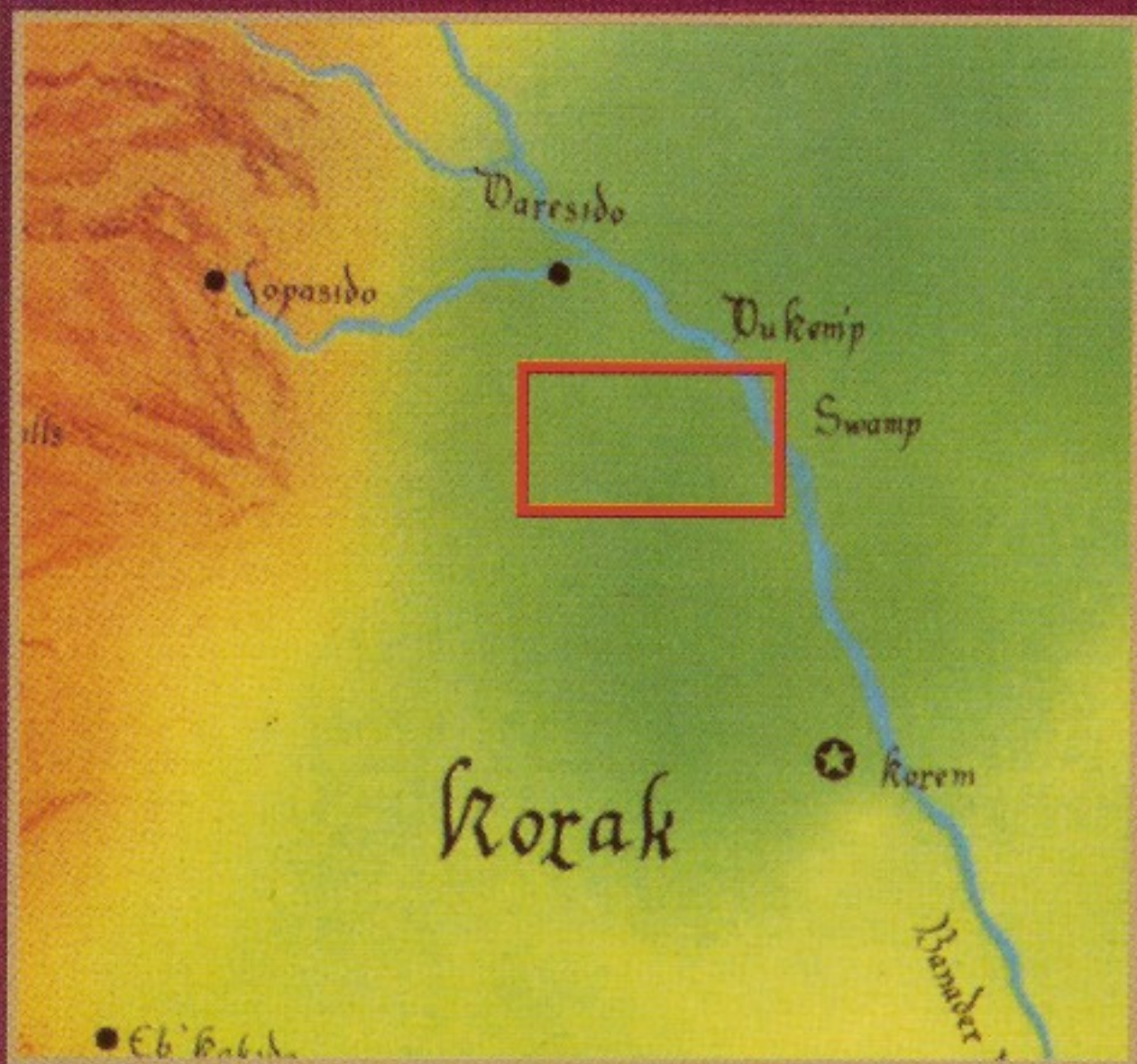
SEA ZOMBIES (14): AL CE; AR 7; MV 6, Sw 12; HD 5; HTK 30(x2), 28(x3), 25, 24, 23, 20, 18, 17, 16, 15, 14; THACO 15; #AT 1; Dmg 1d10; SA stench, disease; SD spell immunity; SZ M (6'); ML 20; EP 420. Anyone coming within 20' of the creatures must save vs. poison or be nauseated (-1 to hit/+1 to AR) for 2d4 rounds. Any hit has 10% chance of causing severe disease. Zombies take only half damage from fire and fire-based magic though lightning, electrical, and cold-based attacks cause double damage. They are immune to sleep, charm, illusions, mind magic, and turning. None cast spells.

KRILLKAN (JUVENILE BLACK DRAGON): AL CE; AR 1; MV 12, Fl 30(C), Sw 12; HD 12; HTK 69; THACO 9; #AT 3+special; Dmg 1d6+4/1d6+4/3d6+4; SA breath weapon (8d4+4 dmg); SD senses; SZ G; ML 18; EP 10,000. Krillkan can detect invisible creatures up to 40 feet away and has clairaudience of his lair up to 80 feet away. He is immune to acid of any kind, can innately water breath, and three times a day can cast darkness 40' radius. His breath weapon is a 5' wide stream of acid that can be spit up to 60'.

Y'NENE (VAMPIRE/MAGE): AL CE, AR -1; MV 12 Fl 18(c); HD 12; HTK 72; THACO 6; #AT 1; Dmg d6+6; S 19, D 16, C 14, I 18, W 11, Ch 17; SA level drain, hypnosis; SD regenerate, +2 or better to hit; MR 20%; SZ M (6' tall); ML 16; EP 8,000. Y'nene can hypnotize any single person per round with merely his voice at a range of 40'. He is immune to weapons of less than +2 enchantment and regenerates 3 HTK per round once damaged. Like all vampires, he is immune to sleep, charm, and hold spells, as well as poison or paralyzation. At will, he can assume bat shape and gaseous form, as well as spider climb. He can summon 10-100 bats or rats or 3-18 wolves and withstand 30 minutes of full sunlight before it starts to damage him.

A tall, lone structure looms out of the swamp like a black finger... As the wind shifts, you catch the scent that almost turns your stomach—the smell of the wyrm.

Before they're through with this adventure, player characters will find themselves face to face with many deadly foes, including an immortal evil and maybe worst of all—the bitterness of betrayal.



The **A Foe In Need Kalamar Quest™** adventure and supplement is designed to provide both a challenging adventure and useful supplementary campaign material. The material within is set in the popular **Kingdoms of Kalamar™** fantasy campaign setting but can easily be used with any fantasy role-playing game setting.

This game adventure and supplement is suitable for use with any fantasy role-playing system, including but not limited to **Advanced Dungeons & Dragons®**, **Rolemaster®** and **HackMaster™**.

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