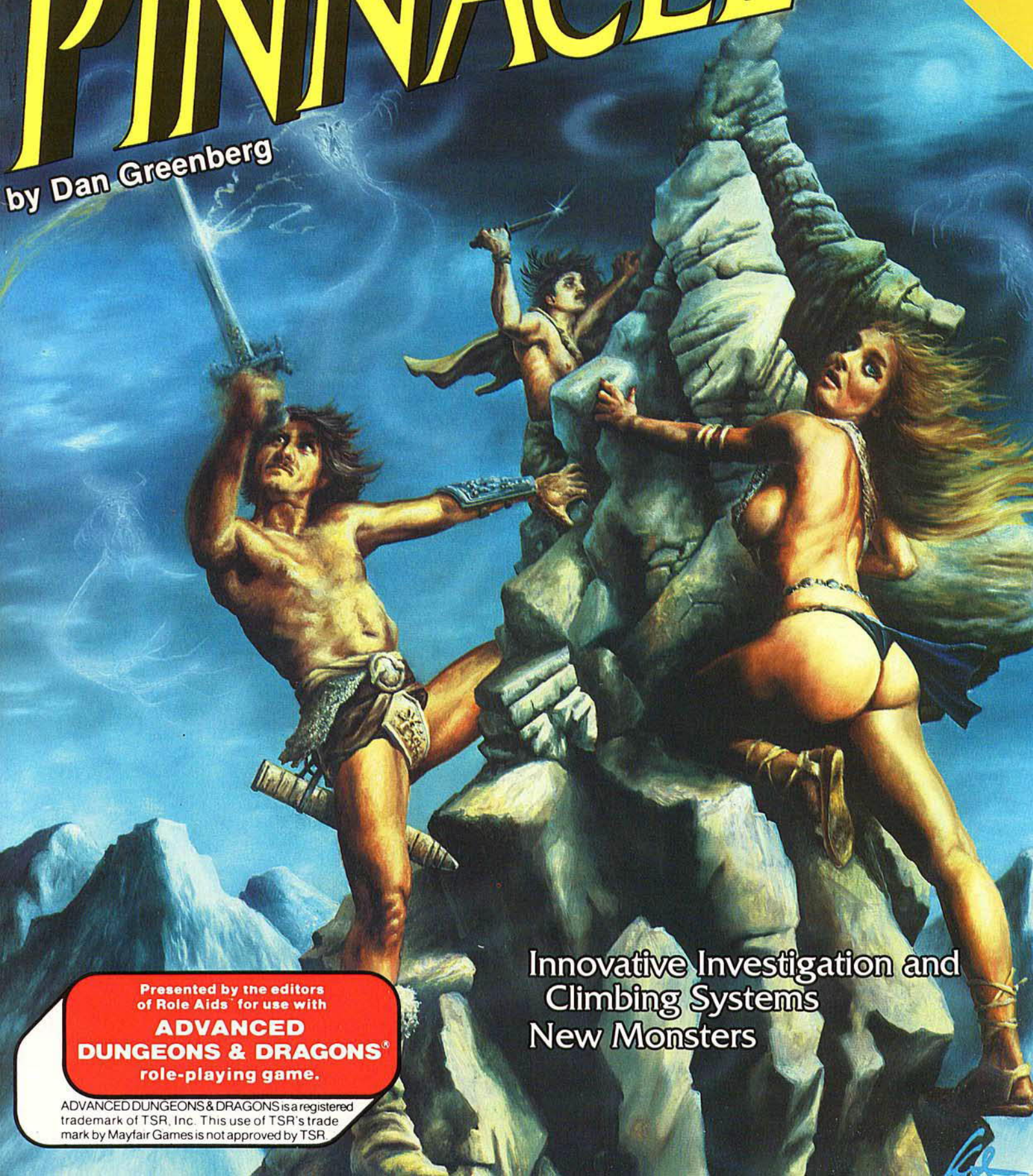




PINNACLE

by Dan Greenberg



Innovative Investigation and
Climbing Systems
New Monsters

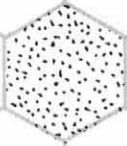
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Pinnacle Climb

= Clear Slope



= Snow Field



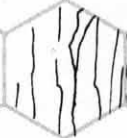
= Kobold Hall



= Glacier



= Special (Roll die)

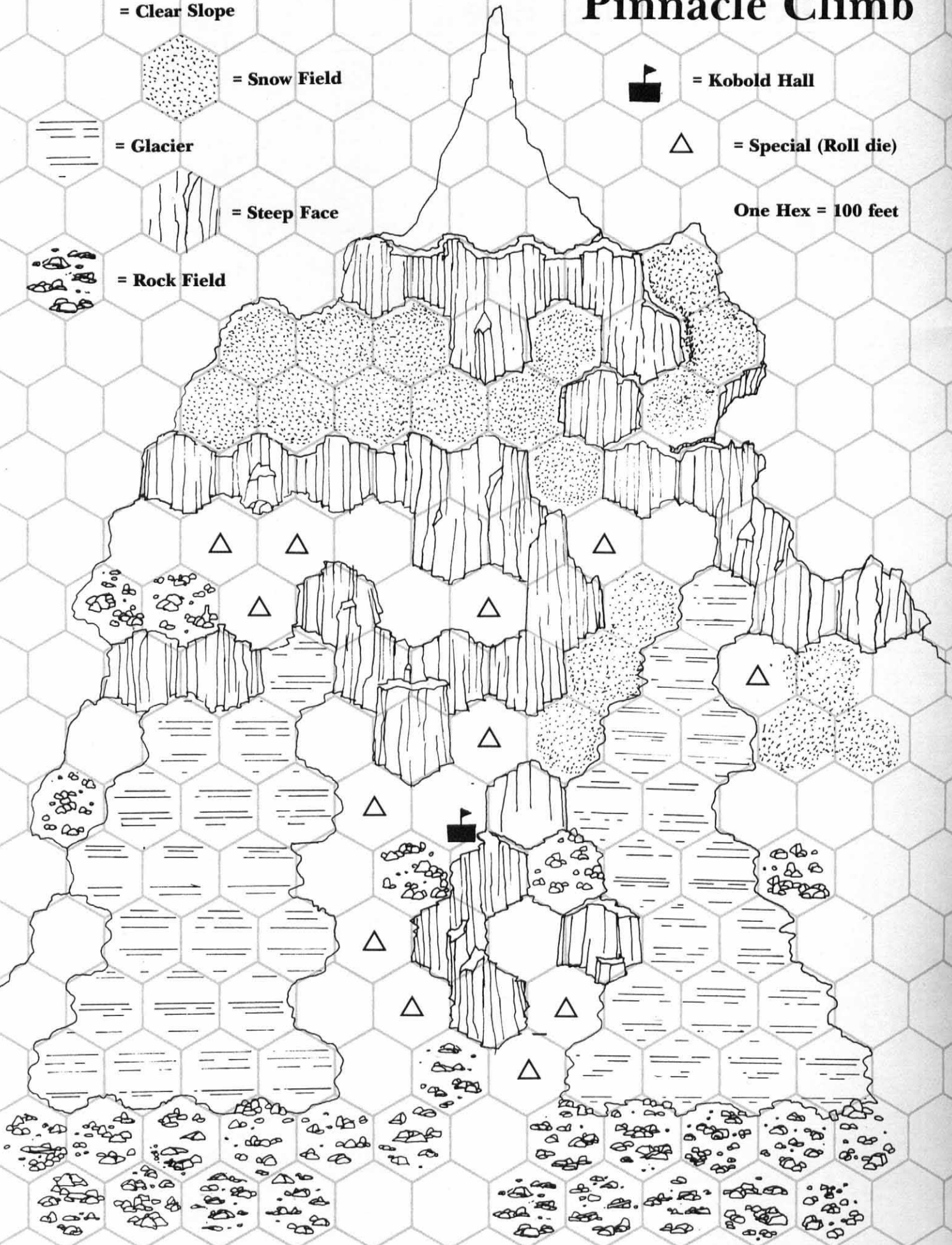


= Steep Face

One Hex = 100 feet



= Rock Field



Background

Pinnacle

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PINNACLE

Table of Contents

Pinnacle Climb Map	Inside Front Cover	Mayor Phelps' Revenge.....	15
Background	3	Shaken Factory Cut-Away	15
Player Characters	4	Investigation Charts.....	16
New Monsters	5	The Celebration	17
Non-Player Characters	5	Ascending Pinnacle	21
Rival Climbers	7	Climbing Events I	23
The Open Road	8	Climbing Events II.....	25
Contacts	9	Shaken, Rattle, and Roll.....	27
Pinnacle Cut-Away Map.....	12	Disavowing Any Knowledge	31
Kobold Fortress.....	13	Special Events Tables	32
Shaken Factory	14	How to Use This Book	Inside Back Cover

Background

History

Pinnacle is an adventure for 4-6 Characters of Skill Levels 4-5. There are 5 Characters provided. If more or fewer than 5 Characters are needed for play, the GM should scale the powers or statistics of the adversaries accordingly. The party should definitely include a Ranger, or some similar Character who is a skilled outdoorsman. The Characters are assumed to be capable of and familiar with mountaineering.

Player Introduction

An adventure about the race to the top of a forbidding and mysterious mountain, Pinnacle takes your Characters from the dignified intrigue of the nobility to the desolate danger of a savage wasteland. Adventurers must be adept at functioning in both worlds to bring the adventure to a successful conclusion.

Gamemaster Introduction

An aristocratic group known as the *Gentlemen's Adventuring Society* is sponsoring a mountain climbing competition. Skilled adventurers from across the land are being invited to take part in the race to be the first person in recorded history to stand atop the tallest mountain in the country, *Pinnacle*.

Pinnacle, a mountain cloaked in storms and shrouded in mystery, is rumored to be haunted by monsters, sorcerers, and alien beings. According to legend, the Andine, a great race of god-like beings which ruled from the top of the mountain supposedly died out in a great cataclysm millennia ago but left in their place a powerful protective device to keep their mountain undefiled.

Swarms of Howlers, living anti-magic windstorms, perpetually swirl about Pinnacle, destroying all magical attempts to scale or fly up the mountainside. The mountain's fierce weather is sufficient to deter most people from attempting the climbs; the Howlers take care of those who are magically capable.

The Andines

Contrary to legend, the ancient race did not die out but retreated into a shadow dimension whose only portal to Earth is hidden at the very peak, the spire of Pinnacle. The beings, called Andines, retreated there when they saw the signs of an approaching godswar, enabling them to survive a cataclysm that wiped out other god-like beings.

One Andine stayed behind, his body laying in suspended animation until the Priests of the Procession discovered it in the ruins atop Pinnacle. The Priests have drugged the Andine and use his powerful immortal blood as an ingredient in their horrible experiments.

The Assassin Factory

Fifty years ago, an assassin's guild joined forces with an exiled Alchemist sect to construct Shaken, the perfect assassins, like golems, in the Alchemists' workshop. This enterprise was opposed by many groups, from the local constabulary to the crusading Order of Gold, a strict Paladin group. The Shaken Factory had great success making assassins, but little success defending themselves. The Order of Gold was consistently able to cripple the vile operation.

Thirty years ago, Korlon's Mayor Phelps joined the group, lending his business expertise to the Factory. He arranged for the Priests of the Procession to kidnap Dwarves and force them to hollow out Pinnacle mountain. Thwarted by the mountain, the Order of Gold was unable to stop them.

Ten years ago, the Factory produced the first Shaken, who destroyed all but one member of the Order of Gold and began exporting death and terror across the land.

Priests of the Procession

The Priests of the Procession are a secret evil clerical sect of poison fanatics who pose as a Lawful/Good religious order, brainwashing their followers with drugs. With their expertise, Mayor Phelps is able to drug the Dwarves to make a hidden city within Pinnacle Mountain. The Priests have greatly profited by their association with the Factory owners but fear that the owners will one day betray them.

The Gentlemen's Adventuring Society

Founded over 100 years ago, the *Gentlemen's Adventuring Society* is dedicated to making foppish and cowardly aristocrats feel like the heroes that were common in the lower orders of society. These heroes would hire dozens of local mercenaries and set off on huge expeditions to slaughter a goblin or a giant spider with war chariots and fireball wands.

The false sense of power the aristocrats felt on these safaris was remarkable, and the organization grew rapidly in size and

power. Ivannus Thunderhand, the last surviving Paladin from the now-destroyed Order of Gold saw the great political power of this organization, and joined. He seized power quickly and has been using the Society's resources to track down the Assassin Factory.

To avoid recognition, Thunderhand changed his name to Lord Brax and tries to act as flighty and wimpy as the other fops in the society. He organized the climb up Pinnacle as the first onslaught against the Factory and to gather information about it.

The Uninvited Guests

The preparations for the historic climb did not escape the notice of Mayor Phelps and the Assassin Factory. They are working to sabotage the climb, planning to make the rival climbers suspect each other of sabotage and perhaps kill each other during the climb. Mayor Phelps' brainwashed assistant Artimus has been hiring thieves to threaten the *Gentlemen's Adventuring Society* members.

The Priests of the Procession have sent members of their sect to bless the climbers with a spell that will keep the such blessed Characters from attacking any Priest of the Procession. A Shaken will be stealing about, trying to stir up rivalries between the climbers and will attempt to kill the *Gentlemen's Adventuring Society* leaders, Nickoli and Brax.



Player Characters

Any of these Characters may be made female at the Player's option. (If Durren is made female, change the dance hall girls and barmaids mentioned in his description to minstrels and young gentlemen. Their personalities can be changed as well.)

Hawk

Human, Skill 5 Ranger

ST: 17 (+1, +1), IT: 14, IN: 15

SM:16, DX: 13, AP: 7

HTK: 41, AC: 4

MV: 12", Att: 1, Dm: (by weapon)

Align: Neutral/Good

THACO: 15

Weight: 170 lbs., Height: 6'5"

Weapons: +1 Long Sword

Armor: Chain mail and Shield

Magic Items: Rope of Climbing, seven +1 daggers (matched set)

Specials: None

Hawk is a giant of a man who loves nature and the outdoors in all forms. He is equally comfortable in the hottest of deserts, the dampest of jungles, and the bitterest of arctic regions. The only place he is not comfortable is in cities and houses.

Hawk hates being indoors and often sleeps on rooftops to avoid "spending a whole night cooped up in a cell." He exudes confidence and strength, is a natural leader, and is the 'glue' that holds the group together. The others in the group act independently most of the time but look to Hawk for leadership during a crisis.

Ironically, Hawk has no desire to lead people and often feels uncomfortable giving orders. He finds people too complicated, and has trouble understanding them. In many ways he is a simple soul, and prefers the company of animals to men, as he can completely identify with animals.

Hawk is easy going and calm, even in battle, unless innocents are threatened. If he sees an innocent or noncombatant harmed, he becomes enraged and fights mercilessly.

His motto is, "The blood of innocents should never be spilt."

Contacts: The Woodsmen of Korlon and an Elf Band.

Kip

Human, Skill 6 Thief

ST: 9, IT: 15, IN: 7

SM:12, DX: 17, AP: 13

HTK: 21, AC: 6

MV: 12", Att: 1, Dm: (by weapon)

Align: Neutral/Neutral

THACO: 19

Weight: 125 lbs., Height: 5'6"

Weapons: +1 Short Sword

Armor: Leather

Magic Items: +1 Ring of Protection, Elven Boots

Specials: None

Kip is a 14-year-old thief. He does not know who his parents are, and grew up in the cruelest streets of Korlon. He stole as soon as he was able to run and learned to hide in shadows even before that. He survived the streets for twelve years, earning the respect of adult thieves, spending much of his time in prison.

Kip was released from prison and freed from a life in the back alleys at age twelve by Boraben as part of an experiment to reform a member of the criminal underworld. He suspects that Boraben's true motives were to acquire a top-notch thief for his adventuring group but he doesn't voice this opinion often, as he is truly grateful for his freedom and the license to operate without suspicion.

Despite Boraben's sagacious instruction, Kip has only partially reformed. He now only steals when he feels absolutely certain of success. Still, Kip feels he owes a debt of honor to Boraben, and besides, he doesn't want to jeopardize his newfound status by getting caught. For the most part he only plies his trade while adventuring.

Kip has secretly kept up his connections to the thieves underworld and has many friends and contacts there. Only Althar knows this, as Althar encourages all avenues of information.

Kip's motto is, "Be as honorable as you need to be."

Contacts: Fellow thieves, like Rack, at the Thieves Guild in the Lower City.

Althar

Half-Elf, Skill 5 Magic User

ST: 8, IT: 17, IN: 13

SM:7, DX: 15, AP: 13

HTK: 14, AC: 8

MV: 12", Att: 1, Dm: (by weapon)

Align: Neutral/Neutral

THACO: 20

Weight: 135 lbs., Height: 5'7"

Weapons: Dagger

Armor: None

Magic Items: +1 Ring of Protection, Potion of Speed

Spells: 4/2/1

Althar is a quick-witted, friendly scholar. His greatest love is knowledge, which he prizes above gold. He constantly seeks as much lore on all subjects as he can attain and loves pouring over old tomes and scrolls, dissecting things in his laboratory, and especially talking to people who know things which interest him.

His motto is, "There may be something that's not worth knowing, but I haven't learned it yet."

Althar is on friendly terms with virtually everyone he knows because he doesn't overlook the chance of anyone becoming a good source of information. Thus, he has

friends even among peasants, criminals, and monsters.

Contacts: The Mages Library at Korlon; Rugar, a Mayorial bureaucrat; gossips at the Merchant's Bazaar, the monsters that live in the sewers; and Olaka, an old gypsy fortuneteller.

Durren

Dwarf, Skill 6 Fighter

ST: 16 (+1), IT: 12, IN: 13

SM:18, DX: 11, AP: 17

HTK: 46, AC: 2

MV: 6", Att: 1, Dm: (by weapon)

Align: Neutral/Good

THACO: 16

Weight: 175 lbs., Height: 4'2"

Weapons: +1 Battle Axe

Armor: Splint mail and +1 Shield

Magic Items: None

Specials: None

Durren is an exception among Dwarves. Though Dwarves are usually a dour, sober, and serious race, Durren is cheerful, high-spirited, and sometimes frivolous. He lights up a room when he enters with his engaging personality.

He is a jokester, storyteller, and the life of any party. He is also especially popular with the dance hall girls and barmaids of many races in many cities. His personality and practices irritate many of his fellow Dwarves, but they secretly envy him as well, which doesn't bother him.

His motto is, "It's better to be a child of the world than of one race. You have a lot more kin that way."

Contacts: Dwarven miners at the Ox and Goose Inn.

Boraben

Human, Skill 5 Cleric

ST: 13, IT: 10, IN: 17

SM:11, DX: 9, AP: 14

HTK: 22, AC: 4

MV: 9", Att: 1, Dm: (by weapon)

Align: Neutral/Good

THACO: 18

Weight: 170 lbs., Height: 5'10"

Weapons: +1 Mace

Armor: Chain mail and Shield

Magic Items: Staff of Command (casts

Command spell up to 8x/day)

Spells: 5/5/2

Boraben is a devout scholar and priest who enjoys the comforts and privileges of his station. He likes adventuring as long as it does not take too long or prove too uncomfortable, and dislikes riding long distances, camping in the wilderness, and sleeping in the rain.

Boraben is especially fond of wine and brandy, and hates going without it. He has been known to sneak along extra wine rations in his religious supply bags when

travelling or adventuring. Fortunately, his drinking capacity is far greater than his appetite. He can consume far more alcohol than any three men and still stay sober.

Boraben adventures because he feels he should see the world and bring reason and truth to untamed areas. He considers him-

self a redeeming force, dispensing justice by word, example, and force.

His motto is, "*Faith and honor.*"

Two years ago, in living this philosophy of redemption, he released a 12-year-old thief from jail and a life of crime, and instructed him in the ways of the honest,

virtuous life. That thief was Kip, who has now become a full party member, contributing his underworld skills in a legal way.

Contacts: The Holy Scrolls at the Church, other members of the Brotherhood, Church Elders, and, if necessary, the 200-year-old High Priest.

New Monsters

Shaken (pronounced *Shock'-in*)

Human, Skill 7 Assassins

ST: 18 (+1, +2), IT: 12, IN: 4

SM:15, DX: 15, AP: 3

HTK: 45, AC: 4

MV: 12" (see below), Att: 2, Dm:

Hand: 2D6 or by weapon+1D6

Align: Lawful/Evil

THACO: 17

Weapons: Short Sword

Armor: None

Magic Items: None

Specials: See below

Shaken have nearly all the abilities of a regular assassin including:

Disguise

Use of assassination table (*when attacking with surprise; see standard rule book for percentages*)

Pick Pockets: 55%

Open Locks: 42%

Find/Remove Traps: 40%

Move Silently: 40%

Hide in Shadows: 31%

Hear Noise: 20%

Climb Walls: 90%

Read Languages: 25%

Back Stab at Triple Damage

GM NOTE: Shaken may not speak alignment languages.

When Shaken die, they erupt in smoking sores and burn to ashes, destroying all evidence of their existence. (The 1st level clerical **Command** spell "Die" will trigger this effect, killing a live Shaken immediately.)

Special: Each Shaken can spend one hit point per melee round to run at 20". They can cast the following spells at a cost of twice the spell level in HTK:

Detect Magic

Levitate

Fireball

Teleport

For example, a 5D6 Fireball will cost the Shaken 10 HTK.

Shaken blood is a potent poison. If swallowed, it does 4D6 HTK of damage. A successful save vs. Poison halves the damage.

Due to their alchemical tampering, Shaken cannot be healed. Their tongues have been removed, so they cannot speak. Their minds cannot be magically read in any way.

The Shaken are fanatic, single-minded killers, bred and trained from infants and magically altered to be perfect killers. They do exactly as they are told by their masters.

Howlers

Anti-Magic Snow and Wind Storms

HTK: n/a, AC: n/a

MV: 36", Att: n/a, Dm: n/a

Align: Neutral/Neutral

Weapons: None

Armor: None

Magic Items: None

*Specials: **Dispel Magic** at 105%, initiates a **Plummet** on successful attack during a climb*

Howlers are intelligent snow and wind-storms. There are 200 Howlers constantly swirling around Pinnacle mountain but none around the Shaken Factory.

A Howler's precognitive powers are attuned to powerful magic spells. The more powerful the magic about to be cast, the higher the percentage chance Howlers will appear before the magic is cast and consume the spell energy instantly. For each spell level, there is a 10% chance a Howler will sense it before it is cast.

Even if it fails such a roll, a Howler can sense nearby spells and 1D4 Howlers will arrive at the site of a spell-casting on Pinnacle in 1D3 segments after a spell is cast.

Each Howler has a 105% chance (minus the caster's level \times 5) per round to obliterate the spell. Spells with a quick casting time and either very brief or permanent durations (like **Cure**, **Neutralize Poison**, **Command**, **Mending**, etc.) will usually work because the magic is over before the Howlers can arrive.

The Howler functions as a Level 2 **Telekinesis** spell and can pick up and sweep away objects of up to 50 pounds in weight. If attacked, it will try to blow its attacker(s) off Pinnacle mountain for a **Fall** or **Plummet** (see **Special Event Tables**). Howlers must rest every 4D10 rounds. When they do so, they coalesce into a hazy, man-shaped form.

—Non-Player Characters—

Sire Nickoli Masterver

Human, Skill 1 Fighter

ST: 6, IT: 12, IN: 5

SM:4, DX: 10, AP: 13

HTK: 3, AC: 1

MV: 12", Att: 1, Dm: 1D4

Align: Neutral/Good

THACO: 21

Weapons: Short Sword

Armor: Padded (when adventuring)

Magic Items: None

Sire Nickoli is the current Lord President of the **Gentlemen's Adventuring Society**. He is an extremely aristocratic, foppish gentleman. He talks down to

everyone and carries himself with a natural superiority. He is neither strong, smart, healthy, nor skilled in combat but he is tremendously ambitious. He is respected by his colleagues, who believe all of his stories.

Nickoli is an incorrigible braggart who makes up fantastic tales of daring and bravery, his favorite topic of conversation being himself. Given a chance, he will boast of slaying griffins, wraiths, and even dragons, the only real adventures he has been on are goblin hunts, a dozen men on horseback hunting down a lone, unarmed goblin.

Lord Brax

Human, Skill 6 Paladin

ST: 17 (+1, +1), IT: 13, IN: 14

SM:12, DX: 13, AP: 18

HTK: 32, AC: 3

MV: 12", Att: 1, Dm: 1D8 + 1

Align: Lawful/Good

THACO: 15

Weapons: Bastard Sword

Armor: None

Magic Items: Bracers of Defense

Lord Brax is a brooding man who speaks quietly but with strength and conviction. He is not a fawning, weak-blooded aristocrat like the rest of the



Good cult in order to move without suspicion in civilized society. Together with Mayor Phelps and the Alchemists, they manufacture the Shaken. The Priests of the Procession provide man-power to patrol the Shaken Factory and acquire the Dwarven labor necessary to hollow out Pinnacle.

Procession Acolytes

Human, Skill 0 Clerics

ST: 10, IT: 13, IN: 12

SM:9, DX: 10, AP: 10

HTK: 1D6, AC: 10

MV: 12", Att: 1, Dm: 1D4

Align: Lawful/Evil

THACO: 20

Weapons: Small Clubs

Armor: None

Magic Items: None

Specials: Not protected by the Priests of the Procession chant.

Pinnacle Dwarves

Skill 2 Fighters

ST: 12, IT: Low, IN: Low

SM:13, DX: Low, AP: 10

HTK: 8, AC: 10

MV: 6", Att: 1, Dm: (by weapon)

Align: Neutral/Neutral

THACO: 20

Weapons: Axes (for stone cutting)

Armor: None

Magic Items: None

The Dwarves in Pinnacle have all been kidnapped by the Priests of the Procession to hollow out caverns in the mountain and to work the Dwarven Elevator. They are kept in a drugged stupor by the Priests and cannot think or talk coherently. They will obey all commands but slowly and clumsily.

A Slow Poison spell will partially negate the effects of these drug, allowing them to think and speak slowly. A **Neutralize Poison** will remove the drug from their system. If the Dwarves do not receive a new dose of the drug every week, they will go berserk and fight madly until knocked out or killed.

Huggis' brother Hommel is among these Dwarves.

Vole

Human, Skill 3 Thief

ST: 11, IT: 7, IN: 7

SM:12, DX: 13, AP: 7

HTK: 12, AC: 8

MV: 12", Att: 1, Dm: (by weapon)

Align: Neutral/Neutral

THACO: 20

Weapons: Short Sword

Armor: Leather

Magic Items: None

Vole is a mediocre, fumbling thief who is easily flustered when things don't go right. He has been hired by Artimus to threaten Gentlemen Adventurers into cancelling the climb.

Mayor Phelps

Human, Skill 4 Fighter

ST: 13, IT: 16, IN: 7

SM:10, DX: 12, AP: 16

HTK: 15, AC: 7

MV: 12", Att: 1, Dm: 1D8+2

Align: Lawful/Evil

THACO: 18

Weapons: +2 Long Sword

Armor: Studded Leather (beneath Mayoral robes)

Magic Items: None

Mayor Phelps is a fat, balding, and pleasant little man. He is a kindly ruler and is well liked by his people. He also runs the Shaken Assassin organization.

Under Phelps' pleasant exterior is a brooding, nasty man who desires power and control. He organized the Alchemists and Priests of the Procession to work together on the creation of the Shaken. He sees clients, makes arrangements for assassinations, and keeps the financial records. He is the force that holds the whole Shaken organization together.

Artimus, Mayoral Asst.

Human, Skill 0 Peasant

HTK: 2, AC: 10

MV: 12", Att: 0

Align: Lawful/Neutral

Armor: None

Magic Items: None

Phelps' assistant, Artimus is a meek little man who does all of the mayor's dirty work. He has been mind-controlled by Priests of the Procession drugs to confess to any crime the mayor needs confessed. Artimus does not know about the Shaken.

(3) Human Alchemists

Human, Skill 1 Fighters

(Horro, Jebbizek, and Nimah)

ST: Low, IT: Very High, IN: Avg.

SM:Low, DX: Low, AP: Low

HTK: 6, AC: 7

MV: 8", Att: 1, Dm: 1D4

Align: Lawful/Neutral

THACO: 20

Weapons: Daggers

Armor: None

Magic Items: + 3 Rings of Protection

The three Alchemists are all brothers and all look somewhat alike. They are all in their 60's, frail, and have wispy white hair. They do not enjoy evil acts like the Priests of the Procession, but they don't care about the suffering of others. They would sacrifice anything to learn more about alchemy.

Mayor Phelps gives them a well-stocked lab in exchange for the Alchemists creating the perfect assassin. The Alchemists are the brains behind the Shaken. Without them, no more can be produced.

Gentlemen's Adventuring Society, although he tries to pretend he is in order to blend in with them.

The only survivor of the Order of Gold Paladins, a group destroyed by the Shaken, Lord Brax has dedicated his life to the destruction of the Shaken assassins. He secretly controls important Society decisions from behind the scenes.

Priests of the Procession

Human, Skill 3 Clerics

(Stats given for Average Priest)

HTK: 10, AC: 8

MV: 12", Att: 1, Dm: 1D6

Align: Lawful/Evil

(posing as Lawful/Good)

THACO: 20

Weapons: Clubs

Armor: Padded

Magic Items: None

Special: Poisoned throwing darts which do 2D6 HTK of damage and also cause brief spasms, delaying the victim's next attack for one round.

The Priests of the Procession are an evil, twisted group of poison worshippers who wear severe yellow-orange robes. They masquerade as a Lawful/-

Rival Climbers

Gunthar

Dwarf, Skill 4 Fighter

ST: 17, IT: 18, IN: 18
SM:18, DX: 10, AP: 7
HTK: 44, AC: 6
MV: 12", Att: 1, Dm: 1D8+1
Align: Lawful/Neutral
THACO: 17
Weapons: Axe, Repeating Crossbow
Armor: Ring mail and Shield
Magic Items: None

Gunthar is short tempered and often responds violently when he feels he has been wronged. He is intensely loyal to his friends, even unto death.

Gunthar's Repeating Crossbow shoots four arrows per round and takes one full round to load/reload.

(4) Gunthar's Dwarves

Skill 3 Fighter

ST: 9, IT: 11, IN: 10
SM:14, DX: 10, AP: 9
HTK: 20, 17, 17, AC: 7
MV: 12", Att: 1, Dm: 1D8
Align: Lawful/Neutral
THACO: 20
Weapons: Axe
Armor: Ring mail
Magic Items: None

Gunthar's Dwarves are unimaginative followers.

Andine

ST: 3, IT: 21, IN: 17
SM:3, DX: 5, AP: 17
HTK: 7, AC: 10
MV: 18" (presently 0"),
Att: 0, Dm: n/a
Align: True Neutral
THACO: n/a
Weapons: None
Armor: None
Magic Items: None
Special: Telepathy

The Andine is a powerful, god-like creature, currently in a stupor from blood-loss. The Alchemists drain his blood to use in the creation of Shaken.

All the Andine desires is to go home, through the portal atop the spire of Pinnacle.

Alkazzar

Human, Skill 4 Mage

ST: 7, IT: 15, IN: 11
SM:13, DX: 13, AP: 12
HTK: 10, AC: 7
MV: 12", Att: 1, Dm: 1D4
Align: Neutral/Neutral
THACO: 20
Weapons: Dagger
Armor: None
Magic Items: Cloak of Protection

Alkazzar is a showy, flashy mage. He is outgoing and likes to be the center of attention. He wants to win the Pinnacle climb because of the status it will give him. He is not prone to lying or cheating, but he will if he thinks he has been wronged. He holds grudges for a long time. He knows of the Howlers and that there is a secret interior to Pinnacle, which he hopes to find.

(4) Alkazzar's Henchmen

Human, Skill 3 Fighters

ST: 17, 16, 14, 13, IT: 12, IN: 9
SM:10, DX: 11, AP: 9
HTK: 16, 15, 13, 13, AC: 6
MV: 12", Att: 1, Dm: 2D8
Align: Neutral/Neutral
THACO: 18
Weapons: Broad Swords
Armor: Ring mail and Shield
Magic Items: None

Alkazzar's men are just average sell-swords.

Sire Fribben

Human, Skill 2 Fighter

ST: 5, IT: 10, IN: 9
SM:8, DX: 12, AP: 14
HTK: 4, AC: 8
MV: 12", Att: 1, Dm: 1D6-1
Align: Neutral/Neutral
THACO: 21
Weapons: Short Sword
Armor: Padded
Magic Items: None

Sire Fribben is a thoroughly incapable adventurer. He has no chance of winning and doesn't expect to, so he substituted his trademark blue pyrotechnic arrow for all the other teams' arrows.

Fribben plans to camp his team on the base plateau until someone else reaches the top and fires the blue arrow. Everyone in Korlon will think Fribben won, and any argument will be the word of Sire Fribben against the real winner.

(4) Sire Fribben's Men

Human, Skill 2 Fighters

ST: 12, IT: 9, IN: 9
SM:12, DX: 11, AP: 10
HTK: 8, 6, 5, 3, AC: 8
MV: 12", Att: 1, Dm: 1D6
Align: Neutral/Neutral
THACO: 20
Weapons: Short Sword
Armor: Padded
Magic Items: None

Sire Fribben's men are former fighters who have gone to seed after many years of leading pampered aristocratic lives.

Pierro Carbinelli

Human, Skill 2 Fighter

ST: 8, IT: 17, IN: 9
SM:10, DX: 11, AP: 9
HTK: 10, AC: 8
MV: 12", Att: 1, Dm: 1D6
Align: Neutral/Neutral
THACO: 20
Weapons: Short Sword
Armor: Padded
Magic Items: None
Special: Wears spectacles (-4 to Hit without)

Pierro is a scholar and inventor from the Sage's University. He has agreed to the competition to prove that brilliance and inventions are superior to brute strength and skill. He has stolen some secret Dwarven designs and is afraid of Dwarves finding out.

(4) Pierro's Students

Human, Skill 1 Fighters

ST: 10, IT: 10, IN: 9
SM:11, DX: 10, AP: 9
HTK: 5, 4, 4, 3, AC: 8
MV: 12", Att: 1, Dm: 1D6
Align: Neutral/Neutral
THACO: 20
Weapons: Short Sword
Armor: Padded
Magic Items: None
Specials: Wear spectacles (-2 to Hit without)

Pierro chose the few students who were even slightly athletic to accompany him.



The Open Road

The Emissary

Read to the Players:

The long and winding road stretches out before you along the deserted mountainside. You have been tracking a band of mysterious cradle robbers, bandits who steal babies in the city of Korlon. For the last five hours the trail has grown cold and you are losing hope of finding them.

You have been out riding for a day and a half. You are beginning to grow restless and are thinking of returning to Korlon.

You are riding along a narrow ledge on top of a high hill, when you see a lone rider below, about 80 yards away. He doesn't seem to notice you.

* * *

The rider is a messenger from Korlon, bearing invitations from the **Gentlemen's Adventuring Society** to those adventurers they wish to participate in the Pinnacle expedition. The rider has been tracked for twenty minutes by a Shaken, a specially bred assassin from the Factory at Pinnacle.

The assassin has been charged with destroying the messages before they can reach the prospective climbers. The Shaken has positioned himself on a stone outcropping just above the rider and is preparing to attack.

If the adventurers attract the rider's attention he will wave and ride toward them; the Shaken will leap at the rider and miss, falling to the ground. The Shaken will then cripple the rider's horse with a shuriken and attack the rider. Use the next encounter, but with the rider only 50 yards away.

The Shaken Attacks

Suddenly you see the rider thrown to the ground by a man in black and red. The rider fights desperately but the attacker appears to be winning.

* * *

The Shaken will kill the rider in three rounds after attacking. He will then grab the rider's saddlebags and run away from the adventurers. If the adventurers give chase, they will realize that the mysterious assassin can run as fast their horses.

If the Shaken drops to 20 HTK or less, he will stop defending himself, and will use a 4D8 fireball (8 HTK of damage to Shaken) aimed at the saddlebags. The adventurers can rightly assume from this that the assassin was after the messages and not the rider. The flames will con-

sume the box with the letters in 6 rounds of uninterrupted burning. If the adventurers can extinguish the flames before then, the letters will remain readable.

When the Shaken dies, his body will develop smoking sores which erupt in ugly blackish red flames and consume the body and immediate possessions, leaving only ash.

After the incident, if the adventurers go back to tracking the bandits, they will find that the tracks are gone and they have no hope of finding the cradle robbers. They may as well go back to the city. If they do not wish to return, let them comb the countryside as long as they wish. They will find nothing.

If they return to the city and go to the **Gentlemen's Adventuring Society** headquarters, begin the next section. If they do not go or if the invitation is destroyed, they will find the same invitation waiting for them on their return home.

Gentlemen's Adventuring Society

Upon your arrival at the headquarters of the Gentlemen's Adventuring Society, you are ushered through heavy iron gates, along carefully manicured lawns, past neatly sculpted gardens, and into an outrageously expensive and expansive mansion. The plush interior is decorated with elaborate suits of armor, ornamental weapon collections, and tapestries depicting fierce battles.

On the walls are the stuffed heads of beasts, monsters, and even intelligent creatures like orcs and goblins. You are led into a spacious sunlit room where a gentleman in an immaculately tailored suit stands staring out a bay window towards the mountains beyond.

He turns, and says, "Welcome, dear friends. So good of you to visit. I'm Sire Nickoli Halric Mastevar, Lord of the Gentlemen's Adventuring Society."

* * *

Sire Nickoli will greet the adventurers, ask their names, offer them wine, and make idle conversation about his exploits, the adventurers' fame, and the cost of the mansion. He will keep this up until the adventurers request him to get to the point or until the GM tires of it.

* * *

He will then say:

"The Society has scaled many heights of adventure in its time, but one always remained elusive. The mountain Pinnacle has roundly defeated any attempts to

wrest its secrets. But we have been studying the subject and have commissioned the finest climbing gear available.

We think a climb is now possible, and so we are sponsoring a race to the top of Pinnacle! The race is to start in just two short weeks.

"We would like you to take part in this historic race. But before you sign on to the climb, I must tell you that Gentlemen Adventurers are honorable. They refuse to triumph by deception or treachery, and especially will not betray other gentlemen.

"Every moment of your expedition must be carried out with the utmost honor. Keep in mind, your climb will be remembered by the world for ages to come and will serve as an example that the virtue of Gentlemen can triumph over all obstacles. So, do you agree to this proposal?"

* * *

The adventurers must agree to sign on with the expedition. If they don't agree, he will try to convince them of the merits of the expedition, and the reward. If they adamantly refuse to go, he will resignedly show them the door, mutter about lost victories, and the adventure will be prematurely ended.

* * *

If they agree to go, he will smile and say:

"Welcome to history in the making. You are now honorary adjunct members of the Gentlemen's Adventuring Society. Should you win the competition, you will be conferred full membership. May our association prove richly rewarding."

He will toast the adventurers' success, praise them, and then herd them over to the door.

"Oh, look at the time. I must get on with my duties. I'm sure Lord Brax will be glad to show you around."

He will lead the adventurers into a Map Room, and introduce them to Lord Brax.

Lord Brax

Lord Brax is leaning over a table littered with maps, compasses, measuring tools, and strange map reading instruments. He is a tall, quiet man, very much in contrast to Sire Nickoli, who says, "Lord Brax, will you take care of these worthies? Thanks awfully."

Nickoli leaves.

Lord Brax looks at you.

* * *

Lord Brax does not like to be disturbed, especially by Nickoli, but if the adventurers introduce themselves as members of the Pinnacle expedition, he will be glad to see them. He will patiently answer questions and show them the maps of Pinnacle he has.

None of the maps is fully accurate but together they show which face is the most climbable. If the adventurers study these maps, they can add +1 to all their Initiatives against Special Events in the different terrains during the climb.

He will say that all the teams will be given a specific color. The adventurers' group is the red team. Each group will be given a pyrotechnic arrow that will erupt in the team's color. The first group to reach the summit is to shoot its arrow into the sky, signalling that the contest has been won.

The arrows have been specially designed so as to only be visible when shot into the low-oxygen atmosphere surrounding Pinnacle's peak. If shot from a lower altitude (so as to falsely suggest a group has reached the top) the arrow will fizzle undramatically and the group will forfeit the race, having expunged their only arrow.

The pyrotechnics, if shot over Pinnacle, will be visible all over Korlon. Lord Brax will also explain that the race is over when a group reaches the top plateau, not the sheer peak of the spire.

Each team also has to choose a team leader (Hawk is a good choice) to scout routes and be in front of the expedition.

During this encounter, the adventurers should get the impression that Lord Brax is a much more capable adventurer than the rest of the Society members (an

IN roll will reveal this). If they ask him about this, he will try to downplay the difference between the others and him. He doesn't want to stand out for fear the Shaken will discover his Order of Gold affiliation.

When the adventurers have no more questions, a servant will show them to their guest rooms in the *Gentlemen's Adventuring Society* manor. From there they are free to come and go as they please.

The adventurers can go to their contacts for information on the new subjects they have come across (use the *Contacts* section below), buy special provisions, while away time in town, or just let time pass until the expedition. The climb will begin in two weeks and there will be a party given in the climbers' honors the day before the climb begins.

Contacts

The Adventurers are now on their own. Much of the time from now until the Celebration can be run in downtime; simply tell the Players that time passes. If they go to their respective contacts, run those sections in game time.

Playing the Contacts

This section involves each Player Character (PC) going to see his contacts and gives each Player a chance to flesh out his Character's personality in a brief, one-on-one session with the Gamemaster (GM). If the Players are using their own Characters, simply give each of them the appropriate contacts. The GM should feel free to make up new contacts that fit the Characters or seem logical for them to have.

Use of information provided with the contacts (such as "Pinnacle: P1-P3") is explained in the *Uptime Vs. Downtime* sidebar on page 10.

Personal Contacts

Althar, the Mage

Althar has the following resources: the Mage's Library at Korlon, a Mayorial bureaucrat, gossips at the Merchant's Bazaar, monsters that live in sewers, and an old gypsy fortuneteller.

1) The Mage's Library at Korlon

The Mage's Library has the following information on the following subjects. Only magic-users in good standing with the Library are allowed in. (Note that Althar will only find information on the subjects for which he looks.)

Pinnacle: P1-P3, P6, P7, P22, P24.

Shaken: S1, S3, S4.

(He must specifically look up the word "Shaken" to get this information.)

Gentlemen's Adventuring Society: G1-G3.
Priests of the Procession: PP1-PP3, PP6.

2) The Mayorial Bureaucracy

Althar knows Rugar, a petty clerk in the Mayorial cabinet, who will gladly exchange government secrets for magical trinkets. Rugar can tell him the following, and as return payment will ask for a *Magic Mouth* spell to be cast on his money pouch that will scream "Thief!" if anyone but him handles it.

Pinnacle: P1-P3.

Gentlemen's Adventuring Society:
G1-G5, G7, G9.

Priests of the Procession: PP1-PP3, PP6.

3) Gossips at the Merchant's Bazaar

Gossiping is the chief form of entertainment in Korlon and all over the merchant's bazaar people freely slander one another and expound on the issues of the day. Althar rarely finds any information of merit there but sometimes he is pointed in the right direction. If he goes to the Bazaar to get information from the gossips, use the following:

Pinnacle: P4 and P5 (he also has a 25% chance each of getting P11, P15, P16, and P18).

Gentlemen's Adventuring Society: G1-G4 and G7.

4) Monster Underground

Unknown to most citizens of Korlon, there are intelligent monsters like orcs and goblins living in the sewers. Althar has a few acquaintances there. If he goes to talk to them, they will tell him the following information on the following subjects for 50 gp total:

Pinnacle: P4, P11, P15, P16, P18.

5) The Gypsy Fortuneteller

If Althar goes to the gypsy compound to have his fortune told, read the following:

Gypsies are barely tolerated in Korlon. The government allows them to stay as long as they remain in a small, fenced-in compound. They are not allowed to own property or live elsewhere.

The compound is overcrowded with caravans and wagons. Children and animals run wild, and trash is heaped everywhere.

Ahead you see the caravan of Olaka, a hundred year old gypsy fortuneteller.

Olaka speaks with a thick, undefinable accent. She looks into a smeary crystal ball and says:

"I see long journey for you, all uphill. I see cold and storm... I see rich weakling men making you much praises but they lie to you... Forgive me say so, but there be men in black out to kill you now. Black and red. They be perfect men, but dirty inside...I see other perfect men, of great beautifulness and ancient power. I see richness."

She will then stop reading and ask for 50 gp. If Althar asks for clarification or more information, Olaka will ask for another 50 gp and will take another look into her crystal. She will say:

"One of rich weaklings that lies to you not really weak at all... Holy man can command dirty perfect men to die... perfect men hidden."

She will stop her reading, complaining of a headache. She can see no more than this, even in readings for other Player Characters.

Uptime Vs. Downtime

Some of the contacts are written in up-time, some in down-time. That is, some give description of events and dialogue and some simply give capsule information.

If the GM wishes to speed up the adventure, all the contacts can be run in downtime. The Player can simply ask the question he has for each contact and the GM will give him the results. This method is fast but doesn't involve much role-playing.

Alternately, the GM can turn the contacts into fully role-played encounters, turning the capsulized information of the down-time sections into dialogue. This style of play is generally more satisfying but tends to take up game time while the other Players do nothing.

The final decision is up to the GM, who should use whichever method is most comfortable for him/her and his/her Players. Use a combination of the two if preferable.

When the adventurers get a piece of information, refer to the Investigation Charts. For example, P1-P4 means the adventurer has received the information concerning 1-4 on the Pinnacle list. The adventurers have to ask specifically about Pinnacle to get that information, however.

The lists are:

P: Pinnacle Information.

S: Shaken Information.

G: Gentlemen's Adventuring Society Information.

PP: Priests of the Procession Information.

Durren the Dwarf

Durren's contacts are the Dwarf miners at the Ox and Goose Inn.

1) The Dwarven Miners

Although the miners will welcome Durren, they will be very reluctant to speak about the mountain. When the place is mentioned, a dead silence will fall among the Dwarves.

The Dwarves will reveal P1-P4, P6, P8, and P13, each bit said with greater intensity than the last. At the mention of the tunnels they will suddenly fall silent, finish the drink they are holding, and go home. If Durren stops one and asks why he is leaving, the Dwarf will spit on the floor and say the mountain is cursed.

If Durren coaxes, pleads, and cajoles the Dwarf, the Dwarf will tell him P16 and P17. If Durren asks who the cult is, the Dwarf will say, "Ask Huggis, the Foreman. He knows."

The Dwarf says, "Huggis be arriving at the Ox and Goose from the mines be-

fore down on the climb day." The Dwarf will then say "Now leave me be!" and stalk away.

2) Huggis, The Foreman

Huggis the Foreman will arrive at the Ox and Goose Inn at 3 AM on the day of the climb. If Durren wants to see him, he will have barely enough time to get to the Ox and Goose and back before the expedition leaves the city for the mountain.

When Durren gets there, Huggis will be willing to speak with him. If Durren asks about Pinnacle or the Dwarf Slaves, Huggis will become suspicious and ask why Durren wants to know.

Durren must convince him that he wants to help the Dwarves before Huggis will speak (Durren must roll his Appeal or higher on 4D6. This may be attempted three times, after which Huggis will not speak to Durren under any circumstances).

When Huggis is convinced, he will say:

"It was those foul Priests of the Procession! The humans think they are holy, but I know they are evil. They came round my old mining camp doing 'charity work.' They gave fine wine and expensive food to my brother Hommel and the lads. I didn't drink because of my bad stomach.

Within minutes all of the lads were glassy-eyed. They followed the Priests' every order like animals. The Priests told them to get in a wagon and they rode away. I saw it all from my cot but I was too sick to do anything. Now they're all slaves in that accursed mountain!"

He then leans forward, grabs you by the shirt, and wails:

"Oh please find them! I will give you all that I have if you will only bring my brother back or give me assurance he is dead and not doomed forever to be an accursed slave!"

If Durren agrees to look for Hommel, Huggis will thank him, and say that Hommel is easy to spot, because Hommel and Huggis look alike.

GM NOTE: If Durren finds Hommel, he will indeed be able to recognize him.

Kip, the Thief

Kip has access to the Thieves Guild in the lower city and whatever sources he can pick up while wandering the lower city.

1) The Thieves Guild

The Thieves Guild is in an old warehouse this month and is in the midst of moving to an abandoned windmill, so things are hectic when Kip arrives. His old friend Rack greets him, saying, "Hey, Kip! You finally givin' up that

dangerous adventurin' and comin' back to the safe life o' thievin'?"

He will invite Kip into a quieter room for a snort of ale and to meet old friends. If Kip asks about Pinnacle, they can tell him P1-P4, P19-P21, and P23. If he asks about the Gentlemen's Adventuring Society: G1-G5, G8, G10, and G11.

If Kip asks about the Priests of the Procession, they will tell him PP1-PP5. If he asks for more information on the Shaken, they will tell S1-S 3, and S5.

Rack says:

"Da only guy dat knows anything bout dem Shockers is Buzzek, an' he don't like yer guts since ya went adventurin'. An' he's always been jealous o' yer elfish boots. If yer gonna go talk ta him, be on yer guard. He hangs out at da docks now."

3) Vole

Kip can search out Vole but he won't be easy to find. Kip will have a 15% chance per day to find Vole. If the Player rolls the percentage needed, read him the following:

While you are in the lower city, a former colleague, Vole, creeps over to you, looking furtively over his shoulder. He says:

"Kip, lad! 'Aven't seen ye in a while. I knows you've been looking fer me but what I don't knows is why a scumbucket, booly-beast, father of a worm like ye self would wants to haunt poor ol' Vole."

He gives you a smile that could send chills up a marble statue.

If the Player attacks Vole or tries to force information out of Vole, use his statistics on page 6. However, Vole is prepared. He is holding two charges of **Dust of Sneezing** in his hand. If Kip or his/her party charges, Vole will throw his Dust and attack (or flee, if the party looks too formidable).

Dust of Sneezing: Save vs. Poison or be unable to move or attack for 2D12 rounds due to sneezing and choking.

If Kip wins the battle/discussion, Vole will reveal S1, S2, S4-S7, and S9.

However, if Kip allows Vole to speak, he will also offer him a chance to "make a few gold by roughing up chaps of some high tone so-sigh-it-tea," the Gentlemen Adventurers.

If the Player agrees to go with him, Vole will reveal S10 as well.

Vole was hired by Mayor Phelps to frighten the **Gentlemen's Adventuring Society** away from the mountain so the Factory wouldn't be discovered.

If Kip asks the plan, Vole will tell him the pay is a 10 gp retainer and 5 gp each for every **Gentlemen's Adventuring Society** member they rough up. Four other

roughians are needed besides Vole.

They are to begin that afternoon, finding Society members, beating them (for a few HTK of damage), and then threatening them by saying "Stay off the mountain or die!" They then flee into alleys.

Vole does not know who the employer is but can recognize him upon sight. He is due to meet the employer for a final payment two days after the Pinnacle expedition begins.

If Kip agrees, they will be able to shake down eight *Gentlemen's Adventuring Society* members that day. More likely, Kip will decline the offer. If he tells Vole that he is affiliated with the *Gentlemen's Adventuring Society*, Vole will turn white and run away.

Boraben the Cleric

Boraben has access to the following resources: The Holy Scrolls at the Church, other members of his brotherhood, the wise Church Elders, and, if necessary, the 200-year-old High Priest.

1) The Brotherhood

If Boraben can leaf through the holy scrolls looking for information on Pinnacle, the Shaken (he must look up the word "Shaken"), the Gentlemen's Adventuring Society, and the Priests of the Procession, he will find P1-P4, P6, S1, G1, and PP1-PP3.

If he talks to other members of the brotherhood, he will find out P8, P11, P15, G6, and PP4.

If he consults the church elders, he will learn P12, P16, P20, G12, and PP8.

If he asks for more information, especially on the Procession, he will be referred to seek audience with the High Priest. He will be briefly interviewed by a high-ranking priest and instructed to return in two days, at which time he will be told that the High Priest has agreed to an audience.

Boraben should return at dawn on the morning of the Pinnacle expedition. If he insists on seeing the High Priest before then, he will be told to contemplate the virtue of patience. If he returns at dawn on the day of the expedition, read the following:

The guard announces that you are allowed to enter the Church Inner Sanctum. He swings wide the massive door and allows you through.

You enter a huge chamber filled with wisps of incense. Floating in the middle of the room is the High Priest, looking like a robust 80-year-old, and not 200 at all. He says, "How may I help you, my child?"

The High Priest will listen patiently to Boraben's questions. He will ask questions such as "Why do you wish to know such things, my son?" and "Of what

matter is this to you? How will you use this information?"

Boraben must make a convincing case and explain how his receiving such information will benefit the Brotherhood somehow. Eliminating an evil cult is an acceptable reason to receive the information, a successful climb and glory for the Brotherhood is not. Gaining more information on Pinnacle and monsters there is an argument that is only marginally convincing.

In the long run, if the Character seems sufficiently impassioned (and if the GM likes the role-playing), then the High Priest will be willing to reveal secret information.

He will explain about the evil cult on Pinnacle, the Priests of the Procession, saying:

"The Priests of the Procession are a hateful, wicked gang of poison worshippers who pose as an honest religion to spread corruption to Korlon, and then the world. They enslave Dwarves on Pinnacle mountain, where they have their blasphemous shrine.

"I caution you to be discreet about this information, as the Brotherhood is not yet ready to confront the Priests of the Procession. Should you learn anything more of them, you may report to me.

"If you encounter them in the wild and decide to fight them, you do so on your own judgment. We cannot help you fight them yet. May our god smile upon you in your endeavors."

He knows nothing more of Pinnacle or the Shaken than has already been revealed, but if asked about the Gentlemen's Adventuring Society, he will reveal G13.

Unless Boraben has more to say, the audience is over.

Hawk, the Ranger

Hawk has the following resources: the Woodsmen of Korlon, the Elf Band, and the Hermit.

1) The Woodsmen of Korlon

Just outside the city of Korlon is a hardy band of lumberjacks who travel the local area felling trees for the cities. They have a wide knowledge of the region. If Hawk asks them about Pinnacle, they will tell him P1-P4, P6, and P8.

2) The Elf Band

Hawk has been on friendly terms with a band of roving Wood Elves. The Wood Elves are feared almost as much as monsters in Korlon, but Hawk has no such fears. He has traded them metal tools and weapons for information before. If Hawk goes to their camp for information, he can learn the following:

Pinnacle: P1, P4, P8, and P9. They will also say that a crazy hermit recently came down off Pinnacle mountain and

is living in the woods near them.

Shaken: S1, S5.

Priests of the Procession: PP1, PP2, PP7.

3) The Hermit

If Hawk rides into the woods looking for the hermit, he will see a clearing with a tiny thatched hut and an old man stirring a pot of soup over a fire. If Hawk approaches, the old man will scurry into his hut in fear.

The hut has a *Wall of Force* cast on it in the shape of a globe which only the hermit can pass through. The hermit will huddle in his hut, petrified with fright, and won't come out unless he is absolutely sure there is no threat to him. If Hawk gently convinces him there is no danger, he will come out and talk.

The old man is totally batty and gibbers a lot, but can answer questions if they are patiently and peacefully put to him.

The Hermit's Story

The old Hermit has been on Pinnacle mountain and came down a month ago. He saw many things there, including P6, P10, P14, P15, P22, S1, S10, and S11. He will talk about all these things, becoming more coherent as he talks. Then he will say:

"There is one more secret Pinnacle holds. I will tell it to ye if ye can do a task for me."

If Hawk agrees, the Hermit will hand Hawk a large red jewel, and say:

"Them living anti-magic storms be called Howlers. I wants one. Here be one jewel what can trap a Howler's spirit.

"Ye must track a Howler down and surprise it, not wait for it to come to ye. Ye must hold the jewel out and let the Howler see it. It will try to flee. Ye can grab one whilst holding the gem.

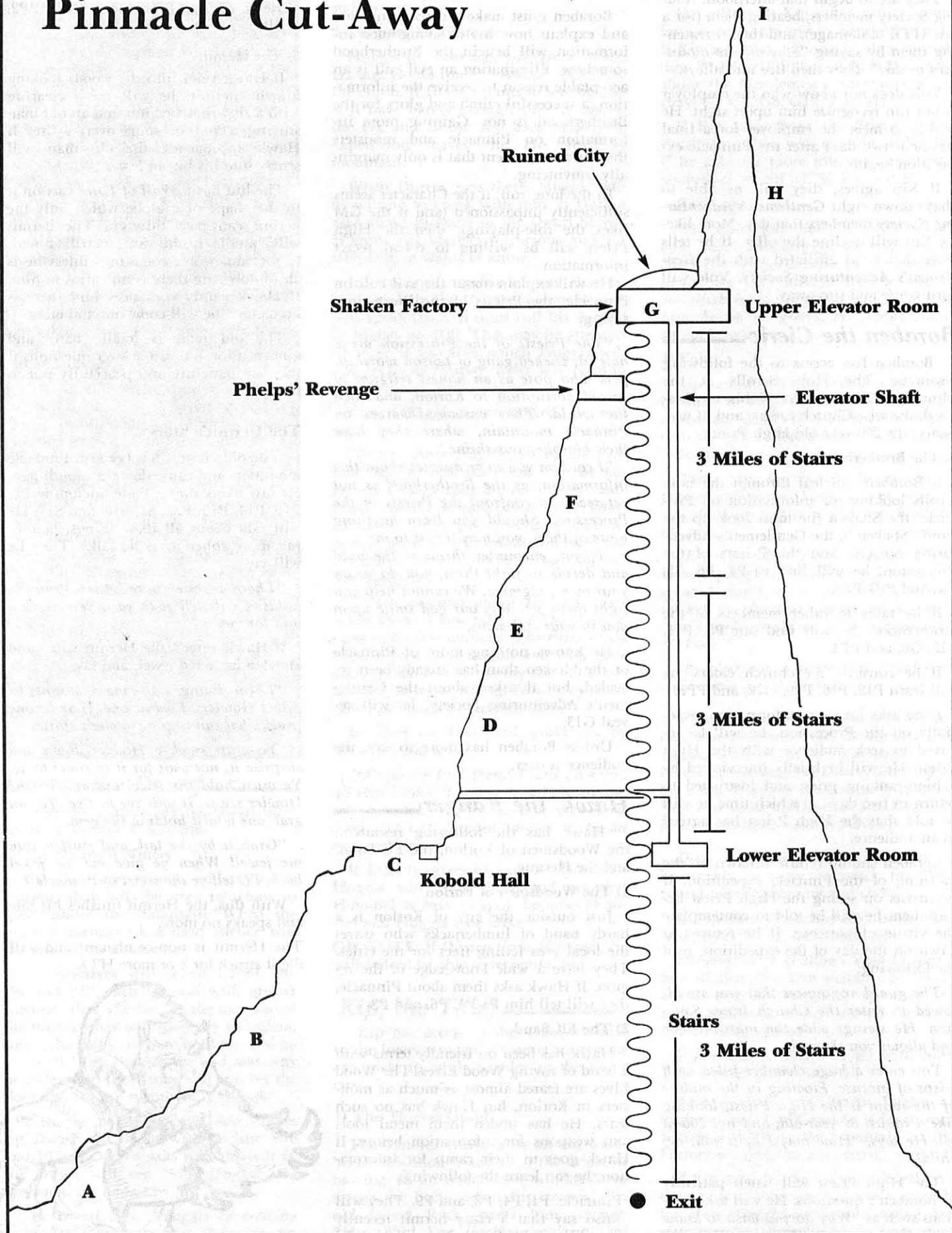
"Grab it by the tail, and stuff it into me jewel! When ye give me me jewel back, I'll tell ye the secret of Pinnacle."

With this, the Hermit finishes his tale and speaks no more.

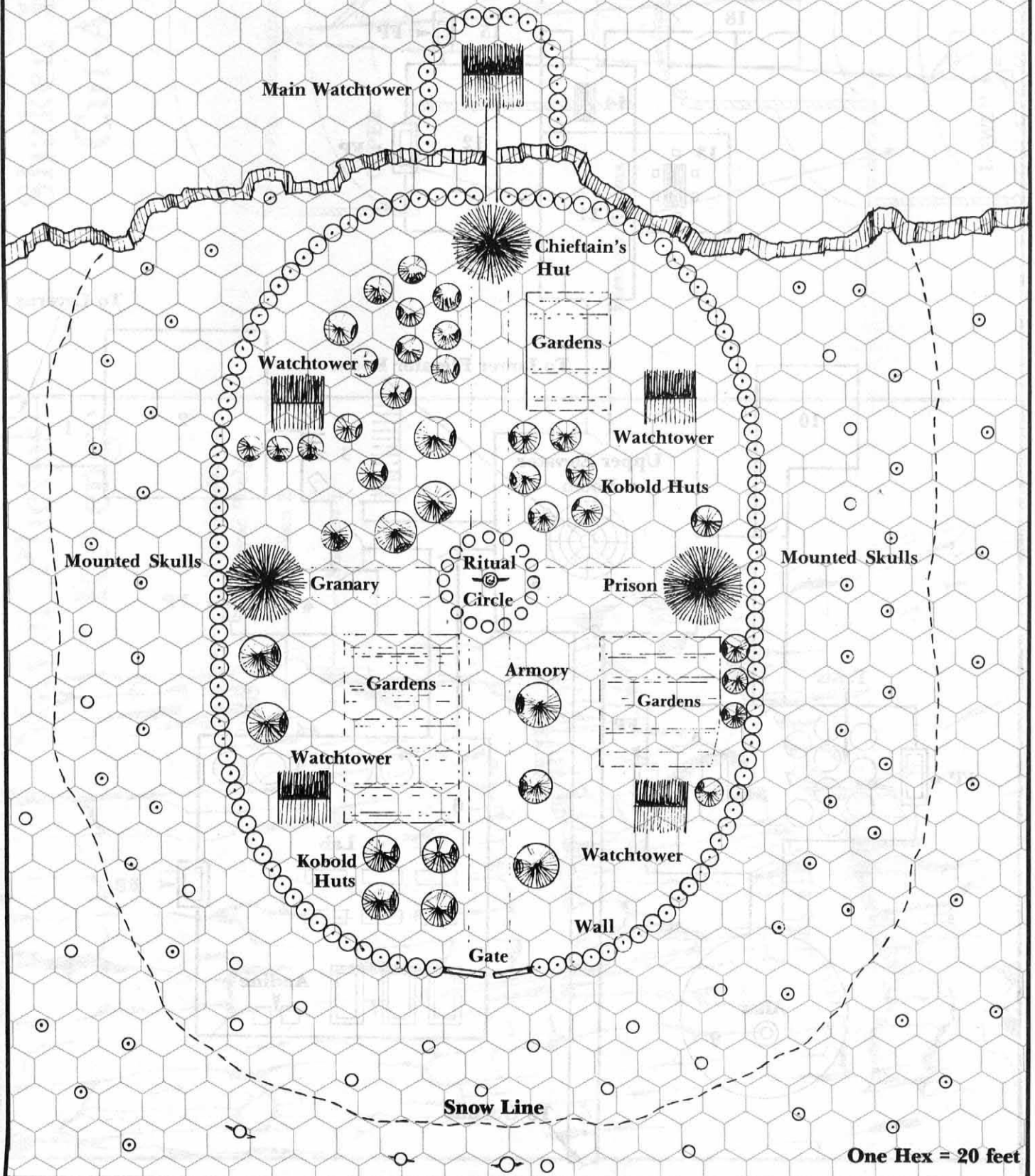
The Hermit is non-combatant and will die if struck for 2 or more HTK.



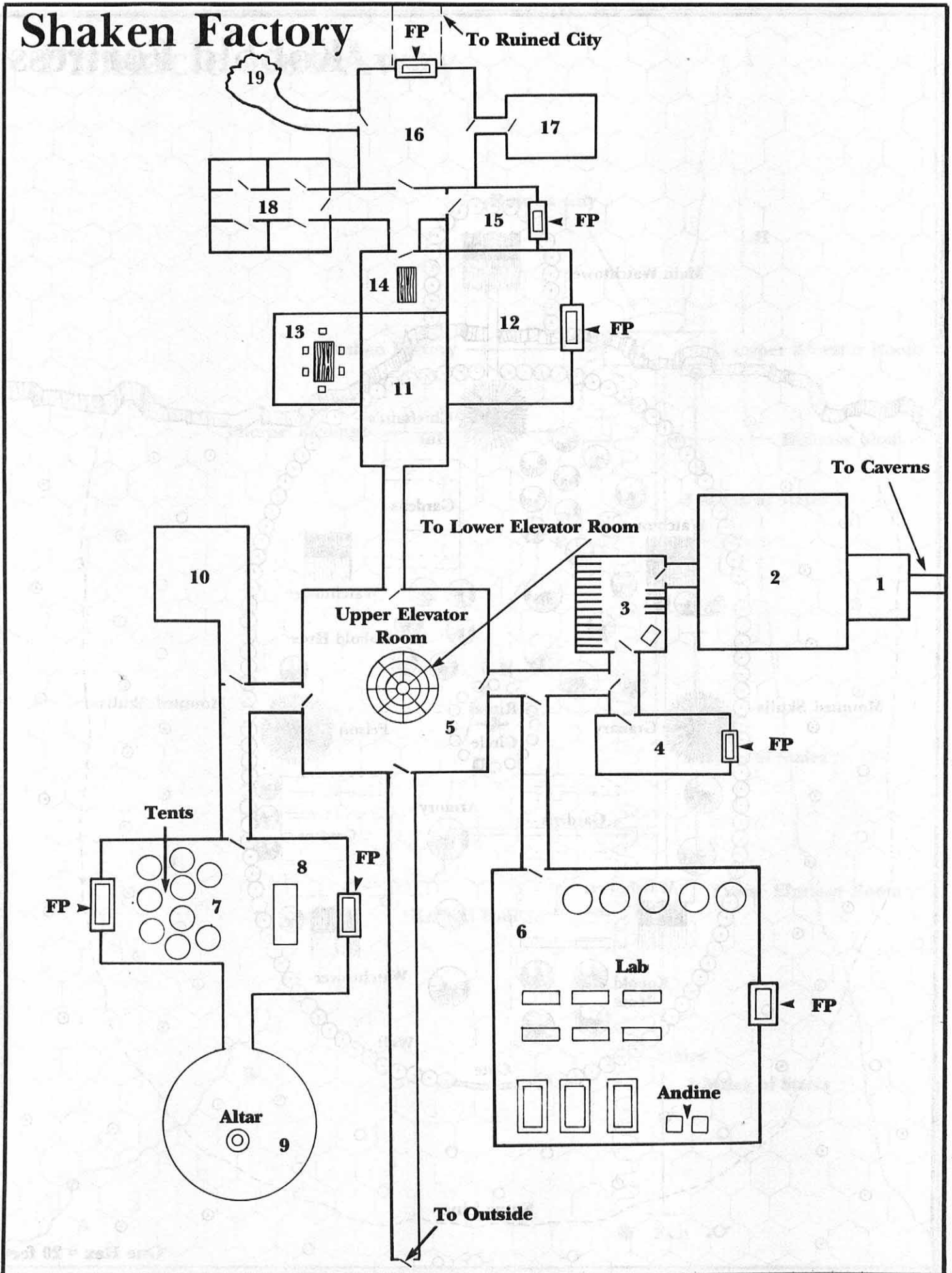
Pinnacle Cut-Away



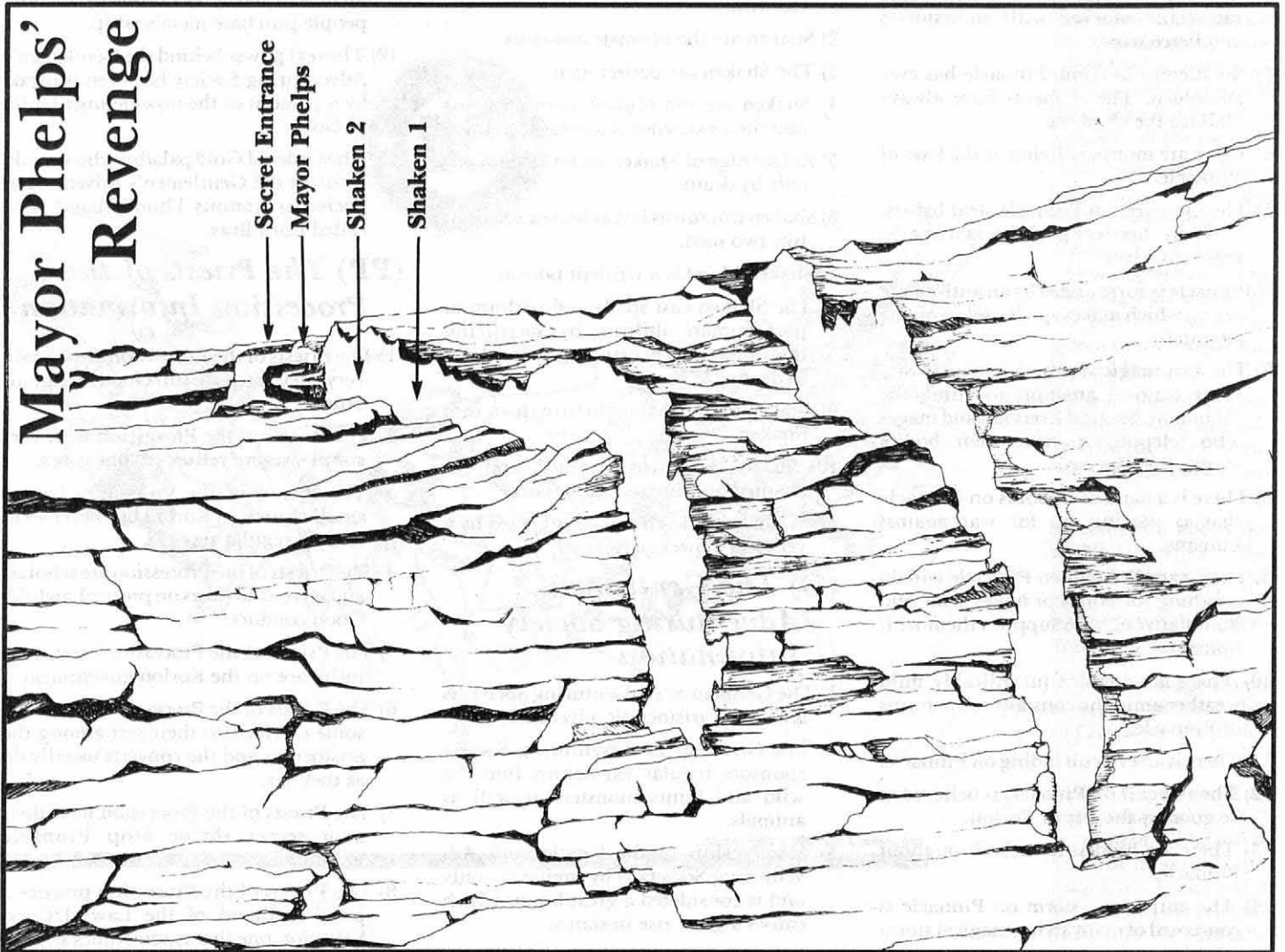
Kobold Fortress



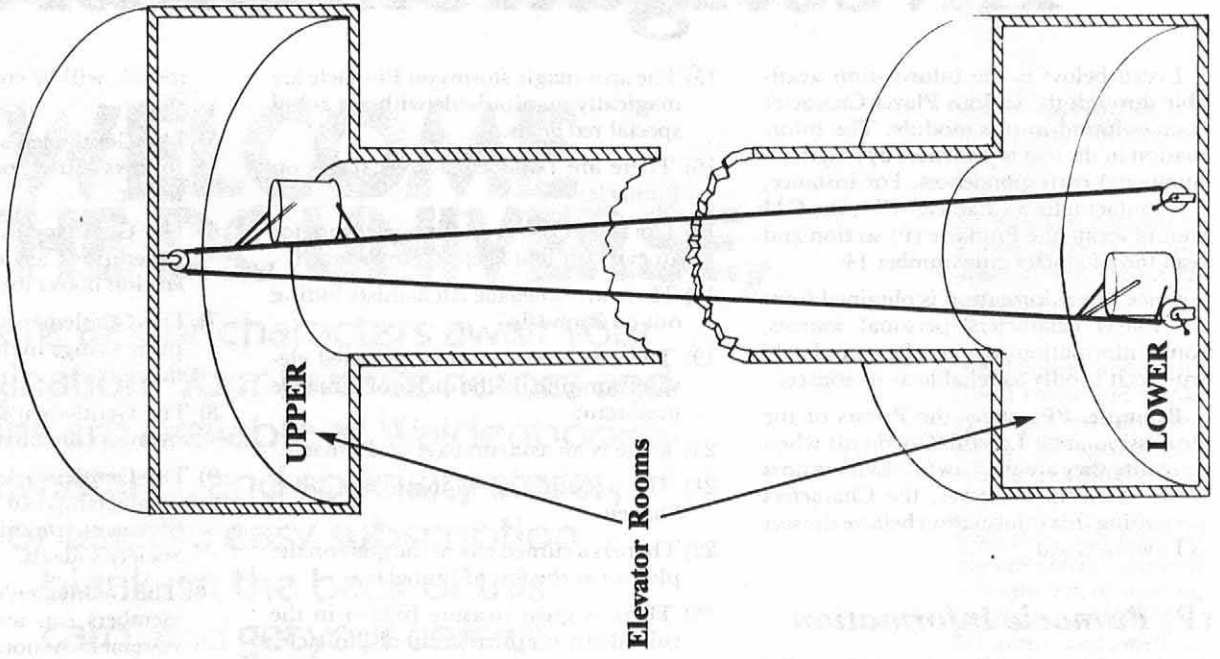
Shaken Factory



Mayor Phelps' Revenge



Shaken Factory Cut-Away



—Investigation Charts—

Listed below is the information available through the various Player Character sources found in this module. The information in the text is presented by letter(s)/number(s) correspondences. For instance, if a contact tells a Character P14, the GM should locate the Pinnacle (P) section and read the Character clue number 14.

Since this information is obtained from the Player Characters' personal sources, some information may not be completely true, as it is only as reliable as its source.

Example: PP1 states the Priests of the Procession are a Lawful/Good cult when in reality they are the Lawful/Evil creators of the Shaken. However, the Characters presenting this information believe the sect is Lawful/Good.

(P) Pinnacle Information

- 1) Pinnacle is the tallest mountain in the region, and can be seen up to 100 miles away.
- 2) Pinnacle is a treacherous, unclimbable mountain wracked with snowstorms and fierce winds.
- 3) No attempt to climb Pinnacle has ever succeeded. The elements have always claimed the climbers.
- 4) There are monsters living at the base of Pinnacle.
- 5) The monsters on Pinnacle steal babies. They are therefore probably evil or mischievous Elves.
- 6) Pinnacle is surrounded by an anti-magic storm, which makes spells useless on the mountain.
- 7) The anti-magic storm on Pinnacle prevents magical attempts to climb the mountain. Magical flyers fall and mages who teleport up have their bodies magically dispersed.
- 8) There is a band of Kobolds on Pinnacle that is gearing up for war against humans.
- 9) The savage Kobolds on Pinnacle will do anything for honey or honey wine and honor anyone who supplies them with honey.
- 10) There are areas of inexplicably mild weather amid the constant snowstorms of Pinnacle.
- 11) There is an evil cult hiding on Pinnacle.
- 12) The evil cult on Pinnacle is believed to be good by the city of Korlon.
- 13) There are hidden tunnels throughout Pinnacle.
- 14) The anti-magic storm on Pinnacle is composed of many living magical storm creatures.
- 15) The anti-magic storms on Pinnacle are magically manipulable with the aid of special red gems.
- 16) There are Dwarves kept as slaves on Pinnacle.
- 17) The Dwarf slaves on Pinnacle work for an evil cult that keeps them drugged.
- 18) There are renegade Alchemists hiding out on Pinnacle.
- 19) There is Dwarven hoist-powered elevator running up the inside of Pinnacle mountain.
- 20) There is an assassin base on Pinnacle.
- 21) The assassins on Pinnacle are called Shaken.
- 22) There is a ruined city of the gods on the plateau at the top of Pinnacle.
- 23) There is great treasure hidden in the ruined city on the plateau of Pinnacle.

(S) Shaken Information

- 1) Shaken assassins wear black outfits with red trim.
- 2) Shaken are the ultimate assassins.
- 3) The Shaken are perfect men.
- 4) Shaken are the highest paid assassins and their existence is a great secret.
- 5) Knowledge of Shaken secrets is punishable by death.
- 6) Shaken can run as fast as horses and fight like two men.
- 7) Shaken blood is a virulent poison.
- 8) The Shaken cast spells and perform at para-human abilities by sacrificing their life-essence, bringing them closer to death.
- 9) Shaken kidnap babies to turn them into Shaken.
- 10) Shaken are raised, trained, and enchanted on Pinnacle mountain.
- 11) A Shaken's death can be triggered by a very low-power cleric spell.

(G) The Gentlemen's Adventuring Society Information

- 1) The Gentlemen's Adventuring Society is a club for aristocratic adventurers.
- 2) The Gentlemen's Adventuring Society sponsors regular excursions into the wild and hunts monsters as well as animals.
- 3) Membership in the Gentlemen's Adventuring Society is by invitation only and is considered a great honor which causes a great rise in status.
- 4) Only people with the highest ideals and

morals will be considered for membership.

- 5) The Gentlemen's Adventuring Society follows a strict code of conduct based on honor.
- 6) The Gentlemen's Adventuring Society expeditions are chronicled in limited edition books for the nobility.
- 7) The Gentlemen's Adventuring Society pulls strings in the nobility through its members.
- 8) The Gentlemen's Adventuring Society members are often cowardly.
- 9) The Gentlemen's Adventuring Society membership can be bought for 5000 gp by anyone promising to live up to the Society's ideals.
- 10) The Gentlemen's Adventuring Society members can avoid living up to the extremely honorable conduct by payments or political favors to the Gentlemen's Adventuring Society.
- 11) The Gentlemen's Adventuring Society member quality is declining as more people purchase membership.
- 12) The real power behind the Gentlemen's Adventuring Society has been usurped by a paladin of the now-defunct Order of Gold.
- 13) The Order of Gold paladin who secretly controls the Gentlemen's Adventuring Society is Ivannus Thunderhand, now called Lord Brax.

(PP) The Priests of the Procession Information

- 1) The Priests of the Procession are a small, very devout Lawful/Good religious order.
- 2) The Priests of the Procession wear very simple, severe yellow-orange robes.
- 3) The Priests of the Procession have a small church in Korlon but never seem to hold regular services.
- 4) The Priests of the Procession are scholars and serve as advisors on proper Lawful/Good conduct.
- 5) The Priests of the Procession exert some influence on the Korlon government.
- 6) The Priests of the Procession have made some converts to their sect among the aristocracy and the converts usually do as they say.
- 7) The Priests of the Procession have their own secret shrine atop Pinnacle mountain.
- 8) The Priests of the Procession practice a peculiar brand of the Lawful/Good behavior, one that is sometimes strange to other Lawful/Good practitioners.

The Celebration

The night before the climb, the Gentleman's Adventuring Society will throw a party which will be interrupted several times during the evening. The Society's hosts will want the problems taken care of quickly and without attracting the guests' attention.

Whenever the PCs get involved in some kind of conflict, Nickoli will ask them to please keep the fighting discreet. If they have a fight that goes essentially unnoticed by the party-goers, award double EP for that encounter.

A specially powered Shaken is circulating at the party, moving invisibly and secretly. He will sabotage climbing equipment and leave clues to indicate that the rivals are sabotaging one another. Five minutes before dessert is served, the Shaken will teleport into the giant Pinnacle cake and attack when the cake is served.

GM NOTE: Italicized text (*written like this*) is to be read to the Players. All other text is either for GM information only or is for the GM to incorporate into his/her own description as is appropriate.

The Ballroom

By 8:00 PM, the ballroom is filled with elegant people in lavish clothes. All of Korlon high society and nobility from around the region have turned out to celebrate the climb.

Expensive delicacies are served, minstrels play romantic tunes, perfumed breezes blow, and liquor flows like water. Appetizers are served in the dining hall, couples dance in the ballroom, and people mingle throughout the great mansion, with more guests arriving all the time.

* * *

The adventurers can mingle with the guests, meeting members of the aristocracy, nobles, wizards, priests, the other climbers, and even Korlon's Mayor Phelps.

During the party, Nickoli will greet the adventurers and tell them that they are requested to choose a spokesman to say a few words before dinner on the subject of the climb. He will introduce that spokesman and introduce the adventurers with any appropriate titles.

GM NOTE: All of these encounters will occur in the order in which they are presented here. The Gamemaster may mix events up any way he or she sees fit or add in more encounters.

The Poisoned Punch

GM NOTE: After the Characters have had a chance to mingle, this encounter should be introduced.

There are two ways to set up this encounter. One is to use it as written with Boraben discovering the poison. It can also be used if any other Character deliberately says he or she is going to get a drink.

In this latter case, the Character will be poured a drink of punch and the encounter can begin. Substitute this Character instead of Boraben, as any Character can be justified as having smelled poison before.

* * *

(To Boraben or other PC)

As the waiter pours you a drink from a large punch bowl, you smell the familiar odor of belladonna extract in the punch. It smells oddly different from any other belladonna you've ever smelled before, but it is definitely a particularly potent poison.

* * *

Boraben must act quickly, as twenty people are reaching for the punch. He can pretend to stumble and spill the punch bowl, he can pick it up and greedily walk off with it, or, at the very least, he can shout "Poison!" causing some confusion and panic but at least averting disaster.

If Boraben keeps anyone else from drinking it, he will get 750 EP for saving people, minus 20 for each person who drinks before he does anything.

If Boraben does not react in a reasonable amount of time (at GM's discretion), 1D6 persons will reach for a glass of punch. This will continue for 1D4 rounds, at which point the first drinkers will feel the initial effects of the poison. This will warn the other patrons effectively.

The poison was placed there by the Shaken as part of his plans to disrupt the festivities. The poison is slow-acting, and will take effect in 1 hour.

At that point it will do 1 HTK of damage every round that a save vs. Poison is failed, until a **Neutralize Poison** is cast, until the antidote is drunk, or until death. The victim will feel excruciating pain as damage is done.

If the adventurers suspect or investigate the cooks who made the punch, or the waiters who served it, they will be pursuing a wild goose. The cooks and waiters are innocent. The Shaken, disguised as a waiter, tossed in the poison. If the adventurers search the remaining food or drink for poison, they will find none.

The Message

GM NOTE: Rack came to warn Kip about the Shaken hidden in the cake but was chased away by the head butler. He left a note, but the head butler threw it away.

* * *

Read to Kip:

A non-descript waiter approaches you and says, "Excuse me sir but did you get your message?"

* * *

If asked about the message, the waiter will say, "Why, the message from the unshaven chap in leather armor. About an hour ago. He left a message for you with the head butler."

If Kip asks the head butler about the message, the butler will pause and think. (The butler is a very proper, very reserved gentleman's gentleman. He speaks very slowly and very condescendingly.) At length he will say:

"Ah, yes. As I recall, there was a fellow who tried to enter the celebration without an invitation under the pretext of wishing to see you. A most disagreeable fellow, wearing dirty leather armor and smelling of... perspiration. We get these party crashers all the time and know quite how to deal with them.

"I assured him that he was no friend of yours, but he remained adamant. When we threatened to call the gendarmes to have him removed, he scribbled a note and scampered off. It's nothing to be concerned about, just some rascal who happened to know the name of someone at the party."

The head butler will look smug. If the Players questioned him about where the message is, read them the following:

"Master Kip. I am sure such a message to you could not have been important." The butler slowly looks through all his dozen pockets and says, "I believe I have discarded it," pointing to a nearby wastecan, piled high with discarded food.

If the adventurers search through the wastecan, they will find the note in eight rounds, less two rounds for each additional person searching, for a minimum of two rounds.

If the adventurers complain about the butler to Sire Nickoli, Nickoli will give the butler a scathing lecture on the sanctity of the guests' messages and will even make the butler look through the trash if the adventurers have not yet found the message.

GM NOTE: A copy of the message which Kip receives is found on page 18. Show this to the Players if their Characters search for and find the note.

Kip will recognize the handwriting as Rack's scrawl. He knows that "desirable" is thieves' jargon for "wanted." The rest is up to him to decipher. The message is trying to tell Kip that Rack has found out a Shaken is supposed to attack at the celebration and that he is hidden in the Pinnacle cake.

KIP - THIS bugger wont let me in, but i gots to tell you thees fops is in for a shock this evenin. get it? a SHOCK?

so dont eats no dezert. ita be bad for yer Helth. id stay an tell ya persnal, but im too desirable in thees parts.
— a old friend

The Dagger

The Shaken will steal one of Hawk's special +1 daggers from his belt. If Hawk rolls his IT or less on 1D20, he will notice it missing. The Shaken will sabotage Alkazzar's equipment later and leave the dagger at the scene.



The Speeches

GM NOTE: This section introduces the adventurers to their rivals. Sire Nickoli will give the speech below, which is all puffery and self-hype for the Society. The speech is Nickoli's chance to bask in the adulation he feels he deserves.

In doing the speech, the GM should make it seem as if Nickoli is trying hard to make the speech sound heartfelt. He is an obvious phony, but he doesn't know it.

* * *

At 9:00 PM the minstrels stop playing and chimes ring, signaling the start of the speeches. People drift into the main hall and take seats for the festivities. The butlers round up the remaining stragglers and remind them that they belong in the main hall.

In the main hall, once all the guests have been seated, Nickoli stands and the crowd falls silent. He speaks.

"Dear friends, I'm so glad you could join us on the eve of this most historic occasion. Tonight we honor those brave souls who will make the spectacular ascent of the most forbidding edifice in all the land: the unconquered mountain—Pinnacle!" The audience erupts in appreciative applause.

"The Gentlemen's Adventuring Society has long stood for and long encouraged excellence in exploring. Our members are the finest and most honorable of individuals. We bring a touch of civilization to the wilds and prove that the better man wins over the savage.

"Today we have with us these potential members who will compete not only for coveted Gentlemen's Adventuring Society membership, but for a place in history as well. I will introduce them to you, along with their special pyrotechnic arrow color, and they will tell you why they feel secure in their future success."

(When acknowledged, each group will stand, say a few words, and the audience will enthusiastically applaud.)

Sire Nickoli: "*The White Team: Gunthar's Dwarven Legion!*"

Four dour Dwarves stand. One speaks. (**GM Note:** Gunthar speaks in a very slow, very boring monotone, as if speaking were a great hardship.)

Gunthar: "*We Dwarves are used to climbing, work, and drudgery, pain and hardship, and will be able to go on where others fail.*"

This is followed by mild applause.

Sire Nickoli: "*The Yellow Team: Pierro Carbinelli, Associate Emeritus Scholarus at the Sage's University, and his students.*"

Five bespectacled humans stand.

Pierro: "*We inventors at the Sage's University discovered that magic works erratically on Pinnacle. So, we devised some non-magical wonders that will get us to the top while the others straggle along, far below.*"

The audience applauds heartily.

Sire Nickoli: "*The Blue Team: Our very own Sire Fribben, Warder Officer of the Gentlemen's Adventuring Society.*"

This is followed by wild applause from the crowd as six out-of-shape aristocrats stand.

Sire Fribben: "*We, of course, have proven ourselves time and time again, in some of the most fantastic adventures of all time. I'm afraid there is simply no doubt but that we will win.*"

This is followed by even wilder applause.

Sire Nickoli: "*The Green Team: Alkazzar the Amazing.*"

A man dressed in gaudy wizard's robes and four henchmen stand.

Alkazzar: "*How will I win? Heh heh heh. Alkazzar the Amazing never reveals his secrets!*" He disappears in a thunder-clap and a flash of smoke, to a scattering of applause.

The Adventurer's Speech

Next, Sire Nickoli announces the Player Characters' spokesman for the Red Team. The spokesman may join in the spirit of self-hype of the others. If he does he will receive moderate applause.

If he is in some way humble, choosing to rely on the group's actions rather than self-flattery, the crowd will be stunned to silence for a long moment after the speech, then will break into tremendous applause, being unaccustomed to modesty.

Sire Nickoli: "*How about that, ladies and gentlemen? Need I say more? This is certain to be the greatest event on record. And to the winner of this expedition, the first to stand on the pinnacle of Pinnacle, will go 100,000 gold pieces and this trophy!*"

Nickoli signal a butler who unveils a foot-tall, gem-encrusted statue in the shape of Pinnacle mountain.

The crowd gasps appreciatively.



Dinnertime

Shortly after the unveiling of the trophy, Nickoli rings a small gong, signaling the start of dinner. Servants stream out of the kitchen bearing heaping platters of food. Dinner is a sumptuous and exotic feast. During dinner, Alkazzar strolls back into the dining room.

* * *

Now that the adventurers know who their rivals are, they can engage in dinner-time conversation with them. During the dinner, certain events will occur. These happen in the order presented except for **Equipment Check** which may occur at any time the Players check their equipment. If the GM does not wish to play out the dialogue, play should proceed to the next section.



Gunthar's Attack

During dinner, Gunthar the Dwarf leaves the dining hall. A few minutes later a bellow of rage shakes the mansion, rattling the crystal chandeliers.

* * *

If the adventurers investigate, they will see Gunthar stomping down the stairs toward the dining hall, iron spikes in his hands. He is fuming, his face beet red. If they do not leave, Gunthar will stomp into the dining hall, bellowing at the top of his lungs.

"Sabotage!" Gunthar bellows. "Human deceit! Evil wretches!" The other Dwarves try to calm him. He explains, "I went upstairs to check on our equipment, and look!" He holds out three perfectly normal looking iron spikes. He points to discolored marks on them, as a crowd gathers.

"Heat scoring!" he says. "Someone heat-blasted them and ruined the temper. If we used them climbing tomorrow we would fall to our deaths!"

The crowd gasps. Gunthar looks around at everyone, with a cold stare. His eyes fix on Alkazzar. "You!" he shouts. "You were the only one out of the room. Where did you go when you vanished?!" He lunges for Alkazzar's throat, and starts strangling him. The crowd panics.

If the adventurers try to do anything during Gunthar's fuming, it will do little to change the outcome. If a Character tries to save Alkazzar, he will need a successful ST roll to fend off Gunthar.

If Alkazzar is not saved from Gunthar in five rounds, Alkazzar will be killed. If this happens, Alkazzar's men will fight Gunthar's men to the death. Omit the loser from the rest of the adventure.

If the adventurers break up the fight, Gunthar will repeat his accusation and Alkazzar will deny it. Sire Nickoli will try to smooth things over, but the two are now bitter enemies. If the PCs try to make peace, the two sides will respect them for it, but will remain enemies.

Pierro's Accusation

People drift back to dinner, excited by the commotion. Sire Nickoli looks nervous. Pierro Carbinelli of the Sage's University leaves the room. He comes back a few minutes later, holding a small, strange contraption.

"So, Gunthar," he says. "you found out about our use of secret Dwarven machinery and tried to ruin our molten air expander, hmm? And then you tried to throw suspicion off yourself by accusing Alkazzar of sabotage! That's very low, indeed."

Gunthar says, "No, I didn't know you have been stealing Dwarven secrets. But I am glad you have confessed, so Dwarves can take action against you in the future," he adds with a wicked smile. "But your accusation is ridiculous!"

* * *

The two will argue for some time, but will not fight. The adventurers can take sides if they wish or just watch. Nickoli will again try to smooth things over.

Alkazzar's Accusation

Alkazzar, who has been out of the room, stalks up to Hawk, saying, "Is this your dagger, sir? I found it with my magic scrolls. Someone had tampered with them. I would like to know what you were doing there, sir!"

* * *

Hawk's answer will depend entirely upon the Player's reaction. Alkazzar will not believe him if Hawk simply claims to be innocent without giving a good, believable

alibi. Alkazzar will not start a fight, but relations between him and the adventurers will be strained.

He will accuse the adventurers of trying to learn the secrets of Pinnacle that he has learned. If Hawk has spent any time at the party outdoors or away from people, his alibi will seem even weaker.

Equipment Check

Sometime during these accusations, the adventurers may get the bright idea to check their equipment for sabotage. If they do, they will find that their bags have been opened and rummaged through.

If they search the room for clues, they will find an eyeglass case with the seal of the Sage's University and the initials PC on it. There are no spectacles in the case.

If they confront Pierro Carbinelli with this information, Pierro will deny any tampering. He will, however, admit that he had misplaced his eyeglass case that evening.

Sire Fribben Congratulated

After this flurry of accusations, and whether or not the adventurers accuse Pierro Carbinelli, Sire Nickoli will single out Sire Fribben of the *Gentlemen's Adventuring Society* and publicly announce, "Well, Sire Fribben, I am proud to see that you are not mixed up in any of this messy sabotage business."

Sire Fribben will smugly reply, "Well, it is the way of a Gentlemen Adventurer to be honest and forthright. A true Gentlemen wins through superior virtue!" The guests will, of course, applaud heartily.

The Blessing

Around 10:00 PM, Nickoli will assemble the climbers and guests in the ballroom, saying, "To make the going a little smoother for our adventurer friends, the local Priests of the Procession will bless them, that the gods may smile upon them on their climb."

He indicates a trio of yellow-robed priests, who smile serenely at the crowd.

The head priest says, "Step forward, brave souls. Priest Thakzhos has devised a special blessing for this mission. It is a variant on the *Chant* spell, which makes those blessed much more hearty and capable, but it will affect you even when miles away from him.

"In honor of this event, Priest Thakzhos will selflessly chant the spell continually from now until you return from the climb many days from now, that you may always feel the blessing of the Priests of the Procession."

The crowd bursts into appreciative applause. The climbers form a line facing the Priests. Priest Thakzhos will begin chant-

ing, and touch the forehead of each climber in turn.

* * *

The blessing will indeed confer the benefit of the *Chant* spell on the recipients (+1 to Damage and Saving Throws to friends while -1 for all enemies). It will be in effect as long as Priest Thakzhos chants, which is until the climbers come back or are all dead.

The spell also has a subtle and dangerous side effect in that it will also render the recipients unable to attack any Priest of the Procession. Players will not realize this until such an attempt is made. There is no saving throw for this because the climbers allowed the spell to be cast.

That evening, Lord Thakzhos will be taken to the Priests of the Procession's hide-out on Pinnacle, where he believes he will be safest and free from distraction, to continue the endless chanting for as many days as is necessary.

If the Adventurers Decline

If the adventurers for some reason decide not to be blessed, the Priests of the Procession and the *Gentlemen's Adventuring Society* will be offended, the crowd will be shocked. All will react as if the party suddenly blasphemed.

If the party recants and agrees to be blessed, everything will be forgiven. If they steadfastly refuse, they must give a very good reason or Nickoli will tell them they are dismissed from the expedition.

Nickoli is not concerned about the blessing but about the blasphemous thanklessness inherent in refusal.

A good reason for refusing the blessing is something akin to Boraben saying he must remain ritually pure to his god. Such a claim will not exempt the others, however. If the GM feels an excuse sounds valid or is simply pleased with the Players' role-playing, Nickoli will exempt them from the blessing and still allow them to climb.

The Pinnacle Cake

GM NOTE: Five minutes before the cake is served, the Shaken teleports into the cake. He has been doing some spell casting, so his HTK are down to 32 but the remainder of his statistics are normal, as detailed on page 5.

The Shaken's targets are Nickoli and Lord Brax, but he will willingly attack anyone who gets in the way.

* * *

After the blessing, Priest Thakzhos walks out of the room chanting. A reverent hush falls on the room. Then Nickoli breaks the stillness shouting, "Let's celebrate! Our crowning touch, the surprise for the evening — the Pinnacle cake!"

He motions toward a door as three ser-

vants enter, wheeling a gigantic 7-foot-tall cake which glitters with chipped-ice frosting and is shaped like Pinnacle mountain. The crowd oos and ahhs in anticipation.

* * *

If the adventurers wish to act, they may do so. If they have figured out the message from Rack, they will know there is a Shaken in the cake.

If the adventurers attack the cake, Nickoli and the guests will be horrified. They will also be in the way unless the adventurers warn them of the danger. Since the Shaken is not prepared for an attack, a thief can get one backstab attempt.

After the first round of attacks, the enraged Shaken will leap out, scattering cake everywhere. He will look something like a living snow-man, as he is completely covered with white frosting. He will snarl in rage and attack the adventurers, concentrating on Nickoli and Lord Brax.

If the adventurers delay their actions, the Shaken will attack first. Read the following to the Players:

Nickoli takes a large cake knife and begins to cut the cake. He says, "May your

conquest of the mountain be as easy as this." As the knife sinks into the massive cake, Nickoli suddenly slides into the cake, as if pulled in, his head and chest buried in it.

The next instant, Nickoli flies violently out of the cake, covered with icing and spurting blood. The dull cake knife is buried in his chest. Then the cake erupts revealing a man in black and red covered with icing. He looks like a living snowman.

The adventurers can attack the Shaken if they wish. The Shaken will try to kill Lord Brax next. Nickoli is not dead, but is at 0 HTK and will die in 5 melee rounds if not healed.

The crowd will panic and attempt to flee, including the supposedly adventurous **Gentlemen's Adventuring Society** members.

If the Shaken kills Nickoli and Brax, he will try to flee. If he cannot escape, he will fight to the death. He will move toward his victims, using one attack to fight and the second attack to hurl shirukens at his targets.

Once Brax becomes aware that he is a

target, he will join the fight and the adventurers will notice that he displays exotic sword skills.

When the assassin is dead, the guests will hover around to see the gory aftermath.

After the Battle

If Nickoli is alive, he will tell the crowd, "Well, we Gentlemen Adventurers are used to this kind of thing you know. It's our bread and butter. We thrive on danger. Let the party continue!"

If Nickoli has been killed, another **Gentlemen's Adventuring Society** member will take over, saying "Well, ... um... this is all in the life of an adventurer. Er, life, er... that is, I meant to say, um, ... well, let's clean up this mess and, uh, prepare for the climb..."

GM NOTE: This is the end of the celebration. The Characters must now do any last-minute information gathering and meet in the early morning for their ascent to Pinnacle.



—Ascending Pinnacle—

The Howlers

If the adventurers attempt to cast magic while on the mountain, a windstorm will howl up out of nowhere, chilling the Characters with its icy gusts. In addition, the magic spell will disperse. Levitating Characters will fall, invisible Characters will reappear, and fireballs will dissolve.

People teleporting will have their particles scattered across Pinnacle. Feel free to be creative in determining what will happen to a spell.

This is caused by anti-magic Howlers sensing the spell and converging on it. The more powerful the spell, the more Howlers will show. Only a spell with a brief duration and casting time (like **Feather Fall**) can succeed.

Spells cast in an enclosed tent can last up to two rounds before being dispersed.

Note that this affects even Shaken spells.

Hawk and the Howlers

If Hawk decides to capture a Howler in the gem the hermit gave him, he must first track a Howler. If he just pulls out the gem, a Howler will attack him from behind. Hawk must save vs. DEX (+3) to keep from dropping the gem. If he drops it, the Howler will blow it away.

If Hawk watches the Howlers carefully, he can actually observe one travel. He can follow it by rolling his DX or lower on 1D20. The Howler will become tired in 4D10 rounds and stop to rest, coalescing into a misty man-shape, hovering just above the ground.

If Hawk surprises it (1-3 on 1D6), he can grab it (save vs. DEX). Holding a Howler is akin to holding greased wind, but is possible (by rolling ST or higher on 1D20).

At this point the gem will begin pulsing. Hawk must then make another ST roll or higher at +4 to force the Howler into the waiting gem. If he fails at any point, the Howler will escape in a raging snowstorm, doing 2D6 HTK of damage to Hawk for 1D4 rounds.

If Hawk succeeds, he will be able to see and hear the Howler in the gem. The Howler will say "At your bidding, master." It is now completely in Hawk's power. Hawk can order it to disrupt any spell or to shield an area up to 10 feet in diameter from other Howlers, allowing spells to be cast through it. It can also function as a Level 2 **Telekinesis** spell.



On Your Marks

The Gentlemen's Adventuring Society has provided thirty wagons for supplies and ten expensive carriages to transport the climbers to the base of Pinnacle. The strange caravan rumbles through the city to great pomp and fanfare. Mayor Phelps waves from his manor as you go past.

Crowds follow the wagons, cheering and laughing. Outside the city gates, the caravan travels through green fields as curious peasants stop work to watch.

The travel through the Badlands is oddly uneventful, although glimpses of barbarian and bandit outriders can occasionally be glimpsed on the horizon. Soon the mountain Pinnacle looms up above you, dwarfing the wagons in its glacial majesty.

* * *

When the procession reaches the mountain, the Players may make final preparations for the trek. The other climbers will assemble their equipment, each group being given their specially color-coded pyrotechnic arrow and a bow.

Sire Fribben has seen to it that all the arrows will erupt blue, making it appear he is the winner no matter who truly reaches the pinnacle first. Only he and his men know of his scheme.



The Ascent

Nickoli stands up on his carriage and addresses the climbers as snow swirls around him. "Now the great event begins!" he cheers. "Good luck, adventurers! And may the most honorable win!"

As he speaks, the groups begin trudging up along the slight incline. Sire Fribben of the Gentlemen's Adventuring Society team breaks into an open run, leaving the others behind.

The Gentlemen's Adventuring Society members wave goodbye and cheer as their team takes an obvious lead. Soon their cries are mere echoes in the wind.

* * *

If the adventurers wish to race the **Gentlemen's Adventuring Society** team, they may do so but they will soon become winded. If they do not race, the adventurers and the other three teams will soon pass the **Gentlemen's Adventuring Society** team members, who exhausted themselves running with their heavy equipment.



Climbing Pinnacle

Looming up ahead is the huge glacier that is the base of Pinnacle mountain. Soon it fills the horizon. The other

teams make small camps to survey a climbing path.

* * *

Hand out the **Pinnacle Climb** map (found on the inside front cover) to the Players and the rules (found in the **Encountering Special Events** section to follow). The GM has his own special section of these rules in the **Special Events Tables** located on page 32. These special GM rules should not be shown to the Players.

Terrain

Player and GM Information:

There are six different types of terrain on the Pinnacle Climb map. These are:

Clear Slope

Glacier

Rockfield

Steep Face

Snow field

Special (see table)

Each type of terrain the group enters has its own modifiers and dangers.

Movement

The Player Characters start at the base of Pinnacle in the center of the **Rockfield** clearing. They can move to any adjacent hexagonal space. For simplicity's sake, these spaces will be referred to as "hexes." Movement through a hex takes a specified amount of time, listed in the **Encountering Special Events** section.

Remember that all forms of magical flight, including flying carpets, rings of flight, flying horses, etc., will be impossible to use because of the Howlers and/or the incredible updrafts and other unpredictable winds which surround Pinnacle mountain.

No magic, including **Wish** and **Control Weather**, can affect these natural forces enough to allow safe passage by flying devices.

Time

It is best to climb no more than eight hours per day. If the adventurers climb longer, they must all make SM rolls each additional hour they spend climbing. Also, their Staminas temporarily drop by 1 for each additional hour of climbing, lowering the chances of a successful roll. When a roll is failed, that Character is exhausted and must sleep for at least eight hours.

If a Character climbed for more than eight hours in one day, he or she must rest an additional 1D4 hours before beginning a new day's climb.

Each eight hours of sleep or each **Cure Light Wounds** spell will return one lost

point of SM. Every point of lost SM causes the Character to fight at a -1 to hit and damage.

It is important the Players believe the GM is keeping close track of total time spent during the climb. The other climbers are placed on prearranged schedules managed by the GM. The GM can look at his rule section for further explanation.

Example: Characters have climbed for seven hours. They wish to enter into a glacier hex. This will normally take 1.5 hours. If the Players decide to enter the glacier hex, their Characters will have climbed 8.5 hours, must make SM rolls and temporarily lose one SM point. Characters may, of course, climb less than eight hours a day.

Encountering Special Events

As the Player Characters climb from one area to another, the GM will roll on the **Terrain Table** (this page) for each type of terrain and should cross-reference with the **Special Events Tables** on page 32 to determine what event (if any) occurs in the terrain.

The GM rolls for every hex entered during the day as the Characters enter the hex. Effects are immediately applicable, registering before the Characters move onto the next hex.

Pinnacle Terrains

Listed here are the types of terrains encountered while climbing Pinnacle and the lengths of time necessary to travel through one hex of such terrain.

While the **specific** special events are known only by the GM, below are some general facts known about the hazards of these different terrains.

Glaciers: 1.5 hours

Glaciers are dangerous due to crevasses and pressure areas which buckle and create impassable areas. Snow-covered glaciers are ripe for avalanches. The steep glaciers of Pinnacle are fast moving and their top faces constantly change. Ice caves often exist beneath a glacier's surface.

Steep Face: 4 hours

Without the proper equipment, these areas are impossible to climb. There is great danger of falling rock and of falling climbers. A single misstep could be disaster. Many climbers have been known to be struck by lightning while unprotected on a steep face, upon which caves are common.

Snowfields: 2 hours

The fresh snow on a Snowfield hides the dangers which exist. Crevasses and "soft snow" areas are common, as are ice fields which slow movement to a crawl. Blinding snowstorms are a familiar sight in snowfields.

Clear Slope: 1 hour

There are few dangers here from the mountain itself, but winds can be especially strong in these areas. Howlers and other life forms are known to frequent Clear Slopes.

Rockfields: 2 hours

Rockfields exist because something above the field is dropping material on it. This fact makes rockfields exceedingly dangerous places. Rockslides and avalanches are common, with rocks and ice constantly falling from above as well.

Footing on the slippery rocks is especially tricky.

Characters must save vs. DX on 1D20 or lose 1D4 HTK (twisted ankle) which will return in 1D4 rounds.

Specials: 1 hour

Could be anything from a complete path block to a secret passage. Special areas are always dangerous.

Note on Kobolds: About one-third of the way up the mountain is a small community of Kobolds. No one knows how they exist in the harsh climate. The approximate location of their village is marked with a flag (see *Pinnacle Climb* map).

Terrain Tables

Glacier

- 1-10: No event
- 11: Ground Collapse
- 12/13: Crevasse
- 14: Fall
- 15: Slip
- 16: Cave
- 17/18: Crevasse with Snow Bridge
- 19: Short Cut
- 20: Howlers

Steep Face

- 1-3: No event
- 4/5: Lightning Bolt
- 6/7: Ground Collapse
- 8: Plummet
- 9: Fall
- 10-12: Path Blocked
- 13: Icy Rock
- 14: Short Cut
- 15/16: Cave
- 17: Man Made Steps
- 18/19: Chimney
- 20: Wind Storm

Snowfield

- 1-6: No event
- 7/8: Avalanche
- 9: Wind Storm
- 10-12: Ice Field
- 13: Rock Fall
- 14: Icy Rock
- 15: Fall
- 16: Man Made Steps
- 17/18: Snow Storm
- 19/20: Snow Blindness

Spirit of the Climb

All the rival climbers will fail to reach the top of Pinnacle. Some, like Sire Fribben, won't try as long as he is sure his blue arrow has been substituted for everyone else's color. There are some special encounters with other climbers, but contrary to what the Players are told there are no timetables for the rival groups. This is just a ruse the GM can use to keep the spirit and pressure of competition on the Players.

If Players feel there is no competition, they will not care as much about failures and successes of the climb. The GM should occasionally do some meaningless die rolls and thoughtfully gaze from the Players to the dice.

The special events are gathered together into one list and each is given an identifying name. The GM should roll on each individual terrain table to find the correct special event.

Certain special "timed" events will occur at designated times, no matter where the Players happen to be unless they are in the mountain.

Second, the GM should encourage the feeling of a race, even though none of the other groups has a chance of succeeding. It is important that the Players feel pressed for time.

Clear Slope

- 1-13: No event
- 14/15: Howlers
- 16: Avalanche
- 17: Cave
- 18: Kobolds
- 19: Animals
- 20: Shaken Patrol

Rockfield

- 1-5: No event
- 6/7: Avalanche
- 8: Rock Fall
- 9: Warm Area
- 10/11: Fall
- 12: Icy Rocks
- 13: Short Cut
- 14: Man Made Steps
- 15/16: Plummet
- 17-19: Avalanche
- 20: Shaken Patrol

Specials

- 1: No event
- 2: Chimney
- 3/4: Kobolds
- 5: Path Blocked
- 6/7: Warm Area
- 8-10: Rock Fall
- 11: Man Made Steps
- 12-14: Shaken Patrol
- 15: Howlers
- 16: Cave
- 17: Animals
- 18: Short Cut
- 19: Plummet
- 20: Wind Storm

Climbing Events I

First Day

Read the following to the Players after they have familiarized themselves with the *Encountering Special Events* section on page 22.

They're Off!

Alkazzar and his men begin climbing, though not too expertly. Gunthar and his Dwarves begin a monotonous, rhythmic climbing procedure, seeming more like a well-oiled machine than living beings. Pierro and his men remain on the ground, toying with a strange orange tent. Sire Fribben and his men arrive soon and begin climbing, awkwardly and inefficiently.

After about 20 minutes of climbing, you hear a cry of triumph from below. An immense yellow balloon rises up from the ground, carrying Pierro's team in an enormous basket.

* * *

The balloon will float up past the climbers, and Pierro will wave triumphantly as they sail past. Gunthar will become flustered, and sputter about cheating. He will tear through his pack, scattering equipment down onto his men.

By the time he pulls out his repeating crossbow, the balloon will be far above them. He will curse and fire several rounds up toward the balloon while it sails up and out of sight. The adventurers can join in firing, if they wish, but they will most likely be appalled at this ungentleman-like conduct.

Climbing will continue without further incident for the rest of the rise. Soon all the groups will lose sight of one another.

As the balloon sails over Kobold Hall, the Shaken's sabotage of Pierro's balloon will take its toll and the balloon will start losing altitude over the lowest plateau. Pierro will throw everything overboard and expend too much fuel, causing the balloon to burst. They will drop near the Kobold Hall, and the Kobolds will capture them, killing two of Pierro's team in the process.

GM NOTE: The two killed may be rolled randomly, but Pierro himself must survive the attack.

The Climb Continues

Read the following to the Players 6 game hours into the climb:

As you walk through the snow, you see more climbing tools scattered along

the hills in the direction of the mountain wall. Then you notice a huge swath of yellow cloth lying twisted in the snow. Nearby are more tattered cloth fragments.

* * *

The adventurers should have realized that Pierro's balloon went down. They will find the balloon's basket, devoid of people and equipment. The surrounding snow is spattered with blood.

A successful IT roll at +3 will reveal numerous huge bird-like footprints around the balloon, all going over a bluff in the direction of the mountain wall.

GM NOTE: 1D6 rounds after the Player Characters investigate the wreckage, spring the following encounter on them:

The Kobold Attack

Allow the party to attempt an IT roll at +3. If they make it, read the following:

You notice some Kobold warriors sneaking up behind you.

If not, they will be surprised as:

From behind a snowbank lying twenty feet ahead of you, eight Kobolds leap out to attack. Four of the Kobolds are riding ungainly giant birds.

One Kobold shouts, "Make a move and die, ya hoomin scum! Drop yer stuff and head fer home!"

If the adventurers drop their packs and go back down the mountain, the Kobolds will let them go and will not pursue them.

If the adventurers offer them honey or honey wine, the Kobolds will be ecstatic. They will cry, "Welcome, friends! We apologize for the misunderstanding."

They will put their weapons away and say, "Come with us, and share our hospitality. We will take you to meet the Chieftain."

GM NOTE: Proceed to "Audience with the Chieftain."

(8) Kobolds,

HTK: 5, 4, 4, 4, 3, 3, 2, 1, AC: 7

MV: 6", Att: 1, Dm: 1D4

Align: Lawful/Evil

THACO: 20

Weapons: Scimitars (2), Spears (2),

Short Swords (3), Short Bows (1)

Armor: None

Magic Items: None

(4) Giant Birds,

AC: 6, HTK: 8, 6, 5, 5

MV: 28", Align: Lawful/Evil

IT: Low, Att: 1, Dm: 1D6

THACO: 19,

Size: L

These giant birds are clumsy and foolish looking, but their wide webbed feet allow them to run quickly on the snow and outmaneuver their enemies.

If the adventurers fight, the Kobolds will shoot one volley of eight arrows at them then ride in to attack with scimitars and spears. Three of the riders will attack with pans of water, trying to splash it on the adventurers. They know that even if the adventurers win the fight, the water will freeze on the adventurers causing them to suffer hypothermia.

Characters affected by hypothermia lose 2 HTK per hour until dead or until the Characters can remove their clothes to thaw and dry. The only refuge for them will be the Kobold camp, where the weather is temperate enough for their clothes to unfreeze and dry.

When being attacked with water, Characters are considered to have an AC of 10. If a Character is hit, he or she is drenched in cold water that rapidly freezes. If a Character wishes to dodge the attack and hasn't already completed his or her action, he can do so by sacrificing his action for that round and making a DX roll.

Once a Character is drenched, the Kobolds will warn the adventurers to surrender, saying, "You will now get the frozen death if you do not surrender. We can save you! If you give up, we will thaw you, like we thaw your spectacled friends!"

If the adventurers win, they are free to do as they please. They can attack Kobold Hall or ignore it and continue the climb. They can rescue Pierro or leave him to the Kobolds.

Characters moving to Kobold Hall do so normally, suffering any time loss and special event penalties along the way.

Surrender

If the adventurers surrender or are captured, they will be taken to the stockade (play thus progresses from *The Kobold Fortress* to *The Ransom*). If they offer honey, they will be released and taken to the Chieftain (see *Audience with the Chieftain*). If not, they will have their possessions taken away and be locked in the stockade prison.

The wet Characters will be given dry clothes. Also in the hut are Pierro Carbinelli and his remaining men. If the

adventurers try to escape, their success is up to GM discretion.

If the GM chooses to allow an escape attempt, have the Players devise the most intricate plan possible, which will be interrupted just before it begins by a party of Kobolds come to escort the Characters to the Chieftain.

G The Kobold Fortress

As you rise over the bluff, you see a long fortress made of wooden timbers sharpened at the tip. The whole area is covered with wooden posts mounted with skulls.

Atop the poles furthest from the city and closest to you are the severed heads of two members of the Sage's University team. They look to have been freshly killed.

The ground closer to the fortress is not covered with snow, but is oddly green and growing with plant life.

G The Ransom

The Kobolds will select one of the adventurers to go back to town, collect a ransom of 300 gp, and bring it back to ransom the other adventurers.

They will likely choose Hawk for this mission, as he looks the most likely to survive. The Kobolds want another 300 gp for Pierro and his men.

At this point, game time stops until Hawk (or whatever Player Character) returns with the ransom. As there is no other person from Korlon adventurous enough to attempt the Pinnacle climb, Hawk must return by himself. Game

time recommences after the release of the Characters to resume their climb.

G Audience with the Chieftain

If the adventurers offered honey as a peace offering, the Kobolds will take them to the Chieftain.

On the way to the Chieftain, you pass a large hut that is reinforced and heavily barred. A very surprised Pierro Carbinelli squints at you through a barred window. (He isn't wearing his spectacles.) He shouts, "Boraben? Althar? Is it you? Have they captured you too?"

* * *

If the adventurers tell him they are guests of the Kobolds, Pierro will beg and plead for them to negotiate for his release. He will offer them up to 1000 gp and will agree to drop out of the climb.

The GM should play any other conversations as he or she sees fit.

G The Chieftain

The Kobold Chieftain is a gigantic, obese, stone-faced Kobold who sits sprawled on a massive stone throne. He is wearing Pierro's spectacles on his snout and sampling the honey by sticking a pudgy finger into it and licking it.

Before long, a broad smile crosses his stern features and the other Kobolds look noticeably relieved.

"Welcome, noble softskins," he says. You be now good friends of Chieftain Kreegah-Ubu and honorary Kobolds to boot. You may partake of our hospitality in staying here where it is warm for as

long as you wish. Know that in your travels you always be welcome here."

* * *

The Chieftain will keep his word about hospitality. Unless they betray the Kobolds, the adventurers will always be treated as allies. The Chieftain knows it is wise to form alliances with humans from time to time.

The Chieftain will also be willing to answer questions. He hates and fears the Shaken and especially hates the "pessimon Priests," (his name for the yellow-orange robed Priests of the Procession), as they sometimes kidnap his outriders for slaves.

If the adventurers ask about Pierro and his men, the Chieftain will say:

"A gift from the gods. A giant bag of bright colors come floating up over ridge and pop, scattering hoomins with funny spectacles all over our territory.

"We round them up and thaw them out. Two get broken in fighting so we put 'em on poles. We'll get good ransom out of livin' ones, you bet."

If the adventurers talk about their climb, the Chieftain will smile and say:

"Impossible from outside. Storms kill. Pinnacle can only be got to top of from inside!" He will explain that there are secret caves hollowed out in the mountain which the Shaken use to get to their hideout.

He will explain how to find an entrance to the cave, adding *"Many moron Dwarves make caves. Real dumb."* He does not know that the Dwarves have been drugged.

Kreegah-Ubu,

Kobold Chieftain
ST: 17, IT: 11, IN: 9
SM:15, DX: 14, AP: 9
HTK: 9, AC: 7
MV: 6", Att: 1, Dm: 1D8
Align: Lawful/Evil
THACO: 18
Weapons: Short Sword
Armor: None
Magic Items: None

Ransom or Rescue

If the adventurers are able to ransom, rescue, or somehow release Pierro and his men, award them 1000 EP apiece. The Chieftain will take 300 gp in exchange for them, or a barrel of honey, which costs only 50 gp.

Kobold Fortress

From a distance the Kobold Fortress looks like a bristling wooden hedgehog of a fort, squatting in a lush, green field in the midst of the ice and snow. It is backed up against a glacier ridge and is flanked by 5 wooden watchtowers.



● Mounted Skulls

Surrounding the stockade on the front and sides are hundreds of wooden poles rising out of the snow. Atop each one is a skull or severed head. The skulls are animal, humanoid, and monster. Some poles are as far as 2000 feet from the stockade, while most of them are within 400 feet.

● Snow Line

Close to the stockade temperatures rise dramatically. Within 200 feet of it, the snow is completely melted and plants and grasses grow. It is 65-75 degrees Fahrenheit in this area. There are also poles with mounted skulls here and sharp poles set into the ground at an angle to deter charging attackers.

● Wall and Gate

The stockade wall is 40 feet high and made of sharpened logs lashed together. The gate has two doors, both 20 feet across. Each log will take 30 HTK before breaking and at least two must be broken to allow an average size person to fit through.

● Watchtowers

There are four 60-foot watchtowers flanking the fortress. At any given time, there are four Kobolds armed with short bows in each.

● Kobold Huts

These one-room huts are made of wooden frames covered with dried grasses. There are thirty huts, each is five feet high, four to six feet wide, and houses 2D4 Kobolds. Each has a leather door flap, a cookfire, and animal skins and furs. There are a few battered weapons in each hut, as well as family fortunes of 2D8 cp.

● Gardens

There are three plots of land growing food. Wheat, grains, and fruit are staples.

● Ritual Circle

It is a blazing 95-105 degrees Fahrenheit in the center of the Fortress area. This 25-foot clearing is ringed with thirteen small rocks and in the center is a 20-foot wide pole with a manticores shell on top. The area is used for Kobold rituals, adulthood ceremonies, and the interrogation of uncooperative prisoners.

● Granary

This 20-foot locked wooden building is the key to the Kobolds' existence. It is filled with their surplus food, without which half of the Kobolds would perish within a year. There are dried fruits, meats, and hundreds of sacks of grain.

● Prisons

The prison is a formidable 20-foot reinforced wooden building with barred windows and lock and bar on the door. Unruly Kobolds are kept here, as are victims of raids. The building was constructed to store many prisoners but it has never held more than six at one time.

When the adventurers arrive, Piero and his men will be held here.

● Chieftain's Hut

This 30-foot wooden structure is more ornately built than any other and is covered with all manner of animal and monster hides. The interior room is sunken three-feet into the ground as a refuge from the intense heat. There is actual furniture here as well as a massive stone throne.

In the corner of the room rests a chest with 2400 gp in it.

● Armory

This little wooden shack also has a lock on the door. Inside are fifty spears, thirty short swords, and fifty daggers. The Chieftain does not believe in arming his people during peacetime.

● Main Watchtower

This wooden watchtower is twice the size of the others. It is perched atop the glacial rise behind the stockade.

The Weather

The Kobold Fortress is built on one of the blessed areas on Pinnacle that has an abnormal climate. The area is magically warmed as a result of Andine magic.

At the center of the village, it is a sweltering 95-105 degrees Fahrenheit, with most of the village a warm 80-90 degrees. Just outside the walls the temperatures drop quite dramatically, to 60-70 degrees.

Secret Passage

The Kobold king knows of the secret caves the Shaken use to enter the mountain. He explains the tell-tale signs of the secret doors. To find a secret door, the Characters must enter a Steep Face hex. After the roll for a special event, the Characters can attempt to search for a secret passage.

Each search attempt takes an additional hour of time. The chance of success is the same as a finding a secret door (1 in 6 for non-Elves 2 in 6 for Elves).

If a secret door is found, go directly to the section entitled *Entering the Cavern*. All timed events are now over. If the Player Characters continue to climb, continue with the timed events.

— Climbing Events II —

Second Day

Use this encounter 6 game hours after the party has completely left the Kobolds (either from the hall or from the attack) unless they have entered the caverns.

Gunthar Under Attack

GM NOTE: A Priest of the Procession and a Shaken have come out of the caverns to attack the climbers, starting with the Dwarves. The Shaken is starting an Avalanche (see *Special Events Tables*) to try to crush them, but neither the Shaken nor the Priest has seen the adventurers. The Dwarves saw the figures on the mountain and assumed them to be Alkazzar and one of his men.

* * *

You notice a few loose rocks roll past you. Then you hear a roar and see many more boulders tumbling down the mountain above you and to your left.

* * *

If the adventurers take refuge under overhanging rocks or simply move 10 feet to the right, they will be safe. If they continue climbing, they will risk being caught in the avalanche and taking 4D6 HTK of damage.

After a few moments, the rockslide subsides, with most of it passing harmlessly to your left. As you resume your climb, you hear Dwarven swearing above you and to your left.

After climbing a little further, you see the Dwarves. Gunthar and his men are perched under a narrow ledge, dangling from it by their ropes. They are yelling, "Damn you, Alkazzar! We'll kill you!"

* * *

If the adventurers make an IT roll, they will just barely be able to see two humanoid figures crouching on a ledge 30 feet above the Dwarves. The figures do not appear to notice the adventurers.

Helping the Dwarves

If the adventurers help the Dwarves, the Dwarves will be grateful and will say, "That must be Alkazzar up there! We have to kill him."

You see that yet another landslide is beginning to occur, but with luck you can make it to the top of the precipice before it reaches full force.

For each attacking Character, roll a save vs. his/her DX. Those who are successful will reach the top before the avalanche. Those who are not will be caught in the avalanche.

The Shaken and the Priest will be surprised to have a fight on their hands. Alkazzar, of course, is not and was not present.

GM NOTE: If the adventurers continue their climb, even if they don't help the Dwarves, they will soon be on the same level with the Shaken.

* * *

As you reach the ledge where you saw the figure, you see that Alkazzar is not there. Instead, you see a Shaken and a Priest of the Procession. The Priest is directing the Shaken as the Shaken gathers more boulders for another avalanche. They are so intent on their work that they don't see you.

* * *

The adventurers can attack them by surprise, if they desire. If they continue up the mountain, the Shaken will see them and attack. The Shaken and the Priest have standard stats (see *Non-Player Characters* section).

During the fight, the adventurers will be unable to attack the Priest due to Thakzhos' *Chant* spell. The Priest will gloat, saying, "Ha ha! You don't seem to be very good fighters! As long as good brother Thakzhos upstairs continues chanting, I am invincible!"

The Priest will attack with his club. The Priest cannot be hurt but he can be threatened or bound. Any good psychological trick (at GM discretion) will unnerve him. A Player Character can also attempt to cast a *Charm Person* spell. In any case, the Priest he can tell you, as the Kobold Chieftain could, how to find a secret passage into the Caverns (see earlier *Secret Passage* section).

Entering the Cavern

At this point the Players can do one of two things: they can (1) have their Characters enter the caverns or (2) they can stubbornly finish their climb.

If they enter the caverns anytime during the second or third day use the *Lower Elevator Room* encounter below. If they continue to climb, use the *Climbing Encounter* (**THIRD DAY**) at the end of this section.

* * *

Opening the secret door in the face of the mountain reveals caverns hewn from rock. The caverns branch in two directions at the cavern mouth. One passage slopes up, the other goes downward.

* * *

If the adventurers go downward, they will walk for about three miles down the steep, winding grade and arrive at a stone door. (This will take about 2 hours.) The stone door opens onto a dense, snowy wood at the base of Pinnacle's south face.

The town of Korlon can be seen in the distance. There are wagon tracks and horse tracks going in the direction of the city.

This is the access route used by the people of the Shaken Factory. While it is a very nice view, nothing can be done from this location. The PCs best option is to return to the caverns and go upward.

If the adventurers go upward, which is most likely, they will arrive in the Lower Elevator Room in 10 minutes.

Lower Elevator Room

You see a large chamber carved out of the rock of the mountain. The room is lit by smoky torches. Directly across the room you see the cavern passage continue upwards.

There is a huge hole cut in the ceiling of this room from which two huge cables dangle. One cable dangles free, the other is affixed to an enormous wooden basket. The basket is filled with plush chairs and many boulders.

Several Dwarves shuffle about the room aimlessly. A young acolyte in Priests of the Procession robes dozes at a table.

A huge bell rests on the Acolyte's desk.

* * *

This room is the base of a crude elevator system constructed from Dwarven designs. The Dwarves are drugged and will pay no attention unless given a direct order, which they will try their best to carry out. They cannot speak or think clearly and show signs of severe drug poisoning.

Hommel is not among them.

The Priests of the Procession acolyte will sleep through all but loud noises. If he is awakened, he will try to ring the huge bell on his desk in alarm. If he does so, two Shaken will fly down the shaft into the room in 1D6 rounds to attack. They have average Shaken stats (see *New Monster* section).

If the adventurers try to hit the acolyte, they will find that, unlike the Priests of the Procession, they can attack him normally, as he is not a full-fledged Priest.

The acolyte can be threatened at GM discretion. He doesn't know much, but he does know that the elevator leads to the Shaken hideout and manufacturing center.

If the Players decide to take the elevator ride, see *The Elevator Ride* section. Otherwise, proceed to the *Walking or Climbing* section.

The Elevator Ride

The adventurers can convince the Dwarves to give them an elevator ride. They can even do this without waking the acolyte.

If they take the elevator, they will rise through the oppressive blackness before coming to rest in the lighted Upper Elevator Room, a ride which will take 2 hours. Proceed to *The Dwarven Elevator* section.

Walking or Climbing

The Players can walk up through the interior of the mountain. This will take four boring hours. Upon reaching the top of the mountain, they will see the door that leads to Room 1 of the Shaken Factory. Use the Shaken Factory section description.

If the adventurers choose to continue climbing up the mountain side, allow them to do so, marking off the time and rolling encounters appropriately. See the *Climbing* encounter (**THIRD DAY**).

The Dwarven Elevator

The drugged Dwarves who work the elevator are in the lower chamber. To take passengers from the lower room to the upper, the Dwarves are told to start the elevator and are given a speed, fast or slow (one hour or two).

To take passengers from the upper room to the lower, a roll of cloth with the appropriate speed written on it is dropped down the shaft to alert the acolyte. The drugged Dwarves then turn the crank on the rope drum, which pulls one basket down and the other basket up.

The rope drums have a device on them which keeps them from being turned the wrong way. The Dwarves flip a lever on the drums to reverse the direction. The Dwarves will activate the elevator on command.

Once every four hours or so, a Shaken will need to use the elevator. He will awaken the acolyte who will order the Dwarves to operate the elevator. Since Shaken cannot talk, they cannot order the Dwarves themselves.

GM NOTE: Play proceeds in Room 5 of the Shaken Factory, *Upper Elevator Room*.

Third Day

Climbing Encounter

Use this encounter on the third day of the Climb, four hours after the party has begun its daily climb.

After four long hours of climbing, you reach a plateau and notice three air vents protruding from the side of the mountain. Next to the vents is a barely concealed door in the mountainside.

* * *

If the Player Characters go in through the door, read them the following:

You enter into great caverns hewn from rock, each cavern a smaller room with two adjoining passages. One passage seems to lead up, the other leads down.

If the Players choose to go down, they will reach the Lower Elevator Room. If they go up, they will reach the Upper Elevator Room. Use whichever section is appropriate.

If the Player Characters continue climbing, they will be attacked by a Shaken just as they are about to reach the Shaken Factory (see GM map of Pinnacle) The Shaken will fight to the death.

If the Characters win the fight, they will be able to climb onto the top of Pinnacle and see the ruined city and the Shaken Factory. Use the Shaken Factory description, starting from the outer entrance.

-Shaken, Rattle, and Roll-

The adventurers can take several approaches to exploring this complex. They could enter on a stealth mission to learn all they can of the operation, and leave, to return after the climb. They could enter on a looting spree, grab all the valuables they can and run. They could decide on an all-out raid, destroying the factory and the Shaken once and for all, or they could ignore the fact completely and continue the climb.

In any event, the Shaken Factory must be entered from either the Guard Room (Room 1) or the Upper elevator Room (Room 5), reached from the Lower Elevator Room, as described earlier.

ALERT STATUS!

If the adventurers are discovered in the Factory and the person seeing them escapes, an alert will be raised. The Minotaur (as detailed in Room 5 to follow) will leave his station to attack, the Kobolds in Room 1 will be activated, and three Shaken will be awakened from Room 3 to defend the complex.

If the Shaken are defeated, three more will be activated. The complex will marshal its force against the adventurers. Mayor Phelps (who is meeting with two merchants in Room 12) will lock the door to Room 12 and order his two Shaken bodyguards to defend him.

If the adventurers try to sneak around, there is a 1 in 6 chance (to be rolled each round of sneaking) of their being spotted by anyone who could raise an alarm.

Overall Description

This is the area of the Factory where the Shaken work and live (Rooms 1-6). The area is bleak and squalid, and is lit by smoky, oily torches.

1 Guard Room

Inside this rough-hewn room are ten Kobolds, all armed and armored. They stand at attention, staring glassy-eyed at the wall. The only other things in the room are a bronze gong and a silver mallet.

* * *

The Kobolds will not move as the adventurers enter the room. They will not even defend themselves if attacked, but will stand still and be stoically hacked to bits. These Kobold guards have been kidnapped by the Priests of the Procession and drugged.

If the gong is struck, the Kobolds will snap out of their comatose states and leap into battle stances, carrying out any order given to them (even those given by the PCs) in the three rounds following the striking of the gong.

If no order is given in three rounds, the Kobolds will attack the adventurers. When the gong is struck a second time (or the first time, if the Kobolds attacked following three inactive rounds), they will stop what they were doing and stand at attention again. If a general alarm is raised in the Factory, a Priests of the Procession guard will order the Kobolds to hunt down the adventurers.

(10) Kobolds, Skill 8 Fighter

AC: 6, HTK: 5, 4, 4, 4, 3, 3, 2, 2, 1, 1,
MV: 6", Align: Lawful/Evil
IT: Low, Att: 1, Dm: 1D6
THACO: 19
Weapons: Short Swords
Armor: None
Magic Items: None

2 Sparring Room

GM NOTE: Before entering this room, the adventurers will hear violent sounds of combat.)

You see two men in loincloths savagely beating each other with staves. They are covered with bizarre ritual scars which cover their bodies. The room is huge and contains hundreds of assorted weapons. The floor is covered with dried bloodstains.

* * *

The two men are Shaken, sparring here and honing their fighting skills. The adventurers may not know the men are Shaken, as the men are not wearing their black and red assassin's garb. The Shaken will not bother the adventurers, as they have not been ordered to do so.

If the adventurers attack the Shaken, they will assume it is part of the training session and fight back, but each will also continue to try and attack the other Shaken.

The room is filled with exotic (non-magical) weapons. At GM's discretion, the

adventurers can pick up virtually any kind of weapons they want.

3 Sleeping Racks

This chamber is filled with sixty stacked coffin-like boxes. There are twelve men resting in each of the boxes. Each man is covered with strange ritual scars and is completely motionless.

The only other features in this bleak room are a chest and an incense brazier with a new stick of strawberry incense in it.

* * *

The men are Shaken, each a fanatical killer giving no thought to comfort.

Each Shaken is also heavily drugged by the Priests of the Procession and will not wake up even if attacked. If the incense is lit, the Shaken will awaken in three rounds. The chest contains twenty Shaken outfits of assorted sizes.

4 The Food Hall

This is a combination kitchen, pantry, and dining hall for the Shaken.

Lining the walls are a total of fourteen wooden tables surrounded by eight chairs each.

5 Upper Elevator Room

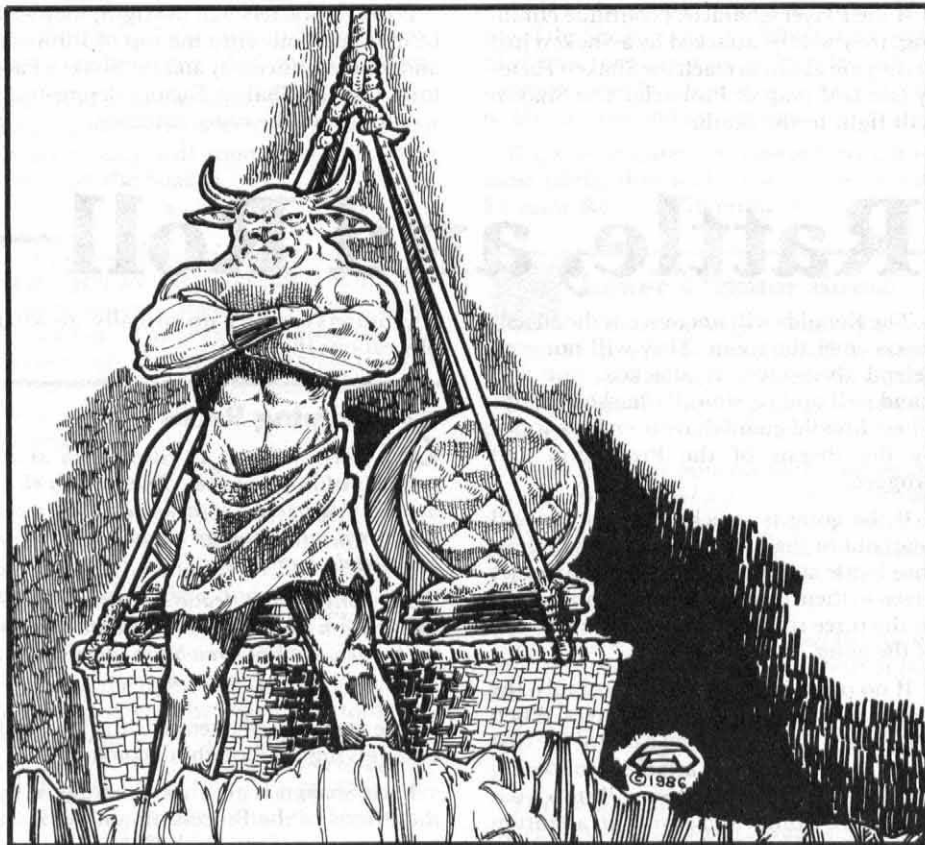
There is a large, 20-foot diameter hole in the floor of this room and a pulley is affixed to the ceiling above it. A huge wooden basket hangs from the pulley by a stout cable. Another cable disappears down the hole.

A bored-looking Minotaur is pacing back and forth but doesn't seem to take notice of you.

* * *

This room is a watch station for the complex. The elevator shaft goes deep into the mountain and connects this room to the Lower Elevator Room, where drugged Dwarves work the elevator. (When Mayor Phelps wants to go down on the elevator, the Minotaur informs the Dwarves to start the elevator by bellowing into the shaft.)

If the adventurers have ridden up in the elevator, the Minotaur will look at them suspiciously and ask what their business is. If they try to bluff, a successful AP roll will convince the Minotaur they are legitimate visitors.



If the adventurers enter the room through a door, the Minotaur will know they do not belong in the complex, since they didn't come up on the elevator. The Player Characters can attempt an AP roll but it will be at +5 due to the Minotaur's suspicions.

If the Minotaur attacks, he will bellow an alert to the rest of the complex and charge with his axe (see **ALERT STATUS!** section). If the Characters are disguised, invisible or surreptitious, the Minotaur will not be alerted.

Minotaur

AC: 6, HTK: 27
 MV: 12", Align: Chaotic/Evil
 IT: Low, Att: 2, Dm: 2D4/2D4
 THACO: 10
 Weapons: Halberd
 Armor: None
 Magic Items: None

6 Laboratory

This huge chamber is filled with strange apparatuses, vats, and glass tanks. Odd tubes, coils of rope, and human carcasses dangle from the ceiling.

Large tables are strewn with corpses and wicked-looking equipment. Strange chemicals bubble in beakers over a huge fireplace.

There are twenty people in loincloths here. They are a variety of ages, from babies to small children to young adults. All have deep scars covering their bodies and appear to be undergoing a variety of tortures. They appear to be in a stupor and not in pain.

Some are sitting in bloody troughs, with thick, ugly tubes stuck into them, as their own blood flows from numerous cuts. Others are submerged in tubs of strange fluids. Still others are locked in glass booths with strange smoke pumped in from furnaces. Some merely lie on tables.

Presiding over this little shop of horrors are three small hunched men in blood-stained smocks. They mix beakers, check on the states of the victims, probe carcasses, and make copious notes in their scrolls.

* * *

This is the actual room in which the Shaken are produced. The blood transfusions, nutrient baths, and incense treatments described above are the heart of the diabolical procedure which turns Man into Shaken.

All the people being transformed are heavily drugged by the Priests of the Procession and feel no discomfort during the procedure.

The three men in charge of the laboratory are the Alchemists, the life-blood of the Shaken experiments, without whom no more Shaken could be created. They have no personal spell-casting abilities.

When the Alchemists see the adventurers, they will think the adventurers are clients visiting the complex to assign a contract. The Alchemists will ignore the adventurers unless they start poking around, whereupon they will say, "Pardon me, but you can't come in here. Didn't the Minotaur tell you where to go?" They will feign politeness as they try to force the adventurers out.

If the adventurers start a fight, the Alchemists will scream for the Shaken-in-preparation to defend them. The Shaken will slowly and languidly detach themselves from their assorted treatments and stagger toward the adventurers, splashing water, leaking incense, and spewing blood. These are incomplete, heavily drugged Shaken (stats available in the *New Monster* section).

Shaken-in-Preparation

The Shaken-in-preparation are lumbering idiot children. The Priests of the Procession drugs will make them very unreliable in this fight. They only get one attack every two rounds, and their THACO is 22. When they hit they score full damage, though, at 2D6.

Two Shaken-in-preparation will be close enough to fight the adventurers the second round and two more will join the attack every turn. A **Command** spell to "Die" will trigger the Shaken-in-preparation bodies to disintegrate, just like a real Shaken. The effects, however, will not be complete and will leave ugly, charred, skeletal remains.

Discovery

If the adventurers search this room (Room 6), they will find the body of an impossibly beautiful, eight-foot-tall, slender, Elvish-looking man lying in a trough. The man, who seems to be neither alive nor dead, has numerous cuts from which drips a clear liquid. The liquid runs off into a bottle.

If the adventurers forcibly question someone in the complex about the body, they will learn that the man is called an Andine and his strange blood is used as a prototype for the Shaken to give it great power.

See *The Andine* section.

Priests of the Procession Chambers (Rooms 7-10)

Overall Description

The Priests of the Procession have been given their own part of the complex, as they prefer not to socialize with Mayor Phelps. Their section of the complex is carved with ornate and painstaking craftsmanship.

Since they control the work of the drugged Dwarves, they are sure to reap the advantages of it. The entire area (Rooms 7-10) is filled with musty-smelling incense.

7 Sleeping Quarters

This chamber contains eight small tents made of tapestries and a well-carved fireplace.

* * *

Inside the tents are the personal effects of each of the Priests who stay here including a small leather pouch in each tent containing 4D20 gp. The Priests favor sleeping in small, confining tents, even when indoors.

8 Dining Area

This area is made up of a well-stocked kitchen and an ornate dining hall with a low table. Two Priests of the Procession acolytes are busy in the kitchen cooking over a fireplace.

* * *

Unlike their masters, the acolytes are not protected by Priest Thakzhos' *Chant* spell. They can escape and alert the complex if attacked, however.

(2) Acolytes

Skill 0 Clerics

ST: 10, IT: 13, IN: 12

SM:9, DX: 10, AP: 10

HTK: 5, 3, AC: 10

MV: 12", Att: 1, Dm: 1D4

Align: Lawful/Evil

THACO: 20

Weapons: None

Armor: None

Magic Items: None

9 Procession Altar

This circular room has an altar in the center upon which incense burns continuously. The altar is a basin filled with a vile blackish fluid. A somewhat familiar looking priest is here, sitting on the floor mumbling non-stop. He looks like he hasn't slept in weeks.

* * *

This room is used for Priests of the Procession rituals. The fluid in the basin is a 4D6 contact poison (2D6 if save vs. Poison is made).

The man is Thakzhos, the Priest who cast the special *Chant* spell on the climbers. He is in a drugged trance and has been chanting for days.

The adventurers cannot attack Thakzhos if they were blessed at the Celebration. They can, however, get a Dwarf to attack him and/or they can tie and gag him. If he stops chanting, the spell is broken.

10 Maintenance Room

This is a small, filthy room that smells strongly of Dwarves. You see two Priests of the Procession huddling over beakers of arcane substances while a slack-jawed Dwarf sits slumped in a chair. The Priests are absorbed in their work and pay no attention to you.

* * *

The Priests of the Procession are re-dragging the Dwarf. They are so content in their personal safety that they won't even

notice the adventurers for two rounds, which will give the adventurers enough time to approach the two or run clear across the room and out the door.

If the adventurers make a lot of noise, the two Priests will look around, irritated at being distracted. They will tell the adventurers to please be quiet. There is a 1 in 6 chance that the Priests will recognize the adventurers as climbers and try to sound an alarm.

As long as Thakzhos chants (Room 9), the adventurers cannot attack the Priests.

Factory Owner's Chambers (Rooms 11-18)

Overall Description

This whole area is richly appointed and sumptuously furnished, looking like the home of royalty. The lush furnishings have been bought with the assassin's fees. Each room is lit by two *Continual Light* globes. Each globe take one *Dispel Magic* to negate it.

11 Entrance Hall

This area is lavishly decorated with exquisite paintings, statues, ornaments, and strange animal pelts.

* * *

The 2D6 pelts are of little value (2D4 gp each). All other objects are either far too large to move in any discreet fashion or are permanently affixed to their settings.

12 The Club Room

This room looks like a lounge in a Gentlemen's Club. There are plush chairs, couches, a liquor cabinet, and a cozy fireplace.

Seated in the room are two swarthy, well-dressed foreigners and Mayor Phelps of Korlon. The foreigners look to be from the far-away nation of Brygantia.

* * *

If the adventurers merely listen instead of continuing to enter, they will hear the Mayor say, "Well gentlemen, if we are agreed on the price, you have yourselves a Shaken to get rid of your merchant rivals. I propose a toast. To our mutual success!"

The adventurers can choose to attack, wait and listen, or leave. If they go away, proceed to Room 13, *The Meeting Room*. If they listen further, they will hear the dull details of business dealings with the Brygantian merchants and some small-talk.

The Mayor and the merchants will proceed to get drunk together for the next two hours, whereupon the visiting merchants will leave via the central elevator shaft.

If the adventurers attack, the room will become a madhouse. The merchants will scream Brygantian oaths and draw their scimitars, the Mayor will dive under his desk, and two Shaken will appear from out of nowhere to fight the adventurers.

For stats on Mayor Phelps, see the *Non-Player Characters* section.

(2) Brygantian Merchants,

ST: 11, IT: 15, IN: 10

SM:10, DX: 11, AP: 14

HTK: 9, 7, AC: 8

MV: 12", Att: 1, Dm: 2D4

Align: Neutral/Evil

THACO: 20

Weapons: Scimitars

Armor: Leather

Magic Items: None

The merchants do not want to fight. If the fight is going against them they will surrender and offer 1000 gp to be allowed to leave alive.

If the Players attack with surprise, Mayor Phelps alone will activate his escape hatch. The Fireplace will raise up and he will flee through the tunnel to the ruined city above.

If Phelps is waiting for the Characters, his two Shaken bodyguards will follow him.

It is important that Mayor Phelps has a good chance to escape, for he will return later if the Characters help release the Andine (see *The Andine* section which follows).

13 The Meeting Room

This room contains one table and six chairs. There are some fairly ancient-looking maps decorating the walls.

* * *

This room has a central table with six chairs around it. There are maps on the wall detailing Shaken operations in many nearby cities. These maps would be worth as much as 5000 gp to the authorities.

14 The Dining Room

Looking like a minor prince's feasting hall, this room is dominated by a long table carved from a single block of giant elephant ivory, and inlaid with gold.

* * *

The table is absolutely priceless, but weighs nearly three tons. It will sustain 8D20 HTK of damage before chipping off 1D6 pieces of ivory and gold worth 10D20 gp each.

15 The Kitchen

This is a very well-stocked kitchen worked by two cooks, one male and one female, both present.

* * *

Both cooks are Skill 0 Fighters.

16 The Master's Chamber

This is an opulent bedroom and study dominated by a huge, roaring fireplace.

* * *

The fixtures here are worth 1000 gp.

17 The Harem

This room is a plush, heavily perfumed boudoir containing nine exotic women of many races who recline on the cushioned floor.

* * *

The women are all drugged with euphorics by the Priests of the Procession.

18 The Guest Rooms

These are four identical guest rooms, two of which appear to be lived in, although their occupants are not currently present.

* * *

These rooms contain the chests and clothes of the two Bryngantian merchants. Each chest contains several empty leather pouches, an empty waterskin, and a coin box containing 5D10 gp.

19 Additional Passages

As you approach, you hear the sounds of chipping stone. Ahead you see Dwarves methodically, dispassionately



digging more caverns out of the rock of the mountain.

* * *

The Dwarves are adding more passages to the complex. Huggis' brother Hommel is among these Dwarves. He looks ashen and hollow, but is recognizable. He will follow all orders, but cannot think for himself until the poison is removed from his system. A *Neutralize Poison* spell or 1D4 days from the drug's influence will successfully revive Hommel.

The adventurers can order Hommel to follow them.

The Andine

If the adventurers stop the Andine's bleeding and try to revive him, he will begin to awaken. However, he is too weak to move. He will try to communicate with the adventurers using telepathy. He does not think in words, but in pictures and feelings.

You experience feelings of pain, suffering, and great longing for something on the very peak, the spire, of Pinnacle. You see a shimmering door and images of the Andine floating through the door.

Immediately, the door slams shut, glows for a moment, then shatters into a thousand pieces. The last thing you see are pictures of yourselves frantically climbing down Pinnacle.

The Andine is trying to tell the Characters that after they bring him to the portal at the top of Pinnacle, the Pinnacle itself will start to fall apart. Twelve hours after the portal is closed, the entire Pinnacle will shatter and fall on the ruined Andine city below. Any Characters still on the spire will be killed instantly.

If the Adventurers try to climb the spire carrying the Andine, use the *Terrain/Special Event* tables. When the PCs get to the top, they will see the shimmering, pulsing dimensional portal. With his last ounce of strength, the Andine will leap through the portal, returning to the Characters' thought impulses of sincere thanks. He will give each Character a Howler in a red gem.

As the Characters descend Pinnacle, they will still be unable to use magic in any form even though they do possess the power of the enslaved Howlers. Because of the Andine's sacrifice, the delicate spacial fabric necessary to successfully cast magic spells has been totally disrupted.

If the adventurers do not carry the Andine up, he will struggle himself and enter the portal in three hours. The Players, of course, will not receive the enslaved Howler.

—Disavowing Any Knowledge—

G Phelps' Revenge

This encounter will happen as the party begins to climb down Pinnacle. The Dwarven Elevator will be inoperable, as there will be no one at either the lower or upper positions to initiate the descent. Player Characters must climb their ways down to safety.)

Use the *Pinnacle Cut-Away* map on page 15. As the first Character reaches the ledge, Mayor Phelps (and his two Shaken bodyguards if they came) will rush from a secret entrance and attack. They will surprise the first Character on a roll of 1-4 on 1D6.

* * *

Suddenly, seemingly from nowhere, you are attacked by two fierce Shaken. Fireballs sizzle past you as your party dangles perilously from the sheer Pinnacle cliff.

You hear raging laughter from above. As you work your way back up, you see Mayor Phelps screaming and shaking his fists at you.

* * *

Only one Shaken will attack trying to use its assassination percentages. If struck by a **Fireball**, a Character will have to save vs. his DX or fall from the rope. The damage from the fall for 2D6 HTK. The fallen Character will be out of action for 1D4 melee rounds.

* * *

During the battle, you feel Pinnacle begin to shudder. Rocks careen about you, although as yet none has hit anyone.

GM NOTE: Mayor Phelps will refuse to retreat from either a Player Character attack or the imminent collapse of the Pinnacle. If the PCs capture Phelps and carry him to safety from Pinnacle's destruction, award each participating Player 1000 EP.

The Pyrotechnic Arrow

If the adventurers shoot their pyrotechnic arrow from the top of Pinnacle to signal that they have won, they will be shocked to see that it is not red, but bright blue, indicating that Sire Fribben has won.

If the ruse is discovered and Althar can cast a **Pyrotechnics** spell (or a **Wish** from the Andine) the color of the arrow can be changed prior to firing.

If the adventurers go down the mountain in the cavern immediately thereafter, they can intercept Sire Fribben before he gets down the mountain. What they do with him is up to them.

G The Destruction of Pinnacle

GM NOTE: If the party has reached safety in less than the twelve hour limit, Pinnacle might fall while they are around to enjoy the spectacle.

* * *

As you race for safety, you smell the pungent scent of lightning in the air. The charge must be immense. The rocks around you are glowing and humming with electricity.

Suddenly, a fantastic bolt of blue lightning splits the sky and crashes into the base of the spire; the noise is deafening.

Thousands of orange sparks shower down on you as the spire cracks and slides down onto the plateau below. A huge cloud of dust and snow covers the mountain while an explosion of sound drowns out all speech.

Finally, there is silence. Dust and snow hang in the air, obscuring the scene like a veil.

* * *

When the adventurers return to Korlon, there will be great feasting and revelry. Everyone will be fascinated by their story. If the PCs returned Mayor Phelps to Korlon's custody and/or told of Phelps' deceptions, the townspeople and other adventurers will be all the more impressed and appreciative.

There is a 1 in 4 chance the people of Korlon will offer the mayorship to Hawk.

Lord Brax will admit to his Order of Gold Affiliation and offer to go up to the Factory with the adventurers on another mission.

GM NOTE: The Shaken Factory and all on the mountain below it still exist. Only the very spire of Pinnacle was destroyed as it collapsed on the Andine city.

Return to Pinnacle

The destruction of the spire will damage but not totally destroy the Shaken Complex. If the Shaken Complex was left functional, the adventurers may wish to re-ascend Pinnacle to wipe out the vile stain from the mountain forever.

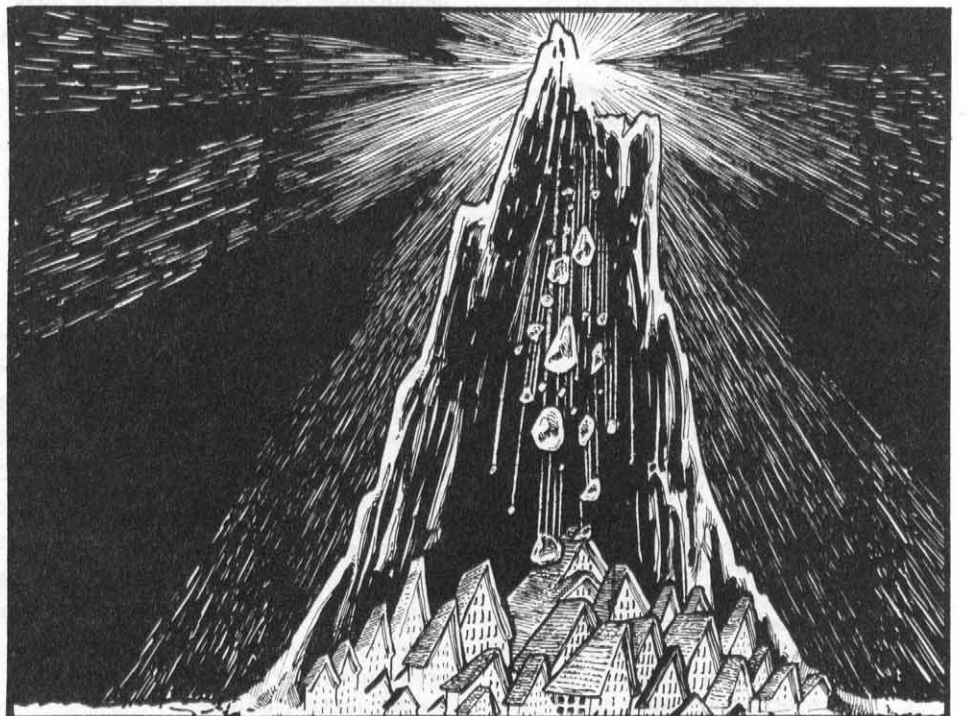
A second expedition will be mounted by Lord Brax to attack, using details supplied by the adventurers. Assume that security will be increased at the complex.

If the Mayor is dead, the complex will be in total disarray. If the Alchemists are dead, no more Shaken can be made and only the 1D20 loose in the world remain.

Life After Pinnacle

The *Gentlemen's Adventuring Society* will consider the adventurers great heroes and will put whatever version of the climb the adventurers tell them into their official history books.

If the adventurers used any underhanded means to alter events, they have obviously joined the right club... allow them to rewrite history.



—Special Events Tables—

- 1.) *Avalanche*
- 2.) *Ground Collapses*
- 3.) *Fall*
- 4.) *Plummet*
- 5.) *Windstorm*
- 6.) *Path Blocked*
- 7.) *Rock Fall*
- 8.) *Lightening Bolt*

GM NOTE: If the party did not designate a special Character as team leader, use the Character who is at the head of the marching order when a leader is required.

1) *Avalanche:* Rocks and snow come rumbling down the mountain toward the adventurers. If the Characters all make saves vs. their DXs at +2, they have found shelter or have gotten out of the way.

If one Character is caught in it, he must make a SM save and a DX save. If he makes both, he has ridden out the avalanche safely. If he fails either, he will take 4D6 HTK of damage.

2) *Collapse:* The ground the Characters are walking or climbing on gives way. If the leader saves vs. his IT followed by a save vs. DX roll, he can anchor the whole group before they fall. If he fails either, all the Characters must make DX saves at +1 or fall, taking 3D6 HTK of damage each.

3) *Fall:* One Character (roll randomly) loses his balance and falls, sending him freefalling. If he makes a save vs. DX at +4 he has snagged an outcropping and is safe. If he makes an unmodified DX roll, he takes 2D6 HTK of damage. If he fails the roll completely, he takes 4D6 HTK of damage.

4) *Plummet:* Like a *Fall*, but the Character's line breaks, sending him falling alone, without endangering anyone else. He can save himself on a save vs. DX roll at +6, suffer 3D6 HTK of damage on an unmodified roll, or take 5D6 HTK of damage if he fails the save completely.

5) *Windstorm:* A freak storm swirls up, threatening to sweep the adventurers off the mountain wall for 1D10 rounds. The leader must roll his ST every turn during the storm or the entire group will be sent falling for 4D6 HTK of damage each.

GM NOTE: The *Windstorm* is a Howler and can be kept at bay by another Howler. If any Character has a captured a Howler in a red gem, he/she can order it to protect the team.

6) *Path Blocked:* A major outcropping of rock completely prevents climbing forward or to either side. Characters must exit to the hex from which they came and locate

- 9.) *Warm Area*
- 10.) *Animals*
- 11.) *Chimney*
- 12.) *Ice Field*
- 13.) *Icy Rock*
- 14.) *Short Cut*
- 15.) *Cave*
- 16.) *Man Made Steps*

7) *Rock Fall:* A large chunk of rock falls toward a Character. Roll randomly to see which Character is struck. That Character must save vs. DX or take 1D4 HTK of damage and must save vs. DX (+2) again or *Fall*. A successful initial save dodges the rock.

8) *Lightning Bolt:* The rocks around the Players begin to hum. Static electrical charges build up on their clothes and equipment. As the Players experience this, a Lightning bolt will crash against the rock face.

Roll 1D20. An unmodified roll of 20 means one random Character is struck for 4D8 HTK of damage. This Character automatically *Plummet*s.

9) *Warm Area:* The Characters find one of the fabled warm areas. There is a patch of green grass here as well as a small pool of sweet water. If the Players rest here for eight hours, they will gain back all lost ST points.

10) *Animals:* Use encounter tables in back of Standard Rule Books for Sub-Artic mountainous conditions, replacing Shaken Patrol for White Dragon (see *Special Events Tables* #22 for Shaken Patrol).

11) *Chimney:* A chimney is a rock formation. It is a crack or vertical tunnel which is relatively easy to climb. If the Players decide to go up, reduce climbing time by $\frac{1}{2}$ hour for this hex. There is a 1 in 2 chance of *Rock Fall*.

12) *Ice Field:* A very dangerous stretch of pure ice. Players can decide to cross the field with a 45% chance (on D%) of one Character *Falling* or they can go around it which will take 1D6 hours.

13) *Icy Rock:* Weather conditions have made travel difficult and treacherous. All subsequent moves today are made at double the time. For example: *Glacier* hexes take 3 hours, *Clear Slopes* hexes take 2 hours, etc. After eight hours the condition clears up.

14) *Short Cut:* Players find a valley which allows them to move quickly. Characters may move through next hex at half normal movement time.

- 17.) *Kobolds*
- 18.) *Crevasse*
- 19.) *Crevasse with Snow Bridge*
- 20.) *Snow Storm*
- 21.) *Snow Blindness*
- 22.) *Shaken Patrol*

15) *Cave:* Characters find a deep cave in which they can hole up. If they stop to rest, they will restore all lost ST points in one eight-hour rest period.

GM NOTE: There is a 1 in 10 chance that the cave is a secret entrance to the Shaken Factory. If so, immediately proceed to *Entering the Cavern* in *Climbing Events II*.

16) *Man Made Steps:* Deep and broad steps have been cut into the rock face. They look extremely old and have ancient symbols carved on them. The steps allow Characters to move through the next hex in only one hour regardless of the terrain.

17) *Kobolds:* A patrol of 2D10 Kobolds passes by with a 1 in 6 chance of surprising the party. See *The Kobold Attack* in *Climbing Events I* for Stats and effects. If the party has already been to the Kobold Fortress and made friends with the Chieftain, the Kobolds will be friendly.

18) *Crevasse:* A fissure in the rock bars the party's way. This adds 2 hours onto the adventurers' move for this hex.

19) *Crevasse with Snow Bridge:* The bridge looks like it will hold the party's weight. If the Players decide not to cross the bridge, the crevasse will add 2 hours onto the adventurers' move for this hex.

If they decide to cross, roll 1D6. On a roll of 1-4: bridge holds, 5 or 6: bridge collapses, resulting in Players experiencing 4D6 HTK of damage.

20) *Snow Storm:* Snow Storms are very bad news. All forward movement must cease for the rest of the day. Eight hours later, the storm subsides. If the party insists on moving during the storm, roll randomly for the direction in which they end up traveling.

21) *Snow Blindness:* One random Character must save vs. SM or be snow blind. All movement times are doubled. A *Cure Blindness* spell will instantly remedy the situation.

22) *Shaken Patrol:* Two Shaken have a 1 in 4 chance of surprising the party. The Shaken will usually attack on fairly level ground. For Shaken statistics, see *New Monster* section.

How To Use This Book

Conventions include the 'D' abbreviation for "die" or "dice". 1D20 means roll one 20-sided die; 1D100 (or D%) means roll two 10-sided dice sequentially, generating a percentage or number between 01 and 00 (00 is read as 100); 3D6 means roll three 6-sided dice and add the results for the sum.

Value assumes, with medieval level of civilization, that the value of one gold piece is about \$20 in current U.S. dollars. An income of 20 gold pieces (or gp) would be a very profitable day for a merchant, but 5-10 gold pieces is a more likely sum for a day's effort. Hirelings' wages are usually 10 gp per day per Skill level, with a dramatic increase for jobs that are perceived to be dangerous.

Armor Class works on a scale where a lower number is better. A character with no armor has AC: 10. A shield adds one step to make it AC: 9; chain mail is AC: 5; and plate and shield is AC: 2.

HTK means Hits To Kill. This is the number of dice that a character or monster has before he is killed. The type of dice used for a character depends on a character's

class; monsters always use D8.

THACO is a convenient statistic meaning "To Hit Armor Class 0". When you know someone's THACO, you will know the number required to score a successful hit with a D20 (or multiply that number by 5 to get the percentage chance of success). A target's Armor Class is subtracted from the attacker's THACO to obtain the required die roll on a D20.

For Example, if Erik's THACO is 16 and the target is wearing chain mail with no shield (AC: 5), Erik needs to roll 11 or less on a D20 (16-5 = 11) or roll 55 or less on a percentile dice (11 x 5% = 55%).

Characteristics (or Attributes, Ability Scores, or Statistics) are derived from 3D6. The lowest score for a human is 3 and the highest score is an 18 (00).

Saving Throws (Saves) decide how you are affected by spells, poison, etc. You are often required to roll a certain number on a D20; if you roll that number or over you succeed and the effects of the attack on your character are reduced or negated. Remember, for normal saving throws you must roll **equal**

to or greater than your character's saving throw number to succeed.

Ability Rolls on your character's abilities or statistics work much like saving throws. On certain occasions, your character will be directed to "save vs." or "save against" a basic statistic.

For example, if you want to detect a lie or get information, you may have to save on a die roll vs. your Insight (IN).

Roll a D20 for all saves vs. ability scores. If the number is **equal to or lower than** the ability score, you make your save. You are able to tell if a person is lying or notice an important clue.

Ability rolls are often modified. If you are instructed to make an IN ability roll (a roll vs. your IN) at +3, you add 3 to the die roll. For example, if your IN is 12 and you roll a 10, you still fail to save (10+3 = 13).

Maps: Most of the time, adventure maps will be at the end of (or the middle of) an adventure and not scattered throughout the book. See Table of Contents of this book for the page numbers of maps.

Reading the Entries

Each of the entries in this book has two sections. What the GM reads to the players is printed in *italic type*. This portion of the text is followed by three asterisks, as follows:

The portion of the text that tells what the GM should know is printed in regular (Roman) type.

Any information that is of special interest to the GM in conducting the adventure will be indicated by the words: **GM NOTE**.

Example:

11 CASCADE *Entrance to Cavern Level II*

A small waterfall flows from a hole in the center of the ceiling. It feeds a stream that cuts through the cave and flows down the passageway to the east.

The hole in the ceiling is about 8' in diameter and it leads up vertically. The rush of falling water is not sufficient to impede a climbing attempt.

GM NOTE: This hole in the ceiling is the only access to Cavern Level II.

In some cases, the party will confront more than one opponent in a cave or room. When this happens, the number of attacking opponents will be shown in parenthesis before the opponents' name or monster type, as in this example:

(6) **Dire Wolves**
AC: 6, HTK: 3D8+3
MV: 18"
AL: Neutral
IT: Semi-
AT: 1, DM: 2-8
THACO: 16

ABBREVIATIONS

AC..... Armor Class
HTK..... Hits to Kill
MV .. Movement in ft. per melee round
/#"..... Flying Speed
//#"..... Swimming Speed
AL..... Alignment
AT..... Attacks per melee round
DM..... Damage per attack
THACO..... To Hit Armor Class 0

Special..... Special attacks or defenses
ST..... Strength
IT..... Intellect
IN..... Insight
DX..... Dexterity
SM..... Stamina
AP..... Appeal
gp..... gold pieces
sp..... silver pieces

4/2/1..... Spells per level of spell
ft..... Feet
EP..... Experience Points
GM..... Game Master
Mage..... Magic-User
TIME:
Segment..... 6 Seconds
Melee Round... 10 Segments, 1 minute
Turn... 10 Melee Rounds, 10 minutes



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Signed by his mark this day,

Nickoli Halric Mastevar, MVQ, VEP.
Lord Presidor, Chief of the Hunt,
Vice-Regent for Outland Affairs,
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Pinnacle



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