

REAPING AT RIVERS END



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The town of River's End has always been a quiet sanctuary for the people outcast by society. These exiles share one thing in common: wither rot. This disease relentlessly withers the body down to a corpse in a short period of time. However, with the help of magical healing properties provided by the Ravenscroft River and an advanced mage named Mortimer, the people of River's End have been able to create a fruit called Dragonberry. This fruit stops this ailment from running its course. However, Mortimer has recently fled the town leaving nothing behind. Without him interacting with the crop and river, the upcoming Dragonberry harvest will be incomplete leaving the people to once again suffer the full consequences of their wither rot. It is up to you to help the vulnerable citizens before Mortimer and this malicious disease successfully destroys the respite of River's End. Reaping at River's End (R1) is an 8th – 10th level adventure module optimized for the 5th edition and Swords & Wizardry rules sets.

Adventure Background



Mortimer the Mad

In recent times, the town of River's End has had hardships. Mortimer has shown signs of questionable behavior for just over a month. Since anyone in the town can remember, he has been a kind, yet quiet soul. He resides in his tower, enters town for food and water, and goes on supply hunts within the surrounding forest. There are few who know the mage on a personal level. Since he has never caused trouble and has been living in the town since he was a boy, no villager thought twice about his silent demeanor. The town of River's End was founded 187 years ago. This is of course at the time the PCs (player characters) find the town. It was founded as a sanctuary for those outcast by society with a seemingly incurable disease: wither rot. These people with the life-threatening illness were cast out by whatever society they came from for fear that the disease would spread. It caused

the victim to wither to only skin and bone within a week.

Renowned healers have concluded that the only way to transfer wither rot is to have children. A person cannot be infected simply by being in the same area as one who has wither rot. It is unclear how the original people were diseased; however, legend says a necromancer attempting to sow destruction poisoned the water supply. The ailment affected many people differently. After the first 24 people were outcasted, they wandered from morning until night trying to find any settlement that would let them take refuge until they passed on. Not knowing how long they had to live, they traveled day and night until they came across an elderly human man named Igron living in a shrouded forest alone. He gave them shelter, food, water, and rest.

When they awoke the next morning, he pledged that he would find a cure for them. Igron did not sleep for 3 days and 3 nights attempting different combinations and concoctions. On the 4th day, he realized that any magic or elixir he could conjure would not be strong enough to cure this vile disease. He studied every tome he had that shared information on disease, illness, and/or poisons. Only one shared similar symptoms of the victims. However, this was not a conventional potion that had locally sourced ingredients. It was said that a fruit would grow from a field desolated by dragon fire, if a proper ritual was performed after the fire was quelled. Legend says Igron gathered two of his old adventuring partners and summoned a dragon at the nearby river. Both of his friends perished in the battle, but Igron was able to defeat the dragon. In the desolated field, he created the ritual of the reaping of the Dragonberry. More information on this battle can be found in the description of the Heroes' Vigil.

The next morning Igron harvested and dispersed the Dragonberry fruit among the survivors. Since the wither rot was near the end of the cycle, only nine survivors were left. They traveled north and began construction on their own haven from the threats of the world around them. Igron agreed to live with them to study and protect them. The initial construction included homes, a town hall, a tower for Igron, a barn with stables, and fields for growing crops. The town has grown now to nearly 250 citizens. Igron lived a long and happy life. Near his death, he accepted an apprentice to pass on his knowledge to. Every year, the mage of River's End performs a ritual on the desolated soil to create Dragonberry. It may only be performed on the night Igron created it originally. Enough Dragonberry is grown for each member of the town to digest one full fruit. This blocks the withering for a full year until the next harvest. For 187 years the town of River's End has been peaceful and prosperous. Until now.

Placing the Campaign

Reaping at River's End is a flexible adventure. The town should be placed far outside the bounds of society near a forest, river, and waterfall. Local settlements know little information about the town. Rumors of



A dragonberry fruit

the town may spawn as well if the PCs ask questions in a nearby city. However, no matter where you place the campaign, make sure the players are convinced the people of River's End are not contagious. It is called River's End because if you travel down the Ravenscroft River 900 feet, you will reach the crest of the waterfall. At the base of the waterfall, another forest begins. If it fits your campaign, feel free to change the location names to fit your world.

Campaign Hooks

This adventure has the possibility to be highly calamitous. Since there is great risk for not only the NPCs in River's End but the players as well, there should be a high reward. Saving an entire village from death is a noble feat. Perhaps you pull on the heartstrings of good aligned PCs. Incentivize the greedy players with a high gold reward. Offer a wizard the opportunity to copy spells out of a lost tome if the quest is completed. Altering the reward to fit your party is encouraged. Also, make it known that the village itself does not have the resources to go after Mortimer. The few guards they have must stay back to defend the town from any looters, wild monsters, or other threats. The PCs are the people's only hope.

The only essential hook is that the PCs only have four days until the day of the harvest, and they must learn how to perform the ritual before then. However, if they arrive at the town at night, consider giving them an extra day to work with. Nonetheless, the adventurers will be accepting a time sensitive mission. See "Town Hall" for more details regarding their mission.

Rumor Table

The rumor table has been utilized in some of the greatest works of fantasy RPGs known to mankind. If you choose to incorporate this table, make sure that the players have someone to receive the information from. Perhaps while the players are gathering information from the town, they come across this information that stands out to them. These tables are a fun way to give the players an extra push when starting the adventure. Have your players roll a d4 to determine how many rumors their character will learn.

Die Roll Number of Rumors Known

1	One rumor known
2	Two rumors known
3	Three rumors known
4	Zero rumors known

Once they determine how many rumors they have been told, have them roll that many times on the chart below. They will roll using a d10. They can choose to share these rumors with the group or keep them to themselves.

The Rumor Table (d10)

There is a chance that what the adventurers hear is false. This is noted with an F in parenthesis after the statement (F). The players will not know if the information is true or false.

Die Roll Rumor Known

1	Dire wolves prowl the forests surrounding River's End (F).
2	Mortimer can turn into a giant spider at will (F).
3	Water from the Ravenscroft river acts as a potion of healing.
4	Any magic item in Mortimer's possession is cursed (F).
5	A vampire lurks in the woods to the east beyond the waterfall (F).
6	A dragon is often seen soaring the skies nearby.
7	Adventurers often go missing near the waterfall.
8	Hordes of undead scour the surrounding region for easy targets (F).
9	There is a spy sent by Mortimer living in the town (F).
10	The magical water causes the crops to be more delicious than normal.



River's End

Map #1: River's End

Wither Rot

This disease, when left uncured, is vile. If it runs its weeklong course, they body will wither down to simply a pile of bones and skin. The virus eats away at the insides leaving the body no choice but to shut down and give out. On day one, a person might feel sickly and sore. On day three, a person will be nearly unable to stand up from lack of strength. On day five, a person will barely be able to speak or ingest any sort of food or liquid. On day seven, the body will give out from the flesh and organs withering away completely.

River's End

The village of River's End is a small encampment made up of victims of wither rot. There are a few people who reside within the city that do not suffer from this disease. It is comprised of just under 250 individuals. The demographic is majority human; however, many different races are represented. Years ago, when wither rot broke out, nearly every civilization casted out the victims leaving them to join each other in life to survive. Food is produced by the farms and cattle the town raises. It is rare that merchants bring goods to the town to trade or sell. If the town needs certain items, one of the citizens that does not suffer from wither rot travels to bordering cities. Significant locations and NPCs in the town are as follows, and please refer to map #1:

1. Statue of Igron

Before you is a magnificent statue of an elderly human wizard. Crafted out of fine white marble, this sculpture towers over ten feet tall. He grasps a finely crafted staff with an ornate orb adorned at the top. The base of the statue houses a name plate. It reads, "Igron, our savior".

This statue was crafted to commemorate the savior of the people of River's End. He is portrayed as fit, wise, and friendly. There is always a bouquet of healthy flowers at his feet. Citizens can be seen nodding their heads out of respect from time to time. Sometimes, people will even kneel in front of him and say some words of grace.

2. Gamon's General Goods

This is the village's general goods shop. A male firbolg named Gamon is the owner and operator. He is very friendly with anyone who enters. He enjoys the company of adventurers, and he will haggle with just about anyone with a smile and a good attitude. His wife Leotta can be found attending to the woodland critters that find themselves around River's End. This is a good location for the PCs to stock up before chasing after Mortimer. Gamon has general adventuring supplies; however, if you wish, you can add in some potions, magic arrows, or other simple magical items to assist the PCs on their journey.



Cedrick Lawson

3. Town Hall

The town hall serves more of a symbolic purpose. Since the citizens of River's End all get along well and they are self-sustaining, there is rarely need for political doctrine to guide life. Aside from his house in the northern section of town, Cedric Lawson can be found here.

Cedric Lawson is the main NPC that works with the PCs in the town. He will inform them that Mortimer fled the town, leaving them to succumb to their wither rot. He found a letter in Mortimer's tower. The summary of this letter is that Mortimer feels he has transcended this world. He believes himself to be such a powerful being, he does not need to attend to average townsfolk. He challenges anyone to seek him out and earn the right to the known of the Dragonberry harvest. Cedric can only offer the PCs 300 gold pieces each for helping him; however, he is sure Mortimer has a large treasure hoard. If Mortimer turns out to be plotting against the town, he assures them the town requires no portion of any found treasures. He recommends they start near the waterfall for clues. Mortimer was often seen around that area. Since he is the main NPC working with the PCs, he makes it known he can be reached at any time a day.

4. Graveyard

The graveyard at River's End is kept up by an elderly female human named Beatrice. She does not talk much if confronted. She takes pride in the graves being presentable. She strongly believes that the burial ground of a person influences their afterlife status.

5. Mortimer's Tower

A decrepit tower looms over the horizon. The crooked angle is a strange sight; however, the structure seems sturdy, nonetheless. A single empty cage hangs from the side swaying in the breeze. A soft glow can be seen in the top window.

A decrepit tower looms over the horizon. The crooked angle is a strange sight; however, the structure seems sturdy, nonetheless. A single empty cage hangs from the side swaying in the breeze. A soft glow can be seen in the top window.

Mortimer's tower is nearly empty. The furniture and other odds and ends remain; however, nearly everything of importance is gone. Key points of investigation are his bookcase, desk, and torch.

The bookcase is stocked with books on weather cycles, farming techniques, and herbalism. One book does not fit any of these themes. It is titled "Dragonberry Harvesting". Mortimer left this behind as a trap. Once opened, it will release an explosive runes spell (4d6 damage to the person opening the book). The desk has random herbalism components scattered on it. A druid may be able to collect them, use a herbalism book from the case, and create a *potion of healing*. Researching and creating the potion takes 4

hours. There is also a secret compartment under the desk that can be found with a thorough search. It is not locked, and once opened, a *potion of poison* will fall to the ground. It will remain intact. It looks, smells, and tastes just like a *potion of healing*.

The glow seen from the outside comes from a torch in a sconce on the wall. This torch is, possibly, unlike any torch the PCs have run into. This is a torch of the eternal flame (see Appendix A). detect magic reveals that the torch is magical in nature and an identify spell reveals its powers and command word.

6. Ravenscroft River

This river flows from far mountains to the north, to River's End, and deposits in the basin of the waterfall where Mortimer's hideout lies. While it does have a surge of magic from the desolation of the fields, simply drinking from the stream does not provide magical benefits.

7. Barn, Stable, and Storehouse

There is nothing of interest in the sheds around the fields. Farmhands man the fields every day. There is livestock and cattle that also live in this area. If questioned about the Dragonberry harvest, the farmhands will not be of any use. They will mention how Mortimer is the only one who knows the ritual. They will also say that the village mage usually chooses an apprentice to teach the ways of the harvest. However, Mortimer had not chosen an apprentice before he fled.

8. The Fields

The two fields to the north and the two to the southwest are for general farming. The majority of what can be found is corn, fruits, vegetables, and cotton. Although not depicted on the map, there are smaller patches of crop as well bordering the village. The two fields to the southeast are reserved specifically for the Dragonberry harvest. Long ago, reservoirs were built under the fields that keep the soil hydrated with water from the river. Up until the day of the harvest, the feed looks fresh as if new seeds were planted that day.

9. Heroes' Vigil

This formation of stones is a symbolic location in River's End. It not only tells the story of the town, but it is also the burial grounds of the mages who have served the village. The only two people that are buried here that were not the mages were friends of Igron. They helped him defeat the dragon long ago. The main stone in the middle of the circle stands 15 feet tall and tells the story of Igron saving the villagers (see Adventure Background) and acts as the tombstone for Igron. The strange thing about the four-sided stone is that half of the fourth side is blank. If the PCs complete their mission, the townsfolk will inscribe their heroic efforts on the stone. However, they will not know of this until they complete the task. The outlying stones, which only stand 8 feet tall, are the burial stones for the mages and Igron's



Mortimer's Tower

friends. There are four gravestones that are written on depicting the graves of mages, two are for Igron's friends, and two are blank.

Igron's friends are named Ashbrooke and Mary. Ashbrooke was a female halfling cleric, and Mary was a female high elf warrior. Both perished in the battle against the dragon. They thought they could easily defeat it; however, this elder dragon was a wicked conjuration. Its breath was a combination of fire, ice, lightning, and acid. They fought valiantly until death. Similar to the statue of Igron in the town, fresh flowers are often placed at the feet of these stones as a sign of respect.

Part A: Adventuring to the Hideout

Once the PCs have spoken to Cedric and accepted the mission, they will be given a tip on where Mortimer's hideout is. Many townspeople would see Mortimer traveling southeast down the river and to the basin of the waterfall. From there, he would disappear. No one is exactly sure on where he would travel from there. Once the PCs set out for the waterfall, read:

A cool breeze sweeps off the river as you venture down the path. Vibrant smells from a diverse spread of flowers create a pleasant aroma. You see a middle-aged human man and woman sitting by the riverbed. The male is casting a fishing rod into the river, and the woman is reading a book. As you catch their eye, they send a warm smile and wave. The path starts to slope down as you approach the decent of the river.

The pathway leads around the near 500-foot canyon and down to the base of the waterfall.

A pathway will lead the PCs down into the area around the basin of the waterfall. If they search around, they will find that Mortimer's hideout resides under the waterfall and in the canyon itself. Please refer to map #2.

1. Pathway

The pathway ends once you reach the base of the waterfall. There is a beautiful grove that leads up to the water. The grass is bright green, and there are wildflowers blooming everywhere. A thick forest surrounds the glen.

Healthy grass, dirt, and flowers occupy the soil near the lake. The lake does not overflow because the basin deposits directly down into an aquifer in the ground. The water is clear; however, it is difficult to see the bottom because of the whitewater.

If the PCs investigate the area, a ranger discovers human-sized footprints. It is hard to make them out; however, they will lead up to the rope in area 3.

2. Not-So-Friends of the Forest

Once the PCs find the rope in the water or have already set sail, read:

A sudden and loud noise comes from the forest. The sound of uprooting trees fills the air. As you turn, you see two trees-like figures uproot and begin an attack!

Mortimer enchanted two trees as the preliminary defense for the hideout. These trees are a dark kind of treant called black root treant. They can attack the PCs head on, or they can also wait for two of them to start the boat ride to the hideout. Both use their poison breath ability before engaging in hand to trunk combat.

Black Root Treant: HD 6+1d6 (30 hp); AC 3[16]; Attacks 2 strikes or poison breath; Damage 2d6/strike or 4d6 poison breath (save for 1/2) in a cloud shape. The black root treant can use this ability once every three rounds; Save 9; Special control trees; Move 12; Challenge Level/XP 6/400

3. A Magical Journey

If the PCs found the footprints, they will be led up to the rope. The ranger immediately notices the rope.

If the PCs did not find the footprints, then the rope must be searched for. For each turn of searching, roll a d6 for each character that searched. A roll of 1 (1 or 2 for thieves) means the character discovered the rope. Once found, read:

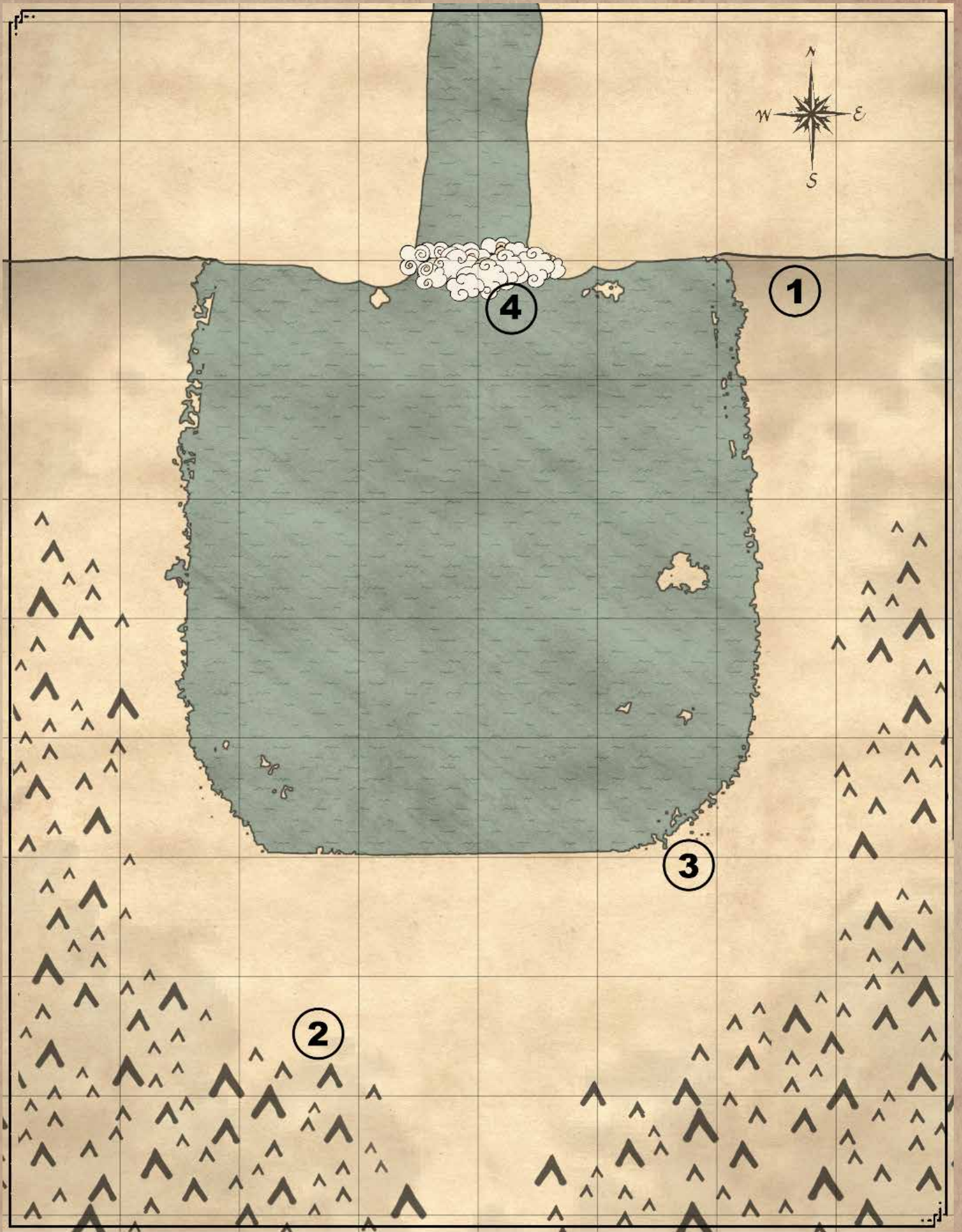
While searching around the bank of the lake, you spot the end of a rope crashing on the ground.

The rope is attached to a boat that is fully submerged in the water. All one must do is pull hard on the rope and the boat will surface. It is enchanted to bring up to two medium creatures to the hideout entrance. Once they reach the entrance and exit the boat, it will again submerge and move back to its prior location. The PCs will see the rope appear again in 1 minute, and then they can begin the process again. If more than two medium creatures are in the boat, it will not move.

4. Hideout Entrance

As the boat glides over the whitewater, the area behind the waterfall comes into view. As you get closer, you notice the area directly behind the cascade of water to be open. A cave entrance comes into your view.

The boat will stop at a small path that is directly behind the waterfall. This leads into the hideout. Once all PCs are successfully in the hideout, go to part B.

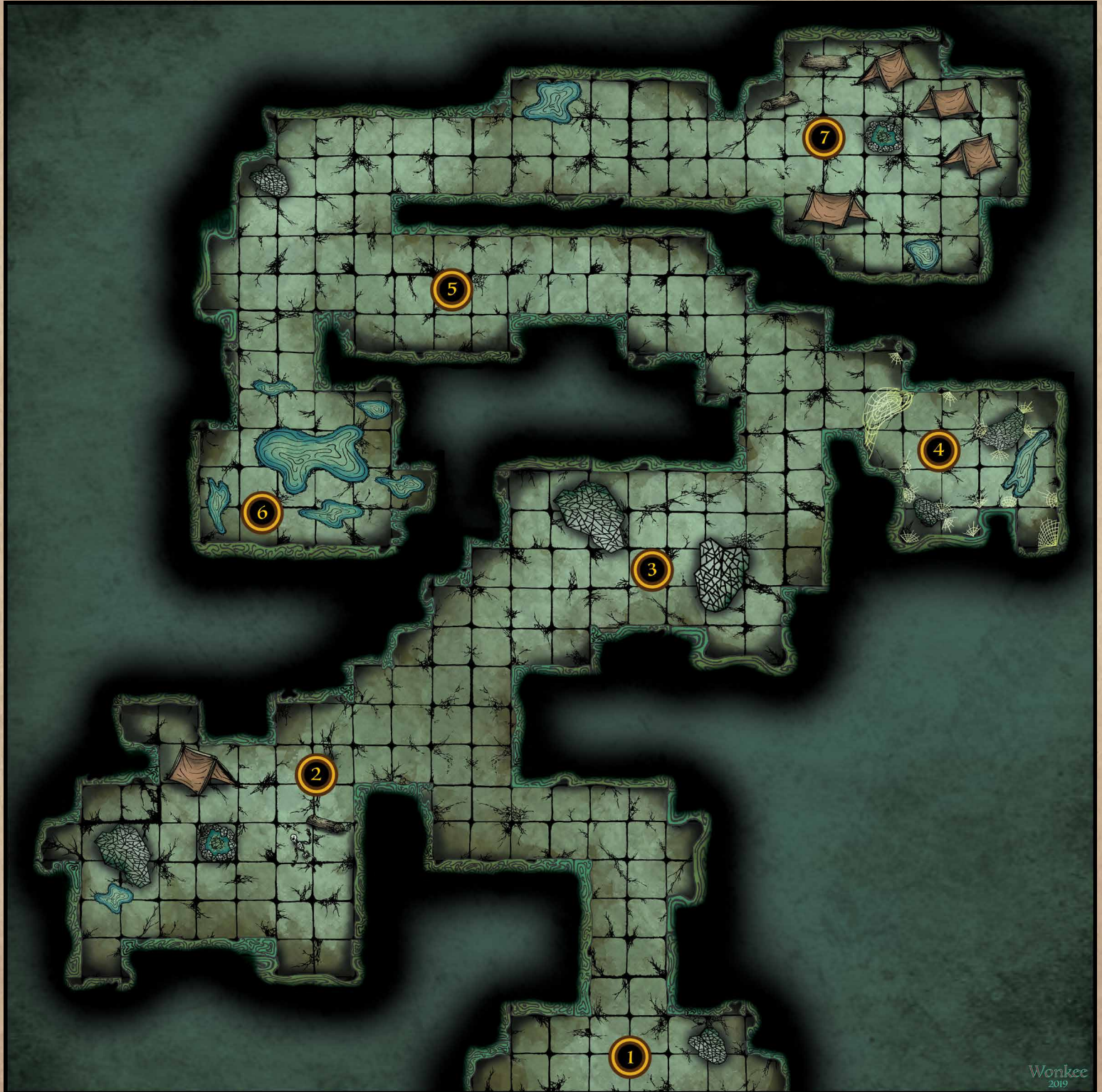


Map 2: The Waterfall

Part B: The Hideout

Mortimer's hideout has a wide variety of threats to the PCs. Mortimer's true nature is that he is a dungeon dragon. A dungeon dragon is a manipulative, conniving monstrosity. Unlike most dragons, they create a complex lair strictly to watch wanderers or adventurers suffer inside. Mortimer's long con was to gain the trust of the townsfolk, betray them, then

watch as they quickly wither away. He would then become a legend to adventurers. Many would come from far way lands to defeat him. Then, he would have an endless supply of victims for his dungeon's inhabitants. Mortimer will not show himself until the Final Chapter. He will simply watch the PCs from his crystal ball. More on Mortimer, the dungeon dragon, can be found in "The Final Chapter". Please refer to map #3.



Map 3: The Caves

The Caves

1. Cave Entrance

As light begins to stream in, a large tunnel comes into view. Strange moss grows, water drips from the ceiling, and slimy insects crawl about. Darkness creeps from around the left-hand bend in front of you. Nothing can be seen or heard except for the harsh fall of water behind you.

The cave entrance and tunnels are naturally formed. The ground is uneven in many places, and the walls are rough. All the ceilings are 20 feet tall, unless noted otherwise.

2. Abandoned Camp



As you enter this large chamber, you notice a campsite spread out. There is a tent, firepit, bedroll, backpack, and an inhabited suit of armor lying against the wall. As you take a closer look, you notice a lifeless skeleton residing in the armor.

This campsite was set up by an adventurer a long time ago. He stumbled upon the cave and rushed in when the treants attacked him. However, he was wounded badly and bled out. Mortimer already took his belongings, so there is not much of value on his person. The armor and weapons are rusted beyond use. However, the PCs may notice a glint of gold around his neck. He has on a golden necklace with an emerald pendant worth 900 gold pieces.

If the necklace or armor is removed, a gust of toxic spores from a yellow mold will be released. If released, the PC and all within 10' of the copse make a Save (bonuses due to poison apply). A failure indicates death, and a success results in 1d6 damage.

3. Misdirected Trap

The pathway is broken up by a large chamber. There are two massive rock formations and many smaller ones scattered around. The pathway continues at the opposite end of the chamber.

This room was created by Mortimer to mislead the PCs. If they investigate the room in the slightest, they will notice multiple tripwires set. There was no attempt to disguise them. However, the tripwires do not set off any trap. They are a diversion for the two stone ropers in the room to get a jump on wanderers. If the PCs attempt to disarm the traps, the ropers will get a free round of surprise on them.

Stone Roper: HD 10; AC 0[19]; Atk 1 tentacle (weakness), 1 bite (1d10); Move 3; Save 5; AL N; CL/XP: 12/2000; Special tentacles grab and cause weakness. The only other point of interest in this chamber is a tunnel in the ceiling leading to area 4. The tunnel leading up is well hidden between stalagmites and requires a search of the ceiling to be discovered.

If you want to provide an even harder challenge for your group, have the drider drop in during the stone roper encounter. The drider will attempt to grapple and drag a PC back to its lair so it can feed.

4. Den of the Drider

The pathway continues down; however, it breaks off to the southeast. The annex path is stopped by a wall of webs. There is no gap between this barrier and the walls, ceiling, or floor.

The webbed wall stands between the PCs and the den of the drider. However, it is fairly simple to cut through. Each 10-foot cube of giant webs has AC 9[10], 5 hit points, and burns away in 1 round. If the PCs remove enough of the webs to see, read:

As the last of the webbing is clearing, a wide room is revealed. This room is covered with webs. Every inch is sticky and pasty. As soon as the final web falls, you see a giant figure looming above. It has the lower body of a spider and the upper body of a dark elf. It begins to attack!

Mortimer houses a drider in this cavern. The drider is permitted to use the caves as its base of operations in exchange for being another layer of defense in the hideout. It must drink blood every four days. If it cannot find a victim on its hunts, Mortimer provides the blood. It also has a companion giant spider that battles as well.

Drider: HD 7; AC 3 [16]; Atk 1 weapon (1d8); Move 18; Save 9; AL C; CL/XP 9/1100; Special: Spells, magical abilities

Giant Spider (6ft diameter): HD 4+2; AC 4 [15]; Atk 1 bite (1d6+2 + poison); Move 4; Save 13; AL N; CL/XP 7/600; Special: lethal poison, webs

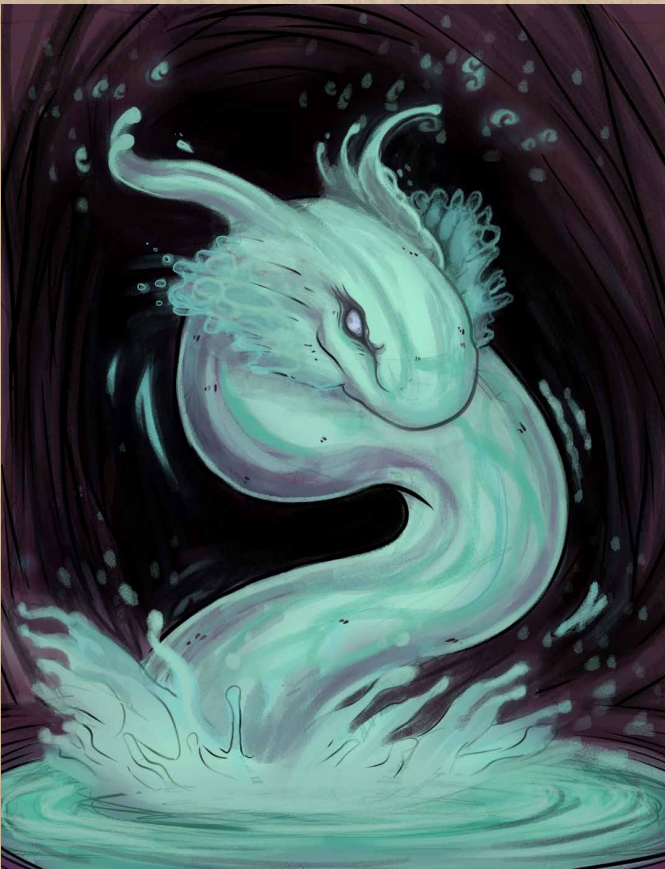
The drider has compiled a fair amount of treasure in its chamber. It resides in an unlocked chest in the southeast corner. There is a total of 12 platinum pieces, 258 gold pieces, and 321 silver pieces. Also, there is an assortment of red, blue, and green gems worth 210 gold total, a silver ring with a malachite gem worth 120 gold, and a *potion of claraudience*.

There are also two dead bodies strung up in webs. They are a female human and male dwarf. Each of them has been dead for nearly a week now. Random bits of bones and flesh are scattered around the room.

5. Empty Chamber

There is nothing of value in this room.

6. Weird Pools



As you enter this room, the dampness of the air overcomes you. The sound of dripping water inhabits the room. A large pool lies in the center of the room, and circling around it, five small pools are resting. The water looks murky but not beyond use.

There are three water elementals lurking in the depths of these pools. They will jump out and attack anyone who approaches the pools. All the pools are connected by a stream underground. This allows the water elementals to dive and resurface in another pool.

It is also optional to put a gem in the bottom of one of the pools to pull their attention. Gods know the rogues will fall for the bait!

Elemental, Water (Small): HD 2; AC 2[17]; Atk strike (2d6); Move 3 (9 swim); Save 14; AL N; CL/XP 4/120; Special: Immune to non-magic weapons

7. Earth Elemental's Campsite

The pathway finally leads you to a dead end. This large chamber is occupied by another campsite. However, this camp seems to be more elegant than a generic setup. The tent is of fine silk and cloths, the bedroll is made of exceptional furs, and there are rugs laid out around the site. Even with this well-designed arrangement, no life seems to be present here.

The pathway finally leads you to a dead end. This large chamber is occupied by another campsite. However, this camp seems to be more elegant than a generic setup. The tent is of fine silk and cloths, the bedroll is made of exceptional furs, and there are rugs laid out around the site. Even with this well-designed arrangement, no life seems to be present here.

This campsite was setup by Mortimer to mislead any wanderers. There is one tent, one bedroll, one backpack, and one stool by the fire. If the PCs investigate the site, they will find fresh food in a barrel, warm cinders in the firepit, and a journal in the backpack. The journal denotes fake events in Mortimer's life. He writes about his little home he has made for himself in the cave.

He also writes out a schedule for himself:

8 a.m. he wakes up
9 a.m. he sets out to retrieve fresh water
11 a.m. he baths in the lake
12:30 p.m. is lunch
2 p.m. he practices his magic
4 p.m. he reads a book
6 p.m. is dinner
7 p.m. and on is free time

This schedule is intended to throw off the PCs. He hopes they will simply wait by the campsite waiting for him to return from fake tasks. Mortimer is down below in his hideout. If the PCs thoroughly search the camp (including moving the tent, which is on the trap door), they will find a trap door that leads to this hideout. Once the PCs find this, continue to The Dungeon.

Mortimer has also stationed two earth elementals here. They will attack the PCs while they are searching the camp.

Elemental, Earth (8 HD): HD 8; AC 2[17]; Atk 1 strike (4d8); Move 6; Save 8; AL N; CL/XP 9/1100; Special: Tear down stonework, Immune to non-magic weapons



Map 4: The Dungeon

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The Dungeon

Mortimer's true hideout is this dungeon. The caves are a small test for those who are brave enough to face him. Once the trapdoor is found, the PCs will descend a flight of stairs to his lair.

He spared no expense while creating his lair. Since Mortimer has amassed quite a large treasure hoard, he can afford to splurge. It was made of a combination of limestone and marble, unless noted otherwise. The ceilings are 15 feet high, again, unless noted otherwise. The halls and rooms are lit by torches because of the inhabitants that live there. If the PCs make a copious amount of noise during their delve, they may set up an ambush in area 14.

Please refer to map #4.

1. Stair Room

The stairs descend to a circular room. This area is unlike the caves above. Finely crafted limestone floors and walls make up a beautiful sight. Only a door resides on the southern wall.

The stairs descend to a circular room. This area is unlike the caves above. Finely crafted limestone floors and walls make up a beautiful sight. Only a door resides on the southern wall.

The door to the south is unlocked. There is nothing else of value in this room.

2. Dragon Feed

A foul smell overruns you as soon as the door opens. Animal carcasses are piled on the ground and tables. Blood covers the floor, walls, and ceiling staining the stone.

There are many different dead animals that occupy this room. This is where some of Mortimer's food is stored. Although he can transfer from human to dragon at will, he often gets a craving for raw flesh. There are cows, deer, wolves, pigs, sheep, etc. Unless the PCs are interested in old animal flesh, there is nothing of value in this room.

3. Kitchen

Long tables used for preparation lean against the walls. There is fresh food and pristine cooking utensils lying on top of the tables. A cooking oven is placed into the northern wall, and an orange glow can be seen inside. Food cabinets sit a few feet above the tables nailed into the stone walls. The door to the north is open, and there seems to be another room to the west.

The important detail to be known is that the food and kitchenware is of the utmost quality. Also, it is not old and rotten. This should tip the PCs off that these areas are occupied. There is a 40% chance the chef and

her apprentice are here. Her name is Grenelda, and her apprentice is named Laura. They will attack the intruders on sight. Grenelda fights as a gladiator with a giant cleaver. For statistical purposes, it is the same as the gladiator's spear with slashing damage. Laura fights as a gladiator as well, but she has a long knife that acts as the spear with slashing damage. If they are taken prison by the adventurers, they will only reveal that this is Mortimer's hideout. They will not reveal any other details.

Grenelda, Head Chef (Level 6 Fighter): HP 30; AC 3[16]; Atk slash (1d8+1); Move 12; Save 9; AL C; CL/XP 6/400

Laura, Chef's Assistant (Level 4 Fighter): HP 22; AC 3[16]; Atk slash (1d8+1); Move 12; Save 11; AL C; CL/XP 4/120

If PCs are hungry, they may help themselves to the food. They will also recognize the silverware and plates are of fine making. All together they can get 200 gold for the sets.

4. Pantry

Large sacks of grain, potatoes, and other foods inhabit this food pantry. All the food is fresh; however, an elegant fork protrudes out of a bag of normal silverware on a shelf on the eastern wall.

The elegant fork can be found to be a magical *fork of feasting* (see appendix A). The players can eat with it while resting to uncover its capabilities, or they can use the identify spell. Other than the fork, there is nothing of value in the pantry.

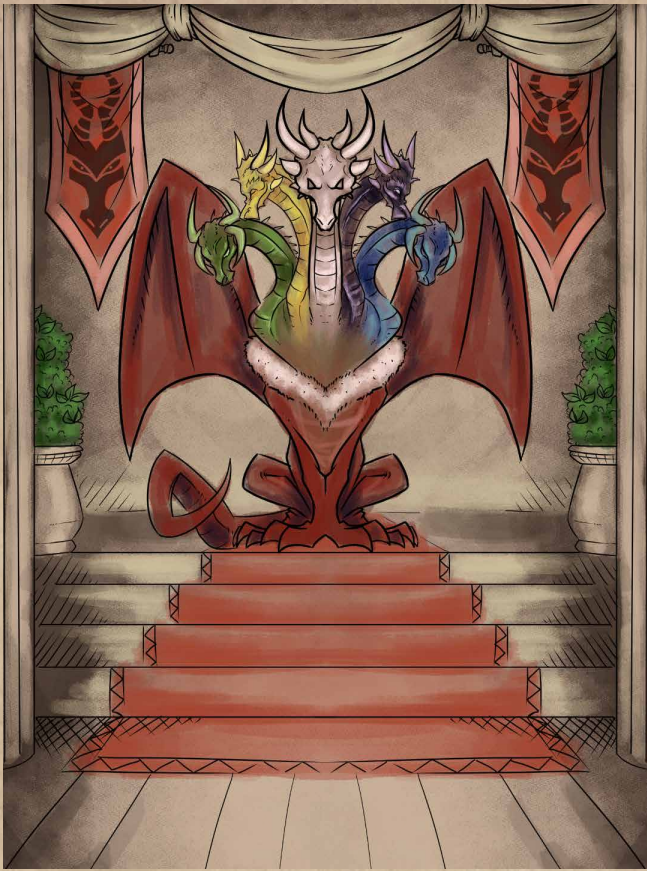
5. Feast Hall

Before you is a small feast hall. Two tables that sit four each are along the northern wall. On the southern wall, there is silverware cabinets of high quality. Fresh plates of food sit on the tables.

If Grenelda and Laura were not in the kitchen, they will be in this room setting up a meal for the inhabitants. See their statistics in area 3.

The silverware inside the displays are of even finer make than those in the kitchen. All together they will fetch a price of 300 gold pieces. There is also a magical knife among the group. However, the cabinet door is locked. It requires a Disable Device check using thieves' tools to open. Inside is an elegant knife used to prepare food. The knife of keen cutting (see Appendix A) is a magic item that yearns to be connected to its counterpart the *fork of feasting*.

6. Cathedral



Statue of the Dragon God

You begin to enter a grand cathedral. Pews and chairs line up before a magnificent centerpiece. White marble stairs lead up to the presentation of a statue of a 5-headed dragon. It's body and main head are silver. The other four heads are gold, black, green, and blue. It stands in a mighty and powerful stance. The walls behind it are also white marble. There are two banners hanging from the wall. The symbol on both is a dragon's head.

If it is daytime, then there will be four berserkers kneeling in front of the dragon statue. They are careful not to set off the trap of course. However, if it is nighttime, they will be in their sleeping quarters (area 8). They will fight the PCs to the death. Since they are deep in prayer to the aspect of Mortimer, the PCs will most likely get a surprise round on them.

Human, Berserkers (4): HD 1; AC 7[12]; Atk 1 weapon (1d8); Move 12| Save 17; AL N or C; CL/XP 2/30; Special: +2 to hit while berserk

This statue is a depiction of what Mortimer wishes to ascend to. He wishes to be one of the great dragon gods. However, he trapped the statue for anyone who would wander into his keep. There is a pressure plate on the top stair that can be found with a Delicate Tasks check. If found, it can be deactivated with another Delicate Tasks check using thieves' tools. Any more than 20 pounds of pressure sets this off. If set off, each dragon head will emit a blast of fire. Any creature within 15 feet of the front of the statue must make a

saving throw. They will take 4d6 damage on a failed save and half damage on a success.

7. Herbology Quarters

This small room consists of ingredients and tools used for the practice of herbology. Everything seems to be scattered and out of order. However, there are two potted plants sitting on a table on the eastern wall. There is also a door leading north.

This room does not seem to be complete. All the ingredients do not match another. It would appear that Mortimer is attempting to discover new properties of mixes or he does not know what he is doing. However, the potted plants can be very dangerous. They are called mandrake roots. They are a plant that look human-like. In the maturing phase of the root, they look like infants; however, as they grow, they start to look more adult-like.

If the root is pulled out of the soil, it emits a high-pitched scream that can deafen anyone nearby. When matured, the scream can even be fatal. Lucky for the PCs, these roots are just beginning to grow. If a single plant is unrooted, any creature in the room must make a saving throw. On a fail, the creature is deafened for 1d4 hours, unless they have ear coverage. On a success, no harm is done. If the second root is pulled, any creature in the room must make another saving throw given they were in the room for the first unrooting. On a fail, the creature dies and takes 3d6 damage on a success. They are also deafened for another 1d4 hours.

Although the herbs in this room are differing from each other, there is enough supplies to create an herbalism kit.

a. Closet

Before you is a small supply closet. There is simply some vials, pouches, and common herbs piled onto shelves.

The door to this closet is locked. It can either be unlocked with the master key that resides in Mortimer's chambers (area 15), or it can be opened with a Delicate Tasks check using thieves' tools. Once opened, read:

There are more herbalism supplies in this closet. However, there is a *bag of holding* among the pouches. There is nothing else of value in this room.

8. Sleeping Chambers

Five empty bedrolls lie on the ground on front of you. There are also five backpacks. One is at the bed of each roll. A circular table is also set up in the southwestern corner with some dice and gold lying on top.

This is an overflow room for members of Mortimer's clan to sleep in. However, unless the PCs are

adventuring at night, they will not be in this chamber. If they are in the room, there are four of them, and they fight as berserkers. The fifth inhabitant of this room is on guard duty at area 17.

Each backpack has mundane items in it. The only treasure found in one of the backpacks is a golden goblet inlaid with multiple gems. This goblet can fetch a price of 300 gold pieces to the right buyer. Also, there is 8 gold pieces on the table. They tend to gamble their pay at nighttime.

9. The Forge

A large forge is placed in the eastern wall of this room. Next to it is an anvil and a smelter. Tanning racks and work benches also occupy this workspace. A near twenty-foot figure looms over the forge. As you enter, he turns. He reaches for a nearby sword and charges.

A large forge is placed in the eastern wall of this room. Next to it is an anvil and a smelter. Tanning racks and work benches also occupy this workspace. A near twenty-foot figure looms over the forge. As you enter, he turns. He reaches for a nearby sword and charges.

Mortimer has stationed a fire giant blacksmith here. He wishes to create powerful, magic items to supply his forces. The giant was just beginning this process. He will pursue and fight them to the death. Also, he will shout to alert anyone in areas 8 or 10.

Fire Giant: HD 11+1d4; AC 4[15]; Attacks: weapon (5d6); Move 12; Save 4; Special: hurl boulders, immune to fire; AL C; CL/XP 12/2000

The giant keeps his treasures in this chamber. Since no one bothers him in his duties, he figured this the best place to hide them. There is a chest hidden behind a pile of hide armor. This can easily be found with some investigation. Inside the chest is 25 platinum pieces and 400 gold pieces. There is a fine sapphire inside worth 500 gold pieces. Lastly, there is a +1 warhammer. This was the giant's first creation that he carries with him as an inspiration for his work.

10. Housing

The warm glow of a hearth illuminates and warms this sleeping chamber. There are five beds against the eastern wall. There are also multiple dressers and nightstands. Shuffling through those dressers are five men in hide armor.

The men in this room are also followers of Mortimer. They will attack the PCs on sight. They fight as berserkers. If the fight is going poorly for the followers, then one or two may flee to alert others in the dungeon.

Men, Berserkers (5): HD 1; AC 7[12]; Atk 1 weapon (1d8); Move 12; Save 17; AL N or C; CL/XP 2/30; Special: +2 to hit while berserk

There is little treasure to be found in the sleeping chambers. However, if the PCs search all the dressers and nightstands, they will find a total of 80 gold pieces and 220 silver pieces. There is also an ornate shortsword. It is worth 125 gold pieces. It is simply a ceremonial sword that does not give any benefits beyond the normal shortsword statistics.

11. Treasure Hoard



The Treasure Pool

A humid bathing chamber lies before you. However, where there should be a waterfilled pool, there is a pool of gold, gems, and other treasures. It is overflowing with wealth.

This treasure pool is a trap set by Mortimer. The treasure is simply an illusion. However, the floor in front of it is trapped. There is a spring mechanism under one of the stone floor pieces. If any more than 20 pounds of weight is pressed on the stone, it will trigger. It will launch a creature into the illusion pool. The pool is entirely filled with an acidic water. Any creature in the pool will take 4d6 damage. From the pain and slippery nature of the pool, a creature must succeed on a save to climb out of the pool. If they fail, they will be in the pool for another round, and they will take the damage again.

This can be avoided if the PCs either find the trap or discover the illusion. A successful Delicate Tasks check is necessary to discover the trap. If found, it can be deactivated on another successful Delicate Tasks check using thieves' tools. To discover the illusion without stepping on the pressure plated trap,

divination magic is required.

12. Arcane Study

A small study occupies his room. There is a table with tomes sprawled open. There is also a bookshelf that not only houses books but some odd objects as well. There is a necklace made of shark teeth and a jar with a yellow-ish red vapor swirling inside. On the eastern wall, there is an archway leading into another room.

There are a couple intriguing items in this room. The tomes open on the desk are possibly very useful for a wizard. Most of them cover magical theories; however, one is the beginning of a spellbook. A wizard may copy the following spells into his or her book: *magic missile*, *hold person*, *rope trick*, *contact other plane*, and *disintegrate*. Mortimer was just beginning to create a secondary spellbook for his apprentice, Ralfar. Normally he would be in these chambers practicing; however, since Mortimer can see the PCs through his *crystal ball*, he has brought Ralfar to stand by his side for the final battle.

The shark tooth necklace is a magical item created by Mortimer. However, he is just beginning to dabble in the creation of magic items. The necklace functions just as a *ring of swimming*.

The jar is easily the most interesting piece in this room. It houses a gravity elemental (see appendix B). Mortimer created a powerful enchantment to imprison the creature. He wished to use it to create magical objects and monsters beyond comprehension. If the jar is opened, the gravity elemental will be released. Normally, gravity elementals are neutral creatures of magic; however, since it has been imprisoned, it will fight anything around it. Unless the PCs immediately bow to its power, it will attack.

Gravity Elemental: HD 12; AC 2[17]; Atk Strike (2d8); Move 36 (flying); Save 3; AL N; CL/XP 13/2300

13. Arcane Practice

The adjacent room to the study houses an opportunity to practice the arcane arts. There are two targets on the eastern wall with scorch marks all over. There are also tables and chairs for breaks or study.

This room is where Mortimer and Ralfar practice their magic. There is nothing of value in this room.

14. Throne Room

Two giant columns stand tall in the southern half of this grand throne room. White marble stairs lead up to a magnificent throne. It is pure gold inlaid with every gem imaginable. Behind it on the wall are two banners bearing a dragon's head. Lying in front of the throne is a large tiger. As you enter, the big cat pops its head up with interest.

This grand throne room is for Mortimer. While he does not have many subjects to rule over yet, he dreams of a day when he has many to rule over. What is a sick and twisted labyrinth if it is not filled with loyal followers?

The tiger that is lying near the throne is a pet and mount of Mortimer. He may just be the most cowardly tiger to ever prowl the realm. However, his species is very rare. They are light blue, and they can only be found roaming seaside ranges. If the PCs approach, he will cower away. A ranger may convince the tiger of friendly intentions through role-play. The next step is retrieving its favorite snack, shrimp. A bucket of these can be found in Mortimer's chambers (area 15). If the tiger is handfed these shrimps, it will immediately take a liking to the feeder. If the PC continues to befriend the tiger, it will accept him or her as his master. He will require a name given to him, and then he will follow the PCs until death.

Tiger: HD 6; AC 6[13]; Atk 2 claws (1d4+1), bite (1d8); Move 15 9swim 60; Save 11; AL N; CL/XP 7/600; Special Rear claws (if both claw attacks hit, the tiger may make 2 more claw attacks)

15. Master's Chambers

An elegant room with fine tapestries, rugs, and portraits create a beautiful sight. The creator of this bedroom spared no expense. From the bedsheets to the end table, every aspect of this room is of the utmost quality.

Mortimer does not keep many treasures in his room. He usually reserves the high value items for his hoard. However, there are a couple items of interest. There is a master key for the dungeon in a secret compartment in his dresser. It can be found with a thorough search (1 full turn). The compartment is unlocked. Also, in the compartment are 10 gems worth 75 gold pieces each. There are four paintings that seem to be worth value as well. Each is a depiction of a wilderness setting. There is a painting of a forest, tundra, seaside, and mountains. Each painting is worth 100 gold pieces each if taken from the dungeon without harm. Lastly, there is a bucket of shrimp to feed the tiger in area 14. Next to the shrimp is a saddle fit for the tiger. The item that will catch the eye of the adventurers is a journal. The first page contains notes on the ritual necessary for the Dragonberry harvest. However, the rest of the pages are torn out. Mortimer has them on his person.

16. Locked Door

The door swings open to a long hallway. As light illuminates the hall, you see a man come out of a room on the left-hand side. As he sees you, he begins sprinting for the end of the hallway.

The door to the southern rooms is locked. It requires the master key or a successful Disable Device check using thieves' tools to open. When opened, the guard at the guard post will get up and go to check on who is entering. When opened, read:

Once alerted, he will sprint down the hallway to release the lightning hound in cell b. He hopes that the hound will attack the PCs with him. However, the PCs may be able to spot him before he gets there. He fights as a berserker; however, he is cunning and charismatic. If he does not see the fight going his way, he will attempt to talk his way out of the situation by promising to show them the way to the treasure. If he succeeds, he will bring them to area 11 where he will attempt to trick them into triggering the trap.

Human, Berserker: HD 1; AC 7[12]; Atk 1 weapon (1d8); Move 12| Save 17; AL N or C; CL/XP 2/30; Special: +2 to hit while berserk

17. Guard Post

This small post is made up of a round table with three chairs. There is a single cup of ale resting atop the table.

This is the guard post for the cells. They do not anticipate anyone or anything escaping; however, the guards assist in escorting the prisoners to area 19 for experimentation. There is a key to the cells hanging from a hook on the wall.

18. Cells

The hallway branches off to numerous jail cells. At first glance, most seem to be empty; however, further inspection reveals that some of them are occupied.

Mortimer dabbles in human and non-human experimentation. He and his followers are working on creating powerful monsters to fill their lairs. Whenever they capture a person or beast, they start to use them in these experiments. Mostly, they begin by taking blood to mix with magic. Any being alive in the cells is still in the blood phase; however, after that, they start to take organs and other essential parts of the body. None of the prisoners know much about Mortimer or his lair.

Each cell coordinates with a letter. Each cell can be opened with: the master key, the key found in area 18, or a successful Delicate Tasks check using thieves' tools. The descriptions are as follows:

a. A single skeleton lies on the floor

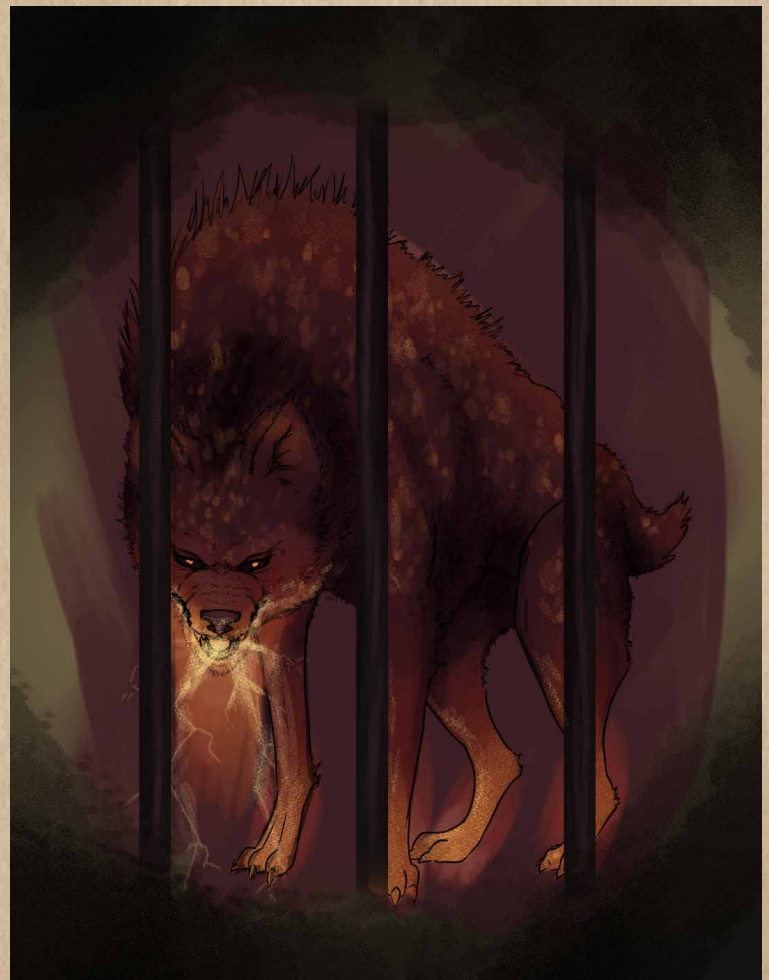
b. A halfling woman lies on the floor. She is an inhabitant of River's End. If released, she will return to the town.

c. This cell is empty.

d. An orc sits in this cell slumped over. His horde commonly roams the forests and hills around River's End. He only wishes to be released so he can return to his wife and child.

e. This cell is empty.

f. This cell is empty.



Lightning Hound

g. This cell houses a lightning hound. The inhabitants of Mortimer's lair have complete control over the monster. If the guard did not make it to the hound in time, it will attack the PCs if released.

Lightning Hound: HD 6; AC 4[15]; Atk 1 bite (1d6); Move 12; Save 11; AL C; XP/CL 7/600; Special Breathe lightning (12 hp)

h. This cell is empty.

i. This cell is empty.

j. This cell is empty.

k. A quirky kobold is held up here. He is not innately evil like most kobolds. He was captured while looking for shiny objects in the waterfall's basin. He does not know anything about Mortimer or his followers. He was just trying to find shiny things.

l. This cell is empty.

m. This cell is empty.

n. A knight of the town is in this cell. She is in very poor shape because the followers have been relentlessly torturing her. While searching for Mortimer, she was captured and brought here.

o. This cell is empty.

p. There is a spy in this cell. He is an elf that roams the realm taking advantage of merchants and travelers. He attempts to gain their trust, and then steal what he can. He will attempt to convince the PCs he will fight with them against Mortimer. However, once the fight breaks out, he will try to sneak over to the treasure and take what he can.

19. Experiments

The door swings open to a bloodied chamber. There is a table, drain, and shelf in the room. Many vials of blood are sitting on the table and shelves. There are also different kinds of organs in jars.

This is where experiments are performed on prisoners and monsters. Mortimer and his apprentice use blood and magic to attempt to create extreme power. Since they are just beginning to experiment, their set up is considered "amateur". There is nothing of value in this room.

20. Stairway to Mortimer

The hallway ends with a staircase leading down. You can see a faint purple glow as the staircase descends.

This hallway leads to Mortimer and his apprentice. This is where Mortimer will make his final stand. He has enjoyed his time watching the PCs suffer through his hideout, and now, he is ready to end their suffering.

The Final Chapter

Earlier, it was revealed that Mortimer's true nature is a dungeon dragon. These is a rare form of dragon that creates lairs to see wanderers adventure through. They amass a treasure hoard to lure in these adventurers. Mortimer spent his childhood as an apprentice in the town of River's End. Once he discovered his abilities and secondary form, his natural instincts slowly took over. He started to create his own lair where he could one day play this malicious game.

Once he fled River's End, he figured people would chase after him. He was pleasantly surprised to see a group of adventurers attempt his trap. He has been watching them through his crystal ball through their entire adventure. Please refer to map #5.

1. Mortimer and Ralfar

The purple glow is growing brighter as you descend the stairs. Once you reach the bottom, a magnificent sight lies before you. Seven enormous, circular platforms float above a chasm. It seems they are held afloat by a purple radiance of magic. One large platform is stationed in the middle of a circle of six smaller ones. In the center platform, two human figures stand ready to address you.

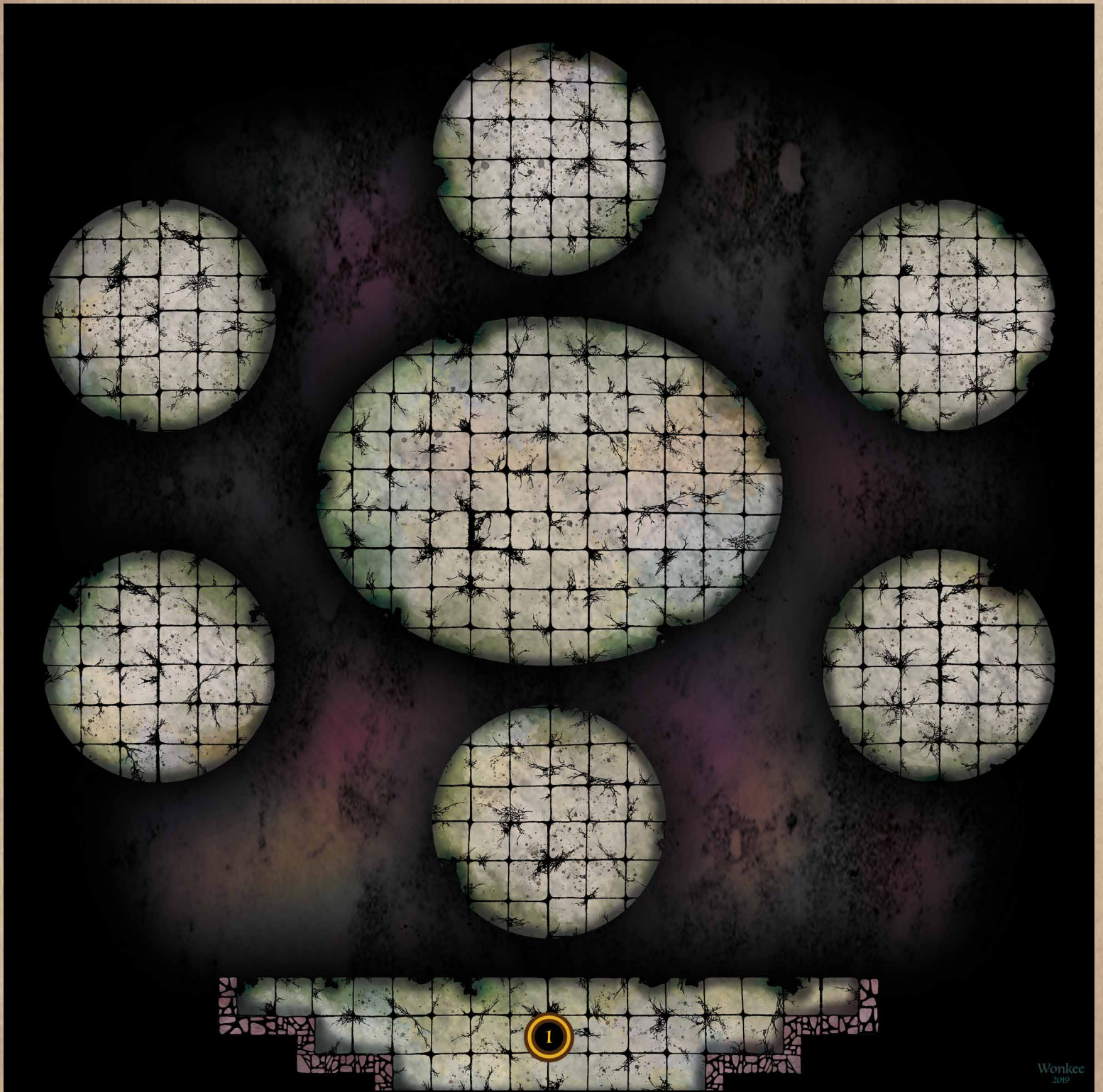
Once the PCs enter, he will congratulate them on making it this far. He will also offer them an opportunity to join him. He only wishes to create the greatest lair any dragon has ever made. Once confronted about the Dragonberry harvest, he will have a blank face for a second. It as if in his pursuit of adventure, he has forgotten all about it. He will not give up the knowledge or notes on the harvest. He claims the cycle of life must run its course.

If the PCs do not join Mortimer, he will offer one solution. He claims that himself and Ralfar are the final challenge. Mortimer fights as a young dungeon dragon, and Ralfar fights as a mage. Mortimer will immediately transform into his dragon form. Ralfar will jump to the back platform and cast spells at the PCs. Since the chasm goes down 850 feet to a rock floor, they will try to force the PCs off the platform to fall to their deaths.

The platforms are held up by an advanced magic not known to many. Nothing short of a wish spell can deactivate the magic. From the center, the surrounding platforms are 10 feet apart. The northeastern platform carries Mortimer's treasures. However, there still is room for a PC to jump on and off the platform.

Dungeon dragons often flee from battle; however, Mortimer is too proud of what he has created so young that he will fight to the death, just in case the fight swings back in his favor.

Mortimer, Young Dungeon Dragon: HD 10 (50 hp); AC 2[17]; Atk 2 claws (1d6), bite (3d6); Move 9/24 (flying); Save 3; AL C; CL/XP 12/2000; Special confusion breath, immune to *magic missile* (*brooch of shielding*)



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Map #5: The Final Confrontation

See also appendix B

Ralfar, Mortimer's Apprentice: Magic-User, 9th level: HP 22; AC 8[11]; Atk dagger (1d4); Move 12; Save 7; AL C; CL/XP: 9/1100 Special: Spells
Spells Memorized:

1st Level: *detect magic, magic missile x 2, shield*
2nd Level: *darkness 15' radius, web, detect invisibility*
3rd Level: *fireball, fly, lightning bolt*
4th Level: *ice storm, wall of fire*
5th Level: *feblemind*

Once Mortimer has been defeated, he will revert to his human form. He carries the ripped-out pages for the Dragonberry harvest ritual in a scroll tube on his belt. They are complete, and the PCs may use them to complete the ritual. See "The Conclusion" for more details on the ritual.

The treasure hoard is bountiful. They will find:
175 platinum pieces, 2,890 gold pieces and 4,280 silver pieces

A yellow sapphire worth 1,000 gold pieces
A golden ring with pearls encrusted into it worth 300 gold pieces
Silk robes with gold lining worth 275 gold pieces
10 golden bracelets worth 40 gold pieces each
120 small gems worth 2 gold pieces each
A silver crown worth 650 gold pieces
A +2 *dagger, brooch of shielding, cloak of protection +2, crystal ball, javelin of lightning, and staff of the dragonlord* (see appendix A).

Once all their business in the hideout is finished, they must hurry back to town to perform the ritual.



The Conclusion

Hopefully the PCs completed their mission within the days they had. Upon return, they should be close to the night of the Dragonberry harvest. If they recovered the notes from Mortimer, they will be able to perform the ritual. It does not require an advanced mage. Any spellcasting class may complete it. However, the PC must spend any time they have studying the notes. Since the magic from the Ravenscroft River is so potent, any spellcaster should do the trick.

If the ritual is completed, the people of River's End will be forever grateful. As mentioned above, they do not have much to reward the party with. However, you can consider giving them each an extra 300 gold for their victory.

If they fail to return in time, allow them to try the ritual anyway. However, I would recommend throwing in some difficult checks. Perhaps must roll a d100, and they have a 25% chance to complete it. Each magic-user, druid, cleric or ranger that attempts to help with the ritual gives an additional 10% chance of success. Perhaps they can still complete the ritual, but the god or goddess of agriculture and life in your setting requires them to go on a mission for them in return for this favor. There are a couple possibilities for a generous GM.

If they fail to complete the ritual, the people of River's End will begin to give into their wither rot. Within seven days, all the townsfolk will be dead. They will express the utmost gratitude to the adventurers. They will ask that they leave the village. That way they do not have to witness what is to come.

What happens next is up to you! Perhaps the adventurers were tipped off to an ancient tomb of a dragon while adventuring in the hideout. Maybe the people of River's End send them to a major city to research a permanent cure to wither rot. Whatever adventure is next, remember, the best is yet to come!

Appendix A: Magic Items

Brooch of Shielding

This unadorned cloak-pin absorbs *magic missiles* cast at the wearer. It absorbs 35 individual missiles (not spells) before losing its enchantment. Once the enchantment is exhausted, the jewelry is worth 10 gp.

Fork of Feasting

This fork was designed for top of the line food consumption. Any food that this fork touches becomes delicious. If the food is rotten, it magically becomes edible again. If paired with the knife of keen cutting, the two items will speak to the user. They will remind the player to eat three meals a day to stay at peak adventuring performance. They will also sing songs to player as they eat upon request.

Knife of Keen Cutting

This knife was created to cut food for the user. When the command phrase "cut the food to avoid a mood" is spoken, the knife will precisely cut any food in front of it. If paired with the fork of feasting, the two items will speak to the user. They will remind the player to eat three meals a day to stay at peak adventuring performance. They will also sing songs to player as they eat upon request.

Staff of the Dragonlord

The staff of the dragon was long ago created by dragonlords. It is made of pure dragon bones, and it is adorned with a sculpting of a fierce dragon head at the top. Dragonlords were considered masters of dragons. They would often befriend them; however, there were situations where they found against them in times of dire need. Each dragonlord had a staff he or she would be given once his or her training was complete. Every staff was specific to his or her personality. This staff was made for a dragonlord that began to study the rare and untamed dungeon dragons.

A staff of dragonlord conveys the following abilities to the user:

The wielder of the staff can speak and write Draconic. The staff has 8 charges when found. The following abilities expend charges: *fly* (1 charge), *confusion* (2 charges), *stoneskin* (2 charges), and *legend lore* (2 charges). Casting a spell that the staff can use into it recharges 1 use into the staff.

The staff's greatest power, **Roar of the Dragonlord**, mimics a dragon's breath weapon. Once per week, the holder of the staff mimics a dragon's breath weapon. This ability does 4d8 damage to all within the area of effect. A successful save halves the damage. Each damage type is specific to each wielder of the staff. The damage matches the personality of its user. For example, fire is often synonymous with passion, cold is sternness, lightning is pure, upbeat energy, etc.

Torch of the Eternal Flame

This magnificent torch functions exactly like a normal torch; however, the flame can be magically ignited and scuffed at any time. The command word for this item is *flameo*.

Appendix B

Creatures from the Tome of Horrors

Mortimer, the Young Dungeon Dragon

(Tome of Horrors Complete, page 204)

Hit Dice: 10 (50 hp)

Armor Class: 2 [17]

Attacks: 2 claws (1d6) and bite (3d6)

Saving Throw: 3 (*cloak of protection* +2)

Special: Spits confusion mist, immune to *magic missile* (see *brooch of shielding* description)

Move: 9/24 (flying)

Alignment: Chaotic

Challenge Level/XP: 12/2,000

Mortimer's confusion mist acts much like the *confusion* spell. Anyone caught within the blast (100' line or 50' cloud, Mortimer's choice) must make a save. On a failure, roll 2d6, consulting the following chart:

Die Roll	Confusion Effect
2	Wander into the chasm nearby
3-6	Attack nearest target
7	Attack self with strongest attack or spell
8-11	Do nothing
12	Act normally

After each round, the character may make another save to remove the confusion effects.

Mortimer may also use any abilities from the *staff of dragonlord*. While in Mortimer's possession, the staff's **Roar of the Dragonlord** ability conjures cold damage.

Gravity Elemental

(Tome of Horrors Complete, page 222)

Hit Dice: 12

Armor Class: 2 [17]

Attacks: Strike (2d8)

Saving Throw: 3

Special: Telekinesis

Move: 36 (flying)

Alignment: Neutrality

Challenge Level/XP: 13/2,300

A gravity elemental waps and manipulates gravity within 20' of themselves, giving arrows and other projectiles -6 to hit. Spells are unaffected by this penalty.

The gravity elemental can manipulate the fields of gravity around opponents within 20' of it. It may choose to not allow these creatures to move. There is no save for this ability. The gravity elemental may also hurl individuals with its field at others, causing its strike to damage both (2d8 damage on a successful hit). Even with a miss, the individual thrown takes the strike damage upon impact.



Appendix C

Creatures from Monstrosities

Berserker, Human

(Monstrosities, page 255)

Hit Dice: 1 (5 hp)

Armor Class: 7 [12]

Attacks: Weapon (1d8)

Saving Throw: 17

Special: Berserking

Move: 12

Alignment: Chaotic

Challenge Level/XP: 2/30

Drider

(Monstrosities, page 145)

Hit Dice: 7

Armor Class: 3 [16]

Attacks: Weapon (1d8)

Saving Throw: 9

Special: Spells, innate magical abilities

Move: 18

Alignment: Chaotic

Challenge Level/XP: 9/1100

The drider can use the following innate abilities, each once per day:

create lantern-like lights up to 60' away
darkness, 15' radius

detect magic

levitate

The drider also has the following spells memorized:

1st level: *charm person*, *magic missile*, *shield*, *sleep*

2nd level: *ESP*, *mirror image*, *web*

3rd level: *protection from normal missiles*, *slow*

4th level: *fear*

Elemental, Earth (8 HD)

(Monstrosities, page 155)

Hit Dice: 8

Armor Class: 2 [17]

Attacks: Fist (4d8)

Saving Throw: 89

Special: tear down stonework, Immune to non-magic weapons

Move: 6

Alignment: Neutral

Challenge Level/XP: 9/1100

Giant, Fire

(Monstrosities, page 196)

Hit Dice: 11 + 1d4

Armor Class: 4 [15]

Attacks: Weapon (5d6)

Saving Throw: 4

Special: hurl boulders, immune to fire

Move: 12

Alignment: Chaotic

Challenge Level/XP: 12/2000

Roper

(Monstrosities, page 400)

Hit Dice: 10

Armor Class: 0 [19]

Attacks: 1 tentacle (weakness). bite (2d10)

Saving Throw: 5

Special: tentacles grab and cause weakness

Move: 3

Alignment: Neutral

Challenge Level/XP: 11/1,700

A roper's tentacle attaches on a hit, and drags the target 10' towards the roper's mouth each round. The tentacle's weakness saps half the character's strength for 3d6 rounds (save negates).

Ropers are immune to electricity, take half damage from cold and take an extra point of damage from fire per die.

Spider, Giant (6-Foot Diameter)

(Monstrosities, page 451)

Hit Dice: 4+2

Armor Class: 4 [15]

Attacks: Bite (1d6+2) + poison

Saving Throw: 13

Special: Poison (save or die), webs

Move: 4

Alignment: Chaotic

Challenge Level/XP: 7/600

A giant spider's webs require a save when being traversed, or the character becomes stuck. A successful save allows the character to move 5' per round and still attack.

Tiger

(Monstrosities, page 472)

Hit Dice: 6

Armor Class: 6 [13]

Attacks: 2 Claws (1d4+1), Bite (1d8)

Saving Throw: 11

Special: Rear Claws

Move: 15/6 (swimming)

Alignment: Neutral

Challenge Level/XP: 7/600

If the tiger hits a single target with both of its claw attacks, it may make 2 additional attacks with its rear claws at the same target.

Appendix D

Creatures unique to this adventure

Elemental, Water (Small)

Hit Dice: 2

Armor Class: 2 [17]

Attacks: strike (2d6)

Saving Throw: 14

Special: Immune to non-magic weapons

Move: 3/9 (swimming)

Alignment: Neutral

Challenge Level/XP: 4/120

Lightning Hound

(Based on Hell Hound: Monstrosities, page 245)

Hit Dice: 6

Armor Class: 4 [15]

Attacks: Bite (1d6)

Saving Throw: 11

Special: Breathe lightning

Move: 12

Alignment: Chaotic

Challenge Level/XP: 7/600

The lightning hound can breathe lightning in a 10' line, inflicting 12 damage to all within range. A save halves this damage.

Treant, Black Root

(Based on Treant: Monstrosities, page 485)

Hit Dice: 6+1d6 hp

Armor Class: 3 [16]

Attacks: 2 strikes (2d6) or poison breath (4d6)

Saving Throw: 9

Special: poison breath

Move: 12

Alignment: Chaotic

Challenge Level/XP: 6/400

The black root treant can breath poison in a cloud shape once every 3 rounds. The damage can be halved on a successful save.

Each black root treant can animate two trees, with a movement of 3. Each tree can attack with 1 strike per round (2d6 damage).

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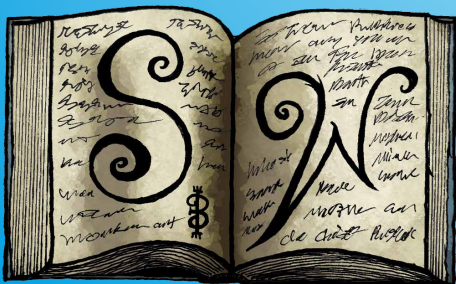
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REAPING AT RIVERS END

The town of River's End has always been a quiet sanctuary for those outcast by society. These exiles share one thing in common: wither rot. This disease relentlessly withers the body down to a corpse in a short period of time. However, with the help of magical healing properties provided by the Ravenscroft River and an advanced mage named Mortimer, the people of River's End have been able to create a fruit called Dragonberry. This fruit stops this ailment from running its course. However, Mortimer has recently fled the town leaving nothing but an ominous note of revenge. Without him interacting with the crop and river, the upcoming Dragonberry harvest will be incomplete leaving the people to once again suffer the full consequences of their wither rot. It is up to you to help the vulnerable citizens before Mortimer and this malicious disease successfully destroys the respite of River's End.

Reaping at River's End is designed for 8th level characters using the Swords & Wizardry game rules. This adventure will take the characters to 10th level.



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