

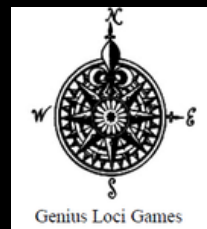


Assault On the Southern Horn

An adventure for brave souls of the 4th - 6th Level



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Background & Referee Information

"Assault on the Southern Horn" is a Swords & Wizardry Compatible adventure for 3 to 6 characters of the 3rd thru 6th level and is the 4th part of the Two-Page Adventure series that started with "Under the Horn". While meant as part of that series "Assault on the Southern Horn" can be easily reworked into any setting. If being played as part of the Two-Page Adventure series it is recommended that this adventure be used after "Spectres of Usarm" as the Drow race was not introduced until that adventure.

The Usarm series has always been coy with the setting and world in which the adventures take place. That has not completely changed, however, with the release of the FREE adventure "[Tomb of the Past Revealed](#)" some information has come to light. Thousands of years ago the world was a place of science and technology and magic was a thing of fiction and film. A great war erupted across the face of the world and the powers who ignited after much triumph began to fall. Unlike the rest of the world these powers, the N'zis believe in magic and that their technology could harness and control it.

Using arcane technology the N'zis ripped a hole into time and space and brought forth many aberrations and creatures out of legend and nightmare. The tides of the war once again turned and the N'zis nearly overthrow the world.

However, in a final gamble the enemies of the N'zis, the Usa'arm, used the new found arcane powers to sabotage the N'zis arcane technology trapping many of the aberrations between dimensions ... however, the price was horrible and the magical energies released nearly destroyed the world and sent the world on a spiral back to near barbarism. In the wake of that destruction new races appeared all

over the world; ripped from their own dimensions by the powerful energies released.

A thousand years have now passed and a mysterious figure, the Master of the Horn, seeks to unlock the N'zis and Usa'arm technology to take the world for himself.

Adventure Set-Up

Deep in the southern Jungles of Usarm a Horn has broken from the fetid earth and glows in the night. The nearby village of Backbend has been flood and overtaken by the waters of the swamp and in merely a week has become a part of that dark place.

The ancient sage, Tyor and his apprentice Cami have traveled from the Academy in Coralius to investigate and possibly discover the secret of the Horn so much like their own. For a month they discovered nothing but bugs, snakes and strange flying frogs ... than as the Scared Moon became full in the night sky a light shot out from the horizon and the horn began to hum. The next morning Cami was gone and Tyor found himself surrounded by an army of dark skinned elves. Hiding in the store room of the abandoned inn, Tyor sends out a message on psychic webs hoping that someone will hear his plea and come to his aid.

Fire at Night

The PCs receive Tyor's message at night. Their camp fire turns blue and a ghostly image of an old man in dirty robes will appear before them lacking all color save shades of blue.

"Please ... please ... if anyone can hear this ... come to Backbend ... Help ... this is a call for help ... come to Backbend, to the Inn of the Hopeful Bard ...



I can pa ..." The message breaks of with an audible SNAP that also extinguishes the fire.

Backbend and the Inn of the Hopeful Bard

Backbend has been completely overtaken by the surrounding swamp and vegetation. For all appearances the small village has been part of the swamp for nearly a century despite it have only been over taken under a month prior. The fetid waters reach up to the thighs of a human and smell of rot and death. While traveling through Backbend the PCs have a 1-3 chance on a d6 roll of encountering the following every 10 minutes.

Roll (1d12)	Encounter
1	2d6 Drow Patrol
2-4	Gliding Frog
5-7	Crocodile
8-11	1d6 Drow Patrol
12	Zelroxa (Dragon Form)

Once the PCs reach the Inn Tyor's voice will enter their minds and lead them to a wall on the second floor, once there the wall will shimmer away revealing a door. Tyor appears worse for wear and begs the PCs to find his missing apprentice and get them both away from the swamps. Tyor won't leave without Cami (who he has developed fatherly feelings for) and will wait for the PCs until they return with the young girl. He believes that the Horn to the south is connected to the girl's disappearance.

Investigation reveals the following: 1. The Master of the Horn's plan is near completion. 2. The Drow have standing orders to take all magic-users to the Horn. 3. The only way into the Horn is through a portal. 4. The portal is in the mayor's house and is active when the moons are in the sky.

The Swamps

Should the PCs not uncover the information about the portal from the Drow in Backbend and delve into the wilds of the Swamps they have a 1-3 chance on a roll of d6 of encountering the following every 10 minutes. The can find out the same information as above from any captured Drow as stated above.

Roll (1d20)	Encounter
1	Gliding Frog
2-4	2d6 Goblins
5-7	Crocodile
8-11	1d6 Drow Patrol
12-15	3d6 Kobolds
16-18	2d6 Lizardmen
19-20	Shriekers (reroll 1d20 for alerted Creatures)

Since the Horn broke from the earth the swamps have become a dark place drawing to it those of Chaotic Alignment for over a month. There is a chance PCs may encounter evil warriors, mages and those clerics that serve dark gods on top of what is listed in the table above.

The Horn

The exterior of the Horn is completely featureless and smooth as glass. Despite its glow and the feeling of heat the structure itself is utterly cold to the touch.

The Portal

If the PCs take the portal in the mayor's house they will find themselves in a small dark room, lit only by the light of the portal. The only feature of this room is a tube with a metal disk just big enough for six medium-sized humanoids. When in the tube there is a glowing rune of an upward-facing arrow. Should the PCs touch it takes them to Area 1 should they touch it again it takes them to

Area 11. Once in Area 11 the rune changes to become a downward-facing arrow.

Area 1

A large room with two sets of stairs that lead to a balcony that overlooks everything else. There is a patrol of 6 Drow who walk a circuit around the balcony overlooking the entire floor.

Treasure - Each Drow has a jewel encrusted long-sword worth 25 gp.

Area 2

Tubes and strange tables with glowing lights fill the room. Near the rear are four raised stands with metal pillars on either side. On each stand is a tired-looking mage, strange eldritch light being pulled from them and into the pillars. On the center pillar is a half-conscious young woman in the gray robes of an Academy Mage; Cami. This room has four Drow watching the glowing tables and talking amongst one another. They will not immediately notice the PCs, granting the PCs surprise in combat.

Treasure - One of the Drow will have a small gem attached to his head. Should a magic-user take this gem it will reveal itself to be a spell book. Once the PC touches it the Drow's spells will be erased and replaced with the PC's spells.

Area 3 & 4

These areas feature more of the glowing tables as well as well strange panels on the walls the continuing cycle through a series of runes. Once the PCs are in these rooms a cool, female voice will ask them to identify themselves. Should they not answer correctly beams of light will start to fire at them from the four corners of the room (treat as magic missile spell). An observant PC will notice that the center most panel, after the shooting begins, has taken on the image of a woman made out of the runes. Destroying this unit stops the light beams and unlocks the doors. If the players complete this in one room the other room will not have the voice or the lights.

Treasure - The source of the light beams are narrow "sticks" mounted to the walls. Once

CAMI FOUNDLING

Medium, Humanoid (Human), Neutral

Cami was an orphan given over to the Mage Academy of Coralius by the Fellowship of Saint Giles when she child after she accidentally set fire to the Fellowship's alter while attempting to light the candles for prayer.

She is very intelligent for her young age and dangerously curious. It was in fact this extreme sense of curiosity that caused the Academy to place her with Tyor when she was ready for individual studies.

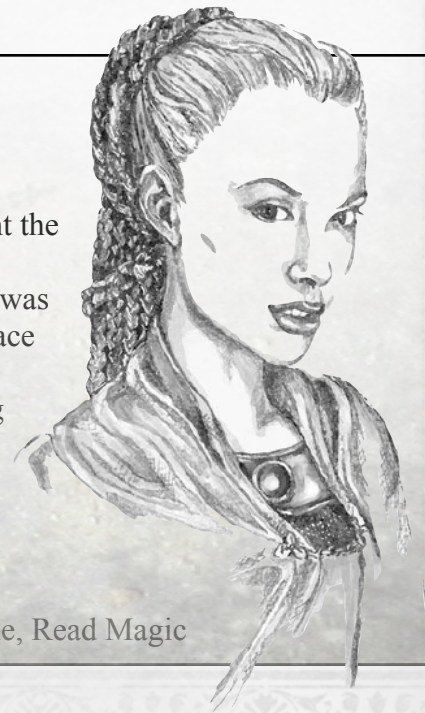
Brash and a natural hand at Evocation, Cami has a hard time slowing herself down to more scholarly pursuits.

Str 4, De 12, Con 7, Int 13, Wis 7, Cha 8

To Hit -2, Dmg -1; Open Doors 1; Carry -10, Rng Atk/AC 0; HP -1

HP 6, SV 14 (+2 vs Spell), AC: 8[11] (Ring of Protection +1)

Spells (2 1st per day) Detect Magic, Hold Portal, Light, Magic Missile, Read Magic





removed treat as Wands of Magic Missile with 12 charges each. There should only be a total of 4 working “sticks”.

Area 5

This room appears to be made completely out of glass and holds two smaller rooms with glass walls as well (Area 6 & 7). The floor of this room grows hotter with each step the PCs take. After 2 rounds in this room any on the floor take 1d4 damage per round they are in the room. If the PCs free the old mages in Areas 6 & 7 the floor will slowly cool until it is a normal temperature.

Treasure - None

Area 6 & 7

In the center of both rooms an old mage is suspended in a field of strange green light. Two Thelidu stand near the light, observing the mage and muttering. If the PCs enter these rooms, the Thelidu will turn and tell them to leave, making no move to attack. From the green light the mages will beg the PCs to aid them. Should the PCs not leave the Thelidu will attack, revealing that they are magic-users. Once the Thelidu are defeated the light will vanish and the mages will fall to the floor.

Treasure - None

Area 8

This long room is utterly dark and smells of dust. The room is devoid of any ornament save for its mirrored walls and three solid metal tubes. Should the PCs enter this room the doors will close behind them and beams of light shoot from each of the tubes once. These beams will bounce around the room, causing each PC in the room to succeed 3 Saving Throws or be hit for 1d4 damage. There is a hidden panel by the door that has a lever that will reopen the door.

Treasure - None

Area 9

This room is empty save for the upper half of a Ragman. If approached the Ragman will begin to speak. It says only "We are not scarecrows" and will not answer any questions asked of it.

Treasure - None

Area 10

A long room with every surface mirrored. Behind a desk with faintly glowing blinking lights sits a cloaked figure who introduces himself as Ael. He will congratulate the PCs for their work and will offer them Cami in exchange for the other mages they have freed and their word to leave him and his master in peace. Should the PCs not agree he will call it regrettable and throw back his cloak revealing a Drow with glowing white eyes. (Note - If Spectres of Usarm has previously been played and the Emissary not defeated, Ael can be replaced with the Emissary).

Treasure - +1 Sword with a 40% chance of dealing an extra 1d6 fire damage.

Area 11

Save the doors to the other areas and the transport tube this Area is empty. In the lower left corner is a secret entrance to Area

16. When found the section of wall will dissolve revealing the room. After 3 seconds the section of wall will reappear as if nothing occurred.

Treasure - None

Area 12

Lockers line the wall filled with strange weapons the like the PCs have never seen. Most seem like hollow wands and staffs with handles attached at strange angles and places. None of them do anything and if the PCs pick any up they crumble to dust. If any of the PCs have previously seen a Firam they will notice a similarity between these and the Usarm Cultist weapon.

Treasure - None

Area 13 & 14

These rooms are empty save for more Ragmen. Each will begin to speak as the one in Area 9 when approached but nothing more. There is a 1-3 chance on a roll of a d6 that two of the Ragmen in either room will have enough energy to attack the PCs.

Treasure - None

Area 15

Several broken glass tubes stand in the center of this room. Once the PCs enter the same female voice as in Area 3 & 4 will announce a breach and the door will close and lock behind the PCs followed by the sound of wind. In the next 6 rounds the air will be completely removed from the area requiring a Saving Throw to avoid asphyxiation. An observant PC will notice a the same face in a panel that was in Area 3 & 4. Destruction of the panel or two rounds after the air has been removed will unlock the door. After the door unlocks there is a 3 in 6 chance that the floor will begin to shutter and the PCs will be

attacked by an amorphous creature known as a Pseudomorph.

Treasure - None

Area 16

This area is dark and cold and void of anything along its mirrors surfaces except the swirling mists of a sickly green and purple purple swirling the room's rear. Oddly the portal gives off no light but is itself perfectly illuminated. This portal leads to Area 17.

Treasure - None

Area 17

Except for the floors and the stairs that lead to a raised platform this area seems to have no walls or ceiling but the vastness of space instead. Standing on the balcony looking outward is a figure in blood red robes staring out into the vastness. He is aware the PCs are in the room but pays them no mind.

If any of the PCs attempt to move from the entrance a light beam as in Area 3 & 4 will shoot at them. Eventually the figure will turn revealing a humanoid with vaguely reptilian features. He is obviously very angry but offers to bargain with the PCs to avoid bloodshed. He wants fealty to his Master and requests the PCs hunt down any magic-user they find and return them to any of the five Horns. If the PCs agree he will give them a map of the location of the five Horns and teleport the PCs back to the town of Backbend with Cami at their side.

Should the PCs question Zelroxa about why he and his Master need the mages after they agree to his terms he will readily supply the information. The Master of the Horns wishes to unleash the power of the Scared Relic and reshape Usarm in the manner that the

Usarm gods had originally attempted before failing and sending the world into a dark age it has not yet recovered from.

Zelroxa, like the Drow and Thelidu are from another plane of existence and made a bargain with the Usarm before the original plan failed and trapped them all between dimensions for thousands of years.

If the PCs refuse he will sigh, and instantly transform into a young, black dragon announcing that he is Zelroxa the death of the PCs.

Zelroxa is secretly a coward should the PCs bring him to within a third of his total HP he will attempt to flee by first turning back to his human form then teleporting away. Should he get away the PCs have an enemy who will be seeking revenge. Should the dragon be defeated the PCs have rid the world of a growing threat.

Treasure - In Zelroxa's robes is a map to his treasure hoard which lay in the ruins of the great City of Ustin to the south. Zelroxa's robes are also enchanted offering -/+ 1 to AC. However, these robes mark the wearer as a servant of the Master of the Horn.

Concluding the Adventure

The defeat or retreat of Zelroxa is seemingly known and the Horn and town of Backbend are utterly abandoned by the Master of the Horn's servants. Tyor will gladly take the surviving mages under him and promises the aid of the Mage Academy to uncovering the secrets of the Horn and how to defeat its servants. The old mage admits he cannot close the portal but does place a powerful Death Ward on the threshold of the Mayor's

house to stop any who attempt entry into the Horn.

The PCs now know of 3 or 4 other horns and have the choice to either hunt them down or leave them for the time being. The ruins of Fallen Ustin lay to the south as well for the PCs to discover and explore to discover Zelroxa's treasure. However, Zelroxa was mated, like all dragons, to a much older and stronger female of the species who will have felt his death due to a mate bond. She will know who slew her mate and will hunt them.

If the PCs accepted either Ael or Zelroxa's proposal they will be sent missions in the future by the Master of Horn in the same manner that Tyor had summoned them.

Creatures & NPCs

Crocodile - HD 3; AC 4[15]; Atk Bite (1d6); ST 14; MV 9/12 swim; AL N; CL/XP 3/60; SPC None

Drow - HD 2+2; AC 4[15]; Atk Weapon (1d8+2); ST 13; MV 12; AL C; CL/XP 3/60; SPC Immune (Poison, Charm, Sleep), Dark Vision 120'

Drow Mage - HD 2+2; AC 7[12]; Atk Weapon (1d4+2), Spell; ST 13; MV 12; AL C; CL/XP 5/240; SPC Immune (Poison, Charm, Sleep), Dark Vision 120' Spells: Magic Missile, Shield, Sleep, Phantasmal Force, Web

Gliding Frog - HD 2+2; AC 6[13]; Atk Bite (1d4+Poison), Tongue 1d6+Swallow); ST 16; MV 12/36; AL N; CL/XP 6/400; SPC Breathe under Water, Glide, Swallow Whole (on successful tongue attack has 40% chance of swallow target, save negates)

Goblins - HD 1d6; AC 6[13]; Atk Weapon (1d6); ST 18; Mv 9; AL C; CL/XP B/10; SPC -1 to hit in direct sun.

Kobolds - HD 1d4 HP; AC 7 [12]; Atk Weapon (1d6); ST 18; MV 6; AL C; CL/XP A/5; SPC None

Lizardmen - HD 2+1; AC 5[14]; Atk 2 claws (1d3), 1 bite (1d8); ST 16; MV 6/12 (swimming) AL C; CL/XP 2/30; SPC Swimming

Pseudomorph, Lesser - HD 3; AC 4[15]; Atk Slam (1d6+2), Bite (1d4); ST 16; MV 3; CL/XP 4/120; SPC Copy (Can appear as any inanimate object of medium to large size), Stick (Any successful attack has a 45% chance of causing the target to become stuck to the Pseudomorph, save negates)

Ragmen - HD 2+2; AC 7 [12]; Atk Slam [1d4+2]; ST 16; MV 12; AL N; CL/XP 4/120; SPC Smother (On successful atk can attempt to cover and envelop target, smothering target for 1d4 hp per round, Save negates), Gestalt (defeated Ragmen have a 75% chance of their component pieces acting on their own with the same stats as the original Ragman)

Thelidu - HD 5+3; AC 4[15]; Atk 2 claws (1d6), tentacles(1d4) weapon (Firam 1d6); MV 13; SV 11; CL/XP 8/800; SPC Mental Powers, Brain Extraction

Ael - HD 3; HP 18; AC 4[15]; Atk Weapon (1d8+3+45% chance of 1d4 fire damage); ST 13; MV 12; AL C; CL/XP 3/60; SPC Immune (Poison, Charm, Sleep), Dark Vision 120'

Cami (MU 1) - HD 1; HP 3; AC 8[11]; Atk Staff (1d4); ST 17; MV 6; AL L; CL/XP 2/30; SPC Spells (Read Magic, Magic Missile)

Tyor (MU 4) - HD 4; HP 18; AC 5[14]; Atk Staff (1d4); ST 15; MV 6; AL L; CL/XP 5/240; SPC Spells (Detect Magic, Light, Protection from Evil (2), Magic Missile, ESP, Web, Wizard Lock, Fireball, Lightning Bolt)

Zelroxa - HD 6; HP 22; AC 2[17]; Atk 2 claws (1d4), bite (3d6); ST 9; MV 9/24 (flying); AL C; CL/XP 8/800; SPC Spits Acid, Spells (Charm Person, Shield (2), Magic Missile(4))

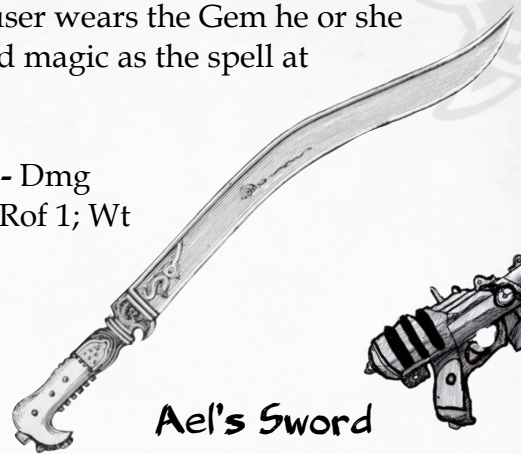
New Magic Items

Ael's Sword - Dmg 1d8+1 (40% chance 1d6 fire damage); Wt 10 lbs

Spell Gem - A small Gem that rests on the owner's brow



Spell Gem



Ael's Sword



Firarm

between his or her eyebrows. The Spell Gem acts like a Spell Book. The Spell Gem is also enchanted with "Read Magic" and as long as the user wears the Gem he or she can read magic as the spell at will.

Firarm - Dmg 1d6+1; Rof 1; Wt 3 lbs

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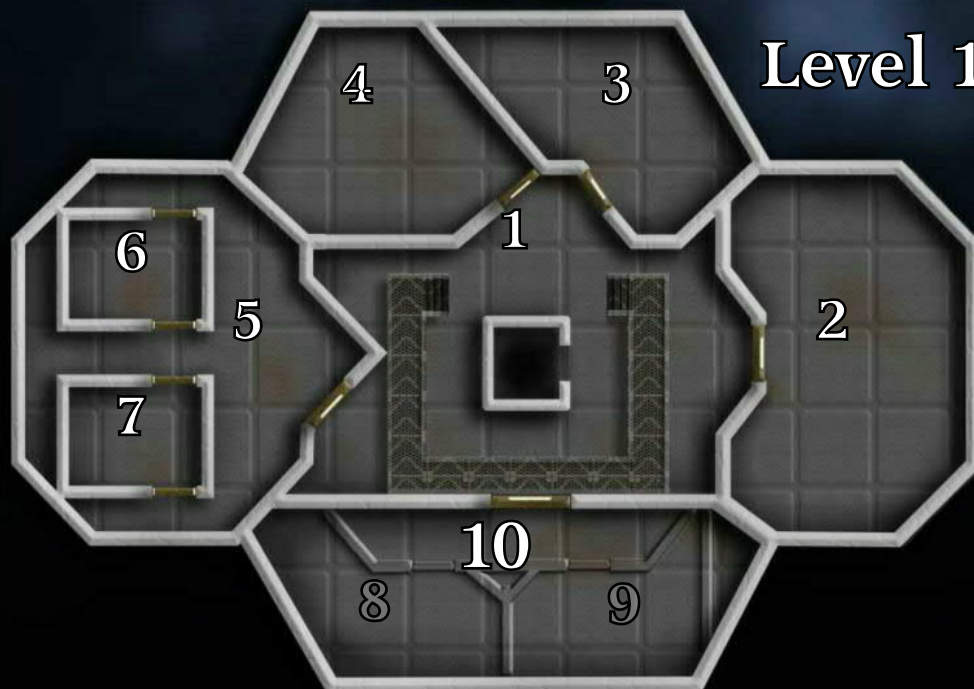
Level 3



Level 2



Level 1







In the swamp lands of southern Usarm a horn, glowing and bright has erupted from the fetid earth. The town of Backbend has become lost within the swamps it once boarded and its people have vanished. Tyor, Sage of the Mage Academy in Coralius, and his young apprentice Cami have been sent to investigate and discover the nature of the swamp's encroachment and that of the glowing Southern Horn.

What Tyor finds is a town overrun with Dark Elves and strange beings. Cami is taken in the night and Tyor desperate and alone sends a plea over psychic webs. Come to Backbend, breach the horn and discover its secrets and the plans of the Dark Elves ... and most of all save the apprentice he regards as a daughter!

"Assault on the Southern Horn" is the Longest Usarm adventure yet! 6 pages of adventure that answer questions and summon many new and possibly campaign shattering ones!