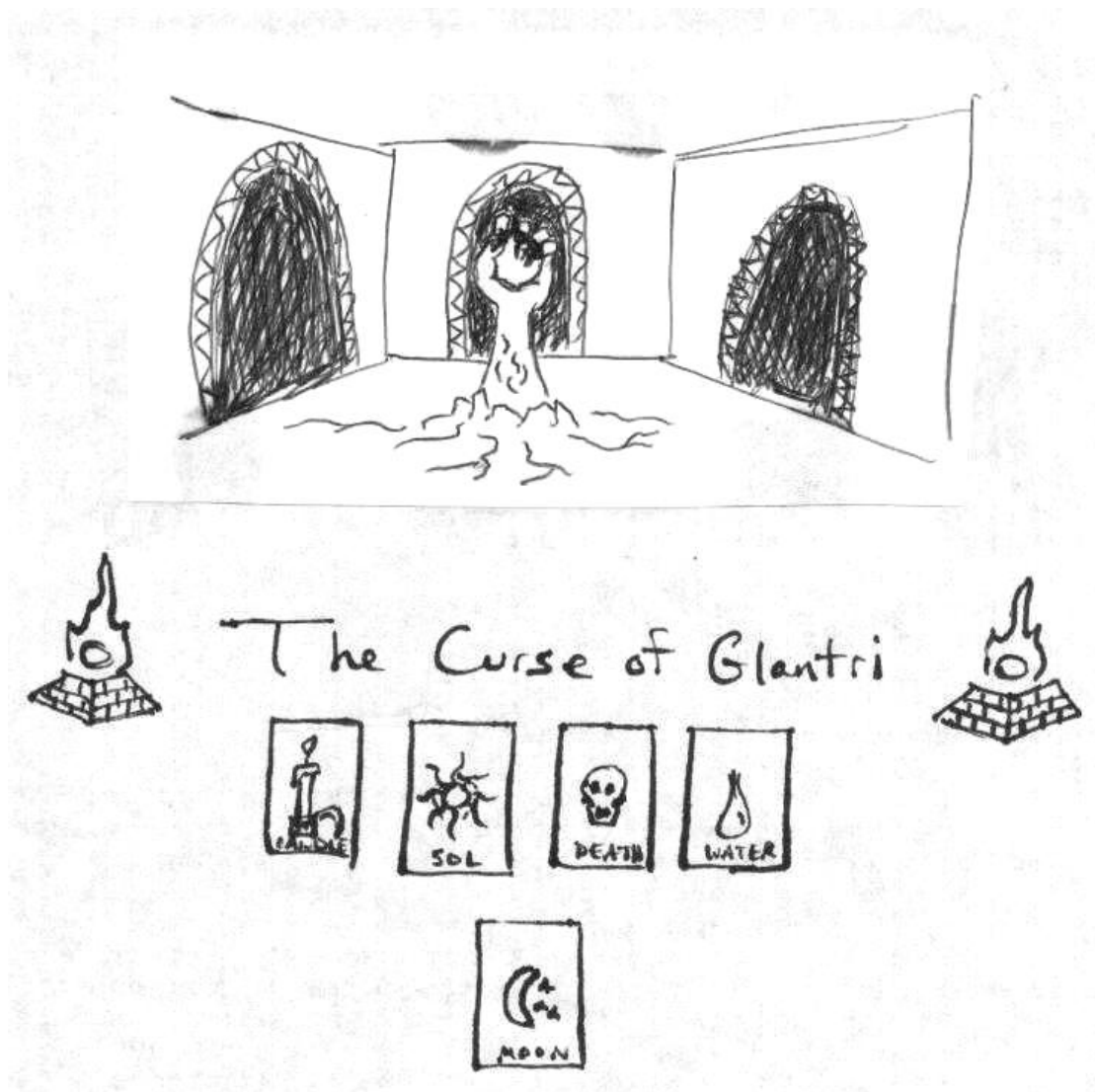


"So be it," intoned a deep voice, and the Dark Cleric smiled. Far, far away did the Beast's magic reach, and the cleric knew this.

Great catastrophes and earthquakes were occurring all over Glantri and the Grand Council knew this couldn't be good. Then rode in the barbarians from the east with ease, led by the Seventh Son. The barbarians have wanted this land since the beginning of Time and the Seventh Son had known this. He used them just he had used the power of the Beast. The Dark Cleric charged into the fray with his Iron Staff and Iron Ring as the Kingdom of Wizards fell...



The Curse of Glantri

by Angelo Bertolli

The Curse

The Curse is 10th level magic, embodied in the Orb which made its appearance bursting up through the floor in the center of the castle of Glantri City, grasped by a large stone claw. The Orb is a perfect sphere 12" in diameter and it pulses with an eerie red light. *The Curse causes all spells and spell-like items to backfire while in the Principalities of Glantri.*

A few princes may still barely be keeping their own in tact, but this will definitely not last unless they are able to regain their spell casting abilities soon. The Orb can be neutralized by plunging the God Knife into it and leaving it there. It will be magically held to it, but may be released by a dispel magic spell (at any level). If the God Knife is ever retrieved, the Curse will re-enact and the Beast's power will become twice as strong as it was before.

The Seventh Son

The Dark Cleric, or Seventh Son has powers in addition to being a cleric (as the prophecy has foretold). His Iron Ring and Iron Staff only have power as long as the Orb is still functioning. First, the Iron Ring absorbs spell attacks made upon him--much like a ring of spell turning except that there is no limit and the spells simply don't affect the wearer. The Iron Staff allows him to cast spells in Glantri without the Curse interfering. Furthermore he has the following powers.

- ❖ **Call upon the Beast:** this takes about a 10 hour ritual, but the Beast can do just about anything as long as it satisfies his own ends. (curses; create undead)
- ❖ **Call upon the Soul Eater:** the Seventh Son can summon the Soul Eater, taking one hour to do so.
- ❖ **View:** this allows a crystal ball view, unlimited range and time, but it takes one turn use.

DM notes: If the players are having a hard time without spells, give them a chance to steal the Iron Staff by having the cleric run of when they are about to beat him (he drops the staff). The cleric will get away and summon the Soul Eater to take care of them, but now they will be able to cast spells.

Selenica

The adventure begins when the characters are called upon in Selenica by the King of Selenica. The king is sick on his deathbed, leaving all important decisions to his young heir. His magistrate and advisor, a wizard, speaks to the characters about the importance of this adventure:

"There is a great and dark power growing in the north, in Glantri where I once lived. This same dark power has tried to take the life of

the king. While he still holds on, you must go to Glantri and destroy the curse that is there. This may be enough to release the king from the force that continues to try to rip his soul from his body. I have already sent a group to Glantri, but they have not returned."

He will meet the adventurers at the castle as soon as they're all together, telling them of the Curse on Glantri and of the importance for them to cooperate and "spare no expense." After all the Beast must be thwarted at every opportunity.

He will direct them to a table adorned with potions, "Go ahead. You can each take one for the journey." These special potions may not be tasted, and the wizard is not sure what they do either, but he promises that they're all helpful. The potions: thick red (heroism), cloudy slime (giant strength), blue (flying), clear with brown sediment (fortitude), thin yellow (super-healing), light green with wisps of dark blue (speed).

The wizard also sends Tantara the sprite with them. She will make sure things don't get out of hand between the adventurers. She is able to cast Charm Person once per day. Her attitude is playful, curious, and naive. (Tantara also secretly carries the Ring of Power which the wizard sends with her.)

Traveling

Before Corunglain: One or more times the Beast will send undead to stop them. Giant, glowing red eyes shed a chilling light from the dark skies above. Then a wicked laughter, and a deep evil voice echoes, "You will go no further." Then, it fades away and skeletons of different colors appear: red, blue, green, black, and gray. Each have a glowing point of light in their ribcage of the appropriate color. The red cannot be damaged until the rest are killed. Each time another one is killed, they collapse and their light flies joining the red one, giving the red more HD each time. The skeletons carry short swords except for the red one which uses a normal sword. Use this as many times as desired. The skeletons and their items disintegrate into heaps of chalky powder when all are killed.

Corunglain: see below.

Trekking the Broken Lands (after Corunglain): In addition to groups of orcs, goblins, and the most dreaded kobolds, the adventurers have a fair chance to encounter a Dark Knight. One of the Dark Knights is their leader and has better stats. They don't trust magic-users and will destroy their spell books. Before they include a player into one of their legions (if at all), the player is enslaved. The goals and assets of the Dark Knights are yet to be known.

Leaving the Broken Lands: When the adventurers are almost in the Principalities of Glantri, they will be ambushed by (24) crab spiders. One will jump down on them per round until they all stop coming. If the players kill them quickly enough, have them jump down two at a time.

Corunglain

When the city Corunglain is barely in view, the adventurers will sight a wagon under attack by a pair of manticores. Most of the guards are dead with spikes protruding from them and only three wounded remain. Closer, the adventurers see a fleeing man, obviously of some importance, running in their direction. When he glances up, he will implore them for help. He is the chancellor of Corunglain. If the adventurers help, they will all travel to the city and the chancellor will be sure to write them all invitations to a banquet announced by the king. Invitations should arrive a couple days later while the players are buying food for the journey.

The Banquet: The king's banquet is celebrating the sudden good economic conditions in Corunglain and the castle treasure which is back on its feet after an incident with an impostor king. Also, the king plans on making an announcement: Samantha, an elf friend to the king, is granted nobility, becoming a princess in Corunglain. This is a big deal and extremely rare. She is "adopted" by the ancestors of the king as Daughter of the House. (So declared by the king, since the ancestors could not come back from the grave to do so.) However, since she is obviously of no royal blood, she currently has no rights to the throne whatsoever. Also, her power is below any other nobility (including the captain of the guard, knights, chancellor, magistrate, judges, etc.), giving her power only over the servants and guards (who are still not obligated to follow her orders, but may be inclined to do what she says).

At the banquet, there are many opportunities to hear rumors and warnings (especially from the chancellor who knows them and introduce them to people). *Something worth mentioning:* the character's will be given a room at the castle and are expected to wear appropriate clothes, and cannot be carrying their weapons and adventuring equipment around. The festival gets more chaotic and wild as the night goes on with wine, women, and song. And since the players will have rooms, they can do a little wenching too. Amidst the chaos, the blacksmith will attempt to bring Samantha her shield vs. lightning (made from blue dragon scales) since she's been nagging him to get it done *before* the banquet. She wanted to get away and go somewhere, so the blacksmith also has a horse ready for her as compensation for his tardiness. However the guards aren't likely to let him in (but Samantha might get a glimpse and decide to leave--after all, no one is going to stop her now).

Rumors: The DM can use this list of rumors. An interesting way to give different players different rumors is to make a copy of these rumors, mark out all the true/false indicators with a marker, cut them out, and hand different ones to different players as you see fit. Give each player one initially to read, and as they role-play and do more things at the banquet, give them more. If they decide to just mind their own business and sleep the night, let it go at that. (Some of these wouldn't really qualify as rumors...)

King: Beware in the broken lands because Dark Knights have been sighted (true).

Chancellor: There was a necromancer here some time ago named Maximus the Black (true). Now he's gone and I'm glad because he seemed like a trouble maker. Ask Samantha, she knew him.

Noble: They say that in the Broken Lands the orcs are building a mighty city and are going to begin conquering surrounding areas as soon as they can (false).

Servant: the King's been sleeping with the new princess (true).

Captain of the Guard: The chancellors wife is pregnant again (true). I wonder which one of my men is responsible this time.

Wench: Psst (winks). Maybe we could find a room where we can be alone.

Server: Here, have a cold one (pours you an ale).

Maiden: You look like someone who can show a girl a good time and perhaps make her a woman.

Lady: I don't like the new princess. I think she's been sleeping with my husband (false).

Priestess: You've been staring at my legs all night, you sick pervert (and she avoids you).

Wealthy fighter: I'm thinking about calling it quits and taking one of the wenches with me.

Servant girl: (About to pour you some wine) Hey, don't you think you've had enough? (Looks at you) You sure you want some more?

Acolyte: My studies at the temple aren't too hard, but they're boring as hell! If I had my choice I'd be a hunter.

Bard: Sometimes the wealthy like for me to play, but most of the time I perform at the local pubs.

Knight: When you are a knight, you have a lot of responsibilities, but the rewards are great.

Jester: I have the keys to all the storage and treasury houses (false). But don't tell the king or I'll raise the taxes again.

Glantri City

The adventurers will encounter a tough crowd and may get into a few fights if they don't watch what they say, but on the whole, the barbarians aren't concerned with declaring war on a few travelers.

The adventurers may encounter a wise, old barbarian warlord who may take them in (if they prove their might) and explain some things to them if they ask. Of course, he sees the victory of the barbarians as a product of their own skill. He's only heard very little of the Dark Cleric and isn't sure if he believes it either. He will also be curious as to what they are doing here. He may be a little suspicious of their motives, but they don't seem to pose any kind of threat to the mighty barbarians and he won't hide anything he knows. They can stay with him as long as they want, and if

they do, he is likely to show them off or try to get them to join one of the nomadic tribes.

The way into the castle is restricted by barbarian guards who don't really know what they're guarding. Most barbarians don't know about the Dark Cleric who is in the castle--just a few barbarian leaders who secretly employ his help in their superstitious beliefs. These leaders stay at the castle with the Dark Cleric and, for some unknown reason, keep the cleric's existence a secret to the rest.

After a while, the adventurers will encounter a secret cult of magic less magic-users living in hideouts. After all, the barbarians don't trust witchcraft. They can't let the barbarians see them, and this poses a problem when there are thieves who can find you and chase you from your hiding place. (The thieves love having some "stupid" barbarians take over the land and have allied with them pretty well, bringing out hiding magic-users. This is good to provide and encounter.) The magic-users will naturally not be looking for the adventurers, and they will be worrying about other things. But Tantara will show them a ring from the wizard in Selenica, and the magic-users will take them in. Here the adventurers can find more detail on the Orb and what happened.

Their hideout is magically protected and was supposed to be sanctuary for the rulers of Glantri. They have tables with magical tools, scrolls, and vials of liquids on them. There are also some beds and worthless spell books lying about. On one wall of the place is an archway which seems to lead to nowhere except into a face of stone. The archway is carved with symbols and plated with gold. The magic-users have an underground passage to get into the dungeons of the castle.

The magic-users have been studying how to destroy the Orb which they know to embody the Curse. Currently, no one can even touch the Orb without a penetrating electrical shock throwing them back a few feet. They have found an ancient text but are unable to fully decipher it. They believe a silver idol has something to do with the Orb and think it's the key which the players must decide what to do with. They also know that the archway is some kind of Dimensional Door, but don't know how to open it.

Lair of the White Widow: One symbol in the center of the arch matches the symbol on the Ring of Power. If the others do not think to examine this, Tantara will notice and point it out. If the ring is touched to the wall within the arch, the Dimensional Door will open for 1 turn. On the other side there is a door just like it. This door leads into the Lair of the White Widow (see below) where can be found the Silver Idol. (The Lair of the White Widow is actually on the Ice Plateau and is not affected by the Curse.)

Into the Castle: If the characters discover that the Silver Idol is hollow, they may discover that there is a scroll inside which translates the ancient text. The ancient text talks about going into the Catacombs and beneath them to find the God Knife. The magic-users will tell them the only way into the Catacombs is a sealed door (in the floor) of the lowest dungeons in Glantri Castle. Forgotten though, is that the way to the Catacombs is not only sealed but guarded by two living statues (winged warriors).

The Catacombs: From the castle, they enter the Catacombs. It is suggested that the DM allow magic to work normally here.

Caverns of the Ancient Kingdom: Underneath the Catacombs, buried over the centuries is an ancient kingdom which thrived in these parts thousands of years ago when it was hot and arid. It is suggested that the DM allow magic to work normally here.

Creatures

The Dark Cleric (AC 10; LV 6, hp 24; MV 120; ATT weapon; DMG 1d6+1; SA F6; MR 8; TR (Q+S); AL C; XPV 725; STR 13, INT 11, WIS 14, DEX 6, CON 9, CHA 10; SPELLS darkness, protection from evil, hold person x2, striking; EQUIPMENT black robes, Iron Staff, Iron Ring, the Beast's symbol, small sack, belt pouch, 3 diamonds, 20 pp)

Soul Eater from *Creature Catalog AC9*.

Tantara (AC 5; HD 1/2; MV 60, fly 180; ATT n/a; DMG nil; SA E1; MR 8; TR special; AL N; XPV 6; EQUIPMENT Ring of Power)

Dark Knight (AC 2; LV 6; MV 60; ATT weapon; DMG by weapon+2; SA F6; MR 10; TR (Q+S); AL C; XPV 275; STR+2, CON+1; EQUIPMENT cursed potion, sword, dark shield, dark plate mail)

Barbarian from *Creature Catalog AC9*.

Winged Warrior from *Creature Catalog AC9*.

Further creatures are described as they appear below.

Magic

Random Curse (potion):

- ❖ Bad luck, -1 on all die rolls
- ❖ Strength score cut in half
- ❖ Blindness
- ❖ Save or flee from monsters
- ❖ Loose all spells
- ❖ Turned into a mouse

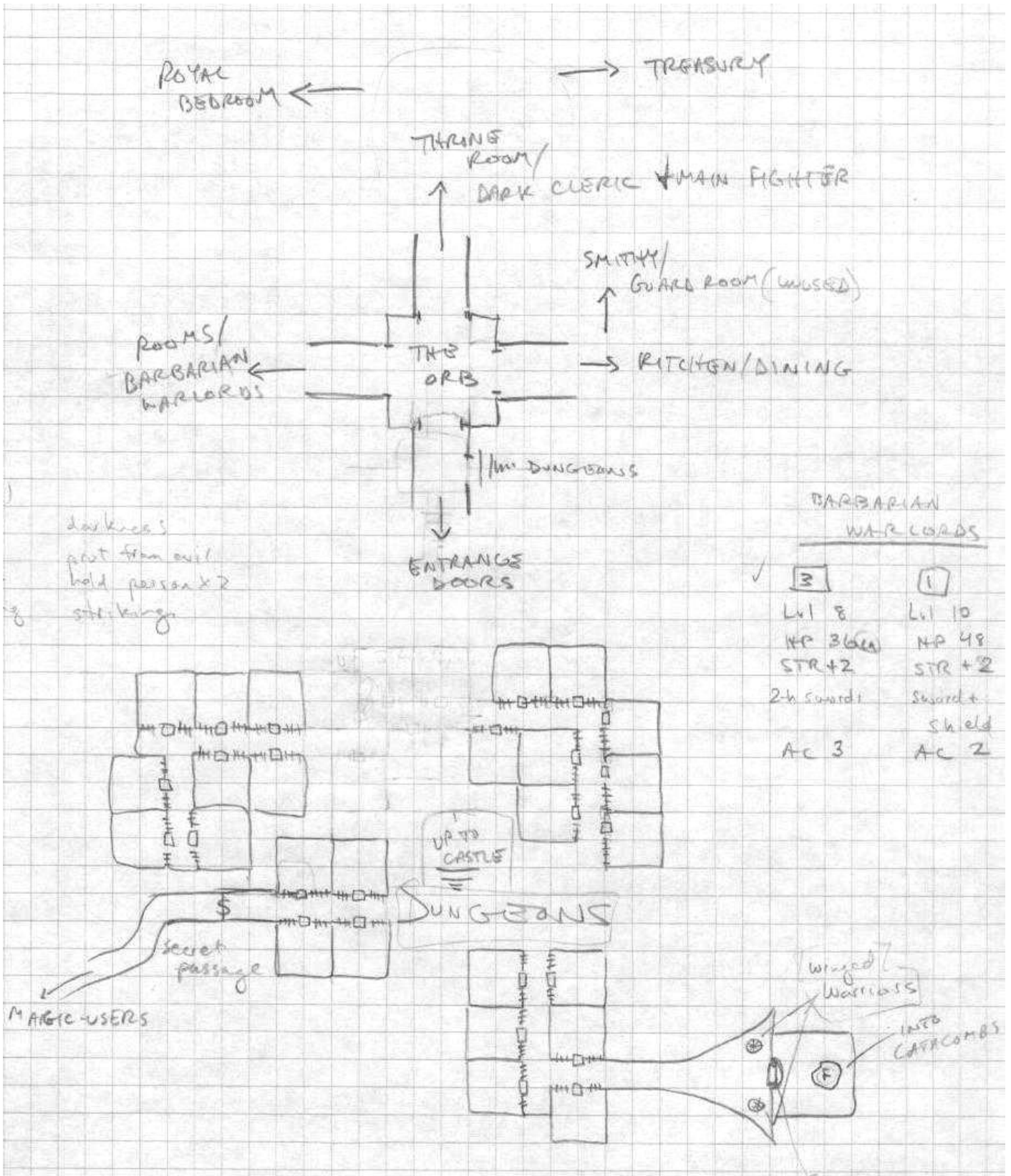
Ring of Power: allows the wearer to cast Power 1 per turn.

Power (level 1, magic-user spell): This spell is totally unpredictable, doing something weird and different or may do nothing at all. First, the DM sees if he can determine the effect (he may choose it). Or use the chart roll 1d8:

1	nothing
2 to 4	1st level magic-user spell
5 to 6	1st level cleric spell
7 to 8	2nd level magic-user spell

(DM chooses details, 1-2 on 1d6 chance to backfire--undesired effect.)

Further magic is described as it appears below.



Portion of Glantri Castle

Lair of the White Widow

The Lair of the White Widow is in all-white icy caverns in the Ice Plateau NW of Glantri.

Remember to check for light.

(1) Walk through dimensional door similar to one just used. Portal still glows with magic and gateway which looks like a pool of vertical water, glistening when it ripples, remains open. Room entered is about 30' roughly square--drips are heard echoing throughout the cold icy passages of these white caverns. Straight ahead is a passage and a draft can be felt coming from the passage on the left.

Who is going to guide and lead? What formation (order)? Who will divide up the treasure? (someone everyone trusts) Walls are very cold, smooth rock, carved and polished by centuries of melting ice and dripping water. In one turn: dimensional door closes and can be opened using the Ring of Power.

[hear laughing echoing through the corridors]

(2) There is a narrowing side passage to the right, but it is blocked by rubble--a landslide. The rocks are dark in color and you notice something barely white sticking out.

Envelope labeled "INSTANT ARMOR," containing chalky white powder.

Instant Armor: forms into hard, lightweight (plastic) plate mail; also usable by thieves and mages; NO ENC, AC 0, 1d4 hours

(3) This is a room 40'x30'. There is an archway straight ahead and a passage to the left--both you cannot see into. Ice statues line the walls of this room. As the characters enter, the statues attack!

There are 14 ice statues total--6 up, 8 down (walls).

Ice Statue same as *Living Crystal Statue* from *Rules Cyclopedia*.

(4) Circular room 50' diameter. Ring of bars from floor to ceiling with a 40' diameter and a silver door to gain entrance. Beyond the pillar-like stone is a blue rod
The silver door is locked. If the characters figure out how to open the silver door, everyone on the adventure gains 1/2 base xp to get to the next level. The rod is the Rod of the Nixie.

Nixie Rod: usable 1 per round to create 15' cube ice storm, 3d6 dmg

(5) Room 40'x40'. When your light touches this room, bats start to fly around your head. For a moment you are confused.

62 bats, 3 gray oozes squeeze through ceiling and drop (surprise) while players are confused.

Normal Bat from *Rules Cyclopedia*.

Gray Ooze from *Rules Cyclopedia*.

(6) Cell 30'x20' with bars and locked door. On the left wall hangs a sword, on the right wall hangs a bow and arrows.

The sword is the Ice Sword. The bow is named "Ironheart." The arrows are magical, Arrows of the Spider.

Ice Sword: sword +1, +4 vs. fire, Cone of Cold 1 per day (as the Wand of Cold)

Long Bow named "Ironheart": metallic long bow +1, polymorphs into sword +1 on command

Spider Arrows: victim wrapped in a mass of sticky strands and is tied-up (save vs. paralysis to break)

(7) Room 30'x50'. In one corner is some straw. In the other is a table with 3 potions, a dagger, and gems on it. Under the table is a chest.

This is the home of a crazy coldrake who takes the form of a dwarf. He will insanely berserk them if he sees them... but he's probably wandering around in the dungeon. He can get out through room (9) because he can fly.

Coldrake from *Rules Cyclopedia*.

The potions: delusion (undead control), fire resistance, and invisibility. The dagger is normal. The gems are worth 500 gp each. The chest is trapped: save vs. wands or take a shock (2d8 dmg). The chest contains 200 gp and thieves tools.

(8) Odd room 20'x30'. Small altar on back wall with Silver Idol on it. Between the players and it are 6 giant centipedes entwined and writhing. They attack.

Giant Centipede from *Rules Cyclopedia*.

Upon picking up the idol, a character will notice that it must be hollow. If broken open, there is a scroll that seems to translate strange runes (*see below*).

[break web to enter]

(9) Large circular room 70' diameter. Most of it is a big pit, but there is a ledge around so that passage is possible to the eight exits positioned evenly around the room. The bottom of the pit cannot be seen because of the distance and it is filled with a stiff ice-like web. This web also stretches around the corners and sides. This room is lighted from a large hole--as wide as the room--in the ceiling leading 40' to outside. There are only few places to exit this way as most is blocked by ice-web. This sprinkles rainbow hues into the rest of the room. You see movement among the complex strands below.

[hear someone shouting "HELP HELP" echoing]

This is the Lair of the White Widow. If they quickly exit a near passage it will not have time to attack unless they get paralyzed by the webbing blocking all along the edge.

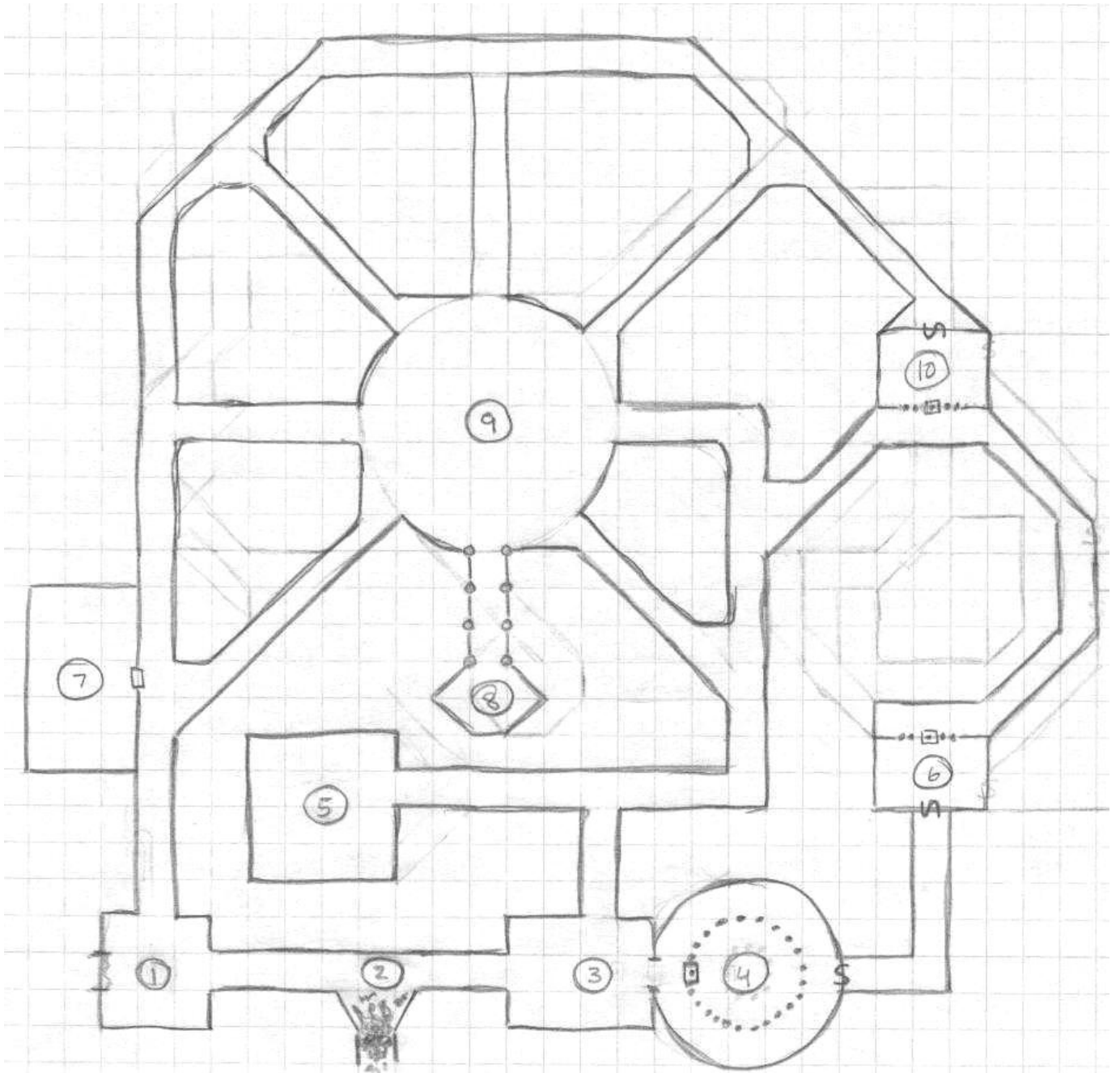
White Widow (AC 4; HD 5***; MV 120; ATT bite or web squirt; DMG 1d10+poison or paralysis; SA F5; MR 9; TR C; AL C; XPV 550; can only be hit by magic/silver, bite: save vs. poison (-2) or paralysis for 2d4 turns, web squirt: freezing venom, 30' range, save vs. poison (+2) or paralysis 2d4 rounds, spider web (frozen venom) anyone touching must save vs. poison (+4) or paralysis while in contact and 2 rounds after)

(10) Cell 30'x20' with bars and locked door. In far right corner is a pile of treasure and in the center is a floating key.

The silver key is actually in the middle of a gelatinous cube, which will likely remain unnoticed until the characters are able to go in through the secret door and are attacked.

Gelatinous Cube *from Rules Cyclopedia.*

Treasure: 100 copper, 200 silver, 200 gold, 10 gems (50 each), jeweled necklace (200 gp), and 2 gem-studded gloves (400 each).



Glantri Catacombs

(1) Sign on the door reads: "THE CRYPT OF THE HIGH ELVES." Room 60'x60'. Contains 4 tombs, each reaching 4' high, including the heavy stone lids. An eerie red light catches your attention--there are 4 dark robed figures holding small, diffuse, red glowing spheres in each hand. They throw them at you...

These are 4 wyrds. The tombs cannot be opened and there is nothing of interest.

Wyrd from *Creature Catalog AC9*.

(2) Sign on the grave: "McGREGOR'S GRAVE."

Searching the grave reveals a scroll: "Look from the archway to find the door."

(3) Sign on the wall: "HALL OF ELVES." Before you is a hallway lined with graves of elves who lived here long, long ago.

The graves cannot be opened.

(4) You look around the corner. you see a hoard of bestial humans, their flesh tearing away.

Ghoul from *Rules Cyclopedia*.

(5) Sign on the door: "THE UNHOLY." Room 50'x30'. If any grave is disturbed, a wraith will appear.

Wraith from *Rules Cyclopedia*.

(6) Trap! Strangle vines drop (10 Vines).

Strangle Vine from *Creature Catalog AC9*.

(7) Locked electrum door. [Opening this door restores all lost levels for 1d4 turns and all energy drainers on this level lose their ability to do so permanently.] Room 30'x30'. Electrum statues of pegasi in the four corners. In the middle is a long electrum box bolted to the floor.

Opening the box reveals the Rod of the Pegasus.

Pegasus Rod: 3d6 dmg, 30' lit bolt, 1 per round

(8) Another Dimensional Door (open with Ring of Power). Walking through, the players are back in the magic-users' hideout. Operates just like the one in the Lair of the White Widow. The door in the hideout still leads to the Lair, *not* the Catacombs when *activated* in the hideout (if they go back through before a turn is over, they go back to the Catacombs).

(9) Sign on the door: "GRAVES OF CHAOS." Enter a room 40'x40'. On the left side is an altar, on the right side are graves.

Graves cannot be opened. Touching the altar causes 1d6+1 points of damage (per round). Furthermore, bestows *one* curse (not cumulative) unless a save vs. spells is made.

Curses

1. Weakness (str 3)
2. Become 1' shorter, grow ears & tail--Charisma cut in half
3. Cowardice (save vs. paralysis or flee from monsters)
4. Forget all spells and Intelligence cut in half
5. Bad Luck (-3 to all saves)
6. Clumsiness (dex 3)

(10) Sign on the door: "DEMARA'S FOUNTAIN." Room 60'x50'. See a row of statues. Walk down the row of statues into the room part. In the 4 corners are statues of paladins. In the middle is a beautiful, clean fountain. With it's body around the fountain, the head of a skeletal dragon rises. It's glowing eyes turn your way...

The fountain is an abundant source of "potions of healing." The characters can be totally healed if they simply touch the water that is still in the fountain.

Skeletal Dragon (AC 1; HD 8; MV 90; ATT 3; DMG 1d6/1d6/3d8; SA F8; MR 12; TR H; AL C; XPV 650)

(11) Room 30'x30', lined with graves. There is a large statue of a shrieking Nereid (female water haunt) with a chain necklace. On the necklace is an electrum key.

The key opens the electrum door. Trap: if someone tries to take the key, a stream of flaming oil will come from the Nereid's mouth--if standing in front (assumed), automatic hit, else no hit. DMG 2d8

(12) Sign on the door: "TOMB OF DEMARA." Huge room 90'x90'. At the far end are four large statues of faeries adorning the four corners of a large tomb. Between you and it is a large elliptical pool 50'x30' made entirely of gems. you can tell this place has not been disturbed for many years.

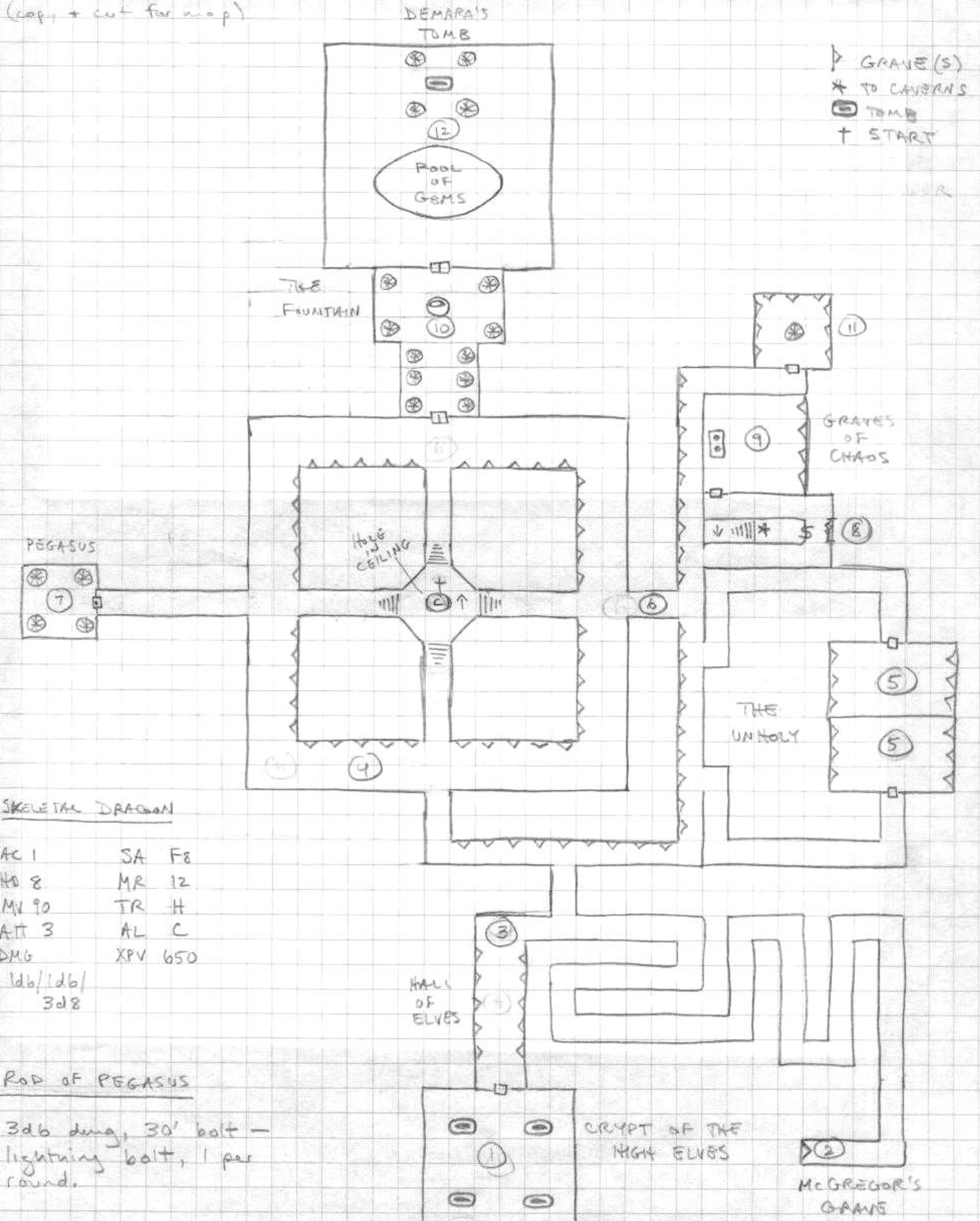
The gems are of various colors, players can "fill up" on them. However, touching a gem will disturb Demara--rise from tomb, ancient mummy of an elven lord. Attacks. If the mummy is killed, the place begins to crumble. The characters should leave, or they will be trapped inside when a large stone slab falls blocking the door from the inside of Damara's Tomb.

Mummy from *Rules Cyclopedia*.

Clear gem: 100 gp
Red/smoke gems: 50 gp
Blue/green gems: 10 gp
Yellow gem: 5 gp

GLANTRI CATACOMBS

(copy + cut for map)



SKELTAL DRAGON

AC 1 SA F8
 HD 8 MR 12
 MV 90 TR H
 AT 3 AL C
 DMG XPV 650

1db/1db/
 3d8

ROD OF PEGASUS

3db dmg, 30' bolt -
 lightning bolt, 1 per
 round.

Caverns of the Ancient Kingdom

(1) As you walk through the hallway, you get a very bad feeling about this place. A cool draft blows, save vs. spells or run and hide (fear).

(2) As you walk through this passage, you feel it start to get warm really fast, even enough to make you start to sweat. You stop to take a rest. The great heat seems to be coming from the room at the end which is also seems to be glowing with red heat from the inside. The heat in that room must be scorching.

(3) Diamond room 50'x50'. This room is HOT. There are pools of lava, making it hard for you to make your way through the room.

A Lava Ooze attacks.

Lava Ooze from *Rules Cyclopedia*.

(4) This 20' wide hall is lined with archways and filled with fire.

The fire is a 12 HD Fire Elemental.

Fire Elemental from *Rules Cyclopedia*.

(5) Large Phoenix Statue--Rod of the Phoenix

Phoenix Rod: 3d6 dmg, 15' diameter fireball, 1 per round

(6) A strong wind blows as you enter the room 50'x90'. There is a pit cutting this room in half, 50' wide and about 20' deep. The air starts to take form in front of you...

It is a 12 HD Air Elemental. In the pit it is hard to see, but there is a black pudding. The secret passage is *in* the pit.

Air Elemental from *Rules Cyclopedia*.

(7) The passage widens and you enter an area of dark fog. You can only see a few feet in front of you (5-10). You stay close so as not to lose each other and continue into the darkness.

Roll 1d6 for each character when they pass through here. On a roll of 1, a shadowy figure forms in front of that character. The character must save vs. spells or flee. The figure is a shadow, and attacks.

(8) You enter a room 50'x50' with rounded corners. In the middle of the room is a slave girl being beaten by a demon-like creature.

This is the Lamara's illusion to get a surprise attack on the party.

Lamara from *Creature Catalog AC9*.

(9) You walk down a hall for about 60' then, you find yourself in a hall and room whose walls are purple curtains. Ahead of you is an altar with an inscription on it. On the altar lies a dagger.

The God Knife (artifact): equivalent to a dagger +10, gains +10 to hit, and does 1d20 dmg.

The God Knife. It is the Lamara's job to guard this, and unless she is killed, any non magic-user who attempts to take the God Knife will have a powerful curse put upon him (DM's choice). If they get the God Knife, find the character that needs the most experience to level, and give everyone that amount.

Outside the curtains are the nightmares of anyone who looks into there. Any character opening the curtain must save vs. spells or flee. Behind the curtains, also are waiting spectres. They cannot leave that area, but will attack if anyone decides to go there.

(10) A well--dried up, but is covered with short wood planks and houses a complex of rooms and passages. There is a 1 foot tall hole in the base--this is the home of Cay-Men. (Creature Catalogue) --want food.

Cay Men from *Creature Catalog AC9*.

(11) Storeroom (1 side): dusty room filled with shelves. Barrels, bags, pots, and jars line every shelf and are stacked on the floor.

Searching reveals 2 coils of rope, 2 pickaxes, shovel, small hammer, 2 kegs of ale (10 gp ea), small barrel of brandy (30 gp)

Armory: the other side of the room is crowded with shelves of battered helmets, dented shields, and nicked swords. The walls are lined with racks of spears and axes.

12 spears
6 swords
6 shields
8 plate mail
4 battle axes
4 cloaks

Scroll: "the orb of dragon kind was a powerful magical item that could change a person into a dragon once its magical secrets were unlocked."

(12) Alchemist's room: this old room is covered with potions, magical notes, and scrolls.

Scroll of protection from magic

Scroll of protection from lycanthropes

Scrolls (read magic, detect magic, ventriloquism, detect invisible, wizard lock, levitate, dispel magic, lightning bolt, ice storm)

Potions:

COLOR	CONSISTENCY	TYPE
purple	thick	poison
light blue	thick	polymorph self
pink	normal	poison
gray	normal	clairvoyance
black	thick	growth
white	thin	poison

(13) Guard's quarters: small uninteresting rooms

1) Good Sword

- 2) Silver dagger
- 3) Shield w/ symbol of Sun

(14) Treasure Room: the light glitters across chests and treasures about this room. In this room are bags, pieces of armor, piles of coins and jewels, and mighty 2-handed battle axe. All that stands between you and the treasure is a gargantuan snake. This huge python is 60' long with a head the size of a horse.

Gargantuan Snake (AC 1; HD 20*; MV 60; ATT bite/squeeze; DMG 2d8/4d8; SA F10; MR 11; TR Ux4 (at 2x normal %); AL N; XPV 4500; On a hit roll of 20, the python can wrap around a victim, squeezing for 2d8 each round.)

Searching reveals

- small chest: 200 pp
- wooden box: huge ruby (100,000 gp)
- small sack: 200 gp
- large sack: 300 gp, 300 sp
- large sack: 600 ep
- pouch: 12 various gems
- pile of silver (2000) and copper (8000)
- studded Leather Armor of the Sun (+4, +8 vs. paralysis and stone)
- on the wall--plate mail, reinforced with chain mail and pants, complete with helmet: Armor of the Dragon (base AC 2, +2, +5 vs. Dragon Breath, encumbrance 600)
- Gem studded shield +3

(15) King's Room: Once extravagantly furnished, now kind of decayed.

Searching reveals 8 jewels, fine cloth, and 2 silver figurines 2' tall (living silver statues)

Silver Statue from *Creature Catalog AC9*.

(16) Grand Hall: the torches still burn, even after those many years.

Torches of Eternal Flame: never go out and can be commanded either on or off.

(17) Statue Hall: horrid smells of rotting.

(18) Kitchen: the kitchen is cluttered and smelly. It is furnished with a table, a big fireplace, and shelves loaded with junk. Three ragged human skeletons lie in one corner.

- skeleton--ring of cold resistance
- skeleton--medallion of ESP 30'
- shelf--poison and antidote
- Clay Jar--450 gp

(19) Dining Room: this place is empty except for a table and chairs. The dishes are of a silvery metal--one is still shiny. You think you see something move reflecting from above it, but when you look up nothing's there.

Silver Plate--Mirror of Life Trapping.

Creatures of the Mirror (about 1200 years ago)

1. Lackard. Lupin (ancient race of dog-men, creature catalog) One of Conan's friends and warriors.
2. Trissa. Druidess who was a guest of Conan once peace had settled in the realm. (level 12)
3. Veronica. A friend of a friend of Conan. She became one of Conan's warriors and ate with them at his table. Despite Lackard's appearance, she's grown to like him over the centuries.
4. Wolfsbane. Lackard's pet dire wolf.
5. Codo. Conan's cook. He's almost lost his mind over the years, tending to be silent and zombie-like.
6. Akarok. A guest of Conan from the north--a Quarik. This Quarik's particular city was called the City of Gold. And the pet of the City of Gold--a protective creature who was brought with the first Firelord--is the firetail. The reason it was called the City of Gold was because of the way the sun hit it at 6:00 in the afternoon, giving it a glowing yellow quality.

(20) Throne Room: As the doors swing open, torches on the walls mysteriously light up, revealing a noble throne room. An old skeletal human body sits on a stone throne at the back of the room. With a crown on his head and such noble stature, you know this is Conan, the warrior king. The torches also reveal a creature floating in the middle of the room with many eyes.

It is a Wandering Eyes.

Carpet--800 gp, 400 enc.

Conan's Crown (bone crown)-- protection +1.

In Conan's Hands--grayish transparent bauble 2" diameter with image of a dragon inside that changes color when turned in the light (Orb of Dragonkind).

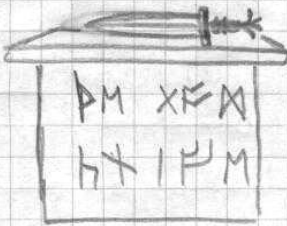
Wandering Eyes (AC 4; HD 8***; MV 90; ATT bite; DMG 2d4; SA F8; MR 10; TR L,N,O; AL any; XPV 2300; *see description below*)

Some have speculated that the Wandering Eyes is related to the beholder, however it seems they might have originated in two completely different areas. As a whole, Wandering Eyes are much more pleasant to behold. A Wandering Eyes looks like a floating orb-like head (about 2' wide) with a single large eye in its forehead and a mouth. Out of the back of its head grow five trunk-like or snake-like appendages, forming a kind of star formation around the head, and usually facing forward. Each stalk ends in a small sphere containing an eye. Each of the smaller eyes creates a ray with a different magical effect; each can be used each round. While there can be different abilities, generally Wandering Eyes have the following (range 120'):

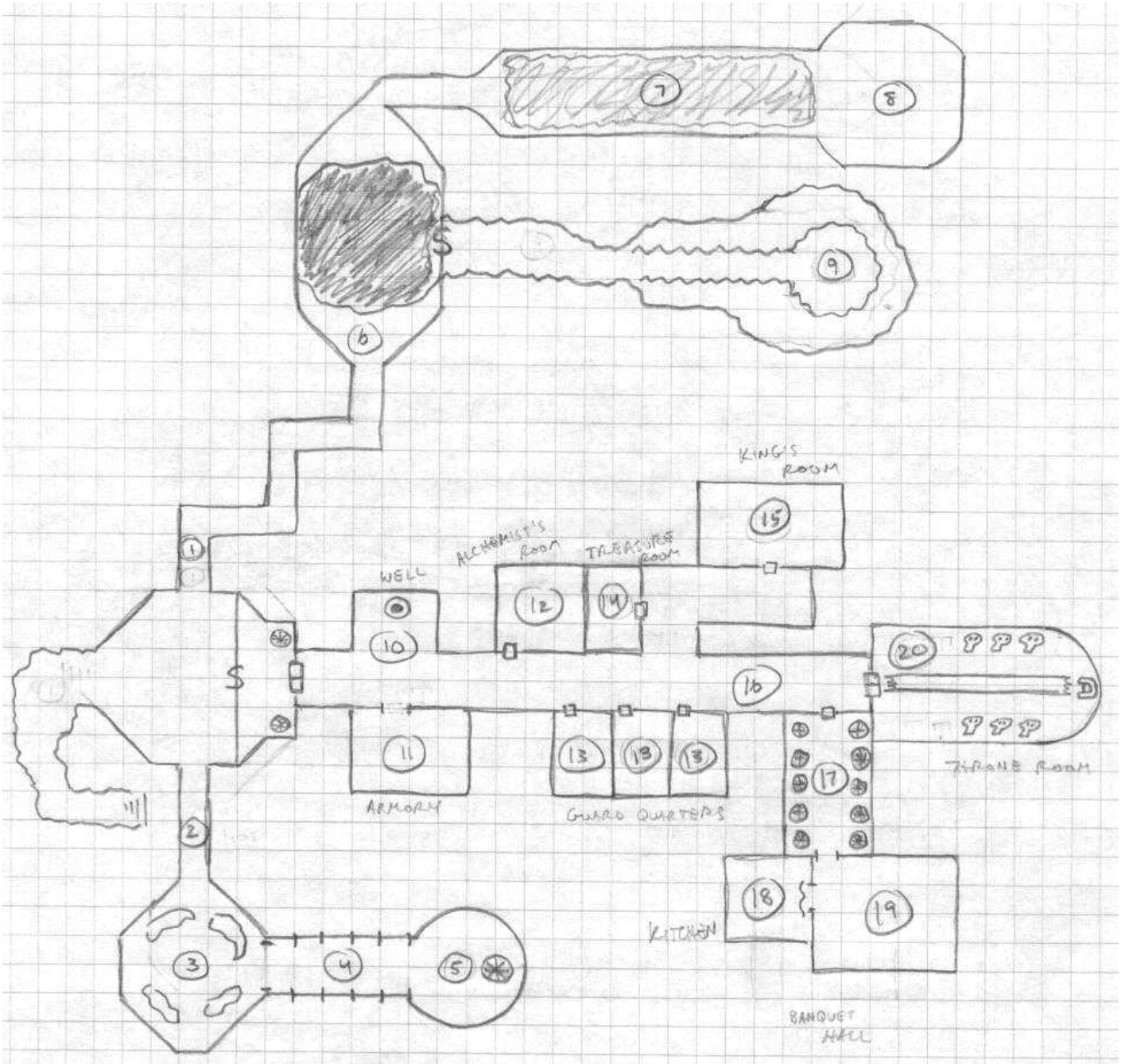
- *Eye 1:* Attack. This ray operates like a magic missile spell, doing 3d6+3 points of damage, and the ray can create fire, cold, or lightning damage.
- *Eye 2:* Charm. The victim must be affected as Charm Monster.
- *Eye 3:* Fear. As the cleric spell Cause Fear.

- *Eye 4:* Stun. The victim must save vs. spells or be stunned 2d4 rounds (no action, move 1/3, -4 to saves, +4 AC, cannot concentrate)
- *Eye 5:* Confusion. The victim is affected as the magic-user spell.
- *Central:* Passwall. As the magic-user spell.

In addition, the central eye has perfect night vision and can see magically in the darkest of darkness. A Wandering Eyes moves by means of a magical flight, but is somewhat faster than beholders.



THE GOD KNIFE
 Worth +10,
 does 1d20,
 artifact
 (+10 to hit)



Appendix A: explanations, clarifications, and notes

Here is a list of NPCs which went on the adventure.

- **Prudence**, Lawful Fighter, Level 4, AC 5, HP 24
- **Fleetwood**, Lawful Fighter, Level 8, AC 2, HP 40
- **Marcus**, Neutral Thief, Level 5, AC 5, HP 14
- **Tomei**, Lawful Cleric, Level 4, AC 4, HP 19
- **Corvus**, Neutral Magic-user, Level 5, AC 8, HP 8
- **Leanna**, Neutral Magic-user/Werewolf, Level 2, AC 9, HP 17
- **Tantala**, Neutral Magic-user/Sprite, Level 1, AC 5, HP 2

They were given royal steeds and food for the journey by Gandolph. Gandolph also sent Tantala with the Ring of Power (secret) to guide them. Marcus wanted revenge on Samantha who killed Spirit. Tantala liked Corvus. Tantala gave the Ring of Power to Corvus.

They encountered Sadie on their way out of Corunglain. She was captured as a slave to the Dark Knights. They saw her fleeing back into Corunglain with dark soldiers and a cart of slaves chasing her. Baltar freed the slaves, and was wearing golden armor at the time. He tried to make a name for himself, and told them that the "Golden One" had freed them.

"Sexy" Sadie

Pretty face and good personality, but what people notice most is her body. Worked at the XXX bar in Selenica. One day, she met someone who swept her off her feet and she went with him to Corunglain (Maximus the Black). But he left after he was through using her body for himself and to bribe people. She hasn't seen him since. Now she visits the guard barracks in Corunglain to get enough money to go back home. Unfortunately, the guards get drunk often and beat her.

(Encounter: Captured as a slave to Dark Knights.)

They were harassed by Barbarians in Glantri.

Glantri

You see a kingdom once ruled by good and noble wizards, but now a wretched slum filled with barbarians. These are hard times for the people of Glantri...

"Give us your horses!" shouts a barbarian. "AND the rest of your stuff."

You eventually arrive in Glantri City, the capital. The barbarians here seem less concerned with you. You decide to pay a visit to the tavern. Raucous shouts and laughter

spill out of the banquet hall. Dishes smash. You hear a lurching song. A former Glantri soldier, a deserter, with a frowsty barmaid, heads for one of the rough lodgings farther along the balcony. You shiver at this nest of cutthroats and brigands, but following the party, enter anyway.

Not long after, you've been sucked into a bar fight. Unfortunately, they're tougher than you and you're getting your ass kicked by two or three brawlers--you can't see very well now. A hand pulls you out of the middle of it, and takes you to a back door. You go down the hall to the last door, ignoring all the animalistic noises from the other rooms. (It must be mating season.)

The Bar in Glantri

(Baltar)

You notice one woman sitting at a table by herself, watching the people fight. She's a warrior, but more of a true adventurer. She's not overly beautiful, but something about her--maybe it's her flowing red hair--just takes your breath away. She motions for you. "Come, sit with me," she says as you and Corvus sit down.

"I'm September," she tells you not fully trusting you. "I heard you mention the magic-users to the barkeep. Why are you here..." -- "Where did you get this!" she exclaims at Corvus, holding his hand with the ring showing. Before you can answer, she gets up and takes you through a back door. You go down the end of the hallway, passing doors on the right and left--rooms apparently containing wenches and their customers. You go into a door at the end of the hall.

(Dilvish follows)

You find yourself in a normal room. "They sure don't keep this place up to any kind of standard," says Marcus. "No telling how many whores have done their work on those sheets since the last time they've been washed." You all begin to search. Marcus finds a door in the floor and drops down into a small hole. He opens a secret door in the wall of a pit...

You're traveling underground, through a passage lit by an eerie green glow. You soon find you're destination. Your friend and Corvus are here with a female adventurer whom you haven't seen. There's something mysteriously attractive about her.

You've arrived at the magic-users' hideout. There are only a few left. There are tables with magical tools, scrolls, and vials of liquids on them. There are also some beds and worthless spell books lying about. On a wall of the place is an archway which seems to lead nowhere except into a face of stone. The archway is carved with symbols and plated with gold.

The Tale of the Curse

The magic-users know you have come to help, and tell you the story, "Barbarians invaded the land. They came

mounted on mighty steeds and with blood on their minds. They broke through all our magic, all the while earthquakes and great disasters befell our noble city., In the castle, the Curse took form--10th level magic embodied in an Orb. Thus far, no one can even touch the Orb without a penetrating electrical shock throwing him back three feet. Now the Dark Cleric resides in the castle and all is lost."

The users have found an ancient text but are unable to fully decipher it. They believe a certain silver idol can destroy the Orb and that the archway is some kind of Dimensional Door. They have a secret entrance into the dungeon. From the dungeon you can access the rest of the castle, dangerous though it is. There is also a sealed door at the far end of the dungeon beyond which are the sacred catacombs of the ancient lords.

Other Notes

- Veronica ended up being a 4th level mystic.
- Lackard (a lupin) was a 4HD monster.
- Quariks are humanoids with sharp teeth and 2 long fangs, and clawed feet for walking on the ice. Their city is made of crystal which is why it sparkles in the sun.
- It was later determined that the Dark Cleric was none other than Laertes Triumphant who found his way into the Lost City (underground) many years later and started a cult to worship a monster known as Zargon.

Appendix B : second version changes

Creating Characters

- 1) Create a character that you've always wanted to play, multi-class, multi-race.
- 2) Characters on levels 6 to 8, possibly 10 for anyone playing a thief
- 3) Characters have as many magical items to start with equal to half their level
- 4) Roll 10d6 for physical and 10d6 for mental abilities

Starting Items

Quickword: short sword +X, auto initiative, 1 in 3 chance of 2 attacks

Luckblade: sword +X, +X vs. saves

Black Glove: drains 1d6+1 hp from a creature and transfers it to the user

Hammer of Striking: dark hammer that does 2d6 dmg, of which 1d6 is magical, a striking spell doubles the damage to 4d6

Bloodsword: sword +X, heals user X pt per hit

Crimson Harp: harp/lyre made of ruby, unwilling may save vs. spells...

courage +1 melee hit/dmg

fear -1 melee hit/dmg, -2 morale

charm mesmerized, no attack unless hit

soothing calm/peaceful, +2 reaction

Red Dragon Shield: shield +4 vs. fire

Snail Shield: shield +4 vs. acid

Blue Dragon Armor: plate mail +4 vs. lightning, -2 points per die dmg

Dragon Sword: sword +X can charge up 1/turn with any dragon power (fire, cold, acid, etc.) This can be used as an attack on a creature for Xd6 points of extra damage, fired as energy up to 60' away, or in other various ways, eg. heating up a tub of water with red dragon ability.

White Whip: whip +X, victim must save vs. paralysis or be paralyzed for Xd4 rounds.

Continual Light Amulet: this amulet has a continual light spell cast on it.

Mystic

Adjustments:

- no enchanted hand attacks
- no increased movement rate
- multiple attacks are multiple actions
- cannot find or remove traps
- gain xp normally
- no option to gain acrobatics at -20%

AC	level	#ATT	hand	ability
9	1	1	1d2	
8	2	1	1d2	awareness
7	3	1	1d4	
6	4	1	1d4	aimed attack

5	5	2	1d4+1	
4	6	2	1d4+1	stun
3	7	2	1d6	
2	8	2	1d6	critical hit
1	9	3	1d6+1	
0	10	3	1d8	acrobatics
-1	11	3	1d8+1	
-2	12	3	1d10	heal self
-3	13	4	1d10+1	
-4	14	4	1d12	resistance
-5	15	4	2d6+1	
-6	16	4	2d8	mindblock

Aimed Attack: the mystic receives no penalties to making an aimed attack.

Stun: this works on any humanoid creature (as charm person-- include "partly human" creatures like centaurs, medusae, minotaur, etc. but not giants.) that is of equal or lesser level than the mystic. Each attack the mystic makes, the victim must save vs. paralysis or be stunned for 1 round per each 4 points of damage (minimum 1 round per hit).

Critical Hit: if the mystic's attack roll is below his own level and he still hits, the victim must make a save vs. death or die.

Acrobatics: this includes break falling, allowing the mystic to fall taking only half damage from a fall. Also, the mystic takes no damage from tripping or being thrown (the DM may allow a save vs. wand).

Exotic Classes

Dragon (blue dragon kin)

A dragoon has a dragon ancestor, but is mostly human. Looks human at first sight, but may have slightly sharpened features and usually stronger skin, muscle, bones, and healthier body--though it isn't apparent. It is inherent in the dragoon's heritage.

- gain extra 2d6 for physical attributes
- can jump down from up to a 20' fall w/o damage
- can jump as Boots of Leaping
- resistance to wind and lit attacks
- natural -1 to AC
- class: fighter, fighter/magic-user
- alignment: any

Dhampir (half-vampire)

A dhampir is part vampire, though not undead. This gives a dhampir advantages on both sides. Dhampirs are still creatures born of darkness though, and will be affected by certain good magic designed to harm creatures of the dark. This is simply something the dhampir cannot control, though a dhampir may choose to be lawful and upright.

- gain extra 3d6 for mental attributes
- subject to control by higher undead (as a vampire)
- subject to holy magic and effects
- cannot approach a holy symbol
- regenerate 1 hp per turn

- immune to fear, sleep, charm, paralysis, disease, poison, drain
- class: magic-user, magic-user/thief
- alignment: any (usually chaotic)

Centaur

The centaur might be hard to fit in with other people in society, but nothing is better for carrying a lot, and a lot of endurance. A centaur can travel at a good speed under load for a long time. People might not react well to centaurs, and their charisma is less.

- gain 3d6 for physical attributes
- lose 1d6 for mental attributes
- good endurance, carrying load, and movement rate
- class: fighter
- alignment: any

Troll-kin

Troll-kin are more than half human, but still retain some trollish features. For this their charisma goes down. However troll-kin have resilient skin, and their bodies are flexible, and heal themselves faster than others.

- gain 3d6 for physical attributes
- lose 1d6 for mental attributes
- regenerate 1 hp per turn
- natural -1 to AC
- class: fighter
- alignment: neutral, chaotic

Also, if the Seventh Son is about to lose the Curse and is being defeated, the Great Demon himself may appear to help.

THE GREAT DEMON

"The Beast" was changed to the "Great Demon."

The Great Demon himself will appear of the Dark Cleric is defeated and the Curse is going to be destroyed. The Great Demon will appear in front of the characters in the hall before the Orb Room. The Great Demon attacks.

The Great Demon

Armor Class:	4	Save As:	F30
Hit Dice:	15+3*****	Morale:	12
Move:	240 fly 480	Treasure:	special
Attacks:	2 claws	Alignment:	chaotic
Damage:	2d6+special ea	Xp Value:	7350

The Great Demon appears as a huge, shadowy red, wraith-like gargoyle. Demons are supernatural, but not undead (though they have many of the resistances that undead do). Their goal is to spread death and destruction. The Great Demon can see invisible and in darkness perfectly (truesight). It has the ability to create web spells (1 per round) and hurl them up to 240' away. Anyone hit by a claw must save vs. paralysis or be thrown back and stunned for 1d4 rounds (no action, 1/3 move, +4 to AC, -4

to saves). The Great Demon can also cast any spell (DM's discretion). Defenses: immune to 1st and 2nd level spells; +2 weapons to hit; double damage from holy magic (like the God Knife).

When they visit Gandolph

"The image changes suddenly and the huge head of a Great Demonical monster appears, almost life-like."

was replaced with

"Suddenly there is a flash a fire fills the ring--seemingly almost as living fire. Then the image of a red, horned monster--appearing almost life-like."

The stats of Dark Knights were changed because the characters were considerably more powerful.

Dark Knight (f9)

Str +2, Con +1

AC -2, hit points 56

THAC0 15 (+4)

cursed potion, dark sword +2, dark shield +2, dark plate mail +2

Both the curses in the catacombs and the curses of the Dark Knight potions were changed.

Curses

Weakness (str 3)

Become 1' shorter, grow ears & tail (cha 3)

Cowardice (save vs. paralysis or flee from monsters, -2 melee hit)

Feeblemind

Bad Luck (-3 to all saves)

Clumsiness (dex 3)

Caverns of the Kingdom change:

(3) Diamond room 50'x50'. This room is HOT. You take damage every round you are in here (1d8). There are pools of lava, making it hard for you to make your way through the room. In the middle of the room is a large snake-like lizard on top of a glowing red hot iron trunk. The lizard is about 16' long, with bright orange-yellow and orange-red scales. To the left is a great hallway lined with arches.

It is a flame salamander. This room is so hot that it does 1d8 damage and is not cumulative with the salamander damage. The salamander will not attack unless attacked. If it is killed, the trunk it is on will cool down a little, but will still be very hot. Anyone who opens it will take 1d6 points of damage. Inside is a red cloak which seems to be cool to the touch--unaffected by the heat whatsoever. It is a Cloak of Phoenix Fire Resistance.

Cloak of Phoenix Fire Resistance: bestows total immunity to normal and magical fire, reduces damage from fire-type breath weapons to half (save for a fourth), and acts as a normal potion of fire resistance against phoenix fire.

Appendix C : The Maze (bonus adventure)

There was a sub-adventure during this adventure too. The Dark Cleric summoned the power of the Beast who placed Dilvish and Baltar in separate areas of a large maze with moving walls.

Here's how it worked. Walls start in position <1>, while levers switch their position. So the DM keeps track of which position they are at every time a lever is pulled, you switch to a different number <1> or <2>. If the position is <1> and you see a <1> on the map, that means a wall exists there. Every time a lever is switched there is a big grinding noise in the dungeon as gears work all the walls. There is one wall which doesn't follow this rule. It starts on <1> and goes all the way to <8>, it moves each time a gem is placed in the eye of the Cyclopes statues. After it gets to <8> it doesn't move anymore. There are 8 statues, Baltar and Dilvish each had 4 gems to place. The first gem doesn't really do anything, since the wall is already on <1>. When the last gem is placed, the wall should be all the way to <8>.

Since Dilvish and Baltar were in different areas, I just switched between the two of them every other turn or so. But it was interesting because if one of them pulled a lever, it affected the other one. The "monsters" were doppelgangers, which took the form of Tomei and Leanna, if I remember correctly. Plus, keep in mind that they had no items, they are teleported there (through means of a Maze spell cast by the Beast) without any equipment. That's why in 3 rooms they could find equipment: (sword, shield, plate mail), (hammer, plate mail, shield), and (sword, whip, chain mail). I think I also said that Elyra was transported there though she wasn't even on the adventure. There was one room that had boots of speed, boots of traveling and leaping, and boots of levitation.

Lastly, wherever there is a T on the floor that means there's a trap there. These are random traps. Plus there is a trap in a room in the NW corner which fires spikes for 6d6.

Traps

1. Explosion (4d6)
2. Block (2d6)
3. Gas (3d6)
4. Arrow (1d6)
5. Swords (2d8)
6. Axe (1d8)

