

Revenge of the Little ones

Round Three



• ALM •

It is assumed that the characters have rested, eaten, and studied and memorized for spells in the Room of Wisdom. Any Cleric will get a Detect Good spell extra in addition to any memorized spells.

After long days to reach Orlin Isle and several arduous hours to examine the underground ruins of what you thought were the ruins of Faerdinel Keep, you found out that not only it was NOT Faerdinel keep, but a forgotten sisterkeep, but also that the Halfling race were created by the combined might of the Immortals Night and Terra (also known as Mother Earth).

You also seem to be mentioned in the holy book where is spoken about the HOJA. Whatever this is, it must be important against or used for Gartax the Dragon, which resides on top of the ruin, manipulating the evil Thugs you battled so far. Apparently it is unaware that whatever it seeks, seems to be hidden right underneath it. So now you are ready to explore further, entering the magic door in the Room of Wisdom. You have resided or even prayed in the temple, and walked all over the Tree's roots, when the door opened. Beyond this door is a stairway going further down, leading to some unknown darkness. What can be expected you don't know. At least no more Thugs, as they weren't successful in going further.

The stairway ends into a corridor with utter darkness going left and right.

The darkness is created by different Continual Darkness spells cast in each corridor next to each other. Each Darkness spell fully covers an corridor part of 40'. There are six Darkness spells to either side, next to each other. (See DM map)

Remember that a Continual Darkness and a Continual Light dispel each other. And that a Light spell will temporary suppress a Continual Darkness spell for its normal duration, even though the spell Light itself is instantly dispelled. When a light or Continual Light is used, only one of these Darkness spells is dispelled (or suppressed as by a normal light spell) and normal light sources (torches, candles or lanterns) can be used.

The 10' wide corridor slowly curves back toward the stairs, to go away from it a bit further. After yet another bend the opposite direction (as if swinging) you determine that the corridor is shaped somewhat like a four-leaf clover.

Hand the player the Players map given at the end. The DM map is right Here.
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If the characters don't carry a light source they will be utterly surprised. If that happens the first characters in the marching order (determine if the walk in single file or next to each other) walk literally into the pudding. They will instantly suffer 3d8+6 points of damage. Remember that in Darkness only characters with normal vision (so not the pudding) will suffer -4 to all saving throws, -6 to all attack rolls and a +4 to Armor Class (making it easier to become hit).

Otherwise;

You notice a dark-black glob oozing and slithering its way around the nearest corner in front of you. A Black Pudding!! And A Huge one!! Almost twice as big as normal!!

Elder Black Pudding

AC 4 AV0 HD10+20, HP 90, Size 40 feet diameter 4' thick capable of filling the corridor 10' wide and High over a total length of 40', Mv 60'/20' Att 1 acidic strike Damage 3d6+12, Those captured are enveloped I 1 round and suffer constriction damage of 2d8 each round, and acidic damage of 2d6 each round. THAC0 2, reach 10', Saves as a Fighter 10, Morale 12, Treasure, nil, St 26, IN0, WI o, DX 1, CO 28, CH 1. Moves and attacks simultaneously. AL N, Xp 6500, .

The player characters have to defeat the Pudding to gain access to the inner area.

If you intend to use miniatures, the D&D tiles would become very handy, or simply draw (or let the players draw by their player maps) each room the PC's enter on a piece of paper (each square being in size an inch).

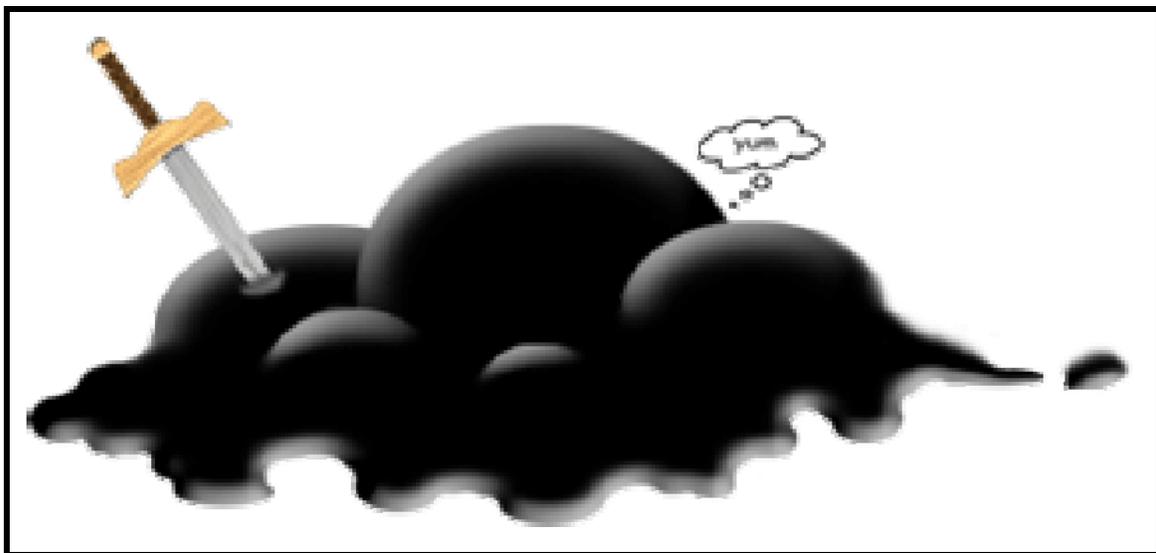
Puddings are always hungry; they will attack any creature they come across. With their corrosive touch, they inflict acid damage to living things, and can dissolve wood and corrode metal in one turn. They cannot affect stone. They can travel on ceilings and walls, and can pass through small openings. (Passing through a small opening is very slow and usually takes a full turn or longer.) A pudding can only be killed by fire; other attacks (weapons or spells) merely break it up into smaller puddings. However, a flaming sword will cause full normal damage. Puddings normally have no treasure, but gems (the only remnants of previous victims) might be found nearby.

They have the ability to sense heat and analyze material structure from a distance of up to 90 feet to determine if something is edible. Deadly puddings attack any animals (including humans) or vegetable matter on sight. All deadly puddings are immune to acid, cold, and poison. Lightning bolts and blows from weapons divide them into smaller puddings, each able to attack exactly as the original pudding. Fire causes normal damage, as do *magic missiles*.

Puddings can ooze through cracks that are at least 1 inch wide and can travel on ceilings and walls (falling on victims as a nasty surprise) at the same speed as on a level surface.

The pudding moves silently at all times, in a steady flowing motion, over any solid surface. The pudding's movement can perhaps best be likened to that of a rolling ball of clay, if the clay were softened to an almost-liquid state, so that it hugged the floor as it rolled. The pudding can alter its shape and can also move snakelike in a long, thin mass; its soft, pliable body is equally silent when it moves in this manner. In fact, a black pudding can flow over a stone floor strewn with autumn leaves without making a single leaf crunch (it dissolves the leaves as it engulfs them).

A blow from a weapon divides a pudding into two smaller puddings, each with half of the original pudding's hit points, but each able to attack as the original. The smallest pudding size is 2 HD and inflicting 1d8 points of damage per blow. However, a *flaming* sword will cause full normal damage. This is because the blow strikes the pudding's soft body and sends it flowing away from the weapon in all directions, which invariably splits the pudding into two or more sections. Once this separation occurs, each piece of the pudding is a separate being, unable to merge into one being. However, the stress from a weapon strike is largely due to its being unanticipated. When the blow lands, it takes the pudding by surprise; it cannot prepare for or prevent its separation into two entities. By contrast, the pudding can drop from above and land on the floor without splitting. There are two reasons for this. First of all, it knows exactly what's coming, and what to expect, as it's doing it itself. Second, it's being "struck" by the floor, along its entire length, and this flattens the creature out but does not send it flying in two different directions.



A pudding's senses extend a full 90' in all directions from its body. Within this area, it can distinguish the structural composition of its surroundings. While this sense is not fine-tuned enough to distinguish between different types of creatures, the pudding is aware of any animal or vegetable tissue in its range of awareness. Furthermore, it can tell whether the organic material is living or dead (not that this makes any difference whatsoever to the pudding's eating habits). Once a pudding is aware of a living creature, it will immediately approach this food and attempt to eat it, stopping at nothing to do so (puddings never check morale, and they always fight to the death).

Because puddings have no sense of sight, they cannot be affected by sight-based spells. They cannot be blinded by *light* or *continual light* spells, and *invisibility* cannot mask a creature's presence from the pudding's heat sense; its heat sense is not a form of vision.

Since puddings neither see nor hear, they are completely immune to all illusions with visual or auditory effects. In addition, their blindness makes them immune to such sight-based attacks as a medusa's gaze, and their deafness makes them immune to such sound-based attacks as the roar of an androsphinx. Puddings are also immune to all forms of acid. Their acid dissolves webs (both natural and magical) without slowing their movement rate. Finally, their odd metabolism allows them to ignore the effects of poison and cold. The latter ability is especially true of the white pudding, which thrives in arctic lands.

Puddings do not need to sleep, a fact which gives them a distinct advantage over their prey, which usually does.

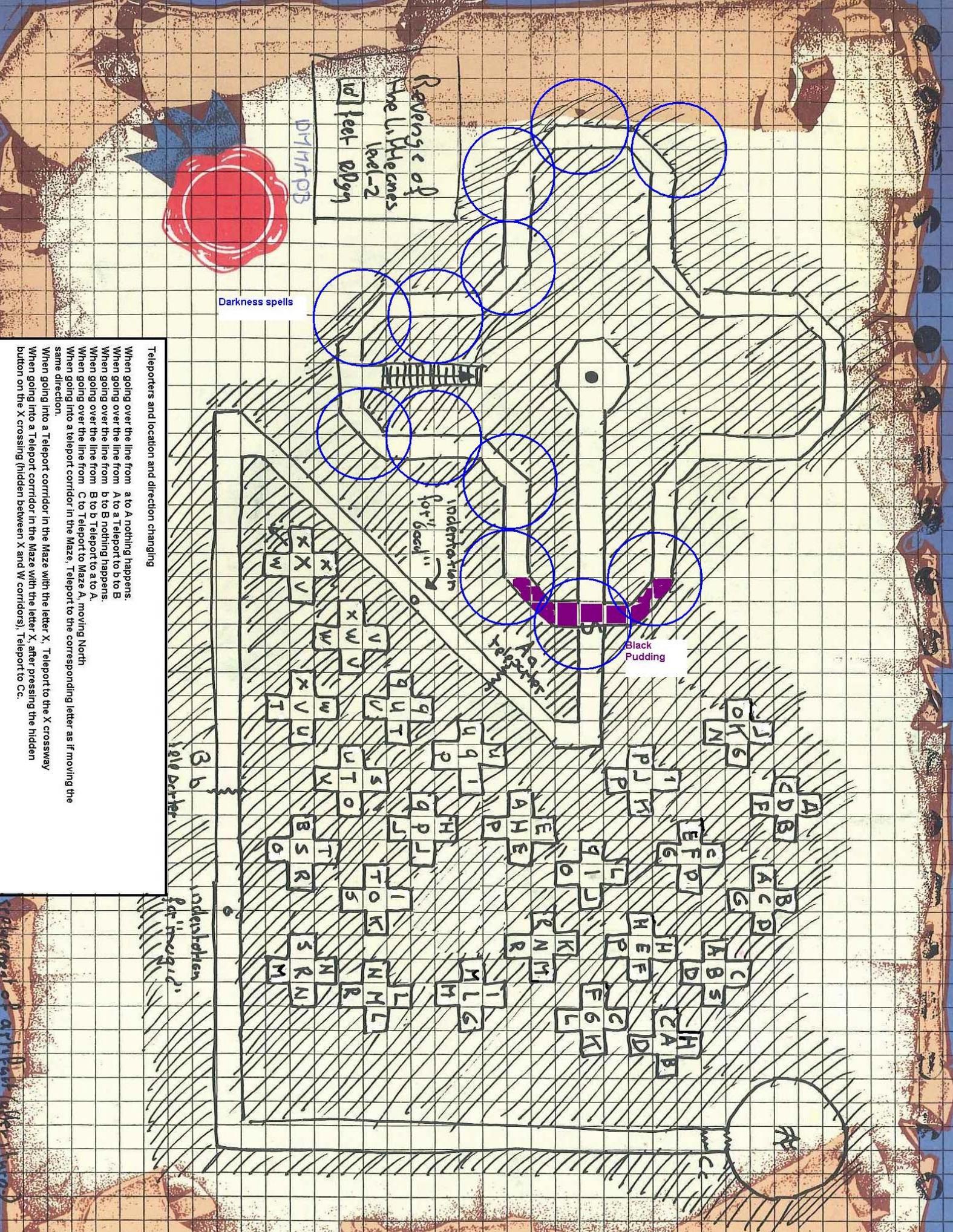
Puddings are non-intelligent, and so always head for the nearest food (animal or vegetable) available. Adventurers not willing (or able) to battle a pudding can usually escape a pudding by throwing some food its way and hightailing it in the opposite direction; the creature will follow the intended prey for a few rounds, but when it no longer detects them, it starts searching for other prey, in any direction possible. It can also be distracted by other prey coming into range.

Black puddings destroy chain mail in one round, and plate mail in two. This is because the links of chain mail allow the creature to flow through the armor and devour it from all sides simultaneously, whereas plate mail presents a continuous solid surface, and the pudding must dissolve it from one side only. Dissolving weapons works the same way: a sword poked into a pudding can be dissolved from all sides, so it takes the pudding one round, whereas a sword left flat on the ground takes a pudding two rounds to dissolve. Each magical plus of the weapon or armor adds one round to the time required to dissolve it.

Black pudding acid is highly corrosive, inflicting 3d8 points of damage per round to organic matter and dissolving a 2-inch thickness of wood equal to its diameter in one round. Black puddings also dissolve metal. Chain mail dissolves in one round, plate mail in two; each magical "plus" increases the time it takes to dissolve the metal by one round (thus *plate mail* +3 takes two rounds to dissolve for being plate mail, plus three rounds for having a +3 magical bonus, for a total of five rounds).

Black puddings are immune to damage from all forms of electricity, including lightning. However, although a lightning bolt causes no damage to the black pudding's body, it does cause an involuntary convulsive reaction that splits the pudding in two, regardless of the pudding's size. Lesser forms of electrical attack, such as a shocking grasp spell, cause a weaker convulsive spasm in the pudding, but this is not strong enough to split it.

Since black puddings are immune to all forms of acid, including their own, one pudding cannot eat another. Furthermore, they are asexual, and do not need to interact with another in order to reproduce. Therefore, puddings generally ignore the existence of others of their kind. If no food is within range, two puddings in the same location will generally go separate ways instinctively; if there is food in the vicinity, each immediately heads toward it.



Revenge of the Lich King level-2
 10 feet edge
 DYMTPB

Darkness spells

Black Pudding

Teleporters and location and direction changing

When going over the line from a to A nothing happens.

When going over the line from A to a Teleport to b to B

When going over the line from b to B nothing happens.

When going over the line from B to b Teleport to a to A

When going into a Teleport corridor in the Maze, Teleport to a to A, moving North

When going into a Teleport corridor in the Maze, Teleport to the corresponding letter as if moving the same direction.

When going into a Teleport corridor in the Maze with the letter X, Teleport to the X crossway

Revenge of the Lich King

B b

indentation for grid?

indentation for grid?

Teleport

CC

Handwritten letters and symbols scattered throughout the maze, including: A, B, C, D, E, F, G, H, I, J, K, L, M, N, O, P, Q, R, S, T, U, V, W, X, Y, Z, and various numbers and symbols.

When the pudding is defeated, it sinks away between the tiles, through tiny holes, Then you see that on the eastern 'leaf' of the curving corridor there is another corridor leading inwards, like the stairway does..

Central Pillar Room

If the characters reach this area they see the following;

This octagonal (8-sided) room has two features. One of them is a 2 foot high pole made of obsidian in the middle of the room. The other is a plaquette hanging on the northern wall (right when entered).

Examine Pole; *The pole is six-sided, and it has on top a pyramid like top with six-sides (This looks somewhat like a 1d10 dice cut in half, but with a side more). On each of these sides are embedded handprints of different sizes and shapes.*

Intelligence check; uf successful: *As you slowly during this adventure have become accustomed to the appearances of your companions, you recognize that two of the sturdy looking handprints are most probably of Halflings, A slender long-fingered one could well belong to a Tabi. The claw-fingered hand clearly belongs to the Kobold, while the really small hand can only be from a Pixy or a Sprite, The hand with thick short fingers thus must be of a Gnome. It also has some writings on it.*

If read Lalor/Hin; FΘRCES UNITE TΘ BREAK THE BARRIER.

Examine Plaquette;

The object is made of copper and measures 3 by 6 feet/ It has Hin tunes on it.

WHEN GOING DOWN THE ENDLESS CORRIDOR
TΘ FIND WHAT YOU ARE LOOKING FOR.
YOU NEED TΘ BAN GOOD,
BEFORE THE CORNER WOULD.
RETURN THE WAY YOU CAME WHOLE,
WHILE YOU SEE GOOD BECOME A HOLE,
REACT BEFORE A SECOND COULD,
THEN BAN MAGIC AS IT SHOULD.
THE HΘJA WILL THEN WAIT,
BEFORE IT IS TΘΘ LATE

WHEN READY TΘ MEET,
THE ΘNE TΘ DEFEAT,
SEE MAGIC BECOME GOOD,
AGAIN A SECOND SHOULD.
TΘ HELP YOU TΘ RETURN,
TΘ CONFRONT THE WYRM.
THE DIMENSIONAL GATE,
WILL BRING YOU WHERE DESTINY WILL AWAIT.

A small engraving picture is in the middle underneath it.

It resembles a pillow with two round objects on it.

DM info; If the characters have not located these objects from area 19 (the Keepers treasure room) before, then **(and only then!!)** behind the secret door the pillow of area one lies. Thus when the characters push down the pillar it is also revealed.

You see behind the opened secret door a single purple pillow with two coins on it. One of these coins has a Pentagram on one side and a sunburst on the other. The other slightly smaller coin has a smiling Gnome on one side and a ring of several hand shaking each other around an infinity symbol (8 on side) in the middle.

If Detect magic is active. The Left coin radiates a strong golden light of Energy magic. The right coin does nothing. If Detect Evil or Detect Good or a Treusight is active; the alignment of this coin gives of a pleasant warm light as if good.

If all characters are present and place their hands within the embedded imprints, the pole slowly sinks into the ground, a low rumble can be heard in the corridor outside.

If not all of the characters are present, the characters are safe here to rest and memorize for Raise dead spells if they have this. If any victim was swallowed by the pudding and died there, there will be enough remains to use a Raise Dead on, (followed by enough healing to enable action (or cast a Raise Dead Fully instead.)). Any Clerics or masters will automatically learn enough raise dead spells to revive those lost.

DM info; as this adventure is created around the PC's give here, it is not open to other characters or larger races. However, a crafty DM could easily replace the mentioned races to accommodate the same purpose. This is also the case if the group is smaller.

Examine cause rumble:

A Secret door has been opened opposite of the corridor leading to the octagonal room.

A soft purplish lit corridor goes a forty feet forward and then turns right. Though lit with enough light to walk through, it does not reveal much details as the light is too weak.

The long Corridor

The corridor is lighted by a soft purplish glow emanating from the ceiling and walls. The light comes from bioluminescent fungi and mosses that grow all over the area except the middle of the floor. The light is so weak that no more than 60' of area can be seen. The characters also feel that some unseen force keeps them from moving away from each other more than 20' total.

Find Traps, or specifically looking at the ground:

As you pass through the corridor, around the corner a 80' feet or so, you find a small round indentation on the floor. It is about 2 millimeters deep, and would be easily overseen if not specifically looking for it.

The corridor seems to be endless, and the walls are made of volcanic stone, and is extremely hard, and due the metallic minerals in it can't be breached by magic or force.

There is a magical force in the room that goes back and forth along the corridor every minute (6 rounds), moving like a curtain, sweeping all items and sleeping or dead persons back to the pillar room. (to be digested by the Black Pudding if it were still alive. This is one way of feeding the pudding, also refuse from the nearby swamp seeps in through the floor making a delicate dish for the Pudding. This is the reason it got so big and remained there). The curtain is invisible except by Detect Magic (which reveals it to be some kind of dimensional magic shaped like a moving cloth) and will not affect conscious characters or the coins placed in the indentations.

Instead a very long corridor the characters are group wise teleported. See the table given here.

Teleporters and location and direction changing

When going over the line from a to A nothing happens.

When going over the line from A to a Teleport to b to B

When going over the line from b to B nothing happens.

When going over the line from B to b Teleport to a to A.

When going over the line from C to Teleport to Maze A, moving North

When going into a teleport corridor in the Maze, Teleport to the corresponding letter as if moving the same direction.

When going into a Teleport corridor in the Maze with the letter X, Teleport to the X crossway

When going into a Teleport corridor in the Maze with the letter X, after pressing the hidden button on the X crossing (hidden between X and W corridors), Teleport to Cc.

Also look at the map to the letters "a A" and "b B", a character always moves over these letters in a given order and the direction may or may not dictate if and how a teleportation will become active.

To pass the teleporters here, the characters have to put the good coin in the first indentation, then walk back while looking for the coin with a Detect Good spell active. When the glow of the coin disappears the character has to turn immediately without moving any further. On the place where he would expect to see the good coin is now an empty indentation, that is slightly larger.

If the magic coin is placed in the indentation, the coins become locked and can't be removed anymore (except by a 20th level dispel magic or better, which will not remove the magic, but only frees the coins). All followers of Terra or Night will now feel in the keep as if they are home, a welcoming pleasant feeling. All undead beings in a radius of 24 miles (actually the whole Orlin Island) will be affected as if Turned (not destroyed) and move away.

When the corridor is followed further a purple curtain of magical power blocks the way.

The curtain can easily be by passed, but only one person at a time. It will teleport the person passing to the Teleport Maze to the letter A. The curtain can't be passed if the person who passed it has NOT yet moved away from area A. in this case the curtain will function like a force field (which can't be dispelled!!). Persons carrying one another or connected in some way will not be able to pass the curtain until they are free of one another.

The Maze

The only thing you can see here is a crossway, that leads to four dead ends. In the middle of the crossway there hangs a copper ball on a small thin chain from the ceiling. On the lower end of this ball is a black colored Letter depicted. In this room this is the letter A.

If examine the ball;

It seems to be hollow.

If open

It contains a tiny piece of paper with Thyatian (i.e. latin looking) writings on it.

If read;

Alex Horsites Ponce, Quad Universi Victori 20

A detect magic will reveal that the dead ends are magical.

As soon as you touch one of these surfaces you are teleported to another crossway.

The room looks the same but has another letter on the ball.

All crossways look similar, but have a different letter written on it.

All balls are hollow but only balls A and K have a small parchment within.

If open ball crossway K

It contains a tiny piece of paper with Thyatian (i.e. latin looking) writings on it.

If read;

Alex Besta Saturnem Titanus Victori 20

The DM must use the DM map and the above teleport table to see where a character moves. They will always move in the same direction. Thus if a character moves to a dead end located south on the DM map, he or she will arrive on the corresponding crossway as if moving from the north, thus directed southwards.

To make things worse; a crossway can only be occupied by a single person. This means that a teleportation to another crossway will only happen if the corresponding crossway is empty!!

It could thus become possible for a character to become locked on a crossway if all connecting crossways are occupied.

The characters must go individually (thus NO corresponding between characters in this case!!) through the maze

The parchments are little tips how to pass through the maze. Each word's first letter corresponds to a crossway that must be taken. The 20 is a bit more difficult. But Thyatian (Roman) numbering uses an X for 10, thus you have to pass through X twice.

If a character reaches the X corridor for the second (or more) time, then a small button can be pressed (it is hidden on the edge of the corridors leading West and South). When this button is pressed a touching of the dead-end leading to X will teleport the character to Cc looking into the following room. If the button is Not pressed the dead-ends x will lead to X instead.



ALM.
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The Eggroom

This large room is eggshaped. The wall looks like it is mirrored, but it isn't. the light is so intense that it almost hurts the eyes. In the middle of the room floats a black and white colored egg. It best resembles a ying-yang figure but then egg-shaped.

You may show the players the piece of art here.

The HOJA floats in the exact middle of the room, it is up to the characters to find away to get to the artifact, as it is still high above the characters. As soon as it is touched by any follower of Night or Terra, it will stop levitating.

Only the teleport system of the corridor will continue to function as it is a part of the magical system all over the compound. But leaving the Egg room does not trigger a teleportation.

This will lead directly to the lair of Gartax (on top of the Ruined keep).

To return the character walks through the corridor, passed the magic coin, towards the corner, then turn around to walk slowly towards the magic coin again, looking carefully to see the good coin being changed into a magic coin. At that very instant the characters (still bound together to a distance of 20' max.) turn around and leave the corridor.

The Artifact also creates a Dimensional door in the central pillar room, when it comes within 100'.

A clearly audible tingle is being heard in the Central pillar room, where the pillar with handprints was. Within the pillar room the pillar is no more to be seen. Instead a large multicolored doorway has been placed on the wall opposite of the entrance.

Looking through it, you look straight into a tremendous huge treasure hoard, which could only be of Gartax the Dragon. And indeed it seems to be on top of the rocks you were traveling within. The Dragon can also be seen, but it has its back turned towards you.

Only when the first character steps through the portal, it will turn towards the clearly audible arrival.

The dragon had its attention towards the main entrance of the ruins where the Thugs flee in awe or fear and a bright light comes forth from the doors.

Gartax feels and understands that something is going to happen, but since the final part of the Ceremony of Sublimation is about to begin, he can't lose his concentration, now that his chance to become an Immortal Guardian is at hand.

Gartax only wished he had recovered the artifact he read about in the old manuscripts found in the ruins, for that surely would bring him the success he needs.

The Lair of Gartax

When you all have passed through the dimensional doorway, it disappears with a loud sizzle. Sitting on top of all its treasure Gartax has accumulated in his life, you see this immense Red Dragon within the remaining ruins. He turns around rapidly looking towards you. He is indeed gigantic. His wingspan over 200', his tail almost completely encircles the keep, totaling his length to 230 feet. His body about 30' wide and up to 50' long. And now looming above you, towers the large head on a 50' long neck. It is as if a house suddenly came to life, to threaten you. You think of your mum, wife, children, and loved ones, and feel as if you never will see them again. There is no way to defeat this dragon, and possibly only a slim chance to survive a battle. Yet maybe, there is still a chance to win this conflict. You have the HOJA and your wits, so maybe you will survive and bring all of this too a good end. The individual holding the HOJA feels the energy surging through the Egg.

“So there are the little pests who stole from me what I craved for”

...speaks the dragon with a loud thundering voice. The heat of its breath already can be felt.

Now it is up to the role-playing capabilities of the players if they succeed or not. The dragon will almost surely become an immortal guardian, and with achieving that goal will have an immediate and powerful effect upon the whole nation.

Tell this as if the HOJA tells the bearer of the HOJA this. Tell them that each different dragon species will give of a different effect depending upon it's alignment. At this moment the Hoja also reveals its powers and handicaps.

Give the Players the sheet of information about the HOJA.

Tactics

When the dragon attacks it will first fill the top of the keep with a blast of fire. The characters have to save at -5 due to the impossibilities of ducking away and the power of the breath itself. Then he will leap into the air from where he will casts his spells the following rounds in the most destructive way to the characters possible.

The best way to ends this combat is to trick the dragon with the HOJA, as if giving it to him, or by letting it be grasped by the dragon, but this is to be puzzled out by the characters themselves.

Remember that the dragon absolutely intends to become an immortal and still longs for the artifact, and since he is at the end of its feeding circle he is still very aggressive and easily offended. He also does not trust any of the characters, nor their words or intentions, and will try to circumvent these as within his possibilities.

When the characters throw the HOJA towards the dragon with the order to levitate, it will hit the designated location, then it levitates up to 20' and remain then on its current position. When the characters remove themselves from the battle-scene, the dragon will eventually take the opportunity to grab the artifact.

If thrown at the dragon in any other way the hit is NOT enough to affect the Dragon. It will bounce of the dragon and has a great chance of becoming lost in the underlying treasure and dragon scales, being stirred up by the combat.

In the original championship there was a group who did this, and while the others were attacking in an attempt to distract the dragon, the tabi tried frantically to locate the HOJA, only to see his friends being butchered one by one. The Dragon the attacked the tabi who barely survived by playing dead and letting the dragon grasp the artifact from its small hands.

Aftermath

As soon as the Dragon touches the Artifact, grasps it, or is being handed over to it, the magic of the artifact instantly affects Gartax. The possession of the Artifact is enough to trigger his Ceremony of Sublimation, and his ascension to Immortality is started. But the magic of the artifact also changes it into a lawful good golden dragon. This whole process is an awesome sight to behold. The treasure is lifted into the air to be disintegrated and the dust of it plunges itself into Gartax, who at the same sheds its scales to be freed of its body. The scales however turn golden in an overpowering aura of brilliant light. Like a thousand little rainbows, each scale is transformed, and with it the form and size of the dragon. And when the dragon has become a full sized huge gold dragon, he slowly collapses. His body weakened, his spirit ready to be free of the material body. And while the stirred up dust slowly settles, the dragon's eyes look once more to his former nemesis; the player characters. A feeling of peace falls over all present, then the eyes become clouded, a last tremor within the dragon's body. Slowly it collapses within itself, sucking within any remaining parts of treasure. The wind seems to be drawn towards the body, while bursts of magic are radiating outwards from it.

The ascension of this new Immortal lawful dragon creates a permanent sanctuary for the power of good. A place of miraculous power. Pilgrims from all over the world would desire to come to cure diseases and find greater spiritual understanding of the world. In the Shires the harvest will become exceptional, large and powerful monster try to depart and some great problem for the nation or its population would be cured (This in effect could relate to the capture of the Black Eagle Baron and its evil minions. According to the Wizard's almanacs his barony was run over by the King of Karameikos with the help of Hin) An aura of peace and prosperity is placed over the Five Shires lasting for several years.

However,....When the dragon has defeated or incapacitated the characters, without retrieving the artifact (it could become lost in the battle), he will fall into a deep slumber, at the same time, all treasure will be disintegrated (even damaged pieces) and slowly envelopes the dragon in dark wisps of wind, dust and disintegrated treasure dust. Then the ground starts to tremble and violent storms come to life. All who have survived are succumbed by a tremendous fear that starts to build up. Slowly the volcano become alive destroying all within the compound.

It will take several days for the dragon to become an immortal guardian, but the effects will ruin the Five Shires and Harm Minrothad and Karameikos greatly.

Orlin Isle will become a active volcano again, killing all of its population, poisoning the air with a billowing cloud of toxic ash and fumes, the earthquakes will change the land and all together will make the Shires (and West Karameikos) a very unwelcome place. All the Dragon vassals will be freed and wreak havoc on the survivors, while other monster will see the new area as a welcoming "home". The damage would take decades if not more to fully recover.

We hope all of you Players and Dungeon Masters alike, enjoyed playing this adventure, and that we all will play together to become a better world.
When different creatures can achieve victory, so can we.

We thank you for playing this adventure.

Robin Dijkema,
and

Roland Nijboer,
Alies Meerman
Albert Bos

Gartax

Huge Red Dragon

HD 26****, Hp 253, AC -5, AV 7, Alignment Chaotic Evil

Strength 18, Intelligence 11, Wisdom 8, Dexterity 9, Constitution 18, Charisma 5.

THACO 6-ST adjustment 2

Attacks on ground up to 3 different With Ring or Spell 3 different twice with Both 3 different 4 times

Hovering (1 round only possible) Attacks in the air up to 6 different With Ring or Spell 6 different twice with Both 6 different 4 times

Movement 150'/50' With Ring or Spell 300'/100' with Both 600'/200'

Flying 360'/120' With Ring or Spell 720'/240' with Both 1440'/480' Maneuvering Factor 1B

Damages;

Bite reach; 52 feet for 4d8+8 damage; a victim bitten and held in mouth can't concentrate (thus can't cast spells). The dragon swallows only dead victims.

Claw reach 26 feet for 1d12+5 damage; if victim held in claw it can bite for +2 to hit.

Kick reach 26 feet for 1d12+5 damage; Victims saving vs. Paralysis-sustained damage = Knocked over + lose 6 initiative next round

Wing reach 78 feet for 1d12+5 damage; Save vs Paralysis - damage sustained = stunned 1d4+5 rounds= no attacks, move 1/3rd speed. -4 to saves, +4 penalty to AC, can't concentrate (thus no magic), can't use skills, weapon mastery as basic. Light items will flutter away up to 60 yards distance.

Tail reach 75 feet for 1d12+5; saving vs paralysis- damage sustained= knocked over + disarmed+ lose 6 initiative next round. Weapon in 1d20 feet distance.

May choose to crush opponents (only once a round even if hasted) all within 50' diameter for 4d8+8 damage, if surprise attack Damage x2.

A victim may choose then to stay there and fully succumb to the crush, but have a +4 to hit the dragon with double damage if armed with a sharp or pointed weapon.

If Flying; attack may make swoop attack (hit roll 16-20) and attack with 2 claws and 1 bite.

Breath weapon:

Cone of Fire 90' long 40' wide at its end. Damage as much as the dragon has current hit points. Save vs Dragon breath for half damage. Books, scrolls, paper ignite and are burned in 1d4 rounds., Clothing and Leather burns and are destroyed in 3d4 rounds, potions, wine, water boil in 1d4 rounds, grass, trees, wood burns instantly until destroyed (material damage-every 5 points of damage by fire is 1 point of material damage). All of these fires will give 3d6 damage every round in contact with or 1d6 within 5 feet distance

Save as Fighter 36 (all 2)

Morale 11

Spells level 1; 5, Level 2; 5, level3; 4, level 4; 3, level 5; 2

(DM use the Magic spell list from the Rules Encyclopedia (or the BECM boxed sets) to determine which spells the dragon currently knows.)

Skills 11

XP value 13500.

Weight 25.000 Lbs



Treasure Hoard contains

The characters and the Dragon may grab for an item near them. The dragon may simply grab any item as it absolutely knows where any item is, how to use it. PC's don't know where anything lies, nor do they know the items effects. They can use a full round to scan the hoard and on a successful intelligence check find the general item they intend to find. Use the give dice to roll which item they recover. A piece of armor can't be donned while in combat, but a shield may be grabbed, a potion be swallowed and a wand or weapon used. Each item can be found only once of course unless multiples exist in the hoard. If you roll something one of the PC's or Dragon already has, roll anew.

1-15 70.003 cp,
16-30 41.505 sp,
31-45 20.121 ep,
46-60 20.007 gp,
61-75 84.066 pp
76-80 366 Gems total value 1.170.295 gp,
81-85 37 pieces of jewelry total value 502.200 gp

1d20 Special treasure:

1 Woodrake skin 190 cn, 6400gp,
2 Kodiak bear skin 100 cn, 60 gp,
3 Rare sasquatch fur cape 42 cn 900gp,
4-5 11 bottles rare red wine 34 cn each 1000gp each,
6 1 platinum cat statue 98cn 300gp,
7-8 43 sticks of incense 18gp each,
9 1 silver statue of a mage 42 cn 100gp,
10 1 red rug 3x9 yards 2700cn 216gp,
11-12 20 bottles of white wine 36cn each 30gp each,
13 Aquatic dragon skin 4250cn, 500gp,
14 Tapestry depicting warscene 6x5 yards 6000cn 520gp,
15 Statuette of iron flower 13cn 400gp,
16-20 34 Different rare books each 58 cn, 740gp each.

Magical items:

1d10 Potions:

1 1 Aging,
2 1 blending,
3 1 speed,
4 1 elasticity (delusional),
5 1 gaseous form,
6 1 elasticity,
7 1 fire resistance,
8 1 swimming,
9 1 super healing (48 healing),
10 1 levitation.

1d2 Scrolls:

1 Protection from Elementals
2 Protection from Undead.

1d4 Wands, rods and staves:

1 Wand of Fear 7 charges,
2 Wand of Fear 21 charges,
3 Rod of weaponry,
4 Staff of the druids 21 charges.

1d3 Rings;

- 1 Truthlessness,
- 2 X-ray vision,
- 3 Delusional protection +2

1d10 Miscellaneous

- 1 Quill of copying,
- 2 Human-sized female plate armor of +4,
- 3 Shield +1,
- 4 Halfling-sized Leather armor +1,
- 5 Human-sized leather armor +2,
- 6 Shortbow +2,
- 7 Normal sword +2 +2 vs Giant-kind,
- 8 Battleaxe +1 +1 to undead,
- 9 Mace +2
- 10 Broken piece of armor

Player information sheets
To print out.

The H⊕|Δ

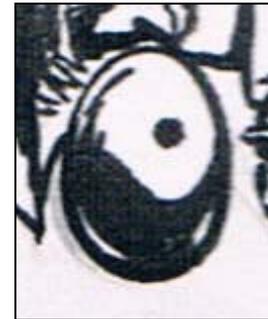
Created by the combined efforts of the immortals Night and Terra with equal input. Long time given in protection to the Immortal Ixion who was initially afraid that the combined creation would turn to become another evil race. Later returned to the Halflings during their great voyage towards the continent of Brun.

Purpose; To help Halflings and other beings created by either or both Immortals. Remember that although Night(also known as Nyx) is an Entropic Immortal, she is NOT evil! She does handle reality in another way of perception and understanding instead of only good vs. evil. And although she is responsible for the creation of many Undead species (like the Nosferat) these aren't always evil. She is also responsible for the creation of the wolf, the bat, the owl and several other living night creatures.

Terra is responsible for a lot of creatures, and for elemental Earth like creatures on Mystara like the Geonid for example.

Terra and Night share their interest in creating species, and thus have become friends, even they belong to different Elements (Entropy and Matter).

Vessel; 3 inch high, one and a half inch diameter indestructible chicken egg that is colored black and white like a ying-yang figure. Greater Artifact



Power Points; 500PP

Attack Powers; 40PP

Magic Missile 15 TP,

Effect; 5 missiles 1d6+1 damage each. As MU spell 1.

Sleep 15TP,

Effect; Up to 20 HD, range 240' duration 20 Turns, not against immortals

Bless 10 TP,

Effect; range 60' duration 6 Turns, Area of Effect 20 square feet, +1 to morale, attack and damage rolls

Information and Movement Powers; 130 PP

Dimensional door 25TP,

Effect; Range 100' duration 1 round (from fist passing or 1 Turn without), up to 360' away in any direction. As MU spell 4.

Levitate 15 TP,

Effect; Levitate at double speed, duration 46 Turns, As MU spell 2.

Detect Magic 15 TP;

Effect range 60' Duration 6 Turns. As MU spell 1.

Detect Evil 15 TP,

Effect; range 60', duration 6 Turns, As MU spell 2.

Know Alignment 20 TP,

Effect; Range 30', duration 1 round, As Cleric spell 2.

Telekinesis 40TP,

Effect range 120', duration 6 rounds, carry 8000 cn at 20' movement/round.

Transformation Powers, 135 PP

Permanency 90 TP,

Effect; range 10' as MU spell 8.

Control Temp. 10' Ø 35 TP,

Effect; affect up to 50 degrees, duration 40 Turns,. As Druid spell 4.

Create Water 10 PP,

Effect; creates 50 gallons water, duration 6 Turns. As Cleric spell 4.

Defensive Powers 195 PP

Raise Dead Fully 85 TP,

Effect; Range touch, as Cleric spell 7

Shield 10 TP,

Effect; as MU spell 1, Duration 6 Turns.

Shapechange 100 TP,

Effect; Any creature or object duration 40 Turns, As MU spell 9.

Handicaps

Will not wear off. Will affect any chaotic being not related (i.e. followed or created) to the immortals Terra and/or Night.

Alignment changes permanently to Lawful and Good.

Attitude and behaviour change permanently to Honest and Peaceful.

Body changes by automatic activation of the shapechange spell, turning the user in an opposite creature of the same race.

Penalties;

The activation of any spell will give a TP used-10% chance to get any of the following types of penalties (only one applies, so roll or choose DM).

1-2 on 1d10 Permanent Aging 1 year

3-4 on 1d10 1 Year weaker body; AC penalty of -1 (max -3)

5-6 on 1d10 1 year clumsy; Attack penalty of -1 (max as if Normal unskilled creature)

7-8 on 1d10 1 year weak arms, Damage penalty -2 (always -1 minimum).

9-0 on 1d10 1 Year Saving throw vs. Death Ray Penalty -1