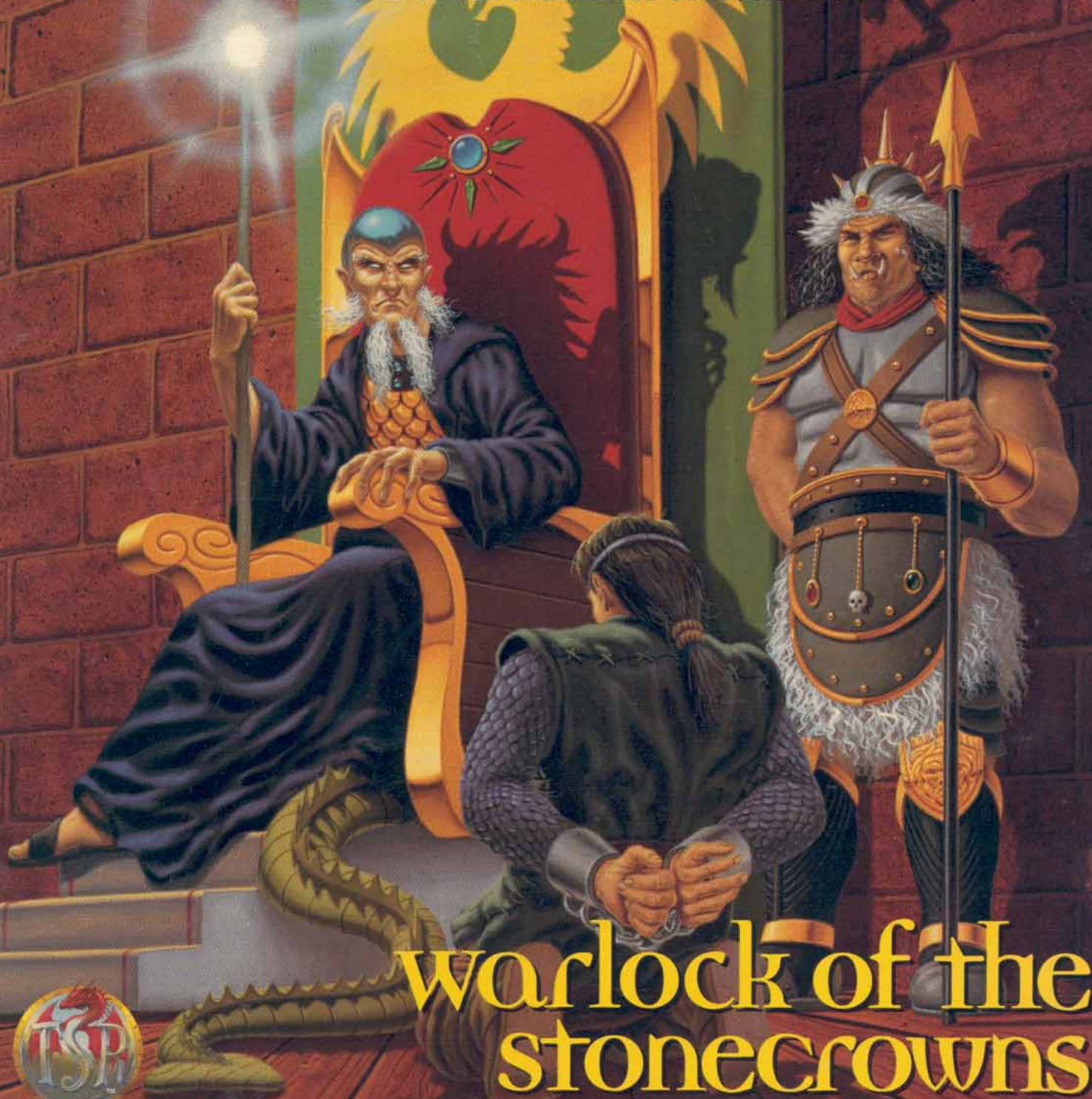


BIRTHRIGHT™

OFFICIAL GAME ADVENTURE

For four to six characters of levels 4–10





warlock of the stonecrowns

A BIRTHRIGHT™ adventure
for characters levels 4—10

Written by Wolfgang Baur
Edited by Dan Wenger
Creative Direction by Karen S. Boomgarden
Art Coordination by Bob Galica
Cover Art by Roger Loveless
Conceptual Art by Tony Szczudlo
Interior Art by Matt Cavotta
Period Illustration by Alyce Bucker-Cosart
Graphic Design by Dee Barnett and Renee Ciske
Mapping by Dennis Kauth
Typesetting by Nancy J. Kerkstra
Playtested by Carrie Bebris, Karen S. Boomgarden, Dave Gross, Bruce Heard,
Duane Maxwell, Ed Stark and Dan Wenger
Thanks to Rich Baker, Liam Gallagher, Robyn Hitchcock, Steve Kurtz,
Colin McComb, Roger Moore, Liz Phair, and Trent Reznor

TSR, Inc.
201 Sheridan Springs Road
Lake Geneva
WI 53147
U.S.A.



TSR Ltd.
120 Church End
Cherry Hinton
Cambridge CB1 3LB
United Kingdom

3110XXX1501
ISBN 0-7869-0185-3

ADVANCED DUNGEONS & DRAGONS, AD&D, and AL-QADIM are registered trademarks owned by TSR, Inc.

BIRTHRIGHT, PLANESCAPE, MONSTROUS MANUAL, and the TSR logo are trademarks owned by TSR, Inc.

All TSR characters, character names, and the distinctive likenesses thereof are trademarks owned by TSR, Inc.

© 1995 TSR, Inc. All Rights Reserved. Printed in the U.S.A.

Random House and its affiliate companies have worldwide distribution rights in the book trade for English-language products of TSR, Inc. Distributed to the book and hobby trade in the United Kingdom by TSR, Ltd. Distributed to the toy and hobby trade by regional distributors. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of TSR, Inc.

table of contents

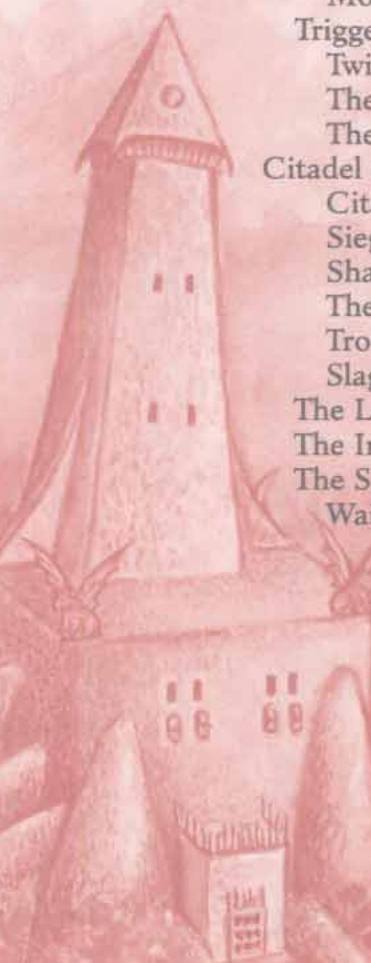
Introduction & Designer's Note	3	The Upper Keep	35
Background	3	The Bastard's Burrows	43
Son of the Awnshegh	3	Earthquake Trigger	43
The Gorgon's Bastard	4	The Temptations of the Wyrms	55
Adventure Hooks	6	Return in Glory	60
The Death of Magic	6	Mhorien's Gratitude	60
The Game of Kings	6	Carielle's Betrayal	60
The Treacherous Trader	7	Tuarhivel's Indifference	60
The Robber Baron	7	Five Peaks Alliance	60
The Stonecrowns	8	Further Adventures	60
Goblin Raiders	8	Appendix	61
The Wandering Watchtower	8	The Warlock NPC	61
The Dark Road	11	The Warlock's Spells	62
Meeting the Warlock's Army	13	Fhoimorien Giant	63
War Cards	13	Stonecrown Ogres	64
Mountain Warfare	16		
Trigger Events:			
Twisted Ley Line	16		
The Tempest	16		
The Hidden Citadel	16		
Citadel of the Warlock	18		
Citadel Defenders	18		
Sieges	19		
Shadow Paths	19		
The Outworks	20		
Troll Dens	21		
Slag Heaps	21		
The Lower Keep	21		
The Inner Keep	26		
The Shadow Keep	33		
Waiting Tree	33		

sidebars

The Midnight Cauldron	4
The Elixir of Undeath	8
Dark Road Encounters	14
The Warlock's Timetable	17

maps

Wandering Watchtower	9
The Dark Road	12
Wyrmsstone Citadel, upper level	38
The Bastard's Burrows	48



introduction

Warlock of the Stonecrowns is a BIRTHRIGHT™ adventure designed for 3–6 player characters (PCs) of levels 4–10 (about 32 total levels). At least one of the PCs should be a regent in the north of Anuire, and one wizard-regent is also required. The action takes place in the Stonecrown Mountains near Mhoried, the Five Peaks, and Cariele.

Notes are provided for using this adventure successfully with both lower-level (4–6) and higher-level (7–10) parties. Lower-level parties may approach the adventure more than once, and may gain levels between attempts. The adventure's open framework allows for more than one successful conclusion.

This adventure also includes trigger events to keep the plotline moving if the PCs reach a stall. They are included in each section.

note from the designer

Working on this BIRTHRIGHT adventure restored my love of high fantasy, a style I'd gotten away from while designing for the estimable AL-QADIM® and PLANESCAPE™ settings. Of course, just because Warlock is high fantasy doesn't mean that it's a typical adventure by any means. It rearranges some of the basic elements of fantasy role-playing adventures. Why is Warlock of the Stonecrowns different? Three reasons dominate.

First, Warlock can unfold over years of game time. The long time span means that a party may begin the adventure at mid-level, but finish it at high levels.

Second, the Trigger events allow the DM to change the pace as necessary. They also allow the PCs to pursue the widest possible range of approaches to completing the adventure.

First, unlike more traditional, linear adventures, the plot is open-ended and the story's direction is determined by the players. Forcing a party through Warlock won't work. Don't try to lead your group around by the nose. Warlock can tell more than one story; let the players solve its challenges their own way.

Most of all, this is your adventure to do with as you will. Modify it as necessary, ignore the text if it doesn't seem right, and always, always make sure your players have fun.

Wolfgang Baur
April, 1995

background

Since the death of the gods at Mount Deismaar and the furious bloodtheft that created the abominable awnsheghlien, the Gorgon has plotted to found a dynasty to rule his kingdom. Soon after forging his mountainous domain, he selected a number of concubines to bear the progeny that would rule after him. His children were horrible creations, being neither entirely human nor entirely awnshegh. But soon the Gorgon began to suspect that age alone would not kill him.

In fact, like many awnsheghlien of powerful bloodlines, the Gorgon is immortal—and immortal kings need no successors. In fact, his heirs who would never succeed to the throne were greater threats than lieutenants. Something had to be done, and quickly, before his children drew the same conclusions.

As evil turns against itself, so the Gorgon sent his assassins to seek out his various legitimate and illegitimate offspring and slay all that could be found. Most of the Gorgon's children were murdered that year, but a few—the cautious few—survived.

The Gorgon eventually ended his hunt; his remaining bastard children may yet be useful as distractions: Long years ago, the Gorgon's armies swarmed into the lands of Kiergard, Murkilad and Markazor. Since that time, the Gorgon's every move has been closely watched by the rest of Anuire, and the awnshegh's chances of a second surprise invasion are slim indeed.

Of course, the Gorgon has no intention of giving up his schemes to conquer all of Cerilia, but he is much too clever to make the next move when everyone is watching. Warfare, after all, is the game of kings, and he doesn't intend to lose. What is called for, then, is a distraction. The Warlock unwittingly seems willing to be that distraction.

But if the Gorgon isn't careful, his distractions may become a much bigger problem than he ever intended.

the son of the awnshegh

During the early days of his rule, the Gorgon spent a good deal of time hand-picking his successor. He fed some of the young awnsheghlien from birth with his own hands, strengthening them

with human flesh torn from prisoners, making them utterly dependent and utterly loyal to him alone. When they came of age, he made the creatures his vassals, bound with magical chains of ice, shadow, and blood. Among these offspring, the creature he called the Drake served him best. But after the cleansing war, and when it had slain many of its siblings, the Drake grew rebellious, snapped its chains, and stole away to the deepest caverns of the Stonecrowns to escape the Gorgon's wrath. The Drake's days as a vassal were over, but it was not yet free of the bonds of fear, and so it lived in darkness.

For long ages the son of the awnshegh hid, calling himself Saeryk the Warlock and mastering the arts of invocation, realm magic, and manipulation of ley lines that channel *mebhaighl* from the wellsprings of magical power into the mage's hands. He learned to assume his namesake's half-draconic form and went out seeking brides and concubines. In the fullness of time the Warlock fathered children of his own, infusing his blood into the *shoimoriens*, creating *shoimorien* warlocks (all of them his sons) and giving them a taste of magical power. The orogs grew to worship the Warlock as a god, sacrificing their plunder to him and turning to him for protection in the dark times, when human and dwarf armies forced them to hide deep under the earth.

The Warlock was not like his followers, for more than he feared the armies of men, the Warlock feared that the Gorgon might discover his hiding place and seek his destruction. The orogs dug deep into the mountain, driven by the Warlock's fears. With the stone they quarried from the depths they built the Wyrmsstone Citadel, a spiralling, twisting keep high in the mountains called the Stonecrowns.

the gorgon's bastard

Saeryk is a powerful warlock, a master thief, and a regent with a bloodline strong enough to rival the raw power of the true dragons. No living creature but he and the Gorgon knows his true parentage, though the goblins of the Five Peaks know a part of the truth; they say Saeryk was the Gorgon's pet dragon, but he escaped (not so far from the truth, though goblin literal-mindedness makes the Drake a true dragon). Others claim that he is a bastard the Gorgon's dragon sired on some succubus, or that

he is neither dragon nor human, but simply the result of a foul magical experiment—a sort of horribly enhanced homonculus.

As far as the PC regents are concerned, it should matter little who sired Saeryk. What should matter is that he is cruel, ruthless and strong enough to storm out of the Stonecrowns when his plans are ripe. And the time is drawing nigh.

the midnight cauldron

To help achieve his dreams of conquest, rapine, and slaughter, the Gorgon commanded his twisted smiths, the dwarves of Mur-Kilad, to create a source of power for him, a vessel to steal and hold the very power of the land itself. After long years and the sacrifice of many virgin souls, the master smith of the dwarves of Mur-Kilad presented the Midnight Cauldron, and the Gorgon was well pleased. The Gorgon gave the Cauldron to his son, who risked his life to take it with him when he fled his father's home. None know the extent of its powers, but after years of study has the Warlock learned to use it. He keeps it hidden in his mountain domain, fearful that the Gorgon will track it down and demand its return.

The Midnight Cauldron is an enormous vat, 10 feet in diameter and fully 5 feet high, and carved from top to bottom with tarnished magical signs and disturbing figures of the Gorgon and his armies with rusted highlights that seem hideously deliberate. The interior is lined with a silvery mithral alloy.

The Midnight Cauldron siphons raw power from the aqueducts of ley lines to itself, creating a reservoir of *mebhaighl*. Source levels of all neighboring provinces and the value of all ley lines which cross through those domains are drained by one level each, and the energy creates a source value equal to the number of domains and ley lines the cauldron taps (in the Warlock's case, begin with a source value of 7 for realm magic). This reservoir of *mebhaighl* can either be used to cast realm spells, or it can be distilled into a powerful magical elixir that strengthens troops brought to it for a form of dark baptism. The orogs call the Cauldron's draught the "Dark Gift," though the Warlock simply calls it the *elixir of undeath*. The Cauldron can create enough of the elixir to baptize a number of units equal to half its source value per year, which is also how long those effects will last.

Using the Cauldron requires a domain action roughly equivalent to casting a Realm spell. It costs 4 RP and 1 GB per company affected. It is an evil artifact, forged by the same magical processes that animate the undead and, like them, is tied to the Shadow World.

Anyone entering the cauldron when there is no elixir brewing suffers effects described in area 74, below. Destroying the Midnight Cauldron requires powerful magic such as a *crystalbrittle*, *disintegrate*, or *limited wish* spell.



If one of the player characters (PCs) has a domain near the Stonecrown Mountains, getting them involved is easy and logical—the threat to the region affects the regent PC(s) directly. In Mhoried, use “The Game of Kings” introduction to the adventure; from Cariele or Tuarhivel, use “The Treacherous Trader” or “The Robber Baron” (especially if the PC’s realm has trade routes in the area). For maximum impact if one of the PCs rules land near the mountains, simply substitute their domain for Mhoried in “The Game of Kings.”

If none of the PCs rule land near the mountains, their domains may still be threatened. For a guild holder, begin with the “Treacherous Trader.” For a source holder, begin with “The Death of Magic.” For a temple holder, use “The Robber Baron” along with rumors of goblin raids.

If the PCs’ domains are outside Anuire entirely, the PCs are visited by an ambassador from distant lands bearing a message from a ruler near the mountains. His polite, faintly desperate note explains the tidings of the Dying Magic. Clever PCs may gain a vassal or a tribute by aiding this distant ruler.

adventure hooks

the death of magic

The first sign of trouble occurs when the Warlock begins using the Midnight Cauldron to tap other wizards’ sources and improve his own. If a PC wizard uses realm magic, the wizard may be stunned by the complete failure (or reduced effect) of his spell. If realm magic is used, note the effect of the reduced source; if true magic is used, the magic is warped as per the “Twisted Ley Line” encounter (see page 16). In fact, the power of the Midnight Cauldron has

tapped the wizards’ own sources and tainted their magic.

At this early stage, any source holding of 3 or greater in a PC wizard’s domain within four provinces of the Stonecrown mountains may be weakened by the Cauldron. Of course, from the player’s perspective, the reason for the sudden loss of power won’t be clear—the power is just gone. Most wizard PCs will want to investigate.

In the unlikely event that the PC mage shrugs it off, he will be approached by Regien (the Mhor’s adviser) and other realm wizards who seek help in determining the reason behind the failure of their own magic. If the PC wizard is still uninterested in the loss of magic, he will fall under suspicion of causing the decline. Other mages will begin sending spies to watch his every move, and powerful mages like the Eyeless One of the Five Peaks region will contest the PC’s holdings in an attempt to stop the decline in his own sources.

Assuming the PC wizard does investigate, a successful Spellcraft proficiency check allows the PC to determine that the region’s mebhaghil is tainted, but does not provide any clues to the direction to Wyrmsstone Keep, the Citadel of the Warlock. Let the player sweat a little, then let news of some of the other clues (other initial adventure hooks) trickle in.

the game of kings

If the PCs are not motivated by a distant mage’s troubles, the adventure may begin in the stronghold of Mhoried, where the PC regents are invited to a feast celebrating the betrothal of Katryna, a priestess of Haelyn, to Regien, the adviser to the Mhor. Read the following:

Your state visit to Mhoried begins peacefully enough: The summer days pass in a quiet succession of jongleurs, the feast hall is filled with plenty, and even the weather cooperates with sunny days and mild night breezes. As the pleasant diversion is drawing to a close, the assembled nobles fall to bickering about how to entertain their host in the last days of summer. Regien, the Mhor’s adviser, suggests one last

starting the adventure

hunt: an expedition into the Stonecrowns to search for Old Whitebeard, a huge elk with a straggly beard known to live in the alpine forest. Other voices, belonging to a group of young Mhorien highlanders with fiery ogre's blood in their veins, call the hunt for Old Whitebeard a fool's errand, and insist that the nobles gather their forces for a raid against the goblins. The wizards and graybeards among the gathering want no part of either bloodsport or raids; they ask for no more than an afternoon's diversion, perhaps calling on the Mhor's royal huntsman for a falconer's demonstration of skill.

The PCs may attempt to sway the gathering to undertake one of the suggested outings, or they may consult with Regien or the Mhor himself. If they seek an audience or if they prove their mettle on a raid or hunt, the Mhor chooses to take them into his confidence. The Mhor has heard bad news from one of his goblin scouts, and dark rumors begin to fly among his councilors of fell creatures that have descended into Mhoried from the mountains lately: particularly fhoimorien giants and hardened ogre troops. Perhaps an alliance will succeed where previous punitive expeditions have failed; Regien suggests that this is an opportunity for true heroes to show their mettle, to seize the glory of rooting the fhoimoriens' from their lair. Of course, it is in his best interests to show the Mhor that he can rally other regents to the aid of Mhoried. On the other hand, if the PCs agree, Regien will owe them a substantial favor, perhaps useful if a calamity they can't handle alone strikes their domains.

Any PC with the Leadership NWP may influence the choice of expeditions. If the PCs go to punish the ogre raiders, let them take what troops they will, then add one company of Anuirean heavy footmen, one company of pike, and one company of knights to represent the troops from Mhoried, using the cards from the BIRTHRIGHT boxed set. The entire expedition meets a company of Stonecrown ogres and orogs, sent by the Warlock and commanded by his lieutenant, Ellindael the Nightstalker, the provost of the Warlock's citadel (see area 21). See the "Meeting the Warlock's Army" encounter below for details of how to handle the battle.

If the nobles ride out for sport, they may encounter the two fhoimorien giants foraging in the mountain heights (see the appendix for their statistics). The giants demand a blooded noble as a hostage, and threaten dire reprisals if the characters do not agree. PC mages may set off the "Twisted Ley Lines" event (see page 16) if they counter the giants' threats with spells.

If the regents ask for or demonstrate their own skills at falconry or another diversion, the adventure is at an end—until Regien summons the PCs for aid (see "The Death of Magic").

the treacherous trader

One of the PC's vassals is unfaithful; Spider Holtson by name, he smuggles shipments of goods to someplace high in the ravines of the Stonecrowns on a regular schedule in exchange for a handsome profit. The PC rogue's ally (in another guild or coster) or servant brings the matter to his attention, and the rest of the investigation is up to the party. If the PCs have holdings in Cariele, the problem is compounded; the kingdom of commerce cannot abide any price-gougers except those sanctioned by the guilds. The PC regent will be held responsible for the problem; failure to deal with it promptly will bring down Cariele's ire. However, if the PC stops the shipments, the Warlock will be furious; he cannot find alternative sources for the magical ingredients and construction materials he needs, so he begins demanding the items from caravans passing through his land (see the "Robber Baron" hook).

If the PC rogue obtains and examines a list of the items sent, he will learn that they include mining tools, lead, and many specialized ingredients for magical conjuration, summoning, and enchantments. If they follow a shipment (or sign up as guards), they may well be able to sneak into the Wyrmsstone Citadel undetected. Getting out again will be another matter.

the robber baron

If any of the PCs have ties or holdings in the Duchy of Cariele, the PCs might be asked by Mheallie Bireon (FA; T8; Br, major, 37) herself to deal with a grave threat to her nation. The threat is the Warlock, of course, who has been contesting some of Cariele's guild holdings. If the PCs are willing to nip Cariele's competitor in the bud, Mheallie Bireon will consider herself in their debt, and may even help the PCs establish their own guild holdings or trade routes, so long as these do not reduce the profits of her own holdings. If free passage through the Gates of Doom—the pass through the Stonecrowns connecting Cariele to the rest of Anuire—is threatened, the guilds will stop at nothing to see it restored. The Warlock, of course, has already begun observing travelers through the pass (see "The Wandering Watchtower," below), and will seal the route as soon as he is sure his troops can hold it. He plans to hold local trade hostage, exacting huge tolls in exchange for safe passage.

The Stonecrown Mountains of Anuire are marked by their stark peaks, deep valleys, broken foothills, and old, dense forests. They are the home of wicked goblins, giants who shatter castles for amusement, and (some say) endless hidden stores of gold. The goblins and giants are real enough, but the hidden stores of gold have long been claimed by owners who have no desire to enrich others. Though the PCs may find fame and power in the mountains, wealth may remain elusive.

goblin raiders

If the PCs wander aimlessly for more than a week, or if they are going specifically in search of goblins, they surprise a goblin raiding party from the Five Peaks area. The raiders consist of a single unit of wolf riders, a unit of goblin archers, and a unit of goblin skirmishers. They fear the Warlock's growing hegemony; his troops have twice tried to establish control over the Five Peaks region. If the PCs approach the goblins peacefully, they may make

the stonecrowns

common cause with the PCs against the Warlock if offered at least half the plunder from any battle. Good priests and paladins of Haelyn may object to any such alliance.

If the PCs fight the goblins, use the War Cards provided with the BIRTHRIGHT boxed set to play out the encounter. If the PCs win the battle, they may capture the goblins' treasure train, a set of three large carts filled with spices and fine cloth stolen from the Stonecrown Coster, and pulled by stolen horses. The crates, wagon wheels, and horses' brands are clearly marked with the symbol of the Coster.

If the PCs return the goods to the Coster, they will have made a valuable ally—the shipment was an important one for the Coster, which is seeking to make new trade contacts in Mhoried and points south. If the adventurers keep the goods, the whole shipment can be sold at any guild holding of the PCs for 6 GB. The Coster may learn about it within 1 to 2 domain turns, however, and assume that the PCs robbed the caravan.

Various realm actions could result, from diplomacy seeking the return of all the goods (or a payment of damages), to spying, to an assassination attempt.

the elixir of undeath

The Midnight Cauldron can distill the essence of magic into the powerful *elixir of undeath*. The elixir strengthens anyone who drinks or is immersed in it.

Anyone who has drunk the elixir can use the Endurance nonweapon proficiency once per month at no penalty, covering three days' march in a single day. When slain, anyone who has drunk from the Cauldron's waters in the last year is immediately transformed into a zombie (for 0-level or 1 Hit Die creatures), which eventually becomes a skeleton after its flesh decays and falls away. Higher level characters may become ghouls, shadows, wraiths, ghosts, or banshees; monsters with more Hit Dice may become monster zombies. However, there is a price to be paid for this undeath—the character cannot be raised from the dead by normal means after 7 days of undead existence, since the creature's spirit is devoured by the effort of entering the undead state. Most normal creatures who witness this transformation to undeath must make an immediate morale check or flee.

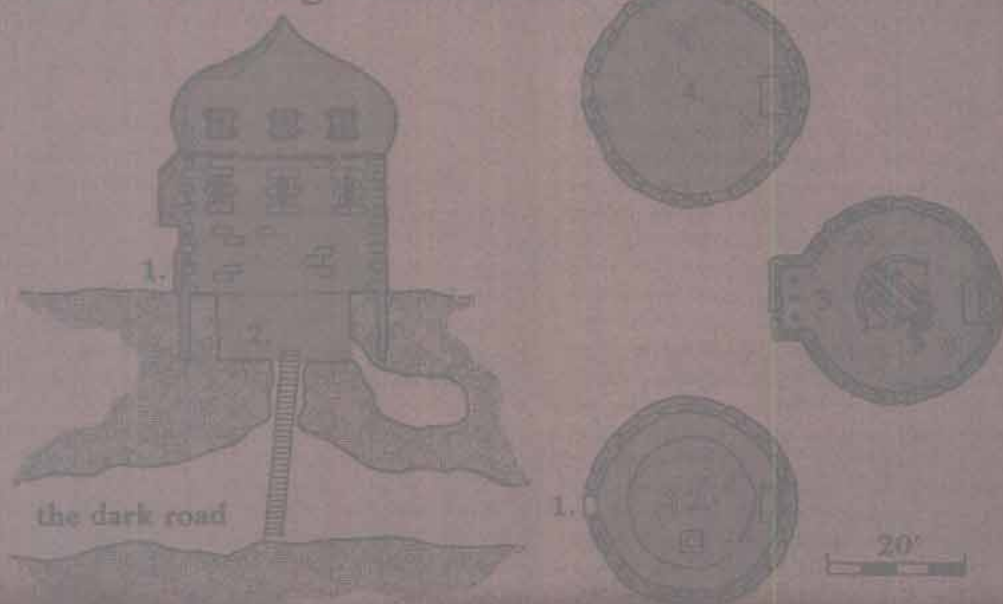
Troops so gifted ignore the first morale check when fighting. They may also make one forced march per month at no penalty, covering the distance of three days in a single day. When slain, the children of the Cauldron are immediately transformed into a Legion of the Dead (as per the realm spell); they may act normally after a one-round delay. Troops that slay the children of the Cauldron and witness their transformation to undeath must make an immediate morale check. The undead legion disbands within a day unless accompanied by the master of the cauldron.

the wandering watchtower

This introduction to the adventure is best used for low-level characters. If all goes according to plan, the PCs will overcome the defenders of a tower in the pass called the Gates of Doom, and will discover one of two possible connections to the Warlock. Either the orogs offer up their goblin prisoners to the party, or the PCs find the trap door in the bear pit, revealing the underground passages to the Wyrmsstone Citadel.

The tower itself is a variant of *Daern's instant fortress*, with an onion-domed top. The tower's three floors are connected by ladders, and a small balcony overlooks the entrance. The middle floor

The Wandering Watchtower



has arrowslits and the top floor has heavily shuttered windows. The tower itself can withstand 200 hp damage before collapsing. The tower door is extremely thick, and can only be opened or closed by the command of the tower's owner, a hobgoblin wizard named Malik.

Malik is the only one who knows the command word ("Espruen") that collapses the fortress into a small metal cube or restores its original size. Whenever the orogs raid passing travelers, whether successful or unsuccessful, he simply shrinks the tower down so that the entire group of raiders can move to a new overlook. There they wait and watch for their next target—while any pursuers or caravan survivors conduct a futile search at the tower's old site.

1. Entryway

An alcove above the door allows defenders to fire directly down on anyone attempting to open the door; this extreme short range (about 20 feet) gives them a +2 attack bonus and inflicts double damage. The door is extremely strong and will not open for any other than Malik, though it may be battered through after taking 30 hp of damage.

Archers, male orogs (2): AC 6 (scale), -4 (with 90% cover); MV 9; HD 3; hp 10, 6; THAC0 17; #AT 2 or 1; Dmg 1d8/1d8 (long bows with sheaf arrows) or 1d6+1 (short sword); SA burning oil; SD 90% cover within tower; SW -2 to attack rolls under full sun, -1 under cloud cover; SZ M; ML elite (14); Int average (10); AL LE; XP 120 each.

Notes: The archers are well-trained and suspicious.

Special Equipment: Burning oil can be poured from murder holes, inflicting 2d6 hp damage to anyone caught underneath, 1d6 the second round as the oil burns itself out.

The archers have no treasure other than their well-made bows and arrows. The bottom level of the tower is dominated by a pit, with only 3 feet of walkway around the outside edges to the ladder on the opposite side from the door.

The orogs were very lucky indeed to capture most of the members of an elite goblin patrol that stumbled directly into the path of both their ballista and their wizard's *web* spell. The presence of the orogs' cave bear kept the goblins cowed long enough to get them secured in shackles, which haven't been removed since.

Goblin patrol members (goblin, Cerilian, common) (4): AC 7; MV 6; HD 1-1; hp 7, 5, 4, 3; THAC0 20; #AT 1; Dmg 1d6 (short sword) or 1d6 (throwing axe); SZ S (4'+ tall); ML average (10); Int average (9); AL LE; XP 35 each.

Normally a ladder connects the ground floor to the next level up, but the orogs have drawn the ladder up to prevent "those sneaky, filthy goblins" from getting loose and killing the orogs in their sleep.

2. Bear Pit

The lowest floor of the tower is the den of a fully-grown cave bear, raised from infancy by the tower's guards. Though he is poorly treated, the bear considers the orogs his master and will not attack them. He lives in a cave in the side of the pit, and will join any melee in area 1 in 3 rounds.

Cave bear (Bear): AC 6; MV 12; HD 5+5; hp 39; THAC0 15; #AT 3; Dmg 1d8/1d8/1d12 (claw/claw/bite); SA hug (if bear scores a paw hit with an 18 or better, it also hugs for 2d4 hp damage); SD fight for 1d4 rounds after reaching 0 to -8 hp; SZ L (12'+ tall); ML average (9); Int semi (4); AL N; XP 650.

Notes: In winter, the cave bear can only be awakened in winter by violent shaking or physical attack. He is automatically surprised by such an assault, allowing the attackers a free round of attacks.

The bear has a few well-gnawed bones and scraps of armor as toys. The orogs move these good luck charms whenever they move the tower, just as they always dig a new pit for the bear to call home.

One of the bear's toys is a goblin skull, the skull of the leader of the patrol kept on the first floor. If a *Speak with Dead* spell is cast on it, the goblin's spirit will confess that the patrol was one of several whose mission was to find the Warlock's citadel and begin negotiations for an alliance between the Eyeless One and the Warlock. The leader was the only member of the patrol who knew this, so the mission has failed.

A trap door lies hidden beneath the bear's detritus. It can be found as a concealed door once the bear is out of the way. The passage beneath the trap door leads down into what the orogs refer to as the Dark Road—the confusing set of caverns and passages that connect many strongholds of the orog and goblin tribes of the Stonecrowns. The orogs always choose sites for the wandering tower that lie close to orog caverns; they dig down to the Dark Road to provide a convenient escape hatch in case one of their raids should ever go bad. See the "Dark Road" map for details.

Captured orogs or goblins will gladly serve as guides through the caverns, hoping to lead the PCs into an underground ambush in their home strongholds, or (better yet) to sneak away from the PCs, abandoning them to the dangers and horrors of the deep caverns. Roll on the "Dark Road Encounters" table once per day to determine what the party meets if it decides to follow this path to the Warlock's door. Under no circumstances will any army of humans or elves be persuaded to travel underground to attack the Warlock; dwarves might be persuaded by a charismatic leader.

3. Watch Chamber

This level is surrounded by arrow slits through which the tower's swivel-mounted light ballista can fire at passing caravans. The ballista requires a crew of two and can fire up to 300 yards. The sentries here will defend the tower from attackers with the ballista (#AT 1/2 rounds; THAC0 12; Dmg 2d6), arrows, burning pitch through murder holes, and spears if this level is breached.

Sentries, male orogs (7): AC 4 (chain and shield), -6 (with 90% cover); MV 6; HD 3; hp 18, 16, 14 (x2), 13, 11, 9; THAC0 17; #AT 2 or 1; Dmg 1d8/1d8 (long bows with sheaf arrows) or 1d6+2 (spear); SA burning pitch; SD 90% cover within tower; SW -2 to attack rolls under full sun, -1 under cloud cover; SZ M; ML elite (14); Int very (12); AL LE; XP 65 each.

Notes: The sentries are well-trained and suspicious.

Personality: Skeptical, paranoid.

Special Equipment: Burning pitch can be poured from murder holes, inflicting 3d6 points of damage per round to anyone caught underneath, with a saving throw vs. breath weapon for half damage.

The orogs often use their ballista as part of a raid; one or two well-placed bolts plus their wizard's spells can quickly shatter their opponents' morale.

4. Wizard's Dome

The top level of the watchtower has heavily-shuttered windows on all sides. The shutters are usually sealed, but Malik will open them to cast spells at attacking forces.

Malik is convinced that the goblin patrol was sent to capture him personally and has tortured them mercilessly to get them to confess. When they did, he refused to believe them, and now questions them for further details of their plans.

He often paces his chamber until dawn planning his schemes and stratagems (he harbors fantasies of overthrowing the Warlock), wearing a path in the chamber's thick green carpets. The room contains a mirror of polished silver worth 600 gp.

Malik Toadspit, male hobgoblin 4th-level wizard (1): AC 7; MV 9; HD 4+4; hp 13; THAC0 19; #AT 1 or 3; Dmg 1d6 (staff) or 1d4/1d4/1d4 (darts); SA spells; SZ M (6' tall); ML steady (11); Int high (14); AL LE; XP 975.

Personality: Cowardly, shrill, and always treacherous.

Spells (3/2): 1st—*burning hands*, *magic missile*, *shield*; 2nd—*flaming sphere*, *web*.

Malik left his clan astride his only true friend, a dire wolf with one protruding fang and many protruding ribs visible on his thin frame. Snagglefang can be easily bribed with food, even to betray Malik (who doesn't feed him nearly enough). The wolf has no treasure.

Snagglefang, male dire wolf (wolf) (1): AC 6; MV 18; HD 4+4; hp 25; THAC0 15; #AT 1; Dmg 2d4 (bite); SZ L (11' long); ML average (10); Int semi (4); AL N; XP 175.

the dark road

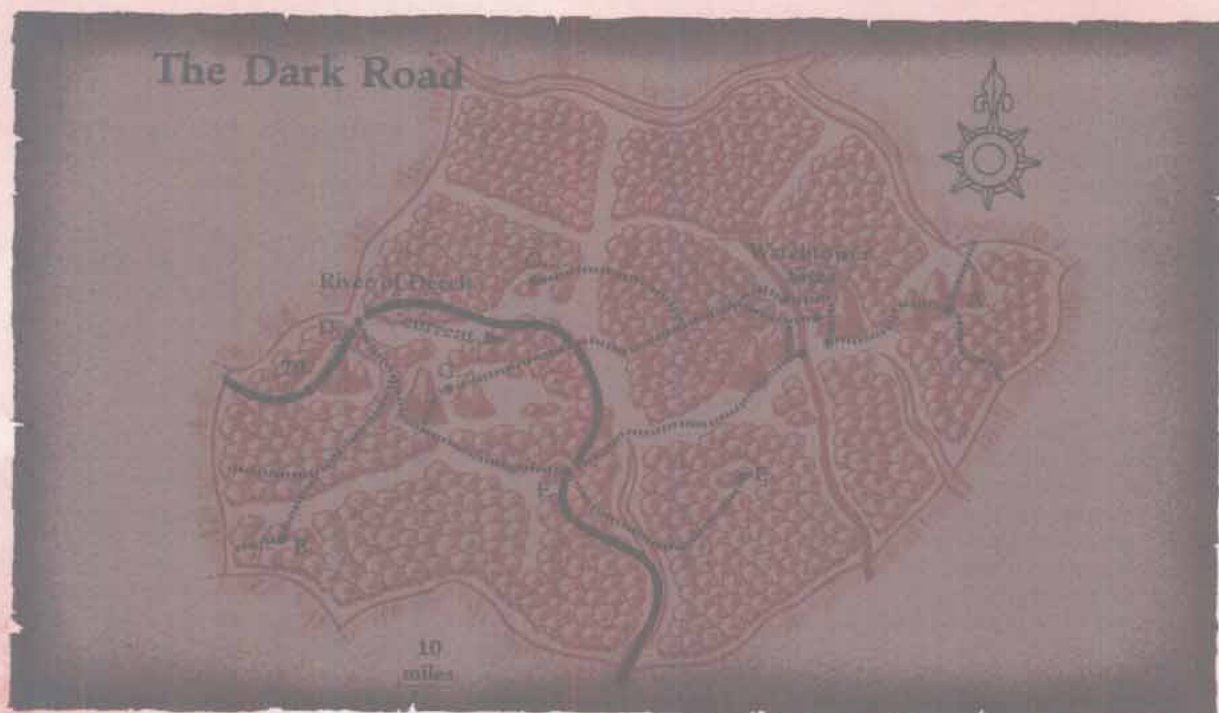
If the PCs follow the underground passage, they may stumble across several plots unrelated to the Warlock and his armies before reaching the Wyrmsstone Citadel. This is a good time for the party to have other adventures if they need to gain levels to face the challenge of the Warlock. Some suggestions are given below for the areas on the Dark Road map.

A. Neutral Orog Camp

The PCs may stumble across this underground orog fortress; one of the few in the area that has resisted the Warlock's offers. What happens next is up to them.

In battle, the orogs make use of troglodytes as scouts, skirmishers, and auxiliaries to absorb losses. The orogs provide heavy infantry skilled in close-formation tunnel fighting against crack





dwarf troops.

If approached peacefully, the orogs will gladly lead the PCs to the citadel, and might even be convinced to stage a diversionary attack by a charismatic PC who offers a share of the rich plunder.

B. Gold of the Stonecrowns

The legendary gold hoard of the Stonecrown Mountains lies here, deep below the earth. Most of this vein of gold is in raw, unworked nuggets, and all of it is protected by a noble dao and his retinue of minor dao nobles, tasked miner genies, crysmals, and lesser earth spirits. The entire kingdom of the dao in the nearby rift works to increase this treasury, and likewise works to defend it. It is possible that stealthy PCs could steal as much as they could carry, or they might undertake a mission for the noble dao against the mole people and their medusae rulers (see below) for payment.

C. Abandoned Workings

These finely-carved halls were probably the work of dwarves long ago, though they have since been abandoned. Their current inhabitants are a tribe of blind, pasty-skinned grimlocks who call themselves

the mole-people. The grimlocks are led by a triumvirate of greater medusae sisters and their mind flayer adviser, and they have plans to extend their domination throughout the Dark Road.

D. The Acid Sea

A small clan of kuo-toan outcasts lives here with trained oozes. The kuo-toans build boats that they leave around the edges of the great underground lake; these boats are a trap for intelligent prey. The kuo-toans themselves live on an island in the center of the lake, and they have trained several small crystal oozes to dissolve wood or leather boats as they cross the lake surface. The oozes can dissolve most of a boat's hull in 2 rounds (if the hull fails an item saving throw versus acid), leaving the occupants to drown and then be salvaged for food.

E. Shining Amantyr

This city is considered a fable throughout much of the Stonecrowns Underdark, but it does in fact exist. Some travelers and bards who tell the tale of Shining Amantyr claim that it is the greatest city of the goblins, far greater than their shabby cities on the surface, and others claim that it is where the elves who sided with Azrai planned to make their final stand against humanity. The city proper is said to rise almost vertically along an enormous column or stalagmite at the center of a circular cavern, and it is said to be made of pure alabaster, shining with the light of a thousand suns.

F. The Great Rift

The great rift is a huge fissure beneath the earth, well-supplied with thin, veil-like waterfalls, and separated into two distinct communities by a layer of mists that separates the safe upper air from the dangerous explosive and asphyxiating gasses of the lower reaches of the rift. Above the mists, the dao rule a slave-kingdom of xorn, sandmen, captured surface-dwellers, dwarves, and orogs. The guano of an enormous colony of bats (the same described in the "Dark Road Encounters" table, below) feeds mushrooms, molds, mosses, and bizarre fungi that grow on the damp walls and narrow terraces of the rift. These meaty, fleshy fungi in turn feed the thousands of warm-blooded slaves and servants in the rift; the creatures of the Plane of Elemental Earth derive their sustenance from the stone itself.

G. Wyrmsstone Citadel

This underground entrance to the Warlock's citadel (see area 73) is protected by two huge, rune-carved gates embedded in the rock in the middle of an otherwise natural passageway. Though the gates are barred against all intruders, they can be opened by *knock* spells or bypassed with *dig* or *passwall* spells.

If a high-level party discovers the Wandering Watchtower too soon, the ford across the River of Deceit that leads to the Citadel might be flooded and impassable. Likewise, finding the proper exit onto the citadel route from the Great Rift could require powerful divinations, flying magic, or even a descent below the mists into the land of the cloaklers.

meeting the warlock's army

If the PCs do not travel through the Underdark to reach the Warlock's castle, they will certainly be spotted by Ellindael, an elf who serves as the Warlock's provost and chief scout. If Ellindael reports PCs traveling with troops or even just a large body of retainers (more than 20), the paranoid Warlock takes no chances. When the PCs approach within 10 miles of the Wyrmsstone Citadel, read the following:

Your hunting party and its armed escort have penetrated deep into the high country, into the still dark forests where beasts are not yet afraid of man and where the mebhagh runs silently and deeply to the springs and sources of eldritch power. The wizards among you take on a healthy glow, power almost visibly leaping from their eyes and sparking from their fingertips.

While the wizards are puzzling over the richness of magical power in the mountains, the warriors are enjoying the large variety of game. Everything is going smoothly.

Early in the morning, when the mists still lie in the valleys, you hear a cry from the vanguard: an orog ambush is underway!

war cards

The Warlock's forces include three units of orog infantry (two of them enhanced by the Cauldron), one unit of goblin skirmishers and one unit of Stonecrown ogres. Use cards from the BIRTHRIGHT boxed set for these units; 1 unit of Orog Pikes and 2 units of Orog Infantry (cauldron-enhanced: when killed replace with an Undead Legion card and force a morale check on the adjacent enemy unit), 1 unit of Goblin Skirmishers (Irregulars) that also act as scouts, and 1 unit of Stonecrown Ogres. Treat goblin raiders as 1 unit each of Goblin Wolfriders, Archers and Skirmishers.

Roll to determine surprise; if the PCs' troops have no scouts, they are automatically surprised. Play out the combat as normal, using War Cards provided with the boxed set for whatever troops the PCs possess.

If the PCs capture any of the Warlock's forces and question them, they initially claim to be merely a wandering warband that had hoped to make a quick raid into Mhoried for plunder. Closer questioning (or in the case of the goblins of the Five Peaks, bribes) about their badges reveals that they are all members of the clan of the Wyrms, a small tribe that usually stays high in the mountains.

dark road encounters

Roll 1d100 each day that the party spends underground.

- 1-25 No encounter.
26-30 Tunnel becomes impassable (rockfall, new fissure filled with mysterious vapors, or flooded).
31-35 Orog raiding party mounted on giant subterranean lizards.

Giant subterranean lizard (12): AC 5; MV 12; HD 6; hp 34, 32, 30, 29, 28, 27 (x2), 26 (x2), 25, 22, 21; THAC0 15; #AT 1; Dmg 2d6; SA double damage on a natural 20; SZ H; ML average (10); Int animal (1); AL N; XP 650.

- 36-40 **Goblin raiding party.** This noisy rabble is seeking prisoners and plunder to take back to the surface; they are running low on supplies and could easily be bribed with food—or they could just as easily decide to take the party's supplies by force.

Nuthigam, goblin patrol leader, 5th-level fighter (goblin, Cerilian, huge) (1): AC 3; MV 6; HD 5; hp 31; THAC0 16; #AT 3/2; Dmg 1d6+3 (morning star, specialized) or 1d6+1 (javelin); SZ L (7' tall); ML average (10); Int average (10); AL LE; XP 420.

S 10, D 12, C 11, I 11, W 6, Ch 14.

Personality: Brave, straightforward, gullible.

Special Equipment: 50' rope and a grappling hook.

Jungimmer, goblin 7th-level battle-priest (goblin, Cerilian, elite): AC 5; MV 6; HD 7; hp 39; THAC0 16; #AT 1; Dmg 1d6+1 (mace); SZ M (5' tall); ML average (9); AL LE; XP 975.

S 6, D 13, C 15, I 11, W 14, Ch 16.

Personality: Subtle, quietly charismatic, experienced.

Special Equipment: Holy symbol.

Spells (5/3/2/1): 1st—*bless*, *command*, *cure light wounds* (x2), *cause fear* (reverse of *remove fear*), *darkness*; 2nd—*flame blade*, *heat metal*, *silence 15' radius*; 3rd—*spike growth*, *summon insects*; 4th—*animal summoning I* (summons eight huge bats).

Goblin patrol members (goblin, Cerilian, common) (20): AC 7; MV 6; HD 1-1; hp 7 (x3), 6, 5 (x3), 4 (x4), 3 (x4), 2 (x3), 1 (x2); THAC0 20; #AT 1; Dmg 1d6 (short sword) or 1d6 (throwing axe); SZ S (4' tall); ML average (9); Int average (8); AL LE; XP 35 each.

- 41-50 **Cloud of Bats.** A huge swarm of thousands of harmless bats traveling to or from their roosts passes by the party for 1d6 turns. The bats do not attack the PCs unless they are themselves attacked; but the swarm will defend itself for 3 rounds after any attack, with 2d20 bats attacking in the first round, 1d20 in the second, and 1d6 in the third. If they are then left undisturbed after the third round, the rest of the swarm passes by peacefully, but any further attack after the third round triggers a new set of attacks.

Bats, common (1,000-60,000): AC 8 (4 under ideal flying conditions); MV 1, Fl 24 (B); HD 1d2 hp; THAC0 20; #AT 1; Dmg 1 (bite); SA put out torches (1% per bat per round), Wisdom roll required to cast spells, inflict -2 attack penalty; SZ T; ML unreliable (2); Int animal (1); AL N; XP 15.

- 51-54 **Even Bigger Cloud of Bats.** Identical to the encounter above, but the swarm surrounds a group of aggressive giant bats that attack the party 1d4 turns after the common bats first appear.

Bats, huge (2-12): AC 7 (4 under ideal flying conditions); MV 3, Fl 15 (C); HD 4; hp 25, 22, 19, 18 (x2), 17, 16 (x3), 14, 12, 9; THAC0 17; #AT 1; Dmg 2d4 (bite); SZ H (12' wingspan); ML steady (11); Int low (5); AL NE; XP 420.

- 55 **Cloaker scout:** This single cloaker is a stray from the Great Rift (see area 6, above), searching for prey and for information that may benefit the great cloaker lords who dwell beneath the mists.

Cloaker (1): AC 3 (tail 1, 1 with manipulated shadows); MV 1, Fl 15 (D); HD 6; hp 34; THAC0 15; #AT 2+special; Dmg 1d6/1d6 (tail/tail) plus special; SA envelop, moan; SD manipulate shadows to improve AC or create mirror images, victim suffers damage as well as cloaker; SW light spell cast directly at a cloaker blinds it and prevents it from using its shadow shifting powers; SZ L (8' long); ML elite (13); Int high (14); AL CN; XP 1,400.

Notes: The cloaker will envelop its prey on a successful hit, and the victim then remains helpless while the cloaker inflicts 1d4 points of damage plus the victim's unadjusted AC; shields offer no protection.

The immediate effect of the cloaker's moaning is to inflict a -2 attack penalty; if any creature hears the moan for 6 consecutive rounds, it falls into a trance, unable to attack or defend itself as long as the moaning continues. The second intensity of the moaning acts as a *fear* spell; all creatures within 30 feet must roll a successful saving throw versus spell or flee in terror for two rounds. The third intensity causes nausea and weakness and affects all those in a cone 30 feet long and 20 feet wide at its open end. Victims must roll a successful saving throw versus poison or be overcome with weakness for 1d4+1 rounds and be unable to act. The fourth intensity of moaning acts as a *hold person* spell on one person within 30' for 5 rounds.

- 56-59 **Lost Ogres:** These ogres decided to explore some caverns that they were wintering in and have been lost ever since. Their original tribe of 32 wild ogres is much diminished, and they might be willing to serve as mercenaries for anyone who could show them a way out of the cave complex.

Stonecrown Ogres (2-24): AC 5 (furs, hides, metal plates); MV 9, Cl 6; HD 4+3; hp 20 each; THAC0 15; #AT 1; Dmg 1d10 or by weapon+6; SA Battle-rage; SZ L (9' tall); ML unsteady (7); Int low (8); AL CE; XP 270 each.

- 60-65 **Dwarf mining party:** This party of experienced dwarf miners is very suspicious of the party's motives for being in the area; the dwarves hurry the party along at crossbow point if possible.

Miners, mountain dwarf males (14): AC 4 (chain and shield); MV 6; HD 1+1; hp 9 (x2), 8 (x2), 6 (x2), 5, 4 (x2), 3 (x2), 2 (x3); THAC0 19; #AT 1; Dmg 1d8 (battle axe) or 1d4+1 (heavy crossbow); SA +1 versus goblins, orcs, and orogs; SD -4 to AC versus ogres, trolls, giants; SZ M (4' tall); ML elite (13); Int average (9); AL LG; XP 270.

Personality: Dour, humorless, and goal-oriented.

Special Equipment: Mining picks, hammers, spikes, and sledges.

- 66-75 **Huge scorpion (1):** AC 4; MV 12; HD 4+4; hp 26; THAC0 15; #AT 3; Dmg 1d8/1d8/1d3 (claw/claw/sting); SA poison sting (save or suffer Type A poison); SZ M (4' long); ML average (9); Int non (0); AL N; XP 420.

- 76-80 **Hook Horrors:** These well-fed monstrosities recently destroyed a myconid colony; as a desperate last resort, the dying myconids used a special mold weapon. As a result, the weakest horror is infected with yellow mold, which is slowly growing into and around its carapace. Any attack on the infected hook horror has a 50% chance to release yellow mold spores. Anyone caught in the 10' radius cloud must make a successful saving throw vs. poison or die. A *cure disease* and *resurrection* are required within 24 hours to restore life.

Hook horrors (2-12): AC 3; MV 9; HD 5; hp 37, 33, 32, 27 (x2), 26, 24 (x2), 23, 22, 20, 19; THAC0 15; #AT 3; Dmg 1d8/1d8/2d6 (hook/hook/bite); SZ L (9' tall); ML steady (12); Int low (6); AL N; XP 175.

- 81-84 **Shadow Visitors:** These shadows have just recently crossed over from the Shadow World and are seeking fresh, live prey. They will wait until the party has established a camp, then attack as the flickering fire fades—or when only a single person stands watch. They gain +3 to their surprise roll.

Shadows (1-3): AC 7; MV 12; HD 3+3; hp 18, 16, 9; THAC0 17; #AT 1; Dmg 1d4+1 plus strength drain; SA drain 1 point of Strength with each hit; SD +1 or better weapon to hit, immune to *sleep*, *charm*, *hold*, and cold-based spells, 90% undetectable in weak light; SZ M (6' tall); ML elite (14); Int low (5); AL CE; XP 420.

Notes: Lost Strength returns in 2d4 turns.

- 85 **Black pudding (Pudding, deadly) (1):** AC 6; MV 6; HD 10; hp 44; THAC0 11; #AT 1; Dmg 3d8; SA dissolve armor; SD split in two by weapons or lightning, immune to acid, cold, and poison; SW fire and magic missiles do normal damage; SZ M (5' wide); ML special; Int non (0); AL N; XP 2,000.

- 86-90 **Rothé (Mammal) (2-20):** AC 7; MV 9; HD 2; hp 9 each; THAC0 19; #AT 3; Dmg 1d3/1d3/1d8 (hoof/hoof/horns); SZ M (4' at shoulder); ML elite (14); Int animal (1); AL N; XP 35 each.

- 91-95 **Hairy spiders (Spider) (1-20):** AC 8; MV 12, web 9; HD 1-1; hp 1d6 each; THAC0 20; #AT 1; Dmg 1 (bite); SA poison (saving throw at +2); SZ T (6" dia); ML average (10); Int low (5); AL NE; XP 65 each.

Notes: Hairy spiders hunt in swarms, and up to 40 of them can attach to a human to bite (they gain +5 to attack rolls once they are attached). They are resistant to crushing damage, and must be individually struck or torn away. If a victim fails the saving throw versus poison his AC and attack rolls are penalized by 1, and Dexterity is penalized by -3 with respect to Dexterity checks. These effects begin the round after the bite and last 1d4+1 rounds.

- 96-97 **Purple Worm (Worm) (1):** AC 6; MV 9, Br 9; HD 15; hp 70; THAC0 5; #AT 2; Dmg 2d12/2d10 (bite/sting); SA swallow whole, poison stinger; SZ G (25' long); ML steady (12); Int non (0); AL N; XP 13,000.

Notes: If swallowed whole, PC must inflict kill the worm within 6 rounds or die, and the worm has an internal AC of 9. Damage is reduced by -1 cumulatively each round. The worm's poison slays instantly unless a saving throw is made vs. poison.

- 98-99 **Wild Rust Monsters:** The wilds of the Dark Road contain rust monsters like those captured by the orogs of the Warlock's castle. These are usually ravenous, and attack on sight.

Rust monsters (1-2): AC 2; MV 18; HD 5; hp 25, 24; THAC0 15; #AT 2; Dmg nil; SA rust weapons and armor; SZ M (5' long); ML average (9); Int animal (1); AL N; XP 270.

Notes: Magical items may avoid rusting (10% per each "plus" of weapon or armor). Other metal magical items have a 20% to avoid rusting.

- 00 **Sword spider (1):** AC 3; MV 6, web 8, Cl 8; HD 5+5; hp 28; THAC0 15; #AT 2; Dmg 2d4/2d6 per leg (bite/stab); SA leap up to 30 feet, impale prey; SD any upward attack against the leaping spider suffers -4 to the attack roll, due to the impaling blades that protect the spider; SZ H (12' diameter); ML elite (13); Int average (9); AL CE; XP 2,000.

Notes: Make only one attack roll for the creature's legs. Size S victims are struck by three legs; size M, four legs; size L, five legs. If the spider's leap is greater than 20 feet, each leg gains +1 to damage.

Low-level PCs: The Warlock has ordered his troops to capture the PCs to gain regency/strengthen his bloodline. If the PCs lose the battle, they must fight their way clear of the rout and return again with a larger army. To do so, they must defeat the detachment of Stonecrown ogres specifically assigned to capture them. The ogres carry large nets (treat all targets as AC 9 minus Dexterity and magical bonuses), maces, and they do half normal and half subdual damage. Subdual damage will simply render targets unconscious, and such damage is restored after 2d6 turns of rest. The leader carries an arbalest (see Appendix entry on Stonecrown Ogres).

High-level PCs: If the battle goes badly for high-level PCs, or if they brought no army with them into the mountains, the PCs must face the army alone or retreat. The army is slow in pursuit, but relentless. If the troops come to grips with the PCs, the ogres fight to kill if their nets are quickly shrugged off, or if the tide of battle seems to turn against them.

mountain warfare

The dark woods, deep ravines, treacherous rockslides, and cutting winds of the Stonecrown Mountains are as much an enemy as any goblin spearman, and much more constant. Battles fought in the mountains use the mountain terrain card and are also subject to the following changes:

- ◆ Uphill troops gain a +1 bonus to their melee strength for any charge.
- ◆ Downhill troops cannot charge.
- ◆ Archers suffer -1 to their missile value when firing uphill, and gain +1 when firing downhill (this reflects the value of the added range gained by shooting from the heights).
- ◆ The high ground in each battle is held as defined in the description for that battle.
- ◆ Finding fodder for mounted troops in the mountains is very difficult; alpine meadows are lush but rare, and foraging takes much longer than usual for cavalry of any type. Cavalry gain no additional overland movement.
- ◆ Siege weapons and supplies are difficult to transport in mountainous terrain. They will also be the target of orog raids, for the Warlock fears a siege of his castle.

If the PCs can arrange an ambush they should consider taking the high ground.

trigger events the twisted ley line

The presence of the Midnight Cauldron warps and twists all magic in its vicinity, with possibly unpleasant results. When a PC mage casts a spell within seven miles of the Warlock's Citadel, something goes wrong, twisting the wizard's intent into something harmful or even deadly. For example, a *locate object* spell might lead the PCs to a bear's den or an avalanche, a *fireball* might start a raging forest fire, and a *magic missile* might harm one of the adventurers' mounts. Other spells might cause ill omens: Summoned creatures might turn against their summoner, an *illusion* spell may show an evil image, *change self* may leave ugly scars, *fly* may fail at the worst time, and *wizard eye* or *ESP* might temporarily blind the caster. In general, the effects should be unpleasant and mildly dangerous, but not fatal. (Any fatal affect should at least entitle the victim to a saving throw versus death magic.) The wild effects cease entirely within the walls of Wyrmsstone Keep.

Clerical magic is entirely unaffected by the Cauldron, since it does not depend on mebhagh for its power. A clerical *detect magic* spell (but not a wizardly one) can be used to track the warped ley lines (see area map) to their source.

the tempest

A massive storm is unleashed whenever the Warlock uses realm magic, for the unnatural intensity of the mebhagh gathered in the Cauldron alters the nearby atmosphere. These storms can be used whenever the PCs are stuck in their attempts to find the Citadel, or when they are losing a battle badly and are about to be captured.

the hidden citadel

If the Warlock's forces are roundly defeated in battle but the PCs hesitate or return to their own domains for reinforcements, the Warlock casts a *warding realm* spell and continues to gather strength from neighboring sources. The only way in is with a *dispel realm magic* spell that successfully nullifies 12th level realm magic.

the warlock's timetable

The following timetable outlines what the Warlock hopes to accomplish in the next few years. He has many plots and schemes afoot, but his main thrust is to gain regional influence and build an empire from which he can wage war against his father in the Gorgon's Crown. The PCs interference may well foil some or all of these plans, and the timetable can be amended to incorporate their influence.

Year	Season	Action Round	Action
554 MR	Winter	1-3	Forge Ley Lines to gather mebhaighl from a total of seven sources in PCs' holdings and Cariele (Cauldron source 7 holding), send spies to Mhoried
555 MR	Spring	1	Cast <i>monster summoning</i> for ogres
		2	Invade Five Peaks, expand domain
		3	Establish Five Peaks Law holding
	Summer	1	Drain nearby sources in Five Peaks and elven lands (source 12 holding), muster goblin and orog troops
		2	Create new fhoimorien warlocks
		3	Fortify Five Peaks
	Fall	1	Seal trade route to Cariele
		2-3	Plunder caravans, espionage in Cariele
	Winter	1-3	Gather mebhaighl from second PC source and Thurazor (source value 14 holding), baptize goblins assimilated from Five Peaks
556 MR	Spring	1	Conclude treaty with fhoimorien clans, muster unit of giants
		2	Persuade Mhorien highlanders to secede from Mhoried
		3	Contest Guild holding in Cariele
	Summer	1	Giants and ogres raid and plunder Cariele, probe for weakness
		2-3	Invade Cariele, defeat troops with realm magic
		1	Subjugate Cariele countryside, lay siege to castles, cast <i>raze</i> to reduce castles
	Fall	2	Create Law holding in Cariele
		3	Rule in Cariele
	Winter	1-3	Drain three new sources in Alamie and Markhazor (Cauldron source 17 holding)
557	Spring	1	Transport legions to Thurazor
		2	Persuade Thurazor's armies, reduce castles
		3	Create Law holding in Thurazor; Gorgon declares war to seize Thurazor
	Summer	1	Muster troops, create Guild holding in Cariele
		2	Research (cloak for spymaster Black Maranna)
		3	Lead counterattack against Gorgon
	Fall	1	Create Guild holding in Thurazor
		2	Contest Law holding in Mhoried highlands, muster second unit of fhoimorien giants
		3	Contest Law holding in Mhoried highlands, taking it and then mustering half-ogre highlanders next winter

In 558 MR and beyond, the Warlock turns his attention to vengeance against his father. He agitates in Kiergard and the goblin kingdoms, turning them against the Gorgon. If enough support exists in Mhoried, Alamie, and elsewhere—and if his borders are secure—the Warlock will raid and plunder the Gorgon's Crown borders. Diplomats to Mhoried and other kingdoms near the Gorgon's domain offer alliances of convenience against their mutual enemy.

The Warlock's citadel has two parts: an outer complex built like a traditional castle, and a deep underground system of caverns and tunnels. Low-level PC regents may need their own army to storm the castle; higher-level PCs may need much less help getting in. Stealth may be successful in getting either type of PCs in, but there is the danger that they cannot escape by this route if an alarm is raised.

The outworks of the citadel are cut from the dark greenish-black soapstone of the region and reinforced with bonds of magical force. The magical reinforcement can only be seen with a *detect magic* spell or at night during the new moon, when the wall's mortar shines with a faint silver glow. A *dispel magic* can bring down a section of wall equal to the spell's area of effect (30' cube), but it must overcome a 12th level caster.

Five main towers and guard the citadel's ramparts and gatehouses. Entry is difficult even for experienced rogues; all major buildings have no windows on the ground floor, arrow slits on the next, and barred windows only on the highest floor. Read the following when the PCs first sight the citadel:

The greenish-black fortress on a small plateau in a broad valley, and appears as a strange collection of walls and towers. The buildings are a mishmash of architectural styles—as if someone invited goblins, humans, ogres, and others to each build a portion. Three huge towers and two gatehouses dominate the defenses: one red tower, one black, and one shimmering blue. The outer gatehouse leads to a killing zone directly below the walls, and a second gatehouse at the end of that dangerous ground bars entry to the castle itself.

Magic confuses the party's path within the citadel. Shadow paths (see below) and a permanent guards and wards spell turn visitors

round and traps guard the way into the inner keep; the sanctum where the Warlock gathers his forces and creates the secrets that will aid him against the Gorgon. The shadow paths are marked on the underground map and on the castle map.

Spelltraps (see page 62) are linked to *web* spells and guard all staircases, and *minor confusion* spells affect all intersections. All corridors are misty (visibility = 10'),

and all doors in the area of effect are *wizard-locked* at 12th level.

The roofs and ramparts of the Wyrmsstone Citadel have been covered (at great expense) by *glyphs of warding*, each covering an area 5 feet × 5 feet. These *glyphs of lightning* are all set to go off whenever a flying creature lands on them (whether the creature is moving under its own power or using magic to fly is irrelevant to the spell). The occasional bird sets off the glyphs, much to the amusement of orogs and ogres.

citadel defenders

A castle isn't so much defended by its walls, but by its army, and the Warlock's ogre and orog army is almost as jumpy and cautious as he. Patrols are frequent and alert, though less so during the day than at night (orogs patrol at night, ogres by day). In bad weather, the patrols often stay inside the towers rather than on the citadel's walls. Several officers are also quartered in these towers.

Patrol Lieutenant, male orog (1): AC 2 (plate and shield); MV 9; HD 4; hp 24; THAC0 17; #AT 1 or 2; Dmg 1d8+3 (long sword) or 1d8+3 (short composite bow with sheaf arrows) or 1d4+3 (dagger); SA +3 to damage; SW -2 to attack rolls under full sun, -1 under cloud cover; SZ M; ML elite (14); Int very (12); AL LE; XP 200.

Notes: Carries the patrol's rallying banner, usually a small red ribbon attached to the top of his bow.

Personality: Cautious, quick to call for help.

the citadel of the warlock



**Patrolling orogs,
male orogs (6): AC 3**

(banded and shield); MV 6; HD 3; hp 14 each; THAC0 17; #AT 1 or 2; Dmg 1d8+2 (long sword) or 1d8+2 (short composite bow with sheaf arrows) or 1d6+2 (hand axe); SA +2 to damage; SW -2 to attack rolls under full sun, -1 under cloud cover; SZ M; ML elite (14); Int average (10); AL LE; XP 120.

The ogres' patrols are much less formally organized than the orogs'. An ogre patrol contains 2d6 ogres and a sergeant equivalent to Breaknose (see area 4 for statistics). They fight amongst themselves, drink, gamble, and often carouse loud enough to cause the Warlock to discipline them severely. The fhoimorien giants often come to investigate any ogre patrol disturbance that lasts for more than 4 rounds.

In the case of a frontal assault, the walls are defended by the 25 trolls and their three priestesses, 75 orogs from area 19, the 50 orog miners from area 50, the death dogs from area 52, the 40 ogres from area 4, and the giants from the tower (area 5), all commanded by Frömer Yngling (area 17) and Catchpoll Stenden (area 3). If reinforcements are needed, the Warlock brings up the 40 skeletons and 40 monster skeletons from area 62, plus the 90 orog females from area 51. The Blackwater guards and all other guards remain at their posts to protect the gates and the inner keep.

A troop of 50 orogs from area 19 and 20 ogre recruits under Breaknose will muster in the yard (area 9) and prepare to counterattack or defend any penetrated breach.

The courtyard (area 10) will serve as a rallying point for the Citadel's inner defense when under attack. Stenden will gather his forces here, then unleash the trolls to roam the castle. He will use hit-and-run tactics as long as possible, seeking to protect the orog women and children gathered in area 11. The half-ogre will fight to the death to defend his home, but most of his followers will not. When casualties exceed 25%, they will flee for the hills.

sieges

Characters who win the battle in the mountains may choose to lay siege to the Wyrmsstone Citadel. In general, this is a bad idea because ending the siege quickly requires an escalade and assault (see the BIRTHRIGHT Rules, page 65). Because siege equipment will probably not be available, starving out the defenders is also a risky proposition (though magic might achieve the same end). A siege that drags on into winter is doomed, for there is little or no food in the high mountains come winter, and

the passes will all be snowed shut.

In general, the best use of a siege is to pin down or distract the Warlock's forces while a strike team of regent-adventurers infiltrates the castle itself. The castle contains enough supplies to keep its garrison fed for up to six months, and the orogs can bring in more supplies on giant lizard caravans if the citadel's underdark tunnels are not sealed. Furthermore, small detachments of the trolls and orogs will be led on nighttime raids against the besieging army by Ellindael Nightstalker, the Warlock's hatchet man.

Of course, if the party had previously met and defeated the Warlock's army, his defensive strength should be adjusted accordingly. The Warlock's Stonecrown Ogres come from areas 4 and 32; the orog infantry comes from areas 19, 50, and 51; and the goblin skirmishers are from a local goblin clan, who have entered the Warlock's employ. If all troops were lost in battles, the Wyrmsstone Citadel is defended by one-half the Black Water Guards in area 32 and the undead troops in area 62.

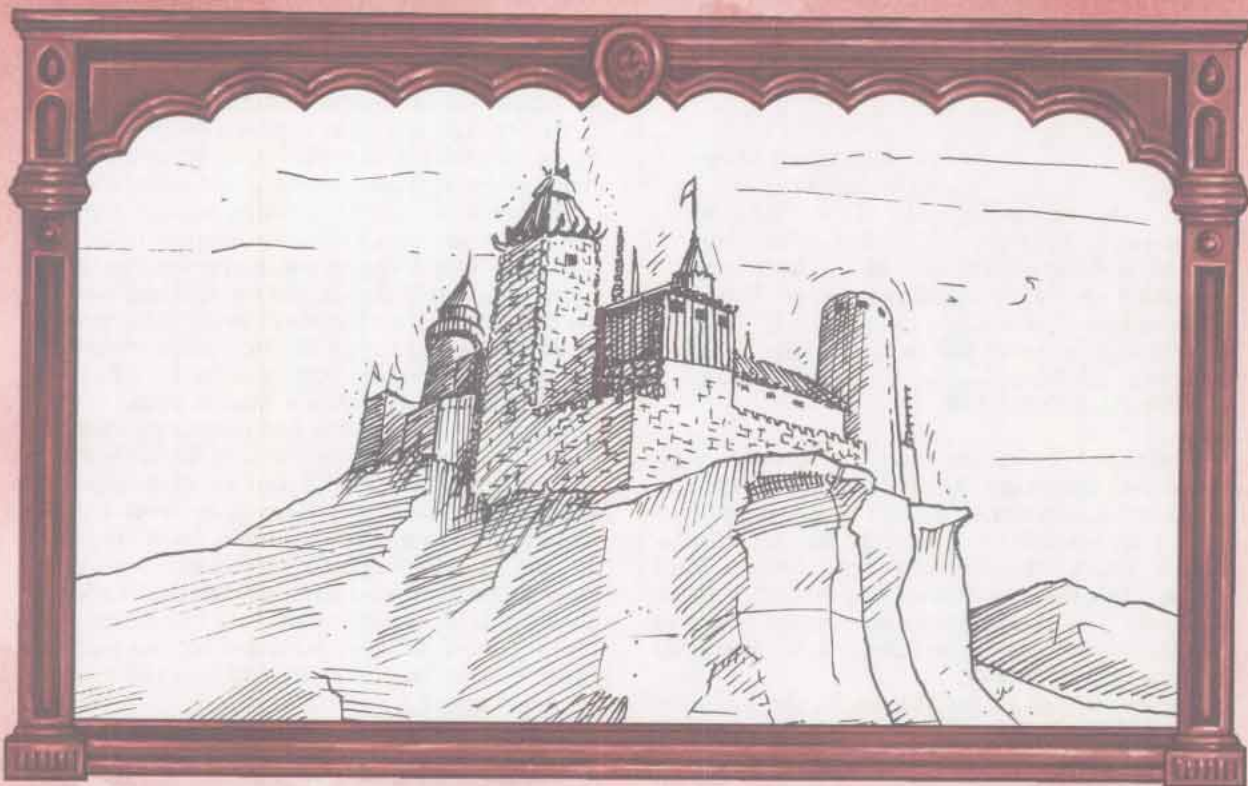
High-level party: Use the encounters as given below. Sieges should be long and arduous, with frequent sallies by Catchpoll Stenden (see area 3) supported by the giant's boulders and the Warlock's magic.

Low-level party: The Warlock withdraws into himself during a siege, ignoring the action in favor of working closely with the Midnight Cauldron. If the siege is successful, divide the number of creatures in all the encounters by three to reflect the continuing attrition, desertions, and executions by evil officers of their own troops. Shadow paths and other encounter areas that name a specific number of creatures for low-level PCs are unaffected by the siege.

the shadow paths

The citadel and its underground works are connected by shortcuts called *shadow paths*. These paths are magical ways to walk directly from one place into another, without actually crossing the intervening space. Any shadow path can be opened with a *ring of shadows*, a specially attuned item that permits the wearer and up to two other people to walk through a shadow path. Most, but not all, of the citadel's higher officers wear *rings of shadows*, as noted in the text.

Each *ring of shadows* looks like a tarnished silver ring set



with black jade until the moment it is put on. Then it literally becomes a shadow: a black tattoo in bright light and invisible in poor light. Halflings can always see the rings for what they are.

The convenience of the shadow paths is not without a price; the paths pass briefly into the Shadow World and only evil creatures, halflings, or the blood of Azrai can travel them safely. All other creatures risk releasing undead whenever they pass through a shadow path: for every living creature in the party (including familiars, pets, summoned monsters, and guard animals), the party has a 5% chance to attract the notice of the undead. For a low-level party, a group of four shadows led by a wraith appears, while for high-level PCs a group of four wraiths led by a spectre emerges. Roll once whenever a shadow path is opened and used.

Shadow (4/0): AC 7; MV 12; HD 3+3; hp 22, 21, 19, 18; THAC0 17; #AT 1; Dmg 1d4+1 plus strength drain; SA drain 1 point of Strength with each hit; SD +1 or better weapon to hit, immune to *sleep*, *charm*, *hold*, and cold-based spells, 90% undetectable in weak light; SZ M (6' tall); ML elite (14); Int low (5); AL CE; XP 650.

Notes: Lost Strength returns in 2d4 turns.

Wraith (1/4): AC 4; MV 12, Fl 24 (B); HD 5+3; hp 30, 28, 26, 15; THAC0 15; #AT 1; Dmg 1d6 + drain; SA energy drain; SD hit only by silver or +1 or better magical weapon, immune to *sleep*, *charm*, *hold*, *death*, and cold-based spells, immune to poison and paralyzation; SW holy water causes 2d4 hp damage, destroyed by *raise dead* spell; SZ M (6' tall); ML champion (15); Int very (12); AL LE; XP 3,000.

Spectre (0/1): AC 2; MV 15, Fl 30 (B); HD 7+3; hp 43; THAC0 13; #AT 1; Dmg 1d8 + drain; SA energy drain; SD +1 or better weapon to hit, immune to *sleep*, *charm*, *hold*, and cold-based spells, immune to poison and paralyzation; SW 2d4 hp damage from holy water, destroyed by *raise dead* spell; SZ M (6' tall); ML champion (15); Int high (13); AL LE; XP 3,000.

The creatures of the Shadow World have no treasure, and if any survive or flee the Warlock will be alerted and the passages to the underground portion of the keep will be sealed (see areas 50 and 69).

the outworks

The citadel is situated on a small plateau in the Snowdrake Valley, with a small stream to the east and steep slopes on three sides. It is well defended against attacks from the ground by its towers and archers, and it is almost equally well defended against

Troll (25): AC 4;
MV 12; HD 6+6; hp 33
each; THAC0 13; #AT 3;
Dmg 1d4+4/1d4+4/1d8+4
(claw/claw/bite) or by weapon +8; SA
throw rocks up to 20 yards for 1d8; SD
regenerate 3 hp/round; SZ L (9' tall); ML
elite (14); Int low (5); AL CE; XP 1,400.

flying, invisible, gaseous, or ethereal attackers by its magical wardings. The death dogs in area 50 can smell invisible or gaseous intruders, and the *glyphs of warding* on the towers and ramparts (placed there over the course of years at great expense to the Warlock) discourage most flying intruders. In addition, the courtyard of the inner keep is protected from magical fliers by a *dispelling screen*; the entrance to the underground levels of the keep (area 49) is likewise protected by a screen against *invisible*, *wraithform*, or magically disguised intruders.

troll dens

These shallow burrows and stone passages are the home of three major clans of trolls, each led by a giant troll priestess and each competing to win the Warlock's favor. The Warlock treats his trolls very poorly, considering them little more than trained dogs, but this only makes them struggle harder to win his approval.

The three clans are the Bone Knife (6 trolls led by Annilugme), the Gnawers (13 trolls led by Jaridina), and the Blood-drinkers (9 trolls led by Elukmir, the troll bailiff). The three clans hate each other and often fight over status and minor insults, but their regeneration makes recovery from these brawls quick and relatively painless. Sounds of fierce combat from this area are ignored by all other creatures in the castle—unless it involves the low thud of *fireballs* exploding or sizzling of *lightning bolts*.

Elukmir, Jaridina, Annilugme, giant trolls, 7th-level priestesses (3): AC 4; MV 12; HD 8; hp 39, 35, 31; THAC0 13; #AT 3; Dmg 1d4+7/1d4+7/1d8+7 (claw/claw/bite) or by weapon +10; SA spells, hurl boulders for 2d8 points of damage; SD regenerate 3 hp/round; SZ L (10' tall); ML fanatic (18); Int low (6); AL CE; XP 3,000.

Personality: Fanatical, scheming, and always hungry.

Spells (3/3/2/1): 1st—*command*, *darkness*, *faerie fire*; 2nd—*hold person* (x2), *obscurement*; 3rd—*call lightning*, *speak with dead*; 4th—*detect lie*

The trolls have fooled the Warlock and most of the castle's troops into thinking that they are too stupid to prize gold and other treasures, and as a result have been able to amass a substantial hoard. The three clans each bury their wealth in a hole (the Bone Knife's and Blood-drinkers' in the slag heaps, Gnawers' in the dens), and go through elaborate precautions when adding to their hoards. Most of the orogs are aware of the trollish treasure, but do not disturb it. The trolls have 9,000 sp, 13 100-gp mixed gems, four 50-gp bloodstones, and 61 10-gp agates.

slag heaps

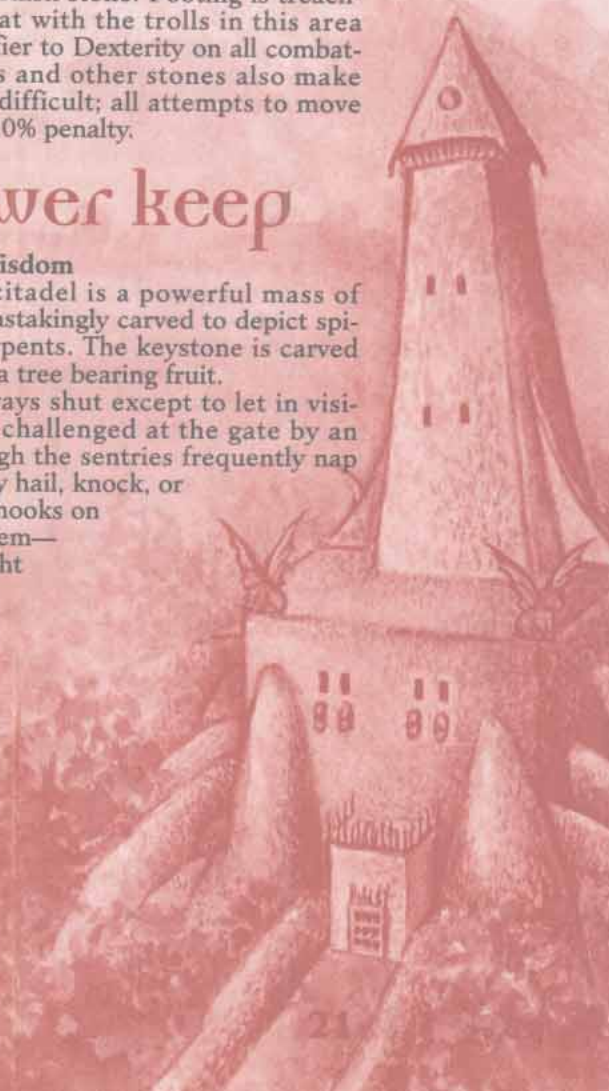
The Warlock's orog miners dump tailings in enormous heaps of darkish stone. Footing is treacherous; any combat with the trolls in this area inflicts a -2 modifier to Dexterity on all combatants. The tailings and other stones also make silent movement difficult; all attempts to move silently suffer a -10% penalty.

the lower keep

1. The Gate of Wisdom

The gate to the citadel is a powerful mass of black granite, painstakingly carved to depict spiraling, winged serpents. The keystone is carved with the image of a tree bearing fruit.

The gate is always shut except to let in visitors; everyone is challenged at the gate by an orog sentry. Though the sentries frequently nap during the day, any hail, knock, or thud of grappling hooks on the walls wakes them—the sentries are light sleepers because they fear their lieutenant, Skulduf the



Rockeater, an ogre chieftain who lives in the gatehouse and enjoys thumping sleeping sentries on the head.

Skulduf the Rockeater, Stonecrown ogre lieutenant (1): AC 3; MV 9, Cl 6; HD 6+6; hp 36; THAC0 15; #AT 1; Dmg 2d10 (fist) or 1d8+8 (*battle axe* +2, +4 vs. *dwarves*); SA +6 to damage; SZ L (10' tall); ML elite (14); Int very (11); AL CE; XP 1,400.

Notes: He wears a chain shirt and wields a battle axe.

Personality: Sniggering, bragging, laughing at his own weak jokes.

Special Equipment: *battle axe* +2, +4 vs. *dwarves*.

Skulduf has been charging entrance tolls and accepting gifts from the various tribes and merchants who pass through the Gate of Wisdom; over the years, his hoard has grown rather large. It contains 5 100-gp chips of topaz, 1,300 gp, 12,700 cp, and a *potion of vitality*.

Sentries, male orogs (6): AC 4 (chain and shield), -6 (with 90% cover); MV 9; HD 3; hp 16, 15 ('2), 14, 13, 12; THAC0 17; #AT 2 or 1; Dmg 1d8/1d8 (long bows with sheaf arrows) or 1d6+2 (spears); SA burning pitch; SD 90% cover within gatehouse; SW -2 to attack rolls under full sun, -1 under cloud cover; SZ M; ML elite (14); Int very (12); AL LE; XP 120 each.

Notes: The sentries are well-trained and suspicious, and carefully question non-humanoid visitors. Orog, ogre, and giants pass through with only a cursory challenge.

Personality: Skeptical, bribable, bored.

Special Equipment: Burning pitch can be poured from murder holes, inflicting 3d6 points of damage per round to anyone caught underneath, with a saving throw versus breath weapon for half damage.

The gate is warded by a *magic mouth* spell that shouts "Beware! Danger at the gate! The citadel is under attack!" in orog whenever a fight breaks out at the gate. The mouths of the serpents on the gate animate to speak the words of the spell.

2. Killing Ground

This 100-foot-long section of the road into the keep is designed to trap and kill an assaulting force. If the first gatehouse's portcullis is breached, the intruders can either stay in the passage beneath the gatehouse, endangered by its murder holes, or they can run the 100' to the second gatehouse under fire from archers and possibly giants. In either case, the defenders have 90% cover, giving them a -10 AC adjustment.

The area between the gatehouses is deadly. Up to 20 archers can fire from the castle (areas 33, 35, and 36) onto the path below, and 5 from each of the gatehouses. If the PCs are high-level, the giants from area 5 (see below) may hurl boulders from the ramparts over the second gatehouse into the killing zone. Because they are hiding behind the tower itself, the giants gain a 75% cover against return fire from within the killing ground, giving them a -7 AC bonus.

If the battle at the gatehouse is part of a general assault, the Warlock may use a *wall of force* or *wall of stone* spell to seal the passageway behind the first group of attackers, preventing them from either retreating or bringing up reinforcements.

3. The Catchpoll's Keep

A half-ogre warrior named Stenden Marshrunner is the commander of the Warlock's orog and ogre forces. He has won and held his title by sheer guts, martial skill, and persistence against creatures twice his size. As a reward, he has been given the second gatehouse as his personal chambers. He will personally make a final stand here against any invading force.

Catchpoll Stenden Marshrunner, half-ogre male, 7th-level fighter (ogre): AC 2 (plate and shield); MV 9; hp 78; THAC0 13 (11 with long sword, specialized); #AT 3/2 (2 with long sword); Dmg 1d8+4 (long sword) or 1d8+2 (heavy lance) or 1d4+1 (heavy crossbow) or 1d4 (caltrop, see notes); SZ M; ML champion (15); Int very (11); AL LE; XP 1,400.

Notes: Caltraps can disable targets: everyone entering the area must make a saving throw versus paralyzation. An unsuccessful save means that the character has stepped on one. If half the number of caltraps is used (only 5 in a 25-foot-square area), the saving throw is made at +4; for every extra five dropped in an area, the saving throw is made at an additional -2 (up to a maximum of -6). A character



moving at less than one-third his normal movement rate doesn't need to roll a saving throw. A fresh saving throw must be made for each 5-foot section entered in which caltrops have been dropped.

If a pursuer steps on a caltrop, it must be removed before the pursuer can continue. This takes one round. Also, the pursuer must make a second saving throw versus paralysis to determine whether he is temporarily lamed. If the saving throw is successful, pursuit can continue normally. If not, the pursuer can only move at one-third normal rate for 24 hours (or until the damage is magically healed).

S 16 (+1 dmg), D 13, C 18 (+4), I 10, W 11, Ch 8 (16 with respect to ogres, half-ogres, orcs, orogs, and other humanoids).

Personality: Disciplined, stubborn, cold as ice.

Special Equipment: long sword +1, ring of shadows, bag of 20 caltrops.

In addition to his magical sword, Stenden has been given a ring of shadows and keys to the prison (area 21) and the armory (area 62).

All the keep's bailiffs report to Stenden, including Marston, bailiff of all ogres; Fermic the Grasping, bailiff of the orogs; and Elukmir, bailiff of the trolls. The provost and the orog castellan are responsible only to the Warlock himself.

4. Stonecrown Ogres' Barracks

The ogre rabble that comes down from the mountains to serve the Warlock is quartered in barracks that look as much like a stable as anything. Military gear is stored just inside the doors in two huge piles, and every available surface is covered with rags, junk, blankets, eating utensils, crockery, coins, cards, dice, empty barrels, and miscellaneous bits of wood and kindling. A total of 44 ogres live here. Their loyalty is rather low, and if things seem to be going badly for the Warlock's forces the ogres will be the first to desert.

Promising ogres are taken to serve in the Black Water Guard; the remainder make do as best they can, bullying the orogs, raiding for profit, and thrashing each other in the meantime.

Ogre Recruits (43): AC 5 (furs, hides, metal plates); MV 9 Cl 6; HD 4; hp 24 each; THAC0 17; #AT 1; Dmg 2d6 (fist) or by weapon +6; SA +2 to damage; SZ L (9' + tall); ML unsteady (7); Int low (5); AL CE; XP 350 each.

Notes: The ogre recruits go everywhere in mobs; they are never alone.

Personality: Strutting, ignorant, overconfident.

The ogres are led by a sergeant, who reports to Bailiff Marston, who reports to Stenden, the catchpoll. The sergeant is Breaknose, a member of the Black Water Guard who is currently out of favor with the Warlock. Breaknose hates the demeaning duty he has been assigned and frequently takes it out on his charges, beating them and berating the weaklings among them.

Breaknose, Stonecrown Ogre Sergeant (1): AC 5; MV 9, Cl 6; HD 4+3; hp 37; THAC0 15; #AT 1 (2 in battle-rage); Dmg 2d6 (fist) or 1d8+6 (long spear); SA battle-rage; SZ L (9' tall); ML elite (14); Int low (5); AL NE; XP 420.

There is a 30 percent chance that Breaknose will be training 1d10+10 ogre recruits in the yard outside area 4 at any time in the day or early evening unless there is a diversion to distract them, like a siege or imminent battle. Ogres training wear thick padded armor (AC 8) and carry wooden swords (1d4+6) or wooden spears (quarterstaves, 1d6+6).

The ogres have no treasure; they are paid with food, weapons, and the right to plunder fallen foes. Breaknose has given all his loot in bribes and gifts to Captain Hadrow (see area 32), in an effort to regain the Warlock's favor.

5. Tower of the Giants

Read the following:

The black tower stands as tall as the others, but its door is much more imposing, fully 15' tall.

This tower has only half as many floors as the others; the others were knocked out to make the tower more comfortable for its giant inhabitants. The furniture is likewise huge (tables are about 5' off the floor, seats are about 4' high, shelves tower to about 15', and the tableware is too heavy for ordinary use.

Triamus and

Diamed, male fhoimoriens (2):

AC 3; MV 9; HD 13+3; hp 63, 60; THAC0 9; #AT 1; Dmg 2d4+8 (fist) or 2 × weapon +8; SA surprise; SD only surprised on a 1; SZ H (13' tall); ML 14 (elite); Int average (10); AL NE; XP 7,000 each.

Personality: Both the fhoimoriens are strutting, arrogant, and full of themselves because of their newfound status as magicians. They use every opportunity to show off their talents and to bully the ogres, trolls, and other members of the Warlock's army.

Special Equipment: Five throwing boulders each.

Triamus' spells (3/2): 1st—color spray, enlarge, taunt; 2nd—stinking cloud, Tasha's uncontrollable hideous laughter.

Diamed's spells (3/2): 1st—enlarge, phantasmal force, wall of fog; 2nd—flaming sphere, invisibility.

The giants have no great treasure, though they are both warlocks due to infusions of the Warlock's own blood. They are very loyal to their master, and hope to convince their clans to join his army.

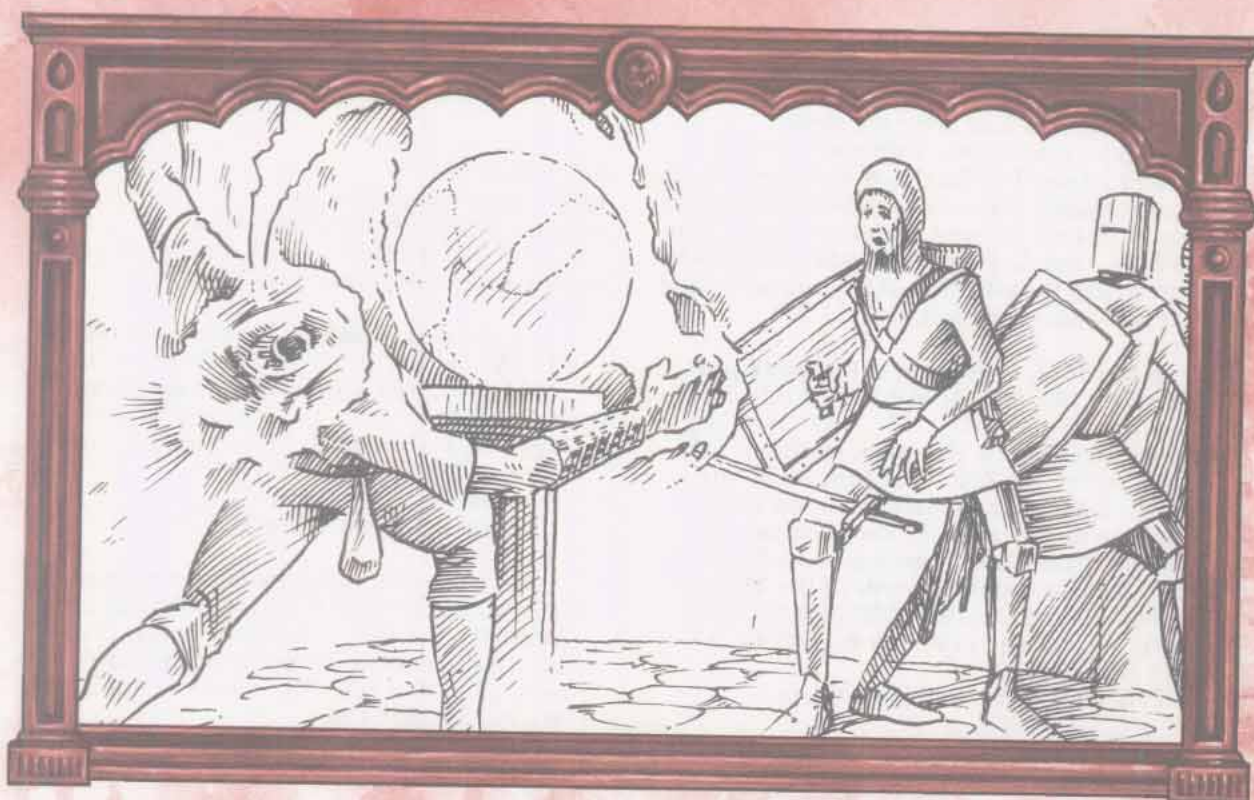
They have bullied and extorted monies from the ogres and orogs; their small cache of ill-gotten funds amounts to 550 gp, 2,519 sp, and 1,934 cp.

6. Stables

The orogs do not do a good job of keeping the stables clean; in fact, the stalls reek of horse dung and moldy straw. The upper floor of the stables is a hayloft where courting orogs often meet for privacy (80 percent chance that 1d4×2 are present).

The stables contain Stenden's heavy warhorse, 80 medium warhorses for the orog scouts (whom the Warlock hopes to train into cavalry), 5 riding horses for messengers, and one frightened, battered young hippogriff being trained as a war steed for Stenden. The head groom always sleeps in the stall next to Stenden's warhorse, Rumbler. The groom, Reiner, is a captured Brecht who has thrown in his lot with the Warlock. If captured by the PCs, he pretends to cooperate, but escapes into the mountains at the first opportunity.

A number of chariots from the early days of the fortress lie in a heap near the eastern exit, and the giants and others have been using them as firewood. They could easily be adapted to serve as carts to carry off treasure by anyone with carpentry or wainwright skills.



Rumbler, stallion, heavy warhorse (1): AC 7; MV 15; HD 3+3; hp 32; THAC0 17; #AT 3; Dmg 1d8/1d8/1d10 (hoof/hoof/trample); SZ L; ML unsteady (5); Int animal (1); AL N; XP 120.

Notes: Will throw any rider other than Stenden; anyone attempting to mount Rumbler must make a riding proficiency check or be thrown for 1d6 points of damage.

Personality: Stubborn, pushy.

Mystwing (Hippogriff) (1): AC 5; MV 18, Fl 36 (C, D mounted); HD 3+3; hp 17; THAC0 16; #AT 3; Dmg 1d6/1d6/1d10 (claw/claw/beak); SZ L (10' long); ML average (9); Int semi (3); AL N; XP 175.

Notes: Mystwing is very battered, and would have 26 hp if fully healed.

Personality: Skittish, cringing.

Special Equipment: A special saddle with straps to secure a rider's legs for airborne maneuvers hangs on the wall near Mystwing's stall.

Medium warhorses (80): AC 7; MV 18; HD 2+2; hp 16 each; THAC0 19; #AT 3; Dmg 1d6+1/1d6+1/1d8 (hoof/hoof/trample); SZ L; ML unsteady (5); Int animal (1); AL N; XP 65.

Special Equipment: Hooves are shod with spikes, inflict 1 extra point of damage.

Riding horses (5): AC 7; MV 24; HD 3; hp 14 each; THAC0 17; #AT 2; Dmg 1d2/1d2; SZ L; ML unsteady (5); Int animal (1); AL N; XP 65.

7. Tower of Storms

This tower of blue stone has a roof of dark gray slate and an eagle-shaped weathervane. The tower's stones faintly spark and shine with static electricity.

This is one of the Warlock's inner sanctums, used only when he seeks to cast realm magic. The tower's top floor is dominated by the *Mother of Storms*, a magical item that doubles the duration and intensity of any form of true magic and intensifies all weather-affecting and cold spells. The *Mother of Storms* also allows the user to cast *call lightning* once per month.

The tower's protector is a greater

guardian yugoloth who takes the form of a gigantic, winged bear with ram horns protruding from her forehead and eagle claws instead of hands. She attacks outside the tower if creatures attempt to open the wizard-locked door at its base, rumbling with low, powerful growls, and attracting the attention of an orog patrol and 2d6 trolls within 1d6 rounds.

Ishardeel, female greater guardian yugoloth (1): AC -1; MV 9, FI 9 (D); HD 10; hp 55; THAC0 11; #AT 3; Dmg 1d10/1d12/1d12 (hron/claw/claw); SA breathe fire for 7d6 three times/day, suggestion; SD +2 or greater weapon to hit, immune to *charm*, *hold*, *sleep*, *polymorph*, *fear*, fire-based, and *magic missile* spells; SW must remain within 90 yards of the *Mother of Storms* or be banished; MR 25%; SZ L (9' tall); ML fanatic (18); Int high (14); AL NE; XP 31,000.

Personality: Irritated, bloodthirsty.

The *Mother of Storms* is a perfect 2-foot-diameter globe carved from solid turquoise shot through with grey impurities. Anyone approaching it within 10' in metal armor or within 1' unarmored runs the risk of attracting a massive bolt of static electricity. The bolt forces all the target's possessions to make item saving throws versus electricity and inflicts a number of d6 of damage equal to the party's average level (save vs. death magic for half). The *Mother of Storms* contains an intermittent gate to the Quasi-Elemental Plane of Lightning, so even after its static charge is released, touching it causes 4d4 points of damage (save vs. death magic for half). Anyone wearing the *amulet of protection* (see below) can handle the globe safely.

Ishardeel wears an *amulet of protection from lightning* that prevents the lightning from harming her (new item, acts as a *protection from lightning* spell with two charges), but she also avoids approaching the sphere out of simple dread—she was shocked by it when first summoned.

8. Switchback Gate

This inner gate protects the citadel's keep from the cruder occupants in the Warlock's followers. It is watched at all times by two Stonecrown ogres and one gate-lieutenant. The gatehouse is topped with a crenelated rampart armed with a light ballista (against low-level parties) or heavy ballista (against high-level parties).

A light ballista requires a crew of 1, has a THAC0

of 12, fires 1/2 rounds, and inflicts 2d6 hp damage. A heavy ballista requires a crew of 4, has a THAC0 of 17, fires once per 4 rounds, inflicts 3d10 points of damage.

Lieutenant Rampor, Stonecrown ogre (1): AC 3; MV 9, Cl 6; HD 6+6; hp 31; THAC0 15; #AT 1 (2 in battle-rage); Dmg 2d10 (fist) or 1d6+10 (club); SA battle-rage; SZ L (9' + tall); ML elite (14); Int average (11); AL NE; XP 1,400.

Personality: Firm, stern.

Special Equipment: Ring of shadows.

Gate guards, male Stonecrown ogres (2): AC 5; MV 9, Cl 6; HD 4+3; hp 23, 13; THAC0 15; #AT 1 (2 in battle-rage); Dmg 2d6 (fist) or 1d8+6 (long spear); SA battle-rage; SZ L (9' + tall); ML elite (14); Int low (6); AL NE; XP 420.

Personality: Patient, inquisitive, crude, and fond of killing.

9. Yard

This grassy open area is used as a training ground and mustering point for the Warlock's troops. In the daytime and early evening there is a 90 percent chance that troops are training with wood weapons and padded armor, unless the castle is under siege or a battle is imminent, in which case troops will be mustering here, armed and armored.

Training: On a percentile roll, 1-30 indicates 1d10+10 ogre recruits under Breaknose from area 4; 31-70 indicates 4d10+10 orogs from areas 19, 50 and 51; 71-90 indicates 1d6+6 Black Water Guards from area 32.

Mustering: A troop of 50 orogs from area 19 and 20 ogre recruits under Breaknose will muster here and prepare to counterattack or defend any penetrated breach.

The NW corner of the yard leads to area 49 (below) and the Bastard's Burrows.

the inner keep

The inner keep stands 40' tall and is roofed in gray slate tiles that are immune to fire attacks. The keep has two levels, and its tower has three.

10. Entry Corridor and Courtyard

A set of iron-clad double doors bars entry into the main keep. The doors are *wizard-locked* and can withstand 50 points of damage before collapsing completely. Read the following when the PCs get through the doors:

You can see light at the end of a 40-foot-long dark corridor. An entryway stands immediately to your right, and a set of stairs up to another entryway are 30 feet down the corridor. A portcullis bars the passage at the far end, breaking the light beyond into bright squares. Two double-headed dogs stand in the corridor, chained to the wall.

The dogs detect intruders by sound and scent 80% of the time, regardless of whether the trespassers are invisible, gaseous, or hidden in shadows. One head of each dog barks a warning that brings 2d10 orog warriors from areas 10 or 19 within 1d4+1 rounds; the other head bites to hold the intruder until help arrives.

Death dogs (Dog) (2): AC 5; MV 12; HD 2+1; hp 15, 10; THAC0 19; #AT 2; Dmg 1d10/1d10 (bite/bite); SA knock-down, disease; SZ M (6' long); ML steady (12); Int semi (4); AL NE; XP 120.

Notes: A roll of 19 or 20 on the attack die means that a man-size or smaller opponent is knocked prone and attacks at -4 until able to rise to its feet again. Victims of a bite must make a saving throw versus poison or contract a rotting disease that will kill them in 4d6 days unless counteracted by a *cure disease* spell.

The corridor leads into an open-air courtyard, which is protected by a *Otiluke's dispelling screen* (from the *Complete Wizard's Handbook*, basically a *dispel magic* spell in the form of a screen) at a height of 50'. Any creature flying in or out of the courtyard with the aid of magic may fall and suffer 5d6 points of damage if the *screen* dispels the magic.

The well is in the northwest corner of the courtyard; two orogs stand watch on the stairs in the northeast corner at all times.

Orog guards, male orogs (2): AC 3 (banded and shield); MV 6; HD 3; hp 18, 9; THAC0 17; #AT 1; Dmg 1d8+3 (long sword) or 1d10+3 (halberd); SA +3 to damage; SW -2 to attack rolls under full sun, -1 under cloud cover; SZ M; ML elite (14); Int very (11); AL LE; XP 65.

The orogs have no monetary treasure, but they each have a half-full wineskin.

The courtyard will serve as a rallying point for the citadel's inner defense when under attack. Stenden will gather his forces here, then unleash the trolls to roam the castle. He will use hit-and-run tactics as long as possible, seeking to protect the orog women and children gathered in area 11. The half-ogre will fight to the death to defend his home, but most of his followers will not. When casualties exceed 25%, the survivors will flee for the hills.

11. Great Hall

The hall is sparsely decorated; a few grisly trophies have been nailed to the walls, and a single banner flies above the dais at the end of the hall: a coiled, winged serpent. Straw and rushes cover on the floor, and the few windows are simply narrow openings in the wall where both air and light rush in. Fire pits at either end of the hall serve as rude kitchens and sources of heat and light.

This is where most of the orogs rest, eat, and while away the time between work and slumber. In the daytime hours and early evening, 2d10+10 orogs from area 19 will be present here, drinking and talking loudly (unless there is a diversion, say a siege, to otherwise occupy them). At night, the number increases to 3d10+20. These orogs are unarmored and unarmed (AC 8, 1d2+1 damage or by tankard/bottle as club).

12. Ostler's Quarters

The castle's ostler, a remarkably ugly orog named Black Maranna, is responsible for seeing after the Warlock's visitors and guests. She is also his chief spy and the army's quartermaster, and always carries a key to the cellars on a chain around her neck. She has clawed her way into her current position of importance by sheer viciousness and force of will, and she will not accept bribes or otherwise betray the trust the Warlock has placed in her as the keeper of the citadel's supplies.



Black Maranna, female orog (1): AC 8 (leather armor); MV 12 (unencumbered); HD 3; hp 24; THAC0 17; #AT 1; Dmg 1d6+2 (spiked club) or 1d4+2 (throwing dagger); SA +2 damage; SW -2 to attack rolls under full sun, -1 under cloud cover; SZ M; ML elite (14); Int high (13); AL LE; XP 675.

Personality: Practical, mercenary, iron-willed.

Special Equipment: skeleton key for all doors that are not magically warded.

Maranna's workers say that she practices dark magic and cannibalism, but this is surely only jealousy. In fact, she is shrewd and pragmatic, not given to any unusual habits other than a slight fondness for vintage wines. She will flee if the keep is in great danger.

13. Stores

The stores are well-organized and tallied on tablets kept near the door; everything that goes in or out is recorded. The stores include dried and salted fish, smoked meats, dried fruits, sacks of grain, barrels of hard biscuits, barrels of beans, and all the cloth, rope, thread, leather, and oil needed to keep the staff clothed and the castle well-lit.

Hidden in the storeroom is the ostler's cache of treasures looted from small villages and caravans during raids into Mhoried and Cariele. Sharp adventurers will find many hiding holes, containing among them 4 100 gp garnets; 1 250 gp amber gem; 1 *book of exalted deeds*; and 1d10×30 gold pieces per turn spent searching up to a maximum total of 1,000 gp.

14. Well

The corner of the courtyard contains a well, currently covered by a wooden grate, perhaps to keep people from falling in. A black bucket sits on top of the grate.

This area connects to area 74, the Midnight Cauldron. When the Warlock brews his dark and bitter potion, his soldiers gather at the well to drink it. The well's bucket has been transformed by the magic of the cauldron; it is now made of ebony bound with tarnished silver, and the first few feet of the rope are bleached white. PCs may deduce from this that the bucket pulls up more than water, but if they experiment with it, however, they pull up nothing (the Warlock has no *elixirs of undeath* currently brewing).

If the PCs actually go down the well, they hear a voice from below warning them off, imploring them to go somewhere else, and that great danger lies ahead. If questioned, the owner of the voice explains that it wishes to be left in peace, exiled in this well by the Warlock's order. If the adventurers continue despite these warnings, they meet the well's defender, a margoyle who seeks to avoid combat by warning intruders. Halfway down the 180-foot-deep well is a narrow, mossy ledge that leads into the margoyle's lair, but Nostreth the margoyle will attack sooner, striking from an alcove and hoping for surprise. (He gains a +3 bonus to his surprise roll.) Only one character can attack the margoyle at a time, and flying creatures suffer a -3 penalty when attacking for lack of leverage. PCs lowered using the well's rope fight at -1.

Nostreth, margoyle (gargoyle) (1): AC 2; MV 6, Fl 12 (C); HD 6; hp 35; THAC0 15; #AT 4; Dmg 1d6/1d6/2d4/2d4 (claw/claw/bite/horn); SA swoop; SD +1 or better weapon to hit; SZ M; ML elite (13); Int low (7); AL CN; XP 975.

Notes: Exiled for being insufficiently cruel—was once employed as the Warlock's torturer and executioner.

Personality: Pensive, a philosopher prone to outbursts of rage when disturbed.

simple furnishings: a louse-ridden bed, a chamber pot, an armoire, and a small table. The chamber door can be barred from the inside.

The margoyle's lair is lined and littered with the drippings and stubs of ten thousand candles. Twenty of the candles burn atop a locked chest that contains a set of nine matched peridots worth 800 gp total, a *potion of rainbow hues*, a *bastard sword* +1, and a scroll inscribed with two copies of the *restoration* spell.

The very bottom of the well is entirely dark, and protected by the shadows and wraiths of the Midnight Cauldron (see area 74). These black creatures will come howling and boiling up the well shaft if any living creature passes below the level of the margoyle's cell.

Shadow (8): AC 7; MV 12; HD 3+3; hp 22, 21, 17, 16, 15, 13, 12, 9; THAC0 17; #AT 1; Dmg 1d4+1 plus strength drain; SA drain 1 point of Strength with each hit; SD +1 or better weapon to hit, immune to *sleep*, *charm*, *hold*, and cold-based spells, 90% undetectable in weak light; SZ M (6' tall); ML elite (13); Int low (5); AL CE; XP 650.

Notes: Lost Strength returns in 2d4 turns.

Wraith (2): AC 4; MV 12, Fl 24 (B); HD 5+3; hp 30, 28, 26, 15; THAC0 15; #AT 1; Dmg 1d6 + drain; SA energy drain; SD hit only by silver or +1 or better magical weapon, immune to *sleep*, *charm*, *hold*, *death*, and cold-based spells, immune to poison and paralyzation; SW holy water causes 2d4 hp damage, destroyed by *raise dead* spell; SZ M (6' tall); ML champion (15); Int very (12); AL LE; XP 3,000.

15. Kitchen

The small chamber at the back of the kitchen is a pantry. It is piled high with sacks of beans, oats, millet, and barley, as well as barrels of ale and wine. Dozens of smoked meats hang from its ceiling, and small locked boxes contain salt, anise, pepper, bay leaves, and saffron (worth 200 gp).

16. Purveyor's Quarters

The purveyor is responsible for obtaining supplies for the Warlock's army and his retinue. Currently, this position is being performed by Black Maranna, as the previous purveyor was poisoned in the Great Hall during one of the Warlock's victory banquets.

The quarters lie empty except for a few

17. Chamberlain's Quarters

The Chamberlain is the overseer of the household. His room is richly furnished with a sturdy hazelwood chair, a writing desk of cherrywood inlaid with ivory (400 gp), and a canopy bed made of dark black walnut wood carved with scenes of pastoral tranquility (1,200 gp). A wardrobe contains the chamberlain's modest clothing, mostly black and dark brown robes.

Chamberlain Frömer Yngling resembles his furnishings, or perhaps vice versa. He is a very serious man always dressed in long, dark robes—even in the heat of summer.

Frömer Yngling, male Brecht, 7th-level invoker (1): AC 4 (Dex, ring); MV 12; hp 28; THAC0 18; #AT 3; Dmg 1d4 (darts); SA spells; SD *stoneskin*, spells; SZ M; ML elite (13); Int exceptional; AL LE; XP 1,400. Bloodline (abilities): Azrai, tainted, 9 (none)

S 8, D 17, C 15, I 16, W 10, Ch 13.

Special Equipment: ring of protection +3, ring of shadows.

Personality: Patient, methodical, probing.

Spells (5/4/3/2): 1st—*affect normal fires*, *cantrip*, *color spray*, *magic missile*, *spider climb*; 2nd—*blur*, *rope trick*, *shatter*, *stinking cloud*; 3rd—*haste*, *lightning bolt* (x2); 4th—*shout*, *stoneskin*.

Yngling keeps order in the household in exchange for instruction by the Warlock in the arts of evocation. He is not terribly loyal, as he is a pessimist who suspects that the Warlock's plans will come to nothing. He will offer his traveling spellbook (which contains the spells listed above) in exchange for his life and safe passage into the mountains. His full spellbook is kept in a *Leomund's secret chest* that he has hidden behind a loose stone under his bed; it contains twice the

number of spells he has memorized, mostly invocations.

18. Antechamber

This room is always guarded by two orog watchmen with axes at the ready. Though they will not investigate any disturbance at the gate or in the courtyard, they will yell to summon the orogs within the barracks (area 19).

Orog guards (2): AC 3 (banded and shield); MV 9; HD 3; hp 18, 13; THAC0 17; #AT 1 or 2; Dmg 1d8+2 (battle axe) or 1d8+2 (short composite bow with sheaf arrows); SA +2 to damage; SW -2 to attack rolls under full sun, -1 under cloud cover; SZ M; ML elite (14); Int very (11); AL LE; XP 65.

19. Orog Arsenal

The orogs keep all their weapons here, and often sleep here as well, when they aren't sleeping off their hangovers under the tables in the great hall (area 11). Those who fail to drill and train strenuously enough are sent down to the mines (area 58) to toil among the stone for a month or two; as a result, the troops are extremely well-drilled and well-disciplined.

Orog garrison (150): AC 3 (banded and shield); MV 9; HD 3; hp 14 each; THAC0 17; #AT 1 or 2; Dmg 1d8+2 (long sword) or 1d8+2 (short composite bow with sheaf arrows) or 1d6+2 (hand axe); SA +2 to damage; SW -2 to attack rolls under full sun, -1 under cloud cover; SZ M; ML elite (14); Int average (10); AL LE; XP 65.

Partly because they train hard, the orogs drink heavily and live fully on festival days. On pay days, they quickly spend their meager pay on wine, meat, gambling, and trinkets to impress their women. A total of 258 cp is distributed among the lot of them.

20. Warden's Quarters

The warden is responsible for the Warlock's woodlands and parks, and especially for guaranteeing the Warlock's pleasure when he chooses to go hawking. His quarters are decorated with a fine

tapestry depicting a stag at bay (worth 400 gp) and a heavy oak table carved with a border of curling oak leaves intertwined with mistletoe at the edges (worth 100 gp, weighs 120 lbs.).

The warden himself is an orog warrior with great tracking skills named Raggumir. He is an expert archer as well, and will defend the castle with his archery. He is especially deadly if he is firing through the murder holes in one of the gate areas, since this provides an extra +2 to the attack roll and the shot is fired before initiative is rolled (use the point blank specialization rule as described in the *Player's Handbook*, page 52).

Raggumir Empty-purse, male orog warrior (1): AC 2 (plate armor); MV 9; HD 3; hp 10; THAC0 17 (16 with bow); #AT 2; Dmg 1d8 (sheaf arrow); SA +2 to damage; SW -2 to attack rolls under full sun, -1 under cloud cover; SZ M; ML fanatical (17); Int average (11); AL NE; XP 120.

21. The Prison

Wormstone's prison is overseen by the provost at night and abandoned during the day. Its two cells are empty at the moment, but any captured PC will be held here until the Warlock can slay him personally to absorb the strength of his bloodline.

The provost is an elf who has served as one of the Warlock's henchmen for over 400 years, first as his tutor in the art of magic, then as captain of the Warlock's army, then as his squire.

Ellindael the Nightstalker, male elf, F9/M10/Th11 (1): AC 2; MV 12; hp 49; THAC0 12; #AT 2; Dmg 1d8 (arrow) or 1d6+2 (spear); SA spells, backstab x4, +1 with bow and spear; SD spells, invisible in wilderness; MR 90% immune to sleep and charm spells; SZ M; ML elite (14); Int exceptional (15); AL NE; XP 13,000.

Notes: Ellindael's arrows of human slaying were made for him as a gift from the Warlock—and the Warlock enchanted them so that they could not be used against him.

S 15, D 17, C 15, I 14, W 11, Ch 12.

Personality: Ellindael prefers to operate alone when scouting. By night, he often directs raids on enemy positions.

Special Equipment: spear of quickness +2, elven chain mail, long bow +1, 10 arrows of human slaying +3, cloak of the bat, ring of shadows.



Spells (4/4/3/2/2): 1st—*affect normal fires*, *charm person*, *shocking grasp*, *wall of fog*; 2nd—*alter self*, *blur*, *invisibility*, *strength*; 3rd—*flame arrow*, *baste*, *slow*; 4th—*Evard's black tentacles*, *fire shield*; 5th—*Bigby's interposing hand*, *feblemind*.

Thief Abilities: PP 35, OL 60, F/RT 45, MS 90, HS 95, DN 65, CW 80, RL 10.

When scouting, Ellindael sometimes uses his *wall of fog* or *affect normal fires* to reduce visibility, then quickly casts *charm person* on a sentry. If the spell works, he questions his newfound friend until the next watch, then leaves with detailed information on forces and plans, all willingly offered by the poor charmed sentry.

Against a low-level party, Ellindael only tries to take prisoners; if forced into melee he uses his spells or *cloak* to break off the fight. Against a high-level party, he attacks from a distance with *arrows of human slaying*, hems the party in with *Evard's black tentacles* and *Bigby's interposing hand*, *bastes* himself, and then uses *invisibility* to get close enough for a backstab. He escapes using the *cloak* to fly away low, into the fog or darkness.

22. Orog Bailiff's Quarters

The iron door leading into this chamber can be barred from the inside, and the arrow slit beside the door allows the orogs to question and examine anyone seeking to enter the area. The orog bailiff prefers to dwell literally above his subjects, among the troops, but the light from the arrow slits is quite annoying so heavy drapes cover them during the day. At night, the arrow slits let in the

breeze in seasonable weather; in cold or wet, they are shuttered tightly enough to require an open doors roll at -2 to open. (It's difficult to get leverage from the outside or within the narrow inside approach to the arrow slit.)

Fermic the Grasping, orog bailiff (1): AC 3 (banded and shield); MV 9; HD 3; hp 20; THAC0 17; #AT 1 or 2; Dmg 1d8+2 (long sword) or 1d8+2 (short composite bow with sheaf arrows) or 1d6+2 (hand axe); SA +2 to damage; SW -2 to attack rolls under full sun, -1 under cloud cover; SZ M; ML elite (14); Int very (12); AL LE; XP 120.

Special Equipment: ring of shadows.

Fermic is remarkably lazy and cares little for conquest or plunder; if threatened, he calls the orogs from area 23 to fight for him, since he refuses to do the work of dispatching intruders alone. Though he is no great lover of battle's joys, to keep his position—and to keep his followers happy—he arranges infrequent raids into nearby domains. He wears a *ring of shadows*, but is afraid to use it and would gladly give it away in exchange for his life if caught at swordpoint.

23. Watchpost

Two orogs guard this chamber at all times. They take their duty seriously and are watchful during the night; by day, they tend to be annoyed and irritated enough by the sunlight that their attention wanders, and sometimes the guards drift off under a bright sun (20% chance). Their alarm can be heard in the bailiff's quarters (area 22), and he summons help from the orog barracks (area 19), then joins the fight. Orog pour up from the lower halls at a rate of 2d6 each round until 40 have entered the fray.

Orog guards (2): AC 3 (banded and shield); MV 9; HD 3; hp 20, 12; THAC0 17; #AT 1 or 2; Dmg 1d8+2 (long sword) or 1d8+2 (short composite bow with sheaf arrows) or 1d6+2 (hand axe); SA +2 to damage; SW -2 to attack rolls under full sun, -1 under cloud cover; SZ M; ML elite (14); Int high (12); AL LE; XP 120.

One of the guards carries a hunting horn, which he will blow to call for reinforcements. However, the guards are proud of their combat skill and will hesitate to call for help until it is almost too late.



24. Balcony

Saeryk the Warlock often comes here to watch his troops training on the open ground before the citadel's face. The area is protected by a permanent *protection from normal missiles* spell. A small telescope with poor optics (2× magnification, 50 gp) stands on a brass and wooden tripod. The Warlock's banner flies from a small but weak flagpole over the balcony (any weight over 60 lbs. snaps off the pole).

The sill of the balcony is protected against flyers by a *glyph of frost* (4d4 points of damage, save vs. spell for half), and by small needles embedded in the stone (1d4 points of damage, THAC0 11 versus AC 10 unless target is wearing gloves). Any rogue climbing up to the balcony must make an additional climb walls check at -20% or fall; non-thief climbers must make a Dexterity check or fall backward due to the shock of the glyph and needles.

25. Solarium

The stairs in this chamber lead both up to the second level of the keep and down to the castle's armory, dungeon, and the orog quarters (areas 62, 66, and 51). It is comfortably furnished with high-backed leather chairs, thick carpets covering fragrant herbs and rushes, and sound-deadening tapestries against the outer walls. The interior walls are covered with leather wallpaper, dyed blue and painted with stars and astrological symbols for the constellations. The ceiling itself is painted black and covered with a pattern of dots. A PC who makes a successful Astrology proficiency check can deduce that the dots show the stars at a particularly auspicious time for magic, in constellations called the Serpent, the Wayfarer, the Great Torch, and the Ship of Fools. Oddly, the constellations are rotated about 90 degrees from their normal orientation in the night sky; this was done so that they match what the Warlock or any other observer might see when looking from the balcony (area 24, which is 90° off from the door to this room). Coincidentally, the constellation of the Wayfarer is walking toward the spelltower (area 26), which may lead some PCs to search for the hidden passage there.

26. Mage's Spelltower

The Warlock comes to this tower to observe and harass any force planning an assault on his citadel. The chamber's three arrow slits are 30' above ground level and barred, preventing entrance and egress except by creatures about the size of a brownie (2' tall) or smaller. When shuttered, the arrowslits

are airtight and warded against magic. A trap door hidden in the rafters (detect as a concealed door) connects this room to area 42 above, but no ladder is stored here.

The room's irregular corner is remarkably dark; in fact, its folds of shadow cannot be penetrated, even by magical light. Beings stepping into the darkness are affected as if by a *blindness* spell, becoming easier prey (-4 to AC, lose Dexterity bonuses, and to all attack rolls), unless they are wearing a *ring of shadows*. Anyone wearing such a ring is transported to the Waiting Tree in the Shadow Keep. (See the Shadow Keep section, above.)

27. The Warlock's Tower

This level of the tower is easily accessible only from above. Though there is a trap door up from the lower level, the access ladder is trapped with a *grease* spell. Furthermore, the lower level has no real floor, only an illusory floor covering a pit (area 61). Read the following if the PCs enter:

You are in a circular room about 50' in diameter, with walls entirely covered with magical signs, arcane symbols, and what you recognize as magical wards.

Within these tower walls the Warlock keeps a most important prisoner: a movanic deva named Akhibel, a winged warrior of good captured by the Warlock so that he could extract the secrets of invocation magic from the unwilling creature. The Warlock has used powerful acids to etch painful scars into Akhibel's flesh. (The deva is immune to attack by cold, electricity, *magic missiles*, petrification, poison, normal fire, and gases, as Saeryk slowly discovered during days of experimentation.)

The symbols on the walls include the true names of fiends and aasimon; anyone disturbing them risks angering one of the tanar'ri lords that the Warlock has wheedled, bargained with, or enlisted to help keep Akhibel captive here. The Abyssal Lord will send seven servant tanar'ri to punish anyone erasing the warding runes, and thus helping Akhibel escape. Use the rutterkin statistics from area 45.

The Warlock has learned a few secrets of evocation, though not nearly as many as he hoped, and is frustrated enough that he has taken his discomfiture out on his prisoner, repeatedly breaking his wings, burning his feathers, and inflicting many other wounds that are both painful and slow to heal, even for a regenerating deva. The deva's wings are scarred by acid and unable to regenerate—a *heal* spell or *regeneration* spell would be ineffective. A *limited wish* or *wish* would be required for his full health.

Akhibel, Lord of Comets, male movanic deva (Aasimon) (1): AC -1; MV 12, FI 30 (B); HD 8; hp 48; THAC0 13; #AT 2; Dmg 1d10+1 (2-handed sword, flame tongue +1); SA spells; SD parry attacks or spells, protection from evil, never surprised, +1 or better weapon to hit, regenerate 2 hp/round, infravision, spell immunities; MR 40%; SZ M (6' tall); ML fearless (20); Int genius (18); AL LG; XP 78,500.

Notes: milky white hair, silvery hair and eyes, bluish-white wings.

Personality: Akhibel is a model of patience and stoicism, but even he has grown tired of the Warlock's mistreatment, blandishments, and bribes.

Special Equipment: Akhibel wears robes of shimmering silver, and has wrapped his face in bluish silk. These garments operate as a *phylactery of faithfulness*.

Spells: Any spell of the invocation/evocation school, once/day, but especially *fire shield*, *shout*, *forcecage*, and *Bigby's crushing hand*.

Spell Abilities: *anti-magic shell*, *heal*, *protection from normal missiles*, and *spell turning* (1/day), *cure disease* (3/day), *cure light wounds*, *detect lie*, *detect snares & pits*, *dispel magic* (7/day), *invisibility 10' radius*, *light*, *polymorph self*, *protection from evil*, *remove curse*, *remove fear*, and *tongues*.

Akhibel will be forever grateful to the PCs if they remove his shackles and restore his health. He will swear and honor an oath that his saviors may, as a group, call upon him once when they require help against the forces of evil. He will arrive within 2d6 rounds after being called.

the shadow keep

If the PCs gain one or more *rings of shadows* they may pass through one of the gates into the Shadow World. Wurmstone Citadel exists in the Shadow World, though it is inhabited only by orog skeletons, wraiths where the ogres might usually be, and a few special creatures. Read the following description the first time the PCs decide to explore the Shadow World:

The land you have entered is cold and lifeless—not so much as a vine or a leaf grows anywhere near you. If you concentrate, you can see black mountains looming in the distance, mountains that look almost like thunderclouds threatening rain. The sky seems lower here, and the clouds darker.

PCs who wander far from the keep into the broader Shadow World must contend with the shadow patrols (described in the "Shadow Paths" section on page 19) and with other creatures that inhabit the ruined version of the citadel.

Use the same map of the citadel to represent the Shadow Keep, but use only the lower level. (In the Shadow World, the citadel's upper level is in ruins.)

The special creatures of the Shadow World can include any undead the DM cares to inflict on his players, but the closest source of both information and terrible danger is Komassa the Laughing Fiend. Formerly an old Cerilian dragon, Komassa now guards the citadel near the Waiting Tree (see below), where the souls of the Warlock's dead children and concubines haunt the area as shadows.

the waiting tree

Within the Shadow World, a gnarled old oak stands watch over the ruined citadel, roughly in the center of the open ground of area 9. Seven ravens as black as shadows rest in the tree, each one the physical form of one of the Warlock's wives or children, slain by his hand. If questioned, they will gladly reveal what they know about the *rings of shadow*, the *elixir of undeath*, the Midnight Cauldron, and Saeryk's parentage; they do not know much about the underground levels of the castle, or the current forces. The only exception is Ellindael Nightstalker; half the birds knew, loathed, and/or envied him during life.



Anyone who touches the oak in the Shadow World is transported to the crypt (area 57).

Komassa has taken up residence in the caverns under the keep, and lurks near the entrance (area 49) most of the time. Komassa speaks Sidhelien, Karamhul, and the dragon's tongue. He knows a great deal about Saeryk, the cauldron, and the history of each.

Komassa, Cerilian dracolich, old (1): AC -2; MV 9, FI 24 (C); HD 19; hp 66; THAC0 1; #AT 3 + special; Dmg 1d10+8 plus 2d8 (chill)/1d10+8 plus 2d8 (chill)/2d12+8 plus 2d8 (claw/claw/bite + chill), 12d6+12 (breath weapon); SA cause fear within 50 yards (-1 to saving throws), paralyze, control undead, gaze within 40 yards can implant either *feeblemind*, *suggestion*, or *geas* with no saving throw after 1 round, cast spells as 9th-level wizard; SD immune to poison, paralysis, *charm*, *sleep*, *fear*, *enfeeblement*, *polymorph*, *cold*, *electricity*, *hold*, *insanity*, and *death* spells or symbols; SW can be destroyed outright by *power word, kill*; MR 35%; SZ G (70' long plus 30' tail); ML fearless (19); Int exceptional (15); AL NE; XP 23,000.

Notes: If the dracolich is slain, his spirit immediately returns to its host: a huge (12,000 gp) ruby located in the deepest recesses of his lair. If there is no corpse available for it to possess, it is trapped in the host until such time—if ever—that a corpse becomes available.

Personality: Arrogant, superior, ruthless when provoked.

Spells (4/3/3/2/1): 1st—*alarm*, *comprehend languages*, *protection from good*, *shocking grasp*; 2nd—*alter self*, *mirror image*, *summon swarm*; 3rd—*dispel magic*, *monster summoning 1*, 4th—*Evard's black tentacles*, *ice storm*; 5th—*cone of cold*

Komassa lost his hoard when he first became a dracolich, but he has slowly rebuilt his treasures. The dragon rests on a pile of coins and bones that includes 6,000 cp, 9,000 sp, 10,500 gp, 3,600 pp, 4 suits of field plate, 11 200-gp amethysts, 7 long swords, 2 rapiers, 2 broken lances, 1 claymore, 1 halberd, 4 bastard swords (one enchanted with *Nystul's magic aura*), 2 potions of *human control*, 1 scroll each of *restoration*, *regeneration*, and *wind walk*.

the upper keep

The upper level of the keep is much more lavishly decorated than the ground floor; its walls are plastered and often painted with murals. Its ceilings are just as high as the lower levels', and better lit because of the abundant windows. However, all windows are barred to prevent entry by anyone larger than a brownie (about 2' tall).

28. Murder Holes

Like the murder holes in the outer gatehouse, this area provides 90% cover to anyone firing down into the passage below (-10 to AC).

29. The Ogres' Stairs

This room is a watchpost for the ogres, who control the entrance to the keep from here. Three ogres stand guard here; use stats from area 32a.

30. Gaoler's chamber

The keeper of the upper gaol is Sputulor, an elderly ogre who once led the Black Water Guards. His advancing age has crippled him; his hands and back constantly ache from rheumatism, and he hacks, coughs, and spits almost constantly.

Sputulor, male Stonecrown ogre (1): AC 4; MV 7, Cl 4; HD 6+6; hp 38; THAC0 15; #AT 1 (2 in battle-rage); Dmg 2d10 (fist) or 1d6+6 (club); SA battle-rage; SZ L (9'+ tall); ML 14 (elite); Int low (5); AL NE; XP 1,400.

If threatened by a lower-level party, he cringes and backs down, pleading for mercy. If threatened by a high-level party he does the same, but strikes the nearest PC as soon as their backs are turned in an attempt to gain surprise.

31. Prison

This prison has no door, only a barred window. The door was bricked shut to keep its prisoners inside—the Warlock's most recent concubine and her illegitimate child, sent here for some trivial slight. The Warlock would have normally had them slain out of hand, but Saeryk is growing sentimental in his old age and has doubts about murdering the young pair.

What the Warlock has forgotten is that long ago he consented to baptize both Malissa and her infant son, Logoth, in the Midnight Cauldron, for Malissa foolishly believed that this would protect them from violent death. In fact, all it does is guarantee them a zombie rebirth if they are slain.

Malissa and Logoth, 0-level humans (2): AC 10; MV 12; HD 1; hp 8, 3; THAC0 20; #AT 1; Dmg 1d2 or by weapon type; SD reborn as zombie; SZ M; ML unsteady (5); Int average (9); AL NE; XP 0.

Malissa and Logoth, common zombies (2): AC 8; MV 6; HD 2; hp 11, 5; THAC0 19; #AT 1; Dmg 1d8 (claw) or by weapon; SD immune to mind-affecting spells, poison, cold; SW always strike last; SZ M; ML fearless (20); Int low (5); AL NE; XP 65.

Malissa has valuable information, but she (quite rightly) fears for her life since she has fallen from the Warlock's favor. She will try to avoid telling the PCs anything of importance for as long as she possibly can (unless *charmed*), preferably until she is safe in some human city far, far from the Stonecrowns. She knows about the Cauldron, but has a somewhat skewed idea of what it actually does to someone who drinks from or is immersed in it, and has actually seen it in its cavern far below the earth.

32a-b. The Crimson Keep

The Crimson Keep, the squarish tower in the southeast corner of the inner citadel, was one of the first structures built on this site, and it is still one of the best defended. All of its walls are lined with lead, and its stones were mortared with gorgon's blood; these precautions make it impossible to cast spells that transport creatures into or out of the tower. Offensive or scrying spells targeted on the tower likewise fail.

The Crimson Keep's doors and windows are trimmed with fur and felt on the sills and edges, creating an airtight seal in time of siege that even gaseous or wraithform creatures cannot penetrate. These are the quarters of the Black Water Guards, the Warlock's elite Stonecrown ogre honor guard. The walls of the central tower are made of speckled reddish-black granite. The first and second floors are barracks, and the third floor is the watch platform. Captain Hadrow maintains an office in a corner of 32a.

Captain Hadrow, Stonecrown ogre (1): AC 1 (field plate and shield); MV 9, Cl 6; HD 6+6; hp 35; THAC0 15; #AT 1 (2 in battle-rage); Dmg 2d10 or 1d6+5 (*sword -1*); SA battle-rage; SZ L (9'+ tall); ML 14 (elite); Int low (7); AL NE; XP 1,400.

Personality: Crude, greedy, angry. It was his greed that caused him to snatch the magic sword plundered from a raid some years ago, and he has not been able to shake the cursed item ever since.

Special Equipment: Sword -1 (cursed), Stonecrown arbalest (see appendix entry).

Black Water Guards, male Stonecrown ogres (20): AC 5; MV 9, Cl 6; HD 4+3; hp 21 each; THAC0 15; #AT 1 (2 in battle-rage); Dmg 2d6 or 1d6+7 (mace); SA battle-rage; SZ L (9'+ tall); ML 14 (elite); Int low (5); AL NE; XP 420.

Personality: All muscle, disciplined, crude, and enjoy killing.

Special Equipment: Maces, nets (normal armor has no effect—only magical bonuses and Dexterity bonuses add to target's AC).

The ogres have been saving their pay for some time, just in case they decide that their service to the Warlock has become inconvenient. The Black Water treasury is kept in a large trunk on the second floor (32b), about 4' wide by 4' high by 9' long. It has three padlocks, and the keys are kept by the paymaster, the sergeant, and the captain. However, the locks are of poor quality and easily picked (+15% to a thief's chance of success). Inside are 4,000 cp, 4,000 sp, 2,000 gp, 300 ep, 9 250-gp gems, 1 *potion of climbing*, and a *sword +1, +2 vs. magic-using and enchanted creatures*.

32c. Ramparts of Crimson Keep

The Keep's battlements are protected by *glyphs of warding* that are even more broadly triggered than those elsewhere on the citadel's ramparts; any living creature other than an ogre touching these *glyphs of fire* sets them off, causing 5d4 points of damage, half with a successful saving throw versus spells. The noise of their explosion negates any chance for surprise. A series of these glyphs also protects the tower walls from climbers at a height of 40 feet.

The upper ramparts of the tower have arbalest rests (see Appendix entry on Stonecrown Ogres) on each wall, steadying the ogres' aim. From this height, they gain an additional 60 yards range, making them effective at 90/120/180 yards.

The arbalests can hit the northern portion of the killing ground.

A sentry is posted here as a lookout regardless of the weather. On a clear day, he can spot individuals up to three miles away, and large groups up to eight miles from the castle gates.

Black Water Guard, male

Stonecrown ogre (1): AC 5; MV 9, Cl 6; HD 4+3; hp 20; THAC0 15; #AT 1 (2 in battle-rage); Dmg 2d10 (fist) or 1d6+7 (mace); SA battle-rage; SZ L (9'+ tall); ML 14 (elite); Int low (6); AL NE; XP 420.

A red banner with the black device of the Guards flies from the tower's flagpole every day; it is carefully taken down and put away each night.

33. Upper Gatehouse

This upper floor of the second gatehouse connects to the Crimson Keep (area 32a), but does not connect to the lower level of the gatehouse. If this area is breached by invaders, it can easily be sealed by quick stonework in area 32a or a simple *wall of stone* spell.

The murder holes in the floor provide 90% cover (-10 to AC); the controls for the second gatehouse's portcullis are also in this room. A cauldron of oil is kept ready for boiling to deal with intruders (2d6 points of damage the first round, 1d6 the second, roll three times for splash damage due to quantity of liquid). For high-level characters, the material is boiling pitch (damage is 6d6 in the first round, 2d6 the second, no saving throw).

34. Ogre Bailiff's Quarters

Marston, the ogre bailiff, commands both the raw recruits under sergeant Breaknose and the seasoned veterans under Captain Hadrow.

Bailiff Marston, Stonecrown ogre (1):

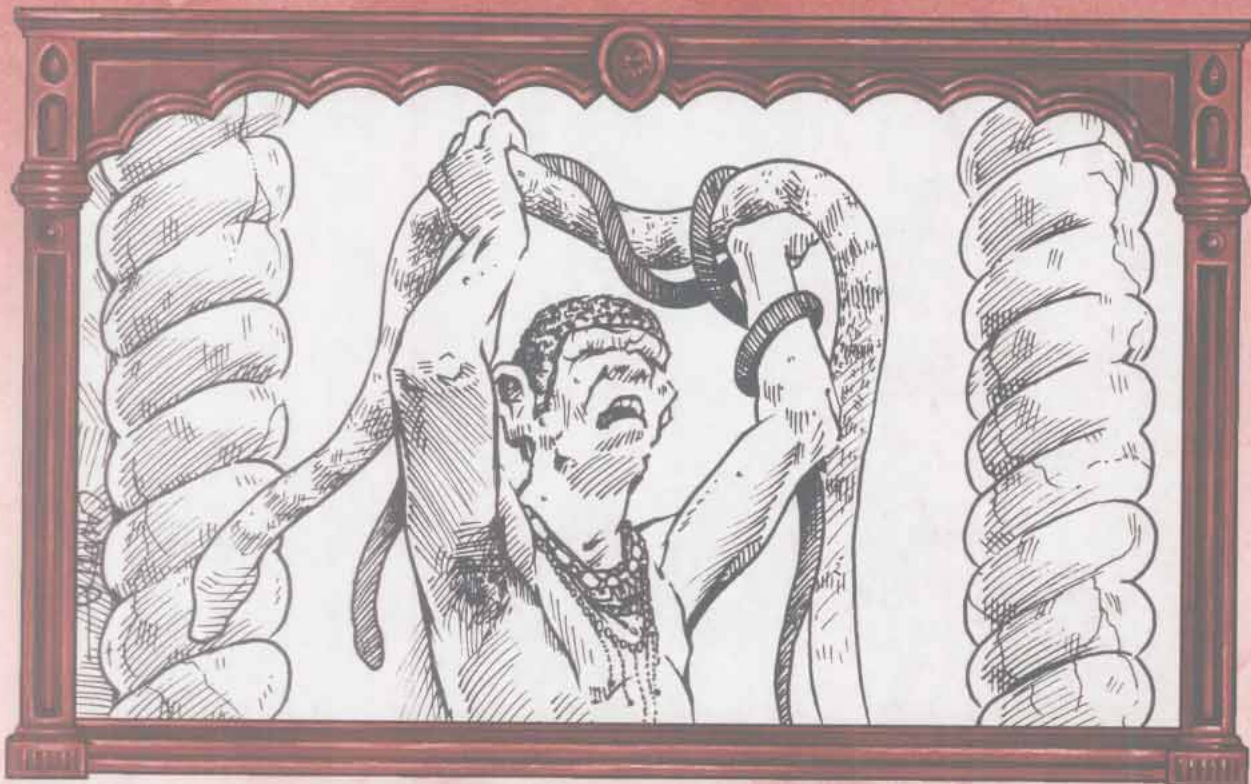
AC 1 (field plate and shield); MV 9, Cl 6; HD 6+6; hp 42; THAC0 15; #AT 1 (2 in battle-rage); Dmg 2d10 or 1d6+9 (mace +2); SA battle-rage; SZ L (9'+ tall); ML 14 (elite); Int low (7); AL NE; XP 1,400.

Special Equipment: Carries a stonecrown arbalest (see Appendix entry on Stonecrown Ogre), a mace +2, and wears a *ring of shadows*.

Marston is a courageous, though some would say foolhardy, warrior. He always leads the fight personally, and if he falls, all ogres within sight must make an immediate morale check or retreat. Recruits rout if they fail the check, but Blackwater Guards retreat in good order.

35. Archers' Gallery

This enclosed balcony overhangs the killing ground (area 2) and provides an excellent position for raining missile fire on the hapless targets below. A number of large stones lie next to the murder holes, and channels have been carved into the rock to ease pouring boiling water, oil, or pitch. Stones inflict 1d4 points of damage on



those below, boiling water 2d6 points of damage, oil 3d6 points of damage, and pitch sticks to its target inflicting 2d6 each round for three rounds.

36. The Shrine of the Wyrn

This room is a monument to all things reptilian, with scaly helical pillars carved of malachite, soapstone, and serpentine. The walls are murals of serpents devouring humanoids—no more detail is visible, for they are damaged by the water seeping down from cracks in the walls and ceiling. The chamber's flagstones are made of dark, brittle, gray stone, scuffed and worn into grooves from the tread of many feet.

The room is lit by six wrought iron chandeliers, each hoisted by a rope and then tied to one of the pillars. The light is flickering and weak.

The shrine's centerpiece is an altar of dark reddish stone—sandstone perhaps. A pulpit projecting from one of the pillars overlooks the altar and the pews; it can be reached by a short set of spiral stairs wound around the pillar. An enormous book lies open on a lectern in the pulpit.

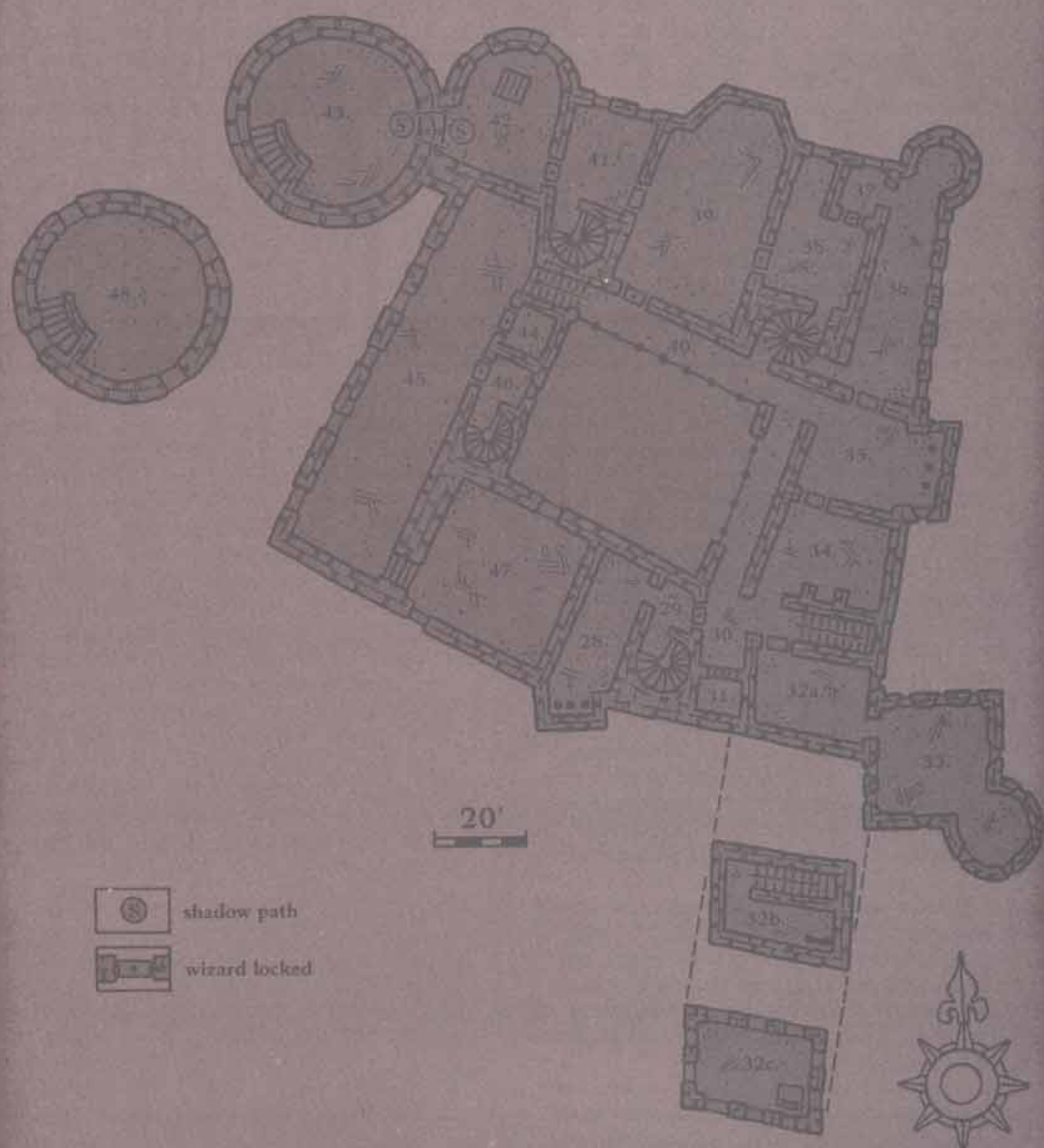
Hovering over the altar is an enormous coiled serpent carved of black stone, with large blackish-yellow eyes. The eyes of the serpent are dark and cold, but haunted, as if the statue's spark of life had only recently fled.

In fact, the statue's eyes contain the entrance to a shadow path. To use the shadow path, the traveler must "pass through the eye of the serpent" while wearing a *ring of shadows*. This means meeting the cold, empty gaze of the serpent statue (the statue's eyes respond to a *detect magic* spell, revealing strong alteration and illusion magic); anyone doing so for one full round and wearing a *ring* will shimmer with greenish light and vanish. Anyone without a *ring* is affected by a *phantasmal killer* spell, which creates the image of the statue animating and swallowing the victim while smaller snakes crawl out of the victim's mouth.

If the statue is destroyed, the shadow passage to area 70 cannot be reopened without casting the Warlock's version of the *shadow door* spell. The statue represents one of the forms of the Cold Rider, one that the Warlock favors for its presumed resemblance to himself.

The gneiss flagstones can weather almost any fire, acid, or magic—their only vulnerability is to crushing blows. One of the flags

Wurmstone Citadel, upper level



is loose (detected as a concealed door), and beneath it the priest keeps a small amount of monies he has skimmed from the Warlock's plunder over the years. This includes 250 gp, 100 pp, and a stunning tiara of elven workmanship set with three star sapphires and worth at least 4,000 gp.

The book is the *Codex of the Coming of the Wyrms*, a series of disturbing revelations about the arrival of a semi-divine creature come to unite the tribes, written by the first orog shaman. Most of it is hallucinatory drivel about the Great Revenge of the Wyrms, but there are scattered lucid passages about revenge against the Gorgon, and about the Wyrms devouring a steady diet of mebhaghil. Let the players draw what conclusions they will; the Warlock isn't a monomaniac—in fact, he is a bit embarrassed that one of his first priests ever set pen to paper. Since the orogs and other humanoids seem to enjoy the readings from the *Codex*, he has been reluctant to order it destroyed.

The altar has been trapped by the priest (see area 38, below) with a special *glyph of fire*: The first character to touch it suffers 4d4 hp damage and must make a second saving throw versus spell or be caught by a *fire tentacle* (a fiery version of *Evard's black tentacle*) and suffer 3d4 hp additional damage each round thereafter until the tentacle is removed.

If the altarcloth is removed, the PCs may find (as a secret door) that the altar itself is hollow. It contains relics sacred to the worship of the Wyrms, including several shed snake skins, reddish-brown scales from a wyvern, and a glittering silver-blue icedrake hide (worth 100 gp) wrapped around a ceremonial knife of platinum worth 400 gp.

37. Vestry

The words "Meet the Eyes of the Serpent" are carved into the lintel above the doorway between this small changing room and the shrine proper (area 36) in an Anuirean script. The words are a clue to the function of the shadow path that leads down to the priest's shrine to the Cold Rider (area 70). Of course, if the PCs misunderstand and try to meet the Warlock's eyes they could be in for a rude awakening when he uses either his persuasion or death gaze blood abilities (see page 61).

38. High Priest of the Wyrms

The chambers of the high priest are remarkably ordinary: two stools, a low table, and one enormous, slightly faded tapestry of a human caught in the coils of an enormous winged serpent. A small shrine to the Cave Bear (an aspect of Belinik) stands in one corner, with dozens

of black and green candles burned before it. Small statues of Ruornil, Torazan, Eloéle, and Kriesha also decorate the shrine, since the shaman does not believe in taking any chances when petitioning the gods. In addition to the icons, the shrine contains statues of Cerilia's eldest dragon (Tarazin the Gray), the Kraken, a greater tanar'ri with six arms, the Goblin King, Rhuobhe Manslayer, and an elephant (actually a *marble elephant*, a figurine of wondrous power).

Naffek, orog male, 4th-level shaman

(1); AC 4 (chain mail, *ring of protection* +1); MV 9; HD 4; hp 28; THAC0 17; #AT 1; Dmg 1d6+1 (*staff of the adder*); SA spells; SW -2 to attack rolls under full sun, -1 under cloud cover; SZ M; ML elite (13); Int average (10); AL LE; XP 420.

S 14, D 11, C 15, I 13, W 16, Ch 8.

Personality: Stoic, silent, except when discussing religion.

Special Equipment: *staff of the serpent* (adder, 14 charges), holy symbol, *ring of snake charming* (new item, 13 charges, allows wearer to snake charm at will to affect a number of HD up to the wearer's number of levels of HD. Creatures with more levels or HD are affected by a *charm monster* if one charge is expended), *ring of shadows*.

Spells (5/4): 1st—*bless*, *cure light wounds* (x2), *sanctuary*; 2nd—*enthrall*, *heat metal*, *hold person*, *snake charm*.

Naffek considers all visitors suspect; unless the PCs are amazingly obsequious, he attacks them as soon as he realizes that they are not converts to the cause of the Wyrms.

The pallet of furs and rushes in the corner isn't Naffek's bed—he sleeps on an elevated platform in the center of the room. The pallet is home to 20 snakes, which Naffek has ensorcelled not to bite him. When he wishes to dispose of a rival in the ranks, he uses his *snake charm* spell, then claims that the "will of the Wyrms" has spoken when the rival is bitten, often during a service. He will use the snakes to defend himself or just to impress any visitors he may have.

Snakes, poisonous (20): AC 6; MV 15; HD 2+1; hp 10 each; THAC0 19; #AT 1; Dmg 1; SA poison; SW fear fire; SZ S (5' long); ML average (8); Int animal (1); AL N; XP 175.

Notes: These adders have been bred for the virulence of their venom; it has an onset time of 1d4 rounds and incapacitates its victim for 1d12 days, with a -2 modifier to the saving throw. The incapacitation takes the form of fevers, weakness, shivering, and general malaise; the victim can barely defend himself in combat and has a 25% chance to flub any spell attempted. All the incapacitated victim's ability scores are cut in half during that time, and all appropriate adjustments to attack rolls, damage, Armor Class, etc., from the lowered ability scores are applied during that time. Furthermore, the character moves at half his normal movement rate, and cannot be healed by normal or magical means until the poison is neutralized or the duration of the incapacitation has elapsed.

39. Mess Hall

This room contains three long tables and six benches for communal meals with the Warlock and his officers; a high-backed chair embellished with stylized explosions or suns sits in the bay window for the Warlock. The seat is usually empty at mealtimes.

40. Covered Walkway

Protected from the rain and snow, this walkway looks out over the courtyard. Archers and wizards using the wall and arches gain 50% cover (-4 bonus to AC) against anyone either in the courtyard or flying above the castle.

41. Kitchen

This secondary kitchen serves the Black Water Guards and the Warlock himself. The cook, a captured goblin named Gimpy, has been lamed so that he cannot run away. He is a bitter fellow who resents being away from the raids and battles that most goblins crave. Given a chance, he will attack the PCs, hoping to die heroically.

Gimpy, goblin cook (4): AC 6; MV 2; HD 1-1; hp 6; THAC0 20; #AT 1; Dmg 1d6 (cleaver); SZ S (4'+ tall); ML average (9); Int average (8); AL LE; XP 35.

If the PCs strike him even once, he surrenders; Gimpy is really a coward at heart.

42. Aerie

The Warlock keeps a falconer's mews, though only two birds are in it at the moment: a sparrowhawk and an aging graywinged falcon. The sparrowhawk is, in fact, a *polymorphed* guildmember from Cariele who would very much like to be restored to his normal form. Tresmer's family is too poor to pay a ransom, but if the PCs save him he may become a henchman. If they let him go, he flies off and never returns, seeking a powerful wizard in his liege lord's court.

A trap door in the floor connects this room to the spell tower below (area 26), though the door is latched from this side. A rope ladder lies heaped in the corner of the room, but the rope is rotten and cannot support any weight greater than 200 lbs. (It snaps after about 30 seconds under this weight, when the climber is about halfway down.)

Prince Tresmer, MA, F2: AC 10 (no armor); MV 12; hp 14; THAC0 19; #AT 1; Dmg by weapon type; SZ M; ML average (9); AL N; XP 65.

Notes: Currently unarmed, but skilled with the boar spear, long sword, mace, and short bow.

S 14, D 9, C 12, I 13, W 11, Ch 14.

Personality: Smooth, pleasant, joking; mentally scarred.

Greyfeather, falcon (Hawk) (1): AC 5; MV 1, Fl 36 (B); HD 1-1; hp 7; THAC0 20; #AT 3; Dmg 1/1/1 (claw/claw/beak); SZ S (2'); ML unsteady (6); Int animal (1); AL N; XP 65.

Personality: Proud, irritable, hates to answer questions, likes to kill rodents.

Greyfeather is worth 1,200 gp to any interested nobleman. Those who treat her with kindness may learn that she has been lonely ever since the last of her fellow birds died at the hands of an orog crossbow bolt six months ago. She also knows about the *glyphs of warding* against flying creatures on the castle ramparts—one of them almost killed her years ago. She knows a shadow path is hidden in the darkness underneath the rafters. Anyone who stares into those shadows for a full round and wears a *ring of shadows* will vanish. (This can happen if a PC is making a close inspection of the ceiling.) Those without a ring suffer no ill effects.

The shadow door leads to the ruined top of the same tower in the Shadow Keep (the keep's upper floor is in ruins). To return from the Shadow World to Cerilia requires stepping off the tower, and returns the shadow path walker to area 43, inside the Warlock's Tower.

43. The Chambers of the Warlock

The inner apartments of the warlock are connected to the rest of the keep via a shadow path. Read the following if the PCs find their way through the Shadow World from area 42 and into the tower:

You step off the tower and fall for an instant, then are suddenly jerked to a stop by cold black flagstones beneath your feet.

The room you have entered is lavishly furnished with high-backed wooden chairs, a heavy maplewood table fully 12 feet long, an iron-bound chest, a brazier of coals, a tall armoire painted red with black serpentine filigree, and half a dozen gently-glowing brass lamps. The center of the floor is covered with a large, soft carpet woven of red and gold with brown fringe.

The shadow path back out to area 42 is hidden in the armoire; anyone opening the armoire doors is confronted by a curdled mass of churning darkness. The path opens only for PCs wearing a ring of shadows; all others suffer the effects of Evard's black tentacles, silence 15' radius

(affects only the victim), and invisibility unless they make a successful saving throw.

As a result, the victim seems to vanish into the armoire's tentacles, which (if they caught the PC initially—that is, he failed his saving throw versus spells) will slowly crush the victim to death and then hold him for 12 hours. When the duration expires, the tentacles release their hold and the PC becomes visible and tumbles out of the armoire onto the floor. If the PC who entered the blackness without a ring makes his saving throw, he remains silent and invisible for 12 hours or until he makes an attack.

If a knock spell is used to open the armoire, its normal contents are displayed instead of the entrance to the shadow path. The armoire contains a number of well-tailored robes, a walking stick that is actually a sword cane from the city of Anuire, a fine set of black felt slippers, and a cursed bracer that sprouts a blade to cut off the wearer's hand if the wearer ever steals.

The armoire also contains a coffer filled with the regalia that Saeryk feels he will need when he assumes the station he considers rightfully his. These include a scepter of office made of ebony inlaid with silver runes of death and damnation (worth 4,000 gp), a golden orb topped with a coiled serpent and set with small rubies and garnets (worth 8,000 gp), and a crownlike helm of brilliance made of iron and set with opals, rubies, diamonds and fire opals. Several of the stones are missing; 1 diamond, 2 rubies, 3 fire opals, and 7 opals remain.

The room's lamps are all lit from within by continual light spells, and they can be shuttered to douse the light. Throwing a lamp into the shadow path has no effect on the roiling darkness.

44. Coins of Death

This small chamber is the castle's treasury; the chamber's door is wizard-locked at the 12th level of ability. Read the following if the PCs successfully bypass this defense.



Three strongboxes sit against the room's far wall; one is open, and coins spill from it onto the floor. The other two are closed and padlocked.

The chest with coins is a trap, for among the coins is a lock lurker, an insect that resembles a coin. Any PC coming within three feet of the lurker attracts its attention.

Lock lurker (MONSTROUS ANNUAL 1) (1): AC 3; MV 9; HD 1+3; hp 8; THAC0 19; #AT 1; Dmg 1 (bite) or 1d4+5 (sting); SA paralyzing venom; SD partial ethereality; SZ T (1" diameter, 1' long tail); ML elite (13); Int low (5); AL N; XP 175.

Notes: Lurker poison stuns opponents of less than man-size, and slows the victim in the following round. If saving throw is successful, victim is slowed for a second round, then recovers fully. If he fails, the victim is paralyzed for 1d6 hours, passes into a 1d2-round slowed state, then recovers. Paralysis is a rigid muscle lock that affects all extremities. The lurker can bite through skin, hair, and leather, but not through metal. The stinger can penetrate any armor.

The chests give the Warlock's paymasters a good treasury to draw on; they contain 20,000 sp and 2,000 gp. Promissory notes and titles to various buildings and land in Cariele and elsewhere add another 80,000 gp to the total, but would be difficult to change into ready cash.

45. The Elder Library

The elder library is the repository of all the Warlock's forbidden knowledge. Read the following when the PCs arrive:

This library is strangely damp and dark, perhaps slowly destroying the knowledge kept in thousands of scrolls and hundreds of books. Many of the volumes are chained to the walls and locked with clasps and mystical locks of intricate bronze and corroded copper. The scrolls are all sealed in gold tubes with black wax.

This chamber is an excellent place to stage the Temptation of Earthly Knowledge (see Temptations of the Wurm, below). The Warlock appears here via a *projected image* spell and offers the PCs all the knowledge in whatever books they can carry, so long as they swear not to disturb him or his armies in future. He uses a *wizard eye* spell or potion of *clairvoyance* to keep the image within sight.

The library's damp is due to the leaking roof; it doesn't really bother the Warlock because he reads most volumes just once, then discards them. As a result, about 50% of the library's volumes are ruined beyond repair from water damage, silverfish, and roaches. There are no termites or bookworms, however.

If the party is high-level, the library is guarded by a banshee that is magically bound in the library. She bubbles like a cloud of mist out of the first book touched and howls her anger at being imprisoned; any PC who is a native speaker of elvish understands that she is saying "Free me from these chains! Free me from this ruin of stone and dust! Have mercy on a tortured soul! Or else, die!" Those who are not native speakers must make a language proficiency check to understand Merhuviel's unusual dialect (Int check).

Merhuviel, banshee (1): AC 0; MV 15; HD 7; hp 35; THAC0 13; #AT 1; Dmg 1d8; SA death wail, fear; SD +1 or better weapon to hit, immune to sleep, charm, hold, cold, and electricity; SW slain by *dispel evil*, suffers 2d4 points of damage from holy water, turned as "Special" undead; MR 50%; SZ M (5' tall); ML elite (13); Int exceptional (16); AL CE; XP 4,000.

Notes: The mere sight of Merhuviel causes fear in the viewer, unless a successful saving throw versus spell is rolled. Those who fail must flee in terror for 10 rounds and are 50% likely to drop any items they were carrying in their hands. Note that dropping a lit torch or lantern in the library could be disastrous, despite the damp—roll an item saving throw for the paper versus fire (base 19, with a +3 bonus for the damp). Her death wail causes any creature within 30' to save vs. death magic or die immediately.

Personality: Enraged, bitter.

The truly valuable works are all kept in a large wooden trunk, raised off the floor and protected by oilskins and layers of protective linen. The trunk is about 8' long and 2' wide, and its top is protected by *explosive runes*. Inside

are the
libram of ineffable
damnation that the Warlock offers
the PCs as collateral in the "Temptation of
Greed" encounter, a spell book containing all the
1st–3rd level invocation/evocation spells from the
Player's Handbook, scrolls of *forcecage* and *demand*,
and a collection of the true names of no fewer than
seven Lords of the Abyss. Speaking any of these
names aloud will call four rutterkin to punish the
offenders. The rutterkin aren't terribly keen on
attacking the PCs and will instead offer a deal: If
the PCs agree to sacrifice at least one sentient
creature to the offended Abyssal Lord, they'll for-
get the whole thing. Of course, agreeing to such an
offer shifts PCs closer to an evil alignment.

Punishing rutterkin, tanar'ri (4): AC 0;
MV 12; HD 4; hp 27; THAC0 17; #AT 1 or
2; Dmg 1d10 (crescent polearm) or
1d6+1/1d6+1 (claw/claw); SA snap-tong; SD
immune to electricity, nonmagical fire, and
poison, half damage from cold, magical fire,
and gas; SW full damage from acid, silver
weapons; MR 10%; SZ M (6' tall); ML steady
(12); Int average (9); AL CE; XP 2,000.

Personality: Hateful, boasting, violent.

Special Equipment: The rutterkins' snap
tongs inflict 2d4 hp damage upon hitting
and continue to inflict like damage each
round until the opponent breaks free by
scoring a hit upon the weapon (AC 5). The
Abyss-forged weapons dissolve into vapor
when their owners are slain.

Spell-like abilities: darkness 15' radius,
fear (by touch), fly, infravision, telekinesis
(3/day), and teleport without error. Rutterkin
can gate in 1d8 additional least tanar'ri
once per day with a 50% chance of success.
In this case, more rutterkin appear.

46. Watchchamber

Two ogres guard this room at all times. Their
orders are to let no one but the bailiffs, chamber-
lain, and catchpole through to the upper level.

**Black Water Guards, male Stonecrown
ogres (2):** AC 5; MV 9, Cl 6; HD 4+3; hp
23, 13; THAC0 15; #AT 1 (2 in battle-
rage); Dmg 2d10 (fist) or 1d6+7 (mace);
SA battle-rage; SZ L (9' + tall); ML 14
(elite); Int low (5); AL NE; XP 420.

The guards can be bribed to let human or elf
mercenaries, messengers, and other plausible
visitors through, so long as they are given at least
10 gp each.

47. Arcane Sanctum

A few short stairs lead down from the elder
library into this scriptorium. The Warlock draws
up his scrolls and crafts magical items here, but
does his realm magic either in the Tower of
Storms (area 7) or the cavern of the cauldron
(area 74). It contains sheaves of blank parch-
ment, ink pots, and unsharpened quills from a
variety of magical creatures. The special compo-
nents to make proper magical inks are stored in a
series of tiny drawers in a large cabinet and in
urns and jars sealed and stored on a large shelf,
but the organizational system for the compo-
nents is rather complicated. A successful Spell-
craft proficiency check allows a PC to find any
spell or scroll component of 100 gp value or less.

48. The Warlock's Keep

The top floor of the Keep has large, bright win-
dows of *glassteel*, and a roof of thick slate tiles
melded together into a single piece with a *stone
shape* spell. The ceiling is fully 45 feet high at the
center, though only 25 feet high at the walls. The
room's only entrance is via the stairs up from
area 43.

The chamber contains little of value other than
two enchanted skulls belonging to two of Saeryk's
siblings: his half-sister, Angeline, and his elder
brother, Haergoth. Either skull can answer up to
three questions per day; Saeryk often consults
them about what they think their father, the Gor-
gon, might do in certain situations. However,
they can also tell the PCs some of Saeryk's his-
tory. As a modified form of *speak with dead* spell,
the skulls cannot answer questions about the
present, only about their own lives.

the bastard's burrows

The whispered name of the passages dug
deep into the mountain rock is the
Bastard's Burrows. (The orog miners
fear the Warlock too much to ever refer to the
mines this way to his face.) The more com-
mon name is the Spiral, for the system of
tunnels is more or less circular and seems
to lead ever further inward.

Before the PCs enter, ask what
form of illumination they will
use in the darkness—this
information becomes a
matter of life and
death in the down-
ward spiral
(area 69).

below). Infravision and the glow of magical weapons are safe; open flames may lead to an enormous explosion that triggers the Earthquake event.

Note the change in scale on this map compared to the keep.

earthquake trigger

If an explosion in the downward spiral (area 69) causes more than 30 points of damage, it collapses the entrance tunnel marked as area 49, sealing access from above except via the wizard-locked trapdoors (areas 54 and 61), the shadow paths (areas 57 and 71), or the sealed gate to the deep caverns (area 73). The air underground will remain fresh for 30 days unless the PCs use fire-intensive spells such as *fireball*, *flaming sphere*, *wall of fire*, etc. Each such spell eliminates a number of days of breathable air equal to its level.

49. Into Darkness

A closed portcullis seals this sloping passageway off from the rest of the castle. Its slick, wet walls glisten like the throat of some, huge, terrible beast waiting to devour you. No guard stands nearby, but a soft hissing echoes from a dark, smooth burrow in the soapstone on the north western side.

The entrance to the castle's underground passages is warded by a *dispel magic* field and guarded by an ancient behir named Kōlisan. Kōlisan allows unrestricted passage into the tunnels, but allows no one out unless they are accompanied by a bailiff.

Kōlisan, male behir (1): AC 4; MV 15; HD 12; hp 66; THAC0 9; #AT 2 or 7; Dmg 2d4 (bite), 1d4+1 (squeeze) or 2d4 (bite), 1d6 (×6, claw); SA swallow whole on a natural 20, *lightning bolt* for 24 points of damage 1/10 rounds (save vs. dragon breath for half); SD immune to electricity and poison; SZ G (40' long); ML champion (15); Int low (7); AL NE; XP 10,000.

Notes: Any creature swallowed will lose 1/6 of its starting hp each round until it dies at the end of the sixth round.

The behir will digest its meal in 12 turns, and after which the victim cannot be raised from the dead. A creature trying to



cut its way out may attack AC 7, but each round the victim must subtract 1 from each attack's damage. The subtraction is cumulative, so on the second round all damage is at -2, on the third -3, and so on.

Personality: Kōlisan is cautious and withdrawn until battle is joined, but releases his rage in combat.

50. Great Hall of the Dark Dwellers

The citadel's orog miners live in these dismal halls surrounded by dripping water and echoing stone. The tunnels are all of the same workmanship, and braced with wooden supports. No lights shine in these halls, and torches, spells, or glowing magical weapons will negate any chance of surprise. In addition, the entrance cave is guarded by a pack of death dogs. The dogs can sniff out most invisible intruders or those hiding in shadows (80% chance).

Death dogs (Dog) (7): AC 7; MV 12; HD 2+1; hp 14 (×3), 11 (×2), 9, 6; THAC0 19; #AT 2; Dmg 1d10/1d10 (bite/bite); SA disease; SZ M (6' long); ML steady (12); Int semi (3); AL NE; XP 120.

Notes: A roll of 19 or 20 on the attack die means that a man-size or smaller opponent is knocked prone and attacks at -4 until able to rise to its feet again. Victims of a bite must make a saving throw versus poison or contract a rotting disease that will kill them in 4d6 days; only a *cure disease* spell can stop the progress of the disease.

The miners in this area are almost always exhausted; if the dogs do not detect intruders, the PCs have a +2 bonus to surprise the weary miners (if not using a light source).

Orog miners (50): AC 8 (miner's leathers); MV 9; HD 3; hp 14 each; THAC0 17; #AT 1; Dmg 1d6+3 (picks); SA +3 to damage; SW -2 under full sun, -1 under clouds; SZ M; ML elite (14); Int average (10); AL LE; XP 65.

A number of watertight chests in the hall hold tools, ropes, wheelbarrows, and a small barrel of oil for miner's lanterns. The tools are still used often, but the oil is reserved for special occasions when the Warlock or his lieutenants come down to the mines for an inspection. (Note that carrying a lit lantern into area 69 will set off a methane gas explosion.)

51. Sheltered Chambers

The female orogs are kept secluded behind locked doors of stout oak, all covered in sheets of lead to prevent scrying. There are four separate sets of barracks, each containing 25 orogs and their children.

Female orogs (100): AC 10 (no armor); MV 9; HD 3; hp 14 each; THAC0 17; #AT 1; Dmg 1d6+2 (clubs and short swords); SA +2 to damage; SW -2 in full sun, -1 under clouds; SZ M; ML average (8); Int average (8); AL LE; XP 120.

Notes: If their children are threatened, the orogs fight with a +2 bonus to the attack roll.

Special Equipment: Mining picks, chisels, and hammers.

The orog women and children in each sheltered burrow are also defended by two death dogs. These dogs will begin barking madly if they hear a commotion outside in the miner's area. They have the same statistics as in area 50, but have hp 15, 13, 13, 11, 10, 9, 8, 7. There is no treasure here.

52. Underground Stables

The orogs keep a number of creatures as beasts of burden, guardians, and mounts here. Eight subterranean lizards stand in a pen, and three rust monsters are kept in

separate wooden cages. If danger threatens, the grooms put the riding gear away in wooden chests and release the rust monsters to prowl among the lizards (the two tolerate each other).

Any death dogs that enter the area immediately attack the rust monsters.

Rust monsters (3): AC 2; MV 18; HD 5; hp 27, 23, 22; THAC0 15; #AT 2; Dmg nil; SA rust weapons and armor; SZ M (5' long); ML average (9); Int animal (1); AL N; XP 270.

Notes: Will only attack metal items (for example, armor, weapons, etc.), causing them to rust and immediately disintegrate. Magical items have a chance of not rusting equal to 10% for each "plus" of the weapon or armor. Other magical metal items have a straight 20% chance to avoid rusting.

The fierce lizard mounts of the orogs attack anyone other than their handlers and the orog warriors; illusions such as *change self* or *alter self* or magical items like a *bat of disguise* will not fool the lizards, whose flickering tongues can smell the difference between an orog and a human or an elf.

Giant subterranean lizards (8): AC 5; MV 12; HD 6; hp 33, 32 (x2), 30 (x2), 27, 24, 20; THAC0 15; #AT 1; Dmg 2d6; SA double damage on a natural roll of 20; SZ H; ML average (10); Int animal (1); AL N; XP 650.

The orogs ride the lizards on night patrols in the valleys near the citadel, and often take them into the underground passages that honeycomb the mountains as well.

53. Castellan's Quarters

The door to the castellan's quarters is guarded at all times by 8 orogs, the on-duty fraction of the castellan's full honor guard of 16. When fighting in the tunnels beneath the castle, the elite orogs form a front rank of three, with three more attacking over their comrade's shoulders using long

spears, so that they gain a total of six attacks from a rank of three. The orog guards fall back to area 54 if pressed, where the battle priest casts a *wyvern watch* spell to buy the guards time enough to secure the door behind them. Both the priest and the castellan know the name of the glyph in area 55, so the orogs can bypass its effects if they must retreat further.

Sentries, male orog guards (16): AC 2 (plate and shield); MV 9; HD 3; hp 23, 20, 18 (x2), 17 (x4), 16 (x2); THAC0 17; #AT 1; Dmg 1d8+3 (long swords) or 1d8+3 (long spears); SW -2 to attack rolls under full sun, -1 under cloud cover; SZ M; ML elite (14); Int high (12); AL LE; XP 120 each.

The castle's castellan lives here, surrounded by glittering silver mirrors, golden tableware, and gem-encrusted silverware (worth 3,000 gp if carried off). The castellan is an orog named Negbahl Blutwein; he is responsible for the smooth operation of the keep's various projects, most especially mining, smithy and forge-work, and the fencing of stolen goods.

Negbahl Blutwein, orog male chieftain (1): AC 3 (banded and shield); MV 9; HD 6; hp 37; THAC0 15 (13 with mace); #AT 1; Dmg 1d6+7 (mace +2) or 1d10+4 (halberd) or 1d4+1 (heavy crossbow); SW -2 to hit in full daylight, -1 under cloud cover; SZ M; ML champion (15); Int high (13); AL LE; XP 650.

Personality: Loud, laughs and grins often, but unpleasantly.

Special Equipment: mace +2, potion of hill giant strength, ring of shadows.

The castellan keeps the tribe's largest subterranean lizard chained to the wall to guard his valuables. The other lizards are kept in the tribe's stables (area 52).

Striker, giant subterranean lizard (1): AC 5; MV 12; HD 6; hp 39; THAC0 15; #AT 1; Dmg 2d6; SA double damage on a natural 20; SZ H; ML average (10); Int animal (1); AL N; XP 650.

Striker is perpetually irritable at being kept in the small chamber with a mass of orogs; more than one of the elite guards bears a scar from its ill-tempered bites. All the silver, gold, and other valuables are within Striker's reach.

54. Battle-priest's Quarters

This chamber is decorated with scalps, flayed skulls, dried fingers, necklaces of teeth and fangs, and two torn banners, all seized as war trophies from the Warlock's enemies.

Endemalost, male orog, 5th-level battle-priest (1): AC 2 (plate and shield); MV 9; HD 5; hp 29; THAC0 15; #AT 1; Dmg 1d8+4 (mace); SA spells; SD spells; SW -2 to attack rolls under full sun, -1 under cloud cover; SZ M; ML elite (14); Int very (12); AL LE; XP 175.

Spells (3/3/1): 1st—*bless*, *cure light wounds*, *sanctuary*; 2nd—*flame blade*, *hold person*, *wyvern watch*; 3rd—*prayer*.

One of the banners belongs to a tribe of goblins serving the Eyeless One, the other to the Ridgerunner clan of Mhorien highlanders.

Endemalost's duties are restricted to advising Negbahl, leading an occasional raid, and accounting for the plunder brought back.

55. Guardian passage

This hallway is covered in *glyphs of warding*, located every 5 feet. The cellar level of the Tower of Storms at the west end of the passage has a narrow horizontal slit in the door thorough which a medium ballista may fire. The slit can be shuttered and made airtight, but when open, the ballista fires with a THAC0 of 14, fires 1/3 rounds, inflicts 3d6 hp damage, and requires a two-orog crew.

Sentries, male orog guards (3): AC 4 (chain and shield); MV 9; HD 3; hp 16, 15, 13; THAC0 17; #AT 1/3 or 1; Dmg 3d6 (ballista) or 1d8+3 (long spears); SW -2 to attack rolls under full sun, -1 under cloud cover; SZ M; ML elite (14); Int average (10); AL LE; XP 120 each.

The sentries have no valuables other than an empty wineskin.



The Bastard's Burrows

unemployed mages



all corridors are misty 10' visibility

once a salt mine, and many of the tunnels in this area contain vertical shafts left behind when the salt was removed.

56. Connecting Passages

The citadel's towers are all connected by passages like this one, which runs between the Giant's Tower and the Catchpoll's Gate. Like area 55, this six-foot-wide passage is dark, and is sealed with airtight, lead-lined doors of ancient oak banded with iron.

57. The Crypt

The Warlock's wives and most faithful followers are interred here in sarcophagi of blackest marble inlaid with silver. In total, 14 sarcophagi of 7 wives and 7 servants lie undisturbed. Each crypt is protected by a *glyph of force* (inflicts 4d4 points of damage [save for half] and seals physical access to sarcophagus for 3 rounds). Each wife's sarcophagus contains jewelry worth 1d4 × 100 gp; each of the servant's sarcophagi contains only bones.

Oddly enough, the crypt is also home to seven raven statues, which trap the souls of the Warlock's wives in the Shadow World (manifested as the ravens in the Shadow Keep's gnarled oak) to keep them from returning to haunt him as undead.

Anyone touching one of the ravens and wearing a *ring of shadows* triggers the shadow path to the oak in the Shadow Keep (see the Waiting Tree, above). Anyone not wearing such a ring has no effect on the ravens. For each statue destroyed one of the spirits in the waiting tree is freed from its imprisonment, and appears here as a ghost. The ghost does not attack the party, but will give information about the Warlock if asked. It will flee if attacked.

58. Worked Tunnels

These tunnels still yield iron ore for the Warlock's foundry, and the longest of them is the one currently being worked by the orog miners. At night, the ring of iron on stone can be heard clearly from the first branching of the tunnels. During the day, the orog miners are all in the areas marked 51.

59. Abandoned Tunnels

These tunnels are quiet except for the occasional sound of water dripping on stone. The shoring is rotted in many places, and collapses are likely if area-effect spells (such as *fireball* and *lightning bolt*) weaken it further. At the DM's option, some of the most distant tunnels may connect to the Dark Road, thus bypassing the great portal at area 73. This area was

60. The Silent Pool

Water trickles out of the mines here and collects in this seemingly bottomless pool, a black mirror of water undisturbed except by the occasional water-bearer from the orog caves who quickly dips his jar and leaves. Twice each day the miners quickly wash here, and have dirtied the water enough to make it unpalatable, but not unpotable.

61. The Pit of No Return

One of the Warlock's illusions covers this pit from view, making the pit resemble a normal floor. The pit's odor is still present, even though the pit entrance is disguised—the area smells like a dumping ground for all things rotten, mixed with a strangely sweet odor, like rotting apples.

The ladder down from area 27 is only half real; the bottom half is illusory. Anyone stepping onto the illusory part must make a surprise check; those who fail automatically fall through the illusory floor and into the pit. Those who succeed must make a Dexterity check to avoid the fall.

At the bottom of the pit lives an enormous gelatinous cube; anyone falling on it suffers only a third of the normal 5d6 falling damage. The rest of the damage is inflicted on the cube.

If the illusion's hold is broken and the pit is discovered, the cube looks very much like a pool of water from the top.

Cube of Doom (Oozes, slimes, and jellies) (1): AC 8; MV 6; HD 4; hp 38; THAC0 17; #AT 1; Dmg 2d4; SA paralyzation (save vs. paralyzation or be paralyzed for 5d4 rounds), surprise; SD immune to electricity, fear, holds, paralyzation, *polymorph*, and sleep-based attacks; SW slowed 50% and inflicts only 1d4 points of damage if it fails a save vs. a cold-based attack; SZ L (10' cube); ML average (10); Int non (0); AL N; XP 975.



62. The Armory

The double doors to this hall are *wizard-locked* at the 12th level of ability; the Warlock wants to protect the weapons he has prepared for the army he hopes to gather. Read the following if the PCs successfully force the doors:

Within a large, dark chamber you see the glittering and glistening of hundreds of helms, a thousand spears, and tens of thousands of barbed arrowheads. The armor stands in ranks and rows, as if on parade. Just as you begin taking it all in, the front rank of 40 suits suddenly steps forward, as if in response to an unspoken order.

The armory contains well-oiled and well-honed weaponry and human-size armor for about 400 studded leather-clad skirmishers, 400 chain-clad heavy foot, 400 chain-clad cavalry, 400 leather-clad crossbowmen, and 400 studded leather-clad Stonecrown ogres. Forty suits of chain mail and helmets have been placed

on skeletons animated by the Warlock's realm magic. If a high-level party is present, 40 monster skeletons inhabit the ogre armor as well. If the regents choose to fight, the noise of armor and bones clattering to the floor will summon orog warriors to this room within four rounds.

Armored skeletons (40): AC 5 (chain); MV 12; HD 1; hp 5 each; THAC0 19; #AT 1; Dmg 1d6 (spear); SD half damage from edged or piercing weapons, immune to *sleep*, *charm*, *hold*, and cold spells; SW holy water does 2d4 points of damage; SZ M; ML fearless (20); Int non (0); AL N; XP 65.

Armored ogre skeletons (40): AC 5 (natural + leather); MV 12; HD 6; hp 32 each; THAC0 15; #AT 1; Dmg 1d10 (mace); SD half damage from edged or piercing weapons, immune to *sleep*, *charm*, *hold*, and cold spells; SW holy water does 2d4 points of damage; SZ M; ML fearless (20); Int non (0); AL N; XP 650.

Although the arms are worth a prince's ransom, they are all marked with the sign of the coiled wyrm and an orog good luck charm. Goblins or orogs would pay well for them, but selling them to humans would be an evil act. Most human soldiers would refuse to wear the armor, anyway. As scrap metal and leather, it is worth 4 GB. It could be reworked to meet human fashions for a mere 10 GB, which would drive the worth up to 16 GB.

The stairs in the eastern half of the room lead down 180 feet to the deep cavern level of the complex.

63. The Spoils of War

Bars of iron, old armor, and broken tools make up the raw materials being used to forge the Warlock's war machine. The scrap is worth a total of 5 GB, but would require a caravan to carry it back to civilization.

Charcoal and chunks of ore are also heaped high here, providing more raw material for the forges. Only a dwarf or a PC who makes a successful Mining proficiency check can identify the ore as iron.

An earth elemental guards the ore and extracts small quantities of metal here for its own amusement. It will not attack the PCs unless provoked; if the PCs can communicate with it, it expresses its loneliness and boredom and asks to be released from its magical servitude to attack its summoner.

Earth elemental (1): AC 2; MV 6; HD 8; hp 39; THAC0 12; #AT 1; Dmg 4d8; SA damage fortifications; SD +2 or better weapons to hit, travel through stone; SW -8 damage per hit to airborne or waterborne targets; SZ L (9' tall); ML champion (16); Int low (6); AL N; XP 2,000.

Notes: The elemental has eyes as blue as sapphires.

The metal the elemental has extracted from the raw stone sits in four little piles, about 100 pounds of iron, 5 pounds of copper, 30 pounds of tin, and 2,000 sp of silver.

64. Smithy

Orog smiths and captured dwarves are chained together in this cramped weaponsmithy. Each month, the race that makes the most passable weapons for the Warlock's armory is allowed a week of rest while the others slave. Though it might seem as if the dwarves would win such a contest handily, they are outnumbered and the orogs are more willing to cut corners in hammering out their blades. As a result, the dwarves have lost for three months running, and they're none too happy about it.

Rakvess, Atmog, Fangol, and Lundver, male orog weaponsmiths (4): AC 8 (leathers); MV 9; HD 3; hp 19, 14, 10; THAC0 17; #AT 1; Dmg 1d4+3 (hammer); SA +3 to damage; SW -1 to hit on cloudy days, -2 under full sun; SZ M; ML average (10); Int average (8); AL LE; XP 65.

The orog weaponsmiths enjoy harassing the dwarves, throwing coals their way, and making more noise than is necessary with their tools. They know how their mistreatment of forge and anvil annoys the dwarves; as a result, their tools and workplace are quite run-down. Any armor repair or other

smithwork done here suffers a -2 to any proficiency check.

Einin, Glaonin, and Udi, male dwarves, 0-level (3): AC 8 (leathers); MV 6 (unencumbered); HD 1+1; hp 8, 5, 4; THAC0 20; #AT 1; Dmg 1d4+2 (hammer); SD -4 to AC versus ogres, trolls, and giants; SZ M; ML elite (13); Int high (13); AL LG.

Special Equipment: armorer's and weaponsmith's tools.

The dwarves want nothing more than to leave this forge and never return; if released and treated well, they will pay their debt to their rescuers by bringing either a unit of dwarf heavy infantry or a unit of dwarf siege engineers to serve in any siege of the Wyrmsstone Citadel. These troops show up two weeks after the smiths escape the citadel.

65. The Ebony Cube

Here the Warlock stores a treasure he stole from his father when he first fled the Gorgon's Crown in the wake of the bloodbath among his siblings. The cube is, in fact, a gate to the Wasting Tower of Khin-Oin, a horrible fortress in Gehenna. Fortunately, the Warlock's scrying and divination magic told him that the cube was dangerous and might bring yugoloths and worse into his domain, so he has not experimented with it.

Any fighter or evil cleric touching the ebony cube will either be driven insane (25% chance, requires a *heal* or *limited wish* spell to cure), gain 1 point in their primary ability score (25% chance), or be instantly transported to Gehenna (50% chance). If he goes to Gehenna, he meets the Wasting Tower's gatekeeper, Pundeleg, a bored yugoloth who really, really, really wants to leave Gehenna and visit the Prime. Pundeleg offers the transported PC a deal: he will not eat the PC if the PC will give him the ebony cube. If the PC agrees, the gate is opened, and Pundeleg steps through—and promptly decides that he can have the cube *and* some tasty adventurers for snacks (+4 bonus to his surprise roll). Furthermore, he uses the poor PC as a human shield (any attack on the yugoloth has a 40% chance of hitting the PC as well, dividing damage equally between the two).

Pundeleg is a froglike least guardian if the PCs are lower level, a ram-horned, bearish great guardian otherwise.

Pundeleg, least guardian yugoloth (1): AC 3; MV 9; HD 6; hp 32; THAC0 15; #AT 3; Dmg 1d4/1d10/1d10 (bite/claw/claw); SA breathe fire for 3d6 hp damage; SD immune to *charm*, *hold*, *sleep*, *polymorph*, and *fear* spells; SZ M; ML elite (14); Int average (8); AL N; XP 2,000.

Personality: A nasal whiner who is used to being pushed around, but may lash out if the PCs go too far.

Pundeleg, greater guardian yugoloth (1): AC -1; MV 9, Fl 9 (D); HD 10; hp 55; THAC0 11; #AT 3; Dmg 1d10/1d12/1d12 (bite/claw/claw); SA breathe fire for 7d6 hp damage; SD immune to swords, *fire*, *charm*, *hold*, *sleep*, *polymorph*, and *fear* spells; MR 25%; SZ L (9' tall); ML fanatic (18); Int high (14); AL NE; XP 11,000.

Personality: A nasal whiner who pushes around those who displease him.

66. The Pit of Screams

This is the Warlock's torture chamber, complete with iron maiden, rack, thumbscrews, iron brands and pokers, and other devices of torture and mutilation. The Warlock's torturer is a mongrelman named Leinveg who enjoys taking out his frustrations and hate on other creatures.

The torture chamber's two cells are empty; they can be barred, but not otherwise locked (Leinveg isn't good with keys).

Leinveg, male mongrelman (1): AC 5; MV 9; HD 3; hp 17; THAC0 17; #AT 1; Dmg 1d8 or by weapon type (club); SD camouflage, mimicry; SZ M; ML steady (12); Int low (7); AL LN; XP 120.

Special Equipment: torturer's tools, pokers, and shackles.

Leinveg especially enjoys using his mimicry skills to mock his victims by repeating exactly what they say. When a victim has been either tortured to death or has given up all the information he has, Leinveg throws him to the cube of doom in area 61.

67. Hall of Darkness

This hall full of pits was carved from the rock 200 years ago as an amusement for a drow ally that finally refused to conclude a treaty with the Warlock. (Her body still lies at the bottom of the northernmost pit, along with her corroded

drow chain

mail, a broken hand cross-bow, and a holy symbol of Lolth.) The hall has since been abandoned, but to keep the orogs out of it, the Warlock and his spellcasting followers have cast hundreds of *continual darkness* spells on the area. Anyone walking through (or worse, running) may fall into one of the many 50-foot-deep pits, each of which has rusty spikes at the bottom (5d6 falling damage, plus 1d4 spikes for 1d8 points of damage each). The safest path through is to stay close to the eastern wall.

68. The Glittering Vault

Sparkling with the light of thousands of gemstones deeply embedded in its walls, this cavern is a bright and glorious temple of the stonemason's art. It is also the magical prison of a pech sculptor, named Minrothar, that the Warlock keeps working here for his amusement. Three statues currently stand among piles of chips and shards: one a fine bust of the Warlock, one a coiled wyrm, and one an unusually large (12' tall) statue of Malissa (see area 31 for details), still surrounded by scaffolding. This last stands abandoned; since the Warlock and his concubine have had a falling out, it's unlikely that the statue will ever leave, but Minrothar likes it.

Minrothar, male pech (Elemental-kin, earth) (1): AC 3; MV 9; HD 4; hp 9; THAC0 17; #AT 1; Dmg 1d6+4 (pick); SA spells, maximum damage against lithic creatures; SD immune to petrification; MR 25%; SZ S (4' tall); ML average (10); Int exceptional (15); AL NG; XP 1,400.

Notes: Can cast four stone shape and four stone tell spells per day.

Personality: Shy, very focused on his work, hates bright light.

Minrothar has a single treasure, a garnet he found as an inclusion in a block of stone he was working for the Warlock. The garnet fractured into eight separate chunks, each worth 100 gp. He keeps them hidden in his tunic, but will offer them as a gift to anyone who releases him.

69. The Downward Spiral

This spiral passageway has been constructed to deliberately collect the gas that lingers underground, creating a terrible danger for those carrying open flames.

The area indicated in blue on the map is a region where not enough gas has collected to trigger an explosion. This doesn't mean that the gas isn't dangerous. Dwarves with mining experience will notice the blue caps on torch or lantern flames; other PCs may notice the blue but may have no idea what it means. In this area, size S or T creatures must

make a saving throw versus poison or be overcome by asphyxiation and die. Familiars and pet birds are especially vulnerable because of their high metabolisms (-3 to saving throws).

Using infravision or the glow of magical weapons is safe, but any spark in the red area ignites the gas, inflicting 5d6 points of damage on every creature in the area (save versus breath weapon for half damage). The explosion also sends out a fireball compressed by the tunnel walls into a powerful shock wave. Creatures more than 30' from the initial spark may be deafened by the concussive shock of the explosion—closer than 30' the explosion hasn't gathered force from the confining tunnel yet.

70. Sacristy and Icefall

The temple's true and secret unholy altar is hidden far below the earth on a river of ice; it can be reached using the shadow path through the serpent's eyes in area 36.

Read the following if the PCs find the magical portal:

The world shimmers for a moment and then grows very cold. Darkness surrounds you, and the surface beneath your feet is suddenly slippery.

If the PCs have a light source, continue with the following:

You find yourself in a tunnel sparkling with hoarfrost; you are standing on a ledge, 40 feet above a chamber also lined with ice. A few feet away from your ledge you can see stairs carved into a frozen waterfall. You hear a hissing, sliding noise behind you.

At the far end of the cavern from the icefall is the altar. A sheet of ice covers the floor, and a small black altar stands 10 feet away from the far wall. Shackles at the altar's head and feet make clear the nature of the offerings presented here—frozen blood stains the ice all around it.

The secret cavern and the frozen river are home to an elder ice serpent, a giant poisonous snake that has been here longer than Naffek the priest, longer than Ellindael the provost, that may even have made its home in the Stonecrowns before the Warlock arrived. Sssonindal does not take well to visitors; those who disturb her had better talk fast and offer gifts, or she will paralyze and devour them. She is unaffected by the slippery surface; PCs suffer the loss of all Dexterity modifiers to AC while on the ice.



Sssorindal, female elder serpent
(Snake) (1): AC 5; MV 15; HD 5+2; hp 42; THAC0 17; #AT 1; Dmg 1d3 (bite); SA poison, paralyze prey; SZ M (20' long); ML elite (13); Int low (7); AL N; XP 975.

Notes: Poison bite causes 1d3 damage and save vs. poison at -4 or die in 1d4 rounds. Sssorindal can paralyze her prey by swaying slowly and steadily while staring down her victim. PC must save vs. paralyzation or be paralyzed for 2d6 rounds after she stops swaying. She is not afraid of open flames. Sssorindal wears a ring of warmth on her tail.

Personality: Heartless, hungry, and greedy.

Sssorindal collects bracelets made of silver and hammered in the Khinasi style; her collection includes 12 such pieces, each worth about 200 gp. She also has a scroll of grease, cantrip, and dig hidden under some loose bones in her den.

To leave the chamber, the PCs can either follow the path of the ice river, a fragment of underground glacier which eventually joins the River of Deceit in the Dark Road, or they can use the shadow path. Activating the shadow path to return to area 36 requires spilling a small amount of blood on the ice; the ice serpent knows this and can be charmed or bribed with jewelry to tell the PCs (if they do not inadvertently find out themselves . . .).

71. The Death Spiral

This spiraling corridor kills many who enter it, for it contains a perpetually open shadow door that half enters and half exits the Shadow World. From areas 69 and 72, the true tunnels are covered with illusory walls, and so PCs walking down those passages will walk down the bend and enter the fringe of the Shadow World. Halflings will immediately notice, and have +2 to finding the secret doors at the start of the paths.

The tunnel seems to have no exit, because once in, there is only one way out—to walk through wearing a ring of shadows. For characters with rings, the tunnel arcs through solid stone from area 69 to 72 and vice versa. For anyone else, the tunnel isn't just a short arc;

trapped in the Shadow World, they circle ever downward, forever and ever, mile upon mile. Of course, even PCs wearing a ring will meet the strange passage's sole living inhabitant.

Within the spiral lurks the Warlock's most trusted guardian, a dark naga named the Whisperer. The Whisperer (her true name is Slimuh-groogadahl, which the Warlock found a bit daunting) created the shadow paths for the Citadel, and she and her children are the only ones other than the Warlock who use them regularly. They need no rings to travel to and from the Shadow World.

The Whisperer, female dark naga, 6th-level wizard (1): AC 6 (2 with ESP); MV 13; HD 9; hp 61; THAC0 11; #AT 2; Dmg 1d4/2d4 (bite/sting); SA ESP, poison sting; SD immune to acids, venoms and poisons, +2 to saving throws versus all forms of enchantment/charm; SZ L (11' long); ML champion (15); Int exceptional (16); AL LE; XP 4,000.

Notes: Any creature stung must save vs. poison or take 1d2 points of additional damage and fall into a drugged sleep for 2d4 rounds. The Whisperer can use its sting plus either a bite or a spell in the same round.

Personality: The Whisperer is a bit of a sadist, enjoying the suffering of others, and likes to pretend she is a spider at the center of a web when creatures are sent into the Death Spiral. She stalks them, binds them, and then destroys them in area 69 with an explosion triggered by her ranged flame arrow attack.

Special Equipment: In her hidden internal organ, the Whisperer carries potions of fiery breath and extra-healing, which she uses herself if necessary. She can use both potions internally without regurgitating them.

Spells (4/2/2): 1st—charm person, magic missile, mirror image (1d4+2 images), wall of fog; 2nd—invisibility, web; 3rd—flame arrow (x2).

The Whisperer has profited from her strange friendship with the Warlock, and he has given her gifts to add to her treasures. Her hoard is piled around and within her nest, in the center of the magical tunnel. It includes a scroll of chill touch, magic missile, invisibility, flame arrow, dimension door, and death fog, a scroll of flame walk and chariot of Sustarre, and a scroll of protection from electricity, a cursed

scroll that transforms the reader into a green slime (saving throw versus polymorph applies), 600 gp, a necklace of tiny linked brass eagles set with tiny emeralds worth 1,000 gp, two 100-gp chrysoberyls, and a copper ring of jumping set with an agate worth 50 gp.

Having taken a lesson from the Gorgon, the Whisperer turned one of her broods into a set of undead servants—she still refers to her bone nagas as her “children.” Their dry, whispering rattle can be heard echoing throughout the spiral and along the shadow paths—neither the chill of the Shadow World nor the deadly gas of the mines affects them. They will often pursue PCs outside their dimensional shortcut into area 69, but they avoid the passage to area 72.

Bone Nagas (MC ANNUAL) (7): AC 6; MV 12; HD 7; hp 44, 42, 40, 39, 35, 30, 27; THAC0 13; #AT 2; Dmg 1d4 plus Strength drain/3d4 (bite/sting); SA spells; SD immune to all acids, gases, and venoms, immune to *charm*, *death*, *hold*, *sleep*, and cold-based spells; SW suffer 2d4 points of damage from each vial of holy water that strikes them; SZ L (up to 12' long); ML fearless (19); Int exceptional (15); AL LE; XP 4,000 each.

Notes: Any victim bitten by a bone naga must save vs. spell or suffer 1d4 additional damage and lose 1 Strength point. Lost strength returns at the rate of 1 point per hour. Each bone naga has the same set of spells, given to it at its creation by the Whisperer.

Personality: Patient, ruthless stalkers.

Spells (4/2/2): 1st—*magic missile* (×4); 2nd—*blindness*, *web*; 3rd—*flame arrow*, *slow*.

The locations of the bone nagas are marked on the map; they have no treasure and are completely loyal to their maker. If Sssorindal dies the bone nagas will all go their own ways, seeking out their own lairs above or below the Stonecrowns.

72. The Serpent's Teeth

This entire 20-foot-tall chamber is studded with stalagmites and stalactites. A *reverse gravity* spell affects the area marked, and perceptive characters may note that water drips from stalactites on the floor to stalagmites on the ceiling in this area. A colony of ancient piercers also lives on the floor. If the PCs enter the reverse gravity zone they suffer 2d6 points of falling damage, and then the piercers drop from the floor to the ceiling to finish them off.

Piercers (11): AC 3; MV 1; HD 4; hp 26, 24, 23, 22, 21, 20, 18, 17 (×2), 16, 13; THAC0 17; #AT 1; Dmg 4d6; SA surprise; SZ M (6' tall); ML average (9); Int non (0); AL N; XP 420 each.

temptations of the wyrm

If the characters reach any of the areas below, the Warlock grows worried for his own skin and tries to bribe the PCs with various ploys, given here as trigger events. Saeryk makes each of his offers from the shadows, using his shadow form blood ability to approach undetected—the PCs should hear his voice but never see more than a glimpse of a dark and shadowy tail slithering back into the protective darkness. Even *continual light*, *sunlight*, and similar spells will not reveal the Warlock on his home ground—he knows all the citadel's nooks and crannies.

If possible, he will turn the PCs against his father with false promises and hope of a weapon against the Gorgon. In fact, Saeryk does know where one of his father's *tighmaevril* weapons is kept in the lands of the goblin king, and will suggest that the party go there to steal it.

The various offers the Warlock makes to the party are half sincere, and half a stall for time. If he feels threatened enough, he will keep up his end of the bargain; if the PCs show any sign of weakness, he will only cooperate until the PCs leave or he feels he has them at a disadvantage, then attack. The Warlock may be blooded, but he's no noble.

To convince the PCs to keep up their end of the bargain, the Warlock will demand that they swear a binding oath; the PCs may refuse, but this will make it more difficult to reach an agreement with the Warlock.

Staging the Temptations: When the Warlock uses his persuasion blood ability to sway the PCs, give all of the players a small note. Most of them should say nothing, or offer a false clue such as “You feel a warm breeze stir in the room.” However, one PC should be chosen as the Warlock's target. Roll a saving throw for this PC (generally a fighter, because that class usually has the worst saving throws versus magic). Depending on the saving throw's success or failure, write either “The words from the shadows seem very persuasive, but you have doubts about its sincerity,” or “You are convinced that the offer is genuine and should be accepted—try to convince the others.”

Temptation of Greed

Saeryk's first offer is a simple bribe; he tries to buy them off with wagonloads of gold (in effect ransoming himself). If the adventurers will leave his citadel, the Warlock will send them as much gold as ten wagons can carry (about 100 GB), and he offers his word as a surety. In fact, if the PCs take this offer, the Warlock secretly laughs and considers them fools, for he has no intention of giving them his gold once they have left; he merely casts a *warding* realm spell and continues raising his army and draining his neighbors' magic sources.

However, if the PCs demand some collateral or some more tangible hostage before they leave, the Warlock offers them their choice of "his finest book" or the "key to his treasury." In fact, the book is a libram of ineffable damnation that the Warlock has recently acquired and has not yet had time to study. The key is nothing more nor less than the key to Akhibel's shackles (see area 27). If even that does not convince the PCs of his sincerity, Saeryk revokes his offer, moving on to one of the other temptations instead. At that point nothing the PCs say will convince him that they will accept money; on the contrary, from then on he flatters the PCs that they "are above such petty concerns of crass coinage."

Temptation of Power

If the temptation of greed fails, the Warlock knows that money alone won't be enough to buy the PCs off. Instead he offers them what all rulers want, what money buys, and what he himself craves: raw power. Read the following:

"Why have you come to me? It isn't merely coins, for I see now you are of noble blood. But what do you hope to gain here? Have I troubled you somehow? Perhaps I could make amends some other way."

The Warlock hopes to use the party's anger with the awnsheghlien to his advantage, or hopes to draw them into his own dark power.

He offers them the power of a drink from his cauldron, a drink that he says will prevent their deaths and provide invulnerability. In fact, he offers nothing more than an *elixir of undeath*. If the PCs give in to their baser instincts and accept, they will have gained a weapon to fight the Gorgon with—or

one to turn against the Warlock! See page 8 for details of the *elixir of undeath* and the cauldron that brews it.

Temptation of Earthly Knowledge

The Warlock offers several scrolls to the PCs containing his secrets of languages long lost, invulnerability, longevity, and health. He tells the story of how he looted the library of the city of Anuire itself when the Empire fell, adding its forbidden and most powerful volumes to his personal collection. He also waxes about the many new and unique spells he has researched and developed over the centuries, spells designed to destroy magic, to slay powerful champions, to remain untraceable even under the eye of the Gorgon—spells the PCs will suffer from if they do not accept his bargain.

If the PCs refuse, Saeryk uses a *spectral force* spell to make the scrolls appear to go up in flames. If this temptation is offered to the PCs in the Elder Library (area 45), the entire library seems to ignite.

Temptation of Pride

The Warlock knows that adventurers seek fame, and though his own extreme caution makes him think little of it (too dangerous to gain and to keep), he knows how to appeal to it. The Warlock offers to fake his own death in front of his troops and followers, to withdraw into the mountain and never return during their lifetimes. He even makes a generous offer of help against the Gorgon, offering to turn against his father in exchange for the PCs' mercy. If the PCs accept, he continues with his plans but proceeds to use the adventurers as his cat's paws against his father. By turning enemies into allies, the Warlock removes a thorn from his side and plunges it into his father's.

73. Gateway to the Gorgon

Before you stands an enormous gate of oak bound with iron and warded with magical runes over every inch of its surface. The gates stand fully 9' tall and are almost 12' wide.

Saeryk comes to these gates when he makes furious plans for his father's death; the gate leads into the tunnels and caverns described on the Dark Pathways map. The Warlock plans to lead his troops through these gates when he marches to overthrow the Gorgon, attacking from below and taking his father by surprise. Of course, the Gorgon's spies have told him of the gates, and the fact that his magical scrying cannot see beyond them has raised the



Gorgon's suspicions.

The Warlock has recently captured a purple worm that he keeps on the far side of the Gateway, and he hopes to train it to dig in the direction he desires so that eventually an underground passage (free from scrying eyes) will lead directly into Markazor and beyond. So far, the worm has been intractable, but the Warlock has lots of time to perfect the scheme.

Purple Worm (Worm) (1): AC 6; MV 9, Br 9; HD 15; hp 65; THAC0 5; #AT 2; Dmg 2d12/2d10 (bite/sting); SA swallow whole, poison sting; SZ G (25' long); ML steady (12); Int non (0); AL N; XP 13,000.

Notes: Any bite attack that succeeds by 4 or more on the attack roll indicates that the victim has been swallowed whole. The PC must kill the worm within 6 rounds or die; the worm has an internal AC of 9, but damage the PC can do is modified by -1 cumulatively each round. The worm's poison sting slays instantly unless a saving throw vs. poison is made.

The purple worm has no treasure. If released from its shackle, it immediately digs into the tunnel wall in an attempt to leave the area.

74. The Midnight Cauldron

This chamber connects to the well in the courtyard of the Wyrmsstone Citadel, 180' above. See area 14 for details of the well shaft leading down.

This enormous cavern is entirely dominated by a black hemisphere held in a stream of light shooting up from a ragged hole in the floor.

The cauldron is very dangerous to both wizards and other PCs; any nonevil PC touching it is burned, as if by acid, for 2d6 points of damage (a saving throw versus poison negates the damage, though the toucher still feels a magical shock). Regent wizards will be drawn to the cauldron; even without touching it they can feel its pent-up magical energies on a successful Intelligence check. The entire arrangement is as much like a dam about to burst as anything else. (The Warlock plans to cast major realm magic within a day or two.)

Wizard PCs who have been tracing the flow of mebhaghil being siphoned from their own domains can see it flowing through the well shaft and into the cauldron.

It is very possible that the PCs will consider destruction of the cauldron their top priority, and the Midnight Cauldron sidebar on page 4 details how this is possible.

75. Serpent Golems

Read the following when the PCs reach this area:

Before you, in a wide hallway, an enormous black serpent rears up as if about to strike; its eyes are of topaz, its scales are lifeless stone. Then the serpent's tail twitches, and the eyes turn to focus their attention on you.

The Warlock created these two guardian golems early in his career as a wizard; they are similar to stone guardian golems, but carved in serpentine form. Unlike regular stone guardian golems, they can constrict their target.

Serpent golem (2): AC 2; MV 9; HD 4+4; hp 27, 26; THAC0 15; #AT 2; Dmg 1d8+1/1d8+1 (bite/constrict); SA constrict; SD 1/4 damage from edged weapons, half damage from fire, cold, or electrical attacks, immune to missiles; SW instantly destroyed by stone to flesh, transmute rock to mud, stone shape, or dig spells; SZ L (18' long); ML fearless (20); Int non (0); AL N; XP 975.

The serpent golems guard the passageway to the Warlock's political prisoner (see area 76).

76. Fane of the Cold Rider

The temperature in this room is markedly lower than elsewhere in the caverns. Read the following:

A faceless white statue of a robed humanoid stands at the far end of this room, fully 10' tall. The walls are carved to resemble scales, and the floor is covered with a thin layer of fog. A shivering goblin in rags huddles on the floor before the statue.

The goblin prisoner is thoroughly penned in by the serpent golems in area 75. Though he doesn't look like much at the moment, Ysterac is a wizard, rogue, and diplomat. He came to Wyrmsstone Citadel under a flag of peace as the Eyeless One's ambassador when magic first began fading from the Eyeless One's sources. He offered his assistance to the Warlock in determining the cause of the fading mebhaghil in the wizards' sources, and was almost laughed out of the Great Hall. The Warlock was amused enough by the whole incident to let the ambassador live, and may even send him back to his master when the time is right to accept the Eyeless One as a vassal.

Ysterac, male elite goblin, 7th-level wizard (1): AC 10; MV 6; HD 7; hp 22; THAC0 18; #AT 1; Dmg 1d6+2 (*staff of striking*); SA spells; SZ M (6' tall); ML average (10); Int genius (17); AL LE; XP 1,400.

Personality: Smooth, courteous, and slightly haughty.

Special Equipment: Ring of shadows.

Spells (4/3/2/1): 1st—change self, charm person, friends, shield; 2nd—ESP, invisibility, web; 3rd—secret page, tongues; 4th—wizard eye.

Ysterac's spell selection still reflects his spying/diplomatic mission; his spell books lie somewhere in the Warlock's elder library (area 45).

77. The Vault of the Wurm

Read the following text when the PCs reach this chamber:

Huge mounds of coins and gems rise on every side; the chamber is a glittering feast for the eyes. Everywhere jewelry spills from chests and urns, and ornate, richly-decorated weapons are scattered at random in the space between the drifts of copper, silver, and gold. You hear a sudden slithery hiss, but when you turn, you see nothing. An echoing voice sounds from behind one of the metallic hills, saying "Who really sent you? It was my father, wasn't it? He'll not kill me except by his own hands! Sellswords die in droves at his hands, you know." The slithering noise returns, this time from behind you. Again the voice: "Do you seek my death—or your own?"

The Vault contains a vast fortune gathered for the Warlock over generations by his servants. The hoard includes over 500,000 cp; 200,000 sp; 50,000 gp; 200 10-gp gems; 100 50-gp bits of onyx; a collection of amethysts and jade worth 100 gp each; a *gem of brightness* that resembles a 100-gp quartz prism (40 charges); 2 1000-gp rubies and a 1000-gp fire opal; a 5000-gp emerald; and the Eye of the Warlock, a dark oriental topaz with a single impurity at its center, worth at least 20,000 gp to a buyer with deep pockets (less to fences or gem merchants). Note that if the Eye of the Warlock is sold in Anuire, the Gorgon will hear of it and track it down—the gem was once his long ago, and his agents search for it still.

It is very unlikely that the PCs will be able to cart away more than a fraction of all this treasure, but they may take choice items (they find one item of magic or jewelry for each turn of searching). Anything that leaves the chamber bears the curse of the Warlock, which slowly transforms the robber into a lizardman, beginning with a forked tongue (within 3 days), then adding bulging eyes (after a week), clawed hands (after 2 weeks), and finally covering the victim in scales during the second through sixth months. The victim's alignment also shifts over the curse's six-month duration to become Neutral Evil. The curse can be lifted only by a priest of at least 12th level; doing so inflicts a system shock roll if the victim has progressed beyond the forked tongue and bulging slit-pupil eyes.

Low-level party: Assuming the PCs make it this far, the Warlock is more interested in how he can turn the PCs to his political advantage than in killing them. In exchange for keeping one PC hostage, he is willing to let the rest go, so long as he gains some political advantage out of it—investment in a province near the mountains, an alliance against Cariele, or the like.

High-level party: If they have invaded his sanctum, the Warlock wants to kill any blooded PCs and take both their regency and their domains. If he is losing the fight, he teleports to another stronghold and begins his plans anew.

Saeryk himself sleeps in the vault, bonding with his hoard and watching that none of his minions take what is his. If cornered here, he stands and fights. See the appendix entry for his statistics.



return in glory

What gratitude can regents expect from the nobles of Anuire for their deeds? That depends on who their allies and sponsors are. Use the most likely of the following suggestions.

Mhorien's Gratitude

If the PCs return to the Mhor in triumph over the Warlock's armies (or even just with a victory over a handful of goblins or a pair of giants), they are treated as heroes should be: feasted, honored, asked to make speeches to the people, and (most importantly) introduced to the many eligible young noblemen and women of the Mhor's court. The PCs have won a valuable ally in this part of the world, and the Mhor offers to send a unit of his finest knights to aid them should the need ever arise.

Cariele's Betrayal

The guild masters of Cariele realize that they may have competition; if any of the PCs are merchant-regents with extensive guild holdings, their largest holding is contested at some point while the regent is off adventuring (perhaps even while he is after the Warlock) as the Carieleans realize that they have a golden opportunity to seize assets unopposed.

The guild masters of Cariele offer the PCs a cash reward equal to 2 GB (4 if the pass was ever closed), and open a trade route for one PC between one of the regent's cities and Caer Linien if the PC approves. However, the trade route is discontinued after one year, and the Stonecrown Coster attempts to set up its own trade route in its stead.

Tuarhievel's Indifference

The elves have no gratitude to PC-regents; they feel they would have dealt with the problem themselves if things had gotten out of control. Diplomats or even personal visits are received politely but coolly by the elf court at Thorn Throne.

Five Peaks Alliance

The Eyeless One is grateful, in its own odd way, if its ambassador is returned to it and the schemes of the Warlock are disrupted. It expresses its true gratitude by sending a unit of goblin wolfriders to aid the

PCs during a crucial moment in some future battle. Alternatively, the Eyeless One offers to enchant a single item for the PCs of no more than 4,000 XP value; this message is brought to the PCs' domains by a common goblin, one of the Eyeless One's apprentices (perhaps Ysterac himself).

further adventures

The PCs may find themselves siding against, with, and against the Warlock over the long term, so spelling out a long-term series of adventures is problematic. However, here are some suggested long-term outcomes:

- ◆ The PCs side with the Warlock against the Gorgon, and may halt his attempt to take Thurazor and the lands to the north.
- ◆ The PCs side against the Warlock and save Cariele.
- ◆ After the PCs head off the worst of the Warlock's initial plans, Cariele decides to ally itself with the Warlock to avoid what it sees as inevitable. Mhoried or the Eyeless One asks the PCs for help in staving off the combined assault of these two forces.
- ◆ The PCs conclude a treaty with the Eyeless One against the Warlock, and successfully lay siege to his citadel.
- ◆ The Warlock buys the PCs off initially with one of his tempting offers. However, the PCs then must watch him commit increasingly greater depredations against nearby lands. They must choose between allowing his evil to continue and breaking their sworn oaths.
- ◆ The PCs discover the Dark Road and use it to organize the scattered orog tribes and others to do the dirty work for them; evil turns against itself, and an uprising forces the Warlock to flee and begin building anew.

Story experience points are difficult to award under the many options available, but any ending that results in no great conquests for either the Warlock or the Gorgon should earn the PCs a collective award of 20,000 story XP. Outstandingly clever solutions might merit an additional 5,000 XP. Destroying the Cauldron (which requires powerful magic like a *disintegrate*, *crystalbrittle*, or *limited wish* spell of at least 7th level) is a good act, worth 10,000 XP for all PCs who support doing so. Good PCs who oppose destroying this malignant magical leech should gain no XP for its destruction.

appendix



Saeryk the Warlock,
Dual-classed thief 6,
wizard 12 (invoker),
human male (Awnshegh)

Strength: 8/21 (+4, +9)
Dexterity: 18/15 (+3, +3, -4)
Constitution: 15/18 (+1)
Intelligence: 17
Wisdom: 14
Charisma: 12/18
AC: -5 (first strike always misses due to cloak of displacement, bracers of defense AC 2, boots, Dexterity) or -6 (-10/-8 with blur)
THAC0: 17 (15 with staff, 16 with dagger, 12 during backstab with dagger), 9 in dragon form
Movement: 12 (unencumbered) or 12, Fl 18 (E)
hp: 48
Alignment: Neutral Evil
Bloodline and Abilities: Azrai, Great, 46, shadow form (+1 or better weapon to hit), travel (shadow walking, up to 15 creatures, 1/week), *summon shadows** (1/day), *blur** (3/day), *persuasion* (if allowed to speak for 1 full round, has the same effect as a suggestion spell 1/day), *death gaze** (one creature looking at him must make saving throw versus death magic or die, 1/day—PCs avoiding his gaze in combat lose shield and Dexterity bonuses to AC and suffer a -3 penalty to all attack rolls).
Abilities marked with an asterisk (*) are blood abilities unique to the Warlock, and due (perhaps) to his long history with the Cauldron.
Attacks: 1 (boots allow striking and springing away with only a 2% chance of stumbling if he has initiative) or 3
Damage: 1d6+2 (staff of power) or 2d6+4 (staff of power using 1 charge), 1d4+1 plus type D poison (dagger of venom), or by spell; or 2d6/2d6/3d10 plus magical venom in dragon form
Special Attacks: spells, backstab (x3 damage) with dagger of venom
Special Defenses: shadow dragon form (immune to poison, +1 or better weapon to hit)
Special Weaknesses: in shadow dragon form, bright light reduces THAC0 and AC by 2, holy water inflicts 3d4 points of damage
Magic Resistance: 20% (dragon form only)
Size: M (5' 11" tall) or L (20' long, including 8' tail)
Morale: 15 (champion)
XP: 18,000

Physical Appearance: The Warlock's skin is scaly and dry, and his eyes have slit pupils like a snake's. He is quite old and decrepit; though he is an awnshegh, his body shows all the signs of age.

Saeryk can assume his shadow dragon form at will, once per day. In that form, the second set of statistics applies. Through the power of the Cauldron, he gains

draconic powers of the Komassa and some of the powers of a shadow dragon (per the MM, page 85). In this form, he grows stubby wings, a mouthful of fangs, and sharp talons. He is also enveloped in black, shadowy scales; if exposed to full sunlight in this form, he suffers 2d6 points of damage per round.

Personality: Agoraphobic, cautious, wheedling, treacherous, slippery and a practiced liar. The Warlock is not the type to enter battle if he can talk his way out of it—or better yet, if he can send someone else to do his fighting for him.

Special Equipment: 3 pearls of wisdom, ring of shooting stars, ring of wizardry, staff of power (13 charges), dagger of venom (+1, injects venom on a roll of 20 or better, 6 doses), bracers of defense AC 2, boots of striding and springing, cloak of displacement, helm of blinking, green and maroon velvet robes, skullcap, writing implements, scroll of protection from fire, scroll of Tenser's transformation, polymorph other, project image (x2), and teleport without error.

Spellbook (5/5/5/5/2): 1st—alarm, cantrip, comprehend languages, identify, jump, magic missile*, Nystul's magical aura, read magic, shocking grasp*, spider climb, wall of fog;

2nd—continual light, darkness 15' radius, ESP, knock, invisibility, mirror image, rope trick, spectral hand, stinking cloud, strength, web*;

3rd—clairvoyance*, explosive runes, feign death*, gust of wind*, haste, lightning bolt*, spectral force, wraithform*;

4th—cloak of curses*, enervation*, fire shield*, ice storm*, phantasmal killer, shout*, stoneskin*, vacancy, wall of fire*; 5th—animate dead, cloudkill*, cone of cold*, dream, liquify*, sending, shadow magic, slime slinger*, spell-trap*, teleport*, wall of force, wall of stone*;

6th—chain lightning, contingency, control weather, death fog*, guards and wards*, project image, Tenser's transformation.

No access to Conjuration/Summoning or Enchantment/Charm spells.

Realm Spellbook: forge ley line, legion of the dead, raze, summon monsters, transport, warding

*Indicates favored spell.

†Indicates unique spell, see page 62.

Thief Abilities: PP 30, OL 25, F/RT 30, MS 85, HS 95, DN 45, CW 95, RL 0.

Some of the following spells cannot be used by good or even neutral-aligned spellcasters; these are indicated with an asterisk (*).

Cloak of Curses (Enchantment/Charm)

Level: 4

Range: Touch

Comp.: V, S

Dur.: 1 round/level

CT: 4

AoE: 1 creature

ST: Neg.

This more potent version of the *ray of enfeeblement* spell subtracts 1 from each of the target's ability scores for each level of the caster.

Scores reduced below 3 incapacitate the victim (reduced Strength equals weakness; Dexterity, jitters; Constitution, trouble breathing; Intelligence, forget all skills; Wisdom, drooling idiot; Charisma, completely passive). Scores reduced below 0 inflict hit points of damage equal to the number below zero.

spells of the warlock

round).

The slime can

also dissolve wood (one inch per hour) and metal (plate mail in a single round). The globules are treated as missiles hurled by the wizard with a +4 bonus to the

attack roll and with no penalty for range, up to

the maximum of 70 yards +10/level. Misses

are treated as grenade-like missiles and may still splatter

and harm creatures or objects near the target. The caster must

discharge 2 or more missiles each round.

Liquify* (Alteration)

Level: 5

Range: Touch

Comp.: V, S, M

Dur.: Special

CT: 5

AoE: 1 creature

ST: Neg.

This spell literally turns the victim to oozing liquid goo. The process is not instantaneous; full effect requires 1 round for tiny creatures, 2 for small, 3 for man-sized, etc. plus 1 round/level or target's Hit Die.

The process is reversed when the caster dies, as captured life essence is released and restored to the creatures it came from. However, restored creatures must make a system shock roll or die as the sudden infusion of life energy may overwhelm them. Failure results in inability to reanimate.

Slime Slinger (Conjuration)

Level: 5

Range: 70 yards+10/lvl

Comp.: V, S, M

Dur.: Special

CT: 5

AoE: 1 target/gout

ST: None

This spell enables the caster to cast a number of small green slime globules (one per level of experience), each of which splatters a 2'-diameter area on impact, inflicting no damage immediately but causing damage as green slime (see the AD&D[®] MONSTROUS MANUAL[™]), if not burned or scraped off (which takes one

Spelltrap (Invocation/Evocation)

Level: 5

Range: 0

Comp.: V, S, M

Dur.: Special

CT: 2 rounds

AoE: 10'x10' area

ST: None

This invocation creates a delay for a second spell that the *spelltrap* is linked to. This second spell is set off when certain pre-established conditions are met, determined by the caster.

In the first round of its casting time, the caster casts *spelltrap* itself. In the second round of *spelltrap*'s two-round casting time the caster must cast the spell which is to be triggered later.

No more than one *spelltrap* can be set in any given 10'x10' area; multiple traps cannot be layered on a single location.

Phoenix* (Necromancy)

Level: 8

Range: Touch

Comp.: V, S, M

Dur.: 1 turn/level

CT: 1

AoE: 1 creature

ST: None

This horrific spell adds life and health to a villain or monster by draining it from a victim. It can only be delivered by touch, so it is often used in combination with a *spectral hand*.

When the target is touched, it is drained of a number of hit points equal to the caster's maximum hit points. Those points may only be restored through normal or magical healing; they do not return at the end of the spell's duration.

The transferred vitality is immediately added to the caster's total hp; the caster also gains a measure of the victim's life force. That is, the caster temporarily gains a number of levels of ability equal to the target's levels or Hit Dice. Though this does not add to the number of spells that the caster can use, the extra levels do add to the range, duration, and area of cast spells, the caster's THAC0, and the caster's saving throws.

giant, fhoimorien

CLIMATE/TERRAIN:	Any forest, marsh, or subterranean
FREQUENCY:	Uncommon
ORGANIZATION:	Family
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Average (8-10)
TREASURE:	D, Q (x10)
ALIGNMENT:	Neutral evil
NO. APPEARING:	1-4
ARMOR CLASS:	3
MOVEMENT:	9
HIT DICE:	13+3
THAC0:	9
NO. OF ATTACKS:	1 or 1
DAMAGE/ATTACK:	fists 2d4+8 or weapon (x2) + 8
SPECIAL ATTACKS:	Surprise
SPECIAL DEFENSES:	Only surprised on a 1, gaseous form
MAGIC RESISTANCE:	Nil
SIZE:	H (13' tall)
MORALE:	Elite (14)
XP VALUE:	6,000
Warlock	9,000



Fhoimorien warlocks can use minor magic in battle: largely elemental earth and wind magic. They function as wizards of levels 1-4, and prefer spells such as *stone fist*, *Maximillian's earthen grasp*, *gust of wind*, and *shocking grasp*.

Habitat/Ecology: Fhoimoriens inhabit desolate marshes and forests from the seashores to the mountain, as well as live in deep caves.

Like other Cerilian giants, the *fhoimoriens* are elemental creatures, closely tied to the earth. They are extremely fond of launching raids into nearby lands.

Combat: Fhoimoriens use clubs and other blunt instruments in battle; these weapons inflict double normal damage, and the great strength of the giants inflicts a further +8 to any melee attack. All fhoimoriens can cast *stone speak/tell*, *animate stone*, and *passwall* once per day.

Twice per day, fhoimoriens can assume gaseous form as a cloud of pale blackish-green, foul-smelling smoke. Most giants use this ability simply to escape pursuit when a battle turns against them, but the smarter ones have other uses for the power. They may stand across a mountain chasm and hurl boulders at their prey, then suddenly cross the chasm in gaseous form unexpectedly to finish off their target. They can also use their gaseous form to cross deep rivers, or to reach tall spires of rock from where they can bombard targets below.



ogre, stonecrown

CLIMATE/TERRAIN:	Mountains, hills
FREQUENCY:	Common
ORGANIZATION:	Tribe or company
ACTIVITY CYCLE:	Night
DIET:	Carnivore
INTELLIGENCE:	Common low (8-10) Leader/Captain average (11-12)
TREASURE:	C, Y
ALIGNMENT:	Neutral evil
NO. APPEARING:	2-20
ARMOR CLASS:	Common 5 Leader/Captain 3
MOVEMENT:	9, Cl 6
HIT DICE:	Common 4+3 Leader 5+4 Captain 6+6
THAC0:	15
NO. OF ATTACKS:	1 (2 in battle-rage)
DAMAGE/ATTACK:	Common 2d6 Leader 2d8 Captain 2d10 (or by weapon +6)
SPECIAL ATTACKS:	Battle-rage
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	Large (9'+)
MORALE:	Elite (13-14)
XP VALUE:	Common 420 Leader 975 Captain 1,400

Stonecrown ogres run to fat, not surprising considering how much of their time they spend eating. They are crude but powerful, and take a simple joy in killing and destruction. Their rank odor is composed of equal parts grease, filth-ridden garments, and unbathed foulness mixing into a stench like powerful sour milk.

When bored, the creatures are fond of ornamenting themselves with earrings, nose-rings, and other piercings; Stonecrown ogres find these attractive, and sometimes compliment other creatures that share their tastes. They speak their own language, and leaders and mercenaries often speak the goblin, orog, or common tongues.

Combat: In mass combat, Stonecrown ogres form club-, axe-, or mace-wielding forces that are effective through brute strength. Despite their simple combat style, their enormous strength gives them a +7 damage bonus with any weapon they use. With arduous training, Stonecrown ogres can keep remarkable discipline in battle, until the *battle-rage* strikes them. The battle-rage is a blood frenzy triggered when the ogre's blood is first shed. This frenzy allows them to attack twice each round.



Units of Stonecrown ogres that have worked and trained together for long periods can control their battle frenzy, raging only when they deem it appropriate. The sight of an entire company of ogres going into battle-rage at once has routed more than one army.

Alone or in the wilds, Stonecrown ogres are voracious hunters with little discipline and no great cunning. They can climb sheer stone faces through force of willpower alone, often reaching a mountaintop with bloodied hands.

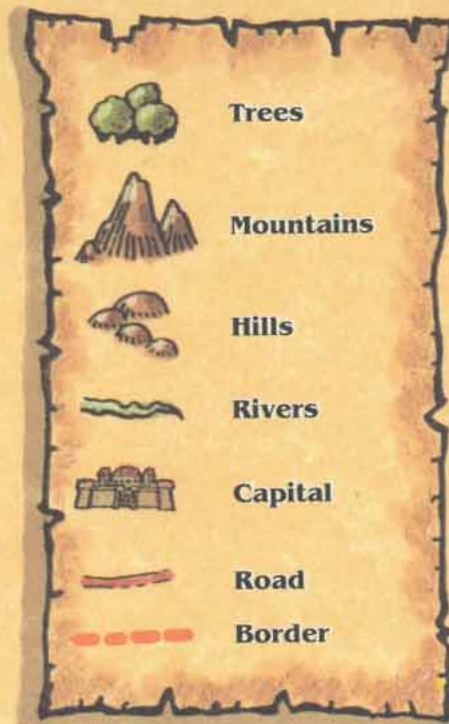
Stonecrown ogre leaders always have maximum hit points and superior armor, generally a form of chain. Mercenary captains have superior armor and often carry Stonecrown arbalests, a type of rock-hurling heavy crossbow. The 10 lb. stones that these arbalests hurl can crack skulls and breastplates; their range is 30/60/120, and their damage is 1d10/2d6, plus an equipment saving throw vs. crushing blow for shields and armor.

The Blackwater Guards

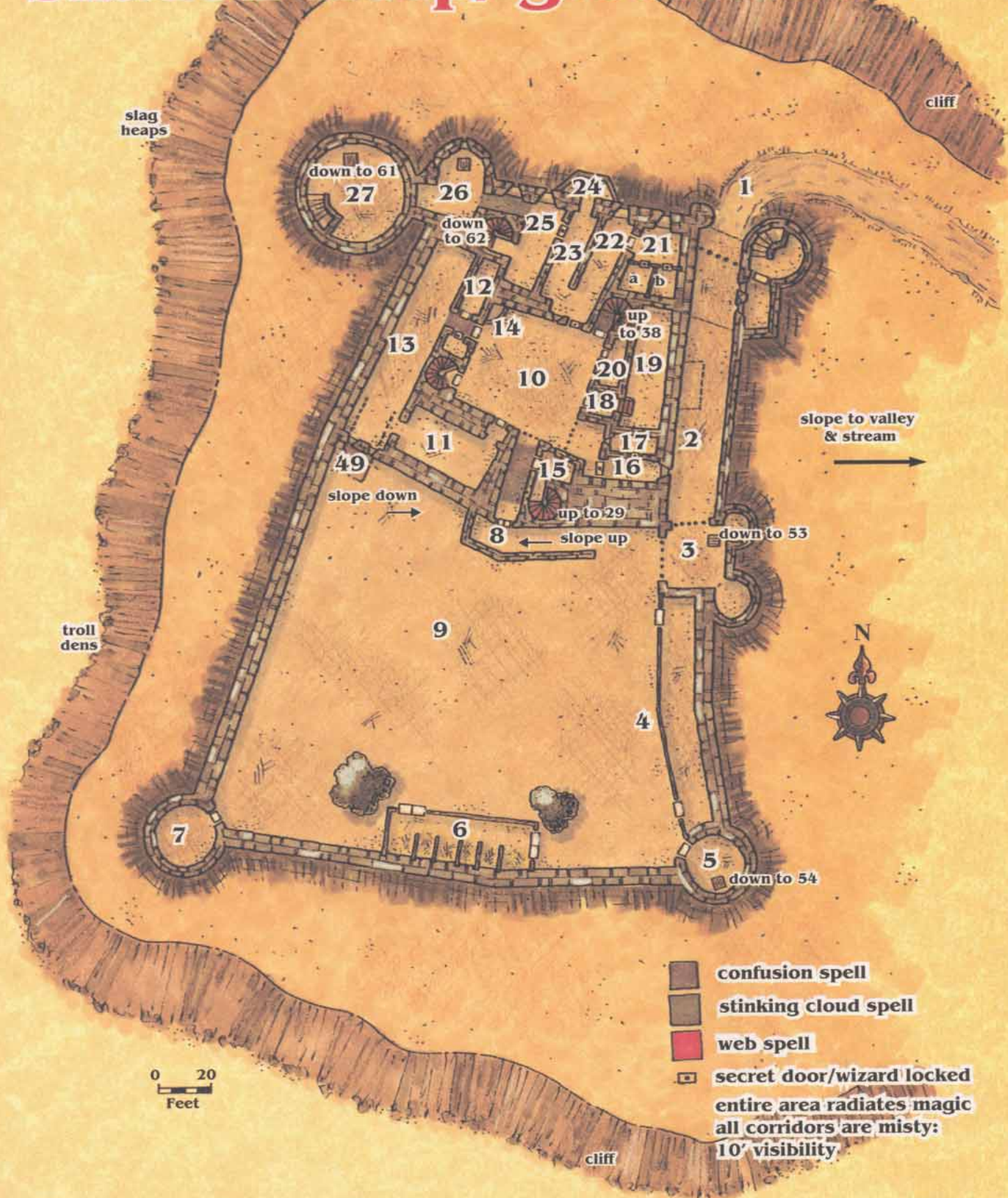
The most famous of the Stonecrown ogres mercenary companies is the Blackwater Guards—a virtual nomadic kingdom. Founded by Blackwater Baromeg, an especially disciplined and ambitious ogre, the company made a sterling name for itself during the invasion of Kiergard. Baromeg's insistence on the use of proper armor, missile weapons, and polearms helped the unit survive his death.

Disagreements among the company's sergeants and Baromeg's sons led to the fragmentation of the Blackwater company's resources, and scattered groups of skilled mercenaries call themselves the True Black Water Guards or derivative names such as the Black Wurm Company or the Black Griffon Riders. Each of these scattered bands has grown over time, and the ogres may rule a domain of their own if they can ever set aside their differences.

The Stonecrown Mountains



Wurmstone Citadel & Shadow Keep, ground floor



Advanced
Dungeons & Dragons®



warlock of the stonecrowns

by **Wolfgang Baur**

High in the Stonecrown Mountains, a new source of dark magic stirs, wakes, and spreads its wings to shroud the land in shadows. The Warlock of the Stonecrowns, an awnshegh regent who is as evil as he is powerful, is draining other regents' sources of magical power, choking their ability to cast the most powerful form of magic of all—realm magic!

If that isn't enough, the Warlock threatens to close the only pass connecting the trade-kingdom of Cariele to the rest of Anuire. An army of orogs and ogres is gathering to the Warlock's banner: Are your heroes equal to the challenge of the twisted magic of the Warlock of the Stonecrowns?

This open-ended, "adjustable" BIRTHRIGHT™ adventure is suitable for use with either mid-level (4–6) or high-level (7–10) player characters. You must have a copy of the AD&D® game rules and the BIRTHRIGHT campaign setting to play.

TSR, Inc.
201 Sheridan Springs Rd.
Lake Geneva
WI 53147
U.S.A.



TSR Ltd.
120 Church End
Cherry Hinton
Cambridge CB1 3LB
United Kingdom

Sug. Retail

U.S. \$9.95

CAN \$11.95

U.K. £5.99

ADVANCED DUNGEONS & DRAGONS and AD&D are registered trademarks owned by TSR, Inc.
BIRTHRIGHT and the TSR logo are trademarks owned by TSR, Inc. ©1995 TSR, Inc. All rights reserved. Made in the U.S.A.

3110XXX1401

