

For ADVANCED DUNGEONS & DRAGONS® Game

RPGA™ Module 4

THE ELIXIR OF LIFE

By Bob Blake

An RPGA™ AD&D™ Adventure for 6-10 Characters, Levels 4-7



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THE ELIXIR OF LIFE

INTRODUCTION

This module contains two first round tournament adventures that were originally run at the GEN CON® XVI Convention. They are the third and fourth parts of an extended adventure that has a total of eight parts. These adventures can be run separately or together, in either a tournament or a campaign setting. The Dungeon Master (DM) should read each adventure thoroughly before running it for the players.

STOP! If you are a player, please stop reading here. Knowing the details of this adventure will spoil the fun for everyone.

The encounters in these adventures were originally designed for a team of 10 characters, levels 4-7, of varying classes and abilities. Each encounter has boxed information to be read to the players and unboxed DM notes describing how to run it. Some encounters have a **Tournament Notes** section with special instructions for tournament play only. The characters used in the original tournament have been included with the module.

In addition, the following abbreviations are used:

AC =	Armor Class	#AT =	Number of Attacks
MV =	Move	THACO =	To Hit AC 0*
HD =	Hit Dice	D =	Damage
hp =	hit points	SA =	Special Attacks
		SD =	Special Defenses

Non-Player Characters (NPCs) also use the following abbreviations:

F =	Fighter	S =	Strength
M =	Magic-user	I =	Intelligence
I =	Illusionist	W =	Wisdom
C =	Cleric	D =	Dexterity
D =	Druid	C =	Constitution
T =	Thief	Ch =	Charisma

The number after the class is the level: F4 = fourth level Fighter.

TOURNAMENT PLAY

As tournament adventures, the recommended running time is three hours per adventure. As originally run, achieving the goal was the primary victory condition, with area penetration secondary. Casualties, then expenditure of resources (spells, items, etc.), were used as tie-breakers. The tournament also has various conventions, which follow:

1. Players are presented with precreated characters. Characteristics, equipment, spell lists, and magical items are listed. *Players may not add to or alter this list.*
2. Players may use only the **Players Handbook** during play. Use of the other rule books is prohibited. However, all personal magical items that the characters start with are known and completely understood by the owners.

3. There are no wandering monsters in tournament play. The random monster tables included here are for campaign play only.
4. Monsters will fight to the best of their ability unless the tournament notes specify otherwise; such monsters will neither check morale nor flee unless noted. Monsters will be fully aware of the capabilities of their weapons, magical items, and spells, and will use these to advantage.
5. Tournament characters do not advance in level between scenarios.

CAMPAIGN PLAY

Random Encounters

The following random encounter tables are used in campaign play only. The DM should make encounter checks in the morning and evening.

SCENARIO 3: FOREST RANDOM ENCOUNTER TABLE

An encounter occurs on a roll of 1 on 1d10

Die Roll	Encounter
1	1-3 bears, black
2	1-12 boars, wild
3	2-20 ogres
4	2-5 owlbeats
5	1 skunk, giant
6	2-20 wolves
7	2-8 spiders, giant
8	3-30 stirges

SCENARIO 4: RIVER LUGGH RANDOM ENCOUNTER TABLE

An encounter occurs on a roll of 1 on 1d20

Die Roll	Encounter
1-2	5 fishermen in a small boat
3	2-20 wild cattle watering at river's edge
4	2-8 giant frogs
5	1-6 giant pike
6	1-3 black bears
7	1 giant snapping turtle
8	Adventuring party, 4-7 (1d4+3) NPCs

The fishing boat can carry six people, and is equipped with a sail, four oars, and one spear. The fishermen are typical Level 0 characters from Ciron's Town. Each man has a knife, as well as fishing gear.

Each character in the NPC party will be of 3-6th (1d4+2) level. At least one magic-user and one cleric will be in the group. NPCs will have normal equipment and magical items appropriate to their level, as per pp. 175-76 of the Dungeon Masters Guide.

Fishermen and NPC parties will almost always be travelling in the direction opposite to the party's travel, and will not have useful information.

Treasure and Experience

Suggested compensation for the quest is 500 gp (and XP) per character level per adventure completed, plus whatever treasure and magic the party recovers.

PLAYERS' MODULE BACKGROUND

Two hundred years ago the people of the kingdom of Pellham rose in revolt against the oppressive monarchy of King Alendus II. Mobs surged through the streets of the capital city of Widdershin, forced their way into the palace, and ransacked it. Everything of monetary value was carried away and all else burned.

The monarchy was replaced by a council, which is currently headed by the seneschal Gwydion. However, that the council is now floundering is no secret, and this has resulted in a groundswell of popular opinion for the return of the monarchy. A strong individual is needed now to pull things back together, but there is one big problem: who will be king? Certainly not Gwydion nor any of the council!

Perhaps the answer lies in a packet received from a religious sect known as the Brothers of Brie. Several old manuscripts were enclosed, the most important of which is the following prophecy:

with six hands of Loring the lost upon the wheel of time, at the moment Bazel mounts his chariot to do battle with the seven daughters, the dead king shall rise to seize the triad with hands that cannot grasp and eyes that cannot see. all wards broken and the mystic barriers pierced with mating swords, three saints and sinners will struggle in the dust, both and neither to triumph, and while the Sundered Earth spews forth the dregs of centuries, a new order shall come upon the land.

Most intriguing to be sure, but which dead king? With the looting of the palace all those years ago, not even the proper lineage of the dynasties is remembered. But there is one king still held in reverence by one and all, Llywelyn the Just. Llywelyn! Of course! The Prophecy is ancient, probably written about the time of the founding of Pellham. Its authenticity is unquestionable, but is this the time of fulfillment?

You are the group finally decided upon by Gwydion. The first leg of the quest was to determine if indeed it was time for the return of Llywelyn. Loring's Wood was the locale of the search and, after facing such hardships as hostile treants, a mad druid, and a black dragon, you found the Wheel of Time and proved that the time spoken of in the Prophecy was at hand.

The Brothers of Brie, hard at work divining the cryptic remarks in the Prophecy, felt that "... mystic barriers pierced with mating swords" must surely refer to locks and keys. When Lord Krell (the Robber Baron) informed the seneschal that he had a set of nine antiquated keys in his possession, the Brothers prevailed upon the council to buy them, as the number "9" is a mystic number and the coincidence of their appearance at this time should not be disregarded. You did get the keys, finding out in the process that Krell's appellation was well-earned.

King Llywelyn went to his grave without his trappings of royal power, namely his crowned helm, scepter, and baldric. The funeral procession from Widdershin to Dolmen Moor above Sky Lake had an accident while traversing the rapids in the Damrosil River where the stream from Loring's Wood joins it. The chest carrying the items was lost to the river, and the ensuing search proved fruitless.

About 50 years ago the scepter turned up in Widdershin, sold by a bugbear chieftain for cash with which to buy food for the tribe. No one knew what the scepter was until a scholar of the Brothers of Brie, researching what few documents remained concerning the reign of Llywelyn, recognized it from its description. Exhaustive research has now pinpointed the bugbears' lair. You are to journey to the caves called the Eyes of Berta to recover the helm and baldric if they are still there.



SCENARIO 3: THE PERILS OF SYMBOLISM

DUNGEON MASTER'S NOTES

The characters must enter the bugbear cave complex without being seen. The success of the adventure hinges on whether or not the bugbears are alerted to the party's presence, and descriptions of certain areas within the complex vary if an alert exists. Party actions that trigger the alarm are clearly noted in the DM sections of the encounters. Once an alert condition exists, follow the appropriate instructions for subsequent encounters.

If the party alerts the bugbears, then retreats to the woods for a day until the furor dies down, the bugbears will return to their non-alert status.

It is conceivable that the characters may try to bluff their way in, representing themselves as traders, etc. Unfortunately, this will not work. The bugbears will play along with them until enough bugbears are gathered to outnumber the party, then they will throw them in the cells in the lair (room 11), hoping for ransom.

PLAYERS' SCENARIO INTRODUCTION

The bugbears are known to be cunning and treacherous. They prey on the river traffic, shutting down trade south of Bergal. However, the remoteness of the area has prevented a large scale punitive expedition. Surprising the bugbears is of utmost importance, for it would be impossible to slay them all, if they had time to prepare a defense. A swift, get-in-and-get-out raid is required.

START

The adventure begins on a trail on the east bank of the Damrosil River. The weather is cloudy and threatening rain. The party is on foot, as bringing horses upstream is very difficult.

KEY TO THE TRAIL ENCOUNTERS

1. THE HERBALIST

You are travelling on foot along the east bank of the Damrosil River, north of Widdershin. Your present position is a point roughly two miles south of the Eyes. The weather is very threatening, with low, scudding black clouds and the rumble of distant thunder to the south and west. Rounding a bend in the river, you hear a woman scream. She is crouched by the river bank, waving at you weakly, then her movements cease. Her clothes are simple homespun, covered with dirt and leaves.

This encounter is run differently, depending on whether it is used in tournament or campaign play. Read the **Tournament Notes**. If the player characters investigate, proceed with this encounter; if not, go to trail encounter 2.

The ground here is soft and lush with vegetation. The woman is unconscious, but still alive. Her body shows marks of the bites of some large animal. Her mouth and hands are encrusted with dirt, and she in her left hand holds the top portion of a small plant with arrowhead-shaped leaves. She carries a large bag filled with assorted roots and plants, some the same as the one she is holding.

If the party pries open the woman's mouth, they will find the well-chewed remains of some type of plant root. The woman is an herbalist who lives in the woods nearby, and was attacked by a poisonous hydra a short distance from here. The poison is slow-acting, however, and the root she has chewed is an effective antidote. Many of these same plants can be seen growing here. The woman can be revived by giving her liquids or any curing spell. The root she has chewed, as well as the ones she is carrying, are unfamiliar to all members of the party. If the party discovers the chewed root, it should not be absolutely clear whether the root is a medicine or a poison.

The woman has become hysterical, as a result of her ordeal. If the party revives her, she will immediately flee into the woods. She will not answer any questions. If the party pursues her, she will pull a dagger from her dress and threaten to kill herself. If the party continues pursuit, she will kill herself unless the party prevents it. If she is taken prisoner, she will become more and more hysterical, finally becoming incoherent with fear.

Herbalist (AC 10; MV 12"; Lvl 0; hp 2; #AT 1; THACO 20; D 1-4)

Tournament Notes: In tournament play, the woman will not regain consciousness. If characters examine her, tell them that she is obviously dying and that her wounds are so severe that she cannot be saved. She has been fatally mauled by some animal or monster; the bite and claw wounds are clearly visible. She is carrying the pouch of herbs, and has chewed the antidote root, as described above. She will die five minutes after the party finds her.

2. WILD BOARS

The journey continues up the east bank of the Damrosil. You have not gone far when you clearly hear some low-pitched grunting and high-pitched squeals somewhere close ahead.

The sounds are from the feeding activity of four wild boars (one male, one sow, and two young). The encounter distance is 60' and the party has surprised the boars. The party has two segments of surprise. The boars will be cautious, but will not attack. The boars will defend themselves, as this is their home ground and there are young to be protected as well. If the party uses a **speak with animals** spell or skill, the boars will be friendly and will tell the party that there is a large group of bugbears living to the north. (These are the bugbears living in the Eyes of Berta.) The boars do not know how many bugbears there are, nor are they aware of the hydra's presence.

Wild Boar (AC 7; MV 15"; HD 3+3; hp 20; #AT 1; THACO 16; D 3-12 (1d10+2))

Sow (AC 7; MV 15"; HD 3+3; hp 16; #AT 1; THACO 16; D 2-8)

Young Boars (AC 7; MV 15"; HD 2; hp 8, 11; #AT 1; THACO 16; D 1-6)

3. THE HYDRA'S LAIR

You have traveled half a mile north from the encounter with the wild boars, and the trail parallels the river. Proceeding further, it is apparent from the flattened vegetation that

some large, heavy body has passed here recently. A noxious odor hangs heavy in the still air.

A poisonous 5-headed hydra (AC 5; MV 9"; HD 5; hp 40; #AT 5; THACO 15; D 1-6; SA poison) lurks nearby. The woman in trail encounter 1 barely escaped after being attacked by this monster.

The hydra will suddenly slither from its hiding place 20' from the party and attack.

Anyone bitten by the hydra must save vs. Poison or become unconscious for one day. It is possible that a character could be bitten more than once in a single round; the character must make a saving throw for each bite. Healing spells will cure physical damage from the bite, but will have no effect on the poison. A **slow poison** will delay the effects, while a **neutralize poison** will negate the adverse effects immediately. There are no permanent ill effects from being poisoned.

The root of the plant the herbalist chewed will also neutralize the poison. If the victim is unable to chew, the sap may be squeezed out and dropped in his or her mouth. This root is useless if given more than two game turns after the bite.

Tournament Notes: If several characters attack simultaneously, the hydra will use one head to attack each character. If fewer than five characters attack, roll randomly to see which characters suffer multiple attacks.

4. THE APPROACH TO THE CAVES

The overgrown trail leads closer to the river. High on the opposite bank is a cave—the Eyes of Berta! A trail descends from the cave to a landing with several boats. Pulled up on the shore on your side of the stream, carelessly screened with brush, is another boat that looks large enough to hold three people. The trail along your bank continues upstream.

The cave the party sees is Cave A. The party can cross here safely without alerting the bugbears. If the party crosses here, go to trail encounter 5. If they continue up the trail, go to trail encounter 6.

5. THE LOWER CROSSING

The river is easily crossed. This side of the river is marshy, and the smell of rotting vegetation is strong. The very air seems electrified, and the storm that has been brewing seems ready to unleash its fury at any time. Traces of a trail can be seen leading into the dense growth. Before you get to the cave you saw earlier, an even fainter sign of another little-used track can be seen heading west, apparently around the hill.

If the party takes this new trail, go to the description of cave entrance E; if not, go to cave entrance A, encounter A1. If the party has arrived here from trail encounter 6, go to cave entrance A, encounter A2.

6. THE UPPER CROSSING

The trail beyond the small boat leads you further north. After three quarters of a mile you find yourself directly opposite the Eyes of Berta. Three more caves are visible in addition to the one you sighted earlier, set high in a bluff overlooking the Damrosil. The river is wider and slower here, and there are two small coves in the west bank directly under the Eyes. Three crude docks project into the river from the shore below the second cave. North of the caves, the cover on both sides of the river thins rapidly.



Cave A shows no activity; the mouth of Cave B shows some signs of fortification, though the crude construction is in disrepair. No guards can be seen, though some smoke drifts out from this cave. Caves C and D show the most activity; armed bugbears can be seen walking out of D, then into C. Watching for several minutes, you estimate that there are at least 70 bugbears.

Cave A is set lower in the hillside than the others, and an occasional bugbear with a full sack over its shoulder enters it, then leaves a short time later, the sack empty. Caves A and B are not visible from the other caves due to intervening rocks and a heavy growth of brush. The caves are protected against a river-borne attack; two large chains are visible just under the water at the narrowest parts of the river. The chains can be raised to block traffic up or down the river.

While taking all this in, you realize that below you, on your side of the river bank, is a lone bugbear, busy with the mooring ropes of two 5-man boats that have been pulled on shore. He apparently does not know you are here.

If the party attacks, they will surprise the bugbear and will have four surprise segments in which to attack. If they act swiftly and without a lot of noise, the bugbear can be disposed of easily without alerting anyone on the other side. If captured, the bugbear will cooperate only enough to stay alive. He will not yell an alert, but will attempt to escape as soon as an opportunity presents itself. The party will not learn anything of importance from the bugbear.

The party will not be able to see the entrance to Cave E from this vantage point. Cave E can be reached only by taking the trail from trail encounter 5.

If the party tries to cross here the bugbears will see them. The bugbears will give no sign that they are alerted, but one bugbear will quietly enter Cave B and report to the chieftain. The party will not notice this—proceed to the appropriate cave entrance description. Remember, the bugbears will be alerted if the party crosses here, so refer to the alerted descriptions in the **KEY TO THE BUGBEAR LAIR**.

A party that asks if they can make a concealed crossing at this point should be told that it is not likely. However, the reeds here are dense enough so the party may float the boats downstream away from the bugbears and make the crossing without being observed. If the party decides to cross further downstream, go back to trail encounter 5.

KEY TO THE CAVE ENTRANCES

CAVE A

If the party has bypassed trail encounter 6, use cave encounter A1. Otherwise, use encounter A2. Encounter A1 is not shown on the map of the caves. Encounter A2 is shown.

A1. TAKING OUT THE GARBAGE

Struggling up the steep hill, you reach the mouth of the cave. Suddenly, you are startled to see a bugbear emerge from the brush, carrying a large sack slung over his shoulder.

The bugbear (AC 5; MV 9"; HD 3+1; hp 15; #AT 1; THACO 16; D 2-8) is surprised, and the party has one segment of free action. The bugbear will flee if possible, dropping the sack. If the party allows him to escape, or if the party makes an excessive amount of noise in the process of stopping him, the alarm will

be raised. Go to encounter A2. The party will learn nothing of value here, and the bugbear will try to escape at the first opportunity if captured. A faint trail back to cave B will be discovered if the party looks for one. The sack contains garbage that the bugbear was going to feed to the neo-otyugh in A2.

A2. LAIR OF THE NEO-OTYUGH

After a short walk, you reach the cave entrance. There is a scattering of trash and bones on both sides of the opening. The smell of decayed meat and rotten vegetation is particularly strong. The footprints of many bugbears are visible in the dirt.

The party may enter safely. If the characters choose to go on, continue below.

The passageway twists its way into the hill. The smell of garbage grows more pungent. Soon after, you discover the reason why—the tunnel serves as a garbage dump. A large pile of rotten garbage is situated on the left side of a 20' wide area of the passage. The tunnel continues on past the rubbish heap, vanishing into the darkness beyond.

The garbage is the home of a neo-otyugh (AC 0; MV 6"; HD 10; hp 45; #AT 3; THACO 10; D 2-12/2-12/1-3; SA disease). The bugbears carry sacks of garbage here to feed the creature. The creature originally guarded an entrance into the caves, but the tunnel caved in long ago. The bugbears keep the neo-otyugh around because it eats their trash.

Players asking about tracks should be told that the footprints stop about halfway past the garbage pile. The neo-otyugh will be very quiet, waiting for the party to get close or pass by. If the party comes within 20,' then turns to leave, the monster will attack. If the party decides to continue on, the neo-otyugh will remain hidden and still. Once the party has left the area, heading deeper into the hill, the creature will move to block the passage. The party will soon discover that the tunnel is blocked, and the only way out is through the monster. **Fighting the neo-otyugh will alert the bugbears.**

CAVE B

The heavy growth of trees and scrub acts as a very effective screen, allowing you to gain entrance to the second cave without being seen. This entrance was once heavily fortified, though constructions here have now fallen in ruin. The wispy smoke emanating from the cave mouth carries the distinct odor of roasting meat. No one is in sight.

This is the safest way to enter the complex, though it will be for naught if the alarm has been raised through other party actions. Go to encounter 3 in the **KEY TO THE BUGBEAR LAIR**.

CAVES C AND D

The area in which this encounter takes place is not shown on the map of the caves.

As you approach the caves, you hear bugbears. They are apparently unaware of your presence, their speech being rude jests and disparaging remarks concerning someone named Gorsh.

There are eight bugbears (AC 5; MV 9"; HD 3+1; hp 10, 12, 13, 15, 15, 18, 20, 21; #AT 1; THACO 16; D 2-8) in this area. Due to the layout of the trail, the party can burst upon the scene in close quarters with the creatures. If the bugbears have not been alerted, the party will have one segment of surprise, plus automatic initiative on the following round.

If the bugbears are alerted, no surprise is possible. These bugbears are under disciplinary action, and walk constant guard duty in a circle between the two caves. Gorsh, one of the chieftain's lieutenants, is responsible for this.

Fighting these guards will raise the alarm.

CAVE E

Encounter E1 will occur before the party enters the area shown on the map of the caves. Encounters E2, E3, E4, and E5 are shown on the map.

E1. THE SECRET DOOR

Most traces of the trail have disappeared, suggesting that this route is seldom, if ever, traveled. You have come to a rock wall against which rest several large boulders. From the dense growth in the rock crevices, you surmise that no one has been here in years.

There is a secret door to the bugbear lair behind the largest boulder, which can be moved aside by a combined strength of 36. However, it is also trapped with a rockslide that will do 40 points of damage to each character attempting to move the stone (20 points if the character makes a save vs. Death Magic).

Triggering this rock slide will alert the bugbears, and will seal up the cave for good. If the trap is triggered, the party must go back to the river. Cave B is the only other entrance. If the trap is removed, the rock can be moved safely and the party may proceed if they wish. The party will have to pass through the secret door before they can enter the tunnel shown on the map.

Tournament Notes: An elf or half-elf will find the secret door if a search is made. The dwarf or monk will automatically find the trap if they search. If the trap is found, it can be disarmed automatically.

E2. THE ARMOR TRAP

Moving the boulder reveals a murky tunnel leading into the hill. The air is very stale and dank, making breathing difficult and causing torches to sputter fitfully, yielding only half the normal illumination (20' radius). A thick layer of dirt and fungus covers the floor. Patches of mold are visible on the walls. The tunnel appears to be natural rather than man-made, as it twists and turns seemingly at random.

At the point shown on the map, a net near the ceiling of the passage holds pieces of rusted, useless armor. The trap is triggered by a tripwire three inches above the floor. The trap can be detected by the thief or the monk, or by a **find traps** spell. A character who triggers the trap will suffer 10 points of damage from the falling armor (5 if a save vs. Poison is made). **Triggering this trap will alert the bugbears.**

Tournament Notes: The dwarf or monk will automatically locate the trap if they are actively searching the passage for traps. A **find traps** spell will automatically locate the trap. Once found, the tripwire can be easily bypassed.

E3. THE COVERED PIT

At the point shown on the map is a pit 30' deep, covered by a thin stone slab. A weight of 100 pounds or more will break through the slab, dumping the victim into the pit. The breakthrough is 5' from the closest wall. Anyone falling in will take 3-18 points of damage. The monk would be too far from the wall to break her fall, if she is caught. If the trap is discovered, it can be bypassed easily. **Triggering this trap will alert the bugbears.**

Tournament Notes: The dwarf or monk will automatically find the covered pit if they are actively searching the area for traps before anyone steps on the slab. **Find traps** or **detect snares and pits** will locate the trap in time for the party to avoid it.

E4. THE BRIDGE OF BELLS

The tunnel widens somewhat, and extra moisture is evident from the condensation on the walls and puddles on the floor. The steady drip-drip of water can easily be heard, coming from somewhere ahead. Flickering torchlight is reflected by a small pool of water that spreads all the way across the passage. Spanning this obstruction is a decrepit-looking suspension bridge. Crude bells have been attached at 2' intervals along both sides of the bridge.

The bridge is 34 feet long (tell the party it's "roughly 30 feet long," if they ask), and while rickety in appearance, it can hold up to 700 pounds without collapsing. When the bugbears used this tunnel, the bells were a signal to the guards at the end of the corridor to open the portcullis into the cave complex proper. Now they serve as an effective warning device. **Ring any of the bells will alert the bugbears.**

Have the party detail its method of getting past this alarm and allow it to work if it is plausible.

One possible solution to this dilemma is to cast **silence, 15' radius**, on an arrow and shoot it onto the bridge 15 feet from the far end. This will silence all the bells except for the 4 feet closest to the party. This means that four bells (two on each side) must be very carefully and quietly removed before anyone steps onto the bridge.

If the bridge is overloaded, it will dump the characters into the lake. The water is only 3' deep, but will prevent the characters from taking any damage from the fall. The party members will be able to climb out with difficulty. **The bugbears will be alerted if the bridge collapses.**

E5. THE PORTCULLIS

Having crossed the bridge, you continue down the tunnel. Some evidence of worked stone can be seen, and a dim light is visible ahead. Proceeding further, a portcullis blocks further progress. The light is stronger now, and the aroma of roasting meat overpowers the damp, musty smell of the tunnel behind you. Hanging on each side of the portcullis is a rope, which passes out of sight through the wall.

The ropes have nothing to do with raising the portcullis, though they are connected to small gongs in the main hall (room 15). Raising the portcullis is noisy business unless **silence 15' r.** is used. A combined strength of 24 points or more raise the gate. Pulling on either rope will sound the gongs in room 15. **Pulling on either rope or lifting the portcullis without silencing it will alert the bugbears.**

KEY TO THE BUGBEAR LAIR

Weather: Shortly after the party enters the bugbear lair, the storm will break. It will be raining when the party emerges from the caves.

Tunnel Encounters: All the tunnels in the lair are smoky and very dark. If the bugbears have not been alerted, there will be no tunnel encounters. If the bugbears have been alerted, the party will have encounters at Points A and B only.

Area Descriptions: The encounter key contains no boxed players' description because the encounters are variable. Some encounters will be different or will not occur at all if the bugbear lair is unalerted when the party attacks. The DM must

describe each area appropriately, depending on the results of the party's actions.

POINT A

If the bugbears are alerted, four bugbears from room 2 and the cave bear from room 1 will be waiting here to stop the party. The bugbear witch doctor has trapped a 10' x 10' area at Point A with a **glyph of warding** cast from a scroll. If the glyph is triggered, it will cause 24 points of electrical damage, or 12 if the victim saves vs. Spell. (The witch doctor left after casting the glyph, and will be encountered elsewhere.) If the bugbears are not alerted, this four-way will be vacant, and there will be no glyph here.

Bugbears (from room 2) (AC 5; MV 9"; HD 3+1; hp 18, 19, 20, 22; #AT 1; THACO 16; D 1-6 with spear or 2-8 with morning star)

Cave Bear (from room 1) (AC 6; MV 12"; HD 6+6; hp 40; #AT 3; THACO 13; D 1-8/1-8/1-12; SA hug for 2-16, fights 1-4 rounds at 0 to -8 hp)

POINT B

If the bugbears are alerted, the eight bugbears from room 8 will be here. Otherwise, this area will be empty.

Bugbears (from room 8) (AC 5; MV 9"; HD 3+1; hp 12, 14, 15, 16, 16, 18, 19, 20; #AT 1; THACO 16; D 1-6 with spear or 2-8 with morning star)

1. ABANDONED BARRACKS ROOM

Years ago these caves were filled with bugbears, but with the decline in trade from the upper river region, caused by the piracy of these same bugbears, the colony has dwindled to a fraction of its former strength. This large cavern now contains mainly junk, such as broken equipment, empty crates, rags, etc.

If the bugbears have not been alerted, the cage in the southwest corner of the cavern will contain a cave bear (AC 6; MV 12"; HD 6+6; hp 40; #AT 3; D 1-8/1-8/1-12; SA hug for 2-16, fights 1-4 rounds at 0 to -8 hp). It will start to growl at the party's scent. This will bring four bugbears from room 2 to investigate, but will not alert the complex unless the party initiates a fight.

If the bugbears are alerted, they will take their cave bear to Point A to lie in wait for the party.

Bugbears (from room 2) (AC 5; MV 9"; HD 3+1; hp 18, 19, 20, 22; #AT 1; THACO 16; D 1-6 with spear or 2-8 with morning star)

2. BARRACKS ROOM

Here reside 16 bugbears (AC 5; MV 9"; HD 3+1; hp 10, 11, 12, 12, 14, 14, 15, 15, 15, 16, 16, 16, 18, 19, 20, 22; #AT 1; THACO 16; D 1-6 with spear or 2-8 with morning star). If unalerted, they will be asleep on their filthy beds of rags and straw. The secret door in this area is one way only.

If the alert has been given, the first 12 bugbears will be lying in wait in area 3 to spring the ambush there. The last four will be at Point A with the cave bear.

3. WIDE TUNNEL

This area is used to store looted crates and drying fishing nets. The nets are hanging from the ceiling over the entire 50' length of this area, while crates are stacked floor-to-ceiling with a passage 10' wide between them.

There is a passage 5' wide behind the stack on each side for

bugbears to hide behind. If there is no alert, this area is undefended and the party may pass without trouble.

If the bugbears have been alerted, this area will be rigged for ambush. The 12 bugbears from room 2 will be in position to drop the nets on anyone in the tunnel between the stacks of crates, immobilizing them. Characters under the net must save vs. Breath Weapon, with a -2 on the roll, to avoid being caught. The characters do not receive any bonuses to the saving throw. (The save indicates the severity of the trap, rather than a magical effect.) The bugbears will take prisoners for ransom, rather than simply kill them outright. Dropping the nets takes one round; the bugbears will be on the party the next round.

Netted characters will be able to attack, at -4 "to hit." The only spells a netted character can cast are those that do not require somatic gestures (spells with only "V" and "M" components). Netted characters can cut themselves free in one round if they have edged weapons. Drawing a weapon takes one round for a netted character. Characters who are free can cut a netted character loose in one round. Netted characters receive no dexterity or shield bonuses to their armor class. The bugbears receive a +4 bonus "to hit" against fighting characters; they automatically hit characters who are trying to free themselves.

Bugbears (from room 2) (AC 5; MV 9"; HD 3+1; hp 10, 11, 12, 12, 14, 14, 15, 15, 15, 16, 16, 16; #AT 1; THACO 16; D 1-6 with spear or 2-8 with morning star).

4. STORAGE

This area contains mundane articles plundered from merchants coming downriver. Nothing of interest.

5. STORAGE

Same as room 4.



6. CHAPEL

Formal worship of the bugbear god, Hruggek, is performed here, as well as the sacrifice of enemies or captives if no ransom is forthcoming. The walls are lined with the heads of past victims, and the east end of the cave is dominated by a stained, crudely-hewn altar. There is no one here, regardless of alert status.

7. STORAGE

Same as room 4.

8. MESS HALL

There are eight bugbears (AC 5; MV 9"; HD 3+1; hp 12, 14, 15, 16, 16, 18, 19, 20; #AT 1; THACO 16; D 1-6 with spear or 2-8 with morning star) here, eating an unappetizing fish soup. If no alert exists, the party will have two segments of surprise. If the party decides to leave, the bugbears will pursue them.

If alerted, these bugbears will be at Point B.

9. KITCHEN

This is the kitchen, and quarters for the only three females in the caves. They are old and feeble, and can be easily subdued or killed. This cave is filthy, and the work areas and utensils have probably not been cleaned in years. A large, very smoky fire is burning in a crude fireplace. There is apparently no chimney, for the smoke is drifting out of the doors and down the tunnels.

10. TREASURY CAVE

This is supposed to be a communal treasure, though Kroker, the bugbear chieftain, claims all for himself. There is a total of 3,500 gp worth of coins, bolts of cloth, marble sculptures, gems and jewelry, in addition to three fine swords (non-magical), a suit of **banded armor +1**, and a **helm of underwater action**. The armor, helm, and one of the swords are hanging on the wall, and can be clearly seen if the door to the treasury is open.

If the bugbears have not been alerted, the door will be open. Kroker and one bugbear guard will be inside. As the party enters, Kroker will be leaving, with a small coffer in his hands. The other bugbear will stand guard, giving Kroker time to escape. The party will not be able to catch Kroker, but will be able to take whatever items they choose after the guard is defeated. (A careless party could mistakenly assume that the armor and helm are the items they seek. King Llywelyn's helm and baldric are elsewhere.)

If the bugbears are alerted, the door will be locked. Two bugbears and a hyenadon from room 15 will be standing guard.

Kroker, bugbear chieftain (AC 2; MV 9"; HD 4; hp 30; #AT 1, at +3; THACO 12; D 8-15 (1d8+7). He wears a **girdle of hill giant strength** and King Llywelyn's Baldric, a **baldric of AC 2**. Kroker is armed with a longsword.

Kroker's Guard (from room 15) (AC 5; MV 9"; HD 3+1; hp 19; #AT 1; THACO 16; D 2-8 with spiked club or 1-6 with spear)

Bugbear Guards (from room 15) (AC 5; MV 9"; HD 3+1; hp 15, 16; #AT 1; THACO 16; D 1-6 with spear or 2-8 with spiked club)

Hyenadon (from room 15) (AC 7; MV 12"; HD 5; hp 24; #AT 1; THACO 15; D 3-12 (1d10+2))

11. FORGE

Bugbear smiths repair equipment here, in addition to fashioning fish hooks, harpoons, pots, etc. There are three forges in the east alcove, the rest of the area containing raw metal, misshapen metal fabrications to be remelted, and coal to stoke the fires. In the southwest corner are four cages, used as cells for captives. Hanging from the walls nearby are instruments of torture. The cells are empty, the forge fires banked. No one is here.

12. ARMORY

New and repaired armor and weapons are stored here. There are 12 broadswords, three short swords, 11 spears, five maces, six war hammers, and 15 spiked clubs. Armor is scarce, only two large suits of studded leather are here.

13. SMITHY

The bugbear armorer (AC 5; MV 9"; HD 3+1, hp 14; #AT 1; THACO 16; D 2-8) works here, manufacturing and repairing the war gear of the tribe. He is puttering around at his workbench, fastening new metal plates to a well-worn suit of studded leather armor. He hasn't been very busy since the population decline, and, being left here in his own little cave, has made a little world of his own. Having lost touch with reality, and being hard-of-hearing from a life time of hammering on metal, he can give the party no useful information. If questioned, he will babble about gigantic river raids, the vast amounts of plunder stored in these caves, and how Kroker and 500 fearless warriors will descend the Damrosil next week to sack Widdershin. He must get busy and finish all the armor and weapons.

14. KROKER'S QUARTERS

The private quarters of the chieftain Kroker. The furniture is sturdy and practical, and includes a real bed and two chests. The chests contain clothing and spare bits of military equipment. The real prize is under the mattress. Hidden there is correspondence between the seneschal of Pellham and Kroker, arranging terms for a cut of the bugbears' plunder in exchange for the seneschal's influence preventing any military expeditions against the bugbears! The room also contains a small locked coffer containing 500 gp.

15. GREAT HALL

Dirty straw covers the floor of the bugbears' great hall. A long bench draped with ratty furs sits against the east wall. Seated on the bench are Kroker, the chieftain; Gorsh, the sub-chief; and Trollbreath, Gorsh's brother. Lounging on the floor, gnawing on bones, are five hyenadons, watched over by four more bugbear guards.

Kroker, bugbear chieftain (AC 1; MV 9"; HD 4; hp 30; #AT 1, at +3; THACO 12; D 8-15 (1d8+7). He wears a **girdle of hill giant strength** and King Llywelyn's Baldric, a **baldric of AC 2**. He is armed with a longsword.

Gorsh, sub-chief (AC 4; MV 9"; HD 4; hp 23; #AT 1, at +1; THACO 15; D 3-9 (2d4+1))

Trollbreath (AC 5; MV 9"; HD 3+1; hp 19; #AT 1; THACO 16; D 1-8 with bec de corbin)

4 guards (AC 5; MV 9"; HD 3+1; hp 14, 15, 16, 19; #AT 1; THACO 16; D 2-8 with spiked club or 1-6 with spear)

5 hyenadons (AC 7, MV 12"; HD 5; hp 18, 19, 21, 22, 24; THACO 15; D 3-12 (1d10+2))

If the bugbears are not alerted, the party will have four surprise segments. If they have stirred up some of the inhabitants while working their way through the caves, they will have one segment of surprise.

If the bugbears are alerted, the bugbear forces have one segment of surprise. The hyenadons will attack first, as the bugbears will throw their spears or close, depending on the situation. In either case, two rounds after the party enters the room, **Billigal**, the tribal shaman/witch doctor, will enter from the hide-draped opening in the northwest corner. His appearance is frightening; he is covered with feathers and beads and he wears a wooden mask carved to represent a contorted bugbear leer. The staff he carries has a jewel on top (this jewel is similar to a **stone of controlling earth elementals**, as described later).

Billigal, shaman (AC 5; MV 9"; C/M 3/1; hp 23; #AT 1, as HD 4 monster; THACO 15; D 1-6). Spells:

First Level: cause light wounds, detect magic, shield

Second Level: chant

He will have cast **shield** on himself prior to entering, and will cast **chant** to help the warriors. If the **chant** is broken, he will curse in bugbear, and strike the cave floor with the stone. An earth elemental (AC 2; MV 6"; HD 8; hp 45; #AT 1; THACO 12; D 8-32; SD +2 weapon or better to hit) will appear the next round and attack the party. The shaman does not know the power of the stone, and thus is very surprised and terrified at what has happened. He will be rooted to the spot by his fear, but will gesture and yell vile curses at the party (which might easily be misunderstood as commands to the elemental). The item is a special one; there is no chance that the elemental will attack the bugbears.

16. BILLIGAL'S QUARTERS

The walls are draped with animal skins, and a low table occupies the northeast corner. The table supports some religious articles: carved bones, little bags of beads, polished stones, etc. There is also a large goblet shaped like an inverted dome on the table. It is filled with burning oil. Hanging on a peg near the doorway is a wet cloak.

The goblet is King Llywelyn's Helm, a **helm of telepathy**, used now as a votive vessel by the witch doctor. The party must state that they are examining the goblet carefully. If they ask if it looks like a helm, tell them that it does. A **detect magic** will yield a positive result.

On the west wall, concealed behind the skins, is a doorway that leads directly outside. This is the witch doctor's secret entrance. The wet cloak is a tipoff that there is a hidden exit. If the party does not discover this exit, they will have to fight their way back to cave 2, encountering all warriors left alive in the caves.

SCENARIO 4: DIVINE WINE

DUNGEON MASTER'S NOTES

This is a wilderness adventure; player characters will be able to renew spells and rest between encounters, if they want to do so.

The map is marked with their expected campsites, assuming a journey upriver in small boats. An opposing current of 3.5 mph and the need for occasional rowing, will reduce their progress to 30 miles per day, under sail. If the party decides to leave their boats and travel overland, they will cover 16 miles per day.

PLAYER'S SCENARIO INTRODUCTION

All clues provided by the prophecy regarding things that must be done before the king's resurrection have been followed. However, King Llywelyn has been dead for at least three hundred years. Extremely powerful magic will be required to bring him back from Arwan's island, the land of the dead.

Sages, druids, alchemists and clerics were consulted, until it was clear that no one in the realm had the power to resurrect a man dead that long. Efforts to enlist the aid of Diancecht, god of healing, were unsuccessful.

The Brothers of Brie knew not where to turn when Glynnis, a bard, mentioned an ancient melody, remembered only by the bards, that spoke of the power of immortal Caer, a mighty wizard and alchemist. Only Caer could supply the solution to the problem now facing Gwydion and the council, and the people grow increasingly restless, awaiting the return of their king.

The ballad gave little hint as to where to search for Caer. The only geographical clue was a phrase that made note of something called "the finger of the god." The mountain called Dagda's Thumb is the only landmark that fits the tale, so you will seek the fate of the Kingdom of Pellham in the wilds to the east in search of Caer. Dagda's Thumb stands in a great bend of the River Lugg, a journey upriver from Widdershin. Two boats and the necessary provisions have been provided by the council. You are to leave at once and return with the Elixir of Life as soon as possible.

KEY TO THE WILDERNESS ENCOUNTERS

START

The journey upriver has been uneventful, and you have all become accustomed to traveling in open boats. When you stopped for provisions at Ciron's Town, you received an interesting bit of information from a grocer who sold you fresh supplies. He told you of a stretch of river ahead that is composed of short stretches of rapids separated by pools. It would be possible to get your small boats through, though dangerous. This may prove the more prudent course of action, as the portage around this area is preyed upon by hill giants.

It is now midmorning, and you are at the foot of the rapids. The decision must now be made.

If the party chooses to remain on the river, use Encounter 1. If they decide to use the portage route, go to Encounter 2.

1. THE RIVER RAPIDS

The grocer was right in his assessment of the danger, though you have managed to get halfway through the rough water and are now in a calm pool. A large patch of weeds grows in this pool just left of center, and another stretch of rapids is visible above it.

The DM must privately tell whoever is playing Silevran that apparently a **charm** attempt has been made, successfully fended off by the elven resistance to **charm**. The player will probably warn the rest of the party, and they must choose whether to continue on the river or go back to the portage. If they stay on the river, proceed with this encounter. If they attempt the portage, go to encounter 2.

There are 30 nixies (AC 7; MV 6"/12"; HD 1-4 hp; hp 2 each; #AT 1; THACO 20; D 1-4; SA charm) and three giant pike (AC

5; MV 36"; HD 4; hp 20, 18, 16; #AT 1; THACO 15; D 4-16) living in the pool. The remaining two **charm** spells will be cast on Berta and Brutelle. Both must make a saving throw vs. Spell. If a save fails, the charmed character will attempt to jump overboard, where the nixies will be waiting. When a charmed character tries to jump, the DM should allow the party time to react. If anyone successfully casts **dispel magic**, or attempts to physically restrain the charmed character, he will be saved (the restraining attempt will succeed automatically). The pixies will not leave the water, and will not attempt to overturn the boats. They will order the giant pike to attack any uncharmed character who dives into the water. If charmed characters are not rescued, they will be enslaved by the nixies.

Once the party has passed the nixies' pool, they will travel safely through the remaining rapids.

Tournament Notes: If **dispel magic** is cast, it will automatically succeed in negating the **charm**, regardless of whether or not the charmed character has entered the water.

2. THE PORTAGE ROUTE

The portage route is a narrow uphill track through a dry gorge. The edges of the gorge are covered by a dense growth of tangled brush. The sound of the rapids can be clearly heard, but no birds or small animals can be seen.

Four player characters are needed to carry each boat, but they can carry it along the trail without difficulty. While the party is climbing uphill they are attacked by two giant lizards (AC 5; MV 15"; HD 3+1; hp 20, 16; #AT 1; THACO 16; D 1-8; SA a 'to hit' roll of 20 causes double damage) that emerge from the brush at the top of the gorge. Two rounds after they attack, a hill giant (AC 4; MV 12"; HD 8+1; hp 35; #AT 1; THACO 12; D 2-16) will enter the fray. He will not hurl rocks, as he might hit his lizards.

Tournament Notes: The party will not spot any signs of the giant if they check in advance. The lizards will automatically gain surprise and each receives one "free" attack.

3. DEATH IN THE DARK

Shortly after you resumed your normal journey upriver, you caught a glimpse of some man-sized creature moving through the brush along the riverbank. From the river, you could not see the creature clearly. It may have been following you. As the afternoon wore on these sightings occurred less and less frequently. Nightfall approaches, and it has been several hours since you last saw any sign of pursuit.

The party will discover nothing if it stops to investigate. If they choose to camp for the night on shore, use **Description A**. If they journey upriver after dark, or if they stay in anchored boats, use **Description B**.

Description A

It is now dark, and your boats have been beached on the sandy shore. Everyone is beginning to relax from the day's arduous events. Halfway through the first watch, a thin, hoarse voice wheezes in the darkness, "Du-u-u-ga-a-a-l-l! Du-u-u-ga-a-a-l-l! I am coming for you!" You see nothing.

The party will have one round to take action before the attack begins. The voice is that of the revenant Gamrad Longlimb (AC 10; MV 9"; HD 8; hp 33; #AT 1; THACO 12; D 2-16; SA paralyzation (of Dugal only); SD cannot be turned, immune to

all weapons, acid, gas, holy water, mind-affecting spells, regenerates 3 hp per round), come to slay his killer. Dugal and Gamrad were old enemies, and a few months ago Dugal was forced to kill Gamrad in self-defense. Gamrad's hatred and desire for vengeance enabled him to assume this undead state. When the revenant attacks, the DM must tell the person playing Dugal MacVey that the ranger recognizes the attacker.

The revenant will burst into the camp and attack Dugal, ignoring the other members of the party. Once the revenant has scored a hit, he will cause 2-16 points of damage per round until Dugal is dead. The revenant will disintegrate if it succeeds in killing Dugal.

To add to the party's troubles, there are five shadows (AC 7; MV 12"; HD 3+3; hp 11, 12, 17, 18, 19; #AT 1; THACO 16; D 2-5 (1d4+1); SA strength drain; SD +1 or better weapons to hit) that will attack the remainder of the party while Gamrad Longlimb is after Dugal.

Description B

Your party has stayed on the river, though night has fallen. Suddenly, from out of the darkness comes a hoarse, wheezy voice saying, "Du-u-u-ga-a-a-l-l! Du-u-u-ga-a-a-l-l! I am coming for you!" You see nothing.

The party will have one round to act. After that the revenant of Gamrad Longlimb (see above) will emerge from the water and board Dugal's boat, seeking to kill the ranger. At the same time, five shadows will attack the remainder of the party.

Tournament Notes: The revenant will always attempt to strangle its victim. The revenant's hands will be pried loose if characters with a combined strength of 30 make the attempt. The revenant will be helpless if it is reduced to zero hit points or less. It will not be able to attack until its regeneration restores it to a positive hit point total.

The party can use lighted torches as weapons. A torch causes 1-6 points of damage per hit. If used as a weapon, a torch will burn out in six rounds, regardless of the number of hits scored.

4. THE ATTACK OF THE PERYTONS

You have left the scene of last night's terrors far behind you, and the next morning you see the snow-capped peak of Dagda's Thumb jutting high above the river in the distance ahead. The river runs close to the base of the mountain, and continues as far as you can see.

The morning light is still dim, and as you look for a place to land your boat, you see four winged shapes leave the mountain and fly toward you.

The party will not find a suitable spot to land their boat before or during this encounter. As the creatures approach, the party will recognize them as four perytons (AC 7; MV 12"/21"; HD 4; hp 24, 21, 18, 16; #AT 1; D 4-16; SA +2 to all "to hit" rolls; SD +1 or better weapons to hit). The party will have two rounds to attack or make preparations before the perytons attack. The creatures will spread out while approaching, so that no more than one will be caught in a **fireball**, **lightning bolt** or other spell.

On the third round of the encounter, the perytons will increase speed and attack; conduct a normal initiative roll. Each peryton will randomly choose a single victim and attack until it or the victim is dead. If the chosen victim is killed, the peryton will rip out the victim's heart and fly away. The perytons will not combine attacks against a single character, nor will they attempt to capture party members.



The lair of the perytons is near the summit of Dagda's Thumb, far above the cave which is the party's ultimate goal. If the party deliberately climbs to the summit in order to find the lair, they will discover only some animal and human carcasses. These are captives recently taken for food.

5. THE ASCENT OF DAGDA'S THUMB

Shortly after the battle with the perytons, you sight a narrow beach suitable for landing your boat. The peak of Dagda's Thumb towers above you. You land the boat and prepare for the ascent of the mountain, a climb that will obviously take several hours.

Give the party as much time as they need to prepare for the climb. There are no mountain paths visible, but the party can climb easily if they use ropes and spikes to anchor themselves. When they are ready to climb, proceed with the encounter.

The temperature drops as you climb, until the air is freezing cold. You hear the howling of wolves above you. The cold intensifies while you clamber over the icy rim of the sixth in a series of ledges. Twenty feet away are four large, white dogs, facing you with bristles raised and teeth bared. One in the middle is much larger than the other three. Behind the dogs stands a man lightly dressed in animal skins, with a patch over his left eye. Behind him, a carved opening in the mountainside emits a warm glow.

The party will not have any accidents while climbing the mountain, as it is not sheer enough to cause a fatal fall. However, the party will not know this. If the party does not take reasonable precautions, ask each character to roll his dexterity or less on d20. Those who fail will stumble while climbing.

The encounter will not begin until the entire party has reached the ledge. The dogs are four devil dogs (AC 6; MV 30"; HD 6; hp 15, 17, 30, 21; #AT 1; THACO 13; D 2-8; SA Howl causes **fear**, throat attack). The largest dog (the one with 30 hp) can cause fear in characters *sixth level* and below. The usual -4 applies on character saving throws. If any devil dog scores a 'to hit' roll of 20, or a roll four higher than needed to hit, the victim takes double damage and is comatose for 2-8 turns.

The man is a frost man (AC 5; MV 12"; HD 4; hp 19; #AT 1; THACO 15; D 1-6; SA ice blast). He will use the ice blast only once. The ice blast causes 3-18 points of damage. The dogs and the frost man have been placed here by Caer as a final test for any who would seek him.

If the players search the frost man, they will find a map (FROST MAN'S MAP) hidden inside his clothing.

There is no door in the cave opening, and the interior of a small, apparently heated room can be clearly seen. There is no furniture, but there is a full-length mirror on one wall and an animal hide tacked to the wall next to it. The opening is not trapped or barred.

If anyone examines the mirror, it will be obvious that the mirror is a door. Another map (CAVE MAP) is hidden behind the animal hide.

6. THE MIRROR MAZE

Opening the door reveals a corridor beyond. The floor, ceiling, and walls are totally covered with mirrors.

The party must travel through the mirror maze to reach Caer. Each 'G' on the map represents a gargoyle (AC 5; MV 9"/15"; HD 4+4; hp 22 each; #AT 4; D 1-3/1-3/1-6/1-4; +1 or better weapons to hit) hidden behind magical one-way mirrors. They will always attack the rear of the party, shattering the concealing mirror when they attack. At the 'X' on the map are the remains of a dead adventurer.

If the party follows the mirror image of the CAVE MAP (assuming they found it) they will have little difficulty getting through the maze.

If the party follows the FROST MAN'S MAP, it is likely they will become confused and lost. The dead adventurer at Point X carries a map identical to the FROST MAN'S MAP.

7. THE RIDDLES OF THE STONE

Having successfully passed the maze, you enter another small room. It is totally bare of furnishings, but in the center of the room is a boulder 3 feet in diameter at its base, tapering to 1 foot diameter at the top, and 5 feet high. A human-like nose and mouth are evident, and eyes as well, which are closed. The surface of the stone is translucent, and vague shapes can be seen, dimly and infrequently. Once all are inside, the rock opens its eyes and, with a bemused expression on its stony lips, it speaks.

"My congratulations to you on your triumph, for few men or elves pass all the tests placed between Caer and the outside world. With what purpose have you journeyed to see me?"

The party should realize that this boulder is Caer himself. His quest for immortality ended in his being transformed into stone, for few things last longer. Caer is of genius intelligence, though he will not give the party any additional information. He cannot be damaged in any way. Once the party has stated their mission, Caer continues.

"Indeed, Caer may be of assistance, and the price will be naught. I have but three simple questions to ask, and if all are answered correctly, the elixir you require will appear as beads of sweat upon my brow. There is but one restriction, that only one of you may respond at any given time, and this person must place his palms flat against my body while giving the answer."

Caer will ask three riddles, and the first must be answered correctly before he will give the second, etc. If the character fails to place both hands upon the stone, Caer will tell the character to do so and answer the riddle again.

Caer will make no mention of a penalty for an incorrect answer, and will not tell them even if asked. The penalty is that the responder will be absorbed into the stone. This process cannot be halted, and once completed the victim will be visible through the surface of the boulder, a grotesque expression on his face as he presses futilely from the inside. This happens each time an incorrect answer is given. *The only response that counts is the one from the character touching Caer while giving the answer.*

Each time a correct answer is given, Caer will say, "Well said!," and one previously entrapped character will be set free, none the worse for the experience. This restoration will only occur if one or more characters have already been absorbed, and correct answers will not accumulate. In other words, if the first two riddles are answered correctly and the first guess on the third one is incorrect, that person will be absorbed, not to be released until the riddle is correctly answered. Obviously, 10 incorrect answers on the same riddle will result in the entrapment of 10 characters. Once all three riddles are answered correctly, Caer will release all trapped player characters.

Riddle #1: "What is deaf, dumb and blind and always tells the truth?"

Riddle #2: "What is always in front of you but cannot be seen?"

Riddle #3: "What does man love more than life, hate more than death or mortal strife; that which contented men desire, the poor have, the rich require; The miser spends, the spendthrift saves, and all men carry to their graves?"

The answers are #1 "a mirror," #2 "the future," and #3 "nothing." Once all three riddles are properly solved, Caer, true to his word, will sweat the elixir onto the surface of the stone, where it may be easily collected into a container. Caer will then say, "I have enjoyed your company immensely, and wish you godspeed on your journey home. To save you a dangerous descent, allow me to place you at your camp by the River Lugg." The party will be teleported back to the riverbank.

Once the party has been teleported back to their boat, they will be able to return to Widdershin without danger or difficulty. If they have acquired the elixir, they will have successfully completed this part of their adventure.

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TOURNAMENT CHARACTERS FROM GEN CON® XVI CONVENTION

CHAR NUMBER	Lyman	Silevran	Jenelle	Tremblaine	Arwyn	Brutelle	Dugal McVey	Ringo	Glynnis	Berta
RACE	1. H	2. E	3. H	4. 1/2E	5. 1/2E	6. H	7. H	8. Dw	9. H	10. H
SEX	M	F	F	M	M	F	M	M	F	F
Clis/Lvl	M6	M5	C6	C4	Dr4	F6	Rngr 6	T6	Bd 5/5/3	Mk6
HT	5' 11"	4' 8"	5' 8"	5' 4"	5' 5"	6'	6' 3"	4'	5' 10"	6'
WT	150 lbs.	80 lbs.	125 lbs.	110 lbs.	115 lbs.	140 lbs.	180 lbs.	150 lbs.	125 lbs.	150 lbs.
AL	LN	CG	N	LG	N	LG	NG	NG	LN	LG
HP	28	25	39	22	30	47	46	32	35	22
MV	12"	12"	12"	9"	12"	12"	12"	9"	12"	20"
STR	9	11	10	14	13	17	17	12	16	15
INT	17	18	11	9	10	9	13	10	12	10
WIS	10	10	16	17	15	11	15	11	15	15
DEX	15	16	14	16	14	15	16	17	17	16
CON	15	16	15	14	16	15	15	15	14	14
CHR	12	17	18	12	16	15	13	11	16	11
SAVING THROWS*										
PARALYSIS										
PETRIFY	13	12	9	9	7	11	11	8	11	12
RODS	11	11	12	12	10	12	12	11	11	11
BREATH	9	9	13	13	11	13	13	8	12	11
SPELLS	13	13	15	15	13	13	13	15	13	15
	10	10	14	14	12	14	14	9	13	13
ARMOR	Bracers	None	Chain & shield	Scale & shield	Leather	Chain	Ring & shield	Leather	Leather	None
ATTACK ADJ	0	0	0	0	0	+1	+1	0	0	0
DAMAGE ADJ	0	0	0	0	0	+1	+1	0	+1	0
MISSILE ADJ	0	+1	0	+1	0	0	+1	+2	+2	0
OPEN DOORS	1-2	1-2	1-2	1-2	1-2	1-3	1-3	1-2	1-3	1-2
BEND BARS	1%	2%	2%	7%	4%	13%	13%	4%	10%	7%
THIEVING ABILITIES	Pick Pockets	Open Locks	Find/ Remove Traps	Move Silently	Hide in Shadows	Hear Noise	Climb Walls	Read Language		
Ringo	60%	67%	60%	52%	42%	20%	82%	25%		
Glynnis	55%	52%	40%	45%	36%	20%	90%	25%		
Berta	—	52%	45%	47%	37%	20%	92%	—		

*Ringo's CON bonus included. Arwen's cloak bonus included.

CHARACTERS' EQUIPMENT

Character	Weapons	Magical Items	Equipment			
Lyman	Dagger	bracers of defense AC 5 , potion of fire resistance, scroll (at L7): dispel magic , extention I	dagger, 2 oil flasks, 50' rope, rations, 50 gp, spell books, components	Brutelle	Battle ax, longsword +1 , chainmail +2 , boots of levitation	battle ax, 2 hand axes, longsword, 6 torches, tinderbox, backpack, 3 iron spikes, rations, 35 sp
Silevran	Q. staff darts	ring of protection +2 , potion of healing , wand of lightning (8 charges)	q. staff, 12 darts, backpack, 50' rope, 2 water flasks, rations, 5 ep, spell books, components	Dugal	Broad-sword, hand ax, shortbow, dagger, broad-sword +1 , 3 arrows +2 , ring mail +1 , shield +1	broadsword, hand ax, 2 daggers, shortbow, quiver/20 arrows, 3 torches, tinderbox, cloak, rations
Jenelle	Mace, hammer	hammer +1 , chainmail +1 , potion of extra-healing	mace, 2 hammers, shield, holy symbol, pray beads, lantern, 5 oil flasks, silver, mirror, 30 gp, components	Ringo	Short sword, club, dagger, net of entrapment , potion of healing	short sword, club, dagger, leather armor, thieves' tools, large sack, 50' rope, extra robes, rations, 30 gp gem
Tremblaine	Q. staff, mace	mace +1 , shield +1 , potion of extra-healing	mace, q. staff, scale mail, wolfsbane, extra trousers, rations, 20 gp gem, components	Glynnis	Long-sword, javelin, daggers, sling, longsword +1 , leather armor +2 , Fouchlucan bandore	2 javelins, dagger, sling, 5 sling bullets, thieves' tools, 2 song books, rations, 4 x 15 gp gems, components
Arwyn	Spear, sling,	spear +2 , cloak of protection +2 , dust of appearance (1)	spear, sling, leather armor, sandals, silver bowl, rations, components	Berta	Club, jo stick, dagger, necklace of missiles (5-3-3)	club, jo stick, 2 daggers, thieves' tools, extra pants, rations

SPELL LIST

Magic-users

First Level	Second Level	Third Level
Affect Normal Fires	Continual Light	Blink
Burning Hands	Detect Invisible	Dispel Magic
Dancing Lights	Invisibility	Feign Death
Detect Magic	Knock	Fireball
Feather Fall	Levitate	Flame Arrow
Hold Portal	Magic Mouth	Gust of Wind
Magic Missile	Shatter	Hold Person
Push	Wizard Lock	Prot/Norm Missiles
Read Magic		Lightning Bolt
Shield		Water Breathing
Shocking Grasp		
Sleep		
Spider Climb		

Clerics

First Level	Second Level	Third Level
Bless	Chant	Create Food and Water
Command	Detect Charm	Cure Blindness
Create Water	Find Traps	Cure Disease
Cure Light Wounds	Hold Person	Dispel Magic
Detect Evil	Resist Fire	Feign Death
Detect Magic	Silence 15'r.	Prayer
Light	Slow poison	
Prot/Evil	Snake Charm	
Purify Food/Drink	Spiritual Hammer	
Remove Fear		
Resist Cold		
Sanctuary		

Druid/Bard

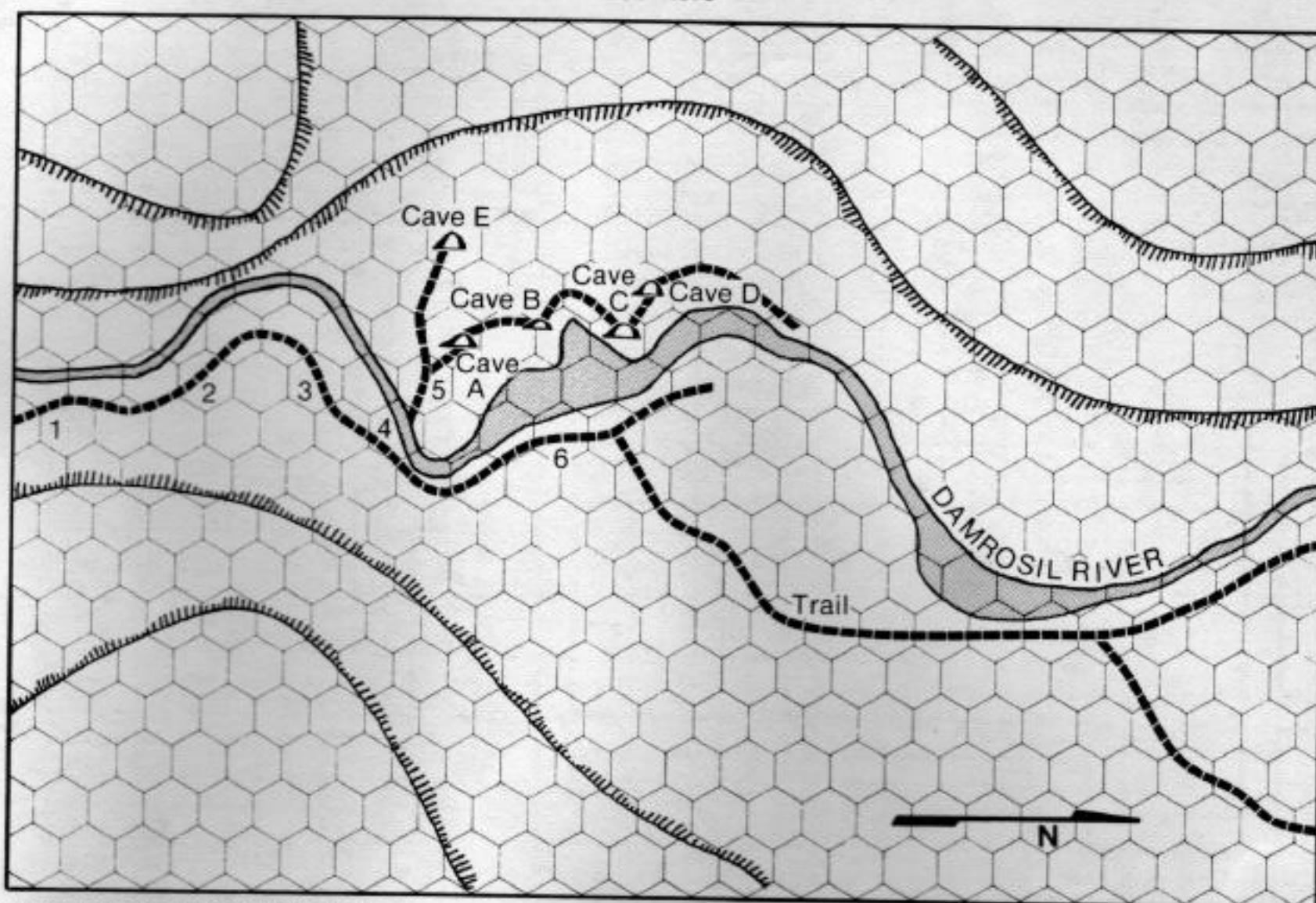
First Level	Second Level	Third Level
Detect Magic	Barkskin	Call Lightning
Detect Snares/Pits	Create Water	Cure Disease
Entangle	Cure Light Wounds	Hold Animal
Faerie Fire	Feign Death	Neutralize Poison
Invis. to Animals	Heat Metal	Protection/Fire
Pass without Trace	Obscurement	Snare
Predict Weather	Produce Flame	Tree
Purify Water	Trip	Water Breathing
Shillelagh	Warp Wood	
Speak with Animals		



EYES OF BERTA WILDERNESS MAP (Scenario 3)

1 hex = .2 miles

Numbers indicate trail encounters



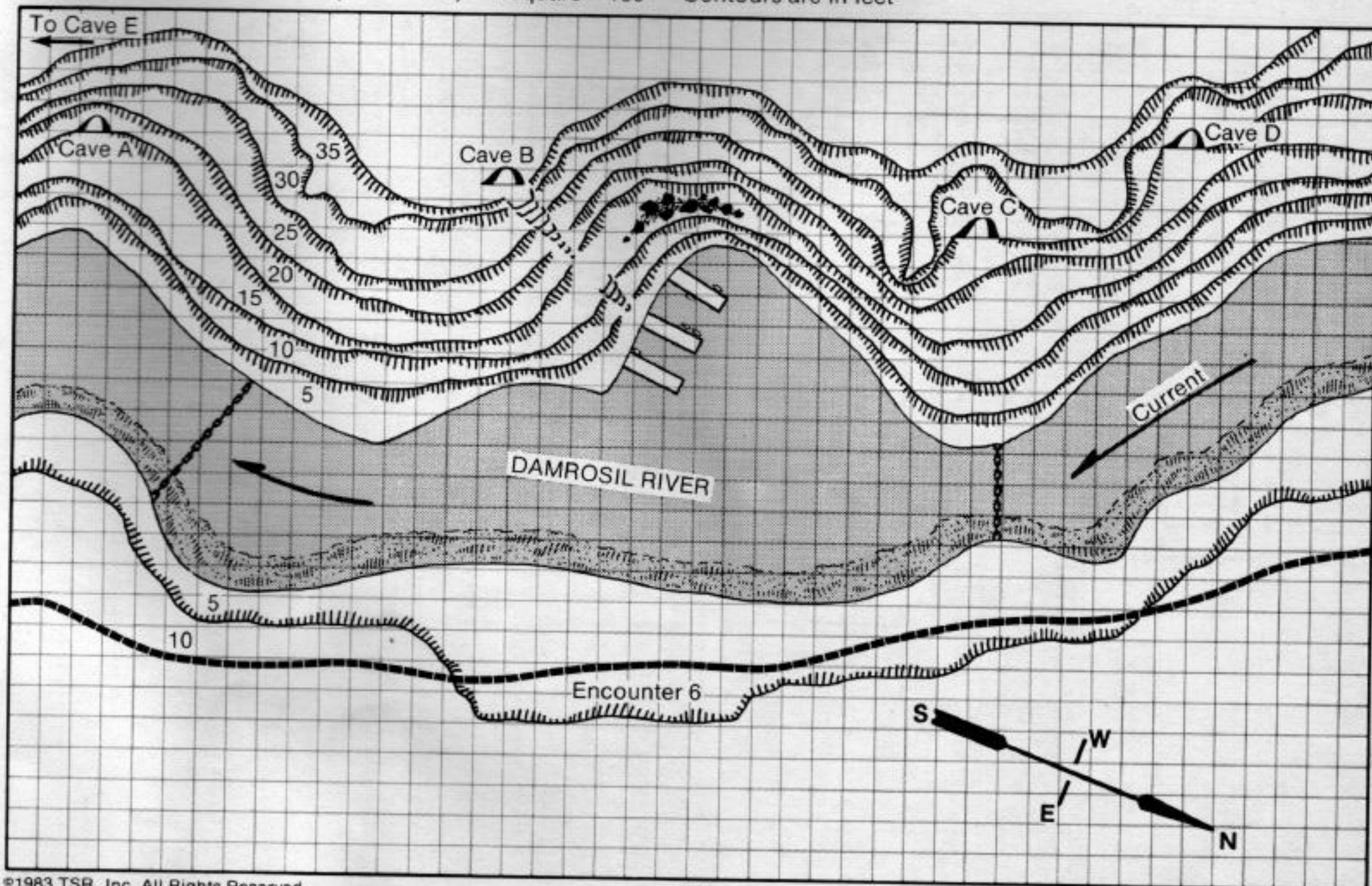
MASTER KEY	
	Ridge
	River
	Trail
	Cave
	Rock Outcropping
	Reeds
	Chain
	Steps

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DAMROSIL RIVER MAP (Scenario 3)

1 square = 100'

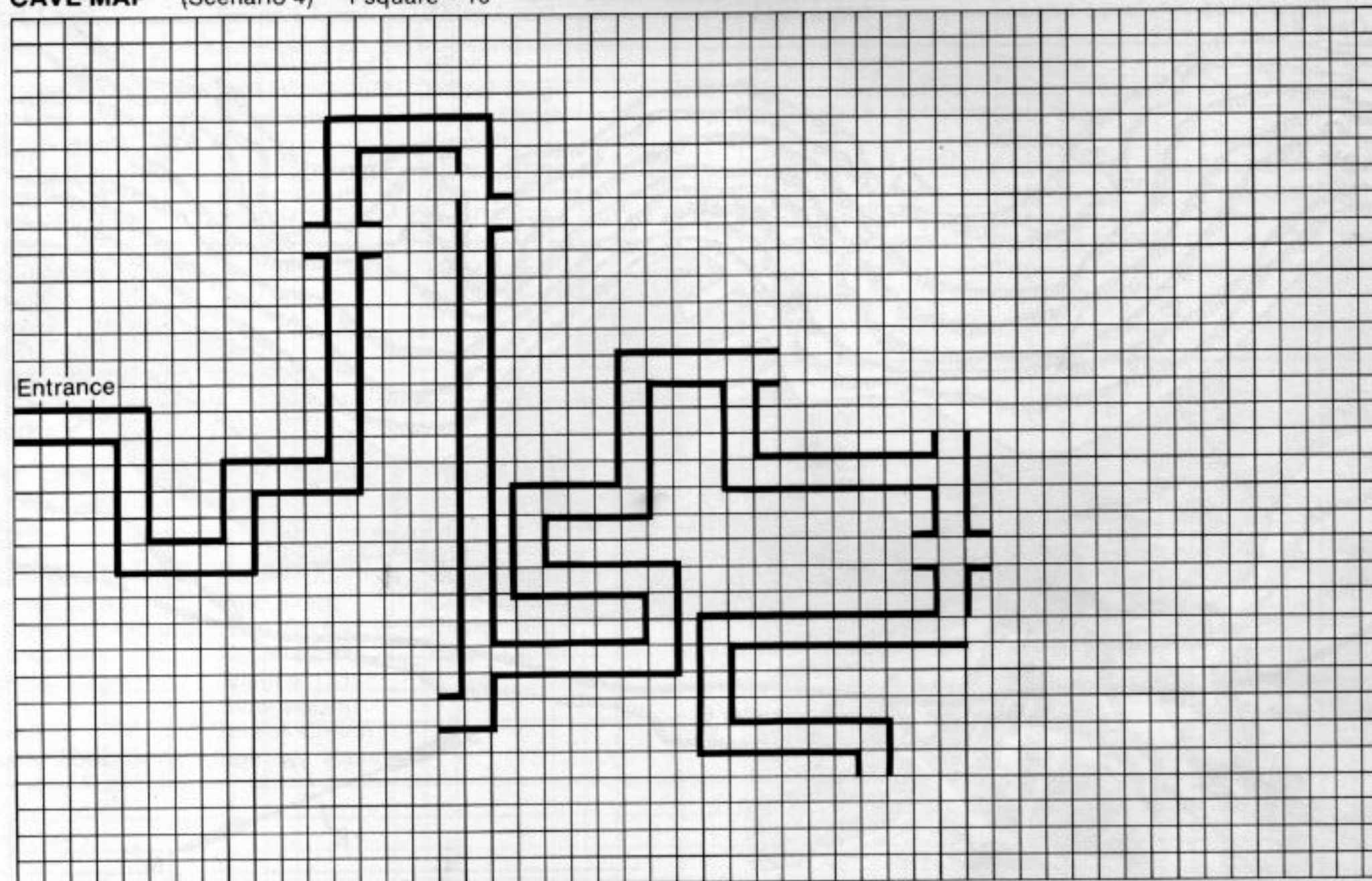
Contours are in feet



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A maze puzzle on a grid. The maze starts at an 'Entrance' on the left and ends at an 'Exit' on the right. The path is a single continuous line forming a complex shape.

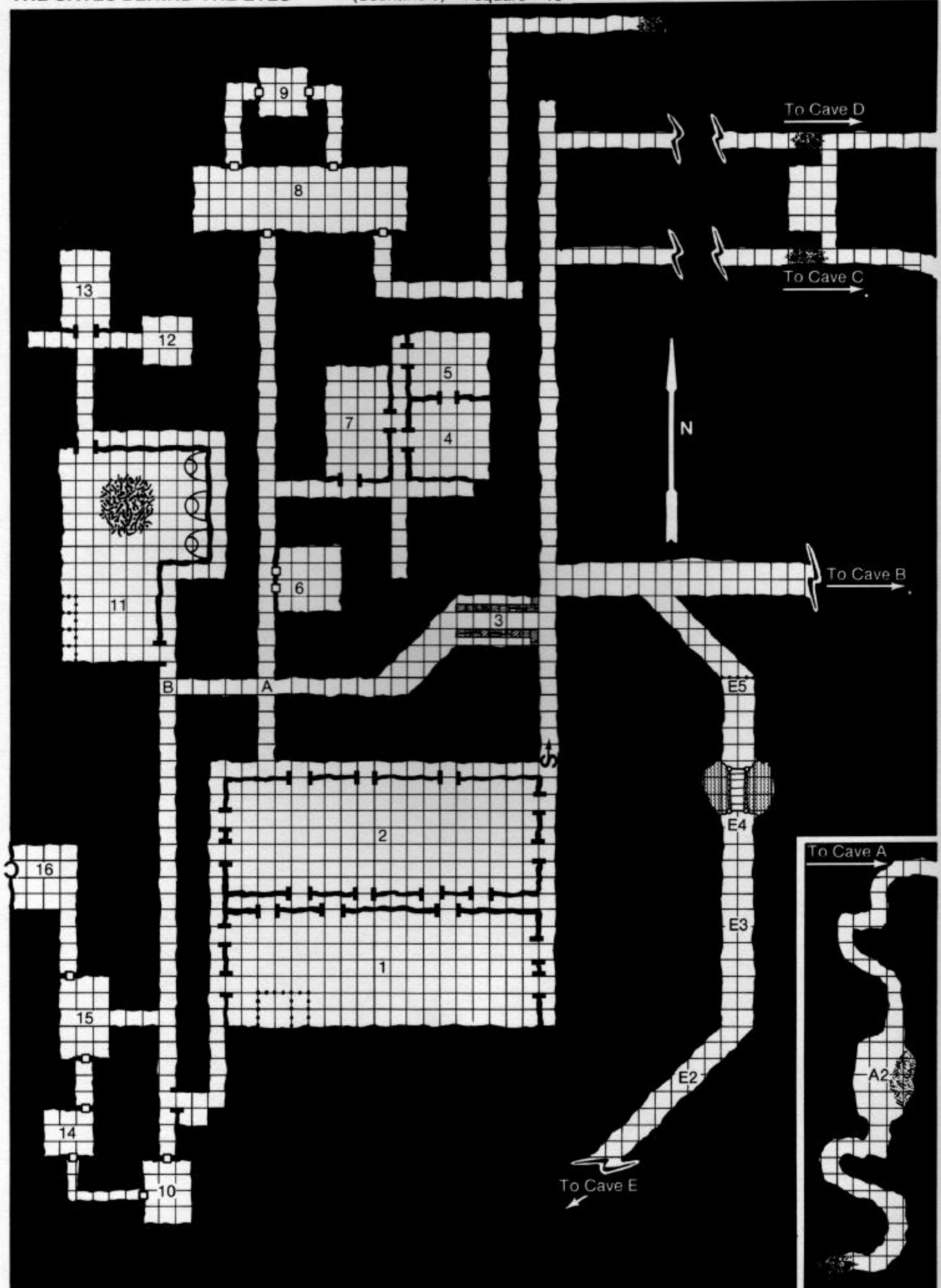
CAVE MAP (Scenario 4) 1 square = 10'



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THE CAVES BEHIND THE EYES

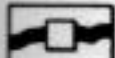
(Scenario 3) 1 square = 10'



RIVER LUGGH WILDERNESS MAP (Scenario 4) 1 hex = 2 miles
Numbers indicate wilderness encounters

Numbers indicate wilderness encounters

MASTER KEY



Door



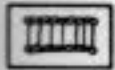
Concealed Door



One-Way Secret Door



Crates



Bridge



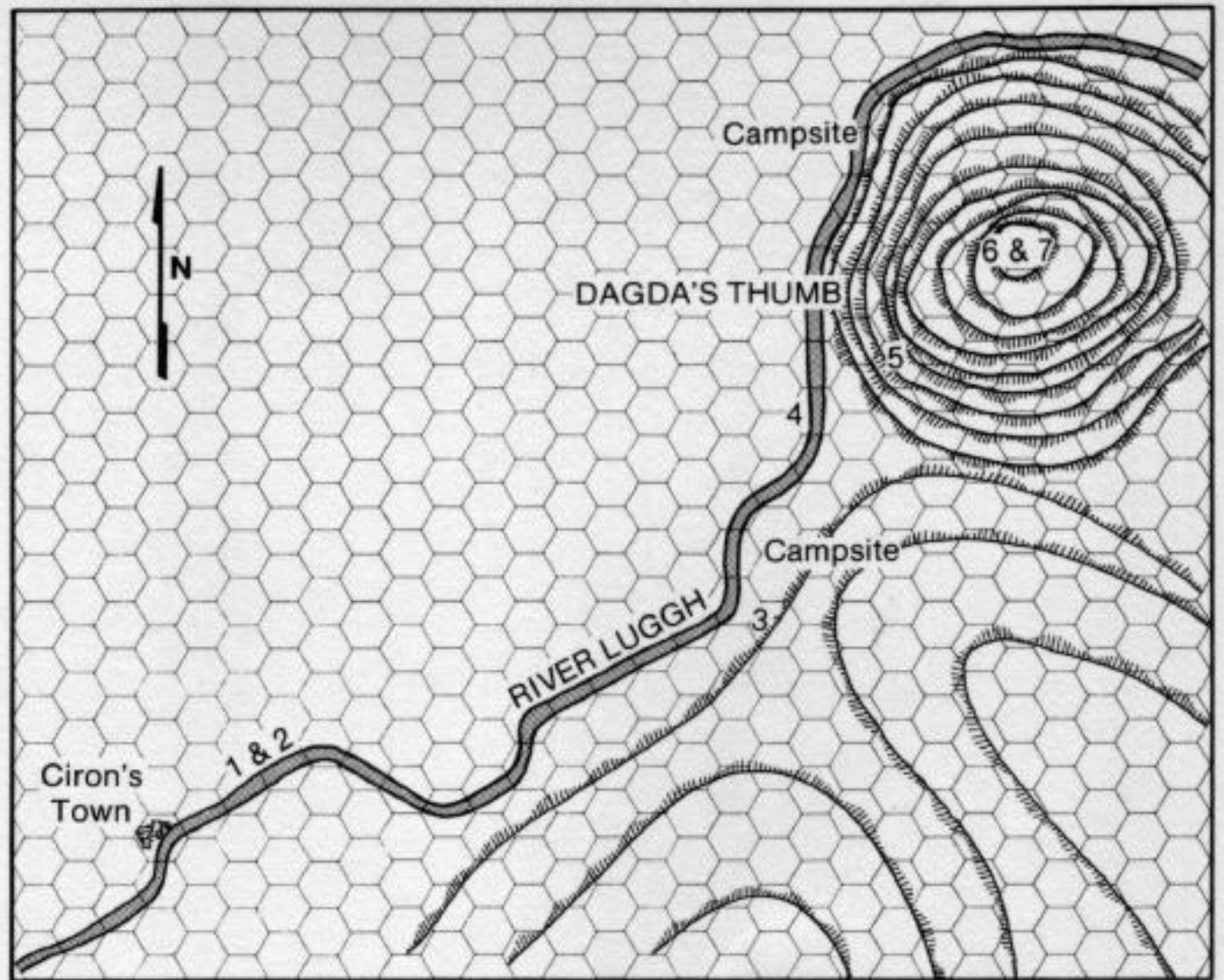
Cage



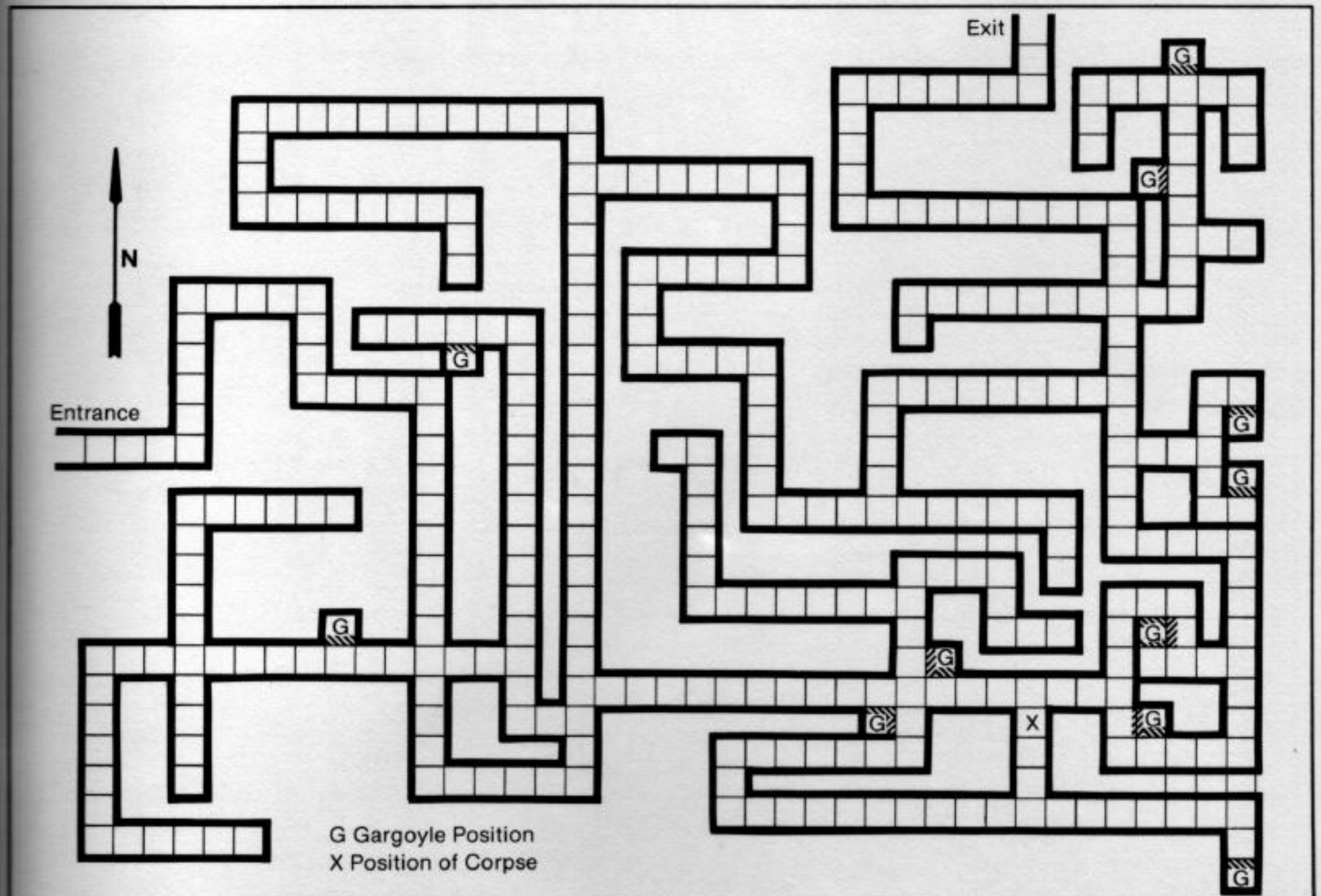
Rubble



One-Way Mirror



MAZE MAP (Scenario 4) 1 square = 10'



The Kingdom of Pellham is in danger. Only the return of the great King Llywelyn can solve the realm's problems and satisfy the people. Many arduous tasks must be performed before the great king can be resurrected — tasks YOU have been chosen to undertake. You must solve arcane mysteries and overcome dire perils to accomplish your quest. Are you equal to the challenges you face?

The Elixir of Life is the second in a series of RPGA™ modules concerning the Prophecy of Brie. The module contains two AD&D™ adventures for 6-10 characters, levels, 4-7. The module was originally run as part of a tournament at the GEN CON® XVI Convention. The module contains two wilderness adventures, background information, maps, and detailed encounter keys.

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