

Not good fire, not well fools. The six characters arrived at skull point in the early afternoon. On the eve of the full moon they are supposed to rendezvous with the great initiate. The spell casters sleep for several hours while the monk and the barbarian stand guard near the skull chamber. Each of the spell casters carries one of the medallions of binding and power. These were obtained by a heroic invasion of the marsh temple only a couple days before. Since escaping narrowly from the clutches of both good and evil, the six characters have fled across the swamp and forest to skull point. For the last couple days rangers have pursued relentlessly. Only the druids skills have prevented capture by the forces of good.

Off in the distance the barbarian sees a large bird flying directly towards the camp. The bird stops a half mile off and circles for a minute. Suddenly a streak of fire extends from the bird and scorches the forest below it. The bird resumes its flight towards the camp. Soon, it goes into a gradual glide. The barbarian sees an eagle coasting in for an apparent landing near him.

WHAT DOES THE BARBARIAN(AND THE MONK) DO IN REACTION TO THIS?

The eagle lands and shapechanges into the initiate. He tells the party members the following story. "He just spotted a ranger near the camp. A large pursuit party is a couple hours back of the advance scouts. The spell casters will need the next couple hours to prepare their spells for the mission he wants you to go on. The barbarian and monk must stay alert on guard.

The initiate tells the party he has learned more about the medallions of power and binding. They were used to bind a powerful fire creature named IMIX. Far to the north lies a volcano. IMIX is bound within. Over the centuries, his bindings have been weakened. Soon, he will be free to wreak havoc on the whole world. The initiate asks the party to return the medallions to the volcano, descend into its depths and place the symbols of binding on the huge altar that lies within. The altar has four circular inserts where the medallions fit exactly. When the medallions are placed back in their places then IMIX will be bound again securely. Many creatures seek to use IMIX's power while he is bound. They can only do so while holding those medallions. The initiate tells the party to fear for their lives as many creatures of good and evil will try and seek them out.

The initiate then explains to the party that the skull chamber they stand beside is a teleport station built by the wizards of the east in KALGRE's time. When KALGRE the lich ruled the world, the wizards of the east rebelled and built the teleport stations to aid their rebellion. The stations were used to move between wizards strongholds quicker. When a full moon is in the sky the stations flow north. When no moon is in the sky the stations flow south. In between the stations do not operate automatically and teleport the occupants. Only a wizard would probably be able to use the stations at any other time. Each entry to the chamber causes instantaneous errorless teleport one chamber up the line. The chambers to the south were mostly destroyed during the wizards war against KALGRE. The initiate tells the party to travel eleven stations up the line to the north. The eleventh station will put them on a hill close to the volcano. As the forces of good are still trailing you (the party) the initiate will leave and lead a trail through the forest away from you." He leaves.

The spell casters finish their spell memorization a couple hours later. The medallions are passed around during this period so all casters can memorize the additional spells necessary. Extra spells of higher level fortunately were in the appropriate spell books. One item the initiate told you is apparently wrong so far. Holding onto more than two medallions did not seem harmful to the bearer. On the contrary, it seemed beneficial. Any party member holding three or more medallions goes up a level while carrying the medallions. All abilities and skills increase according to the normal level increase. Stats marked in parenthesis on the character sheets only apply if the character bears three or more medallions on his person. Relinquishing the medallions causes the character to drop back to his normal (normal) level. When a spell caster obtains the medallions again, any unused extra spells are again remembered. This means no memorization has to take place over again. This memory storage applies to all the spell casters regardless of class. Under no circumstances will the barbarian use the medallions to go up a level. He distrusts them immensely. (no rule squeeze by putting them on his body so he would be high enough level to actually be allowed to use the miscellaneous magic).

ASK the party if they would like to do anything else before they enter the skull chamber. (award points if the druids cast their pass without trace spells to cover the party going into the temple).

The moon rises in full in the early evening. The party crosses the dirt to the entrance of the temple. They enter the skull chamber and are teleported to the next chamber up the line. This procedure is repeated ten more times. Along the way the party crosses seven apparently abandoned skull chambers in the forest. They also appear in three skull chambers lying amidst village ruins on three islands. The eleventh skull chamber is exited leaving the party in the middle of vast plains on a hill.

Aside from the small hill they are on, only one significant land mark can be seen. A huge volcano towers above them. The sky is overcast. The temperature is very humid. (perfect for call lightning). The air seems to be a little thinner. The earth beneath has some patches of wild grass, but is very dry. You look down the hill and the parched earth seems cracked and desolate for miles around. Fire, evidently from the still smouldering volcano depths gives off light from thousands of cracks in the earth on the plains below. The rim of the volcano has huge monolithic stones circling the lip. No details of the monoliths can be made out. Several bodies appear to be lying on the lip of the volcano, their bones bleached from the sun. A small amount of rubble exists at the bottom of the hill. Perhaps it is the remains of a stone dwelling. It is difficult to tell in the twilight from the distance between the party and the hill bottom.

The monolith stones mark the perimeter of a force field. Each of the stones is made of black basalt. In red writing (runic) on each stone is the following warning.

" ENTERED ONCE FOOL ME "  
ENTER AGAIN FOOL YOU  
IMIX PRINCE OF EVIL

The druid will recognize IMIX as the prince of all evil fire creatures that the initiate referred to. (either druid recognizes this - free hint)

If the party goes down the hill they will find the remains of the rubble is a building foundation. (made of normal stone.) Ash and dust cover every part of the foundation and the half buried skeletons which lie around it. Digging about finds some skeletons remains. They are all chopped up. One clutches an arrow tightly in his skeletal hand. The arrow has lettering on it as follows: "Eoghan, old friend, I am coming. Osric, knight of the frozen waste". All the remains have been dead and rotted for ages.

The cracked earth with the fire light is about two hours away on the plains. This seems to be the case in every direction. If anyone wants to travel away from the volcano to explore, they will find the following: 10,000 goblins ac:6 hd:1-1 htk:6 thac0:20 These goblins are Lawful-evil. They dwell in vast grottos in the earth and usually only come out at night. The fires seen from the hillside are not lava pits, but cooking fires. The goblins have fed on all the wild life, trees, grass and each other for eons and eons and eons. Vast quantities of grubs, underground roots are what sustain them now in addition to cannibalism. Within the next hour travelling past the 10,000 goblins who surround the volcano, are 20,000 more goblins. All 30,000 (same statistics) are under compulsion to stay and break a magical binding. Eons ago, IMIX was bound by KALGRE the lich to draw on the power of fire for spell purposes. Fearing reprisal and escape KALGRE caused great earthquakes and tidal movements to bury a good temple fortress underwater. In here, he has placed the medallions where no fire creature would have power or access. Large rivers of goblin blood were used in the binding and goblin blood can release him. The goblins have been influenced, leaders mind controlled and forces stopped from leaving, by fire using creatures. These creatures maintain constant vigil several miles away for IMIX. The goblins seek release also from their eternal confinement.

The force field is a magical barrier created to prevent physical entry by beings. KALGRE also installed a protection from good to prevent many good and evil creatures from entering magically. No material object can currently go through the barrier. Living objects can enter the barrier, but will have to make four saving throws versus death to stop in time and pull out. Any save is blown causes death to the character. The use of a finger or hand will cause that member to wither and fall off doing the appropriate damage. (1d6 or 2d6) Items like grass wither and die. Grass, bodies etc. will be stuck in the barrier where they have died. Any part of the body which has penetrated the barrier will be pulled off eventually. The creatures pulling body parts off on the inside of the barrier are unknown at this time. Bits of bodies and skeletal remains will be stuck in the barrier.



In addition to the monolith, the party will notice several bodies lying stuck in the barrier. The closest body (regardless of which side of the volcano they mount), is that of a human. The skeletal remains are partially covered in tattered cloth. A scimitar is strapped to his side. A napsack is on his back. The scimitar is entirely on this side of the barrier. The napsack lies on both sides of the barrier. It appears to have been torn apart on the other side. The sack remains on this side contains a very old piece of paper with lettering on it. The scimitar is a non-aligned scimitar of cold (frostbrand). Also in the sack is a magical figurine of wondrous power. It is a woolly rhinoceros. The barbarian detects magic on the scimitar but not on the rhino. No magic word is written on the rhinoceros. It cannot be used in this module other than as a distraction. Therefore its statistics are not important. One thing noticeable about the skeletal human is its deterioration. The body parts on the parties side of the barrier is old, parched, bleached from the sun. The body remains inside the barrier still have flesh on them. It is mummified. An obvious fine line runs across the body where the barrier exists. Other bodies exist on the volcano rim in similar condition. A few are human, apparently male villagers. Most though, are skeletal goblins. Looking down into the volcano a peculiar scene is visible.

At the bottom of the inside of the volcano is a solid flat basin. The middle of this basin is occupied by a town of poorly built buildings. From a distance hundreds of figures can be made out moving about the town. No other details can be made out. Smoke rises from a central building hall into the sky.

The party can destroy or remove the barrier by touching it physically AND possessing a medallion. No saving throws are required. The barriers will also be dispelled by physically presenting the medallions or touching the monoliths with them. A change will be instantaneously noticed in several places. The bodies on the rim will all drop to the ground and begin to disintegrate at a fast rate. All the lights and fires on the plains will go out simultaneously.

Mass migrations of beasts in herds appear to be coming towards the volcano from two hours away. (from all directions in the thousands). Note: the medallions glow brighter when brought closer to the forcefield. The party can notice also, at any time, goblin skeletons stapled, staked etc to the back of every monolith. Dried blood lies clotted around the base of each monolith. It is one and a half hours descent to the basin floor below.

The individual medallions have protection from evil on them. This prevents creatures such as elementals and efreetts from touching the medallions. This also will explain to anybody that thinks of it why the initiate did not take them.

When the party has descended most of the way into the volcano bowl a force of firenewt cavalry will leave the town and ride forth to intercept the party. (not at full speed). The fire newt cavalry will take 10 rounds to reach the party if the party stops and prepares for them. The cavalry is bunched up in one condensed group. 35 firenewts hd:2+2 ac:5 htk:14 thac0:16 neutral-evil move:9" these firenewts are riding giant striders. 35 striders hd:2 htk:10 ac:4 thac0:17 move:15" neutral-evil. The cavalry will stop 50 feet away and get the striders to fire two fireballs each for 1d6 each in a 10 foot burst. Then they will draw shortswords and charge. The fire newts can also breath fire for 1d6. The striders can attack forward for 1d8 or kick backwards for 1d10. The firenewts and striders are fearless and never check morale. For appearance the striders are featherless ostrich like birds. They are dark red in color, +2 versus fire and +2 on all saves. Water is poisonous to them. Splash damage from a create water will do 1d4 per round. The firenewts are lizardman like. They are a mottled sepia color with crimson eyes and a whitish belly. They speak lizardman. They all wear chainmail. Cool metal spells do +1 damage every round in addition to spell damage.

The town in the basin radiates magic. It was created by a series of fifth level fabricate spells. The same thing applies to the ten foot pits in the streets. The firenewts will not use the streets. They will wait until someone falls in a covered pit and then attack from above.

All the buildings in the town are basalt. Goblin skeletons and hides are staked to every wall and door. Every pit has goblin skeletons staked out in the bottom. Four main roads enter/exit the small town of twenty one buildings. All buildings are occupied. They are all single level. The main hall occupies the center of the basin. It is much larger in size. The smoke exits from this building. The buildings are occupied by fire newts. 53 regular newts: hd:2+2 htk:14 ac:5 neutral-evil thac0:16 move:9". Damage is 1d6 by weapon or breath. Also there are 10 captains of the firenewts. hd:3+3 htk:22 ac:5 thac0:15 move:9" The referee must spread them about as he likes. (covering all buildings) All buildings have two windows and a doorway.

Whenever any character reaches the central hall with a medallion, a dispel magic goes off which dispels automatically the town and the pits. All that remains is a rock well going down in the center of what used to be the main hall. Also, all firenewts and the goblin carcasses remain.



- A. The well is forty feet down and two and one half feet wide. A fire is lit at the bottom. Two firenewts hd:2+2 htk:14 ac:5 thac0:16 move:9" neutral-evil. Damage is 1d6 by weapon or breath. They occupy the complex below. They stoke the fire and defend the well. Their initial attack is at +2 because of the narrow entrance. The well is made of goblin skulls and is quite smooth from use. (also smoky).
- B. The corridor follows a smooth path fifty feet high and fifty feet wide down a stone constructed path. This leads all the way down to IMIX prison. The corridor has dozens of natural offshoot caves. These maze into each other. The natural caverns are filled with fire snakes. hd:2 htk:10 thac0:17 they bite for 1d4 points of poison (paralyzing) for 2d4 turns. They would have a 60% chance of surprise in these caverns. Create water does 1d4 on them, cold is +1 per dice of damage. These caverns are of no special importance other than to make the party use common sense in staying to the main path.

The caryatid columns guard two treasure vaults of IMIX at B. The columns appear as four goblins stone statues, seven feet in height. These offset the two entrances. They will not attack anyone going down the corridor. They will attack everyone if anyone tries to enter the treasure chambers. They are hd:5 htk:22 ac:5 move:6" thac0:15 All saves are at +4. damage:2d4 normal weapons do half damage, magical weapons do full damage without plusses. Each hit has a (25% - 5% times each plus) chance of breaking the weapon.

Treasure in the north room is:3000 gold,22,000 platinum, 76 gems and 29 pieces of jewelry.

Treasure in the south room is:5000 gold,38000 platinum, 36 gems and 13 pieces of jewelry.

C. In the smooth stone corridor is a section where porous holes occur. These are filled with fire snakes hd:2 htk:10 thac0:17 bite for 1d4 points of poison(paralyzing) for 2d4 turns. They can surprise only if the party is extremely stupid. The number appearing is 5 per round to a maximum of 30.

C-D A chasm is reached. There are no protrusions at any ledge. The drop goes down about one mile. The temperature is quite hot from the molten lava flow below. The chasm is seventy-nine feet across. The party can go across with a web spell 8' by 10'. It just makes it. The web will not burn up. The barbarian with his free action can go across carrying everyone. The druids could shapechange and fly but could not carry anyone. They would drop the person or drop too far below the other ledge. Although, the monk and the barbarian could climb the surface wall on the otherside once flown over. They would have to pull the two remaining characters up by rope. A long difficult task which should be detailed out by the players. Enlarge spell could work here on any item like the magical folding boat.

D. Six wells protrude from spots in this large room. The smooth corridor continues past this chamber into the distance. All the wells go down into the lava beds below. 5 salamanders make their homes in this room. They are ac:5/3 hd:7+7 htk:40 thac0:13 move:9" chaotic-evil +1 or better weapons are needed to hit. Sleep, charm and hold spells have no effect. They have two attacks. Metal spear does 1d6, tail does 2d6 plus heat damage for 1d6. Fire resistant creatures take no heat damage, cold does +1 per dice of damage. Water created will 2d4 points of damage. They are impervious to fire attacks. The head and torso is copper colored, yellow glowing eyes. Lower body is orange shading to a dull red at the tail tip. Size is medium.

D-E. This smooth stone corridor continues sloping down at a steep rate. It reaches a chasm with a deep drop. The remains of a stone bridge extends thirty five-feet outwards across the chasm. An enlarge spell would extend this 60% or 70% (depending on the use of a medallion) to fifty-six or sixty feet. The chasm is seventy-nine feet wide. A folding boat could then be extended twenty-four feet to cover the difference between the bridge and the lip of the chasm on the far side. Again, as in the previous chasm, flying or webs would apply as in C-D.

E. The floor here is soft and very hot. The hot mud is covered with six firetoads. hd:4+1 htk:21 ac:10 size:small thac0:15 move:6" chaotic neutral. These are large red toads covered in warty purple excrescences. Cold does +1 damage per dice. The create water spell will cause it to run away into a cavern, but it will cast two fireballs while withdrawing, in one round. The create water will do 1d4 points of damage. Range is thirty feet for the fireball, blast radius is five feet and the damage done is equal to the remaining hit points of the fire toad. Normally it does one fireball per round. Saves are applicable.

Right in front of the metal door is a lava pit. The door will cover the pit if pulled down. This can be done by anyone who reaches the door or if a cool metal shrinks the door so it falls over. Going in the lava pit takes 2d10 points of damage per round with fire protection spells or 6d10 per round without fire protection spells. The druids could fly over this and pull down the door which has a knocker sticking out. Anyone using the knocker will attract 1d6 more firetoads.

- F. This long sloping passage is still fifty feet high and fifty feet wide. It is occupied by a lone goblin wearing clothes (rags) and a small napsack. The napsack contains an empty magical iron flask. This flask has "wick-ed" written on it. The goblin also has the other piece of the letter. Remember, the dead human (Osric) had part of a letter on him. The sack contains a few other things. A plain lump of coal, a normal arrow like the one found on the cleric in the village ruins, and an iron spike are found in the sack. Part of a leather glove is wrapped around the coal. This is, of course, all useless. The goblin is actually a Nilbog. `hd:1-1 htk:6 ac:6 move:6" size:small thac0:20` damage done by him is 1d6. Lawful-evil. It looks exactly like a normal goblin. It suffers from a spatio-temporal reversal. Whenever it is hit it gains hit points equal to the damage it would have received. It only loses hit points due to healing spells, potions etc. It radiates a desire to stop the mission, leave all the loot, turn around and leave. The party can attack it. The "sleeping" nilbog still radiates continually unless stuffed in a bag of holding and chucked over a cliff.

At this point at least one character must leave to defend the well in the volcano basin. This is a result of reading the letter. Any character with the means to cross the chasms will just reach the top of the well in time to defend it from the goblin horde gaining entry. This will probably fall to the barbarian who should enjoy his six attacks per round with each weapon used. Also, he would not really care to participate in a magical binding ritual. If nobody stops or slows the goblin advance then IMIX goes free in a couple turns. The dungeon master should use his discretion on when this occurs. Of course the party may not believe the letter. If they do not the dungeon master may encourage the party to do something in the way of a free hint. Any party that does nothing to stop the freeing of IMIX will all be dead men.

Because of a single goblin's entry and suicide inside the volcano prison, IMIX goes free. The druids can buy a lot of time with a stone shape. The barbarian can last a long time in glorious fashion parked on top of the well.

- F-G. Here the corridor comes to a dead end. The corridor actually continues thirty feet up in the air. The walls are extra dangerous here. They are covered in poisoned spikes and brown mold. ac:9 It is immune to fire and absorbs it. It does 3d8 cold frost damage per round if a person is within five feet of the walls. Magical cold (ice storm or a wall of ice) will cause it to go dormant for five to thirty turns. A rope trick spell will get the party high enough to maneuver over the moldy section of the walls. The poison spikes must do 1d8 points of damage from the poison and another 1d6 points from the spikes.
- G. This is IMIX' prison chamber. This room has a large binding altar which has IMIX bound to it (extra-dimensionally). There are four inserts where the four medallions can be placed. (this would free him). A large iron door exists behind the altar. This would lead to the forge room where he can be banished from this plane. The room is defended by a variety of lava children. They are large men with pinkish-white skin and a permanent smile on their faces. If the party tries to bargain with the lava children there will be no combat. They will agree to help banish/destroy IMIX. If the party won't go to the altar forge in room H, then the lava children will attack instantly. This will be done with furious cries of "To the death". The lava children will try and prevent IMIX return to freedom on this plane at all costs.



Lava children are: neutral size:medium move:9" immune to fire

11 fighters     hd:4 htk:20 ac:4 damage is 1d6,1d6,2d6  
 1 fighter      hd:5 htk:30 ac:4 damage is 1d6,1d6,2d6 hits with +1  
 1 magic user   hd:5 htk:20 ac:4 damage is 1d6,1d6,2d6  
 1 cleric       hd:5 htk:30 ac:4 damage is 1d6,1d6,2d6

magic users spells (at 6th level)

clerics spells (at 6th level)

affect normal fires  
 burning hands  
 feather fall  
 light  
 fools gold  
 pyrotechnics  
 fireball  
 slow

cure light wounds  
 light  
 remove fear  
 find traps  
 find traps  
 continual light  
 dispel magic  
 slow poison

Metal goes right through them with no effect. Create water does 1d4 points of damage. Cold spells do +1 points per dice of damage. The fifth level fighter carries Iron Bands Of Bilarro. He will use them on a character with a normal to hit roll throwing them. He will not use the command word in a common tongue. A successful hit allows 1 chance (bend bars%) to break free or be bound. This doesn't apply to the wielder of the barbarians free action blade. Lava children won't start speaking until the party declares some of their intent. Once the party opens discussions with the lava children then they too will attempt negotiations. The room has two fire pits. Goblin carcasses and skeletal remains of goblins are adorned on all the walls. Goblin carcasses are also staked out at the base of the binding altar.

IMIX, if freed: hd:20+ htk:90 ac:-4 #/att:1 move:18"  
 damage done is 6d6, magic resistance 85% psionics:all, 190 points.  
 neutral evil, heat/fire damage is also done. only hit by +2 etc.

- H. The forge in this room is invisible. It is defended by two fire elementals hd:16 htk:96 damage is 3d8 ac:2 size:large move:12" neutral. They are bound to the chamber by KALGRE. A brazier sits in one corner. It is magical and controls fire elementals. Create water does 4d6 damage points to them. Cold does +1 per dice of damage. Protection from evil will prevent physical attacks by the elementals. The iron flask would have to be within the chamber to work on one. thac0:7 for the elementals. The medallions must be destroyed on the invisible forge. They will keep him bound. Using an exorcise spell before the destruction will banish him from the plane of earth. As soon as IMIX is banished the compulsion leaves the goblins. They will still attack any defenders of the well - (the only food around). Also just destroying the medallions without the exorcise will remove the goblin's compulsion. The dungeon master should have the altar blow up and cause alot of smoke to temporarily fill the dungeon. This and some tremors, rumbling will be dramatic and tell the defenders of the well that something climactic has happened.
- I. This is a random encounter. The referee can choose one or more from several spots to annoy the party. The Magman is a three foot tall glowing human shaped creature. Small puffs of flame dance on his body. chaotic neutral, Needs +1 or better to hit. Less than +2 weapons melt when hitting. ac:6 hd:2 htk:14 move:9"/6", it is not very smart. (mischievous) It defends itself with a 3d8 strike when cornered. Other wise it does 1d8 combustible damage for 1d4+2 rounds. Saves for scroll potions, flammable equipment are necessary. It does this for laughs. Create water does 2d6 damage. Cold does +1 points of damage for every dice of damage in a spell.

### Notes on the medallions.

1. Whenever two or more medallions are within one hundred feet of each other they glow. Closer distances causes a brighter pulsating glow. More medallions being in closer proximity will also cause a brighter glow. Both of these conditions together will be cumulative.
2. The medallions have protection from evil spells built in to them. Enchanted, summoned creatures, elementals and the like cannot touch or use the medallions.
3. The bearer of three or more medallions goes up one level. All statistics and spells go up accordingly. Note: spell memorization is still required before it is stored. If a spell is memorized and then the medallions change hands things still work. That is to say: the spell memory is retained. This applies to spells memorized as a medallion increase and not used.
4. The medallions are small, adamantine, circular in shape. They bear the sigil of a snake swallowing its own tail. There is writing along the edge of each medallion. The writing is the same language as the monolithic slabs occupying the rim of the volcano. It reads as follows:

**" IMIX ire  
forged of fire  
to bind in gorge  
destroy on forge"**

5. These can be destroyed easily on the forge of creation referred to as room H. The medallions will melt on the forge. They can also be exorcised or placed in the binding altar. This last point frees IMIX, and results in the enslavement and death of everyone.
6. The medallions can be used as dispel magic to dispel anything. They definitely work on the forcefield barrier and the town in the volcano.

### Notes on the module.

1. If anyone figures out that the initiate is not a real druid, they may wish to attack him. The initiate is in fact an efreet. Use the monster manual statistics. If the party kills him or drives him off, then they may not wish to continue the module. If such is the case, (awfully quick), remind them that most of the parties will probably have figured this out long ago. Then mention some of them will be going on the mission for a completely different reason. Give the efreet maximum hit points so that all party situations are equal. The efreet will not be hostile unless attacked.
2. Temperatures fluctuate drastically inside the volcano. Careful monitoring is required for what the varieties of spells do as far as resistance to fire damage, being able to tolerate high temperatures, and spells countering each other. Duration is not critical. The molten lava, high temperatures, and fires all disappear if IMIX is banished or the medallions are destroyed. The web bridge may not last long enough for the party to get back across. This means the defender(s) of the well are on their own. (The barbarian). Timing on this is up to the dungeon master. Note: there are enough spells to cover fire resistance, breathing problems when the right character has the medallion while casting spells. Fire resistance should only be necessary for four characters plus the bearer of the ring of fire resistance. The barbarian will probably suffer or have already returned to the surface to defend the well entrance. The whole underground part of the module will take approximately one and one half hours unless the party is extremely stupid and slow. The dungeon master will probably need more than the allotted time for running the encounters. The hour and a half is dungeon time, not real time.

## Notes on the idealistic playtest of Marsh or die.

The party moved as close as possible by infiltration under cover of darkness. Using the wand of magic missiles the magic user killed all seven catoblepas at long range. The bullywugs could see nothing so the catoblepas all died with their heads buried in the muck. This cost 63 charges (9 x 7). Then using their detect snares and pits spell the druids guided the party through the swamp to the creek. Everybody swam underwater to reach the main temple island using their underwater breathing spells. Using an obscurement and a hallucinatory forest spell, the druids were able to guide the party up the hill. Plant growth also helped cover them. Then speaking with plants revealed the surface entrance to the main temple. Both druids prepared their call lightnings. When the attack began the lightnings were directed against two nagas as seen from above. The magic user hastened the party before the attack. The barbarian charged down the steps and leapt at the slaad. The magic users opening wand blast destroyed the group of kuotoa clerics. The cleric tried a hold person against both high level clerics. The high level kuotoa cleric failed his save. The monk jumped in the room and broke the chain, lowering the block onto the floor opening. In round two the surprise wore off. The druids entangled two groups of deep ones. The monk charged two other deep ones. The magic user cast a web and caught all the low-level sahaguin clerics in it. The nagas all fired their fireballs. The party spell casters took alot of damage. In round three one of the wounded nagas was destroyed by the magic user using another wand charge. The cleric charged the sahaguin cleric who received two faerie fires from the druids. This last bit stopped him going invisible. The barbarian continued to melee with the slaad. The slaad planted his 12d6 delayed blast fireball on the barbarian and gated out. (too much of a beating). The monk continued melee with the deep ones by stunning one. The nagas magic missiled the druids and the cleric. Then in round four the magic user fired another



charge from his lightningbolt wand. The other wounded naga was destroyed. The invisible, glowing sahuagin cleric continued melee with the cleric. The monk stunned a second deep one. Two more deep ones arrived to melee with the monk. Both druids cast cure light wounds on themselves. The nagas fired magic missiles and shot the magic user unconscious. The monk continued to melee with deep ones. The barbarian absorbed the fireball blast and charged the sahuagin cleric. The party cleric withdrew from melee and obtained a medallion by killing the held kuotoa cleric. In round 5 the druids both cured the magic user. The cleric continued his retreat and used the staff of curing on himself. The barbarian continued to chop up the sahuagin cleric. The naga fired a magic missile on the cleric. In round six the magic user used a stinking cloud on the deep ones. The monk continued the battle because of his necklace of adaptation. The barbarian continued his pulverization of the cleric. The party cleric tried a snake charm which failed. The naga webbed the druids. In round seven the barbarian killed a poor cleric. The magic user withdrew. The monk killed a deep one. In round eight the barbarian waded into the web and started to execute the sahuagins. The monk killed two more deep ones. The naga tried a hold person on the barbarian but it failed. In round nine the barbarian finished off the last of the low level sahuagin clerics. The monk finished off the last of the deep ones. The cleric hid behind the altar. In round ten the druids lightning blasts came down and incinerated the last naga. The battle was over. The barbarian pulled the two druids out of the web. The rest of the module was easy.

class:druid

str : 9

int :13

wis :18

dex :17

con :16

chr :18

level:6 (7)

hits :48 (56)

ac :2

align:neutral

move :12"

thac0:17 (16)

#/att:1

name:Peredur

race:human

d/p/p : 8 ( 7)

pet/pol:11 (10)

r/s/w : 9 ( 8)

breath :11 (10)

spell :13 (12)

+2 scimitar

+1 leather armor

+1 wooden shield

1 healing potion

bag of holding

10 foot wooden pole made of oak

one week standard rations

1. +2 vs fire and lightning

2. can identify plant

3. can identify animal

7. (shape change 3 times/day)

4. can identify pure water

5. pass through overgrowth without trace

6. speaks druidic,elvish,gnome,hill giant

lizardman

1st level spells - pass without trace

pass without trace

pass without trace

shillelagh

faerie fire

entangle

2nd level spells - create water

cool metal

obscurement

create water

(cure light wounds)

3rd level spells - call lightning

call lightning

protect from fire

(stone shape)

4th level spells - control temp. 10'

dispel magic

|             |               |                 |
|-------------|---------------|-----------------|
| class:druid | level:6 (7)   | name:Gwalchmai  |
| str :10     | hits :48 (56) | race:human      |
| int : 9     | ac :2         | d/p/p : 8 ( 7)  |
| wis :18     | align:neutral | pet/pol:11 (10) |
| dex :16     | move :12"     | r/s/w :10 ( 9)  |
| con :16     | thac0:17 (16) | breath :12 (11) |
| chr :15     | #/att:1       | spell :13 (12)  |

+1 scimitar of speed - 1d8 +1 first strike,attacks 3/2

bracers of defense ac:4

1 neutralize poison scroll (same as spell)

1 healing potion

10 foot wooden staff made out of oak

magic folding boat

one week of standard rations

1. +2 vs fire and lightning

4. can identify pure water

2. can identify plant

5. pass through overgrowth without trace

3. can identify animal

6. speaks druidic,elvin,gnome,hill giant

7. (shape change 3 times/day)

lizardman

1st level spells - pass without trace

3rd level spells - call lightning

pass without trace

call lightning

pass without trace

protect from fire

faerie fire

(stone shape)

entangle

shillelagh

2nd level spells - create water

4th level spells - control temp. 10'

create water

dispel magic

cool metal

obscurement

(cure light wounds)



|                  |                       |                 |
|------------------|-----------------------|-----------------|
| class:magic user | level:6 (7)           | name:Malachai   |
| str : 6          | hits :18 (21)         | race:human      |
| int :18          | ac :2                 | d/p/p :13 (12)  |
| wis :11          | align:chaotic neutral | pet/pol:11 (10) |
| dex :18          | move :12"             | r/s/w : 5 ( 4)  |
| con :10          | thac0:19 (18)         | breath : 9 ( 8) |
| chr :14          | #/att:1               | spell :10 ( 9)  |

+1 dagger - 1d4 +1

bracers of defense ac:6

ring of fire resistance - normal

wand of magic missiles (37 charges)

wand of lightning bolts (2 charges)

blank vellum scrolls, feather pen, ink in jar

one week of standard rations

1st level spells - enlarge

identify

sleep

mirror image

2nd level spells - detect invisibility

rope trick

(web)

3rd level spells - haste

invisibility 10' radius

4th level spells - (wall of ice)



|                   |                       |                    |
|-------------------|-----------------------|--------------------|
| class:barbarian   | level:6               | name:Bran mac bran |
| str :18(91) +2,+5 | hits :102             | race:human         |
| int : 8           | ac :4, 3 with shield  | d/p/poi:8/8/7      |
| wis : 7           | align:chaotic neutral | pet/pol:9          |
| dex :17           | move :15"             | r/s/w :8           |
| con :18           | thac0:13              | breath :8          |
| chr :15           | #/att:1               | spell :13          |

+1 bastard sword - free action, underwater breathing  
+2 wooden spear - 1d6 +2  
+1 dagger - 1d4 +1  
+1 bow and 80 arrows  
wooden shield  
50 feet of rope  
one week standard rations

abilities: 1. surprise opponents 3 in 6 (4 in 6)  
2. hard to surprise 10% only  
3. detect backstab 30%  
4. hide in shadows as 6/9th level thief 42%/61%  
5. climb as 6th level thief 92%  
6. leaping and springing  
7. detect illusion 30%  
8. detect magic 50%  
9. tracking as ranger of 6th level  
10. sound imitation  
11. plains habitat

|            |                      |                   |
|------------|----------------------|-------------------|
| class:monk | level:7 (8)          | name:Choy lu feet |
| str :18    | hits :40 (45)        | race:human        |
| int :13    | ac :4 (3)            | d/p/p :11         |
| wis :15    | align:lawful neutral | pet/pol:10        |
| dex :15    | move :21" (22")      | r/s/w : 9 ( 8)    |
| con :16    | thac0:16 (15)        | breath :13        |
| chr :11    | #/att:1 or 3/2       | spell :11 (10)    |

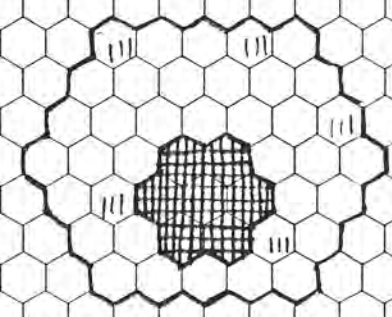
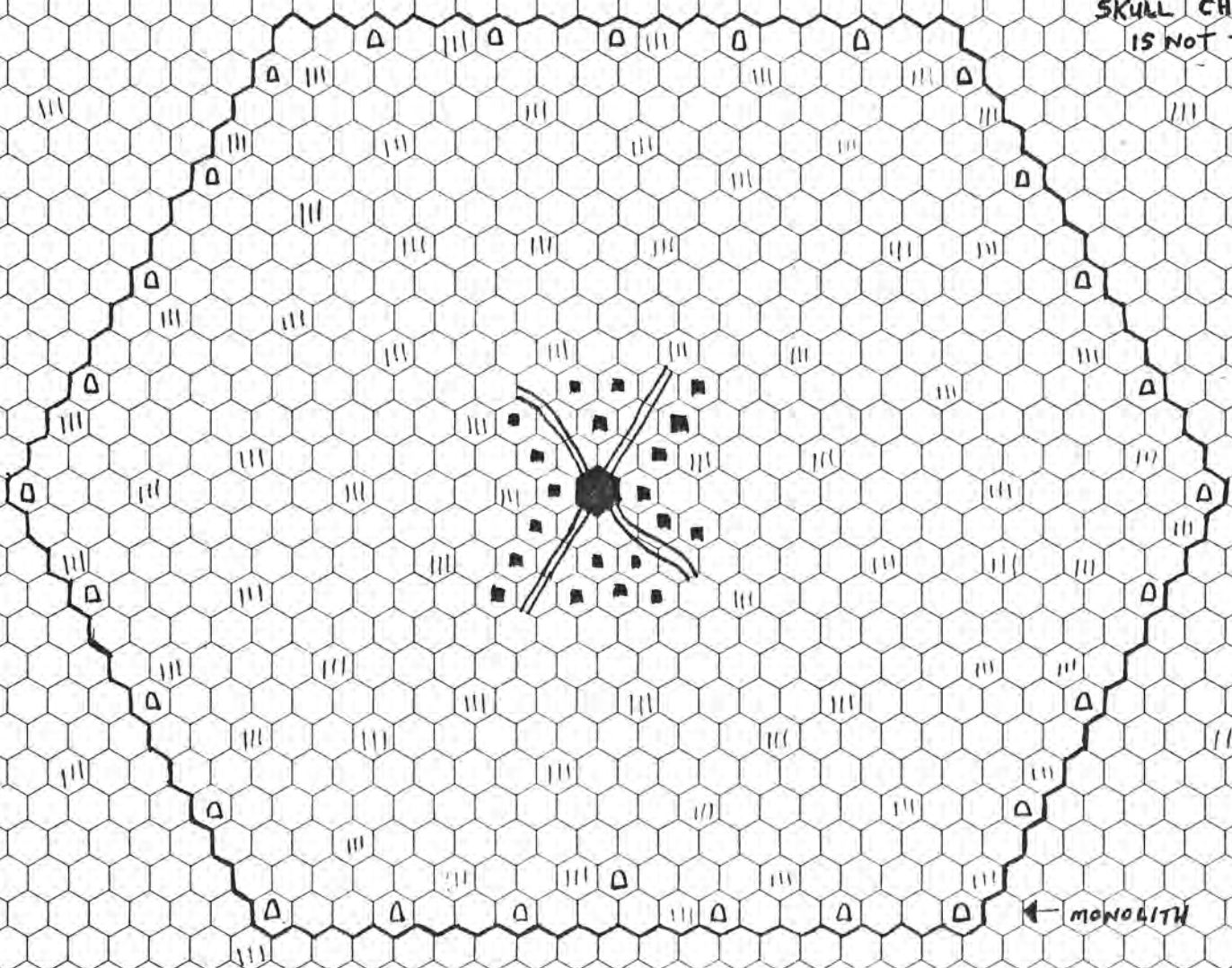
|  |                              |
|--|------------------------------|
| +4 wooden quarterstaff (iron bound ends) | elvin boots                  |
| +1 crossbow and 20 quarrels              | 6 iron spikes, mallet        |
| +1 ring of protection                    | large leather sack           |
| necklace of adaptation                   | one week of standard rations |

1. can fall 35 feet (40) within three feet of the wall
2. speak with animals
3. mind mask, esp only works 24% (22%)
4. not affected by haste or slow
5. immune to diseases
6. can fake death for fourteen (sixteen) turns
7. can heal self 1d4 +1 points (1d4 +2), once per day
8. (speak with plants)
  - surprise 22% (20%) of the time
  - hit by 5 or more to stun/kill - stun is 1d6 rounds
  - kill percentage is (ac +2)% after stunning
  - open hand damage is 2d4 +1 (2d6)
  - weapon damage is +3 (+4)
  - save vs petrification to dodge all normal missiles for each hit
  - (at 8th level - blow save still takes full damage)

|                   |            |                 |           |
|-------------------|------------|-----------------|-----------|
| open locks        | 52% (57%)  | hide in shadows | 43% (49%) |
| find/remove traps | 50% (55%)  | hear noise      | 25% (25%) |
| move silently     | :55% (62%) | climb walls     | 94% (96%) |



VOLCANO = 2 MILES WIDE  
1 SQUARE = 150 YDS.  
TOWN IS NOT TO  
SCALE.  
SKULL CHAMBER  
IS NOT TO SCALE.



SKULL CHAMBER  
AREA COVERED

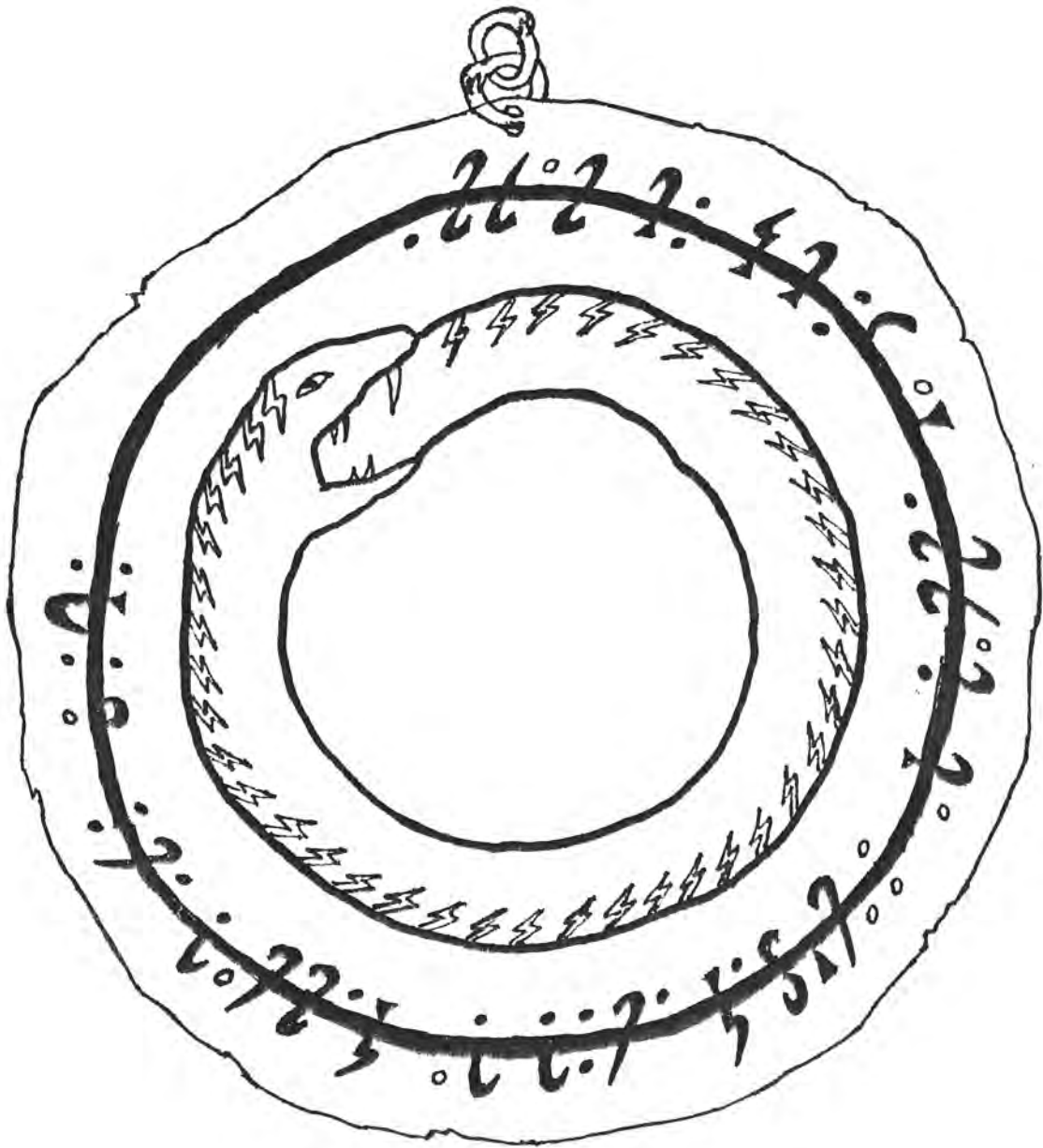
Handwritten text on a stone tablet, consisting of three lines of characters and a cursive inscription at the bottom.

Handwritten line 1:  $\cdot \text{L} \cdot \text{7} \cdot \text{h} \cdot \text{L} \cdot \text{f} \cdot \text{i} \cdot \text{?} \cdot \text{L}$

Handwritten line 2:  $\cdot \text{L} \cdot \text{7} \cdot \text{?} \cdot \text{:} \cdot \text{L} \cdot \text{L} \cdot \text{?} \cdot \text{?} \cdot \text{?}$

Handwritten line 3:  $\cdot \text{L} \cdot \text{:} \cdot \text{?} \cdot \text{h} \cdot \text{7} \cdot \text{L} \cdot \text{f} \cdot \text{i} \cdot \text{?} \cdot \text{?}$

Handwritten cursive text at the bottom of the tablet.



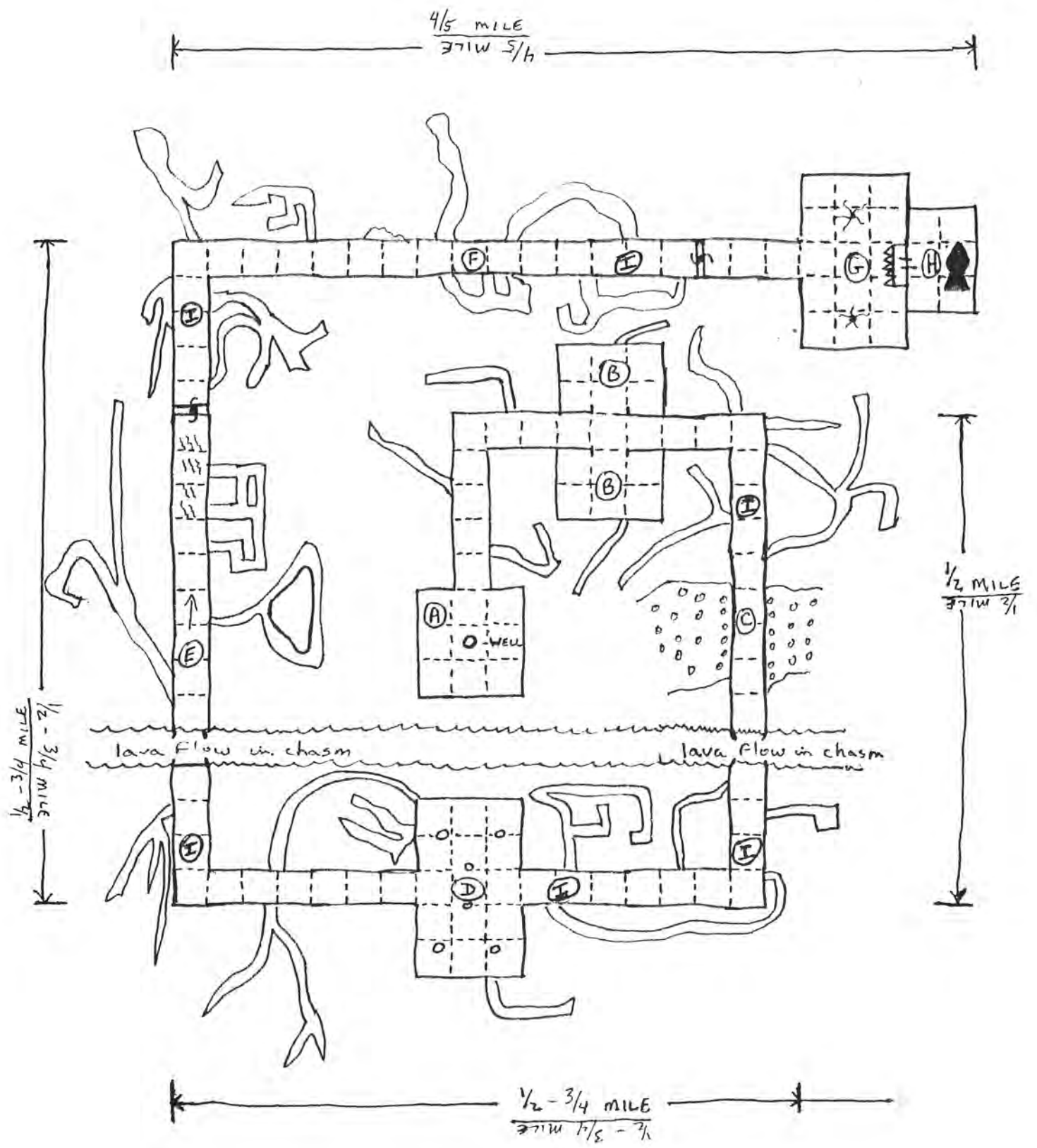


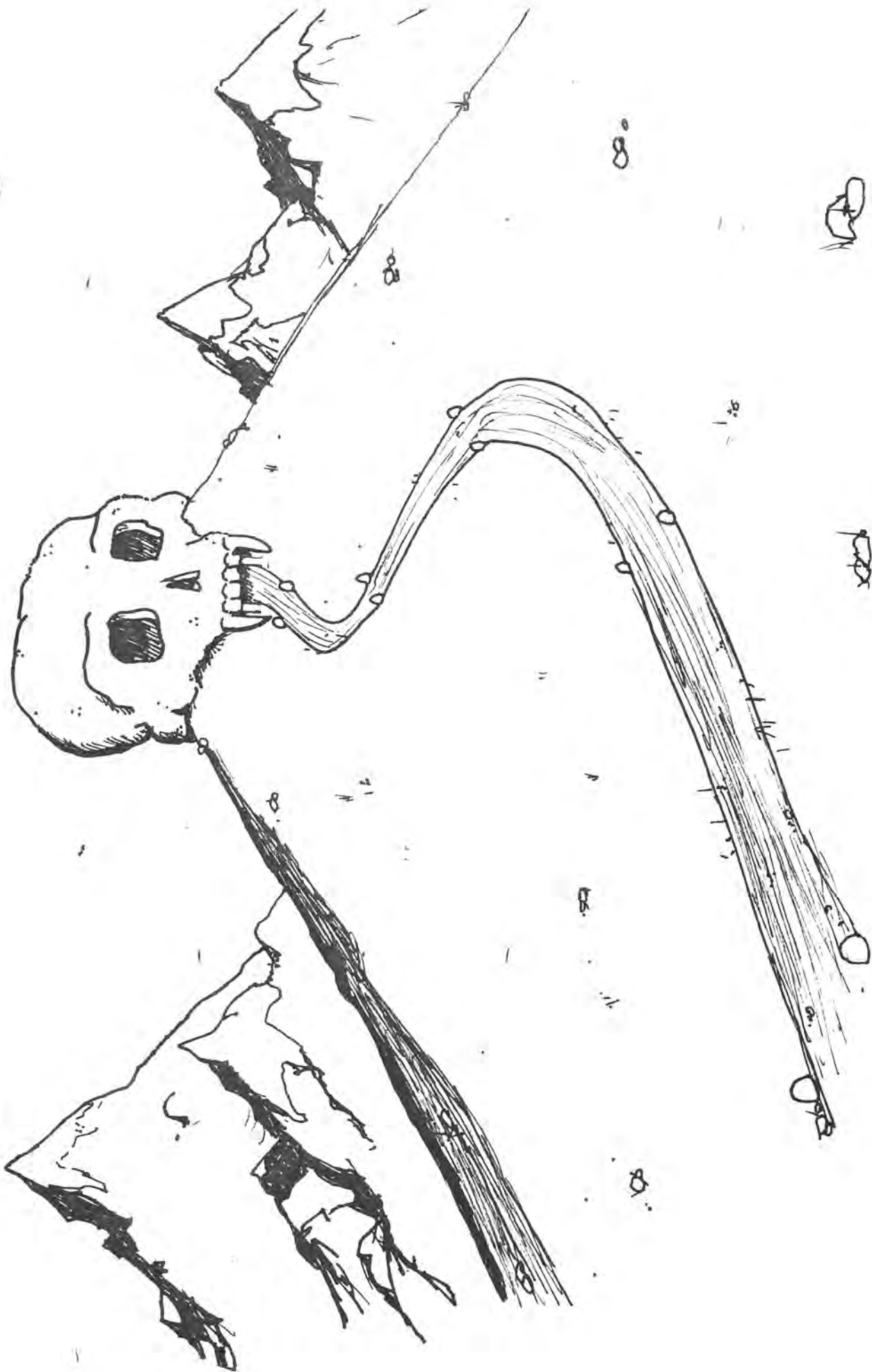
To my friend, Osric

The evil one has marked his shadow over our land. A huge smouldering volcano has sprung up by our village. There is a well in the center of the basin. It probably goes all the way down. Some sort of magikal barrier surrounds it. Several men have died trying to cross it. Further, a huge goblin horde masses outside this barrier. As of yet they are not strong enough to attack us, but hundreds more arrive everyday. My divinations show that if they gain entry, they will blaspheme in the well of fire. By this blasphemy and because of it the prince of evil, himself, will be freed. I beseech you, in the name of Oghma the binder, to aid us in our hour of need. The safety of everyones lives and souls is endangered.

Eoghán

1 SQUARE = 200 FEET LONG  
50 FEET WIDE





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