



# INTO THE FIRE

BY GRANT AND DAVID BOUCHER

A lost prince, a silver necklace, and a dangerous journey

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*Grant and David Boucher bring us the cover module for this issue. A senior at the University of Florida, Grant is studying physics and astronomy, with particular interests in optics, soccer; and computer programming. His brother David has just finished high school and enjoys art, writing, street hockey, and half-ogres. Grant credits the Lemmings gaming group for his affliction, and David credits Grant for the same.*

This is an AD&D® adventure for 6-10 characters, each of 6th-10th level. The party should be of good alignment and should contain at least two well-equipped fighters. The adventure is designed to fit within any campaign world, and the DM can easily modify the names, persons, places, etc., detailed herein without seriously altering the true nature of the adventure.

A small kingdom with a mountainous western border is assumed to exist; the DM should name the kingdom, its king, and its capital as desired, to fit his own campaign circumstances. (Note that the kingdom could easily become a large barony.) The player characters should be in good standing with the current monarch, possibly known to him by previous deeds or petitions.

This adventure occurs in the early winter. The Dungeon Master can use weather charts to simulate the effects of snow, wind chill, and other phenomena, if such charts are available. No major storms are anticipated.

## Background for the DM

Many years ago, a young prince named Lomaran was sent by his father to a foreign university across the sea. The boy never made it. A cutthroat band of pirates, led by an infamous reaver named Jalussa the Merciless, attacked his ship, and the crewmen of the ill-fated craft were killed or captured in the ensuing battle. The prince hid belowdecks and escaped the initial onslaught, only to be discovered later during the pirates' search for booty. The boat was burned and, as Jalussa never ransomed his captives (preferring more direct ways of acquiring cash), Prince Lomaran was sold into slavery with the other survivors. His silver necklace, engraved with the royal seal of his family and his own name, was cast into the ship's treasure pile.

The pirates eventually met their own

horrible fate when a great red dragon known as Flame, a beast of incredible power, attacked their ship. After slaying all those on board with claws and teeth, or blasting them overboard with strokes of its wings, the dragon tore away the masts, dug its massive claws into the hull, and carried the entire pirates' ship and treasure back to its lair high in the mountains.

Fifteen years later, after many more successful raids (mostly against the nations and tribes north and west of the mountains), Flame's sleep was disturbed by a group of knights looking for refuge from a winter storm outside his lakeside haven. The knights proved to be of little challenge, but a few days later, as the dragon was preparing to eat the last of them, it found that the human had escaped, having only feigned death. Worse yet, the knight even had the gall to steal one of the dragon's treasures — an attractive silver necklace.

Flame was enraged, although the dragon was more upset over the loss of its prospective dinner than the loss of the necklace. The dragon left to hunt for the man when another blizzard came and forced an end to the search. When the storm ended, Flame could find no trace of the missing knight, and it subsequently dropped the matter.

"Besides," the dragon mused, "that miserable human isn't likely to have lived through the storm. But if he did, he might lead a few more tasty morsels to my cave as he did before. I hope he knows some elves; I haven't had a sweet little elf in a long time. . . ."

Meanwhile, the burned and battered knight, Sir Hujer, staggered down the freezing mountain and began his slow, determined trek home. Dazed, disoriented, and suffering from frostbite, he eventually entered a cave for shelter and collapsed. Fortunately, he had stumbled into the entrance to a large colony of *svirfneblin* (deep gnomes). Sir Hujer, realizing the importance of the necklace he held and his own approaching death, promised the gnomes a substantial amount of treasure would come their way if they'd agree to return his body and the necklace to Fort Silan, a nearby outpost. Unable to heal his injuries and always interested in more treasure, the gnomes agreed. Within a few days, they arrived at the fort with the knight's body.

The acting captain of the guards at



the fort, Sir Uiler, interrogated the new arrivals. When he was finally convinced of their honesty and intentions, he allowed them to leave with an ample reward. Sir Hujer was buried with highest honors and the necklace was sent on to the capital and the king.

### The Mission

The DM may gather the party at the king's castle in the capital, individually or as a group, but the general scenario should be as follows:

A royal messenger arrives with a scroll and hands it to a party member. It is a summons for the party members (all named and described within the text) to a royal audience with the king, effective immediately. The messenger waits for the characters and escorts them to the palace when they are ready. Several messengers may be dispatched if the characters normally live apart.

Once in the presence of the king, the party is addressed in a special closed session of the hall. Only the king, his bodyguards, and the party are present. The following passage (spoken by the king) should be read aloud to the party.

"Fifteen years ago, my only son, Lomaran, then only nine years old, set sail for the east to begin his final schooling in preparation for his eventual succession to the throne. His ship never reached its destination. After a search along our coasts, I presumed the ship and my son to be lost at sea. I was without an heir and without hope — until now.

"Ten days ago, the body of one of my knights was returned to Fort Silan by a group of strange, gray-skinned gnomes. He was a member of a seven-man squad patrolling high in the mountains along our western border. These men were some of the strongest and bravest in the realm — present company excepted, of course. The other six men have been missing in action for over a week from their patrol, which was to have taken a month to complete. The dead knight, Sir Hujer, had died of burns, exposure to cold, and many terrible wounds. Stranger still was what he bore on his person — a silver necklace bearing my royal seal." The king lifts a tarnished necklace from his lap

and holds its aloft. "This is the same necklace I gave to my son, just before he disappeared so many years ago. To say the least, it is extremely odd that it should be found so high in the mountains, when by all rights it should now be lying at the bottom of the sea.

"I'm not only interested as to my son's possible whereabouts, however. I'm also gravely concerned about this new threat from the west and the possibility of. . . well, of whatever foreign threat slew my knights and possessed my son's necklace. We know so little about these mountains, and absolutely nothing about I what lies beyond them. This is why I have commanded your presence. I would like you to find out who or what is behind this attack, what happened to the rest of the patrol, and, if possible, what all of this has to do with my long-lost son."

If the party decides to help, the king provides them with this additional information:

"Since the gnomes wouldn't reveal the location of their lair, or even where they, found Sir Hujer, you must begin where the original patrol began and follow its path until you discover what happened. The gnomes said that Sir Hujer's last words were a warning about fire or flames. He was not very coherent at the end, may he rest with the gods."

The king then gives the party directions to Fort Silan and descriptions of the six remaining lost knights, as well as a detailed description of the prince, as he looked 15 years ago. He also provides horses and equipment as necessary and within reason. The king sends an escort of men with the party, but only until they reach the fort. He cannot send any men or magic items into the mountains with the party, because he must gather all of his remaining forces and fortify the outpost forts, "in the event that Sir Hujer's death is a prelude to an invasion from the west." The next morning, he sends the characters on their way, each bearing a signed document noting that the bearer is on a mission for the king and should not be delayed. The documents do **not** authorize the bearer to receive free goods or

to deputize assistants.

If the characters bother to detect for magic on the necklace, they find none. A *legend lore* or other divinatory spell only tells the story revealed earlier. Under no circumstances can the party learn anything about the dragon Flame or its lair, as Flame is protected from all scrying spells and devices. by a magical item (see area I-4). Too many people have handled the prince's amulet for too short a time to make any further impressions clear.

The capital lies 170 miles from Fort Silan, over low grasslands and rolling hills (normal terrain, *DMG*, page 58). The travel time from the capital city to the fort should be calculated from information given in the *DMG*, supplemented by whatever maps the DM wishes to create for the local terrain. Military highways exist and are in good condition.

### The Adventure

The party should be allowed to ride horses and use other pack animals throughout this adventure. Without them, it would take much longer than the party would tolerate to carry provisions, treasure, etc.

Should the party possess the means to fly (by *flying carpet*, trained griffons, etc.), the DM should hint that the party should remain close to the ground, or else run the risk of missing vital clues and evidence. The path taken by the patrol is not very manageable by normal standards, but it is relatively easy to follow.

The party's map of this area is not accurate enough to permit safe *teleportation*, and scrying should be almost impossible. In any case, Flame is protected from scrying magics by an *amulet of proof against detection and location*. No rumors of dragons are circulating in the kingdom at present.

Random encounters occur on a roll of 1 on a d6, checking twice each day (at morning and evening) and once each night (right after dusk); or at the discretion of the DM. No random encounters occur while the party travels from the capital to Fort Silan (area A), and none are found within a five-mile radius of Flame's Mountain (area I), but the DM should roll the die anyway to keep the party guessing.

Roll the indicated die if an encounter is indicated as shown above. Then consult the following to see what was

encountered. Each group may only be met once; ignore further rolls of the same encounter. These encounters are not detailed and should be fleshed out by the DM before the start of play. Humans and other humanlike beings wear heavy clothing and furs to protect themselves from the cold winter weather.

### Foothills and Plains, Day (d4)

**1. Frontier patrol.** These men are from Fort Wheelan and are routinely patrolling the plains and hills along the frontier. They stop the party and inquire as to the purpose of their journey. If satisfied, they wish the party luck and proceed onward. If not, they take them to the nearest fort (area A or N) for further questioning:

These men are all mounted on medium warhorses. The lower-level fighters wear chain and shield (AC 4), and the other fighters wear plate mail and shield (base AC 2). They are all armed with long swords and crossbows, are of neutral-good alignment, and are completely loyal to the king.

A frontier patrol consists of forty 1st-level fighters, twenty 2nd-level fighters, eight 3rd-level fighters (guards), seven 4th-level fighters three 5th-level fighters, two 7th-level cavaliers (lieutenants), and a 9th-level cavalier (the leader). Distribute magic items as desired to, warriors above 1st level.

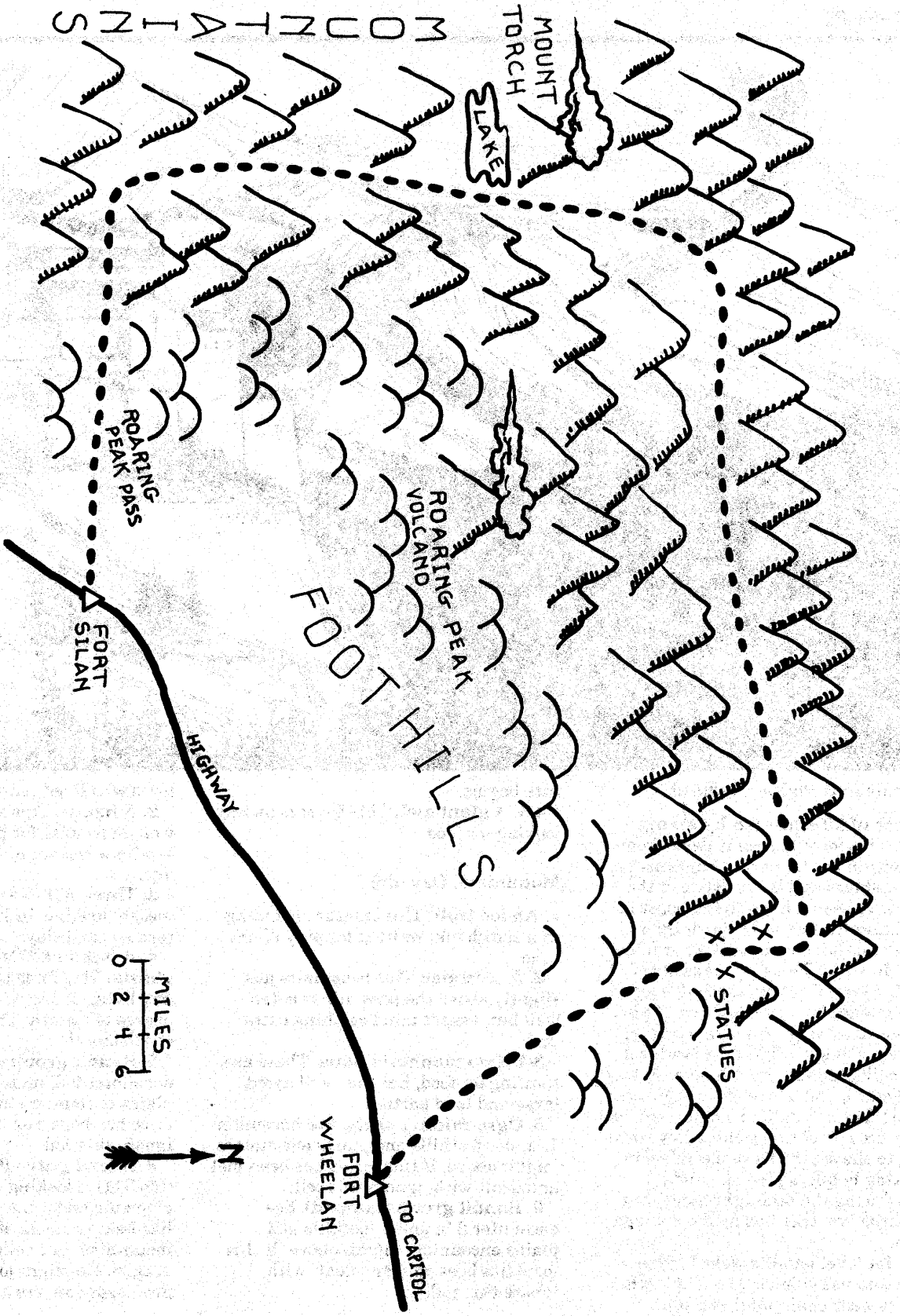
**2. Pioneers (moving south).** The pioneer group consists of 30 men, 30 women, nine male children, and seven female children. These people are on their way to try and settle in the foothills to the south before severe winter weather hits. Six men and four women are fighters of various levels (1st-3th), armed with various weapons and mounted on light horses. The other people are zero level. They fight to the death to protect their loved ones. The children and supplies can be found in covered wagons behind the mounted leaders. The zero-level men and women are all armed with various bows and slings (useable from within the wagons).

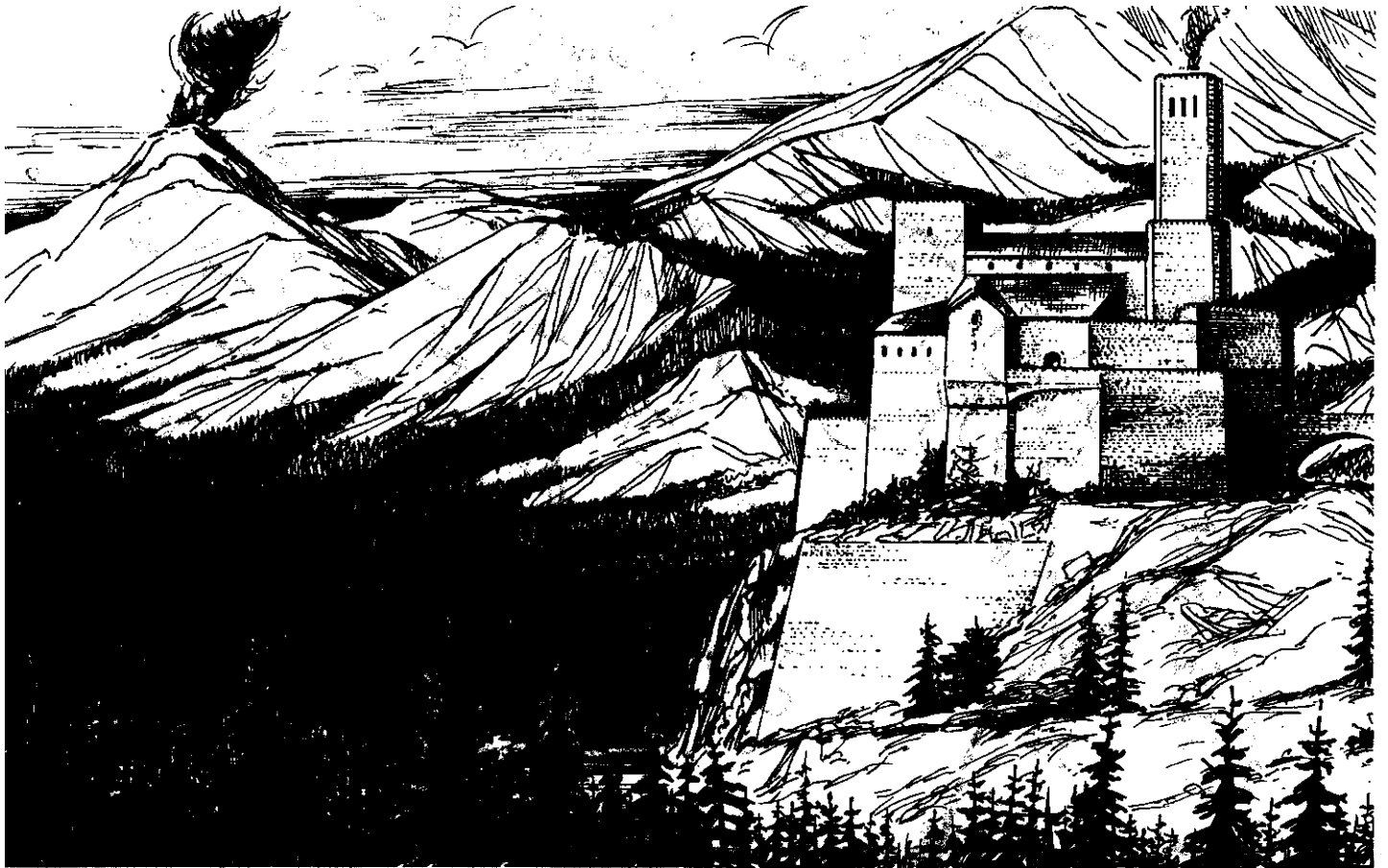
**3. Six giant eagles.** These beings do not bother the party unless fired upon.

**4. Group of 12 trolls.** These trolls attack any group of beings they encounter in a direct charge. Only fire in large quantities can keep them away. The trolls have wandered up from a swamp to the south in search of more human prey.

# THE WESTERN MOUNTAINS

Players' Map





**Foothills and Plains, Night (d6)**

**1. Force of 20 ogres lead by an ogre mage.** This force has come down from deep within the western mountains to raid for slaves and booty. Some of the ogres have seen a huge flying beast in the mountains (actually the dragon Flame), but have no idea of what it was.

**2-3. Bandits.** This force consists of sixty 1st-level fighters, six 2nd-level fighters (guards), three 3rd-level fighters, two 4th-level fighters, a 5th-level fighter, a 6th-level fighter, a 7th-level fighter (lieutenant), an 8th-level fighter (lieutenant), and a 9th-level magic-user (leader). These bandits have just arrived in this area after being chased by royal forces to the south. They specialize in attacking helpless pioneers and pilgrims during the midnight hours, but the winter weather has made pickings scarce.

The 1st-level bandits wear leather armor and use shields (AC 7). All other fighters wear chain mail and use shields (AC 4). All the bandits are armed with a variety of weapons. The DM should determine magic items and treasure for all NPCs before the adven-

ture begins.

**4-6. A giant owl.** This beast is merely looking for food.

**Mountains, Day (d6)**

**1. An ice troll.** This creature is hiding in a snowbank, waiting for prey of any kind.

**2. A storoper.** This beast lairs just slightly above the pass. It has eaten well but doesn't mind catching extra prey.

**3-4. Two mountain lions.** These are hunting for food, but they will avoid large and loud parties

**5. Ogre raiding party.** See encounter 1, under foothills and plains encounters (night) above. If this force has been met and dealt with, ignore this roll.

**6. Bandit group (camped).** See encounter 2-3, under foothills and plains encounters (night) above. If this force has been met and dealt with, ignore this roll.

**Mountains, Night (d6)**

**1. Two wraiths.** These are the doomed spirits of two human bandit

lords who lived centuries ago.

**2. A haunt.** This spirit is that of a woman looking for her missing husband—who was slain by Flame sixty years ago.

**3. Three will-o-wisps.** These are merely looking for human prey to torment and slay.

**4. A band of 21 ghouls and 4 ghaunts.** This force of undead attacks any living group with a certain, crude degree of stealth. These monsters never check morale.

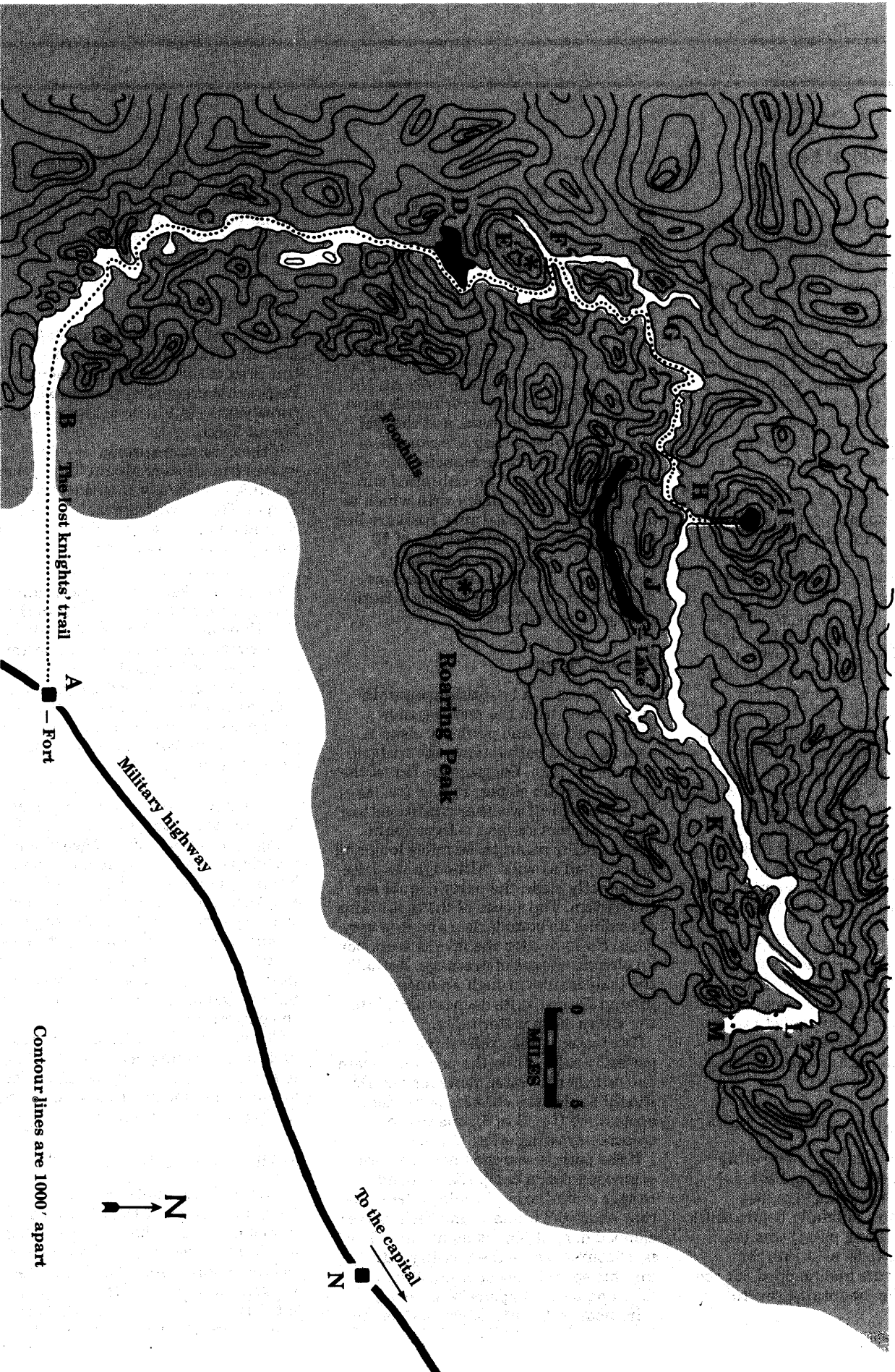
**5. Bandit group (raiding).** See encounter 2-3, under foothills and plains encounters (night) above. If this force has been met and dealt with, ignore this roll.

**6. A lone gray elf.** This ranger/druid (R9/D11) is looking for shelter from the elements and some companionship. He has heard rumors of a dragon in the mountains, but believes it to be a white dragon. He might join the party if elves, druids, or rangers are present.

The following encounter key applies to the DM's map on the opposite page.

# THE WESTERN MOUNTAINS

Dungeon Master's Map



## Encounter Key

### A. Fort Silan

The forts along the western frontier are usually only lightly manned, but are now in a state of constant alert. Normally only a few patrols enter the foothills, and rarely is a force sent high into the mountains. Now patrols scan the foothills much more frequently, but none have been sent beyond until more supplies arrive. Mountain patrolling has always been the most hazardous of duties, as these mountains are volcanic in nature, and the knights must face natural disasters as well as monsters and bandits.

Fort Silan (manned by 240 soldiers and numerous support personnel) was the starting point for Sir Hujer's ill-fated party, and it was where the gnomes later returned his body. The party has full access to the fort's records, and the DM should give them the player's map (shown on page 45) at this time. The people at the fort know nothing more than what has been told to the party already, although they always vouch for the bravery and honesty of those lost, often toasting and singing songs of high praise in their honor. Rumors of the men's fate are discouraged, but it is generally believed that a wizard is behind their loss.

Under no circumstances should the party be allowed to dig up Sir Hujer's body. He has been buried with great ceremony and dignity, and no one, by king's order, is to disturb his final rest in any way.

The gnomes have long since left for their homes, and their tracks lead to Roaring Peak Pass (area B) and no further. No knights will accompany the party any further, as they must remain at Fort Silan as reinforcements. The knights recommend starting the journey at Roaring Peak Pass.

### B. Roaring Peak Pass

This pass; easily located by traveling southwest from the Roaring Peak volcano, was discovered long ago, but exploration wasn't officially begun until recently. The missing patrol was the first major force to be sent into this area, though scouts had mapped out the path through the mountains several years before.

### C. Avalanche

This is the home of four newly arrived galeb duhr, two on each side of the pass. When the majority of the party comes within their spell-casting range, they first turn the rock below the party into mud, and then start an avalanche when the party has just begun to sink in (four galeb duhr: AC -2; MV 6"; HD 10; hp 45 each; #AT 2, Dmg 4-24/4-24; SA spells, animate boulders; SD, immune to lightning and normal fire; MR 20%; AL N).

The characters and their horses move at half-speed in the mud, and the DM must determine if they are capable of escaping before the avalanche hits. The rock creatures have an unlimited supply of rocks and boulders with which to attack. The rock creatures' treasure lies high in the rocks, and consists of 10 (base 2,500 gp) gems, a jar of *oil of sharpness* +2 with four applications, and a *short sword of quickness* +2, all from previous victims.

### D. Lake Deriu

Lake Deriu is a beautiful mountain lake formed from the melting snow, blue as the sky and perfectly clear. A wide, natural path follows the eastern edge of the lake, hugging the foot of the steep mountain slopes. Part of the lake is frozen over; if weather conditions are severe, the entire lake is frozen solid.

The lake is about three miles long and around half as wide. Although the lake is perfectly clear, the party cannot see the bottom. The slopes of the mountains determine its boundaries, and it is very deep. No source for the lake is seen, nor an obvious means of drainage. Actually, the lake drains through an underground fissure at its deepest part, into the area's main water table.

The water is cool, refreshing, and perfectly safe. While the party is within one mile of the water, however, the DM should double the chances of random encounters (i.e., 2 in 6), due to the creature-drawing effect of the water.

If the path is searched near its westernmost point, a camp site is found. A ranger or barbarian is able to determine that about 6-8 humans and their horses camped here at least a month ago. This is, of course where the missing patrol knights spent a few days enjoying the lake and its accompanying scenery.

Immediately north of the lake is the immense shape of Mount Torch (area E),

its peak capped in smoky orange fire. Although not as large as the Roaring Peak volcano, it still appears quite dangerous. The air is occasionally filled with light ash, and low rumbling noises are constantly heard.

### E. Mount Torch

Mount Torch and Roaring Peak (see area B) are the only active volcanos in this area of the mountains. Roaring Peak erupts regularly (every two or three years), but little is known about Mount Torch.

If the characters are on any path within two miles of Mount Torch, there is a 10% chance/day that the mountain erupts. This always occurs at night. Should an eruption be indicated, read the following to the party:

You are awakened by a great rumbling, coming from deep within the earth below you. Your first suspicions are confirmed as you gaze in horror upon Mount Flame. Red fires rise into the night sky, and the mountain slopes appear ready to split asunder. Glimpses of molten lava can be seen oozing down from the snowy slopes toward you. . . .

The party cannot outrun the lava by following the paths (unless they are camping at area F after defeating the fire giants there), but must climb to higher ground. The party actually has 8 + 1d12 turns before the lava reaches the very bottom of the mountain, and should have enough time to get to a safe location. This is not an explosive eruption, nor a particularly dangerous one, but the DM should certainly try to scare the players.

The eruption lasts for only an hour, and the hardening lava is cool enough to travel on by the next evening. The volcano does not erupt more than once during this adventure.

### F. The Crossroads

A group of fire giants from the north have made camp at the junction of four mountain paths. They're new to this area and are looking for a suitable place to build a fort, despite the cold. The volcanic activity has attracted their interest. All are males and the largest wields a *giant sword* + 1 that is 10' long and does 8d4 + 1 hp damage (six

fire giants: AC 3; MV 12"; HD 11 + 2-5 hp; hp 85,70,70,65,64,64; #AT 1; Dmg 5-30; SA hurling rocks; SD impervious to fire; AL LE). The giants have brought their pets as well (eight hell hounds: AC 4; MV 12"; HD 6; hp 40 (x3), 35 (x2), 30 (x3); #AT 1; Dmg 1-10; SA breathe fire; SD detect invisible or hidden objects (50%), surprise on 1-4 on d6 and only surprised on 1 in 6; AL LE).

The circumstances surrounding this encounter depend on what time of day or night the characters arrive at the crossroads. Should the party arrive just in time to camp for the evening, the giants are cooking a young roc over a very large bonfire, throwing the scraps and bones to the hounds. The hounds and the giants are not on the lookout. This gives the party an increased chance of surprising them (i.e., +1 to the die).

If the party arrives during the daylight hours, the giants are either leaving or returning from scouting (40% chance for each) or resting in the camp (20% chance). If not resting, they are armed and ready for immediate battle. If resting, the hounds are on guard, but the giants require a round to get their swords before entering melee. There is a 40% chance per giant that instead of grabbing his sword, he'll throw rocks. There are 14 large rocks near the camp, all suitable for throwing.

The giants possess the following treasure:

Giant #1 — a belt pouch containing 300 pp and a ruby (3,000 gp base), two golden armbands worth 800 gp each, and a *giant sword* +1;

Giant #2 — a belt pouch containing 200 pp and a ruby (2,000 gp base), two golden armbands worth 600 gp each, and a *scarab of protection* +1 (six levels remaining) as a brooch on a silver necklace (worth 100 gp) around his neck;

Giant #3 — a belt pouch containing 200 pp and a diamond (2,500 gp base), and two golden armbands worth 500 gp each;

Giant #4 — a belt pouch containing 100 pp and an emerald (1,500 gp base), two silver armbands worth 200 gp each, and a scroll of *protection from water elementals* in a hollowed-out bone hanging from his waist;

Giant #5 — a belt pouch containing 100 pp and a diamond (base 1,000 gp), and a pair of silver armbands worth 200 gp each; and,

Giant #6 — a belt pouch containing

100 pp, and two iron armbands worth 50 gp each.

The square camp contains large bonfires in each of its four corners and one giant bonfire in the very center. Six rough beds lie within the confines of the fires. Some backpacks contain the cured flesh of various creatures, kegs of very strong ale, and regular clothing. If the party tries to determine whether the giants are responsible for the disappearance of the patrol, it is noted that the giants have obviously been here for only a very short while — two weeks at the most. They would never have encountered the knights at all.

### G. The Wolfwere

The pass here is watched by a wolfwere and his pack of eight winter wolves. The most likely scenario is as follows:

From far ahead of you, the usually still mountain air gives way to the sounds of music. As you carefully round the next bend, a young man dressed in brightly colored furs dances down the trail towards you. Strumming a small lutelike instrument, he's oblivious to your presence.

The wolfwere, Liscales, is a wandering soul, constantly in search of innocent victims. He has control over a pack of winter wolves and always has them follow within whistling range (it requires only one round for them to arrive). If the party obviously appears good in alignment (e.g., displays numerous good holy symbols prominently) or very powerful, he does not stay but dances right on past. He then follows the party and returns during the night, singing while the wolves attack.

If the party appears vulnerable to deception, he masquerades as a wandering bard and tries to join the party. He tries to steal as many magical items and wreak as much havoc as possible. If allowed a watch duty during the night, he'll sing the characters to sleep and slip in his slow song to boot. He then tries to kill the sleeping adventurers and, if discovered, lets the winter wolves do the rest.

If the battle ever begins going badly for Liscales, or he is discovered, he'll slow the party and change into wolf form, hopefully outrunning any pursuers, never to return (wolfwere: AC 3; MV 15"; HD 5 + 1; hp 40; #AT 1 or 2;

Dmg 2-12 and by weapon type; SA singing brings on lethargy; SD cold-iron or +1 (or better) weapon required to hit; MR 10%; AL CE). His follower will take after him if he leaves (eight winter wolves: AC 5; MV 18"; HD 6; hp 40 each; #AT 1; Dmg 2-8; SA frosty breath; AL NE).

Liscales possesses a *long sword* +2, which hangs from his belt, and a *potion of fire resistance*. He carries 100 pp and a base 4,900 gp gem in a small pouch. He is actually a very fine musician and his lute is made of the finest woods, inlaid with silver (up to 500 gp value to a collector or bard).

If captured, Liscales can only be made to talk if threatened with death. He recalls seeing the lost patrol, but did not follow them out of a sense of respect for the military — or so he says. In actuality, he saw a large flying shape in the distance to the east, in the direction in which the patrol was heading. He prudently let the patrol leave. This information can only be gained by ESP.

### H. The Rocky Pass

The party comes to an intersection with another small, rocky, snow-covered pass through the cliffs, winding steeply up the face of a mountain to the north — Flame's Mountain. The main mountain path continues to the east, bypassing the mountain. The narrower path leads directly to area I. If the characters search here for one turn, they find a dead horse (with a broken leg) in the snow. The horse's packs contain food, tools, and a carefully drawn map showing the patrol's route. The writing is smeared and blurred by the melting snow, but it is definitely similar to the map the party received at Fort Silan. The horse was killed when the storm hit the knights, several weeks ago. The knights, having lost their map, subsequently took a wrong turn and found themselves at the Lake Haven (area I).

### I. The Lake Haven

This area is depicted on the map on page 51; numbered area references are shown on the map itself.

Flame's home is in a crater at the top of a long-dormant volcano (called Flame's Mountain by the dragon, of course). The crater contains a lake filled with magma-heated water rising from old lava vents (see area 6). This hot



springs keeps the air within the crater a humid but comfortable 75° F, while the snow-bound slopes surrounding the mountain peak usually remain well below the freezing point. There is no chance whatsoever that Flame's Mountain will erupt.

One hundred forty years ago, before Flame's arrival here, a young wizard named Uthion built a tower in the center of this crater, using the lake as a moat. He lived happily and bothered no one except those evil enough to warrant his attention. Most of his experiments dealt with creating larger versions of otherwise normal creatures (see area 3).

Twenty years later, while Flame was out searching for food, the dragon found the secret lake and decided to lair there. Flame watched, waited, and — after learning enough about Uthion — attacked. Flame landed in the lake beside the tower and used the considerable might dragons possess to push the structure over into the eastern crater wall. Unfortunately for Uthion, Flame's plan succeeded and the wizard was killed by falling debris, believing to the end that the volcano had erupted. Flame decided that it was now time to make this crater into a new home.

Shortly, Flame found an old lava vent on the western slope of the mountain and followed it down into a large set of ancient magma chambers. With some effort, Flame turned this into a new lair. Later, a few unfortunate gnomes were used to expand another vent on the inner side of the crater into a human-sized tunnel, and to build the portcullis/pit trap found there (see area 4a). The giant creatures in the water serve as an abundant source of food, and Flame is quite satisfied with this new home, preferring to remain here until "Tiamat calls."

Flame originally came from far to the west of these mountains, and often returns there when in the mood for pillaging. Until recently, there wasn't enough food (*i.e.*, people) to the east to be worth raiding. Now now that men have arrived on the frontier, Flame plans to become a major threat to the entire eastern kingdom.

If any characters fly in the vicinity of area 4a, there is a 65% chance per turn that Flame sees them and learns of the party's presence. Note, too, that Flame has a *rod of alertness* to tell of any thieves in the vicinity (see area 4) and possesses an *amulet of proof against*

*detection and location* which prevents all scrying, etc.

**1. Between the Cliffs.** Read the following passage:

Passing between the cliffs, the stinging cold gives way to pleasant, humid warmth. Before you lies a large lake, mist rising from its unbroken surface. Around the edges to the west of you, a black beach of volcanic sand leads to a path rising high into the cliffs. Something catches your eye to the north and you strain to see through the fog. As the mists part along the water, a disturbing sight is revealed. A solitary tower is lying, off its base, against the east wall of the crater — its once smooth stone walls cracked and crumbling in a lake that must have once served as its moat. The remains of a drawbridge lead from the beach to the ruins.

If one of the characters should ascend to get a better view of the crater, he should be told of the hot springs to the northeast (area 6) and the cave in the cliffs to the northwest (area 4). There is a 20% chance of spotting movement in the lake (area 3), and there is also a 65% chance that Flame spots someone and begins setting the trap (area 4).

If anyone bothers to check for tracks, he finds enough to indicate that about 6-8 humans (or humanoids) and as many horses were here some weeks ago. These are the tracks of the missing patrol knights. The tracks abruptly scatter in all directions near area 2 and show signs of flight and struggle, but the prints are unclear and have been damaged by an unknown agency. Blood stains cover the area, but no bones or other remains are left. (Flame was very thorough in cleaning up after the knights.)

**2. Fallen Drawbridge.** The drawbridge is relatively sturdy, though it is partially covered with slime and a bit slippery. One character may travel to the tower every three rounds, but must roll his dexterity or less on a d20 to avoid falling into the water (5' below). If more than one character tries to cross at the same time, the DM should warn them that the bridge appears to be giving way and begins to wobble. If the other characters don't withdraw, the draw-

bridge collapses into the lake on the following round.

Any character who falls into the waters draws the attention of the crocodiles, which attack immediately (see area 3). Otherwise, there is only a 5% chance per character crossing that the crocodiles notice them.

Characters may, if able, fly across without worrying about the crocodiles, but Flame may see them instead (see area 4). Remember to inform the character doing so about the other visible features of the crater.

Characters who use the drawbridge arrive on the outer surface of tower level 3 (adjacent to area 5j).

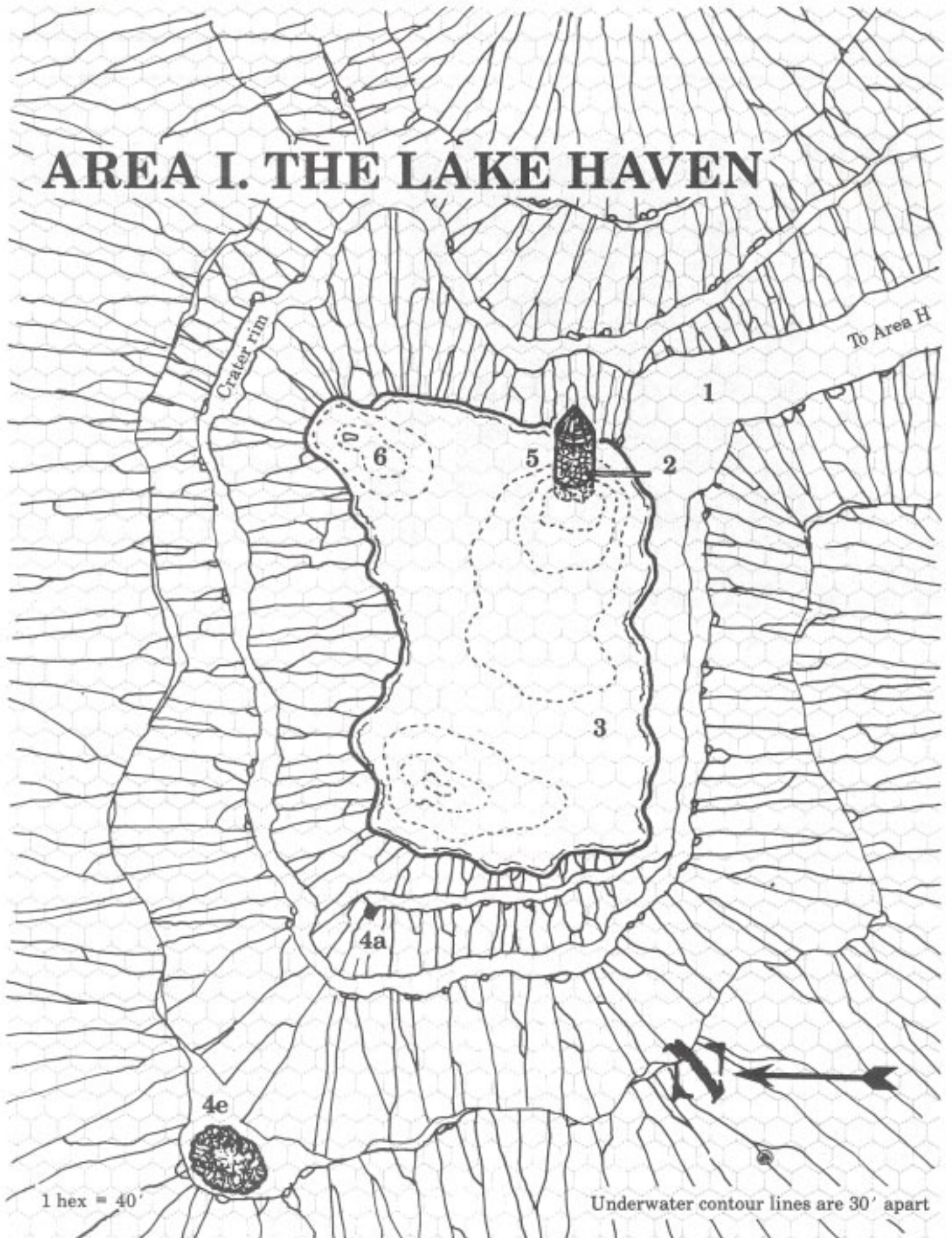
**3. Crater Lake.** This is a beautiful heated lake formed when hot water forced its way up through the old lava vents and filled the crater. Uthion found this lake many years ago and chose to settle in this spot for its seclusion and built-in protections. He filled the lake with crocodiles and fish to provide protection for himself, and he performed a number of experiments on them. Characters who take the time to investigate its depths find many enlarged, reduced, and mutated fish, all harmless. However, there are, also a large number of regular and giant crocodiles which are not harmless in the least. These include 20 normal crocodiles (AC 5; MV 6"/12"; HD 3; hp 15 each; #AT 2; Dmg 2-8/1-12; AL N) and six giant crocodiles (AC 4; MV 6"/12"; HD 7; hp 35 each; #AT 2; Dmg 3-18/2-20; AL N).

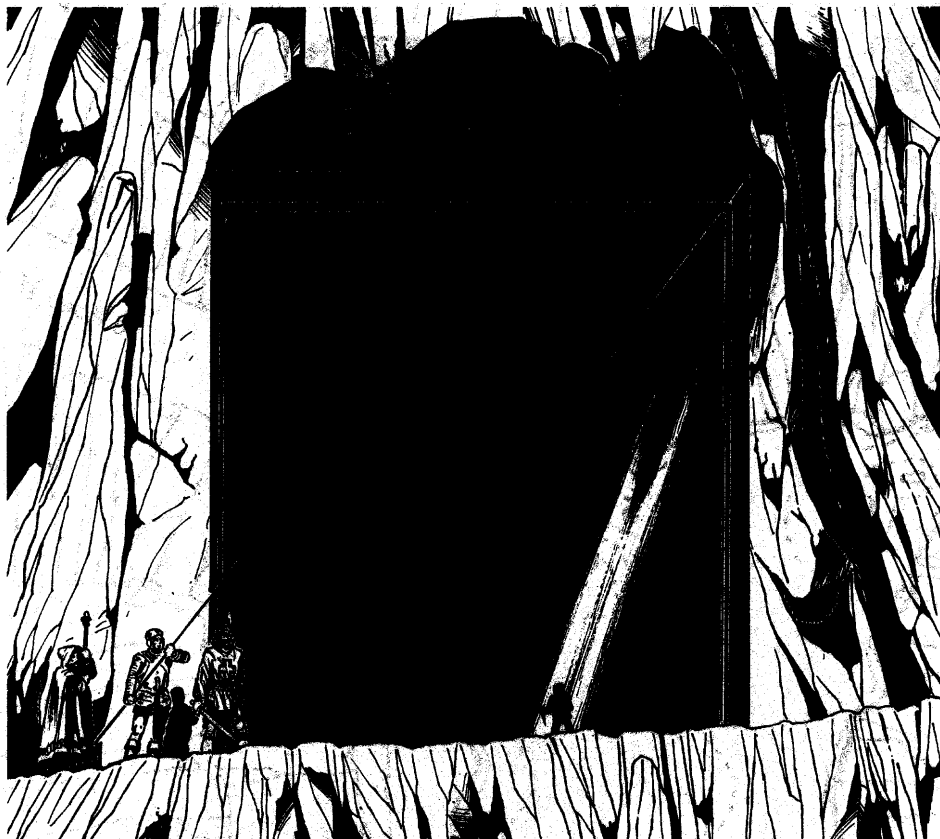
If anybody enters the water, he is attacked by 2-5 assorted crocodiles per round, with a 20% chance that one is of the giant variety. Note the problems with underwater combat and spell use (see *DMG*, pages 55-7, and *Unearthed Arcana*, pages 81-2).

The depth of the lake varies from 30' near the tower to 90' at its greatest depth. The depth near the drawbridge is a smooth gradation from 5-30', from the southern shore to the tower. At the bottom of the lake, just to the west of the tower's base, two large oval depressions can be seen (if one is underwater). These were made a 120 years ago by Flame's rear feet when Flame pushed Uthion's tower into the eastern wall.

Also, at the deepest part of the lake (near the northwest corner), there is a small pile of treasure that has fallen from Flame's cave above (see area 4). The treasure includes a *ring of warmth*,

# AREA I. THE LAKE HAVEN





a small ivory statue of a unicorn(100 gp), six gems (100 gp, 134 gp, 200 gp, 500 gp, 500 gp, and 2,000 gp), 67 pp, 156 gp, 403 sp, and 4,476 cp.

**4. Flame's Lair.** This area' is the actual lair of Flame, a huge, ancient spell-using red dragon. Flame is very intelligent and has had-much experience with magic. An encounter with this monster won't be the usual hack-and-slash battle (AC -1; MV 9 "/24"; HD 11; hp 88; #AT 3; Dmg 1-8/1-8/3-30; SA *fear* aura, breath weapon, magic use; SD magic use, saving throw bonuses, *detect invisible* and *hidden opponents* within 80'; AL CE; spells (at 11th level of magic-user ability) – *magic missile* (x2), *ESP*, *haste*, *invisibility*, *hallucinatory terrain*, *polymorph other*, *slow*).

Flame possesses the following magical items:

A *necklace of frost resistance* (as per a *cube of frost resistance*) worn as a ring on a left foreclaw;

A *broach of shielding* (54 charges) worn as a ring on a right foreclaw;

An *amulet of proof against detection and location* around its neck on a platinum chain (value 2,500 gp);

A *rod of alertness* (21 charges), planted securely under a ledge inside the cave; and,

An *ioun stone* (iridescent: sustains, without air), made *invisible* and whirling around its head.

Flame has learned how to use all of these items through many years of magical research. Many of these spells and items formerly- belonged to Uthion (see area 5).

Flame's lair is further detailed below. Refer to the maps on pages 53 and 54.

**4a. Western Lair Entrance.** Assuming that the scenario below is in effect, read the following description to the players when the characters reach the top of the path and look into the cave.

The cave you saw from below is obviously nothing of the sort. The smooth walls and squared corners indicate the work of skilled craftsmen. A shiny, black stone corridor leads deep into the mountain. It extends, perfectly straight, as far as the eye can see.

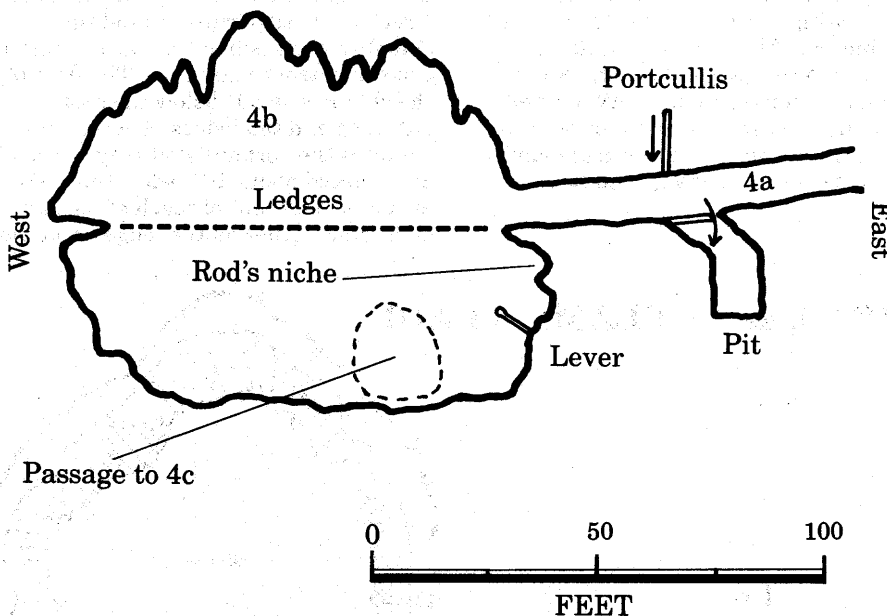
This entrance was shaped by captured deep gnomes many years ago. A dwarf has a normal chance of detecting that the corridor slopes downward slightly, and a dwarf or gnome can immediately tell the shaft is similar to gnomish work. The corridor contains one combination portcullis/pit trap which is activated by a lever found in the main cave (area 4b). The pit is 20' deep, but tilted to the east so characters only take 1-6 hp falling damage. The portcullis has a built-in jamming mechanism that activates when it has fully fallen. This means that a *lift gates* percentage against this portcullis is at -15% to the roll. A thief may use his *climb walls* skill with his *find/remove traps* skills to remove the locking mechanism. The player characters attempting to pass by the portcullis should declare whether they are attempting to bend bars (at normal chances for success) or lift the gate, since there is a definite difference. Every action made now is likely to be very important. . . .

It is unlikely that the party learns of Flame's presence before Flame learns of theirs, due to the numerous advantages (magical and otherwise) that he has over them. Flame is 20% likely to be asleep when the party arrives, but awakens at the sound of any noise in area 4a (or any extremely loud shouts, explosions, horns blowing, etc.). If not asleep, Flame is 65% likely to be looking out from area 4b, wishing for a snack, and 15% likely to be elsewhere in the lair or in the immediate vicinity of the lake. The DM may, of course, determine Flame's location beforehand without die-rolling. If Flame can act before the characters enter the cave, the following scenario is suggested:

1. Flame first casts the *hallucinatory terrain* spell in order to make it appear as though the corridor (area 4a) continues on past its normal bounds. This should allow any light source used by the party to reveal nothing but corridor, corridor, and more corridor. Flame might also cast *ESP* at this point.

2. When a few party members have passed by the portcullis trap, Flame pulls the trap activation lever (area 4b). The portcullis then falls, and the front characters must declare whether they are jumping ahead or behind the portcullis. They must also roll their dexterity or less on a d20 or be spiked by the sharpened gate for 2-16 hp damage, becoming pinned beneath the portcullis.

**AREA I, 4a-4b. FLAME'S LAIR**  
(side view)



A pinned character may free himself with a normal *lift gates* roll since the locking mechanism can only activate if the gate reaches all the way to the ground.

At the same time that the portcullis falls, a pit opens up underneath those members in the middle and rear (DM's discretion) of the party. Characters over the pit area fall down the shaft and take 1-6 damage. Characters near the rear of the party might be allowed to jump backwards (requiring a roll of dexterity or less on a d20) when they hear the portcullis falling, thereby avoiding the pit trap by sheer instinct.

3. The next round, while the party members are recovering and pondering their respective predicaments, Flame sends a blast of fire (breath weapon) down the corridor (dispelling the *hallucinatory terrain* spell). All party members are affected, since the corridor and pit were specifically designed for such a maneuver. (DM's option: Those in the pit take only half damage from the blast, saving for one-quarter damage).

4. What happens next depends on the situation after the first two rounds, and the relative strengths and motivations of the party members. Should the characters in front of the portcullis (most likely the fighter-types) battle the dragon immediately and risk death, or should they aid their fellow party members and risk another breath weapon attack in the following round? What can the characters in the pit do but escape? What can the party members in the rear do?

Assuming that there is at least one cavalier in the party, the fighters might attack Flame. This is initially very good for the party, because Flame retreats to the rear of the main cave (area 4b), grabbing the *rod of alertness* with a foreclaw and holding it there during the battle. This means that the characters in the pit and beyond are unaffected by any further melee for now.

But the fighters, on the other hand, must defeat Flame alone, and this is very difficult. Their first problem is how to get within attack range. The only ways of reaching the rear of the cave are:

- a. to jump or fall 30' down to the chamber floor and run to the dragon (note falling damage and at least one round of movement);
- b. to run along one of the two ledges along the north and south walls (at

least one round of movement); or, c. to use a fly spell or other magical means.

Meanwhile, Flame acts. If the characters in front remain together and still appear to pose a major threat (e.g., Flame sees three armored knights with glowing weapons), Flame uses a breath weapon again. If the characters have split up or appear weakened, Flame casts *haste* on itself and attacks physically. Also note the possible uses of Flame's other offensive spells: *slow*, *magic missile*, and *polymorph other*.

If Flame defeats the first group, and the rest of the party attacks and appears powerful (e.g., lots of magic is used, incredible strength is displayed in raising the gate, etc.), the dragon will retreat to the sleeping cave (area 4c), block up the entrance with a large rock and the weight of the dragon's own body, and recuperate there. No amount of physical force exerted from the other side could possibly clear this entrance. Flame remains on guard, however, against any magic-users who breach this barrier (remember *ESP*).

Flame is very intelligent and extremely cunning. The breath weapon

is Flame's most powerful attack, and Flame's life is the dragon's most prized possession. If Flame's life is severely threatened, another escape attempt is made by flying over, past, or through the characters and into the sleeping cave (area 4c). The dragon then blocks the entrance, casts *invisibility* on its body, and escapes out the "back door" (area 4e). Flame has no problem forcing a way through the characters unless they are capable of holding back many tons of flying monster flesh. However, each character is allowed one free attack at +2 "to hit" (if within melee range) or one spell attack of less than three segments casting time as the dragon flees.

Should the fighters remain to aid their party members, and the party is obviously very powerful, Flame uses a breath weapon again. Flame's intention is to split the party up and deal with each group individually.

If the characters happen to give up, they are instructed to drop all their belongings over the edge, including all clothing. The dragon then casts *haste* on itself and eats them anyway. Flame won't breath on them again unless

necessary ("It spoils the taste"). If these characters are somehow able to defeat Flame bare-handed after their items are removed, they will have accomplished quite a feat.

If the characters win, the treasure is theirs—with a few hitches, of course. It is possible that Flame's body blocks the entrance to the rest of the lair, requiring many hours to remove. Even after removing the body, the amount of treasure is tremendous and requires many weeks to catalog, identify, and haul away.

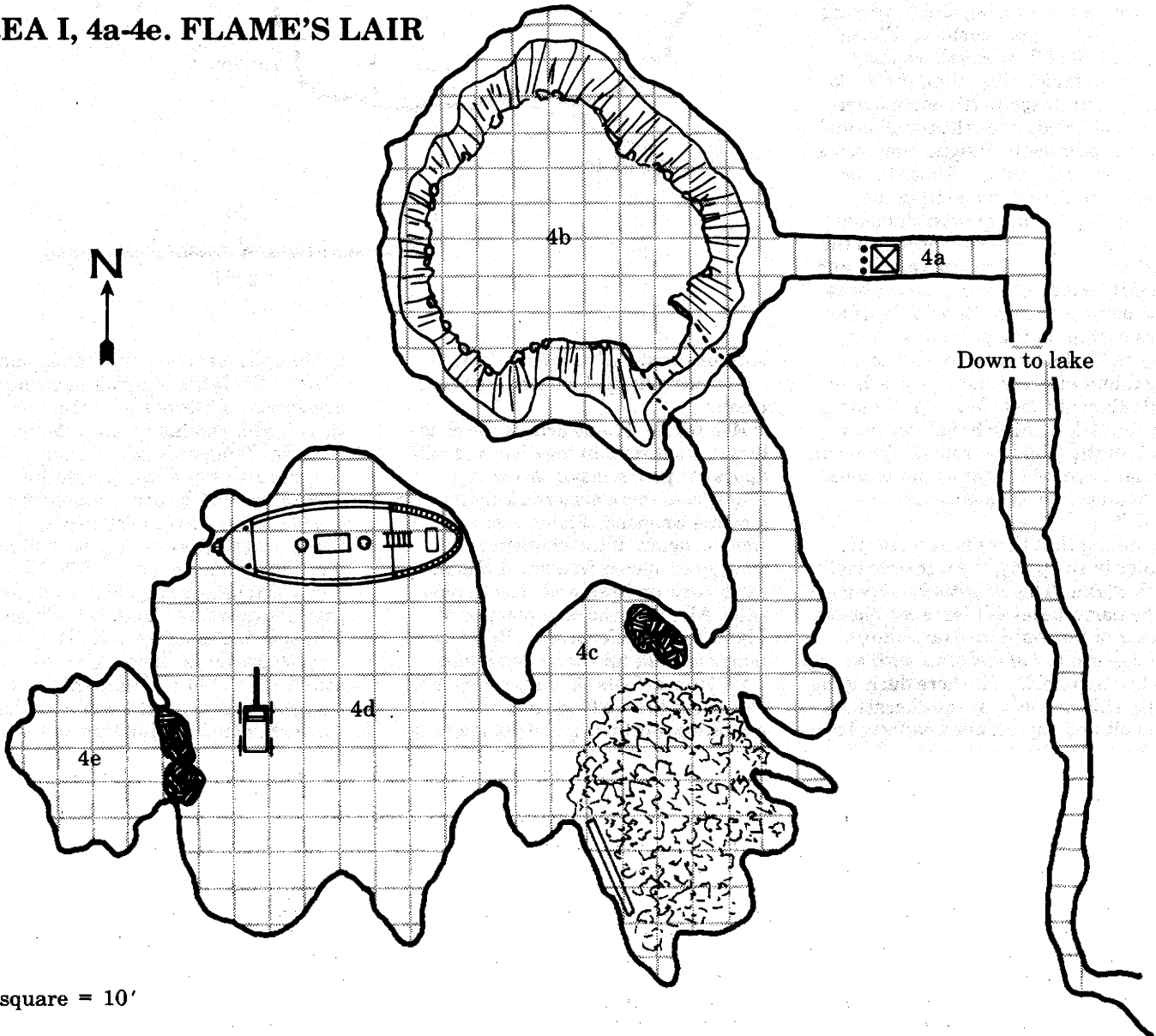
**4b. Main Chamber:** This rather large chamber was formed when the volcano cooled. The charcoal-black walls are rough in places and glasslike in others. A relatively large hole lies to the south and leads to Flame's sleeping chamber (area 4c). A ledge runs around the chamber at the same level as the small eastern entrance (area 4a). The floor of the chamber is 30' below the east entrance and the ledges. A lever that operates the portcullis/pit trap in area 4a is placed about 10' below the easternmost ledge, out of reach of normal characters either on the ledge or on the

floor of this chamber. Indeed, characters are unable to see the lever at all until they advance further into the room.

**4c. Sleeping Chamber** Read the following:

You enter the chamber to see what was obviously the sleeping chamber for the great dragon. Tons of assorted clothes, furs, and cloth lie heaped on the ground, fully 20' thick at its deepest point. You can't help but think about all the beings that have been slain just to make this beast's

**AREA I, 4a-4e. FLAME'S LAIR**



bed. A large headboard, that appears to be made from the outer wall of a house, has the word "Flame" crudely burned into it. An incredibly large rock lies next to the north entrance, and the glint of gold comes from the opening to the west.

This is Flame's main sleeping chamber. Most of the clothes and furs are permanently soiled and useless, but some are still valuable (to a total of 2,000 gp worth). Deep within the mound, in the southeast corner, a *robe of blending* is buried. Note that a *detect magic* spell does not immediately reveal its presence, but the robe's undamaged and unsoiled condition may give the party a clue as to its true nature.

4d. *Treasure Chamber*: Read the following:

At last, you see the treasure of treasures, the dragon's hoard. The ransom of a king pales in comparison. The incredible might and ancient age of the dragon becomes apparent as you try to drink in the hundreds of contrasting period pieces. An imperial coach rests atop a massive pile of coins, its strong box precariously balanced on the roof. Even from this distance, you can see a pile of jewelry within. Now your eye catches a silver-tipped beam of wood jutting away from you. You follow it back to its source and see the entire hull of a merchants' ship on one side of the cave. Scarred and battered, it lies tilted toward you with its masts broken off. Out of the ruptured hull spill the jewels of a thousand royal houses. Hundreds of similarly interesting artifacts duel for your attention. For a few moments, the sheer immensity of wealth holds you in a trance.

Besides the items on the dragon's body (note that the *ioun stone* is *invisible*), Flame's treasure is considerable and contains adventures in itself. A general overview of the treasure follows, which should be developed in more detail by the DM. The hoard is large, but the risks in getting it are also great — and the chances that all of the treasure can be recovered are low. NOTE: Only give experience points for treasure, that the PCs *actually haul away*.

A *maul of the titans* can be found underneath a pile of ruined dwarven possessions and fire giant bones. A *cloak of fire resistance* (as per the ring) is beneath an *everburning brazier*. The cloak is bright red and floor-length, embroidered in silver, with a hardened hood in the shape and color of a silver helmet with eye slits. A *ring of swimming* that Flame often used when "fishing" sits atop a *glassteel* aquarium (worth 1,200 gp) filled with 9,300 sp, 16 silver throwing daggers (worth 50 gp each), and eight miniature figures of goldfish made from solid gold (200 gp each).

A *pot of gold* sits atop a pile of little bones (an ex-leprechaun). This silver pot with a shamrock pattern of semi-precious emeralds does not radiate magic, but if 100 gp is placed within, the pot glows and a rainbow springs forth. The rainbow is 20% likely to attract 1-4 other leprechauns. The disposition of the leprechauns depends entirely on the alignment of the user. They always take the 100 gp as payment for their trouble, however. The pot can only be used once per day (value: nil xp, 2,000 gp).

In a separate pile of bones, armor, and weapons is a small travel log. Further investigation reveals that the remains are those of the six missing patrol knights, along with their riding saddles, tack, and saddlebags. The log mentions all of the geographical features along the party's route, minor monsters encountered and slain, the account of a sudden winter storm, and the subsequent finding of the lake. The last entry describes the area in detail, and then leaves off with the knights heading for the drawbridge and tower. The scribbled word "DRAGO" ends the account. Three suits of *plate mail* +1, a +4 *dagger*, a *battle axe* +2, and a *large shield* +1, +4 *vs. missiles* lie among the bones of the lost knights.

A cursed *two-handed sword* -2 lies by the remains of a ranger who thought he was wielding a weapon of great power. The sword functions as a +2 weapon in the hands of any reptilian being. The ranger's belt has a secret compartment inside in which a platinum-wire garrot (50 gp) is hidden.

A large platinum chess set (valued at 12,000 gp) sits atop a table, obviously in mid-play. The pieces are shaped in the forms of various creatures of good and evil. Flame often played chess against himself or captives, but he ate those

who beat him.

The royal carriage is made of oak, inlaid with gold, silver, jade, and mother-of-pearl. On top of the carriage is a large chest containing a diamond-studded tiara, valued at 23,000 gp, and 122 (base 100 gp) gems. Inside the coach is a matching scepter of solid electrum, with a 10,000 gp diamond at the head (total value 22,500 gp). The carriage itself is worth 25,000 gp.

The ship is called the *Scorpion*. It is a slightly crushed, medium merchant ship, once used by pirates to the east. It requires 7,000 gp of repairs, but can be sold for 30,000 gp when fully operational. Pouring out from the ruptured hull and merging with the dragon's larger hoard are 127,000 sp, 16,772 ep, and 1,221 pp, with 17 crates of silks (weighing 30 lbs. each) worth 250 gp apiece, and four crates of spices worth 550 gp each (weighing 22 lbs. apiece).

Inside the ship can be found many artifacts of pirate life, including a treasure map showing the location of a great treasure (actually false, but it makes for a nice wild goose chase). The captain's papers reveal important data about the pirate's raids. The captain himself was a source of intrigue — the infamous Jalussa the Merciless, who disappeared over a decade ago. If the party investigates this topic in a nearby port, it discovers that there is still a reward out for his capture or information on his whereabouts, dead or alive. The reward, including 10 years back interest, now stands at 10,000 gp.

Should the papers of this ship be examined closely, the party finds records of numerous transactions with slavers and a log detailing Jalussa's exploits. A further search of the ship reveals 2,000 gp worth of royal clothing sized for a young boy in a footlocker, and certain other documents prove conclusively that Jalussa was behind the young prince's disappearance. One bill of sale is obviously for the young prince and reveals the buyer and location of the transaction (10 years ago, however).

Beside the ship are 12 chunks of adamantite stolen from a dwarven mine to the far southwest. They each weigh 300 gp on the average, and are pure enough that a highly skilled blacksmith or armorer can fashion them into items capable of holding a +5 enchantment. The adamantite is worth up to 7,000 gp per chunk to the right buyer.

Flame was able to learn a number of spells, unlike other dragons, though still restricted to a total of eight spells per day (two each of first through fourth levels). Flame created and kept regular spell books containing the following magic-user spells: *magic missile*, *light*, *ESP*, *invisibility*, *audible glamer*, *haste*, *slow*, *phantasmal force*, *hallucinatory terrain*, *polymorph other*, *identify*, *preserve*, *dispel magic*, *write*, *read magic*, and *polymorph self*. These four books (one per spell level) are wrapped in a mammoth's hide (worth 3,400 gp) and tucked safely in a niche 12' off the cave floor. Each book is made from carved wood plates (designed by a woodcarver that Flame later ate) and weighs about 10 lbs. per spell-plate. The value of this work to a sage or magic-user varies from 5,000-30,000gp.

Also present are 15 assorted potions, eight scrolls (six clerical/druidic, two magic-user/illusionist), 60 gems (of at least 1,000 gp base value), and 20 pieces of jewelry (determine all values and identities randomly). Lying in a massive heap, mixed together with dragon scales and teeth, are 122,976 cp, 141,727 sp, 41,117 ep, 59,540 gp, and 3,363 pp. Human, dwarven, elven, orkish, ogre, goblin, and animal bones litter the entire room, indicating that Flame was responsible for the deaths of over a thousand sentient beings in the last few hundred years alone, nearly all from the areas west and north of the mountains. The dragon's ravaging of local wildlife can only be imagined in a druid's worst nightmare.

In addition, hundreds of valuable mundane items, such as normal weapons, helmets, shields, rock crystals (1-4 gp each), unusual skeletons and skulls, assorted papers, spell components, riding equipment, boxes and crates, body parts of assorted monsters, clothing and footwear, rare woods, religious items, and miscellaneous adventuring equipment, also litter the cavern room. The total value of such material is suggested to be about 10,000 gp, but cataloging and hauling such material away could prove to be too enormous a task for any adventurer.

The DM may add or delete from this hoard as he or she sees fit, in accord with the campaign structure and the difficulty of the quest. Remember that every item, valuable or not, has a past. Feel free to let your creativity loose and give the players a sense of over 400

years of campaign history.

The only entrances to this chamber are to the east (unblocked) and to the west (blocked by massive boulders). To the east lies the sleeping chamber (area 4c), and behind the boulder is Flame's personal entrance and exit, a large volcanic shaft (area 4e).

**4e. Volcanic Vent.** This is the entrance to Flame's lair that Flame often uses. It is almost perfectly smooth; the length is about 200' and its diameter varies from 60' to 80'. The lower entrance is always blocked from the inside (area 4d) by two gigantic boulders. Three people must simultaneously roll their *bend bars/lift gates* scores in order to move only one of these boulders enough to pass by it (only three such attempts may be made per hour).

The upper hole is covered from above by an old roc's nest that Flame acquired 50 years ago. The hole is detectable as a secret door from above.

**5. Uthion's Tower.** Many years ago, Uthion, a young wizard, was killed by Flame when the great beast used its awesome might to knock the tower over. Now Flame has firmly established a home in the cliffs and has spent many years pillaging the tower by using captive humans and demi-humans (all eaten later). But, even after 120 years, some of the treasure remains.

The tower is now partially underwater. Levels 1-2 (5a-g) are completely submerged while level 3 (5h,i,l) is only partially so. No natural light sources exist on levels 1,2,3, and 5, so characters must use other means to see. The rest of the tower is still lit by *continual light* spells which remain active until dispelled (vs. 14th-level magic). The party may enter through the secret window in area 5n, underwater (through the trap door on level 1, or through the portcullis and doors on level 2), or through the hole in the roof in level 7. If the characters enter the water, the crocodiles in the lake attack (see area 3).

The following room and floor descriptions refer to the mans of Uthion's tower on page 58. All the stairwells are filled with varying amounts of debris; and each requires 1-6 man-hours to clear.

Tower level 1

This level was formerly used as a dungeon. It contains five cells (5b-f, all open and empty. There is a trap door in the floor (5a) which leads out to the lake. It was formerly used to feed the crocodiles. There is also a set of stone stairs going up to level 2, located in the center of the room.

If the party enters from above (area 5g) and has not already dealt with the crocodiles in the lake (see area 3), there are 1-3 crocodiles in the water. The DM should then amend descriptions accordingly.

Tower level 2

This level was the main entrance hall (5g). The remains of a massive pair of doors lie against the bottom of the chamber. The portcullis is still intact, but bent. A character may attempt to lift the portcullis from the outside if a successful lift gates percentage is made (at -10% to the roll). Flame often dropped prisoners inside this room and then watched them drown, while holding the portcullis closed. Flame subsequently ate them.

There are three entrances to this level: up the stairs from level 1; down the stairs from level 3; or, by removing the portcullis.

Tower level 3

This level was used as the barracks and guest rooms for Uthion's guards and visitors. It has remained completely untouched since the tower's fall.

**5h. Gathering Room.** This room is completely submerged. It was once a small gathering area for the guests, complete with a table and four chairs, all rotted with time and merely shells of their former grace. A silver candelabra (200 gp value) rests on the low end of the chamber.

**5i-l Guest and guard rooms.** Each room is identical and contains a bed, small dresser, wooden chest, and a small mirror, magically attached to the stairwell walls. Rooms 5i and 5l are underwater, while the others remain dry. The guest rooms (5i,j) are soundproofed (not *silenced!*)

If the party enters room 5j, read the following:



As you enter the door, an eerie glow is revealed. Lying beside a long dead soldier, armored in full plate and shield, is a brightly glowing long sword.

Here lies the skeleton of a long dead knight, Sir Frederick of the Wolnars, the bodyguard of Uthion. His body is still wearing a set of *full plate armor* +1; a *shield* +1 and a *long sword* +3 (see below) lies at his side. Note that the armor and shield will glow if worn by a living being able to use said items. The sword, however, glows brightly whether it is held or not. The body is partially buried under rubble, where Sir Frederick was trapped and died. No other persons besides Sir Frederick and Uthion were present when Flame attacked, those who returned later were eaten.

The long sword's name is Mironus and it is intelligent (IN 14), with a neutral-good alignment and the ability to speak the languages of dwarves and gnomes as well as its alignment tongue. It has an ego of 8 and possesses the following abilities: *detection of traps of large size*

in a 10' radius; *detection of evil/good* in a 10' radius; and, *detection of gems, kind, and number* in a 5' radius. The sword can, "see" through a gem set in its hilt, above the handgrip.

When someone approaches Mironus, the sword shrieks piercingly for rescue. If a dwarf or gnome holds it, the sword uses the appropriate language (dwarven, by preference). If not, Mironus will use an alignment tongue.

There's one major problem with Mironus. It has been trapped alone in this room for over 120 years and is a bit screwy. Should it be rescued by a party member, the sword *never, ever* allows that character to leave it alone, anywhere, anytime, for any reason (including taking baths, etc.). The sword is very worried about being deserted again and screams as loudly as possible until brought along. It's also afraid of the dark, and always glows at full strength (equal to a *light* spell) at night or in darkness — even in a scabbard.

The DM should have some fun with Mironus and not make it too much of a liability. A well-played sword adds a lot of flavor to a character's treasure hoard.

Mironus knows the exact nature of Sir

Frederick's armor and shield, but knows nothing about how the tower was topped or exactly how long the sword has been lying there (i.e., he'll answer "forever").

Should the party wish to *resurrect* Sir Frederick, remember that he's been dead for 120 years. The DM should assume that he was a neutral-good cavalier of 12th level, with very high ability scores (create all statistics as desired). If brought back to life, he asks for the return of his magic items (including Mironus) and, offers to aid the party for the duration of their mission. He would especially like to find Uthion, his liege and friend.

#### Tower level 4

**5m. Dining Room.** The stairway opens into a dining area. A very large, ornate table lies toward the bottom of the chamber, with a number of broken chairs scattered amongst the wreckage. There is an open door on the left. No items of value are present.

**5n. Kitchen.** The kitchen is choked with rubble. The only important aspect of this room is the secret window near the ceiling. Uthion used to watch the creatures of the lake from this window, and it doubled as an emergency exit and entrance. The secret window can only be detected by normal physical means (as a secret door); no magical means of detection works. The door leading to area 5m requires five man-hours of work to clear away the debris. A fine set of silverware (worth 5,000 gp in total) is scattered around the room.

#### Tower level 5

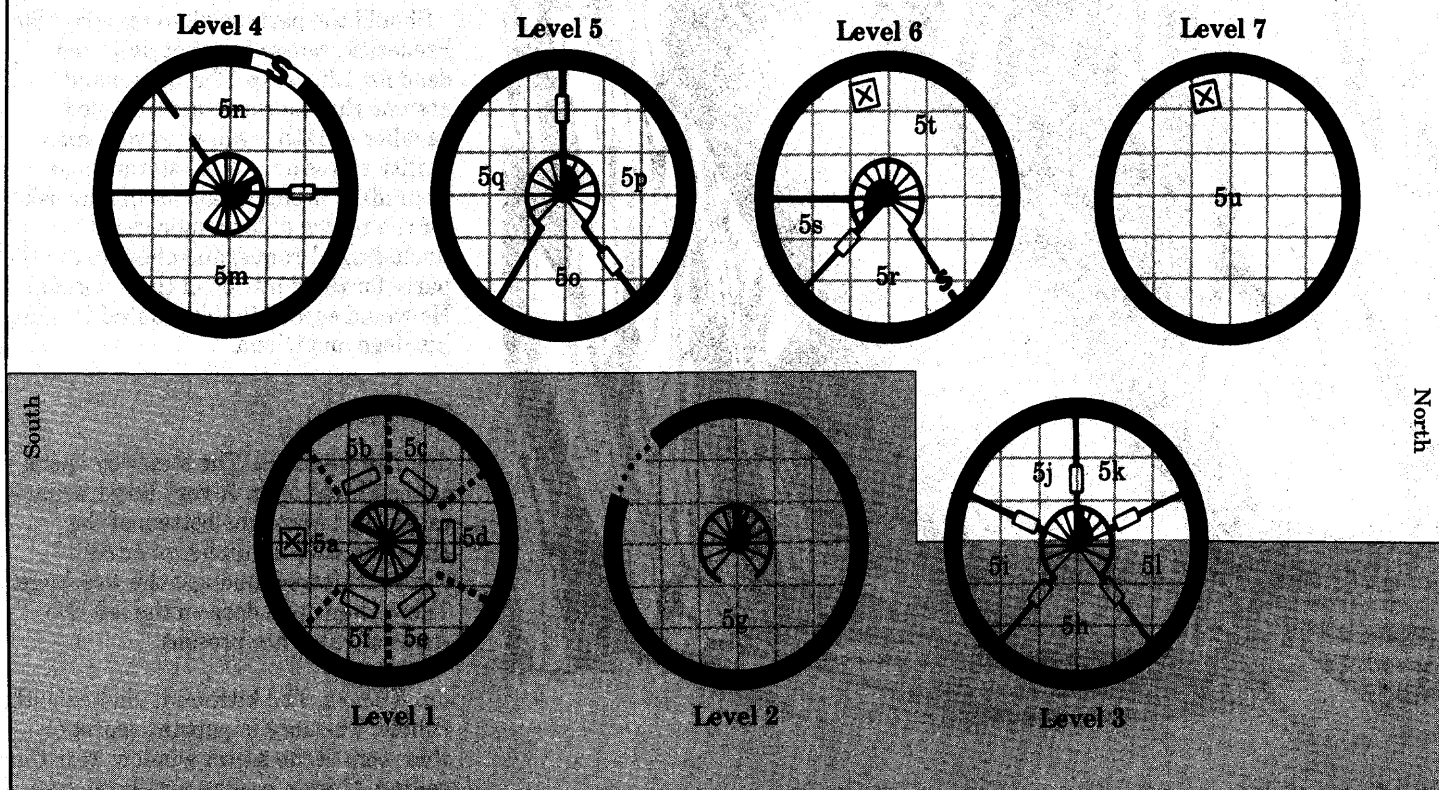
This was where Uthion's new apprentice was to live. Uthion had just finished equipping the rooms when Flame attacked.

**5o. Display hall.** In this room are six disoriented paintings hanging on the outer wall, depicting various scenes of mighty good mages battling the forces of evil. The paintings could be sold for 200 gp each.



## AREA I, 5a-5u. UTHION'S TOWER

(Note that tower is tilted in this cross-section)



5p. *Apprentice's library and workroom.* Read this to the party only after it first enters this room.

The door is unlocked and gives way easily. Suddenly you are struck by an avalanche of books, glassware, and furniture. Colored smokes and liquids pour from every crevice.

The party is not harmed in any way by falling debris. Note any possible effects on personal protection spells (e.g., *stoneskin*). The party enters the room to find:

A door is obvious to the upper left of the chamber. Lining the walls of this chamber are rows upon rows of shelves and benches. They are now completely empty, except for one small bottle precariously balanced on the edge of a table leg. It begins to wobble and . . .

The DM should determine which of the first few characters the bottle falls toward. If the character rolls his dexterity or less on a d20, he can catch the

bottle (providing, of course that his hands are free to do so). If he fails, the potion saves (as crystal) vs. crushing blow or smashes on the ground. The potion is *oil of slipperiness* and should provide some comic relief for the DM. It is impossible to stand up in the room until the *oil* is removed (see *DMG*, page 127), and the DM should modify any attempts at getting into area 5q accordingly.

5q. *Apprentice's quarters.*

The door opens to reveal what must have once been a quite beautiful bedroom. Remnants of silk sheets and fur-lined pillows lie under a toppled oak-framed bed. A large chest remains sealed shut on top of a small bureau. A fallen closet lies at the far side of the room.

The sheets are damaged and worthless, but the fur in the pillows can be removed and is worth a total of 100 gp. The bureau contains nothing of value, and the closet contains normal robes and cloaks of varying colors (no value).

The chest contains nothing at all but

is locked. The key was formerly on top of the chest, but is now buried under the closet. The chest itself is worth 5,000 gp and can be used for a *Leomund's secret chest* spell if the replica is possessed (see area 5u).

Tower level 6

5r. *Display hall.* This room appears to be the same as, though smaller than, the room below it (area 5o). All the paintings have been crushed by falling debris. The stairs end on this level.

The door on the south side of this room is a trap (see area 5s) and the real entrance to Uthion's former quarters is a secret door on the left (see area 5t). The secret door can only be detected by normal physical means. No magic whatsoever reveals its presence, although *x-ray vision* or a similar spell works normally.

5s. *Trap room.* If the door leading to this room is opened, all characters present are affected by a *symbol of pain*. Uthion cast this spell using a scroll he found, so the magic is at the 19th level of ability.

5t. *Uthion's quarters.* The secret door leads into a magnificent bedroom. The room, however, has been searched already by Flame's slaves. Tattered sheets lie on the remains of the bed, and the rest of the furnishings — the closets, chests, and bureaus — stand empty. There are no items of value in here. There is a secret trap door in the ceiling which leads to level 7 (area 5u). As with the other secret doors in the tower, it is detectable by physical means only.

Tower level 7

5u. *Uthion's library and workroom.*

You climb through the trap door and enter a massive library and workroom, occupying all of this level. Rows of shredded, crushed books — once priceless — lie on the floor. Piles of glassware and spell components have been swept into the corners. A few large chunks of crystal clear glass lie on a piece of red velvet cloth in the middle of the floor. A wooden stand lies beside it. A large hole is in the ceiling, opening through the wooden roof to the outside.

Flame's slaves, dropped in through the ceiling, have removed most everything of value from this room already.

Under a pile of rubble, the broken bones of man wearing white robes can be found, with a small replica of a chest in his hands (under his body). The chest is the matching component to the chest in area 5q. The command words are on a small slip of paper inside the chest.

The shards of glass in the center of the room are the remains of a *crystal ball with clairaudience*. Only a *wish* spell (or similar magic) can restore it to working form.

**6. Hot Springs.** This is a old lava vent that serves as the heated water source for the crater.

**J. The Big Valley**

This long, lush valley is heated by a stream from a hot spring that flows from east to west. It is a safe haven, but as with Lake Deriun (area D), the chance for wandering monsters should be doubled (i.e., 2 in 6). The DM may wish to add his or her own personal

touch to encounters here.

**K. Deep Gnome Settlement**

A small cave is located here. It is apparently empty, but a secret trap door can be found in the rear of the cave after a careful search. The door opens into a deep shaft with a ladder mounted on one side. The ladder is made of some unknown metal, and the shaft descends for hundreds of feet below the earth's surface. If any character climbs down the ladder, he arrives at the lair of a huge colony of *svirfneblin*, or deep gnomes. The DM should discourage this discovery or else prepare this underworld ahead of time.

This is the cave in which Sir Hujer died after the deep gnomes found him. The gnomes know nothing about Flame, but buried deep in their ancient records is a metal tablet which describes how a great "fire beast" came from the sky and snatched a group of *svirfneblin* workers. They were never heard from again. The tablet's date (when translated into the local calendar) indicates this encounter occurred about 110 human years ago.



**L. Statue of the Child**

A 30'-tall statue of a young girl, sitting down and crying, rests on a ledge about 50' above the pass. The workmanship is human and very old. For more on this statue, see area M.

**M. Pass of the Parents**

At the entrance to this pass into the mountains stand two gigantic statues. A 100' man (to the west) faces an equally tall woman (to the east), their arms reaching toward one another with palms up, obviously distraught. The workmanship is human and the style, an ancient one, fits that of the child's statue in area L. All of the statues have been carved from living rock and are well supported by surrounding rock. The statues are non-magical. These works are so old that not even the elves know anything about their origins or their purpose.

**N. Fort Wheelan**

This is another frontier outpost, identical in almost all respects to Fort Silan

(area A). No one here knows anything more about the missing patrol, and all are busy making preparations for a possible invasion from the west. This would have been the final stop for the now-missing patrol.

The post commander, Sir Erikksun, orders an escort for the characters back to the capital if the group has completed its mission. The commander may also send a force to investigate the dragon's cave if the dragon has been slain. Any extra treasure found by the investigative patrol will be recovered and returned to the fort, to eventually be sent to the capital.

**Concluding the Quest**

Should the party successfully defeat Flame, determine that there is no real invasion, and recover the documents detailing the fate of the young prince, the king is incredibly grateful and very receptive to any requests from the characters. It is highly unlikely that the party members will ask for money after finding so much in Flame's lair, but spells and magic items are always on characters' minds. Remember that the

king's reach and influence far exceeds his actual supplies and resources. The sages of the royal library are perhaps the most knowledgeable in the land; if information exists on a certain topic, it can probably be located among the numerous tomes and scrolls in the sages' keeping.

There are a number of spin-offs possible after the characters finish their main task, the most obvious of which is to track down the missing prince, now 24 years old. This could be developed as a detective story or a rescue mission (or both).

The characters may also have recovered the false treasure map from Jalussa's private papers (area 4d). This was written long ago with the intention of sending his enemies or any mutinous crewmen into a deadly trap as payment for their treachery. This adventure could be quite dangerous, but the trip itself might prove profitable.

Jalussa's personal papers also provide the DM with an ideal medium for clue-dropping and adventure prompting. A wandering group of pirates could have recorded the location of hundreds of interesting objects, places, and events on the high seas which could lead to prolonged voyages if the party's in the mood.

If the svirfneblin were discovered, a number of related adventures can be designed including the establishing of trade with the deep gnomes, alliances with them, quests to help them against their enemies, etc.

Finally, the encounters listed in the section entitled "The Adventure" may be expanded into adventures in their own right. are more trolls on their way north? What will become of the bandit gang? What of the ogres and undead beings? The characters may find that they have much to keep them busy in the Western Mountains.

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