



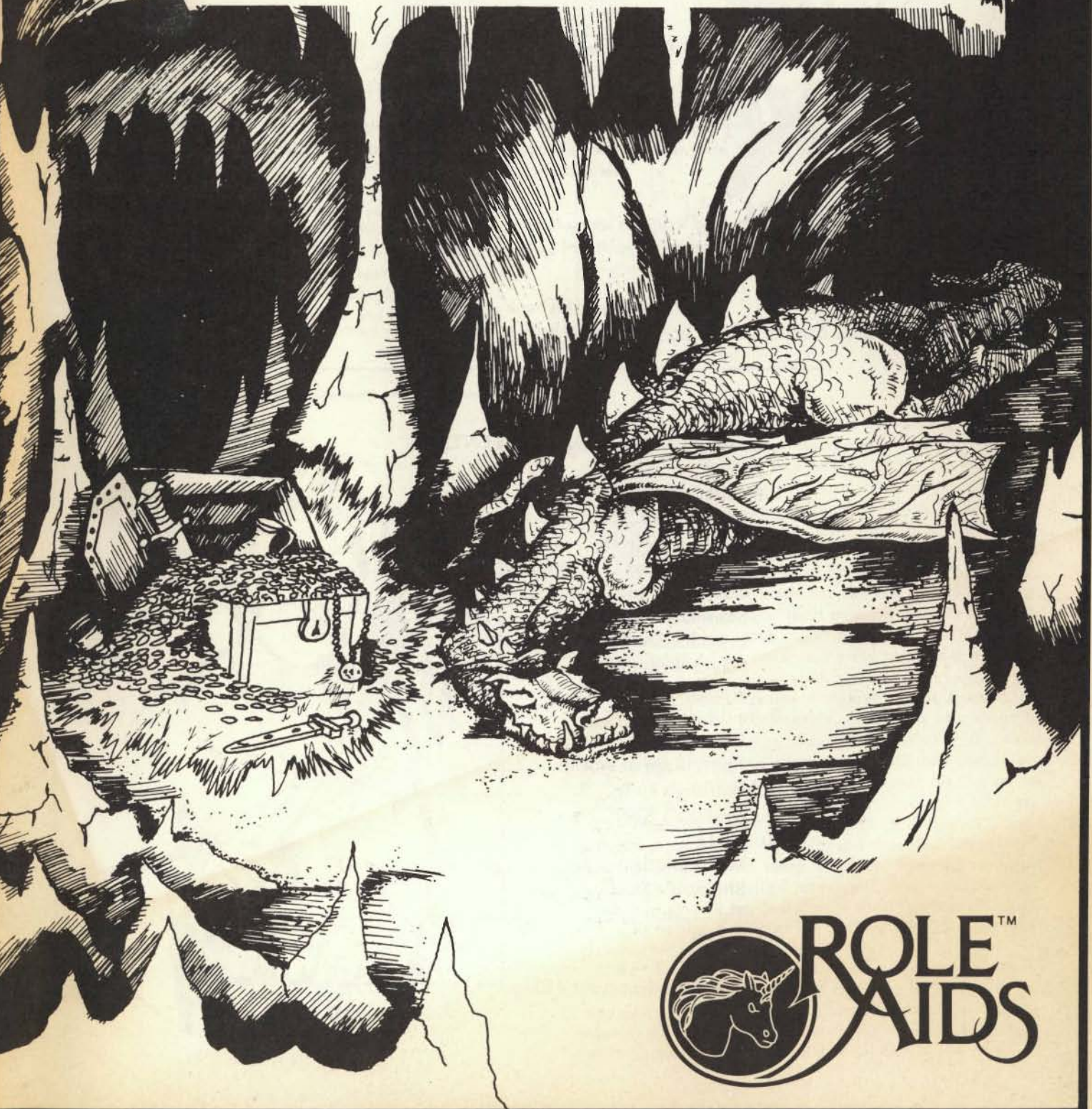
FEZ I

valley of trees



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 **ROLE**TM
AIDS

FEZ I: VALLEY OF TREES

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AUTHOR'S NOTES

Imagination . . . Puzzle-solving . . . Thinking. These are the elements of Fezworld, a world of Fantasy Role Playing (FRP) based more on thought processes than "Hack & Slash" or luck.

Fez I, The Valley of Trees, is the first of a sequence of thinking tournaments whose central character is the chaotic, but good wizard, Fez. Fez stakes his reputation, indeed his life, on the belief that when required, stouthearted adventurers can reason out any puzzle, out-think any monster, and find an imaginative solution to the most difficult situations.

Fez has developed a form of time travel, allowing him to devote his life to the study of prophecies. In particular, he studies prophecies pitting groups of adventurers against the forces of evil. Fez's role in these adventures is indirect, going into other time periods to secure knowledge and artifacts that will assure that the quest will be achieved by reasonable parties.



Radan



Tina-Tar-Tai

Fez I, The Valley of Trees is a unique tournament in that it satisfies the classical literary requirements for an epic quest. Play begins with the "passing of the cup" and the "formation of a fellowship." There are ancient "prophecies to fulfill, riddles to unravel, terrible villains to destroy." There will be moments of laughter, moments of great joy and satisfaction, and times of despair. Each of the characters has the potential to be the squire, that is, each character begins fairly weak but can rise to greatness. On their journey, the players "meet strangers who aid them" in their quest. Finally, each castle in the Valley of Trees has its own legion of warriors, each army being of a different type.

Fez is a team tournament of three rounds designed for four to ten players. Respectively, the rounds take about 2, 4, and 5 hours playing time. It is probably the first tournament where the players are not told their stats, their powers, or even their races. Play begins with ten characters being raised from the dead in a hut in a forest clearing. Each character (see "Introduction for Players") has suffered a partial memory loss, and their experiences and thoughts as they were being raised are presented to them. These thoughts are filled with clues. For example, one character can slow her heartbeat; another notices markings or tracks on the dirt floor. *Fez* is filled with clues, but the players have to look for them.

We intend this work to be a thinking person's adventure. The over-riding rule therefore is: Players doing the reasonable things get reasonable die rolls. Players missing the obvious or players doing unreasonable things take whatever punishment the dice deliver.

BACKGROUND FOR FEZ I: VALLEY OF TREES

The Wizard Fez and his Four Brothers

Fez is a chaotic good wizard. Once he was the youngest of the five brothers of the Valley. After discovering the secret of time travel, he has become the oldest and most experienced member of his family and is consulted frequently on various problems. His huge castle complex was built in the southeast portion of the valley.

Tal was the eldest brother of Fez. As a neutral cleric, he was devoted to the worship of the God With No Name. His temple in the western part of the valley served as his personal study as well as the main place of devotion to the God. In the last months of his life, he drew away from humans and spent his time filling his castle with undead.

Kassaka, the lawful good warrior, built his keep at the northern edge of the valley. Here he could stop the forces of evil from entering the valley and overrunning the simple people who inhabited its more hospitable areas. With the assistance of his brothers, the might of Kassaka has kept the valley safe for many years. The land was looking forward to the marriage of Kassaka to the young ward of Fez, a healer named Lisa. The wedding would indeed have been a time of rejoicing.

Shomon was the recluse of the family. He spent many hours in the thick forests learning what he could of the ways of the wild. Trained as a druid, he built his stronghold in the hills at the southwestern edge of the valley. There, he worked to keep the forest and its inhabitants strong. In his later years, he began to bring strange monsters into his castle.

The trickster of the family was the chaotic neutral Mite. Ever tinkering with pieces of string and metal, he would always be setting traps for his ever-suspicious brothers to stumble into. When Fez discovered the secret of time travel, he allowed his favorite brother Mite to accompany him on many of his journeys. While Fez would be studying and learning ways to further the cause of goodness in various places and times, Mite was picking up new pieces of technology for his own convenience and amusement. When Mite tricked Fez into displacing a scout spaceship of technicians into a nearby land, Fez finally had enough. Mite was forced into retirement near the eastern part of the valley with only his favorite toys. Since then, he has amused himself by building and maintaining his weird stronghold. Fez would visit with Mite to drop off amusing items and make sure the mischievous imp wasn't causing any trouble.

Scarsnout

For many years, Fez has researched the problem of the dragon Scarsnout. Suffering the effects of an ancient curse, Scarsnout can only leave his cavern once a century for a few days during the summer solstice. This huge old black dragon uses these periods of freedom to pillage, loot, murder, and wreak havoc throughout the land. Fez has decided to rid the Valley of the Trees of the menace. In his studies, the wizard has found three prophecies he suspects will relate to the problem.



Shane

All three prophecies tell of a band of adventurers risen from the dead. The first prophecy tells how they will avenge the death of their restorer and, through their actions, will cause her second wish to be granted. Another tells how the group will gain more power by finding the servant of a wizard and delivering to him the wizard's robe and sphere. The final writing reveals that the band will have a champion among them, will drink from the eye of death and will free a wizard, returning to him his ring, his staff, his sword, and his gem. After the prophecies are fulfilled, the group will be able to slay Scarsnout (with Fez's assistance).

Knowing little time was left, Fez set up the necessary conditions to allow the group to finish the quest. He discussed the prophecies with the healer Lisa, and asked her to assemble a number of her friends and comrades for the quest. At her insistence, he devised a spell to slay the group quickly and otherwise harmlessly. He made sure that Lisa had the components to make enough of a resurrection potion to bring all of the adventurers back from the dead.

Fez placed his cloak in Tal's care and his crystal ball in Shomon's care, trusting them to keep them safe, but accessible, for the time when they would be retrieved. The servant of Fez, the mechanical Warrior, was placed in the care of Mite, who promised not to tinker with it. He placed his staff, his ring, his sword, and his gem in relatively safe areas of his own castle. He placed the gold buddha Secant outside of his room as a guard. Many clues were put in various places. As another source of information, the bard Robbe was to remain in the town of Normal disguised as a beggar. Finally, six months ago, confident he had done all

he could, Fez drank a potion that would cause him to sleep until awakened by his mechanical servant, Warrior. His knowledge of time travel made him aware that more interference on his part in the carrying out of the quest would introduce too many contradictions into the fabric of the universe.



Sir Laetuumakki

The War of the Wolf People

Unfortunately, things didn't go as Fez had planned. Kassaka, the lawful good warrior, was gravely wounded in a successful battle to contain the wolf people. He was nursed back to health by his fiance Lisa. Three full moons ago, he underwent a fearsome transformation, becoming a werewolf. In this form, he slew his brother Mite. Returning home to sleep, he woke the next day and cast out all the castle's inhabitants. He invited orcs and goblins to defend his home, reveling with them in their evil ways.

The land was in arms. Hordes of evil creatures streamed in from the north to overrun the valley. The people of the town of Normal, with the help of Tal and Shomon, battled the invaders. But without the help of Fez and Kassaka, the defenders could do little. The townspeople retreated south while Tal and Shomon withdrew to their castles. Tal, who was already paranoid, totally cracked under the strain and finished stocking his castle with undead.

Two full moons ago, Kassaka struck again. This time Shomon was found slain outside of his keep. The monsters Shomon kept inside his castle escaped to roam the countryside, further adding to the dangerous nature of the once serene land.

Finally, one month ago, Tal was killed by the werewolf Kassaka. His half eaten and dismembered body was found in the river. His undead, formerly under tight control, now had the run of the temple. Three of the five brothers were dead, the fourth bent on destruction.

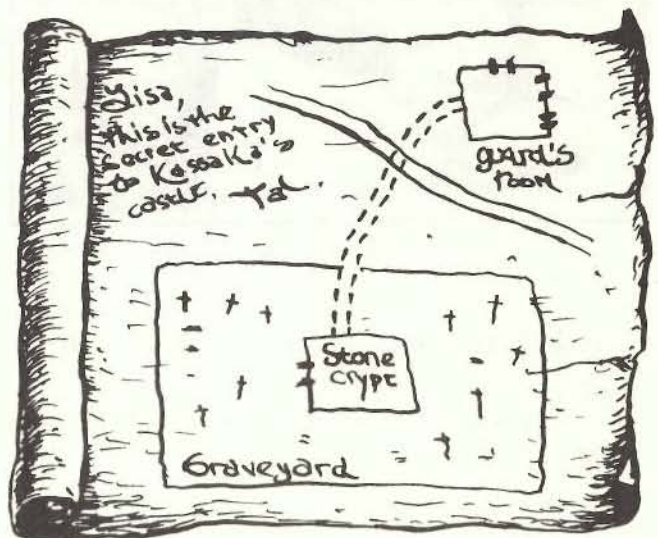
Even in his altered state, Kassaka felt that he alone could not defeat Fez. He visited Scarsnout in an effort to form an alliance with the evil dragon. Scarsnout realized that though he could not leave his lair, his influence could help Kassaka conquer the land. The wealth he would receive as a partner would be even more enormous than his already great hoard. Thus it was that Kassaka and Scarsnout agreed to vanquish Fez and rule the land.

Even though Kassaka couldn't conquer Fez, evil still managed to creep into Fez's keep. A party of kobolds took over an empty defense tower and celebrated their mighty victory. Orcs and ogres found their way into other towers. The demons already under Fez's control remained as directed, but licked their lips with the thought of the evil they could bring without Fez's constant watch. Even a squirrel was able to sneak into a tower, gnaw through a chest and carry off Fez's precious gem. Only Fez remained undisturbed, sleeping under the guard of Secant.

Lisa's Preparations

Faithfully carrying out Fez's instructions, Lisa assembled a band of ten adventurers. The group arrived one night under the light of a full moon. Soon, Lisa's hut was emotionally charged, as all her comrades agreed that they trusted her enough to go through with the quest. She explained they would have to be killed and then raised from the dead. The prophecies would be carried out. Finally, the dragon would be slain. Realizing that the presence of Kassaka would greatly hinder the party, she emphasized that the first thing the party must do was to kill Kassaka. For weeks, she had known that the deed must be done, but had wished she would not be the one to do it. Now that the motley crew was here, she also silently wished they would have the ability to carry out their quest.

Lisa began casting the spell that would kill the party. Before the spell could be completed, Nilrem panicked and



cast a Sleep spell on Lisa. (It was the only spell he had that he was sure would work.) Lisa was strong enough to ignore the spell, but in the process a conflict occurred, almost totally wiping out the party's memories. Only bits and pieces of the past could be retained. The one thing everyone remembered, from the emphasis Lisa had put on it, was that Kassaka must be killed.

Lisa administered the Resurrection Potion from her silver bottle. As the party began to revive, she mistook their confusion as a side effect of the potion. Assuming all was going well, she left to fetch food and drink from her halfling friend, Nathaniel Grover Softoes. It was in the halfling's hole that Kassaka found them. Before dying, Nathaniel gave Lisa enough time to run to the bedroom and hide a map and her remaining two doses of Resurrection Potion behind a picture. Following her, the now bloodied fangs of Kassaka sent the gentle healer to her god. Satisfied, Kassaka returned to his castle, knowing he must sleep after killing.

The thoroughly confused group is now awake, awaiting Lisa's return. Their actions will determine the fate of the Valley of the Trees.



Sourpatch

PARTY OBJECTIVES FOR EACH ROUND

Round I

The party must discover their abilities, and then locate and kill Kassaka.

Round II

The party must find Warrior, servant of Fez, in Mite's

castle. They must return to him the crystal ball from Shomon's keep and the robe from Tal's castle.

Round III

The party must retrieve Fez's ring, staff, sword, and gem. They must kill the eye of death guarding the ring and drink of its fluid. One of them, ideally Tina-Tar-Tai, must be a champion in fighting the golden Buddha. When all these prophecies are fulfilled, Warrior will wake Fez. Fez will then be able to use the returned items to cast a spell immobilizing the dragon. Hopefully, the party will then be able to kill Scarsnout.

Special Note to GM

For all rounds, the code translates two letters down. Thus D, E, F . . . translates to A, B, C, and so on.



Delyn

MODIFICATIONS FOR CAMPAIGN PLAY

You can incorporate this tournament into your campaign in several ways:

1. Suggest this as two or three adventures or quests to your players.
 - a. The first adventure for 1st-3rd level players is to kill Kassaka. We suggest that after your players die, raise them according to the legend (see Background). Of course they'll have their memory, but they'll remember the additional clues which you can give them in their dreams (an aftereffect of the Resurrection Potion). If you are using

players from your campaign, give them the warning: "Never gamble on a mission."

Before they are raised, take away their items, and give them the items they'll need for this adventure. If there is no ranger, allow another character to see Lisa's tracks (you may want to include some of the tournament characters as non-player characters (NPCs)). You may wish to omit Kassaka's and Lisa's ghosts in your campaign, and give players only normal experience.

- b. For the second and third rounds, you can send 4th-9th level characters on a quest to kill Scarsnout, or a geas to free Fez. You can again give them clues in their dreams or hints from hermits. Have the cleric or magic user tell them the information otherwise gained from Lisa's ghost. Again, it is wise to let your players run some tournament characters as NPCs (Radan and a monk should fit in well this round).

- 2. Alternatively, each castle in the valley may be placed in different places in your world, or run each castle as a separate adventure, and quest your players to get individual items (eg. get only the crystal ball).

CHARACTERS AND SPECIAL ITEMS

Statistics concerning hits to kill (HTK), armor class (AC), etc., have been tabulated in the Summary of Players table. Additional information that the game master (GM) will need and the players may discover is given here.

Delyn is a female human magic user. She has two special items. One is her spell book containing two Sleep spells and one Web spell. She can use these spells as soon as she breaks the code (subtract 3 from each letter, i.e. D translates to A). Nilrem can make one copy of this Sleep spell. Further attempts at copying spells will always fail. Delyn also has a killing ring. The ring numbs in one round, kills in two (both automatic) if anyone puts it on their finger.

The ring inscription translates to "Worn I Do Kill." The two spells translates to:

First and Second Spells

Essence of slumber, power of sleep,
Do my bidding, our pact do keep.
Engulf my enemies, one and all,
Till I awake them, where they fall.

Third Spell

Powers of binding, forces of web,
Obey my command, do as I bid.
Bind my opponents, one and all,
Each shall be shackled, each shall fall.

Mondae is an elven thief. He carries a packet of lock picking tools. Any thief rolls made by thieves are automatic, unless otherwise noted. Mondae has a dexterity bonus of +1 to hit and AC.

Nilrem is a human magic user, and is the least experienced player in the group. In the first round he can

copy and use exactly one of the Sleep spells in Delyn's book. Nilrem wears a robe of patches. Each patch has a faint picture on it. The pictures indicate what spell or item will appear if that patch is removed. Each patch has one usage (When Nilrem pulls the patch he will get the feeling that he has the ability to throw that particular spell). The robe gives him AC 4.

Legend of Patches

- Spectacles True Seeing any 6" by 6" region.
- Pile of Sand Sleep up to 12 levels for 5 minutes.
- Mouth Ventriloquism.
- Lightning Bolt bolt hits any one person, monster or object causing 25 HTK.



Sol

- 4 Arrows 4 arrows that automatically hit up to 4 separate objects causing 5 HTK apiece.
- 4 Question Marks . . . truthfully answer any four yes/no questions, immediate use.
- Boat a boat with oars that will carry up to 6 people. This stays in the game.
- Match a permanent torch which also stays in the game.

Radan is a human from a future time. He is a technician, and can open locks as a thief. He automatically finds traps of electrical or mechanical nature. He recognizes all technological devices for what they are (except the ring he starts with). Radan's ring tells the number of HTK that its wearer has remaining. It shows "0" if he takes it off.



Zippi Plowfoot

Sourpatch is a very strong dwarf warrior. His sword is a vicious +5 (to hit only, 1d20 damage) sword that kills on its first hit in any battle. The sword will control anyone who draws it if they don't enter melee. Out of melee, when it is pulled, the user is compelled to kill a living thing. His +3 plate gives him a good armor class. Sourpatch has a strength bonus of +2 to hit, and +3 damage, but the damage bonus is used solely to wield his sword, and isn't added to his normal damage. The inscription on his sword reads "draw only to kill, Storm's Sword." It is the main clue given to the players to help assist them decipher the coded magic writing.

Tina-Tar-Tai is a human female monk. Though Tina fights mainly with her hands, she carries a dagger. This dagger is the key to the Exit room in Shomon's keep (Round II). The dagger has "Nhb" embossed on the hilt (translates to "Key"). An alternate way to use this dagger in a campaign is to hide it in the Exit room.

Zippy Plowfoot is a male halfling archer. He is the most dextrous of the member of the group. With his bow, he gets three attacks a round; with his sword, one. Zippi's great armor class is due to his dexterity. His armor is normal. Because of his dexterity he is +4 with missile weapons, and +3 to hit with his sword.

IMPORTANT: Call characters by their character name only so as not to give anything away. Refer to all monsters by description to increase interest. If the players do reasonable things, reward them with success. In these cases, the rolls should be automatic.

Shane is a ranger. He wears +3 leather armor. Shane is an excellent tracker, even by moonlight. He carries a +1 sword that is death to any werecreature on a hit. The sword is a great (two handed) sword. Shane has a strength bonus of +1 to hit and damage.

Sir Laetuumakki (lay-tuh-mah-key) is a lammasu. He can carry any one person on his back. In battle, he fights with both front claws. He has the natural ability to Detect Alignment (repeatedly). He can turn undead (ghouls and skeletons automatically). By Round II, he will have acquired the ability to turn invisible (including a rider) at will. By the third adventure, he will be able to throw Dimension Door at will. But he must discover these abilities. He will know, however, of his limited clerical abilities: Cure 1d8+1 HTK, or Bless, improving the AC of the entire party by one. In Round III, he has a 10' radius Protection From Evil that raises the parties' AC. Since nearly all the monsters in Round III are evil, this is included in the summary of players on each players AC.

Sol is a human cleric. The fluid in his vial is holy water. Sol's silver wand is his cleric's symbol. With it, he can turn minor undead (i.e. not ghosts or liches) automatically. Sol attempts to turn undead without using this wand should be determined on your usual chart. He will not be able to throw spells Round I, unless the party finds the cleric's book and spell components at the Halfling's Hole.



Mondae

SUMMARY OF PLAYERS

NAME					CLASS
LEVEL	ST	AC	HTK	WEAPON/SPELLS	
Delyn					
				Female Human Magic User	
RI:	3	13	9	6	Sleep (twice), Web
RII:	5	11	9	9	4/2/1
RIII:	7	8	8	13	4/3/2/1
Mondae					
					Elven Thief
RI:	3	11	7	6	Dagger x 2 with surprise
RII:	5	9	7	8	Dagger x 3 with surprise
RIII:	7	7	6	12	Dagger x 4 with surprise
Nilrem					
					Human Magic User
RI:	1	13	4	4	Sleep and patches
RII:	3	12	4	6	2/1 and patches
RIII:	5	9	3	9	4/2/1 and patches
Radan					
					Human Technician
RI:	2	15	9	7	
RII:	4	12	9	11	
RIII:	6	9	8	15	
Open mechanical locks, detect mechanical traps, and run technological items					
Shane					
					Human Ranger
RI:	3	12	4	15	
RII:	5	10	4	21	
RIII:	7	7	3	27	
Sword kills were-creatures.					
Sir Laetuumakki					
					Lamasu
RI:	2	13	7	8	1 spell, Detect Alignment
RII:	4	11	6	11	3 spells, Invisibility
RIII:	6	9	5	19	5 spells, Dimension Door
Two front paws do 1d6 apiece. Spells: Cure, Bless.					
Sourpatch					
					Dwarf Fighter
RI:	2	8	0	15	
RII:	4	6	0	19	
RIII:	6	4	-1	25	
Sword kills on first hit. 1d20 thereafter.					
Sol					
					Human Cleric
RI:	2	11	9	10	2 spells if found
RII:	4	9	9	12	3/2
RIII:	6	6	8	15	3/3/2
Tina-Tar-Tai					
					Female Human Monk
RI:	3	11	7	9	hands do 1d4 apiece
RII:	5	9	5	13	hands do 1d6 apiece
RIII:	7	7	2	16	1d10/hand, "20" kills
Zippi Plowfoot					
					Halfling Archer
RI:	3	12	3	7	
RII:	4	10	3	11	
RIII:	6	8	2	21	

Arrows 3x per round; short sword 1x per round

NOTES ON CHART:

ST: Saving Throw on a 1d20. To ease play, each character has only one saving throw.

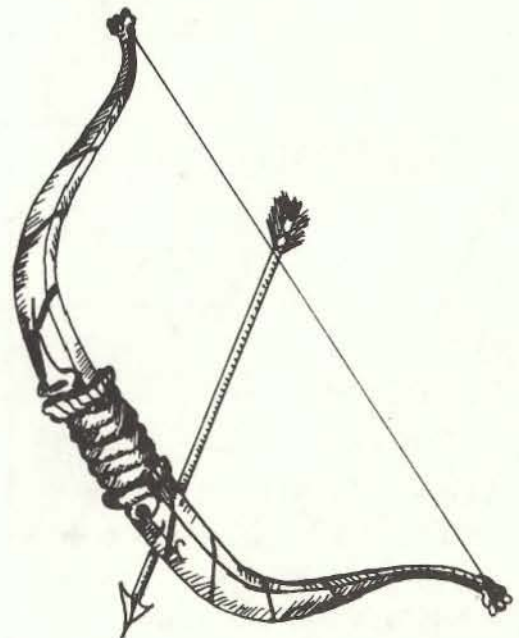
AC: Armor Class.

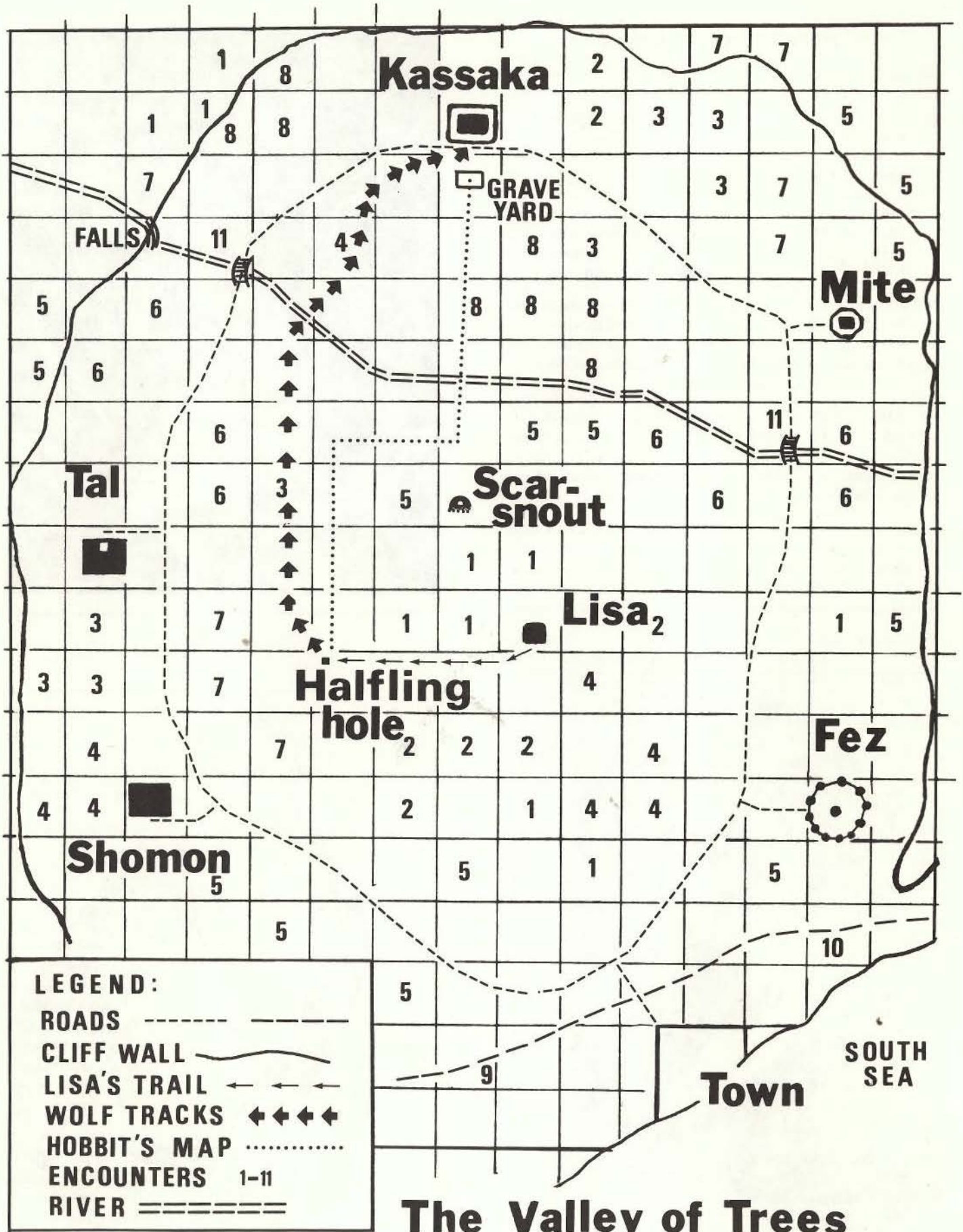
HTK: Hits to Kill.

All bonuses are included.



Nilrem





WILDERNESS MAP AND ENCOUNTERS

TO ENTER OR TRAVERSE A NUMBERED SQUARE FORCES A MONSTER ENCOUNTER.

- GOBLINS:** 1 meter tall humanoids, ugly misshapen heads, crude leather armor, crude swords.
GM ONLY: Encounter one group each time this square is entered. No. appearing: 1d4+4, AC: 7, HTK: 3, 4, 2, 5, 3 2, 5, 3, 1, 3 4, 5, 2, 3, 2 1, 2, 3, 2, 2 4, 5, 3, 1, 2 1, 2, 1, 3, 1 2, 2, 3, 4, 4 (1d8-1)
- BUGBEARS:** 1.75 meters tall humanoids, yellow fur, pointed ears, large canine teeth, hairy arms, daggers, studded leather armor.
GM ONLY: No. appearing: 1d6+3, AC: 6, HTK: 4, 4, 6, 3, 3 3, 2, 3, 2, 4 6, 6, 1, 1, 4 2, 4, 2, 6, 2 1, 5, 1, 6, 5 3, 3, 5, 6, 4 5, 1, 1, 6, 2 6, 2, 3, 1, 2 (3d8+1)
- LARGE GOBLINS:** 1.5 meters tall humanoids, misshapen heads, large hands, leather armor, crude swords.
GM ONLY: No.: 1d6+3, AC: 7, HTK: 6, 8, 7, 6, 3 7, 7, 7, 6, 8 5, 7, 9, 8, 8 5, 10, 7, 9, 5 6, 3, 6, 8, 6 8, 10, 8, 5, 7 6, 9, 5, 7, 7 6, 8, 7, 5, 4 (1d8+1)
- ORCS OF THE WHITE HAND:** 1.5 meters tall humanoids, snout on ugly face, thick skinned, tusks on either side of face, leather armor, clubs and swords for weapons (not both).
GM ONLY: No.: 1d4+4, AC: 7, HTK: 11, 8, 13, 5, 12 12, 9, 13, 12, 12 9, 15, 6, 11, 15 5, 10, 8, 5, 11 5, 13, 9, 12, 7 11, 7, 7, 10, 9 13, 8, 9, 15, 10 6, 11, 5, 10, 12 (2d8)
- PACK OF HYENAS:** Pack of hungry fast animals, sort of a cross between a dog and a wolf, their brown fur has many small dark spots.
GM ONLY: No.: 1d4, AC: 7, HTK: 13, 10, 16, 5, 9 9, 12, 7, 9, 10 13, 7, 8, 5, 9 5, 6, 8, 9, 13 8, 15, 4, 3, 17 11, 10, 4, 10, 9 16, 10, 15, 9, 15 11, 6, 10, 12, 7 (3d8)
- OGRES:** Large hairy humanoids, ugly, long hair, leopard skin loin cloths, big clubs, 3 meters tall.
GM ONLY: Zippi and Sourpatch are an additional +2 against giant types. No.: 1d4+4, AC: 10, HTK: 24, 16, 20, 18, 21 20, 8, 13, 16, 17 11, 22, 13, 13, 17 19, 15, 18, 13, 18 11, 16, 18, 23, 17 21, 19, 19, 21, 13 19, 17, 12, 15, 13 (4d8+1)
- ORCS:** 1.25 meters tall, humanoids, snout on ugly face, thick skinned, small tusks on sides of snouts, gray coloring, clubs for weapons, but a few have short swords.
GM ONLY: No.: 1d6+6, AC: 8, HTK: 10, 8, 4, 4, 4 7, 2, 6, 9, 2 8, 3, 7, 2, 7 5, 6, 8, 9, 3 3, 5, 6, 8, 10 3, 5, 8, 4, 9 4, 7, 2, 3, 8 7, 8, 7, 4, 5 (1d8)
- KOBOLDS:** A huge pack of small blue-skinned humanoids surrounds you. They have studded leather and short swords (almost daggers). Each is about .5 meters tall. There are so many of them that those in

the rear are actually pushing forward those in front.
GM ONLY: After any 20 Kobolds are killed, slept, or webbed, the remainder will flee in terror! A Sleep spell will affect 1d10+10 Kobolds; a Web will tie up 1d8+8. No.: 1d100+100, AC: 10, HTK: 3, 2, 1, 3, 2 1, 2, 3, 3, 2 1, 3, 2, 1, 3 3, 2, 1, 1, 1 3, 1, 1, 3, 3 2, 2, 2, 1, 2 1, 3, 2, 3, 2 2, 1, 1, 1, 3 3, 2, 2, 2, 1 2, 2, 1, 3, 2 (½d8)

- NIXIES:** Beautiful translucent humanoids, tracks are quite wet.
GM ONLY: Ask the entire party to roll 1d100; whoever rolls lowest gets charmed and stays with the Nixies the rest of the adventure (round)! No saving throw. No.: 1d20, AC: 10, HTK: 3, 3, 3, 2, 2 4, 3, 4, 2, 4 3, 1, 3, 1, 3 2, 3, 1, 4, 3 (½d8)
- DRYAD:** A beautiful female, agile and green steps out of a tree with an army (a wizard, several old strong warriors, etc.). She promises to return the charmed person for the next adventure (round).
GM ONLY: Whoever rolls lowest (males only) on 1d100 is charmed. Parties who resist get teleported into shallow water just south of town without their charmed comrad.
- GUARDS:** Group of mixed men, tents and horses. The men are wearing bright chain mail (looks very good!). Some are mounted on horses, and they ask the party for a "pass."
GM ONLY: They will take a bribe of a gem or a magic item (even Delyn's ring!). No.: 1d6+6, AC: 0, HTK: 52, 51, 47, 53, 47 44, 60, 58, 53, 42 (9d10)



ROUND ONE

LISA'S HUT

READ TO PLAYERS: You start in a small hut in a clearing in the woods. It is midnight on a moonlit night (the moon is full).

WHAT PLAYERS MAY FIND UPON INSPECTION:

1. In the clock is a map of a secret passage-way leading into a castle from a graveyard south of the castle. (This clock rings up to 24 times depending on the hour.)

2. Hidden in the chimney is a stack of papers – in Lisa's handwriting – bound together with twine. Most of the papers are anatomical notes and drawings.

One tells how to make a life restoring potion that is quite bitter, yet quite effective. It must be kept in a silver container or it dissipates. The ingredients can only be obtained from an apothecary in a far away land.

One is an unfinished letter to her (Lisa's) father telling of her troubles recently and stating her wish not to be burdened by having to kill Kassaka – since she knew him in better times.

One lists five people, in cryptic notes:

- Fez, Wizard, the oldest, last seen entering his own dungeon, Chaotic Good, devoted to controlling Scarsnout.

- Kassaka, Warrior, Lawful Good, great hero and gravely wounded in the Battle of the Wolf People.

- Mite, Chaotic Neutral, spent years booby-trapping his dungeon, a man of science.

- Shomon, Neutral, a man of the woods. Became senile after 80 and began collecting rare and terrible monsters.

- Tal, Neutral, deeply religious, feared all living monsters. Filled his castle with Spectres and other undead.

One tells of Mite's death three full moons ago. A large wolf killed him.

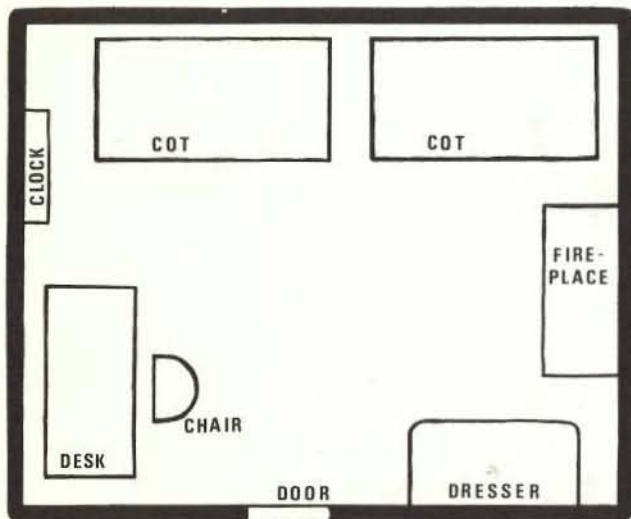
One tells of Shomon's death two full moons ago. A death too horrible to describe.

One tells of Tal's death one full moon ago. His body, torn to shreds, was found floating in the Blue river by the town beggar.

3. Outside: tracks (the hole in Lisa's left sandle) lead to the west.

GM ONLY: When players begin in this room, give the party a copy of the map of "Lisa's Hut." If the party looks behind the clock, give them the "map hidden in Lisa's clock." This map is very easy to find if the back of the clock is examined. Naturally the papers written by Lisa have her perspective and therefore may not be entirely correct!





Lisa's Hut

TOWN OF NORMAL

All the shops are closed except for the tavern, of course. In the bar is a barkeeper, listening to a shepherd complain about the price of mutton.

UPON INSPECTION:

1. The barkeep is the silent type. If bribed however, he will tell you to listen to the beggar.
2. The beggar is right outside the bar as soon as the players leave in Round I. In Round II and III the beggar will be outside when the players enter the town.
3. The beggar will ask for alms, but will say the poems in any case.

Poem, Rounds I and II

Brothers five, two alive,
 Death has taken all the rest.
 Castles stand, this land,
 Order is important in your quest.
 Party ten, women and men,
 Healer raised thief and lord.
 Soldiers bribe, and trolls do hide,
 Coded magic on the sword.
 Castle towers, clock hours,
 A map lies within.
 Entry grave, escape cave,
 Kassaka sleeps in sin.

Poem, Round II only

At two o'clock warrior found,
 At five o'clock there is a town.
 To midnight points Kassaka's keep,
 At the center Scarsnout asleep.
 At 20 bells a ball that glows,
 A quarter 'till a set of clothes,
 And four is last and twelve is one,
 Or else you've lost and worm has won.



Poem, Round III only

At eleven points the hands meet,
 As the short goes once around.
 Twelve towers the wizard built,
 And left there things he'd found.
 At the center hidden prophecies
 Explain partly why,
 At the beginning he put his ring,
 Protected by the Evil Eye.
 At the first crossing he left a staff,
 With an ogre standing by.
 At the third a dangerous trap,
 With a wizard's sword on high.
 At the seventh crossing he hid a gem,
 A gem fit for a queen.
 In focus strongly – holders all,
 In case the Gods were mean.
 Fulfill ye all the prophecies,
 Not just two or three.
 Then dare free Fez behind the doorway,
 Where the dagger is the key.

GM ONLY: The townspeople know nothing of the quest. The beggar, if threatened, will run away and easily hide.

The first poem contains phrases designed to help parties that have missed the map hidden Lisa's clock or who have yet to decode the writing on the sword. Other important clues are: "Kassaka sleeps in sin," the villain is sleeping; "Order is important," there is a preferred order to visit the castles; "Entry grave, Escape cave," the preferred entry to Kassaka's Keep is through the tomb in his graveyard; "Soldiers bribe, and trolls do hide," bribe, don't fight, the soldiers and the troll in Kassaka's Keep.

In the second poem, clock hours refers to the placement of castles, with the valley being the clock. 20 bells refer to 8 o'clock. Quarter till refers to 9 o'clock. The party must not go to 4 o'clock, and they have already visited 12 o'clock.

In the third poem, Castle Fez has eleven defense towers which are spaced on the points of a clock where the clock hands meet (or pass). The "beginning" refers to the north tower, Tower 0. The "first crossing" referred to is tower 1, etc. The "center" is the Center Tower. The phrase "in focus strongly" refers to the television-like screens in Fez's study. The final phase, "the doorway, Where the dagger is the key" refers to the keystone to room 20 of the Central Tower.

HALFLING'S HOLE

Hidden in the west side of a small hill, at such a position that it would be difficult to see if you were not following Lisa's tracks, is a round doorway.

UPON INSPECTION: *In addition to Lisa's tracks leading in are tracks of six humans, four of which have a faint terrible odor. On top of these are the tracks of a large wolf leading out of the door.*

GM ONLY: Here lived Lisa's friend, an elder halfling, Nathaniel Grover Softoes. He drew a map for Lisa, showing a safe route to Kassaka's Keep. Lisa went to meet Softoes after she raised the band of adventurers. While she was here, Kassaka – in wolf form – entered Softoes' home and slew the halfling. Lisa (knowing her life was about to end) managed to hide the map and her silver vial (with two raises worth of potion left) behind a picture in the bedroom before Kassaka slew her. After killing Lisa, Kassaka left behind a cleric and some ghouls to prevent anyone from entering. Unfortunately (for him) the cleric, E. Val by name, had a strong desire to try some halfling wine.

1 – 10' by 60' hallway. One of the four doors on the sides of this hallway has been smashed in.

UPON INSPECTION: *Lisa's tracks lead to Room 6. The door to Room 2 is the one that's smashed.*

2 – 10' by 20' pantry. The mutilated body of an elderly halfling lies torn to shreds on the floor. Many (still good) cheeses, sausages and the like are on the pantry shelves. Some were spilled onto the floor in what must have been a recent brutal killing.

3 – 10' by 30' room. Several open bins filled with fresh vegetables are against the north wall.

4 – 10' by 20' closet. Several good quality small suits of dress clothes hang here.

5 – 10' by 30' room. Several bins occupy the south wall there is also a wine rack with 12 bottles of wine.

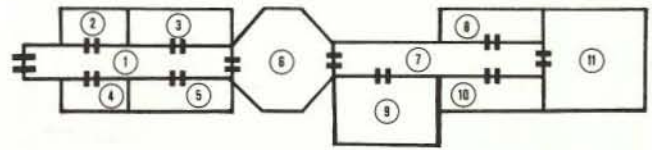
Fruit is in the bins, and the bottles are labeled "The Shire's Finest."

6 – This is a large octagonal dining and living room area 20' to a side. There are four ugly, foul-smelling humanoids standing around a table. At the table is a human in black robes asleep with his head resting on the table. Several empty wine bottles are on the table. One lies broken on the floor. A small lit candle and a large book lie on the table. A sack is at the human's feet.

The Cleric is drunk. Sol will recognize the items in the sack as clerical spell components. The book is a normal (but evil) prayer book. Lisa's tracks lead to Hallway 7.

GM ONLY: The foul smelling humanoids are Ghouls which Sol will automatically turn if he uses his symbol. No.: 4, AC: 9, HTK: 5, 9, 7, 9 (2d8). If the Ghouls are turned, they run into Hallway 7 and then into Room 9.

If Sol picks up the spell components, he can throw two level 1 spells.



Halfling Hole

7 – An empty 10' by 70' hallway. A trail of bloody wolf tracks lead east and west along this hallway.

Lisa's tracks lead to Room 11.

8 – A nice 10' by 30' bedroom.

Empty, except for a normal small bed and dresser set.

9 – A 20' by 30' nice kitchen with appropriate items (stove, a cooking fireplace, etc.).

GM ONLY: Ghouls (from Room 6) will be in here if they were turned.

10 – A 10' by 30' bathroom.

11 – This 30' square room is clearly the master bedroom. It is a bloody mess. Lisa's badly torn body is on the floor by the bed. In the room is a small bed, a small desk, a plush small reading chair, a couple of books (on cooking) and a fireplace. Hanging on the north wall is a picture of a distinguished looking halfling woman.

Hidden behind the picture is the halfling's map, and a silver flask containing two doses of a bitter potion.

GM ONLY: If the players look behind the picture give them the map of the valley that shows the trail from the halfling's hole to the graveyard. The flask contains a Resurrection Potion and has two remaining uses. Unfortunately, Lisa's body is beyond recall.





KASSAKA'S KEEP

Kassaka's Keep is located just off the road that circles the Valley of Trees. Most of the local forest is pine and fir trees. From the road in front of the main gate, one can't help but notice a graveyard just south of the road. As the players enter the area south of Kassaka's Keep they see the castle defense walls. The drawbridge is closed.

UPON INSPECTION: *As the players enter the area south of Kassaka's Keep, they see that in the middle of the cemetery a simple stone building stands. A road separates the castle from the graveyard. The drawbridge unlatches easily from the inside.*

After fighting the Skeletons, the players can enter the tomb. Inside are twelve sliding metallic drawers (six on each side), caskets for the deceased. Eight of the trays are open. Of the remaining four closed drawers, one is empty, two contain skeletons, and the fourth conceals an entry tunnel. The open drawers are empty.

GM ONLY: If players go to the graveyard, eight Skeletons will pour out of the stone building. No.: 8, AC: 8, HTK: 3, 2, 1, 3, 2, 2, 3, 1 (1d8)

The tunnel goes under the road (see Room 17 in Kassaka's Keep) and comes out in Room 18 of the basement area of the Keep.

1 - 20' by 30' kitchen. Usual stuff, an (obviously safe) trap door leads to the fruit cellar (Room 21).

2 - 30' by 30' game room (darts, domino set at the table).

3 - 20' by 15' servants quarters, empty.

4 - 20' by 15' servants quarters, a drunk Orc is sleeping.
GM ONLY: No.: 1, AC: 8, HTK: 5 (1d8)

5 - 10' by 15' room. Pegs protrude about 15 cm. apart all around this room (closet).

6 - 10' wide, 15' long stairway.

GM ONLY: Connects Room 8 with Room 18.

7 - 50' by 30' room. Main dining hall, broken flasks and spoiled food on an oak table.

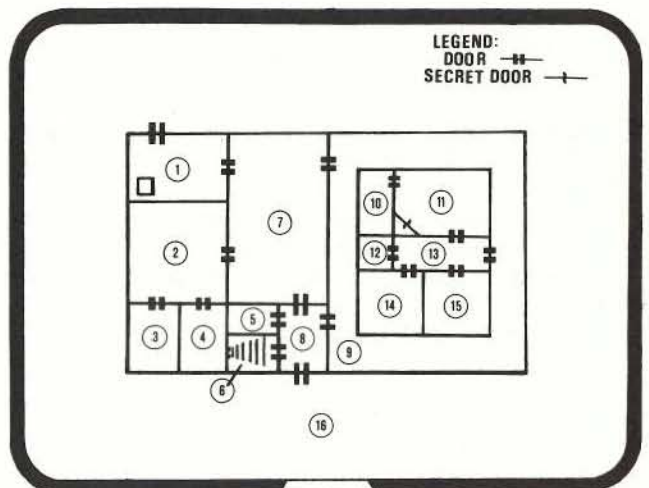
8 - 10' by 20' foyer with soiled brown carpet on the floor.

9 - North-south corridor.

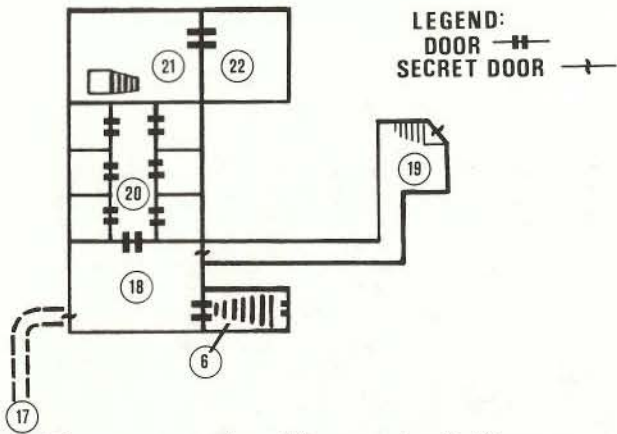
GM ONLY: Four Orcs of the White Hand guard this hallway. Use Wilderness Monster Encounter 4 and description.

10 - 20' by 10' study and library.

GM ONLY: This is where the ghost of Lisa will take the players at the beginning of Round II.



Kassaka's Keep



Basement, Kassaka' Keep

11 - 20' by 30' bedroom. Asleep on the large bed is a hairy humanoid with long yellow teeth. His claws and mouth are bloodstained.

If he is killed, his ghost rises and says "Fools, you killed the wrong villain. Scarsnout is the true evil, and he'll never be killed because Fez is imprisoned."

GM ONLY: This is Kassaka, in werewolf form. He always sleeps after a kill, and he is easily killed while sleeping (AC: 10). If the party is stupid, they can wake him up in 3 rounds and then he will attack at full strength. No.: 1, AC: 3, HTK: 24 (4d8+3)

THUS ENDS THE FIRST ADVENTURE OF THE VALLEY OF TREES.

12 - 10' by 10' bath.

13 - 10' by 30' hallway.

14 - 20' by 20' guest bedroom.

GM ONLY: Six bats attack the party if they enter the room. No.: 6, AC: 2, HTK: 2, 3, 2, 1, 5, 3 (1d8)

15 - 20' by 20' guest bedroom.

Two large rats are hiding under the bed.

GM ONLY: The rats attack only if bothered. No.: 2, AC: 5, HTK: 6, 5 (1d8)

16 - Courtyard. Many 1.25 meter tall, snout nosed, hairy, tusks by nose, grey humanoids with short swords patrol the courtyard.

The drawbridge may only be unlatched from the inside. The Orcs attack if the courtyard is entered.

GM ONLY: They have no missile weapons. No.: 22, AC: 8, HTK: 4, 3, 2, 5, 6 7, 9, 3, 5, 6 7, 4, 8, 3, 4 2, 3, 8, 8, 7 3, 5 (1d8)

17 - This tunnel runs from the stone building in the graveyard towards the castle.

GM ONLY: To the Troll's room, No. 18.

18 - A Troll stands guard.

This Troll bribes easily, and as he is really dumb, he will believe almost any tale. If he is asked about Kassaka, he will reveal "the master's" secret passage leading to the bedroom. Since he was instructed only to guard the jail, and anyone coming from a normal door, he thinks that the party is ok.

GM ONLY: No.: 1, AC: 0, HTK: 40 (6d8+6).

19 - In the north part of this room are stairs leading up to a triangular landing.

Anyone, even non-thieves will spot the secret door at the top of the stairs.

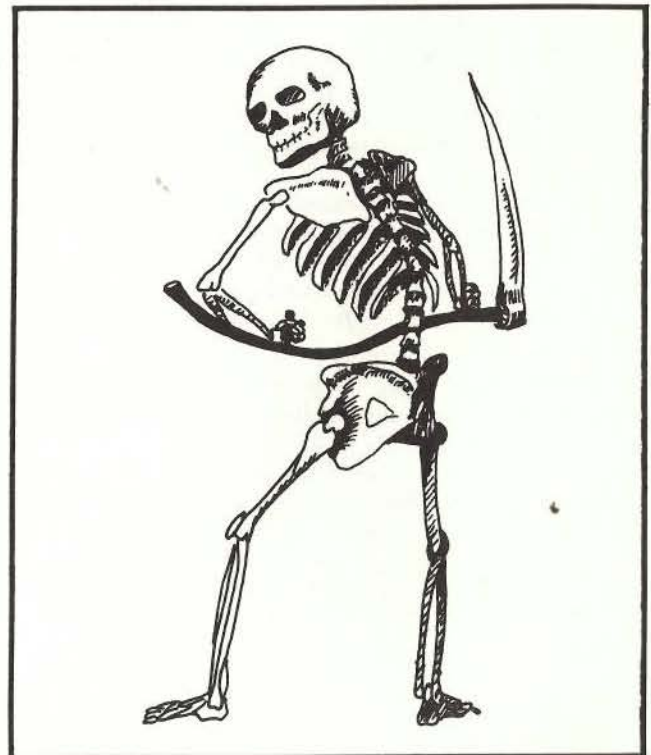
GM ONLY: A 5' wide tunnel leads from Room 18 to this area. The door opens to Kassaka's chambers, Room 11.

20 - This 30' by 10' hallway is the jail. Six cells behind barred doors are on either side of the hallway. In one of the cells are two dead human prisoners.

The Troll has the key to these locked cells. The humans are nearly bones at this point. If the party enters this room the Troll will volunteer "they offended Master Kassaka."

21 - 20' by 30' wine cellar. There is a well in the corner. A wooden ladder leads up to the kitchen. There is also a large pile of firewood in this room.

22 - 20' by 20' root cellar, containing potatoes, carrots, and beets.



ROUND TWO

1. Repeat what the Ghost of Kassaka said: "Fools, you killed the wrong villain. Scarsnout is the true evil, and he'll never be killed because Fez is imprisoned."
2. The Ghost of Lisa (the healer) appears. She says:

"The Gods have granted me two wishes. The first is that I would not have to slay Kassaka myself. The second is that your party have a chance to free the wizard Fez. You can do this by using the plan we have previously discussed. Also, I advise you to seek the beggar in the town South of here, for he has been known for his wise sayings.

"Each of you has gained two levels for your troubles: In the adjacent room, Kassaka's study in his days of goodness, you will find many books and the necessary components of any spells you may choose to learn.

"Delyn you have 3 more hits. Research up to 7 first level spells, 5 second level spells, and 4 third level spells. You may throw (this round) any one of your third level spells, any two of your second level spells, and any 4 of your first level spells.

"Mondaë, you have 2 more hits, and will benefit by reading the book on locks. Nilrem, you have 2 more hits, and your robe has all the powers it had at the beginning of Round I. You may throw 2 first level spells, researching up to 5, and 1 second level spell, researching up to 4.

"Radan, you have 4 more hits, and your abilities will be greatly tested. Shane you have 6 more hits. Sir Laetuamakki, you have 3 more hits. This round you may thrice cure or bless.

"Sol, you have 2 more hits. Components for all clerical spells will be found in Kassaka's study. This round you may throw any 3 first level and any 2 second level spells. Sourpatch you now have 19 hits. Tina-Tar-Tai, you have 4 more hits. In the next room you will find a green robe with a blue sash, symbolic of your new rank. Zippi, you have 4 more hits. Enough arrows will be found in the study to bring your total arrows at the beginning of this Round to 47.

Remain here and rest for the evening. I'll inform the castle cook, an old sow, to prepare a great banquet."

She disappears before the party can ask any questions.

GM ONLY: Sir Laetuamakki can now turn invisible at will. The cook turns out to be an old female Orc. She is not long in coming, and invites the party to the dining room for a meal of superb roast, mouth-watering biscuits, etc. Tell the party to enjoy the meal and then start Round II.

Tell the party they found the following two items hidden in Kassaka's library:

- 1 – A map of the Valley of Trees.
- 2 – A short history of the Valley.

These two items are identical to those in the Halfling's Hole and in Lisa's chimney.

MITE'S CASTLE

GM ONLY: In Mite's castle, the party must get past the defense, find the short range teleport machine, and use it to find "Warrior," a black metallic robot. One malfunctioning droid will be found outside the main entrance. Other droids guard the courtyard. The droids universally respond to the password which is currently "Mite." The droids will treat anyone who knows the password as their master. The password can be changed only at the Sands Transplacer (Room 14). All droids look like this:

Mite was a scientist. Several years ago he got a Sand's Transplacer Kit (short range teleport machine). After installing this machine, he removed the doors between the various rooms in his castle, and walled up the doorways. He did the same to the stairway to his basement. Mite was Chaotic, and so are some of the things in his castle.

All the doors on the first level (level 00) slide open when they are approached (except of course for the secret doors). The light in this and other rooms is controlled by light switches on the walls. Level 01 appears lit, even though no lights or switches are apparent.

If Radan is along when the party goes to Mite's castle, you should give modern day descriptions (e.g. refrigerator) of the castle contents. If Radan isn't present, give physical descriptions (e.g., 6' high metallic box with a metal handle, the interior is cold and has chilled food stacked on trays).

UPON APPROACH TO THE CASTLE

Mite's castle stands in a clearing of maple trees. The defense wall is 20' high, and the interior structure is about 12' high. The interior building is made of concrete and measures 90' by 90'.

- 1 – In front of the entrance to the castle is a malfunctioning droid. He constantly walks in a circle muttering over and over: "Mite, Mite, Mite . . ."

Upon inspection of the droid, Radan sees that a properly functioning droid unit could discharge energy (HTK) through the red bulb on top of its casing. Radan also realizes that the droid technology is beyond his knowledge.

- 2 – The drawbridge is locked.

- 3 – In the courtyard will be found ten droids. They look like the droid in front.

When a player enters the courtyard, the closest droid approaches him and says: "I am empowered to sleep and then give damage to you unless you leave now. I would not even give this warning, but my master has so agreed to protect youths like yourself. Your reply must be immediate, or I will attack with all my powers."

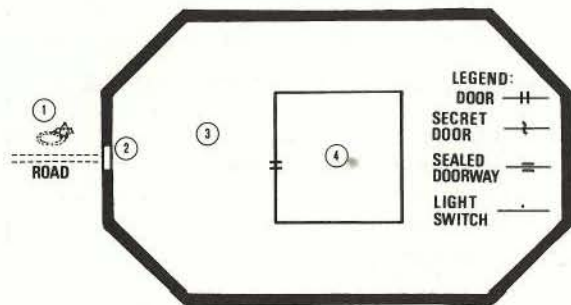
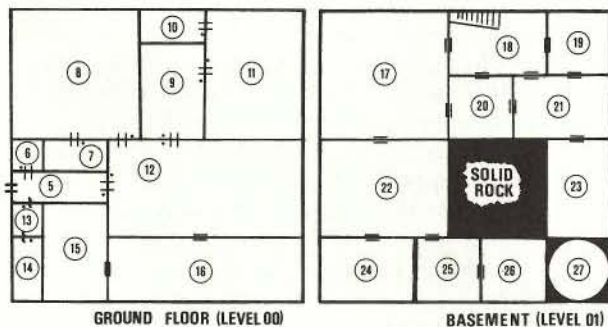
GM ONLY: The droids throw a Sleep spell 2nd round, after giving their message 1st round. The 3rd round they throw hits. HOWEVER, they only attack players on the ground who are visible (they will not respond to an attack from the air, doing only as they were programmed to do). Note that the players can land in front of the door, receive their warning and then step into the building as their next round. (Sleep will not

affect most of the party members in Round II.)
No: 10, AC: 8, HTK: 7 (level 0).

4 – GM ONLY: Detailed maps of the castle building are drawn above. Players enter the castle at Room 5.

5 – 10' by 30' hallway.

GM ONLY: This is the ground floor (level 00). All Lawfuls who enter take a saving throw. If the saving throw is missed, the player turns green for one game hour, no other ill effects. Characters that must save are Shane, Sir Laetumakki, Sourpatch, Sol, and Tina-Tar-Tai.



Mite's Castle

6 – 10' by 10' room. Pegs protrude from the walls at about 10" intervals. A droid in this room will attempt to remove everyone's clothes. Otherwise the room is empty except for a small yellow mouse peeking out of a small hole in the north wall.

GM ONLY: This is a closet, and the droid is just doing its job. It is persistent but harmless. The yellow mouse is the common house variety, and is harmless. The droid's stats are: AC: 5, HTK: 10 (2d8).

7 – 10' by 20' pantry. The shelves are lined with powdered food stuff of every type the players can imagine.

GM ONLY: The "cooking" droid is the only one who can normally open the door to this room. He will go into this room if he is asked to prepare a meal.

8 – 40' by 40' modern kitchen. Many jars are on a counter. A microwave stove, and a refrigerator, with good ice cream are present. A droid appears and asks if it can prepare a meal for the party members.

In the freezer is a frozen red haired humanoid. He is nude and is without a head!

GM ONLY: This cooking droid will not attack. He is a good cook, and will go into Room 7 if he is asked to

prepare a meal. The body belongs to the head in Room 13. The droid is AC: 1, HTK: 12 (3d8).

9 – 30' by 10' study. There is a micro-film reader with a large micro-film file.

None of the films are of interest to anyone but Radan. The titles typically read: "Copier machines, combustion engines, micro-wave ovens, radio repairs, nuclear fusion, homology, robotics, . . ."

10 - 10' by 20' modern bathroom. There is a tub, mirror electric plugs for the hairdryer, an electric toothbrush, and a razor on the counter. Players see a droid in this room.

Sourpatch can see that this room used to be part of a stone stairway going down. It would take months to open it up again.

GM ONLY: The droid in this room will insist on giving a shower to anyone who has taken hits and is not fully cured. The shower is not portable, but will cure up to 8 HTK each player, automatically. The droid is harmless, AC: 3, HTK: 8 (1d8).

11 - 40' by 30' lavish bedroom. A dresser, an electric shaver, clothes - all purple.

Hidden under the mattress is a stun gun.

GM ONLY: The gun delivers 1d20 of damage and has 4 uses.

12 - Huge 30' by 60' dining room. A large, long table floats in the middle of this room. At either of the long sides of the table are six floating metal chairs, with backs but no legs. A large gold (unremovable) chair floats at what would be the head of the table.

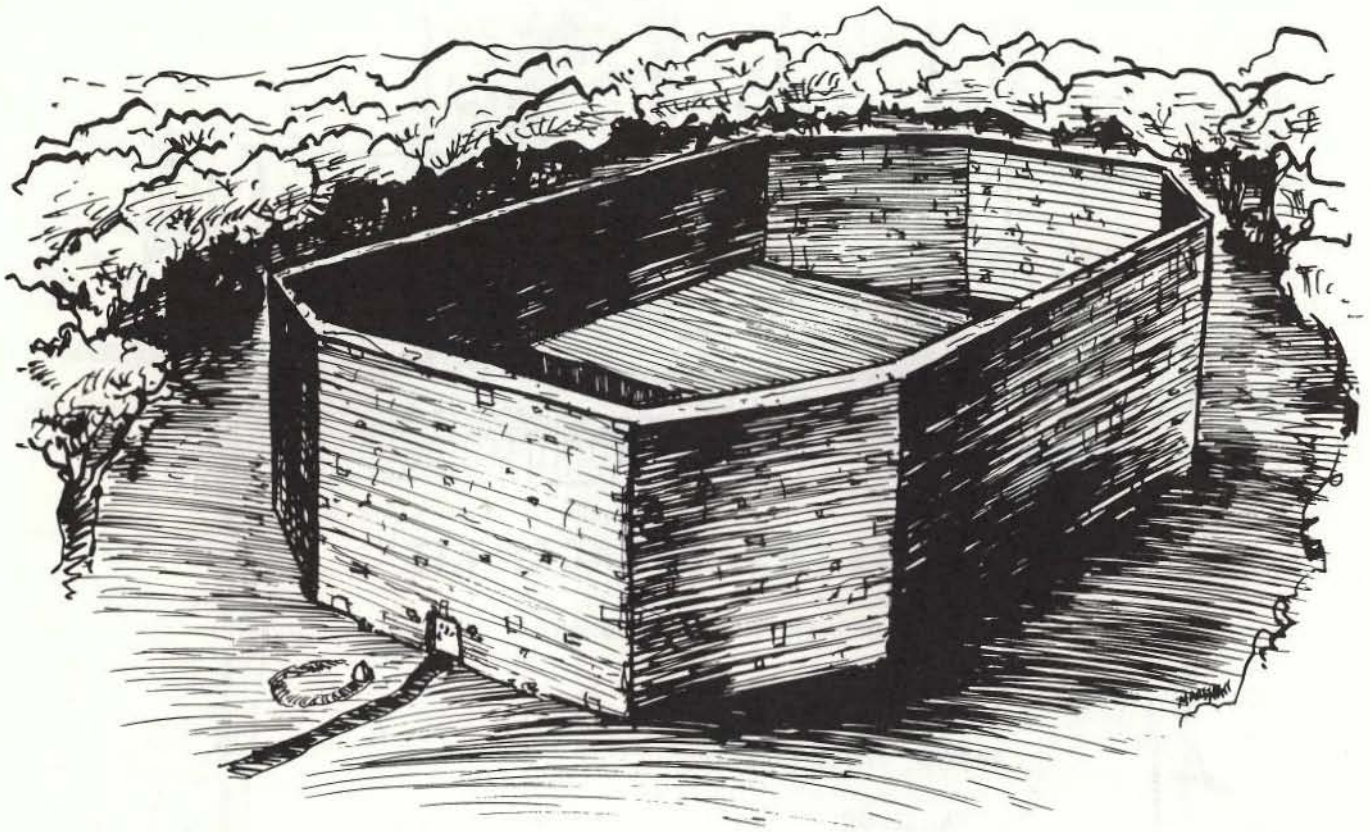
Hidden in the table at the end with the gold chair are two banks of switches. One bank has five switches, all pointing one way. The second bank has 12 switches all turned the other way. Sourpatch may notice that in the middle of the south wall is a cleverly walled-in doorway. The work was done so well that it is difficult to detect.

GM ONLY: The five switches are all "off," and the 12 switches (one for each of the 12 floating metal chairs) are all "on." The 5 switches have the following functions:

1. Turn off/on all lights in the castle.
2. Summon the cooking droid from Room 8. He asks for the "dinner menu."
3. Summons five droids who attack. AC: 4, damage: 1d10, HTK: 19, 21, 14, 20, 18 (5d8)
4. Teleport user to Room 14.
5. Electric discharge, 1d10 damage to players sitting at all seats where the 12 switches in the other tray have been turned on.

13 - 10' by 10' room. There is a silver tray afloat in midair. On the tray is a human head with a red beard and red bushy eyebrows. Each turn that anyone (visible) is in the room, the head will shout warnings like: "Get out of here, go back, it's a trap."

GM ONLY: The head is harmless, and only shouts warnings to the party. It cannot answer questions. AC: 10, HTK: 7 (2d8)



14 - This 10' by 20' room contains two large (2 meter high, 1 meter square at the base) boxes, with many flashing lights on their sides (Radan recognizes these as computers). At the south end of the room is a narrow shelf with a keyboard on it, and a (TV) screen on the wall behind it. The keyboard looks like a normal keyboard except it has an extra button labeled "return" as well as four buttons with up, down, right, left arrows on them. On the shelf there are three books labeled "Care and Maintenance of the Time-space Transplacer Terminal," "How to Effectively Trap any Terminal," and "Electricity from Radiation." There are also miscellaneous tools, pliers, screwdrivers, some broken glass, and short pieces of copper wire scattered on the shelf.

The books explain how to use the terminal, giving a repeat of the directions which appear on the screen, but also suggesting that you use your own name, for example, as password; how the terminal the players see is trapped: All who touch the terminal before the green wire leading into the back is cut take 1d100 damage of electricity; and how (it's rather complicated) to set up an electric current supply source sealed in a lead box. When the terminal is turned on the following display appears:

GM ONLY: This is the teleport room. The teleport only works within the confines of Mite's castle. When the terminal is turned on, show the players the display picture. When players type in "LEVEL 00" (not

"LEVEL 0"), show them the appropriate map of the level. "LEVEL 01" works the same way. At this point, a flashing cursor will be showing on the screen beginning in the upper left hand corner. By manipulating the cursor with the arrows, the players can look into or enter any room. Any commands typed in affect the room the cursor appears in.

This is not the deluxe terminal which the salesman in Room 25 will try to sell to the players. The main flaw with this model is the command "- TP" brings back every non-attached item (including droids) to Room 14. Of course the command "TU" doesn't share the flaw of the "- TP" command.

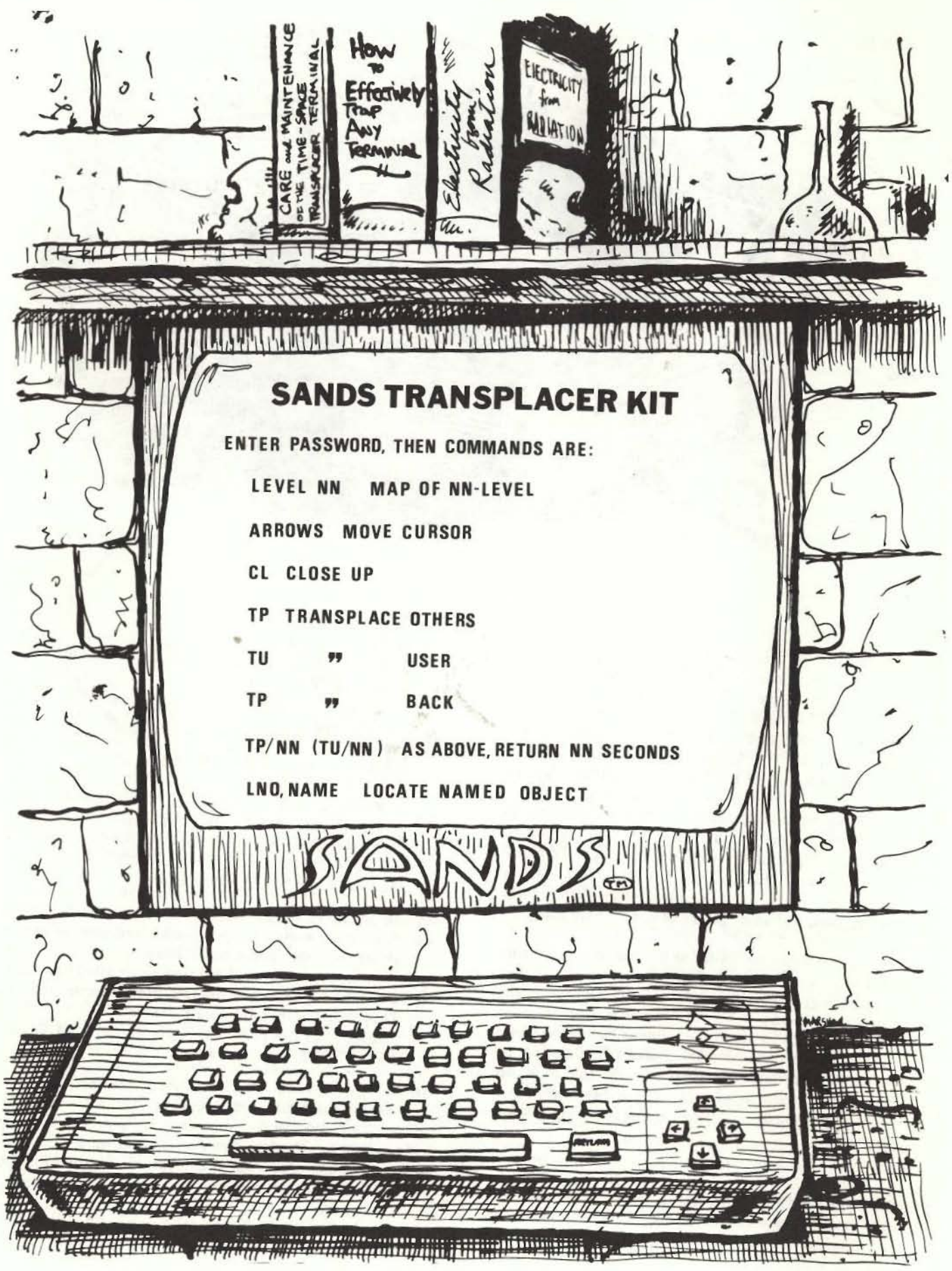
15 - 30' by 20' room. 11 warrior droids, stand motionless in this room. Rolls of copper and silver wire are strewn about the room. The room is dusty.

The copper and silver weigh about 1000 pcs. each.
GM ONLY: The spare warrior droids are turned off. They will attack if they are turned on. No.: 11, AC: 2, damage: 1d10. HTK: 7, 8, 9, 10, 11 12, 13, 14, 15, 16 17 (5d8)

16 - 20' by 60' room. 3 large chests are on the floor. Two large droids stand in the room.

All the chests are trapped for 12 HTK of electricity. The traps are easy to find, easy to remove. One of the chests can't be opened, a second has 100 gems worth 100 gold each, the third has 15,000 copper cubes in it.

GM ONLY: This is Mite's treasury. The droids are preprogrammed to attack anyone who doesn't say the



SANDS TRANSLACER KIT

ENTER PASSWORD, THEN COMMANDS ARE:

LEVEL NN MAP OF NN-LEVEL

ARROWS MOVE CURSOR

CL CLOSE UP

TP TRANSLACE OTHERS

TU " USER

TP " BACK

TP/NN (TU/NN) AS ABOVE, RETURN NN SECONDS

LNO,NAME LOCATE NAMED OBJECT

SANDS

INTRODUCTION FOR PLAYERS

Fez I, The Valley of Trees is perhaps the first tournament of its kind in that in the beginning of the tournament the players don't know their stats, their classes, or even their races. They do know the following information:

List of Players

Delyn	female, humanoid, 1.4 meters tall
Mondae	male, humanoid, leather armor, 2 meters tall
Nilrem	male, humanoid, robes, 1.65 meters tall
Radan	male, humanoid, 3-piece suit, 1.9 meters tall
Shane	male, humanoid, sword, bow, leather, 1.85 meters tall
Sir Laetuumakki	male, 4 legs, wings, humanoid face, 1 meter tall at shoulders
Sol	male, humanoid, hammer, robes, 1.7 meters tall
Sourpatch	male, stout humanoid, slight beard, sword with inscription, plate, 1.4 meters
Tina-Tar-Tai	female, humanoid, yellow robe - green sash, 1.4 meters tall.
Zippi Plowfoot	male, humanoid, light chain, 2 bows, 43 arrows, 1 meter tall

Fez is a thinking person's tournament. Players who try to fight every monster encountered, players who are not "goal-oriented," and in particular, players who think they have to map every room of every dungeon will not survive. A few general remarks and guide lines are in order for players who are not experienced in tournament play:

1. Avoid all unnecessary battles. When possible, circumvent, bribe, or even feed monsters. An unnecessary melee may cost your group a valuable player character.
2. When you do fight, be decisive. In tournament play a spellcaster who saves spell points is worthless. Too frequently, a spell held in reserve costs a valuable warrior his life.
3. Be goal-oriented, not map-oriented. In tournament play, teams that strive for an accurate map of every room of every dungeon invariably get killed. Rather, in each complex, get in, accomplish your goal, and GET OUT!
4. Don't panic. Any quest of epic proportions will have its moments of despair. At such times you must keep your composure and do your best role playing. To do otherwise is to defeat yourselves.
5. Role play each character. It's more fun, it's more efficient, and things will go smoother. In particular, don't expect a cleric to find secret doors, just as you would not expect a thief to turn undead.
6. Above all, THINK and look for clues. *Fez* is filled with clues, but you have to look for them.

Play begins on a moonlit night in a hut in a forest

clearing. Ten characters have just been raised from the dead by a beautiful woman. She leaves the hut, promising to soon return. When she fails to return, the party realizes that they are on their own. Each party member had some rather confused thoughts as they were being raised. Just what each character is, or can do remains to be seen.

PLAYER WRITEUPS

Tina-Tar-Tai

Pain . . . It hurts . . . you think of other things . . . why were you killed? . . . try to force it but can't . . . better now . . . pain lessened . . . pain is gone . . . candles . . . thousands of candles . . . the woman passes on to another . . . discipline, that's important . . . heart is racing . . . relax now, as you were trained . . . helps the head clear . . . TinaTarTai . . . TinaTarTai . . . heart has returned to normal . . . It's Kassaka . . . he is to be destroyed or there will be a great evil on this land . . . your garb . . . a silk robe . . . tiny dots of light . . . thousands of lights . . . a yellow silk robe - tied with a green sash . . . you stretch your . . . limber muscles . . . all 1.4 meters of you . . . so be it . . . you rise and check the stuff in your pack . . . a dagger . . . enough foodstuff for several days . . . you meet the others.

Sourpatch

The brightness hurts. Not just a touch of pain, but a searing engulfing pain that tortures the very essence of your being. The taste of the fluid the woman forces on you is bitter, bitter, bitter. She touches your forehead. "Sir, I have not the power to replace your eye, but your health and fifteen hits I can restore." She gives you a bit more fluid. Once before you felt this way. The time you lost your left eye. But it had been worth it. Storm's Sword. Its scabbard encrusted with gems and with its inscription:

"gudz rqob wr nloo, Vwrup'v Vzrug"

Your good eye focuses and you see it at your feet. A wizard had told you it meant . . . draw me only to kill, Storm's Sword. Kill . . . kill, there's something I must do! Let's see, HA! . . . Then fear encompasses you. All 1.4 meters of you. From your slight beard to your thick stocky legs you tremble. "Kassaka . . . Kill Kassaka . . . else all will be lost." Who's Kassaka? You try to remember but can't. So, businesslike, you take inventory. Let no one say that Sourpatch shirks his duty, Ha! In addition to the sword, you have plate armor . . . well made but you know (or remember) little of its history. 8 torches, tinder and flint, beef jerkey, two flasks of ale, extra loin cloths, 15 coppers, some bread scraps. You rise and talk to your companions in the room.

Sir Laetuumakki

The fluid she gave you is strong . . . she is truly a good person . . . all goodness . . . the others in the room are also good, mostly lawful, but not could compare with her kindness and concern for others . . . She passes to the next body . . . You extract the claws of your front paws . . . long claws, sharp claws . . . not like the claws of your rear paws which are shorter and meant only to help you walk and land . . . Land? . . . but of course, with two strong wings you can fly . . . strong enough you are that you could even carry a passenger if you wanted to . . . Your hide is light

gold in color, your proud mane is a darker gold, although you can't see it you know that your face is that of a human . . . Most of the others in the room are up and about . . . The woman leaves, saying she will return soon . . . She must have great powers . . . she heals so much more than you have been able to . . . Well, even if you can't do healing very often, you will still be able to inspire your companions should a battle occur . . . You stand on your four paws and greet the others.

Nilrem

Aaaayyiee!!!! . . . that scream! . . . It was you . . . Kassaka, no . . . NO! . . . No, it hurts . . . the head throbs . . . a cool palm on your forehead . . . never backfired before . . . sure one must be careful when summoning, but . . . AAAAYYIEEEE!!! . . . "Drink this" . . . Damn, awful taste . . . you gag . . . "You will make it" . . . Time will tell . . . cute figure . . . Your name . . . It's Nilrem. Well, at least you remember that . . . then it hits you . . . You were dead . . . This can't be, can it? . . . Ouch! . . . your head hurts, smarts in fact . . . Though not as much as the first time you evoked the very essence . . . you sit up . . . what a strange group . . . some in worse shape than you . . . of sleep . . . you sleep a bit and then awake again . . . feel better . . . someone brushes against a loose patch on your cloak . . . The lady leaves . . . promises to return before dawn . . . the dagger, it's the key . . . Who's Kassaka? . . . you stand, all 165 cm of you . . . your garb is a robe which, in addition to the patches, has markings that look like * and) .

Radan

She forces something down your throat . . . ears ring . . . gradually the head clears . . . it aches but clears . . . you insert the nickel plated disc, say 5mm in diameter and 2 mm high into your ring . . . your head hurts . . . the clock on the wall is pounding, pounding, pounding . . .

"KASSAKA MUST BE KILLED"

the clock . . . mainspring must not be properly balanced . . . Why doesn't someone fix it . . . she moves to the others . . . why doesn't one of them repair the clock? . . . it's such an elementary adjustment . . . simply loosen the pin holding the mainspring . . . pounding, pounding . . . you rush to the clock, open the face, and make the necessary adjustments . . . the woman is lovely . . . she gives another drink from her flask . . . "time will tell" . . . no anesthesia, no scalpel . . . you ask her, "Did you cure me?" . . . she replies "If it looks like a rock, rough and smooth like a rock, sinks in water like a rock, it's probably a rock" . . . click, click, click . . . Returning to your seat you notice that the ring on your finger glows a dim red and reveals the symbol "7" . . . you inspect the others . . . some are about your 1.9 meters, some shorter . . . one has wings . . . ah! he must have six limbs, four for terrestrial navigation and two for exerting downward forces so as to lift itself . . . the lady leaves . . . the winged creature, nice hide, much better than the ratty suit you are wearing . . . you also have some hard bread, cheese, 10 silver, a dagger, nothing more . . . you go to the others in the room.

Shane

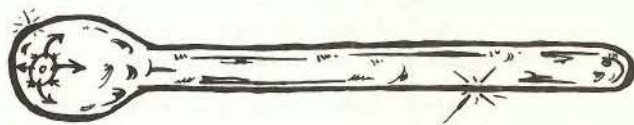
There is a great pain in your head . . . a blinding searing awful pain . . . the woman pours a bit more of fluid into your mouth . . . "You will make it now Shane, and thanks

for coming to aid" . . . she moves on to one of the others . . . pleasant odors, you must be in a forest. No, your eyes tell you it's a room . . . a hut maybe in a forest . . . she is almost to the next cot . . . funny, she must have a hole in the sole of her left sandal - at least her tracks show this . . . you recall the spring smells of your homeland, you remember your name, and that you answered a summons . . . it was urgent and necessary . . . but why or how you can't recall . . . a crow caws in the woods . . . and there were others . . . why or how you are not sure . . . you resolve to do your best, as you always have . . . let's see now, what do I know:

I'm about 1.85 meters tall, have a sword, a rope, yes that pack must be mine . . . in the pack some dried meat (venison by the smell and taste), 4 silver pieces, some under garments, a note: "Shane, come, I need your help, Lisa." So that's it . . . you rise and greet the others.

Sol

You are risen again . . . the woman passes on . . . a room of fools . . . memory is weak . . . Kill Kassaka . . . so, that's it . . . why were you sent back . . . let's see . . . the usual stuff . . . hammer . . . foodstuff . . . a silver thing in a felt sack . . . looks like:



Sol's Silver Wand

silver . . . about 1 cm thick, 15 cm high . . . a vial and some fluid . . . SO BE IT You stand, stretch your 1.7 meter frame, and greet your companions.

Zippi Plowfoot

Concentric circles . . . one within another . . . white . . . black . . . more circles . . . blue . . . red . . . head hurts . . . tummy too . . . Ah! there's feeling in your arms . . . circles . . . black . . . blue . . . "open your eyes" she says . . . who? . . . more circles . . . red . . . gold, you open your eyes . . . she forces more drink down your throat . . . not like the wine of the homeland . . . bitter taste . . . KILL . . . you have furry feet . . . nice long furry feet . . . wait for the room . . . probably not a decent sweet roll handy . . . Ah! Your arms feel good . . . you stand . . . she has left this place . . . who are the tall ones . . . wings . . . the damn thing has wings . . . seems friendly . . . wait for the room . . . where are they? . . . who's Kassaka anyway . . . you pick up your bows . . . in the pack . . . looking for what . . . you find the string (twine), wax, a left glove . . . not a right . . . glove fits to your elbow . . . arrows, 43 of them . . . one has a flaw . . . 42 good arrows . . . kill Kassaka or it's doom to all . . . light chainmail covers your one meter frame.

Mondae

You remember your name: Mondae . . . someone forces some more strong fluid down your throat . . . you gag - but begin to recover . . . she moves to another body . . . you remember little else . . . your head hurts . . . the woman, she is beautiful . . . "time will tell" . . . "kill Kassaka" . . . who's Kassaka? . . . what does it mean? . . .

what am I? . . . why would it matter? . . . this stuff in my pack . . . let's see now, a dagger, ten silver pieces, some thin metal pieces — some bent at right angles at the end — about 5 cm long and all in a leather case, a rope, beef jerky, a tinder box, flint . . . “Kassaka must be killed” . . . “Time will tell” . . . And you remember something . . . Kassaka must be killed or all will be lost. You are taller than the others . . . they haven't your pointed ears . . . well one does a bit (later he tells you his name is Radan) . . . You are in a small hut, desk, two cots, small fireplace, two house pets (cats), clock on the wall, the others begin to speak of what they recall and know . . . hell, they're as bad off as you are . . . the door opens and the woman leaves, saying “Get comfortable, I'll be right back.”

Delyn

Ugh! That awful taste . . . yet . . . the potion . . . it's doing its duty . . . you begin to revive . . . the woman passes to the next body . . . she's working to revive it also . . . Your name: Delyn . . . just a simple name like Delyn . . . your dress a fine blue silk robe . . . “Kill Kassaka” . . . time is important . . . you fear to try . . . you know you must . . . you stand in a room full of idiots . . . probably not one of them could cube 13 in his head . . . well, maybe one of them could . . . your sack? . . . yes, it's your sack . . .

contains 5 gems, saphire you would guess, fresh clothing, about 1 kilo of halfling cheese, a flask of mead, a ring — with an inscription: “zruq l gr nloo” . . . and a book . . . to read is to gamble, for you recall not what is written on its pages . . . “NEVER GAMBLE ON A MISSION” . . . your mentor said . . . but what else am I to do . . . “Kassaka must be destroyed” so with all 1.4 meters of your body trembling you open the book and see:

On the first page:

hvhqfh ri voxpehu, srzhu ri vohhs,
gr pb elggqj, rxu sdfw gr nhhs.
hqjxoi pb hqhlphv, rqh dqg doo,
wloo l dzdnh wkhp, zkhuh wkhb idoo.

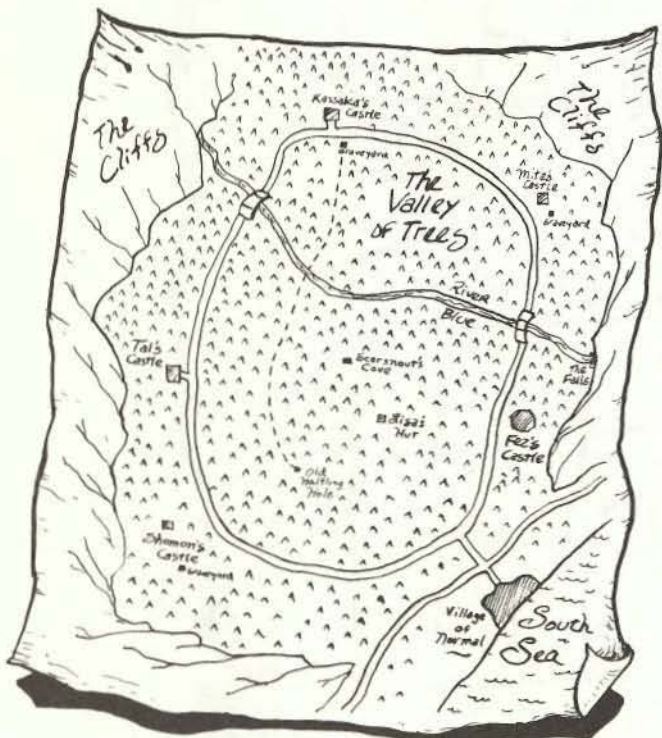
The same appears on the second page.

On the third page:

srzhub ri elggqj, irufhv ri zhe,
rehb pb frppdqg, gr dv l elg.
elqg pb rssrqhwv, rqh dqg doo,
hdfk vkdoo eh vkdfnohg, hdfk vkdoo idoo.

The other pages are blank.

What it means you aren't sure . . . you are sure that you wrote it . . . why think of myself? . . . this band has work to do . . . work in a hurry or the world will be lost . . . you greet the others.



Dear Fez, Wizard of the Valley of Trees:

A thorough search of the records available to this library concerning references to a band rising from the dead has revealed the following quotations:

“A band shall rise from the dead. They shall avenge she who restored them. And the Gods will grant unto her the second of her two wishes.”

Sage Hikawa, Seer,
Slums of Demon, Terra

“This band from the dead will find a servant. Unto him they shall return his master's robe and sphere. And to each member of that band the servant will bring the means of more power. Thus, a debt from the God With No Name shall be paid.”

Aaron, Rabbi of the Poor,
Sphinx, Land Anew

“One of their number will be fit to be a champion. They will drink of the eye of death, but this fluid will give forth not what one might think. They will free a great wizard, returning to him in addition to those things Aaron has spoken, his sword, his gem, his staff, and also his ring. I say to you, these things will come to pass, else a great evil will fall upon us all. These things they will do after returning from the dead.”

Sourbeard, Seer,
Gold Piece Bay, Eroom's World

I hope that these quotations will be of some use to you.

Sincerely,

Maurice Zolotow
Director, Library of Congress
Washington, D.C., Terra 20550

Poem, Rounds I and II

Brothers five, two alive,
Death has taken all the rest.
Castles stand, this land,
Order is important in your quest.

Party ten, women and men,
Healer raised thief and lord.
Soldiers bribe, and trolls do hide,
Coded magic on the sword.

Castle towers, clock hours,
A map lies within.
Entry grave, escape cave,
Kassaka sleeps in sin.

Poem, Round II only

At two o'clock warrior found,
At five o'clock there is a town.
To midnight points Kassaka's keep,
At the center Scarsnout asleap.

At 20 bells a ball that glows,
A quarter 'till a set of clothes,
And four is last and twelve is one,
Or else you've lost and worm has won.

Poem, Round III only

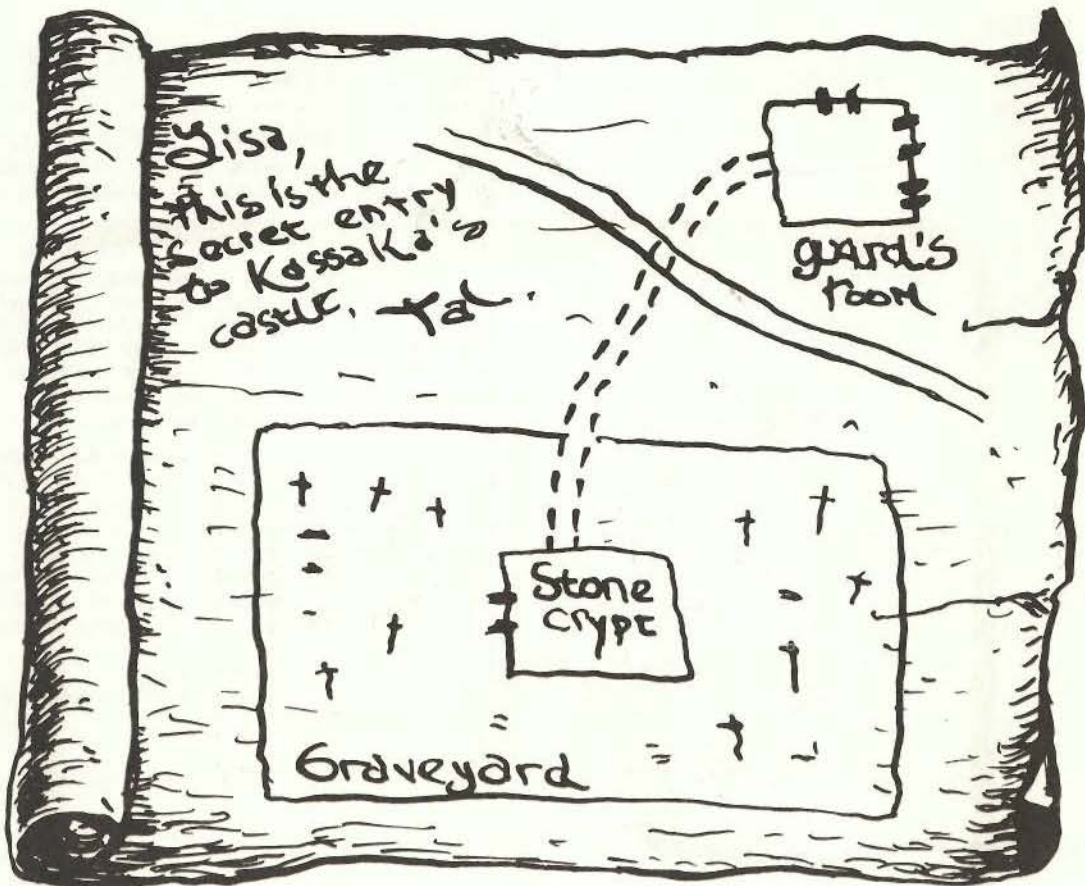
At eleven points the hands meet,
As the short goes once around.
Twelve towers the wizard built,
And left there things he'd found.

At the center hidden prophecies
Explain partly why,
At the beginning he put his ring,
Protected by the Evil Eye.

At the first crossing he left a staff,
With an ogre standing by.
At the third a dangerous trap,
With a wizard's sword on high.

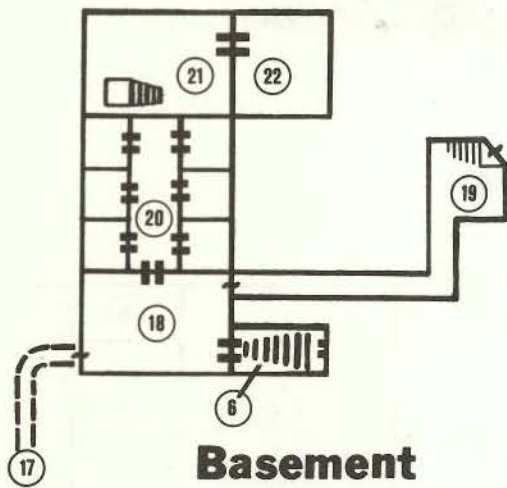
At the seventh crossing he hid a gem,
A gem fit for a queen.
In focus strongly – holders all,
In case the Gods were mean.

Fulfill ye all the prophecies,
Not just two or three.
Then dare free Fez behind the doorway,
Where the dagger is the key.



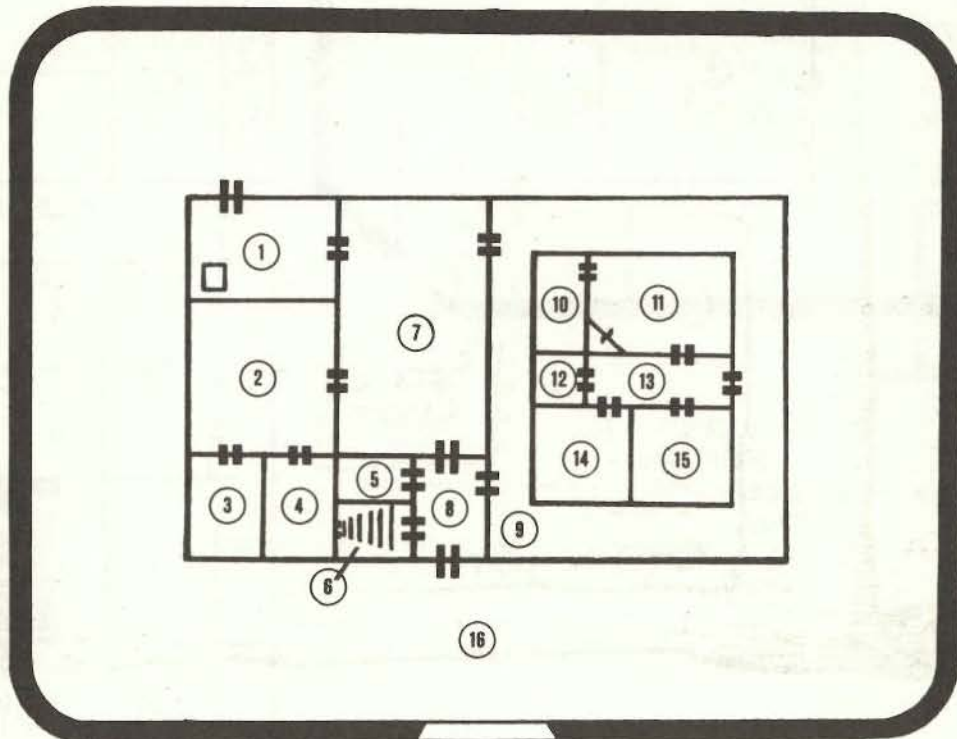


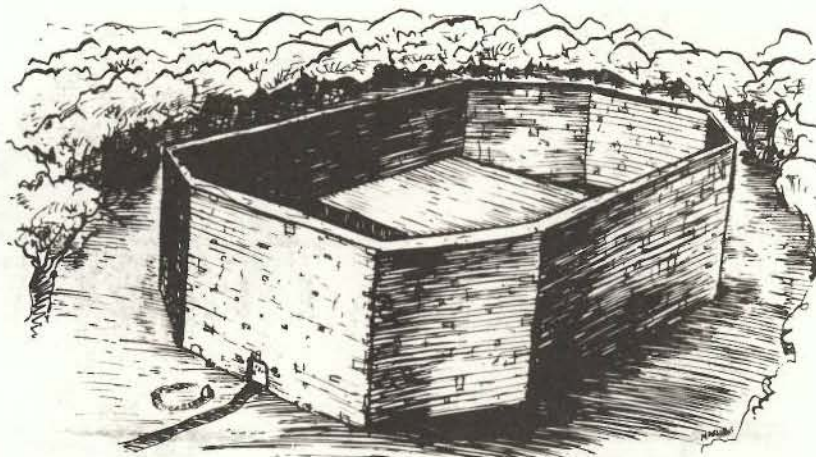
Kassaka's Keep



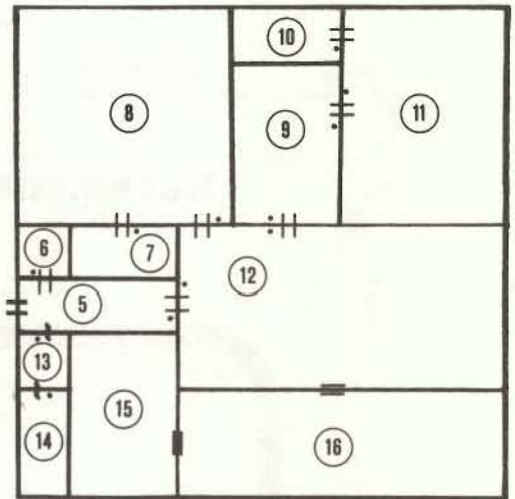
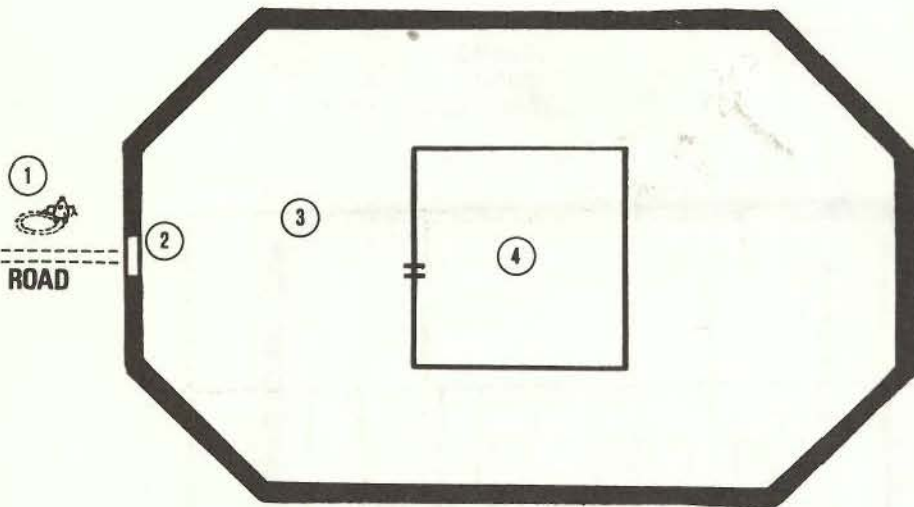
Basement

LEGEND:
 DOOR —||—
 SECRET DOOR —|—

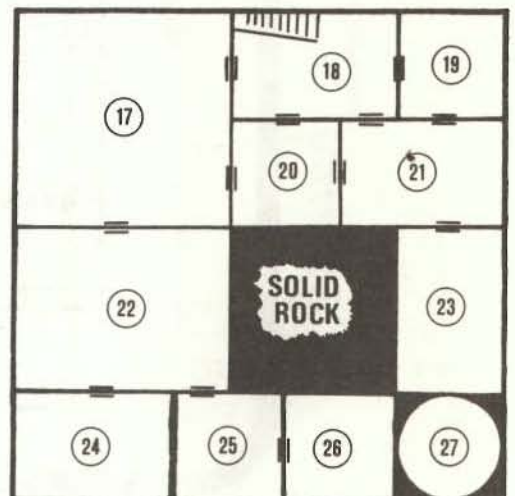




Mite's Castle



GROUND FLOOR (LEVEL 00)

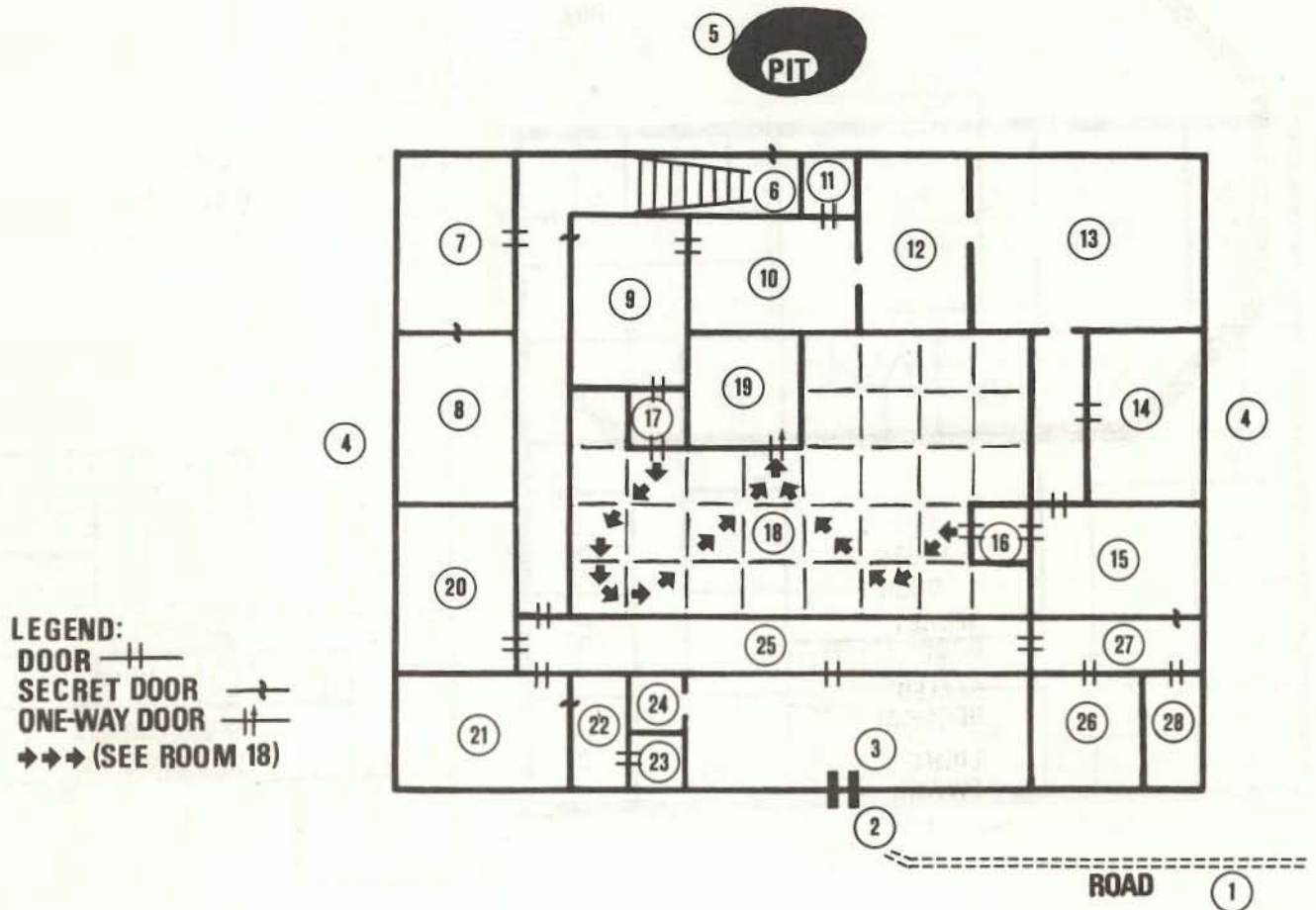


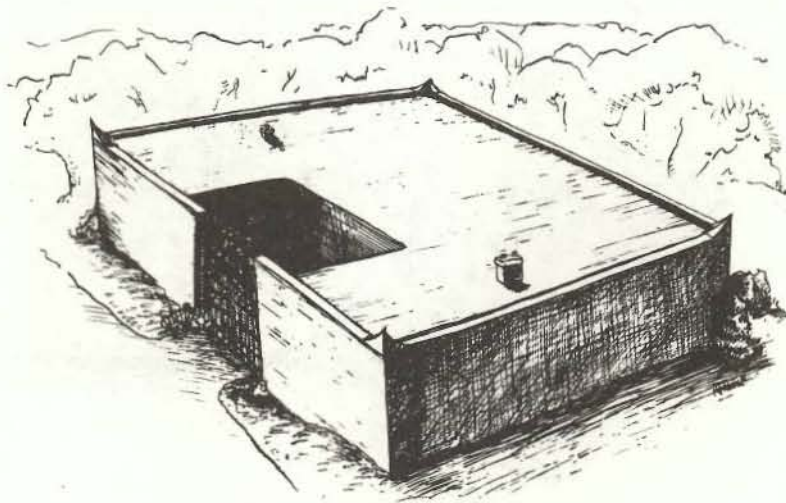
BASEMENT (LEVEL 01)

- LEGEND:**
- DOOR —||—
 - SECRET DOOR —|—
 - SEALED DOORWAY —|||—
 - LIGHT SWITCH —·—

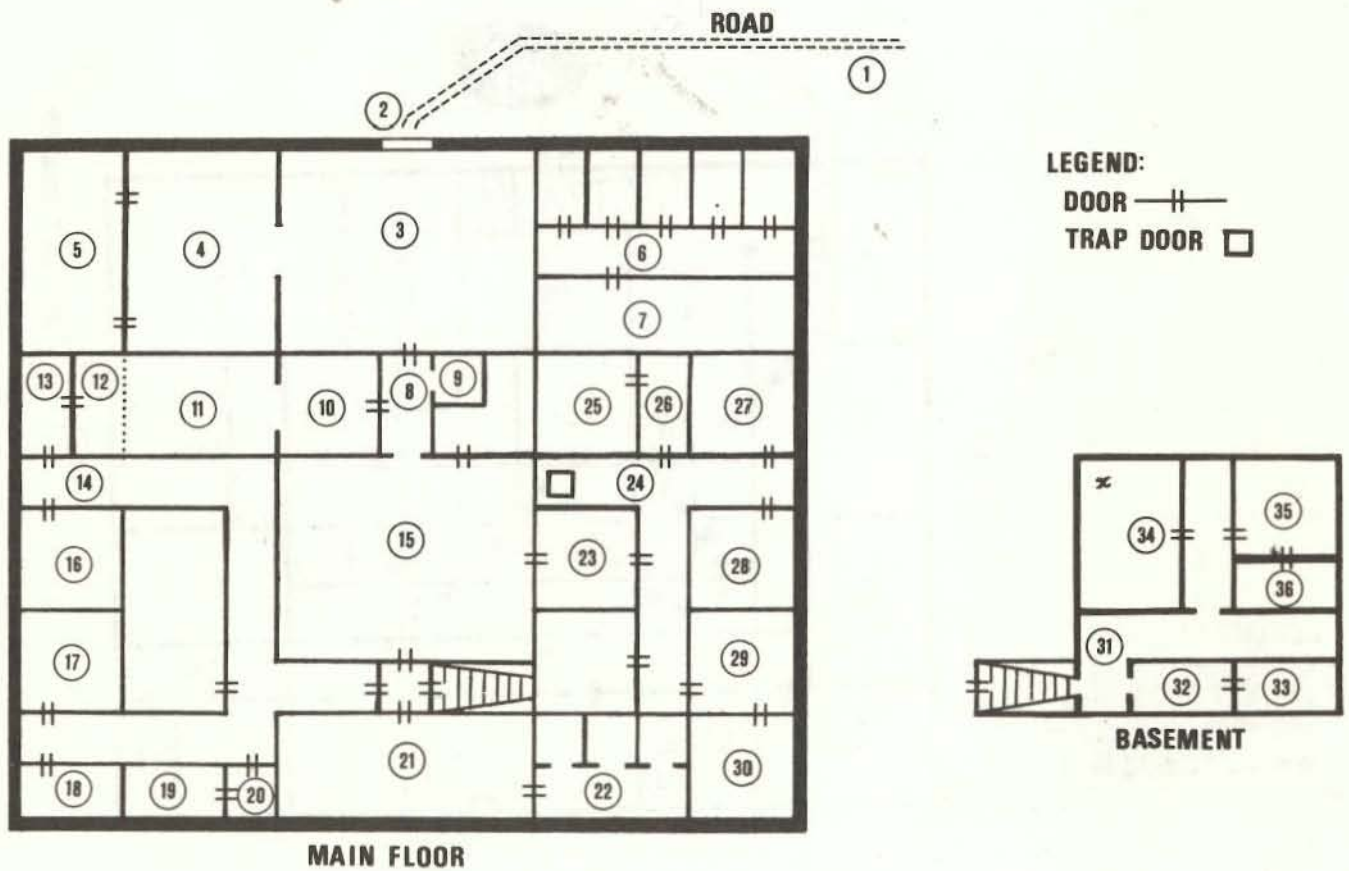


Shomon's Keep





Tal's Castle



password. No.: 2, AC: 0, damage: 2d20, HTK: 37, 41 (8d8)

17 - 40' by 40' junk room. This room is piled high with large coils of copper wire, broken-down furniture, stones, rusty oil drums, pieces of lead pipe, broken droid parts, miscellaneous boxes full of discarded transistors, radio tubes, broken bottles, and a large stack of twelve discarded wooden doors.

18 - 20' by 30' room. In this room there are 52 stationary droids. The north wall has a stairway leading up to a solid ceiling.

GM ONLY: The droids in this droid storage room are inactive, and they remain inactive.

19 - 20' by 20' room. In this room stands a black metallic humanoid, 2 meters tall.

If this room is entered by anyone visible, he will say: "I am Warrior, servant of Fez the wizard. I will answer only to he or she who wears Fez's robe and carries Fez's crystal ball."

GM ONLY: This is Warrior's room. Players need the other two items sought in Round II in order to obtain Warrior's help. He will remain where he is until the party returns with the two items.

WHEN THE TWO ITEMS ARE DELIVERED THE SECOND ROUND/ADVENTURE OF THE VALLEY OF TREES ENDS

20 - This 20' by 20' room contains 15 rather large droids and a large chest.

The chest has a trap that is easy to find and remove.

GM ONLY: This is the active droid waiting room. The trap delivers 6 HTK, and the chest is empty. The droids are: No.: 15, AC: 4, damage: 1d10. HTK: 10, 8, 9, 10, 12 7, 7, 12, 5, 10 11, 8, 9, 9, 12 (5d8)

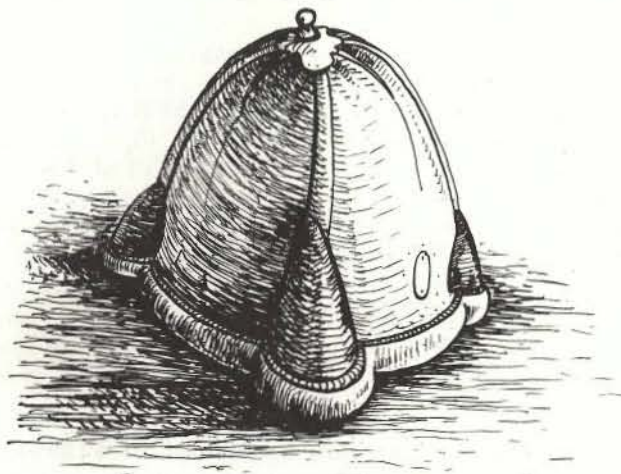
21 - 20' by 30' room. In the middle of this room stands a lead box, 1 meter on each side. Several large wires run from the floor into the box. There is an etching of some kind on the top of the box.

If the room is entered, it is quite warm. The etching reads "radiation" in common.

GM ONLY: If anyone opens the box, they take 1d100 damage from radiation. Anyone else in the room will take 1d10 damage. The lid to the box closes the instant whoever opened it gets killed. When the lid is opened, the lights dim momentarily.

22 - Three droids stand in this 30' by 40' room. There is a large silver chest on the east wall.

The chest is welded to the floor, and contains 27 gp.



GM ONLY: The droids will attack only green humanoids. No.: 3, AC: 0, damage: 1d10, HTK: 21, 13, 15 (8d8)

23 - 20' by 30' empty room.

It is empty, but all who enter the room and fail their saving throw or find themselves wearing unremovable red satin slippers.

24 - 20' by 30' empty room.

25 - In this 20' square room there is a small stove, a cot, a dresser, and a rather confused human wearing a three piece suit (similar to Radan's original clothing).

He is a sales representative of Sands Inc., and will try to sell the party a "Deluxe Transplacer Machine." He will tell the party all about the Transplacer machine: "Now just suppose you had misplaced an item in your home. You could simply use the Sands Transplacer machine to find it again." He will insist on going his own way when he gets to the ground floor. He will, if possible, take orders, delivery in one year at a cost of 1,000,000 gold. His name is Elmo Goldtree.

26 - This 20' by 20' room has a plush red carpet, and flashing red and orange lights.

Females who enter must make their saving throw or have the urge to remove their clothes. But alas, since the party is lawful, they will come to their senses and stop.

27 - This circular room is completely filled with water. It is the castle water reservoir.

Nothing useful will be found here.

GM ONLY: Players can survive about 40 seconds underwater, then save against drowning every 10 seconds thereafter.



SHOMON'S KEEP

Shomon's Keep is a simple rectangular structure (110' by 140') built in the Valley of Trees. The local forest is mostly birch, white pine, and aspen. The Keep walls are 25' high and are notched around the top. There are ventilation slits in most of the walls, but all of these are too narrow for entry.

GM ONLY: Shomon's pride and joy was his courtyard (Room 18) in which he was able to produce a fine crop of various tree types. His favorite tree, however, was the weeping willow. The top of the courtyard is an illusion, and players who walk on this portion of the rooftop will find themselves falling into the tree tops. However, the trees are very dense, and too difficult to descend into.

- 1 – A parrot meets the party on the road about 100 yards from the castle and says: "Squawk, squawk, any rations, any rations?"

UPON INSPECTION: *If given food he says: "Follow the tears, follow the tears."*

GM ONLY: The parrot will fly away after speaking or if not fed.

- 2 – As the Keep is approached, you can notice two huge oaken doors.

They are finely carved. The doors are locked.

GM ONLY: The players will be unsuccessful in unlocking them. If they smash the doors open (this takes two tries), or knock them open, the monsters in Room 3 attack with surprise.

- 3 – 20' by 30' room. Three large yellow cats with black stripes bound out and attack.

The Weretigers will allow a party to pass out of the castle through their room for a small bribe. They just don't take kindly to parties who break down their doors. They keep 160 gold in an unlocked, untrapped chest.

GM ONLY: No. 3, AC: 3, HTK: 24, 25, 25 (6d8+2).

- 4 – The castle is built on a gentle sloping hill. The hillside is 20' lower at the north wall, than it is at the south wall.

- 5 – If the party walks around the Keep, they will discover a pit. Pitiful moans are coming from the pit.

When they look in the pit they see Lisa (the healer who died). She appears to have broken legs, and she can't stand.

GM ONLY: The first one in the party to touch her takes 1 hit (seemingly by accident). This is a Dream Monster. The next to touch her takes 10 hits. Subsequently, each to touch it takes 50 hits. This



damage will appear to come from natural sources (stepping on a spike, a falling rock, etc.). The monster has 3 hits, and an armor class of 10. Its alignment is neutral. The monster is telepathic, and knows only what the party knows.

6 - The secret door to this 10' by 10' entrance is poorly built and rather easy to find. Stairs lead up to a hallway on the first level.

7 - 30' by 20' empty room.

8 - A 9' tall humanoid is in this 30' by 20' storeroom. His hide is a nauseating moss green, with writhing hairlike growths on his head.

For a bribe he tells the party: "Must find hidden door, look for tears." 7 gems (1000 gold each) are lying loose in the corner. The Troll has 6 copper cubes (worth 16 cp apiece) and 1 pearl (worth 600 gold) in his purse.

GM ONLY: If the party attacks this Troll, or stays in for 3 rounds (without a bribe) he will attack. AC: 4, HTK: 27 (7d8) regenerates 3 HTK per round.

9 - Four long-armed very hairy humanoids occupy this 20' by 30' room.

If fed immediately, these vicious Apes will eat rather than attack.

GM ONLY: They attack in the second round. No.: 4, AC: 6, HTK: 23, 21, 26, 21 (5d8)

10 - 20' by 30' kitchen. A small army of harmless ants is busily raiding whatever scraps remain here.

11 - 10' by 10' pantry.

12 - 30' by 20' dining room. A cupboard and a finely carved oaken table with 12 matching chairs occupy the room.

In the cupboard is china and silverware for 12 worth 400 and 1000 gold respectively.

13 - 30' by 40' living area.

14 - 30' by 20' modest bedroom.

15 - Four long-armed very hairy humanoids occupy this 20' by 30' room.

If fed immediately, these vicious Apes will eat rather than attack.

GM ONLY: They attack in the second round. No.: 4, AC: 6, HTK: 23, 21, 26, 21 (5d8)

16 - There is a chest in this 10' by 10' room.

The chest is locked and trapped. A scrap of paper in the chest reads: "In the Keep of Wise Shomon, Follow the path of tears. Or fare for animals you'll become, Food for huge owl bears."

GM ONLY: The trap is three magic arrows (they always strike the person opening the chest) damage: 1d6 per arrow.

17 - An apparently empty room.

A trap door can be found if the party looks. At the bottom is a dead halfling in leather. He has a broken neck. In addition he has a short sword, 12 copper and a note: "As the sorrow goes, so must you."

GM ONLY: The trap door will spring open when anyone enters the room, dropping the whole floor, damage: 2d8.

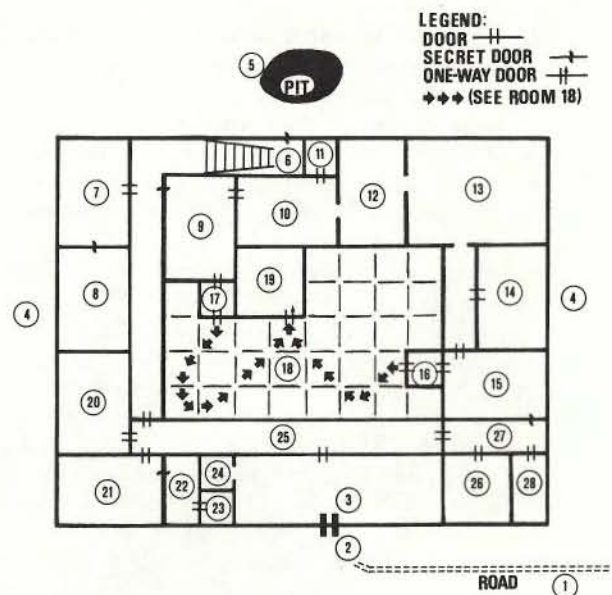
18 - This room looks like a forest. You can only see the 10' by 10' square you're in because the trees are so dense. Shane notices that there are many different types of trees.

Shane can detect many different types of tracks, both human and animal, going in many directions. The trees are: white pine, birch, aspen, weeping willows, elm, maple, etc. (the only type of tree appearing twice in the entrance square is the weeping willow). In the room are 8' bipedal creatures with light brown fur, and ivory bird's beaks. Their eyes are bloodshot, giving them an evil appearance.

GM ONLY: The weeping willows are indicated by the arrows drawn on the map. Players encounter the Owl-bears as soon as they leave the path. This path turns toward the one-way door no matter which way the players enter. The bears show up 1st round the party strays off the track. No.: 5, AC: 5, HTK: 25, 26, 23, 15, 21 (5d8+2)

If the party tries to examine the ceiling, Sir Laetuumakki finds that the trees are too dense to fly through, but they feel like it is daytime in this forest. The "Sun" is an illusionary roof. The bears are allergic to the leaves of the weeping willows. A separate group of these bears lives in each of the five regions of the room containing no weeping willows. The bears have no treasure, but a sack containing a rich soil will be found in the upper right most square of this room. This soil will cause double plant growth to any 10' by 10' area when spread over it.

19 - This 20' by 20' room is lit by a soft red glow coming from a crystal sphere 1' in diameter. This sphere sits on



Shomon's Keep

a cushion on a table in the middle of the room. On a pedestal in the north portion of the room is an open book. On the east wall of the room is a small bookcase.

The open book is an unabridged dictionary open on a "d" page, including the word "dungeon." The bookcase contains 17 titles (Animals of the World, Berries, Chess, Crystal Balls, Exits, Fairies, Germ Seeds, Herbs, Insects, Jackals, Lammasu, No, Spells, Swords, Tigers, War of the Wolves, Zebras). As each book is removed, players notice a depression which would hold a dagger if put with the point towards the floor. There is a similar depression behind every book. Book contents: The contents of the following books are special:

A. *Crystal Balls* – explains different types of crystal balls. Says that only Fez can control his red crystal ball.

B. *Exits* contains nothing but this poem:

*In a book of words, lingers a secret code,
By Shomon written, of alpha-beta mode.*

*And in the walls depressions, you must learn why.
The key must be placed correctly,
or take hits and die.*

*But where should you put it, where does it go?
In five words it's given, the answer lies below.*

*In each that follows, the answer is shown,
Kex, fistulous, behight, chert, and bone.*

C. *Lammasu*. This book tells of the abilities of lammasu who are raised in the wild. They can detect alignment, turn undead, turn invisible (including one rider), cure hits, bless, use other cleric spells, and throw door spells. In the back of the book (in Shomon's writing) is an additional note: "true, but lammasu growing up with humans acquire these abilities only as they gain experience."

D. *No (the rest is unreadable)*. This book is written by Jean Paul Satre, and his name is on the front cover. There is one line on the first page: "Stupid, the title of this book is No Exits."

GM ONLY: This room is the "EXIT ROOM." Once players stop entering the room (i.e., a party member is left in the garden) the door closes, breaking all spikes, and cannot be reopened.

However, if Tina-Tar-Tai and her dagger (Nhb=key) are not in the room, the door will not close, but the crystal ball cannot be removed.

The dictionary is just open on a random page. The "d" page is of no significance. The sphere is Fez's crystal ball. The one-way door is self-closing and will resist even a Knock spell. When the dagger inscribed "Nhb" is placed in the hole behind the Chess book, the door reopens. If anything else is done with the depressions, the player attempting it will take 12 points damage. The deciphered clue in the Exits book reads: "key fits behind chess book."

Players who look in the dictionary for the words will find on the appropriate pages:

"kettle drum, kewpie, kex, key, keyboard,
keyhole, keynote"

"fissure, fist, fistulous, fits, firch, fitful, five"

"behaviour, behead, behemoth, behight,
behind, behold, behoof, beige"

"cheroot, cherry, chersonege, chert, chess,
chest, chestnut"

"bolt, bomb, bonanza, bone, book,
bookworm, boom, boon"

For all the other books, go into a detailed description of the contents (eg. for Animals, start with Aardvarks). Spells and Swords won't help players. Players can read only one book at a time.

20 - 30' by 20' guard's bunkhouse. Except for a dozen cots, it is empty.

21 - Two 20' Rattlesnakes guard a cupboard on the west wall of this 20' by 30' room.

In the cupboard are two growth potions, a strength potion, a vial of poison, and three plant control potions. All are labeled in the druidic language.

GM ONLY: The potions are correctly labeled. The Rattlesnakes attack only if they are attacked, or if anyone enters the western portion of the room. No.: 2, AC: 3, HTK: 31, 39 (7d8)

22 - This 20' by 10' room is the home of six large brown hairy dogs, who seem to be constantly fading in and out of view. They do not seem friendly.

GM ONLY: These are Teleport Dogs. They fight by teleporting (fading from view) after each attack, to their randomly chosen opponent for the next melee round. These six dogs guard this room and also Room 23. No.: 6, AC: 2, HTK: 26, 31, 25, 33, 32, 28 (4d8)

23 - 10' by 10' room containing a locked chest.

The chest is trapped. In the chest is the castle ledger, 5300 gold, and the deed to the castle.

GM ONLY: This is the treasury room. The trap causes 3d6 in damage, but can be found if looked for.

24 - 10' by 10' cloak room.

25 - This 10' by 90' hallway is empty except for a few paintings of animals and monsters.

GM ONLY: These paintings are worthless.

26 - 20' by 20' game room. Some decks of cards are lying on a square table. A dart board and 5 darts are on the south wall.

GM ONLY: The cards and the darts are normal. If Delyn enters the room, she will remember she loves to gamble.

27 - 10' by 30' hallway.

28 - 20' by 10' bedroom. A dresser and footlocker stand at the foot of a bed. A suit of leather armor (about Radan's size) hangs on the south wall.

In the footlocker will be found identification papers for the Captain of the Guard, Shomon's Keep, and an accurate map of the Keep.

TAL'S CASTLE

Tal's Castle stands in a clearing in the forest. Most of the local forest is birch with an occasional white pine. From the outside, the castle is about 15' tall and measures 130' by 150'.

UPON INSPECTION: *Tal's Castle stands at nine o'clock on the map. An aerial view of the castle will reveal a 50' by 40' courtyard. There is no other way to enter the castle from the air, as only chimneys and ventilation shafts protrude on the roof.*

GM ONLY: The courtyard is Area 3 on the map. The party objective at Tal's Castle is to get Fez's robe from the cloakroom and leave. Tal was a cleric who brought a great many undead to guard the treasures in his castle. Most of the undead in his castle guard a specific room or item. Accordingly, the monsters will stay in the room where they are encountered. The ghost of Tal guards his castle, and can not rest until his murderer is killed (Kassaka).

1 - As the party approaches the castle (from any direction) they see a Ghost appear in front of them. The Ghost says: "I am the ghost of Tal. No one may enter this castle until Kassaka is dead. Leave!"

The Ghost will not turn and will laugh and cackle at a "boo." He disappears when the players tell him that Kassaka is dead.

GM ONLY: If not told of Kassaka's death, the Ghost will attack. No.: 1, AC: -6, HTK: 71 (9d8)

2 - The main gate is rusted shut.

Oil will allow the gate to open.

3 - 40' by 50' courtyard is empty except for a lead statue of a godling.

4 - 40' by 30' stable, empty stalls, a hay feeding rack is in the middle of the room.

5 - 40' by 20' tack room (bridles, saddles, etc.). A large pile of hay is in the north portion of the room. A few normal spiders have a nest in a corner.

6 - 10' by 50' empty hallway.

The five doors to the north open into 15' by 10' servant rooms.

7 - 15' by 50' guard's bunkhouse.

8 - 20' by 10' foyer. The closed door to the west is made of oak, and is carved with many figures.

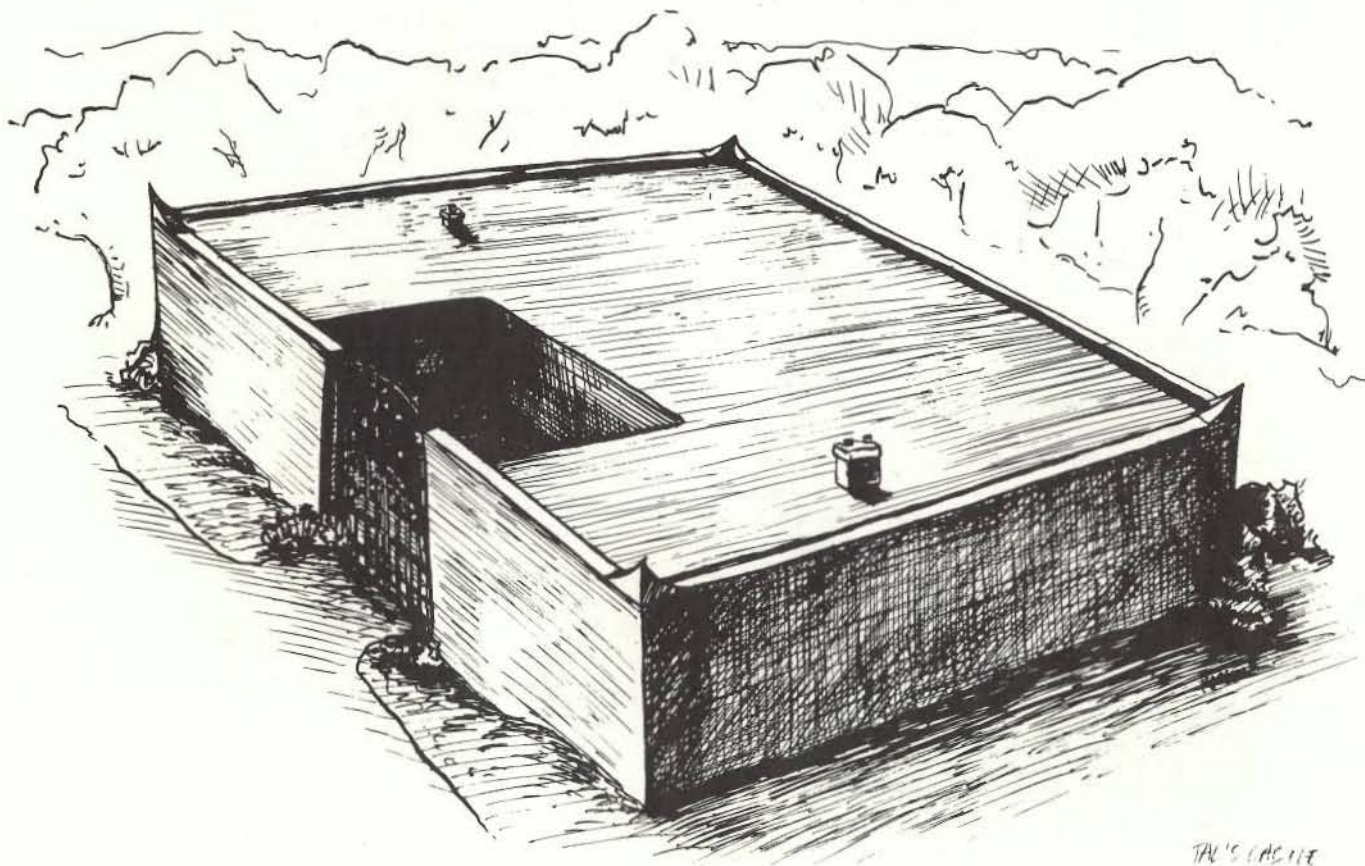
The figures represent neutral gods.

9 - 10' by 10' cloak room, containing a few robes, helmets, and cloaks hanging on pegs around the room.

5 cloaks, one is a simple brown with the label "Fez," two are blue, two are purple. 3 helmets, all look a bit beaten up.

GM ONLY: The party wants the cloak marked "Fez."

10 - 20' by 20' foyer. Contains a marble basin with the residue of dirtied water in it. Sitting on two stone



benches are twelve slow-moving, rotting humanoids who stand and approach the party.

GM ONLY: The Zombies can all be turned. No.: 12, AC: 6, HTK: 3, 3, 2, 4, 1 3, 4, 2, 3, 4 5, 5 (2d8)

11 - 20' by 30' pew area of a chapel. A railing separates the altar area from the pews.

GM ONLY: The dotted line is the railing, see Room 12 for the description of the altar area.

12 - The altar area of the chapel is 20' by 10'. An altar, covered with a green silk cloth is surrounded by four stone statues of prophets, each with a staff. A prayer book is on the altar.

GM ONLY: The prayerbook is normal, nonhelpful. The Statues animate and attack all non-clerics with their stone staffs if these (non-cleric) party members go past the railing. When the Statues die, they and their stone staffs shatter. No.: 4, AC: -7, HTK: 4, 5, 3, 2 (attack as 6d8 monsters).

13 - 20' by 10' changing room and study. There are some prayer books on the table. Three vestments hang on pegs on the wall. There is a roll top desk.

The chest is locked. It contains a bill for 4 lambs, a bill for 6 casks of altar wine, and a letter from Fez to Tal. The letter reads: "Dear Brother, I know you believe not in the prophecies, but it will do no harm if you keep my cloak anyway. Please put it in an obvious place so it can be easily found." signed . . . Fez.

14 - 10' wide corridor. Four ugly, white, foul-smelling humanoids stand guard in the hallway.

GM ONLY: The Ghouls stand outside Room 13. They are hostile and can be turned automatically. No.: 4, AC: 9, HTK: 6, 5, 7, 11 (2d8).

15 - 40' by 50' great hall. Two large mahogany tables, with matching chairs are in the room, and a yellow mouse is eating food scraps on the table.

GM ONLY: The mouse is a harmless house type.

16 - 20' by 20' guest bedroom. A thin layer of dust covers all of the usual items one would expect to find in a bedroom.

17 - 20' by 20' guest bedroom. An oak canopy bed, a dresser, and a chamber pot are in this room. You can't see anything else in the dim light.

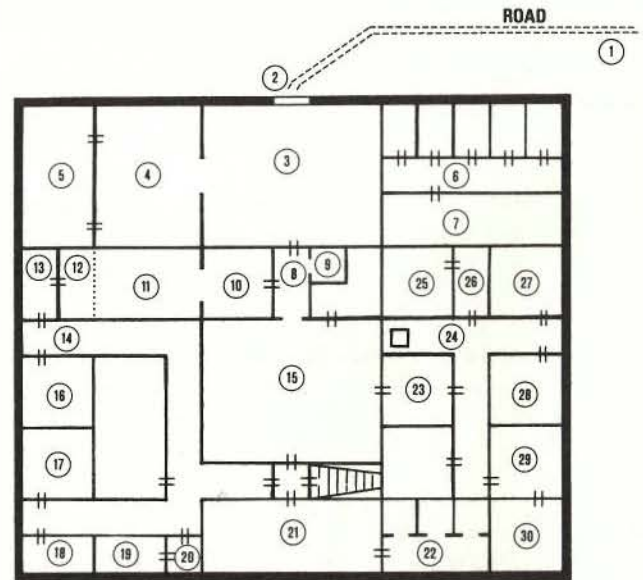
The dresser is empty. One of the bedposts is made of higher quality wood than the others.

GM ONLY: The canopy post is a Snake Control Staff, clerics only. There are Shadows in this room which drain spell points if they hit spell casters. They can't be turned. Players will not see these dark forms unless they are using a magical light source. The forms attack at random, but will not leave this room. No.: 3, AC: -3, (3 if magical light is used), HTK: 14, 17, 18 (3d8+3)

18 - 10' by 20' bathroom.

19 - 10' by 20' storage room with several boxes and some dishes on shelves. Most of the shelves and boxes in this room contain junk.

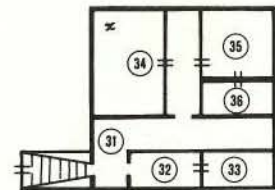
There is a cedar chest containing 32 place settings of china worth 2000 gold and matching silver worth



MAIN FLOOR

LEGEND:

DOOR —||—
TRAP DOOR □



BASEMENT

Tal's Castle

5000 gold, together they are worth 8000. Carrying these items will be very difficult.

GM ONLY: A Spectre dwells here. He attacks by surprise. The Spectre attacks at random and will pursue a fleeing party. Sol's holy wand will turn this Spectre. No.: 1, AC: 2, HTK: 52 (7d8)

20 - 10' by 10' study with 12 Skeletons.

GM ONLY: Cleric types can turn 1d10 per round apiece. No.: 12, AC: 6, HTK: 4, 5, 4, 5, 4 3, 5, 3, 6, 3 5, 3 (1d8).

21 - This 20' by 50' room is a kitchen. As you enter you are attacked by 4 large Rats.

One of the counters has a Yellow Mold on it. If the counter is burnt it will catch fire and the room will become smoky.

GM ONLY: The Rats are: No.: 4, AC: 4, HTK: 4, 3, 7, 8 (1d8). The Yellow Mold if touched: saving throw vs. poison and death. Otherwise the mold does no harm.

22 - 20' by 30' pantry.

23 - 20' by 20' room contains 20 Skeletons who attack if either door is opened.

GM ONLY: Clerics turn 1d10 per round. No.: 20, AC: 7, HTK: 4, 3, 4, 5, 4 2, 5, 6, 4, 3 5, 2, 4, 3, 5 3, 4, 3, 3, 5 (1d8)

24 - This is a 10' wide hallway.

GM ONLY: The trapdoor in this hallway is concealed, but can be easily seen if the party is alert. The poor soul who steps on it falls 10' down (1 point damage)

into Room 34, landing in the room near the Slime Monster.



Instead a magic mouth will appear on the door and will say: "Go away. We four liches don't want to be disturbed."

GM ONLY: To prove their point, the four Liches will set off four minor lightning bolts in the shape of a diamond behind the players. These monsters will be tough if the party disturbs them.

31 - The stairway to this hallway goes up to the ground level. The hallway is damp and a smell much like rotten eggs permeates the air.

32 - 10' by 20' root cellar. Many large Rats are busy eating the rotten vegetables that are stored here in the bins.

GM ONLY: If molested, they will attack. About 8 can attack per round. No.: 50, AC: 2, HTK: 8, 8, 7, 5, 8 3, 7, 5, 3, 4 4, 3, 5, 6, 7 4, 8, 9, 8, 9 3, 5, 2, 5, 8 8, 7, 6, 3, 3 5, 9, 9, 6, 5 7, 5, 7, 8, 3 5, 2, 3, 5, 7 (1d8+1)

33 - 10' by 20' wine cellar. There are about 50 bottles of rare altar service wines stored here.

Each bottle is worth about 50 gold.

34 - 30' by 20' large jail. Two skeletons are chained to the wall. A Slime Monster, humanoid, but the ugly of uglies dwells here.

The Slime Monster will "fall in love" with the first player to enter the room. At this point, the player will throw up on it, and it will look better! It smells strongly of rotten eggs. The monster will give the clue it truly loves the player, and there is only one thing he could do that would cause it to leave him.

GM ONLY: The skeletons are not undead. The spot marked "x" is directly beneath the trapdoor in Room 24. Nothing can damage a Slime Monster (the damage only makes it look worse). Whoever attracts its attention will be so busy retreating and fighting off its advances that he/she can do nothing else. This particular Slime Monster can't stand a compliment about its figure or physique.

25 - 20' by 20' master bedroom. At the foot of the bed sits a seaman's chest. Two Spectres guard the bedroom.

GM ONLY: The chest is locked, but contains 9 gems worth about 1000 gold each. The Spectres attack with surprise but can be turned with Sol's wand. No.: 2, AC: 2, HTK: 51, 45 (7d8)

26 - This 20' by 10' room has 10 ghostly shapes in it.

GM ONLY: Turn with Sol's wand. No.: 10, AC: 0, HTK: 11, 15, 13, 19, 11 14, 13, 10, 12, 12 (4d8)

27 - 20' by 20' bathroom. It is quite nice. Several perfume bottles are on the marble floor by the tub. An odorless green fluid is in the stone tub. You can't see the bottom of the tub.

GM ONLY: This is where Tal put undead who showed signs of breaking his control. The green fluid is acid and eats anything put in it. The stone tub is lined with green glass.

28 - 20' by 20' room is piled high with rusted armor, swords, and other rusted metallic items. Something seems to be moving in the back of the room.

GM ONLY: A Rust Monster. If approached, he will rust a random item each round. No.: 1, AC: 9, HTK: 9 (3d8)

29 - 20' by 20' empty room.

30 - This room is 20' by 20'.

When the door is approached, it won't open.

35 - 20' by 20' warm, camp room infested with hundreds of Snakes and several dead bodies.

GM ONLY: Raising the Snake Staff from Room 17 will allow players to safely go through this room. The Snakes like this room and only attack if the room is entered or they are attacked. No.: 300 (only 10 attack at once), AC: 6, HTK: 6 each (1d8-1)

36 - 10' by 20' treasury. A large chest is in the center of the room.

GM ONLY: The chest is locked and is twice trapped (players must check twice). Each trap (darts, then gas) does serious wounds for 3d8 of damage. The chest contains 93 gems worth about 100 gold each, and a Raise Dead Fully scroll, 1 use.



ROUND THREE

GM ONLY: Castle Fez has eleven defense towers which are spaced on the points of a clock where the clock hands meet (or pass). The "beginning" refers to the north tower, Tower 0. The "first crossing" referred to is Tower 1, etc. The "center" is the Center Tower. The phrase "in focus strongly" refers to the television-like screens in Fez's study. The final phrase, "the doorway where the dagger is the key" refers to room 20 of the Central Tower.

READ TO PLAYERS: Warrior takes the globe, Fez's robe, and says he will be right back. He fades from view — returning in a couple of seconds. He says "Fez and I have had a long talk. He is weakened from his long isolation. Fulfill the prophecies, for if they are not fulfilled, the worm Scarsnout will bring a great evil to this land, and if Fez is not released quickly, then he will go mad. Fez has collected a debt from another place and another time: Each of you will be raised two levels. Your extra hits and spells will be as follows: Delyn, 4 more hits, spells 4/3/2/1, research any 8/7/6/5. Mondae, 4 more hits. Nilrem, 3 more hits, spells 4/2/1, research any 8/6/5. Radan, 4 more hits. Shane, 6 more hits, automatically detect evil (you must ask if you are checking). Sir Laetuamakki, 8 more hits, Cure or Bless 5 times daily, Cure Serious Wounds one time. Sol, 3 more hits, spells 3/3/2, you can use any clerical spells. Sourpatch, 6 more hits. Tina, 3 more hits, wear this blue robe and red sash. Zippi, 10 more hits. At this point the Warrior says "good luck" and again fades from view.

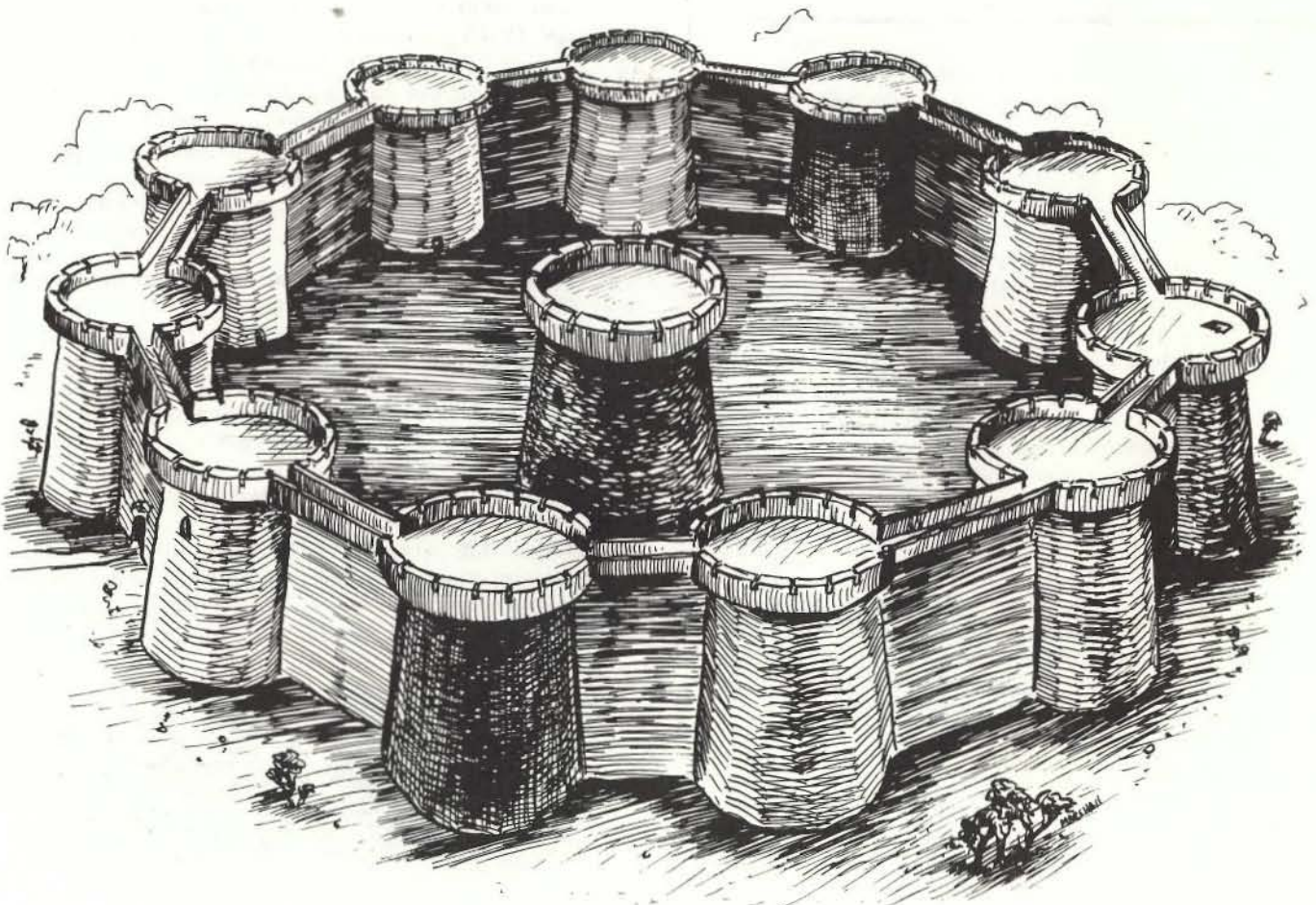
Players are to give marching order, and mage researched spell lists to the GM.

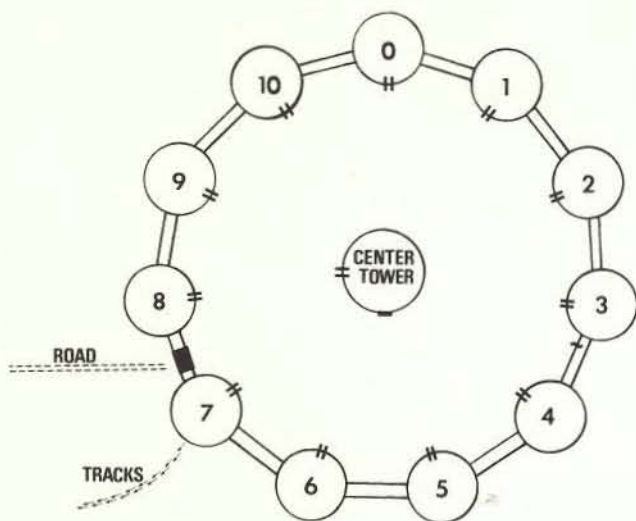
GM ONLY: Sir Laetuamakki can also throw an unlimited number of Dimension Door spells this round. He must ask this himself.

CASTLE FEZ

GM ONLY: The eleven towers of defense are spaced at the points on a clock face where the hands of a clock meet. All doorways of this castle are semicircles placed on top of rectangles. The keystone of the entrance door to each tower is a magical device that indicates, by picture, the most predominant item in that tower. After that item is removed, the picture becomes blank or changes to another item. When the castle is first entered, the keystones show:

- 0 a ring
- 1 a staff
- 2 an axe
- 3 two dice (showing 1 and 2 dots each)
- 4 solid black
- 5 a sword (a lion on the hilt)
- 6 a silver box
- 7 blank
- 8 a sword
- 9 a chest (has three ??? on it)
- 10 a rook (chesspiece)
- Central Tower. the word "Fez"





LEGEND:

- MAIN GATE
- DOOR
- BARRED WINDOW (25 FT. UP)
- SECRET DOOR (SEE ROOM 128)

Castle Fez

The following encounter is recommended for use in this module if you are running it as a tournament. Otherwise, in order to remain reasonable as a GM, we suggest that it not be run. Of course, if your players are extremely good you may still want to include it.

As Sir Laetuamakki and Sol approach this castle, they get the feeling that they are being watched. When any party member sets foot on the courtyard, or after all of them set foot if the whole party is entering, the player/party will find themselves surrounded by a band of six evil High Priests. Tournament Rounds I and II, the Priests will simply start throwing Fingers of Death. Round III (this round) they will ask for a victim: "One life to pay, then will we go away." If the party resists or if some brave soul volunteers his character, then the God With No Name will intervene and remove the evil High Priests. If the party picks the least favorite member of their band, the evil High Priests will leave with that character. Then the God With No Name will announce in a voice echoing through the heavens: "I am not pleased with my clerics." Both Sir Laetuamakki and Sol will then be hit with a lightning bolt for 4d10 of damage, saving throw for half damage.

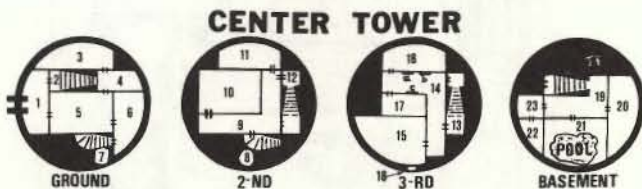
FOR PLAYERS: As you approach the castle you can see that it is the largest of the castles in the Valley of the Trees. The local forest is mostly oak and walnut trees. The defense towers look like the classical rook pieces in the game of chess. The eleven towers of the defense walls are 33' high. The keystone above the main entrance has the word "FEZ" engraved in it.

UPON INSPECTION: The main gate is locked and wizard locked. It is possible to walk from tower to tower along the tops of the defense walls. The rooms of each of the three levels of the defense towers are 10' in height. The radius of

each tower is 30'. A search of the outside of the defense walls reveals the following to Shane or Sourpatch:

- Towers 1 and 6 have a heavy lead content in the stone.
- Squirrel tracks lead up and down to a window on the third level of Tower 7.
- A band of six humanoids in boots have recently entered the castle by climbing over the wall near the main entrance.
- Various other monster, tracks not clear, have also climbed the walls.
- Tracking the squirrel will lead to his nest in the forest nearby. In the nest is a large perfect blue diamond. The squirrel will raise a big fuss, but is harmless.

GM ONLY: The main entrance cannot be broken open using either force or a Knock spell. Towers 0, 3, and 10 have gentle sloping stairs circling near their perimeters. Towers 1, 2, 5, 7, and 8 have steep winding stairwells at their centers. A Dimension Door won't work to enter the towers with lead content. The blue diamond is one of the items that the party is to find.



CENTRAL TOWER

UPON INSPECTION: The keystone reads "FEZ." The main door is locked. The third floor window entrance is barred, padlocked, and trapped.

GM ONLY: Disconnect the wire leading into the padlock or take 1d10 of electrical charge damage.

- 1 - Two stone statues of Lammasu guard the main entrance.
The statues will attack evils who enter the central tower.
- GM ONLY:** The Lammasu are: No.: 2, AC: 6, HTK: 33, 35 (7d8+7)
- 2 - Stairway landing. The stairs lead down.
- 3 - Kitchen.
- 4 - Pantry area. Four harmless yellow mice are finishing off what used to be some dried food stuffs.
- 5 - Dining hall.
- 6 - Living room.
- 7 - The stairs lead up from Room 6 to Hallway 9.
- 8 - The stairs lead down from Hallway 9 to Room 6.
- 9 - Empty hallway.
- 10 - The master bedroom.

If the players enter here, a magic mouth will appear above the bed and say: "Fulfill all the

prophecies before freeing Fez."

- 11 - Small study, with table, chair, and fireplace.
Above the fireplace are two swords that the party warrior types can use.
GM ONLY: The swords are +2.
- 12 - This is a landing. The stairs lead up to a higher level.
- 13 - A landing, stairs lead down to Landing 12.
- 14 - Hallway. Three PhD diplomas are hanging on the walls:
- PhD, Ancient Languages; University of Illinois, 1985.
 - PhD, Current Languages and Heretics; Notre Dame, 1531.
 - PhD, Serpent Studies, Peking University, 1032.



- 15 - Study. Rolltop desk, four blank black pictures hang on the wall. The room is almost lit and the window is wide enough to serve as an entry. The window is barred with padlocked iron bars. On top of the desk sits a skull.

The rolltop desk is locked. When it is opened, the desk contains the usual stuff: paper clips, pieces of parchment, a ticket stub (used) to a University of Illinois football game, a pouch of cut-up brown leaves (tobacco), a small box of wooden matches, a picture of a woman, a pocket watch, and two writing quills with a bottle of dried ink.

The watch contains four nickel plated disks, 4 mm high and 1 cm in diameter, and the inscription: "A picture is worth a thousand words" hidden in the back of its case. The disks are in holes in the back.

An inspection of the top of the desk reveals that the top is loose and will lift up. Hidden in the back by the roll-part of the desk are two bottles of cognac (good stuff) and a letter:

Dear Fez, Wizard of the Valley of Trees:

A thorough search of the records available to this library concerning references to a band rising from the dead has revealed the following quotations:

"A band shall rise from the dead. They shall avenge she who restored them. And the Gods will grant unto her the second of her two wishes."

Sage Hikawa, Seer,
Slums of Demon, Terra

"This band from the dead will find a servant. Unto him they shall return his master's robe and sphere. And to each member of that band the servant will bring the means of more power. Thus, a debt from the God With No Name shall be paid."

Aaron, Rabbi of the Poor,
Sphinx, Land Anew

"One of their number will be fit to be a champion. They will drink of the eye of death, but this fluid will give forth not what one might think. They will free a great wizard, returning to him in addition to those things Aaron has spoken, his sword, his gem, his staff, and also his ring. I say to you, these things will come to pass, else a great evil will fall upon us all. These things they will do after returning from the dead."

Sourbeard, Seer,
Gold Piece Bay, Eroom's World

I hope that these quotations will be of some use to you.

Sincerely,

Maurice Zolotow
Director, Library of Congress
Washington, D.C., Terra 20550

An inspection of the four pictures will reveal that each has a hole in the base concealed under a sliding piece of brass. The holes are 4 mm deep and 1 cm in diameter. Radan will recognize these pictures as some sort of television screen, each of which is focused on whatever the programmer desired. He advises against tampering with the circuits, but feels the devices should work once they are plugged in.

Each picture has a strange inscription on its base.

GM ONLY: The Skull on the rolltop desk will give 1d4 of damage the first 7 times it is touched.

The batteries from the watch fit into the pictures. If they are inserted, the pictures will show the being who controls Fez's four items. So, after the party gets one or more of these four items, whoever is holding the item will appear in the picture. At the start, the pictures show: a squirrel (has the gem), an Ogre (has the staff), a Eye Sphere (has the ring), and a blank picture (no one has control of the sword).

The inscription of the base of the pictures reads "Made in Japan" in Japanese.

- 16 - The window is barred with padlocked iron bars.

An visible wire leads into the padlock. If it is not removed take 1d10 in damage.

17 - This is a storeroom with many labeled bottles and sacks.

Magic Users will recognize the components for every spell of which they have ever heard.

18 - This room is a small bedroom.

19 - In this hallway at the foot of the stairs sits a statue of a golden buddha.

If anyone enters the hallway, the buddha says: "I am Secant, a servant of Fez. I am immune to magic, weapons, and spells of all kinds. In order to pass, you must be willing to have one of your party fight me."

GM ONLY: The buddha fights as a monk. He will automatically stun any non-monk for 30 minutes real time (no damage). If a monk fights, they will have a Kung Fu type of battle and he will congratulate the monk on his/her expertise. After the fight, he reverts to a golden buddha.

20 - The keystone to this room shows a dagger. Warrior stands guard between a sleeping man and the door. If the party enters, Warrior will question them to see if they have fulfilled all of the prophecies. The sleeping man moans and cries out "Who's there?" then continues sleeping.

If all the prophecies haven't been fulfilled, Warrior will say "My master instructed me to kill if he was disturbed before all the prophecies were fulfilled. But he also instilled me with wisdom. So I will not kill all of you, for that would defeat my Master's purpose." At this point the party will find themselves teleported to the town bar, with one of them dead. They will have all their possessions. If all the prophecies have been fulfilled, Warrior will give Fez a potion, saying "Awake, Fez, the time the prophets spoke of is at hand."

GM ONLY: Warrior kills a random player, but not Sir Laetuamakki. This is nasty, but there are big benefits to hearing what the beggar will say. The second time this happens, the party will know what risks they are taking. When Fez awakens, the adventure will continue with the section entitled "March to Scarsnout's Cave."

21 - The keystone to this room is a lightning bolt. The room is filled with a pool of water.

Players with infravision can see eels in the water if they search it.

GM ONLY: The electric eels see invisible and attack anyone who touches the water. They are immune to lightning bolts. No.: 3, AC: 5, HTK: 12, 13, 10 (2d8)

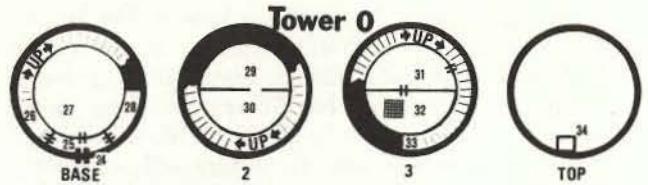
22 - The keystone is a treasure chest.

Two demons live here.

GM ONLY: The demons guard Fez's treasure in Room 23. They are under the control of Mephistopheles, the Demon of Soul Capturing, who is in service to Fez in a future time. They are 50% magic resistant, but obey anyone who calls them by name: Tyme, and Keye. No.: 2, AC: 0, Saving Throw: 7, HTK: 39, 46 (10d8)

23 - Treasure chest.

The chest is wizard locked. It can be opened by a Knock spell or by saying "open little chest." Inside are three random magic items and 800 gems.



TOWER 0

24 - The keystone above this door shows a ring.
The door is locked.

25 - Empty room.

26 - The winding stairway leads up.

GM ONLY: The stairway leads to level 3 having no exit on level 2.

27 - An old farm plow sits in this room. In the middle of the room is a well with windlass. By the well there is a pile of bones.

If the well is approached, the pile of bones becomes 6 skull-less Skeletons.

At the bottom of the well, under 3 meters of water are 12 gold, six skulls, and a diamond ring.

GM ONLY: The gold, skulls, and ring are all non-magical. The Skeletons attack as soon as they are animated. They can be turned automatically by Sol or Sir Laetuamakki, 1d10 per round. No.: 6, AC: 7, HTK: 5, 6, 4, 4, 4, 3 (1d8)

28 - A golden brown owl sits in this room.

If treated kindly by the party, he asks the question: "What has over 150 hits, 19 eyes, and wings to fly?" If the party says "We do," he gives them the two scrolls he guards. If they guess wrong, or treat him badly, he will try to fly out the window with his treasure.

The scrolls are both Resurrection. Characters resurrected with them require no rest.

GM ONLY: The owl will not attack if given a choice. AC: 6, HTK: 42(15d8)

29 - There is an empty door frame door leading out of this room.

GM ONLY: The Eye Sphere lives here. As soon as someone enters Room 30, he will also enter, and begin his attack. This is what the prophecy refers to as "the eye of death."

30 - In this room sits a small silver chest with the inscription: "wkh qdph ri wkh nhb zloo rshq ph." There is a steel grating in the opening in the ceiling.

Deliberately saying the word "dagger" will open the chest.

Inside the chest is a ring. If worn, the ring will tell only Magic Users that it contains three spells: Knock, Dimension Door, and Locate Object (range 200 meters).

The steel grating has been welded shut. The chest is directly below the grating.

GM ONLY: The inscription translates "The name of the key will open me." The ring is Fez's ring. One of the prophecies is that the band should "drink from the fluid of the eye of death." The Eye Sphere in Room 29

is the eye of death. When players enter Room 30, the Eye does also. It attacks with surprise, throwing a Slow spell. It automatically wins initiative, throwing several Death Rays, with all but Sourpatch taking saving throws (someone has to be left to kill it). When one of the party members dies, the others will see his/her spirit leave the body and enter the Eye. Make sure that at least one person dies, so that the prophecy can be fulfilled. The next round, the poor Eye will fumble, and throw a Slow spell on itself. After that, it will fight normally, preferring Charm Person to its other spells. Drinking the fluid of the Eye restores life to its victims, doing nothing to the living. No.: 1, AC: 3, saving throw: 7, HTK: 52 (12D8)

GM OPTION: If the players can't get into the second level, or try to open the chest from the third level, have the Eye Sphere throw a Disintegration spell on the iron grating above Room 30, then attack as above.

GM NOTE: This may be a difficult encounter to understand, and is certainly tough on the players. Several of the players should be killed by the eye. Sourpatch can kill the Eye with one blow using his sword (he has two chances, one at the end of round 1 and one at the beginning of round 2). The players left alive can give the fluid from the death ray Eye to dead characters so that they can regain their life. This has the effect of restoring them to their condition just before the battle began.

31 - This room is musty. It contains a catapult, a ballista, one Skeleton of a 5 meter snake, and also 4 large Rat Skeletons which animate when you enter.

GM ONLY: Clerics can turn these Skeletons. The Snake is: AC: 1, HTK: 22 (6d8). The Rats are: AC: 5, HTK: 12, 12, 8, 10 (2d8).

32 - An iron grating in the floor has been welded shut.

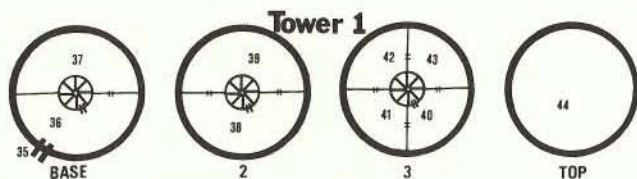
The grating will only be opened by a Knock or similar spell. Sourpatch has a 50% chance to bend these bars. Directly below the grating is the chest in Room 30.

33 - This landing is directly beneath the trapdoor on the top of the tower. The stairs wind down.

GM ONLY: There is no exit on the second level. The trap door is to number 34.

34 - An obvious trap door is in the top of the tower. A chipmunk is playing on the top of the tower.

The trap door is untrapped. It opens to reveal staircase 33. The chipmunk is harmless.



TOWER 1

35 - The keystone above the door shows a staff.
The door is locked.

36 - When entered a bat will fly out the doorway. The room is quite dark and contains masonry tools and two sacks of cement powder.

The bat is harmless. At the center of this tower is a winding stairwell going up.

37 - Two Spiders and six Rats live here. The Rats are chewing on some large bones. The floor of this room is rotten wood.

Both sets of monsters will flee from torches.

GM ONLY: Unless they are provoked, neither the Spiders (No.: 2, HTK: 2, 3 (1d8)), nor the Rats (No.: 6, HTK: 5, 4, 5, 5, 7, 9 (1d8)) will attack.

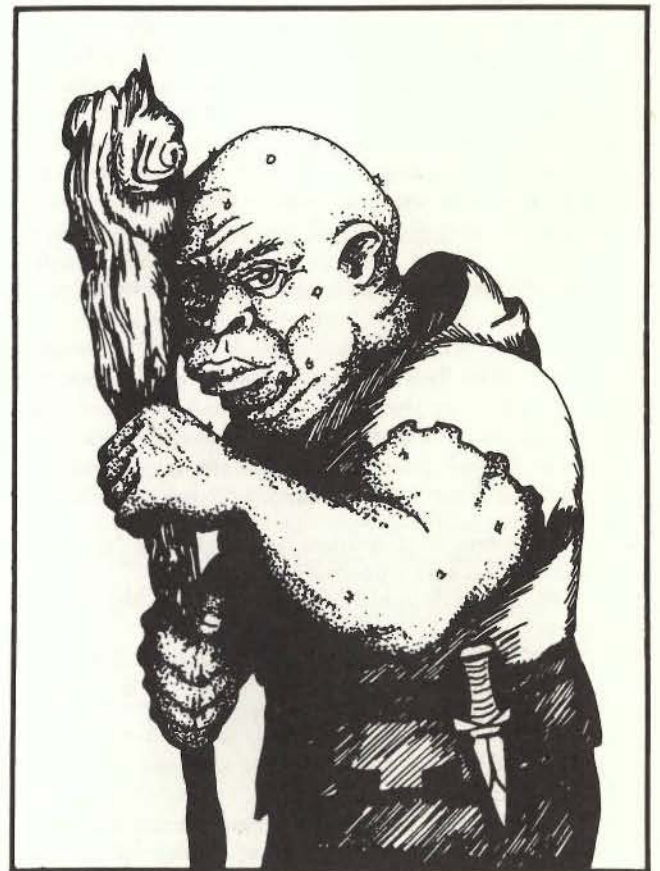
38 - A party of 3 humanoids lie on the floor by the door. They have clearly been beaten to death.

All their valuables have been taken.

39 - Two Ogres are in this room. Each carries a 10' oak stick which they will use in battle.

A locked chest in this room contains a sack of dried onions, a sack containing 16 halfling fingers, and a small sack with 46 copper pieces.

GM ONLY: The key is on the larger Ogre. No.: 2, AC: 5, HTK: 21, 18 (5d8)



40 - A rather fat white cat is playing with a yellow mouse in this room.

The cat ignores the players, of course.

41 - A discarded sack sits in one corner of the room.

42 - A giant Ogre carries a staff which emits sparks when he swings it.

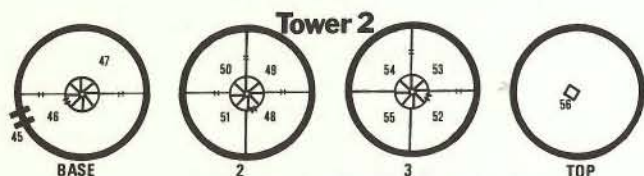
In the Ogre's pouch are identification papers for three young warriors from the Village of Normal, 533 gold, and a blue marble.

GM ONLY: The marble is nonmagical. The Ogre is using Fez's staff. No.: 1, AC: 3, HTK: 31 (4d8+1)

43 - An empty room.

44 - Two chipmunks are playing here. They are quite friendly.

There is no entry down. The chipmunks are normal and quite soiled from the heavy lead content of the stone.



TOWER 2

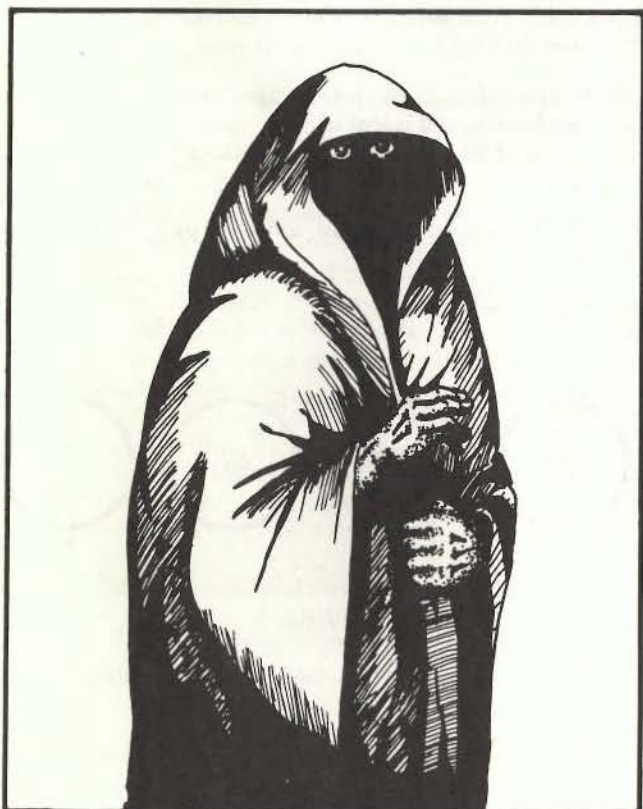
45 - The keystone shows an axe.

46 - Four Ghouls are seated on a chest.

The chest is locked and empty.

GM ONLY: The Ghouls will attack. No.: 4, AC: 6, HTK: 10, 9, 7, 12 (2d8)

47 - GM ONLY: A Spectre immediately attacks. He guards a chest which is unlocked and untrapped, and contains 433 silver. No.: 1, AC: 2, HTK: 43 (7d8+3)



48 - This room contains a cot, a dresser, a table, and chair. The room is neat and orderly. A cat is sleeping on the bed. Two sets of leather armor hang by the bed.

The dresser items fit an adult male, 5' 8" tall. The cat is harmless.

49 - The room is empty.

GM ONLY: Actually a thief with an Invisibility Ring is in this room. He will attempt (75% chance) to steal the best item of a random party member each time the room is entered. He too knows the prophecies, so he will not take any of the items that Fez needs. AC: -5, HTK: 54 (13d6).

50 - A well made chest sits in this room.

The chest is thrice trapped and contains 15 gems worth 600 gold each, and 354 gold.

GM ONLY: Use your normal remove trap rolls, as the party doesn't belong in this tower. Each trap delivers 1d20 dart damage.

51 - The room is empty.

52 - A deceased human in burnt robes that had moons and stars on it lies on the floor next to two humans in leather. Blood covers the floor.

The humans' throats have been slashed from behind. They have no treasure.

53 - A dead warrior with a sword and shield lies in a pool of blood. He was killed by sword blows.

54 - A purple cat lies perched on top of a chest. The cat is awake and seems very upset that her room has been entered. She immediately fades from view, and a copy of up to nine party members will appear around the chest.

In the chest is a +3 Returning Dwarven Hammer. It does 1d10 damage, dwarves only.

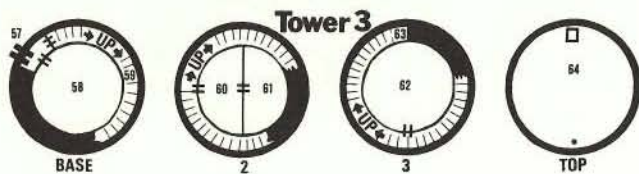
GM ONLY: The copies will just stand there unless they are attacked or the party tries to open the chest. This cat is a "Niner." She will disperse ten of her 90 hits into each of the copies of the party. Each copy fights for her at 2 levels less than the player being copied. Thus the attack levels, armor class, and saving throws all are -2. The copy of Zippi will fight Zippi, etc. If less than 9 enter melee, the first few copies will be replaced when they are killed.

55 - This room has no natural entry. It is empty.

56 - A trap door opens to the winding stairway.

GM ONLY: Two Rattlesnakes are sunning themselves on top of the trap door. They will attack anyone who disturbs them. AC: 2, HTK: 12, 14 (2d8)





TOWER 3

57 - The keystone of this locked door shows two dice. One die shows 1 dot, the other shows 2.

Upon seeing the dice, Delyn will remember that she loves to gamble.

58 - This entire level is empty, but remarkably clean.

59 - A few drops of dried blood will be seen at this point of the stairway.

Shane can follow the faint trail of blood stains up to the door of the casino. The normal trail leads down the stairs outside, and to the secret door in the defense wall.

GM ONLY: The casino is Room 62, the secret door is Room 128.

60 - The room is full of boxes. One has "roulette wheel" printed on its side. Another contains a mummified left hand. These boxes are made of cardboard, and are quite plain. Some spiders have a nest in the ceiling.

The nest contains baby Giant Spiders and a silver key.

GM ONLY: The Spiders will attack if disturbed. No.: 3, AC: 3, HTK: 6, 7, 5 (1d8)

61 - *Hidden in the wall is a small silver box. The key found in the spiders nest will open it! In the box is a small onyx dog which will tell whoever picks it up that it will lead them to one thing, on command, and then disappear forever. This onyx dog doesn't enlarge, so the players will have to open doors for it, help it up/down stairs, etc.*

62 - The stairway door has a sign on it which says "Ye Olde Gambling Casino." It opens onto a plush gambling hall, complete with blackjack tables, crap tables, and a roulette wheel. A comely woman will come over to the party and invite them to try a game of chance. She will even hint that perhaps if the stakes were right, they could win a Commune spell or two.

The alignment of the woman is neutral evil.

GM ONLY: This is a vicious trap. If anyone in this party is stupid enough to gamble on this mission, then the signal for attack is the first time anyone in the party actually gambles. The people in the room attack with surprise as follows: A Thief behind Sourpatch attacks with surprise. AC: 7, HTK: 23 (7d6). A Thief behind Tina also attacks with surprise. AC: 6, HTK: 30 (6d6). A Magic User throws a lightning bolt at Sir Laetuumakki: AC: 9, HTK: 25 (7d4), up to level 3 spells. Another Mage throws a lightning bolt at Delyn: AC: 9, HTK: 25 (7d4), up to level 3 spells. An evil High Priest throws the Finger of Death at Zippi: AC: 9, can throw up to level 5 spells, HTK: 41 (9d8).

Any of these fiends who polish off one player character will turn to another. If only a portion of the party enters the room, attack only those in the room. Players who desire to flee after the second round have an 80% chance to get away. If players somehow survive this death trap, they will find the following treasure: A Ring of Illusion (one use per day), a Raise Dead scroll, a Deck of Many Things, 2000 gold.

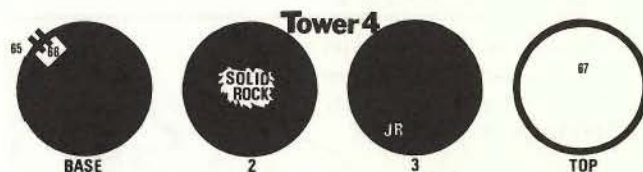
63 - The stairway ends.

A trap door will be found if looked for.

64 - An obvious trap door opens to the winding stairway.

The stairway exits at all levels. Hidden under one of the stones here is a hole about 20 cm across. A small silk rope is attached to the cover stone. Lifting the cover stone will disclose that the silk rope is connected to something on the other end. Pulling the rope out of the hole will bring up a silver tipped sword.

GM ONLY: This is Fez's sword, and any mage who picks it up can fight as a warrior of the same level. Also, the sword will tell this mage that it can restore all spells, one use per week.



TOWER 4

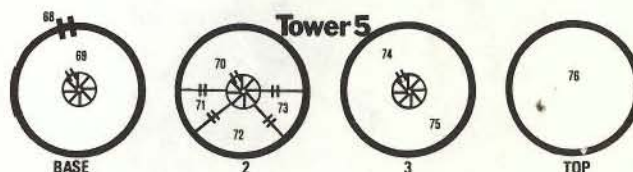
GM ONLY: This tower is solid rock except for the 10' by 10' room on level 1.

65 - Keystone is solid black rock. The door is solid oak with iron bracing and is locked.

GM ONLY: Mondae can't unlock this door, but Tina can.

66 - Inside this room is an anvil, a pick, and broken wheelbarrow.

67 - The top is barren.

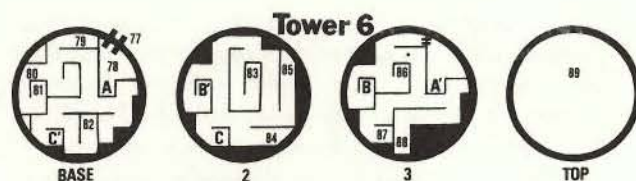


TOWER 5

68 - The keystone of this locked door shows a sword with a lion on its hilt.

69 - In this room there is a forge with a box-shaped mold, about 6" by 4" by 2". A small dot of crimson is on the floor by the mold.

The dot appears to be paint. An inspection of the floor will reveal a tiny ball of gold wedged into a crack in the floor.



TOWER 6

70 - Giant Rats are gnawing on a pile of six decomposed humans.

GM ONLY: These Rats will attack. No.: 12, AC: 6, Sleep will affect 2d6, HTK: 16, 17, 15, 14, 17 15, 10, 8, 7, 12 9, 10 (2d8)

71 - There are ten large Rats in this room.

GM ONLY: These Rats will attack. No.: 10, AC: 6, HTK: 15, 19, 21, 13, 14 12, 15, 19, 12, 13 (2d8)

72 - A pile of small bricks lies in the north.

GM ONLY: These bricks are very heavy. In fact, they are actually red painted gold bars. There are 60 bars worth 250 gold each, each 2x3x6 inches.

73 - An older human in rags is sitting in this room eating the remains of something. As you walk in he immediately begins to talk. He tells you "Cleanliness is next to impossible," "You can lead a horse to water, but you can't saddle a duck," etc.

GM ONLY: This is a false hermit. A true hermit would give the real hermit sayings (cleanliness is next to godliness). A false hermit will mess up any saying or cliché, usually as a ruse to somehow get money. Think of your own.

74 - A statue of Aristotle stands on a pedestal.

When he is approached he says: "I will answer 3 questions."

GM ONLY: The answers are always one question behind. Whatever it is asked first, it replies: "Yes, I will remain here until you come for me." In answer to the 2nd question, he answers the first. In answer to the third, he answers the second.

75 - A large black marble statue of a cat, 1 meter tall at the shoulder, stands in this area. There are three large cracks in the cat. Near the cat is a large stone with a sword in it. The sword has a lion on its hilt, and is stuck in the stone about 3" from its hilt.

GM ONLY: Each attempt to pull the sword out activates the statue. The cat is another type of "Niner," and gets 10 hits per life. Three of its lives have been used up. Each time it is killed, it loses one life, reverts to a marble statue, and gets another crack. The cat attacks with surprise if it is not being watched, and the sword can't be further removed until the cat is killed. Each attempt will draw the sword out 1". The sword is +0 and can Cure Serious Wounds (3d8 +3) twice this adventure. It will tell this to whomever picks it up. The cat is: AC: 3, HTK: 10 each life (9d8).

76 - A fat white cat sleeping in the sun lies in the middle of this tower.

The cat is harmless and aloof. There is no entry to the tower from the top.

77 - The keystone shows a small silver chest.

Sourpatch can notice that the tower walls have a heavy lead content. If he does, the magic users will know that spells can't be thrown through castle walls.

GM ONLY: Going forward onto the square labeled A teleports to the square labeled A'. Going backward onto the square labeled A' reverses the procedure (all the letters work this way). When teleported, both Tina and Sourpatch will know they have been teleported, only Tina will know to what level. The party can't Dimension Door through the walls or out the top of the tower. Dimension Door will however go up/down, etc. within the tower. Fez built this tower in happier days to teach his students the value of riddles, poems, beggars and hermits. In the six month interval in which he has been in exile, many monsters have wandered into this tower.

78 - The room appears empty.

GM ONLY: Entering the square labeled A teleports all in the room to square labeled A'. See room 77.

79 - Shadow forms are in this area.

GM ONLY: These monsters can't be turned. There are 1d4 of them. They attack at random, draining 1d6 hits permanently on a hit. They will not leave the room. No.: 1d4, AC: 0 (6 in light), HTK: 15, 11, 19, 12 (3d8+3).

80 - Here stand two stone statues of halflings.

They are both looking down the narrow corridor against the outer wall.

81 - Basilisks.

GM ONLY: Players who look around the corner must make a saving throw vs. stone. No.: 2, AC: 3, HTK: 37, 28 (6d8+1)

82 - A small silver chest is on the floor.

The chest is unlocked. Inside is a note saying: "Every hermit knows that he who exactly retraces his steps will only retreat." The chest is very well made, and worth about 2000 gold.

83 - **GM ONLY:** A Horned Devil is in this room. This is a tough monster because the party obviously doesn't belong here.

84 - A Black Pudding attacks.

GM ONLY: It is immune to cold, edged weapons, and lightning bolts. AC: 6, HTK: 43 (8d8)

85 - An empty room.

86 - **GM ONLY:** The party is attacked by Doppelgangers. Unless the party is very alert, each of the first two

party members will be attacked by two exact duplicates. If alert, each of the first four members must fight a duplicate. The copies will not have the players' knowledge. No.: 2, AC: 5, HTK: 21, 23, 27, 22 (5d8)

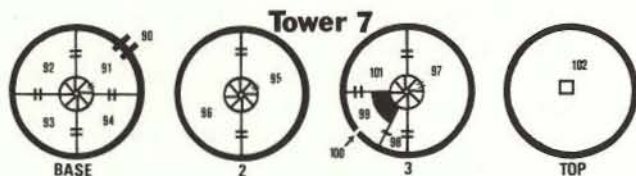
87 - Here lies the dead body of a human wearing a robe with moons and stars. Not much remains. There are 15 gold pieces by the body in a chewed up leather pouch.

The robe is soiled, but in good shape. It is a mages robe, +3 to AC and saving throw.

88 - Two huge Rats attack from this square. They are 1 meter high at the shoulder.

GM ONLY: The Rats are AC: 4, HTK: 37, 39 (6d8)

89 - There is no entry-way down. The rock here has quite a high percentage of lead content, as do the exterior walls.



TOWER 7

If Shane investigates the outside of this Tower he will discover squirrel tracks on the outside of the defense wall. They lead up to a third level window, back down, and off into the forest.

90 - The keystone on this door is blank.

The door is locked.

91 - A Demon is on guard in this room. At the Demon's feet is the remains of a small blue skinned humanoid who has obviously died a recent slow, painful death.

The Demon has three small gems in his pouch. They are clearly not worth much as Tina, Mondae, and Sourpatch will agree.

GM ONLY: The Demon spends his time torturing Kobolds, so the players can attack with surprise. AC: 6, HTK: 17 (3d8), Saving Throw: 16

92 - The remains of two blue skinned creatures (Kobolds) are in this room. Each is covered with many, many dagger wounds.

93 - Five terrified Kobolds are bound and gagged in this room. The room is full of sacks of grain. Two rats are eating from a sack of oats. They are almost bloated because they have eaten so much, so they will not bother the party.

If freed, the Kobolds tell the party of three demons who captured about 20 of them. They will flee the castle as soon as possible.

GM ONLY: Only a Language spell, or Sourpatch can understand their jabbering.

94 - In this room are 4 grain sacks, a large pile of small

humanoid bones, and some Rats.

GM ONLY: The Rats will let the group walk through the room, but anything else will provoke their attack. No.: 2d10, AC: 6, HTK: 8, 7, 7, 8, 6 5, 9, 7, 8, 6 7, 5, 9, 7, 8 6, 7, 5, 8, 6 6, 7, 9, 5, 8 (1d8+1)

95 - This foul smelling room has the meat of 11 Kobolds hanging on racks. The meat is blue in color and somewhat spoiled. On a table lies the messy remains of a half finished, half skinned, blue humanoid. There are many flies.

96 - Several sharp knives and a butcher's saw lie on the floor in this room. All are soiled and bloody, with maggots crawling all over them.

97 - The room is empty. But a loud angry voice can be heard (clearly swearing) from the northern-most door.

98 - Appears empty.

GM ONLY: Note the secret door to Room 99.

99 - A locked chest sits in this room.

A hole has been gnawed into it in the back. Squirrel tracks lead in and out the narrow window. The chest contains a sack of ten gems, which Tina, Sourpatch, and Mondae, will see are almost worthless, too many flaws.

100 This is a 6" wide ventilation window.

The squirrel obviously used this as an entrance.

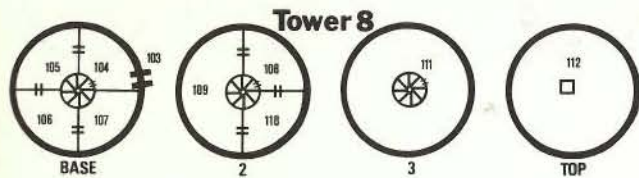
101 A deep voice is heard screaming by any who listen at the door.



A Language spell will reveal that someone is most upset that his scrub helpers have allowed a valuable gem to be stolen. After all, he has made a bargain with Scarsnout to assure that the prophecies don't all come true.

GM ONLY: The party can get surprise on the Demons Main Demon: AC: 2, HTK: 49 (9d8), magic resistance: 30%, Saving Throw: 15. Minor Demons: No.: 2, AC: 5, HTK: 31, 26 (5d8), Saving Throw: 16.

102 An obvious trapdoor lifts to a winding stairway going down.



TOWER 8

103 The keystone shows a sword.

104 Eight red swords dance about this room.

The swords are Permanent Illusions and will try to prevent the party from going to the stairs. They will not damage the group if the party disbelieves.

105 A statue of a Copper Demon sits in this room. Two yellow mice are playing on the statue.

On the command "Demon rise," the Demon will join the party as a 10th level fighter for five battles.

GM ONLY: AC: 2, HTK: 65 (10d8), Magic Resistance 50%, Saving Throw: 10.

106 Two Imps (look like small devils) are playing catch with piles of snake skulls. They will invite the party into their room to play with them.

GM ONLY: These Imps can see invisible. Their idea of playing is to hurl 4 or 5 skulls per turn, laughing all the time. Each skull causes immediate 6, paralyzation if hit. They throw all 4 or 5 each, at a random player. The effects last 10 minutes real time. If one of them is killed, the other will disappear, and then with a 75% chance, he will try to steal a (non-Fez) magic item from a random player. AC: 5, HTK: 31, 26. Treasure: 2 Rings of Animate Skeletons (1-6 per day), and 8 gems worth 200 gold apiece.

107 A Slime Monster, ugly-of-uglies, lives here. The room is a mess with dirty rags heaped on the floor.

Under the pile of dirty rags in this room can be found a hole in the floorboard. In the hole is a sword. An inscription on the sword reads: "vzrug ri hylo."

GM ONLY: The Slime Monster will "love" one member of the party, thus rendering that member useless. The only way to get rid of it is to offer it some liquid refreshment . . . else it stays and stays. It can't be hurt, and is immune to magic.

The inscription "sword of evil" can be seen without touching the sword. If any of these players

picks it up unprotected, it drains 2 levels from them. If they pick it up in wraps, they take 1d10 in damage. In either case, it is immediately dropped again. Only a lich, or an extremely evil monster or character can use this sword. The sword automatically kills "good" character classes on a hit. It is +3, and will turn on its master if he ever does a good deed.

108 The door opens to an apparently empty room. At the center of this room is a table with what looks like a game of bones set up. There is also an ash tray in which sits two smoking pipes. The table and chairs are red, as is a small box that sits on the table. After entering the room, a pair of high-pitched voices will say: "Leave, there is nothing here for you."

GM ONLY: Two Demons are invisible in the room. If the party takes anything, the Demons will attack spell throwers first, with surprise. The reason for the warning is given in their treasure: 8 gems in the box. Each gem has a separate curse on it. The curses are: -1 to saving throw, lose items, speak truthfully, repulsion to the opposite sex, move noisily, attract barroom brawls, break swords, and attract thieves. The truth was forced out of the Demons despite their attempts to stop it, thus using a high-pitched voice. No.: 2, AC: 0, magic resistance: 50%, Saving Throw: 9, HTK: 29, 33 (8d8)

109 There are 30 statues of stone Ogres, most in the process of swinging a weapon. There is also a huge silver chest in this room.

GM ONLY: As soon as the chest is touched, the statues are animated, because the chest releases a potent Dispel which affects the previous Stone to Flesh spell. The chest has no other traps on it, and contains 500 gold. All 30 Ogres attack. Each player will have up to 3 monsters attacking him. No.: 30, AC: 5, HTK: 10, 24, 14, 15, 28 23, 24, 23, 13, 16 12, 25, 17, 18, 19 22, 26, 13, 19, 20 22, 26, 24, 19, 16 12, 14, 26, 20, 7 (4d8)

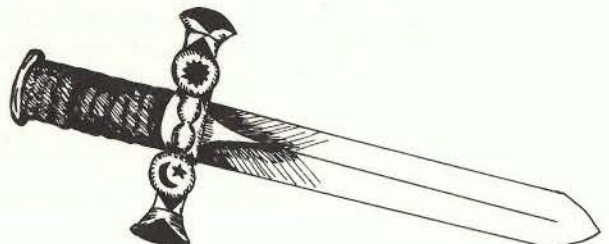
110 Two 7' long reptilian monsters with 6 legs and long tails are in this room.

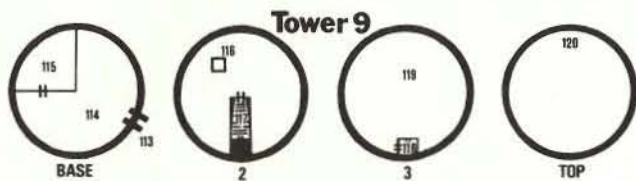
GM ONLY: On the floor of the room are 15 gems worth 500 gold each, and a set of 20 +1 arrows in a quiver. The Basilisks will attack: No.: 2, AC: 4, HTK: 35, 20 (6d8).

111 In this room is a stationary humanoid. He has a green tinge to his glistening skin and is otherwise normal.

GM ONLY: Whatever touches him (including weapons) sticks to him, and is unremovable until he is killed. He will take damage from these weapons, or, he can be killed with a Remove Curse spell. AC: 10, HTK: 50

112 The trap door opens to a winding stairway.





TOWER 9

113 The keystone shows a well made oak chest on which three questionmarks are engraved.

114 One Orc of the White Hand stands guard at the door.
GM ONLY: He is a higher level Orc, and is guarding Room 115. AC: 3, HTK: 4 (4d8)

115 10 sleeping Orcs of the White Hand are in the room.
If the orcs are attacked tell the group: "The first guy hit looked wimpy, the ones in the rear look stronger."

GM ONLY: If one is attacked, all 10 awaken and fight. If none are attacked, they remain asleep. A Sleep spell will affect 1d4+1. The first ones attacked are the ones with the least number of hits, etc. AC: 3, HTK: 6, 8, 9, 12, 14, 16 16, 17, 17, 17, 21 (3d8-1). A trap door in the ceiling allows ascent to the second level. The treasure is 3 sacks of coins: 300 copper, 860 silver, and 200 gold.

116 The floor is quite dusty. However there are no tracks except those of chipmunks and squirrels who occasionally have climbed through the narrow ventilation windows.
GM ONLY: The trap door in this room opens to the ceiling of Room 115.

117 GM ONLY: The stairway climbs to Room 18 on the third floor.

118 A small empty room.

119 This whole floor appears empty.
There is an invisible iron chest that turns visible if anything touches it. It is iron bound with "???" engraved upon it. When it turns visible, a magic mouth says: "Let's play a riddle game . . . I'll ask a riddle, you ask a riddle. For each of my 3 riddles you answer correctly, I'll answer a riddle of yours. My three riddles are:

Torn I am useful, Intact I am warm, Which would you want, If danger did swarm? What am I?

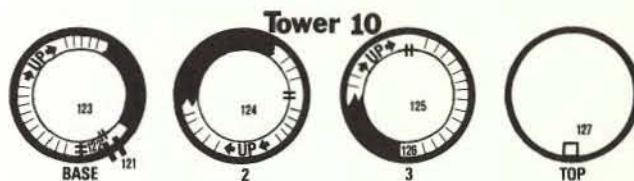
Fly through the air, See through me to the stars, Escape from a prison, With no leaden bars, What am I?

Fit to be a champion, Never to be a lord, Fight with my hands, Not with a sword. Who am I?"

GM ONLY: The answers are respectively: A robe of useful items, or Nilrem's robe; Lammasu, or Sir Laetumakki; Tina-Tar-Tai, or a monk. The chest will then say: "I'll answer n (n = the number of riddles guessed correctly) riddles." In your campaign, you may add or substitute the following riddle: "I began as I ended . . . Chaotic. What am I?" (The letter C). The

box answers riddles like a commune. It is trapped with a gas that make everyone -2 to hit for 1 hour real time. There is no lock, but only Tina can untrap it (Mondae can find the trap if he looks). Inside the box is a Ring of Regeneration. It works as a Resurrection only when the character has the ring on when he/she dies.

120 The top of this tower is empty.



TOWER 10

121 The keystone shows a rook (the chess piece).

122 Two little blue men blow on a ram's horn when the door to this room is opened. They attempt to flee up the stairs.

GM ONLY: The horn is just loud, not magical. If the party entered another way, and the monsters didn't get to blow their horn, the remaining Kobolds will be sleeping in rooms 123-125.

123 Thirty little blue men have their bows ready, and pointed at the door. They are terrified, but will insist that the party leave.

GM ONLY: The Kobolds will attack if necessary to protect themselves and their treasure (1-3 coppers each). No.: 30, AC: 8, HTK: 2 each (1/2d8).

124 40 more Kobolds in the same situation. There are straw piles scattered throughout this room.

125 40 more Kobolds. A chess board with the pieces intact sits on a small table. The pieces are all lead except the Queen's rook which is silver worth 25 silver pieces. Many cots are in the room. The Kobolds treasure is 19 silver pieces.

126 A scroll lies on this landing. The winding stairs go down.

GM ONLY: If the scroll is read, it explodes for 1d4 of damage, and produces a very loud noise a very loud noise. If players enter without setting off the trap, then they get surprise on the monsters in Rooms 123-125 whichever they enter first.

127 The trapdoor opens to a landing. From the top you can see a scroll lying in one corner of the landing. Stairs going down lead off from the landing.

128 On the inside of the defense wall, between Towers 3 and 4 is a secret door. Sourpatch will notice that this part of the wall isn't built as well as the rest. The door opens to a passage down to a 10' by 70' room with 8 corpses in it, one mummified and missing its left hand. If any get raised they are confused and ramble about blackjack.

MARCH TO SCARSNOUT'S CAVE

If all the prophecies have been fulfilled, Fez will tell of his hundred year struggle to conquer Scarsnout. All that he could find to battle the beast were the prophecies and a certain spell that will enable him to cause the dragon to be immobile for thirty seconds (three melee rounds). "It is in that span of time", he announces, "that you must attack. Sixty HTK will cause it to return to the deep pit where it has hidden these one hundred years. A hundred HTK will destroy it. You must fight well." Fez himself dares not attack it directly for it is written: "Only the band that has risen may harm the worm." Nor will he throw any other spell before or during the battle. At this point Fez will instruct Warrior to grind his blue diamond into dust. "Only the power in such a gem will be able to stand up to a force as great as Scarsnout. This gem has or will have (depending on your point of view) a rich history." In conversation, Fez reveals that his spell will encase the head of Scarsnout in a large blue diamond. The dragon will take 3 rounds to dispel this spell. If pressed, Fez will admit that before he imprisoned himself, he assisted with the arrangements for killing the party. But he insists that they were killed only after Lisa had been allowed to explain to them how to fulfill their quest. The attempt at a quick, clean death went a bit astray when Nilrem got involved in a spell conflict, thus resulting in their partial amnesia. But did this not even the odds, thereby enriching their story?

The party marches to Scarsnout's cave. Just outside of Fez's castle the band will be joined by Robbe, a minstrel (who looks surprisingly like the beggar in the town of Normal).

The Minstrel, a bard, will sing an epic ballad telling of Fez's struggle, of how he set up his castle so the prophecies could come true, of how our band agreed at Lisa's calling, to undergo a great adventure, of how Nilrem panicked at the time of their death with the result of their memory loss via the conflict of the bard's and Nilrem's spell, and finally of their adventures since awaking in Lisa's hut. He tells the party that he will watch the battle and write a song about it, but will not fight the dragon. Upon reaching the cave, Fez declares that he is too weary to arrange a battle plan. That he will leave this to the players. Warrior will announce that if Scarsnout has not been killed or turned by the end of Fez's spell, he will teleport Fez to safety.

GM ONLY: Yes, only he and Fez will be teleported.

SCARSNOUT'S CAVE

In the center of the Valley of Trees lies Scarsnout's Cave. The entrance is a circular shaft in the ground some 50 yards in diameter. The local forest is oak and maple, but has retreated about 30 yards back from the cave entrance. The entry is encircled by a ring of black vines that have sharp thorns. A foul-smelling purple fluid can be seen seeping out of tiny openings at the point of each thorn.

Players who reach the mouth of the cave will notice three things.



1. There is a faint odor of burning charcoal in the air (this becomes stronger if the party descends into the cave).
2. The cave slopes down to the north at a 45 degree angle.
3. A weather beaten sign reads: "Turn back, unless you have done all that the prophets foretold."

A narrow path can be found through the briar leading north. Shane can barely make out wolf and demon tracks. Neither set of tracks seems recent.

Players who descend into the cave will find that the entrance passage leads down 200 yards and then turns abruptly to the right revealing a large cavity, about 170 yards across and 80 yards high. From this vantage point the players see a huge Black Dragon asleep in the center of the room.

With every breath the Dragon emits fire from his nostrils. He has massive wing and leg muscles. A lurid red burn scar is located on the left side of its snout. Behind the dragon is a pile of treasure; behind that is a wide pit opening. Entering the room or the act of preparing a spell at the entrance of this room will instantly awake the Dragon. If awakened, he will leap into the air and swoop down in front of the party with amazing speed.

GM ONLY: The purple fluid in the thorns is poison, saving throw vs. death. The wolf tracks are Kassaka's. The demon tracks belong to the demon who messed up in guarding Fez's gem. Fez put the sign saying "turn back" here to warn unsuspecting peasants.

Parties that wake Scarsnout up in Round I or II will flee in terror (No saving throw). The dragon will then be

content to eat those who die missing their saving throw in the poisonous briar. Players who battle the dragon with Fez will get three rounds of attack on the dragon while his head is encased in the gem. When under Fez's spell Scarsnout is: AC: 3, saving throw: 3, HTK: 100. Otherwise: AC: 0.

Scarsnout also automatically detects magic and sees invisible. During the battle Tina-Tar-Tai will only stun (one extra round) on a 20; Storm's sword will only kill on a 19 or 20; Shane's sword will kill on a 20 if he does at least 13 HTK doing double damage. Should the party give Scarsnout more than 60 HTK without killing him in three rounds, he will flee into the pit (leaving his treasure behind) for another century.

TREASURE

There are four items including a magician's hat labeled "Fez" ("I wondered where that had gotten to") that Fez will claim, stating that he knows their rightful owners. Fez will expect an equal share of the gold, but will ask for nothing else. The other treasure includes: 631 gems,

145,262 gold, 132 jewels, 453,861 silver, 59,208 copper, 406 gold cubes (worth 1 gold each), and:

The Book of Martial Arts (raises monks one level)

A Staff of Minor Dragon Control (also a staff which allows the user to continue spells without concentration)

A Ring of Spell Storing (any 3 spells)

A small gem encrusted shield labeled "Vwrup'v Vklog" (+3, when used with Storm's Sword gives +1 to the saving throw, dwarven size)

A Staff of Snake Control (also works for clerics as a focus staff like the Staff of Dragon Control).

A crate containing a Sand's Transplacer Kit, but no manual
An ebony figurine of a female Lammasu in a bag. (when released, she will fall in love with the nearest male Lammasu, who she will begin to tutor in the full powers of their race.)

A Ring of Invisibility

A suit (human size) of leather armor with tiny strands of mithril thread (+5, +2 on saving throws)

A silver flute (bard's use only) that (once weekly) can also throw a Sleep spell.





The wizard, Fez, has staked his life that you can out-reason deadly puzzles and outwit (or outrun) exotic monsters. A Quest to truly test all your dungeoning skills.

Fez I: Valley of Trees is suitable for use with Dungeons & Dragons™, Advanced Dungeons & Dragons™, Tunnels and Trolls™, and other popular fantasy role play systems.*

FEZ I : valley of trees

THIS ADVENTURE IS FOR FOUR TO TEN ADVENTURERS OF 5TH TO 9TH LEVELS OF EXPERIENCE



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