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THE WIZARD'S CHRONICLE

In this issue, we delve into the cold unbending embrace of winter. As the long months have wore on winter reminds us of this season of change. Of the cycle of life and how no matter we try sometimes we get buried in the details.

This issue features a hypothetical approach to an ice age covering much of the Flanaess in *On Oerth and Ice* by Creighton Broadhurst. In addition, we take a look at the oft-overlooked port city of Trennenport by Sampo Haarlaa & Nick Silverstone, we also get an in-depth look at two classic NPC's, Gajtak, Ilkhan of the Chakyik Horde and Kayen Telva (of the Slave Pits fame) both by Michael A. Johnson, who also contributes to my [personal Greyhawk webpage](#). Finally, we have an adventure that delves into the mysteries of the Land of Black Ice in the *Colorless Spire of Frozen Shadows* by yours truly.

In conclusion, this has been a fun issue to do, yet long and tiresome like the unending winters burying us in fluffy piles of extra work. Especially for our new writers and editors! Many thanks to all!

Until the Starbreak,

Rick "Duicarthan" Miller
Editor-in-Chief

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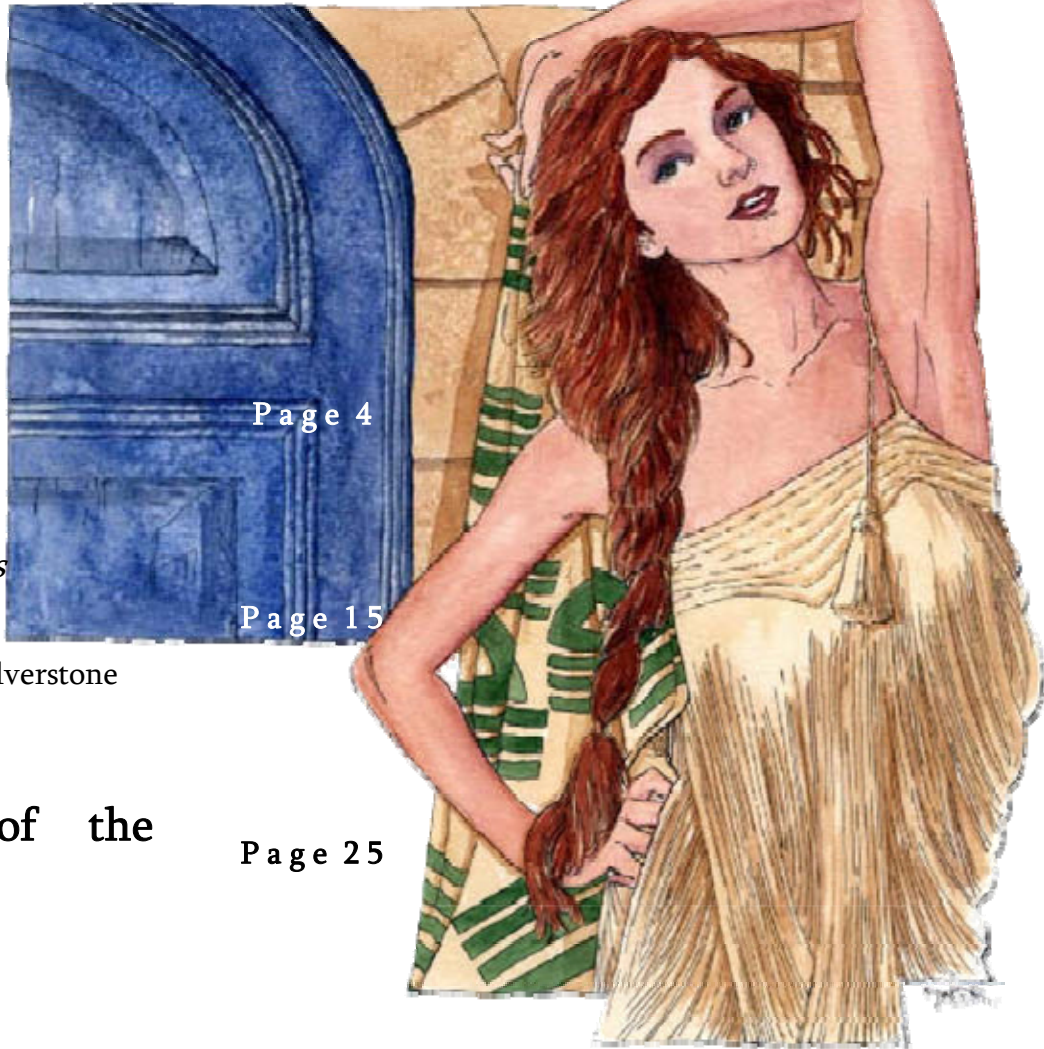
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On the Cover

This issue Jerry Minor delivers contemplative imagery of Raseane Greycloak observing the snowfall on the plains of the Flanaess.

If you'd like to see more of Jerry's work, you can find his artwork at <http://jerantino.tripod.com>

The Good Oerth

On Oerth and Ice

By Creighton Broadhurst

Expurgated notes from a series of lectures given in the Free City of Greyhawk to the Guild of Wizardry by Raseane Greycloak in the summer of 590 CY.

Of Oerth's ancient history comparatively little is known. Scholars have long argued over the exact location of Vecna's Occluded Empire, the identity of the builders of the Cairn Hills and other unfathomable mysteries of the Flanaess' past. The fate of the so-called Isles of Woe has also caused much controversy amongst scholarly circles. What prompted the isles to be swallowed by the waters of the Nyr Dyv and why do ancient maps show the inland sea strangely shrunken?

Human kingdoms, of course, were existent in the Flanaess prior to the Great Migrations. The Flan, thought by many to be the least sophisticated of the human races, in places rose above the millennia-old nomadic traditions of their brethren to build great cities and civilizations. Among such civilizations were the legendary kingdoms of Ahlissa and degenerate Sulm steeped in avarice and greed. The Flan are also thought to have built the now abandoned mountain-cities of the Griff and Corusk ranges, the greatest of which is Tostenhca. Legends persist amongst the Coltens and Tenhas of a mountainous Flan kingdom, but do not speak of the catalyst of its fall. Many of the Flan nations fell during the Great Migrations, unable to stem the irresistible eastward progress of

the Oeridians and Suel, but others had already faded from history.

And what of the Ur Flan? Are they, as some believe, survivors of an unknown and ancient Flan civilization steeped in elder lore or simply, as others argue, bogeymen created by the victorious Oeridians to justify their bloody conquest of the Flamni Basin?

Recorded human history begins a little over six thousand years ago with the rise of the Suel Imperium. But from where came the Suel's detailed knowledge of agriculture, architecture, religion, magic, and government? Were they simply the first to develop these skills, enabling them to establish the first (and mightiest) known human empire, or did they take this knowledge from an older source? Indeed, perhaps the most troubling aspect of the Suel Imperium is the almost god-like powers commanded by their Mages of Power, of which the famed Slerotin was the last. From what source did their astonishing and prodigious power stem and how did they develop such impressive powers that yet stand unmatched in Oerth's recorded history?

Millennia after the rise of the Suel, the Bakluni rose from their nomadic existence and founded their own empire north of the Ulsprue Mountains. Although far younger than the Imperium, eventually the Baklunish Empire challenged and then destroyed its older rival at the culmination of a decades-long conflict. History is silent

on why the Bakluni suddenly turned away from their nomadic culture, founding in the process a mighty empire and from where they discovered the sciences of civilization. In contrast to the sorcerous Suel, the Bakluni developed great powers over the elements. But even they did not build Tovag Baragu, which they used with such deadly effect to destroy the Suel Imperium. This incredibly ancient stone circle was old when the Bakluni yet wandered the vast plains of the west and has so far resisted all attempts to date it. And what of the Bakluni's detailed knowledge of the stars first revealed over two thousand years ago? Did they develop this knowledge through detailed observations of the heavens or are they simply guardians of ancient teachings, remnants of a greater body of lore now lost?

Even the elves, longest-lived of all races barring the mighty dragons, have only recorded the passage of years for the last five millennia. Their history is silent on the location and fate of the City of Summer Stars and even the origins of the Faerie Kingdom of Celene. Why? Surely such a race as cultured and learned as the elves would have records of elder times?

The period prior to the foundation of the Suel Imperium is cloaked in mystery. Why do none of the human races have any kind of historical record prior to roughly seven thousand years ago? Even the elves profess no knowledge of that time. Ancient burial sites and strange ruins of unknown origins literally litter the Flanaess yet the most learned sages know little if anything of many of these site's origins or creators. The history of the

Oerth is replete with tales of scores of artifacts; items so powerful that they have become legend. The vast majority of these objects predate the Great Migrations indicating that the ancient peoples of the time possessed greater control over magic than today's inhabitants of the Flanaess.

All these facts raise a troubling question: how and why has so much knowledge seemingly been lost or forgotten? Of course the Twin Cataclysms that wrought so much devastation upon the Suel and Bakluni empires are responsible for the loss of much knowledge but the Flan (at least initially) and the Oerids escaped these calamities virtually unscathed.

On Oerth

The Oerth is unknowably old, on that scholars overwhelmingly agree. However, none can ascertain with any pretence of authority an exact, or even rough, age of the planet. Of Oerth's other characteristics, however, we are more knowledgeable. Powerful divination magics and careful measurements made over centuries by Oerth's mariners and learned scholars have gifted us a great body of knowledge. Perhaps the greatest repository of this knowledge is the excellent, "An Inspection of the Nature of Oerth by Master Guildmaster" by Jawan Sumbar of the Free City of Greyhawk's Guild of Cartographers. In summary the key parts of this work are:

- The circumference of the Oerth is 25,200 miles. Thus, its diameter is 8,021.5 miles and the total surface

area of the planet is 202,139,540 square miles.

- The vast continent of Oerik dominates the globe.
- In addition to Oerik three lesser continents are known to exist, as are countless islands.
- The lands of Oerik are surrounded by four mighty oceans and innumerable smaller seas.
- While the general layout of these continents and islands is known the nature of any civilizations existent on them remains a subject of great conjecture.
- The northernmost portion of the world is covered by a snow-wreathed continent named variously High Boros (“boros” meaning “north” in the Cold Tongue of the Thillonrian barbarians), Hi-Boros, Hy-Bora, Hobire, Hybrea, Hyborre, and so on. Oeridian explorers named this vast and largely unexplored land Telchuria. Icebergs often break away from this land and are encountered floating in the warm waters of the Dramidj Ocean. A massive ice bridge is believed to link this land to Oerik in the far west. A second smaller ice bridge links Telchuria to the Land of Black Ice.
- A similar but much smaller land named Polaria is said to lie in Oerth’s southern polar region below 80 degrees south latitude. The rare Exile from Aerdy by Sonderrako of Rauxes describes how in reality this land is really a

collection of barren mountain islands around which thick sheets of ice rapidly form in the winter months. Surrounded by a frigid ocean, named the Sea of Thunder, it is an isolated and desolate place.

- Following their own ancient sagas, the barbarians of the Thillonrian peninsula have crossed the vast Solnor to discover Fire-land, a collection of large islands lying far to the east. Their tales speak of establishing colonies among the forbidding fjords of this place and of ruined cities long fallen and terrible things lying frozen in the ice.
- Westward, beyond the lands of the former Suel and Bakluni empires lies the balance of Oerik.
- To the south of the Flanaess are the tropical jungles of Hepmonaland, the steaming Amedio Jungle, and the isles of the Densac Gulf. Beyond even that lie the aptly-titled Sea of Storms and a mysterious but almost wholly unknown fourth continent.
- The waters of the last of Oerth’s oceans, the mighty Dramidj, lap on the shore of Telchuria and merge to the east with the Solnor, almost encircling the northern arctic wasteland.

On Climate

It is a generally accepted fact that Oerth’s weather is controlled by magic. To date, though, few scholars have dared pose the question, “Why?” Certainly the Flanaess

is blessed with exceptionally warm weather considering its location.

- Outside of the northern latitudes, the temperature rarely falls below freezing except during the winter months of Fireseek and Sunsebb.
- Several of Oerik's oceans, notably the so-called Sea of Storms, the Solnor Ocean and the Gearnat Sea are continually, or seasonally, lashed by severe storms.

Given that magic controls the passage of our seasons and the clemency of our climate the potential destruction caused by this magic failing does not bear contemplating. If this weather magic were to fail, temperatures throughout the Flanaess would likely plummet. If they fell low enough, the ice sheets would once again travel south, burying several nations under hundreds of feet of ice.

On the Ancients

Comparatively little is known of the Flanaess' prehistory. Established tradition has it that prior to the Great Migrations the Flanaess was mainly inhabited by the nomadic Flan and scattered enclaves of olve, dwur, noniz and hobniz. This does little, however, to explain the origins of the many strange burial sites, fallen cities, and other ruins of the Flanaess as current wisdom depicts the nomadic Flan as incapable of such construction. How then are we to explain the many anomalies that crop up throughout the Flanaess seemingly in defiance of the established view of history? For example, consider the

following (arranged in rough chronological order):

- Perhaps the best known of the mythic kingdoms of Oerth's prehistory are the Isles of Woe, said to have sunk beneath the waters of the Nyr Dyv millennia ago.
- Lake Aqal is thought to have once hosted a reclusive group of wizards as powerful as those of the Isles of Woe or the Wind Dukes of Aqaa. Indeed, tales tell of how their magic still pervades the place, giving the islands that dot the lake an unnatural sentience and the fauna of the region incredible fecundity. This civilization may have been destroyed by a falling meteor.
- Eight thousand years ago a Great War raged across the Cairn Hills. Two mighty civilizations were locked in a struggle not for victory but for their very survival. Of this war little evidence remains except for the Doomgrinder; a strange war machine of sorts buried deep in the hills. Without the meddling of a clan of mad derro, records of this titanic conflict would perhaps never have resurfaced in the Flanaess. Many questions remain unanswered about these civilizations, not least of which is how was almost every piece of evidence of these peoples scourged from the Oerth?
- The earliest Oeridian settlers of the Solnor Coast and its attendant islands were first taught the legend of the Sinking Isle from their

subjugated Flan enemies. In turn, the Flan had learned of the isle from the elves who knew something of its origins. Among the artifacts removed from the isle are delicate panes of glass and intricately worked golden ornaments (the later eventually turning out to be of sahuagin manufacture). The presence of the glass along with the complex and obviously sophisticated design of the city prove that some civilization arose on or off the eastern seaboard of the Flanaess. The age of the ruins and the legends of the elves place this civilization as falling before the beginning of recorded elven history. This fact alone dates the city as well over 5,000 years old. Some scholars have postulated that the city may be of human origin and that those dwelling there may be the antecedents of the sahuagin. If this is true, it means humankind in the Flanaess was skilled in the science of civilization thousands of years before even mighty Sulm conquered her neighbors.

- The mysterious Pinnacles of Azor'alq thrust up from the warm waters of the Dramidj, barely 50 leagues from shore. Thought by some to be the spires of a drowned city this seems unlikely because of their great height - it is not uncommon for the pinnacles to reach one thousand feet above the surface of the ocean. In addition, many are cloaked in thick forests

and are often the lair of great flying beasts, including dragons of several varieties. Some scattered reports, however, suggest that at least a few of the pinnacles have human inhabitants. How they came to be here and, indeed, their very identity remains a mystery.

- More than three thousand years ago, great swathes of the Amedio Jungle were ruled by a foul race of demon-worshipping similar to modern-day troglodytes. Described in fragmentary Olman records this wicked empire fell around -1700 CY. Replaced in turn by a race of civilized gorillas calling themselves "the 'kana" they built a peaceful coalition of tribes based on the principles of order and trust. Evidence suggests that these beings were skilled spellcasters but no hint is given of their fate. By the time of the Olman's arrival five hundred years later the d'kana had disappeared. Olman and Amedian tales of dakon apes dwelling in the foothills of the Hellfurnaces could describe a lingering remnant of this once pre-eminent race; but the truth of this matter is unknown.
- Far to the north in the depths of the Fellreev Forest lies the city named Nerull's Bane by the Rovers of the Barrens who use the place as a sacred burial place. The city seems to be protected by powerful magics as bodies interred within its precincts do not decay. The Flan did not build the place; its construction is thought to have

been by an elder people who have now died out. The exact location of the city is now lost, the Rovers remembering little more than that spoken of in shaman's tales. As the frequency of the Rover's visits decreased so did the forest slowly encroach to hide the marbled colonnades of the city. The city itself is also sinking; indeed naught but the uppermost portions of the highest towers yet remain above ground level.

- Two and a half thousand years ago tribes of Touv wandered the savanna and lower jungles of Hepmonaland. From where did they hail and how did such savages reach this place? To the north, similarly savage tribes of Olman lurked in the deep jungle; among them circulate legends of a bat-like humanoid race sophisticated enough to have left stone buildings and monuments. This strange race, however, had been absent from Hepmonaland for several hundred years before the coming of the Touv.
- Known as Skrellingshald by the Suel and Tostenhca by the Flan, this mountain city boasts massive stone foundations, straight, level and paved roads, broad avenues and impressive statutory as well as an advanced network of water storage tanks and interconnecting pipes. To add to the mystery, Tostenhca is just one of a number of examples of mountain cities dotted throughout the Griff and Corusk ranges.

Among the Coltens and the Tenha survive traditions of a powerful mountain kingdom in the area, but none of these shed any light on the origins of this mysterious civilization. Jade carvings and green ceramic figurines recovered by adventurers questing in the region (as well as the numerous statues found at these sites) show a human race of Flan aspect. Tostenhca is further associated with the legend of the wizard Keraptis who is thought to have dwelt in the city roughly 2,000 years ago before fleeing to the infamous White Plume Mountain.

- Who the Druids of an Elder Age were and from whence they came are unknown. It is recorded, though, that these individuals were dwelling in White Plume Mountain roughly 1,700 years ago before being slain by the arch-wizard Keraptis.
- Cairns of the Cairn Hills
- Who built the undated convoluted ruins of the Dragonshead? Visible only during very low spring tides these remnants of an unknown civilization yet haunt the imaginations of the human settlers of what is now Onnwal. Ancient dwur records speak of these ruins but do not shed any light on their builders.

Given all this, is it possible that human history, and indeed the history of civilization, could extend further back into the mists of Oerik's prehistory than

anyone could have previously dared believe? It is obvious that the prehistory of Oerik is not exclusively human, however. The famed adventurer, and later Herzog of North Province, Atirr Aedorich certainly believed this to be the case. He spoke of discovering a book sealed in a leaded casket during his explorations of the Sinking Isle. Written in a lost language the tome apparently detailed an ancient history of the Flanaess. If what Atirr discovered is genuine, why has knowledge of this history remained hidden for so long? What kind of devastation could wipe out whole civilizations, leaving little or no evidence of their existence?

For the answer, we must look to the north.

On Inundation and Ice

Oerth is immensely old. During its long life various calamities have befallen the lands of Oerik. Some, like the Rain of Colorless Fire, the Invoked Destruction, and the fall of Sulm were wrought by human hand. Others, far more terrifying and destructive have swept away whole nations, hurling humankind back to barbarism. Lake Aqal, hidden deep beneath the boughs of the Fellreev Forest, is thought have been created by the impact of a fiery rock hurled from the heavens. Did this impact destroy the civilization thought to have flourished there, or did it in some way propel those that witnessed the conflagration toward civilization.

Beyond the Land of Black Ice and across the Icy Sea lies the continent of Telchuria shrouded in a miles-deep cloak

of ice and snow. Buried mountain ranges and several regions of intense volcanic activity dominate this remote, forbidding place. Two great bridges of ice are said to link Telshuria with Oerik. To the west, the larger of the two permanently connects the two landmasses. The smaller of the two however is seasonal, only forming between the Land of Black Ice and Telchuria during the long, dark winter months. Thus, does the ice of Telchuria expand and contract.

Ancient holy traditions preserved by the followers of the Icebrother (Telchur, CN lesser god of Winter, Cold and North Wind) and similar stories remembered by the North God's (Vatun, CN, lesser Suel god of Northern Barbarians, Cold, Winter and Arctic Beasts) faithful tell of a time when Oerik was a much colder, bleaker (and to their mind, better) place. What caused this climatic shift is a matter of conjecture but large-scale climatic shifts, a period of intense and widespread volcanic activity, or the collision of a colossal asteroid could all be to blame. Whatever the cause, during this time global temperatures were much lower than today's and much of the north and certain portions of the central Flanaess were buried beneath a deep shroud of snow and ice. The exact extent of this glaciation is unknown. Church traditions, though, places its maximum extent along a line buttressed in the west by the lower Yatils in the environs of the modern-day town of Highfolk and in the east by the grey peaks of the Rakers and the northern portion of the Flinty Hills. Between these two points, massive ice cliffs dominated northern Furyondy, the

central Bandit Kingdoms, and much of the Pale. Beyond, all the lands of the northern upper Flanaess were similarly affected as was the entire Thillonrian Peninsula. In the west the tall flanks of the Yatils and the warm waters of the Dramidj protected the lands of current-day Ekbir, Zeif, and Tusmit although those lands would have suffered snow during the winter months. Even further to the west the great permanent ice bridge would have been much more extensive and many of those lands would have no doubt been buried by the inexorable tide of ice.

In the Flanaess even those lands not shrouded in ice would have been adversely affected. The Nyr Dyv, would have been much shrunken, the flow of the Artonsamay and its other feeder rivers being much reduced. In the winter months frozen gales and snowfall would have ranged over much of the Flanaess, possibly even falling on the lands now claimed by the olven folk of Sunndi.

Thus, a map of the Flanaess drawn before the great ice sheets retreated would look both similar and dissimilar to a modern-day cartographer. Irrespective of the cause of this freeze, however, it is possible that global water levels before the great glaciers began to melt were up to 400 feet lower than they are today. This immense difference in depth leads to the obvious deduction that vast portions of Oerik's coastal areas would have been inundated as the ice caps melted. This would have spelt doom for any kingdom no matter how mighty claiming those areas. But where could those drowned civilizations have been established? Even a casual reader of the realms of antiquities

discussed above cannot have failed to note that the vast majority of them apparently flourished below a line roughly equal to 40o latitude. Could the remorseless destructive power of a so-called ice age account for this?

So what might such a map look like when the great glaciers were at their maximum extent and where might ancient civilizations have flourished? In the south east, even a casual glance at such a map would reveal many changes. It is unknown whether the Tilva Straits would have still been navigable (or even exist), but it certainly would have been far narrower as the rocky spine of land connecting the Tilvanot Peninsula to the rest of the continent would have been greatly expanded. The vast majority of this area is today only up to 600 feet deep. The island at its northern mouth would likely have been still joined to the mainland. This raises an intriguing question – was Hepmonaland once joined to Oerik? Northwards the isles of Diren, Ansabo, Ganode, Jehlum, Mirim, Luda, and Temil would likely have been as one with little or no water separating them. While not linked to the Spindrift Isles these new island would have only stood 30 miles from the Lendore Isles, themselves altered immensely by the retreat of the ocean's waters. What are now five islands would have only been two larger islands, separated by a narrow passage perhaps only twenty miles wide.

Further north, the isles now held by the Sea Barons may have been little more than a large promontory of Oerik stretching hundreds of miles eastward into the Solnor. It is of little doubt that the fell

Causeway of Fiends was, in fact, an ancient road (if it existed at this time) leading to an isolated hill atop which present-day scholars believe a monastery or temple of great and unsurpassed evil was established.

Similarly the Thillonian Peninsula would be all but unrecognizable. Gone would be the deep fjords and narrow inlets of the area, all now buried beneath hundreds of feet of ice. Truly, life here would be almost impossible. In fact the only hints of ancient civilizations in this area are the colossal mountain cities of the Griff and Corusks. Given the heights at which these cities were established it is a virtual certainty that they either did not exist at the time of the ice sheets, or that the plunging temperatures and diabolical weather would have forced their peoples to flee south. Similar conditions to those existent on the Thillonian Peninsula would have been felt in Stonefist making this area also virtually uninhabitable.

To the north of the Flanaess the Icy Sea would be almost wholly subsumed by the ice sheets.

To the northwest matters would have been somewhat more tranquil. Although ice would have extended as far south and west as the Yatils few glaciers would have managed to breach this barrier. Perhaps this is why, alone of the major races of the area, the Bakluni worship no greater power dedicated to cold. Of course this raises another interesting question. If the Oeridians had up to the point of the Great Migrations dwelt in the area now claimed by Ull why did they venerate Telchur? Could it be that they were in fact forced to migrate to

the shelter afforded by the Barrier Peaks and Ulsprae Mountains from elsewhere? Would it not be ironic if instead of their part in the Great Migrations being an epic journey of discovery it was in fact a home coming of sorts?

Continuing southwards the land would have looked much as it does now although average temperatures would be colder. The Sheldomar Valley one of the cradles of Flan civilization would have been largely protected from the vast tides of ice sweeping down from the north by its formidable natural barriers. Surely it is no coincidence the Occluded Empire of the Vecna is thought to have flourished in this area? Only in the far south in the area around Jerlea Bay and the Isles of the Sea Princes would an ancient map look appreciably different. Here, the mouth to Jerlea Bay would have been narrower, the open waters between the Hook's northernmost point and Fairwind Isle being a little over forty miles wide. Of the four isles it is impossible to say with authority what their condition was. All, however, lie in relatively shallow waters and would most likely have been joined into one or that they would not be islands at all but would, instead, be part of the continent.

Continuing eastwards we come to the Olman Islands and the Densac Gulf. The Olman Islands jut from the low-lying continental shelf which in places is relatively shallow. At the greatest extent of the ice it is possible that this entire area could have been dry land reducing the Gulf to a passageway of little more than 100 miles in width.

Of final note are the areas encompassing present-day Woolly Bay, the Gearnat Straits and sea and Relmor Bay. Both the extent of the Pomarj and the Dragonshead Peninsula would have been greater reducing the straits to a much narrower width. Of the balance of the area the amount of deep water suitable for ocean-going ships would have been much reduced. Indeed in the Gearnat a number of small islands probably existed, being the peaks of sunken hills extending southwards from the Abbor-Alz for many miles.

Of Time and Ice

But when could this great catastrophe have occurred? It seems a distinct possibility given the dates of the various ancient civilizations that have risen and fallen across the Flanaess that instead of one great inundation there were, instead, several smaller events, each devastating in its own right. Certainly no great melting could have occurred during the time of the Suel Imperium. While records from that time are fragmentary, knowledge of something as cataclysmic as the destruction of low-lying cities and the inundation of vast tracks of land (even if it was in the conquered north) would have undoubtedly survived. Perhaps the Scarlet Brotherhood have more knowledge of this held, perhaps, among the ancient writings of its founder. However, it does seem that even the last melt must be older still.

Certain truly ancient maps held by sages of the Celestial House of Cranden show a hauntingly familiar Oerth as it once was. Magical divinations have dated these maps

to over 8,000 years old. While they only show the area of the now-named Tilvanot and the lands directly to the north they show the Tilva Straits as little more than a wide channel linking the waters of the Solnor and Azure seas. Set about this river are several unnamed cities, one of which occupies the approximate position of the so-called Sinking Isle. Was it this document, or a copy, that led Atirr Aedorich there in 155 CY, or was it just happenstance? Further to this date could this melt have spelled the final doom of the two nations warring in the Cairn Hills?

Author's Notes

This article was inspired by Graham Hancock's Underworld: Flooded Kingdoms of the Ice Age and my own interest in the truly ancient history of Oerth. It should be noted that this is not any kind of official development in regard to the LIVING GREYHAWK campaign; they are simply the musings of an old, crusty Greyhawker!

And Now the Science Bit

I have tried to base this article on real-world geographical processes and principles, but it should be noted that I am no geographer! For the interested reader I have included brief notes on them here. These are not meant to be exhaustive or authoritative. A swift search on the internet will, doubtless, reveal more in-depth information.

Ice Dams

Ice dams form when the surface of a glacier melts but the water created is

unable to flow away because the head of the glacier still survives. The amount of melt water that can be held behind such a dam can be immense; in some cases as much as 2000 cubic kilometers.

When the head of the glacier finally gives way this mass of water is unleashed on surrounding low-lying areas, destroying everything in its path. As well as causing untold destruction to everything in its path such a tremendous release of water has the potential to raise the global sea level by as much as twenty meters.

Isostasy

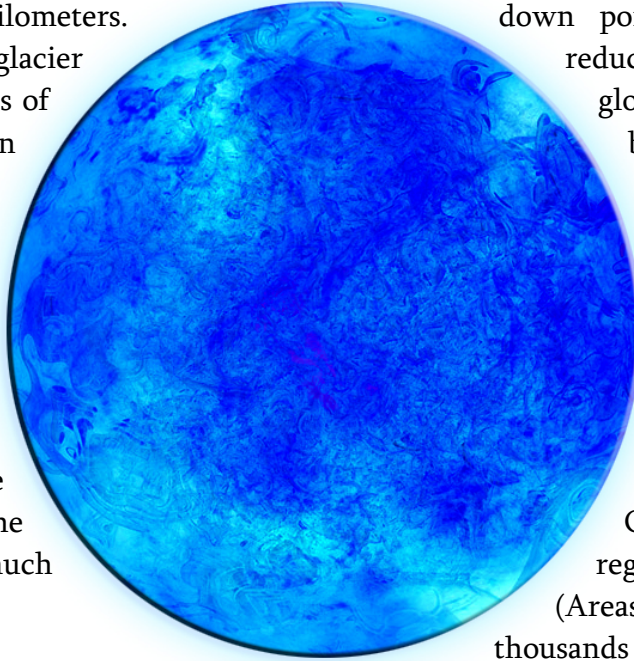
The Oerth's surface, while apparently solid to the majority of its inhabitants, can be deformed when exposed to enough pressure. Massive weight over one point (caused perhaps by an ice-cap literally thousands of feet deep) results in an indentation under that area as a result of displaced material pushed down and away. Dependent on the weight above it these indentations, or basins, can reach to a depth of 3,000 feet. However, this displacement causes the surrounding lands to rise in a roughly circular area surrounding the indentation.

When (in this case) the ice melts, the pressure on the Oerth's crust is removed and the indentation begins to rebound and will eventually in time regain its original level. However this process is

very slow taking place over thousands of years.

However on the Oerth much of the ice formed on land, which, while forcing down portions of the land, reduced the pressure globally on the ocean bed, causing it to slowly rise by as much as 150 feet in places. As the ice melted great weight was transferred from the land to ocean quicker than the Oerth's crust could regain its original shape. (Areas buried under ice thousands of years ago are still

rising.) The combination of an artificially raised sea bed and massive amounts of melt water could/would be devastating to civilizations close to the coast.



Gazetteer of the Flanaess

Trennenport

By Sampo Haarlaa & Nick Silverstone

Trennenport (Large Town): Conventional; AL LE; 5,000gp limit; Assets 145,000gp; Population 3,132; Mixed (human [OSf] 2446, half-orc 465, sahuagin 83 (official count, most likely much higher in reality), halfling 85, half-elf 38, other 15 (mainly gnomes))

Authority Figures: Bortwimm (LE male human Wiz13)

Important Figures: Remmannen (LN male human Clr11), High Priest of Zilchus; Ivshendra (LE, female human Clr9); Captain of the Port Garrison and High Priestess of Hextor; Turlarenn (LE male human Ftr8), Commander of the Trennenport Squadron; Harmac of House Cranden (LN Ran3/Marshal5), leader of Trennenport Militia; Jorannara Tannax (LE female malenti Ran2/Clr8 of Sekolah), "Ambassador of the Sea" and leader of the Sahuagin; Olrusen (CN male Clr9), High Priest of Procan; Ternan (N male Clr7), High Priest of Boccob; Jouhkan (N male Clr6), High Priest of Celestian; Erhin (CN male Clr5), High Priest of Kurell; Karamsen (LN female Clr5), High Priestess of Stern Alia; Koshandin (LN Clr8 of Zilchus), agent of the Royal Guild of Merchants of Aerdy.

Temples: Zilchus (God of Power, Prestige, Money, Business and Influence), Hextor (God of War, Discord, Massacres, Conflict, Fitness and Tyranny), Procan (God of Seas, Sea Life, Salt, Sea Weather and Navigation), Boccob (God of Magic,

Arcane Knowledge, Foresight and Balance), Celestian (God of Stars, Space and Wanderers), Kurell (God of Jealousy, Revenge and Theft).

This article follows the timeline and events of the Living Greyhawk Campaign. The population count has also been increased slightly from that listed in Ivid the Undying. The following Living Greyhawk modules have been used for this article as well:

- COR4-16 The Frozen Spire by Creighton Broadhurst
- TSS5-04 The Sun & The Nightingale by Nick Silverstone & Sampo Haarlaa

A Brief History of Trennenport

-1,200 CY (approx): The community that will one day become Trennenport is established in the Kingdom of Ehliissa.

- 200 CY (approx): Aerdy, led by the Cranden and Darmen princes, conquers large portions of the "crumbling" Flan Kingdom of Ehliissa, including the newly named town of Trennenport, whose original name is lost to history.

562 CY: Bortwimm awards the rulership of Trennenport to the Chelors.

565 CY: The Ice Spire of the Tusk falls under a curse. An expedition sent to the Spire by Herzog Chelor is destroyed, except for two ragged survivors.

579 CY: A small naval engagement is fought near Trennenport between the ships of Onnwal and the Great Kingdom. Bortwimm manages to see off the Onnwalian force, with neither side suffering many casualties.

584 CY: Reydrich becomes the ruler of South Province after Herzog Chelor III is executed.

594 CY: The curse on Ice Spire is removed by a group of adventurers in the service of the Royal Guild of Merchants. The ice and snow in the region slowly starts to melt away.

595 CY: Late in the year, first settlers and then soldiers (many with financial support from the army and Royal Guild) move to Kalinarn and start rebuilding the area.

597 CY: Current Year

Overview

Standing on the southern shores of Relmor Bay, Trennenport's proximity to Nyronid and the Iron League states of Irongate and Onnwal has meant it has long been a well-garrisoned naval port. Landward, it is enclosed behind stout stone walls. Seaward, several sturdy keeps replete with siege engines guard the approaches to the harbor, while a squadron of the Imperial Ahlissan Navy rides at anchor in the harbor. Trennenport has prospered greatly under the rule of the United Kingdom of Ahlissa. Overking Xavener's investments in naval power and overseas trade have brought increased security and commerce to the port. As the last safe haven between Ahlissa and Hardby, Trennenport is an important stop on the sea route to Greyhawk City and the markets of the central Flanaess. From its sheltered harbor, convoys of merchantmen set sail for the

west under the watchful eye of Imperial Ahlissan Navy escorts.

Rulership and Law

The mage Bortwimm (LE male human Wiz13) rules Trennenport with an iron grip and has done so for over three decades. Despite his advancing years (age 66) he might hang on for another decade or two. A former vassal of the Chelors, the ill-fated herzogs of the old South Province, he now serves Prince Reydrich of Ahlissa. Many have commented on Bortwimm's remarkable talent for survival, despite the volatility of the times. The truth may be far more mundane. Bortwimm is an efficient administrator who devotes his time and energy to running his fief, rather than engaging in court intrigues in Zelradton or further afield; a rare and valuable quality in the vassal of an Ahlissan prince. Another factor in Bortwimm's favor is his rapport with the local sahuagin clans. This not only ensures that the coast and Ahlissan shipping have little to fear from sea devil attacks, but also that Trennenport is defended from seaward attack as few other ports are. Nearly a decade ago, Bortwimm and the sahuagin spent the better part of a year constructing a mysterious structure under the waters of the harbor. Many suspect it is some unique magical defense, but as it has never been tested by a foe, none can say for sure.

The Trennenport Militia, backed up by the soldiers of the Port Garrison and the Marines of the naval squadron, enforces the rule of law with harshness and vigor. Disorder is not tolerated and is crushed

with overwhelming force. Bortwimm acts as Trennenport's Judge of the Sessions and is renowned for his ill disposition. The militia and garrison are discussed at length later on.

Religion

Several gods are revered in Trennenport and have large temples. These include Hextor, Procan and Zilchus. In addition, shrines dedicated to Boccob (N, Greater God of Magic, Arcane Knowledge, Foresight and Balance), Celestian (N (NG), Oeridian Intermediate God of Stars, the Heavens and Wanderers) and Kurell (CN, Oeridian Lesser God of Revenge, Theft and Jealousy) can be found within the town walls. The town library is located in the shrine of Boccob and many sages come to visit, as it houses one of the few collections of ancient history that survived the Greyhawk Wars unscathed.

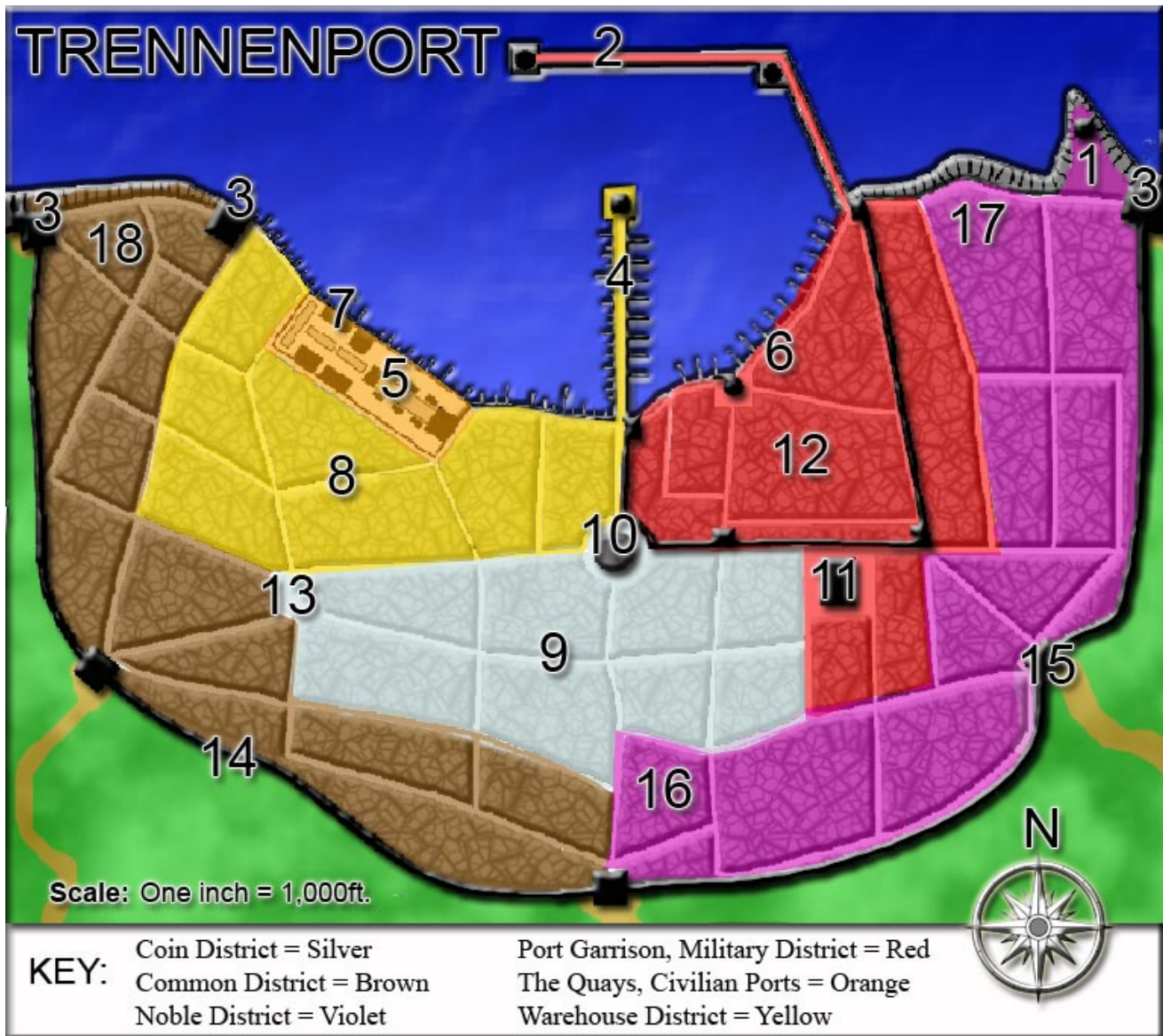
Trade and Commerce

The port's strategic location on the Relmor Bay sea route has meant the Royal Guild of Merchants of Aerdy has greatly increased its interests here by expanding their brokerage house and the number of Writers, Agents and Factors, trying to skim as much profit from the outbound trade as possible. Trennenport's recent increase in importance has enhanced the prestige of Remmannen, the local high priest of Zilchus. It has also increased his

worries and responsibilities, as he works to ensure that nothing interferes with the trade that is Trennenport's lifeblood. Most of the town's crafts and industries are devoted to servicing the naval squadron and the convoys of merchantmen. Any threat to the sea trade is therefore a threat to the port's livelihood (and Remmannen's personal fortune).

Districts and Locales

Trennenport is clustered around a sheltered bay that forms a breach in the otherwise forbidding cliffs of Ahlissa's Relmor Coast. The harbor is further protected from heavy seas by a massive granite breakwater. A smaller, but formidably fortified pier separates the naval docks from the commercial and fishing port, known locally as the Quays. Much of the life and commercial activity of Trennenport is concentrated around these granite piers and wooden wharfs. By order of Bortwimm, itinerant traders are banned from cluttering up the streets, which, while unpopular with wandering tinkers, is a boon to the local shopkeepers. Bortwimm administers his fief from a tall slender tower that stands at the end of a small promontory just within the eastern wall of the town. The tower has no fortifications other than a hardy hedge of sea-holly, and the fear of retribution should anyone raise their hand against the mage.



Locations of Trennenport

1. Bortwimm's Tower

Bortwimm (LE Oeridian human Wiz13) administers his fief from a tower upon this small promontory. A thick hedge of sea holly is the only physical defense of the tower. However, inside the tower Bortwimm is guarded by several high-level bodyguards and rumors say he has acquired an iron golem to further boost his defenses.

2. Breakwater

This massively fortified granite breakwater protects the harbor from both the elements and invaders. Two circular stone towers stand here, having enough space for dozens of soldiers. Atop each tower is ensconced a large siege engine aimed towards Relmor Bay. Huge everburning lanterns are placed along the Breakwater's length to guide vessels into the port during the hours of darkness. If need be, these lanterns can be easily covered up to

obscure the gap which leads to the harbor, such as in case of invasion.

3. The Sea Keeps

Several of these sturdy keeps are built into the walls surrounding Trennenport. They are all equipped with catapults and ballistae, ready to defend the city at moments notice. The roof of each tower also boasts a siege engine to aid in warding the approaches to the harbor. Above each tower, flags bearing the nightingale device of the United Kingdom of Ahlissa dance in the stiff breeze.

4. Pier

This pier separates the harbor into two sections. To the west are merchant vessels and smaller fishing boats while to the east are large hulking galleons which are unmistakably military craft. A watch tower stands at the end of the pier. Many people say that several sahuagin guards are always on duty in harbor, protecting against possible underwater threats.

5. The Quays

The civilian area of the port is known as the Quays. Except for nighttime, the port bustles with activity. Ships from as far as Keoland come here to trade.

DM Information: Under the guise of legitimate merchant vessels from Nyron, Ulek or Keoland, ships from the Pomarj and Scarlet Brotherhood occasionally visit the harbor. While the Pomarj is mainly concerned with acquiring high quality Ahlissan weapons and armor, the Scarlet Brotherhood infiltrates agents into Ahlissa. For them, Trennenport is a much easier place to gain a foothold than Naerie, where authorities are constantly on the lookout for the agents of Shar.

6. Naval Docks

Military vessels are moored, refitted and repaired here. The area is off limits to civilians, except for those working here. A half-orc named Dreshna (LE male Ftr5) oversees these docks.

7. Sanctuary of the Storm Lord

Dominating the waterfront, this complex of temple sanctuaries, sacred pools and private docks forms the heart of Trennenport's Quays. A tall Oeridian man named Olrusen (CN Clr9) is the high priest here. Given the storms that regularly whip up the waters of Relmor Bay, Procan is widely worshiped by the majority of the populace who make their living upon the waves, but more out of fear than love. Sacrifices of gold, salt and other items are made to appease the Storm Lord (and enrich the temple priests). Along with the Storm Coast of Onnwal, this part of Ahlissa shares the odd belief that Osprem is the wife of Procan, who soothes her husband's wrath with her songs. Within the Sanctuary, a small shrine dedicated to Osprem is overseen by Veranor (LN female Clr4).

8. Warehouse District

The waterfront is dominated by the warehouses and workshops that serve the needs of the merchant fleet. The Royal Guild of Merchants owns the majority of the building here, renting them for suitable compensation of course. Among these buildings there are two places that deserve closer look.

Mermaid's Legs: Along an alley leading from the Quays to the Coin District is a small tavern frequented by people

working in the docks. It is kept relatively clean by its owner, a halfling named Belgo (NE male halfling Ran2/Rog4), who is also known as the 'Burrower' (as he talks about his experiences working at the mines all of the time).

DM Information: Belgo is actually in the service of the Pomarj and the slave lords. His position allows him access to rumors and other information passing through the town, which he then communicates to the Pomarj with a help of feather tokens that he is supplied with by his overseers.

Mysterious Warehouse: Among the wooden warehouses near the piers and naval docks is a large warehouse made of stone, which in itself makes it stand out. It has no windows and the only door leading inside is made of sturdy wood. Nobody is ever seen going into it. It is reported that the few thieves who have tried to gain access to the building have never been heard from again.

DM Information: The sahuagin that live in the bay use this place to store any building materials and other things that they cannot easily or safely store underwater. It's main purpose however is to keep safe all of the treasures that the Sahuagin recover from Relmor Bay. As many ships sink in the bay every year, there is abundance of loot. Bortwimm knows of this place and leaves the Sahuagin to do with it as they please, provided any interesting magical items they find pass through his hands first. A tunnel beneath the warehouse connects it to the bay. A few animated constructs have been placed here on orders to attack any non-sahuagin entering the warehouse.

9. The Coin District

This district at the center of Trennenport contains the shops of merchants, craftsmen and artisans which are

overlooked by the Guildmaster's Chapel. Some of the business owners here include:

- **Giffard Wentwick**, scribe (N male half-elf Exp4). Giffard oversees the writing of business contracts, wills and similar things, and acts as neutral third party in the drafting of official documents for disparate parties. He also has a stock of magical scrolls for sale.
- **Entwis Hannah**, jeweler (N female human Exp5). Entwis sells jewels, cutting and setting them to order. She specializes on signet rings and has many frequent customers among the Royal Guild of Merchants.
- **Coralla Corkbottle**, alchemist (NG female gnome Wiz4/Clr2). Coralla deals mainly with wizards and other such individuals, selling them acids and exotic material she imports from elsewhere.

DM Information: Coralla is originally from Irongate and keeps an eye on events in Ahlissa, sending information back to his associates there.

10. The Guildmaster's Chapel

This "chapel" is anything but a humble place of worship. Wealth abounds here, from the golden doors to the jewel-encrusted idol of Zilchus that adorns the sanctuary. From these opulent surroundings, the priests and acolytes of the Great Guildmaster and the attendant Factors of the Royal Guild of Merchants of Aerdy control virtually all trade passing through Trennenport. The marble-floored nave is used as a brokerage, where shipping agents, ships' masters and

merchants meet to haggle over deals, bid for contracts or tout for business, usually at the top of their voices. When Remmannen is not here, the chapel is overseen by his acolyte **Haragern** (LN male Clr6).

11. Hall of Battle

Dedicated to Hextor, the halls of this forbidding fortress-like temple echo almost constantly with the clash of weapons as the faithful practice their martial skills within. With its martial past, Trennenport has long been home to priests of Hextor. Unsurprisingly, the Champion of Hell enjoys the reverence of many warriors of the Garrison. At Reydrich's direction, Bortwimm had the former ranking Hextorite priest here executed for treason in 587 CY, replacing him with his deputy Ivshenndra. As Hextor is less marginalized in Trennenport than in the Darmen lands, Ivshenndra is trusted enough to serve as commander of the Port Garrison. A small chapel of Stern Alia was established here by soldiers returning from Medegia. They are allied with Hextor's church and their leader is **Karamsen** (LN female Clr5).

12. Port Garrison

Contained within the city's inner wall, this district houses the garrisons, workshops and stores of the Ahlissan Navy. Signs written in a variety of tongues warn that trespassing here is a capital offence.

13. Star Place

This busy square lies at the junction of six streets in a very high class area of

Trennenport. Shops of various kinds are clustered around the borders of the square. A tavern called 'Scales' is located here and is a popular place for the more well-to-do citizens of Trennenport. The tavern is run by **Gravlor Pental** (N male dwarf Exp2/Ftr1).

DM Information: Along an alley leading north from Star Place is a granite house without windows. This is the home of Jorannara Tannax, a malenti leader of the sahuagin that live in the bay. Those who wish to talk to her do so here in the faint light of magical corals that the sahuagin have brought forth from the sea. Many merchants hire sahuagin as extra protection during sea voyages, and Jorannara is happy enough to supply them for the right price. A stairway in the house grants access to passages below the city. These passages lead to an old Flan structure called the Chamber of the Ancients and also grant access to the bay. The Chamber of Ancients dates all the way back to Kingdom of Ehlissa. Now that it is flooded the sahuagin have laid claim to it. Jorannara has her own quarters here, along with several guards. The few bits of information that have leaked out regarding the chamber suggest that parts of the history of the Kingdom of Ehlissa have been recorded in carvings upon the walls of the chamber, but nobody has been allowed to investigate the chamber yet.

14. Town Walls

The landward approaches to Trennenport are protected by stout stone walls. A series of gatehouses guard the entrances into the town. The largest of these is the so called Zelradton Gate (number 15), which is the main route for travelers coming from southern Ahlissa. This route also links up with lantern roads that run up to coast to Shargallen and Prymp.

16. Shrine of Boccob

The shrine of Boccob is a low building that is constructed in the shape of Boccob's holy symbol (an eye within a pentagram). The town library is located within the shrine of Boccob and many sages come to visit, as it holds one of the few collections of ancient history in the east that survived the Greyhawk Wars unscathed. The shrine's high priest Ternan is known to be friendly towards fellow 'believers' and is always willing to help them in the pursuit of knowledge.

17. Shrine of Celestian

The shrine of Celestian is located near the cliffs looming over Relmor Bay. It has an almost clear view over the horizon, which the High Priest Jouhkan greatly appreciates. Jouhkan is an enthusiastic astronomer who is convinced that Celestian sends him signals in the form of asteroids and shooting stars. Jouhkan is on friendly terms with the shrine of Boccob.

18. Shrine of Kurell

The shrine of Kurell is stashed away at the edge of Trennenport. It is located in an old wooden building that barely functions as a temple and instead of a statue there is only a large wooden hand clutching a coin. Some say that Remmannen forced the shrine to re-locate here, as relations between church of Zilchus and Kurell tend to be quite strained.

DM Information: High priest Erhin hates Remmannen and the church of Zilchus, and in fact would be willing to kill Remmannen if given half a chance. Erhin is a bit unhinged mentally, but it does not stop him from occasionally giving sanctuary to people who are working against the interests of the Money Counter or Ahlissa. These

include servants of Trithereon, members of questionable cults and thieves. The shrine of Kurell is perhaps the closest thing Trennenport has to a thieves' guild.

Trennenport Hinterlands

The Lantern Road (Ports)

This long, sweeping coastal road is aptly named. For centuries the coast here has been a haven for smugglers and pirates who guided their vessels into small coves and bays through the use of signal lanterns. In the last century beacons enchanted with *continual flame* spells have been installed and maintained at the Lantern Ports, as the villages and small towns along the coast are collectively known. Piracy and smuggling are still commonplace here, though by the order of the Overking the Ahlissan navy is actively hunting them down and executing all they catch without mercy. With less chaos to deal with and the Scarlet Brotherhood's hold on Onnwal broken, local fishermen again ply their trade in Relmor and Woolly Bay.

Many of the coastal villages and towns were havens to all kinds of scum and villainy during the chaos of the Ivids. Xavener has ordered Reydrich to clear these areas of all such miscreants. As a result, the Ahlissan military frequently raids these places and rounds up potential troublemakers, either executing them or sending them to the Calling Mines (which is pretty much the same thing, though more painful). Clerics of Hextor and Zilchus are tasked with taking control of these towns and villages if their leaders are found to be too corrupt and subsequently "removed". In such cases, the locale

usually becomes a base for supplying the Ahlissan warships which operate out of Trennenport.

Some dangerous places remain along the coast, being home to, brigands and thieves willing to relieve the unwary of their possessions and lives, but slowly and surely these ne'er-do-wells are being forced back into the fold of the Overking. Gone are the days when the Ahlissan military feared to spend a night in these places.

DM Information: Any number of weird things could beset your players in these places. Evil cults of Beltar (or some other vile deity) could be hiding in secret caves along the coast, or perhaps even an entire community could be allied with or enslaved by strange aquatic creatures such as kuo-toa or aboleth.

Tusk

Tusk is the location of a big lighthouse called Sailors Light, which is dedicated to Procan and is but a few days ride from Trennenport. The small village of Kalinarn has grown up near the lighthouse. In 565 CY this area fell under a curse, which turned the area into frozen wasteland, killing all within. An expedition sent by Hertzog Chelor met a similar fate. With the signing of Naerie Compact in 594CY, it became necessary to clear this place so that sea traffic between Ahlissa & Onnwal would not face any unexpected hazards. The Royal Guild of Merchants sponsored adventuring groups who entered the area and lifted the curse. Now the area is being rebuilt and fortified, with Sailor's Light again guiding the ships in Dunhead Bay. The current caretaker of the lighthouse is Telsenor (N Exp8), who is assisted by few junior clerics of Procan. A small garrison

of Ahlissan soldiers commanded by Frelmoril (LN Rog3/Ftr4) guards the area, and a squadron of three fast caravels are stationed to a newly build pier below Sailors Light.

DM Information: The reason for the curse upon the area was a mysterious shrine which appeared to have been dedicated to Tiamat. The old caretaker of the Sailors Light, Lynerden Oberan, had ventured into this place and discovered a strange orb within. His curiosity towards the orb cost him and the inhabitants of Kalinarn their lives. The Ahlissans have sealed the cave and placed magical traps to guard the place so that his folly is never repeated. In addition, emergency supplies of *endure elements (cold)* scrolls have been stockpiled for the whole garrison should the curse return. A similar shrine dedicated to Tiamat has been reported within the area of the Bright Lands as well.

Trennenport Garrison and Navy

Trennenport is heavily defended by its walls and Sea Keeps, which bristle with heavy siege equipment. The garrison totals around 300 elite soldiers (Ftr2 or War2). Included in this number are lieutenants (Ran4) and sergeants (Clr3 of Hextor). The soldiers are mainly stationed within the three Sea Keeps, though some of them also patrol the town enforcing Bortwimm's will- a task that they excel in. The soldiery favors heavy armor, with a large number having full plate. All carry large shields and prefer short swords as their main weapon. They have been well trained to act as single team and as such all have the Phalanx Fighting feat (see Complete Warrior). People whisper that the high quality equipment that garrison can afford is purely because of the sahuagin who bring treasures from the bottom of Relmor Bay (and they are correct).

The militia is not quite as fearsome, and consists of local people who act as part-time guards along the gates and walls. Their numbers fall between 100 and 200 at any given time. They are usually 1st level commoners or experts, with an additional warrior level. Their weaponry consists of a large shield, leather armor, shortspear and dagger. In addition they carry lanterns and signal whistles and are usually expected to call the garrison if any resistance is encountered. Junior garrison members (War2) serve as their leaders.

The Trennenport navy squadron consists of the warships “Revenge”, “Glorious”, “Invincible”, “Terror” and “Indefatigable”. While relatively small as a squadron, this is compensated for with highly trained crew. The standard complement for each ship is a captain (Rog3/Exp3), artilleryist (Exp4), boatswain (Exp3) and seven deckhands (Exp2). The main fighting force consists of 20 soldiers which include an officer (Ran3/Ftr2), two petty officers or masters-at-arms (Ran2/Ftr1) and a mage (Wiz3 to 6). 16 soldiers (Ran1/Ftr1) fill out the rest of the crew space. All dress in light armor. Typical weaponry includes morningstars, scimitars and longbows with an ample supply of flaming arrows and “sailbreakers” (use dragonsbreath and serpentstongue arrows from Races of the Wild to simulate these). Deckhands only fight if necessary and are equipped with padded or leather armor and bucklers for defense. Their weapons are usually clubs, shortspears and daggers. Each ship is fitted with two ballistae that are operated by the deckhands.

In addition to this, the warship ‘Pride of Gearnat’ (dromond class) has recently been added to the squadron’s strength. Its full fighting capabilities are not widely known but it was part of an Ahlissan task force that took part in the Battle of Scant. During this action the “Pride of Gearnat” sank two Pomarj cogs after a successful feint maneuver on the part of the Ahlissan navy against the Scarlet Brotherhood and their Pomarj allies.

Intrigues and Whispers

In 596 CY, the Ahlissan warship “Pride of Gearnat” returned from a long-range reconnaissance mission with a captured Scarlet Brotherhood ship in tow. Many exotic spices were retrieved from it, along with naval charts showing the areas south of Pearl Sea. Correspondence and inventories from a merchant named Nurriev (now living as exile in Ekbir) recovered from the ship showed that the sahuagin are constructing something in Relmor Bay requiring massive amounts of granite, cold iron and other materials, though nobody knows what they are actually building.

It is suspected that foreign agents from the Scarlet Brotherhood, Urnst, Nyrond and Onnwal have infiltrated Trennenport.

Rogues' Gallery

Gajtak, Ilkhan of the Chakyik Horde

By Michael A. Johnson

Born into the royal clan of the Chakyik in 561 C.Y., Gajtak was raised from early childhood to be a fierce warrior like his father, Ilkhan Cligir. He was instructed in the arts of killing with the razor claws of the Chakyik, special magic bladed gauntlets crafted for the ilkhans of old by the Chakyik illusionist Syrga, and later duplicated for the princes and khans by other Chakyik wizards and sorcerers. He became an expert archer and rider before he was ten years old. Like most Chakyik boys (and many of the girls), young Gajtak engaged in dangerous pursuits such as hunting the beasts of the prairie, wrestling, and a violent sport unique to the Tiger Nomads called Juppa, in which two teams of players on horses compete for possession of a horse skull. Gajtak's cruel nature surfaced early; he killed a playmate over a foal at the age of nine, and killed two other boys in a brawl when he was twelve. Because he was the heir of the ilkhan, he always escaped justice, and practiced various cruelties with impunity on those weaker than himself. His taste for torture has only increased with age.

As Gajtak grew in stature, his schemes and depravities began to alarm his father. Although Cligir was himself merciless and cunning, he was not unnecessarily cruel, and found his son's behavior shameful and unmanly. At first, the old ilkhan tried to discipline his son by placing him under the command of one of his khans, Agmir, who led the young

warrior on his first raids against the Wolf Nomads. Gajtak was nearly killed on more than one occasion during this early servitude, surviving only by the timely intervention of Agmir's clerics. His experiences honed his instincts for survival, and what began as mere contempt for his father grew into hatred.

After nearly two years of service to Khan Agmir, Gajtak waited until the khan was in a drunken stupor following a successful raid into Perrenland, and using illusion magic to conceal his identity, struck Agmir down. Fleeing on Agmir's horse, he returned to Yecha and announced that Khan Agmir had been slain in battle, and resumed his place as prince of the Tiger Nomads. Cligir accepted his son's return, but not without suspicion, and justifiably so; only a traditional habit of casting detect poison before every meal prevented the son from poisoning the father, and eventually, the father from poisoning the son. Gajtak had inherited his father's keen intellect and ruthless cunning, and though Cligir realized that his son would gladly hasten his succession as ilkhan with poison or brute force if it were possible, the old ilkhan found it impossible to eliminate his son short of killing him outright.

When emissaries from the Land of Iuz began to arrive at the ilkhan's tent proposing an alliance with the Tiger Nomads, Ilkhan Cligir had them beheaded, and threatened the same fate to any of his

own khans who supported such an alliance. This did not dissuade Gajtak from loudly voicing his support for an alliance with the Old One, but it did necessitate his fleeing from Yecha and hiding in the Burneal Forest until the peak of the fighting between the Tiger Nomads and the forces of Iuz commanded by Archmage Jumper. Gajtak took the opportunity to return and make amends by helping to defend his homeland. The Tiger Nomads kept their lands after much bloody skirmishing, routing the evil horde after Ilkhan Cligir slew Jumper on the battlefield.

Not long after the end of the Greyhawk Wars, the aging Cligir began to weaken, and his mind began to fail. In 586 C.Y., Cligir passed into the spirit world. (Some have surmised that Gajtak somehow found a way to poison his father, but no proof of this has ever come to light.) Gajtak claimed rulership of the Tiger Nomads, and began a ruthless restructuring of the Chakyik court, executing any khan who opposed his succession, and replacing them with his loyal followers. He has wantonly indulged his tastes for torture while carrying out these executions of his rivals, burning some at the stake, throwing others into pits filled with vipers, and breaking the backs of yet others, leaving them helpless on the prairie to be devoured by wild beasts or to die of thirst or exposure to the harsh elements.

Worse than the atrocities committed against his rivals in the eyes of many of his subjects, Gajtak has entertained an alliance with Iuz, long resisted by the old ilkhan. Retiring to his

personal tent-city on the Irum peninsula, Gajtak has welcomed ambassadors from Iuz to his court, as well as various evil monsters from the Burneal and the Land of Black Ice. For their part, the agents of Iuz have been weaving a subtle web in which to entrap the new ilkhan, plying him with rare and potent drugs concocted with fell magic in the dungeons and towers of Dorakaa in order to cloud his judgment, and planting spies in the guise of gifted slaves and bodyguards. What evil purpose the Old One has in mind for Gajtak remains unknown at the present, but will no doubt be revealed with devastating results.

Factions and Allies

Gajtak has few true allies. Iuz the Old feigns friendship, sending delegates to beguile the ilkhan with false promises, and Gajtak plays along in hope of turning the situation to his advantage. Messengers from the Ataphads have also begun to arrive in Yecha, proposing alliance with the Chakyik Horde. In 591 C.Y., Gajtak made an alliance with a large pack of true werewolves from the Burneal Forest, led by a powerful and grizzled old male with sorcerous powers named Ulfgeirr. These monsters have infected many Chakyik under the pretext of providing Gajtak with powerful shock troops and scouts, but many of those infected now regard Ulfgeirr as their true liege. Most recently, a wandering ogre mage rogue known only as Jade Mask has joined Gajtak's court, serving as enforcer, spy, and assassin; he is named for the magic jade mask he wears,

which allows him to assume many disguises.

Nefarious Enemies

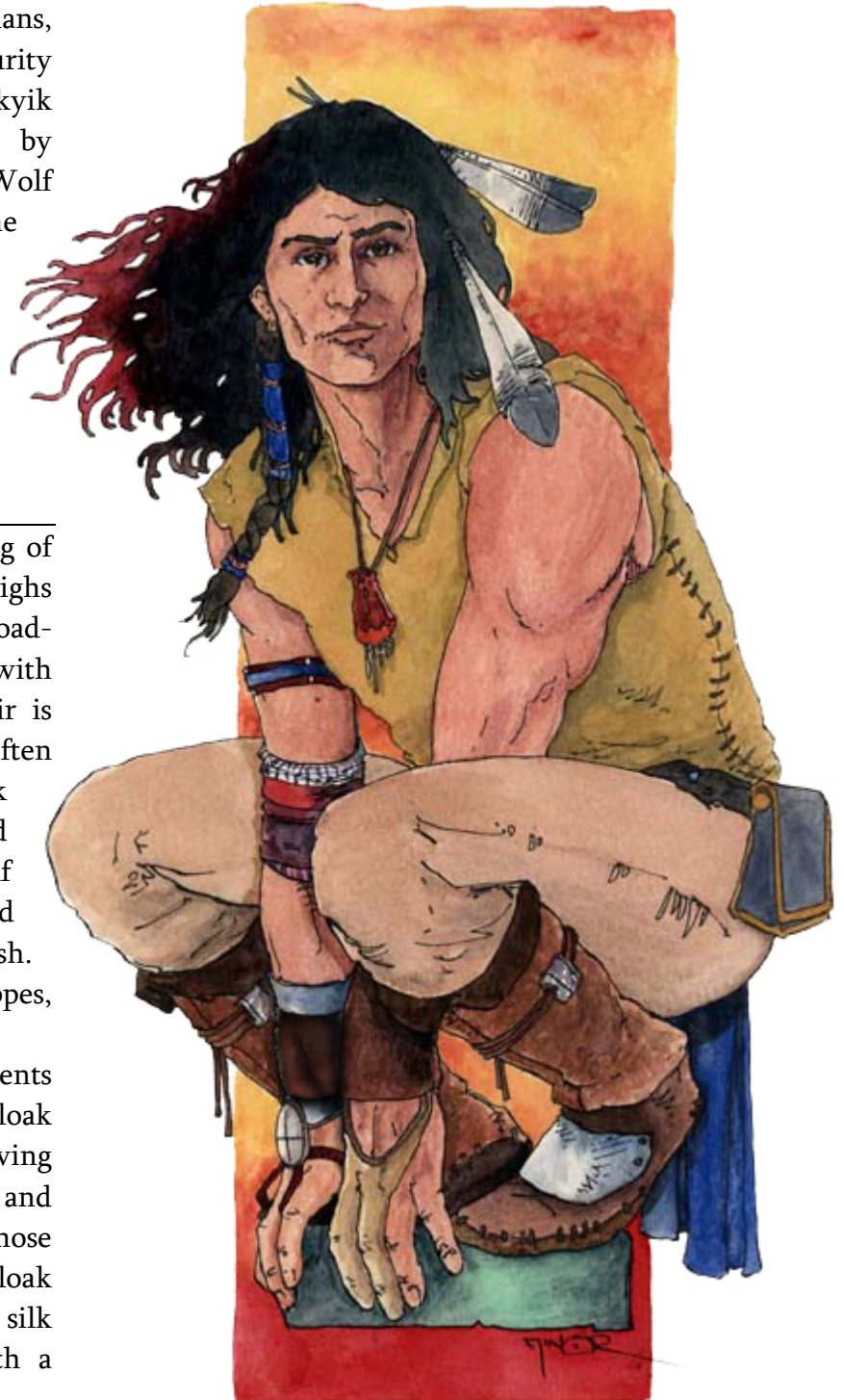
Gajtak's enemies are more numerous and more sincere than his so-called allies. He is secretly hated by many Chakyik khans, who view him as a threat to the security and continued existence of the Chakyik clans. He is more openly reviled by Tarkhan Bargru, ruler of the Wolf Nomads, who is planning to lead the Relentless Horde against the Chakyik in the near future. The peoples of both Perrenland and Ket regard the Chakyik Horde as enemies, having long been victims of Chakyik raiders.

Appearance and Attire

Gajtak is 35 years old at the beginning of 597 C.Y. He is six feet tall and weighs one-hundred-ninety pounds. He is broad-shouldered and muscular, and walks with the graceful gait of a tiger. His hair is black and straight, worn long and often tied back in a ponytail. His dark brown eyes glitter with menace, and his broad smile reminds one of a wolf bearing its fangs. His chin is pointed and his nose prominent and hawkish. Like most nomadic peoples of the steppes, his skin is browned by the sun.

Gajtak wears expensive garments under the traditional tiger skin cloak favored by all Chakyik nobles, having acquired a taste for the fashions of Ket and Perrenland on frequent raids into those lands. Typical attire is a tiger skin cloak worn over a silk vest of Kettish make, silk pantaloons, a broad leather belt with a

gold buckle shaped like a tiger head, and knee-high leather boots. Gajtak always keeps his weapons on his person, though he stows his deadly razor claws when not anticipating combat.



GAJTAK, ILKHAN OF THE CHAKYIK HORDE CR 12

Male human fighter 10/illusionist 2

AL CE; Medium humanoid (human)

Init +3; **Senses** Listen +1 (+3 within arm's reach of familiar), Spot +1 (+3 within arm's reach of familiar)

Languages Common, Ancient Baklunish, Ordai, empathic link

AC 23, **touch** 15, **flat-footed** 20 (+3 *Dex*, +7 *armor*, +1 *natural armor*, +2 *deflection*)

AC 27, flat-footed 24 with shield; Dodge, Mobility

hp 100 (12 HD)

Fort +11, **Ref** +7, **Will** +8

Spd 40 ft. (8 squares)

Melee razor claws of the Chakyik +18/+13/+8 (1d6+10/13-20) main hand and +18/+13 (1d6+6/13-20) off hand

Ranged +1 composite shortbow [+7 *Str* bonus] +15/+10/+5 (1d6+8/x3)

Base Atk +11; **Grp** +18

Atk Options Cleave, Combat Expertise, Power Attack, Spring Attack, Whirlwind Attack

Combat Gear 2 *potions of cure serious wounds*, *potion of fly*, *potion of invisibility*, scroll of *charm person*, scroll of *disguise self*, scroll of *expeditious retreat* x3, scroll of *shield* x2, *wand of magic missiles* (CL 9th, 30 charges)

Illusionist Spells Prepared (CL 2nd, 15% arcane spell failure):

1st - *charm person* (DC 13), *disguise self**, *expeditious retreat*, *shield*

0 - *detect magic*, *detect poison*, *ghost sound** (DC 12), *light*, *prestidigitation*

* Illusion spell. Prohibited Schools: conjuration, necromancy.

Abilities Str 24, Dex 16, Con 16, Int 15, Wis 12, Cha 13

SQ share spells, summon familiar (cat)

Feats Cleave, Combat Expertise, Dodge, Exotic Weapon Proficiency (bladed gauntlet), Improved Two-Weapon Fighting, Mobility, Power Attack, Scribe Scroll, Spring Attack, Two-Weapon Fighting, Weapon Focus (bladed gauntlet), Weapon Specialization (bladed gauntlet), Whirlwind Attack

Skills Climb +14, Concentration +8, Handle Animal +7, Intimidate +8, Jump +16, Knowledge (arcana) +7, Ride +12, Spellcraft +9, Survival +6, Swim +6, Tumble +7

Possessions combat gear plus +2 *mithral breastplate*, 2 *razor claws of the Chakyik* (+1 *keen bladed gauntlets*), +1 *composite shortbow* [+7 *Str* bonus], 20 alchemical silver arrows, 20 arrows, *ring of climbing*, *ring of protection* +2, *amulet of natural armor* +1, *belt of giant strength* +4, *boots of striding and springing*, spell components.

Spellbook spells prepared plus 0 - *arcane mark*, *dancing lights*, *daze*, *flare*, *mage hand*, *mending*, *message*, *open/close*, *ray of frost*, *read magic*, *resistance*; 1st - *color spray**, *silent image**, *ventriloquism**

NEW MAGIC ITEM

Razor Claws of the Chakyik

The first pair of these potent weapons were crafted by the powerful Chakyik illusionist Syrga sometime around 200 C.Y., and at least two dozen duplicates have been crafted by her apprentices and other Chakyik spell casters over the last few centuries.

Description: Each of this pair of weapons is a leather gauntlet with three razor-sharp blades that extend from the back of the wrist following the line of the forearm.

Activation: Use-activated.

Effect: The razor claws of the Chakyik are +1 *keen bladed gauntlets*. (Bladed gauntlets are light exotic weapons that deal slashing damage, and have a normal critical threat range of 17-20. Non-magical, non-masterwork bladed gauntlets cost 30 gp per gauntlet.)

Aura/Caster Level: Moderate transmutation CL 10th; Craft Magic Arms and Armor, *keen edge*; Market Price: 8,330 gp per gauntlet.

Rogues' Gallery

Kayen Telva

By Michael A. Johnson

Kayen Telva was born the fourth son of an aristocratic high elf family in Verbobonc, in the Spring of C.Y. 433. His father is the venerable elven wizard Gilathadar Telva, known for his explosive battles against the orcs and goblins of Gnarley Forest, and his mother is Marillwen, one of Gilathadar's concubines. He and his three brothers and four sisters were tutored in the arts of arcane magic and swordplay by their formidable parents, creating a very capable family, whose residence in Verbobonc is considered a great boon by the viscount and most of the townsfolk. Kayen and his family distinguished themselves in the Battle of Emridy Meadows, and again during the second rise of the Temple of Elemental Evil.

In 579 C.Y., Kayen Telva joined a motley band of adventurers hired by a coalition of merchants and nobles of the Wild Coast to track down the infamous Slave Lords of the Pomarj. His companions included a brawny-but-dim-witted human fighter called "Ogre", a mighty dwarven fighter called Elwita, a brave young ranger named Freda, a half-elf cleric-fighter named Eljayess (who served Ehlonna), a cunning halfling rogue named Blodgett, Karraway the pious human cleric (who served Heironeous), the brilliant human wizard Dread Delgath, and the uncanny human illusionist Phanstern.

This intrepid band began their famous assault on the Slave Lords at

ruinous, monster-infested Highport, infiltrating the slave pits of the Undercity and freeing a number of slaves after many battles with slavers and monsters. Unfortunately, Freda was petrified by a basilisk in the course of this adventure.

Their exploits then took them to a secret stockade used as a way station by the slavers and their customers, where they discovered bizarre breeding experiments and crossed blades with such deadly foes as Markessa, Icar, Executioner, Gulyet, and Blackthorn the ogre mage. Here fell the mighty "Ogre", weakened in battle against Icar and Executioner, then blasted with a cone of cold by Blackthorn.

The bold adventurers discovered the location of the Aerie of the Slave Lords, a fortified town called Suderham built upon an island in the midst of a hidden lake valley in the Drachensgrabs. There they confronted several leaders of the Slave Lords, including the deadly assassin Nerelas, the ruthless fighter Feetla, and the wicked Brother Milerjoi. This adventure ended poorly for the adventurers, with Phanstern slain in combat by Nerelas, and the survivors falling victim to a potent sleeping-gas trap.

Upon awakening, Kayen and his companions found themselves in a dark cavern beneath Drachen Keep, stripped of their possessions. They were forced to scavenge for improvised weapons and torches, and to rely on their wits in order to survive what they would come to regard

as their most harrowing adventure to date. They escaped the dungeons and overcame the surviving Slave Lords, though Elwita fell under the poisonous blade of the cunning assassin Theg Narlot. They then sailed away from the island on the slaver galley Water Dragon just as the island's volcano known as the Earth Dragon erupted, destroying Suderham and killing all who could not escape.

With the power of the Slave Lords broken (if only temporarily), Kayen Telva returned to Verbobonc to enjoy the considerable fortune he had acquired as his share of the treasure looted from the Slave Lords and from rewards paid by their employers. He currently resides in his family's house near the heart of the city, spending his hard-won wealth collecting spells for his spell book, and taking part in the occasional adventure with his formidable family.

Factions and Allies

Kayen Telva has a number of notable friends, chief among them his former adventuring companions. Eljayess lives in a country manse outside of Verbobonc, and often stays at the Telva house during his frequent visits to the city. Karraway, human cleric of Heironeous, resides in Greyhawk city, as does the halfling rogue Blodgett. Dread Delgath dwells in an imposing tower on the coast of the Nyr Dyv, about six miles northeast of Dyvers. Kayen can call upon any of these former adventuring companions for aid when

needed, and will likewise respond if called upon by any of them.

Nefarious Enemies

During his battles with the Slave Lords, Kayen Telva and his companions did not always kill or capture their enemies. Many dangerous leaders of the Slave Lords escaped and harbor a deep hatred for Kayen and the other adventurers responsible for the crippling strikes made on their operation in 579 C.Y. Chief among these enemies are Stalman Klim, high priest of the Earth Dragon; Theg Narlot, the half-orc assassin now known as Turosh Mak, despot of the Pomarj; Markessa, the beautiful and evil elven fighter-wizard; and Brother Kerin, monk of the Scarlet Brotherhood. These foes have made plans to murder the surviving members of the band of adventurers who thwarted them once they have fully reestablished their slaving operations.

Appearance and Attire

Kayen Telva is one-hundred and sixty-four years old as of the beginning of C.Y. 597. He stands five feet and five inches tall, and weighs one-hundred and thirty pounds, with a wiry build that belies his strength. His hair is long and white, worn in a topknot. His eyes are emerald green, and blaze with a keen intelligence. His skin is lightly bronzed by the Sun.

When not adventuring, Kayen favors long, loose robes and tunics of green or blue, with soft leather shoes of matching color. When adventuring, he

exchanges his robe for his elven mail, buckler, and weapons harness, and wears a green cloak with a gold and emerald brooch, and travel-worn knee-high leather boots.

KAYEN TELVA CR 13

Male elf fighter 1/wizard 6/spellsword 6

AL CG; Medium humanoid (elf)

Init +3; **Senses** low-light vision; Listen +5 (+7 within arm's reach of familiar), Spot +6 (+8 within arm's reach of familiar)

Languages Common, Draconic, Elven, Goblin, Orc, empathic link

AC 24, **touch** 15, **flat-footed** 21

(+3 Dex, +6 armor, +3 shield, +2 deflection)

hp 78 (13 HD)

Immune magic sleep effects

Resist +2 against enchantments

Fort +11, **Ref** +7 (+9 within 1 mile of familiar), **Will** +10

Spd 30 ft. (6 squares)

Melee +1 keen cold iron longsword +15/+10 (1d8+4/17-20) or

mwk handaxe +14/+9 (1d6+3/x3)

mwk dagger +14/+9 (1d4+3/19-20)

Ranged +1 composite longbow [+3 Str bonus] +15/+10 (1d8+4/x3) or

+1 exit wound javelin +15 (1d6+4 plus 1d6)

Base Atk +10; **Grp** +13

Atk Options Arcane Strike (CW), Combat Expertise, channel spell 4/day

Combat Gear 2 potions of *cure moderate wounds*, potion of *cure serious wounds*, scroll of *hold portal* and *suggestion*, scroll of *teleport* x2

Wizard Spells Prepared (CL 13th):

5th - *dominate person* (DC 19)

4th - *charm monster* (DC 18), *fire shield*, *greater invisibility*

3rd - *dispel magic*, *fireball* (DC 17), *fly*, *haste*

2nd - *bear's endurance*, *bull's strength*, *cat's grace*, *fox's cunning*, *knock*

1st - *feather fall*, *magic missile* x2, *mount*, *shocking grasp* (+13 melee touch)

0 - *detect magic*, *light*, *mage hand*, *read magic*

Spellbook spells prepared plus 0 - all other cantrips in Player's Handbook; 1st - *burning hands*, *charm person*, *expeditious retreat*, *hold portal*, *identify*, *jump*, *sleep*, *true strike*; 2nd - *invisibility*, *protection from arrows*, *see invisibility*, *spider climb*; 3rd - *heroism*, *suggestion*, *water breathing*; 4th - *ice storm*, *wall of fire*; 5th - *cone of cold*, *passwall*

Abilities Str 16, Dex 16, Con 15, Int 19, Wis 10, Cha 9

SQ elf traits, ignore spell failure 20%, share spells, summon familiar (weasel)

Feats Arcane Strike (CW), Combat Casting, Combat Expertise, Extend Spell, Practiced Spellcaster (CAr), Scribe Scroll, Weapon Focus (javelin), Weapon Focus (longbow), Weapon Focus (longsword)

Skills Climb +18, Concentration +17, Knowledge (arcana) +19, Knowledge (dungeoneering) +19, Listen +5 (+7 within arm's reach of familiar), Spellcraft +21, Spot +6 (+8 within arm's reach of familiar)

Possessions combat gear plus +1 *elven chain*, +2 *mithral buckler*, +1 *keen longsword*, 4 +1 *exit wound javelins*, +1 *composite longbow* [+3 Str bonus], 10 adamantine arrows, 10 alchemical silver arrows, mwk dagger, mwk hand axe, *ring of protection* +2, spell components, gold and emerald brooch worth 3,900 gp

Channel Spell (Sp): As a move action, Kayen can channel a spell he has prepared into his sword, thus using up the spell as if it had been cast. The next creature he successfully hits with the sword is affected by the spell (saving throw and spell resistance applies). Only the target is affected by the spell, even if it's an area spell.

Gateway to Adventure

The Colorless Spire of Frozen Shadows

By Rick "Duicarthan" Miller

"The Colorless Spire of Frozen Shadow" is a Dungeons & Dragons adventure for 4 player characters of 15th-level. This adventure is suited to a balanced party. Characters with architecture knowledge, stonemasonry craft, or decipher script skills will be particularly useful. The adventure can be adjusted for PC's from 10th to 20th level by using the suggestions provided in the "Scaling the Adventure" sidebar. The PC's will likely gain at least one level during the course of this adventure.

The adventure begins as the characters wander the countryside near a city, and continues in a mountain range bordered by a frozen wasteland. If run within the World of Greyhawk, the tower should be located within the Land of Black Ice, and the flying ship from the opening sequence could be seen as far south as Hardby.

Whether the plot hooks below are used or you make up one of your own, the adventure begins when the PC's arrive in the City of Greyhawk.

Adventure Background

Following the Invoked Devastation and the fall of the Baklunish Empire, much of the knowledge tied to the culture of the old Baklunish ways was forgotten by many. Few remembered the secrets of the elementalists of old. Even though a few

institutions, like the Zashassar of Ekbir, did their best to curtail this loss of knowledge, many outland research locations like the Tower of Colorless Shadow were completely forgotten.

It was not until CY 519 that an intrepid young wizard named Drakkus DarQueth, a promising student of the Zashassar of Ekbir, learned of the existence of the tower from an old dusty tome of Baklunish lore. With this discovery, in 520 CY he put together an expedition to the far off Land of Black Ice. Rumors persist that he and all members of his expedition died somewhere in the frozen north, as he never returned home.

Contrary to rumor however, Drakkus did find the tower and a secret cavern underneath that held the remains of a great magical flying shield-shaped craft buried in the ice. In the ensuing years, Drakkus began unlocking the tower's secrets and learning all he could about the strange Land of Black Ice itself. On occasion, Drakkus had been known to visit the Elemental Planes in search of further evidence of what he had discovered in the old tome that led him to the tower. It was during these travels that Drakkus befriended many of the current residents of the tower, all of whom had served him loyally, or so he thought.

While in his research chamber, Drakkus was imprisoned by his wife Lavana, an exile from the Burneal Forest,

and her lover Daealus, an exiled dark elf cleric from the Empire of Iuz. Pouring over the old notes and seeking aid from Outer Planar sources, the two have conspired to use the tower as a bastion for Iuz's outer planar allies. In the interim, the recently enamored couple has been sending the flying craft to spy for weak points in the good nations of the Flanaess, most especially the reviled City of Greyhawk.

Over the last couple weeks, the strange craft has loomed over the City of Greyhawk, finally being attacked by a maddened cleric of Iuz and his summoned minions. The resulting battle sent the craft careening into the walls of the city. The cleric of Iuz was able to disappear into the crowd of curious citizens (among which are the PC's) and city guardsmen that was gathering around the crash site. Shortly thereafter a man stumbled forth for the ship's exit hatch holding his left arm in pain and collapsed to the ground.

The man, later identified as **Welen** (CN Human male Rog18), is a pale, short, elderly man dressed in sensible travel clothing. While being interrogated by the Captain of the city guard, the man speaks in quiet, raspy breaths, apologizing and pleading that the craft and his remains be taken back to his home in the Land of Black Ice. With his dying breath Welen hands a hemispherical black glass cone containing a silver liquid charge to the Captain, who later passes it on to a stern looking man dressed in regal robes who arrives on the scene moments after Welen dies. The robed man, a representative of the Guild of Wizardry who deals with arcane affairs within the city, speaks to the

captain in private, though many saw the captain relinquish the strange hemispherical artifact to the robed man.

As the guards begin to break up the crowd of onlookers that have gathered, the robed man looks over his shoulder and asks the PC's to undertake a mission to reveal where this strange craft originates from, and if it is a threat to the Domain of Greyhawk. Sizing up the party he quickly offers them a sizeable reward of 2,000gp each, title, or a business grant from the guild itself for removing the craft and for any further information they have discovered in the course of doing so upon their return.

Adventure Synopsis

Welen, the pilot of an arcane flying machine, crashes into the walls of the City of Greyhawk, and before dieing pleads that somebody must take the device back to its apparent owner, one Drakkus DarQueth. As rumors quickly spread about the city, a representative of the Guild of Wizardry recruits the PC's to ascertain the origins of the strange craft and determine if it is a threat to the Domain of Greyhawk. The PC's find themselves embroiled in a situation leading them to the mysterious Land of Black Ice to find the craft's owner. After the vessel lands next to an ice encrusted tower they must make their way past the tower's guardian, the white dragon Icelious.

Once inside the tower, the PC's quickly learn from the tower's occupants that DarQueth disappeared from Ekbir decades ago only to find this tower. DarQueth, however, is no longer in charge

since his betrayal and imprisonment by his wife Lavana and her confidant, a cleric of Iuz named Daealus. The ruthless couple took over the tower roughly one year ago, trapping Drakkus in stasis. Lavana now rules the tower and has been increasing her influence with beings of the outer planes, preparing a safe haven for Daealus and any extra-planar villains working for Iuz.

Adventure Hooks

- **Paths to Evil:** Agents of the Iuz are interested in obtaining an alien craft that has been seen flying over the Land of Iuz towards the Domain of Greyhawk. The craft is reputedly of Baklunish design and resembles a large metallic flying shield. Sightings have placed the craft's origin somewhere around the City of Greyhawk.
- **The Lost Archmage:** The Guild of Wizardry has recently received a letter from the Zashassar of Ekbir. Within the letter, the writer states that the long lost wizard Drakkus DarQueth, a native of their homelands who traveled to the perilous Land of Black Ice, may not have perished after all. Recent findings and divinations reveal that he is alive and has been consorting with all manner of beings from the outer planes, as well as the Fiend of the North, Iuz himself. The Zashassar's esteemed archmages have not pursued Drakkus themselves, as he would likely expect this. However, they have

asked the Guild of Wizardry in Greyhawk City for their aid in the matter.

- **Terror in the Skies:** A strange flying shield-like craft has appeared over the Domain of Greyhawk and has been scaring the common folk and the livestock of the area. Several city guards have attempted to shoot the craft down to no avail. The Council Members of the City of Greyhawk have agreed to let the Guild of Wizardry handle the issue.

The Journey Begins

Once the PC's board the craft they will have time to look around the ship and figure out how to operate it. A successful Knowledge (architecture and engineering) skill check DC 25 determines that the cone device is used on the control panel at the front of the ship to steer it. Once the device is placed in its proper place the ship automatically begins its preset course back to the tower. Normally the ship could cover the distance to the tower in roughly two hours, but in its damaged state the journey takes eight hours. For more on the craft, See Appendix II.

Flying the Ship

When the PC's find the ship, they discover that it is on autopilot heading back to the Land of Black Ice. However, a bard flying the ship can temporarily alter the ships course (so long as it's still heading north). To do so the bard must make a successful Perform skill check DC 25 to match the ships harmonic tuning, then adjust the controls with the cone-device. If a bard is

not with the party anyone who makes a successful Knowledge Engineering skill check DC 25 can attempt to pilot the ship. Piloting the ship this way only works for one day (24 hours) before the damaged ship again resumes its heading to the Land of Black Ice.

Reaching the Cliffs of Icelious

Upon reaching the vicinity of the Land of Black Ice, the ship begins to jerk and shake uncontrollably and begins to descend. Off in the distance, across the infinite landscape of deep blue-black and white speckled icy wastes, a blackened tower can be seen. The ship makes an abrupt stop at the edge of a large ice shelf.

Further inspection of the cliffs reveals a large gaping hole in the side of one about a mile off. Once inside, a successful (Craft Stonemasonry or Survival check DC 19) reveals that the tunnel leads under the shelf of ice and directly to the tower.

The Tower of Black Ice

After discovering the tower, DarQueth quickly went about repairing the abandoned ruin. Reconstruction began in 560 CY and continued to be progressively remodeled by Drakkus DarQueth until its completion in 590 CY.

PROPERTIES OF THE TOWER

The tower is made of a polished black iron surrounded by a shell of black ice. The tower has no exterior doors, and the only entrance to the tower is a subterranean stairwell guarded by the white dragon Icelious.

Unless otherwise noted, the following features are consistent throughout the tower.

Passages/ Corridors: All surfaces are made of polished black iron. All ceilings are set 40ft. high. All surfaces of Level One are covered with blackened ice. All walls are 1 ft. thick.

Floors: All floor levels are 10 ft. thick.

Outer Walls/ Outer Shell of Tower: The outer shell/ walls of the tower are 10ft. thick.

Doors and Hinges: All doors are made of polished black iron and typically open into rooms adjacent to hallways. All hinges are on the interior of the adjacent room. The door frames are decorated with gargoyle reliefs. All doors are considered unlocked.

Embellished Black Iron Door, 2 in. thick; Hardness 10; 60hp; Break DC 28; Open Lock DC 30.

Secret Doors: All secret doors require a successful Search skill check (DC 35) to locate. The doors are activated by touching them with a magical item.

Lighting: The corridors of the tower are throughout by continual flame torches held by wall sconces. Rooms are unlit unless they have occupants, in which case they will be lit by candles or whatever other light sources are available to the room's occupants.

Environment: The tower is cleverly heated in the cold environ of the north by a thermal energy converter created by the archmage DarQueth. The tower was engineered to draw in the energy of the sun and store it in a thermal energy converter far below the tower. The

thermal energy converter is shaped like a large hourglass and is covered in a mesh of wires. The energy contained within the thermal energy converter is amplified and released as needed through vents built into the structure of the tower in order to heat it.

Furnishings: All of the furnishings throughout the tower are made from shaped ice. This ice is magically treated to prevent it from melting when in contact with heat or fire. Cushions on the furnishings are made of softened snow that conforms to the user and reshapes itself after they have departed. All sculptures are made of sculpted ice.

Windows: What few windows the tower has are made of *walls of force*, which if destroyed will reform in one hour.

Sounds: Sound does not travel well within the confines of the tower. Any Listen checks within the tower suffer a -2 terrain modifier.

Spell Effects: The entire tower is protected with a *dimensional lock* spell; this spell can only be dispelled within the Crystal Sphere.

On Level Three a *guards and wards* spell has been cast on the southern corridor. If dispelled, it will reactivate the following day.

Using the *mirror of mental prowess* and the black ice mirrors of the tower, one can travel to any room with a functioning black ice mirror. These mirrors can only be activated using the proper password, which only Daealus, Lavana, and Drakkus know at this time.

Artwork and Finery: Any piece of art in the tower is worth 100-1000gp. (1d100x10)

Hunting Parties: Using *summon monster VIII*, *summon monster IX*, or a *gate* spell, Daealus may employ summoned monster to search for and annihilate the PC's once every hour. Roll on the random encounter scale below once per hour to determine if one of these parties has been sent out. Once three parties have been sent out then Daealus' spells have been depleted. Possible encounters are as follows (roll 1d8 to determine result):

Summoned Monster Table	
Roll	Creature
1	Demon, Glabrezu
2	Earth Elemental, Elder
3	Air Elemental, Elder
4	Demon, Nalfashnee
5	Demon, Hezrou 1d3+1
6	Ice Para-elemental, Elder
7	Invisible Stalkers, 1d3+1
8	Demon, Marilith

Note: The marilith will not be sent out unless the PC's take longer than 8 hours to overtake the last level of the tower.

Level One – Entrance Tunnels

1.) Entrance Tunnel EL 13.

Following the underground tunnel leads to a large cavern with a large ice staircase leading up 50ft. to two colossal black-iron doors.

Colossal Black Iron Doors; 3ft. thick; Hardness 10; 720hp; Break DC 50; Open Lock DC 40.

Creatures (EL 13, or 10 if the PC's Bluff their way out): At the top of this staircase is Icelious, an old female white dragon and sworn defender of the tower's

entrance. The dragon stays here as a favor to Drakkus, Welen, and Allos who released her from stasis when they first discovered the tower. In return she begrudgingly agreed to guard the tower's entrance so long as she was allowed dominion over the surrounding area. Drakkus, though leery about the situation, agreed - seeing no quarrel with such a strong guardian. As the years pressed on, Icelious developed a kind of motherly aspect toward Allos and Welen, who often brought her treasures and kept the environment cleared of other monstrous predators. As a result, she tends more towards a Chaotic Neutral alignment when dealing with them.

If the characters have brought along Welen's body, she will parlay and begrudgingly listen to what they have to say. Afterward, she will ask that the PC's leave the body with her and that they leave the area, or she will remove them forcibly. Convincing the dragon to let them stay or to enter the tower requires a successful Diplomacy check (DC 20). Should they ask to take the body to DarQueth themselves, she will argue. However, if their reasoning is sound she may be convinced (Bluff skill check DC 25).

If they have not brought along the body of Welen, she will simply attack the intruding PC's.

Icelious; Old White Dragon, female: hp 276; Monster Manual 77-78.

Spells Known (6/7/4; CL 5: Save DC 11 + spell level): 0-detect magic, resistance, read magic, dancing lights, ghost sound, open/close; 1- mage armor,

shield, true strike, charm person; 2-cat's grace, blur.

2.) Underground Dock EL 13.

A huge 100ft. high arched ceiling supported by massive black iron pillars dominates this room. All of its surfaces are covered in deep blue ice. At the far end of the room is a huge iron door carved with esoteric designs.

The designs on the door are a form of Draconic runes. They read, "None may pass the frozen road of ice."

Behind the huge iron door is a stairwell that leads up to Area 3.

Creatures (EL 13): Guarding this area are four ice golems. They are programmed to attack anyone coming through this room except (Welen, Allos, Lavana, and Drakkus.) As soon as they see the PC's, they attack.

Ice Golem (4): hp 96 each; Frostburn 137-138.

Level Two – Ground Floor

3.) Hall of Pillars.

Along the walls of this domed room are elaborately-sculpted slender black ice pillars, the whole supported by three wide pillars of black iron. At the center of the room is a stairwell that leads down.

4.) Hall of Ice Sculptures.

A thick layer of fog covers this chill corridor. Decorative ice carvings and sculptures are built into every surface.

5.) Prismatic-Harmonic Chamber.

Oddly enough, prismatic light dances off of every dark icy surface of this room. Everything in the room has been sculpted and furnished from the black ice itself and reflects sunlight from the window across the opposing wall.

6.) Rotating Triangular Room EL 9.

A water clock on a pedestal is set in the center of this triangular-shaped chamber. Along the shadowed walls are sconces filled with unlit candles. The ceiling is a myriad of concentric formations of ice.

The waterclock is in fact built into the pedestal and cannot be removed, save that it is broken. It is currently set five minutes before the 13th hour arrow.

Trap: If the time on the waterclock is changed, the room grinds into action, moving to the northeast, dropping down 10ft. and beginning to spin. As this occurs, the room begins to heat up as the water clocks hands turn. The heat generated by this dispersal quickly melts the icy structures of his level. (See *Development*, below) The room will stop spinning after fifteen minutes and will cool down gradually and move back into place in two hours. If the time is set to 13, the room will spin for 1 hour in a slow rotation and then move back into position.

The waterclock is a magical device that keeps this level at a cold temperature while keeping the upper levels warm. The device is linked to the structure of the tower so when the towers structure is hit with the heat from the sun, magical fire/heat spells, or the heat attack of a

remorhaz it absorbs it and distributes the heat to the upper levels.

Rotating Water clock Room Trap, CR 9; mechanical device; touch trigger; manual reset; no attack roll required, severe winds, heat (see below /see wind effects, DMG pg. 95; heat dangers, DMG pg. 303); Search DC 30; Disable Device DC 30; *Market Price*: 5,000

Development: Any attempt to use the spells *stone shape* or *passwall* on this room will horribly affect the environmental qualities of the tower. After an hour the entire lower floors will flood from the heat backlash from this chamber. Afterward, the entire tower will begin to freeze. The ensuing affect will make the tower sink into the frozen wasteland and create a fifteen-degree-tilt in the tower as well as doing significant internal structural damage. Should this occur, anyone moving through the tower must make a successful Balance skill check (DC 18) or slip on the tilted icy floors. This environmental change will make running all but impossible; Balance skill check (DC 25).

7.) Welen's Chambers.

A thin brown layer of slush covers the floor near the entrance of this cold, dank, and dusty chamber.

The room is furnished with a weapon rack, a bunk, and a locked chest. Beside the weapon rack is a large mat and a pail of water.

Treasure: On the weapon rack is a suit of masterwork leather armor, two masterwork short swords, and a light

crossbow. In the chest are various bits of clothing and a gold locket worth 100gp.

8.) Faceted Mirror Chamber EL 16.

Black ice mirrors cover the entirety of this domed-octagonal room.

The room is furnished with a draped bed, a chest, a screen, a chest of drawers, and a nightstand with a lantern set upon it. The black ice mirrors act as amplifiers for the medusas gaze attacks, even if one is averting their eyes she can find some mirror in the room to target them. The dresser, chest, and nightstand have only the medusa's personal clothing attire. Her entire wardrobe is worth roughly 1,000gp.

Creatures, EL 16: Lying in wait in this room is the medusa, Delana Viperspoint. Should she hear the characters, she readies her shortbow to attempt a sneak attack from the shadows. If surprised, she runs to Room 6 to enlist the aid of the basilisk. Should she be cornered she quaffs her *potion of mirror image*, employ her gaze attacks and sneak attack anyone in range.

DELANA VIPERSPOINT CR 16

Female medusa rogue 10

Monster Manual 180

LE Medium Monstrous Humanoid

Init +12; **Senses** darkvision 60ft.; Spot +8, Listen +13

Language Common, Draconic, Elven, Infernal

AC 35, touch 27, flat-footed 27 improved uncanny dodge

hp 160 (16 HD)

Fort +14 **Ref** +23 **Will** +16 improved evasion

Spd 30 ft.

Melee snakes +21 (1d4 plus poison/crit 20/x2)

keen sword of subtlety +22/+17/+12 (1d6+1/crit 17-20/x2)

Ranged +3 *darkwood composite shortbow* +22/+17/+12

(1d6+3 plus 1d6 fire/crit 20/x3)

Base Atk +13; Grp +13

Atk Options quick draw, sneak attack +5d6

Special Atks petrifying gaze, poison

Combat Gear - *potion of mirror image* (CL16)

Abilities Str 11, Dex 26, Con 22, Int 18, Wis 17, Cha 20

SQ trapfinding, trap sense +3

Feats Improved Initiative, Improved Precise Shot, Iron Will, Point Blank Shot, Precise Shot, Quick Draw, Weapon Finesse

Skills Balance +13, Bluff +15, Climb +8, Diplomacy +19, Disable Device +20, Disguise +15, Escape Artist +16, Hide +20, Jump +4, Move Silently +16, Open Lock +18, Search +22, Sense Motive +8, Sleight of Hand +13, Tumble +16

Possessions combat gear, *sword of subtlety*, +3 *wounding shortbow with 20 flaming arrows*, *celestial armor*, *amulet of health* +6, *cloak of resistance* +3, *gloves of dexterity* +6, *scabbard of keen edges*, *ring of force shield*, *ring of protection* +4, *quiver of ehlonna*, masterwork thieves' tools, masterwork disguise kit, 100gp.

Petrifying Gaze (Su): Turn to stone permanently, 30 feet, Fortitude DC 18 negates. The save DC is Charisma-based.

Poison (Ex): Injury, Fortitude DC 19, initial damage 1d6 STR, secondary damage 2d6 Str. The save DC is Constitution-based.

Development - Delana is a long-time ally of Drakkus. It was he who saved her from the blade during an expedition years ago and offered her to live with him and guard his home (or should he be away) in exchange for not being turned over to the paladins of Heironeous. Delana agreed and has served Drakkus since before the Greyhawk Wars. Delana is the defiant and stubborn organizer of the dock area and oversees the frost giants that work there. She now takes orders from the lady, Lavana.

9.) Old Storage.

Foul odors emanate from large piles of refuse left in this chamber. The walls of the room are covered with hooks and sconces from which hang or are filled with various foods, bags of goods, stones, and loose pieces of armor.

10.) Spinning Chamber of Blades EL 10.

Black iron grating composes the surfaces of this circular dust-covered chamber.

Upon closer examination of the room one can notice that it is actually covered with knicks and gouges. (Search DC 15.)

Trap: As soon as the door to this chamber is closed, (or all the PC's are in the room), the doors slam shut, and the room begins to spin violently. Within seconds the air in the room turns into a windstorm. As the characters are blown around, blades within the walls are released and attack them. The room stops spinning after ten minutes, or when the hidden bypass combination has been entered.

Spinning Chamber of Blades: CR 10; mechanical; proximity trigger; automatic; Atk no attack roll necessary (windstorm; see wind effects, DMG pg. 95); 2 blades +25 melee (2d4+8/ x4; scythe); Search DC 30; Disable Device DC 30 (Hidden Glyph Combination Lock: Open Lock DC 32); Sweeping scythes attack any approaching within 5ft. of the walls/ ceiling. As the room spins the characters must make a successful Balance skill checks (DC 20) to avoid falling and sliding into the scything blades. *Market Price:* 10,500gp.

11.) Hall of Statues EL 15.

A short corridor leads to an iron door flanked by two black iron statues.

Creatures EL 15: In this corridor are two iron golems ordered to stop anyone except Drakkus or Lavana whom attempt to enter the Aeration Room. If the characters attempt to open the door to the Aeration room, the golems attack.

Golem, Iron (2): hp 129 (x2); See Monster Manual 136-137; these golems are made of black iron, no changes from original.

12.) Old Elemental Study EL 12.

A brisk breeze ebbs its way across this domed circular room. Ice-covered silver grating covers the ceiling and floor. On the back wall of the room are several scrawlings left many centuries ago.

This room radiates strong abjuration/ evocation magic. Studying the script reveals various arcane and divine glyphs that were etched long ago. A four successful Decipher Script, Knowledge History or Knowledge Religion checks DC 20, reveal secrets to ancient Baklunish elemental magics. Characters who successfully decipher the carvings are granted a +5 bonus to all savings throws against any elemental magic (earth, air, fire, water) for the next 24 hours.

Should they fail deciphering, they must make a successful Willpower save DC 25 or suffer the effects of a *confusion* spell for 1 minute per unsuccessful check.

If one makes a Listen skill check DC 20, they can hear deep breathing coming from the far corner of the room.

Creatures, EL 12: If the basilisk hears the party approach, it attempt to hide in the shadows of the room, preparing to attack the first character in the door. If it does not, it gently sleeps on the cold floor.

Abyssal Greater Basilisk: hp 189; see Monster Manual 24.

13.) The Void.

A vaulted black stone spiral stairwell decorated with glimmering rubies leads up to a black iron trap door.

At the top of the stairs is a large black ice trap door. Along the right side is a secret metal panel. Behind the panel is a rune stone scribed with the entire Draconic alphabet. As soon as the rune stone is touched a magic mouth activates and reads off the following riddle.

Question- I am coincidence where none exists; a path taken, but seldom chosen. To the righteous, I am faith. To the downtrodden, I am a lie within a lie, yet truth I may be. Some days I favor you, others I move in mysterious ways. What am I?

Answer - Fate

To open the door to reach level two the word "Fate" must be typed in on the rune stone.

Secret Panel; Search DC 30.

Large Black Ice Door, sliding; 3 ft. thick; hardness 16; hp 540; Break DC 70; Open Lock DC -; the door and panel are warded with the spells *arcane lock* and *spell turning*.

Note: If the lower floor begins to flood this door will melt and be opened.

14.) Artistic Antechamber.

Various artworks and ice sculptures decorate this exquisite domed chamber. The surfaces of the room are covered with elaborate rugs, tapestries, and various pieces of ice sculpture set on various pedestals.

Along the southeast wall is a window with a tripod in front of it. On the tripod is a covered, unfinished painting.

The painting is actually a portrait of Lavana that DarQueth was having made. However, due to his absence, the artist has not been invited to the tower to finish the work. Lavana is a pale-skinned female half-elf with hazel eyes and pitch black hair going midway down her back. She is pictured wearing violet tinted black robes and reading a spellbook. While many odd-looking gemstones whirl around her.

15.) Arcane Study.

The sweet smell of incense and candle wax permeates this spherical, candlelit chamber. The walls of the room are covered with bookshelves overflowing with various tomes of knowledge and decorated with small cushioned couches made of the finest velvet.

Among the books on the shelves are various tomes on spellcraft, planar knowledge, alchemical recipes, herbal cures, and engineering written in foreign languages (Baklunish, Suloise, Oeridian, Celestial, Abyssal, Elven, and Gnomish.)

Secreted among the shelves is a book on extra-dimensional travel, which holds the password for the rune stone puzzle in Area 13. Though finding the book may take some time as many books are written in foreign languages, Decipher Script DC 20 and Search DC 20 to find the book.

Level Three – 2nd Floor

16.) The Crystal Sphere EL 14.

An unearthly fragrance emanates from the prismatic glow that emanates from this

colossal, multi-faceted, spherical, domed black ice chamber.

Lying on the floor here is a failed experiment of DarQueth, a spell warped remorhaz. Years ago, he attempted to learn the biological properties that allowed the beast to create heat in an arctic environment. The beast is fed by the Delana, and may become hungry within a few days of her death, should she be killed. In which case, after three days the beast awakens and will immediately attack anyone who enters this chamber. When it hungers the creature hits the walls of the chamber with its tail. The energy is absorbed by the walls and channeled to the waterclock in Area 6.

Creatures EL 14: A gargantuan creature covered in patches of jagged black ice lies curled up on the floor in this room will not attack unless it is disturbed from its slumber.

ADVANCED SPELLWARPED REMORHAZ CR 14

Monster Manual 214, Monster Manual III 162

NE Gargantuan Magical Beast

Init +6; **Senses** darkvision 60ft., low-light vision, tremorsense 60ft.; **Spot** +12, **Listen** +13

Aura -heat

Languages roughly understands Common, but cannot speak

AC 26, touch 8, flat-footed 24

hp 232 (20 HD)

Resistances – SR 27

Fort +19 **Ref** +12 **Will** +6

Spd 30 ft., burrow 20ft.

Melee bite +26 (4d6+21/crit 20/x2)

Space 20 ft. **Reach** 15 ft.

Base Atk +12; **Grp** +40

Atk Options - Awesome Blow, Cleave, Improved Bull Rush, Improved Overrun, Power Attack

Special Atks – heat, improved grab, spell absorption, swallow whole

Abilities Str 38, Dex 15, Con 29, Int 9, Wis 12, Cha 10

SQ class abilities (ex. wild empathy +6, spontaneous casting, summon familiar, trapsense)

Feats Awesome Blow, Cleave, Improved Bull Rush, Improved Initiative, Improved Overrun, Power Attack

Skills – see above

Improved Grab (Ex): To use this ability, the remorhaz must hit with its bite attack. If it gets a hold, it automatically deals bite damage and can attempt to swallow the opponent.

Swallow Whole (Ex): A remorhaz can try to swallow a grabbed opponent of Large or smaller size by making a successful grapple check. Once inside, the opponent takes 2d8+12 points of crushing damage plus 10d10 points of fire damage per round from the creature's blazing gut. A swallowed creature can cut its way out by using claws or a Small or Tiny slashing weapon to deal 25 points of damage to the remorhaz's gut (AC 20). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. The remorhaz's interior can hold two Large, four Small, eight Tiny, sixteen Diminutive, or thirty-two Fine or smaller opponents.

Heat (Ex): An enraged remorhaz generates heat so intense that anything touching its body takes 10d10 points of fire damage. This is usually enough to melt non-magical weapons, but magic weapons get a Fortitude save (DC 18).

Spell Absorption (Su): Whenever a spell fails to penetrate a spellwarped creature's spell resistance, the creature gains one of the following benefits, chosen at the time the spell resolves.

Might: +4 enhancement bonus to Str.

Agility: +4 enhancement bonus to Dex.

Endurance: +4 enhancement bonus to Con.

Life: Gain temporary hp equal to 5x the lvl of the failed spell.

Speed: Base Spd increases by a number of ft. equal to 5x lvl of the failed spell.

Resilience: Resistance 10 to one energy type (acid, cold electricity, fire, sonic)

17.) Greenhouse EL 15.

Potted plants generate an earthy and flowery scent throughout this large circular-domed chamber.

The chamber is filled with all manner of potted plants. Along the east wall is a ledge with various plants basking in the sunlight. In the center of this room is a large table with various gardening tools, and buckets of water.

Allos dwells here when not patrolling the outside of the tower. He has

taken up refuge in the greenhouse of the tower and patrols the surrounding land daily. Years ago while on a personal quest to find a grove of his own, Allos became lost within the vastness of the Land of Black Ice. Near death, he was taken in and cared for by Drakkus DarQueth. It was then that Allos swore to protect the lands around the tower and bring balance to the North.

Creatures EL 15: Walking about the room tending to the plants is Allos and his companion Polarius. Should they hear any commotion outside, they will come and investigate a few moments later. If they are confronted in this chamber, Allos will protect his domicile to the death. Should the characters decide to parlay with him, he will be more than delighted to speak to them. Allos is an old friend of DarQueth, though recently he has become worried for him as he has not been seen in several months. Allos keeps to himself in the tower and rarely speaks or deal with anyone save DarQueth, himself.

ALLOS

CR 15

Male human druid 15

N Medium Humanoid

Init +9; **Senses** -; Spot +21, Listen +21

Languages Common, Druidic, Elven

AC 29, touch 19, flat-footed 24

hp 118 (15 HD) diehard

Immunity poison

Fort +15 **Ref** +15 **Will** +19 (+4 vs. fey spell-like abilities)

Spd 30 ft.

Melee +3 *shortspear* +16/+11/+6 (1d6+5/crit 20/x2)

Ranged masterwork sling +17/+12/+7 (1d4+2/crit 20/x2)

Base Atk +11; **Grp** +13

Special Atks wild shape: 5x/day, (tiny, small, medium, large, plant, huge)

Combat Gear - *earth elemental gem, horn of fog*

Spells Prepared (CL 15th; +16 ranged touch, +15 vs. SR)

8th - *reverse gravity*

7th - *heal, summon nature's ally VII, true seeing*

6th - *anti-life shell, greater dispel magic, ironwood, summon nature's ally VI*

5th - *commune with nature, control winds, cure critical wounds*

4th - *air walk, command plants, cure serious wounds x2, dispel magic, freedom of movement, rusting grasp*

3rd - *call lightning, daylight, neutralize poison, remove disease, speak with plants, water breathing, wind wall*

2nd - *animal trance, barkskin, bear's endurance, flaming sphere, heat metal, lesser restoration x2*

1st - *cure light wounds x2, entangle, longstrider, obscuring mist, produce flame, speak with animals*

0 - *detect magic, guidance, light, mending, purify food and drink, resistance*

Abilities Str 15, Dex 20, Con 16, Int 14, Wis 27, Cha 16
+3 inherent bonus to Wis.

SQ a thousand faces, nature sense, resist nature's lure, spontaneous casting (summon nature's ally), timeless body, trackless step, wild empathy +18, woodland stride

Feats Combat Casting, Craft Wondrous Item, Diehard, Endurance, Improved Initiative, Lightning Reflexes, Natural Spell.

Skills Concentration +21 (+25 casting defensively), Diplomacy +10, Handle Animal +18, Heal +18, Knowledge (Nature) +20, Listen +21, Profession (Herbalist) +13, Spellcraft +12, Spot +21, Survival +21, Swim +12

Possessions combat gear, +3 *spear*, +3 *wild leather*, +3 *wild heavy wooden shield*, *periapt of wisdom* +6, *pink rhomboid ioun stone*, *gloves of dexterity* +4, *cloak of resistance* +3, *boots of the winterlands*, *ring of protection* +2, *ring of force shield*, masterwork sling with 50 masterwork sling bullets, holly and mistletoe.

Polarius, Dire Bear Companion; hp 105, Monster Manual 269.

Remorhaz: CR 7; Huge Magical Beast; hp73; See Monster Manual 3.5 pg 214-215.

Winter Wolf (2): CR 5; Large Magical Beast (Cold); hp51 (x2); See Monster Manual pg 256.

Tactics: 1 - Casts *summon nature's ally VII* to summon a Remorhaz, while Polarius guards him. 2 - Casts *summon nature's ally VI* for two winter wolves, while the Remorhaz protects him and Polarius flanks oncoming attackers. 3 - End of Fight: Casts *anti-life shell* to keep out possible melee attacks, keeps Polarius

healed. If Polarius falls or if he is caught completely unawares he uses his *horn of fog*, breaks his *elemental gem* and runs to Area 20 to enlist the aid of the Para-elemental and the Immoth.

18.) Geographical Observatory EL 17.

A set of chimes jingle softly in the light breeze that swirls through this arched-circular room.

Along the north-eastern half of the room is a 5ft.-ledge. Situated in front of the ledge is a large curved sofa. Across the room on the southwestern wall of the room are a small table and bookshelf. On the table are a set of playing cards and a sack of bones. The bookshelf is filled with literary, ecological, and geographical books. On either side of the doorway are two iron statues.

Creatures EL 17: Sitting on the sofa is the Arcanaloth. Having never been to this part of the Prime, the Arcanaloth is viewing the landscape around the tower. It has been skulking about the tower for quite some time now, rather enthralled with the architecture and design of the building. As the PC's enter the room, the Arcanaloth and the Iron Golems attack.

AQUELLUOJH CR 17

Male Arcanaloth Yugoloth
 Monster Manual II, 202-204
 NE Medium Outsider (Evil)
Init +7; **Senses** darkvision 60ft., telepathy 100ft;
 Spot +19, Listen +19
Languages – Abyssal, Common, Infernal, Yugoloth

AC 39, touch 34, flat-footed 35
hp 111 (12 HD) damage reduction 15/good
Immunity acid, mind-affecting spells, poison
Resistances cold, fire, electricity 20; SR 24
Fort +11 **Ref** +14 **Will** +17

Spd 30 ft., fly 50 ft. (poor)

Melee 2 claws +12/ +12 (1d4 plus poison, crit 19-20/ x2 and Bite +7 (1d6, crit 20/ x2)
Base Atk +12; **Grp** +12
Special Atks summon yugoloth
Combat Gear - *rod of silent metamagic*
Spells Known (CL 12th; +15 ranged touch, +12 vs. SR)
 6th (3/day) - *mislead*
 5th (5/day) - *baleful polymorph* (DC 19), *break enchantment*
 4th (6/day) - *crushing despair* (DC 18), *greater invisibility*, *lesser globe of invulnerability*
 3rd (7/day) - *dispel magic*, *fireball* (DC 17), *lightning bolt* (DC 17), *magic circle against good*
 2nd (7/day) - *bear's endurance*, *cat's grace*, *eagle's splendor*, *see invisibility*, *web* (DC 16)
 1st (7/day) - *charm person* (DC 15), *disguise self*, *expeditious retreat*, *magic missile*, *shield*
 0 (6/day) - *arcane mark*, *detect magic*, *ghost sound* (DC 14), *light*, *mending*, *open/close*, *prestidigitation*, *read magic*, *resistance*
Spell-like Abilities: (CL 12)
 At will- *darkness*, *fly*, *heat metal* (DC 16), *invisibility* (self-only), *magic missile*, *shapechange*, *telekinesis*, *warp wood* (DC 16)
 1/day – *fear* (DC 18), *major image* (DC 17)

Abilities Str 11, Dex 16, Con 17, Int 20, Wis 18, Cha 17
SQ summon familiar (none)
Feats Combat Casting, Improved Initiative, Improved Toughness, Iron Will, Spell Focus (Abjuration)
Skills Bluff +18, Concentration +15 (+19 casting defensively), Diplomacy +22, Gather Information +18, Intimidate +20, Knowledge (arcana) +20, Knowledge (the planes) +20, Profession (scribe) +19, Search +20, Sense Motive +19, Spellcraft +22
Possessions combat gear, *amulet of health* +6, *bracers of armor* +6, *ring of protection* +3, *ring of force shield*, *cloak of resistance* +3

Poison: An arcanaloth's claws are coated with poison. It delivers this poison (Fortitude save DC 16) with each successful claw attack. The initial and secondary damage is the same (1 point of Strength damage).
Summon Yugoloth: This is the equivalent of a 6th-level spell.

Golem, Iron: hp 129; see Monster Manual 136-137; these golems are made of black iron, no changes from original.

Tactics: As the party enters the room, the two golems flank the doorway and attempt to prohibit passage through. The golems will attack anyone within

their reach and each belch forth their poison gas on consecutive rounds. Meanwhile, the Arcanaloth will cast *mislead*, followed by *eagles' splendor*. Should the Arcanaloth get the chance it will cast *bear's endurance*, *cat's grace*, and *magic circle against good*. If the party is doing well against the golem, the Arcanaloth will cast a silent *crushing despair* on the party, and follow up with a silent *baleful polymorph* on a rogue or arcane spellcaster. If severely threatened the Arcanaloth casts *expeditious retreat* and escapes to Area 40 to inform Daealus of the disturbance.

19.) Golem Laboratory.

Several workbenches covered with scrap bits of black iron and tools dominate this large-arched-metallic-violet-blue chamber. The room vaguely smells of strange incenses and candle wax. In the center of the room is a large black-iron table littered with armorsmithing tools.

Along the northern wall is a window flanked by two unfinished metallic statues. Along the southwest wall is a large vent. In front of which is a large block of black ice. On the southeast wall is a large-round black ice mirror with a platinum-rune-etched frame flanked by two bookcases filled with various scroll cases and heavy tomes. The ceiling of this room has a large fresco on the ceiling depicting a tall bearded ice figure standing before a frozen wasteland as winds blow sleet over his entire form.

The mirror is actually a *well of many worlds* that has been placed on the wall.

The *well of many worlds* is currently set to the Para-elemental plane of Ice.

Treasure: scroll of *magic circle against evil*, *cat's grace* (arcane CL 5), scroll of *remove curse*, *displacement* (arcane CL 13), scroll of *reincarnate*, *quench*, *cure moderate wounds*, *cure serious wounds* (divine CL 14), scroll of *freedom of movement* (x2), *mass cure light wounds* (divine CL 10), scroll of *cure critical wounds*, *fly*, *wall of stone*, *illusory wall* (divine CL 12), *well of many worlds* (should they get it down from the wall) and a few tomes on stone and iron golem construction (non-magical).

20.) The Shattered Ice Chamber EL 16.

The ceiling and floor of this large circular chamber are completely covered in black ice stalactites and stalagmites. Along the walls of the room are several bookcases filled with icy tomes. In the center of the room is a large table upon which rests a large chessboard. Two matching chairs are placed on opposite ends of the table.

The temperature of this chamber is below -140 degrees Fahrenheit, and a constant wind blows through the room from the ice-sheeted vents. (See Cold Dangers, DMG pg 302.)

Creatures EL 13/ 16: Inside this room are an Immoth and two Elder Ice Para-elementals. These creatures all work and study here in this chamber, it being one of the few places to their liking. If anyone enters this room both the Immoth and the Ice Para-elementals will not bother to harm them. Should they be attacked or have their abode ransacked they respond

with concerted violence towards the offenders.

Immoth: hp 85; See Monster Manual II, pgs.127-128.

Spells Known: (CL 12, +9 ranged touch attack, +12 vs. SR)

6th (3/day) - *greater heroism**.

5th (6/day) - *cone of cold* (DC 20), *symbol of sleep* (DC 20);

4th (7/day) - *ice storm* (DC 19), *greater invisibility**, *wall of ice* (DC 19)

3rd (7/day) - *dispel magic**, *haste**, *lightning bolt* (DC 18), *tongues*

2nd (7/day) - *bear's endurance**, *bull's strength**, *eagle's splendor**, *mirror image**, *protection from arrows**

1st (8/day) - *chill touch* (DC 16), *identify*, *magic missile*, *obscuring mist**, *shield**

0 (6/day) - *arcane mark*, *detect magic*, *mage hand*, *mending*, *prestidigitation*, *ray of frost* (DC 15), *read magic*, *resistance**, *touch of fatigue* (DC 15)

Ice Para-elemental, Elder (2): hp 204 each; See Manual of the Planes, pgs. 180-182.

Tactics: As soon as the ice para-elementals and the immoth are threatened, they attack. The immoth will begin each round with a quickened defensive spell from an ice rune (*from the spells indicated with a **) and then follow up with an offensive spell depending on the situation. While the immoth casts the para-elementals will work to flank the party between them so they can use their reach to make attacks of opportunity on spellcasters while still affording them their full attack actions each round. The immoth and para-elementals in this room fight till the death.

21.) Daealus' and Lavana's Summoning Circle.

Sulfur and acrid chemicals putrefy the air in this unusually warm chamber. The walls are covered with strange sigils and

protection runes. In the center of the room is a large summoning circle.

At the center of the circle is an hourglass made of black and copper metals. This device is used in timing the duration of summoned creatures.

22.) Main Hall EL 16.

This domed-pillared main hall has a 60ft. high transparent ceiling. The entire room is filled with fine décor.

The floor is covered with fine Baklunish rugs. The walls are decorated with various ice sculptures set on carved stone pedestals.

At the center of the room is a spiral stone stairwell leading up. At the top of the stairs is a door made from black iron with adamantine hinges. Along the right wall is another rune stone scribed with the entire Draconic alphabet. As soon as the rune stone is touched a magic mouth activates and reads off the following riddle.

"I can be found in a quiet place for reflection. A solitary abode for the scholarly inside a volume that moves to other places but stays in one place. To find me you must uncover the pages to another dimension."

The password for the Third Level is located in the Arcane Study in a book on Extra-dimensional Travel. Inside the cover is the word, "transient".

Large Black Iron Door, sliding: 3 ft. thick; hardness 20; hp 1,080; Break DC 70; Open Lock DC -; the door and panel are warded with the spells *arcane lock* and *spell turning CL 20*.

Creatures EL 16: Standing guard on the most Northern wall of this hall are two greater stone golems. Each has been programmed to keep intruders out of the tower, mainly through the stairwell area. As soon as they see the PC's, they attack.

Greater Stone Golem; CR16; Huge Construct; hp271; See Monster Manual pg. 136 -137.

23.) Stairs to the Overlook Balcony EL 9.

This extremely foggy stairwell-corridor and covered with layered webs

Trap: This stairwell-corridor is protected by a permanent *guards and wards* spell. The effects in use are *fog* and *confusion* down the corridor. *Suggestion* (leave) near Area 28, the entire stairwell is covered in a *web*, and a *stinking cloud* followed by a *gust of wind* (pushing out) 2 minutes later at the furthest stairwell.

Guards and Wards: CR 9; magical; proximity trigger (*alarm*); automatic reset; spell effect (guards and wards, 22nd level Wizard, DC 24; See *guards and wards* spell for save description ; Search DC 34; Disable Device DC 34; Cost: 66,000gp, XP 5,280.

Level Four– 3rd Floor

24.) Upper Gallery.

A thick layer of fog conceals much of this silver-adorned pillared hall. Each of the pillars of the room are covered in silver engraved lunar symbols. The walls of the room are adorned with large murals.

Many of these murals are in fact very old and detail historical Baklunish life and culture dating back to before the Twin

Cataclysms. At the center of the room is a stairwell leading down.

The fog in this room is generated by a *guards and wards* spell.

25.) Pillared Corridor.

The features of this corridor are much the same as the main hall with a single line of pillars going down the center of the corridor. Along the walls are several benches and stands for waiting guests.

26.) Dining Hall.

This elaborate-square metallic gold-adorned chamber is furnished with the finest appointments.

In the center of the chamber is a large carved dekho-wood dining table with matching padded chairs. Along the south wall is a sideboard, a small bench, and a small black-marble water basin. Along the north wall is a fireplace with mantle, and a small pile of cut pine. In the southwest corner is another small table with matching chairs.

27.) Kitchen.

The savory smells of wondrous culinary delights emits from this small kitchen.

In the center of the room is a large preparation table. Along the walls are an oven, a small fireplace, a cauldron, several sconces, and two cupboards. Inside the cupboards are a few sets of silverware, plates, and various goods. On the sconces are various herbs and spices.

28.) Storage.

All manner of stored goods fill this storage closet.

Among the shelves are pickled goods, salted meats, and various barrels of wine and beer. In the center of the room is a small polished-wood table with an inventory ledger and a candelabrum on it.

29.) Antechamber to Guests' Quarters EL 17.

Spring-like décor brightens this black and violet-steel embellished odd-shaped, sweet-smelling chamber.

Along the south wall is a marble fountain surrounded by sconces filled with all manner of flower vases and incenses. The room is furnished with a few padded benches with corresponding tables. In the southwest corner is a cloak rack.

Creatures EL 17: Sitting in this room is Que'ella she is currently impatiently sharpening her weapons to pass the time. Across the room is the hezrou that has been summoned by Daealus and is ordered to guard this room. Should Que'ella hear any commotion in the connecting areas, she will run to investigate. The hezrou will not go past Area 35 unless ordered to by Daealus.

QUE'ELLA CR 17

Female githyanki fighter 16
 Monster Manual 127
 NE Medium Humanoid (Extraplanar)
Init +6; **Senses** darkvision 60ft.; Spot +3, Listen +3
Languages Abyssal, Common, Draconic, Githyanki

AC 31, touch 19, flat-footed 30 combat expertise, dodge, mobility
hp 200 (16 HD) moderate fortification
Immunity movement limitations, paralysis
Resistances spell resistance 21
Fort +19 **Ref** +13 **Will** +13

Spd 20 ft. spring attack
Melee *githyanki silver sword* +22/+17/+12/+7 (2d6+9/crit 19-20/x2)
Ranged +2 *javelin* +20/+15/+10/+5 (1d6+5/crit 20/x2)

masterwork javelin +19/+14/+9/+4 (1d6+3/crit 20/x2)
Base Atk +16; **Grp** +19
Atk Options combat expertise, improved disarm, improved sunder, power attack, quick draw
Combat Gear - *potion of cure serious wounds* x3 (CL 15)
Spell-Like Abilities (CL 3)
 1/day - *mage hand*

Abilities Str 16, Dex 14, Con 20, Int 13, Wis 14, Cha 12
 inherent bonuses +X

Feats Combat Expertise, Dodge, Greater Weapon Focus: Greatsword, Greater Weapon Specialization: Greatsword, Improved Disarm, Improved Initiative, Improved Sunder, Iron Will, Lightning Reflexes, Mobility, Power Attack, Quick Draw, Spring Attack, Weapon Focus: Greatsword, Weapon Specialization: Greatsword

Skills Climb +9, Handle Animal +6, Intimidate +11, Jump +8, Ride +14, Speak Language +1, Swim +3

Possessions combat gear, *githyanki silver sword*, +2 *returning javelin*, +4 *moderate fortification full plate*, *ring of freedom of movement*, *ring of protection* +4, *amulet of natural armor* +4, *cloak of resistance* +4, *boots of the winterlands*, *quiver of ehlonna*, masterwork javelin

Demon, Hezrou; Large Outsider (Chaotic, Evil, Extraplanar, Tanar'ri); hp138; Monster Manual 3.5 pg. 44.

Tactics: As the PC's enter the room, Que'ella and the Hezrou attack. Que'ella will stay back at first and throw both her javelins, while the hezrou charges into the midst of the PC's. On the second round, the hezrou will make a full attack against the strongest melee class while trying to stay in range of spellcasters so it may get attacks of opportunity when they cast their spells. As it does this Que'ella enter the fray attempting to flank an enemy cleric or spellcaster and make a full attack action on them the following round. If faced with a serious threat Que'ella will attempt to retreat while the hezrou covers her. She will run to Area 40 to team up with Daealus.

30.) Que'ella's Quarters.

This black and gold trimmed chamber is elaborately furnished with silk hangings and black oak furnishings.

A large black silk-draped bed, a black-oak armoire, a large gold-embellished black-oak chest, a decorative screen cover all but the back wall, where a gold-trimmed black ice mirror is placed. This is the room Que'ella is staying in. She usually stays in her room or within the following antechamber while she waits to speak with Lavana. Que'ella has recently escaped from the Astral Plane with the help of Daealus and is seeking refuge within the tower.

Treasure: In the chest are four masterwork cold iron and two silver javelins each as well as a spare masterwork greatsword.

31.) Guests' Quarters.

This small well-decorated chamber has a black ice mirror placed on the north wall.

The room features a large draped masterbed, an icy-transparent armoire, and a chest of drawers.

This is the room the Arcanaloth is staying in. All of the drawers and chest in this room are empty as he has brought nothing with him besides his own personal attire. He is here on business to make a private deal with Lavana concerning a refuge to stay at when on Oerth, in exchange for many profitable services.

32.) Baths.

This incense-scented, steamy domed white-marble chamber has many basins in the floor with fresh drawn water in them.

Along the walls of the room are several water basins and sconces filled with towels, soaps, and various scented oils. Along the south wall is a small stone table with a decanter upon it.

Treasure: *decanter of endless water.*

33.) Cryostasis Chamber.

In the center of this large spherical-domed chamber, completely made of transparent blue-black ice is a large cylindrical tube made of ice. Inside the tube is the body of a middle-aged man dressed in fine black and silver-embroidered robes.

The man in the frozen tube is actually Drakkus DarQueth, himself. Drakkus has been encased in the icy shell and kept in stasis for the last year. He appears to be a middle-aged man about forty-nine years of age. (However, he is well over that, actually being roughly eighty-five years old.) Drakkus has long black hair with silver streaks running back from his temples. He is typically clean shaven, with piercing hazel eyes and a thoughtful countenance.

If the PC's awaken Drakkus he stumbles about a few seconds, peering about ponderously. Thereafter, he will question the PC's on what has been going on, why they are here, and the like.

If questioned all that he remembers is finishing this chamber. Then celebrating with Lavana and the stranger Daealus. It suddenly starts to dawn on him what has occurred. He then sighs, and asks what has become of his tower, his wife, this stranger, Welen, and Allos. He may be compelled to help the party defeat Lavana and her consort. In such a case he would

go to Area 34 and invoke the towers *dimensional lock* defenses from there. If the characters happen to have his gear he will kindly ask for it, and may be able to help them at a later date for their honesty. If asked to join the party he declines, stating that he is in no shape to confront his usurping wife or her consort. If the PC's wish to, they may, in fact he would encourage such behavior and may even let them borrow any magical items they may have found that belong to him, so long as they are returned after they have defeated the traitorous duo.

Breaking the Temporal Stasis and Sequester spell: Dispelling these spells frees DarQueth. However the caster must make a successful Dispel Check (DC 29).

Creatures: Suspended within this case is the body of a robed man, hovering in stasis. He will not attack unless he is attacked.

Drakkus DarQueth, Male Human Wiz17/ArMa3: Medium Humanoid; hp 185; See Appendix I for full stat block.

* Drakkus has no spells prepared when he is first freed, but he will prepare the list below should he have access to his or another wizards' spellbooks.

34.) The Grand Arcanum.

At the center of this large domed-double layer library is a large chandelier. Underneath which is a large black stone table surrounded with padded chairs.

Along the back wall is a small area with lounging sofas and stands. On both layers the walls are covered with bookshelves filled with all manner of scrolls and tomes. Ladders connect the two

layers of the library. A row of reading desks run parallel with the east and west walls. Among the bookcases on the second layer is a large bookcase filled with strangely bound books.

These books are the equivalent of an enlarged version of the cards from a *deck of many things*.

Trap: The chandelier is the one keeping out extra-planar creatures and protecting the tower against any extra-dimensional travel.

Chandelier of Sealing: CR 8; 10-mile.-radius, *dimensional lock*; (*banishment*: Will save Avoids (DC 25); *dimensional lock* DC = 50-Creatures HD; Search (DC 32); Disable Device (DC 32); a *wish* spell was used in the creation of this item to increase the range dramatically. A special command word must be spoken to the *mirror of mental prowess* to allow travel through that room. The word is denial. Dispelling the chandelier is the only way to stop its effects for the next 24 hours. To do so requires a successful dispel check (DC 33).

Note: A *wish* or *miracle* spell used to dispel the chandelier may at the DM's discretion, receive up to a +25 bonus on the dispel check roll. Attempting to dispel the effects of the *dimensional lock* using a *wish/ miracle* from any other area within the tower suffers a -5 circumstance penalty per floor.

Treasure: scroll of *locate creature*, *invisibility sphere*, *see invisibility*, *freedom of movement* (divine CL 10), scroll of *meld into stone*, *wind wall*, *neutralize poison*, *magic circle against law* (divine CL 5), scroll of *dimensional anchor*, *summon monster III*, *haste*,

gaseous form (arcane CL 7), scroll of *wall of ice*, *explosive runes*, *illusory wall*, *rage* (arcane CL 10), scroll of *dimensional anchor*, *non-detection*, *stoneskin*, *crushing despair* (arcane CL 7), as well as three minor spellbooks with any spell that DarQueth knows up to level 7.

35.) Secreted Hallway EL 9.

This dimly-lit, extremely foggy corridor has walls that appear semi-fluidic in appearance.

Trap: This hallway is protected by a permanent *guards and wards* spell. The effects in use are *confusion* down this hallway, *lost doors* on Areas 36 and 37, *suggestion* (ignore) on the door to Areas 39 and 40, and all doors along the hallway are *arcane locked*.

Guards and Wards: CR 9; magical; proximity trigger (*alarm*); automatic reset; spell effect (guards and wards, 22nd level Wizard, DC 24; See *guards and wards* spell for save description ; Search DC 34; Disable Device DC 34; Cost: 66,000gp, XP 5,280.

36.) Armory EL 12.

Several cressets filled with armaments adorn this large shadowy metallic-smelling room

Along the back wall of the room is a large locked chest. Above the chest is a metal rod protruding from the wall. The rod is an *immovable rod*. Etched into the haft it says, "Whoever pulls the lever free, shall receive a reign in gold." In the southwest corner of the room is a sack full of boulders.

Locked chest; Hardness 5; 25hp; Break DC 23; Open Lock DC 25.

Trap: Once the *immovable rod* is removed from the wall a large-block in the ceiling slides aside and spews forth thousands of sharpened lead coins.

Reign of Gold: CR 12; mechanical; touch trigger; repair reset; Atk +20 (10d6 multiple hits - ranged); multiple targets (all targets in a 10ft.-by10-ft. area); Search DC 30; Disable Device DC 30; *Market Price:* 5,800. (CR = 2+2+2+4=12; Market Price: -200+2000+2000+2000=5,800

Treasure: On the cressets are all masterwork weapons. Among them are 3 spears, 2 light crossbows (with 50 bolts in each case), 2 longswords, 5 greataxes, 5 greatswords, 3 suits of chainmail, 5 heavy wooden shields, and a 3 longspears.

37.) Arcane Armory EL10 / 20.

This dull-metallic-silver, metallic-smelling chamber is completely unlit.

Along the back wall is a large black mirror with a closing screen built into the silver frame. The silver frame curls into the form of twin dragons on the upper edges and is centered by two silver orbs surrounded by an empty triangle border. Along the east and west walls are sconces with several dust-covered items on them each.

Trap: The door to this chamber is an elaborate black iron door with an odd-looking box-shaped lock. To open the lock someone must cast the spell *open/close* on the lock itself. Otherwise a rogue must open the cover and unlock it. The oil used in the locks gears is a touch-based poison.

Elaborate Black Iron Door: 3 ft. thick; hardness 20; hp 1,080; Break DC 70; Open Lock DC 34 or *open/close* spell; the door and panel are warded with the spells *arcane lock* and *spell turning*. (Open Lock DC = Complex Lock +30, +2 Mechanical Trigger Lock, +2 Unwieldy Tampering)

Gears smeared with Contact Poison: CR 10; mechanical; touch trigger (attached); manual reset; poison (black lotus extract; DC 20 Fortitude save resists, 3d6 Con/ 3d6 Con); Search DC 25; Disable Device 26; Market Price: 22,800.

Trap: The covered mirror on the back wall is actually a *mirror of opposition*.

Treasure: On the shelves in a sack is 1500 gp. In a large trunk on these shelves is a *+2 amulet of mighty fists*. Plus the following gems: rose quartz (70 gp); carnelian (70 gp); emerald (800 gp); violet garnet (500 gp); peridot (50 gp); emerald (500 gp); star ruby (1,200 gp); moonstone (50 gp); blue star sapphire (800 gp); brown-green garnet (80 gp); golden yellow topaz (200 gp); brown-green garnet (120 gp); tiger eye turquoise (11 gp); iolite (30 gp); violet garnet (300 gp); jasper (50 gp).

Covered in dust are the following items (Drakkus DarQueth's gear): *staff of black ice**, *+6 headband of intellect*, *+6 gloves of dexterity*, *+6 amulet of health*, *boots of the winterlands*, *+5 cloak of resistance*, *+5 ring of protection*, *ring of force shield*, *robe of blending*, *+8 bracers of armor*, *orange prism ioun stone*, spell component case, 3 spellbooks with all his spells.

38.) Daealus' Quarters EL19.

A large draped master-bed, an icy-transparent armoire, and a chest of drawers decorate this elaborate chamber.

On the south wall is a black ice mirror. In the chest of drawers are several boxes of incense, a spell component case filled with divine focus items for summoning spells, and a spare silver holy symbol to Wee Jas. The chest of drawers and armoire have several different types of clothing as per the occasion, for a cleric of Wee Jas.

This is the room Daealus the Repentant is staying in. If he is not found in Area 39, he may be found here. He usually sleeps and prays in this room nightly, unless the tower is on high alert in which case he will not leave Lavana's side.

Daealus Merkelvan; Male valley elf, Cleric17 of Iuz: Medium Humanoid (Elf); hp 138; See Appendix I for full stat block.

39.) Antechamber to Drakkus Quarters.

The black stone of this chamber blends into the silver-etched trim and furnishings within.

The room smells of spices and has an elaborate ice-sculpted gargoye water basin along the east wall. Along the walls of this chamber are sconces filled with all manner of incenses and bottles of oil. The room is furnished with a small marble table, padded chairs, a footstool, and a black ice vanity-chest of drawers. In the northwest corner is a cloak rack.

40.) Drakkus' Quarters EL 18 -20.

Black tapestries decorate the walls of this elaborate chamber.

The room is furnished with a draped black-silk bed, a black-oak armoire, a gold-embellished black-oak chest, a large grey stone desk covered with various dust-covered notes, and a large gold and platinum-framed black-glass mirror.

The mirror is actually a *mirror of mental prowess*. The notes on the desk are actually alchemical and engineering notes.

Creatures: This room is the sleeping quarters of Lavana, Drakkus' wife, Lavana. She rarely leaves her room except on business. Should Daealus and Lavana hear or be informed of the PC's arrival they will prepare in this room while using the *mirror of mental prowess* to scry on and send summoned monsters to slow them down. Should the PC's approach anywhere close to this room, Daealus and Lavana begin casting defensive spells.

If Lavana and Daealus are surprised, the PC's may overhear them talking about their plans to summon outer planar beings and hire them out. (Listen check DC 20.)

EL 18: Lavana/ Daealus/ Hezrou: Upon entering combat Daealus casts *time stop* (3 rounds), *mislead*, *unholy aura*, and *summon monster IX* (Hezrou). On the following rounds he casts *greater dispel magic*, *blasphemy*, *symbol of death* and *symbol of pain*. If engaged in melee he will cast *anti-life shell* followed by *greater planar ally*. If he is hard pressed he will cast *gate* to either escape or call in an extra-planar ally.

Lavana will begin by casting *mind fog* then *symbol of sleep*. If threatened she casts *mirror image* and *greater invisibility* as needed. If the fight is going badly Lavana will use her *plane shift* scroll to transport herself and Daealus to the Abyss. Daealus and Lavana always cast on the defensive.

The hezrou protects Daealus and Lavana at all times. It will seek to route and advances towards the couple. It will also seek out the most powerful foe and attempt to stun them each round.

EL 19/ 20 for both: Arcanaloth or Que'ella: The arcanaloth begins by casting any of its remaining offensive spells from his repertoire and follows up with his *fear* ability should Lavana land her *mind fog* spell.

Que'ella will do her best to protect Lavana and Daealus moving where she is needed to keep them from being flanked or engaged in melee. If a rogue or spellcaster is threatening either of them she will attempt to melee them first.

Daealus Merkelvan; Male valley elf, Cleric17 of Iuz: Medium Humanoid (Elf); hp 138; See Appendix I for full stat block.

Lavana DarQueth; Female half-elf Sor15: Medium Humanoid (Elf); hp 117; See Appendix I for full stat block.

Yugoloth, Arcanaloth; CR 17; Medium Outsider (Evil); hp 54; See Area 40 for full stat block; Monster Manual II, pgs. 202-204.

Que'ella, Female Githyanki Ftr16: Medium Humanoid (Extraplanar); hp 200; See Area 30 for full stat block.

Demon, Hezrou; Large Outsider (Chaotic, Evil, Extraplanar, Tanar'ri); hp 138; Monster Manual 3.5 pg. 44.

Dealing with DarQueth

After the tower has been cleared out. DarQueth will ask the party that they return any of his personal possessions. If they argue he says, “Well let’s see, you smashed my ship. You plundered my home, plundered to your fancy and probably destroyed half of the mechanisms within the tower. However, all I’m asking back is my personal possessions? Hmm...well you know I did build this place, I could therefore send you back to where you came from, maybe even explain things myself on your account, while I am there. But then all I’d want is what rightfully belongs to me. You may keep anything else you found here, I consider it payment for liberating me and for putting and end to the usurpers of my legacy.”

Drakkus DarQueth, Male Human
Wiz17/ArMa3: Medium Humanoid; hp 185; See Appendix I for full stat block.

Returning to the City of Greyhawk

It is up to the PC’s to decide how to return to the City of Greyhawk. They could attempt to repair the craft and take it back, with DarQueth’s permission. DarQueth might even be convinced to return with them and give his testimony before the council or perhaps the Guild of Wizardry. If the PC’s return by themselves, they must still offer some form of proof that the threat is over, either through physical proof such as bringing back Drakkus, Daealus or Lavana alive or dead to face the councils’ justice, or by bringing back the craft itself.

Awarding the PC’s

Once the PC’s return to the City of Greyhawk and prove that the threat is ended, the Guild of Wizardry will present them with their reward. Possible rewards include any one of the following: lifetime membership to the Guild of Wizardry, a one time favor from the Greyhawk City Council (subject to their approval), the opportunity to open a business within the city free of charges/taxes for one year; a twenty-acre land grant anywhere in the Domain of Greyhawk to do with as they see fit (subject to local laws), 12,000gp paid in full.

Recovering the Craft’s Secrets

If the craft is recovered or any documentation of it or its workings are kept, several groups may be interested in such information. These groups include the Zashassar of Ekbir, the Churches of Wee Jas or Boccob, the Society of the Magi, the Guild of Wizardry, or any others the DM so chooses. Others interested parties of lesser moral conviction would include Iuz, the Scarlet Brotherhood, and Rary the Traitor.

Scaling the Adventure

Although this adventure is best run with 15th level PC’s the adventure can be modified for higher or lower level parties by increasing or decreasing certain key encounters.

10th – 14th level PC’s: Run the adventure as written reducing the amount of monsters encountered in large groups by 1d4, never less than 1 remaining. Furthermore, have the PC’s find Daealus

in his quarters. Reduce the amount of summoned monsters encountered to once every three hours and eliminate the marilith from the summoning scale, replace it with the hezrou and add elder water elementals to the scale instead. If the party is faring poorly then have Allos offer them aid and a resting area (should they not attack him outright). Finally, should circumstances push matters to the worst and Daealus is with Lavana have Drakkus buff the PC's with whatever spells or items he was capable or acquiring.

15th – 17th level PC's: Run the adventure as written modifying the encounters as needed. If the PC's are doing exceedingly well, double the summoned monster encounter rate. If they are doing poorly remove a monster or two from a large encounter, reduce the summoned monster chart as far as once per every three hours.

19th -20th Level PC's: Run the adventure as written with the following changes. In Areas In large mass monster encounters such as Area 1 add 1d4 more monsters of the listed kind to the encounter. In singular encounters such as with the Arcanloth in Area 18 or the Remorhaz either add another monster of the same type or increase its Hit Dice dramatically (maybe even adding a fiendish template). Give Lavana and Daealus both the fiendish template. Furthermore, increase the summoned encounter chances to twice per hour, as well as allowing the summoned monsters to summon in more of their kind. This can be done only if Daealus or Lavana summons them.

APPENDIX I

Major NPC's

DRAKKUS DARQUETH CR 20+

Male human wizard 17/archmage 3+

N Medium Humanoid

Init +10; **Senses** *arcane sight, darkvision, see invisibility*; Spot +7, Listen +3

Languages Common, Aquan, Auran, Baklunish, Draconic, Elven, Undercommon

AC 35, touch 26, flat-footed 29

hp 185 (20 HD) **dmg red.** 10/ adamantine (*stoneskin*; contingency, if attacked); 200hp if *false life* is cast

Immunity – mind-affecting spells

Fort +22 **Ref** +22 **Will** +24

Spd 30 ft.

Melee *staff of black ice* +16/+11 (1d6+6/crit 20/x2)

Base Atk +11; **Grp** +11

Atk Options mastery of counterspelling, mastery of elements, mastery of shaping (See DMG, pgs. 178-179)

Combat Gear - *ring of spell turning, rod of greater quicken metamagic, staff of black ice* (See Appendix II)

Spells Prepared (CL 21st; +17 ranged touch, +25 vs. SR)

9th - *mass hold monster* (DC 31), *meteor swarm* (DC 32), *prismatic sphere* (DC 31), *time stop, weird* (DC 31)

8th - *mind blank**, *polar ray* (DC 31), *polymorph any object* (DC 31), *greater shout* (DC 31)

7th - *control weather, delayed blast fireball* (DC 30), *greater teleport, reverse gravity, spell turning*

6th - *contingency**, *disintegrate* (DC 29), *greater dispel magic, repulsion* (DC 28)

5th - *break enchantment, cloudkill* (DC 27), *cone of cold* (DC 28), *dismissal, mind fog* (DC 27), *wall of force*

4th - *greater invisibility, ice storm* (DC 27), *phantasmal killer, rary 's mnemonic enhancer, stoneskin**, *wall of ice* (DC 27)

3rd - *fireball* (DC 26), *haste, lightning bolt* (DC 26), *magic circle against evil, sleet storm* (DC 26), *wind wall*

2nd - *false life, gust of wind* (DC 25), *mirror image, scorching ray x2* (DC 25), *see invisibility, web* (DC 24), *whispering wind*

1st - *burning hands* (DC 24), *comprehend languages, feather fall, identify, magic missile x2, shield*

0 - *detect magic, mending, ray of frost* (DC 23), *resistance*

* indicates a pre-cast spell

Abilities Str 12, Dex 23, Con 23, Int 35, Wis 17, Cha 16
+5 inherent bonus To Dex, Con, And Int, +4 inherent bonus To Str

SQ - permanent spells (*arcane sight, darkvision, see invisibility*), summon familiar

Feats Combat Casting, Craft Construct, Craft Magic Arms and Armor, Craft Wondrous Item, Greater Spell Penetration, Improved Initiative, Maximize Spell, Scribe Scroll, Skill

Focus: Spellcraft, Spell Focus: Evocation and Transmutation, Spell Penetration (C) = Class

Skills— Concentration +29 (+33 casting defensively), Craft Alchemy +30, Decipher Script +35, Hide +21, Knowledge (Arcana) +35, Knowledge (Architecture and Engineering) +32, Knowledge (Geography) +17, Knowledge (History) +32, Knowledge Local +17, Knowledge Nature +17, Knowledge Religion +22, Knowledge (The Planes) +35, Move Silently +11, Profession Herbalist +5, Search +22, Speak Language +1, Spellcraft +40, Tumble +11

Possessions combat gear, *headband of intellect* +6, *gloves of dexterity* +6, *amulet of health* +6, *boots of the winterlands*, *cloak of resistance* +5, *ring of protection* +5, *robe of blending*, *bracers of armor* +9, *orange prism ioun stone*, spell component case, 3 spellbooks with all his spells.

Spellbook - spells prepared plus, 0 - 5th level spells (All in PH); 6th - *chain lightning*, *guards and wards*, *wall of iron*; 7th - *banishment*, *control weather*, *finger of death*, *plane shift*; 8th - *dimensional lock*, *horrid wilting*, *moment of prescience*; 9th - *astral projection*, *dominate monster*, *wish*

Drakkus DarQueth is a former student of the College of Zashassar, who chose the lawful-enlightened path of Boccob to further his arcane studies. Drakkus stayed at the College learning about the arcane arts under the strict discipline of the Zashassari until upon chance he discovered several old tomes on the Land of Black Ice and a myth of an ancient research tower located deep within its confines.

Weeks before his final test, Drakkus left to embark on an expedition into the Land of Black Ice and was never heard from again. After several months without contact or success at divining his location, the Zashassari assumed he was dead and the matter was closed.

On his expedition, he discovered a long lost Bakluni research tower in the Land of Black Ice, and it wasn't long until he gathered a force to explore the towers secrets. Knowing that such a novice spellcaster would never be allowed to keep

the secrets within the tower, Drakkus simply chose to become an independent wizard and never returned to Ekbir. With the help of his adventuring partners took up residence within the tower, choosing it as their base of operation. Over the years the influence of isolation and influence of his old adventuring partners has tamed Drakkus' lawful bent to a more neutral disposition.

Recent developments though have changed that. The Zashassar has found evidence that Drakkus did not perish and may even be alive within the Land of Black Ice. Were Drakkus to return he would be required to take the test, but is considered a Master of the Elements for purposes of level.

LAVANA CR 15

Female half-elf sorcerer 15

CN medium humanoid (elf)

Init +6; **Senses** low-light vision; Spot +2, Listen +2

Languages Abyssal, Common, Draconic, Elven

AC 25, touch 20, flat-footed 19

hp 117 (15 HD)

Fort +15 **Ref** +16 **Will** +15

Spd 30 ft.

Melee +2 dagger +10/+5 (1d4+3/crit 19-20/x2)

Base Atk +7; **Grp** +8

Combat Gear - scroll of *plane shift* (CL 14)

Spells Known (CL 15th; +13 ranged touch, +17 vs. SR)

7th (5/day) - *mass hold person* (DC 27), *insanity* (DC 27)

6th (7/day) - *mass suggestion* (DC 26), *symbol of*

persuasion (DC 26), *true seeing*

5th (7/day) - *dominate person* (DC 25), *mind fog* (DC 23),

symbol of sleep (DC 25), *teleport*

4th (8/day) - *charm monster* (DC 24), *confusion* (DC 24),

crushing despair (DC 24), *greater invisibility*

3rd (8/day) - *dispel magic*, *hold person* (DC 23),

protection from energy, *suggestion* (DC 23)

2nd (8/day) - *cat's grace*, *eagle's splendor*, *invisibility*,

mirror image, *tasha's hideous laughter* (DC 22)

1st (8/day) - *charm person* (DC 21), *disguise self*, *mage*

armor, *magic missile*, *sleep* (DC 21)

0 (6/day) - *daze* (DC 20), *detect magic*, *ghost sound* (DC 18), *light*, *mending*, *message*, *prestidigitation*, *read magic*, *resistance*

Abilities Str 12, Dex 22, Con 20, Int 15, Wis 13, Cha 27

SQ elven traits, elven blood, summon familiar

Feats Combat Casting, Craft Wondrous Item, Forge Ring, Greater Spell Focus: Enchantment, Spell Focus: Enchantment, Spell Penetration.

Skills Bluff +26, Concentration +23 (+27 casting defensively), Craft (Alchemy) +7, Craft (Iceworking) +10, Diplomacy +15, Gather Information +10, Knowledge (Arcana) +7, Knowledge (The Planes) +4, Search +3, Spellcraft +14

Possessions combat gear, +2 dagger, +5 cloak of resistance, gloves of dexterity +6, dusty rose prism ioun stone, circlet of charisma +6, boots of the winterlands, ring of protection +3, ring of mind shielding, bracers of armor +5, amulet of health +6, spell component pouch.

Lavana was born in the wilds of Burneal Forest in CY 537, the daughter of an exiled lord and his elven lover. Lavana was never fully accepted by the elves of the Burneal Forest and left the area shortly after her 20th birthday. Wandering the north, Lavana quickly took to the sorcerous teachings of her lovely mother and became a sorceress of unparalleled ability. Using her innate seduction and enchantments, she always found a way to get what she wanted. It was not till she and her caravan got lost in a shortcut to the north that she found herself lost in the cold environs of the Land of Black Ice.

Fighting all manner of icy horrors she managed to survive and eventually collapsed a mile away from Drakkus' tower. While on a scouting mission, she was found by the druid, Allos and brought before Drakkus, who helped nurse her back to health. Years passed, and Lavana quickly became enamored with the power and wonder of the tower and Drakkus himself. Given that Drakkus had left the Zashassari many years before she proposed he marry her and they build their own

empire of the north. Blinded by love and perhaps Lavana's seductive charms, Drakkus agreed and the two were married by the druid, Allos. To this day, Lavana still considers Allos a friend, though a rather strange one at that.

Over a year ago, Daealus (secretly a cleric of Iuz) managed to find his way to the tower. While on patrol, Allos allowed the man to enter the tower, much to Icelious' displeasure. Daealus quickly established himself as a lost cleric who no longer had any faith left. Feeling sorry for the elven cleric, and understanding his plight Lavana soon began to spend more and more time with the wicked cleric, while Drakkus toiled away on his research. Within weeks, tired of being ignored and poisoned by the wicked words of Daealus, Lavana decided to move on and became Daealus' lover.

Daealus whispered his plans for control over the Land of Black Ice, and of his "new" patron, Iuz, Lord of the North. Ecstatic, Lavana aided Daealus in trapping her husband in stasis so that he would not interfere with their plans. The two quickly set about making the tower a sanctuary for the forces of Iuz hailing from the Outer Planes, while at the same time sending Welen unknowingly to spy on the denizens of the Flanaess.

DAEALUS MERKELVAN

CR 17

Male valley elf cleric 17 of Iuz

CE medium humanoid (elf)

Init +10; **Senses** low-light vision; Spot +13, Listen +13

Languages - Abyssal, Common, Elven, Gnome

AC 35, touch 20, flat-footed 29

hp 138 (17 HD)

Fort +18 **Ref** +18 **Will** +25

Spd 30 ft.

Melee *mace of terror* +15/+10/+5 (1d8+3/crit 20/x2)
Ranged +3 *light crossbow* +21/+16/+11 (1d8+3/crit 19-20/x2)
Base Atk +12; **Grp** +13
Special Atks –rebuke undead 4/day (+3, 2d6+17, 17th),
spontaneous casting (inflict spells)
Combat Gear – *rod of greater empower metamagic*, scroll of
(*gate*, *summon monster VIII*, *summon monster IX* –CL18)
Spells Prepared (CL 17th; +18 ranged touch, +17 vs. SR)
9th – *gate*, *summon monster IX*^A, *time stop*^D
8th – *greater planar ally*, *summon monster VIII*^A, *symbol
of death* (DC 28), *unholy aura*^{AD}
7th – *blasphemy*^{AD*} (DC 28), *regenerate*, *greater
restoration*, *symbol of stunning* (DC 27)
6th – *animate objects*, *anti-life shell*, *banishment* (DC 26),
greater dispel magic, *heal* x2, *mislead*^D
5th – *break enchantment*, *dispel good*^{AD*} (DC 26), *greater
command* (DC 25), *slay living* (DC 25), *symbol of pair*^A
x2 (DC 26), true seeing
4th – *cure critical wounds* x2, *dimensional anchor* (DC
24), *discern lies*, *divine power*, *sending*, *tongues*, *unholy
blight*^{AD*} (DC 25)
3rd – *create food and water*, *cure serious wounds* x2,
daylight, *glyph of warding* (DC 23), *magic circle against
good*^{AD}, *prayer*, *protection from energy*
2nd – *align weapon*^A, *bear's endurance* x2, *bull's strength*,
cure moderate wounds x2, *hold person* (DC 22),
invisibility^D, *silence* (DC 22)
1st – *bless* x2, *cure light wounds* x2, *deathwatch*^A,
disguise self^P, *obscuring mist*, *protection from good*^A,
sanctuary
0 – *create water*, *detect magic* x2, *guidance*, *purify food
and drink*, *read magic*

D: Domain spell, **Domains:** Evil, Trickery; **A:** Alignment
spell adj. – CL 18

Abilities Str 12, Dex 22, Con 16, Int 14, Wis 30, Cha 16
+3 inherent bonus to Wis.

SQ – class abilities, –2 to Diplomacy, Gather Information and
Intimidate checks involving elves and other sub-elven races

Feats Combat Casting, Craft Magic Arms and Armor, Craft
Wondrous Item, Improved Initiative, Lightning Reflexes,
Spell Focus: Conjuratation

Skills Bluff +9, Concentration +23 (+27 casting defensively),
Diplomacy +15 (+13 vs. elves), Disguise +8 (+12 as
humans), Heal +15, Hide +21, Knowledge (Arcana) +3,
Knowledge (History) +3, Knowledge (Religion) +7,
Knowledge (The Planes) +7, Search +4, Sense Motive +11,
Spellcraft +12

Possessions combat gear, *mace of terror*, +5 *moderate
fortification chain shirt*, +4 *heavy steel shield*, *ring of
protection* +3, *ring of chameleon power*, *boots of the
winterlands*, *gloves of dexterity* +4, *periapt of wisdom* +6,
cloak of resistance +5, *dusty rose prism ioun stone*, *pink
rhomboid ioun stone*, +3 *light crossbow with 50*

masterwork crossbow bolts, silver skull holy symbol,
masterwork healer's kit, spell component pouch.

Daealus Merkelvan was born and raised in the Valley of the Mage in 427CY but left when an argument between himself and the First Protector turned violent. Fearing the wrath of the Black One and his Valley Elven brethren, Daealus retreated into the world. Hated and reviled by the elves he encountered, Daealus finally found a begrudging acceptance from Keak, the mad elven member of the Boneshadow. Keak saw to it that Daealus was taken to the temple of Iuz, and trained as a cleric. After spending the last few decades in the service of Iuz, Daealus was selected to search for new ways to summon the demons of the Abyss to the Flanaess, preferably far from the accursed Velunese.

In the months that followed, Daealus traveled far into the north eventually encountering the beautiful sorceress Lavana. The two quickly became enamored with one another and it wasn't long until Daealus was living at her husband's tower in the Land of Black Ice. Daealus saw his opportunity and communed with Iuz immediately. By his instructions, Daealus was to secure the tower by any means possible, though Daealus chose the path of seduction. Daealus, quickly turned Lavana sour against her hermit-like husband, and the two concocted a plot to imprison him within the very confines of his own tower. Recently, Lavana and Daealus have established the tower as a safe haven for any of Iuz's outer planar forces.

Daealus is five-foot-seven-inches tall and weighs one-hundred-fifteen lbs. Daealus has piercing amber eyes and long

dark brown and silver-streaked hair worn down, past his shoulders. He typically wears his armor during the day, but wears a black and rust-colored robe when he is relaxing.

APPENDIX II

New Artifacts and Magical Items

STAFF OF BLACK ICE

This +5 black oak quarterstaff is inlaid with icy-silver runes and topped with a silver dragon's claw holding a multi-faceted spherical sapphire.

The staff provides a +5 insight bonus to Armor Class and saving throws. The wielder of staff may also use the Maximize Spell Feat (3/day), or transfer one energy type of a spell to another via the Energy Substitution Feat (3/day). In addition, the staff acts as a *rod of absorption*.

Strong Abjuration; *minor artifact*; CL 20; Craft Magic Arms and Armor, Maximize Spell, Energy Substitution or *Mastery of Elements, moment of prescience, spell turning*; Cost to Create: 137,820 or (55,128) gp + 11,025 XP; Market Price: 275,640; Weight: 5lbs.

This staff was created by the adventurer wizard, Drakkus DarQueth. DarQueth was rumored to have traveled, chronicled and mapped many of the Frozen Wastes and the Lands of Black Ice. As well as traveling many of the planes.

VASANIMA

This device is a mixture of combined notes on a strange alien craft found in the Barrier Peaks several decades ago and an extreme modification on the *apparatus of kwalish*. It appears as a two huge blue-metal shields fused together at the center. At the back of the craft is a secret catch (Search DC 25 to locate) that opens a hatch in one end. Anyone who crawls inside finds ten (unlabeled) levers.

When in use the ship is lit with several dozen magical lights (*continual flame* spell) held in glass baubles. The interior of the ship is made with the same metals as the outside. The device has the following characteristics: hp 500; hardness

18; Spd fly 120 ft. (*reverse gravity*, empowered- *overland flight*); AC 30 (-1 size, +20 natural)

Lever Functions

d10	Effect
1	Autopilot to the Entrance Tunnel
2	Open Light Ports with continual flame Inside
3	Float Up/ Float Down
4	Turn Right/ Left
5	Move Backward
6	Fly Forward 1/4 Speed
7	Fly Forward 1/2 Speed
8	Fly Forward 3/4 Speed
9	Fly Forward Full Speed
10	Open/Close Hatch

Operating a lever is a standard action, and no lever may be operated more than once per round. The vasanima can fly up to 900ft. high before descending. It holds enough air for a crew of two to survive 3d6 hours (twice as long for a single occupant), though its maximum carrying capacity is eight medium creatures. When activated, the craft spins and generates a harmonious hum.

Materials Required: mithril, adamantine (most surfaces and outer hull), mercury (guidance charge), hemispherical black glass cone (where mercury goes).

Strong varied; CL 19th; Craft Wondrous Item, animate objects, continual flame, overland flight, reverse gravity, creator must have 10 ranks in the Knowledge (architecture and engineering) skill; Price N/A gp; Weight 5000 lbs.

APPENDIX III - MAPS

