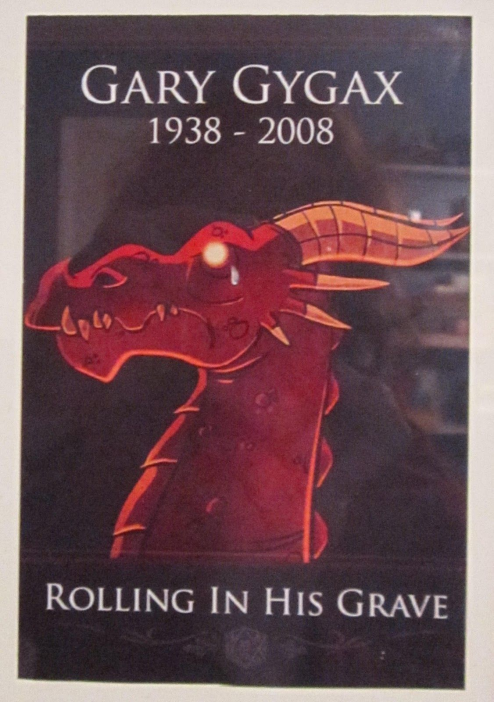
The Red Book
of Death Island



Entries from the great Sage Gary Gygax

The 4th Age, year 975 (Jan. 1987)

Excerpts from the Red Book

Legends and Tales of the Heroes of Death Island

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Against the Giants

Just as the trail led from the Steading of the Hill Giant Chief to the frozen wastes where was found the Glacial Rift of the Frost Giant Jarl to the Ice Castles of Kuttlefoo, so the adventures of the latter place has led the intrepid party to what they hope will be their last challenge. They are about to venture into the hot and smoking barrens which are in effect Muspelheim, the home of Fire Giants. In the vast, rocky halls of the fire giants doughty liege lord, the dread King Snurre Iron Belly, they hope to find both the answer to the riddle of what or who is behind the strange alliance of many different types of giants as well as great treasure. Surely here in the stronghold of the fire giants will be encountered the evil genius or genii controlling the uprising and planning the well-executed attacks, for Snurre is said to be far stronger than smart. It is a sad fact that all encounters here will be worse than those the party has faced elsewhere, for fire giants are ferocious opponents, and their associates and helpers will undoubtedly be proportionately stronger and more fearsome than those of the lesser hill, frost and ice giants. Sobering thought indeed! However, the rewards for success cannot fail to be greater, for fire giants – and their masters perhaps? – will have made loot to take. And the adventures have a charge upon them to report definite information to the rulers (Emperor Dixie Dixie and King Dain II) who have sent them forth to inflict punishment on the rapacious giant raiders. They are to slay fire giants and all who associate with them. Failure means death, no longer from the nobles, but from the monsters the party must face. Success means the right to keep all loot taken (-10% to the Dixie treasury), plus the possibility of reward from the rulers of the lands (Dain has offered huge rewards) which the giant bands warred upon. And now the brave adventurers stand before the black and smoking slag hill which holds the Hall of the Fire Giant King. They have penetrated near the heart of the matter into a fell realm where even the strongest need beware!

The 4th Age, Year 975 (jan 1987)

The northern dwarf Warlord Dalango and 9 of his dwarven Lords and the dwarf Bazacky ventured into the Fire Giant Hall to recover the Ax of the Dwarvish Lords so Warlord Dalango could become King of the Lonely Mountain. They broke thru the 1st defense of Fire Giants and made it thru the Great Hall into Queen Frupys chambers. In that chamber and the hallway outside all of the northern dwarfs fell to their deaths in a terrible battle. They were 1 shot away from killing Queen Frupy. Casualties #1-10

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Year 974

Iarancky, Borden & a cleric dwarf tried to penetrate the Hall of the Fire Giants to regain the Ax of the Dwarvish Lords. They were all invisible and snuck in the gate after a fire giant went in. They used Locate Object to find out what room the Ax was in, they found the room, but couldn't find a way to get in. Iaranacky, while feeling the walls for secret doors, got attacked by the Wall, but got away and they ran and ran and got home.

Year 971

Super Hero Ralden Roundhouse, an 8th dwarf fighter, Scryer a dwarf cleric, and Dexter Logbalancer, a dwarf thief also tried to recover the Ax. They got in the same way and since they knew the location of the Axe and about the Wall, they came prepared. Scryer & Ralden drank gaseous form potions and slipped thru the one-way secret door and checked the situation out. They waited until the gaseous form potions wore off and they backstabbed and front stabbed Ecladra. But she lived, and pulled out her wicked rod and stunned Ralden. Ecladras 2 male guards then came in and the fight looked real bad for the dwarfs. Scryer drank another gaseous form potion and booked. One of the guards followed him while the other guard killed the Great Ralden Roundhouse. Casualty # 11. Scryer went outside, but being a stupid dwarf, instead of going straight up (still in gaseous form), he kept close to the ground, so the guard followed him. Finally the potion wore off so Scryer had to fight the guard. The Swashbuckler, Scryer loss the battle and is thus now dead. Dumb dwarf. Casualty # 12. Now about Dexter and the cleric, they started running because there were Fire Giants swarming everywhere. But unfortunately they ran into the Gnolls chamber into a dead-end cavern. They thought it was a safe hiding place for now (they were invisible), so they waited. Meanwhile Ecladra was walking the Halls escorted by a bunch of Fire Giants looking for invisible creatures. They came to the gnolls den, Ecladra saw the dwarfs and bye bye dwarfs. She threw a fireball or lightning bolt and both dwarfs died. Casualty # 13-14.

Year 970

The Magnificent 8 (M8) is formed to vanquish the evil of the Fire Giants and to recover Dains Ax of the Dwarvish Lords. The group consists of Ranger Knight Paradise, 9th, High Priest Bly the Blissful, 11th, Lord Slonk 9th Dwarf fighter (Waynes), Justiciar Baron, son of Aron, 8th Paladin, High Priest Lor 9th (Mikes), Wizard King Dixie Sr., 11th, Wizard Aladdin, 11th and Ranger Lord Farimer Wormslayer, 10th with Bif & Bof , Farimers Brownie friends (Marks).

It took M8 about 6 attempts before they finally were able to beat back the Giants and enter room 2 – The Great Hall. In one of their 1st attacks, Faramir went charging in only to be met by a Hell Hound breathing fire. Casrac, the mountain splitter, burnt into cinders.

Some of the Giants tactics were to throw lava on the floor and make lava boulder walls to hide behind right where the hallway opens into the Great Hall. M8s 1st attempt was a joke as they lured he giants outside and Bif & Bof through confusion spells. We sort of did the spell wrong and almost everyone was affected, M8 as well as the giants. It was a tough and confusing battle, M8 won, but we decided to ignore the whole thing and do it again. One bummer thing is the Hell Hounds can't fight too much because of Barons protection from evil emanation. (I hate that). A few adventures into the Hall, M8 was going thru room 12 – the Advisors Chamber, when the Giants attacked them from room 13 – the Council room and the Long Columned Hall. Some Drow came up throwing silence over 90% of the room and darkness. King Snurre and his guards were fighting one side while Fire Giantess and young were attacking from the other way. Drow were coming from both ways, then a chimera flew over the front line of M8 and attacked the wizards. Unfortunately, I sent him up too late and 1 of the fighters was able to come back and kill him fairly easily. The wizards found a spot where they could perform their magic, they threw a wall of force (or stone or something) blocking off the Fire Giantess and young. Then Dixie and Aladdin threw 3 lightning bolts (total) at King Snurre and 1 other Fire Giant that Farimer & Paradise were fighting. The other Fire Giant died, King Snurres magical flaming sword shattered but he survived with 1 hit point left. Paradise & Farimer, very wounded, retreated. The Kings guards quickly grabbed Snurre and took him to safety, dumping over cauldrons of lava, so they couldn't be followed. Paradise was then confronted by a few remaining Fire Giantess and was struck dead. Casualty #15.

The rest of the level 1 was emptied, except for the Rakshasas. When M8 opened the locked door (locked from the outside) and saw a little old lady sitting on a stool, and M8 detected evil, they got scared and left, never to come back to this room and the little old evil lady.

They "rescued" the dwarf Prince Obmi and believe he is a real ally.

On level 2, after a few skirmishes, a brush by the Wall of Tentacles, M8 was traveling down the hall with the secret door, when, all of a sudden, Prince Obmi attacked the group while creatures of ill came at the group from 3 directions splitting M8 into two.

Ecladra and friends threw darkness and hold and silence. Slonk missed his save, a troll picked him up and took him into room 12 – Ecladras Chambers, he was then knocked unconscious. A big battle ensued, M8, oh I mean M7 retreated after throwing a bunch of walls, hurting King Snurre again and running for their lives, fiercely being chased by their enemies. The Giants chased them

outside of the Mountain., but Baron called for Shadowfax, Bly called his pegusi and the rest just flew away.

M8 had 3 or 4 attacks like this in a row where they ran for their lives while being chased.

The next attack ended in a big fight about the same place (by the secret door). Dixie and Aladdin shot a lightning bolt striking King Snurre early in the battle. Later Paradise met King Snurre in hand to hand combat and dropped the King of the Fire Giants dead. Later in some fight Jarl Grungar (The Frost Giant Lord) came up on Paradise, only to meet the same fate as Snurre did. In the darkness and silence, Prince Obmi would appear every once in a while and take a backstab and Ecladra would also appear, once numbing Baron with her Great Tentacle Rod.

After some commune questions and a few bouts with the purple tentacle wall, M7 finally figured out how to get into Ecladras chambers, She had a secret way to sneak out down to level 3.

In another battle on level 2, the Hill Giant Chief Nosnra and wife were killed coming down the steps towards room 1. I think by Aladdin's lightning bolts. Fire Giantess Queen Frupy and the Jarls wife were also killed (brutally murdered) on this level.

M7 rescued Nysful, a 20hd titan on the 3rd level., Nysful joined the group, also Farimir brought along a werebear. The group easily defeated 56 trolls. They were lucky they came upon the trolls 1st, cause they could have been in bad shape if the trolls appeared in the middle of a big battle.

When M7 came upon room 6 – Great Vaulted Cavern and saw the huge sleeping red Dragon – an illusion over a charmed Gorgon – for some reason, Dixie Sr's 6th sense (not the perfectly sensible and fair Dixie Power) thought it might be an illusion, made his saving throw and killed the Gorgon from a safe distance, Amazing.

Then they met the drow at room 8. about 20 Drow attacked them from both sides. I didn't want Nysful to do everything, so I had him wrestle a Frost giant for awhile. The Drow fighter/mu used his wand of viscid globs to glob up some of the group. Lor (old, poor Lor, as we all know his fate or should I say ath wea alh oo is ate (imagine hearing hideous laughter in the background and the sound of whips and screams of pain)) missed his save against a hold spell. Darkness and silence was thrown again all over the place by the Drow and around 10 Fire Giants came out. Dixie and Aladdin were attacked by Hell Hounds. Dixie was down to very few hits points and he dropped and pretended he was dead. It was a good trick, but one of the Drow threw a spell over the area (maybe a lightning bolt) and it just happened to hit Dixie and he dies. Casualty #16. Since the whole place had a darkness spell cast on it, M7 couldn't see, therefore they couldn't find Dixie and Lor, so they decided to leave.

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Nysful did not fight much the 1st adventure cause I didn't want him to do everything, but it wasn't fair to have Nysful take a position in the group and not fight, so from then on he fought and dominated easily making all of M7, including the great Paladin Baron look like greenhorns.

The next attack Nysful showed why Titans should be feared, he wreaked havoc wherever he went. There was another big battle in the Great Cavern similar to the last one. Aladdin cast Sepias Snake Sigil at Prince Obmi and enveloped him. Aladdin left him be, thinking that was the end of Obmi. Later Nysful saw Ecladra, charged her and engaged in hand to hand combat. Ecladra started losing and so called everyone over, about 6 giants and 15 drow charged to her rescue. The area went dark, so M7 did not know what happened. Nysful teleported right before the hoard got to him. A couple of M7 were globbed and therefore immobile. The drow, fortunately for the globbed ones, left them alone to hunt down the remaining members of M7, which were walking around in total darkness, they ended up in the corridor between rooms 3 and 6. They threw a couple of lights and walls and figured they were history, just waiting for their end. Where Prince Obmi should have been was nothing (Ecladra got him out). The drow were surrounding them with poison arrows ready. Nysful suddenly came rushing in from the south with 3 fire giant Skeletons at his command. After some more skirmishes and darkness spells, the 4 or so remaining members of M7 were following Nysful around like puppy dogs. Ecladra summoned up some demons, but Nysful took care of them. Nysful also caught the drow fighter/mu with the wand of Viscod Globs and crushed both. They fought their way back to their globbed friends, took off their armor and retreated home. (with their tails between their legs).

In their next attack, M5 communed and figured out Dixie was dead in the Temple of the Eye (2nd level). They very wearily, like little chickens, squirmed in, found Dixie and ran out without giving much of a look. By the way, this is where Aladdin's serpentine owl was flying long ago, when it suddenly stopped transmitting, that worried M8 about this room a bit. The owl flew in between the columns and was killed. Ecladra later picked up the figurine.

When M6 took off again, they picked up Mr. X, a 5th fighter, bowman and took Bif and Bof, Farimirs Brownie friends. They saw the false red dragons and ran, then saw the 5 mirror images of Brazzemal, a real ancient, very large Red Dragon and ran again, pretty scared. They then went up and met 3 mind flayers and were really really scared. Nysful and Baron went up to fight. Nysful, being unaffected by mind flyers killed 2 of them quickly, Baron withstood the 3rd mind flayers psionics, but a tentacle hit Baron and was squirming into his ear, just then Nysful came up and dealt the dreaded mind flayer a final blow.

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The group then met Nedylene, had a good fight with her when Nedylene spun her staff around and transformed into the demon dogface. Nedylene disappeared when doom was certain.

When M6 came back, Brazzamal, moved into room 17- the Jeweled Cavern where the mind flayed were. The false dragons moved into room 6 – the Great Vaulted Cavern. M6 snuck around and got in strategic positions, made a fierce attack, ½ way thru noticing they were false dragons. Brazzamal polymorphed a rat into a 60' purple worm and it attacked Mr. X. X charged the purple worm and got swallowed whole. Nysful and group quickly killed the purple worm, Brazzelmal then threw a confusion spell and Nysful turned around and attacked Mr. X, who just climbed out of the worms stomach. Brazzamal threw mirror image, protection from missiles and charged. The fighters and wizards attacked and in 3 rounds killed the great Brazzamal, but not before he breathed fire 3 times, Mr. X., in the path again, finally fell. Casualty # 17. M6 collected the treasure and left.

This was Mr. X's 1st adventure with this group. He really didn't want to go, because he is a Rider of Hope – Protectors of Veluna (Ellar Gaithers group (waynes)). But the glory and gold got to him and he went and paid with his life.

Finally M6 reached the last encounter of the Giant series in room 19-20 – Red Cavern of Infernalness. Nysful jumped over the 30' wide river of lava never to be seen again. After he jumped the group couldn't see him because of the flames and smoke. M6 heard a loud clap and then nothing. Baron went invisible and received a fly spell, Dixie polymorphed into a bat, then went invisible, they both flew over to try to find Nysful, but Ecladra spotted them and they were bombarded with poisoned arrows. Dixie was hit a couple times and went unconscious, turned back into an elf and fell. Somehow Baron figured out what happened to Dixie, maybe Dixie hit him on the way down, anyway, Baron yelled for help, grabbed Dixie and ran for the bridge. He luckily made it before the drow got him. Then M6 ran for their lives again.

What befell Nysful was when he landed a commander Drow shot a crossbow bolt of stunning, rolled a 20 and so hit, Nysful rolled a 1 for a saving throw and so missed, and while he was stunned, the Drow rolled him into the river of lava. Casualty #18. (so forget about Nysful saving your butts again) Later, I thought about it and remembered I forgot about Nysfuls magic resistance, so I rolled it and he made it. So I had him and Ecladra fight one on one. It was real close (she must be tough), Nysful would of won, but the other drow finished him off (yea, probable before Baron & Dixie would of flew over, u know how indecisive and chicken they are, they were probably over there for rounds and rounds bickering about who should fly over)

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M6 came back with a vengeance and with Blys straw and rope golem, some flying over, some charging the bridge. Baron attacked Ecladra from the back, knocking her unconscious, but then decided to redirect his attacks to the other 4 drow. One was Nedylene – dog face demon. Baron was invincible. M6 had a little trouble coming over the bridge, they couldn't beat 1 drow for some reason. The drow were planning to destroy the bridge, having the group plunge into the river of lava, but Baron kept the drow too busy for that. Nedylene grabbed Ecladra and disappeared. M6 quickly defeated the rest. Another drow escaped down the passage into the Underworld. Baron summoned up Shadowfax and gave hot pursuit. He was just about to reach him when the huge charmed Lurker Above dropped onto Baron and his horse. M6 quickly killed the Lurker Above, but by now the drow was long gone. Bly put true seeing on Baron and Baron looked around the Red Cavern of Infernalness, then down the passageway. Ecladra had Jarls iron box on a ledge in that passageway. This iron box has such strong magicks placed upon it that it is invisible and detectable only by a true seeing with a 1 in 6 chance with but 1 chance for any party and it doesn't radiate any magic or anything. Baron with Blys true seeing found it. And in it, they found Dains Ax of the Dwarvish Lords and Thors Hammer of Thunderbolts, a pearl of wisdom and 8 jars of Nolzurs Marvelous Pigments in it. M6 then tracked the drow for hours and hours, finally giving up and headed for the surface. They scryed and saw Lor & Slonk are slaves now working somewhere deep beneath the earth. Lors tongue has been cut out and they are both being treated really bad.

Paradise advanced to 10th level, Baron to 9th, Lor to 10th

M6, plus Mr. X recruited Max, 6th cleric/6th mu and they are now descending Into the Depths of the Earth, in search of their friends, treasure, Ecladra and whatever challenges lay before them.

Year 969

The final confrontation with the giant, King Snurre, and the entry of mighty adventures into the caverns under his stronghold discovered that Dark Elves, the Drow, has instigated the giant alliance and its warfare upon mankind and its allied races. Numbers of these evil elves fell before the onslaught of the party of adventurers, but many of the important Drow, including Ecladra, fled away to the northwest – the escape route a seemingly natural passage a full 30' wide extending endlessly under the earth. Investigation of this area (cloaked by a steaming river of lava) revealed that the passage ran due northwest, slowly descending ever deeper into the bowels of the earth. A pair of hoists on either side of the river of lava enable the members of the party to safely move supplies, equipment, and even mules across the dangerous area without any difficulties. Pursuit of these creatures is necessary, for unless their location and strength are known, the Drow can

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continue to strike where and whenever they like without fear of counterattack or reprisal. Fortunately, the party discovered a map of passages, areas shaded and marked with cryptic symbols, and what is most probably the cause of an underground river! But such an expedition will certainly require the utmost thought and care in planning and preparation. How many persons should comprise the expedition? How will they be supplied and equipped? And what of drinking water? Perhaps certain of the elvenfolk will help, (perhaps they will send one of their mightiest, King Dixie Sr.) for the Drow besmirch and stain their race, and such aid- whether in magical item, personnel, or both- might well prove the difference between success and failure, life and death. For who knows who or what will be encountered in this gloomy underground world? How will the monstrous opponents sure to be met there be dealt with and defeated? These questions and more must be answered before the party sets forth on its Descent Into The Depths Of The Earth.

Unlike the expeditions against the giants, no compulsion is placed upon adventures to undertake this journey. While it is voluntary, there is also possible cooperation from avenging elves eager to wipe out the Drow. The going will be hard, interference of unexpected sorts is likely, and the return journey could be a nightmare if the party in incautious in its descent, seriously weakened along the way, or hotly pursued on the way back. If the goal is scores of leagues distant, the trip must be thought of as going and returning both. The wise will not act rashly...

The following pages are excerpts from another author

The Magnificent 8, with 2 substitutes entered D-1 led by Baron, Son of Aron, Heir to the Lost Throne of Aron , a Cavalier of high level. The group went miles and miles into the underground. Baron was followed by General Paradise, Bly the Blissful, Dixie King of the Elves, Alladin of the Eldritch, Maximillion, Mr. X and Faramir Wormslayer. (after reading that line, my guess is Mike wrote this)

The 1st fight was against about 20 drow. Their leader, a 5th cleric/8th mu threw a rope of entanglement on the fighters and the rest of the group barely managed to beat the low level drow. Little treasure was found.

The group continued going deeper underground and were ambushed by 2 mind flayers and their rat men guards. The mind flayers immediately used their psionic attacks. Paradise became feeble minded, Dixie fled in fear, Mr. X stood in confusion and Faramir became enraged. Faramir charged the rats and Baron launched 2 flame strikes from his gem of elemental control while charging 1 of the mind flayers. Max and Faramir fought off the rats while Aladdin killed them with magic missles. The round before Baron could take a swing at the mind flayers he missed his

saving throw against psionics and was forced to attack his closest ally, which was Bly. After smashing 2 hard blows against Bly, Bly was down to only a few hit points and ready to call his Gods. Aladdin then threw a web on Baron and Bly. Luckily at that second, Baron was 5' away from Bly. Aladdin then threw a wall of ice between them. In the meantime, Faramir had killed the rest of the rats and charged out to fight the mind flayer (we do not know what happened to the other mind flayer). Faramir made 6 saving throws against psionics but then missed 1 of his 2 shots (he only needed a 3!). That miss permitted the mind flayer to live and attempt to put his tentacle in Faramir's mouth. Faramir missed his saving throw and was helpless. One round passed before 2 creatures, a humanoid and dog from another plane who hate mind flayers came and distracted the mind flayer. As soon as the mind flayer released his grip on Faramir, Faramir whirled around and struck the mind flayer dead. Faramir warned the interplanar travelers about mind flayers and then they left.

Baron and Mr. X. snapped out of their controlled state of minds and Dixie returned fearless. Treasure was located in a nearby room. There were 3 chests, containing gold, 2 scrolls, a scarab and a small silver disc which is evidently a brooch of some sort. All of the treasure was placed in Faramir's bag of holding and tossed in his knapsack. Bly then started his commune spell, 1 turn later just as Bly was about to ask his 1st commune question, Faramir gave out a shriek as the scarab, which unbeknownst to us was a scarab of death, transformed into a boring beetle and burroughed straight into Faramir's side and right to his heart. One round later Faramir was dead. Casualty # 19.

Dixie polymorphed Faramir into a worm, but then thought again and polymorphed him into a mongoose because mongooses kill worms. The trip back to the big city was uneventful. M8 cashed in the treasure from D1 and Brazameel the Dragon. The Kings Arch Mage read the groups wish spell and wished that the group had never found the item that killed Faramir. Instantly, Faramir was back with us.

Upon review of the rules, we found that Max had some real problems. First, humans are not allowed to be multi-classed and Max was a human cleric/mu. Second mus are not allowed to throw spells with armor on and Max always throws mu spells with armor on.

Two characters advanced a level because of the last fight in G3 and D1, Max & Bly. Bly the Blissfull is the 1st character to "go off the charts"

Max made a surprise announcement, he is a half-elf, therefore his multiclass and spell/armor problems are solved.

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M8 then ventured back down deep underground and in the Cavern Cathedral encountered a huge host of troglodytes, trolls, bugbears and drow. The spell users and fighters got separated. After turns of fighting, 2 drow flew in on wyverns. Faramir killed 1 and then was struck by a poison arrow. Keotins ointment revived him. Soon after, the spell casters rejoined up with the fighters. A screech was then heard and the enemy retreated into a column. At the end of the column formation sat the Drow Basta on a Nightmare. She challenged Baron to a joust and promised free passage if he won. Baron summoned Shadowfax and prepared himself. The 2 combatants lowered their lances and their steeds charged. As they closed in on each other, Baron noticed the shimmering glow of Bastas lance and sensed great evil from it. Baron and Basta both scored hits, Baron made his saving throw against the Death Lance (if he missed, 1-4 life energy levels would have been sucked out of him). The Nightmare also hit, Baron made his saving throw again, then pulled out his Holy Avenger and killed Basta. The Nightmare disappeared and the enemy ran.

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Tiger Nomad Conflict

King Dain Ironfoot, as you stand on the battlefield, overlooking your 6,000 battle ready dwarven troops with standards flying, feet tramping & hammers & axes bashing shields to create a deafening roar. You have traveled hundreds of leagues over land and sea to the land of Greyhawk, and your perceived enemy, the Tiger Nomads who you have been besieging one of their forts for the past week. There have been a few skirmishes, some ranged weapons shot, a few casualties on both sides. You have spent days digging tunnels that will emerge inside the fort, to "cave the ground in" and then attack from below.



You are about to give Bombur the nod to blow his war horn and start the attack, when you have a feeling coming from you Axe, The great Dwarven artifact, The Axe of the Dwarvish Lords, which was forged by the First King of the dwarves with the help of deities for the honor of your god Moradin. The runes along its shaft are glowing and it is now reaching out to you, giving you strong impressions that this war is all wrong.



The Axe of the Dwarvish Lords is telling you that the dwarven outposts that have been butchered of all life, then burned to the ground was not caused by the Tiger Nomads, but it was a setup by an evil many believe to be only a myth, the Green Power. But the power of The One is real & stronger now than ever, and this power wanted you to leave The Lonely Mountain with most of you troops and start war with a potential ally.



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Tiger Nomads Truce

You start withdrawing your troops and send Bifur & Bofur under the white flag to parley with the Tiger Nomads and explain the situation. After an uneasy exchange, and they tell their tales of Nomad outposts being destroyed and finding evidence that dwarves were behind it, they now feel as foolhardy & betrayed as you. They will let you leave in peace and will try to rebuild relations with your dwarven empire.

After many days on land & sea, you are finally within sight of home, The Lonely Mountain. There, on the great field before the Mountain, there is a feeling of relief, the dwarves break out in a marching song, war horns blaring a joyous return, anticipating a feast & party that you know Lord Rokin will have ready, that will rival any, with plans on draining the vast supplies of ale and then returning to their main joy, mining for gold and gems.

But, all of a sudden, you feel a slight tremor in the ground, as if a ripple of energy, of magic just zipped thru below your feet, across the field towards the Lonely Mountain. Then to your left, you see a little tuft of dirt pop up, then on your right, you see what looks like a boney arm come out of the ground and then up ahead & then it seems like everywhere the ground is erupting and then there are thousands upon thousands of undead creatures, some small, some huge, some crawling, some flying, bursting out of the ground, starting to attack anything that is living.



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Sleeks Transformation



After Sleek, the Treacherous One as he was named during the war, finished fighting ettins, killing some, but also being fairly badly wounded himself, he and 1 of his pixies got caught in a barrage of cones of cold from a group of ogre-magi's. Both Sleek and the Pixie died.

This was Sleeks 3rd death and with a constitution of 7, he needed to roll below 60%. One of Dain's clerics placed the ring of regeneration on Sleeks finger, but during the restoration process, things went terribly wrong and Sleeks soul would not return to his body.

As wise sages, bards & seers speculate as to what happened during and after this process.

Sleeks deity was Corellon Larethian, god of the elves, who is chaotic good. After so many of Sleeks perceived "evil" choices, Corellon Larethian wished not to help Sleeks soul back to the Prime Material plane. Here, Obad-Hai saw a resource he could use.

Or

If Sleeks deity was Boccob, god of magic, who is neutral, also known as The Uncaring and Lord of all Magics. He is such a distant god who has no special agenda in the world of mortals, maybe he made a gift of Sleeks soul to Obad-Hai.



Obad-Hai

Obad-Hai, the god of nature, also known as Shalm is neutral and is a friend of all who live in harmony with the natural world. And none of Sleeks "offenses" were ever against nature.

So, Obad-Hai forced Sleeks soul back to his body with the conditions that he shall live as long as the Dark Woods live. He shall also study the druidic arts.

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During this transformation, Sleek has received magical tattoos on his body that allow him to use his charisma instead of his wisdom ability for all druid skills. He has also been given the Talisman of the Druid, which as the picture on the link below shows is grafted to his forehead.

The talisman lets Sleek throw extra random level druid spells.

Sleek, the Chosen One, Forestal of the Dark Woods is a 10th level sorcerer and 1st level druid.

His ally, the Pixie King, who is the last remaining of the 7 who first befriended Sleek, is a 5th sorcerer. Two more pixies in Sleeks company are 3rd level fighters.

Sleek, the Chosen One, now as the Forestal of the Dark Woods, with life on this plane only for as long as The Dark Woods live, you have been given a rare honor to be protector of these precious, ancient woods. But for weeks now, you have felt the pain of the Dark Woods, the evil, blackness that is eating away at its center. You have seen the start of this as a black, slime covered, huge, lone oak tree. Within days, it spread its foul, grotesque smelling evil and formed into a sphere some 30' in diameter and 30' high, with the top of the now rotting, withering oak poking out of the top of the sphere. The blackness has now grown to hundreds of feet in diameter & height, slowly expanding. Most creatures run in fear of it, some are filled with a maddening rage & attack anything in sight, some seem dazed by it, until it seems to suck them in. Most are almost immediately spat back out, covered in the gooey black substance, and being hideously transformed into some unholy hybrid, twisted creature, howling & screaming. Most of these abominations try to walk, crawl or fly, but are unable, because of both being covered in the thick tar like substance and not having the correct number of usable legs in the right places. Some have canine faces and



human bodies with extra limbs protruding from stomachs or backs, others with hindquarters of a goat or cat. Ostrich like things that have multiple creatures necks & heads all biting at each other, chewing away at itself, until it dies a loud, painful death. Though some can move enough to roam out into The Woods, causing death & destruction. Some stronger creatures, such as great bears and cats that have been sucked in have not re-appeared.

You have confured with many other good creatures of the woods, the nymphs, the sylphs, the brownies, the ents and now you are meeting with your blood-guard, the pixies. The Pixie King is taking you to the world of fey, which is parallel to this plane, with the same land features, but in a different phase. As the Pixie King transfers you both, you notice a quick shimmer in the air, though everything looks the same, it appears different, with a bit of a glow to everything. You now also see hundreds of small fey flying around the meadow & sitting in the tree branches. Walking into the glade is a Unicorn. You hear a message in your head. "Welcome Sleek, Forestal of the Dark Woods, I am Dow-lander. You must find a way to destroy this evil blackness that will consume all of the woods."

A wooden staff appears in front of you, hovering in the air.

"This is a Staff of the Druid, take it, it will help you on your quest."

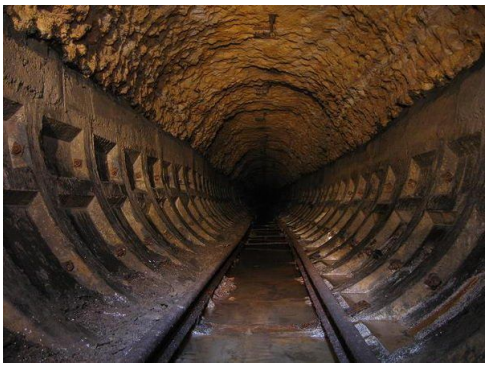
When you grab the staff, you notice a shimmer again and the little extra glow in the air disappears as well as the unicorn and all the fey.

You are standing with a host of pixies, armed for battle, your wolf druid animal friend by your side and holding the Staff of the Druid. 50' in front of you is the Black Wall, you can sense the foul evil & corruption emanating from it. Though now, it is semi-transparent and you can see all of the decay and decomposing trees and shrubs. All is black, all the trees are leafless and with many, many broken branches, both small & big. All shrubs are practically leveled. All is covered with a thick black viscid glob of festering, oozing evil, with small tunnels under the branches twisting throughout the destruction.

Excerpts from the Red Book

Legends and Tales of the Heroes of Death Island

Under the Lonely Mountain



You are in full battle armor, running full speed down a tunnel that's 3' wide, 4' tall, which is just inches wider & taller than you, with a squad of five other dwarves running to one of the deepest mines under The Lonely Mountain.

You were called to investigate a massive sinkhole that suddenly just appeared in the middle of "The Great Chamber", one of our biggest hubs that have the most prolific number of prosperous mineshafts.

We lost many good dwarf miners that fell to their doom when the ground caved in. And there are many more trapped on the other side of the chasm created by the sinkhole.

After running for many, many, many minutes, you slow down and exit the tunnel single file into The Grand Chamber, shield up, weapon at the ready, taking in your surroundings and you are all in shock of this sight you see. Nearly ½ of the floor of this 400' x 300' (about the size of 8 tennis courts) cavern is gone, the side across from you.

Around the room you see what's left of the mining equipment that didn't fall into the chasm and then off to your right, you see about 10 dead dwarf miners, some with javilens sticking out of them. Then, right near the edge of the cliff, about 150' from you, you see movement and you notice a huge caterpillar-like creature tearing, tearing & finally biting off the face of a dead miner, at least you hope he was dead before.



The 10' long, 3' wide worm like creature looks up, straight at you, with dwarf flesh & blood hanging from its tooth filled gaping maw. Then its 8 writhing tentacles raise and it starts clacking its mandibles and then charges straight for you. (resolve 1 round of combat)

The next round, you see another carrion crawler climb up over the edge of the cliff and start scurrying your way.

Carrion Crawler, pg 30, init +2, AC 17/11/15, speed-30', climb 15', CR 4

Excerpts from the Red Book

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8 tentacles + 3, poison, Bite -2 1d4+1, Poison, DC 13 fort, paralyzed 2d4 rounds. 19) 22)

There are also 6 troglodytes hiding in (camouflaged) in the tunnel passage 30' to your right. They killed the dwarf miners, then the carrion crawlers came and the Trogs hid. They will attack the dwarves when it seems best. (Use more or less creatures as needed to make fight good)

Troglodyte, pg 246, init -1, ac 15/9/15, speed 30', CR 1 for troops, 4 & 6 for leaders.



club+1 1d6 & claw +1 1d4 & bite -1 1d4 or javelin +1 1d6.

Stench – DC 14 fort, sickened for 10 rounds

Leader 6th , +6, +6, AC 20 (55)

Sub-leader, 4th, +4,+4, AC 18 (33)

troops 13) 18) 16) 14)

After killing the Carrion Crawlers and the Troglodytes, you walk to the edge of the cliff and now you can see the rough, steep slope down into the UnderDark, dropping farther than your darkvision can see. You notice that where the carrion crawlers clamored up is near vertical, but over to your left you see a clear walkable path up from the darkness that the troglodytes came up.

More dwarves appear from other tunnel entrances, both on your side of the sinkhole & the ones trapped on the other side. And as you know, even if there were only 2 Carrion Crawlers in the area, those certainly weren't the only Troglodytes.

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Carltons Doom

Growing up on Death Island in the town of Uv at the orphanarium, life was rather hard and oppressive. You never knew your parents or even what happened to them. You were told they were killed in the orc raids, or taken away by the slavers or your mother was the whore at the docks that got rid of you as soon as she had you. Whatever the story, you have created a bond with a small group of other orphans. You all have heard of the famous adventurers High Priest Bly the Blissful, the Wizard Ralt Gaither, the White, the Lucky who has a tower of magic in the City of Men. You have also heard of the many heroic tales of The Great Dixies, the powerful High Elven Family that rules Dixieland in a forest west of the City of Men. You have also heard stories about a monstrous human-ogre monk, named Fisch creating havoc wherever it goes as well as the tragic tales of the dwarvish Lord Slonk & High Priest Lor that have been captured by the evil dark elves – the Drow - of the Underdark & are at this moment being held captive & being put to unimaginable torture. Even with these dreadful tales, you are now of age that you are ready, if not eager to leave and explore the world for your own adventures and hopefully treasure and perhaps power & glory as well.



You know the dwarven stronghold, The Lonely Mountain is many hundreds of leagues to the east and although friendly to the other free races, they are not overly welcoming of guests, especially of half-orcs. The City of Men is closer, a few hundred leagues to the East and is open to endless possibilities. Sarno, the dwarf, who has frequented the orphanage many times over the years on his travels between The Lonely Mountain & The City of Men and has always been overly nice to everyone he encounters has invited each & everyone of you when you are ready, to meet him at Umbars weapons & training facility in the City of Men and he will help you get your training started. So, you grab your few possessions, say your goodbyes and walk out.

Excerpts from the Red Book

Legends and Tales of the Heroes of Death Island

Your group consists of;

Ryan's - Bellock, the half-orc monk, Ender, the elf ranger, Carlton, the halfling rogue

Amanda's - Sunny, the dwarf fighter, Conners, the gnome sorcerer, Doc, the human cleric.



After 2 days on the trail walking east towards the City of Men, the weather starts to turn for the worst. You can see & hear the thunder & rain coming towards you. You see a Tor up ahead – (long ago, a small, but mighty kingdom existed here that fought brutal wars. Those who died in battle were buried in large tomb complexes dug into hillsides, known as Tor's). Once safely inside, the storm really cracks open, with a drenching downpour, cold wind from the north & bolts of lightning with loud claps of thunder. The party decides to rest in the middle of the huge open chamber. During one exceptionally loud & close bolt of lightning, all 3 of the doors in the chamber fall in and a swarm of rats attack the party. After killing & chasing off the rats, the party decides to explore the middle hallway. Carlton, the rogue quietly scouts ahead of the group finding another room. As the party enters, 2 hobgoblins enter from a hallway on the other side of the room, throwing javelins, with hatred in their eyes, especially when they see the elf, Ender. Their is a quick, but harsh battle in which Doc cast a successful fear spell & thereby forces 1 of the hobgoblins to run in fear while the rest of the group kills the other hobgoblin. After group searches the room, they then follow the hobgoblin that ran down the hall. The group comes to a small hallway (only 5' wide) off to the right, which they proceed down, Carlton 20' in front, scouting. Carlton misses his spot check and walks right into a spiders web, becoming entangled. A medium size spider climbs down and bites Carlton with poison dripping from his fangs. Carlton makes his poison save, though. Ender charges forward and tries to cut the web with his sword, only to get his sword hopelessly stuck in the web. The spider shoots a web over Ender, but Ender breaks free on the next round. The hobgoblin that was scared off, then attacks Bellock & Sunny from the back. Conners throws a sleep spell at the spider, only to have it effect only Carlton, who now is fast asleep, entangled in

the spider's web. Endor runs from the spider & weaponless decides to venture into the next room to look for a weapon, but instead he awakes a zombie Bugbear. Doc tries 5 times unsuccessfully to turn the zombie. The bugbear puts Bellock down to 0. Sunny & Doc are both battered and at 3 hit points, when finally the bugbear (with 1 hit point left) runs. The Zombie strikes Ender again, knocking him unconscious (at -4), and then fearing the end of all, Sunny picks Ender up and the group runs as fast as they can out of the Tor.

Some time later, Carlton opens, or tries to open his eyes, he is extremely tired, he can't understand or remember why he fell asleep. It sort of felt like the time back at the orphanage when one of his best friends, Conners, just learned a new spell, a sleep spell & for a prank, cast the sleep spell on some friends. He is also so, so weak, he barely has the strength to move, even if he could. It is completely dark, he feels like he is hanging upside down, confined, like in a cocoon, totally immobile. He can feel the places on his body where the spiders fangs pierced into him, aching painfully, with a feeling of poison, which he lacks the strength to fight, seeping into his body. Besides the pain, which is fading, he feels at peace, as he falls back asleep, feeling something moving him around, caressing him ever so gently, wrapping him tighter, so dark, so quiet, so peaceful, oh, so peaceful.



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Legends and Tales of the Heroes of Death Island

Tales of the Wandering Wonders

Winsong the elven Bard (Mike Wingate), full of song & story,

Rue the Giant Human Barbarian from the north (Drew Mize),

Freedo the gnome Wizard full of tricks & treachery (Paul Freed),

and Vernelly the halfling thief (Vern Chavis.), some say a distant relative to Frodo Baggins himself.

After many hours drowning their sorrows with strong ale at their favorite tavern after being beaten by the hoards of Larry-Dale, the group of adventurers decided to explore the Castle of Ravenloft in search of the fabled magical Tables of Pong. After venturing thru many longs corridors, into cavernous rooms, where Winsong the Bard recalled tales of monstrous furry pig-like creatures that will drive one to madness with their shrill cries, they came upon the castles library. In here, Winsong the Bard & Freedo the Wizard found many magical tomes, including the cursed Tome of Ultimate Evil. Vernelly the thief found a secret door behind a bookcase and the group came upon a treasure room, guarded by hundreds of tiny germalines (a dreaded miniature orc related evil). Freedo tried to wield the barbarians giant mall in defense, but soon fell to his death. After a tense battle, they finally retreated from the room, dragging the wizard with them, but Rue lost his gauntlets of ogre power and helmet of teleportation. They revived Freedo with a ring of raise dead and made their way down into the depths of the castle. There, they finally found the fabled Tables of Pong. They rejoiced with their find, but there was a glyph of warding that caused confusion & death in the area. Rue, Freedo & Vernelly made their saving throws, but Winsong rolled a 1 on the 20 sided dice and fell to his death. The adventures found an entrance leading out from under the castle where they made their escape, but again, they had another loss, as the carrion crawlers in



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Excerpts from the Red Book

the corners of the dungeon dragged away Vernelly's leather armor.

Rue gets 3,200 experience points, so that makes him 3rd level, Drew, roll a d10 (10 sided dice) for more hit points and add +2 for your chances to hit.

Vernelly get 2,500 experience points, he also moved up a level to a 2nd level thief, Vern, roll d6 for hit points and add +2 to your search (for secret doors) & disable traps skills.

Since both Winsong & Freedo died, they do not receive any experience points.

The High Priestess Mary of the Valley has performed a spell of recall and has all of your lost gear in her temple.

Mike's reply;

That's great! Dude – You missed your calling.

I hope you feel better than I do this morning. Have to run to a 12:30 settlement on one of my houses. Should be fun...UHHHHH

Vern's reply;

Yup, that about sums it up

Drew's reply;

Thus, I now know why you master a Racket so eloquently! You've mastered the Swords of D&D with utter proficiency!

I raise my Glass to the Hospitality Castle/Dungeon!

Paul's reply;

I am surprised anyone remembered or was it a dream/spell?

Excerpts from the Red Book

Legends and Tales of the Heroes of Death Island

Rascal Flatts Band Together

Niathias - Human Favored Soul (Matt)

Edric Dayne - Human Crusader (Ryan)

Rascal Flatts - Gnome Bard (Mark)

Nilo (Alf) - Whisper Gnome Beguiler (Brad)

Suntrust - Spellscale Dread Necromancer (Kyle)

The group banded together to fight off a pack of what seemed to be practice wolves for the adventurers to get the kinks out. Frank frantically questioned Ryan's new class, the Crusader. Rightly so! *****



Next we spent an entire 3 hour day observing rocks and stumbling onto a shady man's dwelling. This suspicious man who invited us to his supper, couldn't discern the difference between a skeleton and a human from across the dinner table.

Like all sus men, ruffies soon entailed...

Something happened to Kyles skeleton, disguised as a human... With a beard?

We woke up in 3 cells, with small hints and objects to help us to get out.

After 3 different time dimensions, Bradley was able to free the group and charm an Orc!

Now we're free! (sort of)

Betrayed! (Dragon magazine #105)

-2-

Congratulations to the Rascal Flatts Band for rescuing Brandon Coleshark and his friends and slaying the evil orcs (or maybe just one of them), a strong half-Orc (Brunnel, who looked like a regular human unless you looked real close), and some sort of super strong (but drunk and sleepy) giant.

The Band started with a disadvantage as SunTrust (sorry, couldn't find the umlaut on my keyboard) was called away for a critical global banking meeting as Death Island was threatening to leave the Union. So, Duncan, the axe throwing dwarf, stepped in. Thanks to Nilo's scouting, we had a good idea of what was in store for us. We started to fight a roomful of orcs, then decided to close the door and block it (we need to go back in to get one of the arrows that I shot and missed with; there is a 50% chance it didn't break).



The big event was us beating Gador, a giant-like creature. Nilo threw a nice Shock & Awe to reduce Gador's initiative and then Nathias and Edric started banging (and getting banged by) Gador, who could do 20 damage at a time. Duncan went to -8, but survived. Rascal belted out an Inspire Courage that helped with a few hits and extra damage, and applied some cure light and cure moderate wounds (and with 2 hits with his non-magical sword did a total of 3 damage; returning Rascal's +1 flame sword may be a good idea). Nilo managed to avoid 3 attacks from a "Pokemon" lion and throw some Silent Image(s?). Edric's various Crusader abilities were helpful, though not overpowering and in no way affecting game balance (right, Mr. DM?). Nathias struck the final blow.

After killing Gador, the firbolg Giant, you search him, and the other 2 rooms. One room is his library, the other room is his bedroom, all sized for a 11' giant. Gador was very interested in maps & books on distant lands. He has a very nice map of Greyhawk on the wall. The current map on his desk is of Death Island with a circle drawn around The City of Elves with a written warning (to himself) about the strength of the Great Dixie Clan.

Excerpts from the Red Book

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In his bedroom, in a chest, you find all your magic items, plus a contract signed by Vasil Volenta agreeing to pay Gador 750 gp for capturing & holding Brannod Colnet. Another contract agrees to pay Gador 500gp per mission for hijacking shipments bearing the mark of the House of Colnet. This is all the information the party needs to give to Kallen Colnet for a reward. You also find 5 100gp base gems, a silver pin with a diamond head (1000 gp), a gold necklace (1100 gp), 4840 electrum pieces, 6510 gold pieces, 3 potions and a painting worth 75 gp. (Add this to the silver ring & 430 silver pieces you found in Brunnels room)

You collect the treasure, take Colnet & Company back down to town. Collect you reward, spend 1 night celebrating (the Colnet's show you the town, on their dime), The next day you set sail on a mid-size sailing ship heading for Death Island, home, sweet, home.

On the way, the ship is attacked by several strange sea creatures, but the sailors take care of them. They say the sea voyage is getting more dangerous all the time. They tell you of places they call "dark water", that they avoid at all costs.

You disembark at the small port, and hike back to The City of Men to collect your reward for the Lighthouse. The 2nd day, you are attacked by a pack of feral dogs, kill 1 one them, wound 2 & the rest run.

All 3rd level who fought both get 1,000 exp.

All 4th level (Rascal) who fought both get 750 exp.

All who fought only 1 night (Kyle) get 500 exp.

All get 1,300 gp

Magic to distribute;

3 potions (you need to make a DC 25 spellcraft check to identify), Brunnels splint mail & long sword and the "pokemon" lion. Gador used a normal 2 handed sword.

Excerpts from the Red Book

Legends and Tales of the Heroes of Death Island

Pool of Radiance - Attack on Myth Drannor



You are traveling in the southern tip of Death Island, along the fairly safe road from the port to The City of Men. The landscape is mostly flat (a few small rolls & hills), lots of fields, a few small wooded groves. Sometime in the afternoon, a group of 5 figures wearing hooded half cloakes (4 (soldiers & sentries) & a wizard), surprise you on the road, shooting glitterdust & arrows at you. Niathias & Edric Dayne are blinded, Nilo shoots a glitterdust back & 4 of them are blinded. After 7 rounds of battle, arrows, a few more spells & a shocking grasp strike by Shurrs, a viper, Bishimzon's familiar, and some close up battle, the Rascal Flatts kill them all (except the viper).

The Band follows the trail (off road) about 1 mile to an old ruin into a stone staircase leading underground. Nilo leads the way shooting a dazzle spell, followed by Rascal singing a wonderful song. After defeating the 5 cultist (4 soldiers & 1 guard), they follow Handragath the wizard (& his familiar, Rexin, a viper), down 1 level and watch him disappear around the corner.

An 8' circular alcove is carved to show a swirling cloudlike border, within which is a splendid city within a great forest. You grab a handful of salt in the bowl next to you, throw it at the wall and the Gate glows a vibrant green, the bas-relief of the city & forest vanish and instead appears a small cave with a pool of water & a statue. After a few minutes, you decide to go in. You find out the portal closes after 2 rounds and it is 1 way only. You are now all through portal (mystical gate) and are in a small cave with a statue of the old form of Mystra, the goddess of magic, from before the Time of Troubles. The band ignores the pool of water and heads up the passage, where Suntrust sets off Glyphs of fire & lightning, most likely due to his evil ways. Outside the cave, you are in the middle of a dim, eerie, forest of large trees & tangled vines, there is a thin layer of clouds and a light haze in the air, as if something is gathering. You follow the trail and arrive at a ford by a river within 100'. You meet Tarbash here, a gnome with a colorful personality. He explains how the Cult kidnapped his cousin, Robalend and suspects they have him in the lower levels of The Tower of Bones at the Polyandrium. He gives you all hooded half cloaks, tells you maybe you can fool the cultists with them, but all the Cultists are human, so it will be hard to fool them with the small folk with you. He gives you a crude map, explains he will be a scout & hide along the way and meet you at the Tower of Bones.

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Ragbash tells you a few other things:



The Cult of the Dragon is a quasi-religious organization that worships dragons, are mainly necromancers, are trying to make an undead dragon, the main base is in the city of Myth Drannor in Castle Cormanthor (an old elven castle with many spires), There are a bunch of undead & soldiers guarding the place. He thinks the lower levels is where they are doing whatever they are doing. There are large dead magic areas around the city. They have been digging up crypts at the Polyandrium looking for magic items or runes to open up some locked doorways/portals. Some of the cultists are starting to look real creepy-scales, claws & other draconic features. The cult patrols the path from the Castle to the cemetery, making it safe for people to travel. Other parts of the city and forest are dangerous, as he's seen many brave adventurers slaughtered by monsters that swoop out the sky.





Legends and Tales of the Heroes of Death Island

The Polandrium

The band headed to the Polandrium ("gathering place of fallen warriors"), the site of an old battle between the forces of Myth Drannor and a horde of orcs. The area is several hundred feet across with little foliage and several large tombs, about a dozen smaller tombs, many single grave markers, in the center is the mass grave with a memorial stone and also the Tower of Bones, a 50' tall tower, 30' high carved with gargoyles and bones. Some of the smaller tombs have clusters of people around them, working on excavation. They consist of 2-3 cultists, a few zombies and a few slaves.

You are wearing hooded robes and walk/talk your way into and past the guards at the Tower of Bones. You make your way up to the rooftop where you find the High Priest Ryngoth, 4 cult guards and 8 zombies about to sacrifice Robelend (the gnome you came to rescue). After a bit of a battle, in which Tarbash appears from the side of the roof throwing flasks of oil and Suntrust trying to gain control of the undead and Edric Dayne preventing Ryngoth from escaping by spider climbing down the wall by using his special skill, you defeat all, rescue the gnome and get out of the Tower. You head back to your safe harbor to rest. (or do you head into the forest and start a small fire?)



The next day, you head back to the Polandrium and start exploring crypts. Some crypts have already been opened and looted, some are sealed magically with rune-talismans. The rune-talismans you have found are stone or metal disk shaped and engraved on one side with the symbol of the rune they unlock, and they also have a scroll with the runes word of power written on it. When held in hand, the rune-talisman thrums gently with power, when near the sealed portal and the power word is spoken, the rune-talisman vibrates for a moment, then the door opens, sometimes with a flash of light or smoke or song or phantoms.

Ikeshia's Crypt- sealed with rune of the cats, which rests near the entrance. A one room tomb of a wealthy elven nobleman and philanthropist. This tomb has already been ransacked by the cultists.

Excerpts from the Red Book

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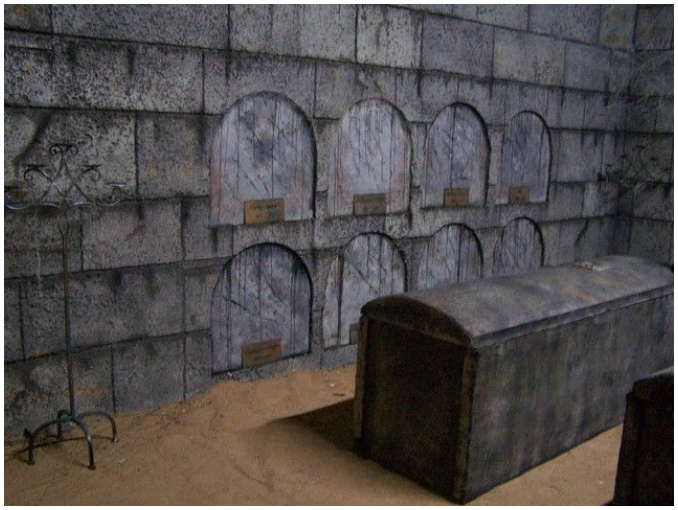
Crypt of Kesefehon- sealed with rune of the wolf, which you found in a small wooden chest in front of the door. Written on the door in chalk (recently) is the warning "Dangerous! Wait until Shamoor is available. " You explore 4 rooms, find a sarcophagus, open it and a poison gas comes out. On the way out, you notice a secret door, find the true sarcophagus, open it and are attacked by the undead Kesefehon mummy. You kill it and acquire his magical keen longsword (+ 1).



Lyssics Crypt – You move some large broken pieces of a statue to find a door propped open to enter this crypt. You explore 10 rooms (the last 4 are 3' underwater). You find storage rooms, a library, fight off a skeleton, come into a room with 100 2' tall terracotta statues. In the center of the room is a pedestal with a finely crafted longsword. One in your group walks on the ceiling and grabs the sword, the army of clay statues moves toward the character but of course can't reach him on the ceiling. You find another room like the above but all the statues are destroyed and the sword is missing. In another room, you come across with a long dead gnome impaired by a spear trap and beyond a glass pedestal with a jet of blue flame shooting toward the ceiling with a shining longsword within the jet. In the 1st flooded room, there are 2 huge statues by the far door. You defeat them. The side rooms you find small treasure in one and 25 skeletons in the other. You finally figure out how to open the stone portal behind the 2 statues by inserting the 2 swords you found in the 2 "keyhole" slots and lifting up. The next room is Commander Lyssics crypt. Opening the sarcophagus, you find him dressed in chainmail and clutching a dark grey stone to his chest, with an engraving of 7 stars on it. Robelend, the gnome, says that matches the door of Rothilions Crypt. You take it and start heading out of the crypt.



Excerpts from the Red Book

Legends and Tales of the Heroes of Death Island

A Night in Nulb



Regis, Vaxor, Fisch, Drognan, Dock, NonFoodle "Stumbleduck" Badger Turen, William Valterra & Heian Silverfrond are sitting at a corner table in the Waterside Hostel in the town of Nulb, eating a so-so, but cheap meal served by their favorite wenches Dala & Pearl. The Hostler, Dick Rentch (burly fellow with a scarred, pockmarked visage & 1 eye covered by a patch) hollers over to see if they want some more mead to drink.

The group is discussing their most recent foray into The Temple of Elemental Evil in which they defeated a sect of the Earth Elemental Temple, led by the cleric Romag. How Fish took on all adversaries & how Hayden went unconscious 3 times. The group did note that Romag & a good amount of his followers did escape & may well be preparing for the return of the group. It even looked like Romag may of gained a bit of experience during the battle. Enough to move him up??

Later that night, while sleeping in your two rooms, you are awakened by loud crashes. In the seconds it takes you to awaken you see a large sack being thrown out the now broken windows followed by men dressed in dark clothes. You are very groggy, maybe recovering from the battle, maybe from not enough sleep, maybe from a little too much mead. Within the minute, Hayden peers out the window to see horses running down the street & can hear a few words, "Ratsor", "Dock", "Sacrifice". Within minutes you discover both Vaxor & NonFoodle are missing.

Another minute & there is knocking at your doors, it is the Manservants (guards) from the bar, asking what the commotion is?

The Temple of Elemental Evil

The Group

Kyle

- Vaxor 6th human cleric
- Thasor (reincarnate from Optimus Prime-old character), 5th human druid
- A Raptor (Thasors animal companion)

Bradley

- Ryjo, grey elf abjurer (3rd), master specialist (1st), dire crade?(1st)
- Tiel 5th halfling sorcerer



For some of you, you have no memory of your past and you are now standing with a group of fellow adventures in front of an immense leprous grey Temple. The surrounding outer works appear dark with overgrown mounds of gray rubble and blackish weeds with oddly stunted & unhealthy looking usks trees scattered about. Skulls and bones of humans and humanoids gleam white here and there amidst the weeds. Even now, thorns reach out & clutch at you, wilted seeds emit a foul stench when stepped on. The Temple itself is adorned with arched buttresses and myriad leering faces and twisted contorted forms which seem to jape at the obscenities they depict. In the distance behind the Temple, there is a grove of usk trees that you cannot see through and beyond that, the stump of a tower in the far north east corner of the outer works. Worst of all, there is a pervading fear which seems to hang over the whole area, a smothering, clinging, almost tangible cloud of vileness and horror. Sounds seem distorted, muffled, shrill, unnatural, the chorus of winds

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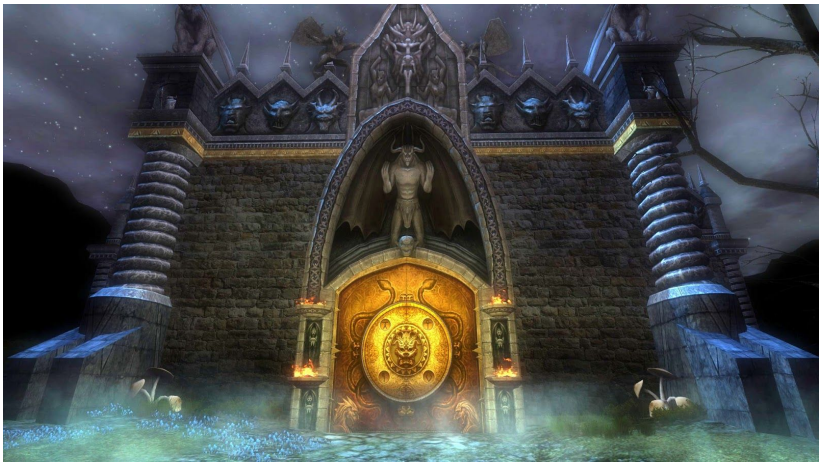
moaning through hundreds of Temple apertures sound like doomed souls given over to the mercies of demonkind, echoed by the macabre croaks from the scattered, hopping, learing ravens. As you look down the maze of narrow paths towards the Temple, your eyes play tricks on you, seeing darting movements out of the corners of your eyes. There is no doubt you have come to a place of ineffable Evil. Still, it is most certainly a place for high adventure and untold treasures. It is time to ready spells, draw weapons, check equipment and set forth into the maze of peril that awaits you.



So far;

The Group is staying at Hommlet at The Inn of the Welcome Wench, the friendly innkeeper Ostler Gundigoot keeps your rooms tidy and your meals & drinks ready at all times.

As you approach the Temple entrance, you walk towards 2 huge bronze doors (23' high, 20' wide), which are held fast by huge iron chains, graven with runes that glow and seem to burn with silvery radiance making your eyes teary. Most of you cannot get within 10' of the doors, feeling an intense urge to get away from them. The group goes to the side door and bash it in.



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The main Temple floor is wide open, filled with many columns. The whole area is about 450' long x 450' wide, with 30' walls and another 20' to the peaked roof. Dim light filters thru the stained glass. The slate-like stone floor are various shades of red, brown, blue, white. There are no less than 30 huge pillars throughout, again various colors veined with more colors. The walls & pillars are all painted with scenes befitting the nature of the Temple – disgusting acts, killing, torture, enslavement, robbery, thievery and unspeakable things. Everything is in slight dis-repair with broken objects and worn clothing scattered about.

The Group scouted around, found a few old robes and went down the steps in either the east or west vestries.

The Group ignored;

All of the outerworks of the Temple

In the main temple area - A 20' diameter well which is just north of the sacrificial altar. Shards of broken crystal vessels lie about the well, near the altar and scattered about the floor.

The Grand Staircase – near the northern part of the temple is a flight of steps, 20' wide with broad and tall steps delving down to the north.

The High Altar, Dais and Throne. The Altar, a huge (8' diameter) bronze vessel chased with copper, with a little old charcoal & bits of bone in it. The rim is dented and cut as if struck by many hard blows. The dais just north of the altar is a semi-circular area with floors, steps and walls made of highly polished, gleaming, black basalt. Four steps lead up to the main platform. The great throne of purplish basalt is adorned with leering demon faces and carved grinning skulls. The flagstones which the throne sits on are 10' squares of granite, set in a mosaic pattern of different colors. Above the throne, chiseled in the wall are the following words (written in common) : THE POWER OF ELEMENTAL DEATH BRINGS MORTALS LOW, BUT RAISES THE NAMELESS ONE HIGH

So down to level 1, you killed some ghouls & ghasts, released a few prisoners who were captured by raiding ghouls except 1 sailor who said he was brought here by Dick Rentsch (from the Waterside Hostel in Nulb) and his men as punishment for making a pass at Dala.



In the middle rooms, The Group fought human guards of the Temple of Earth (the reavers), each wearing a brown surcoat and shield bearing a black triangular boss along with gnolls, bugbears and ogres. Near the end of the fight, the barbarian

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ogre leader was charging to attack the weakened party, for the kill, when Rygo threw Grease and Thasor threw Entangle



and the Ogre couldn't free himself from the entanglement and keep his balance on the grease on the same round so he kept on falling and getting entangled again and was killed cowardly from afar.

On the road back to Hommlet as you pass the intersection that leads to the village of Nulb, there are 3 stick thin, unsheveled, shady looking human men laying/sitting around. The one is friendly enough though, greeting you all asking if you need any good remedies. You tell them no and go your way. The other odd thing about them is their lips have purple stains on them

In Hommlet, at the inn, you talk to Elmo, a big, strong farmer boy, usually a bit inebriated, always willing to tell a tale and also will gladly accompany you if you provide him with a big axe and chain armor. He is currently relating the tale you told him last month where you cleaned out the moat house down the road, fighting giant frogs, Temple brigands, snakes, rats, ticks, giant lizards, zombies, ogres, bugbears, ghouls, and green slime, killing them all except Lareth the Beautiful, who is the dark hope of chaotic evil.

Back at the Temple, The Group went into the harpies lair, Ryjo & Tiel were stuck out in the hall behind a fallen portcullis, way too weak to raise it while the other 3 fought ghouls and harpies. After a bit of a scare (Thasor was charmed and waiting to be devoured), The Group killed all of the ghouls & harpies except 1 that flew away.

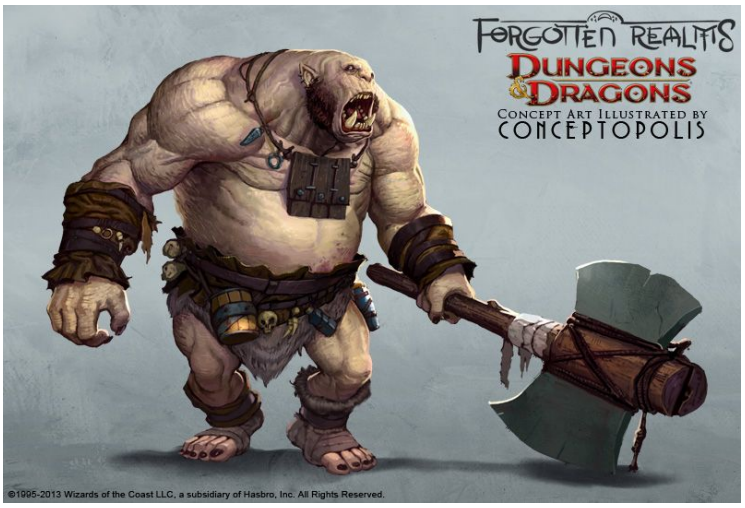


Then The Group entered a hexagonal room filled with debris but they detected fairly strong magic within. They were attacked by a flock of stirges. The stirges quickly started attaching and sucking blood from several characters, things were starting to look awful bleak, when Rygo used his special

transporting power to keep interchanging characters leaving the attached stirges in mid-air, vulnerable to attack. Another near-death encounter avoided. They found a ring of shooting stars.

The Group then appeared to find an augury chamber, where Rygo threw some strange cubes/stones/rods and received some obscure advice.

In the far northeast, they came upon a bronze door covered in runes, which inflicted 20 points of cold damage (from a glyph) to Tiel, almost killing him. The Group was then attacked by the remnants of the Earth Reavers, but after a few more spells and a strong counterattack, defeated them. You found a note with them "Remember to check the Augury Chamber to see if Belstro was lying" The Group then found the cells and rescued Wonnilan, a dwarf ranger(2), monk(2), barbarian(1) who joined the group (under Bradley).



They found the torture chamber, which had 8 zombie bugbears, 2 3rd level bugbears, a 7th level fighter and the torturer, an 8th level monk wearing piercing needles of pain (touch attack for a wrack spell on opponent). Rygo cast phantasmal strangler on the grotesquely fat monk which slowed him down. Then cast a grease spell on which he slipped. Then Wonnilan and the raptor flanked him & killed him. Tiel threw a lot of scorching rays & magic missiles. Another very deadly encounter. You rescue a few country folk from Hommlet and 2 orcs who agree to go with you.

The Group headed back to Hommlet for rest and were attacked by bandits on the road, but dispatched them easily enough. Your orcs fled as soon as they could. You spent a few nights resting in the barn of the farmers you rescued. During your stay, you



have met with Nira Melubb, the moneychanger you deal with, Rannos Davl & Gremag from the local trading post where you buy your supplies, the 2 lesser clerics, Calmert (friendly, anxious for contributions) and Canon Terjon (the acting chief cleric since Y-dey unexpectedly left) from the Church of St. Cuthbert (which the Arch Cleric of Veluna built during the war against the Temple of Elemental Evil-that ended 9 years ago), Jaroo Ashstaff, the druid of the grove, Rufus the fighter & Burne "His most worshipful Mage of Hommlet" who live on the 2 story tower plus many of the common farmers.

Back at the Temple, in the outerworks, the paths have diminished in size, and the undergrowth, ragged thorny bushes, barren small trees are reaching out and hindering your movement, trying to completely surround you, causing small amounts of damage. You spend a few rounds and hack the way clear.

Now inside, in the kitchen, after you killed a poisonous viper that attacked you that was hiding in the firepit, your 2 sentries hear noises and see Earth Elementals cultists, guard, archers, spellcasters preparing to attack you from 2 different directions.

-2-

Vaxor does a good job holding off 1 side as Thasor, Raptor & Wonnilan hold off the other. Tiel & Ryjo hang in the middle & throw a few spells when needed.

Vaxor makes some important saves against hold person, Tiel gets off a damaging spell which causes Romag the cleric to lose his summon monster spell, which would cause havoc in the middle.

They throw a silence which keeps your spell caster at bay for a few rounds. A sound burst does decent damage to your front row. A wall of sand is thrown over Tiel who is not strong enough to move through it, but luckily the spell ends before he suffocates. Spike stones are thrown in another area which makes the group very cautious where they step next. As you are finishing off the remnants of the Cultists, you have Romag trapped in a corridor, but when you investigate, he is not there,



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You killed 26 L2 fighters, 6 L3 fighters, 5th lieutenant (fighter), 7th commander (fighter), Hartsch 5th cleric.

Romag & 2 guards (1 wounded) escaped.

You found, on the Commander, magical full plate, magic battle axe and a magical blue gem on a gold chain.

You also find on the Commander, the lieutenant & Hartsch, a necklace on which hangs a bronze medallion with a raised triangle (should be worth a few gold)

Total you find 120 silver pieces, 130 electrum pieces, 24 gold pieces (on 3 leaders) & 15 platinum pieces (on 3 leaders).

Your 5th level characters each receive 2,758 exp. Pts, making them all 6th level. (I changed exp. pts on all sheets)

Your 6th level character received 1,000 exp pts, still at 6th level.

Excerpts from the Red Book

Legends and Tales of the Heroes of Death Island

Temple of Earth

They try and run

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Lareth the Beautiful

They kill him (again) and his blackguard, an anti-paladin

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Legends and Tales of the Heroes of Death Island

Temple of Fire

They run again

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Legends and Tales of the Heroes of Death Island

Temple of Air

They see a whirlwind and a shade and run again

Excerpts from the Red Book

Legends and Tales of the Heroes of Death Island

Temple of Water

They befriend and jump in acid.