

DYVINTRO3-01

Zendrelda's Tower

**A 1 Round D&D LIVING GREYHAWK[®]
Dyvers Introductory Adventure**

by Mason Mines

Musings of the Sage Burroe based on the tower origins correspondence of DTBurrows.

With the reopening of the Leardyn copper mine, Lord Enruhl seeks to negotiate a safe haven for ingots shipped from the Kron; an overnight way-stop in the caravan commons of Zendrelda's tower.

An introductory adventure for level one characters.

DUNGEONS & DRAGONS, D&D, GREYHAWK and RPGA are registered trademarks of Wizards of the Coast, Inc. LIVING GREYHAWK is a trademark of Wizards of the Coast, Inc. Scenario detail copyright 2003 by Wizards of the Coast, Inc. ALL RIGHTS RESERVED. This scenario is intended for tournament use only and may not be reproduced without approval of the RPGA Network.

This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario, but the actual playing time will be closer to three hours. The rest of the time is spent in preparation before game play, and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

Preparation

First you should print this scenario. This scenario was created to support double-sided printing, but printing it single sided will work as well. There is enough room along the inside margin to bind the adventure, if you desire.

Read this entire adventure at least once before you run your game. Be sure to familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

When you run an RPGA D&D adventure we assume that you have access to the following books: the *Player's Handbook*, the *Dungeon Master's Guide*, and the *Monster Manual*. We also assume that you have a set of dice (at least one d4, d6, d8, d10, d12, and d20), some scrap paper, a pencil, an RPGA scoring packet, and your sense of fun. It is also a good idea to have a way to track movement during combat. This can be as simple as a pad of graph paper and a pencil, as handy as a vinyl grid map and chits, or as elaborate as resin dungeon walls and miniatures.

Instruct the players to prepare their characters now. Keep in mind that you must have at least four players (not counting the DM), for the game session to be a sanctioned RPGA event. As well, you cannot have more than seven players participating in the game.

Once you are ready to play, it is handy to instruct each player to place a nametag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players (and the DM) to keep track of who is playing which character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the DM can bar the use of even core rulebooks during certain times of play. For example, the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in *italics*. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

This is a LIVING GREYHAWK Adventure. As a Living™ adventure, it is expected that players will bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, a character sheet, and a LIVING GREYHAWK log sheet from your convention coordinator or the RPGA Web site, and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

Along with the other materials that you are assumed to have in order to run a D&D game, it is also recommended that you have a copy of the *LIVING GREYHAWK Gazetteer*.

Living Greyhawk Levels of Play

Because players bring their own characters to LIVING GREYHAWK games, this adventure's challenges are proportioned to the average character level of the PCs participating in the adventure. To determine the Average Party Level (APL):

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars, paladin's mounts, etc) use the following chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.

CR	1	2	3	4
1/4 & 1/6	0	0	0	1

1/3 & 1/2	0	0	1	1
1	1	1	2	3
2	2	3	4	5
3	3	4	5	6
4	4	5	6	7

- Sum the results of 1 and 2, and divide by the number of characters playing in the adventure – round up.
- If you are running a table of six PCs, add one to that average.

By following these four steps, you will have determined the APL. Throughout this adventure, APLs categorize the level of challenge the PCs will face. APLs are given in even-numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they would like to play a harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL.

APL also affects the amount of experience you may gain at the end of the adventure. If your character is three character levels or more either higher or lower than the APL this adventure is being played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Three or four, or sometimes even five 1st-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If your group is APL 1 there are three things that you can do to help even the score.

- Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
- Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

Time Units and Upkeep

This is a standard 1-round Regional adventure, set in Dyvers. Characters native to Dyvers pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12gp per round. Rich Upkeep costs 50gp per round. Luxury Upkeep costs 100gp per round.

Using Divination Spells in This Module

Due to the priesthood receiving numerous requests for aid from the victims of the Dock District fire, they are unable and unwilling to waste spell slots for divination spells, since more readily useful ones can be cast. This is because they feel the homeless are more worthy of their efforts, and are to some extent afraid of the negative publicity coming from helping the Gentry over the common soul.

Adventure Summary and Background

Musings of the Sage Burroe. In the Kieestas Lainformoj, the great sage Burroe has speculated in his musings to Pheol of Thom concerning the nature of Zendrelde's affliction and the origin of the tower construction. While the whole affair is surrounded in mystery, a short excerpt of Burroe's musings (Player's Handout #1) is included below. The footnotes of Pheol's scribe HF Mudd are *[bracket italics]*.

"It is funny you should ask. I was just thinking about Zendrelde's Tower today. It is a 200-foot tall lighthouse built on a tall hill in the Gnarley Forest, only 15 miles from the village of One Oak. Yes, I said lighthouse; we will get to that in a moment. She is only in her fifties, so it is a modern structure and in excellent shape. A number of locals were probably employed for simple labor.

[I have attempted to corroborate Burroe's assertions, but have yet to meet anyone who knows laborers employed upon this project. Perhaps it was constructed with magic or the

laborers have been commanded to forget. Both are within the realm of Zendrelde's power.]

She probably has to employ some others for upkeep, and maybe even visits One Oak once a year or so, causing a small disturbance.

[I have been asked to maintain the confidence of Askalon of Vir and can confirm these visits, though I can say nothing about their nature]

Children tell stories about her visits, and adults remember her building the crazy lighthouse just over 20 years ago. She has never caused any harm to her neighbors, and the few visitors she has given audience to describe her as cordial, but easily distracted and forgetful.

[Strangely, though many "seem" to recall the construction of the lighthouse tower, none can place any detail or story of the direct event. Could this be an effect of Zendrelde's magic?]

Who does she expect to draw to her soaring tower? From what sea and to what shore does she expect ships to arrive? The favored opinion is that she thinks it is going to flood. Some say she is a great seer, and others that she is mad, and often there is little difference. There could be a kernel of truth to her insanity. I once saw an ancient map of the Nyr Dyv that showed the lake and the Dyvers portion of the Velderdyva much smaller than their present expanses. That was when the Isles of Woe were still there, in the eastern Nyr Dyv. There was a big flood, which some scholars have linked to the disappearance of the Isles. Had she seen the same map, or spoken to a long-lived fey, she could have drawn the conclusion that if a flood of that magnitude happens again, the lake would again expand. The first rises of the Kron hills in the Gnarley Forest would, according to that theory, become the new shoreline. Dyvers would become a forgotten submerged ruin, as so many did during the first flood. Perhaps she foresaw the reappearance of the Isles of Woe, and feared that another flood would accompany the

event. I am certainly speculating well beyond my expertise at this point, but what other explanation could there be? Ships from the clouds, the stars? I think most insanity has a root in sanity, and the flood theory is in my opinion the most reasonable explanation for hers."

Introduction: With the reopening of the Kron copper mine in **RoS5: Shade of Clearchus**, fortunes continue to improve for Enruhl Leardyn. The lord of the Westlands desires a safe overnight haven for the monthly shipments of copper ingots that have begun to flow north. Shelleton has proven inadequate, cost prohibitive, and unsafe from constant brigandage. The path from the low road to Zendrelde's Tower, though overgrown, is still serviceable. The path from Zendrelde's Tower would provide a more direct route from the mine (located southeast of Zendrelde's Tower) if the path were to be extended from the Tower to the mine site. The path to Zendrelde's Tower rejoins the Low Road near the Dyvers border. Enruhl feels that Zendrelde, though addled in her flood obsession, is both amicable and formidable enough to dissuade the bandit raiders who have targeted the last few shipments of copper ingots to Leardyn Manor. To this end he has employed the party to open negotiations with Zendrelde. They are to bear his sealed proposals to Zendrelde and return her response to Lord Enruhl's manor with best speed.

Encounter One begins with the arrival of the party at Zendrelde's Tower. They discover the commons to be denuded to a 150' perimeter outside the curtain wall, as if a drought or some similar disaster had confined itself to the small area of Zendrelde's compound. When the party enters the curtain wall gate, the gate will close. It cannot be reopened short of powerful magical means. The walls seem to grow in height if the party attempts to scale them. Arcs of lightning will down any fliers attempting to escape. The cry of the howler permeates the compound, emanating from the Tower. The **Howler's cry saps the player's wisdom, forcing a WILL DC12** save every hour to avoid 1 pt of Wisdom loss. Facing the Howler is a very bad idea. It is meant to be a distraction that imparts a sense of expediency. Gm's should emphasize the danger involved. A **Knowledge Planes Check (DC 5)** reveals the nature and seriousness of the Howler threat. The Menhir and Unicorn are visible just inside the gate.

Encounter Two finds the party crossing over the black water of the commons and set upon by skeletons if they do not bear the mark of luz from the menhir in Encounter one.

Encounter Three is the entry level of Zendrelde's Tower where the party encounters the Sturge colony that feeds upon the Unicorn.

Encounter Four is the shattered Celestial observation dome on the Tower roof where the Ghoul Tremaine is watching the RoS Final battle in the sphere of Myrgynd. He has the key to the Unicorn's chains as well as the magical candle snuff for the Hand of Glory. Zendrelde is also present, paralyzed by the Hand of Glory. The party must snuff the candle upon the hand in order to free Zendrelde. Tremaine will taunt the party, stating that they are far to cretinous to rescue Zendrelde. "Flee before my master returns to feast upon your blood."

In the **Denouement**, the party has an opportunity to negotiate with Zendrelde on Lord Enruhl's behalf. The aim of the negotiation is to garner goodwill with Zendrelde and to convince her to meet with the Lord of the Westlands at a near future date concerning the trade route proposal.

Introduction

With the reopening of the Kron copper mine, fortunes continue to improve for Enruhl Leardyn. The lord of the Westlands desires a safe overnight haven for the monthly shipments of copper ingots that have begun to flow north. Shelleton has proven inadequate, cost prohibitive, and unsafe from constant brigandage. The path from the low road to Zendrelde's Tower, though overgrown, is still serviceable. The path from Zendrelde's Tower would provide a more direct route from the mine (located southeast of Zendrelde's Tower) if the path were to be extended from the Tower to the mine site. The path to Zendrelde's Tower rejoins the Low Road near the Dyvers border. Enruhl feels that Zendrelde, though addled in her flood obsession, is both amicable and formidable enough to dissuade the bandit raiders who have targeted the last few shipments of copper ingots to Leardyn Manor. To this end Enruhl has summoned the Party to discuss possible employment

A Knowledge (History), Knowledge (Local-Metaregion 2) or Knowledge (Arcana DC 11) reveals the musings of Sage Burroe concerning the origins of Zendrelde's Tower. (Give the players Player's Handout #1.)

Roleplaying Enruhl Leardyn: Enruhl Leardyn desires that the party go to Zendrelde's tower with his sealed proposals for caravan commons leasing rights. He desires that the players seek an audience with Zendrelde to establish good relations. He wants the party to impress upon her the beneficial nature that an agreement of this type would have. Enruhl knows that the mage is reclusive and is uncertain as to how she responds to an offer of increased trade and interaction with the outside world. He does not wish to risk any of his heralds being transformed into toads so he is sending a party of adventurers **to make first contact. Enruhl instructs them to be courteous and to concentrate on** doing everything possible to win Zendrelde over. Once warm relations have been established, Lord Leardyn plans to send Heralds to negotiate his advances further. Enruhl does not inform the players as to his uncertainties involving Zendrelde's disposition, of course. Lord Enruhl offers to pay the party members 150 gold wheatsheaves each for successfully completing this mission. **A Diplomacy Check (DC 12)** will increase this rate to a maximum of 200 gold.

Locating Zendrelde's Tower:

The party begins the adventure en-route to Zendrelde's Tower. The path from the low road gradually becomes overgrown. **A Wilderness Lore Check (DC 10)** will enable the party to stay on the path without getting lost. Failing this check results in an hour lost and a possible ambush by the Gobins listed below. Succeeding in the check prevents the party from being surprised by the goblins. The grounds surrounding Zendrelde's tower are patrolled by Sethtun's minions. These include several Blackthorn camps that have fallen under the sway of Tharizdun. One such camp is a patrol of goblins.

If the party succeeds in their wilderness lore check, the Goblins will not have enough time to set up an ambush. **A Track Check (DC 10)** reveals the presence of a large group of small booted creatures in the area. If the party successfully tracks the goblins, they are able to surprise them before they can ready themselves to attack the party. If the party does not make a

successful Wilderness Lore or Track Check (DC 10) roll (from above), they are ambushed and surprised by the goblins.

8 Goblins: hp 4 (see monster manual page 125)

The goblins will attack intruders who do not display the mark of Tharizdun. (see encounter one)

Encounter One: Tharizdun Menhir

Upon entering Zendrelde's Tower commons, the gates close behind you. The Tower commons inside the walls are filled with a strange black water of unknown depth that surrounds the tower. The party is standing upon a raised stone platform. A stone causeway joins the platform to Zendrelde's tower across the commons. The causeway is in a great state of disrepair, with several portions reduced to rubble and or sunken beneath the black water. It is a starless night, with the only light source emanating from atop Zendrelde's Tower. There is a large menhir erected in the center of the stone platform near the gate. The menhir is covered with glowing runes. A white unicorn, its fur matted with blood from numerous wounds, is chained to the menhir. Two small boats are tethered to the platform. One of these has partially sunk due to its poor condition.

A **Knowledge Architecture and Engineering or an appropriate craft or profession** check (DC10) reveals that the Menhir is not part of the original stonework of Zendrelde's Tower and is a recent addition.

The **Unicorn** is unconscious from blood loss but stable. Three Points of healing brings it to consciousness. It is fed upon by the neutral **stirges** who roost in the observatory hall and are in turn fed upon by the vampires who dislike approaching this good creature. (note: Sethun and his vampire minions are not here at present as they are engaged in the Final Battle with the Ring of Steel and the Fey Elves) A **Spot Check (DC 10)** reveals that the Unicorn's wounds are from nail-sized punctures. The chain is enchanted as is the padlock **DC 25 Pick Lock**. Neither the chain nor the lock may be burst or damaged by mundane means. If the Unicorn is freed from the magical chain, it stays until it has cast up to three cure light wounds spells upon the party before

teleporting away. The Unicorn won't leave the stone platform to combat the denizens of the courtyard or tower. Should combat be lured back to the Unicorn, it teleports away (if freed of the chain).

The **Menhir** is a trap. The runes are written in Infernal and read: **"Light must be snuffed, perfection decayed, order dissolved, and minds fragmented."** Speaking this phrase aloud in infernal causes a glowing mark of Tharizdun to appear upon the hand of the speaker. This mark will cause the "Old Black Water" encounter two to ignore the bearer of the mark unless the skeletons are attacked by the bearer of the mark. Speaking the phrase in Infernal also disarms the Menhir trap for 10 minutes, which otherwise activates if anyone touches the Unicorn, the boats, or the Menhir itself. The trap does not injure the Unicorn if it is set off:

Menhir lightning trap: magic device, touch trigger, automatic reset every 10 minutes, reflex save DC10 for half damage 1d6 lightning, Search DC10 Disable DC30 (magical). This trap targets one individual.

Ventilation shaft: There is a 3' by 3' opening in shaft that is sealed with an iron grate. The shaft leads to the maze beneath the Compound containing the howler. The grate is made of 4 crossed iron bars that can be bent at DC 24 or broken loose at hardness 10 hp 30. The howler's cry can be heard echoing up through the shaft and saps Wisdom at a rate of 1pt per hour if a Will DC 12 is not made each hour. Should the players break into the ventilation shaft they are faced with a 30' climb to the maze below. Once in the maze they are faced with the Howler, who is attracted to the sounds of their breaking and entering. Facing the Howler is a very bad idea. It is meant to be a distraction that imparts a sense of expediency. Gm's should emphasize the danger involved. A **Knowledge Planes Check (DC 5)** reveals the nature and seriousness of the Howler threat. A **Knowledge Architecture and Engineering or an appropriate craft or profession** check (DC10) reveals that the Ventilation shaft is not part of the original stonework of Zendrelde's Tower and is a recent addition.

Howler: Hp 39 (see monster manual page 121).

One of the boats is serviceable and has two paddles. The boat can seat two large people or three demihumans at maximum. The boat was

used by the luz cleric and his minions after their part in the dock fire in CY592 before Sethtun disposed of them.

Encounter Two Old Black Water...

Crossing the commons is unnerving. The surface of the unnatural black waters yields no reflection. It is within a stretch of this deeper water that the party is surprised by a pack of milky-eyed corpses rotted to the bone who lunge upward from beneath the dark water.

The skeletons wait until the players either attempt to cross the decaying causeway or use the boat to cross the water. After surprising the party they attempt to knock the PCs into the 7' deep water. The causeway is 90' from the gate platform to the Tower entryway. It is slippery and underwater in several places, forcing a **Balance check (DC 10)** from anyone wishing to cross it.

Anyone under 7' tall who falls in the water is forced to make a **Swim DC 10** check, if successful, followed by a **Climb DC 10** check to get back onto the causeway. This is a full move action.

Falling in the Water: PCs who are unfortunate enough to fall in the water are faced with several problems. The water is black, affecting the PC's as if they were blinded. The skeletons will attack the PC's in the water. Bludgeoning and Slashing weapons do half damage under water if the PC's simply stand on the bottom and fight. Attempting to swim and fight adds a further penalty of -4 to hit.

A skeleton would therefore take half damage from bludgeoning and pierce and quarter damage from slashing weapons if fought by an opponent who is underwater.

Skeleton tactics: The skeletons attack from under the water, attempting to slay anyone in the water first and then attacking diagonally and upward with their reach weapons at the PC's who stand on causeway squares adjacent to the water.

Anyone who stands in the middle of the 15' wide causeway is safe from the skeleton attacks as the spears do not reach that far and the skeletons don't leave the water.

4 Medium sized Skeletons (wielding long spears)
Hp: 6 (see monster manual page 165.)

Encounter Three The Three Stirges

You approach the partially flooded stone tower. High above on the rooftop, the rusted skeleton of a dome framework has partially collapsed, leaving the top of the tower open to the outside. Broken glass litters the base of the tower near a set of open double doors that lie half submerged in the black water. Sickly vines cover the building, though in places you can see the remains of finely crafted stonework depicting elven themes. Outside the entryway, a grizzly crucified body hangs from the spears that impale it. There are runes carved into the flesh of the corpse's torso.

The runes are written in infernal and state simply: **"Contract Accepted."** This is the body of the cleric of luz, disposed of after he was tricked into employing Sethtun to entrap Zendrellda. The infernal "contract accepted" mocks the ill-worded pact the luzian made to be installed as the lord of the tower. His lack of attention to detail proved to be his demise. **A Knowledge Dyvers Local (DC 20) (RoS members automatically know this)** reveals that Rion Ganus met a similar fate when he made a contract with the forces of darkness. The contract spared several members of his chapterhouse from their ill-fated doom at the Final Battle within the realm of the Fey.

A Knowledge Religion (DC 10) reveals the bas-relief stonework decorating Zendrellda's Tower as depictions of Celestian clerics observing the stars and planets.

Sethtun (Tremaine's master) and his vampire spawn feed upon the stirge colony. The stirges do not attack the undead creatures of Zendrellda' Tower, but attempts to feed on any living beings that enter here.

Inside the tower, the remains of rotting benches and equipment are strewn about the ground floor, which is flooded to about a foot in depth in the Southwest corner. In the dry Northeast corner of the room several coffins lean against the wall. A 3' by 3' grate covers a shaft in a dry corner of the entryway room.

The coffins contain the bodies of elven courtiers and knights, sent to investigate the rising shadow by the Fey King. A stone stairwell leads up to the observatory tower level. The Fey courtiers in these coffins are in the process of becoming vampire spawn, though they are too weak to escape their coffins or defend themselves at present. They bang on the inside of their coffins and generally scare the shorts off the party.

Ventilation shaft: There is a 3' by 3' opening in shaft that is sealed with an iron grate. The shaft leads to the maze beneath the Compound that contains the howler. The grate is made of 4 crossed iron bars that can be bent at DC 24 or broken loose at hardness 10 hp 30. The howler's cry can be heard echoing up through the shaft and will sap Wisdom at a rate of 1pt per hour if a Will DC 12 is not made each hour. Should the players break into the ventilation shaft they are faced with a 30' climb to the maze below. Once in the maze they run into the Howler, who will be attracted to the sounds of their breaking and entering. Facing the Howler is a very bad idea. It is meant to be a distraction that imparts a sense of expediency. GM's should emphasize the danger involved. A **Knowledge Planes check (DC 5)** reveals the nature and seriousness of the Howler threat. A **Knowledge Architecture and Engineering or an appropriate craft or profession check (DC 10)** check reveals that the Ventilation shaft is not part of the original stonework of Zendrela's Tower and is a recent addition.

Howler: Hp 39 (see monster manual page 121).

The Three Stirges:

A careful party may access the tower stairwell without disturbing the stirge colony that roosts in the rafters of the entry-room. A **Spot check DC 10** will reveal the following:

A colony of stirges has taken up residence in the lower tower, roosting in the ceiling beams.

A party that manages a **Move Silently (DC 10)**, and that doesn't effect the ceiling with torch smoke or bright light are ignored by the stirges. They have recently fed upon the Unicorn and are mostly sated. If the party disturbs the stirge colony, they are attacked by a few stirges when they enter the room. The rest fly off if provoked.

3 Stirges Hp:5 (See monster manual page173)

Encounter Four The Shattered Dome

A circular stairwell winds around the inside of Zendrela's Tower. There are several floors between the first and the Rooftop. Each floor has a landing and a doorway that is sealed by magic. The party cannot gain entry to any of the floors until they reach the Tower rooftop. The interior walls, floors, and ceilings, while made of wood, are also enchanted so as to be indestructible by mundane and lesser arcane means... they can't break through the walls. Don't rush the PC's past the stairwell, as this disturbs the illusion of the game... just let them try to open the doors until they give up and move on.

The rooftop of Zendrela's Tower consists of a rusted metal framework which has partially collapsed. The floor of the lighthouse observatory is littered with broken glass. In the center of the observatory atop a pedestal, there is a waxen hand topped with a lit candle. An elderly woman dressed in rich robes seems to look on in wonder, unmoving. A lone Fey Elf watches a crystal ballesque black orb with great interest. He is dressed in ragged courtiers clothes and looks disheveled, as if he had been in the wilderness for some time. Several stirge bodies lie in various stages of decay around the room. As you look more closely, you realize that the Fey courtier is clutching a wriggling stirge, bloated with recent feeding. He tears into the stirge, eagerly consuming the blood that flows from the stirges rent body. He turns to face the party and smiles: "You will avail Zendrela naught. You mortals are far too witless to free her."

This is **Tremaine, a ghoul**. If the players interupt the previous passage and charge him, he is surprised. Otherwise, allow the boxed text to read out and conduct initiative.

Tremaine and the other Fey Courtiers were slain and re-made to become Sethtun's minions. Tremaine has the key to the Menhir chains in his pocket as well as the magical candle snuff for the Hand of Glory. The candle snuff can be used to extinguish the flame upon the Hand of Glory, freeing Zendrela from her paralysis.

Tremaine Hp 13 (see monster manual page 183)

The Final Battle:

Players wishing to look into the sphere will see the object of Tremaine's interest. PC's who make an Scrye **Check (DC 10)** are able to attune to the sphere and will witness a great battle that is being through the sphere.

The scene within the Sphere of Myrgynd is of a great battle. You realize from observing conversations in and around Dyvers that a group of warriors are steeling themselves for battle are the Dyvers RoS lead by their Hierarchy, Palamon. Palamon and the RoS brethren from Dyvers have taken up a defensive position on a hillside. They are attempting to hold the flank of a host of Fey elves.

The Dyvers RoS-Fey Elf alliance faces two-dozen chapterhouses of the RoS from various nations. Ket, Geof, and Greyhawk pennants are amongst them. These are allied with armies of undead and grotesque monsters. The Dyvers RoS is hopelessly outnumbered. Missile fire is exchanged and the two sides charge and countercharge. The RoS is isolated on the hilltop flank as the Fey elves are over-run. For a brief moment, the banner of the Dyvers RoS snaps in the wind above a circle of desperate defenders before it is trampled beneath another charge. Palamon is beset by a demonic armored figure 8' tall. The demon carves its way through a group of RoS Swordbrothers who throw themselves between the demon and Palamon. The RoS strive valiantly to protect their leader and are cut down. All around lay the remnants of the Final Battle, the dying and dead bodies of elves, men, and foul beasts. A badly beaten and weaponless Palamon attempts to drive the broken haft of the RoS standard into his adversary. The creature turns to face Palamon. A cold voice rings out: "I am Sethtun of the Horned Society. You are all that remains to stand in the way of my master. Die well brother." Palamon is struck down by the demonic bladed gauntlets. The vision fades from the sphere.

Denouement

Once the party has freed Zendrela from her paralysis by the Hand of Glory, she expresses her gratitude by offering a reward to the party. Zendrela knows nothing about what has happened with Sethtun. She knows only that her apprentice tricked her into gazing at the Hand of

Glory, whereupon she was paralyzed. She also tells the party that they are assured a place to stay within her Tower when the great flood sweeps over Oerth.... Role-play Zendrela like your crazy aunt who loves you but keeps complaining about imaginary flies and her bowel problems...Make the party perform all manner of menial and odd tasks for Zendrela before she is willing to talk shop about Lord Enruhl's proposals. If the party attempts to broach the subject without performing whatever annoying jobs you can dream up, have Zendrela change the subject and generally give the party the brush off until they either comply with her tasks or leave. Suitable tasks would include dragging the coffins out of the tower and staking the (harmless) fledgling vampire spawn and then giving them a proper burial, cleaning up the observatory, disposing of the luzian cleric's crucified torso, going out into the forest to forage food for her dinner, preparing the meal of her, and then serving it to her... all these are good ideas. The theme is to have Zendrela vex and annoy the party to test their resolve to complete the negotiations.

The party must negotiate with Zendrela if they wish to secure a meeting with Lord Enruhl. Allow them to actively negotiate, don't just let them roll dice alone. After the party presents their case, allow them a **Diplomacy Check (DC 10)** plus or minus any circumstance bonuses for the party's bearing and demeanor with Zendrela to determine whether she meets with Enruhl Leardyn, lord of the Westlands concerning his proposed trade route. If the party succeeds, Zendrela is willing to discuss Lord Enruhl's proposal for negotiation, stating that she meets with him in the near future to discuss the trade route and layover in her caravan common (once it is drained of the black waters and the evil taint of Sethtun is expunged from the tower). Lord Enruhl rewards the party when they return to Leardyn manor (see treasure summary).

Experience Point Summary

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the discretionary roleplaying experience award. The roleplaying award should be given for consistent character portrayal and contribution to the fun of the game. You can award different roleplaying amounts to different characters.

Award the total value (objectives plus roleplaying) to each character.

Introduction

Defeating the Goblins:
60xp

Maze Encounter

Avoiding the howler:
30xp

Encounter One

Overcoming the Menhir trap and freeing the chained Unicorn:
60xp

Encounter Two

Defeating the Skeletons:
60xp

Encounter Three

Defeating or avoiding the Stirges:
30xp

Encounter Four

Defeating Tremaine:
60xp

Encounter Four

Successful negotiation with Zendrela for Enruhl:
90xp

Discretionary Roleplaying experience

0-60

Total Possible Experience

450xp

Treasure Summary

Reward from Zendrela for ending Tremaine's corruption of the Tower and freeing Zendrela from the Hand of Glory:
200 gold

Delivering Lord Enruhl's proposal, convincing Zendrela to negotiate, and returning to Leardyn to report on Zendrela's response to the proposal:
200 gold

Total Possible Treasure

400 gold

Player characters may keep items from the scenario that are listed on the treasure list below or which meet the following conditions:

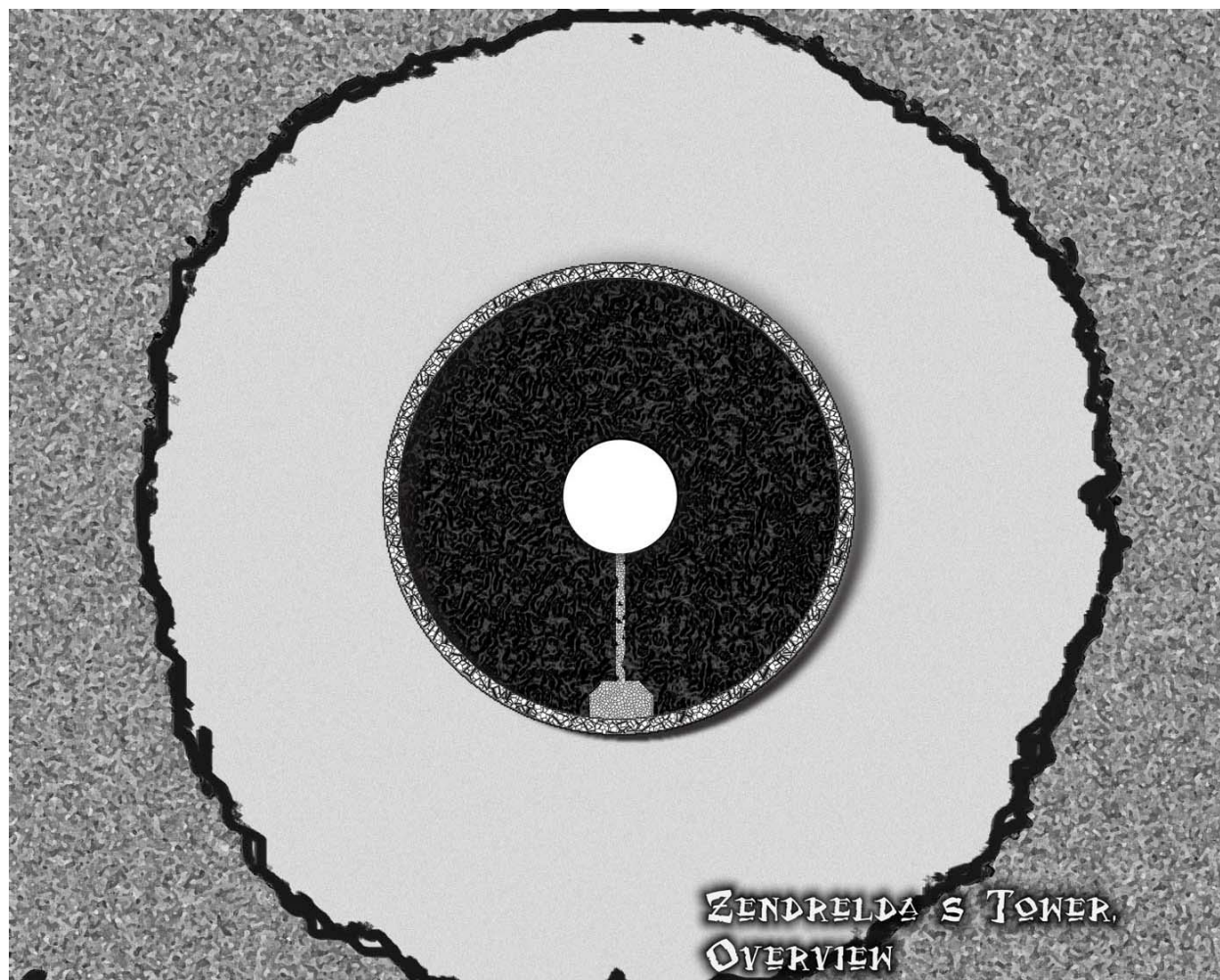
1. The item must be non-magical and specifically listed in the text of the adventure (e.g armor on foes). If it is not listed in the text, the characters cannot keep it. Items of this nature can be sold for 50% of book value, or recorded on a log sheet.

2. Animals, followers, monsters, henchmen, and so forth (any living being, basically) may not be kept from a scenario for any reason unless the treasure summary lists the being specifically. It is okay for the player characters to form relationships with NPCs, but these will not be certified and cannot bring material benefit to the character. Contacts (sources of extra information) must be specifically certified.
3. Theft is against the law, but may be practiced by some player characters. Items that are worth more than 250gp that are of personal significance to the owner (including family heirlooms), and all magical items, will be discovered in the possession of the character by one means or another. The character must return the item and pay a fine equal to three times the value of the item stolen. In addition, the PC caught receives campaign-decided penalties for being known as a thief, such as Infamy. For other stolen items which meet the criteria in #1 above, use your judgment and the circumstances within the game to determine whether a PC thief gets away with the theft or not.

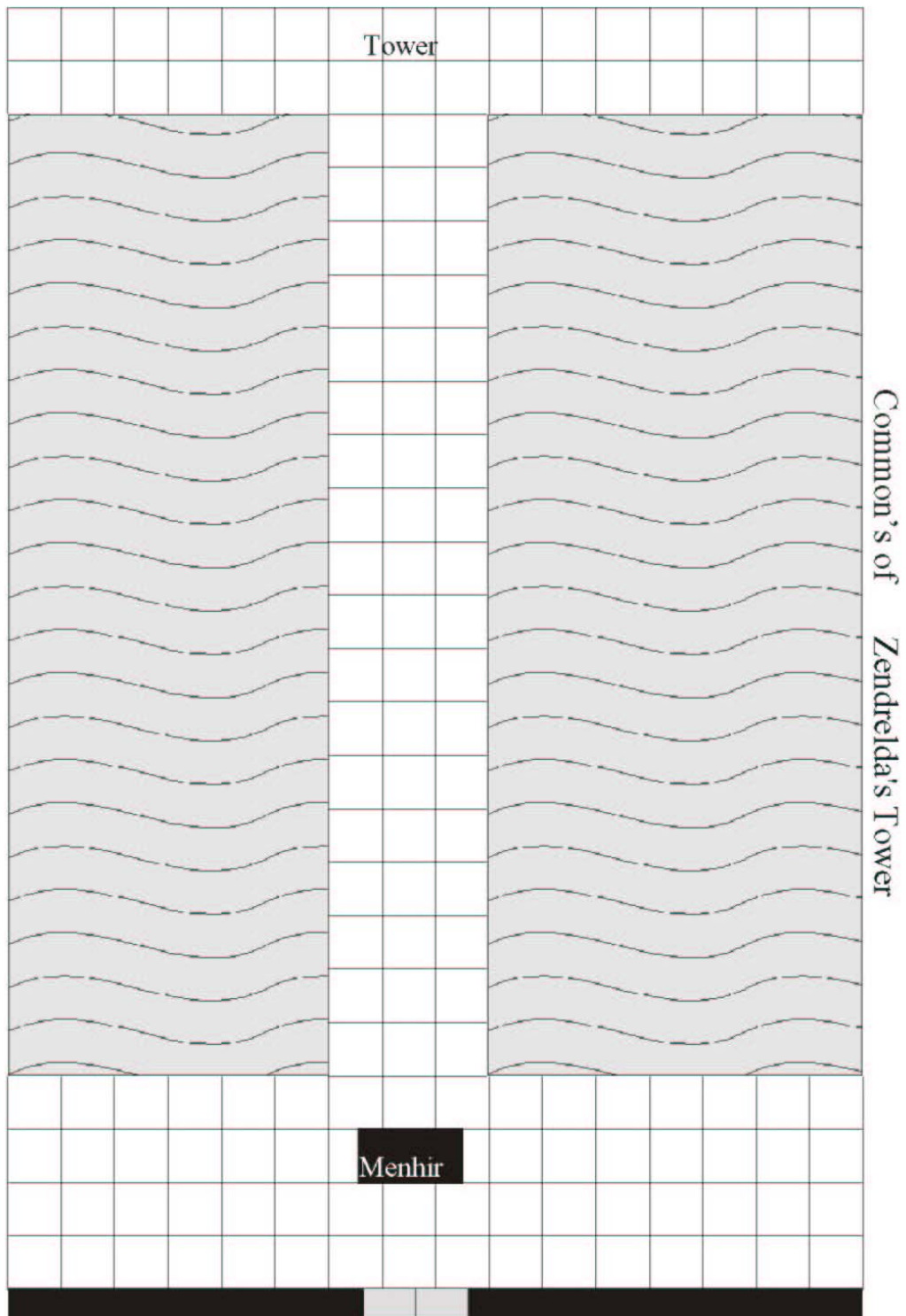
Any item retained according to these rules, which does not have a certificate, will not ever have a certificate issued for it.

The campaign staff reserves the right to take away any item or gold acquired for things that it later finds unreasonable but which were allowed at the time.

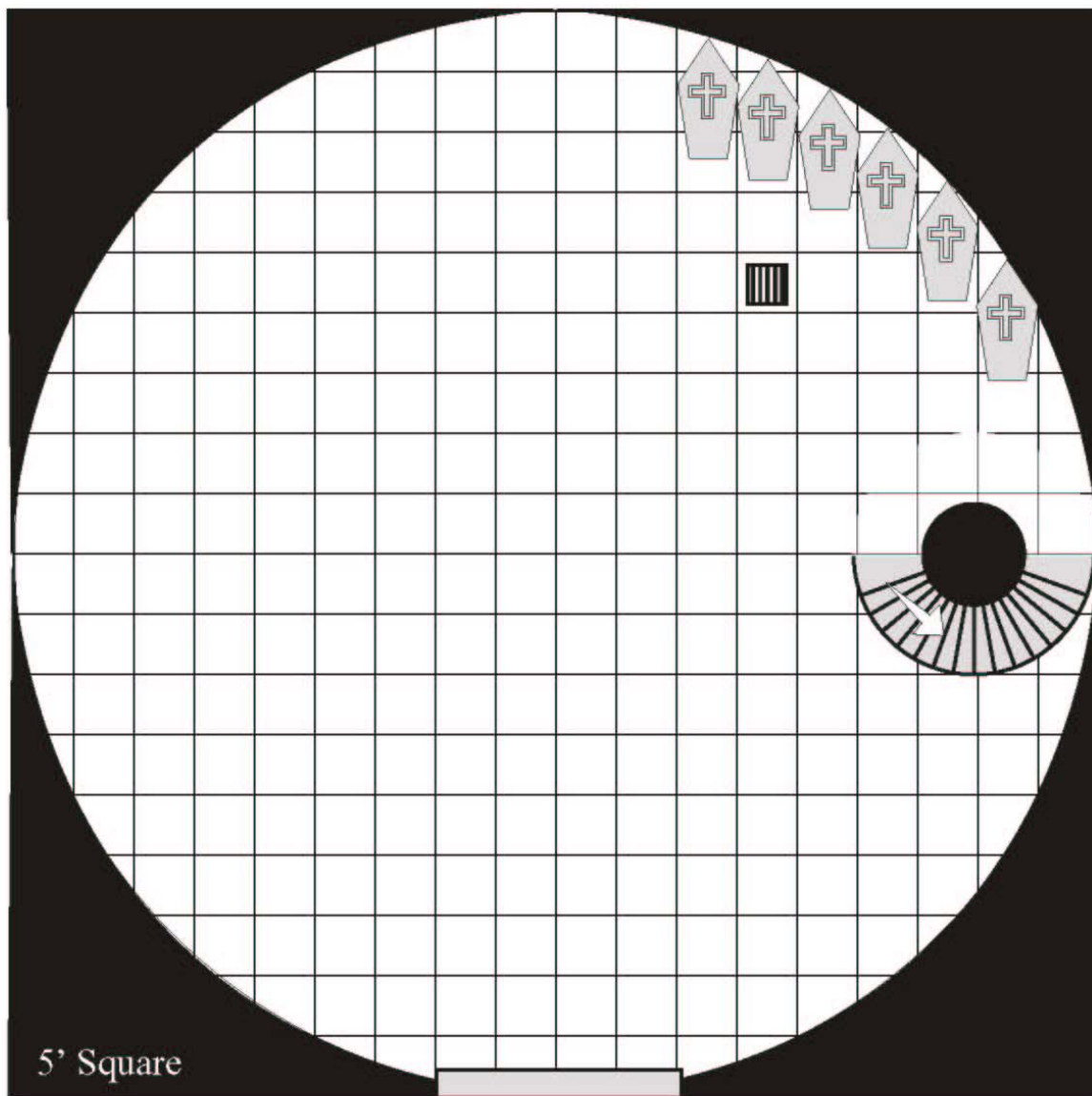
Map #1: Zendrelde's Tower – General Overview



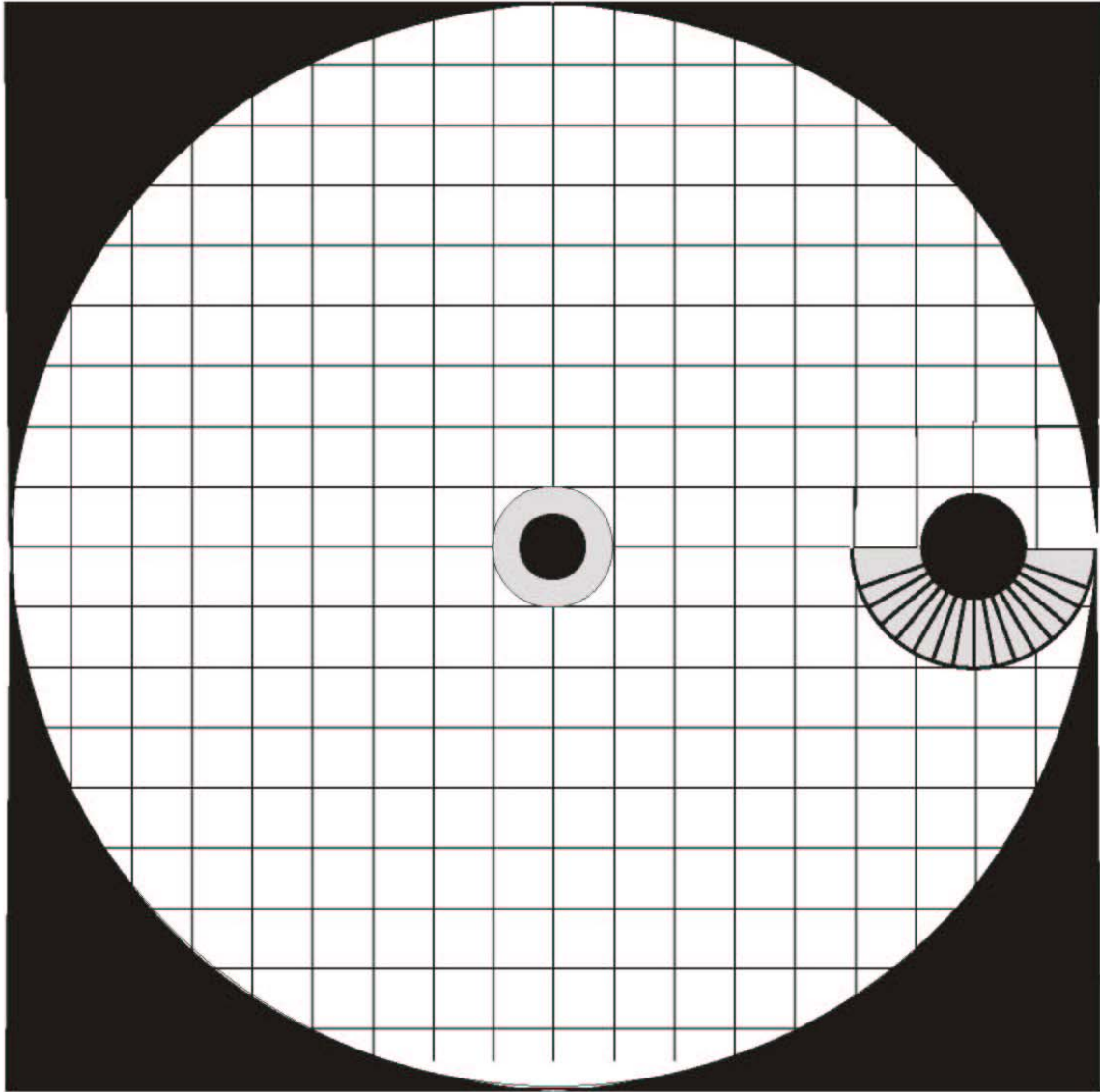
Judge's Map 2: Entrance to Zendrelde's Tower



Zendrellda's Tower 1st Floor



Zendrelde's Tower Roof



Player's Handout #1

The Musings of the Sage Burroe *[with footnotes from a scribe]:*

"It is funny you should ask. I was just thinking about Zendrelde's Tower today. It is a 200-foot tall lighthouse built on a tall hill in the Gnarley Forest, only 15 miles from the village of One Oak. Yes, I said lighthouse; we will get to that in a moment. She is only in her fifties, so it is a modern structure and in excellent shape. A number of locals were probably employed for simple labor.

[I have attempted to corroborate Burroe's assertions, but have yet to meet anyone who knows laborers employed upon this project. Perhaps it was constructed with magic or the laborers have been commanded to forget. Both are within the realm of Zendrelde's power.]

She probably has to employ some others for upkeep, and maybe even visits One Oak once a year or so, causing a small disturbance.

[I have been asked to maintain the confidence of Askalon of Vir and can confirm these visits, though I can say nothing about their nature]

Children tell stories about her visits, and adults remember her building the crazy lighthouse just over 20 years ago. She has never caused any harm to her neighbors, and the few visitors she has given audience to describe her as cordial, but easily distracted and forgetful.

[Strangely, though many "seem" to recall the construction of the lighthouse tower, none can place any detail or story of the direct event. Could this be an effect of Zendrelde's magic?]

Who does she expect to draw to her soaring tower? From what sea and to what shore does she expect ships to arrive? The favored opinion is that she thinks it is going to flood. Some say she is a great seer, and others that she is mad, and often there is little difference. There could be a kernel of truth to her insanity. I once saw an ancient map of the Nyr Dyv that showed the lake and the Dyvers portion of the Velderdyva much smaller than their present expanses. That was when the Isles of Woe were still there, in the eastern Nyr Dyv. There was a big flood, which some scholars have linked to the disappearance of the Isles. Had she seen the same map, or spoken to a long-lived fey, she could have drawn the conclusion that if a flood of that magnitude happens again, the lake would again expand. The first rises of the Kron hills in the Gnarley Forest would, according to that theory, become the new shoreline. Dyvers would become a forgotten submerged ruin, as so many did during the first flood. Perhaps she foresaw the reappearance of the Isles of Woe, and feared that another flood would accompany the event. I am certainly speculating well beyond my expertise at this point, but what other explanation could there be? Ships from the clouds or the stars? I think most insanity has a root in sanity, and the flood theory is in my opinion the most reasonable explanation for hers."