

VF2

Advanced Dungeons & Dragons
2nd Edition



GREYHAWK

ADVENTURE

Delvenbrass

By James Richmond



For 4-8 characters of levels 9-15

Delvenbrass

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Credits

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Introduction

Dungeon Master's Notes

Delvenbrass is a module for 4-8 characters, levels 9-15. The party should include at least two mages, a cleric, and a paladin. The general bent of the group should be lawful to neutral. No evil characters should be allowed.

This module can be incorporated into any existing campaign. If the adventure is to be used as part of a Greyhawk campaign, then it should be set in CY 586 in the month of Goodmonth.

Delvenbrass was designed, however, to be the second in a series of modules, taking the characters from the Vesve Forest (VF1: Lerrek's Towers and VF2: Delvenbrass) through Iuz's territory (VF3: Journey Into Darkness) and climaxing in the Howling Hills (SH1: Cavern of the Souls)

Background

Currently, the Great Northern Crusade has started, and there is a lot of activity in and around the Vesve Forest. All (most) of the demons that once roamed the lands of Iuz terrorizing the good folk in the neighboring countries have been banished by the Crook of Rao.

The characters have just defeated the Lich Lerrek and obtained the Cup and Talisman of Al'Akbar. They have brought the relics to Oaklock Gilderlief, an elven Bladesinger, in order to cure the disease that has befallen the good people of the forest.

History

Use the standard history and timeline that is canon to Greyhawk with the following exceptions:

- 1) Prince Thrommel was found and rescued in the Temple of Elemental Evil in CY 580. Later that year he weds Lady Jolene of Veluna.
- 2) In CY 586 the Kingdoms of Furyondy and Veluna unite as one, calling itself 'the United Kingdom of Furyondy-Veluna.'

Chapter One

Healing a Forest

The adventure begins in the Vesve Forest around the area of Quaalsten. Oaklock Gilderlief, whom they met back up with after their success in Lerrek's Towers, has brought them to Quaalsten.

The sight in Quaalsten isn't very good. Dozens of people are lying around, stricken of a terrible disease that, up to this point, none of the clerics have been able to cure. However, the sight of you- their saviors- suddenly brightens the spirits of those afflicted.

Note: as the talisman has the power to heal only one person a day, this is going to take quite some time to heal everyone here. Not to mention the fact that using such power ages the person using it 1d10 years each time! This will require several, if not dozens of clerics, priests, and druids to use the talisman during this time. The characters will discover this drawback the first time they try and heal someone themselves. Meanwhile, the characters can occupy their time by interacting with the forest people, meeting and gaining information from the Blue Wizard, and of course the adventure into Delvenbrass!

Use the sourcebook **The Marklands** for information on Quaalsten. Otherwise, it is a meeting place for the rangers of the Vesve Forest. It is a small village consisting of wooden and stone houses. A palisade and moat surround the whole place. A keep, made of blue-grey stone, protects the village as well. The Lord of Quaalsten is Elrenn Walthair. Priests of Ehlonna also can be found here.

Have the characters meet Walthair, some of the priests, and several of the rangers as well. Interaction between these people and the characters will do well as a tool for information gathering (current and future) and as a means to slow the pace of things down a bit.

After a day or two, or when the characters start to grow restless, have Philidor arrive.

Chapter Two

Philidor- the Blue Wizard

You wake up to the buzz and bustle of the village's inhabitants. You peer outside to see everyone greeting a visitor. He looks to be an elf, but his skin, hair, and eyes are all blue. You have heard tales of this elf. Several forest folk have mentioned the name of the "Blue Wizard". Now you see for yourself the elf named Philidor.

Philidor is here to speak to the party. He wants to thank them for retrieving the Cup and Talisman. **"Now the people have hope again,"** he says. He then tells them that he has information on a group of priests of Nerull that are looking for and assembling parts of an evil artifact that will aid them in fighting the elves. This artifact must be found and destroyed. He says that the group of clerics has been seen near Delvenbrass. That may be the place where part of the artifact lies. He would like for the party to go find the evil artifact, and stop the priests of Nerull from assembling it. Philidor knows the name of the item- the Skull Staff of Death- and roughly what it looks like. Use the description at the end of the module to inform the party of what they are looking for.

Philidor is a very powerful creature known in the celestial world as an Aasimar. His father was an Agathinon (Aasimon) and his mother was a Jann (Genie). Philidor stands 6'4" tall, weighs 210 lbs., and appears to be in his mid-thirties. His appearance is singular and unmistakable. His skin is light blue all over his body, his hair is azure, and his eyes are dark blue, save for the pale blue corneas. He appears to be a human male, but should he polymorph himself, his skin, hair, and eyes will always be a mix of blue colors. Likewise, he always wears blue garments with a little white or cream edging for decoration. When in the Vesve Forest, he changes his form to that of an elf, something that will be more accepting to the dwellers there.

Trying to acquire information about Philidor is extraordinarily difficult. All forms of magical scrying, even a Commune spell, fail utterly to reveal anything about him. Those who speak with him find it hard to collect their thoughts and pursue any sustained line of questioning (any personal query needs a check against the average of Wisdom & Constitution scored of the one asking the questions; failure means they becomes confused and cannot concentrate; this happens for each individual query, so stringing together a coherent line of questioning is almost impossible).

Philidor is unfailingly polite and courteous to those he speaks with (a trait he gets from his Jann heritage), but he is also a master at declining direct questions. If asked where he comes from, he will reply, "I have lived in many lands in my time," or "Well, its where I am going that's more important; the past is a place I don't live in anymore." Philidor simply does not speak about himself, except in riddles or very vague terms.

His alignment is NG. He speaks the following languages: common, elvish, Flan, Suloise, dwarvish, gnomish, halfling, orc, undersea common, undercommon, genie common, dragon common, and faerie common. He has sage abilities in the following areas: astrology, astronomy, history of the central states of the Flanaess, languages (elvish, gnomish, dwarvish, undersea common, undercommon, Flan, and Suloise), mathematics, metaphysics (outer planes of good, Acheron, and the Abyss), philosophy (human and elven), sociology (general, plus expert knowledge of elven, Flan, and Suloise), and theology (general). His proficiencies are as follows: Scribe modern languages, heal, heraldry, navigation, astrology, airborne riding, land riding, etiquette, religion, herbalism, ancient languages, ancient history, reading/writing (common, dwarf, elf, flan, Suloise, gnome, undercommon, and undersea common)

He has an 18 in INT, CON, DEX, and CHR. He has all the abilities of any creature he polymorphs into (retaining his own HD, hp, and THACO however). He has infravision, 20% MR, is immune to all forms of gas attacks, and (once a day) can cast the following spells: cure light wounds, dispel magic, detect lie, and protection from normal missiles. He also can only be hit by magical weapons.

His magical items include: Amulet of the Planes, Blue Robe of the Archmagi*, Ring of regeneration, Ring of Wizardry (1st-3rd), Rod of Alertness, Wand of Frost, and a Quarterstaff +5.

*Blue Robe of the Archmagi- base AC: -4; 50% MR; acts as a ring of free action; confers total immunity of all poisons.

He can cast any spell from the wizard spell lists.

Under no circumstances will he use a flame producing spell while in a forest.

Note: the Aasimar is a new PC/NPC race as described in an online document.

Chapter Three

Delvenbrass

This place once used to be a beautiful Baklunish citadel. Now it is abandoned and overgrown. Where once the place bustled with its ancient Bakluni occupants, now only monsters reside.

Outside Delvenbrass

About the only hazard outside the ruins themselves are the mobats. They lurk in the darkness that surrounds the castle. They will attack anything in sight, preferring to swoop down on prey, thus gaining a -3 on the surprise rolls of their victims. They will also use their screeching on any who resist.

Mobats (20) AC: 2 (10 is not flying); HD: 6; hp: 36; THACO: 15; #AT: 1; D: 2d4; SA: screeching; AL: NE.

The whole ground level inside has collapsed. Only outside walls and roof remain.

All the dungeon rooms are empty except the ones in the "Lairs" section. The whole place is dark and unlit by any means.

Rumors in the forest and beyond tell of a lost trove of powerful evil magical items somewhere in the area. In fact, those items are indeed in Delvenbrass. Gaining access to those items is a perilous endeavor indeed.

Currently, there are four evil forces at work attempting to find these and other items here:

Clerics of Nerull

There are 7 priests of Nerull looking for an artifact of their deity Nerull. The item is called the Skull-Staff of Death. It is in three parts: the staff, skull, and two emerald gems for "eyes". Currently the leader of this group has the staff and skull, and has come to Delvenbrass to find the eyes.

Clerics of Iuz

There are two high level priests of Iuz looking for the lost trove. Scrying has determined that the rumors hold some validity, so they are here to find and bring such prizes to their (beloved?) master. If they meet up with Keak they will, at first opportunity, report back to Iuz about him.

Followers of Lerrek

Keak, a member of the Boneshadow, and also a follower of Erythnul, is taking a group of bugbears loyal to Lerrek in search of the Skull-Staff of Death. Lerrek learned about this evil artifact and wants it for its powers against elves when he launches his attack on the Vesve. If Keak encounters the clerics of Iuz, he will go all out to destroy them before they can reveal his treachery to Iuz.

Goblinoid Band

There are a group of 45 goblins that have overcome (somewhat) their fear of the place to actually enter and attempt to locate the lost trove. However, they would be satisfied to let the other three groups brave the hazards and glean the treasure off of the wounded and tired survivors.

These groups, along with the monster lairs, and the countless number of wandering monster encounters that can occur, and this is going to be a very harrowing adventure for the characters.

Wandering Monsters

Level 1

1. Jermlaine (1-6)
2. Muckdweller
3. Centipede, giant
4. Spider, large (1-2)
5. Troglodytes (1-8)
6. Urchin, land (1-2)
7. Gelatinous cube
8. Sandling (1-10)
9. Beetle, boring (3-18)
10. Osquip (2-24)

Level 2

1. Dog, Death (1-12)
2. Hellhound (1-8)
3. Toad, poisonous (1-4)
4. Huecuva (1-10)
5. Scorpions, huge (1-8)
6. Drider (1-3)
7. Rust monster (1-3)
8. Ochre jelly
9. Margoyle (1-4)
10. Otyugh

Level 3

1. Ogre Mage
2. Owlbear
3. Ettin
4. Golem, Flesh
5. Troll (1-12)
6. Gorgon
7. Bulette
8. Yuan-ti
9. Yeti (1-2)
10. Yugoloth, lesser

Level 5

1. Argos
2. Beholder, death kiss
3. Beholder
4. Behir
5. Gorgimera
6. Crypt thing

Level 4

1. Shambling Mound
2. Lizard, Fire
3. Pudding, Black
4. Roper
5. Xorn (1-4)
6. Wemic (1-6)
7. Mummy
8. Carrion Crawler
9. Cloaker (1-4)
10. Grell, patriarch

Level 6

1. Baatezu, greater (pit fiend)
2. Lurker, trapper
3. Tanar'ri, marilith
4. Umber hulk
5. Giant bloodworm
6. Tanar'ri, dretch (1-10)

Note: make normal random rolls on the first two levels. On levels 3 & 4 roll every turn, and on levels 5 & 6 roll every turn with the chance occurring on a 1-3 (d10).

Note: except for the lairs, the rest of the dungeon has been left up to the DM to flesh out. However, none of the other rooms should have any monsters in them. Mainly descriptions of what the room looks like (and once might have looked) should be the focus here, with the added flavor of suspense of what 'might' lay waiting for them.

Lairs

Level 1

Room 5. Gibberlings (40)

AC: 10; HD: 1; hp: 5; THACO: 20; #AT: 1; D: 1-6; AL: CN

When the party gets within 200' of this cavern, read the following:

In the distance you hear a low chattering noise. It starts getting louder and changes to ghastly howls, click, and shrieks. You can now start to see what is making these hideous sounds- in front of you, getting closer by the second, is a writhing mass of fur and flesh

brandishing short swords. As they get rapidly closer, you can make out their glazed black eyes and maniacal grinning faces.

They have no treasure.

Level 2

Room 2. Gith (20)

AC: 8; HD: 3; hp: 12; THACO: 17; #AT: 1 or 2; D: 1-6 or 1-4/1-4; SA: springing; AL: CE

When the party gets about 100' from the cavern, read the following:

In the distance you see what appears to be skeletal lizards hopping toward you, carrying spears.

They each have 8 gp.

Room 7. Grimlocks (50)

AC: 5; HD: 2; hp: 8; THACO: 19; #AT: 1; D: 1-6 or 1-8 (battleaxe); MR: immune to phantasmal force, darkness, invisibility, mirror image, and other spells which affect the sight. However, audible glamour or any loud continuous noise with partially "blind" them, limiting their vision to 10' and suffering a -2 penalty on their attack rolls. Snuff or strong perfumes inhaled or thrown in their face will have the same effect; AL: NE

Four of these are leaders with AC: 4; HD: 3; hp: 12

One more is a champion with AC: 3; HD: 4; hp: 20

These creatures also attack in mass, with leaders and champion hanging back until the enemy is severely weakened.

Each of the Grimlocks have 10sp, 3gp, and 10ep.

Each of the leaders have an additional 9pp.

The champion has all the above plus 6gp.

There are 5 chests in the cavern. All are locked.

#1: 3000 cp

#2: 1000 sp

- #3: 800 gp
- #4: 900 pp
- #5: 500 pp and 6 gems (100, 300, 600 (x3), 900 gp value)

Level 3

Room 3. Hook Horror (8)
AC: 3; HD: 5; hp: 29, 26, 26, 25, 25, 23, 22, 19; THACO: 15; #AT: 3;
D: 1-8/1-8/2-12; AL: N
They each have 30 sp, 18 ep, and 16 pp.

Room 8. Hydra (7 headed)
AC: 5; HD: 7; hp: 56 (8 per head); THACO: 13; #AT: 7; D: 1-8 each; AL: N.
This creature had no treasure.

Room 10. Mind Flayer
AC: 5; HD: 8+4; hp: 43; THACO: 11; #AT: 4; D: 2 each + special; SA: mind blast + special; SD: spells; MR: 90%; AL: LE
He has 7 potions (gaseous form, oil of impact, speed, extra-healing, philter of glibness, poison, philter of stammering and stuttering; 4 scrolls (flaming sphere, rainbow pattern), (prot. from lycanthropes), (prot. from water), (commune, control winds, rainbow, pass plant, atonement, find the path, astral spell); platemail of etherealness; sun blade.

Level 4

Room 4. Piercers (16)
AC: 3; HD: 3; hp: 19; THACO: 17; #AT: 1; D: 3-18; SA: surprise; AL: N
There is no treasure.

Room 7. Remorhaz

AC: Overall 0, head 2, underbelly 4; HD: 12; hp: 59; THACO: 9; #AT: 1; D bite: 5-30; SA: swallow whole, heat lash; SD: melt metal; MR: 75%; AL: N

This creature's treasure is 10,000 sp; 3,000 gp; 4 gold goblets and serving bowl (10,000 gp value) all piled in a heap.

Room 12. Trolls (12)

AC: 4; HD: 6+6; hp: 37 (x5), 40 (x3), 42, 45, 54; THACO: 13; #AT: 3; D: 5-8/5-8/5-12; SA: special; SD: regeneration; AL: CE

Their treasure is 5000 cp; 5000 sp; 45 gems (100 gp each); potion (storm giant control); shield +2; dagger +2, longtooth.

Level 5- has no lairs

Level 6

Room 1. Wyvern (2)

AC: 3; HD: 7+7; hp: 37, 39; THACO: 13; #AT: 2; D: 2-16/1-6 + poison; AL: N (E)

The treasure found here is: potion of invulnerability; scroll (enlarge, erase, mislead, maze); ring of blinking; morningstar +3.

Room 2. Shadow Dragon

AC: -10; HD: 18; hp: 93; THACO: 3; #AT: 3 + special; D: 1-6 +10/1-6 +10/3-18 +10; SA: special; BW: blindness (1 round), and energy level drain (3/4 of total levels for 5d4 +2 turns); SD: mirror image (3/day) (1d4 images), dimension door (2/day), non-detection (3/day), shadow walk (1/day), immune to energy drain, hide in shadows (85%); MR: 50%; AL: CE

He can cast spells at 16th level use and has the following:

Wizard

1 st -	phantasmal force	2 nd -	invisibility
	magic missile		detect invisibility

detect magic

audible glamour

3rd- spectral force

dispel magic

4th- phantasmal killer

illusionary wall

5th- wall of force

shadow door

6th- true seeing

globe of invulnerability

Priest

1st- command

detect good

prot. from good

2nd- hold person

This dragon has amassed a huge treasure:

6,000 cp

10,000 sp

16,000 gp

4,000 ep

4,000 pp

21 gems (8500 gp value total)

13 potions (green dragon control, red dragon control, blue dragon control, bronze dragon control, silver dragon control, gold dragon control, treasure finding, vampire control, shadow control, ghost control, spectre control, wight control, wraith control).

Ring of the Pomarj

Medallion of Malog

Black arrow of Iuz +3

Sword of life stealing +2 (INT: 12; EGO: 3; AL: CE; teleportation 1/day)

Book of Vile Darkness

Talisman of Ultimate Evil

Coat of Arnd

Room 3. Deepspawn

AC: 6; HD: 14; hp: 84; THACO: 7; #AT: 6; D: 3-12 x3 (bites)/2-5 x3 (slap) or by weapon type x3; SA: cast hold (1/3 rounds), ESP and water breathing (both at will), and can heal itself (1/day); SD: immune to all known venoms and regenerates lost arms and stalks (2hp/day); MR: 77%; AL: CE

The Deepspawn is hidden in a mound of treasure. It attacks with its hold person spell when the party is 15' away, trying to hold as many as it can before it attacks with its jaws and tentacles (two of which will be using the magical polearm and sword).

The mound of treasure consists of the following:

1200 sp

600 ep

800 gp

800 pp

4 gems (5000, 5000, 10,000*, 10,000*)

Potion of timelessness

Potion of spectre control

Chime of opening

Polearm +1 (used by the Deepspawn)

Sword +5 (used by the Deepspawn)

Dagger +2 (INT 13, Ego 8, AL: LG; detects evil-10'r; detects invisible objects-10'r; detects secret doors-5'r)

*These two gems are the "eyes" of the Skull-Staff of Death.

Room 4. This room contains no monsters. However it contains valuable information if one is wise enough to recognize it for such. For this is the antechamber of the ancient Bakluni High Priest. When the Bakluni came here centuries ago, a wizard that was with them had earlier discovered the Codex of the Infinite Planes in the ruined castle of the "Brooding Mage." His interest in the Elemental Plane of Fire led him to use the Codex to travel to and from the plane. Fearing the book, he left it in the castle where he found it. He still had ties with it however, and he used that power to arrange for their citadel to be made from brass taken from the City of Brass. He was hoping to use the energies from that plane with magic of his own to make the Baklun citadel invulnerable to attack, especially from fire. As it turns out however, what happened instead was a gate opened in this room randomly 'hopping' from plane to plane each day. Of course creatures started entering the gate and thus the Citadel was overrun by these monstrosities. When Vlar Zihn (see online article published in the Oerth Journal- 'The Codex of the Infinite Planes' by Denis Tetreault) found the Codex in -440 CY and successfully attuned to it, the energies powering the gate weakened, and the randomness stopped. This left a permanent link to the last place the gate was opened to – the Elemental Plane of Fire in the City of Brass. That link is here in this room. It appears as a small immobile floating ball of fiery energy. Anyone touching it will receive 2-20 points of fire damage (no save). Unless the proper spells are used to 'reactivate' it, the party cannot be transported.

Conclusion

Assuming the characters make it out of Delvenbrass alive, and with the Invulnerable Coat of Arnd, then have the following happen:

Once again Oaklock Gilderlief finds you and takes you back to Quaalsten. When you arrive, many of the people have been healed of the disease. Philidor is present also and when he spots you, he says, "Walk with me. There is something I must tell you."

At this time have Philidor tell the party of the Cavern of the Lost Souls. He knows the general location of the cavern (somewhere in the Howling Hills). He doesn't know of the forces guarding it or of the magics inside, but is assured that both are great. This story confirms another that was told to them by Mordenkainen months ago. Now armed with the Coat of Arnd and the Cup and Talisman of Al'Akbar, hopefully they will be successful in destroying Iuz, or at least weakening him greatly.

After the talk with Philidor, he tells them to stay here in Quaalsten until all the people are healed. He fears that they will need the Cup and Talisman on their quest to be successful.

Note: unknown to anyone, the god Pelor has granted each of the party a full heal spell the next time right before they are to sustain a lethal blow (assuming that being fully healed would matter).

During their wait, the party can rest, heal, regain spells, and plan their next course of action in reaching and assaulting the Cavern of the Lost Souls.

NPC's

Priests of Iuz

Darnell- 10th level priest of Iuz (STR 12, DEX 14, WIS 18, INT 13, CON 9, CHR 11); AC: 0 (chainmail +2, shield +2); hp: 50; AL: CE. He is stocky, 5'10" in height, with jet black shoulder length hair and piercing black eyes. His teeth are decayed and black in spots. Darnell employs a ring of human influence (2 usages per day) and a ring of detect lies (3 usages per day). He wields a boneward (30 charges) and a mace +3. He has the following spells he can cast once/day: change self, fear, and enervation. His spell lists are as follows:

1 st -	command	2 nd -	hold person (x2)	3 rd -	blackhand
	spittle		find traps		turnbane
	blight		spectral hand		cause blindness
	darkness		chant		cause disease
	cause light wounds				
4 th -	clawcloud	5 th -	screaming skull		
	free action		venomed claws		
	abjure		flame strike		
	cause serious wounds				

Tzared- 8th level priest of Iuz (STR 9, DEX 16, WIS 16, INT 8, CON 14, CHR 14); AC: 2 (DEX and robe); hp: 35; AL: CE. He is tall and slender, with sickly pale skin, black eyes, and thinning hair. He wears a Ghastrobe and fights with clawed gauntlets. He has a ring of skeleton control (3 usages per day) and a ring of human influence (2 usages per day). He currently has 20 zombies under his control, which he uses as bodyguards. His spell lists are as follows:

1 st -	chill touch	2 nd -	spectral hand	3 rd -	vampiric touch
	detect undead		hold person		negative plane protection

command	chant	animate dead
cause fear	enthrall	speak with dead

4th- bonechain
 enervation
 clawcloud

10 orogs (AC: 4; HD: 3; hp: 18; THACO: 17; AL: LE; #AT: 1; D: 1-10 +1; ML: Elite)

20 zombies (AC: 8; HD: 2; hp: 8; THACO: 19; AL: N; #AT: 1; D: 1-8)

Followers of Lerrek

Keak- grey elven fighter mage (member of Iuz's Boneshadow): (AC: -3; F/M: 9/12; hp: 113; THACO: 12; AL: NE; #AT: 2; D: by weapon +2; backstab) wearing elven chainmail +4, and armed with a sword of sharpness, a dagger of venom, and a garrote. He has a necklace of memory enhancement. His spells are as follows:

1 st - charm person	2 nd - ESP	3 rd - suggestion
hypnotism	ray of enfeeblement	spectral force
friends	forget	Melf's minute meteors
change self	alter self	prot. form normal missiles

4 th - fear	5 th - feeblemind	6 th - chain lightning
improved invis	mind fog	
confusion	magic jar	
charm monster	teleport	

20 bugbears (wearing symbol of Erythnul on breastplate): (AC: 5; HD: 3+1; hp: 25; THACO: 17; AL: CE; #AT: 1; D: 2-8 or by weapon; SA: surprise, +2 damage; ML: Elite) wearing chainmail and carrying a strange form of sickle (the handle is in the shape of an arm and fist, while the blade is a dagger being held by the hand of the handle).

Priests of Nerull

Frugar- 12th level priest of Nerull (STR 16, DEX 12, WIS 17, INT 10, CON 12, CHR 11); AC: 0 (chain +5); hp: 65; AL: NE; He wields a great sickle +2 (used two-handed, treat as a hook-fauchard), a dagger of venom, rod of terror (38 charges), net of entrapment, ring of mind shielding, an amulet vs. undead, and the Skull-Staff of Death (missing the eyes). His spells are as follows:

1 st -	command	2 nd -	hold person	3 rd -	dispel magic
	sanctuary		obscurement		meld into stone
	darkness		withdraw		locate object
	invisibility to undead		silence, 15'r		feign death
	cause light wounds		wyvern watch		neg. plane prot.
	pass without trace				

4 th -	neutralize poison	5 th -	ebony tendrils	6 th -	blade barrier
	cure serious wounds		insect plague		harm

2 7th level priests of Nerull (AC: 2, 3/chain +3, +2; hp: 30, 28; AL: NE) armed with sickles (one is +2), nets, and staff (swarming insects-22 charges/withering-28 charges). Their spells are as follows:

1 st -	pass without trace	2 nd -	hold person/slow poison
	command/detect poison		chant/aid
	darkness/cure light wounds		find traps/know alignment
3 rd -	dispel magic/prayer	4 th -	cure/cause serious wounds
	speak with dead/cause disease		

4 5th level priests of Nerull (AC: 4; chain +1; hp: 19, 22, 26, 27; AL: NE) armed with sickles, nets, and scythes (+1, +1, +2, +3). Their spells are as follows:

1st- detect good/detect magic/detect poison/detect snares and pits
command/pass without trace/darkness/bless
cure light wounds/cure light wounds/cause light wounds/cause light wounds

2nd- hold person (x4)
obscurement/aid/silence, 15'r/augury
find traps/know alignment/chant/slow poison

3rd- animate dead/prayer/cause disease/cause blindness

10 wights (AC: 5; HD: 4+3; hp: 19, 20, 20, 21, 25, 26, 28, 30, 31, 35; AL: LE; THACO: 15; #AT: 1; D: 1-4; SA: energy drain; SD: hit only by silver, or +1 or better magic weapons; unaffected by sleep, charm, hold, or cold-based spells, or poisons or paralyzation attacks; holy water does 2-8 points per vial; raise dead cast on them will kill them instantly).

10 zombies (AC: 8; HD: 2; hp: 5,5,5,6,6,7,8,,10,14,16; THACO: 19; #AT: 1; D: 1-8; immune to sleep, hold, charm, death magic, poisons, and cold-based spells).

Goblinoid Band

40 goblins (AC: 6; HD: 1-1; hp: 4; THACO: 20; #AT: 1; D: 1-6) armed with spear and shortsword and carrying a shield.

4 assistants (AC: 5; HD: 1; hp: 7; THACO: 20; #AT: 1; D: 1-6) armed with spear and shortsword and wearing chain.

1 leader (AC: 5; HD: 1; hp: 7; THACO; 20; #AT: 1; D: 1-8) armed with battleaxe, spear, and shortsword and wearing chain.

The leader and assistants are mounted on worgs.

5 worgs (AC: 6; HD: 3+3; hp: 18, 19, 20, 21, 25; THACO: 17; #AT: 1; D: 2-8; AL: NE; MV: 18)

Artifacts

Skull-Staff of Death

The Skull-Staff of Death is a rust colored skull atop a five foot ling metal staff. Two green emeralds (worth 10,000 gp each) are in the eye sockets. The staff is said to have originated as a gift from Nerull to one of his demon commanders. Not trusting him to the full powers, Nerull hid the emeralds somewhere in the Vesve Forest. The demon used his gift to destroy and create chaos everywhere he went in the name of Nerull. When the demon had made his way into the Great Kingdom's hierarchy as an Overking centuries later, he decided to sweep into the Flanaess and destroy the elves therein. Before the Overking could make good his plan, the staff was stolen by a thief who fled to the Vesve Forest, never to be seen again. Somehow the staff became separated. The meta shaft is said to be in the possession of one of the priests of Nerull. A high priest of Iuz had found the skull and during the Greyhawk Wars was slain somewhere in the Defiled Glades of the Vesve. The two emeralds have yet to be found, but tales say that the Bakluni people who settled at Delvenbrass discovered a source of conjuration/summoning magic, which overwhelmed their citadel from within.

The staff and its parts are Neutral-Evil. The powers and effects are as follows:

Item	Minor Powers	Major Powers	Dangers
Staff	fly/detect good	none	will stop at nothing to find the other parts
Skull	causes fear in elves-30'r despite magic resistance that elves have/doubles the senses including infra and ultra-vision/Ebony Tendrils-once per day/cause wounds at will.	none	will stop at nothing to find the other parts

Emeralds	immunity to fear and disease (one gem @)	summon demodand 3 times per day	all who see gems covet them/align. gradually becomes that of neutral-evil
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When all pieces are intact, the following powers and effects occur:

Paralyze by touch

Cause blindness once/day

Cause serious wounds twice/day

Death ray from emeralds with no saving throw once/day

User causes fear in all who see him when major power is used

Holy water burns the user at three times the normal damage

The only way to destroy the Skull-Staff of Death is to strike it with Life Cutter- Nerull's scythe.

Coat of Arnd (Invulnerable)

This chainmail shirt is impervious to any physical attacks on rolls of less than a natural 20 and gains +5 bonus to all saving throws. Protects as a ring of fire resistance and is immune to acid, cold, and electrical attacks. The wearer gains 3 experience levels for 4 days (1/month). (See 'Book of Artifacts' pg. 43 for more details).

Map

There isn't one. Use your imagination. Everything below level is rough-hewn or natural cavern. The spaces are large for the most part. Above ground is overgrown with vegetation.