

VF1

Advanced Dungeons & Dragons
2nd Edition

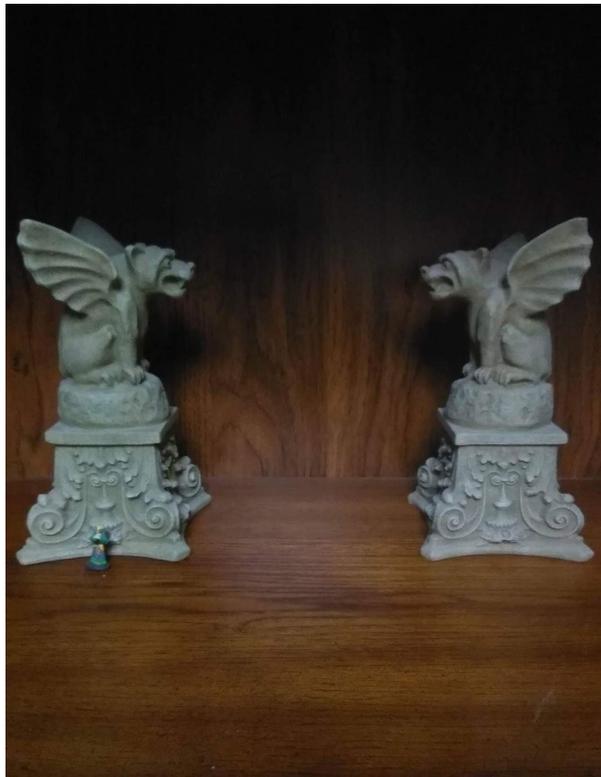


GREYHAWK

ADVENTURE

Lerrek's Towers

By James Richmond



For 4-8 characters of levels 9-15

Lerrek's Towers

Contents

Introduction.....	2
Lerrek's Tale	3
Chapter 1: The Mission.....	7
Chapter 2: Contact.....	8
Chapter 3: Lerrek's Towers.....	11
Conclusion.....	23
Map.....	24

Credits

Written by: James Richmond

Lerrek's Tale: Written by Andy Seale, aka Fallon, Ranger-Sage of the Vesve, and adapted by James Richmond to fit current campaign.

Disclaimer

The Marklands, Iuz the Evil, the World of Greyhawk, and all TSR characters, monsters, and/or names are registered trademarks owned by TSR, Inc. and Wizards of the Coast, Inc.

Introduction

Dungeon Master's Notes

Lerrek's Towers 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 Wealsun.

Lerrek's Towers was designed, however, to be the first 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 are commissioned by King Belvor IV to go into the Vesve and search out Lerrek's Towers for any magical items or anything else useful to the Kingdom of Furyondy-Veluna (or to Iuz, for that matter).

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.'

Lerrek's Tale

The origins of Lerrek go back to about 166 years ago, in CY 420. Lerrek was born Lerrek Caerynith in the lands known now as Perrenland, in the city of Schwartzenuin. His father was a mercenary captain that served in many of the armies of Oerth. His mother was from a farming community outside the city. Leoland, his father, had retired to the city and wanted to raise a family. However, after the birth of his first son Lerrek, he was killed in a freak accident while riding his horse. His mother, at a loss at what to do, brought the child up as best she could. Unfortunately Lerrek grew very spoiled and mean spirited. His peers taunted him as being the son of Leoland the Unlucky; he took this in stride and bided his time.

When he was 18 he jumped at the opportunity to leave for Aerdy as a guard on a merchant caravan. Two weeks into the trip, while going through the Vesve Forest, the caravan was ambushed by a group of bandits. The caravan was quickly captured, and its men were held hostage. The bandits were led by a priest of Erythnul named Reynard. Reynard was intrigued by the young man who seemed to disdain his fellow hostages as much as his guards. Ransom demands were sent out for the prisoners and the group waited. Reynard had many discussions with this young man who seemed to hate so much. The discussions then turned to religion and Lerrek became fascinated by the strength and power Erythnul offered. Soon the ransoms came in and it was time for the hostages to go. Reynard offered to take in the young man as an acolyte. He accepted and as part of his initiation ritual they sacrificed the hostages to Erythnul. For 10 years (438-448 CY) the pair traveled through the lands of the Horned Society, Iuz, and the Bandit Kingdoms. These lands were known under different names then and were not as organized. The bandits they commanded formed a mercenary company known as the Blood-Seekers. They worked for many an evil lord or lady in those days. Their fame and fortune grew, as did their power. The Blood-Seekers became feared as a ruthless mercenary unit who were fearless.

In 488 CY they took a job working for Myro, the ex-paladin, who had acquired the Hand and Eye of Vecna and was reigning terror in Perrenland. With him was the necromancer Iggwilv, whom he had found and released from temporal stasis, and her daughter Drelzna, a vampire. In 450 Cy, Reynard decided to usurp command of Myro's armies and a battle ensued. Iggwilv and Drelzna, much to the chagrin of Myro, allied with Reynard. After the dust of the battle cleared, Myro was defeated, but also fallen was Reynard. Left standing was Iggwilv, Drelzna, and Lerrek. Iggwilv's power far exceeded that of Lerrek, and so he and the remainder of the Blood-Seekers became her personal guard.

Iggwilv's power began to expand from the keep that they inhabited, and many of the local Kettite nobles began to pay homage to her. Soon tribes of humanoids began to rally to her flag. Lerrek and the Blood-Seekers truly began to command an army. They began to raid Perrenland again and slowly annexed territory. Iggwilv, in her travels to Abyssal

planes, met a Demon Prince named Graz'zt. He soon began to supply her with aid and support.

With this newfound power she directed Lerrek and his Blood-Seeker generals to launch a full-scale invasion of Perrenland. With the demonic support of Iggwilv and her daughter Drelzna at his side, they quickly overran Perrenland. The empire soon began to experience problems almost immediately after its inception in 472 CY. Lerrek had found tomes of magic long buried by ancient Suel mages. He began secretly studying this tome and using its magic in battles against Iggwilv's foes. He quickly mastered the lost arts and, as Reynard before him, thought himself more powerful than Iggwilv herself. Remembering what she had done to Reynard however, Lerrek chose a different route. He took what he wanted for treasure: a handful of powerful magical items, and some of Iggwilv's notes and books, and left. Most of the remaining Blood-Seekers went with him. And when Graz'zt made his move, Lerrek was not there to help her.

Lerrek and his band wandered for about a year and returned to the Vesve Forest. His band of 12 (the years had taken their toll on the Blood-Seekers who once numbered 300) quickly subdued a Celbit tribe of orcs and occupied the caves they lived in. Soon Lerrek had the orcs expanding the tunnels beneath, forming a good-sized lair. Other creatures were brought in as slaves, mostly gnomes and some dwarves, and used them to create a more refined interior. Atop the former orc caves Lerrek created two huge stone statues to guard over them. With the use of a ring of three wishes that he had taken from Iggwilv, he imbued them with magic and made them semi-sentient.

His own power was fearsome since he had risen to 18th level as a wild mage and 19th level as a priest of Erythnul, and at that time he was the most powerful of Erythnul's followers. Rather than see himself wither away into nothing, he used the notes he had taken from Iggwilv to become a lich. Most of his followers were not too keen on staying and becoming liches themselves, so the Blood-Seekers broke up. Only two of his followers remained: Kalen, a 13th level wizard/vampire (made that way by Drelzna), and a 10th level fighter who became a skeleton warrior. All these changes occurred by 477 CY just as Iggwilv's empire began to show signs of collapse.

With the loss of his minions, the first thing Lerrek did was slaughter all the slaves he had and brought them back to life as skeletons and zombies. He began to organize them into military units. He then began to recruit within the Vesve Forest to create a vast army of undead. He soon had a large tribe of ogres working for him, bringing him slaves and corpses to reanimate. His plans soon had others watching him and some of them were Good. In 519 CY, a Knight of the Hart named Cedric Ostlenberg learned of certain misdoings in the Vesve Forest and organized an expedition into the area. Cedric was a knight in much favor with Heironeous, since he carried an ancient +5 Holy Avenger sword of some power. However his hubris was his downfall, and when he went into the Vesve he only brought a small retinue of his squire, two mages (8th and 9th), a priest of Pelor (8th), and 20 men at arms. This small group did manage to penetrate the underground lair of Lerrek. Their luck ran out once Lerrek and his minions arrived. Lerrek, fearing that others might also succeed in entering his dwelling, decided to further fortify his position. He used many magical wards to seal off all entrances to the dungeon, save three.

Between the two towers is a marble slab 10' x 20'. It is one of three entrances (the other two being the secret doors at the base of the stone statues which do not require one of the brooches) to the dungeons and can only be accessed by an individual who possesses a Brooch of Lerrek. Only four such brooches exist. Two are with ogres that Lerrek has living around the tower. They use the brooches to bring him slaves, corpses, and supplies that his minions may need. One was lost to the Vesve Forest rangers that ambushed a group of ogres in 527 CY (they know nothing of its value). The fourth brooch is in the hands of one of the few living agents that Lerrek had, Keak. Keak has a position as a member of the Boneshadow, a secret group of Iuz, which gives him the perfect opportunity to supply Lerrek with information that would directly influence the Vesve. Keak's brooch gives him access to Lerrek's private lair in addition to the main one, and has certain magical properties. One of those properties is mind shielding, along with providing Lerrek a view of the outside world through the possessor's eyes.

For the last 74 years Lerrek has been very quiet in the sense of not doing anything overt on Oerth. He has, in fact, been very busy improving his position by contacting various demonic groups in the Abyss. He also has learned that Iggwilv is indeed alive and is working through her own agents on Oerth. He has been attacked on four separate occasions by various bands. Three were by adventurers and one by a group financed by Iuz, all of whom couldn't even find the entrance. They were all dispatched by a group of ogres and several hundred undead.

So Lerrek now waits and bides his time, letting his forces grow. Iuz is aware of who he is and is content to let things stay as they are. Iggwilv has no idea of his existence, for if she did, she would visit her old 'friend' to recover those items he stole from her long ago. It seems that among the items Lerrek grabbed in his departure he took two tomes that Iggwilv greatly desires.

The first is a book called **A Record of the Damned**. It possesses the true name of three Balor princes and six Hezrou. The possession of this book would immediately give power over a significant demonic force of devastating proportions. The other is an ancient Suel text called **The Masque of the Undead**. It details two processes that might be of tantamount importance to two types of undead. The first gives the ability of being able to walk among the sunlight for vampires with no ill effects. The other says that a lich can have his body restored to near perfect condition and also have the ability to walk among the daylight with no ill effects.

The reason that Lerrek hasn't used either text is that they both require a wizard of at least 20th level to cast the correct spells. They also require major human sacrifices. He has made limited use of the first tome and succeeded in forcing a Hezrou into servitude. He has been very crafty and has not let anyone on to the knowledge he does possess.

Lerrek at this time has at his disposal 1100 skeletons, 600 zombies, 50 ju-ju zombies, 6 lesser vampires, a handful of ghouls, and a smattering of other creatures. He once had at his disposal: a Hezrou, two Vrock, and 10 lesser tanar'ri, but these were banished by the use of the Crook of Rao. He also has the services of about 80 ogres living around his towers. Lerrek is very patient and is not willing to show his hand. Over the years

he has amassed a fairly impressive magical collection, including a +5 Holy Avenger, +4 Platemail, a Staff of Thunder and Lightning (42), another Ring of Wishes (2), and the artifacts the Cup and Talisman of Al' Akbar.

Several questions are brought up. The first is, "What does Erythnul make of all of this?" Being a deity of battle and slaughter, what does he make of a lich and its plans? Lerrek has always been a favorite of sorts, if a deity has one, and slaughtered many in his early days. Lerrek's nascent plan to recruit tanar'ri to his banner means that the Lord of Slaughter can add demons to his foot soldiers. This pleases him and thus he still supports Lerrek and his plans.

What plans does Iuz have for the lich? At the moment he has none, for Lerrek provides a diversion for Furyondy to worry about. If the Old One knows of the items that Lerrek possesses he would not hesitate to attack. But at the moment he is content to let sleeping dogs lie. He has however, allowed no knowledge of Lerrek's existence to leak to his mother Iggwilv. The lich is referred to as the "Dweller of the Vesve," a term that Lerrek coined for himself when he first established his lair in the forest.

Then there is Iggwilv and what she brings to the equation. Basically free now of Graz'tz's influence and a formidable power in her own right, she is a wild card in the mix. She knows what she lost to Lerrek and his departure from her realm. The names of those Balor princes would give her influence over several Abyssal planes. Does she even think Lerrek is still alive? If contact was made, it might be amicable and the two could join forces again. With the magic contained in the tomes, Lerrek could become whole, and the two could once again form another empire. A dire thought for Oerth indeed!!!

Chapter One

The Mission

The adventure begins in the city of Chendl, capital of Furyondy-Veluna. The King has called for the party to come into his chambers. When they get there, Mordenkainen will also be present. The King will tell them of their objective and Mordenkainen will teleport them to Quaalsten in the Vesve forest, where they will meet an elf by the name of Oaklock Gilderlief. He and a company of rangers will escort them to Lerrek's Towers. Once there, they are on their own. (note: the sourcebooks 'the Marklands' and 'Iuz the Evil' gives a description of the Vesve Forest and Quaalsten.)

As you follow the two guards down the hall towards the King's chambers, you all wonder why you've been summoned. The guards knock at the huge oaken double doors, then open them and lead you inside. Seated at a large rectangular table are King Belvor IV, Prince Thrommel, and (to your astonishment) Mordenkainen.

"Gentlemen, please be seated," King Belvor says as he motions to the empty seats. As you are seated Prince Thrommel speaks, "It has come to our attention that a dreadful disease has befallen the people of the Vesve Forest. None of the attempts by the priests there, or any we have sent, were successful in ridding them of this disease. We have information that somewhere in the Vesve Forest lies an instrument of healing that surpasses all others. We would like for you to go there, retrieve this relic, and heal the people of the forest."

"I will teleport you to an area within the forest," Mordenkainen says, 'where friends of ours will meet up with you and escort you to your destination."

With that, the three men rise and bid you a safe journey. Then with a wave of Mordenkainen's hand, you all disappear.

Chapter Two

Contact

The party arrives one mile from Quaalsten, right in the middle of a hobgoblin camp! Roll for surprise for both groups as the hobgoblins are just as surprised to see them as they are to see the hobgoblins. After three rounds, have a force of woodsmen led by a small group of rangers arrive and drive off the hobgoblins.

As the chambers of King Belvor disappear from sight, the sights and sounds of the forest takes its place. You find yourselves standing in the midst of a vast forest, not only surrounded by tall trees, but also about 20-30 hobgoblins!

Hobgoblin leader (AC: 5; HD: 1+1; hp: 9; #AT: 1; dmg: 1-8/1-2 + disarms; AL: LE; ML 12) armed with longsword and whip which will disarm an opponent on a roll of 16 or better.

20 hobgoblins (AC: 5; HD: 1+1; hp: 7; #AT: 1; dmg: 2-8; AL: LE; ML: 11) armed with morningstars.

10 hobgoblins (AC: 5; HD: 1+1; hp: 6; #AT: 1; dmg: 1-6; AL: LE; ML: 11) armed with short bows and short swords.

50 woodsmen (AC: 8; 0 lvl; hp: 4; #AT: 1; dmg: 1-4; AL: N; ML: special) armed with axes and spears.

The woodsmen are illusions created by Oaklock Gilderlief to chase away the hobgoblins. Once the hobgoblins have been defeated and the identity of the party been established, Oaklock dispels the illusion. Oaklock is accompanied by 8 other rangers.

Quaalsten is a small village comprised of wood and stone houses. It is surrounded by a palisade and moat, and a large keep whose base is made of blue-grey stone. Usually

anywhere from 10-15 Vesve Rangers can be found amongst the woodsmen that make this their home.

8 rangers (AC: 4; Lvl: 5; hp: 30 each) all wearing elven chainmail and carrying short bow, longsword, and dagger.

Oaklock Gilderlief: Elven male Bladesinger (Elk); Lvl: 12; AL; NG; AC: 1 (-6 when casting spells); hp: 54; S: 17; I: 17; W: 14; D: 16; C: 15; Ch: 11.

Oaklock is 4' 9" and weighs 110 lbs. He has brown hair and green eyes and is 123 years old. He has an antler tattoo on his face with four tines on either side. This depicts the clan of Bladesinger which he comes from. He wears a green cloak over clothes of green and blue pastel. He speaks common, gnomish, halfling, orcish, elvish, Suloise, and goblinoids. He wears elven chain +2, cloak of elvenkind, slippers of kicking, gloves of missile snaring, and a ring of shooting stars. His weapons include a longsword +4 (sword of Azor'alq – Int: 17; Ego: 21; NG; SP: slay evil other-planar beings- save vs. spells or be disintegrated; speaks (telepathy): elvish; detects evil- 20'; detects invisible objects- 10'; fly-1/day- 120' rate for 1 hour); longsword +3- frost brand; a prison of Zagyg; potion of heroism; dust of tracelessness (24); and three scrolls (of offensive nature- NO fire spells).

He has the following spells:

1 st :	unseen servant	2 nd :	alter self	3 rd :	*non-detection
	light		*shatter		*blink
	*spider climb		hypnotic pattern		tongues
	*detect magic		invisibility		monster sum. I
	*detect undead		*mirror image		#*spectral force
	read magic		irritation		clairvoyance
	spook		*detect invisibility		*invisibility_10'r
	*cantrip		*web		clairaudience
					prot. from normal
					missiles

4 th :	Rary's mnemonic enhancer	5 th :	*teleport
	*confusion		*cloudkill
	*emotion		wall of force
	shadow monsters		
	fire shield		
	dimension door		
	*charm monster		
	Fumble		

(*denotes spells normally memorized) (#denotes spell used in the illusion of the woodsmen)

After the dust of the battle has cleared, the woodsmen that come to your aid suddenly disappear, to your amazement. Out of the woods step several men that, by their garb, appear to be rangers. They all have their bows drawn and arrows nocked. One of them, an elf, approaches you. He has a strange appearance- a colorful tattoo of an elk's antlers cover his face, with four tines on either cheek.

"Who are you?" he asks.

Wait for a response from the party. If they attack or look threatening, or are rude in any way, Oaklock casts a web spell at the party and, if necessary, the rangers fire their arrows. If the party is polite and their identity given, then he introduces himself. After they have rested and healed any wounds, he leads them straight to their destination.

Chapter Three

Lerrek's Towers

The twin towers of Lerrek stand some 80 feet high and are sculpted in the shape of a broad, fat gargoyle. No door or portal is apparent in either tower. The towers are a special type of golem. They can detect invisible objects, detect magic, and detect movement (all at 100' radius). Even though they have "eyes", they are not affected by any spell affecting the vision. They have been enchanted to use magic against anyone assaulting them. A wave of a tower's "hand" can project spell effects such as a **wall of force**, **color spray**, or **lightning bolt**. The towers have a 90% magic resistance against any directly damaging spell cast upon them. At seemingly random intervals, an arm of a tower can telescope out to a range of 60 feet and attack a creature with its great stone claw (**THACO 8, 6d6 damage**). They are, however, unable to advance from their pedestals. There is a secret door at the bottom of each gargoyle, on the pedestal. These are only detectable by first successfully casting **dispel magic** (magic to dispel is of 16th level) and then using **true seeing** to detect the doors. If this is done, then they can be opened on a roll of 1 on a d6. If the party doesn't use magic, but instead gropes around, then 3 rolls of a 1 on a d6 will be required (not successive) to find the doors, and then another 1 to open it. **Transmute rock to mud** will destroy the golems except for the doors. **Stone to flesh** will do what the spell says and thus make it possible to destroy the golems with weapons (**AC: 2, hp: 200**). **Stone shape** will stop the gargoyles from attacking for 3 rounds. If the gargoyles are destroyed, then it only takes one roll of a 1 on a d6 to open the door.

Wandering Monsters

(outside Lerrek's Towers only)

Die roll	Encounter	# appearing
1	Owlbear	1-2
2-3	Ogre	1-2
4-6	Orc patrol	10-20
7-10	Iuz followers	10

Orc patrol:

1 orc leader (AC: 4; HD: 1; hp: 8; THACO: 18; #AT: 1; D: 1-8 +1; AL: LE) with longsword +1, and a horn which will attract from 30-300 orcs, 1-2 priests (level 4-8) and a wizard (level 5-10) from the Gerrenkzerung camp.

30 orcs (AC: 6; HD: 1; hp: 6; THACO: 19; #AT: 1; D: 1-8; AL: LE)

10 goblins (AC: 6; HD: 1-1; hp: 5; THACO: 20; #AT: 1; D: 1-6; AL: LE) with:

10 war dogs (AC: 6; HD: 2+2; hp: 18; THACO: 19; #AT: 1; D: 2-8; AL: N)

Iuz's Followers:

9th level priest of Iuz (AC: 2; hp: 40; AL: LE) with chain mail +1, shield +1, bone wand (15 charges), ring of zombie control (3 usages per day). He has the following spells:

1 st :	command	2 nd :	hold person	3 rd :	blackhand
	spittle		spectral hand		turnbane
	darkness		enthrall		cause blindness
	cause fear		chant		

4 th :	clawcloud	5 th :	screaming skull
	flame strike		

1 Orog (AC: 4; HD: 3; hp: 18; THACO: 17; #AT: 1; D: 1-10 +1; AL: LE) armed with a two-handed sword.

8 Elite orcs (AC: 4; HD: 2; hp: 11; THACO: 19; #AT: 1; D: 1-8 +1; AL: LE) armed with longswords.

As you break into the clearing, you see two huge towers in the shape of fat gargoyles. These structures look to go as high as 100 feet in the air. Shrubs and thickets have grown all around these things as it appears that nothing has disturbed this area in quite some time.

“This is the towers of the Dweller of the Vesve,” Oaklock says. “Supposedly there are many magical items in this place. Amongst those is the fabled Cup and Talisman of Al’Akbar. These relics of Pelor are what our people need to rid them of the disease that has befallen them. But a warning- inside you may find all sorts of creatures, some the likes that you’ve never seen before. Although there haven’t been any signs of him for centuries- the lich Lerrek may be still there. This is where I leave you. From here you are on your own. Ehlonna be with you.”

If the followers of Iuz have not been encountered yet, have them attack the party when they emerge back out of the towers. They will hope to catch them weakened and hopefully fewer in numbers, and glean any magical items that they might have retrieved.

1. When the characters enter the secret door to either tower, the staircase they have to descend is filled with webs from top to bottom. The air throughout the entire place is rank and disgusting. The walls are rough-hewn stone and the ceiling is only about 8 feet high. The whole place is in darkness.

The secret door opens to a staircase leading down into darkness. You can only see about 5’ in front of you from here.

Make a note of what kind of light source the party employs. The whole dungeon is filled with methane gas. At first it is slight, but the further into the dungeon the thicker the gas. If the party has any torches lit when they start descending the stairs, it ignites the gas, causing a fireball effect as it explodes causing 10-100 points of damage to all in the staircase and anyone within 30’. If they use a light source other than a flame then nothing occurs. Also, unless protected by some means (i.e. Necklace of Adaptation) then while in the dungeon, each character will suffer 1-10 points of damage per turn due to lack of oxygen; this increases to per round if in combat or running. If a character reaches 0 hp due to this then they have passed out and will die of asphyxiation in 10 rounds if not gotten to fresh air. If the characters caused the explosion (either at the entrance or at any time in the dungeon) then this damage is reduced to 1-3 points per turn (or round).

2. One round after the party has entered the room, a stinking cloud spell goes off, filling the room. It lasts for 1 turn unless dispelled.

This room has litter strewn about and furniture broken in pieces. The identity of what this room once was is unknown.

3. This corridor is misty, reducing visibility to 5'.

There is a thick mist ahead of you. It seems to fill the entire corridor.

The mist is magical in nature. No gust of wind or similar spell will move it. The only way to get rid of it is to dispel it.

4. Illusionary floor- This section of floor is actually a pit 60' deep, causing 6-36 points of falling damage. The first two people (or pairs) fall automatically unless something like true seeing is being used. The next (third row) has a 50% chance to fall, then 25%, then a roll of a 1 on a d20 (being completely stupid as to run forward to see what is happening).

You may want to prepare index cards or similar in advance to hand out, so as to not give away what is going on. Otherwise, just read the following:

The floor beneath you ceases to be and you go plunging downwards.

5. Library. A necrophidius guards this area seeking to protect it against anyone who intrudes.

Necrophidius (AC: 2; HD: 2; hp: 17; THACO: 19; #AT: 1; D: 1-8; SA: paralyzation and special; SD: immune to poison and special)

This room is obviously a library. Bookshelves cover all four walls from top

If the room is searched completely (taking several days) books containing new spells, as well as information on the Suel Empire can be found. If this much time isn't spent, then chances on finding anything useful is 1-100.

6. Living Walls. Both sides of this corridor are living walls. This gruesome sight was created by Lerrek to both frighten and slay intruders.

Living Wall (AC: 7; HD; 32; hp: 278; THACO: various; #AT: 24; D: various; MR: 20%)

- A) 6th level thief- shortsword +2, dagger of venom
- B) 8th level priest of Pelor- chain +2; mace +2; cause light wounds, prot. from good, curse, hold person, silence-15'r, resist fire, dispel magic, cause blindness, cause serious wounds, poison
- C) 8th level mage- magic missile, sleep, chill touch, color spray, stinking cloud, ray of enfeeblement, web, fireball, slow, vampiric touch, Evard's black tentacles, enervation
- D) 9th level mage- magic missile, wall of fog, ventriloquism, charm person, darkness-15'r, detect invisibility, blindness, hold person, lightning bolt, wind wall, Evard's black tentacles, solid fog, wall of force

Throughout the entire wall are 20 men-at-arms trying to grasp the characters. Scattered all along the base of the walls are coins of all type and gems of all attractive and alluring colors.

As you start down the corridor, your light reflects off something against both sides of the walls at the bottom. It appears to be coins and gems of all sorts, lying against the walls as far as you can see.

If their attention is successfully drawn to the coins and gems, then roll for surprise as the hands reach out to grasp the characters. Chances are the players will think a gelatinous cube came through here, or something similar.

If the party detects evil, the entire room gives off such...at a high intensity.

If the party lingers in the middle of the room, hesitant to get close to the walls, and someone attempts to listen, then they hear what sounds like someone in pain coming from the other side of the walls. If everyone remains quiet, or someone gets closer to the wall, then they hear pleas for help, and if the latter, are groped at.

7. Crypt Thing. This creature has been put here to fool anyone powerful enough to get this far into thinking that this is the lich Lerrek. It will attack anyone who enters, first attempting to teleport them to room #8. It will then attack using a ring of spell storing (**ray of enfeeblement, chain lightning, feeblemind, and slow**) before attacking in melee.

Crypt Thing (AC: 3; HD: 6; hp: 40; THACO: 15; #AT: 1; D: 1-8; SA: teleport and ring; SD: special; MR: 50%: due to ring) which wears a ring of MR 50% that will crumble to dust when the crypt thing has been slain.

This large room doesn't seem to have been used in centuries. Cobwebs and dust are everywhere. A sword hangs on the north wall. A coffin lay at the far side of the room. As you enter, the lid opens and a skeletal figure clad in a black robe sits up. It looks at you and speaks, "Begone!"

At this time, the crypt thing attempts to teleport as many characters as it can to room #8.

The sword is a +5 holy avenger sword. An illusion covers the fact that the wall is actually another Living Wall. The sword is actually being grasped by a 13th level paladin (Cedric). He and his squire are the only two creatures that are presently in the living wall.

Living Wall (AC: 6; HD: 10; hp: 160; THACO: various; #AT: 2; D: various; MR: 20%)

- A) 13th level paladin- plate +2, +5 holy avenger sword, harm on hands
- B) Squire- 0 lvl human male

In a hidden compartment in the coffin are various jewels and gems totaling 15,000 gp. Various weapons and armor are scattered throughout the room. All radiate magic, but none are save for the holy avenger sword.

8. Sons of Kyuss. Lerrek has been collecting these creatures for some time now. There are 20 of these monstrosities.

20 Sons of Kyuss (AC: 10; HD: 4; hp: 27; THACO: 17; #AT: 1; D: 1-8; SA: special; SD: regeneration, fear, special)

They will stalk the party through the maze of passages until all characters are slain, or until there aren't any Sons left. When someone first enters the room, roll a 1d20. The result is the amount that is presently in the room. The remainder will be roaming the corridors in the maze.

(read only if there is a light source present- which would only be courtesy of one of the players present)

You find yourself in a room about the size of the one you were just in. However, things aren't quite the same. All around you are gruesome figures, zombie-like creatures wearing tattered rags over their bodies; bodies whose flesh hang loosely and green worms creep and crawl from every portion of their skull. They immediately attack, their arms flailing at you.

The west wall is actually an illusionary wall. One foot to the west of it is a permanent wall of force. The passage beyond leads directly to Lerrek.

- a. At this point the party is teleported to location 'b'. When passing through this point from south to north it appears to the party as a normal corridor. When approaching this point from the north, it appears as a solid wall though it is merely an illusion. Teleportation only occurs when passing from south to north, not the other way. Also, evil creatures are immune to this teleportation, so that when the Sons follow the party, they will not be teleported to location b.
- b. The characters arrive at this point unaware that anything has occurred. However, if they happen to look behind them, they quickly realize that what was once a corridor is now a solid wall. How they got to this point is a mystery to them.

9. Tomb of Lerrek the Lich.

- a. Symbol (Fear)- this symbol creates an extra-strong fear spell, causing all creatures to save vs. spell with -4 penalty to the die roll or panic and flee as if attacked by a fear spell
- b. Symbol (Stun)- one or more creatures whose total hit points do not exceed 160 are stunned and reeling for 3d4 rounds, dropping everything they are holding.
- c. Symbol (Pain)- all creatures are afflicted with wracking pains shooting through their bodies, causing -2 penalty to Dexterity and -4 to attack dice for 2d10 turns.

VGR- Lerrek has cast **Von Gasik's Refusal** at this location.

- d. When the characters enter this area, Lerrek casts a **wall of thorns** on them.

Lerrek is a Suel Lich. He is a devout follower of Erythnul. Before he became a lich, he had reached 19th level as a priest of Erythnul. He is also an 18th level wild mage. His powers are as follows:

AC: 7

HD: 18/19 Mage/Priest

hp: 74

AL: LE

THACO: 12

#AT: 1

D: 1-10

MR: 37%

SA: creatures with fewer than 3 HD that gaze into the fiery eyes of Lerrek must save vs. death magic at +3 or die of fright. Those who make their save are paralyzed with terror for 1d4 turns, and are at the mercy of him; if touched, black flame erupts from the victim, inflicting 1-10 points of damage upon contact. The victim must also make a saving throw vs. paralysis or be unable to move. This paralysis lasts until

dispelled or until 24 hours have passed. This attack ignores all armor, and any item touched in this way must make a save vs. magical fire or be damaged.

SD: can be hit only by +1 or better weapons, spells, or by monsters with 7 or more HD and/or magical properties. He is immune to all mind affecting spells, death spells, and wizard and clerical spells below 3rd level. The spell **negative plane protection** inflicts 5d10 points of damage to him however. He has a +4 vs. evocation spells (not magical items), a base 18 save vs. those normally giving none and if successful, spells are converted to outgoing missiles numbering ½ spell level (due to the **gem of retaliation**).

Spells: Combat, Divination (minor), Healing (reversed), Necromantic (reversed), Protection, Summoning, Weather; add: heal, transmute water to dust.

Priest Spells

1 st :	cause light wounds (x4)	2 nd :	chant
	prot. from good		spiritual hammer
	sanctuary		obscurement
	faerie fire		detect charm
	curse		know alignment
	detect good		resist fire
3 rd :	scare (magic-user)	4 th :	cause serious wounds (x4)
	cause blindness		poison
	cause disease		abjure
	bestow curse		control temp. 10'r
	random casualty		
	dispel magic		
	prot. from fire*		
	magical vestment*		

5th: flame strike
insect plague
cause critical wounds
slay living (x2)
dispel good

6th: harm (x2)
wall of thorns*
conjure animals

7th: destruction
creeping doom

Mage Spells

1st: spider climb
Nahal's reckless dweomer
friends
magic missile
color spray

2nd: chaos shield*
Hornung's baneful deflection*
insatiable thirst
ESP*
ray of enfeeblement

3rd: alternate reality
minor malison
wizard sight*
blink
slow

4th: unluck
Evard's black tentacles
mass morph
phantasmal killer
thunder staff

5th: vortex
safeguarding*
Von Gasik's refusal*
false vision
feeblemind

6th: wildshield
wildstrike
chain lightning

7th: suffocate
 Malec-Keth's flame fist
 spell shape

8th: Hornung's random dispatcher
 Gunther's kaleid. Strike

9th: wail of the Banshee

*spells with an asterisk after it refers to spells already cast by Lerrek. The following table lists the spell, duration, and when cast:

<u>Spell</u>	<u>Duration</u>	<u>When Cast</u>
Von Gasik's refusal	18 hours	cast as soon as party entered his lair (#9)
wall of thorns	19 turns	next round
prot. from fire	108 points of fire damage/19 turns	next round
safeguarding	23 turns	next round
magical vestment	AC: 1 for 9 turns + 5 rounds	next round
ESP	20 rounds	next round
chaos shield	24 rounds or 1 st wild surge negated	next round
Hornung's b.d.	32 rounds	next round
wizard sight	19 rounds	next round

After this, Lerrek will use his **wizard sight** and **ESP** to determine if any spell casters got past his **VGR** spell. If so, he will deal with the spell casters first, leaving the others to battle the wall of thorns. If not then he will deal with the non-spell casters.

While battling to free themselves from the thorns, he adds to the problem by casting **creeping doom**. As the doom creeps closer to the party, Lerrek laughs a haunting laugh.

In combat, Lerrek will use his wild mage spells first, preferring not to melee until necessary. Against priests he likes the spell **Hornung's random dispatcher**; against wizards he likes **Gunther's kaleidoscopic strike**. When he does close in for melee, he will use his priest spells that require touch. As a last resort he will use **wail of the Banshee**. Finally, if there are still any of the party alive, he will use **Nahal's reckless dweomer**.

Lerrek's treasure, which he keeps all about his chamber (e) is as follows:

60,000 gp

18,000 pp

9,000 ep

Cup and Talisman of Al'Akbar

Amulet of proof against location and detection (on Lerrek)

Ring of mind shielding (on Lerrek)

Powder of the black veil (Lerrek has)

Gem of retaliation (on Lerrek)

Conclusion

In his chambers is a **Mirror of Mental Prowess**. He uses it to gain access to his lower catacombs where he houses his troops. There is no other access from the catacombs to the outside world. If Lerrek is slain, Lerrek's soul will transform into a demi-lich a week later. Keak has been instructed to act on Lerrek's behalf, using his brooch to gain access to his chambers and use the mirror to launch an assault on the Vesve.

Currently Lerrek has his ogres looking for an artifact of evil known as the Skull-Staff of Death. It is rumored to be located somewhere in the ruins of Delvenbrass. If found by the wrong persons, it could bode ill for the elves. Once Lerrek has this artifact, he will begin his assault on the Vesve.

If this was a standalone adventure then after the party leaves the towers, they meet up with Oaklock again who retrieves the Cup and Talisman from them and thanks them with all his heart. The party will always have a friend in Oaklock. The people of the forest are healed and no evidence of the disease is ever reported in the forest from this time on.

If you plan on using this adventure as the first in the series mentioned in the introduction, the Oaklock meets them again in the forest sometime after they have left the towers. He leads them to Quaalsten where those that have come down with the disease have been brought. There the characters will have to use the Cup and Talisman to cure the people- but that is to come in the next adventure....

