

# Advanced Dungeons & Dragons®

OFFICIAL GAME ADVENTURE

An Adventure for 5-6 Characters, Levels 5-9



# EGG OF THE PHOENIX

Frank Mentzer and Paul Jaquays

## CREDITS

Developer: Paul Jaquays  
Editor: Paul Jaquays  
Cover Art: Keith Parkinson  
Illustrations: Graham Nolan  
Cartography: Dave and Diane Sutherland, Dennis and Ron Kauth  
Typography: Kim N. Lindau  
Keyline: Stephanie Tabat

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TSR, Inc.  
POB 756  
Lake Geneva  
WI 53147

TSR UK Ltd.  
The Mill, Rathmore Road  
Cambridge CB1 4AD  
United Kingdom



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## Players' Adventure Background

You find yourselves in *Nimbortan*, a rustic, rough and tumble boom-town on the frontiers of the loosely-allied collective of *New Emyrean* citadel states. Your recent employer, caravan master *Muammar Hafiz*, has discharged you until he reforms his return caravan in a few weeks.

The *Inn of Fourteen Virtues*, no sleazier than any in *Nimbortan*, has become your temporary home. It offers comfortable, clean beds, solid meals and good drink— all at only moderately exorbitant prices.

At the inn, an old man in modest garb approaches one of your group and introduces himself as *High Cleric MacKurian*, member of the *Northending Council of Elders*, the guiding oligarchy of *New Emyrean*. He arranges a night meeting at his residence near the church.

When you visit *MacKurians's* town estate, you are aware of being followed. Although you will be unable to locate the watcher, there is a lingering aura of evil.

*MacKurian* tells his tale. Here in *Nimbortan*, fortunes are being made in *earthsblood* drilling and the newly rich have found a novel way to show their wealth— sanctioned slavery! Although slavery has been outlawed in land for nearly a century, it has reappeared, with the apparent approval of the town elders, many of whom are new slave owners themselves. The presence of slavery in *Nimbortan* has alerted the *Elders of Northending* to a possible new inroad of *Garythane-sponsored* evil into a *New Emyrean* community. Yet the influential slave owners have repeatedly assured the council that all is well, and offer the slaves themselves as evidence: they are clean, well cared for, happy, obedient and only semi-human. The owners call them *slinks*.

In response, *High cleric MacKurian*, has travelled to *Nimbortan* to conduct an investigation. Because his position in council gives him too high a profile to easily conduct covert investigations, what he has learned is minimal.

His inquiry has revealed that the *slinks* are apparently harmless, speechless and submissive to abuse. The town fathers have enacted ordinances protecting the creatures. The *slinks* seem happy with their lot, yet *MacKurian* confesses that the stronger the owners' assurances became, the more doubts he had. "No living being would willingly submit itself to slavery!" he argues. He offers you a reward of 5,000 gp through the Council to discover who is selling these slaves and where they come from.

## DM's Background of Emyrea

*High Cleric MacKurian's* concern about the apparently harmless infiltration of *slinks* into *Nimbortan* is well-founded. Rustic *Nimbortan* has become the battlefield for another skirmish with the ancient powers of Evil that have plagued *Emyrean* and now *New Emyrean* for eons.

Long before human colonists arrived on the shores of *Arrow Bay*, the demi-human kindred of the land fought endlessly against incursions by forces led by the rulers of *Elemental Evil*. Evil would constantly erupted and was eventually forced back into the volcano now known as *Northending Mountain*.

During a period of relative calm, the humans arrived as stragglers from a far away land and changed the balance of things. They first built the town of *Garythane*. The villages grew into great cities as human-kind spread upwards along the coast and inland beyond the low coastal mountain range. The elves and dwarves cast aside their long-forged allegiances in pointless ethno-centric chauvinism while the gnomes and halflings forged even closer bonds with the humans. Several minor wars between elves and dwarves soon led to their eventual decline. Meanwhile, the humans drove the few remaining pockets of organized evil into deeper hiding and consolidated the widespread towns, cities and fortresses of the land into the unified kingdom of *Emyrean* under the benevolent leadership of *King John the First*. *King John's* five successors built the mighty, magical fortresses like *Northending*, *Hydell*, *Seascarp* and *Felonius*.

The *Age of Kings* came to an abrupt end with a new invasion of evil, led by a mysterious being known as *Krellokk the Tangg-lord* and supported by evil creatures from other planes and lands. Humanity and the broken alliance of the demi-humans barely withstood the onslaught. All but a few human cities fell into the claws of evil while the gnome and dwarven underground citadels of *Rock Haven* and *Loamburrow* were overrun and occupied by goblins and orcs.

The war lasted two generations— devastating everything, until the final battle took place outside the human capital city, the *Citadel of Emyrean*. In an outpouring of arcane power, the citadel and its people, the surrounding host of Evil and even the land itself (close to 60 square miles of countryside) disappeared from the world.

Stunned, Evil and Good alike retreated into their devastated sanctuaries, the hu-

mans to the fortresses of *Felonius* and *Northending*, the forces of evil into *Uriah Kazar* (*Loamburrow*), *Neang Kazar* (*Rock Haven*) and *Garythane*. The war, for now, was at an end. Evil now coexisted with Good in the land, each too weak to defeat the other.

Little of the old *Emyrean* remained. The demi-human kindred retreated from the world. Other than the intact shells of the great castles and the amazing ancient roads, few human works survived. For over two centuries, the people rebuilt and refortified under the guidance of the *Council of Northending*— an oligarchy of powerful Good spiritual, magical and temporal leaders. Ruined cities were rebuilt, uncontested lands reclaimed and new towns built to take advantage of new resources like *earthsblood*.

The forces of Evil made firm their possession of captured lands and slowly sought to rebuild the staggering losses incurred when *Emyrean Citadel* disappeared. For the last century and a half, the undying *Tangg-lord Krellokk* has forced unification, bloodily bringing the diverse clots of Evil back under his control. Evil is ready once more. But this time, it will fight with subtlety, winning wars without fighting battles.

*Tangg-lord Krellokk* seeks to defeat the *Council of Elders* at *Northending* by a two-fold path. First, by corrupting the people of *New Emyrean*, he makes them easier to conquer. Already, through corruption and decadence, he all but controls the Neutral town of *Fairway* (a city outside the *New Emyrean* confederation). Second, he seeks a powerful hidden artifact that will allow his forces to easily overcome their foes— the *Egg of the Phoenix*.

The *Tangg-lord's* plans are moving ahead: a powerful illusionist and his clerical ally are infiltrating *Nimbortan* with mysterious creatures known as *slinks*; a band of thieves supervise the breeding of trolls and wererats in the ancient lost crypts of *Emyrean*; and the most trusted man in all the land is masterminding the theft its most powerful artifact.



## Preparing the Adventure

As with any other adventure, read the booklet thoroughly before attempting to play. All boxed texts are to be read to the players at the moment of the corresponding encounter. Any other information concerns the DM only.

Set up the module cover as a DM screen. Pull out pages 39-58 containing DM maps and tables; player maps; notes on the magical sword *Paramel*, the artifact known as *The Egg of the Phoenix* and *Chrysolmer* the holy sword; and Prerolled Characters. Separate the players' maps in the 20-page booklet from the DM material. Have the players select adventurers from this section if they do not have any of their own. It is suggested that the players be warned that *The Egg of the Phoenix* is a perilous and deadly adventure: *personal characters enter at their own risk!* If the party is too weak, feel free to add a few NPC adventurers from the roster of Prerolled Characters. The players' party should average 42 levels of experience, up to a maximum of 55. Each PC who begins this adventure should gain at least one, possibly two levels if they survive the entire quest. A variety of classes will be needed during this quest, thieves, clerics and paladins in particular. If the group does not already contain a paladin, Athelstan will join the party as an NPC at the fortress of Northending, prior to the *The Egg's Journey* (Book Two: Chapter Two).

Whenever the PCs are instructed within the adventure to make an Ability Check, the players are to use a d20. Any roll equal to or less than the indicated Ability Score is a successful result. This is the case for all instances.

Throughout the epic quest for the Egg of the Phoenix, magical *illusions* will frequently be used by the forces of Evil as weapons or traps, particularly in the scenarios surrounding Nimbortan and Castle Hydell. Once the players realize that *illusions* are occurring, they may wish their characters to disbelieve what they see or experience in certain situations. The disbelief takes a full round of combat—NO other activity or movement is allowed during this time. The DM must make a secret saving throw for the character and then announce that the character *still believes* that what is being experienced is real (unless specified otherwise in the encounter description). In all cases, the DM should encourage players to role-play their characters in such situations as if they believed the illusions were real. Finally, if the disbelieved thing is actu-

ally real, the character *automatically fails* any saving throws that may have been applicable.

Secret doors in the various underground complexes of Emypyrea cannot be found "in passing," even by elves and half elves; they must be actively looked for by all races.

The Lawful Good faith ascribed to by the human residents of inland Emypyrea is referred to as *the church* to allow the DM to use his or her own campaign deities. The coastal village of Shell worships Ahto, the Finnish sea god (from **DEITIES & DEMI-GODS™ Cyclopedia**) and the Evil forces derive their powers from a variety of Evil deities, including the four rulers of Elemental Evil.

When the players are familiar with their new adventurers and have reviewed the player background information, display Map XXII, the Players' Map of Nimbortan.

## Beginning the Adventure

The party starts in the Inn of Fourteen Virtues (see Map XXII) in the bustling boom town of Nimbortan in southern Emypyrea. Emypyrea a prosperous land, but not a "safe" land, so employment as caravan guards is available for those who can demonstrate proficiency in martial or magical skills and produce solid references. It is such a job that has brought the adventurers to bustling rowdy Nimbortan, where every man (or so they say) can become wealthy beyond his wildest dreams in the earthsblood fields.

Cleric MacKurian will give the party the names of several *slink* owners; a description of the man he believes is the local sales agent—"a heavy-set, pompously dressed, overly-pleasant man who reeks of heavy spices and oils;" and a warning not to endanger the earthsblood fields or harm the *slinks* in any way.

The adventurers take on the roles of private detectives in this phase of the adventure. They must overcome the reluctance of locals to talk with outsiders and discover pieces of information crucial to the investigation. Even if threatened, the characters must act in a Lawful manner and avoid conflict. MacKurian will not condone Chaotic behavior, especially if it occurs in town.

The initial investigation of the town of Nimbortan will familiarize the players with the goings-on of the town and foreshadow events soon to occur elsewhere in New Emypyrea. The players' map labels the locations of obvious landmarks and major commercial, religious and governmental buildings. Personal residences, secret guild halls and

small offices are not shown on this map (but are keyed on the DM's map of Nimbortan, Map XXIV). The players must locate a number of them as a part of their investigations.

To proceed on with the next part of the investigation, the party must discover who is selling the *slinks* in Nimbortan and learn the location of his source for them. Revealing the involvement of Evil in the operation will be an added bonus. Only then will MacKurian authorize a large payment for the investigation of Hydell.

One option open to the players is to set up a *slink* purchase with the local agent. This charade will allow one character (possibly two) to masquerade as buyers, and penetrate the complex on a reconnaissance mission.

## Wandering Monsters & Statistics

Most monsters's statistics are given in the Combined Monsters Statistics Table on the inside of the module cover. Unless instructed otherwise, consult this table. A second table of thieves from the Crypts of Emypyrea is on page 29. Other specific monsters statistics accompany the shorter chapters. The random encounters appear in the Random Encounters Table on page 52 in the pull-out section. Each column on the Random Encounters Table corresponds to a specific area or time during the adventure. Each subsection of the adventure indicates which column to use in this table. Unless stated otherwise, there should be two random encounter checks per day, and one per night. The table indicates whether or not an encounter will occur and the nature of the encounter with a single die roll.



# Evil in Nimbortan

## Encounter Setting

Earthsblood is the miracle substance— it lights homes, powers furnaces, provides raw materials for alchemists and magic users, heals the sick, cures baldness and smells awful. Every month, so it seems, a new use is found for this unpleasant, black liquid goo. Sages say that earthsblood is the secretion of a great creature living deep, deep within the heart of the earth. Whatever it is and wherever its source, New Emyrea and other civilized nations can't get enough of it— and for five years, Nimbortan has been the only place where it bubbles up to the surface for easy harvesting.

The rush to provide the world with earthsblood has transformed this sleepy fanning village, nestled among the tumbled ruins of an older Emyrean town into a sprawling shanty town. A sea of quickly-made structures line the road from old Nimbortan (as it is now called) to the earthsblood fields farther east. Hard workers and shiftless leeches, financiers and street people, barristers and con artists have come to make their fortunes here; but few become wealthy. The luckiest live in ostentatious stone mansions near the center of old Nimbortan, but most dwell in shacks or communal barracks. Seventy percent of the town's population are unmarried males—the backbone of the labor required in the earthsblood fields and support crafts.

The town is governed by a Council of Elders, prominent men and women (many of them original residents) who primarily represent the wealthy and powerful. Although recently agreeing to join the confederation of New Emyrea, the town elders accept the guidance of the Council of Northending; but make and enforce their own rules, often to the frustration of the High Council.

The peace is kept by two factions— the High Sheriff of Nimbortan and the Monitors Guild, private mercenary forces hired by the wealthy to protect their common interests.

The boom-town atmosphere has affected the town in many ways. Weapons and armor must be registered with the town council. Prices are abnormally high (twice normal PLAYERS HANDBOOK prices), reflecting the high cost of living here. A night's lodging and one meal costs 2 gp and up.

Restrictive local laws make certain items, like armor and weapons, cost ten times the normal price; available only as black market items. However, magical items sell for normal prices— due to lesser demand.

Visitors are welcomed, but those who

snoop around and ask too many questions will attract unwanted attention.

Much of the town is owned by a few people. When a local farmer discovered earthsblood bubbling in his fields, clever men and women staked claim to the lands around the village, growing rich when earthsblood was discovered on it or becoming wealthy by allowing the town to be built on it. The rich of Nimbortan, live very well, but still fall prey to boom-town craziness; spending money in competitive wastefulness (at least four fully functional ships are to be found inside mansions in this landlocked city); and most recently becoming sanctioned owners of trendy slaves— the slinks.

## Slinks

High Cleric MacKurian of the Council of Northending is right to be concerned about the presence of slaves here; but is mistaken about their nature. The slinks are actually zombies with *permanent illusions* cast upon them, created by a partnership of Dutch the illusionist and Parlee the cleric, themselves agents of Tegg-lord Krellokk of Garythane. Their man, Grisson Oyle, finds buyers for their grisly wares.

Dutch and Parlee operate in secret out of a complex beneath the ruins of nearby Castle Hydell, one of the magical fortresses of ancient Emyrea. Using knowledge gained from the rulers of Elemental Evil, the two have learned how to make *obedience amulets* for the zombies. When sold, the slinks are under the control of their new owner, responding to a matching symbol that he or she wears. Yet a master symbol exists that can override that control to have a ready-made fifth column army of undead in place to take over Nimbortan.

Slinks are zombies. They act like zombies, fight like zombies; but do not look, feel or smell like zombies. They come in all sizes and have the appearance of neat, well-cared-for obedient semi-human slaves. They are sold as magical beings from another plane (to explain why they will *detect* as magical) and as such require neither care, food nor sleep. Each slink comes with an magical amulet (actually hidden by the illusion) and can only be commanded by someone wearing a matching symbol. The amulet modifies the effects of a cleric's Turn Undead ability. If Turned, a slink just stands paralyzed for 2d4 rounds, after which the paralysis wears off.

Killing a slink does not destroy the illusion; the dead slink just looks paralyzed,

but alive (and can be "cured" with another *animate dead spell*). The *permanent illusion* has been cast by a Level 13 illusionist and can be *dispelled* at normal chances.

## The Investigation

The encounters in Nimbortan need not occur in any particular order, although some encounters are keyed to PC actions and others are not keyed to specific map locations.

The investigation does not end until the characters realize that the source of this mystery comes from Castle Hydell.

## Encounter Key

Except where noted otherwise, the folk of Nimbortan are common men and women. Very few adventurer classes are met here. NPC descriptions deal primarily with personalities rather than statistics. Remember, fighting is discouraged in town.

## N1. MacKurian's Demesne

High Cleric MacKurian of the Council of Northending has been provided this fine mansion by the town council. Several human servants and an elven butler named Curry Woodspice provide for his needs, but the house is not well protected against intruders. MacKurian is a very old, wise and kind man who tires easily and is not given to adventurous pursuits. As an administrator of governmental affairs, he keeps very few spells active. A hidden strongbox in the study contains a purse of 10 1,000 gp gems, two scrolls of raise *dead* and a scroll of *resurrection*. All three scrolls are disguised to appear as pages of a lengthy trade agreement. The document folio is protected with a *glyph of warding* (30 points of electrical damage, half damage if saving throw vs. spells is made).

## NPC Capsule

### Andrew MacKurian

Level 15 Cleric

Strength 4	Armor Class 4
Intelligence 17	Hit Points 30
Wisdom 17	# Attacks 1
Dexterity 9	Base THAC0 12
Constitution 7	Base Damage d3
Charisma 12	Combat Bonuses -2/-1
Comeliness 8	Alignment LG

Equipment: *Bracers of defense AC6, cloak of protection +2.*



**Spells**

Level 1: *Bless, detect evil, cure light wounds* (x2)

Level 3: *Prayer, dispel magic, remove curse*

Level 4: *Detect lie, divination, neutralize poison*

**N2. The Inn of Fourteen Virtues**

At the adventure's start, this is home to the PCs. Lodging is 2 gp per night, and additional meals are 5 sp each. This particular inn came recommended by Muammar Hafiz, the party's former employer (a very conservative man). It was also the only reasonably priced inn with any space available. The proprietor, a former woodcutter named Timber Tullane, is a very Lawful Good, pious man in his fifties. He neither serves nor allows liquor on his premises, provides a separate dormitory for unmarried female guests (carefully locked at night with a curfew at dusk), and stocks each room with a treatise on the fourteen virtues

Unknown to the guests, each of these books is permanently enchanted to radiate continual *protection from evil 10' radius*.

**N3. The Earthsblood Fields**

Where the city ends, the earthsblood fields begin. Low shacks give way to tall, skeletal drilling towers and mammoth sheds covering pyramids of oily barrels. Monitors are everywhere, garbed in employer's colors, keeping a watchful eye on the workers, the horizon and especially on you.

The earthsblood fields are the heart of the town's enterprise and are well protected. An attack or even suspicious activity here will draw the attention of a patrol of Monitors (six level 2 fighters and a level 3 sergeant) who will attack to subdue suspects. Up to five patrols will arrive as reinforcements from other fields within four rounds. No funny business is tolerated here.

If questioned, Monitors will refer the PCs to their guild hall in town. If the party has already visited the Monitor guild hall, the Monitors prevent questioning of the workers. If workers are questioned here about slinks, they exhibit nervousness (because of the Monitors), but express concern that slinks may take away their jobs. As the party leaves, one bold man (C'ruthers McKay) gives hurls a board at the party and yells "Take this." If the party examines the board, a hasty message says:

*"Meet me at Riggers tonight. C'ruthers"*



**N4. Riggers' Den**

This is a rough and tumble tavern deep in the heart of shanty town. Drinks and meals are priced more in keeping with standard prices. The clientele is almost entirely earthsblood field workers, suspicious of anyone different. It will take at least two rounds of drinks (about 4 g.p.) to loosen a table full of men into congeniality. They don't like Monitors, slinks, the town council, the landowners or the company store. The men all believe (incorrectly) that slinks will eventually replace them in the fields. Each man owns a share in the field he works and has dreams of hitting it big.

If the party meet C'ruthers McKay (area #N3), the burly, likable man provides them with a name— Grisson Oyle and implies that he has something to do with the slinks. He also says his friend Gurney Dain at the town hall (encounter #N11) can help them. He doesn't mention that Gurney Dain is High Sheriff of Nimbortan.

Traveling through the shantytown at night invites trouble. Characters who travel incognito (no armor, etc.) will be accosted by a roving band of drunken young punks armed with daggers (a group half again as large as the party's) and spoiling for a fight.

**N5. Barrel Town**

This is the largest Cooper (barrel maker) in a town that uses hundreds of barrels daily. It is owned by Silas Oglethorpe, who is also a slink owner. Employees of the shop or from nearby smaller coopers say this readily.

**N6. Thieves' Guild**

Fresh vegetables are for sale here, but nothing marks this building's primary business. A thief who looks for it will find small, subtle signs and direction markers that eventually lead to the marked door of the guild hall. Use of thieves Cant will permit entrance through secret door in the rear of the shop. The guild has little information about the slinks. They know that Grisson Oyle, Riga Cornover's advisor, is the local agent and can supply the location of her office. No thief has been able to arrange a purchase or successfully follow him to his source. Two thieves have died trying. The guild indicates that they frown upon freelance thieving and hint that the Monitors usually punish offenders severely (removal of a hand). The guild will offer PC thieves temporary membership (10 gp per experience level for a month) and offers members a scroll of *protection from devils* if they will



bring back information about the slink source.

### N7. Miners' Guild Hall

The towering Miners Guild hall is the largest, most impressive and most ostentatious building in Nimbortan.

The four story, overly-ornamented building can be seen from anywhere in town. It shows off the wealth and lack of taste of the newly rich, for the exclusive Miners' Guild membership is limited to owners of large tracts of earthsblood-producing land all of whom have offices here.

Security is tight at the door but more lax in the halls and swank club rooms. A pair of Monitors is always inside the entrance to screen visitors. Appointments are made here with a desk clerk. No one enters without an advance appointment. A directory sign on the wall lists the names of the residents:

Silas Oglethorpe  
Mikael Gorchaboff  
Duchel Vandemor  
Riga Cornover

Wendi, the attractive desk clerk, knows all the residents by sight, except that she has never seen Duchel Vandemor. If asked, she will tell about each person. The characters may attempt to arrange interviews with each of these people, but with varying results.

Oglethorpe runs Barrel Town (Encounter #N5) from this office. Silas is always too busy to see anyone, regardless of official business or not, but his younger brother will see people if they seem to be potential clients or represent themselves as agents of the High Council. If befriended, Hiram can arrange a contact with Grisson Oyle through his brother.

Mikael Gorchaboff is always at his inn, Winged Victory. He makes his own appointments.

Duchel Vandemor is out of town. The party may leave a message for him (Duchel is better known as "Dutch," the renegade illusionist who creates the slinks). Grisson Oyle secretly occupies the Vandemor suite and Wendi simply assumes that Grisson is an employee of Riga Cornover. If a message is left, Grisson will be aware of the party and will have them followed and harassed by Monitors (encounter #N18).

Riga Cornover, who owns 30 slinks, is the widow of the farmer who first discovered earthsblood here and is easily the richest

and most powerful woman in Nimbortan. She is also possibly the most corrupt person in Nimbortan. As senior councillor, she dictates the law and perceives herself to be more important than even the Council of Northending. Grisson Oyle is her personal advisor. It should surprise no one that she sees no one.

The offices each have several windows and are all richly furnished multi-room suites containing d10 x 5,000 gp worth of bulky objects d'art. None are guarded. All except the Vandemor suite are empty at night (Grisson Oyle will be in the offices 15% of the time during the day and 25% of the time at night).

The Vandemor suite is the secret office of Grisson Oyle, the local agent who arranges the purchases of slinks at Castle Hydell. The office is messy and stinks of pipe-weed, expensive spices and perfumes. Grisson does not meet clients here.

Grisson Oyle is a middle-aged, heavy-set, jowly man with dark hair, pomaded into waves and ringlets. He trusts no one. If the PCs approach him to buy slinks he will initially refuse until he has had time to study them. He is a level 3 thief (use statistics for thief #1 from the Crypts of Epyrea).

For each five minutes of time the PCs spend searching the office, roll a d8 to determine what they find. Duplicate rolls indicate nothing found:

- 1 Account book—details all slink sales (5-30,000 gp each), and bribes paid to the Monitor guild and a local bandit leader.
- 2 Map of Hydell—Player map XXII.
- 3 Orders from Garythane, encrypted in an orcish pictograph code, to step up sales by reducing prices (to be found only after the caravan from Neang Kazar arrives— Encounter #N13).
- 4 Letter in *illusionary script* from Dutch-readable only by thieves (Grisson is a level 3 thief). "Obtain 36 amulets from usual source. Dutch"
- 5 Code book. The cover has a *glyph of warding* (explodes for 16 points of fire damage, saving throw for half damage). Explosion damages book (destroying it if no attempt is made to extinguish the blaze). Thereafter, any given orcish pictograph code word has a 40% chance of being translated.
- 6 A forged copy of Riga Cornover's last will and testament, naming Grisson primary heir.
- 7-8 Search disturbs *invisible shrieker* which alerts guards in the lobby.

If the guards are alerted, the PCs may make one additional search roll and still have a 50% chance of avoiding the guards.

### N8. The Church

This modest stone building, more mission than church, replaced the far older druidical shrine that had existed here for centuries. Its devoted curate, Speaker Cork Ekko (level 5 cleric), ministers primarily to the needs of the field workers and the poor.

Speaker Ekko notes that the wealthy attend services only on the highest of holy days and that their slinks have acted oddly when he performs the sacred rituals in their presence (responding as if Turned, due to the sanctity of the ceremony).

He also says that a vision came to him during morning prayers. In the vision, he saw an egg hatch a glowing man whose heart radiated darkness. Ekko felt sorrow, for he seemed to know the man who then changed into a bird and burst into flames while his heart darkened the world. Ekko felt compelled to tell this to the first strangers (the PCs) who entered his church.

### N9. Bunkhouses

These shantytown buildings house the field workers. If questioned about slinks, the workers reply they are afraid that slaves will replace them. The next day, encounter #N12 occurs.

### N10. Monitor Hall

The Monitors are not police. They are company-sponsored mercenaries. Most are Neutral, although many are Lawful Evil. Their sturdy blockhouse is also the town jail; arrested characters are taken here. A six-man patrol is always on duty (level 2 Fighters).

Guildmaster Blane Thurgudman (level 4 fighter) is always in. If asked about slinks, he bluntly and tactlessly suggests that the PCs mind their own business. Things are just fine here. Furthermore, he recommends the PCs sign on with the next caravan out of town, freelance guards are neither needed nor wanted in Nimbortan.

The Monitor guild is heavily bribed by Grisson Oyle to stop this sort of inquiry. Following a visit here, the PCs will always be followed and harassed by a Monitor patrol (encounter #N18). If they openly continue investigating, encounter #N12 occurs.

### N11. Town Hall

The town hall houses the office of deeds and records, the High Sheriff's office and the library. High Sheriff Gurney Dain, a