

Advanced Dungeons & Dragons

GREYHAWK

ADVENTURE

The Return of the Eight



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This adventure is dedicated to Harold Johnson, who put up with a lot from me. It is also dedicated to everyone who has contributed comments to the online discussions of the WORLD OF GREYHAWK® campaign, on America Online and elsewhere. Enjoy!

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INTRODUCTION

THE RETURN OF THE EIGHT

While slumming in Greyhawk's River Quarter, the player characters run into two women and a dragon. The women are Jallarzi Sallavarian, youngest member of the Circle of Five, and her friend, the wizard Marial; the dragon is actually Jallarzi's familiar, a pudgy pseudodragon named Edwina. They are on their way to meet the mage Warnes Starcoat. Nearly a year ago, the Circle of Eight was shattered by treachery, but its leader, Mordenkainen, has decided to return it to its full strength. While Mordenkainen won't announce his selections until all members of the new Eight are in the City of Greyhawk, Warnes is a certainty to be one of them, and Jallarzi, as the only current member of the Circle of Five in town at the moment, wishes to buy him a celebratory drink. Jallarzi introduces the PCs to Warnes.

The next evening, one of the PCs collapses on the street, hit on the head by a panicky and poisoned Edwina. She thinks that Jallarzi's tower has just been attacked, but before the PCs can respond, they are attacked by thugs hired to abduct Edwina.

The PCs and Warnes Starcoat arrive at Jallarzi's tower simultaneously, to discover Marial on the lawn outside, her mind destroyed by a *feeblemind* spell. A wall suddenly opens and Jallarzi (actually a simulacrum) steps out and blasts Warnes with *flame arrows* before slipping back inside — apparently yet another act of treachery within the Circle. Inside the tower, the PCs don't

find Jallarzi, but they find clues that indicate Jallarzi may have gone (or been taken) to Tenser's castle.

In fact, Jallarzi has been kidnapped by the demon Tuerny, as part of a plot involving the witch Iggwilv and her son Iuz the Old. Tuerny turns Jallarzi to a man, "Jay," and drags him and a female simulacrum of Jallarzi to Tenser's castle to open a gate to Luna. Iggwilv plans to gather her extraplanar troops on Luna; on the 11th of Goodmonth, when such magic is easiest, she and Tuerny and their army will descend to Oerth to conquer the Flanaess in Iuz's name.

Fearing that a plot threatens Greyhawk, Warnes sends the PCs to Tenser's castle to scout out what's happening and try to slow or stop whatever evil is afoot. In the meantime, Warnes will stay and protect the city against potential attacks until Mordenkainen and rest of the Circle of Five can return. He then teleports the PCs to Magepoint.

Magepoint is a small town at the foot of a land bridge that thrusts half a mile into the Nyr Dyv. At the end of the peninsula is Tenser's Castle, supposedly sealed since the mage's death. The PCs enter the castle and discover a band of orcs and humans sent by Iuz. They may also discover the secret of Tenser's castle, a magical machine that mines *oerthblood* from the planet's heart.

But Tuerny is ahead of them, and when the PCs drop through the gate, they find things are more complicated and dangerous than they thought. Luna is a deadly land and their abilities erode in its hostile atmosphere. Tenser is still alive, but powerless and changed into a minor demon. "Jay" is tormented by the evil tendencies Tuerny seeks to force into "his" nature. And Iggwilv is just minutes from opening the first great gate that will bring her troops to Luna, and from there to Oerth.

BACKGROUND

Almost a year ago, on the very day the Greyhawk Wars ended, the Circle of Eight was tragically shattered.

The Circle was a group of powerful wizards based in the City of Greyhawk and led by Mordenkainen. Powerful and political, they restrained the constant plotting and the disastrous wars and attempts at empire-building that chronically plagued the Flanaess. During the Greyhawk Wars, their attention focused on three major threats: Iuz the Old's growing empire; mad Ivid V the Undying and the military might of his Great Kingdom; and the subtler treacheries of the mysterious Scarlet Brotherhood.

The treaty to end the war was to be ratified in the Grand Hall of Greyhawk, but brief moments before the signing ceremony, an explosion destroyed the area, killing two Circle members, Otiluke and Tenser. Nothing was left of their bodies to allow revival by *clone*, *resurrection* or any other spell. The assassin was, incredibly, another

member of the Circle, Rary of Ket. The treachery left the Eight (now Five: Bigby, Drawmij, Jallarzi Sallavarian, Nystul and Otto) reeling.

Simultaneously, Rary's ally Robilar entered Tenser's castle (four days' travel away) and initiated an attack. When the battle ended, Tenser's forces were slain, his castle was looted and all Tenser's cloning materials were destroyed.

Mordenkainen's divination revealed that Tenser was truly dead and could not be resurrected by any means. Tenser had left a will with the Guild of Lawyers and Scribes in Greyhawk naming Jallarzi Sallavarian executrix of his estate. When Tenser's will was read, Jallarzi was given a magical bronze key granting access to Tenser's castle and a large dark-blue book.

The upper levels of the castle were examined one last time by the Circle of Five and Tenser's friends. Its remaining valuables were removed and it was locked by Jallarzi. The surviving staff left the castle; many relocated to Magepoint. Since then, the castle has been largely left alone.

Instructions from the blue book have brought Jallarzi to the castle five times since its closing. She does not understand the purpose of the instructions, some of which seem bizarre; nonetheless she carries them out in full. Jallarzi wonders if her actions are connected to the new rumblings and other noises coming from the castle. She fears the castle is taking on an eerie life of its own. She believes that she has unknowingly activated a large magical device or engine deep beneath the castle, though actual purpose of such a device is quite beyond her.

Jallarzi says nothing but she worries.



Though Rary thought he destroyed every clone of Tenser, he missed one. After a close call some years before, Tenser set up a hidden laboratory. Manned by magical servants, the laboratory would be triggered only

by Tenser's death if no other cloning efforts were begun within a set period of time. He laid such protections on this hideaway that no one, friend or enemy, can detect its existence.

Tenser is dead but his clone lives, activated in a secret laboratory a very long way from home. Unfortunately, the clone has run into an old enemy. . . .

DUNGEON MASTER'S NOTES

This AD&D® GREYHAWK® adventure is for a party of 4 to 8 player characters of levels 6 to 12. One or more player characters should be lawful good, to bypass some traps and encounters with minimal harm. Rangers and paladins will do well, as will fighters with weapon specializations and useful proficiencies. Wizards and priests are needed, particularly those with a wide range of combat, information gathering and stealth-type spells.

To work them into the fabric of the adventure, campaign-appropriate connections can be offered to deserving PCs. A local good-aligned wizard PC could be a student of Jallarzi's. One or more of the PCs could have some loose connection with other wizards of the Circle of Five, or the mages who will become part of the new Eight.

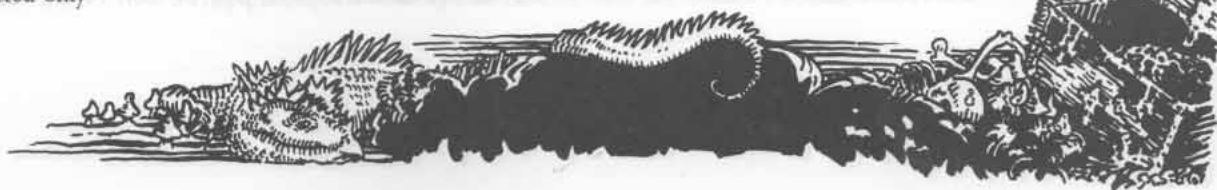
Demihumans hail from many areas near the City of Greyhawk. Three dwarven strongholds lie within a few days' march (Greysmere, Karakast and Dumadan) and one large gnomish community and mining complex lies to the northeast (Grossettgrottell). The halfling town of Elmshire is on the shore of the Nyr Dyv to the northeast. Elves from many regions of the Flanaess pass through the City of Greyhawk, especially from the Kingdom of Celene and the Gnarley Forest to the west.

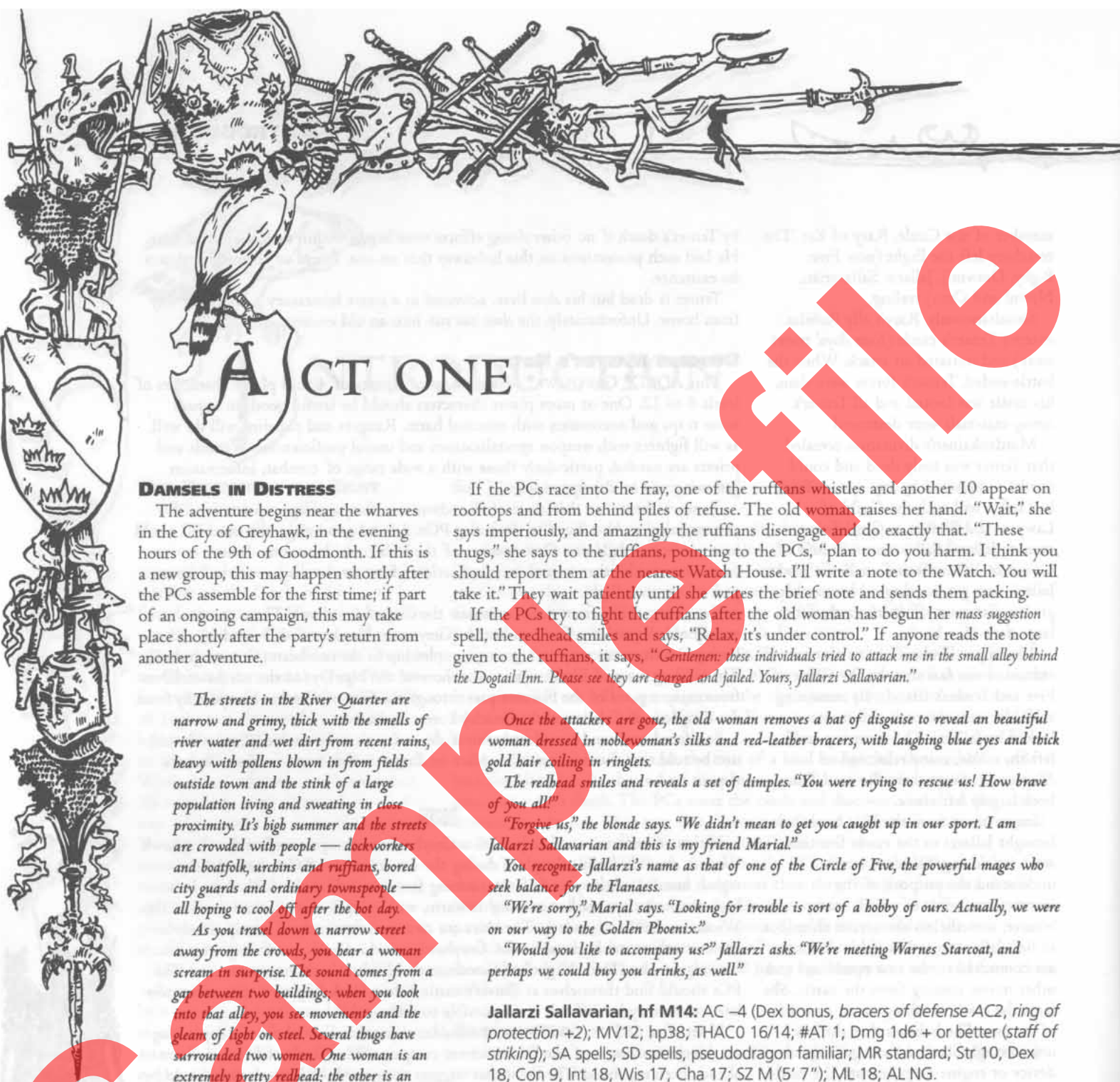
Boldfaced text can be read verbatim if desired, or can be altered. Players should not be told that the final act takes place on Luna, or that Luna is where Tenser's clone is.



If this adventure is used as part of a Greyhawk campaign set after the Greyhawk Wars, it should ideally take place during the second week of Goodmonth (the eighth month) of the year 585 CY, running from the 9th to the 11th days. It is high summer; days are hot and nights warm, with rainfall every second or third day. Winds are mild and easterly. The skies are clear one day in three, partly cloudy or overcast otherwise. Both moons of Greyhawk's world, Oerth, are fading crescents, heading for the "Dark Night" of Goodmonth II when both moons are new. The PCs should find themselves at Tenser's castle before Dark Night; if they arrive too late, events may be difficult or impossible to undo.

If set after 585 CY, the DM must consider changes to this adventure, depending on the circumstances of the DM's current campaign. The Circle of Five may have already been expanded. The event that triggers the growth of Tenser's clone should be altered, as should the nature and timing of the plans hatched by Luz and his allies. If Tenser's castle has already been explored and mapped, the version of the castle given here can be renamed and moved to an inland location, with appropriate alterations.





ACT ONE

DAMSELS IN DISTRESS

The adventure begins near the wharves in the City of Greyhawk, in the evening hours of the 9th of Goodmonth. If this is a new group, this may happen shortly after the PCs assemble for the first time; if part of an ongoing campaign, this may take place shortly after the party's return from another adventure.

The streets in the River Quarter are narrow and grimy, thick with the smells of river water and wet dirt from recent rains, heavy with pollens blown in from fields outside town and the stink of a large population living and sweating in close proximity. It's high summer and the streets are crowded with people — dockworkers and boatfolk, urchins and ruffians, bored city guards and ordinary townspeople — all hoping to cool off after the hot day.

As you travel down a narrow street away from the crowds, you hear a woman scream in surprise. The sound comes from a gap between two buildings; when you look into that alley, you see movement and the gleam of light on steel. Several thugs have surrounded two women. One woman is an extremely pretty redhead; the other is an old lady dressed in red velvet. They appear unarmed and defenseless.

Ruffians hm T4(×2), T3, T2 (4): AC 7 (×2), 8, 9; MV 12; hp 18 (×2), 17, 9; THAC0 18 (×2), 20 (×2); #AT 1; Dmg by weapon; SA nil; SD nil; MR standard; SZ M (5'–6'); AL LE.

Weapons/equipment: short sword.

If the PCs race into the fray, one of the ruffians whistles and another IO appear on rooftops and from behind piles of refuse. The old woman raises her hand. "Wait," she says imperiously, and amazingly the ruffians disengage and do exactly that. "These thugs," she says to the ruffians, pointing to the PCs, "plan to do you harm. I think you should report them at the nearest Watch House. I'll write a note to the Watch. You will take it." They wait patiently until she writes the brief note and sends them packing.

If the PCs try to fight the ruffians after the old woman has begun her mass suggestion spell, the redhead smiles and says, "Relax, it's under control." If anyone reads the note given to the ruffians, it says, "Gentlemen: these individuals tried to attack me in the small alley behind the Dogtail Inn. Please see they are charged and jailed. Yours, Jallarzi Sallavarian."

Once the attackers are gone, the old woman removes a hat of disguise to reveal an beautiful woman dressed in noblewoman's silks and red-leather bracers, with laughing blue eyes and thick gold hair coiling in ringlets.

The redhead smiles and reveals a set of dimples. "You were trying to rescue us! How brave of you all!"

"Forgive us," the blonde says. "We didn't mean to get you caught up in our sport. I am Jallarzi Sallavarian and this is my friend Marial."

You recognize Jallarzi's name as that of one of the Circle of Five, the powerful mages who seek balance for the Flanaess.

"We're sorry," Marial says. "Looking for trouble is sort of a hobby of ours. Actually, we were on our way to the Golden Phoenix."

"Would you like to accompany us?" Jallarzi asks. "We're meeting Warnes Starcoat, and perhaps we could buy you drinks, as well."

Jallarzi Sallavarian, hf M14: AC –4 (Dex bonus, bracers of defense AC2, ring of protection +2); MV12; hp38; THAC0 16/14; #AT 1; Dmg 1d6 + or better (staff of striking); SA spells; SD spells, pseudodragon familiar; MR standard; Str 10, Dex 18, Con 9, Int 18, Wis 17, Cha 17; SZ M (5' 7"); ML 18; AL NG.

Spells (5/5/5/4/4/2/1): See page 57 for Jallarzi's traveling spellbook.

Special equipment: bracers of defense AC2, ring of protection +2, staff of striking, arrow of direction, boots of elvenkind, cloak of elvenkind, hat of disguise, rope of climbing, ring of feather falling, wand of fear, wand of illusion, wand of magic missiles, wand of metal and mineral detection and wand of secret door and trap location.

See page 56 for more information on Jallarzi.

Marial, hf M13: AC 8 (girdle of protection +2); MV 12; hp 30; THAC0 16; #AT 1 staff or spell; Dmg by weapon type; SA spells, ring of the ram; SD spells; MR standard; Str 7, Dex 14, Con 14, Int 15, Wis 14, Cha 11; SZ M

(5' 7"); ML 17; AL CG.

Spells: 5/5/5/4/4/2: armor, detect magic, feather fall, sleep, taunt, wall of fog, ESP, hypnotic pattern, irritation, ray of enfeeblement, web, dispel magic, fireball (x2), infravision, suggestion, confusion, emotion, fear, shout, advanced illusion, feeblemind, sending, teleport, disintegrate and globe of invulnerability.

Special equipment: girdle of protection +2, ring of jumping, shoes of silence (a minor item that ensures her footsteps cannot be heard) and ring of the ram with 45 charges.

Special abilities: Pick locks (28% chance).

Proficiencies: disguise, information gathering (as per *The Complete Thief's Handbook*, page 18), local history (City of Greyhawk x3), modern languages (Common, Suloise, Old Oeridian, wererat, Rhennee cant), observation (as per *The Complete Thief's Handbook*, page 19), spellcraft, trailing (as per *The Complete Thief's Handbook*, page 19).

Source: WGA4 *Vecna Lives!*, page 92.

THE GOLDEN PHOENIX

The Golden Phoenix has everything that makes the inns of Greyhawk the best on Oerth. The taproom is large, crowded with well-dressed merrymakers. Windows open onto the inn's beer garden, letting in the scent of flowers to mingle with the heady smell of bops and wine.

A cluster of patrons, many of them students from nearby Grey College, have gathered near the center of the room where a man sits alone at a bronzewood table. All eyes are on a tiny, rather pudgy red dragon sitting on the table, squeaking blissfully and gobbling down chunks of gluey pastry nearly as large as its head.

"Edwina!" Jallarzi exclaims. Hearing her voice, the man at the table stands and bows. Sensing that the show is over, the crowd dissolves.

The pseudodragon on the table is Edwina, Jallarzi's familiar. Edwina likes to stuff herself at Greyhawk's finest restaurants and taverns and often does so alone. Sometimes stuporous from overindulgence, she is carried home by the innkeepers, who collect payment for her lavish meals from an amused Jallarzi. Edwina knew Jallarzi was coming here and arrived early, looking forward to the inn's famous desserts.

Edwina (pseudodragon): AC 2; MV 6, FI 24 (B); HD 2; hp 15; THACO 19; #AT 1; Dmg 1d3 (tail sting); SA +4 to attack rolls with poisoned tail stinger (save or become cataleptic for 1d6 days, with 25% chance of death); SD chameleon power allows 80% chance to hide in forested terrain, can see invisible objects, 60-foot infravision; MR 35% (can transfer this to any one person touched); SZ T (18" long, 24" tail); ML 15; AL N (NG).

Warnes Starcoat, hm M20: AC -4 (Dex bonus, bracers of defense AC 3; boots of striding and springing, cloak of displacement), -7 vs. slashing weapons (gold-starred girdle of Urnst); MV 12; hp 54; THACO 14; #AT 1 weapon or spell; Dmg by weapon type; SA/SD spells, magic items; MR standard; Str 14, Dex 18, Con 15, Int 20, Wis 17, Cha 17; SZ M (6' 1"); ML 17; AL N.

Spells (5/5/5/5/5/4/3/3/2): Any spells in the PHB except *animate dead* are available to Warnes.

See page 58 for details on Warnes.

Jallarzi introduces the stranger as Warnes Starcoat. He is middle-aged, tall and slim, dressed in fashionable garb. Any local PCs and most visiting wizards recognize his name as that of a powerful local mage. He nods silently at the PCs and raises no objections when Jallarzi invites them to sit down and orders drinks for the table, "in celebration of the Return of the Eight," as she says to Warnes: "and to your presence in the Eight."

You've heard rumors about the "Return of the Eight." There is talk in the city that Mordenkainen, leader of the Circle of Five, wants to add three members to the Circle to replace Tenser, Otiluke and Rary. It's no surprise to hear that Warnes will be one of the new Circle of Eight, but the announcement of his nomination (and that of the two other members, whoever they are) waits only until Mordenkainen and the rest of the Five return to Greyhawk from their various estates.

As Marial tries to teach Edwina to balance a piece of pastry on her nose, Jallarzi congratulates Warnes again.

Warnes cuts her words short. "Thank you," he says, "but we both know you didn't want me in the Eight."

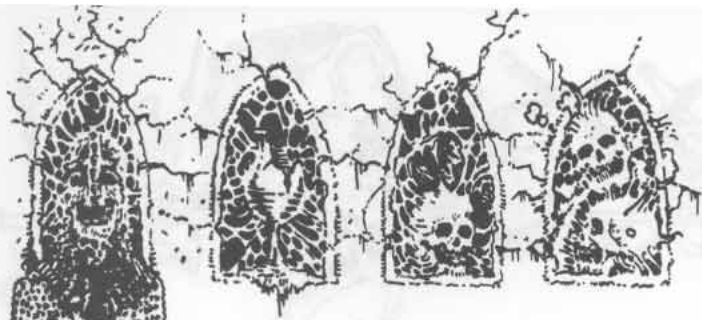
Jallarzi blushes. "I set this up to make peace with you, Warnes. I didn't want you, that's true. I thought — I still think — that Kieran would be a better candidate."

You recognize the name: everyone in Greyhawk knows Kieran Jalucian is the Master of the Guild of Wizardry — and, rumor has it, Jallarzi's sweetheart.

Warnes snorts. "Mordenkainen chose me, not him."

"I know," Jallarzi says. "And I also know that we will need to be able to work together."

The party is awkward and breaks up early. Warnes nods again at the PCs and leaves. Jallarzi and Marial thank the heroes one more time for "saving" them. They pick up the snoring Edwina and leave the Golden Phoenix.



Greyhawk is a big city, filled with big opportunities for mayhem and excitement. The DM has the option of adding encounters in the day between the meeting at the Golden Phoenix and the next scene. By moving the date of the first meeting forward, it would be possible to run a town adventure in this gap. Other encounters could tie in directly to this adventure. Here are a few possibilities:

- The heroes run into Edwina, perhaps during an abduction attempt by a few low-level fighters. If this happens, neither Edwina nor the dragonnappers have any leads. The heroes may see this as a random event unrelated to the larger adventure.
- The PCs meet Marial, who in conversation says that someone was trying to magically scan Jallarzi's tower. A flat impossibility, she laughs — Jallarzi's tower is too well protected for such attempts to work — but still, isn't that strange?
- A thief PC hears a rumor from a local thief that someone is trying to hire kidnapers for an undisclosed purpose. The PCs won't be able to learn more, even if they ask around.

A FRIEND DROPS IN

The next evening just after sunset, the PCs are again strolling through the city, this time the tree-shaded avenues of the Foreign Quarter. A fortune-teller looking for custom has approached when an object drops out of the sky, crashing into a randomly selected PC (no attack roll needed). It weighs about ten pounds and knocks the PC flat on the ground unless he makes a Dexterity check on 4d6. This happens even if the PC is *invisible* or wearing magical protective devices.

NPCs are likely to leave the area, figuring trouble is starting. If the PCs attempt to detain them, the NPCs react in panic or anger, either begging for mercy or fighting desperately to break free.

The object that struck you sprawls on its back, wings splayed and pudgy legs waving feebly. You've met this creature before: It's Edwina, Jallarzi's pseudodragon familiar.

The tiny dragon tries to stagger to her feet, but she appears dazed, perhaps stunned by the fall. Fixing her black eyes on you, she makes a peculiar trilling sound — then blinks and shakes her head. You "hear" a telepathic voice say, "Big scary lots, jumping at me!" She stumbles as she gets to her feet, adding, "Sticky goo inside my head from sugar muffins means trouble."

Edwina is too disoriented to fly at the moment. With a -2 on all attack rolls and saving throws she makes, she can barely defend herself if attacked. She won't use her poison sting unless attacked and injured; then she lashes out at everyone in reach for 3 rounds before lapsing into a coma for several hours. If not attacked, she continues to ramble on telepathically about some undefined attack, as well as sugar muffins, glazed rolls, pork rinds and other extremely fatty or sweet foods. If anyone touches or talks to her, Edwina says, "Scared from Jallarzi! Things are not good, darn pork rinds got me drunk or what."

Edwina has difficulty conveying her thoughts clearly, but if questioned carefully and patiently, some telepathic news is gained. Edwina fears that something she has recently eaten is poisoned or drugged. She was just at the Golden Phoenix. The halfling chef who usually stuffed her with tidbits was gone, but he left a plate of sweets in the kitchen for her and she was halfway through them when she became ill. Just then Jallarzi sent a telepathic message that her tower was under attack. As Edwina left the inn, some "bad men" tried to catch her. While she can't recall their appearance, she remembers their smells. Dizzy and confused, she escaped and flew off in the wrong

direction. Recognizing the PCs as she passed overhead, she descended to get help but lost control and fell.

A *neutralize poison* spell causes Edwina to become fully alert. She also becomes agitated and fearful, saying she cannot detect Jallarzi's thoughts. Edwina does not know the nature of the threat Jallarzi tried to warn her about, only that it was some kind of attack on the tower. If the party does not offer to help, she flies home alone; if asked, she eagerly guides the PCs there.

A few rounds after Edwina's fall, a group of running humans bursts around a corner a block away. Dressed in dark, expensive clothing, they appear at first glance to be nobles. They spot the PCs (and Edwina) and immediately approach, swords drawn. Edwina recognizes their scent and snarls: they are the "big scary lots" that were jumping at her.

Their leader is Zoran Sarraith, a 43-year-old Rhennee lord working as Iuz's main Rhennee agent. Though his people do not like the alliance with Iuz that he proposes, many who complained have suffered horrible "accidents," and everyone now lives in terror of Zoran.

Zoran Sarraith, hm, F10/T12: AC -1 (Dex bonus, leather armor +2, golden earrings of protection +2); MV 12; hp 77; THAC0 11; #AT 3/2; Dmg by weapon type; SA backstab; SD nil; MR standard; Str 17, Dex 17, Con 16, Int 10, Wis 14, Cha 14; SZ M (5' 7"); ML 15; AL NE.

Weapons: short sword +1, dagger +2. Zoran fights with two weapons at once, with no penalties to his attack rolls.

Equipment: leather armor +2, golden earrings of protection +2 and boots of speed.

If his fighters are obviously in trouble, Zoran tries to escape and return to the Nyr Dyv island of Admundfort, where his forces are based.

Source: *City of Greyhawk* boxed set, *Greyhawk: Folk, Feuds, and*