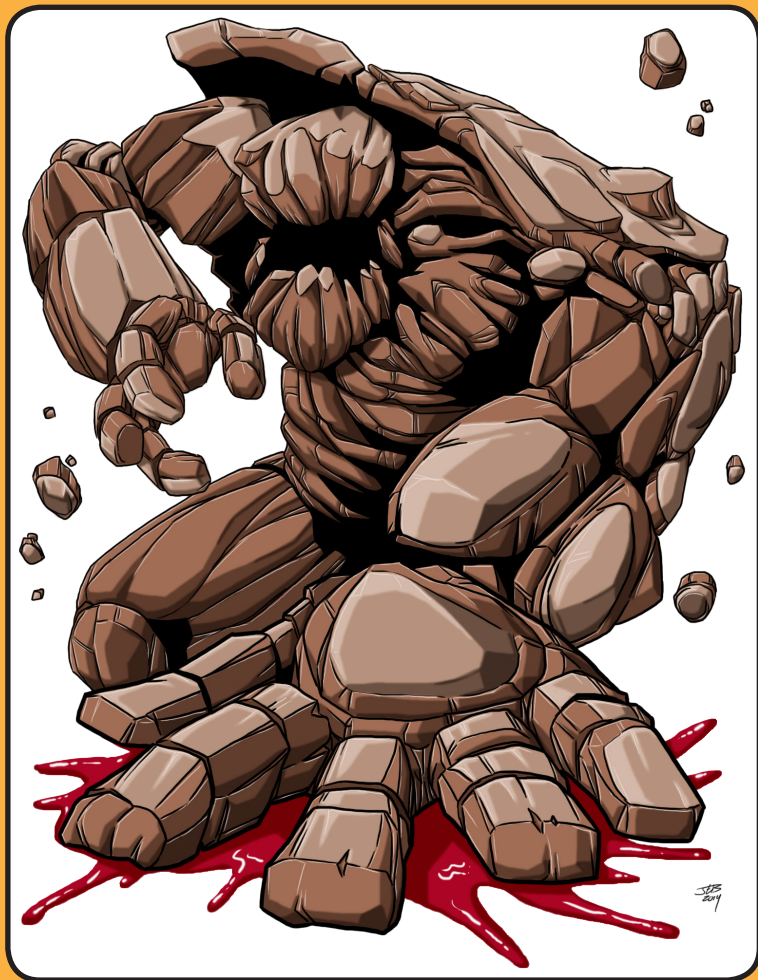


The Elemental Lords Awaken!



Perry Fehr

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RPG**



THE ELEMENTAL LORDS AWAKEN!

“Fire Burns, Fed by Air, Air Flows, Over Stone, Stone Endures, Washed by Water, Water Flows, and we worship the Four...”

The Elemental Lords Awaken is a **Dungeon Crawl Classics Role-Playing Game** adventure designed for four players of 1st experience level. The Elemental Lords Awaken is meant to be a sequel to *AL 6: Playing the Game*, a “funnel” adventure for level-0 characters who have been initiated into the service of one of the Great Elementals; they should proceed to the Adventure Background titled “The Dream...” If the Judge is not using *AL 6: Playing the Game*, proceed to the Adventure Background titled “The Scorched Village”.

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Adventure Backgrounds

Provided below are two adventure backgrounds to hook the players into the adventure, as a sequel to the previous funnel, or an independent 1st level adventure)

The Dream... (Sequel to AL 6: Playing the Game)

You are in a room underground. The walls are decorated with tapestries, depicting four separate themes; gusts of wind, pillars and mountains of stone, goutts of flame, and watery waves. People in robes colored to match these tapestries rush about around you, carrying books and gear...the ground shakes and rubble falls from the ceiling, burying one unfortunate man, who dies with a muffled cry. The people run out of the room, and carry you with them. You hurry down a hall decorated with more scenes on the elemental theme, past doors and halls whose purposes you cannot quite remember. You hear the cry, “The Sheik of the Zendik Order has fallen! Abandon the base- retreat!” People press around you in the dusty, close surroundings, and you make it up and out of the entrance

tunnel, into the sunlight! The people who were with you underground scatter, and you stumble along, glad to be out of the collapsing underground complex. Your relief is short, as you see, in the opposite direction of your fleeing “comrades”, a massive wave of troops and machines of war, bearing down on your position... your last thought before you wake up is to see the enormous boulder flung your way, and being unable to move out of its path...

The dream has plagued all who survived the initiation ceremony to become champions of the Elementals, for many nights now. You have talked among yourselves and wondered what it might mean. With a little study and questioning, you have learned that the Zendik Order, which has recruited you, once held a large empire that dominated much of this part of the world. Their reign held sway for several generations, until they were driven out by the current empire. Occasionally, the works of the Zendik Empire are found as ruins, and within those ruins, a few bits of left-behind treasure. Your dream seems to be driving you to uncover one of those ruins- and make it your base for reclaiming the Empire of the Zendik Order, and awaken the Elemental Lords: Grom, Prince of Elemental Stone, Ithha, Prince of Elemental Air, Krakaal, Prince of Elemental Fire, and Splaasha, Princess of Elemental Water!

The dream seems to point the group to the south, and thus they are driven to travel that way. It gets stronger and more vivid the closer they get to the site. Should the party sleep before they enter, their dreams will change, to the somber face of a turbaned and bearded mystic, his face painted in sectors of blue, brown, red and white. He will simply nod, with pursed lips...

The Scorched Village (Independent 1st level adventure)

*“Battle’s End, Battle’s End, the war is over now!
Grab up your plow, your spade, your axe,
Bring up the milking cow!
The enemy’s fled, he lost his head,
His cries doth fill the air,
The Four are gone, raise up the song,
In Battle’s End’s fair square!”*

Battle’s End was never much of a village- more of a hamlet, and it is even less now... your party saw the smoke before you even arrived, hoping that it was just a stubble-fire, and you could spend the night in a warm inn. Now all that remains of the inn is a scorched sign on a pole, “The Fleeing Four”, with four cartoonlike warriors with robes and scimitars making comical

haste painted on it. The people of Battle's End wander, shocked, through the streets, many of them a bit scorched themselves. Several of them are mumbling a little ditty (the one above) with absent-minded concentration, as though trying to remind themselves of something...

A woman holding up a badly burned child, hardly able to stand, clutches a party member's arm. She is crying, and she all but shrieks in his face,

"It were just a lit'l thing... like a campfire gone out for a walk! It ran into town, cacklin' and roarin', and jumped up on the thatch roof of The Fleeing Four, quick as a blink! An' it burned, and burned..."

By questioning a few more villagers, the party can learn:

- Many people were at the inn to discuss the disappearance of the four Sorenson brothers
- A tiny "gremlin" made of fire ran into town and burned up the inn
- All it touched caught fire, including people
- They killed it with sticks and hoes, and put out the fires with a bucket brigade
- It spoke occasionally, and some people claimed it said "My brothers and I are free!" and "So long to that stuffy hole!"
- "Are there more of them? Please help us!" An offer of 83 silver pieces follows a hasty collection, and soulful, sooty eyes...
- "It musta come from that-a way..." points out a blistered shopkeeper, gesturing at a trail scorched through the surrounding countryside and over a rise.

Starting the Adventure in the Base of the Elemental Lords

The Judge may include any 'warm-up' encounters along the way to the site, with bandits, wolves and the like; the example statistics on pages 431 and 432 of the rulebook are adequate.

When the party finally arrives, they find a hilly field about a half-mile from the nearest road. The location's heritage as an ancient battlefield can still be seen, with bit of rusted iron poking up here and there, and pieces of stone that may once have been catapult shot. The only recent activity seems to be a small tent pitched nearby, next to a wagon and a half-built ring of stone. Simple cooking tools, bedrolls, some rope, and a few sentimental trinkets are all that is left in the tent- but seem to be things that would not be left

behind. Sitting in the wagon are three clay jars, open and empty. A DC 11 Intelligence check will identify symbols on the jars as pertaining to the four elements, air, earth, fire and water.

The incomplete ring of stone is actually the beginning of a well, seemingly begun by those who set up the camp and are not to be found. Searching the area will find them, however... four unfortunates, dressed in heavy peasant clothing. One is found over the hill, having died of severe burns while running towards a small pond- which contains the drowned body of a second peasant. Another is found under one of the several boulders, battered and dirty, and a fourth some distance away, in the grass, broken as if he had been dropped from a great height. Each has 1d4 coppers on their person, thus ruling out robbery or attack by greedy sentients. There is no sign of their attackers.

The aborted well-hole is 30 ft. deep, and some open chamber can be seen by torch-light at the bottom. If the party leaves without entering the well, they will be pursued by the elemental imp occupants in waves of 1d4+2, at random times of day.

Magic in the Abandoned Base

The Abandoned Base of the Elemental Lords is so suffused with elemental magic that it affects all magic cast within it; spellcasters will eventually come to be able to predict those effects, to some degree.

Manifestation: All spells manifest from the following table.

Roll 1d6: (1) spell effect emerges from a gout of flame; (2) spell effect emerges in a deluge of rainwater; (3) spell effect emerges in a cloud of dust; (4) spell effect is accompanied by a blast of wind; (5) spell effect is accompanied by a drop in temperature; (6) spell effect is accompanied by a crackle of electricity.

Corruption: All spells now have the following corruption table.

Roll 1d8: (1) caster now breathes smoke; (2) caster is constantly dirty, and can never quite get clean; (3) caster is perpetually damp, and can never quite dry out; (4) caster's hair constantly blows around, and a soft rushing sound is heard when he talks; (5-6) minor; (7) major; (8) greater.

Misfire: All spells now have the following misfire table.

Roll 1d4: (1) caster catches fire, with his clothing, scrolls, and other possessions burn and spark, while he takes 1d4 damage from the flames; (2) caster is overwhelmed with a frosty chill, taking 1d4 cold damage and losing his next action; (3) a hole opens in the ground/floor under the caster, which he falls into for 1d6 damage. The ground is restored the next round, with him on it- unless he is in a multi-level building... (4) the caster is blown by strong winds 10 ft. to one of the four directions (roll 1d4, assign directions) taking 1d3 damage if this contacts a hard surface.

Elemental Effects: Specifically elemental magic- and even casual use of the elements- is affected in the abandoned elemental base, as well. Lighting a torch causes a serious pyrotechnic flare, requiring a DC 11 Reflex save to avoid receiving 1 point of fire damage, for example. Casting a spell with elemental affiliation requires an “Elemental interference” roll on d6: (1) -1 to the spell check, an opposing element is reducing the spell-power; (2-4) no modification to the check; (5-6) +1 to the spell check, a supporting element empowers the spell check. Elementally-affiliated spells are: *cause earthquake, chill touch, choking cloud, control fire, control ice, feather fall, fireball, fire resistance, flaming hands, fly, gust of wind, lightning bolt, resist cold or heat, righteous fire, singing stone, transmute earth, turn to stone, water breathing, and weather control.*

Into the Abandoned Base

Using the rope from the camp or their own, the party can descend down into the dusty recess of the abandoned camp. The air within is stale, being only recirculated by cracks and crevices at area 11, and the recent (1 week) opening of the well. The complex is elemental-built, and has stone doors with shelved handles- a character must have a Strength of at least 8 to open one! They are too bulky to move through and continue an action, so movement must stop at a door, or it must be held open for the next to enter. There is absolutely no light in the complex, except where noted, though fire imps give off the light of a good-sized campfire.

And so the party descends into darkness...

Area 1- Priest's Foyer: *This chamber is mostly ruined, both from the collapsed ceiling from the unfinished well, and from the entire eastern wall, which has col-*

lapsed and slid into a long, narrow chasm. There is a small shelf on the west wall, and another over the south exit arch. There is a flickering flame, perhaps a small campfire, down the short hallway to the south.

The eastern side of the room is a 10 ft. cliff to area 4, a DC 10 climb check. The shelves once held the urns that contained captive elemental imps- searching through the rubble will find the other two shelves. The imps attacked the peasants who brought them up from this room and opened the urns- their remains are above. The air, earth and water imps are long gone, exploring the world above, but the fire imp did not like the cold outside, and is huddled against the door, south. It will strike out at any that come near.

Fire Imp: Init +1; Atk slam +0 (1d4); AC 12; HD 1d6; hp 4 each; MV 40'; Act 1d20; SP burn, controllable; SV Fort +1, Ref +2, Will -1; AL N

Area 2- Priest's Receiving Room: *The furnishings here are now just bits of rotted wood and silk. Cabinets with brass fittings still stand in the corners, open and looted- brass trinkets scattered on the floor. The northwest wall is dominated by a large bas-relief of four beings entwined together, beautiful and savage humanoids composed of fire, wind, stone and water. Their eyes are crystalline, staring out from under a thick layer of dust. The walls, as well, are covered with carved letters and words, covered in dust.*

This room is quite sacred to the Elemental Lords, depicted on the wall; Grom, Lord of Stone, Ithha, Prince of Air, Krakaal, Lord of Fire, and Splaasha, Princess of Water. Cleaning this area up, putting the trinkets back in the cabinets, wiping the dust off the Four will all be rewarded immediately by all participants gaining +1 Luck, their favor indicated by the bright flashing of the crystal eyes of the pictorial Lords. Taking the trinkets (3d6 of them, which depict elemental creatures, worth 1 gp each) for treasure will cause a loss of 1 Luck point for the malefactor(s). Prying the eyes of the bas-relief out, even one, will cause a loss of 1 Luck point for ALL in the chamber; keeping a crystal will cause all elemental imps to focus their attacks on the possessing individual. They are worth 25 gp as gemstones, and there are 8 of them. Those loyal to the Four will be VERY hostile to those carrying them. The sayings on the wall, if cleaned up to be read, include:

"Fire Burns, Fed by Air, Air Flows, Over Stone, Stone Endures, Washed by Water, Water Flows, and we worship the Four..."



Fire Imps

[Reference to controlling imps] *“Forceful words and pure thoughts will control the elements to your desires!”*

[On the south wall, over the secret door] *“Follow the Words of the Lords, to find the Pages of Power!”*

The secret door to **Area 3 - The Reliquary** is revealed when a character traces the script on the wall with their finger.

[Reference to trap in area 17] *“Seek not the Forbidden, lest the Whole World come down upon Ye”*

Area 3- Reliquary: *This small chamber contains many shelves and small tables, which likely once held books and items of some worth. Stern symbols of the elements decorate the walls. The room looks mostly cleaned out, but a few scrolls and books remain, and a single pot.*

The most noticeable book is a thick tome on a small plinth, thickly covered with dust, like it had never been opened in its existence. The spine of the book reads *“For the Sheik’s Eyes”* in the alignment tongue of Neutrality. Opening this book and reading any of it results in a curse being laid upon the reader; -2 Luck, -2 to Personality, and they are struck blind. The reader gets a DC 12 Will save to avoid the effect, slamming the book shut from the power of its runes. The condition that must be met to lift the curse is: “You cannot see until you have been touched by one of each type of elemental at the same time.”

Another crumbled book thrown on the floor is titled *“Care and Abuse of Ye Elemental Imps”*. This book, written in the language of Neutrality, gives all of the information given in the monster gallery under Elemental Imps. Four scrolls sit among the dust and broken crockery; 1) A spell scroll of *darkness*, which is automatically cast at a result of 20. The scroll is signed by Ibn Al-Jaqq, Priest of the Moon. 2) An encoded message in a hollow, broken spear haft, though easily visible. A DC 20 Intelligence check is required to decode it, attemptable once per person per level. It is a directive to send all treasure to the Monastery of the Four, at the Tarn of Ulok.. The password is “Look to the Four”. 3) A spell scroll of *find familiar*, stored in an ornate ivory tube (5 gp) that has a dire warning carved on it in the Lawful alignment language; “Cursed be He that Reads these Words of the Gods!” The spell is cast at normal level. 4) A clay tube sealed with mud contains a scroll with a broken wax

seal. Looking at a single glyph on it summons 4 elemental imps, one of each type, into the room at the same time, to engage in combat.

Area 4- Chasm to the Underworld: *The steady drip of water, echoing off the walls of this long, narrow cavern is unnerving in the dark gloom. The chasm seems to slope to the south, growing deeper.*

The erstwhile builders of the base started some digging in areas 5 and 6, hoping to expand the Earth sector of the complex in a raw, cavernous setting. Whether their works have grown naturally, or by design of Grom, who can say? There are two earth elemental imps loitering in this chasm, very comfortable in its environs. One is just around the spur of rock on the eastern side of the chasm, the other at the bottom of the cliff in the southern end. At the extreme southern end of the chasm is a glittering vein of gold ore, noticeable by a dwarf as soon as they enter from area 1 or area 5. With at least a month's work, supervised by a dwarf or miner, the vein can produce a pound of gold a week, for 2d7 weeks.

Earth Imps (2): Init +0; Atk slam +1 (1d4+1); AC 12; HD 1d6+1; hp 5 each; MV 30', burrow 10'; Act 1d20; SP controllable; SV Fort +2, Ref +1, Will -1; AL N

Area 5- Mining Storage: *This low, rough chamber seems to contain equal amounts shoring timbers, broken mining equipment, and rubble.*

Everything here is very old and/or broken, but the timbers could shore up a tunnel for a time. A tiny bag of gold dust can be found with a DC 10 Luck check, worth 3 gp.

Area 6- Forgotten Mineshaft: *This well-shored partial tunnel ends abruptly in an earthen wall, with some collapse being evident, though quite old. There is even a miner's pick stuck in the mine face, a great clot of mud hanging from the handle.*

The double doors to this area are of thick wood, reinforced with metal bands. The wood seems to be treated somehow to resist rot and desiccation. The "clot of mud" is an elemental imp that will strike with surprise if someone tries to grab the pick or handle the 'mud'. Tampering with the mine face, which has grown to be rather unstable, has a 30% chance per attempt of collapsing the tunnel, completely collapsing area 6 and cutting areas 5 and

6 off from the Great Hallway, leaving the collapsed cliff to area 1 the only means of escape. A DC 13 Find Traps check or inspection by a dwarf will notice this instability. Any characters in this area will have plenty of time to escape, unless they are stupid enough to run in with a timber and try to shore it up- then they will be buried alive...

Earth Imp (2): Init +0; Atk slam +1 (1d4+1); AC 12; HD 1d6+1; hp 5 each; MV 30', burrow 10'; Act 1d20; SP controllable; SV Fort +2, Ref +1, Will -1; AL N

Area 7- Quiet Shrine: [Written in the Neutral alignment tongue] *The door reads "For Penitence and Contemplation" [Within] This small cell bears a lumpy earthen statue of an ugly cross-legged man, sitting on a rotten pillow. At the back of the cell is a crude image of an earthen giant, with dents in the stone where his eyes should be.*

The "statue" is, of course, an earth elemental imp. For later use, perhaps, any devotees of Grom, Lord of Elemental Earth who meditate in here gain +1d3 on spell checks for spells cast in here, specifically, if they restore gems of at least 10 gp to the image.

Earth Imp (2): Init +0; Atk slam +1 (1d4+1); AC 12; HD 1d6+1; hp 5 each; MV 30', burrow 10'; Act 1d20; SP controllable; SV Fort +2, Ref +1, Will -1; AL N

Area 8- The Grand Hallway: [North of area 9] *This arched hallway is decorated with peeling frescoes of the ancient deeds of vast elemental beings, their activities unfathomable to mortal minds. A slowly rusting pair of iron sconces face each other near the hall's bend, and a closed wooden box, partially rotted, stands next to the eastern one.* [South of area 9] *Static, cartouche-like pictorials of elemental beings that seem somewhat human, but totally alien at the same time, decorate the walls of this arched hallway. At the end of the hall, a rusting iron ladder vanishes into a dark hole in the ceiling, 10 ft. up.*

The rotten box is labeled "Faith" in the Neutrality alignment tongue. It holds three perfectly preserved torches that, if placed in the sconces, will light on their own and burn indefinitely without being consumed. If taken out, they cease to burn. If a character attempts to light one, it will explode in a ball of flame, doing 1d8 points of fire damage (no save) to the holder and those within 5 ft.

Earth Imp



The ladder is sturdy enough for one. Two climbers will cause it to break, spilling them on the ground for 1d2 damage. The space at the top of the ladder is a collapsed sally port, with broken supports, a rusted entrenching tool, and a disintegrated crossbow. A dwarf or adventurer of similar knowledge will determine it is less than 10 feet from the surface, and later expansion of the complex could restore the sally port from the surface: digging at it from below has a similar chance to collapse the whole thing as in area 6, sending diggers to the floor for 1d6 damage and pinning them under dirt. The door to area 11 is barred from the hallway side.

Area 9- Guard Station: *There is a carved stone statue standing in each alcove here, representing a turbaned warrior with a curved sword and incised with the runes of the four elements.*

These are animated guardian warriors that will come to life if any living thing that does not wear a turban comes within 20 ft. of them- that they can “see”.

Statue Guardian (2): Init -1; Atk slam +2 (1d6); AC 12; HD 2d8+2; hp 12 each; MV 20'; Act 1d20; SP clumsy, immune to mind-affecting effects; SV Fort +3, Ref -1, Will +0; AL N

These guardians have not moved in many centuries, and will not likely make it down the stairs in one piece! They must make a DC 10 Reflex save to go down the stairs, or tumble down for 1d6 points of damage, losing their action. Each of their eyes is one of the stones of the elements (a ruby, a pearl, a rough diamond or a blue calcite), each is worth 25 gp.

Area 10- Armory: *The heavy stone door stands ajar; a rusted key sits in the lock. In the dark and claustrophobic interior are rotted weapon racks, and perhaps a dull glint or two within.*

The interior is cool and dry, but the racks are indeed rotted and all that remains is a serviceable mace and a dagger. The key still works and locks and unlocks the door.

Area 11- Collapsed Entrance: [From 12] *This stone door is nearly cracked through the middle, but still stands relatively intact. Metal brackets for a bar and a rotted pile of splinters seem to show that was barred, once. [Within] A short set of steps ends shortly in a small open area that is half-filled with earth and stone, collapsed from above.*

[From 8, south of area 9] *This stone door is nearly cracked through the middle, but still stands relatively intact. Metal brackets for a bar and a rotted pile of splinters seem to show that was barred, once. [Within] This area is choked with rubble, but the west wall is perforated with several vertical slots, now emitting a few straggly roots. There are some odd-looking sticks on the floor.*

This was obviously the main entrance to the elemental base, struck a direct hit after most of the inhabitants got out. The slots visible from the east section of this area are murder holes for firing arrows at intruders; the ‘sticks’ on the floor are their rotted remnants. The wall that the slots are in is also a functional secret door, detectable with a DC 10 Intelligence check from this side, but a 12 from the other. It will take 10 minutes work to get the secret space cleared of roots enough to pass- which will likely attract a curious visitor! The giant earthworm will also attack if anyone tries to dig out the main entrance; that job will take a week of fairly steady work, 8 man-hours a day for a week, with proper tools.

Giant Earthworm: Init +1; Atk slam +3 (1d6+1); AC 10; HD 2d8; hp 10; MV 20’, burrow 10’; Act 1d20; SP blind, dirt cover; SV Fort +2, Ref +0, Will +0; AL N

A giant earthworm has no visual sense, and cannot be affected by visually-based spells or stimuli. As most of its body surges in and out of the soil in which it lives, there is a 20% chance per successful weapon hit that the giant earthworm was under dirt cover, and took no damage from the attack.

Area 12- Vestibule: *This silent, dusty area has many doors and seems to be a crossroads in this ancient place. A desiccated, robed figure lies in the middle of the hall, between two gaudily painted, framed frescoes in pristine condition. The westernmost of an impressively mustachioed man in a four-colored turban, and the easternmost of a veiled woman with beautiful eyes and exotic clothing displaying numerous gold trinkets.*

The dried corpse is of the last Priest-General of the elemental forces at the abandoned base, Emir Ali ibn-Ali. He died here questioning the semi-sentient paintings in this vestibule, those of Caliph Harun al-Thaki and his wife, Sayidda Aribah. The emir’s dried corpse still holds a jeweled dagger that is worth 50 gp.

The paintings can speak and converse, to a limited degree, magically given

a sliver of the two venerated nobles' personalities. They will not speak until spoken to, and their power is generally discovered when an idle question is asked in their presence.

Caliph Harun's personality is of a benevolent dictator, a "let them eat cake" kind of magnanimous tyrant who grew up with tigers as pets and servants to lift him into the saddle. He pronounces platitudes about the glory of war and the defeat of "silly demon-worshippers", and will comment on any passers-by, if awakened. He will truthfully answer the first question he is asked, thereafter he will answer truthfully on 1-10 on d20, lie on 11-13, and claim "I tire, and must rest!" on 14-20, not to speak but in murmurs and "Carry on with.. whatever..." for the rest of the day.

Questions about military, nobility and weapons grant a -2 benefit. Sayidda Ariba's personality is of quiet nobility, and she comments little unless addressed but "Good morning/afternoon/evening" She answers truthfully on 1-11, lies on a 12-13, claims "I tire, and must rest!" on 14-19; on a 20, she is offended and merely huffs when spoken to for a week.

Questions about magic, cities and courtly affairs grant a -2 benefit. If it is revealed in their presence that anyone speaking to them worship an non-elemental or has a non-elemental as a patron (in their opinion) they will emit a screeching howl whenever that person enters area 12, at least until a *paralysis* or *sleep* spell is cast upon them, which will "reset" their familiarity with all residents.

Area 13- Pool Chamber: *The door bears a still-blue painted symbol, a drop of water. [Within] The stairs beyond are damp, as is the air and the stone of the complex beyond. A good-sized chamber, whose floor is under water, is at the bottom of the stairs.*

Rushing or charging through the door is likely to cause a slip and fall down the stairs, requiring a DC 15 Reflex save- failure means 1d3 damage and being prone for a turn in the water below- and subject to attack by the imps living there.

This chamber was for the contemplation of the element of water, and has a stone table and seats near the center of the room, an inch below the water level, which remains constant at 3 feet from the floor- inconvenient for halflings! There is a spherical, concave dent in the table that is meant for a water-seeing

stone, a magical focus for observing bodies of water around the world, but it was taken in the evacuation of the complex. It could be replaced, if another could be located or created.

In the southeast corner of the chamber is a finely made mace with a coral head. It is non-magical, but does +1 damage to creatures not of the sea; it is worth 100 gp for the coral alone. It cannot be seen by just looking, as the coral mimics the transparency of water. Movement other than swimming is halved in this chamber.

Water Imps (2): Init +0; Atk slam +1 (1d4); AC 12; HD 1d6+1; hp 3 each; MV 30' (swim); Act 1d20; SP drench, controllable; SV Fort +2, Ref +1, Will -1; AL N

Area 14- Hydroponic Chamber: *Tendrils of green vine have emerged from cracks around the door, which is lightly above water level. [Within] The space within this chamber is completely taken over by a damp, curling mass of vines, which push out into the hall. Some of the vines bear a misshapen yellow fruit; the ceiling glows with a dim light.*

This is the food-growing area. The ceiling generates energy, the water sustains the plants, and overripe fruit and dead leaves drop down and fertilize the mass of vines. The fruit are nutritious but rather bland. Nearly any number of inhabitants can be sustained from them. The fruit doesn't keep very long; in only three days it rots into a nasty-smelling goo (so entrepreneurial characters do not become fruit salesmen!).

Once the door is open, it cannot be closed again until the food-vine is pruned back. The vine will take over 5 ft. of hallway per day, until it is cut back to within 5 ft. of the chamber's door. Thereafter, it will stay in the chamber with regular light pruning.

Area 15- Natatorium: *This chamber has a 2 ft. walkway around a deep pool of water. There are holes on the edge where something metallic has rusted away. It smells relatively clean and fresh!*

This chamber was for water consumption, washing clothing, and swimming recreation, which was important to the Zendik elementalists. It is refreshed in minor quantities by small portals to the land of the water elementals- and there are always two water imps in this area. If they are "controlled", they

will act as servants in this area. If they are killed, they will be replaced in 1d5 days.

Water Imps (2): Init +0; Atk slam +1 (1d4); AC 12; HD 1d6+1; hp 3 each; MV 30' (swim); Act 1d20; SP drench, controllable; SV Fort +2, Ref +1, Will -1; AL N

Area 16- Battle Room: [Either door] *This door is marked with a pair of crossed swords.* [Within] *The floor of this chamber is 5 feet lower than the [south and eastern] entrances. A large portrait hangs on the northwest wall, There are a few soot-blackened metal weapons on the floor, and lists of incised runes on the eastern wall.*

Two elemental fire imps inhabit this chamber, and enjoy rushing about pretending to be warriors, trying to lift the swords, etc. They will gleefully engage in combat with whoever enters- or be controlled, as the case may be. The portrait is a life-sized caricature of a 'shining knight' bearing a vacantly toothsome face, a longsword, plumed helm, and a kite shield bearing the sigil of Gorhan the Helmed Vengeance, god of valor and chivalry (or some similar being). This portrait is as pristine as the ones in area 12, and just as active-but only to combat! If engaged in combat, the 'knight' will move realistically, attack and defend, and spout self-self-deprecating propagandist platitudes like 'What Ho! I oppress peasants!', 'I pay lip service to Honor!' and 'I cravenly worship the so-called Gods of Law and Chaos!' etc.

The trainer-painting fights with the following statistics: Init +trainee level; Atk sword +1d4+ trainee level (1d6+trainee level); AC 10+1d4+ trainee level; Hp 1d12 per trainee level per session; SP grant luck, leveled statistics, training damage, use Crit Table III; SV all saves +1d4.

Thus, the trainer-painting has random attack, armor class and save bonuses each session. The damage the trainer-painting does is partially illusory; 2 points per successful attack are real, the rest are temporary, and are gone the next morning. If the trainer-painting is defeated, the "knight" will moan theatrically, spin around and fall down, crying "Oh, please don't kill me, I don't want to go to Heaven!" The successful trainee has a Level/out of 6 on a d6 chance to gain a Luck point, once per training session per day ie. a 2nd level character has a 2 in 6 chance on a d6 of gaining a Luck point.

The weapons on the floor include 2 serviceable longswords, a mace, and a



Trainer Painting

short sword. They do the job, but automatically shatter on a fumble or a critical by the wielder, without having to consult a table. The list of runes in the tongue of Neutrality include:

“Duck! You cannot break your opponent’s mace with your jaw!” [Defensive Maneuver]

“As the Sphere Turns away from the Fire, Do Not Go the West, or Perish!” [Reference to 17a)]

“A dirty knife in the guts is as good as a clean strike at the head!” [Pierce Internal Organs*]

“Speak forcefully as you strike, for to dismay your craven foe!” [Rallying Maneuver]

“He who fights and runs away... disappoints the elemental lords and dies the Four Deaths for eternity” [see below]

“A feint to the shield, a spear in the neck!” [Precision Shot]

*from *Steel and Fury: Combat Maneuvers of the Mighty*

Enthusiastically practicing the named Mighty Deeds while chanting the slogans at least an hour a week gives the trainee +1 on their Mighty Deed die for 1 declared strike during that week; they must say they are using the bonus before the roll. If they ever retreat or run from an engagement that has begun during that time, however, they will lose 1 Luck point. If they are out of Luck and are penalized, they will take double damage from an elemental source next time they are attacked in that manner!

Trainer-Painting: Init + Level; Atk sword +1d4+Level (1d6+Level); AC 10+1d4+Level; HD 1d12/Level; MV 0'; Act 1d20; SP grant luck, leveled statistics, training damage, use Crit Table III; SV all saves +1d4; AL NA

Fire Imps (2): Init +1; Atk slam +0 (1d4); AC 12; HD 1d6; hp 4 each; MV 40'; Act 1d20; SP burn, controllable; SV Fort +1, Ref +2, Will -1; AL N

Area 17- Infirmary: [Either door] *This door is marked by a red, cursive tear-drop shape. [Within] This chamber holds the remains of three wooden beds, sheets rotted to nothing, one bearing a dried, skeletal corpse. Nearby is a steel tray on wheels, and some decayed cabinets with a few bottles inside. A few lengths of bandage are unrolled on the floor, bearing signs of ancient blood.*

The western door is part of a dangerous trap- see 17a) below.

The steel tray is stainless and in good shape; upon it are a few up-to-date medical tools that would help in various procedures. The bottles are mostly unreadable and empty, but one contains a few drops of magic potion that has a 50% chance of curing a normal or magical disease. The dried skeleton on the cot will rise three rounds after the door is opened- smashing it on the bed before it rises will not accomplish anything, it cannot be “killed” until it rises.

Un-dead Revenant: Init +0; Atk claw +0 melee (1d3) or by weapon +0 melee; AC 9; HD 3d6; hp 14; MV 30'; Act 1d20; SP un-dead, half damage from piercing and slashing weapons, revenant; SV Fort +0, Ref +9, Will +0; AL N

This skeleton is animated by the incipient power of the healing vengeance of the elemental Lords. Any being that dies in this infirmary will rise in three days with the same statistics, and move directly to the being that caused its death.

17a) - Boulder Trap: If the western door from the curving western passage is opened from the western side, it snaps shut in the opener's face after opening a few inches, apparently locked. If opened from the chamber-side, it allows passage, but locks behind those that pass through it when closed, requiring a DC 15 Open Locks attempt. Either use triggers a trap! The northern wall at X slides open and a 5 ft. diameter boulder rolls out and down the southern passage, which slopes subtly down 5 ft. from X to the western door, whereupon it will stop. Note that a dwarf will note the sloping passage as soon as he sees it, and can detect the boulder trap as easily as a thief can.

If caught in the boulder's path, a character will take 3d6 damage, with a DC 15 Reflex save for half damage. A dwarf or a warrior can attempt a Mighty Deed to stop the boulder with sheer strength- failure to do so means they get rolled over the same as anyone else!

The boulder trap is also triggered if the outer door to areas 23/ 24 is tampered with, that is, if a DC 20 Open Locks check fails, or if the door is broken down (either by a Mighty Deed or by mass pounding). The boulder will drop out of the open trap door from a short pedestal, but will still do 2d6 damage to whoever is in front of the door, with a DC 15 Reflex save for half damage.

Area 18- Kitchen: *This door has a messy brown smear on it, mostly decayed to dust. [Within] This chamber is dominated by black iron cook-stoves, shelves, a large ceramic box and scattered knives and other cooking utensils. It is quite warm in here.*

This was an exceptionally well equipped kitchen, and there are still many containers of sealed spices on the shelves and floor that are still useful. The cook-stoves channel elemental heat and can be controlled to cook on command. A ceramic box is useful as an “icebox” as it is perfectly insulated against even the heat in this room, and is perpetually cool inside. Neither item can fit through the doors of this room. There are two fire imps enjoying the heat in here presently, and if they are killed or charmed away from this place, another may (30%) arrive in 1d3 weeks through tiny elemental portals.

Fire Imps (2): Init +1; Atk slam +0 (1d4); AC 12; HD 1d6; hp 4 each; MV 40'; Act 1d20; SP burn, controllable; SV Fort +1, Ref +2, Will -1; AL N

Area 19- Hall of Candles: *This door has the image of a candle on it. [Within] This short hallway bears five pillars upon which a thick, foot-tall taper burns with a different color for each candle. The first is orange, the second white, the third blue, the fourth red and the last yellow.*

Those that arrange the flames properly, alone, in one session, are granted a powerful ability by the hallway's magic! The proper order is (from the door) Red, Orange, Yellow, White, Blue. To move the flames, one can stick a torch in the flame and move it to a new position, replacing the flame that is there. Moving a flame to an incorrect location cause the candle to flare abruptly, doing 1 point of damage per color position ie. Red does 1 point, Blue does 5. The ritualist gains a Reflex save of 10 plus the color position to avoid the damage- but the torch is consumed!

After successfully completing the ritual, wizards and elves learn the spell

flaming hands; if they already know it, they gain +1 to their spell check when casting it. Clerics learn the spell *resist cold or heat*; if they already know it, they gain +1 to their spell check when casting it. By incinerating/melting an offering on one of the plates and meditating on the aspects of fire, a cleric can cast *resist cold or heat* in this room, and if successful, can delay the effect until he is actually attacked by cold or heat, up to 1 day, whereupon the normal duration will be triggered. Non-casters who complete the ritual and make an offering gain resistance to fire equal to their level (and increases with their level), permanently, and heal 1d5 points of cold damage merely by entering the room.

Area 20- Men's Dormitory: *This door has the symbol of a club drawn on it. [Within] This may once have been a cozy, well-organized barracks, but now is a great mass of swirled dust, old blankets, and grit-scoured metal bunks. The wind seems to come from everywhere and nowhere. There is a closed door in the back corner of the room.*

The closed area is a privy with actual porcelain, soap, and mirror, though the cupboards beneath have been cleaned out. The cesspit is a minor elemental portal that whisks away waste and odor. The elemental air imps cannot get the well-made door open, though they bang on it a lot. There are two here, bored and aggressive, and they will chase intruders out into the hallway, perhaps joining with their fellow next door. Thoroughly searching the mess and cleaning up will find an ivory cameo of a woman on a chain worth 10 gp.

Air Imps (2): Init +1; Atk slam +0 (1d4) or hurled object +1 missile fire (1d3, range 50'); AC 12; HD 1d6; hp 2 each; MV 50' (flight); Act 1d20; SP AC 14 to missile fire, controllable; SV Fort +1, Ref +2, Will -1; AL N

Area 21- Women's Dormitory: *This door has the symbol of a shield drawn on it. [Within] This may once have been a cozy, well-organized barracks, but now is a great mass of swirled dust, old blankets, and grit-scoured metal bunks. The wind seems to come from everywhere and nowhere. There is a chamber in the back corner of the room, the door ripped off and destroyed at some point.*

This chamber is much like area 20, but more torn apart, as the elemental air imps managed to get the door off the privy at the back. A thorough search here yields a diary written in a female hand, jammed into a crack in the wall. The diary, written in the tongue of Neutrality, basically fills in the details of the dream that may have brought the initiates here (detailed in the Adventure

Background), that about a thousand years ago the Zendik Order under the blessing of the Elemental Lords expanded their empire and were thrown back by a coalition of the gods of Law and Chaos. This base was one of the last to be built, and the first to be abandoned, just before it was completed- the writer had come to be there in the general retreat, from a place called the Monastery of the Four, at the Tarn of Ulok. Her last entry is that she heard the commander had died at the front and there was debate whether they should enter his quarters to gain his personal treasure. She signs off with “Never retreat, never surrender! Hail the Four!”

Air Imps (2): Init +1; Atk slam +0 (1d4) or hurled object +1 missile fire (1d3, range 50’); AC 12; HD 1d6; hp 2 each; MV 50’ (flight); Act 1d20; SP AC 14 to missile fire, controllable; SV Fort +1, Ref +2, Will -1; AL N

Area 22- Room of Dust: *This door has a pair of wings stenciled on it. The stone door appears slightly cracked, and you can hear a faint whistling or howling beyond it. [Within] It is difficult to see and hear in this space, as a hurricane of wind and fragmented debris is everywhere, and spilling into the hall.*

The original purpose of this room is unclear, as everything that was once in it has been pulverized into tiny bits, which now fly around the room in a perpetual maelstrom. Spending a round in the room has a 30% chance of dealing 1 point of damage; a *dispel magic* spell of any result over 15 will suppress the effect for an hour; 2 hours if the check is over 20. An *invoke patron* check to Ithha, Prince of Elemental Wind will suppress the hurricane for 5 minutes per check result over 11; it can have no other effect. If the rear wall is inspected, it will reveal a crack of both structural and magical damage. Pertinent skill checks will indicate that it can be physically repaired with stone and earth with about an hour’s work; proper protective gear (a canvas suit, goggles, gloves) will limit the damage checks to once per **turn**.

If this room is stabilized, scoured bas-relief show stylized birds and wind-composed beings and unreadable, ruined runes. Meditating here on air and flight grants the first being to do so +1 bonus with missile attacks- though they must meditate here once per week for an hour to maintain the effect. A wizard or elf of 5th level can potentially learn the spell *fly* during meditation here, or gain +1 to checks for that spell, also requiring weekly meditation.

Finally, arcane research and application can turn the crack into a usable ***magic portal***; basically a stable *planar step* spell effect. Ardent study and

examination, using books and supplies that may come from outside the area, will eventually conclude that the spells *mending*, *ward portal*, and *feather fall* will have to be cast in that order, with a sacrifice of a dozen pure-white doves and 400 gp of powdered silver made to Ithha, Prince of Winds. With a successful *invoke patron* spell to Ithha, the portal will open, able to carry up to 10 people once per week to whatever location they name, within the Judge's discretion.

Area 23- Unfinished Commander's Quarters: [Outer Door, see area 17a)]

This door has a gold-leaf symbol of a domed helmet with a spike on the top.

[Within] *Though the door to your right is finished and proper, the hallway and chamber seem only half-finished, with bare rock and crumbling earth in various stages of completion, some tools and tarps left behind.*

This area does not look very stable, which can be confirmed by a dwarf in the party. Combat or intense searching has a 5% cumulative chance per round of causing a collapse, filling the area west of the north door and doing 3d6 damage to all within, possibly burying them. Victims receive a DC 13 Reflex save for half damage, but those 8 or more points of damage will be effectively paralyzed until freed. Using tools from area 5 would help considerably, as would dealing with the pair of giant earthworms who are busily digging up the north end of the area!

Crushed under a considerable pile of rubble, and not findable until said rubble is cleared, is the pulverized corpse of a looter from the base who stole the commander's treasure from area 24 and sought to tunnel out here and escape the aftermath of the base's fall. Within the folds of its clothes is the valuable item, the *earthkey quarter*. It is detailed in the appendix.

Giant Earthworms (2): Init +1; Atk slam +3 (1d6+1); AC 10; HD 2d8; hp 10 each; MV 20', burrow 10'; Act 1d20; SP blind, dirt cover; SV Fort +2, Ref +0, Will +0; AL N

A giant earthworm has no visual sense, and cannot be affected by visually-based spells or stimuli. As most of its body surges in and out of the soil in which it lives, there is a 20% chance per successful weapon hit that the giant earthworm was under dirt cover, and took no damage from the attack.

Area 24- Commander's Temporary Quarters: *This door is unmarked, and has a large ostentatious metal lock within the handle.* [Within] *This room has little*

dust, having been sealed for a long time- but it had been disturbed a long time ago. Clothing from drawers tossed around and rifled through. An open metal chest sits on a desiccated silk couch.

The lock is complex, needing at least an Open Locks check of 20 to open. The chest has been pried open, and old, dried blood around a pin trap suggests the thief paid a price for his prize. The box is velvet within and held one piece of the *Quadrelement Key* found in area 23. A fine sword with an emerald in the hilt is under a couch- the emerald is worth 50 gp, and the sword identifies the wielder as a leader in the forces of the Elemental Lords. An old diary is in the bottom of the box, underneath the velvet, and has a few important notes by the seldom-present commander, that will help with the maintenance of the place. The Judge may decide to hold back any or all of this information, preferring to let the new residents discover it for themselves- or roll a d6, blaming lost advice on gnawing rats...

1. Casting elemental-based spells in this place has unpredictable results and attracts imps, whether you want them or not. They can be controlled with magic or bullying, so you can keep them or not.
2. Working with the trainer-portrait will keep fighting beings in top shape, and help the cause.
3. Keep the food-growing chamber pruned or you will regret it.
4. There is a booby trap at the indicated location (a simple map). If it crushes an idiot or two, good riddance! Hire a dwarf to reset the trap if it goes off.
5. Magical research and application will create a magic portal in “The Room of Dust” that will allow agents of the Four to travel most anywhere in the world, doing their bidding! (see area 22)
6. Getting the rest of the quadrants of the Key would bring great power, if only they could be obtained. The Regiment commander in the Monastery at the Tarn of Ulok knew more...

Concluding the Adventure

The divine wish of the reawakened Four Elemental Lords is that their abandoned base be reclaimed by mortals that are loyal to them, and that the cause of the Four be revived. If they wish, the “base” shall now be the home lair of the adventurers and their associates. If the players realize this, clean the place up and rededicate it to the Four, they will all receive +1 Luck! If they merely loot and leave it, they lose 1 Luck and will have 1d6+3 imps track and

ambush them every at the next new moon.

It is likely that a successful party will want to acquire more pieces of the *quadrelement key* - once they understand what it is. Clues have been laid for them, pointing them to the Monastery of the Four, situated at the Tarn of Ulok. The location and nature of this mythical place can be the Judge's to decide, or purchase in an upcoming product!

Lastly, the abandoned base was abandoned for a reason. The followers of the gods of Law and Chaos scoured the Neutral followers of the Four Elemental Lords from the region and do not wish to see them return! Soon the word will get out that followers of the Elementals have returned, and champions of both Law and Chaos will come to see the heretics be removed again!

Appendix I: Elemental Imps

These tiny remnants of elemental power accumulate like dust in places where elemental magic is present or has been used extensively. Elemental imps resemble 2 ft. tall, misshapen humanoids composed of their element, with large ears, exaggerated features, and sparkling eyes. They are tolerated in places devoted to elementals because they can be easily controlled with magic, or even a forceful personality! A spellcaster can add double his level to spell checks for the spells *charm person*, *find familiar* (see below) and *word of command*, and elemental imps do not impose a -4 penalty on a spellcaster attempting to cast *charm person* upon them. Further, if any person holds forth a quantity of their constituent element and speaks a command to an elemental imp, they can make a Personality check; if the result is 15 or better, it is as if they had successfully cast *charm person* on the imp, with a spell check result of 15.

Air Imp: Init +1; Atk slam +0 (1d4) or hurled object +1 missile fire (1d3, range 50'); AC 12; HD 1d6; MV 50' (flight); Act 1d20; SP AC 14 to missile fire, controllable; SV Fort +1, Ref +2, Will -1; AL N

Air imps hate to be in enclosed spaces, and almost never stop moving.

Earth Imp: Init +0; Atk slam +1 (1d4+1); AC 12; HD 1d6+1; MV 30', burrow 10'; Act 1d20; SP controllable; SV Fort +2, Ref +1, Will -1; AL N

Earth imps are solid and heavy, and can easily be mistaken for a lump of

stone or rubble.

Fire Imp: Init +1; Atk slam +0 (1d4); AC 12; HD 1d6; MV 40'; Act 1d20; SP burn, controllable; SV Fort +1, Ref +2, Will -1; AL N

Fire imps are bad-tempered unless they have a fuel source nearby. Flammable beings they hit must make a DC 11 Reflex save or take another point of burn damage on the next round.

Water Imp: Init +0; Atk slam +1 (1d4); AC 12; HD 1d6+1; MV 30' (swim); Act 1d20; SP drench, controllable; SV Fort +2, Ref +1, Will -1; AL N

Water imps are soggy and sluggish, and move only 10' when out of a quantity of water bigger than they are. Any fire source they touch is extinguished.

Elemental Familiars

Elemental beings can be acquired as familiars when the *find familiar* spell is cast. Though a result of 10, for Neutral elves and wizards results in acquiring a tiny elemental familiar (page 318), a somewhat larger, more coalescent elemental familiar can be acquired in a place of elemental power. If elemental imps have manifested in a place and a find familiar spell is cast successfully, one will automatically (100%) come to the caster during the ritual, regardless of alignment; Lawful or Chaotic casters get a slightly different version (see below). The type may be obvious, but if many types exist together, it may be randomly determined, or at the Judge's discretion. Imps bonded in this way follow most of the rules of familiars (see pages 316-319 of the rulebook) but differ in a few ways, which can be affected by alignment.

- Bonded imps have maximum starting hit points, as described above. Lawful and Chaotic imps are -1 to their total hit points.
- They keep their Special Powers in familiar form, and grant the +1 bonus to checks and saves as described under tiny elementals. Wind imps are AC 18 (20 for guardians) vs. missile attacks.
- Neutral-bonded elemental imps add their listed attack power to the familiar types attack power.

All other rules that govern familiars apply to elemental imp familiars as written.

Appendix II: The Quadrelement Key

This mystical key, a badge of office for a supreme commander in the elemental forces, can be separated into four parts, each of which has separate powers and can be combined to form a single unit, and separated again. They are said to have been given as gifts to worshipping humans by the Four Elemental Lords themselves: Grom the Prince of Earth, Ithha the Prince of Air, Krakaal the Prince of Fire, and Splaasha the Princess of Water. Quadrants of the Key look like a narrow half-pyramid 3 inches long and 1 inch wide; the intact quadrelement key then looks like a 3-inch by 2-inch flattened rhomboid. The quadrants are named “quarters” and are specific to one of the elements: *airkey quarter*, *earthkey quarter*, *firekey quarter*, *icekey quarter*. Present in this adventure is the *earthkey quarter*:

The Earthkey Quarter

Possession of the earthkey quarter shows recognition for building earthworks and mines, for finding great veins of minerals and gems, and for discovering vast caverns and tunnels in the earth. The earthkey quarter grants the user half damage from weapons made of stone, and from the attacks of stone or earth creatures. They gain +4 to control and command earth imps, and once per day can attempt to cast the spell spider climb, as if they had a spell check modifier of +4. Any check less than 12 has no effect, but a 1 still results in a misfire. Due to the enmity of the gods of Law and Chaos, possession of the earthkey quarter imposes a -1 Luck penalty on the possessor.

Finding and attaching more parts of the quadrelement key adds powers to the quadrants already possessed, depending on which quadrants are attached to it. Possessing the whole Key may indicate one is the ruler of all the mortal elemental worshippers in the world...

Thus ends *The Elemental Lords Awaken!* Be sure to look for and enjoy the next module in the *Adventure Locale* series, *Monastery of Blood at the Tarn of Ulok!*



Brin/Lea

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