

Seema's Problem

An adventure in the Forgotten Realms

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This adventure is for levels 3-8, as there is not much fighting involved (Unless the DM wishes so) and most of the enemies can be toned to requirements. The only exception to this is Seema herself, should the PCs engage in combat with her, in which case I would recommend the DM uses the utmost discretion. The fact that she is level 15 might deter some people from running this adventure, but the whole point of this adventure is to come to a peaceful resolution. There are random encounter tables given at the end of this document, which can be tailored for lesser-level PCs. I originally wrote this adventure for two level 8 characters, which explains the scarcity of monsters, but the number of monsters can easily be altered for an individual party.

Notations used in the document

Anything in ***bold italics*** is detailed at the end of the document, in the appendices.

Anything in **bold** is referred to under the section/subsection of that name.

Anything in *italics* is detailed in the Dungeon Master's Guide, Monstrous Manual or Player's Handbook.

Scenario

It is the Year Of The Snarling Dragon (1279 DR). The party of adventurers have come to rest at Proskur, a trading waystop on the Dragon Coast. The news that they are there soon spreads around the town (If the party is levels 3-5, see **Section 1**, else **Section 2** is where you should start.).

Section 1 (Levels 3-5)

The party of adventurers are more than likely from the region, and so their fame is limited but well known. They are summoned to meet the town's council. There they are told that an archmage, quite near to the town, has been vexing them for some time about a small item they acquired from a merchant. They wish the adventurers to see why the archmage is bothering them, and, if possible, bring about a peaceful end to this bickering.

Section 2 (Levels 5+)

The fame of the party has spread far beyond their homelands, and the council asks them to meet with them so that a problem might be addressed. When the party appears before the council, the same briefing is given as above (**Section 1**).

Note: I have not provided any responses from the council to questions that might be asked by the PCs. I did this because I think that it encourages roleplaying if the DM has to make facts up on the spot, but some constant factors are given here:

- The archmage's tower is 3 days travel from the town to the north-west, in the Sunset Mountains.
- The archmage is known to be powerful, and may have set traps along the way.
- Basic pay is 1000GP each, if the matter is resolved peacefully, an extra 500GP each, if Seema is killed an extra 200GP each. (The council does not wish to have Seema disposed of, simply put in her place). The party will automatically receive 75% of any treasure gained, either way.
- Any provisions needed by the party (food, horses etc.) will be provided for the course of the adventure.

The Adventure

The party will actually take 4 days to get to their destination. The council are often ill-informed, if any of the PCs are local they will know this and expect the situation accordingly.

To The Tower

Seema's Tower is set into a rock spire in the Sunset Mountains. It is noticeable from a distance of 4 miles, anything beyond this and it is not able to be seen. Seema chose this location for her tower because of this. When the adventurers get within 2 miles of the tower, Seema is notified of their presence and begins scrying to determine their number, purpose and ability. She does this through the spells *Know Alignment*, ***Seema's Ranged Detect Magic***, and *Detect Invisibility*. Before using these, she casts a spell of her own, ***Seema's Variable Range Boost***. At this point, the DM should ask the adventurers what their individual thoughts as to what they will do are, and determine whether Seema will be friendly or hostile. If she is hostile, refer to **Tower Traps (Hostile)** to see what magical wards she has put in place. If she is friendly, refer to **Tower Traps (Friendly)**. In-between each level is a trapdoor that can be locked (see **Tower Traps (Hostile)**).

Key to maps

	BED
	CUPBOARD/ TABLE/CHAIR
	WALL
	SECRET DOOR
	DOOR
	STAIRS

Steps

These steps are carved into the rock itself, with a rough-hewn wall on the offside to prevent anyone from falling off accidentally. There are landings every 20 steps or so, each being 5' by 5' in size.

Entrance Porch

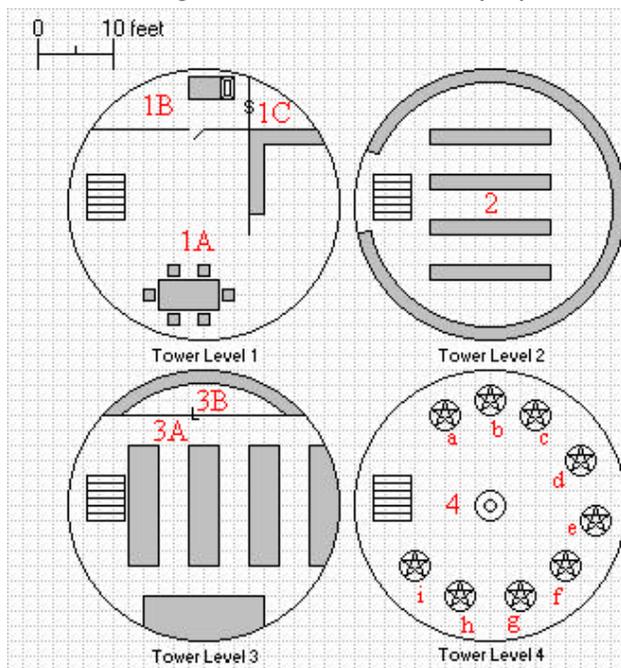
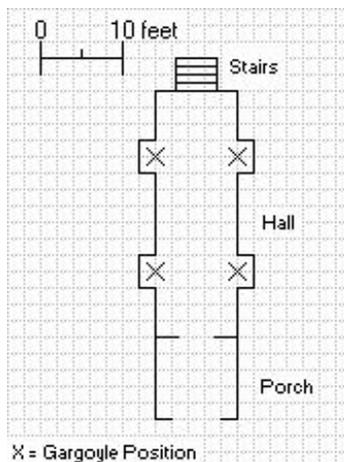
The entrance to Seema's tower is a small porch, with a large iron door set into the far wall. It is roughly 10' by 10', and has a bench set against one of the walls. (**DMs note** If the adventurers are friendly in nature, a *Magic Mouth* will appear here, asking them their business.

Entrance Hall

Beyond the porch is a large hall, roughly 10' by 30'. At the far end of the hall there are some steps leading upwards, and in each of the longest walls are two alcoves with a *Gargoyle* in each. If the PCs are friendly, the Gargoyles will leave them alone, having been instructed to by Seema.

Gargoyle (4): Int Low; AL CG; AC 5; MV 9, Fl 15(C); HD 4+4;
hp 28; THACO 15; #AT 4; Dmg 1-3/1-3/1-6/1-4; SA Nil;
SD +1 or better weapon to hit; SZ M; ML Steady (11); XP 420

If the Gargoyles are defeated, and their plinths moved, their treasure will be revealed. **Note** These Gargoyles have been brought around from their evil ways by Seema, and now protect her.



Floor 1

1A – This is Seema's main living room. The room has a small table with 6 chairs around it, a kitchen which is behind a small partition.

1B – This is Seema's bedroom. It has a secret door leading to-

1C – This room holds all of Seema's personal effects and a teleport pad to the 4th floor (pad a).

Floor 2

2 – This is Seema's library, and holds many works by Elminster and Volo, among others. It also holds her personal spellbooks, although these are indistinguishable from the other books.

Floor 3

3A – This is Seema's Laboratory. It is currently in quite a jumble, with liquids bubbling away in beakers and tubes all over the room.

3B – The door to this room is *Wizard Locked* (at 15th level) and only opens to Seema (although enterprising PCs may be able to access it, DM discretion advised). It holds all of Seema's spell components and components for the potions she manufactures.

Level 4

4 – This level is scarce except for a small table in the centre, with a crystal sphere on top of it, and 9 teleport pads (unmarked as to destination). If a PC steps on any of the pads and speaks the command word (Seema knows this, and may tell the PCs if they are friendly), they lead to the following locations:

- **Pad a** – This leads to the secret room behind Seema's bedroom. Seema will never give away the command word for this pad, for obvious reasons.
- **Pad b** – This pad leads to Proskur, just behind the town hall (It might provide a bit of humor if the PCs step on this pad and inadvertently speak the command word (GO)).

- **Pad c** – This pad leads to Marsember, just behind a building on the docks. The command word is MARS.
- **Pad d** – The command word for this pad is PROS, and leads to the city of the same name.
- **Pad e** – This pad leads to Elversult. Its command word is ELVER.
- **Pad f** – This pad leads to Shadowdale, just outside Elminster’s tower. Its command word is ELMINSTER. There is a similar pad there, but it requires a thorough search. The command word is SEEMA.
- **Pad g** – This pad leads to Waterdeep. Its command word is WATER.
- **Pad h** – This pad leads to Phlan. Its command word, oddly enough, is PHLAN.
- **Pad i** – This pad leads to Baldur’s Gate. The command word is GATE.

(Note – if you think the command words are stupid, they’re all I could think of. If you want to change them, feel free ... as usual, the DM is boss!!!)

Tower Traps (Friendly)

If the PCs are friendly towards Seema, she won’t put any harmful traps in their way, simply try to slow them down with *Illusionary Wall* and so forth (she is so isolated out here, she enjoys a little amusement now and then). The **Entrance Porch** will be enchanted with a *Magic Mouth* saying, “State your business or go away,” at which point Seema is notified of the PCs presence and listens to their response via the crystal sphere in room **4**.

Tower Traps (Hostile)

If the PCs are hostile, Seema will try to stop them every step of the way. She will alert the Gargoyles in the **Entrance Hall**, and the trapdoors in-between the levels will be locked. She will cast *Guards and Wards* upon her entire tower, i.e. the lower levels (Entrance, 1-3) will be shrouded in mist, all doors will be *Wizard Locked* (15th level), the stairs are *Webbed*, the entire area radiates strongly of magic (making it almost impossible to determine the *Wizard Locks*), her bedroom door and the 3rd floor trapdoor are covered in illusions so they appear to be part of the stonework, her laboratory level is filled with a *Stinking Cloud*, and her Library level is filled with *Dancing Lights*. She will *Grease* the steps leading up to the **Entrance Porch**, so that the PCs tumble down to one of the landings. *Magic Mouth* will be cast upon the **Entrance Porch**, with the following message, “Heed ye this message. Stay away from this place and no harm will come to ye,” to be activated whenever anyone comes within 10’ of the front opening. It is cast upon the wall beside the opening. *Illusionary Wall* will be cast at her library level, making it appear as if only half of the library exists (obviously this spell cuts off visual access to Seema’s personal spellbooks). *Advanced Illusion* will be cast in her Laboratory, appearing as a *Minotaur* with a REALLY big axe!!!!

Combat with Seema (If PCs are Hostile and attack Seema)

Seema is located in the Teleport Pad room (**4**). Seema will always try to subdue the PCs rather than kill them. She will use the *Rope of Entanglement* to good effect, throwing it at the PCs feet in the first round of combat. She will also use the *Staff of the Magi* to cast the following spells for at least 4 rounds before she begins using her memorised spells: *Invisibility*, *Web*, *Telekinesis*, and *Pyrotechnics*. After this, she will use her memorised spells to force the PCs into submission, or charm them into her way of thinking. She will use certain spells certain ways:

Mirror Image will be used at least once immediately after she stops using the *Staff of the Magi*.

Slow will be used if she needs to get to a teleport pad (i.e. last resort)

Dimension Door will be used in conjunction with *Slow* in order to escape to a pad.

Wall of Ice will be placed between her and the party so she has time to escape.

Teleport will only be used if she is unable to get to a teleport pad (i.e. the party is blocking her way to them).

If Seema is killed, the PCs gain 2000XP between them. (This is much below the usual amount, as the PCs are not MEANT to kill Seema.)

Seema’s Problem (If PCs are friendly)

If the PCs are friendly, Seema explains that she knows the council has a small object that belongs to her. All she wants is to have it back, and she is willing to pay the council a meagre sum in order to accomplish this, but they won’t give it back to her even at the offer of money. She explains the item is an **Amulet of Power**, which could be extremely dangerous if used in the wrong hands. She will offer the PCs a magical weapon each if they can recover this item for her. (For obvious reasons, it would be handy to have a thief in the party). She will show them and allow them to use her teleport pad to send them to Proskur (if they haven’t discovered it already, in which case she will just say that they can use the pad to get back ... she knows everything that goes on within her tower at all times). The party must recover the item and return to Seema as soon as possible.

Reward Time

If the PCs accomplish the mission for Seema, she will give each person a magical weapon with the following powers:

- Each weapon is +3 in enchantment.
- Each weapon is tailored for the class of PC (i.e. a Mage would get a Quarterstaff, etc.).
- Each weapon has the following powers:
 - For the purposes of saving throws, the sword acts as a *Ring of Protection+2* if within 1’ of the owner. This power is constantly in effect.

- Upon command, the weapon disappears, except for those pieces in the user's hand. (In actuality, it has become ethereal, and may still damage those in the Prime Material plane, in addition to those on the ethereal plane such as ghosts etc.).
- Upon command, the weapon can *Polymorph Self* into an item. This can occur 4/day. After 2d10 turns the weapon reverts to its original state. All other powers (except for those constantly in effect) cannot be used during this time.
- Upon command, the weapon can *Teleport without Error* itself and its owner upto 20' away from their original location, 2/day.
- If the owner mentally wills it, the weapon will appear in their hand instantaneously (no matter the distance, unless it is within an *Anti-Magic Shell* or similar containment that blocks magic usage).

These weapons are worth 5000XP and 25,000GP each. (The XP will not be given though, this is for purposes of explanation only).

For completing the adventure without killing Seema, the PCs will get 3,000XP each, and their share of the treasure. For completing the adventure by killing Seema and going back to the town council, they will get 1,000XP each (And, if you are an evil DM, shift their alignments one step towards evil if they aren't already) and their share of the treasure.

Appendix A: Characters

Seema Brightshadow, NG hf M15

STR 9
DEX 15
CON 14
INT 18
WIS 17
CHR 16
AC -4
THACO 16
HP 34
SA See Below
SD See Below
MR Nil
SIZE 5'8"

Weapon Proficiencies: Quarterstaff, Dagger, Sling

Nonweapon Proficiencies: Artistic Ability (17), Astrology (18), Gem Cutting (16), Heraldry (18), Herbalism (16), Languages (Ancient) (18), Languages (Modern) (18), Reading/Writing (17), Spellcraft (18), Weather Sense (16)

Special Attacks: Seema possesses a *Staff of the Magi*, which she will use if combat ensues to devastating effect. As magical attacks do not harm her tower, she will unleash as much power as possible to deter the PCs (not kill them).

Special Defenses: Seema has a dexterity adjustment of -1, a *Ring of Protection* +4, *Bracers of Def.* AC 2, and a *Cloak of Protection* +1 (all taken into account in the AC given above). She also has a *Ring of Mind Shielding*, and a *Brooch of Shielding*.

Spells: Seema has a spell progression of 5/5/5/5/5/2/1. The spells she has memorised are as follows: *Charm Person*, *Detect Magic*, *Grease*, *Magic Missile* (x2), *Detect Invisibility*, *Know Alignment*, *Magic Mouth*, *Mirror Image* (x2), *Blink* (x2), ***Seema's Ranged Detect Magic***, *Slow* (x2), *Confusion*, *Dimension Door* (x2), *Illusionary Wall*, *Wall of Ice*, *Advanced Illusion*, *Passwall* (x2), *Shadow Door*, *Teleport*, *Guards and Wards* (x2), ***Seema's Variable Range Boost***

Appearance: Seema is a woman of great beauty, with vaguely oriental features. Her face is round and gentle, with a small nose and eyes as deeply brown as mahogany. She wears her black hair twisted into silky braids and typically dresses in bright colors and many layers.

Equipment: All Seema carries, apart from magical items, are her spell components (held within the *Girdle of Many Pouches*).

Magical Items: All equipment detailed above (See Special Attacks/Defenses), plus: *Deck of Illusions*, *Cubic Gate* (Prime Material, top level of her tower, Limbo, Astral, Ethereal, Oerth), *Lens of Detection*, *Girdle of Many Pouches*, *Dust of Illusion* (x5), *Rope of Entanglement*.

Roleplaying Notes: Seema is a kindly soul, only resorting to violence if necessary. Most of her equipment and spells are geared towards making people go away, or slowing their progress. If the PCs act friendly, Seema will more than likely appear to them quite early on in their adventure through her tower.

Appendix B: New Spells and Magical Items

Spells

Seema's Ranged Detect Magic (Abjuration)

Level: 3
Range: 100yds
Duration: 2 rds./level
Area of Effect: 20x120 ft.
Components V, S
Casting Time: 3
Saving Throw: None

This spell functions exactly the same as the first-level spell *Detect Magic* except for the aspects given above.

Seema's Variable Range Boost (Alteration)

Level: 7
Range: Upto 5 miles
Duration: 2 rds./level
Area of Effect: 100 ft. x 100 ft. square cube/level
Components: V, S, M
Casting Time: 7
Saving Throw: As spell

This spell boosts the range of spells between levels 1-5. All that is required is that the other spell be cast before the duration of *Seema's Variable Range Boost* runs out. The caster may determine the range themselves. If the range of a spell is centered on the caster, that spell now centers is range on the area in question (the area that *Seema's Variable Range Boost* is affecting).

Magical Items

Amulet of Power

This item is taken from the Encyclopedia Magica, page 39.

XP Value: 12,000 GP Value: 60,000

Usable by all spellcasters, this object serves to periodically boost latent magical energy. One day each week, the number of spells (of each level) the caster may perform, and the range, duration, and power (dice, area, number affected etc.) of this spells, is increased by 50%. An enchanter could, for example, do 6/4/3/1 spells on one day a week rather than the usual 4/3/2/1. (Always round fractions down.) Due to the increase in spell capabilities, the target's saving throw is augmented by +3.

Upon acquiring *Amulet of Power*, a new user must wear it for 30 consecutive days before it melds properly to his or her mental capabilities. After that period, the amulet becomes fully functional. Any attempts to make use of the power boost before the 30-day period is completed are all in vain.

Appendix C: Wandering Monster Tables

Wandering monster encounter rolls should be made at least 3 times per day. Roll a D20: if the result is 5 or less, roll on the following table:

<u>D20 Roll</u>	<u>Monster Encountered (and number of)</u>
1	Ghost (1 of)
2	Skeleton Warrior (1d3)
3	Skeleton Warrior (1d3)
4	Skeleton (3d10)
5	Skeleton, Monster (1d6)
6	Ogre (1d6)
7	Ogre (1d6)
8	Goblin (4d6)
9	Goblin (4d6)
10	Lizard Man (1d8+7)
11	Mongrelman, 4HD (2d10+5)
12	Orcs (2d10+2)
13	Orcs (2d10+2)
14	Half-Ogre (1d6+2)
15	Half-Ogre (1d6+2)
16	Otyugh (1 or 2 of)
17	Skeleton, Giant (2d3)
18	Skeleton, Giant (2d3)
19	Skeleton, Giant (2d3)
20	Ghoul, Ghast (2d3)

Any of the monsters in this table can be substituted if necessary.