

# Death's Teeth

An adventure location in the DRAGONLANCE® setting

By Steve Miller

*This material, based on the module Dragons of Faith (DL 12) by Harold Johnson and Bruce Heard, expands on a location at the western edge of the Blood Sea. It is featured as Encounter Area 41 in the original module, or Encounter Area 75 in DRAGONLANCE Classics 3 anthology. It is designed for characters of levels 8–10.*

## A Tale of Two Brothers

When the pride of the Kingpriest called down the punishment of the gods on the people of Krynn, numbered among the many casualties were the twin brothers who commanded the Istari fortress of Ladeveth.

Ladeveth had been built across a valley that served as one of the main approaches to Istar. The twins commanded a legion of warriors and hundreds of inquisitors stationed here. Each was also the stern, loving father of a large family.

Delarin was a devout follower of the Kingpriest and a diligent inquisitor who ensured that his charges followed carefully the Kingpriest's doctrine of Manifest Virtue. His brother Mitarias, an accomplished fighter, was the commander of the Holy Legion stationed at Ladeveth, whose primary duties were to defend the approaches to Istar and hunt down the ogres plaguing the region.

When the Cataclysm struck, and the ocean rushed in to drown the shattered remains of an empire the gods themselves had destroyed, most of Ladeveth and its inhabitants were washed away by the immense tidal wave that tore through the valley.

Only the two endtowers of the fortress remained. The northern tower was where Delarin lived with his family, while Mitarias and his family made their home in the southern one. Each brother lost loved ones in the Cataclysm: Delarin lost his wife and only son, leaving him with four daughters, and Mitarias lost two daughters; only his wife, her elderly father, two sons, and a daughter survived.

The destruction wrought by the gods, and the loss of their families, drove both brothers mad. They blamed each other for what had befallen their families and grew to hate each other. As their insanity grew deeper, they came to believe that the only way to avenge the wrongful deaths of their loved ones was to destroy what the other brother loved most. History does not record who struck the first blow, but the results were the same: the two brothers murdered each other's remaining family members. Their spirits live on, feeding on the hate that consumed their corporeal selves.

## The Brothers Today

The last towers of Ladeveth still stand, although the peoples of the Blood Sea refer to them as Death's Teeth. They are located on the eastern shore of the Blood Sea, where Waterspan gives way to the ocean. The southern tower is haunted by Mitarias, who is now a haunt, and the vengeful spirits of his brother's children, who have become wraiths. The north tower is haunted by Delarin, who is now a spectre, the undead spirits of Mitarias' children (which have risen as wraiths, just like their cousins), and the shambling remains of Delarin's wife and father-in-law, who have risen as ghosts.

## Adventure Hooks

Death's Teeth is in a fairly isolated spot along the Blood Sea, so it is unlikely that the characters will just "happen" to be there in most campaigns. In DL 12 *Dragons of Faith*, where this site is first mentioned, the characters are lured here by a Dragonarmy officer upon whom they are spying. This method might work in some campaigns. Other reasons for the characters to be at Death's Teeth might be:

1. While traveling along the coast, a sudden storm forces them to make landfall at the inlet to Waterspan Bay. Upon being attacked by the ogres, one of the creatures lives long enough to inform

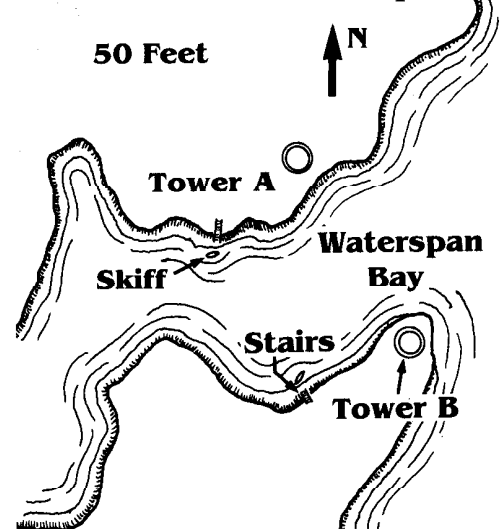
the characters that the towers contain great treasures that are guarded by fearsome monsters.

2. While searching for information on dragonlances, or other magical weapons with which to fight the armies of evil, the characters come across references to "the fabulous collection of exotic and magical arms of Mitarias, commander of Ladeveth's legions" in pre-Cataclysm texts. Additional research reveals that Ladeveth was the name of a fortress located near what is now Waterspan Bay, along the coast of the Blood Sea.

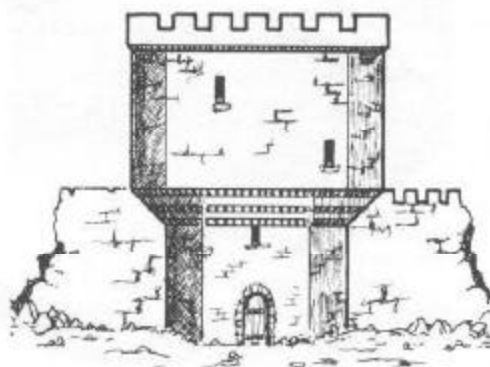
## The Surrounding Area

Death's Teeth are perched atop windswept bluffs on land that is claimed by the barbaric ogre nation of Kernen. The ground is covered by a variety of grass with stiff blades that grow to about a foot in height. In the strong winds that blow across the bluffs, the grass is constantly waving to and fro, making it appear as though the towers are surrounded by a sea of their own. The blades are very sharp, and characters who try to move across the area have a 10% cumulative chance per turn to be cut upon their shins, suffering 1 hit point of damage.

## Death's Teeth Area Map



Map illustrations by Dave Sutherland



Side View

The ogres use the promontories to keep watch over the bay and inlet, and there is a 20% chance that the characters will encounter an ogre patrol for every turn spent in the region illustrated on the "Death's Teeth Area Map". Once the encounter with the ogres has taken place, there won't be another ogre encounter until the next day. The patrols consist of six normal ogres and an ogre leader (who has received some training in martial combat by a Dragonarmy officer stationed at Ogrebond to the south.)

**Ogres (6):** Int Low (8); AL CE; AC 5; MV 9; HD 4+1; THACO 15; #AT 1; Dmg 1d10; SZ L; ML Steady (11-12); XP 975.

**Ogre Leader:** Int Average (10); AL CE; AC 5; MV 9; HD 7; hp 36; THACO 13; #AT 1; Dmg 2d4 + 6 (bastard sword); SZ L; ML Elite (13-14); XP 1,775.

The ogres never go near the towers, as they know something terrible dwells within. An ogre taken alive will tell the characters of great treasures guarded by horrible guardians. They don't know the nature of these guardians, but know that something lives under the cemetery outside the tower on the northern shore.

At the base of the bluff (which can be reached by a rickety set of stairs constructed by the ogres), are two skiffs that the ogres use to cross Waterspan Bay on their patrols. Occasionally, an ogre patrol will bivouac at the base of these stairs rather than return to their camp, so if the characters were to destroy a patrol, they will not attract undue attention for a couple of days.

## The Towers in Detail

As mentioned above, the two towers appear as blackened, weather-worn husks. The interiors of the towers are as ravaged by the salty air as the outside.

The floorplans of both towers are the same, but the contents are different. The detail map provided can be used for both structures, with the contents and encounters in each tower being separated by the codes A and B, with A being Delarin's tower, and B being Mitarias' tower. Note that if there is no specific detail provided for a room beyond the boxed text, this means there is nothing else of note in that area.

### Ground Level

#### 1. Family Plot

*Inside a small, wind-weathered wall is what appears to be a graveyard. You see several gravestones slanting at different angles, each at the end of a slight depression in the earth. This area is overgrown with the stiff grass like the rest of the region, but you can see that several areas have been dug up recently. The grave markers are so weathered that the names carved on them are impossible to read.*



A: Mitarias' wife and father-in-law lair here, living together in a twisted mockery of family existence. The disturbed areas lead to the warrens they have created.

If a character approaches one of these areas, a horrible, reeking, mud-caked nightmarish woman launches herself up through the loose dirt, and attempts to grab the character and drag him down into the hole.

Check for surprise on the part of the character. If the character is surprised, or if the ghastr scores a successful hit, the character is yanked through the soft earth and down into the underground tunnels. The other characters hear a muffled screeching voice, "Daddy! Dinner's ready!" The second ghastr arrives within 1d4 rounds, and, if the character was paralyzed, other characters trying to rescue him will be confronted by two horrid creatures feasting on their comrade. (The victim suffers 1d6 points of damage per round.)

**Ghasts (2):** Int Very (11); AL CE; AC 4; MV 15; HD 4; hp 23, 20; THACO 17; #AT 3; Dmg 1d4/1d4 claws, 1d8 bite; SA Paralyzation; SD Stench; SZ M; ML Elite (14); XP 650

If the characters defeat the ghasts, and explore their warren, they find tunnels leading to five different chambers, each of which contains the remains of humans and other creatures devoured over the years. In each of these five areas, there are 1d4x100 steel pieces, but there are also bodies that weren't devoured to the point where they would not re-animate: Each room contains 1d6 ghasts who are unable to move around, due to missing limbs. They writhe among the other remains and attempt to bite or grab characters who enter the room, while groaning with terrible hunger.

These immobile ghasts should prove no threat to the characters, and should merely be used as a horrible, blood-chilling sight for them to witness. If the characters decide to get close to the pathetic undead creatures, the DM can consider them 2 HD monsters with an armor class of 8.

#### 2. Inspection Area

*As you try to open the door to the black tower, it falls apart, the iron bands that once held it together reduced to powdery rust. Beyond, is a room choked with dust-covered cobwebs. In one corner, you can see a circular flight of stairs that wind their way up to a faint light. Directly across from you, slivers of light drift in through a warped door, much like the one that just fell apart when you touched it.*

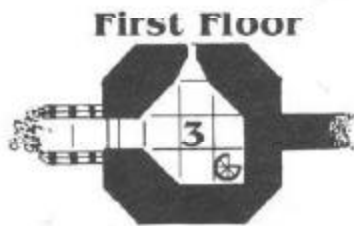
A: There are no dangers to the characters in this room. The only notewor-

thy feature is the dead carcass of a giant spider on the floor. If a character examines the body, he can find no obvious cause for the creature's death. (The fact is that the monster simply died of old age.)

**B:** As the characters enter this room, the dust falls from the cobwebs and fills the air. Allow an Alertness check for any character with that non-weapon proficiency. A successful check means the character notices a pair of glowing red eyes hovering in the dust-filled darkness. This is one of the undead spirits that dwell in the tower. It immediately attacks the character who spotted it. If no one has the Alertness proficiency, choose a character at random, and check for surprise as the wraith makes its move.

**Wraith:** Int Very (11); AL LE; AC 4; MV 12; FL 24; HD 5+3; hp 39; THAC0 15; #AT 1; Dmg 1d6; SA Energy drain; SD Hit only by silver or +1 or better magical weapon; SZ M; ML Champion (15); XP 2,000

There is also a trap door in one corner of the room. The stairwell beneath it, however, has long since collapsed. If the characters choose to excavate the area, they will create a shaft that leads to a small dungeon under the tower. The DM can expand this portion, if he chooses.



### First Floor

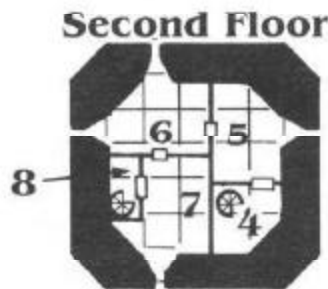
#### 3. Barracks

The stairwell opens into another cobwebbed room. An arrow slit allows light to spill through the dusty air, revealing the decayed, collapsed remains of beds and chairs that have been rotted by centuries of salty moisture blown in off the sea. Set back into the left wall, you can see an iron door that is streaked with

red. The stairs continue up into darkness.

This room is empty of monsters in both towers. However, in the crumbled remains of the beds, and footlockers that once stood at their ends, searching characters will find 1d8 gp. These are coins of Istarian mint, and are exceedingly rare in post-Cataclysmic Krynn. Collectors will pay 200 st per coin.

The door leads out onto a fragment of the wall. It is rusted shut in both towers, but a successful Bend Bars/Lift Gates roll will force either door open by breaking it off its hinges.



### Second Floor

#### 4. Guard Post

The stairs end in a room that is as dusty and desolate as any other you've seen in this place. A wooden door sags on loose hinges on one wall, and beyond it you can see daylight (assuming the characters are in the tower during the day). A long-extinguished torch rests in a rusty sconce on your right.

**A:** If the characters examine the floor, they will not find any tracks in the dust, but they will notice a dark stain on the stone floor. If they examine it more closely, they will recognize it as an ancient blood stain. If a character examines the stain this closely, the angry spirit of Dolar, the eldest son of Mitarias, reaches up through the floor, grabs the character around the neck, and starts bashing the character's head against the floor (1d6 points of damage per round and the loss of 1 point of strength). Dolar was slain in such a way by his uncle, and to feed his rage, he slays others in the same way so that he keeps fresh his eternal hatred of Delarin. A successful Strength check by the victim will allow him to break free from the spirit's grasp, at which time Dolar emerges completely from the stain, and attacks with his full power, howling with fury.

**Shadow:** Int Low (7); AL CE; AC 7; MV 12; HD 3+3; hp 22; THAC0 17; #AT 1; Dmg 1d6; SA Energy drain; SD Hit only by silver or +1 or better magical weapon; SZ M; ML Champion (15); XP 2,000

**B:** There is no danger in this room, but the torch in the sconce is magical. It is a torch of everburning, and once lit it cannot be extinguished for 24 hours, save by the person who lit it.

### 5. Waiting Room

Sunlight spills through the arrow slit, casting a bright wedge of light into the darkened room. In the corners of this room, there are partially collapsed, moldy easy chairs. A pair of crossed swords gleam in the sunlight, mounted in a cross above the door, directly opposite the arrow slit.

In both towers, the swords above the doors were gifts from high-ranking military officials. Each is a long sword+1. **A and B:** As the characters enter the room, they can see that there are no cobwebs in the chamber. Once they are in the room, three easy chairs scurry towards them, animated by some unseen force. Two rounds later, the swords above the door come flying at them.

**Animated Furniture (3):** Int (0); AL N; AC 5; MV 9; HD 1+1; hp 8; THAC0 18; #AT 1; Dmg 1d8+1; SA & SD Nil; SZ M; ML Fanatic (20); XP 35

**Animated Swords (2):** Int Very (0); AL N; AC 5; MV FL 12; HD 4+4; hp 20; THAC0 14; #AT 1; Dmg 1d10+1; SA & SD Nil; SZ M; ML Fanatic (20); XP 175

The furniture is reduced to kindling when the heroes inflict enough damage to destroy it, but the swords merely fall to the ground after taking 20 hit points. The characters may now claim these with no further risk.

### 6. Conference Chamber

A large table, stained from many decades of salty air dominates this room. Six unsturdy-looking chairs stand around it. Banners, too moldy for anyone to read the heraldry that once adorned them, hang on the walls. A rotating door sags on its hinges, leading from the room.

A: As the first character reaches the door leaving the room, the banners hanging on either side of it animate, and attempt to grab him, as though affected by the 2nd-level wizard spell *bind*. The banners are AC 8, and must be slashed for 10 hit points before they are too damaged to bind characters.

B: The mummified remains of a woman lie on the table, her body dressed in the frayed remnants of a gown. Around her neck lies a platinum choker with a ruby. It is worth 2,000 st.

These are the remains of Nahla, Delarin's oldest daughter, and they lay as they have since Mitarias brutally slew the young woman. If a character disturbs the body in any way, Nahla's angry spirit swoops down from the ceiling to attack. She will tolerate no further violation of her person.

**Wraith:** Int Very (11); AL LE; AC 4; MV 12; Fl 24; HD 5+3; hp 39; THAC0 15; #AT 1; Dmg 1d6; SA Energy drain; SD Hit only by silver or +1 or better magical weapon; SZ M; ML Champion (15); XP 2,000

### 7. Commander's Office

The smell of decay is strong in this room. Light spills from an arrow slit across a water-stained desk that stands before it. Rotting tapestries adorn the walls. This room was once a luxurious office, but it is now just a salt-stained ruin.

A: When Delarin surrendered his last shred of sanity to hatred and paranoid fear of his brother (which occurred shortly after he slew Mitarias' last child), he came to this room to write the "true account" of what happened in the towers. After a week of writing without food, drink, or sleep, he expired where he sat. It is this spirit that has been animating the furniture to attack the characters. If the characters are not possessed by the spirit of Mitarias, as they enter Delarin's office, he senses, in a moment of lucidity, that they are not agents of his brother. Realizing this, he swiftly slips behind one of the rotting tapestries, hiding his horrible visage from the characters.

He addresses the characters in archaic common: "Hail, ye agents of righteousness. I have awaited your coming since the day glorious Istar perished. I beseech thee to assist me in visiting vengeance upon the blackguard—him whom I once called brother—that

destroyed my family and whose evil was part of the infection that brought low the righteous realm of Istar. If thou slay him, then I and the other restless spirits in this tower may rest. Ye will find him in the tower across the pass. If one of your number will permit me to make use thine arm as mine in righteous vengeance, my gratitude will know no bounds."

Delarin wishes to possess a hero, causing that character's spirit to go dormant until Mitarias has been destroyed. He offers to answer whatever questions the characters might have about Istar in return for their help, as well as stating that he will ask Paladine to watch over them in their quest. Should the characters refuse him, or turn belligerent at any time, Delarin emerges from behind the tapestry, madness consuming him again, and attempts to *magic jar* the toughest-looking fighter present. Delarin then uses his new body to escape the tower and cross the bay in one of the skiffs. (If Delarin is forced to hijack a character's body using his *magic jar* ability, the character's spirit is irrevocably destroyed. DMs might wish to allow the other characters to give chase by, coincidentally, having both skiffs on the same side of the bay.) The body in the chair has nothing of value on it, and the hundreds of pages that Delarin wrote in his final days have long since turned to rotted pulp. In the drawer of the desk, however, are clerical scrolls containing *detect evil*, *enthrall*, *know alignment*, *negative plane protection*, *detect lie*, *divination*, and *restoration* spells. All function at 8th level.

**Ghost:** INT. Very (11); AL LE; AC 0/8; MV 9; HD 10; hp 64; THAC0 11; #AT 1; Dmg Age 10-40 years; SA magic jar, fear; SD Ethereal, silver or magical weapons to hit; SZ M; ML Champion (15); XP 7,000.

### 8. Stairwell.

In both towers, the door to the stairs are locked, and the mechanism is rusted in place. A successful Bend Bars/Lift Gates, or a *knock* spell will open them. The stairs go up.

### Third Floor

#### 9. Entrance Hall

Two doors lead from this windowless chamber. Additionally, a trap door leads up.

### Third Floor



B: Behind the door to Area 10, the characters can hear the faint sound of sobbing. The door to Area 10 is locked, but may be opened with a knock spell or a thief's Open Locks ability, and the trap door can be forced open with a successful Bend Bars/Lift Gates roll.

#### 10. Cell

Dust covers the floor in this barren stone room. Along one wall are rusty chains and manacles.

B: A beautiful girl in her late teens in a tattered dress and with a bruised face is chained to the wall. This is the spirit of Lorela, another of Delarin's daughters. She was chained here by Mitarias and left to die.

When the first character enters the room, the door slams behind him. It cannot be opened or battered down by any means. The chained woman pleads with him just to sit and talk with her for a while. If the character does so, the tragic spirit will ask him about the sunlight, the weather, and his loved ones. If he is soothing and polite, the tragic spirit fades away and the door opens. If the character is rude or seems to be fearful, Lorela will become angry and attack. (She is not actually chained to the wall, as she is noncorporeal.)

Like her father, Lorela has the ability to animate objects, and she will attempt to trap the character in the manacles.

**Wraith:** Int Very (11); AL LE; AC 4; MV 12; Fl 24; HD 5+3; hp 30; THAC0 15; #AT 1; Dmg 1d6; SA Energy drain; SD Hit only by silver or +1 or better magical weapon; SZ M; ML Champion (15); XP 2,000

**Animated Manacles (3):** Int Non (0); AL N; AC 0; MV 0; HD 5; hp 20; THAC0 16; #AT 1; Dmg 1d6; SA On a To-Hit roll of 20, chains victim to wall; SD Nil; SZ M; ML Fanatic (20); XP 420

Lorela's skeleton lies on the floor, and it has a silver anklet worth 100 st.

### 11. Hallway

*Beyond the door is a dusty hallway with two doors on your right and one door on your left.*

### 12. Master Bedchamber

*The dominant feature of this room is a large canopied bed that has long since fallen to ruin. Other furniture includes a collapsed dressing table, a chair, and a wardrobe from which the door has fallen, revealing moldy, rotting garments. Light enters the room through an arrow slit.*

B: A skeleton lies in the bed, an empty carafe and goblet near his limp hand. Near the ceiling, 12 feet off the floor, hovers the ghostly image of Mitarias. He died contemplating how best to kill his brother's last two daughters. Since his revenge was not complete, his spirit lingers here as a haunt, waiting for the means to end it all.

As the characters enter the room, the spectral form says, "Ah, mighty servants of light! How long I have waited, and prayed for your arrival! I beseech you—help me extinguish a blight of monstrous evil from the tower that stands across the pass."

He reviles Delarin as a monster whose thirst for the blood of innocents was not sated by the destruction that he and his kind (Istari priests) brought down upon fair Istar. Delarin would not rest until he had foully murdered Mitarias' wife and children. The haunt will request that a character allow him to make use of his body to avenge his slain family, so that his soul can finally rest. In return, he will answer any questions they might have about ancient Istar, and will reveal that his fabulous collection of weapons is located in the dungeon under the tower. (It has long since collapsed, but Mitarias does not realize this.)

**Haunt:** INT: Very (12); AL LE; AC as per victim; MV as per victim; HD 6; hp as per victim; THAC0 15; #AT 1; Dmg as per weapon; SA possession; SD cannot be harmed unless possessing a body; SZ M; ML Fanatic (15); XP 2,000.

If no character volunteers, Mitarias tries to possess one anyway, and heads for the tower across the bay. Likewise, if the heroes arrive with Delarin pos-

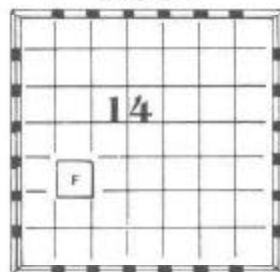
sessing one of their number, Mitarias doesn't even bother conversing, but merely possesses a body, and proceeds to fight his brother to the death. "Concluding the Adventure" explains what happens once the two brothers face each other.

In one corner of the room is a crumpled chest with 500 st of Istarian mint. The characters may take this once the spirit of Mitarias has been dealt with, but the coins are cursed. Any character who takes the money will find himself unable to speak plainly, and will suffer -2 to all reaction rolls.

### 13. Guest Rooms

*These are the chambers in which the children of both brothers lived out their final months. In each tower, the characters experience an odd sense of dread when entering. The rooms contain nothing of value, and all furniture and clothing is decayed beyond usefulness.*

## Roof



### Roof Top

#### 14. Roof Walk

*The salty wind is strong here atop the tower, and you can see for miles around. To the south, you can just make out the squat fortress of Ogrebond, and to the east, over the sea, you can see the flashes of lightning from the storm that hangs over the vast whirlpool at the heart of the Blood Sea.*

B: In a corner of the roof lies a weather worn skeleton that clutches the rusty remains of a dagger in one hand. This is the body of Emma, the youngest of Delarin's daughters. A precocious youngster, she had overheard enough conversations among upward-mobile officers that she had learned to mix lethal poisons by the age of 12. She mixed such a concoction for her uncle, and, upon discovering she could not escape through the locked door from

Area 8, and that her sister had stopped sobbing in Area 10, she came up here and died.

When characters approach the body, they hear a faint whisper above the wind: The voice of a young girl pitifully complaining about how cold it is, and begging them to help her stay warm. If the heroes cover the skeleton with a blanket or cloak, the voice sighs contentedly and fades away with a "Thank you." If the characters do nothing, and attempt to leave the roof, Emma's angry spirit materializes and attacks.

**Wraith:** Int Very (11); AL LE; AC 4; MV 12, Fl 24; HD 5+3; hp 20; THAC0 15; #AT 1; Dmg 1d6; SA Energy drain; SD Hit only by silver or +1 or better magical weapon; SZ M; ML Champion (15); XP 2,000.

## Concluding the Adventure

When the two evil spirits confront each other in the bodies of characters, they fight each with whatever weapons are available until one character goes below 0 hit points. When this happens, both spirits cease to exist in bright flashes of light. The remaining spirits of the children are finally at peace, and the two ghosts die as well.

The characters can now excavate the collapsed dungeon under Tower B, and retrieve whatever weapons or special artifact the DM chooses to place there, or perhaps discover that nothing survived.

No matter how the scenario plays out, the characters will not likely discover the truth of what happened here at Ladeveth those many centuries ago, for even the spirits of Delarin and Mitarias have forgotten how those events were brought on.