

HM5

Adventure Module HM5

Isensan's Secret

An Adventure for 4-6 Characters Level 6-8



The troubles in Rashtan have been caused by the mysterious Isensan, can the party discover his secrets and stop his wicked plans in time.

An adventure for 4-6 characters of level 4-8.

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Background for the DM

This module is meant to be a tie in to modules HM1 and HM2, and follows the story of Harold and Istan laid forth in those modules.

There was an attempted kidnapping, by hobgoblins, of the popular village hedge mage named Harold. Harold's rival Istan was working with the hobgoblins in this effort. The plot was discovered and Istan was arrested, however he managed to escape. He was then tracked to the lair of a hobgoblin chief and recaptured. It was also discovered that this hobgoblin chief (Gelx) worked for a mysterious figure named Isensan (modules HM1 and HM2).

What no one knows is that Isensan is a very old blue dragon and not a humanoid. He commands a number of hobgoblins, orcs, gnolls, bugbears, and trolls. He has plans to expand the territory he controls by conquering human villages, in this way he can demand tribute be paid to increase his ever growing hoard. He believes Harold has a stash of magical items hidden (he was told this by Istan) and that is why he has sent his humanoid followers to try and kidnap him several times.

Notes for the Dungeon Master

This module is designed for intermediate to experienced players. The number of player characters should be between four and six. The recommended level of character experience is from sixth to eighth level. Players may either bring in existing characters of the appropriate level, use the characters presented in the appendix of this module, or with the DM's approval roll up new characters as suggested in appendix P of the **Dungeon Masters Guide**.

Village of Rashtan

For detailed information on the village download supplement **HS1-The Village of Rashtan from Dragonsfoot**.
<http://www.dragonsfoot.org/php4/archive.php?sectioninit=FE&fileid=283>

Village Key

- 1 – Wayfarer's Place Inn & tavern
- 2 – Jord's Forge
- 3 – Minter's Marvelous Maps and Things
- 4 – Sheriff's Station
- 5 – Silo's General Store
- 6 – Allisters Arms
- 7 – Temple of Mielikki
- 8 – Caleb's Combat Training Center
- 9 – City Hall

- 10 – Temple of Odin
- 11 – Weary Traveler Inn & Tavern
- 12 – Estate of Winston Willrock
- 13 – Common Well
- 14 – Pottery Palace
- 15 – Tori's Threads
- 16 – The Shoe Box
- 17 – Glabers Grand Jewelry
- 18 – Two Sisters Bakery
- 19 – Rolling Wheels Carts
- 20 – The Solid Stone
- 21 – Holland Leathers
- 22 – The Sink Hole
- 23 – Park

Introduction

When the PCs arrive in Rashtan, it will be the first village they will have encountered in several weeks ride. They will see a fairly large group of people gathered around a wagon in the center of town, the wagon contains the bodies of several bugbears that attacked the Wayfarer's Place Inn and tried to kidnap the mage Harold. It should be revealed to the PC's that this isn't the first time humanoids have come to kidnap Harold. If Istan survived previous modules and is in prison, he only knows that Isensan is the leader of the humanoids and nothing more. If Istan is dead then the sheriff will know of Isensan's existence but nothing more. Either can inform the PC's of the location of Gelx's lair where Istan fled on his past escape, and it should be suggested that it would be a good place to start looking for clues. None of the NPC's knows that Isensan is a dragon and actually believe him to be a human magic user.

Around the village the party will find one of the deputies putting up flyers

- 2000 gp for Isensan (dead or alive)
- 5 gp per pair of bugbear ears
- 2 gp per pair of hobgoblin ears

Travel to Gelx's Halls

The fastest way to the Forgotten Hills is Travelers Way road through the Lonely Wood. It will take 5 days to pass through the wood and into the hills if the PC's stay on the road. There is a 1 in 6 chance for an encounter once each day and once each night using the chart below.

Once through the wood the PC's will see the tops of the Forgotten Hills off in the distance several days ride away.

Random Wilderness Encounter Chart

Die Roll	Encounter
1-5	Stirge (3-12)
6-14	Wolves (3-12)
15-17	Worg (2-5)
18-20	Ant, giant, workers (3-12)
21-24	Brown Bear (2-5)
25-27	Giant Spiders (3-12)
28-30	Hobgoblins (4-16)
31-35	Goblins (4-24)
36-40	Centipede, giant (2-5)
41-50	Rat, giant (4-24)
51-57	Snake, giant constrictor (2-5)
58-60	Snake, giant poisonous (2-5)
61-67	Spider, Phase (2-8)
68-70	Bug Bears (3-12)
71-77	Hill Giants (1-4)
78-81	Orcs (4-24)
82-85	Ogres (2-12)
86-95	Bandits (2-20)
96-00	Brigand (2-20)

Once in the hills it will take 3 days to reach Gelx's former lair. Random encounters should be checked for using the chart below once each day, and twice each night. The chance for encounter is 1 in 6 during the day and 2 in 6 during the night.

Random Hills Encounter Chart

Die Roll	Encounter
1-4	Bugbear Patrol (4-16)
5-7	Trade Caravan (4-7)*
8-12	Hobgoblin Patrol (3-18)
13-14	Ogres (2-8)
15-16	Giant Spiders (3-12)
17-18	Grimlocks (3-12) **
19-20	Ogrillion (3-18) **

* Number of guards. These may be human, elf, or dwarf.

** These creatures are from the fiend folio

Gelx's Former Lair

"You see an opening to a cavern, the rock around the opening has a symbol of a broken spear carved on it, and a set of stairs lead down.

As you travel down the staircase you end up in a tunnel 10' wide and 15' high with torches lining the wall."

Room #1 Dining Hall

The door to this room has been knocked to the floor, inside are the skeletal remains of several hobgoblins and orcs.

There are barrels and crates of rotten food that have been left behind, and this is now the nest for three carrion crawlers.

3 Carrion Crawlers (HD: 3+1 HP: 18, 21, 14 AC: 3/7 A/DAM: 8/special) (MM)

Room #2 Barracks

This former barracks room contains the skeletal remains of orcs and decomposing cots.

Room #3 Barracks

This former barracks room contains the skeletal remains of orcs and decomposing cots.

Room #4 Barracks

This former barracks room contains the skeletal remains of orcs and decomposing cots.

Room #5 Training Room

This was once used as a weapons training room. In the room are two rust monsters snacking on weapons that were left behind.

2 Rust Monster (HD: 5 HP: 30, 28 AC: 2 A/DAM: 1/special) (MM)

Room #6 Jail

This room contains 4 empty cells and nothing else.

Room #7 Storage Room

The door to this room is shut, opening the door and entering will cause green slime to fall from over the doorway onto the lead person.

Green Slime (HD: 2 HP: 9 AC: 9 A/DAM: 0/special) (MM)

Room #8 barracks

The skeletal remains of hobgoblins are on the floor of this room. The bones look as if they have been dipped in gold, in reality they are covered with yellow mold.

Yellow Mold (HD: 0 HP: 0 A/DAM: 0/special) (MM)

Room #9 Barracks

This former barracks room contains the skeletal remains of hobgoblins and decomposing cots.

Room #10 Barracks

This former barracks room contains the skeletal remains of hobgoblins and decomposing cots.

Room #11 Cyclopskin Lair

Two large skeletons lay in this room and in the center is a large iron pot full of stagnant water.

Room #12 Bugbear Lair

This was once Gelx's war room. Now it is serving as living quarters for 14 bugbears. In the connected room #13 is

Driak an elf and Isensan's follower. After freeing Istan he sent him along with some of the bugbears to Isensan's lair, he then came here with the rest of the bugbears he commands to clear out and reclaim this former outpost. The bugbears will attack without fear and Driak will hear the commotion and he will shackle himself to the wall in room #13.

The bugbears will not give away Driak's identity or location as they fear him almost as much as they fear Isensan. If a bugbear is captured he will refuse to give any information to the PC's.

14 Bugbears (HD: 3+1 HP: 12, 18, 15, 17, 20, 11, 14, 12, 10, 17, 13, 14, 15, 10 AC: 5 A/DAM: 1/2-8) (MM) Each bugbear has a Morningstar and carries 10 gp.

One of the bugbears has a potion of healing.

Room #13 Private Room

When the PC's enter they will see an elf shackled to the wall. This is Driak, he will pretend to be a prisoner, claiming the bugbears captured him and promised to take him to their commander to be served as dinner. He will claim that even though he has never been there, he overheard the bugbears talking of how to reach their leader's lair. He will offer to join the party for a chance at some revenge, and a promise of some of the loot.

Driak's plan is to actually lead the party to Isensan's underground world, and when the time is right turn on them. If any bugbears were captured as soon as he can get close to them he will cut their throat claiming he wanted vengeance.

Room #14 Treasure Room

This was Gelx's former treasure room and is now empty.

Journey to Isensan's

It is a two day travel by foot to the cave that is the entrance to Isensan's lair. It is near the top ridge of one of the larger hills. From a distance the PC's will see two figures standing guard outside the cave, the guards are lax in their duty and the PC's should be able to avoid being seen with a little care. Each guard has a horn and if the PC's are not careful, the gnolls will sound the horn into the tunnels alerting those within.

2 Gnolls (HD: 2 HP: 10, 12 AC: 6 A/DAM: 1/1-6) (MM) Each guard has a spear, 3 gp, and a horn.

The cave entrance is approximately 15 feet wide and the tunnel travels at a noticeable downward slant. There are torches mounted on the wall every 20 feet providing

minimal light and the tunnel continues on for nearly a mile. There are easily noticed wheel marks along the softer ground near the entrance before the tunnel gets deeper and becomes solid stone.

Eventually the tunnel begins to level out (by this time the party is nearly a mile from the surface) and the PC's will hear the sounds of running water ahead.

Once in the caverns there is a 1 in 6 chance of a random encounter every 6 turns.

Wandering Monsters in the Caverns

Dice Roll	Monster
01-35	Gnoll Patrol (5-10 gnolls and 2 hyenas')
36-65	Bug Bear Patrol (5-8 bugbear and 1 shadow mastiff)
66-90	Troll patrol (2-5)
91-100	Hobgoblins (4-16)

Driak's Actions

In general Driak will try to remain in the back of the party and only fight when attacked. He is aware of the tunnel worms, aboleth, and umber hulks and will try to ensure he is not near the party front if they head that way. Once the party reaches area #21 Driak will attempt to betray the party's presence.

#1 Crossroads

The tunnel comes to a crossroads where it continues north and branches both east and west. The tunnels to the north and east continue to be lit with torches, while the west tunnel stands dark. There is a six foot wide stream of dark blue water running from west to east down the center of the tunnel, there is a crude wooden bridge spanning the stream allowing travel to the northern tunnel. The water is 6 feet deep and extremely cold at around 50 degrees Fahrenheit. The torches to the north do not continue past the tunnel leading to cave #4 because the rest of the caves in this section of the complex contain creatures that are unfriendly to the humanoids and they have decided it was easier to just avoid them.

#2 Aboleth Lair

This tunnel opens into a large underground cavern with ceilings 100 feet high. The stream that runs through the tunnels is flowing from an underground pond that takes up a good portion of this cavern.

The pond is fed by a natural spring and is 15 feet deep, and is the home to two aboleth.

2 Aboleth (HD: 8 HP: 50, 42 AC: 4 A/DAM: 4/1-6 + special) (MM2)

The humanoids have run into the aboleth before and now avoid this area, hence the lack of torches leading to this cavern. Before avoiding this area however three trolls and six bugbears were charmed into the aboleth's service. The three trolls remain on the surface and dwell behind a group of large stalagmites waiting for orders from their master. The bugbears remain underwater being able to breath because of the aboleth's mucus secretion.

The aboleth's will create an illusion of a sparkling horde of treasure that can be seen underneath the ponds surface. This is to draw the PC's to the pond edge where they can then use their charm ability. They will also instruct the trolls to move to the mouth of the cave to block the PC's exit. If the charm fails they will attempt to lash out to the surface and hit the PC's with their tentacles changing their skin into a slimy membrane and forcing them into the water. Any PC that is charmed will be sent to block the exit with the trolls, and if the party enters the water to fight they will also have to face the bugbear slaves.

3 Trolls (HD: 6+6 HP: 40, 44, 36 AC: 4 A/DAM: 3/5-8, 5-8, 2-12) (MM)

6 Bugbears (HD: 3+1 HP: 19, 17, 13, 12, 11, 14 AC: 5 A/DAM: 1/2-5) (MM)

Over the last century the aboleth have collected a good amount of treasure, it now sits at the bottom of their pond.
3000 gp

200 pp

2 gems (Onyx- 50 gp, Eye Agate- 20 gp)

Shield +1

Potion of Extra Healing

Potion of Fire Resistance

Wand of the Apprentice (see APPENDIX 1 New Items)

Figurine of Wondrous Power – Serpentine Owl

#3 Waterfall

The tunnel opens in a large cavernous area, the stream flows through the room and over the edge of a cliff. Looking over the cliff edge there is only darkness, and dropping a light over the edge it will fall out of sight and disappear.

The cliff is a 1000 foot drop straight down into a water filled basin.

#4 Waste Room

The torches along the wall continue down the eastern hallway that leads to this room, but do not continue down the north tunnel past this point. As the party approaches this cavern they will be hit with a horrific smell of death and waste. When they enter the cavern itself they will find a cave where trenches have been dug and are filled with liquid and solid waste, there are also numerous carcasses

with all of the soft meat stripped away and the rest left to rot. Some of the carcasses are animal, some aren't... if the party dares get near the dead bodies they will be assaulted by rot grubs.

18 Rot Grubs (HD: 1 hit point AC: 9 A/DAM: special) (MM)

This dumping ground is also home to 2 neo-otyugh that typically bury themselves in the piles of waste.

2 Neo-otyugh (HD: 11 HP: 63, 58 AC: 0 A/DAM: 3/2-12, 2-12, 1-3 + special) (MM)

This cave contains no treasure. The torches did not continue past the tunnel leading to cave 4 for good reason, the rest of the caves in this section of the complex contain creatures that are unfriendly to the humanoids and they have decided it was easier to just avoid them.

#5 Tunnel Worms

There are holes on the north and south wall of this room that are two foot in diameter. These are the burrows of tunnel worms. The worms will lunge out to attack the nearest party member when they are within range.

2 Tunnel Worms (HD: 9+3 HP: 60, 51 AC: 4 A/DAM: 1/2-16) (MM2)

The burrows are only two feet in diameter and the worms are long and heavy so it will be difficult to remove them and get to their central lair. There is nothing else in this room.

The burrow of the first worm contains

5 gp

6 pp

2 gems (Coral-100 gp, Peridot-400 g.p.)

The burrow of the second worm contains

6 gp

4 pp

1 potion of healing

#6 Crickets

This cavern is a large nest of cave crickets, the creatures live and breed here. They are the primary food source for the tunnel worms in cave #5 and the umber hulks in cave #7 & 8. When the party enters the crickets will begin chirping excitedly and hopping around the cave.

15 Cave Crickets (HD: 1+2 HP: 5 each A/DAM: special) (MM2)

The chirping of the crickets will attract the attention of the umber hulks, negating any chance for party surprise and making sure the umber hulks are in there primary lair cave #8.

4000 sp

#7 Umber Hulk Feeding Ground

If the crickets have been disturbed then this cave will be empty. Otherwise, there is a 30% chance the umber hulks will be in this cave rather than cave #8 (see cave #8 for stats). The umber hulks use caves 7 & 8 as their lair and typically feed in #7 and rest in #8. There will be empty cricket husks scattered around the room regardless of where the umber hulks are at this particular time. Isensan and the umber hulks are aware of each other and have a truce, they leave Isensan's troops alone and his troops won't disturb their lair.

#8 Umber Hulk Lair

This is the primary umber hulk lair. If the crickets in cave #6 were disturbed the umber hulks will be here. Otherwise, there is a 70% chance they will be in this cave rather than cave #7. The umber hulks use caves 7 & 8 as their lair and typically feed in #7 and rest in #8. Isensan and the umber hulks are aware of each other and have a truce, they leave Isensan's troops alone and his troops won't disturb their lair.

3 UMBER HULKS (HD: 8+8 HP: 48, 51, 46 AC: 2 A/DAM: 3/3-12, 3-12, 1-10 + special) (MM)

Hidden underneath several loose rocks is the umber hulks treasure collection

2000 gp

400 pp

2 pieces of jewelry (necklace: gold-900 gp, medallion: platinum-1100 gp)

Scroll of Protection from Possession

Scout's Bow (see APPENDIX 1 New Items)

Cloak of Protection +2

Spell Scroll - Cure Serious Wounds, Neutralize Poison

#9 Trolls

This cave is currently inhabited by a troll unit. When not on patrol or guard duty the trolls lair here, there are a total of 20 trolls in this unit and at any one time 8 will be in the lair while the others are out on patrol in the hills or the underground tunnels.

The cave itself is filthy and smells of waste. There is troll dung along the walls and rotten meat lays among the straw that makes up their sleeping areas.

8 Trolls (HD: 6+6 HP: 29, 37, 40, 47, 41, 34, 33, 29 AC: 4 A/DAM: 3/5-8, 5-8, 2-12) (MM)

Piled in an old crate is the treasure the trolls have collected through payment and pillage.

300 gp

#10 Gnolls

This cave is being used as a lair for a gnoll company. There are a total of 70 gnolls who use this cave as a barrack, but there will only be 34 in the cave when first entered. The rest will be on patrol or ambush duty in the hills. These gnolls are foot soldiers and not central guards so they do not carry the alarm horns the gnolls guarding the entrance did. The gnolls also keep their pet hyenas in this cavern, they have 12 hyenas as trained guards and 5 will be present bedded in the northeast section of the cavern.

34 Gnolls (HD: 2 HP: 11 each AC: 6 A/DAM: 1/1-6) (MM)
Each gnoll is armed with a spear and short sword and carries 5 gp.

5 Hyena (HD: 3 HP: 17, 13, 19, 21, 15 AC: 7 A/DAM: 1/2-8) (MM)

#11 Piercers

This long and winding tunnel is lit by torches and ends in a large room full of stalactites and stalagmites. This room is full of piercers (40), and it is impossible to discern the piercers from regular stalactites. Any characters entering the room will have a 3 in 6 chance per round of having a piercer drop on them. You should roll each round until all 40 piercers have fallen. If a character is targeted by a piercer, roll on the chart below to see which size piercer will fall.

In the back of the room behind a large stalagmite is an large iron bound chest. This holds the loot of the gnoll company in cavern #10, there is a safe path through the room to the chest but only the gnoll shaman knows the way. The chest is trapped so that, if it is opened without the proper key, it will spray a cloud of poison gas 10'x10' (save versus poison or die) from a bladder on the inside when the chest lid is opened.

The chest contains
3000 gp
6000 sp

5 1HD Piercer (HP: 6 each A/DAM: 1/1-6) (MM)
10 2HD Piercer (HP: 9 each A/DAM: 1/2-12) (MM)
20 3HD Piercer (HP: 16 each A/DAM: 1/3-18) (MM)
5 4HD Piercer (HP: 22 each A/DAM: 1/4-24) (MM)

Dice Roll

01-15
16-40
41-85
86-100

Piercer HD

1HD
2HD
3HD
4HD

#12 Gas Spores

The tunnel leading to this cavern is not lit by torches like the others. The entrance into the cavern is blocked by a stack of wooden crates. If the crates are removed a large cavern will be revealed. Floating above the ground in the center of the cavern will be two orb shaped creatures with large eyes in the center of their bloated body and small stalks along the top of their head.

These are 2 gas spores, they appear to be beholders from a distance.

2 Gas Spores (HD: 1 HP: 1 AC: 9 A/DAM: special) (MM)

#13 Mastiffs

This cavern is the home to a pack of shadow mastiffs. The mastiffs are used as guards and trackers by the bugbears. The pack contains 14 adults and 3 whelps, at time of entry there will be 10 adult mastiffs in the lair, with the rest out on patrol.

10 Shadow Mastiff (HD: 4 HP: 22, 20, 19, 26, 28, 27, 16, 19, 20, 22 A/DAM: 1/2-8 + special) (MM2)

#14 Bugbears

This is one of two bugbear barracks with 30 bugbears making their lair here. At first entry there will be 19 bugbears in the barracks. There will also be a sergeant in the barracks as well. These bugbears will come running if alerts in area 16 or 21 are sounded. It will take them 2 rounds to reach area 16 and 4 rounds to reach area 21. There is a 60% chance that any combat in this cavern will attract the attention of the bugbears in cavern #15.

Total among the bugbear possessions will be found
900 gp
2200 sp

19 Bugbears (HD: 3+1 HP: 16 each AC: 5 A/DAM: 1/2-8) (MM) Each bugbear carries a morning star and sling with 10 bullets

Bugbear Sergeant (HD: 4 HP: 27 AC: 4 A/DAM: 1/1d10+2) (MM) The sergeant wields a +1 Two-Handed Sword and gains an additional +1 damage due to his great strength.

#15 Bugbears

This is one of two bugbear barracks with 40 bugbears making their lair here. At first entry there will be 22 bugbears in the barrack. There will also be a captain in the barrack as well. These bugbears will come running if alerts in area 16 or 21 are sounded. It will take them 2 rounds to reach area 16 and 4 rounds to reach area 21. There is a 60% chance that any combat in this cavern will attract the attention of the bugbears in cavern #14.

Total among the bugbear possessions will be found
500 gp
4000 sp

22 Bugbears (HD: 3+1 HP: 16 each AC: 5 A/DAM: 1/1-8) (MM) Each bugbear carries a battle axe

Bugbear Captain (HD: 4 HP: 30 AC: 4 A/DAM: 1/2-8+3) (MM) The captain wields a +1 Voulge and gains an additional +2 damage due to his great strength.

#16 Guard Station

This area is used as a guard station/meeting area. There will be 11 bugbear guards and 2 troll guards stationed here at all times. The bugbears all have alarm horns they will blow at the first sign of trouble, if an alarm is sounded in area 21 then the bugbears in this room will head that direction while the trolls stay behind. It will take them 2 rounds to reach area 21.

11 Bugbear guards (HD: 3+1 HP: 14 each AC: 5 A/DAM: 1/1-6) (MM) Each bugbear has a spear and short sword.

2 Trolls (HD: 6+6 HP: 40, 34 AC: 4 A/DAM: 3/5-8, 5-8, 2-12) (MM)

#17 Stockade

There is a thin almost invisible wire stretched across the entrance to this cave. Any character entering the cave has a 4 in 6 chance of tripping the wire. It will release a hammer that will strike a bell in the back corner of the room. If the bell sounds it will act as an alarm for the humanoids within the caverns letting them know there are intruders. A thief may spot the trap and remove it with successful find/remove trap rolls.

This cave is used as a holding place for captured human and demi-human slaves, at the moment there are 20 slaves chained and being held. The slaves are guarded by six trolls who will remain here as guards regardless of an alarm sounding or not.

6 Trolls (HD: 6+6 HP: 33, 37, 29, 32, 27, 30 AC: 4 A/DAM: 3/5-8, 5-8, 2-12) (MM)

The 20 slaves are
12 normal humans who consist of caravan drivers, farmers, and other normal professions.
4 normal elves.
2 normal dwarves.
1 human cleric Blake Keogh (see APPENDIX 2 NPC's)
1 dwarf fighter/thief Klanden Greyrock (see APPENDIX 2 NPC's)

All of the slaves are stripped to rags and have no money or items.

#18 Weapon Room

This cavern is a weapons storage and blacksmith area for the humanoids. There will be 12 bugbears in here working. There is a fire pit in the center of the room along with a trough of water and an anvil. There is a spriggan (Kornash Agbernew) forging weapons.

12 Bugbears (HD: 3+1 HP: 12, 16, 18, 14, 19, 10, 17, 15, 12, 11, 12, 13 AC: 5 A/DAM: 1/1-8) (MM) Each bugbear has a spear, sling with 12 bullets and 5 gp.

Kornash(Giant Form) (HD: 4(8+4) HP:20(53) AC:3(5) A/DAM: 2/2-11, 2-11) (MM2) Kornash will be in giant form and wields a Halberd +1.

The weapons in the room consist of

50 spears
20 maces
10 two-handed swords
15 battle axes
18 morning stars
10 short swords
16 light crossbow
90 crossbow bolts
10 voulge

All of the weapons are solidly made and non-magical

#19 Chow Hall

This is a dining hall/food storage area. There are a number of roughly made table and chairs around the cavern and crates of dried food goods. There will be 12 gnolls and 8 bugbears in here eating.

8 Bugbears (HD: 3+1 HP: 12, 14, 13, 14, 19, 12, 17, 15 AC: 5 A/DAM: 1/1-8) (MM) Each bugbear has a morning star and 6 gp.

12 Gnolls (HD: 2 HP: 11 each AC: 6 A/DAM: 1/1-6) (MM) Each gnoll is armed with a light crossbow, 10 bolts, and short sword and carries 5 gp.

#20 Droblins

This cave is lair for Isensan special stealth troops, a party of **droblins**. There are 6 **droblins** and their leader laired here each carries a quiver with 4 poison coated corot spears. If the alarm is sounded they will quickly move to investigate, it will take 3 rounds to reach area 21 and 4 rounds to reach area 16. The **droblins** will approach quietly and in darkness to try and gain surprise.

The **droblin** leader is wearing a **Ring of Understanding** (See APPENDIX 1 New Items)

6 **droblins** (HD: 5+1 HP: 34, 27, 23, 29, 20, 33 AC: 4 A/

DAM: 1/5-8 + special or 2/4-7, 4-7) (New)

1 **droblin** Leader (HD: 6 HP: 38 AC: 4 A/DAM: 1/6-9 + special or 2/5-8, 5-8) (New)

The **droblins** have gathered a total of 1000 gp in payment for their services.

#21 Guard Station

This is a guard station, there are 4 gnolls, 4 bugbears, and 2 trolls stationed here. The gnolls and bugbears all have alarm horns and will blow them at the first sign of trouble.

Driak's Actions: This is the point that Driak will attempt to sound the alarm to warn the inhabitants there are intruders. If the guards are killed before sounding an alarm Driak will try to take an alarm horn unnoticed and will either offer to sneak ahead to scout , or try to sneak away when not being watched and blow the horn. He will move quickly towards Isensan's lair.

4 Gnolls (HD: 2 HP: 11, 10, 8, 15 AC: 6 A/DAM: 1/1-8) (MM) Each gnoll is armed with a long sword, light crossbow, and 10 bolts.

4 Bugbear (HD: 3+1 HP: 12, 14, 13, 14 AC: 5 A/DAM: 1/1-6) (MM) Each bugbear is armed with a spear.

2 Trolls (HD: 6+6 HP: 32, 29 AC: 4 A/DAM: 3/5-8, 5-8, 2-12) (MM)

#22 The Lair

This gigantic cavern is the lair of Isensan. The ceiling is 100 feet high and in the center is a hole 50 feet in diameter that leads to the surface. In back of the cavern halfway to the ceiling is a ledge where Isensan sleeps and his treasure is stored.

Isensan is a very old blue dragon, he has made his lair underneath the hills for three hundred years. The opening in the ceiling leads to the surface and is how he enters and leaves his lair. On the surface the opening is concealed by a **Hallucionary** Terrain spell. Isensan sometimes uses his Wand of Polymorphing to take the form of a muscular human male with white hair and bright blue eyes. If the alarm has not been sounded there is 20% chance he will be in this form when the party enters, he will immediately take dragon form when faced with combat. If the alarm has sounded, Isensan will be in dragon form perched on his ledge waiting.

Also in the lair are Isensan's personal guard of two giant trolls, a gnoll shaman, and a bugbear witchdoctor.

Isensan is cocky but smart. He will take to the air and let loose his breath attacks and spells on the party, being sure

to target any obvious spell caster. If he gets into trouble he will attempt to escape by flying through the opening in the ceiling, leaving everything else behind except for the Wand of Polymorphing and Ring of Spell Storing. These items are kept in a sack that is tied around his neck while in dragon form or kept on his person in human form.

Any gnolls, trolls, droblins or bugbears in rooms 10, 14, 15, 16, 20 or 21 will come running to the sounds of Isensan's roar. The humanoid from 14, 15, 16, 20 and 21 will arrive in 4 rounds, the gnolls from 10 will arrive in 6 rounds.

Isensan (HD: 10 HP: 70 AC: 2 A/DAM: 3/1-6, 1-6, 3-24 + special) (MM)

Spells

1st – Magic Missile, Shield, Detect Magic

2nd – ESP, Knock, Mirror Image

3rd – Dispel Magic

2 Giant Trolls (HD: 8 HP: 41, 53 AC: 4 A/DAM:1/2-16) (FF)

Bugbear Witchdoctor (HD: 5 HP: 30 AC: 5 A/DAM: 1/1-6) (MM) The witchdoctor casts spells as a 4th level cleric and a 2nd level mage. He has the following spells memorized

1st – cause light wounds, cause fear, shield, affect normal fires, protection from good

2nd – chant, snake charm

He also carries a Fire and Forget Staff (Ice) (see APPENDIX 1 New Items)

Gnoll Shaman (HD: 3 HP: 19 AC: 6 A/DAM: 1/1-6) The shaman casts spells as a cleric of 4th level, he has the following spells memorized.

1st – cause light wounds, darkness, detect magic

2nd – resist fire, chant

He also carries a Fire and Forget Staff (Fire) (see APPENDIX 1 New Items)

Isensan's Horde

These items were taken from the 2 NPC's in room 17.

Leather Armor +2 (Klanden's)

Short sword +2 (Klanden's)

Boots of levitation (Klanden's)

Plate Mail +1 (Blake's)

Hammer +2 (Blake's)

The rest of Isensan's horde

6000 gp

12000 sp

20000 cp

500 pp

4 gems (Spinel - 500 gp, Carnelian - 10 gp, Spinel - 800 gp, Jade - 120 gp)

3 Jewelry (ring: Gold with gems(Opal)- 3000 gp, arm band:

Platinum with gems(Oriental Topaz)- 8000 gp, earring:

Silver with gems(Star Ruby)- 1000 gp)

3 large tapestries (2 with a battle scene and 1 with a woodland scene 75 gp each)

Girdle of Femininity/Masculinity

Ring of Spell Storing (**Hallucionary** Terrain, Monster

Summoning 1, Water Breathing) (with Isensan)

Wand of Polymorphing (10 charges) (with Isensan)

Broadsword +2/+3 versus smaller than man sized creatures

Periap of Proof against Poison

Fire and Forget Staff (Earth) (see APPENDIX 1 New Items)

Fire and Forget Staff (Smoke) (see APPENDIX 1 New Items)

Potion of Extra Healing

Potion of Heroism

Scroll – Slow, Water Breathing

Scroll – Web, Rope Trick, and Shatter

Conclusion

If Isensan is slain or retreats then his troops will quickly route, attempting to grab what they can and flee the lair into the hills. If Isensan escaped he will not forget what has been done and will make getting revenge on the PC's his highest priority.

Without Isensan's leadership the humanoid armies cohesiveness quickly dissolves and the raids on caravans reduce dramatically over the next several weeks. The party will be treated as hero's when they return to Rashtan and given their reward and a special feast in their honor.

APPENDIX 1 New Items

Elven Leather Armor

Base AC: 7, Bulk: Non, Base Movement: 12", Weight: 4#

This special armor can only be made by specially trained and highly skilled elven leather workers and tailors. The armor is a piece of soft leather covered in a tightly woven shell of the leaves of a tree known only to those artisans who can make the armor. The leaves are woven over the leather and then sent through a special hardening process making the overall armor harder and lighter than normal leather armor.

Each set of Elven leather must be specially made for an individual as it is form fit to the torso before going through its hardening process. The armor is so thin and light that it can be worn under a long sleeve shirt and pants and be virtually undetectable, it also adds no encumbrance to the wearer.

Ring of Understanding

XP: 500

GP Value: 1,500

This plain copper band acts similar to a Comprehend Languages spell. Allowing the wearer to understand a

foreign spoken or written language as long he is touching the object that is to be read, or the creature speaking. The ring does not however allow the user to speak or write the language in question.

Scout's Bow
GP Value:10,000

XP: 3,000

These composite short bows were originally designed by the Ranger Lord William "Scout" Thomas, along with the help of the Arch Druid, for use by Rangers fighting humanoid tribes in the area. These bows were made of specially blessed maple and enchanted in a secret ceremony. Each scout's bow allows the wielder to apply any damage bonus from strength that they may have (to a maximum of +6) to each successful arrow fired. Once per day, when a command word is spoken, the bow can cast a strength spell on it's wielder as if cast by a 4th level magic-user.

While the bow itself does not add any magical bonus to hit or damage, arrows fired from it can hit creatures that require a +1 or better weapon to hit. In addition, if the wielder of the bow is a Ranger, the bow will apply his additional damage to giant class creatures to each successful arrow hit against such creatures. There were only 10 of these bows produced.

Wand of the Apprentice
GP Value: 12,000

XP: 2,000

This multi-function wand is highly prized by beginning magic-users as it duplicates 4 different spell like functions. The wand is only usable by magic-users and is rechargeable.

1. Burning Hands: The wand emits a plane of fire 3' in length in a horizontal arc of 120 degrees in the direction the wand is pointed. It does 6 points of damage and requires 1 segment and 1 charge to activate.
2. Spider Climb: This effect functions the same as the spell of the same name. The effect lasts for 7 rounds and requires 2 segments and 2 charges to activate.
3. Unseen Servant: This effect functions that same as the spell of the same name. The effect lasts for 7 turns or until dispelled or destroyed in the same manner as the magic-user spell. It requires 1 segment and 2 charges to activate
4. Read Magic: This effect functions as the spell of the same name. It lasts for 1 turn and requires 1 segment and 1 charge to activate.

Fire and Forget Staff (Ice) **XP: 1000**
GP Value: 5,000

This is a magical cherry wood staff that has been enchanted to hold a single Ice Storm spell. When the command word is spoken, the spell is cast at the 12th level of ability. After the spell is cast the staff becomes a normal

quarter staff and cannot be recharged. These staves are usable by any spell casting class including rangers and paladins who have reached the appropriate level to memorize and cast spells.

Fire and Forget Staff (Lightning)
GP Value: 5,000

XP: 1000

This is a magical birch staff that has been enchanted to hold a single Call Lightning spell. When the command word is spoken, the spell is cast at the 12th level of ability. After the spell is cast the staff becomes a normal quarter staff and cannot be recharged. These staves are usable by any spell casting class including rangers and paladins who have reached the appropriate level to memorize and cast spells.

Fire and Forget Staff (Smoke)
GP Value: 5,000

XP: 1000

This is a magical cedar staff that has been enchanted to hold a single Shadow Monsters spell. When the command word is spoken, the spell is cast at the 12th level of ability. After the spell is cast the staff becomes a normal quarter staff and cannot be recharged. These staves are usable by any spell casting class including rangers and paladins who have reached the appropriate level to memorize and cast spells.

Fire and Forget Staff (Mineral)
GP Value: 5,000

XP: 1000

This is a magical teak staff that has been enchanted to hold a single Glassee spell. When the command word is spoken, the spell is cast at the 12th level of ability. After the spell is cast the staff becomes a normal quarter staff and cannot be recharged. These staves are usable by any spell casting class including rangers and paladins who have reached the appropriate level to memorize and cast spells.

Fire and Forget Staff (Fire)
GP Value: 5,000

XP: 1000

This is a magical oak staff that has been enchanted to hold a single Flame Strike spell. When the command word is spoken, the spell is cast at the 12th level of ability. After the spell is cast the staff becomes a normal quarter staff and cannot be recharged. These staves are usable by any spell casting class including rangers and paladins who have reached the appropriate level to memorize and cast spells.

Fire and Forget Staff (Air)
GP Value: 5,000

XP: 1000

This is a magical walnut staff that has been enchanted to hold a single Fly spell. When the command word is spoken, the spell is cast at the 12th level of ability. After the spell is cast the staff becomes a normal quarter staff and cannot be recharged. These staves are usable by any spell casting class including rangers and paladins who have reached the appropriate level to memorize and cast spells.

Fire and Forget Staff (Earth)**XP: 1000****GP Value: 5,000**

This is a magical maple staff that has been enchanted to hold a single Wall of Stone spell. When the command word is spoken, the spell is cast at the 12th level of ability. After the spell is cast the staff becomes a normal quarter staff and cannot be recharged. These staves are usable by any spell casting class including rangers and paladins who have reached the appropriate level to memorize and cast spells.

Fire and Forget Staff (Water)**XP: 1000****GP Value: 5,000**

This is a magical pine staff that has been enchanted to hold a single Lower Water spell. When the command word is spoken, the spell is cast at the 12th level of ability. After the spell is cast the staff becomes a normal quarter staff and cannot be recharged. These staves are usable by any spell casting class including rangers and paladins who have reached the appropriate level to memorize and cast spells.

APPENDIX 2 NPC's

Driak

Elf

Fighter/Thief

Male

Level: 6/7

Align: LE

Str: 13

Int: 14

Wis: 12

Dex: 18

Con: 15

Chm: 14

HP: 42

AC: 2

Equipment: **Elven Leather Armor**, Short Sword +1/ +2 vs. magic using and enchanted creatures, Ring of Protection +1, Dagger + 1, Potion of Flying, Amulet of Proof Against Detection and Location.

Description: Cunning and greedy Driak is a loyal follower of Isensan, admiring his power and happy to do as he says in exchange for the respect he receives as his lieutenant. In combat he fights with 2 weapons taking advantage of his natural dexterity.

Blake Keogh

Human

Cleric

Male

Level: 7

Align: LN

St: 13

Int: 14

Wis: 17

Dex: 13

Con: 15

Chm: 14

HP: 47

AC: 10

Description: A priest of Oghma, Blake was leading a group of pilgrims through the hills when they were ambushed by bugbears and trolls. The pilgrims were wiped out and Blake taken as a prisoner. He has been chained and gagged so as to not be able to cast spells. He will suggest he lead the prisoners out of the lair, but if the party is in bad shape he will agree to join them if equipped. If found he will want his items back (they are now part of Isensan's hoard) Plate Mail +1, Hammer +2,

Klanden Greyrock

Dwarf

Fighter/Thief

Level: 5/6

Alignment: LN

St: 16

Int: 12

Wis: 10

Dex: 15

Con: 16

Chm: 10

HP: 40

AC: 9

Description: Klanden was a member of a small party hunting humanoids in the hills. The party stumbled into the caverns and all but Klanden were killed. If freed and equipped he will willingly join the party telling them he wants to find his items (they are now part of Isensan's hoard). His items are Leather Armor +2, Short Sword +2, and Boots of Levitation.

APPENDIX 3 Pre-Gens

Hanson Skullson

Human
Fighter
Level: 8
Align: CG

ST: 18 48%
INT: 10
WIS: 11
DEX: 14
CON: 16
CHM: 13

HP: 76
AC: 1

Equipment: Chain Mail +2, Shield +1, Spear +2, Hand Axe +1, 2 Potion of Extra Healing, Potion of Fire Resistance

Jorn Farlogh

Human
Thief
Level: 8
Align: N

ST: 14
INT: 13
WIS: 13
DEX: 18
CON: 15
CHM: 15

HP: 40
AC: 2

Equipment: Ring of Protection +2, Leather Armor, Short Sword +2, Dagger +1, Potion of Invisibility, Potion of Sweet Water, Potion of Healing, Wand of Magic Missiles (15 charges)

Karlas the Bold

Human
Cleric
Level: 7
Align: LG

ST: 16
INT: 12
WIS: 17
DEX: 13
CON: 13
CHM: 15

HP: 43
AC: -1

Equipment: Plate Mail +1, Shield +2, Mace +2, 2 Potions of Healing, Scroll (Cure Serious Wounds, Neutralize Poison, Tongues)

Spells
1st – 5
2nd – 5
3rd – 4
4th -1

Gilmore Phandrafe

Human
Magic-user
Level: 7
Align: CG

ST: 10
INT: 17
WIS: 12
DEX: 16
CON: 13
CHM: 13

HP: 21
AC: 2

Equipment: Bracers of Defense AC:5, Ring of Protection +1, Ring of Wizardry (1st level spells), Wand of Lightning (11 charges)

Spells
1st – Magic Missile, Light, Spider Climb, Shield, Shocking Grasp, Comprehend languages, Charm Person, Identify
2nd – Wizard Lock, Knock, Detect Invisibility, Levitate, Stinking Cloud
3rd – Lightning Bolt, Fly, Leomunds Tiny Hut, Protection from Normal Missiles
4th – Globe of Invulnerability, Fumble, Remove Curse

Hilder Longrunner

Human
Ranger
Level: 7
Align: NG

ST: 17
INT: 13
WIS: 14
DEX: 15
CON: 15
CHM: 14

HP: 59
AC: 2

Equipment: Chain Mail +1, Shield, Long Sword +1/+4 vs Reptiles, Short Bow +1, Potion of Extra Healing, Ring of Free Action

Braner Half-Heart

Half-Elf
Cleric/Magic-user
Level: 5/6
Align: N

ST: 12
INT: 14
WIS: 16
DEX: 13
CON: 15
CHM: 11

HP: 29
AC: 3

Equipment: Splint Mail +1, Staff of Striking (12 charges), Ring of Feather Falling, Bag of Holding, silver dagger

Cleric Spells

1st – 5
2nd – 5
3rd – 1

Mage Spells

1st – Magic Missile, Write, Detect Magic, Jump, Burning Hands
2nd – Web, Forget, Invisibility
3rd – Haste, Water Breathing, Dispel Magic

APPENDIX 4 Monsters

Droblin (Devners)

Frequency: Very Rare
No. Appearing: 3-12 or 20-40
Armor Class: 4
Move: 12"
Hit Dice: 5+1
% in Lair: 65%
Treasure Type: D
No. of Attacks: 2 or 1
Damage: 4-7/4-7 or by weapon type + 3
Special Attacks: See below
Special Defense: None
Magic Resistance: See below
Intelligence: High
Alignment: Chaotic Evil
Size: M
Psionic Ability: Nil

Some say these jet black goblinoid like creatures are a wicked cross between a goblin and a drow elf, hence their nickname droblin. However most sages believe they are an evolution of goblins that moved deep into the underdark and were affected by the strange radiations that permeate the depths of the earth. These creatures stand an average of six feet tall and weigh in at around 200 lbs, yet they move with a fluid grace that belays their size. Their muscles are extremely sinewy giving them great strength. Their skin is somewhat scale-like and is always jet black in color. They have large almond shaped eyes that are also solid black and pointed ears. They have exceptional infravision up to 120' and have a 40% chance to hide in shadows and move silently. They can backstab a victim for triple damage in the same manner as a thief.

The finger nails of a droblin are actually boney protrusions which are razor sharp claws and the creature can attack with these claws each round. Alternatively they can use a weapon in combat. When they do add an additional +3 to the weapons damage because of their strength. Droblins can use any man sized weapon but their preference is a wicked short 3' barbed spear called a corot that their race has developed. The corot can be used in melee or it can be thrown a maximum of 15', it does 2-5 points of damage and, when a successful hit is made, the victim must make a saving throw versus paralyzation or the barbs have hooked into his flesh and will do an additional 2 points of damage each round until it is removed. There is an 80% chance that any droblin encountered will have a quiver of 4-8 corots. There is also a 30% chance that they will have coated the corots in a special poison made from a underdark mushroom they cultivate. The droblins themselves are immune to this poison, however any other creature struck by a weapon so coated must make a saving throw versus poison or lose 1 hit point per round for

2-8 rounds or until a neutralize poison has been cast upon them. The effects of this poison is cumulative (IE 1 hit causes a loss of 1 point, 2 hits causes a loss of 2 points, etc.)

Droblins hate bright light and receive a -1 to hit in any light brighter than a torch, because of this reason they are rarely found near the surface. They will however raid villages at night, these raiding parties are made up of 3-12 droblins. For every 6 droblins there will be an additional leader type (HD: 6 AC: 4 No of Attacks: 2 or 1 Damage: 5-8/5-8 or by weapon +4).

In their underdark homes these creatures dwell in villages of 20-40 individuals. The same rule above applies for leader types and in addition there will be a chief (HD:7 AC: 2 No of Attacks 2 or 1 Damage: 6-9/6-9 or by weapon +5). Also fully 50% of the total number will be females and young, treat females as bugbears and young as goblins.

Centuries spend in the underdark have given the droblins the following spell like abilities that can be used once per day, Darkness and Detect Invisibility. In addition all droblins are immune to Charm spells.

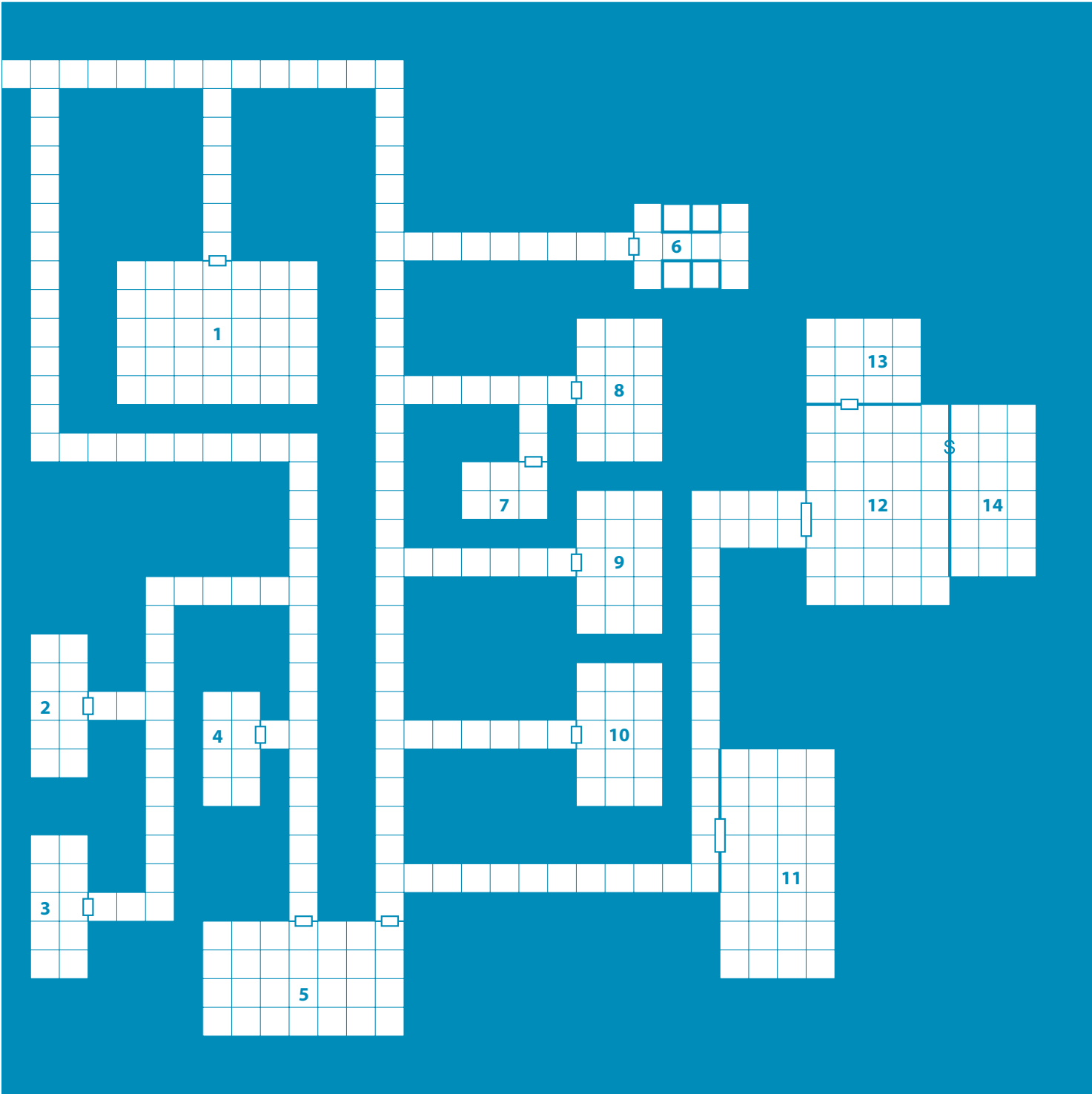
Droblins are able to speak their own language (a modified form of the goblin tongue), goblin, hobgoblin, and orcish.

APPENDIX 6 Maps

Rashtan



Gelx's Halls



Isensan's Lair

