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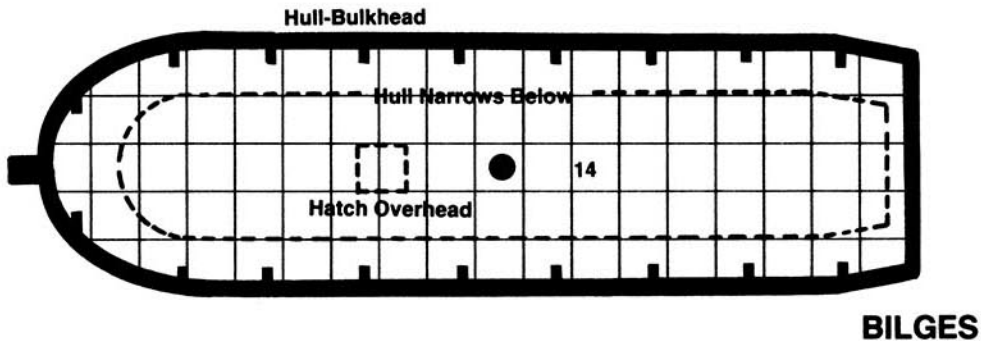
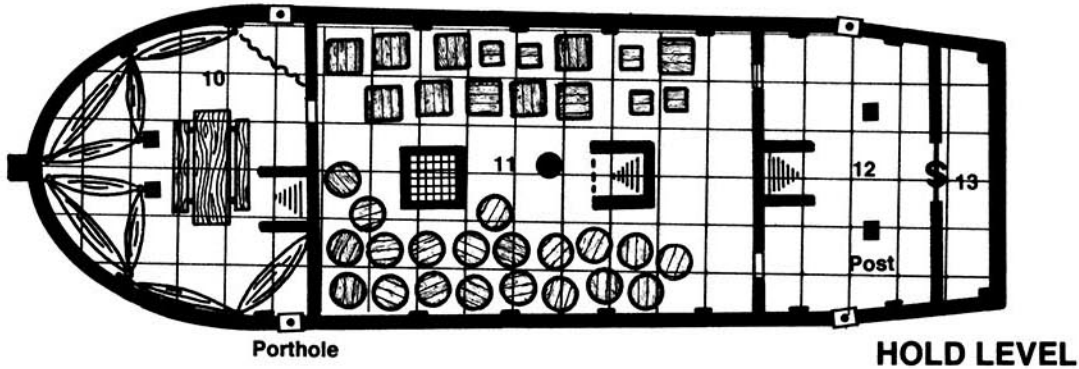
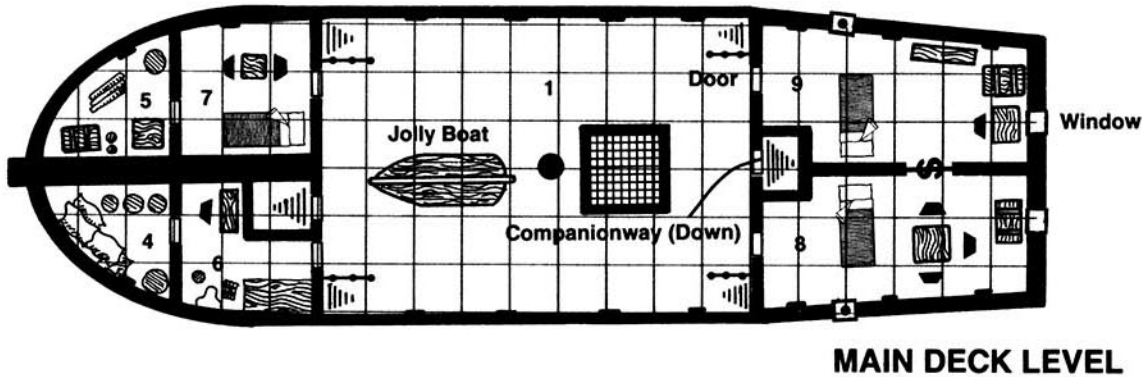
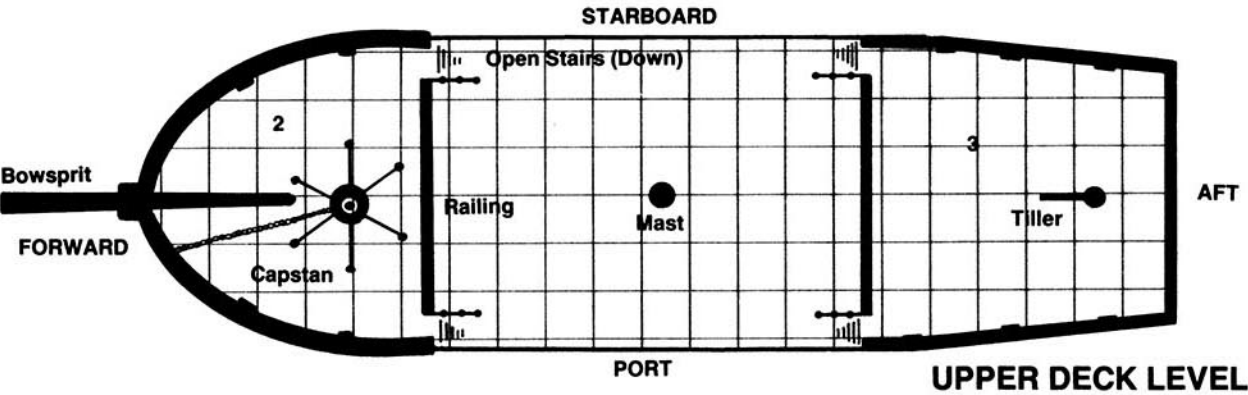
The Duchy of Ten

by David J. Ritchie



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MAP 2: BLOSSOM



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THE DUCHY OF TEN

By David James Ritchie



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DM BACKGROUND

Stop! If you are participating in this module as a player, read no further.

This module is the *fourth* in a series of adventures set in the mythical kingdom of Blackmoor. Blackmoor was the first campaign setting ever created for use in a fantasy role-playing game. The Blackmoor presented in this module is a substantially revised and expanded setting based on material developed for that venerable campaign. In view of this fact, it is perhaps fitting to note that the events, places, and characters discussed in Blackmoor exist some 3000 years *before* those described in any other D&D® fantasy role-playing game material.

The adventure in this module is designed for a party of five to eight player characters (PCs) of the 10th to 14th levels of experience. The party should include a balance of character classes since the PCs will face many problems, each of which may be most easily and effectively solved by a character of a different class. A number of prerolled characters are included for use in the event that there aren't enough PCs of the correct levels and classes available.

Read this entire module before playing. There are some plot elements that won't be fully developed until late in the module, but for which the foundation must be laid much earlier. If you are not already aware of these elements before play begins, you won't be able to plant clues or build drama as effectively.

Study the maps while reading the area keys in the module booklet. These keys refer to encounter locations by giving the number of the *map* on which the area is located followed by the *area's* number (e.g., 2-13). Many keys include boxed information that you should read aloud to the players when they enter the area. Unboxed information is provided only as a guide for you, the DM; it is not read to the players. While every effort has been made to provide all information needed for play, you may want to add extra details to the boxed descriptions for atmosphere.

This module uses these abbreviations:

AC = Armor Class; MV = Movement Rate; HD = Hit Dice or Level; hp = current hit points; #AT = Number of attacks; D = Damage; AL = Alignment; F = Fighter; T = Thief; M = Magic User; C = Cleric; OL = Open Locks; FT = Find Traps; RT = Remove Traps; PP = Pick Pockets; MS = Move Silently; CW = Climb Walls (Sheer Surfaces); HS = Hide in Shadows; HN = Hear Noise; cp = copper pieces; sp = silver pieces; gp = gold pieces; ep = electrum pieces; pp = platinum pieces.

Nonplayer characters (NPCs) are usually introduced in the text where they are most likely to be encountered. When introduced, their statistics are shown in an abbreviated form with combat and movement adjustments already computed.

And now—welcome to Blackmoor.

The Kingdom of Blackmoor

Four millenia before the present age, the fabulously rich and powerful Empire of Thonia ruled much of the civilized world. The northwestern portion of the Empire was a rude frontier that Thonian generals called the *Northern Marches*. Thonian scribes, who dealt in bushels of corn and board feet of timber, not in marches, called it *the Northlands*. Those few poets who still wrote on epic and heroic subjects called it *the dark and bloody ground*. But to those who lived there, it was simply—*the North*.

Still lightly settled after centuries of human habitation, the North was an area of small baronies and freeholds that lived by trade and the exploitation of mineral and timber resources. As was to be expected of an area still half frontier, life there was hard, harder than anywhere else in the Empire, save perhaps for the miserable slave-worked plantations of the far south.

It was also an exceedingly strange land. A wild and powerful magic permeated it—a magic that seemed to have its source in a peninsula on the northern coast where men first settled when they

came to the North—a place called *Blackmoor*. Blessed with a good harbor and with rich black soil that promised bountiful harvests, Blackmoor became the site of the first port—and the first castle—in the North. It looked like paradise. It was not.

The wild magic spawned monsters such as had not been seen inside the Empire's borders in centuries. Worse, it also spawned things that had never been seen anywhere else before—gibbering horrors that killed by night, leaving in their wake only smashed timbers and the bloody remains of farm families maimed in their passing. Nor were monsters the only danger. Orcs and elves, dwarves and halflings already claimed parts of the North and would have to be dealt with in peace or war.

Moreover, there were fierce enemies on all sides. To the northeast, the cruel Skandaharian Raiders set out each year to reave along whatever coast seemed fattest. To the north was an evil and unnatural dominion ruled by a bizarre and evil superbeing that called itself the *Egg of Coot*. To the northwest was the decadent Duchy of the Peaks, which counted its wealth in diamonds and slaves. To the west was the so-called Duchy of Ten, newly independent from the Duchy of the Peaks and anxious to expand its power. To the southwest were the horsemen of Peshwah, who feared and hated the wild North and all who called it home. The Thonian pioneers were separated from their foes to west and south by a tangled web of rivers and marshes, but the sea gave their enemies to northeast, northwest and north easy access to their coastal settlements.

The North that seemed so promising to those first settlers took much taming before it would give up its bounty. It was only after many centuries that some small measure of civilization began to take root there. Then disaster came to the Northlands from out of the mountains far to the west.

The Wrath of the Afridhi

It began in the mountain fastness called

the *Goblin Kush*—the Goblin Killer—a terrible frozen land whose main crop was death. Here dwelt a savage tribe of hillmen who survived in the cold high mountains only by great hardiness and discipline. For untold centuries they lived in the Goblin Kush, and for all of those centuries they were the despair of their neighbors, for they were a warrior race whose culture was built on the looting of the lowlands and the killing of all who were not of their kind.

The *Afridhi*, they called themselves—the *Children of Fire*. For, in their legends, fire is the gift that allowed them to live in their high, cold land. Without fire, there would have been no *Afridhi*. And fire was the gift of their great god, *Zugzul the One*. Since they credited him with this gift, the *Afridhi* worshipped *Zugzul* with a fervor foreign to most lowland cultures, where life was easier and such simple gifts were less appreciated. So great was the *Afridhi* awe of their god that they made his high priestess (called the *Mistress of God*) the head of their state and accepted her word as law.

Thus it was that when the new high priestess who took the bride name *Toska Rusa* (Rosy Dawn) pronounced that it was *Zugzul's* will that the *Afridhi* leave the mountains and pursue their destiny in the lands to the east, the hillmen began to move. No undisciplined savages, these; they had for long years been subject to the iron law of *Zugzul* and his high priestess. Thus, while they had the individual warrior traits of great courage, stamina, and weapon skill found only among wild peoples, they also had the sense of order and discipline common to more civilized troops. This marriage of strengths made an unbeatable combination.

Once they exerted their full strength in the cause of conquest, it took the *Afridhi* just three years to utterly destroy the *valemen* whose presence blocked their march to the east. The first year was spent in quickly overrunning their settlements and smashing their armies. The second year was used to hunt down and slaughter those who survived the first year's campaign. The third year was

spent in practicing the heavy infantry tactics which captured *valemen* said they used against the horsemen who often raided them from the plains to the east.

At the end of the third year, when *Toska Rusa* was sure that her *Afridhi* spearmen could duplicate the winning tactics of the *valemen*, they left the hill country behind and began their trek across the Plains of Hak. Some 170,000 men, women, and children made that trek. Behind them, the remnants of the *valemen* were organized to act as a commissary for the migrating *Afridhi*. The *Vales*, as it was named, became the first province in the new *Afridhi* Empire.

It took the *Afridhi* two years to fight their way across the plains. And again their army changed. At first, it had been mostly light foot, bowmen, and slingers. Then, in the land of the *valemen*, heavy foot were added. Now, during the fighting on the open plains, the ever adaptable *Afridhi* replaced their sturdy mountain ponies with riding horses and developed a disciplined light cavalry. While never quite as skilled as the *Peshwah* horsemen who fought them, they were good enough to keep the *Peshwah* away from their foot (which was, after all, their purpose). By the time the *Afridhi* reached their next victim, they had a sophisticated army, indeed.

Behind them was a well-organized supply base, controlled by an efficient military government. A string of defended outposts secured a line of communications to this base. Between the outposts patrolled small troops of light cavalry who harried and harassed the former occupants of the plains so as to keep them always off balance. At the eastern end of this string of outposts was a series of fortified camps where the *Afridhi* army rested and again reorganized in preparation for its most difficult campaign.

The *Afridhi's* third victim was the *Duchy of Ten*, a military power far different from anything encountered before. Here were entire companies of common men-at-arms who fought in the chain mail reserved by the *Afridhi* only for their elite infantry. Here were other men who fought in heavy plate armor on

great, shaggy horses that killed and maimed with the same glee as their riders. The *Afridhi* should have lost their war against these men. But the *Duchy's* military commanders were overconfident. They did not expect the *Afridhi* infantry to stand and fight when charged by heavy cavalry. They did not expect the *Afridhi* bowmen to be so accurate, nor so stubborn. They certainly did not expect the *Afridhi* light horse to harry them so effectively once they were locked in combat with the infantry.

After winning their first two battles, the *Afridhi* had their own companies of heavy plate-armored horse. The armor came from the bodies of their former foes; the horses were the spoils of the enemy camp. Captured officers of the *Duchy's* army trained the companies and advised their commanders, under pain of death for any mistakes. Thereafter, the *Duchy's* army was afraid to meet the *Afridhi* in the field. Instead, it locked itself up in castles and walled towns. This bothered the *Afridhi* not at all. They simply captured engineers who taught them the arts of siege.

It took the *Afridhi* seven years to win their war against the *Duchy*. It was seven years' education in a hard school. But the *Afridhi* were good students. When the *Duchy's* last stronghold finally surrendered and the land was organized into the third province of the *Afridhi* Empire, their army was the equal of any in or on the borders of *Thonia*. Fearful of its might, the *Duchess of the Peaks* had concluded a treaty with *Toska Rusa* even before *Ten* was finally subdued. With her flank thus secured, the high priestess (and by now accomplished general) cast her eyes on her next target to the east, the ultimate goal of this 12-year march, the *Thonian* Empire.

This was the goal that had burned in *Toska Rusa's* breast since the night she first became the *Mistress of God*—the night when *Zugzul*, as her wedding gift, showed her the warm green empire by the sea that he said it would be the *Afridhi* destiny to rule. For 12 years she had led her people toward an end they could not see. Now the rich lands of *Tho-*

nia swam before their eyes. And the Afridhi *hungered*.

But *this* land, like the Goblin Kush, bred a hard and practical type of man. So when the Afridhi began their first incursions against Thonia, testing the waters before taking their final great plunge into the game of empire, the leaders of the North made preparations to entrap and destroy the barbarians.

For five long years, while the Afridhi gobbled the Duchy of Ten, the leaders of the North had begged the Empire to deal with the Afridhi menace. For five long years, the decadent Thonian Emperor Iyx had refused to send an army or to allow the Northern Barons to aid their old enemies in the Duchy of Ten against the clear threat from the west. Finally, when the Duchy was ground under the Afridhi boot and Toska Rusa was almost ready to invade Thonia, the barons acted. Under the leadership of Uther Andahar, they raised a rebellion against the Emperor. It was as a result of this so-called Great Rebellion that the realm of Blackmoor came into being—with Uther Andahar as its first king.

While the Northern Barons were still sorting out their problems with Thonia and before they were in open rebellion, the Afridhi faced the first rebellion against their harsh rule inside the Duchy of Ten. Here, for the first time the hillmen had encountered a culture far more sophisticated than their own. The simple matriarchal theocracy that had been their strength so far was unsuited to the needs of this newly subjugated people. Then too, the Afridhi mind found it hard to grasp the alien nature of Tenian culture.

Ruled by female judges called *Sisters of Fire*, the Afridhi could not begin to contemplate the male-dominated Tenian society. Accustomed from birth to the idea that there was no god but Zugzul, they were unequipped to handle religious diversity. Taught to despise a host of customs as cardinal sins and capital offenses, they could not grasp the fact that the Tenians hated them for their enforcement of public "virtue."

During the first six months after the

Afridhi conquest, Toska Rusa and the Sisters of Fire suppressed the Thonian High Church to which 90% of Tenians adhered. Tenian churches were turned into barracks and stables, and Tenian priests were rounded up and executed in wholesale lots. By public decree, the worship of any god but Zugzul became a capital offense. Nor was this the only new capital crime in the Duchy. Other decrees mandated death as the punishment for usury, public drunkenness, dancing except on Afridhi religious holidays, the creation of secular art, and the bearing of arms or armor by Tenians. At the same time that these new laws were put into force, taxes were raised to a crushing level.

The result was widespread unrest that was fed by a concerted Afridhi effort to kill all of the Duchy's former leaders and prominent citizens. The revolt that finally broke out was put down with as much viciousness as possible. But it took the Afridhi time to break its back.

When they finally crushed the Tenian rebellion and entered Blackmoor, the Northern Barons had completed their preparations and were able to throw the whole of their strength against the hillmen. At the Battle of the Neck, the Afridhi were outmaneuvered by Uther and his generals, and one wing of their army was trapped against Lake Temperance and crushed. No less than 10,000 Afridhi were slaughtered on the field. It was a victory that left the forces of the Northern Barons scattered and exhausted, but the Afridhi were so shaken that they retired to the west to regroup.

The Gift of Zugzul

After their victory at The Neck, the Northern Barons made a final attempt to seal the breach with Thonia, but were rebuffed. Thereafter, Uther was crowned king and Blackmoor prepared to fight for its existence against the Afridhi and Thonian Empires and a host of other enemies. The first module in this series, DA1 (*Adventures in Blackmoor*) tells how that war was won and relates the story of the vile plot that almost cost King

Uther his throne. DA2 (*Temple of the Frog*) tells of the Order of the Frog and how its efforts to destabilize Blackmoor were defeated by agents of King Uther. DA3 (*The City of the Gods*) tells how Uther's agents traveled to the Valley of the Ancients to seek allies and powerful new magic to help Blackmoor meet a renewed attempt by its enemies to wage war against it.

While Blackmoor has been occupied foiling secret plots and preparing for renewed warfare, the Afridhi have been gathering their strength and reexamining their situation. Initially, Toska Rusa thought to bypass Blackmoor and push on into Thonia by a southerly route. But this is not the will of Zugzul, of whom it is now time to speak more fully.

Though the Afridhi worship Zugzul as a god, he is in fact something less than that. At one time a mortal man, he has long since passed from the ken of lesser folk to become one of the Immortals. These superbeings are described in part in the D&D® Master Set Rules and in full in the D&D® Immortals Set Rules. If you have those rules, you may want to use the material found in them to enrich play of this adventure.

Since Zugzul doesn't actually appear during play of this module, an in-depth knowledge of the characteristics of Immortals is not necessary to play. It is sufficient to know that each Immortal serves any one of five Spheres of Power (*Matter, Energy, Time, Thought, or Entropy*). There is a constant struggle for dominance among the five spheres, and the main purpose of each Immortal is to increase the influence of his own sphere. However, though the Immortals are immensely powerful, they do not normally reveal themselves to mortals and seldom interfere directly in events on the Prime Plane. Instead, they prefer to work indirectly by influencing mortals to act on their behalf.

Zugzul serves the Sphere of Energy, which is closely related to the element of fire. His purpose is to create more energy and activity. Energy is highly active, dynamic, and excited. It seeks to alter and transform things, consuming Mat-

ter, slowing Time, and exciting Thought to release more Energy. Energy represents disorder, uniqueness, and the Chaotic alignment.

In keeping with the accepted practice of Immortals, Zugzul long ago began to influence the Afridhi in indirect ways. Initially, he sent dreams to various Afridhi suggesting action or revealing information that was of benefit to them. Later, he began to use these dreams to shape a theology that made the Afridhi disciplined and strong. The key to that theology was the myth that Zugzul was a god who had brought life-giving fire to the Afridhi. Fire came to be identified with the god, and women eventually came to be identified with fire. After some centuries of dream-sending, Zugzul had founded a militant matriarchal theocracy that controlled an efficient military machine capable of carrying the worship of fire to other lands. All that was necessary was for Zugzul to loose the Afridhi on the world, and the result would be a great release of energy, activity, and chaos.

And so it happened. For 12 years the Afridhi moved east, conquering all who stood in their path and upsetting the stable order of things. Then came the Battle of the Neck, and Zugzul found himself thwarted by a handful of upstart hedge knights and petty barons. Seeing the unraveling of his plans, the furious Immortal determined to intervene and crush Blackmoor.

Thus it was that one dark and stormy night the Mistress of God rose from her bed in a waking dream and called for a scribe. Since few Afridhi could write, the man who answered the call was a Tenian, one of the host of government officials impressed into the service of the Afridhi after the conquest. As the thunder rolled and boomed in the Vale of Glenfinan, the man recorded with shaking hands the words of Toska Rusa. Speaking as if in a trance, the Mistress of God set down the instructions of Zugzul for the creation of a great artifact—a fell device that would destroy the foes of the one true god and make the Afridhi invincible.

First, said Zugzul, the Afridhi must go

into the forbidding wilderness called the Barrens of Karsh, a volcanic range of hills where dwelt strange monsters. There, amid steam vents, lava pits, and pools of boiling mud, they would find a strange mount of naked rock whose top was a shallow bowl. This mount they would name *Tor Kurram*—the Hill of the Hammer—and they must cut a passage to its very heart. There they would find a living volcano in whose fires they would forge the artifact that would make them great.

The Well of Souls would be its name. Efrete would come to aid in its forging, and many powerful spells would be woven into it. But the key to its power would be the lives that it contained, for only by the imprisoning of human souls within its structure could the artifact be made to work. Hundreds must be brought to the forge beneath *Tor Kurram* and there killed in a ritual that would trap their souls. Months must pass in the binding of this soul energy into the stuff of the Well before, finally, it was whole.

Even before the Well was complete, its power would be felt in the world. That power would be only a tithe of the power of the completed artifact, but it would bring fear to the hearts of the enemies of the Afridhi. In their terror, they would try to unmake the Well—for it is the way of such things that they can always be unmade. The fires that form can also unform. Therefore, for its protection, Zugzul would lay upon the Well a binding prophecy—that it would be unmade only by the hand of one not yet born.

Yet, even with this powerful prophecy laid upon its destiny, Zugzul would not be quiet in his mind until the Well's power was at full flow. Therefore, he bade Toska Rusa muster the strength of the Afridhi to defend the Well until the day of its completion. On that day, Zugzul's people would again march against Blackmoor—this time to the victory long promised by their god.

When Toska Rusa had finished speaking the will of Zugzul, she collapsed into a deep slumber that continued for three days. While she slept, the frightened

scribe secretly wrote an account of all that he had heard and seen and quietly gave it into the keeping of a woodcutter who sometimes chanced to come upon the Brothers of the Greenwood in hidden glades within the Wilds of Ten. When Toska Rusa awoke, she thought to what Zugzul had told her and ordered the slaying of her scribe and all those to whom he might have spoken. Thus did she hope to preserve the Secret of the Well of Souls and how it might be unmade.

Vain were her precautions. Of those to whom the scribe had spoken, all but one was found and killed. Only one—a woodcutter—was missed. By the time that Toska Rusa awoke, he was already in the forest. There he gave his message to a man dressed all in green, who gave it to another of his kind, who gave it to another—and so on until, by many secret and devious ways, at last the message came to one who took it aboard a vessel bound for Blackmoor.

Thus, after a lengthy journey, the by now travel-stained and dog-eared message came to Blackmoor town in the hands of a priest named Gregor Mendicamp, who was also, not incidentally, the chief agent of the outlawed Thonian High Church inside the Duchy of Ten. When he told his story and delivered his message to the Bishop of Blackmoor, the bishop put the matter in the hands of a mild-looking man named Fletcher William, who, as Blackmoor's chief spymaster, was better known to members of the realm's Regency Council as *The Fetch*.

When *The Fetch* first read the message, he laughed aloud—much to the puzzlement of both the priest and the bishop. For *The Fetch* well knew what the priest did not, and what the bishop had, perhaps, forgotten. Secreted in the lower cellar of Blackmoor's Comeback Inn, and hidden from the eyes of Blackmoor's enemies, was a temporal discontinuity—a *gate in time* formed by the harnessing of the wild magic that permeates Blackmoor. Through this gate have already come heroes not yet born who are even now in the pay of Blackmoor!

BEGINNING THE ADVENTURE

This adventure begins with a meeting in the Comeback Inn at which The Fetch recruits the PCs to enter the Duchy of Ten and unmake the Well of Souls. However, before this meeting can take place, you must first bring the PCs together in the same room of the inn. Each of the PCs can arrive at the inn in one of three ways, depending on whether you have played previous modules in this series and how those modules ended. Each method of arrival is detailed below in **THE HEROES OUT OF TIME**. You may have to use more than one method to bring everyone together. Once all of the PCs are in the same room, use **THE MISSION TO THE WEST** to conduct the meeting with The Fetch.

Instead of using characters of their own invention, your players can play one of the characters found in the **PRE-ROLLED CHARACTERS** part of this module. These are the same prerolled characters found in previous **BLACKMOOR™** modules, but their experience levels are adjusted to reflect the presumed results of earlier adventures. If the players use the same prerolled characters played in DA1, DA2, or DA3, ignore the prerolled characters in this module.

The Heroes Out of Time

The PCs can arrive for the meeting with The Fetch in one of three ways.

1. An Invitation from the Fetch

If you played previous modules in this series, any PCs who survived and stayed in Blackmoor are now residents of that land. For the last three months, since the events detailed in module DA3 (*The City of the Gods*), they have been enjoying themselves at crown expense. During that time, they have been guests at Blackmoor's famous Comeback Inn. One brisk fall morning, the inn's portly proprietor, Fredigar Cripps, informs them that The Fetch has requested that they make themselves available for a private dinner in their rooms that very evening.

2. A Prophecy in Glantri

If you have played a previous module in this series, and one or more of the PCs who are participating in this adventure returned to their own time at the end of their last adventure in Blackmoor, then anywhere between three weeks and three years of subjective time may have passed since those who left Blackmoor returned to their own time. No matter *how* long it's been for the PCs, three months have passed in Blackmoor.

Those PCs who left Blackmoor at the end of the previous adventure and those PCs new to the **BLACKMOOR** campaign have become companions during a visit to the city of Glantri. Late one dim and foggy night, as the PCs are unsteadily wending their way from one house of revels to another, they are accosted in the street by an old seeress. Read the following passage to the PCs:

Suddenly, the dark of night gives way to a ghostly luminescence. The figure of an aged woman appears in the misty street before you. Her bent form is surrounded by a dancing blue nimbus, and she glows faintly as she surveys you with eyes wise and cruel and ancient. Then, with a soft clarity, she speaks.

"Know you," she says, "that I am Benina the Seeress and that I have trod this earth for seven score years, advising mortals such as you. Now I tell you that I sense a great disturbance in the fabric of time and space. Something is calling. Something is calling you."

"Ask not what. I do not know. But out in the Broken Lands is a place—a place that you have perhaps seen. It looks like this."

Slowly, the woman's form begins to fade. In her place, there appear a succession of glowing images—first, a chimney of rock—then, a bowl of black stone—finally, an inn in the wilderness. A signboard before the latter bears the carved legend "The Comeback Inn." This last image hangs in

the air for a long moment. Then it fades, to be replaced by the form of Benina.

"Listen mortals. Heed well. The way to this place is known to you, I think. Go there. Seek a past that only you know. Find the source of this disturbance in our present reality and set all aright. Why you should do this I cannot see. Your future is hidden from me. I know not whether you go to fortune and the acclaim of kings—or to solitary and unmarked graves. Only this do I see—that you are the key to our reality, and that if you fail, so shall we."

The old, cruel eyes rivet each of you for a moment. Then the strange seeress shudders, as if she has looked too long into darkness. Before you can react, her image fades, and she is gone.

All that Benina has said is true. The creation of Zugzul's Well of Souls has caused a disturbance in the time-space continuum. Throughout the 3,000 years since the event, there are now signs and portents of doom—for the very existence of the artifact is creating an alternate universe in which Blackmoor is conquered by the Afridhi, thus changing the entire course of history. Those most closely linked with events in ancient Blackmoor are now finding themselves drawn back toward the time when reality is in the process of splitting into two distinct universes.

It is now up to the PCs to get to the Inn Between the Worlds described in previous **BLACKMOOR** modules. Once there, they must step through the Gate, which takes them to the Blackmoor of 4,000 years ago. Since all of reality is drawing them toward Blackmoor, the Gate automatically takes them to the cellar of the Comeback Inn at the very time that The Fetch is planning to send a party of men from the future—men "not yet born"—to find and destroy the Well of Souls.

Blackmoor's chief sleuth immediately works the newly arrived PCs into his

plans. After being admitted to Blackmoor by the soldiers guarding the Gate in time, they are quartered in the Comeback Inn and told to expect a guest for dinner, which will be served in their rooms. If there are other PCs staying at the Comeback Inn, the two groups are brought together.

3. A Leap Into the Unknown

There are two situations in which you will need to use this method of bringing PCs to Blackmoor.

a. If you have not played any previous BLACKMOOR™ modules, you can still play this one by using this section to introduce the PCs to Blackmoor. However, once a character is used in this module, it *can't* be used in previous BLACKMOOR modules.

b. In the unlikely event that all of the PCs who played previous modules were killed or remained in Blackmoor at the end of their last adventure, use this section to bring new PCs to Blackmoor.

At the start of this adventure, all of the new PCs are together in what appears to be an abandoned inn located high atop a rocky chimney in the middle of the Broken Lands. They have been chased into the building by a large band of brigands. However, they haven't been able to bar the doors to the inn, so the brigands, curious about this inn in the middle of nowhere as much as anything, have followed them inside. Now the PCs are trapped by the brigands in the lower cellar of the inn with their backs to a fog-shrouded stone archway. Badly outnumbered, the PCs take the one escape route open to them—they step into the arch. When they step out again, they are in the Comeback Inn in the town and kingdom of Blackmoor 4,000 years in the past—and the Gate behind them is *shut*. Read the following passage to the PCs.

The room before you seems to be the same one you just left. But there are no brigands, and the faint odor of decay is gone. Instead, the room is clean and neat and is occupied by a

troop of six soldiers. There is a barred iron gate between you and the soldiers, one of whom runs out of the room just as you arrive. The other soldiers aim cocked and loaded crossbows in your direction, but don't actually attack you.

The soldier who ran out of the room returns in 3-6 rounds with The Fetch, the cleric Gregor Mendicamp, the wizard Jallapierie, and six additional soldiers (making a total of 12 in the room). The PCs then face:

Jallapierie: AC 4 (*ring of protection* + 5); HD 17; hp 44; MV 120' (40'); #AT 1; D 3-13 (*staff of wizardry*) or 3-6 (*dagger* + 2) or by spell; Save M17; ML 10; AL L.

Gregor Mendicamp: AC 9; HD 12; hp 45; MV 120' (40'); #AT 1; D 2-12 (*staff*) or by spell; Save C12; ML 11; AL L.

The Fetch: AC 3 (*chain mail* + 2); HD 14; hp 56; MV 120' (40'); #AT 1; D 3-10 (*sword* + 2); Save F14; ML 10; AL L.

Soldiers (12): AC 5 (*chain mail*); HD 5; hp 25 each; MV 120' (40'); #AT 1; D 1-6 (*crossbow*) or 1-8 (*sword*); Save F5; ML 10; AL L; XP 175.

The soldiers are elite guardsmen. Each wears blackened armor and a black tunic emblazoned with a large silver Hawk of Andahar. Each soldier carries a case of crossbow quarrels containing 16 normal quarrels and one each (total of four) of the following magical missiles:

1 Quarrel of Charming: The victim must make a Saving Throw vs. Spells or be charmed by the user (as the *charm person* or *charm monster* magic user spell).

1 Quarrel of Disarming: This missile has no effect unless it strikes a victim holding a weapon or other item. The victim must make a Saving Throw vs. Spells or drop whatever he is holding. A dropped item can normally be recovered in one round (unless it falls into a pit or chasm, or someone else grabs it).

1 Quarrel of Dispelling: When this missile hits, it creates a *dispel magic* effect centered on the point of impact (a 20' cube), as if cast by a 15th level caster.

1 Quarrel of Stunning: The victim hit by this missile must make a Saving Throw vs. Spells or be stunned for 1-6 rounds. A stunned victim cannot concentrate, and suffers a -2 penalty to saving throws, a -4 penalty to Hit rolls, and a +4 penalty to Armor Class.

The NPCs indicated above are described in the **ROGUES, REGENTS & RASCALS** part of this module. Both NPCs and guardsmen want to avoid a fight. If forced to fight, their objective is to *subdue* rather than kill. They are mainly interested in preventing unauthorized entry or exit through the Gate and in detaining intruders. Thus, they try to capture the intruders instead of killing them. In combat, the guardsmen use their magical quarrels first. Only if a foe continues the struggle after all magical quarrels have been fired, do they fire normal quarrels. Even then, they avoid killing the PCs.

If the PCs negotiate, The Fetch invites them to enter the room and has one of the guardsmen open the iron-barred gate. He then explains to them where (when?) they are and what the Gate is. He also informs them that the Gate is now sealed behind them, but that he and his "associates" have found a way to reopen it, and will do so when the PCs are ready to leave. However, since they are here, he would like to speak with them and make them an offer of employment. He keeps talking until he gets the PCs to agree to accept the hospitality of the Comeback Inn ("directly above your heads") and to sup with him in their rooms that evening.

If the PCs insist on fighting, the NPCs and guardsmen present should have little trouble subduing them, but if the fight lasts more than six rounds, then two more soldiers arrive on each succeeding round until the PCs are subdued. These new arrivals have the same characteristics as the soldiers already present, but don't carry crossbows.

BEGINNING THE ADVENTURE

Once any fighting is over, the NPCs have some local clerics care for anyone who was seriously wounded and raise anyone who was killed. The Fetch then fills the PCs in on what has happened to them, arranges for them to be guested in the inn, and makes a dinner engagement in their rooms.

The Mission to the West

Before their dinner engagement with The Fetch, the PCs are brought together in their rooms in the Comeback Inn. If some (but not all) of the PCs are new to the land of Blackmoor, give the old hands a chance to fill the new people in on the situation (politics, geography, recent events, etc.).

On the first evening that all of the PCs are gathered at the Comeback Inn, The Fetch, Jallapierie, and Gregor Mendicamp dine with them. Over roast squab, spiced rice, smoked sturgeon, and sweet-breads, The Fetch discourses on current events. If all of the PCs are new to Blackmoor, he first discusses the material presented in the **THE KINGDOM OF BLACKMOOR** and **THE WRATH OF THE AFRIDHI**. If not, he assumes that the PCs already know the campaign's background and instead settles down for a good gossip.

Finally, the old man pushes his plate away, leans back in his chair with a contented sigh, and gazes off into space for a moment. Having seemingly gathered his thoughts from amid the smokes that play among the ceiling beams, he finally speaks.

"Ever since we beat the Afridhi at the Battle of the Neck, we've been hearing stories about a new holy war that Toska Rusa was preparing to launch against us. Frankly, we've been wondering why it was taking the lady so long to put an army across our border. Now we know."

Indicating the colorless little man who has been sitting silently at his side throughout the meal, The Fetch continues.

"This is Gregor Mendicamp. Once

upon a time, Gregor was a priest in the Thonian High Church. *Now*, he does special work for the Bishop of Blackmoor. Though he is a Tenian, and the enemy of our blood for a hundred years, we are now allied against the Afridhi. So Gregor brought to us an item that makes it quite clear why the Afridhi haven't attacked. And now I bring that item to you."

So saying, The Fetch draws from his purse a greasy, dog-eared, and much-folded scrap of parchment. Carefully unfolding it, he offers the item for your examination.

The proffered item is the original message that was smuggled out of Star-morgan by the now-deceased Tenian scribe. It is reproduced on the module cover; show it to the PCs now.

As you finish your examination of the parchment, Gregor Mendicamp begins speaking.

"The man who wrote this is dead. So is everyone he spoke to that the Afridhi could find. They missed one man that we know of—just one—and he was the one who got this message to the Brothers of the Greenwood. They, in turn, delivered it to me, and I have brought it here. It says that this awful thing—this Well of Souls—can be destroyed only by one who is yet unborn. I am told that you are such men. Tell me, please, how such a thing can be."

Gregor now questions the PCs briefly to determine what it is that gives them power over the Well of Souls. He is keenly interested in where they came from and how they got to Blackmoor. Finally, The Fetch interrupts.

"The answer strikes *me* as obvious. We've heard of things like this before. Rare artifacts that can supposedly topple kingdoms and rend the earth—they're not common, but they *have* appeared from time to time. In each case, there is a *weakness*—some meth-

od by which the thing can be defeated or destroyed.

"That's why there's always some sort of prophecy surrounding the thing. It's a kind of second line of defense. Weave a good prophecy into the artifact, and you eliminate a fair portion of those who might want to turn it to slag. Devilishly ingenious, really. Only, in *this* case, this Zugzul fellow seems to have slipped up—because we have the men who can unmake his Well of Souls right here in this room—*men as yet unborn*—men who *won't* be born for, oh, about 4,000 years. Eh?"

As he utters this last statement, The Fetch breaks into a broad grin. But it disappears almost at once, to be replaced by musing frown.

"Actually, it's nothing to make light of. Our agents in the Duchy report that the Afridhi have been working at this project for years now. Finding the hill, building a road to it, cutting the tunnel—all of that took time. Most of it has been done with slave labor—Tenians who have been impressed into Afridhi service. We've known about it all along, but could never figure out what the Afridhi were up to out there in the wilderness. Now we know.

"This message has taken quite some time to reach us—*too much* time. As best we can tell, the artifact is already in existence. Oh, it's not *complete* yet. But our people in the magic end of things have no doubt that the Afridhi are close. The magical energies of our land are being disturbed—and the source of the disturbance is out there in the wilderness on the western frontier of the Duchy of Ten.

"Now, we have a name for it—this disturbance. *Tor Kurram*, the Afridhi call it—the Hill of the Hammer. Somewhere out there in the Barrens of Karsh is Tor Kurram, and inside that hill our enemies are cooking up something that I can only describe as truly unholy.

"This Well of Souls must be unmade. Whatever it really is and does, we simply can't let it achieve its full power. Because, according to those among us who deal in such things, the result would be not only the defeat of Blackmoor, but a vast upheaval in the entire fabric of time and space. We can't see *all* of our future, but *this* much we do know—that Blackmoor does *not* fall to the Afridhi. If *that* changes, then so does everything else. Time will be *unmade*. Chaos will rule. That, say our wizards, is the final meaning of the Well of Souls.

"And, now, I think that I have preached enough. The thing must be unmade. That much is clear. You are the only ones who can do it. That also is clear. The question upon which this evening hinges is *now* also clear. Assuming that we reach an appropriate financial arrangement, will you accept this quest?"

At this point, the PCs will probably want to talk money. The Fetch offers them 3,000 gold pieces each to essay the mission, and another 7,000 gold pieces if they destroy the Well of Souls. He is willing to increase these amounts by up to 50%.

Once financial matters are behind you, The Fetch begins to discuss the mission. Now, the reason for the presence of the blank-faced wizard Jallapierie is clear. Jallapierie will accompany you to advise and assist. Gregor Mendicamp will also come along to act as liaison with the Tenian underground.

"Messages have already gone ahead," says The Fetch. "There are friends awaiting your arrival. Once you slip into the Duchy, you will be in constant danger from Afridhi patrols and press gangs, but you will also have the aid of those who oppose the Afridhi, the Brothers of the Greenwood, the Degern rebels, and the thieves of Robinsport, among others.

The problem is getting you into the Duchy. The border and all of the roads leading west from it are heavily patrolled. Anyway, by the time you made your way through the Afridhi and across the Duchy overland, it might be too late. The artifact might be complete. So we have another way."

The Fetch opens the door to your rooms and motions someone inside. The newcomer is a tall, red-haired man in seaman's clothes. As The Fetch gestures to the assembled group, the man studies you carefully, as if memorizing your faces. When he seems to be done, The Fetch speaks.

"These here and no others. On the morning tide. The sum of 1,000 gold pieces per head, there and back. No questions and a guaranteed delivery."

"Hain't no such thing as garnteed delivery," the red-haired man growls. But he nods all the same.

"Agreed, anyway," he says. "Be at ta' Old North Dock at ta' third hour o' the mornin' ready t' go. Ship's name is *Blossom*. I'm Castegere. My boy an' I, we run ta' coast 'tween here an' Robinsport regular. We'll get 'ya inside ta' town. Den, yer' on yer' own. When yer' ready ta' come back, jes' let me see 'ya on ta' dock. My men'll get ya' back aboard. Agreed?"

The Fetch nods curtly, then shows Castegere the door. Turning back to you, he sighs.

"A very clever man, Castegere. A smuggler—and very successful at it, too. His *Blossom* doesn't look like much, but I'm told that she's a stout little ship with the fastest legs in the Amber Channel. He also has his own ways in and out of Duchy ports. We've used him before to get our people past the Afridhi.

"He'll take you to Robinsport and put you ashore. He'll also bring you home, though you may have to cool your heels in the port for a week or so if he's at sea when you reach the town. If you wait two weeks in Robinsport without seeing *Blossom*, it means that

Castegere's in trouble, himself, and you'll have to find another way home.

"One thing. About Castegere. You can rely on his judgement and his greed. But don't trust him. Not for an instant. The man is treacherous.

"Now then, once ashore, you'll need to go overland in disguise. Friend Gregor has suggested scribes' robes, and I agree. So we've taken the liberty of giving Gregor a bag of them to take along. As to how you'll get to Tor Kurram from Robinsport, that's entirely up to you. Gregor will explain what to expect, and you'll have to make up your own minds. For my part, I'm for bed. Good luck to you all and godspeed. I'll see you when you return."

At this point, The Fetch leaves and Gregor takes over the briefing, showing the PCs a map on which he points out various features of the Duchy of Ten. Show the PCs **MAP 1: THE NORTH-LANDS**, and give them a brief rundown of what to expect, using information drawn from **GEOGRAPHY OF THE WEST**. Be sure to give them plenty of time to ask questions. When their curiosity is satisfied, Gregor suggests that they not decide how to get to Tor Kurram until they are actually in Robinsport, since "we can best gather information on the current situation when we're in the Duchy." He then puts the map in his pouch and announces that he is bound for bed.



RUNNING THE ADVENTURE

Once the PCs have been recruited and briefed by The Fetch as described in **THE MISSION TO THE WEST**, they are ready to play. The morning after their dinner, they gather in their rooms, where they are joined by their NPC companions. Together the members of the party make their way to Blackmoor's Old North Dock, where they board Captain Castagere's vessel, *Blossom*. The vessel and its westward journey are described in **THE OCEAN VOYAGE**.

The voyage ends at Robinsport, and the PCs begin the overland part of their journey. If they leave Robinsport as captives, they are marched direct to Tor Kurram on a chain gang and held for sacrifice to the Well of Souls. Otherwise, they must travel overland the best way they can until they reach Tor Kurram. This part of the adventure is described in **THE OVERLAND JOURNEY**.

Trace both the ocean and the overland legs of the journey to Tor Kurram using **MAP 1: THE NORTHLANDS** and following the outdoor travel and encounter routines in the D&D® Expert Set Rules. These standard routines are slightly modified to reflect the chance of having an encounter in some areas shown on the map. The **ENCOUNTER CHANCE TABLE** on this page lists a number of geographical areas in its left-hand column. The middle column shows the number of encounter checks made each day that the PCs spend traversing those areas (minimum of one check per area). The right-hand column shows the number that must be rolled on 1d6 for an encounter to occur. Use this table for the areas named instead of the **CHANCE OF ENCOUNTER** table on page 42 of the Expert Set Rules. Make one check each day. Use the table in the Expert Set Rules for any areas not named on the **ENCOUNTER CHANCE TABLE**.

In addition to random encounters, the adventure includes some encounters that provide the PCs with needed possessions, companions, or information. These may or may not occur, at your discretion. These optional encounters are part of the plot alterations described in

THE ENCOUNTER CHANCE TABLE

AREA BEING TRAVERSED...	NUMBER OF CHECKS EACH DAY...	ENCOUNTER OCCURS ON...
The Amber Channel	2	4-6
The Barrens of Karsh	1	4-6
The Barrier Swamp/Brushy Fen	2	4-6
The Bay of Blackmoor	0	-
The Bay of Reevea	2	5-6
The Black Sea	1	5-6
The Eaves	1	5-6
The Empty Lands	1	6
The Gargoyle Hills	1	5-6
The Glens	1	5-6
The Great Dismal Swamp	3	4-6
The Hills of Ten	1	5-6
The Plains of Hak	1	6
The Wilds of Ten	1	5-6

THE PLOT TWISTS.

The **GEOGRAPHY OF THE WEST** part of this module describes the most important areas found on the western part of the map of the Northlands. It also contains 12 encounter tables used for different areas and terrain types shown on that map. The tables in the **GEOGRAPHY OF THE WEST** are used instead of the standard encounter tables included on pages 30 and 35 of the Expert Set Rules. Use the tables in the Expert Set Rules only when a given area is *not* covered by one of the encounter tables in this module.

Many of the encounters listed on this module's encounter tables involve monsters new to the PCs. Those monsters not described in the D&D® Basic and Expert Set Rules are detailed in the **MONSTERS & FOES** part of the module.

At the end of their journey, the PCs reach the Afridhi temple at Tor Kurram. They must then enter the mountain, find and destroy the Well of Souls, and make their escape. Tor Kurram is described in detail in **THE FORGE AT TOR KURRAM**.

Once the PCs have accomplished their mission (or decided that they are unable to do so), they will want to get out of Tor Kurram and the Duchy of Ten with some dispatch. The **ENDING THE ADVENTURE** part of the module explains how they can escape.

Finally, the PCs will meet many important NPCs in this module. Some of them (Dost Suwat, Gerry Castagere, Gregor Mendicap, Jallapierie, and Stout Robin Goodfellow) may aid the PCs or accompany them on their adventure. Others (Gul Hadda, Sher Yakub, Toska Rusa, and Umra Dir) are foes who may reappear in future modules in this series. Still others (Captain Hieronymus Castagere, The Fetch, Sir Kay Degern) are only peripherally involved, but are important to play of future **BLACKMOOR** modules. All of these characters are described in detail in the **ROGUES, REGENTS & RASCALS** part of this module. Avoid permanently killing off any of them except Dost Suwat, Sher Yakub, and Umra Dir since, even if you are not playing this module as part of a **BLACKMOOR** campaign, you may want to see these NPCs again if your players return to the Duchy of Ten.

NOTE: Most parts of the map aren't described in any detail in this module. Areas such as Blackmoor and parts of the Great Dismal Swamp are described in more detail in module DA1 (*Adventures in Blackmoor*) and module DA2 (*Temple of the Frog*). Since the PCs should have no reason to stray into these areas during this adventure, you should not need to worry about them. However, you might want to use material from those previous adventures to enrich play in this one.

THE JOURNEY TO THE WEST

The NPCs who are participating in the adventure join the PCs in their rooms in the cold predawn hours of the morning following their dinner with The Fetch. Gregor has the map and their disguises tucked in an old sea bag. After a cold breakfast of roast venison, pickled eggs, bread, and ale, they make their way down to the Old North Dock, where they are greeted by Castegere, who quietly ushers them aboard a shabby coaster that was long past its prime before most of its crew were born. The reek of fresh pitch in the patches in her caulking and the spotty gleam of fresh cordage amid her ancient rigging can't quite hide the fact that this lady looks hardly fit even to be a tramp.

Once on board, the PCs are hustled below decks by a slight, pretty young man who introduces himself as First Mate Gerry Castegere. This "young man" is really the captain's 19-year-old daughter, whom he has disguised as a boy and kept with him aboard *Blossom* ever since she was three. Gerry guides the PCs to the aft belowdecks cabin and orders them to stow their gear and stay out of sight. She then hurries back to the main deck. It takes the crew just minutes to warp *Blossom* out to sea once the PCs are safely aboard.

The Voyage of the Blossom

Captain Castegere plans to hug the coast of the Bay of Blackmoor all the way to Coot's Watch, where *Blossom* will enter the Black Sea. After a short run across 50 miles of open water, he will sail through the narrow channel called The Breakers and into the Bay of Reeve. He will then take to the open sea and make straight for the headland between the Bay of Reeve and Cisco Bay, after which he will hug the southern coast of the dangerous Amber Channel all the way to Robinsport. The entire voyage should take about three days, and you should run it using the Waterborne Adventures rules in the D&D® Expert Set. Modify those rules as follows:

1. Use the **ENCOUNTER CHANCE**

TABLE in this module to determine how often you check for encounters and what die roll result causes an encounter. The PCs have no encounters in the Bay of Blackmoor.

2. Use the **OCEAN ENCOUNTER TABLE** in this module to determine exactly what the PCs encounter during the voyage.

3. Use the **WATER MOVEMENT MODIFICATION CHART** in the D&D® Expert Set to find each day's weather. If the weather is *Extreme High Winds* or *Gale*, don't check for encounters.

4. Use **MAP 2: BLOSSOM DECK PLAN** to keep track of shipboard events. The Deck Plan Key indicates the contents of each area of the ship.

5. Use the material in **THE PLOT TWISTS** to enrich play of the voyage and the landfall at Robinsport.

The Ship & Crew

Blossom may resemble a seagoing tramp, but she is still sound, and is, in fact, one of the fastest vessels in northern waters, well able to outrun just about anything else afloat. Given a fair wind and a moderate sea, she makes 100 miles per day straight-sailing. During melee, she makes 150 feet per round.

Blossom is 90 feet long and has a beam of 26 feet and a draught of eight feet. It is 9 feet from her waterline to the top of her main deck rails and 10 more feet from there to the top of her forecabin and poop rails. She has 80 hull points and a capacity of 100,000 coin. Her hull is AC 8.

In addition to the captain and first mate, *Blossom's* crew includes a bosun and nine seamen. The Castegeres are described in **ROGUES, REGENTS & RASCALS**. The bosun and nine seamen have the following characteristics:

Bosun Bhuto Bulazi: AC 9; HD 5; hp 15; MV 120'(40'); #AT 1; D 2-5; Save M5; ML 11; AL N; XP 175.

Bhuto carries a *dagger* +1 hidden under his shirt and wears a chain around his neck from which are suspended the keys to his sea chest, the galley stores (2-5), and the ship's stores (2-6). He knows the spells *read magic*, *sleep*, *invisibility*, *knock*, and *dispel magic*.

Bhuto has been with Castegere for 16 years, ever since the captain bought him from a Thonian slave factor. A decade ago, after Bhuto saved Gerry's life during a wild melee with Frisian pirates, Castegere manumitted his slave and made him bosun, with the customary triple share of the profits from each voyage. Bhuto is intensely loyal to his captain. He is also the only member of the crew who knows the truth about Gerry's gender, a bit of knowledge that he stumbled on by accident and has kept strictly to himself. Even the Castegeres don't know that Bhuto has found them out.

Seamen (9): AC 9; HD 2; hp 12 each; MV 120' (40'); #AT 1; D 1-4 (dagger) or 1-6 (short sword); Save F2; ML 11/9/7; AL N; XP 10 each.

Each seaman carries a dagger hidden on his person. If *Blossom* is at sea, members of the watch also carry cutlasses (treat as short swords). If danger threatens, all seamen carry cutlasses.

Blossom's seamen have always been well-treated by their captain, and are intensely loyal to both Castegeres. They also have a kind of superstitious faith in their captain's "luck." As long as they know that he is alive and conscious, their morale is 11. If he is killed or appears to have been knocked out of a fight, their morale drops to 9. If both the captain and Gerry are killed (not just rendered unconscious or subdued), the morale of the seamen drops to 7. None of the seamen suspects that Gerry is female.

Deck Plan Key

Blossom consists of 14 separate areas on four levels, plus a crow's nest atop the mast. Unless otherwise noted, doors, portholes, and windows are unlocked. Portholes are 10" square—too small for

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a character to pass through. Doors are six feet high, three feet wide and made of solid oak. Exterior decks and stairs are lined with two-foot-high railings. All cabins and other internal areas have seven-foot ceilings.

1. Main Deck

Centered on the main deck is a thick 50-foot-high mast. Iron rungs set in its aft side lead to the crow's nest (2-15). A wooden rack built into the mast at waist height holds a score of oak belaying pins (treat as clubs). At night, a lighted lantern hangs from an iron hook set at eye level in the mast's forward side. Forward of the mast is a 10-foot jolly boat, which is inverted and lashed to four heavy deck cleats. Treat this item as a lifeboat having only 10 hull points and a capacity of 10,000 cn. Stowed under the jolly boat is a gangway that can be emplaced in either the port or starboard side of the main deck; the center five-foot section of railing in each side is hinged so that it can swing back to accommodate the gangway.

Set into the deck abaft the mast is a barred wooden grate giving access to the cargo hold (2-11). Short stairways in each forward corner go to the forecabin (2-2). Similar stairways in the aft corners go up to the poop deck (2-3).

Set into the bulkheads marking each of the upper decks are three doors. The center door in the aft bulkhead goes to the aft belowdecks cabin (2-12); the starboard door goes to the captain's cabin (2-9); the port door goes to the mate's cabin (2-8). The center door in the forward bulkhead goes to the crew's quarters (2-10); the starboard door goes to the bosun's cabin (2-7); the port door goes to the galley (2-6).

If *Blossom* is in danger, there are seven crewmen armed with cutlasses on the main deck. When *Blossom* is docked at Robinsport, a gangway leads from the port side to the dock, and there are four Afridhi soldiers (AC 5; HD 2; hp 12 each; MV 120' (40'); #AT 1; D 1-8; Save F2; ML 10; AL C; XP 10 each) on guard on the main deck. They wear chain mail and carry swords. The guards have

orders to allow only crewmen on board.

2. Forecastle

The raised forecabin is dominated by the capstan, from which a heavy anchor chain runs to the vessel's port side. When *Blossom* is at sea and the weather is fair, three to six seamen lounge on this deck, chatting and working at their scrimshaw; a seaman armed with a cutlass stands watch on the forecabin at night. When the ship is at Robinsport, an Afridhi soldier (AC 5; HD 3; hp 18; MV 120' (40'); #AT 1; D 1-6 or 1-8; Save F3; ML 10; AL C; XP 35) takes his place. He wears chain mail and has a crossbow and a sword. If the main deck guards become involved in a melee, he supports them with crossbow fire.

3. Poop Deck

Rising from the poop deck is a tiller, with a five-foot-long horizontal arm that controls the rudder. A seaman mans the tiller unless *Blossom* is in port. When not at the tiller, the seaman paces the deck throughout his watch. When *Blossom* is at sea, either Hieronymus, Gerry, or Bhuto is also on this deck. When *Blossom* is at Robinsport, there is an Afridhi soldier (AC 5; HD 3; hp 18; MV 120' (40'); #AT 1; D 1-6 or 1-8; Save F3; ML 10; AL C; XP 35) here. He wears chain mail and has a crossbow and sword. If the main deck guards become involved in a melee, he comes to their aid.

4. Galley Stores

Rusty iron hooks set in the oak beams of this storeroom hold hams, sides of bacon, strings of sausages, and net bags of dried herbs. There is a stack of large bulging sacks against the outer hull. To the left of the door is a large bin. To the right are three barrels. Thrust into a pile of sand in the forward starboard corner of the cabin are five large clay jars.

The sacks hold dried beans and lentils. The bin holds flour. The barrels hold ale, apples, and salt pork. The jars hold wine, salt, sugar, honey, and olive oil.

5. Ships Stores

A stack of oak planks rests against the outer hull. It is secured with thick ropes made fast to cleats in deck and ribs. Next to the planks is a barrel, which is lashed to the deck cleats. Set against the port bulkhead are two casks and two closed bins.

The barrel contains tar. The casks hold iron spikes and copper nails. The bin nearest the door holds brushes and 12 sealed buckets of paint and turpentine. The other bin holds four large rolls of sailcloth, three 100-foot lengths of rope, and a box of carpenter's tools.

6. Galley

A crude metal stove is set against the forward wall of this L-shaped room. There is a porthole above the stove obviously intended to accommodate the stovepipe when it is in use. Next to the stove is a large closed oak bin. Bolted to the deck against the outer hull is a scarred oak table with a central drawer. A tall oak cabinet is bolted to the opposite bulkhead. A crude straight-back chair is bolted to the deck next to a door in the forward bulkhead. Lashed to the bulkhead on the other side of the door is a water cask. A lantern and a collection of cooking gear hangs from iron hooks in the ceiling.

The locked door goes to the galley stores (2-4). Bhuto, the cook, and Castegere each have keys. During the day, whichever seaman is taking his turn as cook is on duty in the galley unless danger threatens. The table drawer holds cleavers and knives. A sheath bolted to the table's underside holds a cutlass. The cabinet holds crockery.

7. Bosun's Cabin

This cabin has a single bunk built into the port bulkhead. A table and two chairs are bolted to the center of the deck. There is a door in the forward

bulkhead and a glazed porthole in the outer hull. A small lantern hangs from a hook over the table.

This is Bhuto's cabin. The locked door goes to ships stores (2-5). Bhuto and Castegere have the only keys. Beneath the bunk and obscured by the overhanging bed clothes is Bhuto's spell book and a locked copper-bound oak sea chest full of clothing and toiletries. It also contains a small sack of 100 gold pieces and 100 silver pieces. If Bhuto isn't encountered elsewhere on *Blossom*, he is in his cabin.

8. Mate's Cabin

The walls, floor, and ceiling of this cabin are paneled in white oak. There is a bunk built into the starboard bulkhead. A carved dark oak table and three matching side chairs are bolted to the center of the deck. There is a glazed porthole in the portside hull and a glazed window aft. Beneath the window is a brass-bound oak sea chest. A lantern hangs from an iron hook set in the ceiling above the table. Atop the table are a copper basin and ewer and a towel.

Gerry Castegere bunks here. The locked sea chest holds clothing, toiletries, and personal effects, including a large number of female undergarments. It also holds a *short sword +1*, her crossbow, 20 quarrels, a small sack holding 100 gold pieces, and a leather pouch holding 12 pearls, worth 500 gold pieces each. The key to the chest is hidden in a hollow area in the aft portside post of the cabin's bunk. Beneath the bunk is a copper chamber pot. Unbeknownst to any but Gerry and her father, pressing a loose board in the starboard wall opens a secret door leading to the captain's cabin (2-9). If Gerry isn't encountered elsewhere on *Blossom*, she is here.

9. Captain's Cabin

The walls, floor, and ceiling of this

cabin are paneled in dark oak. The room's single bunk is built into the port bulkhead. There is a glazed porthole in the starboard hull and a small glazed window aft. A carved dark oak writing desk and a matching armchair are bolted to the deck beneath the window. Next to the desk is a brass-bound oak sea chest. Built into the starboard hull is a glass-doored cabinet holding some leather-bound books, several dozen parchment sea charts, and some navigational tools. Atop the cabinet is a towel and a copper basin and ewer. Above it hangs a sun-faded, gilt-framed portrait of a young woman who looks exactly like Gerry Castegere. A lantern hangs from an iron ceiling hook over the desk.

Hieronimus Castegere bunks here. The portrait is of his dead wife, Blossom. The unlocked cabinet holds nothing of value. The locked sea chest contains clothing, toiletries, and personal effects. It also contains a *sword +1*, *charm person* and a large sack holding 200 gold and 400 platinum pieces. The locked desk holds parchment, quills, ink, sealing wax, a pot of blotting sand, and a portfolio of Castegere's personal papers. It also contains a leather sack holding 18 pearls worth 500 gold pieces each. The captain carries the keys to his desk and sea chest in his belt pouch. Unbeknownst to anyone but Gerry and Hieronimus, pressing a knot hole in the starboard wall opens a secret door that leads to the mate's cabin (2-8). In addition, a hidden speaking tube in the port bulkhead next to the desk lets Castegere speak with persons inside the hideaway (2-13).

If Hieronimus isn't encountered elsewhere on *Blossom*, he is here. If he is present, there is a 20% chance that Gerry is with him (if she hasn't already been encountered).

10. Crew's Quarters

This 20-foot by 20-foot cabin is dominated by a scarred 10-foot oak trestle table flanked by a pair of oak benches.

Its other contents consist of nine hammocks and an equal number of sea bags slung from hooks set in the main ribs and in two foot-thick posts. A shabby curtain strung diagonally across the cabin's aft starboard corner forms a makeshift privy accommodating a large tin chamberpot. The starboard and port hull surfaces each have one porthole containing a removable wooden plug. Affixed to the main rib next to the starboard porthole is a jagged piece of mirror and a small shelf holding a basin, ewer, and towel. Set in the aft bulkhead are a companionway and a door. The companionway is set with 12 iron brackets holding cutlasses.

The companionway goes to the main deck (2-1). The door goes to the cargo hold (2-11). The sea bags contain the crew's possessions, mostly clothing and such. If looted, they net a total of just 40 gold pieces, 100 silver pieces, and a single inferior pearl worth 300 gold pieces. One seabag also gives up a scrimshawed *ring of fire resistance*. During the day, seamen not on watch or lounging on the forecabin are sleeping in this area. At night, there are six crewmen asleep here.

11. Cargo Hold

This 24-foot by 40-foot area is the ship's cargo hold. Resting on deck and securely lashed to starboard hull and deck cleats are 34 large crates, stacked two high. Similarly secured against the port-side hull are 72 barrels, stacked two high. Lashed to the deck against the aft bulkhead is a long low stack of four dozen rolls of sailcloth. There are two doors in the aft bulkhead and a third door in the forward bulkhead. Next to the mast is a companionway. An iron grate is set in the middle of the deck forward of the mast. A lantern hangs from an iron hook set in the mast. A variety of cargo-handling gear hangs from other hooks or is lashed to the mast.

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The aft doors go to the belowdecks aft cabin (2-12); the forward door to the crew's quarters (2-10). The grate can be removed to give access to the bilges (2-14). The companionway goes to the upper deck (2-1); it is a knock-down that can be removed to accommodate the loading of oversize cargo. The largest of the crates hold assorted furniture. The smaller ones hold crocks of spices packed in straw. Half of the barrels hold apples; the other half contain fresh cider. The cargo-handling gear hooked to the mast includes comealongs, two heavy hook-and-chain assemblies, a block and tackle, and a 100-foot length of rope. Laid out between the sailcloth and the aft bulkhead is a cargo net.

12. Belowdecks Aft Cabin.

The only amenity in this 24-foot by 14-foot cabin is a chamber pot in the aft port corner. There is a pile of canvas and cordage in the other aft corner. The port and starboard hull sections each have a porthole, but their wooden plugs are spiked down and sealed with pitch. The forward bulkhead contains two doors and a companionway. Two foot-thick posts occupy the center of the room.

The doors go to the cargo hold (2-11). The companionway goes to the main deck (2-1). The cabin's forward bulkhead is a knockdown that can be lashed to the rooms center posts in order to open this area up and increase the size of the cargo hold. Castegere has the bulkhead set up to form a passenger cabin. The pile of canvas and cordage is actually a dozen hammocks that can be strung from iron hooks in the posts, bulkheads, and main ribs. There is a secret door in the center of the aft bulkhead leading to the hideaway (2-13). Only Gerry, Castegere, and Bhuto know that it exists and that it is activated by pressing a loose plank in the deck at the same time that one pushes against the secret door.

13. The Hideaway

The forward bulkhead of this 4-foot by 24-foot area forms a false hull that seems clearly intended to fool customs inspectors. The area is empty.

Castegere uses this secret hold to hide contraband—which on this trip includes only the PCs. A speaking tube next to the secret door allows persons inside the hideaway to speak with (and listen to) persons standing by the desk in the captain's cabin (2-9).

14. The Bilges

This area spans the length and beam of the ship and is filled to within two feet of the ceiling with wet sand.

15. Crow's Nest

About 10 feet from the top of the mast and 40 feet above the deck is a crow's nest that can accommodate three crewmen. This eight-foot-diameter circular wooden platform has solid two-foot-high sides. The iron rungs set in the mast give access to it through a two-foot square hinged hatch, which can be locked from above by throwing a deadbolt. Brackets set in the mast hold a cased crossbow and a case of quarrels. When *Blossom* is at sea, a seaman armed with a cutlass stands watch here during the day. Anyone using missile fire to attack this area's occupants subtracts 3 from their To Hit die rolls (in addition to other adjustments).

The Visit to Robinsport

When *Blossom* reaches Robinsport, she ties up at circle Q (see below) next to an oak pier with her prow facing land and about 100 feet from the shore. There are no other vessel's nearby.

As soon as the vessel heaves within sight of Robinsport, Castegere gathers the PCs together in the belowdecks aft cabin (2-12) and shows them the hideaway (2-13). He then orders them to enter that area with their gear and not to make any noise or leave the hideaway

until he calls for them. Once the Afridhi customs inspectors leave, they can come out. Castegere now reveals his plan for getting the PCs on and off his vessel. Read this passage aloud:

"Once dem customs nosies be gone, my boys empty out ta' cider from some o' dem barrels in ta' hold. Cider goes down into ta' bilge. You an' yer' kit go into ta' empty barrels. Barrels get unloaded as cargo. Cargo goes into warehouse jes' by dock. Once inside, crew unpacks barrels. Happy passengers leave warehouse—mingle wit' local crowds—now dey jes' good little Robin'port lubbers out fer mornin' stroll. Ready t' leave, go t' main gate. Spin a tale. Out ya' go. Slickers."

"Time t' go home, ya' watch fer *Blossom*. See her at dock, ya' let me see you. I tell Bhuto. Bhuto tell you. Jes' do what he say. We do ta' rest. All fair weather."

Having passed on these instructions, the captain ushers the PCs into the hideaway and makes sure that the secret door is tightly shut behind them. As soon as *Blossom* docks at Robinsport, a group of six Afridhi soldiers are stationed on the upper decks (see the Deck Plan Key), and three Afridhi customs officers come aboard to inspect the cargo. When the cargo has been inspected, the three agents stand by the hatch on the main deck (2-1) and tally what is unloaded.

Customs Agents (3): AC 9; HD 1; hp 4 each; MV 120' (40'); #AT 1; D 1-4 (dagger); Save as Normal Man; ML 6; AL C; XP 5 each.

It takes 3-6 hours for the ship to dock and the customs inspectors to finish. Emptying the barrels and packing the PCs in them takes another hour. Hauling the barrels out of the hold, rolling them to a warehouse in circle Q and unpacking the PCs takes another 2-5 hours. Thus, 5-12 hours after sighting Robinsport, the PCs can start exploring the town.

There is a 2% chance that the Afridhi

customs agents discover the hideaway during their inspection. There is a 1% chance that an improperly secured lid falls off one of the barrels containing a PC while that barrel is being rolled down the gangplank onto the dock. If a barrel comes open, there is a 50% chance that none of the Afridhi notices so long as the PC stays in the barrel and keeps quiet. If anything happens to arouse the suspicions of the Afridhi customs agents (or if the agents are attacked), they call the topside guards and order the arrest of everyone aboard *Blossom*. One of the main deck guards then runs to fetch help, returning with a section of Afridhi troops (per a 3 result on the **CRISIS HAZARD TABLE**) within 1-4 turns.

If there is a melee aboard *Blossom* while it is in port or if it becomes clear that the Afridhi are going to be able to link the vessel with smuggling or with the death or disappearance of their soldiers or customs agents, then Castegere orders his crew to defend the vessel and puts to sea. Only if he is opposed by overwhelming strength and is unable to put to sea will he surrender.

If Castegere is forced to surrender, he will attempt to join forces with the PCs, seeing this as his best hope of escaping and regaining his vessel. At your option, he may even propose that he and his crew help the PCs accomplish their mission in exchange for the PCs' help in recapturing *Blossom* at the end of the adventure. If he and the PCs part company, then Castegere and his crew hide in Robinsport looking for a chance to retake *Blossom*. If the PCs reenter Robinsport during this adventure and any of *Blossom*'s crew are still alive and free, then one of the crew finds them and proposes that PCs and crew steal the ship from the Afridhi and leave the Duchy together.

If Castegere flees from Robinsport, he never returns. If the PCs are on board when he flees, he drops them at Fel and returns to Blackmoor to pick up his fee for the first half of the job. They will have to get into and out of the Duchy on their own.

Any irregularities involving *Blossom*, her passengers, or her crew cause the

Afridhi to impound the vessel and arrest everyone on board. The Afridhi soldiers listed on the Deck Plan Key become its only occupants. Everyone else is hauled off to the hall of justice in circle D, where they undergo a brief examination by one of the Sisters of Fire. Seeing that these are important prisoners, she orders that they be taken immediately to Tor Kurram to be examined by Toska Rusa before being routinely put to death.

The Chase Flow Chart

The town of Robinsport is a vast area, far too large to be described in detail in this module. However, this town (in fact, any town or city visited during this adventure) can be explored using a special mapping device, called a Chase Flow Chart. You can use this device to represent an entire city without having to construct a detailed map for it.

The Chase Flow Chart is composed of two kinds of circles: those showing typical street intersections and those showing Hazard locations. The circles are connected by arrows. Next to each arrow is a number showing the number of feet between the circles connected by that arrow. Inside each circle is a letter that is identical to a letter on the town's Location Key. This key shows what landmarks, buildings, and events are found at each lettered circle; the contents in each circle may change from one town to the next. However, since Robinsport is the only town in the Duchy of Ten that the PCs are expected to enter, only the key for Robinsport is included in this module. Modify the key as necessary for use in other towns.

Ten of the circles on the Chase Flow Chart are numbered; these are starting places. Whenever a chase begins at some undefined location or the PCs are just wandering the streets, roll 1d10. Start in the circle that matches the die roll.

The Location Key lists the important buildings located in each lettered circle. If the PCs want to find a building whose location you haven't defined, first decide if the building exists, then either choose a location or roll 1d10 to get a random location for it. Characters can ask passersby for

directions, look for street signs, go into shops and ask for assistance, or otherwise explore until they find what they're looking for. Once they find something, its location becomes fixed; note it on the Location Key so that the PCs can find it again.

Only important shops and buildings are listed on the Location Key. Residences are everywhere; the streets are clogged with people during the daytime. At night, parties of 4-8 Afridhi soldiers patrol them, and far fewer citizens are about. If the PCs become involved in a melee, they attract the attention of the entire neighborhood. Within one turn, 20-80 Afridhi soldiers arrive. Afridhi civilians help them track down the PCs, but Tenian civilians hide the PCs if they can do so unobserved.

ROBINSPOORT LOCATION KEY

- A. Tanner, Leather Worker, Stable.
- B. Butcher, Cobbler, General Store.
- C. Constable, Tax Gatherer, Scribe.
- D. Lord Mayor's Palace, Hall of Justice, Prison, Afridhi (ex-Tenian) Temple.
- E. Afridhi Residence, Grocer, Afridhi (ex-Tenian) Temple.
- F. Stonecutter, Brickmaker, Tile-maker.
- G. Candlemaker, Lampmaker, Lumber Mill.
- H. Inn, Stable, Winemaker, Goldsmith.
- I. Alchemist, Barber, Florist, Tailor.
- J. Perfumer, Dyer, Jeweler, Beauty Shop.
- K. HAZARD, Tenian Residences, Tavern, Open-Air Market, Puppet Show.
- L. Tavern, Bellmaker, Glazier.
- M. HAZARD, Residences, Butcher, Stable.
- N. Dairy, Glassblower, Jeweler.
- P. Butcher, Herbalist, Bakery, Hat-maker.
- Q. Docks, Shipwright, Warehouses.
- R. HAZARD, Fishmarket, Chandler.
- S. Outdoor Market, Bazaar, Tavern, Merchants' Guild Hall (empty).

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- T. Inn, Stable, Magic Shop, Afridhi Barracks (ex-Tenian Temple).
- U. Alchemist, Potter, Thieves' Guild Hall, Clandestine Moneylender.
- V. Docks, Wine Shop, Weaver, Tailor.
- W. Woodworker, Scribe, Clandestine Temple of Thonian High Church.
- X. Weaver, Sailmaker, Candlemaker.
- Y. Blacksmith, Tavern, Stable (ex-Tenian Temple), Secret Degern Recruiter.
- Z. Town Gates, Tax Gatherer.

Hazards: A Hazard is an obstacle or event that affects play. Some circles have the word **HAZARD** in them, and a **HAZARD** result is shown opposite certain letters on the Location Chart. If the PCs enter a Hazard circle when not involved in a chase or crisis, roll 1d4 and apply the result on the **EVERYDAY HAZARD TABLE**. If they enter a Hazard circle during a crisis situation, or when they are pursuing or being pursued by someone, roll 1d4 and apply the result on the **CRISIS HAZARD TABLE**.

Pursuit Situations: If the PCs are fleeing or chasing someone, see the Chase Flow Chart. The distance between each circle is shown in feet. Use the encounter speed (feet per round) for PCs and their opponents. Running speed is three times encounter speed.

First determine in which direction the pursuit is going. Then determine which side is faster. Find the difference in speed between the two groups.

During each round of the chase, first figure out how far the party in the lead travels. Then use the speed difference between the parties to find out if the pursuer gains or loses ground. If the pursuer catches up, a melee takes place.

Each time the lead party comes to a circle with a branching intersection, it escapes its pursuers if the distance between its destination circle and the previous circle is less than the distance between the two parties.

The fleeing party can try to duck into a building or otherwise shake pursuers. The base chance of success is 5% + 5% for every 10 feet separating the two parties. Secret-

ly roll the dice to determine the attempt's success. If the roll fails, the pursuers spot their quarry entering the building.

EVERYDAY HAZARD TABLE

- 1 The PCs encounter an Afridhi press gang, consisting of nine Afridhi soldiers (AC 5; HD 1; hp 6 each; MV 120' (40'); #AT 1; D 1-8; Save F1; ML 9; AL C; XP 10 each) and one Afridhi officer (AC 5; HD 2; hp 10; MV 120' (40'); #AT 1; D 1-8; Save F2; ML 11; AL C; XP 20). The Afridhi wear chain mail and carry swords. They have eight Tenian prisoners (AC 9; HD 1; hp 4 each; MV 120' (40'); #AT None; D None; Save as Normal Man; ML 6; AL N; XP 5 each) in leg irons. Each prisoner carries two extra sets of irons.

There is a 50% chance that the Afridhi stop the PCs and inquire as to their place of residence, their business in the town, etc. If the PCs' answers fail to satisfy the officer in charge of the press gang, he has his men try to impress the PCs and send them to Tor Kurram. They first loot the PCs' possessions and then put them in the spare leg irons that are being carried by the Tenian prisoners.

- 2 The PCs encounter an Afridhi patrol, consisting of six Afridhi civilian constables (AC 7; HD 1; hp 4 each; MV 120' (40'); #AT 1; D 1-8; Save F1; ML 10; AL C; XP 10 each). The Afridhi wear leather armor and carry swords. Unless the PCs attack the patrol or look extremely suspicious, the constables ignore them.
- 3 The PCs are accosted by a ragged beggar with only one arm, a patch over one eye, and a collection of disgusting, suppurating sores (AC 9; HD 2; hp 10; MV 120' (40'); #AT 1; D 1-4; Save F2; ML 6; AL N; XP 20). The beggar whiningly asks for "alms for a soldier a' ta' Duchy what 'as fallen on 'ard times." He follows the PCs and loudly continues his pitch until given at least one gold piece. The beggar carries a dagger hidden in his rags.

- 4 The PCs encounter a former Tenian police snitch (AC 9; HD 3; hp 15; MV 120' (40'); #AT 1; D 1-4; Save F3; ML 10; AL L; XP 35) who sometimes sells information to the Afridhi constables. The Tenian is disguised as a tinker. He carries a dagger hidden under his clothes. There is a 75% chance that he knows the PCs to be strangers and decides to tail them to see what they're up to. If he decides to tail them, he does so for the rest of the time the PCs are in town. If he notices them doing anything suspicious, he goes off to tell the constables, and the PCs encounter a party of them within 3-6 turns per a 2 result above. If Gregor or Stout Robin notice the man (roll of 6 on 1d6 once per day), they know him for a traitor.

CRISIS HAZARD TABLE

- 1 The PCs encounter an Afridhi patrol, consisting of eight Afridhi civilian constables (AC 7; HD 1; hp 4 each; MV 120' (40'); #AT 1; D 1-8; Save F1; ML 10; AL C; XP 10 each). The Afridhi wear leather armor and carry swords. They try to arrest the PCs.
- 2 Riot! Hundreds of Tenian citizens, Afridhi civilians, constables, and Afridhi foot soldiers are embroiled in a mob scene at this spot. The PCs can force their way through the confused mass of milling people at the rate of 10' per round. There is a 25% chance per round that pursuers will lose sight of the lead party.
- 3 The PCs encounter an Afridhi patrol, consisting of 19 Afridhi soldiers (AC 5; HD 1; hp 6 each; MV 120' (40'); #AT 1; D 1-8; Save F1; ML 9; AL C; XP 10 each) and one Afridhi officer (AC 5; HD 2; hp 10; MV 120' (40'); #AT 1; D 1-8; Save F2; ML 11; AL C; XP 20). The Afridhi wear chain mail and carry swords. If the PCs are being pursued, the soldiers try to capture them. Otherwise, you determine what the soldiers do.

- 4 Roadblock! The PCs encounter an Afridhi checkpoint, consisting of several commandeered carts pulled across the street to block it except for a narrow walkway. A group of nine Afridhi soldiers (AC 5; HD 1; hp 6 each; MV 120' (40'); #AT 1; D 1-6 or 1-8; Save F1; ML 9; AL C; XP 10 each) and one Afridhi officer (AC 5; HD 2; hp 10; MV 120' (40'); #AT 1; D 1-8; Save F2; ML 11; AL C; XP 20) man the checkpoint. The Afridhi wear chain mail and carry swords. The soldiers also have crossbows. They are stopping and questioning all characters who want to pass the roadblock.

The Overland Journey

Run the journey through the Duchy of Ten using the D&D® Expert Set, but modify those rules as follows.

1. Use the **ENCOUNTER CHANCE TABLE** in this module to determine how often you must check for encounters and what die roll result causes an encounter.
2. Use the land Encounter Tables in this module to determine exactly what the PCs encounter during their journey.
3. Use **MAP 1: THE NORTHLANDS** to keep track of where the PCs are.
4. Use the material found in **THE PLOT TWISTS** to enrich play of this journey.

The PCs can leave Robinsport either as free men or as Afridhi captives. If free, they can follow any desired path, but will have to travel in disguise. Unless they manage to acquire Afridhi garments and can approximate Afridhi physical appearance (squat and squarely built with olive complexions and black hair and eyes), they will have to travel disguised as Tenians.

If disguised as Tenians, they must observe certain laws. They can use pack animals and draft animals, but aren't allowed to ride (penalty for doing so: loss of eyes). They must always speak courteously to any Afridhi no matter how

obnoxious the individual (penalty for failure to do so: loss of tongue). They must always step aside to let an Afridhi pass (penalty for failure to do so: loss of feet). They can't carry weapons or wear armor (penalty for doing so: loss of head).

If the PCs leave Robinsport as Afridhi captives (whether as a result of arrest or press ganging), their possessions, including clothing and jewelry, are all confiscated. Their only equipment is a single wineskin filled with water. The PCs wear leg irons and are shackled to a long heavy chain along with enough other captives to make a group of 24. If *Blossom's* crew have been arrested, they are the other captives on the chain. The captives are escorted by 11 mounted Afridhi soldiers and one sergeant:

Afridhi Soldiers (11): AC 5 (chain mail); HD 2; hp 12 each; MV 120' (40'); #AT 1; D 1-6 (crossbow) or 1-8 (sword); Save F2; ML 9; AL C; XP 20 each.

Afridhi Sergeant (1): AC 5 (chain mail); HD 4; hp 24; MV 120' (40'); #AT 1; D 1-8 (sword); Save F4; ML 11; AL C; XP 75).

Riding Horses (12): AC 7; HD 2; hp 12 each; MV 240' (80'); #AT 2 hooves; D 1-4/1-4; Save F1; ML 7; AL N; XP 20 each.

Captives (variable): AC 9; HD 1; hp 4 each; MV 120' (40'); #AT 1; D 1-2 fists; Save as Normal Man; ML 6; AL N; XP 5 each.

The Afridhi march their captives all day with just one break at midday for a meal requisitioned from any farmhouse they happen to pass around noon. The evening meal is acquired in the same manner. No breakfast is provided. The prisoners are never unshackled. At night, their chain is bound around a tree and they are kept under guard by three members of the escort. On the march, the sergeant and seven soldiers ride in front of the PCs. Four others bring up the rear. The Afridhi take their captives to Tor Kurram by the most direct road

from Robinsport south past the Barrier Swamp and the Wilds of Ten, then east past Stormorgan into the Barrens of Karsh.

The Plot Twists

You can use the following plot twists, at your discretion, to enrich play, keep the adventure moving, and balance events so that the PCs are challenged without being overwhelmed.

1. Gerry's Romantic Development

Preconditions: None.

Description: Gerry Degern, who is a very impressionable young lady, develops a crush on one of the PCs.

Mechanics: Initially, Gerry is just a bit curious about the PCs. This leads her to spend time talking to them—and especially to whichever male PC has the highest charisma. By the last day of the voyage, she is thoroughly smitten (even if the PC doesn't encourage her in this), and is looking for a way to join the PCs on their mysterious "mission" so as to spend more time with the object of her affections. Whether or not she actually does so, she is willing to help the PCs in any way she can while they are in Robinsport. If Hieronymus learns of her intentions, he first tries to argue her out of any involvement with the PCs. If this doesn't work (80% chance that he fails to change her mind), he has Bhuto cast a *sleep* spell on her and ties her up in her cabin, telling the PCs that she is ill.

2. Hieronymus' Treachery

Preconditions: None. However, this twist works well with #1.

Description: Hieronymus Castegere plans to turn the PCs over to the Afridhi when they try to arrange a return passage.

Mechanics: Believing that the PCs are unlikely to return from their journey anyway, Hieronymus decides to make a little extra money from his knowledge of them. If Gerry has developed a crush on one of the PCs, he may also want to stop

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them from having further contact with her. Once the PCs are ashore, he plans to go to the authorities and spin them a tale to the effect that Blackmoorian agents have just approached him seeking to arrange passage back to Blackmoor at some time a few weeks hence. He will then suggest that the Afridhi keep his vessel under surveillance when he is in port. That way, when the Blackmoorians reappear, he can point them out. The treacherous captain is certain that he can pry from the Afridhi a reward of at least 1,000 gold pieces per PC. When added to the fee that he is getting from Blackmoor for carrying them to the Duchy and waiting to pick them up, he could make a handsome profit on this deal.

3. The PCs' Eavesdropping

Preconditions: Use this plot twist only if the PCs discover the hideway (2-13) on their own.

Description: The PCs overhear Gerry and Hieronymus arguing over Hieronymus' plan to betray them.

Mechanics: When they find the hideaway, the PCs also find the speaking tube connected to the captain's cabin (2-9). At that time, they hear Castegere enter the cabin and approach his desk while talking to Bhuto. He says nothing of interest, but if the PCs eavesdrop on succeeding days, they overhear Castegere and Gerry in a bitter argument. During the argument, Castegere's plan becomes clear. Gerry finally gets Castegere to agree to drop his plan, though this does not mean that he really intends to do so.

4. Sigurd Gustafson's Untimely Rescue

Preconditions: Use this plot twist in the event that *Blossom* is sunk or the PCs are separated from her during the voyage to Robinsport.

Description: The PCs (and any members of *Blossom's* crew who are with them) are picked from the sea by Skandaharian Raiders in Sigurd Gustafson's longship *Ghost Maker*.

Mechanics: The Skandaharian Raiders are returning home after peddling the loot from their last raid at Bartertown. They come upon the PCs at sea and fish them out of the water, stripping them of their remaining possessions, and binding them with heavy chains. Since they must pass Robinsport on their way home, the captain elects to stop there long enough to sell the PCs to the Afridhi, who have lately been buying slaves for work on their big labor gangs. The captain's desire to keep the PCs in good shape for sale at Robinsport (plus the fact that most of the crew are tired and hungover after their successful raid) spares them any physical abuse.

Gustafson's vessel is 90 feet long, 30 feet abeam, and has a draught of just four feet. It is eight feet from the waterline to the top of the gunwhales. The vessel has 80 hull points. Its hull is AC 8. It has a capacity of 40,000 cn. Inside, the ship is really just an open boat, with seven-foot-high rowing benches beneath which are cubby holes that sleep up to three men stacked vertically. The forward and aft ends of the vessel accommodate a seven-foot-high forecabin and poop deck, respectively. The PCs are chained to iron eyes set in the foredeck.

The vessel's single mast has a large striped sail, but it is propelled mainly by 28 oars pulled by 56 oarsmen (the number required for full speed in this type of longship). When the PCs are brought aboard, the sail is furled. Spiked to the mast are the heads of a dozen mermen and an equal number of dolphins. Most goods are stored in a shallow space atop the ballast beneath the removable deck planks, but there are two large, locked chests on the poop deck. One of them holds 3,000 gold pieces; the other holds 2,000 electrum pieces and 1,000 platinum pieces.

MAP 4: THE LONGSHIP GHOST MAKER shows the general layout of *Ghost Maker*. The vessel is currently crewed by Captain Sigurd Gustafson and 75 Skandaharians.

Sigurd Gustafson: AC 4 (chain mail and shield); HD 10; hp 50; MV 90' (30'); #AT 1; D 1-8 (battle axe); Save F10; ML 11; AL C; XP 900.

Skandaharians (75): AC 4 (chain mail and shield); HD 4; hp 20 each; MV 90' (30'); #AT 1; D 1-8 (battle axe); Save F4; ML 9; AL C; XP 75 each.

If the PCs (and members of *Blossom's* crew) reach Robinsport as Skandaharian captives, they are sold to an Afridhi slave factor at dockside (circle Q) and are immediately dispatched to Tor Kurram as sacrifices under the conditions described in **THE OVERLAND ADVENTURE**.

5. Stout Robin's Recruitment

Preconditions: Use this twist only if the PCs are not captives during their visit to Robinsport.

Description: Stout Robin Goodfellow, the master of the Robinsport Thieves' Guild and a leading member of the Tenian resistance, joins the PC party.

Mechanics: Among those to whom "messages have...gone ahead" is Stout Robin. So when the PCs reach Robinsport, he is on the lookout for them. If the PCs are free when they enter the town, Stout Robin approaches them in the streets and suggests a private talk "in which you will hear something of advantage." If Gregor is with the party, he immediately recognizes Stout Robin and enjoins the PCs to comply with the request. When they are alone in a local tavern, he informs the PCs that Tenian spies have reported that Toska Rusa is encamped at Tor Kurram and that whatever is supposed to happen there is almost ready. He also tells them that numerous efreet have been observed around Tor Kurram, and offers them the loan of a *ring of fire resistance* belonging to his guild.

Since he has to "go south on business, anyway," Stout Robin offers to join the PCs for part of their journey. If they agree, he travels with them at least as far as the crossroads in hex 1521 of **MAP 1**. If, by that time, the PC party is in difficulty (having lost key equipment or characters), there is an 80% chance that Stout Robin postpones his "business" and accompanies them to Tor Kurram.

6. Degern's Ambush

Preconditions: Use this twist only if the PCs are being taken from Robinsport to Tor Kurram as captives.

Description: Warned of the PCs' plight and informed that their mission is of utmost importance, the rebel leader Degern makes a raid into the very heart of the Duchy to rescue them.

Mechanics: Stout Robin or some other member of the Robinsport Thieves' Guild observes the PCs being led from the town in chains. Knowing that Degern is even now raiding into the Barrier Swamp, the Guild sends messengers to locate him. When they do so, he agrees to rescue the PCs and sets up an ambush at the very edge of the swamp, where the road runs closest to it (hex 1719 of MAP 1). **MAP 5: DEGERN'S AMBUSH** shows how Degern deploys a force of 12 of his household guard, his physician, his chaplain, and 20 allied Brothers of the Greenwood to ambush the Afridhi escort and free the captives. The Brothers of the Greenwood have the following characteristics:

Brother of the Greenwood (20): AC 7 (leather armor); HD 3; hp 18 each; MV 120' (40'); #AT 1; D 1-6 (long bow or short sword); Save F3; ML 8; AL L; XP 35 each.

Degern, his physician, his chaplain, and his household guard are described in **ROGUES, REGENTS & RACSALS**. They are all mounted on warhorses:

War Horses (15): AC 7; HD 3; hp 15 each; MV 120' (40'); #AT 2 hooves; D 1-6/1-6; Save F2; ML 9; AL N; XP 35 each.

According to Degern's plan, when the Afridhi escort reaches the point shown on the map, seven Brothers (A) will rush forward to protect the captives while Degern, his chaplain, his physician, and nine of his household guard (B) charge the Afridhi at the head of the column. Three other guardsmen (C) will block the road to prevent any escape. The other Brothers of the Greenwood will use

arrows to cut down the Afridhi.

Once the captives are rescued, Degern takes them to a secret camp on the fringe of the Barrier Swamp (hex 1418 of MAP 1) where his raiding parties are to rendezvous before fighting their way back to their base camp in The Glens. While Degern awaits his men, he speaks with the PCs concerning their mission and what he can do to help them. Degern must return to The Glens to continue building his army, but he will help them in any way that doesn't interfere with that aim. This includes giving them food, armor, weapons, equipment, and mounts. In addition, though he has no magical weapons to spare, his physician has a case of potions that he will give the PCs. This case holds one *potion of fire resistance* plus 3-8 other randomly selected potions from the D&D® Expert Set's sub-table d (Potions).

7. The Brothers' Coup

Preconditions: Use this twist the first time that the PCs randomly encounter any Brothers of the Greenwood.

Description: A group of Brothers gives the PCs a map of Tor Kurram.

Mechanics: The PCs meet some Brothers of the Greenwood who have just scouted Tor Kurram and are now taking to Robinsport a map showing the result.

Their mission is a direct result of the messages that Gregor "sent ahead" from Blackmoor. If Gregor is along, they recognize him and treat him as a comrade. Otherwise, the PCs may have to convince them that they are on the same side. If convinced that the PCs are allies who need to know about Tor Kurram, allow the PCs to see **MAP 6: TOR KURRAM**.

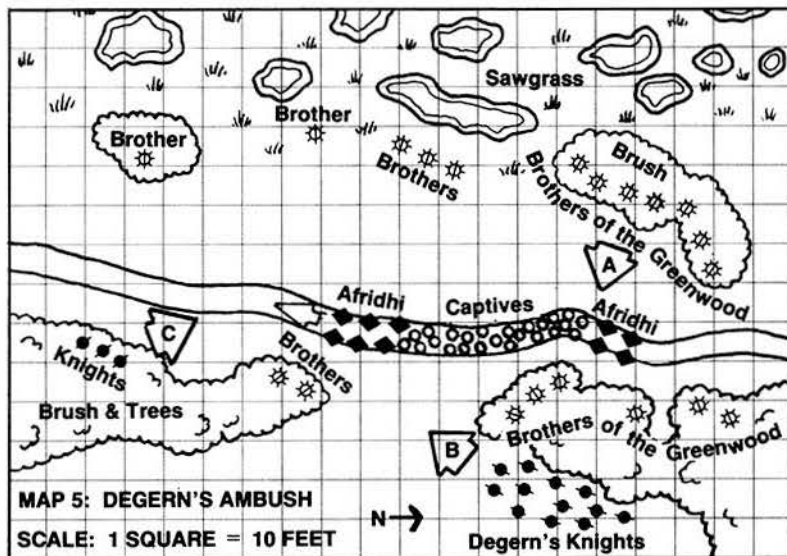
8. Kridor's Quest

Preconditions: None.

Description: Kridor the Sollux meets the PCs and asks to join their party.

Mechanics: Drawn to the Barrens of Karsh by a gathering of efreet, the Sun Brother Kridor the Sollux is seeking to locate and destroy this concentration of his hereditary enemies. He encounters the PCs while both he and they are scouting Tor Kurram. Kridor knows that the efreet he is seeking are inside the hill. If he deduces (80% chance) or learns from the PCs that the party is trying to get inside the hill, he offers to show them a secret way in if they will take him along. If they agree, he shows them the chimney (6-8) leading into the volcano.

Kridor the Sollux: AC 0; HD 14; hp 100; MV 120' (40'); #AT 1; 1-8 (sword); Save F14; ML 9 (12); AL L; XP 2500.



THE FORGE AT TOR KURRAM

The Forge at Tor Kurram consists of two separate areas: the exterior of the hill, described in **THE HILL OF THE HAMMER**, and the excavation, described in **THE TEMPLE FORGE**.

The Hill of the Hammer

The country around Tor Kurram is barren, rocky hill country. There is little water, and the only natural vegetation is a variety of two-foot-high scrub brush. The brush and the large boulders and rock formations in the area make it easy for man-sized figures to travel in secret, so long as they are careful to stay under cover.

Due to the difficulty of detecting enemies in this terrain, the Afridhi have two camps and three watchtowers atop Tor Kurram. Persons moving in the open in daylight within sight of a camp or watchtower are detected, causing an alarm to be raised. Those who stay in areas containing brush or boulders or who are moving through open areas have a 30% chance of being detected if they are within 30 yards of a camp or within 90 yards of a watchtower.

The road to the temple forge follows a narrow ravine, meandering along beside a tiny stream until it reaches the western face of Tor Kurram. The hill, itself, is crisscrossed with trails built by the Afridhi to carry their foot patrols. Two encampments on opposite sides of the hill house 200 Afridhi soldiers, 10 Sisters of Fire, and 20 Handmaidens of Death. There are patrols everywhere. Each turn that a party crosses or travels along a trail, there is a 20% chance that they encounter (and are automatically detected by) an Afridhi foot patrol. Each turn that a party spends within 30 yards of a trail, there is a 20% chance that an Afridhi foot patrol passes by. If they are still and under cover, there is only a 5% chance that the patrol detects their presence. If they are moving under cover, there is a 10% chance of detection. If they are in the open, they are automatically detected. Afridhi foot patrols consist of four soldiers:

Soldiers (4): AC 5 (chain mail); HD 2; hp 10 each; MV 120' (40'); #AT 1; D 1-8 (sword); Save F2; ML 10; AL C; XP 20 each.

During the first round of any melee that is taking place within 150 yards of a watchtower or camp, there is a 40% chance that the melee is detected by someone who raises the alarm. Thereafter, there is an 80% chance each round that the alarm is raised. If the melee is taking place within 100 yards of the nearest camp or watchtower, increase these percentages by 10; if within 50 yards, increase them by 20 instead.

If an alarm is raised, a party of 19 Afridhi soldiers and one officer arrives within one turn and tries to capture the characters who caused the alarm. If the characters are gone, the soldiers search the area, making it impossible to move normally within 90 yards of them without being detected.

Soldiers (19): AC 5 (chain mail); HD 2; hp 12 each; MV 120' (40'); #AT 1; D 1-8 (sword); Save F2; ML 10; AL C; XP 20 each.

Officer (1): AC 5 (chain mail); HD 3; hp 15; MV 120' (40'); #AT 1; D 1-8 (sword); Save F3; ML 11; AL C; XP 35.

All of these rules concerning detection presume that the PCs aren't using magic to disguise or hide themselves. If the PCs are detected, the percentage chances of meeting and being detected by Afridhi patrols are doubled. In addition, the size of the patrols is tripled (from four to 12 soldiers).

If the PCs are captives when they arrive at Tor Kurram, they are locked in the slave pen (6-1) to await questioning and subsequent sacrifice. If captured after they reach Tor Kurram, they are first stripped of their possessions before being taken to the slave pen. In either event, the PCs and any accompanying NPCs are taken before Toska Rusa at the Afridhi main camp (6-2) one day after their capture. After asking them half a dozen questions about themselves, she

orders them taken to the cells inside the temple forge (8-4) and held for sacrifice that very evening. If Castegere and his crew are with the PCs, they are returned to the slave pen and held for sacrifice on another day.

MAP 6: TOR KURRAM shows the main features of the Hill of the Hammer. They are described below.

1. Slave Pen

This 60-foot-square open compound is surrounded by a three-foot-thick, 12-foot-high stone wall topped with shards of pottery and sharp stones that do 1-4 points of damage to anyone trying to climb over the top. Open 20-foot stone towers at each corner can be climbed via ladders set into their exteriors (outside the compound). The compound is entered via a 10-foot-wide bivalve oak gate in the middle of the western wall. Inside are 80 ragged, starving Tenian prisoners. Four soldiers guard the gate, and two others guard each tower.

Guards (12): AC 5 (chain mail); HD 2; hp 12 each; MV 120' (40'); #AT 1; D 1-6 (crossbow) or 1-8 (sword); Save F2; ML 10; AL C; XP 20 each. The guards routinely use their crossbows against any captives who come within 10 feet of the walls or gate. A chalkline in the earth (called the *deadline*) marks the point at which the guards will start shooting.

Tenians (80): AC 9; HD 1; hp 4 each; MV 120' (40'); #AT 1; D 1-2 (fist); Save as Normal Man; ML 12; AL N; XP 5 each. When the PCs reach Tor Kurram, the Tenian captives, who know that they are already dead men, are preparing to make a suicidal attempt to storm the wall. While some brave volunteers form a human pyramid, others will climb up their backs to the top of the wall and escape. They know that most of them will be killed in the attempt, but consider it the only way for anyone to survive. Having already resigned themselves to death, their morale is 12.

If the PCs are incarcerated in the slave

pen and the Tenians discover why they have come to Tor Kurram, there is an 80% chance that they will offer to help the PCs escape so that they can accomplish their mission. In this way, they can accomplish some good by the loss of their own lives. If the PCs *aren't* incarcerated in the slave pen or if they escape in some other way, then the Tenians launch their planned jail break just as the PCs enter the interior of Tor Kurram. This has the same effect as if an alarm were raised; it also draws all Afridhi out of the main camp (6-2).

If Castegere and his crew are in the slave pen when the escape takes place, they scramble over the backs of those making the pyramid and escape into the wilderness, eventually making their way back to Robinsport in hopes of retaking Blossom.

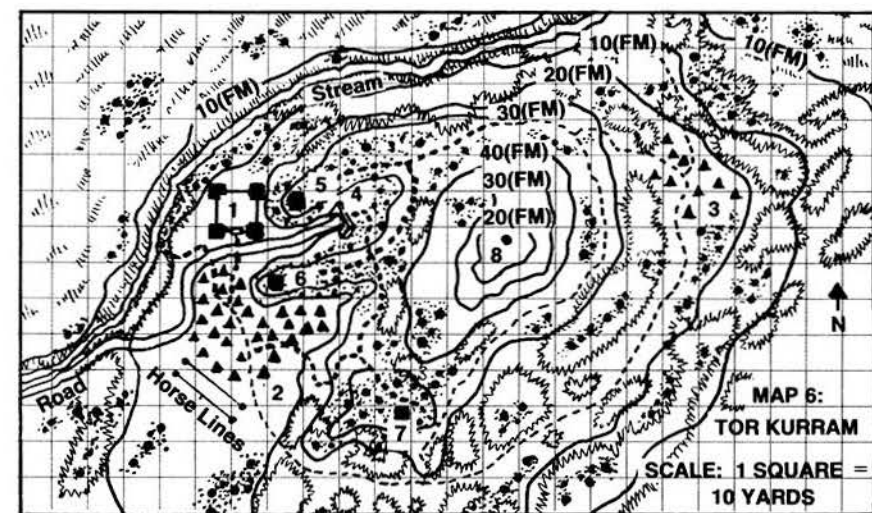
2. Main Camp

The main camp contains 30 bell-shaped tents. Eight of these contain stores. Fourteen house 10 Afridhi soldiers each. One tent houses 10 Sisters of Fire, another 10 Afridhi officers, and another houses Toska Rusa, who is here to see the final activation of the Well of Souls. Surrounding these three tents are five tents housing five Handmaidens of Death each. To the southwest of the tents are two long horse lines at which are picketed 70 riding horses. Since the camp provides guards for slave pen and temple forge, sentries for the three watchtowers, and soldiers for patrols, it is never full. Usually, it holds Toska Rusa (who is described in **ROGUES, REGENTS & RASCALS**) plus:

Soldiers (100): AC 5 (chain mail); HD 2; hp 12 each; MV 120' (40'); #AT 1; D 1-8 (sword); Save F2; ML 10; AL C; XP 20 each.

Officers (9): AC 5 (chain mail); HD 3; hp 15 each; MV 120' (40'); #AT 1; D 1-8 (sword); Save F3; ML 11; AL C; XP 35 each.

Handmaidens of Death (15): AC 4 (chain mail and shield); HD 9; hp 45 each; MV 120' (40'); #AT 1; D 1-8



(sword); Save F9; ML 12; AL C; XP 900 each.

Sisters of Fire (10): AC 9; HD 5; hp 25 each; MV 120' (40'); #AT 1; D 1-6 (mace); Save C5; ML 11; AL C; XP 175 each. Each sister knows the cleric spells *cure light wounds*, *detect evil*, *bless*, and *resist fire*.

Riding Horses (70): AC 7; HD 2; hp 12 each; MV 120' (40'); #AT 2 hooves; D 1-4/1-4; Save F1; ML 7; AL N; XP 20 each.

Looting this camp nets the PC's a mere 1,000 gold pieces (plus any jewelry worn by Handmaidens of Death for whom they account).

3. The East Camp

This camp consists of 10 bell-shaped tents. Five house 10 soldiers each. One houses three officers. The others hold stores. The officers and 40 of the soldiers are in camp except when they are beating the bushes during alarms.

Soldiers (40): AC 5 (chain mail); HD 2; hp 12 each; MV 120' (40'); #AT 1; D 1-8 (sword); Save F2; ML 10; AL C; XP 20 each.

Officers (3): AC 5 (chain mail); HD 3; hp 15 each; MV 120' (40'); #AT 1; D 1-8 (sword); Save F3; ML 11; AL C; XP 35 each.

Looting this camp nets the PCs a mere 100 gold pieces.

4. Upper Gate

The gate leading into the interior of Tor Kurram is reached by a 30-yard-wide passage between steep rock piers formed by piling up the spoil from the Afridhi excavation. The gate's two-foot-thick, five-foot-wide doors are always closed and barred from the inside. A barred foot-square port in the left-hand gate lets the guards inside see out.

5-7. Watch Towers

Two watchmen patrol the open top of each 20-foot-tall stone watchtower. A ladder leaning against one side provides a means of getting to the top.

Watchmen (2): AC 5 (chain mail); HD 2; hp 12 each; MV 120' (40'); #AT 1; D 1-8 (sword); Save F2; ML 10; AL C; XP 20 each.

8. The Chimney

In building the forge inside Tor Kurram, the Afridhi found it necessary to have some extra ventilation, so they cut a three-foot-square, 160-foot-high chimney straight as an arrow through the living rock. Since they deem it unlikely that anyone can climb down the chimney due to the great heat emanating from it and also because the feature is somewhat hidden by the hill's hollow crown, the

THE FORGE AT TOR KURRAM

Afridhi don't bother to guard this entrance.

Anyone trying to climb down the chimney sustains 3-12 points of damage from fire for each 40 feet climbed. A *ring of fire resistance*, *potion of fire resistance*, or *resist fire* spell negates this effect. The bottom of the chimney is 30 feet above the level of the temple forge (8-6) and about six feet east of it. Directly below the chimney is an additional 200-foot drop into a lake of burning lava. Characters who fall into the lava die instantly, leaving no body to be raised from the dead. Due to the temperatures involved, this effect is in no way mitigated by a *ring of fire resistance*, *potion of fire resistance*, or *fire resistance* spell. Only entities with an affinity for the element of fire (efreets, sollux, etc.) are immune to the effects of the lava.

The Temple Forge

The temple forge is cut through solid igneous rock, and all walls, floors, and ceilings consist of unfinished stone. The numbered descriptions below refer to numbered areas on the two maps of the temple forge, **MAP 7: THE UPPER GATE** and **MAP 8: THE LOWER LEVEL**. Do not check for random encounters inside the temple forge. However, if any NPCs inside the temple forge become aware that the PCs are loose inside and manage to escape to the outside of the hill, they raise the alarm. Thereafter, Toska Rusa, 1-10 of the Sisters of Fire and all 15 of the Handmaidens of Death in the main camp enter the temple forge within one turn and begin a room-by-room search for the PCs.

The Upper Gate

MAP 7 shows this level. All areas on this level are 20-feet high.

1. The Guardroom

The east and west walls of this 20-foot by 30-foot room each contain a bivalve oak gate. A rude table and four chairs occupy the northern half of

the room. The room's only light comes from a large lamp hanging from a chain in the ceiling over that table. Beside the light is a bell. There are five armed Afridhi in the room.

The gate in the west wall is the main gate leading to the surface of Tor Kurram. It is barred from the inside with a 200-pound oak beam. The gate in the east wall has a simple latch and is unlocked. A secret door in the east wall is activated by twisting a knob of rock. It leads to the chain room (7-2). The bell is operated by the pull rope in the lift room (7-5), and is used by those who want to have the guards pull in the basilisk's chain (see below). There is a deck of Afridhi tarot cards atop the table. The five Afridhi are Handmaidens of Death who have orders not to let anyone in or out of the temple without the direct order of Sher Yakub.

Handmaidens of Death (5): AC 4 (chain mail and shield); HD 9; hp 45 each; MV 120' (40'); #AT 1; D 1-8 (sword); Save F9; ML 12; AL C; XP 900 each.

2. The Chain Room

This cubbyhole is lit by a single torch beside the door. It contains a vertically mounted drum around which is wrapped a heavy chain, one end of which disappears through a two-inch hole in the room's south wall. A handle on the south side of the drum can be used to turn it.

The chain is used to pull the basilisk in the beast cubby (7-4) away from the curtains when someone wants to negotiate the upper corridor (7-3). It takes two normal men to turn the drum. As soon as they start to pull in the chain, they meet strong resistance and hear a dim hissing through the hole in the wall. Unless the guards in the guardroom (7-1) temporarily pull in the chain to let someone negotiate the upper corridor, the basilisk's chain has enough play that he can leave the beast cubby and block the corridor.

3. The Upper Corridor

Four torches in iron brackets set in the south wall light this corridor. There is a bivalve oak gate at each end.

The gate's latches are unlocked. Halfway down the corridor, the PCs come to a curtain concealing the beast cubby (7-4). If they listen carefully, they can hear the hissy exhalations of the waiting basilisk. If its chain hasn't been pulled in, the basilisk leaps into the corridor and attacks just as the PCs reach this curtain.

4. The Beast Cubby

Pulling back the curtain reveals a rude 15-foot-square cubbyhole. It is presently occupied by a basilisk that is chained to the north wall.

If the beast's chain is pulled in, it can't look through the curtain, but it can still turn to face it. Since it is kept ravenous, the basilisk is extremely cranky and, consequently, has a morale of 11.

Basilisk (1): AC 4; HD 6 + 1**; hp 49; MV 60' (20'); #AT 1 bite/1 gaze; D 1-10 + petrification; Save F6; ML 11; AL N; XP 950.

5. The Lift Room

This irregularly shaped room is roughly a 45-foot square. The south-east corner holds a straw mattress, a small table and a chair. Recessed in the wall next to the chair is a small drum. A chain wrapped around the drum runs through a set of guides up the wall and across the ceiling, where it is linked to four other chains. These are connected to four gaunt individuals huddled on a pile of straw. On the other side of the chair from the drum is a pull rope. But the largest item in the room is a roofed wooden platform in the northwest corner. A rope runs from a hole in the floor of the platform to a bell hanging from the roof. A chain attached to a large eye in the

roof runs through a set of ceiling guides to a drum turned by a capstan. Standing next to the drum is a troll.

The platform is a lift. The four men in chains are its crew of captive Tenians. When the lift has to be lowered, the troll slave driver (who is paid by the Afridhi in man-flesh) lets out the chain to which they are attached so that they can turn the capstan. The bell is rung by those on the lower level when they want the lift raised or lowered. Normally, it is kept in the raised position. The pull rope by the drum is used to signal the guards in the guardroom (7-1) to pull in the basilisk and come to the lift room to escort someone outside. Pulling it causes one of the guards to appear in 2-5 minutes.

Troll (1): AC 4; HD 6 + 3*; hp 50; MV 120' (40'); #AT 1; D 1-2 (fist); Save as Normal Man; ML 12; AL N; XP 5 each.

Tenians (4): AC 9; HD 1; hp 4 each; MV 120' (40'); #AT 1; D 1-2 (fist); Save as Normal Man; ML 12; AL N; XP 5 each.

The Lower Level

MAP 8 shows this level. All areas on this level are 30 feet high. The entire area is very warm.

1. The Lower Corridor

Spaced every 20 feet along alternate sides of this rock-walled corridor are iron brackets holding torches.

The corridor contains four normal doors and one secret door. Except for the door to the cells, all are unlocked. In an alcove in the corridor is a wall of finished stone flanked by two torches in iron brackets. This 10-foot-square area is incised with the words "there is no god but Zugzul." Anyone who stands before the area and speaks those words opens a secret door leading to the forge (8-6). The trick to opening the door is known to all persons inside the temple forge. The other side of

the door is identical to this side (and opens in the same way).

There are four Afridhi soldiers and a guard captain located at various points in the corridor. One soldier guards the lift (A). Available to back him up are another soldier and the guards captain, who occupy chairs flanking a table in a shallow cubbyhole (B). Two soldiers (C) guard the iron-barred door to the cells (8-4). If the PCs aren't brought to this level as captives, then the guards at C are found at B, instead. Trouble anywhere in the corridor draws all five men.

Soldiers (4): AC 5 (chain mail); HD 2; hp 12 each; MV 120' (40'); #AT 1; D 1-8 (sword); Save F2; ML 10; AL C; XP 20 each.

The guard captain on the day the PCs enter this level is Dost Suwat, a member of an Afridhi male secret society that wants to overthrow the matriarchy. Dost is described in detail in **ROGUES, REGENTS & RASCALS**. If, and only if the PCs enter the level as prisoners and are unable to escape within 3-6 hours, Dost takes a hand in the adventure.

As soon as he sees them, Dost Suwat realizes that they aren't ordinary prisoners and suspects why they are at Tor Kurram. But he must know for sure, so after some hours, he creates an opportunity to talk with them. After a trip to the upper gate, he returns to his post announcing that "something isn't right up above," and orders all four soldiers in the hall to stand guard by the lift, announcing that he "will join them in a minute." When they have gone, he speaks with the PCs. If they confirm his suspicions, he frees them, joins their party, and leads them to the storeroom (8-5), where they can obtain arms and armor. He also shows them how to open a secret door that leads into the forge (8-6). For the rest of the adventure, Dost fights on the side of the PCs and shares their fate, escaping with them if possible.

2. Gul Hadda's Quarters

One corner of this 40-foot-long, roughly egg-shaped room holds a woven straw sleeping mat. There is no other recognizable furnishing. Instead, the floor is an untidy litter of scrolls, flasks, vials, and dirty dishes. The room is lit by a smoky oil lamp suspended from a chain in the center of the ceiling.

These are Gul Hadda's quarters, but he is not present. Amid the litter of objects scattered about the floor are two spell scrolls. One contains the magic user spells *confusion*, *cloudkill*, and *anti-magic shell*. The other contains the magic user spells *polymorph others*, *wall of stone*, and *stone to flesh*. The vials also include one dose each of the following potions: *fire resistance*, *flying*, *giant strength*, *human control*, and *speed*.

3. Umra Dir's Quarters

This 30-foot-long, oval room is illuminated by a pair of oil lamps hanging from chains in the ceiling. There is a bed in the southwest corner and a carved oak chest against the north wall.

These quarters belong to Umra Dir, but she is not present. The chest contains garments and toilet articles, including three robes of the type worn by the Sisters of Fire.

4. Cells

There are seven cells in this area. Each is more or less circular and roughly five feet in diameter. Each cell is closed by an oak door barred from the outside. An iron-barred six-inch window is cut at eye level in the center of each door. Each cell is designed to hold two standing or squatting prisoners for just a few hours at a time. Currently, all cells are empty. The only prisoners are already in the process of being sacrificed in the interests of the Well of Souls. The iron-barred door leading to this area opens to a key carried by the guard captain (Dost Suwat).

5. Storeroom

This roughly 20-foot-square room is piled high with foundry tools, scrap lumber, barrels and tins containing substances of uncertain origin, and a plethora of other junk.

Here the Afridhi and their servants have stored all of the items no longer needed in the great work of making the Well of Souls. Most of the items stashed here are worthless. However, the place holds a collection of weapons and armor forged during the testing that preceded the creation of the artifact. In addition to any nonmagical metal weapon or item of metal armor that the PCs may want, the room contains some magical items forged with the aid of the efreet. These include a *sword +1, flames on command*, a *sword +1, energy drain*, a *mace +1*, and two *daggers +1*. The junk also hides six ingots of platinum, each of which is the equivalent of 400 platinum pieces. This room is unlit.

6. The Forge

The eastern half of this room is an empty, floorless cavern that drops away into some sort of pit. The western half is an open area whose ceiling is supported by four rock pillars. Here and there, the floor and walls contain deep holes as if brackets or machinery had recently

been removed. A pinnacle of rock juts out over the pit. At its base is a low dais on which rests a five-foot-tall, three-foot-diameter, silver-colored urn whose exterior is incised with arcane symbols. Inside the urn is a human being. His head and shoulders project above the lip of the urn, and he struggles in the grip of two efreet. As you watch, a man in bluish garments plunges a glittering knife into the chest of the man inside the urn while another man and two efreet watch. At the end of the pinnacle stands a woman in a red robe with her arms outstretched in seeming ecstasy. The urn now begins to glow with a greenish light.

The PCs have just witnessed part of the process of creating the Well of Souls. The silver-colored urn is that artifact, a platinum "well" that is now almost complete. The "man in bluish garments" is Gul Hadda. The other man is Sher Yakub. The woman is Imra Dir. All three are described in **ROGUES, REGENTS & RASCALS**.

If the PCs don't attack immediately, one of the three NPCs notices them and raises the cry, causing all three and the efreet to attack. Gul Hadda and Sher Yakub continue to fight until they see that the situation is hopeless. They then try to escape and raise the alarm. Imra Dir and the efreet fight until slain.

Efreet (4): AC 3; HD 10*; hp 70; MV 90' (30'), flying 240' (80'); #AT 1 fist; D 2-16; Save F15; ML 12; ALC; XP 1,600 each.

Though it doesn't have its full powers, the Well of Souls does have two key defenses in place. First, anyone except a loyal servant of Zugzul, a sacrificial victim, or a PC immediately dies if he comes in contact with it. Anyone who is linked to it by contact with an object that is in contact with it suffers the same fate. The Well eats the person's soul; he can't be raised from the dead. The souls of those not yet born (e.g. PCs) are invisible to the Well. It can't harm them.

Second, the Well has an *anti-magic shell*, per the magic user spell of that name (but of infinite duration). This shell is automatically dissipated when the Well eats a soul or releases a soul eater (see below). It is reestablished at the start of the next round.

Third, if it realizes that it is in danger (30% chance per round), the Well releases three to six soul eaters at the rate of one per round. The soul eaters attack those threatening the Well. If it is destroyed, they flee the Prime Plain seeking new orders from their master, Zugzul. They return within 5-8 turns to help Toska Rusa hunt down those who destroyed the Well. The Well can only be destroyed by casting it into the lava pit (in which case, it immediately disappears in a flash of fire and a puff of smoke).

ENDING THE ADVENTURE

The adventure ends in any of the following situations:

1. All of the PCs are killed. If you are playing a **BLACKMOOR™** campaign, you will then need to introduce new characters to it.

2. The PCs destroy the Well of Souls and escape from the Duchy of Ten, reaching any of the localities controlled by Blackmoor. If you haven't played any previous modules in this series and are unfamiliar with the Northlands, then for purposes of this adventure, Blackmoor controls all of the localities east of the Misauga and north of Loch Gloomen and the Root River. Six days after the PCs reach any of these sites (other than Blackmoor, itself), a military escort of 100 soldiers arrives to take them back to the town of Blackmoor. With such a large escort, the PCs have no random encounters on their overland journey home. However, they can meet soul eaters as detailed below. When they arrive in Blackmoor, they are again installed at the Comeback Inn, where The Fetch arrives to hear their report.

3. The PCs escape from the Duchy of Ten without destroying the artifact. Follow the same routine as in 2, above, but without any possibility of encountering soul eaters.

The Escape from Tor Kurram

There are a variety of routes by which the PCs can escape from the Duchy of Ten. The most obvious way is to return to Robinsport and board Blossom. If the PCs know about Castegere's treachery or if the vessel has been impounded, it may be necessary for them to sneak aboard at night. This may necessitate killing or disabling the Afridhi guards, though. If they don't want to risk Robinsport, they can always travel overland to the Misauga and boat or raft across the river into the Great Dismal Swamp.

Regardless of the route followed, if the PCs have entered Tor Kurram and been detected, the Afridhi are alerted to the PCs' presence, and attempt to intercept

and kill them by all possible means. Increase the number of encounter checks that the PCs must make each day by 1. If the encounter check die roll result is a 6 and the PCs are on land, they automatically encounter an Afridhi cavalry patrol led by a Handmaiden of Death.

Afridhi Cavalry Patrol (19): AC 4 (chain mail and shield); HD 1; hp 6 each; MV 120' (40'); #AT 1; D 1-6 (spear or short bow) or 1-8 (sword); Save F1; ML 10; AL C; XP 10 each.

Handmaiden of Death (1): AC 4 (chain mail and shield); HD 9; hp 45; MV 120' (40'); #AT 1; D 1-8 (sword); Save F9; ML 12; AL C; XP 900.

Riding Horses (20): AC 7; HD 2; hp 12 each; MV 240' (80'); #AT 2 hooves; D 1-4/1-4; Save F1; ML 7; AL N; XP 20 each.

If the PCs actually destroy the Well of Souls, then any surviving soul eaters pursue them during their escape. Check once per day per surviving soul eater to determine whether each soul eater finds them. In each case, roll 1d4; if the result is 4, then the PCs encounter the soul eater. Immediately assign a number to each PC and roll a die of the lowest denomination that is equal to or greater than the number of surviving PCs; the PC whose number is rolled is the object of the soul eater's attack during this and all subsequent encounters with this particular soul eater. If the number rolled is not one assigned to a PC, then roll again until one PC is selected.

Continue to check for encounters with soul eaters each day until all soul eaters are dead or the PCs are inside the Comeback Inn. Thereafter, continue to check for an encounter with each surviving soul eater during each day that the PC who is the object of that soul eater's attack is in Blackmoor and outside of the Comeback Inn. If a given soul eater has not been assigned a victim by the time the PCs get to the Comeback Inn, then assume that that soul eater was not sent after the PCs and make no further checks for it.

The Heroes' Reward

When the PCs report to The Fetch, he pays them the promised rewards for attempting the mission and destroying the Well of Souls. Since the artifact has been causing perturbations in the space-time continuum for months, The Fetch already knows that it is destroyed by the fact that these effects have now ceased. Conversely, he also knows if the item still exists.

If all NPCs who accompanied the PCs on any part of their journey are alive, then The Fetch throws in a bonus of 2,000 gold pieces for each PC. This bonus reflects the fact that The Fetch's agents don't have to expend the time and effort to locate the bodies of those important characters who have been slain and get them into the hands of a cleric who can raise them. The NPCs in the **ROGUES, REGENTS & RASCALS** part of this module may be killed, but, unless they die in such a way that they can't be raised by a cleric, then their bodies are always recovered by friendly agents, and they are always raised at some time in the future.

Once the PCs have been rewarded for their services, you have two options:

1. If you are playing this module as a stand-alone adventure, then Jallapierie and a squad of soldiers return the PCs through the gate to their own time. Their connection with Blackmoor is at an end.

2. If you are playing this module as part of a continuing campaign in Blackmoor, then the PCs can either return to their own time as in option 1 or they can stay in Blackmoor as agents of The Fetch, in which capacity they are assured of facing innumerable future dangers on behalf of the realm.



GEOGRAPHY OF THE WEST

The land west of Blackmoor is divided by geography into three basic regions, each of which is described below.

The Duchy of Ten

Just across the broad Misauga River from Blackmoor is the Duchy of Ten. When the North was first settled, Thonian rule stopped at the Misauga, and the left bank of the river soon became a haven for escaped criminals, indentured men, and serfs. They called themselves the Unwanted, and formed a loose society of clans and freeholds that held the entire left bank from the Amber Channel to Loch Gloomen against the Empire. After a minor political upheaval in Thonia, the Unwanted were joined by several families of renegade nobility. Eventually, these outcasts developed their own cultural and political system that was virtually indistinguishable from that of Thonia. Protected by the powerful Duchy of the Peaks, which claimed the land between the Misauga and the Superstitions, the Unwanted became a power in the North.

First, though, they had to tame their new home. The earliest of the Unwanted had settled down to farm the black loam along the river. A second wave settled the sea coast. From north and east, these two groups gradually expanded into the interior until they occupied all of the land within 40 miles of the river. Then, they came up against two barriers that halted further expansion. In the south and center, a complex of woodlands and hills blocked their way. In the north, they encountered the Barrier Swamp, a 20 to 60-mile-wide belt of marshland teeming with nasty critters, who opposed the march of civilization with fang and claw.

For decades, the Unwanted advanced no further. Blocked by the sea to the north, Loch Gloomen to the south, the Empire to the east, and the Barrier Swamp to the west, they settled down to the task of developing what they had already acquired. Soon, the land was densely settled and the Unwanted had several good-sized towns in operation. Thus, when the first renegade nobles

arrived in Robinsport from Thonia, they found no place for themselves in the area already settled. It was they who pioneered the difficult western marches, penetrating the forbidding forest and hacking homes out of the hostile swamp.

The nobles who did not go into the wilderness to found their own dominions used their wealth to become prominent merchants. As their influence and the number of their kin increased, they came to head powerful merchant houses that controlled a thriving trade. One noble family went even further, exploring the Root River system and building a new port at Southport on Loch Gloomen as a terminus of the infant trade in furs and hides from the Plains of Hak and the High Hak. Within a few years of their arrival, the noble families had extended the realm of the Unwanted until it stretched from the western terminus of the Barrier Swamp near the Thunder River over 200 miles south to where the Root River meets Loch Gloomen. The southern half of the realm was a mere 40 miles wide, but, in the north, a 100-mile-wide band of homesteads occupied some of the richest farm country in the North. This was the legacy of the noble families.

Two centuries after the first of the Unwanted crossed the Misauga, there were ten self-styled barons holding dominions or heading merchant houses west of the river. At that time, the Empire, which had recently expanded to the east bank of the Misauga, made its first bid to end the independence of the Unwanted. When the Duke of the Peaks refused to take steps to return to Thonia those of its slaves and escaped criminals that crossed the river, the Empire gathered an army and prepared to march into the land of the Unwanted.

Alarmed by reports that the Thonians were cutting a road through the Great Dismal Swamp to their very doorstep, the Unwanted asked the Duke of the Peaks for help. But the duke had at last come to the realization that the Empire was in earnest, and he was madly trying to make peace. He had no intention of fighting a war on behalf of the Unwanted. When the barons who dwelt west of

the Misauga became aware of the duke's cowardice, they met at Robinsport to plan a common defense. Born to the profession of arms and raised in the ways of battle, they led the Unwanted to war against Thonia.

It was a very short war. When the Thonians crossed the Misauga and burned the town of Hanford, the barons offered only token resistance before withdrawing into Brushy Fen. Against the advice of Blackmoorian "colonials," the Thonian commander led his force of 3,800 men into the marsh. Four miles inside the fen, the Thonians were ambushed and cut to pieces. Only 400 men (most of them "colonials") survived the massacre.

After their victory at Brushy Fen, the barons were heroes with great influence among the Unwanted. Knowing that the Empire would attack again and that the Duke of the Peaks might, at any time, try to assert his former claim to their land, the barons convinced their fellows to seize their fate by the throat. Six months after the Thonian defeat, the Unwanted proclaimed the Duchy of Ten.

The new duchy was to be ruled by a Council of Ten, composed of the heads of the ten baronial families. This council was to consult with and be guided by the Estates General, a very infrequently convened assembly of delegates drawn from the peasantry, the trades, and the church. All real power was in the hands of the barons, who met regularly to choose one among their number as their chief executive for the next four years. High above the centrally located baronial seat of Cleve in the Vale of Glenfinan, the council had built the high castle of Starmorgan to be the home of this executive arm; it administered the duchy from this location throughout its existence.

That existence came to an end when the Afridhi broke through the walls of Port Dacoit and forced the surrender of the last of the Duchy's armies. In the first year after the Afridhi conquest, the savage hillmen consolidated their rule with ruthlessness and efficiency. Starmorgan they made the seat of their power, keeping the structure of the Duchy's execu-

tive branch, but placing it under the control of the Sisters of Fire. The rest of the realm, already ravaged by war, was looted by hordes of Afridhi "administrators" and soldiers. Those who were of no use to them or who might pose a threat to their rule were mercilessly slaughtered. At least 5,000 Tenians perished in what they called "the Terror."

It was the Terror that broke the back of the Duchy. Priests, large merchants, noblemen—all those around whom Tenian opposition might rally—were done away with and their property confiscated by the Afridhi. At its height, rotting corpses dangled from gibbets at every crossroads. Three of the great baronial merchant houses (the Stuyvesants of Port Dacoit, and the Peels and Walcherons of Robinsport) were wiped out to the last infant. All of the Degerns except for young Sir Kay were taken and butchered in the village square of the family seat at Oktagern. The former cadet branch of the Degern family (which had risen to baronial status when the Degerns fled Thonia) suffered a similar fate at its family holding at Rusagern; the Afridhi executioners missed only Baron Hubal, himself. Four other baronial families (the Gladstones of Silverbell and Hanford, the Rothermans of Southport, and the Campbells of Glenfinan) all suffered heavily, losing at least half of their number and most of their property. Only the van Rijns of Port Dacoit weathered the storm intact by loading their wealth on two of the family's ships and departing for Maus even as the Afridhi were making their final assault on that town. In the succeeding months, they were joined at Maus by a thousand of the Duchy's most prominent citizens, who had been forced by the Terror to flee for their lives. Thus, by the time Toska Rusa had called a halt to the Terror, the head had been chopped off of Tenian society.

But the end of the Terror did not mean the end of the killing. In the years since, another 6,000 Tenians have been executed or done to death by starvation or maltreatment while in Afridhi hands. Add to their number the 8,000 battle

deaths that the Duchy suffered in its seven-year war and the 9,000 plus deaths by natural causes during and after the conquest, and it is not surprising that natural increase has failed to keep pace with the death rate. In fact, when exiles, refugees outside the Duchy and prisoners working in the road gangs on the Plains of Hak are subtracted from the total Tenian population, there are now but 50,000 Tenians living in an area that formerly sustained 75,000. Thus, war and conquest have cost the Duchy a third of its people. Their places have been taken by the Afridhi.

Most of the Afridhi retreated westward after the Battle of the Neck. The huge caravans of women and children who had moved east with the Afridhi Army could not be supported indefinitely in the war-ravaged Duchy. So most of the noncombatants went up into the hills west of the Plains of Hak and awaited developments.

But there are still 20,000 Afridhi warriors and 8,000 civilians in the Duchy. They are the cutting edge of the Great Migration, the vanguard of an irresistible movement of the Afridhi nation that has only temporarily been stopped. They are also an army of occupation that grinds down the surviving Tenians. Every important location in the Duchy has its Afridhi garrison and its Afridhi administrators, who are hated with a surpassing passion by the Tenians.

The Terror spawned the first rebellion against the Afridhi. It was crushed with ease, and Tenian morale was broken in the process. Then came the Afridhi defeat at the Battle of the Neck. The 10,000 Afridhi deaths in that battle far exceeded total Afridhi battle deaths in the previous 12 years of warfare and led to a net drop of 5,000 in total Afridhi strength (to 35,000 men). When news of that defeat spread through the Duchy, a new rebellion began to take shape.

Today, the land is in turmoil. Some 2,000 Tenians have joined an army being raised in the Empty Lands by the Baron of Oktagern or have fled into the Empty Lands seeking the baron's protection. Another 3,000 Tenians have gathered in

the Eaves, a dense forest west of the Barrier Swamp where the surviving members of the Rotherman, Campbell and cadet Degern families have joined the two branches of the Gladstones—the White and the Red—to form the Stellar Council, a government-in-exile that is readying a new revolt.

In order to cope with these threats, the Afridhi have built a chain of forts (Sherpur, Khost, and Peiwar) along the Duchy's northwest frontier and have established another fort (Wazir) in the open country between the Barrens of Karsh and the Green River. They have built an extensive network of roads to link these forts with the interior and with two other new forts (Jamud and Jank) on the Plains of Hak. Some 6,000 Afridhi have had to be diverted from duty along the Misauga to man these forts, and this has left the Afridhi Empire's eastern frontier vulnerable to increasingly heavy raids mounted by Blackmoor's Baroness of the Lakes.

But the worst threat now faced by the Afridhi Empire is the terrible internal dislocation produced by its policies. Killing off the moneylenders and great merchant families has brought foreign trade to a standstill. Confiscatory levels of taxation have almost destroyed agricultural and internal commerce. The suppression of Tenian institutions has rent the fabric of society, leaving the populace too demoralized to cope with the economic disasters. Far worse, in their desire to quickly build a system of military roads to knit together their conquest, the Afridhi have press-ganged thousands of Tenians into slave gangs, which have been sent to distant areas to construct the desired arteries under the most horrific conditions. At any given time, these gangs consist of about 1,000 Tenians, of whom 30 to 50 die each month of starvation and maltreatment.

Ground under the Afridhi heel, fearful of the press gangs, despairing for their lives in a disintegrating society, more and more Tenians have fled to the wilds and turned to a life of banditry. The outlawed Tenian branch of the Thonian High Church has organized most of these ban-

dit gangs into a seditious network called the Brothers of the Greenwood that now claims at least 8,000 members inside the Duchy. At least 6,000 more sympathizers are believed to be active in supplying the network with supplies and information. Toska Rusa's spies report that the Kingdom of Blackmoor is supplying weapons and assistance to the Brothers, some of whom have been trained at Dukane, on the Blackmoorian side of the Misauga. With this assistance, the Brothers have become a real danger to continued Afridhi rule in the Duchy.

These locations will be of interest to those adventuring in the Duchy:

Hanford: The walled town of Hanford is located on the Misauga along the main overland invasion route leading into Blackmoor. This once-thriving town of 1,400 people now has only 1,000 Tenian residents; however, its crowded streets teem with 1,000 Afridhi civilians and a garrison of 400 heavy foot, 400 light foot, and 200 light horse. Another 100 light foot guard the citadel.

Oktagern: The small town of Oktagern, which once had a population of 900, now has only 500 Tenian residents. However, a large Afridhi encampment outside the town holds 800 Afridhi civilians. In addition, there are 800 light foot and 200 light horse quartered in the town and in nearby cantonments. This horde of interlopers is needed to staff and guard the supply depot that the Afridhi have built outside the town. This depot of 24 large warehouses is designed to supply the Afridhi army during campaigns in the Empty Lands. In recent months, the Afridhi have supplemented the town's single defensive tower with a pair of bramble stockades, one enclosing the town and warehouses and the other protecting the civilian encampment.

Port Dacoit: Once a pirate stronghold and now the second port of the Duchy, Port Dacoit occupies a six-mile-wide peninsula at the mouth of the Misauga River. The walled town, which at one time had a population almost as large as that of nearby Robinsport, now has only

1,500 Tenian residents. Over 300 of the town's residents have escaped across the Misauga in small boats and settled in the new villages of Fel and Dukane on the Blackmoor side of the river.

As a result of the flight from Afridhi rule, the two Tenian-populated villages on the river's right bank have grown into towns of 500 residents each. In order to safeguard them, King Uther has dispatched three companies of foot (300 men) to Fel, where they are building a keep. He has also sent 24 of his elite guardsmen to Dukane to train a militia, and, not incidentally, assist representatives of the Thonian High Church in organizing groups of Brothers of the Greenwood to reenter the Duchy. In response, the Afridhi have beefed up their garrison in Port Dacoit to 800 heavy foot, 400 light foot, and 200 light horse. Some 1,000 Afridhi civilians and a citadel guard of 200 light foot also occupy the port.

Robinsport: This walled trading center at the mouth of the Firefrost Channel has a population of 2,000 Tenians plus 1,000 Afridhi civilians and an Afridhi garrison of 800 heavy foot, 400 light foot, and 300 light horse. There are another 300 light foot in the town's citadel. Robinsport is the center of maritime trade between the Duchy and the rest of the North. Since the Afridhi conquest, this trade has dropped to a mere fraction of what it once was, and the port has fallen on hard times. The Afridhi are now becoming aware of the effect that their policies have had on the economy of the Duchy and are taking steps to revive their former commerce, but Robinsport remains depressed.

Rusagern: The town of Rusagern, seat of the cadet branch of the Degerns, has 500 Tenian residents. In addition, it now provides temporary housing for a gang of 200 impressed laborers, who are busily expanding the small keep. Northwest of the town is an encampment of over 700 Afridhi civilians. There are 800 Afridhi light foot and 200 Afridhi light horse quartered in Rusagern.

Silverbell: The walled river port of Silverbell is located on the Misauga south of Brushy Fen. Its 1,000 Tenian residents serve 1,200 Afridhi civilians and a garrison of 800 light foot and 200 light horse. There are 100 more light foot inside the tower that serves as the town's citadel.

Southport: Strategically located at the southeastern end of Loch Gloomen, where it is entered by the Root River, the walled town of Southport once claimed 2,000 Tenian residents. Now, only 1,000 Tenians remain. However, there are now 1,300 Afridhi civilians and a garrison of 800 light foot and 200 heavy foot in the town. An additional 100 light foot man the citadel. Since the prohibition of trade with the Horsemen of Peshwah, Southport has become a mere shadow of its former self. Only the profitable trade in slaves and grazer hides keeps the economy going.

Starmorgan: The castle of Starmorgan in the Vale of Glenfinan never housed more than a thousand government officials, servants, and soldiers when it was the capital of the Duchy of Ten. Now that it is the seat of Afridhi government in the Duchy, its 1,000 Tenian scribes and servants have had to make room for 2,000 Afridhi civilians and a garrison of no less than 800 heavy foot, 1,600 light foot, and 600 heavy horse.

The Plains of Hak

Southwest of the Duchy of Ten are the Plains of Hak. Formerly the home of the savage Horsemen of Peshwah, this rolling grassy plain still provides sustenance to huge herds of grazers, a large and unusually violent herbivore valued for its thick hide, which is used in the manufacture of armor. When the Afridhi came west, they drove the Peshwah before them, taking possession of the Plains of Hak, which were the traditional winter range of the nomadic horsemen. Today, the Peshwah are confined to their summer range, an upland called the High Hak.

The Peshwah have not abandoned hope of reclaiming the Plains of Hak, though. Peshwah war parties of several dozen warriors are always active north of the Root River, just as Afridhi light horse patrol the High Hak in strength from bases to its east. For 12 years, the two sides have fought a vicious war of hit-and-run attacks.

One of the great nightmares of the Afridhi is that the Horsemen of Peshwah will reenter the Plains of Hak in force, driving a wedge between Afridhi forces in the eastern hills and those in the Duchy of Ten. In fact, Blackmoorian agents have been active in pressing this course on the Peshwah. For this reason, in the last six months, the Afridhi have commenced construction of a network of military roads and forts to secure the area and have transferred 2,000 troops from the banks of the Misauga to the southwestern frontier.

These locations will be of interest to those who stray onto the Plains of Hak:

Camp Mahsud: This camp is the western terminus of the new road that will one day connect the Duchy of Ten with the Afridhi Empire's western domains. At present, 500 impressed Tenians labor under the supervision and protection of 100 Afridhi light foot and 200 Afridhi light horse. While part of this road gang continues west, a small portion will stay at Camp Mahsud to build a stone block-house protecting the newly constructed road.

Camp Orakzai: With the completion of Fort Jank, the Tenian labor detail that handled the construction was put to work on a road that would link that fort with Fort Jamud to the northwest. Some 300 Tenian laborers and their escort of 100 Afridhi light foot and 200 Afridhi light horse are now encamped at Camp Orakzai, which will be the sight of a new fort that will guard the road between Jank and Jamud. Before completing the road linking the two large forts, the Tenians will have to construct a large stone block-house on the sight of their camp, a labor that has already taken weeks longer than

planned since the stone is being brought almost 50 miles from the reopened quarry at Gillian.

Fort Jamud: At the northeasternmost tip of the Plains of Hak is Fort Jamud, a square, dusty compound of sod-and-timber huts surrounded by a deep-ditched timber palisade. The newly constructed fort is home to a force of 400 light foot and 600 light horse.

Fort Jank: Almost 20 miles due west of Southport, the Afridhi have constructed Fort Jank, a square timber-and-sod fort ditched on all sides to defeat mounted attackers. The new fort houses 400 heavy foot 400 light foot, and 200 light horse.

Gillian: The quarry at Gillian had been abandoned for 30 years when the Afridhi decided to reopen it in order to get stone for their forts. There are now 200 impressed Tenian laborers working the quarry under the watchful eyes of a guard of 100 Afridhi light infantry.

White Horse: Once an important trading post of 300 people, White Horse now has only 100 Tenian residents. Since the Afridhi have cut off all trade with the Horsemen of Peshwah and have placed an inspector and a company of 50 cavalry in the town to enforce the prohibition, White Horse has withered almost to the point of extinction. Current plans call for a large fort to be built on the site from which 400 Afridhi heavy foot and 600 Afridhi light horse will keep watch on the 12,000 Peshwah on the High Hak.

The Empty Lands

Tenians have always called the open area north and west of the Barrier Swamp the Empty Lands. Most of the land is flat or gently rolling, dotted here and there with small forests, which are now havens for the Brothers of the Greenwood and the armies of Degern and the Stellar Council. Other than these forests, the most notable feature of the Empty Lands is a chain of volcanic hills called the Barrens of Karsh. Since the beginning of the new Tenian rebellion, the Afridhi have had to divert over 4,000 troops to this area in

order to defend the Duchy. These locations will be of interest to those who enter the Empty Lands:

Fort Khost: Located at the end of a new road from Oktager, Fort Khost is a standard Afridhi timber-and-sod fort, ditched on all sides. Its garrison includes 800 heavy foot, 400 light foot, and 200 light horse.

Fort Peiwar: Isolated far out on the Duchy's northwestern frontier, 35 miles from the nearest aid, is Fort Peiwar. Here 400 light foot and 400 light horse conduct a campaign of harassment against Degern's rebel army. But Degern is more successful at harassing Fort Peiwar than its garrison is at harassing him. In the last five months, he has captured all but one of the fort's supply trains and has inflicted over 300 casualties on the garrison. The Afridhi are seriously considering abandoning this outpost.

Fort Sherpur: This fort was originally built to help prevent infiltration back and forth between Degern's rebels and the Duchy. However, it has recently been mounted with eight heavy catapults that control access to the shipping channel leading into the Thunder River. This allows the 200 light foot, 200 engineers, and 200 light horse in its garrison to keep Blackmoorian vessels from running supplies upriver to Degern, a clear danger in light of Blackmoor's support for other rebellious Tenian elements. Since all trade between the Duchy of the Peaks and its neighbors must pass through this channel, the presence of the heavy catapults also puts pressure on Duchess Sonia Shalako to hew to a pro-Afridhi line.

Fort Wazir: Though this fort follows the standard Afridhi plan, its 8-foot walls are built of roughly mortared stone, and it has eight heavy catapults in its corner towers. The 200 engineers, 200 light horse and 400 light foot, 400 heavy foot in its garrison guard the Duchy against any eastward movement of the Stellar Council's army.

ENCOUNTER TABLES

THE BARRENS OF KARSH ENCOUNTER TABLE

Roll 1d6 and find the result below in order to determine the nature of any encounter that the PCs have in the Barrens of Karsh.

- 1 Fire Giants (2): AC 4; HD 11 + 2*; hp 57 each; MV 120' (40'); #AT 1; D 5-30; Save F11; ML 9; AL C; XP 1,900 each. The fire giants wear heavy bronze chain mail. They are armed with giant maces and are accompanied by six hellhounds.

Hellhounds (6): AC 4; HD 5; hp 20 each; MV 120' (40'); #AT 1 bite or 1 breath; D 1-6 or special; Save F5; ML 9; AL C; XP 425 each.

- 2 Karsh (Lava) Lizard (1): AC 2; HD 6*; hp 48; MV 90' (30'); #AT 1 bite + special; D 1-8 + 1-8; Save F4; ML 12; AL N; XP 500. The lava lizard attacks immediately upon becoming aware of the PCs.

- 3 Flame Salamanders (5): AC 2; HD 8*; hp 30; MV 120' (40'); #AT 2 claws/1 bite; D 1-4/1-4/1-8; Save F8; ML 8; AL N; XP 1,200 each.

- 4 Afridhi Cavalry Patrol (19): AC 4 (chain mail and shield); HD 1; hp 6 each; MV 120' (40'); #AT 1; D 1-6 (spear or short bow) or 1-8 (sword); Save F1; ML 10; AL C; XP 10 each.

Afridhi Patrol Leader (1): AC 4 (chain mail and shield); HD 2; hp 12; MV 120' (40'); #AT 1 sword; D 1-8 (sword); Save F2; ML 11; AL C; XP 20.

Riding Horses (20): AC 7; HD 2; hp 12 each; MV 240' (80'); #AT 2 hooves; D 1-4/1-4; Save F1; ML 7; AL N; XP 20 each.

- 5 Orcs (12): AC 6 (leather armor and shield); HD 1; hp 6 each; MV 120' (40'); #AT 1; D 1-6 (spear or short bow) or 1-8 (sword); Save F1; ML 8 (6); AL C; XP 10 each.

Orc Leader (1): AC 6 (leather armor and shield); HD 1; hp 8; MV 120' (40'); #AT 1; D 2-9 (sword); Save F1; ML 8; AL C; XP 10.

This Orc hunting party tries to evade the PCs.

- 6 Efreeti (1): AC 3; HD 10*; hp 80; MV 90' (30'), flying 240' (80'); #AT 1 fist; D 2-16; Save F15; ML 12; AL C; XP 1,600. If the efreeti spots Kridor in the party, it immediately attacks him.

THE BARRIER SWAMP ENCOUNTER TABLE

Roll 1d8 and find the result below in order to determine the nature of any encounter that the PCs have in the Barrier Swamp.

- 1 Gatormen (6): AC 3; HD 7; hp 40 each; MV 120' (40'), swimming 180' (60'); #AT 1 bite/1 weapon; D 3-18 (bite) or 4-11 (battle axe); Save F7; ML 10; AL C; XP 450 each. The gatormen try to evade the PCs. If any of them succeed, then the PCs have an encounter with 18 gatormen (each identical to the first six) within 3-6 hours. The second group of gatormen try to kill the PCs.

- 2 Crocodiles (8): AC 5; HD 2; hp 10 each; MV 90' (30'), swimming 90' (30'); #AT 1 bite; D 1-8; Save F1; ML 7; AL N; XP 35 each.

- 3 Large Crocodiles (2): AC 3; HD 6; hp 40 each; MV 90' (30'), swimming 90' (30'); #AT 1 bite; D 2-16; Save F3; ML 7; AL N; XP 275 each.

- 4 Giant Leaches (4): AC 7; HD 6; hp 40 each; MV 90' (30'); #AT 1 bite; D 1-6; Save F3; ML 10; AL N; XP 275 each.

- 5 Giant Toads (6): AC 7; HD 2 + 2; hp 12 each; MV 90' (30'); #AT 1 bite; D 2-5; Save F1; ML 6; AL N; XP 25 each.

- 6 Giant Rats (10): AC 7; HD 1/2; hp 4 each; MV 120' (40'); #AT 1 bite; D 1-3 + disease; Save as normal man; ML 8; AL C; XP 12 each. All of the giant rats are diseased.

- 7 Brothers of the Greenwood (8): AC 7 (leather armor); HD 3; hp 15 each; MV 120' (40'); #AT 1; D 1-6 (long bow or short sword); Save F3; ML 8; AL L; XP 35 each.

Leader (1): AC 7 (leather armor); HD 5; hp 30; MV 120' (40'); #AT 1; D 1-6 (long bow or short sword); Save F5; ML 8; AL L; XP 175.

- 8 Afridhi Foot Patrol (14): AC 6 (leather armor and shield); HD 1; hp 6 each; MV 120' (40'); #AT 1; D 1-6 (spear or short bow) or 1-8 (sword); Save F1; ML 10; AL C; XP 10 each.

Afridhi Patrol Leader (1): AC 4 (chain mail and shield); HD 2; hp 12; MV 120' (40'); #AT 1 sword; D 1-8 (sword); Save F2; ML 11; AL C; XP 20.

THE DUCHY OF TEN ENCOUNTER TABLE

Roll 1d4 and find the result below in order to determine the nature of any encounter that the PCs have in parts of the Duchy of Ten not covered by other encounter tables.

- 1 Afridhi Press Gang (19): AC 7 (leather armor); HD 2; hp 8 each; MV 120' (40'); #AT 1; D 1-8 (sword); Save F2; ML 9; AL C; XP 20 each.

Afridhi Press Gang Leader (1): AC 5 (chain mail); HD 2; hp 10; MV 120' (40'); #AT 1; D 1-8 (sword); Save F2; ML 11; AL C; XP 20.

Riding Horses (21): AC 7; HD 2; hp 12 each; MV 240' (80'); #AT 2 hooves; D 1-4/1-4; Save F1; ML 7; AL N; XP 20 each.

The Afridhi try to impress the PCs and take them to Tor Kurram. They first loot the PCs' possessions and then put them in leg irons that are attached to a long chain carried by the extra riding horse.

- 2 Afridhi Tax Gatherers (6): AC 7 (leather armor); HD 1; hp 5 each; MV 120' (40'); #AT 1; D 1-6 (short sword); Save F1; ML 9; AL C; XP 10 each. These mounted tax gatherers are bound for the nearest Afridhi garrison. Their extra riding horse carries four large sacks, each holding 600 gold pieces.

Riding Horses (7): AC 7; HD 2; hp 12 each; MV 240' (80'); #AT 2 hooves; D 1-4/1-4; Save F1; ML 7; AL N; XP 20 each.

- 3 Afridhi Courier (1): AC 9; HD 1; hp 5; MV 120' (40'); #AT 1; D 1-6 (short sword); Save F1; ML 9; AL C; XP 10. The courier is carrying routine dispatches for the nearest Afridhi garrison. He avoids trouble.

Riding Horse (1): AC 7; HD 2; hp 12 each; MV 240' (80'); #AT 2 hooves; D 1-4/1-4; Save F1; ML 7; AL N; XP 20 each.

- 4 Afridhi Cavalry Patrol (9): AC 5 (chain mail); HD 1; hp 4 each; MV 120' (40'); #AT 1; D 1-8 (sword); Save F1; ML 10; AL C; XP 10 each.

Afridhi Patrol Leader (1): AC 4 (chain mail and shield); HD 2; hp 10; MV 120' (40'); #AT 1; D 1-8 (sword); Save F2; ML 11; AL C; XP 20.

Riding Horses (20): AC 7; HD 2; hp 12 each; MV 240' (80'); #AT 2 hooves; D 1-4/1-4; Save F1; ML 7; AL N; XP 20 each.

THE EAVES ENCOUNTER TABLE

Roll 1d6 and find the result below in order to determine the nature of any encounter that the PCs have in The Eaves.

- 1 Gakarak (1): AC 0; HD 16****; hp 80; MV 180' (60'); #AT 1 club + special; D 4-24; Save F16; ML 10; AL N; XP 6,250. The Gakarak is called Benoit. He cares nothing for the war that has come to his home and wants only to be left alone. He knows nothing of the Stellar Council. If the PCs have already encountered Benoit, treat this encounter as if it were a 3 result.

- 2 Roper (1): AC 0; HD 12***; hp 96; MV 30' (10'); #AT 1 bite/6 tentacles; D 5-3/weakness; Save F10; ML 10; AL C; XP 3,875. The roper is disguised as a tree. As soon as all of the PCs are in range of its tentacles, it ambushes the party.

- 3 Wyverns (2): AC 3; HD 7*; hp 40; MV 90' (30'), flying 240' (80'); #AT 1 bite/6 sting; D 2-16/1-6 + poison; Save F4; ML 9; AL C; XP 850. The wyverns are extremely hungry. They attack the PCs on sight.

- 4 Brothers of the Greenwood (6): AC 7 (leather armor); HD 3; hp 18 each; MV 120' (40'); #AT 1; D 1-6 (long bow or short sword); Save F3; ML 8; AL L; XP 35 each.

Leader (1): AC 7 (leather armor); HD 5; hp 30; MV 120' (40'); #AT 1; D 1-6 (long bow or short sword); Save F5; ML 8; AL L; XP 175.

The Brothers avoid the Stellar Council's forces. They don't know the location of the council's camp.

- 5 Afridhi Foot Patrol (19): AC 6 (leather armor and shield); HD 1; hp 6 each; MV 120' (40'); #AT 1; D 1-6 (spear or short bow) or 1-8 (sword); Save F1; ML 10; AL C; XP 10 each.

Afridhi Patrol Leader (1): AC 4 (chain mail and shield); HD 2; hp 12; MV 120' (40'); #AT 1 sword; D 1-8 (sword); Save F2; ML 11; AL C; XP 20.

- 6 Stellar Council Foot Patrol (9): AC 6 (leather armor and shield); HD 1; hp 7 each; MV 120' (40'); #AT 1; D 1-6 (short bow) or 1-8 (sword); Save F1; ML 10; AL L; XP 10 each.

Stellar Council Patrol Leader (1): AC 4 (chain mail and shield); HD 2; hp 14; MV 120' (40'); #AT 1 sword; D 1-8 (sword); Save F2; ML 11; AL L; XP 20.

The patrol belongs to the Stellar Council's army. It has orders to drive off (or, if necessary, kill) everyone it encounters except for Brothers of the Greenwood and members of other Council patrols.

ENCOUNTER TABLES

THE EMPTY LANDS ENCOUNTER TABLE

Roll 1d6 and find the result below in order to determine the nature of any encounter that the PCs have in The Empty Lands.

- 1 Afridhi Cavalry Patrol (19): AC 4 (chain mail and shield); HD 1; hp 6 each; MV 120' (40'); #AT 1; D 1-6 (spear or short bow) or 1-8 (sword); Save F1; ML 10; AL C; XP 10 each.

Afridhi Patrol Leader (1): AC 4 (chain mail and shield); HD 2; hp 12; MV 120' (40'); #AT 1 sword; D 1-8 (sword); Save F2; ML 11; AL C; XP 20.

Riding Horses (20): AC 7; HD 2; hp 12 each; MV 240' (80'); #AT 2 hooves; D 1-4/1-4; Save F1; ML 7; AL N; XP 20 each.

- 2 Afridhi Scouts (3): AC 7 (leather armor); HD 3; hp 20 each; MV 120' (40'); #AT 1; D 1-6 (short bow) or 1-8 (sword); Save F3; ML 11; AL C; XP 35 each. The scouts try to evade the PCs. If any of them succeed, the party encounters an Afridhi cavalry patrol (as per a 1 result) within 3-6 hours.

Riding Horses (3): AC 7; HD 2; hp 12 each; MV 240' (80'); #AT 2 hooves; D 1-4/1-4; Save F1; ML 7; AL N; XP 20 each.

- 3 Tenian Refugees (12): AC 9 (unarmored); HD 1; hp 4 each; MV 120' (40'); #AT 1; D 1-4 (dagger); Save as Normal Man; ML 6; AL N; XP 5 each. This party of six males, four females, and two children is trying to escape Afridhi rule and join the Brothers of the Greenwood. They have no food or valuables and are currently lost. If Gregor is with the PCs, he insists that they see the refugees to safety. If they refuse, Gregor adopts the task as his own.

- 4 Griffon (1): AC 5; HD 7; hp 35; MV 120' (40'), 360' (120'); #AT 2 claws/1 bite; D 1-4/1-4/2-16; Save F4; ML 8; AL N; XP 450. Once it spots the party, the Griffon trails it at a distance looking for a chance to carry off a horse. If the party has no horses, the griffon flies away.

- 5 Lions (4): AC 6; HD 5; hp 25 each; MV 150' (50'); #AT 2 claws/1 bite; D 2-5/2-5/1-10; Save F3; ML 9; AL N; XP 175 each. The hungry lions immediately attack.

- 6 Pit Viper (1): AC 6; HD 2*; hp 10; MV 90' (30'); #AT 1 bite; D 1-4 + poison; Save F1; ML 7; AL N; XP 25. The first PC in the party blunders onto a pit viper.

THE GARGOYLE HILLS ENCOUNTER TABLE

Roll 1d8 and find the result below in order to determine the nature of any encounter that the PCs have in the Gargoyle Hills.

- 1 Gargoyles (6): AC 5; HD 4*; hp 20 each; MV 90' (30'), flying 150' (50'); #AT 2 claws/1 bite/1 horn; D 1-3/1-3/1-6/1-4; Save F8; ML 11; AL C; XP 125 each.

- 2 Hill Giants (3): AC 4; HD 8; hp 56 each; MV 120' (40'); #AT 1 club; D 2-16; Save F8; ML 8; AL C; XP 650 each. The hill giants attack immediately upon becoming aware of the PCs. One of the hill giants totes a large sack containing several bloody haunches of meat that looks suspiciously humanoid. Another carries a large sack holding 200 gold pieces. The sack also contains the boots, clothing, chain mail shirt, and jewelry of a Handmaiden of Death, one of the giants' recent victims.

- 3 Goats (20): AC 7; HD 2; hp 10 each; MV 240' (80'); #AT 1 butt; D 1-4; Save F1; ML 5; AL N; XP 20 each. This herd of wild goats tries to evade the party.

- 4 Afridhi Foot Patrol (19): AC 6 (leather armor and shield); HD 1; hp 6 each; MV 120' (40'); #AT 1; D 1-6 (spear or short bow) or 1-8 (sword); Save F1; ML 10; AL C; XP 10 each.

Afridhi Patrol Leader (1): AC 4 (chain mail and shield); HD 2; hp 12; MV 120' (40'); #AT 1 sword; D 1-8 (sword); Save F2; ML 11; AL C; XP 20.

- 5 Brothers of the Greenwood (6): AC 7 (leather armor); HD 3; hp 18 each; MV 120' (40'); #AT 1; D 1-6 (long bow or short sword); Save F3; ML 8; AL L; XP 35 each.

Leader (1): AC 7 (leather armor); HD 5; hp 30; MV 120' (40'); #AT 1; D 1-6 (long bow or short sword); Save F5; ML 8; AL L; XP 175.

- 6 Gargoyles (4): AC 5; HD 4*; hp 24 each; MV 90' (30'), flying 150' (50'); #AT 2 claws/1 bite/1 horn; D 1-3/1-3/1-6/1-4; Save F8; ML 11; AL C; XP 125 each.

- 7 Goats (12): AC 7; HD 2; hp 10 each; MV 240' (80'); #AT 1 butt; D 1-4; Save F1; ML 5; AL N; XP 20 each. This herd of wild goats is spooked by the party and charges in their direction.

- 8 Gargoyle (1): AC 5; HD 4*; hp 24; MV 90' (30'), flying 150' (50'); #AT 2 claws/1 bite/1 horn; D 1-3/1-3/1-6/1-4; Save F8; ML 11; AL C; XP 125. This gargoyle tries to evade the PCs. If he succeeds, then the PCs encounter six gargoyles (per a 1 result) within 3-6 hours. These gargoyles immediately attack.

THE GLENS ENCOUNTER TABLE

Roll 1d6 and find the result below in order to determine the nature of any encounter that the PCs have in The Glens.

1 Gakarak (1): AC 0; HD 16****; hp 80; MV 180' (60'); #AT 1 club + special; D 4-24; Save F16; ML 10; AL N; XP 6,250. The Gakarak is called Ivor. He is mildly disposed toward Degern (whose small army leaves the forest undisturbed) and will direct the PCs to Degern's camp on request.

2 Dryad (1): AC 5; HD 2*; hp 10; MV 120' (40'); #AT Special; D 0; Save E4; ML 6; AL N; XP 25. The dryad's name is Melian. If the PCs overcome her suspicion of them and they think to ask, she can tell them how to find Degern's camp.

3 Brothers of the Greenwood (4): AC 7 (leather armor); HD 3; hp 18 each; MV 120' (40'); #AT 1; D 1-6 (long bow or short sword); Save F3; ML 8; AL L; XP 35 each.

Leader (1): AC 7 (leather armor); HD 5; hp 30; MV 120' (40'); #AT 1; D 1-6 (long bow or short sword); Save F5; ML 8; AL L; XP 175.

The Brothers know the location of Degern's camp, and will take the PCs there if they let themselves be blindfolded.

4 Afridhi Cavalry Patrol (19): AC 4 (chain mail and shield); HD 1; hp 6 each; MV 120' (40'); #AT 1; D 1-6 (spear or short bow) or 1-8 (sword); Save F1; ML 10; AL C; XP 10 each.

Afridhi Patrol Leader (1): AC 4 (chain mail and shield); HD 2; hp 12; MV 120' (40'); #AT 1 sword; D 1-8 (sword); Save F2; ML 11; AL C; XP 20.

Riding Horses (20): AC 7; HD 2; hp 12 each; MV 240' (80'); #AT 2 hooves; D 1-4/1-4; Save F1; ML 7; AL N; XP 20 each.

5 Degern Foot Patrol (9): AC 6 (leather armor and shield); HD 1; hp 7 each; MV 120' (40'); #AT 1; D 1-6 (short bow) or 1-8 (sword); Save F1; ML 10; AL L; XP 10 each.

Degern Patrol Leader (1): AC 4 (chain mail and shield); HD 2; hp 14; MV 120' (40'); #AT 1 sword; D 1-8 (sword); Save F2; ML 11; AL L; XP 20.

The patrol belongs to Degern's rebel army, and will take the PCs to Degern's camp if they let themselves be blindfolded.

6 Trolls (6): AC 5; HD 6 + 3*; hp 33; MV 120' (40'); #AT 2 claws/1 bite; D 1-6/1-6/1-10; Save F6; ML 10 (8); AL C; XP 650. Drawn into the Glens from the Superstition Mountains by the prospect of feasting on the refugees streaming out of the Duchy, this troll hunting pack attacks the PCs on sight.

THE GREAT DISMAL SWAMP/BRUSHY FEN ENCOUNTER TABLE

Roll 1d6 and find the result below in order to determine the nature of any encounter that the PCs have in the Great Dismal Swamp or in Brushy Fen.

1 Lizardmen (8): AC 5; HD 2 + 1; hp 17 each; MV 60' (20'), swimming 120' (40'); #AT 1; D 1-6 (spear); Save F2; ML 12; AL N; XP 25 each. The lizardmen try to evade the PCs. If any of them succeed, then the PCs encounter 24 lizardmen (each identical to the first eight) within 3-6 hours. The second group of lizardmen try to kill the PCs.

2 Crocodiles (7): AC 3; HD 2; hp 12 each; MV 90' (30'), swimming 90' (30'); #AT 1 bite; D 1-8; Save F1; ML 7; AL N; XP 35 each.

3 Giant Leaches (4): AC 7; HD 6; hp 30 each; MV 90' (30'); #AT 1 bite; D 1-6; Save F3; ML 10; AL N; XP 275 each.

4 Rock Python (1): AC 6; HD 5*; hp 40; MV 90' (30'); #AT 1 bite/1 squeeze; D 1-4/2-8; Save F3; ML 8; AL N; XP 300.

5 Blackmoorian Foot Patrol (10): AC 7 (leather armor); HD 2; hp 10 each; MV 120' (40'); #AT 1; D 1-6 (long bow or short sword); Save F2; ML 9; AL L; XP 20 each.

Blackmoorian Patrol Leader (1): AC 7 (leather armor); HD 4; hp 20; MV 120' (40'); #AT 1; D 1-6 (short sword); Save F4; ML 10; AL L; XP 75.

If satisfied that the PCs are Blackmoorian agents, the patrol aids them in any way it can that doesn't require it to stray more than 36 miles from the location in which it is encountered. The leader can provide the PCs with information on what they are likely to encounter within 36 miles in any direction.

6 Afridhi Foot Patrol (16): AC 6 (leather armor and shield); HD 1; hp 6 each; MV 120' (40'); #AT 1; D 1-6 (short bow) or 1-8 (sword); Save F1; ML 10; AL C; XP 10 each.

Afridhi Patrol Leader (1): AC 4 (chain mail and shield); HD 2; hp 12; MV 120' (40'); #AT 1 sword; D 1-8 (sword); Save F2; ML 11; AL C; XP 20.

Because they are in hostile territory, the Afridhi don't try to take the PCs captive as they would on the west side of the Misauaga. Instead, they try to evade the PCs. Failing this, they try to kill them.

ENCOUNTER TABLES

THE HILLS OF TEN ENCOUNTER TABLE

Roll 1d8 and find the result below in order to determine the nature of any encounter that the PCs have in the Hills of Ten.

- 1 Hill Giants (2): AC 4; HD 8; hp 64 each; MV 120' (40'); #AT 1 club; D 2-16; Save F8; ML 8; AL C; XP 650 each. The hill giants attack immediately upon becoming aware of the PCs.
- 2 Wolves (10): AC 7; HD 2 + 2; hp 10; MV 180' (60'); #AT 1 bite; D 1-6; Save F1; ML 8; AL N; XP 25. This hunting pack trails the PCs just beyond bow shot. If a character becomes separated from the main party, they attack him.
- 3 Goats (15): AC 7; HD 2; hp 10 each; MV 240' (80'); #AT 1 butt; D 1-4; Save F1; ML 5; AL N; XP 20 each. This herd of wild goats tries to evade the party.
- 4 Gorgons (2): AC 2; HD 8*; hp 64 each; MV 120' (40'); #AT 1 horn or 1 breath; D 2-12 or petrification; Save F8; ML 8; AL C; XP 1,200 each. The gorgons attack immediately upon becoming aware of the PCs.
- 5 Brothers of the Greenwood (6): AC 7 (leather armor); HD 3; hp 18 each; MV 120' (40'); #AT 1; D 1-6 (long bow or short sword); Save F3; ML 8; AL L; XP 35 each.
Leader (1): AC 7 (leather armor); HD 5; hp 30; MV 120' (40'); #AT 1; D 1-6 (long bow or short sword); Save F5; ML 8; AL L; XP 175.
- 6 Afridhi Foot Patrol (19): AC 6 (leather armor and shield); HD 1; hp 6 each; MV 120' (40'); #AT 1; D 1-6 (spear or short bow) or 1-8 (sword); Save F1; ML 10; AL C; XP 10 each.
Afridhi Patrol Leader (1): AC 4 (chain mail and shield); HD 2; hp 12; MV 120' (40'); #AT 1 sword; D 1-8 (sword); Save F2; ML 11; AL C; XP 20.
- 7 Afridhi Cavalry Patrol (19): AC 4 (chain mail and shield); HD 1; hp 6 each; MV 120' (40'); #AT 1; D 1-6 (spear or short bow) or 1-8 (sword); Save F1; ML 10; AL C; XP 10 each.
Afridhi Patrol Leader (1): AC 4 (chain mail and shield); HD 2; hp 12; MV 120' (40'); #AT 1 sword; D 1-8 (sword); Save F2; ML 11; AL C; XP 20.
Riding Horses (20): AC 7; HD 2; hp 12 each; MV 240' (80'); #AT 2 hooves; D 1-4/1-4; Save F1; ML 7; AL N; XP 20 each.
- 8 Wyvern (1): AC 3; HD 7*; hp 40; MV 90' (30'), flying 240' (80'); #AT 1 bite/6 sting; D 2-16/1-6 + poison; Save F4; ML 9; AL C; XP 850. The wyvern is ill and weak. It tries to evade the PCs, fighting only if attacked.

THE OCEAN ENCOUNTER TABLE

Roll 1d6 and find the result below in order to determine the nature of any encounter that the PCs have at sea.

- 1 Dragon Turtle (1): AC -2; HD 30*; hp 240; MV 30' (10'), swimming 90' (30'); #AT 2 claws/1 bite; D 1-8/1-8/10-60; Save F15; ML 10; AL C; XP 9,000.
- 2 Mermen (40): AC 6; HD 1; hp 8 each; MV 120' (40'); #AT 1; D 1-6 (trident); Save F1; ML 8; AL N; XP 10 each.
Merman Leaders (4): AC 6; HD 2; hp 12 each; MV 120' (40'); #AT 1; D 1-6 (trident); Save F2; ML 8; AL N; XP 20 each.
Dolphins (22): AC 5; HD 3*; hp 15 each; MV 180' (60'); #AT 1 head butt; D 2-8; Save D6; ML 10; AL L; XP 50 each.
Incensed by the recent murder of some of their kin by Skandaharian Raiders, these mermen have formed a war party for purposes of taking revenge. Since they don't know who did the killing, they are bent on destroying any vessel they encounter. In league with the mermen is a school of dolphins, whose kin have also suffered at the hands of the Skandaharians. Each dolphin carries two mermen on its back.
- 3 Pteranodons (4): AC 6; HD 5; hp 25 each; MV 240' (120'); #AT 1 beak; D 1-12; Save F3; ML 8; AL N; XP 175 each. These giant pterodactyls are bred as pets by the Egg of Coot (see DA1). Having wandered from the Realm of the Egg in search of tasty prey, they attack the PCs as soon as they sight them.
- 4 Sea Hydra (1): AC 5; HD 12; hp 96; MV 120' (40'); #AT 12 heads; D 1-10; Save F12; ML 11; AL N; XP 1,100.
- 5 Harpies (8): AC 7; HD 3*; hp 15 each; MV 60' (20'), flying 150' (50'); #AT 2 claws/special; D 1-4/1-4; Save F6; ML 7; AL C; XP 50 each. The harpies try to carry off any one character for dining purposes. If foiled in this endeavor, any who survive the melee trail the PCs at a distance, hurling curses at them.
- 6 Water Termites (7): AC 5; HD 4; hp 20; MV 180' (60'); #AT Special; D 1-6; Save F3; ML 11; AL N; XP 75. If the PCs are on a ship, the termites affix themselves to its hull and begin to destroy it. If the PCs are in a jolly boat or are swimming in the ocean, the termites attack them directly.

THE PLAINS OF HAK ENCOUNTER TABLE

Roll 1d6 and find the result below in order to determine the nature of any encounter that the PCs have on the Plains of Hak.

- 1 Horsemen of Peshwah (10): AC 7 (leather armor); HD 1; hp 7 each; MV 120' (40'); #AT 1; D 1-6 (short bow or short sword); Save F1; ML 8; AL C; XP 10 each.

Riding Horses (10): AC 7; HD 2; hp 10 each; MV 240' (80'); #AT 2 hooves; D 1-4/1-4; Save F1; ML 7; AL N; XP 20 each.

- 2 Afridhi Cavalry Patrol (19): AC 4 (chain mail and shield); HD 1; hp 6 each; MV 120' (40'); #AT 1; D 1-6 (spear or short bow) or 1-8 (sword); Save F1; ML 10; AL C; XP 10 each.

Afridhi Patrol Leader (1): AC 4 (chain mail and shield); HD 2; hp 12; MV 120' (40'); #AT 1 sword; D 1-8 (sword); Save F2; ML 11; AL C; XP 20.

Riding Horses (20): AC 7; HD 2; hp 12 each; MV 240' (80'); #AT 2 hooves; D 1-4/1-4; Save F1; ML 7; AL N; XP 20 each.

- 3 Hide Hunters (8): AC 6 (leather armor and shield); HD 4; hp 16 each; MV 120' (40'); #AT 1; D 1-6 (short bow) or 1-8 (short sword) or lance (1-10); Save F4; ML 9; AL N; XP 35 each. The hunters don't have their wagons with them.

War Horses (8): AC 7; HD 3; hp 18 each; MV 120' (40'); #AT 2 hooves; D 1-6/1-6; Save F2; ML 9; AL N; XP 35 each.

- 4 Grazers (16): AC 5; HD 8; hp 32 each; MV 120' (40'); #AT 1 bite or trample; D 2-12/3-18; Save F4; ML 9; AL N; XP 650 each. The grazers attack immediately.

- 5 Horses (30): AC 7; HD 2; hp 10 each; MV 240' (80'); #AT 2 hooves; D 1-4/1-4; Save F1; ML 7; AL N; XP 20 each. This herd of wild horses tries to evade the PCs.

- 6 Afridhi Scouts (2): AC 7 (leather armor); HD 3; hp 20 each; MV 120' (40'); #AT 1; D 1-6 (short bow) or 1-8 (sword); Save F3; ML 11; AL C; XP 35 each. The scouts try to evade the PCs. If either succeeds, the party encounters an Afridhi cavalry patrol (as per a 2 result) within 3-6 hours.

Riding Horses (2): AC 7; HD 2; hp 12 each; MV 240' (80'); #AT 2 hooves; D 1-4/1-4; Save F1; ML 7; AL N; XP 20 each.

THE WILDS OF TEN ENCOUNTER TABLE

Roll 1d6 and find the result below in order to determine the nature of any encounter that the PCs have in the Wilds of Ten.

- 1 Roper (1): AC 0; HD 12***; hp 96; MV 30' (10'); #AT 1 bite/6 tentacles; D 5-3/weakness; Save F10; ML 10; AL C; XP 3,875. The roper is disguised as a tree. As soon as all of the PCs are in range of its tentacles, it ambushes the party.

- 2 Brigands (15): AC 7 (leather armor); HD 1; hp 8; MV 120' (40'); #AT 1; D 1-6 (long bow) or 1-8 (sword); Save F1; ML 8; AL C; XP 10.

Brigand Leader (1): AC 7 (leather armor); HD 2; hp 16; MV 120' (40'); #AT 1; D 1-6 (long bow) or 1-8 (sword); Save F2; ML 8; AL C; XP 20.

These brigands are dressed and armed like Brothers of the Greenwood. If the PCs make the mistake of assuming that they are Brothers, the brigand leader plays along until he has them at his mercy and then signals his men to attack.

- 3 Brothers of the Greenwood (8): AC 7 (leather armor); HD 3; hp 18 each; MV 120' (40'); #AT 1; D 1-6 (long bow or short sword); Save F3; ML 8; AL L; XP 35 each.

Leader (1): AC 7 (leather armor); HD 5; hp 30; MV 120' (40'); #AT 1; D 1-6 (long bow or short sword); Save F5; ML 8; AL L; XP 175.

- 4 Afridhi Foot Patrol (19): AC 7 (leather armor); HD 1; hp 6 each; MV 120' (40'); #AT 1; D 1-6 (short bow) or 1-8 (sword); Save F1; ML 10; AL C; XP 10 each.

Afridhi Patrol Leader (1): AC 6 (leather armor and shield); HD 2; hp 12; MV 120' (40'); #AT 1 sword; D 1-8 (sword); Save F2; ML 11; AL C; XP 20.

- 5 Wolves (12): AC 7; HD 2 + 2; hp 10; MV 180' (60'); #AT 1 bite; D 1-6; Save F1; ML 8; AL N; XP 25. The PCs are attacked by this hunting pack of wolves.

- 6 Afridhi Cavalry Patrol (19): AC 4 (chain mail and shield); HD 1; hp 6 each; MV 120' (40'); #AT 1; D 1-6 (spear or short bow) or 1-8 (sword); Save F1; ML 10; AL C; XP 10 each.

Afridhi Patrol Leader (1): AC 4 (chain mail and shield); HD 2; hp 12; MV 120' (40'); #AT 1 sword; D 1-8 (sword); Save F2; ML 11; AL C; XP 20.

Riding Horses (20): AC 7; HD 2; hp 12 each; MV 240' (80'); #AT 2 hooves; D 1-4/1-4; Save F1; ML 7; AL N; XP 20 each.

MONSTERS & FOES

This section describes all of the new monsters encountered in this module.

Brother of the Greenwood (Human)

Armor Class:	7
Hit Dice:	3
Move:	120' (40')
Attacks:	1 weapon
Damage:	By weapon
No. Appearing:	1-8 (6-24)
Save As:	Fighter 3
Morale:	8 (10)
Treasure Type:	Nil
Alignment:	Lawful
XP Value:	35

The Brothers of the Greenwood are men who have been driven from their homes by the excesses of Afridhi rule in the Duchy of Ten and who have chosen to live as bandits in the forests and swamps. Though they live by theft, such men are not common brigands. Their small bands are led and advised by priests of the Thonian High Church, and they provide information to the rebel army in The Glens. In addition, the Brothers avoid preying on their fellow Tenians, preferring instead to steal from their Afridhi overlords. Often the proceeds of their operations are distributed among poor Tenians who groan under the weight of Afridhi taxes.

Each Brother is armed with a short sword and a bow. Since the Brothers are recruited from the ranks of hunters and poachers with long experience stalking game in the forests and swamps, when in these environments, they have the same abilities to *Find and Remove Traps*, *Move Silently*, *Hide In Shadows*, and *Hear Noise* as a thief of the same level as their own. In addition, the Brothers are absolutely deadly with their longbows (+4 to all To Hit die rolls and +1 to all damage die rolls when using a bow). Each Brother wears leather armor under rugged forest-green or butternut-brown peasant garb.

Each band of Brothers of the Greenwood lairs in a hidden camp containing 6-24 Brothers and 4-24 noncombatant refugees (women, children, and aged

dependents). Each band is led by a 5th level fighter who is advised by a 4th level cleric. In addition, there is a 20% chance that the band contains a 3d level magic user.

Brothers of the Greenwood prefer to attack from ambush. Normally, they have a morale of 8 and escape by melting into the surrounding forest if a battle goes against them. However, if they are defending their camp, their morale increases to 10. The Brothers are kind to travelers, unless they are associated with the Afridhi, in which case, they kill them out of hand.

Dolphin

Armor Class:	5
Hit Dice:	3*
Move:	180' (60')
Attacks:	1 head butt
Damage:	2-8
No. Appearing:	0 (1-20)
Save As:	Dwarf 6
Morale:	10
Treasure Type:	Nil
Alignment:	Lawful
XP Value:	50

Dolphins are a species of aquatic mammal related to whales—but much smaller. They are 20-feet-long and have a smooth hide. Dolphins can't breathe water and must come to the surface once every 15 minutes for air. They are intelligent and have their own language. Dolphins can use telepathy with other dolphins within a 50-mile range, and they can detect magic underwater at a range of 360 feet. They hate sharks and occasionally attack them. Dolphins are the friends of most sailors and have been known to help people in trouble.

Dragon Turtle

Armor Class:	-2
Hit Dice:	30*
Move:	30' (10')
Swimming:	90' (30')
Attacks:	2 claws/1 bite
Damage:	1-8/10-60
No. Appearing:	0 (1)
Save As:	Fighter 15

Morale:	10
Treasure Type:	H
Alignment:	Chaotic
XP Value:	9,000

Dragon turtles are a magic crossbreed of a dragon and a giant turtle. They have the head, limbs, and tail of a great dragon and the hard shell of a turtle. These beasts live in the depths of great oceans and seas, seldom surfacing or approaching land. Dragon turtles are so large that sailors have mistakenly landed on ones floating on the surface, thinking the hard shell to be a small island.

The dragon turtle can use a breath weapon in the same manner as a dragon. It can breathe a cloud of steam 50 feet long and 40 feet wide. This breath weapon does damage equal to the current hit points of the dragon turtle. It can breathe up to three times each day.

Gakarak

Armor Class:	0
Hit Dice:	16****
Move:	180' (60')
Attacks:	1 club + special
Damage:	4-24
No. Appearing:	0 (1-3)
Save As:	Fighter 16
Morale:	10
Treasure Type:	L, N + O
Alignment:	Neutral
XP Value:	6250

A gakarak is a large, 18-foot-tall bipedal entity that is often mistaken for a treant, although it is much darker in color and is usually shrouded in ancient, blackening mosses and lichens.

Gakaraks are some of the oldest living creatures on the Prime Plane. They dwell deep in the heart of ancient forests, where they brood on their eons-old hatred of humans and demi-humans, all of whom they consider to be hateful treeslayers. They resent incursions into their forests and will do their utmost to deter anyone from entering. Those foolish enough to penetrate deep into a gakarak's forest rarely return.

The long-nurtured anger of a gakarak will pervade the entire forest with an

atmosphere of impending doom. Anyone except a druid who enters a gakarak's forest will feel uncomfortable, as though an unseen, hostile intelligence is watching. Gakaraks can speak to and exercise limited control over plant life within a 360-yard radius circle, causing it to grow rapidly and even move. They use this ability to cause animal trails to become overgrown and tangled, making progress difficult for any intruders.

Over smaller areas (90-foot radius) a gakarak can animate trees and bushes and direct them to attack intruders in the same manner as a treant (see page 56 of the Expert Set Rules). Each gakarak can animate six trees or bushes at once. Animated trees are: AC 2; HD 5-12; MV 60' (20'); #AT 2 branches; D 2-24/2-24; Save F3-F6; ML 12; XP by Hit Dice. Animated bushes are: AC 5; HD 2-8; MV 60' (20'); #AT 1 branch; D 1-8; Save F2-F3; ML 12; XP by Hit Dice.

Within its own forest, a gakarak can teleport (no error) through vegetation at will and is unaffected by attacks by plants or animals. A gakarak can't be harmed by wooden weapons and is immune to electrical attacks; blunt weapons used against a gakarak do only 1 point of damage plus any magical or strength bonuses. A gakarak can regenerate 3 points per round while he remains in contact with plant life. During each round, a gakarak can fire four darts from his hands (range 50/100/150); each dart does 1-8 points of damage.

Gator Man

Armor Class: 3
Hit Dice: 7
Move: 120' (40')
Swimming: 180' (60')
Attacks: 1 bite/1 weapon
Damage: 3-18/by weapon +3
No. Appearing: 1-6 (10-200)
Save As: Fighter 7
Morale: 10
Treasure Type: M
Alignment: Chaotic
XP Value: 450

Gator men stand 7-8 feet tall and have alligator heads atop their scaly human bodies. Originally the result of an evil wizard's experiments, the gator men escaped their creator and fled into the swamps. During the following centuries their numbers grew dramatically, and their primitive villages can now be found throughout the Barrier Swamp. They have failed to spread to Loch Gloomen and the Great Dismal Swamp only because of the opposition of their mortal enemies, the lizard men (whom they attack on sight).

To supplement their diet of swamp grasses, tubers, lizards, and fish, gator men often leave their watery homes to prowl the nearby countryside in search of meat. Their hunting parties frequently prey on isolated homesteads, and the fringes of the Barrier Swamp are lightly populated as a result of their depredations.

Gator men are extremely muscular (18 Strength), and they often carry large, crude swords, which they wield with a +3 bonus on Hit and Damage Rolls. Their strong jaws and rows of serrated teeth do 3-18 points of damage.

The gator men of the Barrier Swamp dwell in tribal communities of 10-200 individuals. Each tribe is led by a huge chief (9 HD), whose bite does 4-24 points of damage and who wields a weapon with +4 to Hit and Damage Rolls. Each tribe of 40 or more individuals also has a shaman. In addition to their normal gator man attributes, shamans have the same abilities as 7th level clerics. Those few brave souls who have ventured into gator man territory and lived to tell about it speak of horrific rites conducted by the shamans in secluded groves deep in the Barrier Swamp.

Grazer

Armor Class: 5
Hit Dice: 8
Move: 120' (40')
Attacks: 1 bite or trample
Damage: 2-12/3-18
No. Appearing: 0 (2-24)
Save As: Fighter 7

Morale: 9
Treasure Type: Nil
Alignment: Neutral
XP Value: 650

The grazer is a large herbivore that looks like very much like a bison except that it has a single, central horn and a broad, flat tail. Grazers are 15 feet long and stand eight feet tall. They differ from most herbivores in that they tend to attack when they are surprised or when they think that they are being threatened. Their terrible temper is legendary, and they are considered among the most dangerous big game found on the open steppe. However, such is the value of their tough hides that they have been hunted almost to extinction in some parts of the world. A prime grazer hide fetches 300+ gold pieces from Thonian hide buyers. The horsemen of Peshwah maintain herds of more or less domesticated grazers, and the beast plays a significant role in the Peshwah economy and religious life.

Handmaiden of Death (Human)



Armor Class: 4
Hit Dice: 9
Move: 90' (30')
Attacks: 1 weapon
Damage: By weapon
No. Appearing: 1-4 (2-12)
Save As: Fighter 9
Morale: 12
Treasure Type: Special

MONSTERS & FOES

Alignment: Chaotic
XP Value: 900

The Handmaidens of Death are elite soldiers of the Afridhi Empire who have been sworn to the personal service of Zugzul and his high priestess. The Handmaidens provide bodyguards for the top leaders of the Afridhi and for key religious installations.

All 200 Handmaidens of Death are men. Their oath forbids them to grow hair on their faces or to cut the hair on their heads. Consequently, unlike the other Afridhi (who are universally bearded), all Handmaidens are clean-shaven and wear their hair plated in a single long braid, which they normally keep coiled inside a headcloth.

When relaxing among themselves, the Handmaidens wear long brightly colored silk kaftans and soft slippers of the type favored by Afridhi females. When on duty, they wear chain mail and heavy boots over this female clothing. All carry a sword and a small target-type shield. Members of this elite company always wear a great deal of jewelry, tending to prefer heavy drop earrings and thick gold necklaces. On average, each Handmaiden wears jewelry worth 3-6,000 gold pieces.

The Handmaidens of Death are extremely ferocious and virtually incorruptable warriors—religious fanatics devoted to Zugzul and his chosen high priestess. None will betray either the god or those who speak for him, and each believes that if he dies while in the service of Zugzul, he will be transported to a celestial pleasure hall reserved for members of his brotherhood. In order to free their minds from worldly concerns, members of this order are forbidden to marry or have children until released by the Mistress of God from their oaths, which usually happens after 20 years of service. In order to symbolize their devotion, on high holidays, they comb and oil their hair, paint themselves as bawds, and perform the “dance of death,” a combination sword dance and ritual combat in which each dancer allows himself to be wounded at least once.

Though few in number, the Handmaidens are the soul of the Afridhi Army—the model to which others aspire. They often lead particularly difficult or desperate missions or command special detachments. Though they are sworn to die joyously for Zugzul and are noted for incredible bravery, the Handmaidens are also cunning soliders, who do not give their lives to no purpose.

Hide Hunter (Human)

Armor Class: 6
Hit Dice: 4
Move: 120' (40')
Attacks: 1 weapon
Damage: By weapon
No. Appearing: 1-12 (2-24)
Save As: Fighter 4
Morale: 9
Treasure Type: A + 2 hides
Alignment: Neutral
XP Value: 75

Hide hunters are humans who specialize in hunting the dwindling grazer herds. There are only a handful of hide hunters left, but those who remain are an especially tough breed. The demands of their profession ensure they are always well-mounted on warhorses. Hide hunters invariably wear gaudily painted leather armor and carry shields, swords, and the special short bows built by the Peshwah for use on horseback. Each group of four hide hunters has one wagon containing supplies, the hides of their kill (they leave the meat), and the special lances used to bring down grazers. These lances differ from normal lances in that they have a crossbar two feet from the point to keep an impaled grazer from driving the lance through itself in order to get at its attacker. They also have pointed butts for resting on the ground. Hide hunters only carry grazer lances when actually in the act of hunting a herd.

Lava Lizard

Armor Class: 3 (2)
Hit Dice: 4* (6*)
Move: 90' (30')

Attacks: 1 bite + special
Damage: 1-6 + 1-6/
(1-8 + 1-8)
No. Appearing: 1 (1)
Save As: Fighter 4
Morale: 12
Treasure Type: Nil
Alignment: Neutral
XP Value: 125 (500)

The lava lizard is a bizarre reptile that dwells in subterranean caverns among pools of bubbling lava. The beast has a rock-hard outer shell that helps to maintain the high body temperature that it needs to survive. It feeds on molten lava.

In melee, the lava lizard tries to bite with fast, but relatively weak, jaws. A victim bitten by a lava lizard takes 1-6 points of damage from the bite and must make a Saving Throw vs. Dragon Breath. Victims who fail their saving throw sustain an additional 1-6 points of damage from heat. Victims having magical fire resistance from rings and spells treat the heat damage as red dragon breath for purposes of saving throws and damage reduction.

The lava lizard also has a special defense. Whenever the lizard is struck by a non-magical metal weapon (such as a sword or dagger), the attacker must make a Saving Throw vs. Wands. If he fails the saving throw, the weapon melts due to the lizard's immense internal heat. The melted weapon does damage on the round in which it melts, but is unusable thereafter.

Although they dwell in scorching hot subterranean caverns, lava lizards have been known to travel many miles from the lava they need to survive. Generally, as they feel their body temperature drop, the lizards return to their nourishing fires. However, there have been instances of lizards pursuing foes so far from the lava pools that they were unable to return before they cooled into a statue-like immobility and died.

The Barrens of Karsh are home to a particularly large and ferocious strain of lava lizard. Specimens of this breed (called Karsh Lizards) have an AC of 2 (instead of 3), have 6 hit dice (instead of 4), do 1-8 damage (instead of 1-6), and have an XP value of 500 (instead of 125).

Roper

Armor Class:	0
Hit Dice:	12***
Move:	30' (10')
Attacks:	1 bite/ 6 tentacles
Damage:	5-30/weakness
No. Appearing:	1-3 (2-5)
Save As:	Fighter 10
Morale:	10
Treasure Type:	L (x5)
Alignment:	Chaotic
XP Value:	3875

A roper is a long (or tall), blob-like entity that has one eye centered over a mouth full of sharp teeth. It also has six long tentacles paired on either side of its torso, like arms. Ropers usually live in rocky caverns where they can hide themselves by imitating the shape of tall rocks or stalagmites. In rare instances, they may also be found in dense woods, where they adopt the shape of trees for camouflage. Ropers eat anything that moves, but prefer humans and humanoids.

A roper has six long tentacles, each of which can shoot out 60 feet to grab prey. The touch of a roper's tentacle causes weakness, reducing the victim's Strength by half for three turns (no saving throw). Once in contact with a victim, the tentacle wraps itself tightly around him and pulls him toward the roper's mouth. A tentacle is cut only if a single blow from an edged magical weapon inflicts 5 or more points of damage. Such a blow makes that tentacle useless, but the damage doesn't count against the monster's hit points. Damaged tentacles regenerate within 24 hours.

Ropers are immune to all first, second and third level spells. They take no damage from cold or lightning and are unaffected by normal or silver weapons. Treasure may occasionally be found in the stomachs of defeated ropers.

Sister of Fire (Human)

Armor Class:	9
Hit Dice:	3-10
Move:	120' (40')
Attacks:	1 weapon or spell
Damage:	By weapon or spell
No. Appearing:	0 (1-12)
Save As:	Cleric 3-10
Morale:	11
Treasure Type:	None
Alignment:	Chaotic
XP Value:	35, 75, 175, 275, 450, 650, 900

All postpubescent Afridhi women receive clerical training. They are the special servants of Zugzul in his Zul (fire) aspect and are the guardians of the family hearth. Most are content to remain 1st or 2d level clerics. Those who want to advance further are examined by the Mistress of God (high priestess) to determine their suitability. If the Mistress of God deems them acceptable, they become Sisters of Fire, priestesses of Zugzul who rule the Afridhi.

The Sisters of Fire order the business of the nation. They impose taxes based on the ability to pay. They settle all disputes between Afridhi. When crimes are committed, they exact penalties. In all matters except war, their word is final—and, even in the matter of war, they can exercise a veto if they think that some activity will cause casualties beyond their ability to tend.

Those who become Sisters of Fire don a flame-red hooded robe of office, which identifies them to other Afridhi so that they will be honored and their words heeded. To mark themselves as persons above mortal concerns, they must take vows of piety, poverty, and chastity. Always, they must live apart, among their own kind (other Sisters of Fire) or in solitary quarters where they won't be tempted to desert their calling and succumb to the joys of home and family.

Those who find this regimen too onerous can resign their office by simply removing their robes and announcing

their intention to quit. Such women are greatly sought after as wives. However, few Sisters of Fire resign since this irreversible choice cuts them off forever from the power and excitement that comes with rulership. Besides, most of the Sisters are truly devoted to Zugzul and the Afridhi nation.

Sisters of Fire can be of any level of experience between 3 and 10. Only the Mistress of God can rise above the 10th level of experience (and only with the help of Zugzul). As a special gift from Zugzul, all Sisters of Fire have a natural resistance to fire (per the cleric spell *resist fire*, but of continuous duration).

Skandaharian Raider (Human)

Armor Class:	4
Hit Dice:	4
Move:	90' (30')
Attacks:	1 weapon
Damage:	By weapon
No. Appearing:	0 (10-80)
Save As:	Fighter 4
Morale:	9
Treasure Type:	A
Alignment:	Chaotic
XP Value:	75

The Skandaharians are a race of tall, pale-skinned, blue-eyed, blond-haired sea rovers. From their secret lairs in the frozen north, they regularly sail in longships to reave the coasts of the Thonian Empire. In recent years, they have concentrated on Blackmoor, which they unsuccessfully invaded during the Great Rebellion. Many a Skandaharian warrior died in that fiasco, and the barbarian raiders hate Blackmoor with a special vengeance because of their humiliating defeat. For this reason, they have, in recent years, made common cause with the Afridhi and Thonian Empires. This has not prevented them from raiding either empire, but has made them discreet.

Skandaharians seldom venture far from their ships, though small parties may be encountered ashore and far from the sea, since they often sail their vessels up rivers in order to find good pickings.

MONSTERS & FOES

Generally, the Skandaharians organize themselves by clans, and each clan has one or more longships. Each longship is crewed by 50-75 raiders. Most will be clansmen, though up to 10% will often be clanless men working for a percentage of the profit from the voyage. In many cases, the clanless men are also being tested to determine their suitability for adoption into the clan at some future date.

Since they live for war and fighting, most Skandaharians (75% of any crew) are 4th level fighters. Another 10% are 3d level fighters, and 15% are 5th level fighters. Each longship is captained by the clan chief, one of his sons, or one of his chief henchmen. The captain is usually a 7th level fighter. It is not uncommon, however, for clans to send out vessels with crews carefully picked from the entire clan. In such cases, up to half of the crewmen will have 1-2 additional experience levels, and the captain will be a 10th level fighter.

Skandaharians are noted for their greed, destructiveness, and cruelty. In this regard, they are often compared unfavorably with orcs.

Sollux (Sun Brother)

Armor Class:	0
Hit Dice:	10*-14*
Move:	120' (40')
Attacks:	1 weapon
Damage:	1-8
No. Appearing:	1 (1)
Save As:	Fighter 10-14
Morale:	9 (12)
Treasure Type:	Nil
Alignment:	Lawful
XP Value:	1750-2500

Sollux are a race of 7-foot-tall humanoids with crimson skin and bright yellow hair. They are solitary beings who prefer to make their homes in areas of great heat (near volcanoes or in deserts, for example). Although they are denizens of the Prime Plane, sollux are related to both helions and efreet. Unlike efreet, they are lawful in nature.

Sollux warriors are always alert for the

presence of their mortal enemies, the efreet, whom they have long tried to drive from the Prime Plane. Those sollux who successfully defeat an efreeti become Sun Brothers.

Sun Brothers are members of the Brotherhood of the Sun, the supreme order of sollux warriors. Members are distinguished by their red-gold armor and blazing sun shields (treat as light spell). They are considered the cream of their warrior species, and they devote themselves to solitary travels in search of efreet to defeat and drive away. In times of great need, the Sun Brothers have been known to band together to fight chaos, especially where the efreet have been involved in the struggle.

Sun Brothers have between 10 and 14 hit dice. The leader of the Brotherhood has 16 hit dice and an armor class of -3; he wields a sword of efreeti slaying. Sun Brothers normally have a morale of 9, but this increases to 12 when they are fighting efreet.

All sollux are immune to illusion and are able to detect invisibility at will. They aren't affected by normal fire, and magical attacks against them suffer -1 to their hit and damage die rolls.

Soul Eater

Armor Class:	0
Hit Dice:	10*
Move:	180' (60')
Attacks:	2 claws
Damage:	1-10 each + special
No. Appearing:	1 (1)
Save As:	Cleric 10
Morale:	12
Treasure Type:	Nil
Alignment:	Chaotic
XP Value:	1750

A soul eater is a being from another dimension summoned by (or granted by an Immortal to) a high level cleric. It is used to slay beings as ordered by the cleric who summoned or received it. A soul eater appears as a cloud of glowing darkness and can assume any shape desired. Once assigned a victim, it will not stop

until either it or its victim is defeated. A soul eater is intelligent and will accomplish its mission by any means it can.

In combat the monster attacks with two ghostly claws each round. In addition, each time it hits, it drains one point of wisdom unless the victim makes a successful Saving Throw vs. Death Ray. This saving throw must be made *each* time the character is hit. A soul eater can only be struck by magical weapons; silver and normal weapons have no effect on it. If a soul eater slays its victim or reduces his wisdom to 0, the victim dies and the soul eater returns to its own dimension. Characters slain by a soul eater can't be raised from the dead or reincarnated. If a victim survives, he regains wisdom at the rate of 1 point per day. If the soul eater's hit points are reduced to 0, it dissolves into a formless cloud and drifts away; it doesn't return.

If the soul eater's victim is slain by another, or if the soul eater is defeated, it returns to the cleric who summoned it and attacks him in a blind fury. Due to its rage, it has 20 hit dice and does 3-18 points of damage during this attack. If defeated in its attack on the cleric, it disappears forever. The soul eater attacks the cleric who gave it its mission only if the cleric summoned it; not if the soul eater was given to the cleric by an Immortal (as in the case of the soul eaters housed in the Well of Souls).



ROGUES, REGENTS & RASCALS

Unless otherwise noted, assume that any of these NPCs who accompany the PC party on an adventure or who are encountered in a wilderness setting carry a backpack loaded with certain standard equipment. Items carried in the pack include a lantern, a flask of oil, 15 iron rations, a 50' length of rope, a tinder box, two water skins, a steel mirror, and a holy symbol. If the NPC is a thief, the pack also contains thieves' tools.

Unless otherwise noted, assume that each NPC owns a riding horse, saddle, bridle, and saddle bags and that each magic user owns a mule on which to carry his spell book.

The attributes of the NPCs listed in this section reflect all modifications for the type of armor usually worn and for any weapon, shield, or magical item indicated as being usually carried. Armor class has also been modified to reflect Dexterity bonuses.



Captain Hieronymus Castegere

Neutral 10th level fighter; Str 13; Int 14; Wis 13; Con 15; Dex 12; Cha 12; AC 7; hp 42.

The master of the coaster *Blossom* is a devious rogue who has made an immense fortune from playing all sides against each other. At the start of the Afridhi invasion of the Duchy of Ten, Castegere shrewdly liquidated his holdings in his home port of Robinsport and

put his money to work with the moneylenders of Maus. He now has 9,000 gold pieces on deposit in Maus, sufficient treasure to retire comfortably if he so chose. But, driven by greed, Castegere continues to risk his life in order to accumulate even more. Currently, he is taking both Afridhi and Thonian gold to spy on Blackmoor and Blackmoorian gold to spy on the Afridhi—and he is negotiating with the Skandaharians to provide them with information on both Blackmoorian and Tenian ship movements.

But Castegere is not entirely driven by greed. He is never so comfortable as when he is in danger at sea, and much of his clandestine activity is merely an excuse to go looking for trouble. He also has a passionate love for his ship, which is named for his long-dead wife, and for his daughter, who so closely resembles her mother.

Castegere wears a rough sun-bleached seaman's jersey and tar-stained trews under lightweight leather armor. His feet are shod in oiled felt boots. A single gold stud decorates his right ear. Otherwise, he wears no visible adornment; however, hidden under his jersey is a silver *amulet vs. crystal balls & ESP*. Castegere keeps a pair of daggers in his broad leather belt and carries an additional dagger in each boot. If danger threatens, he adds a *sword +1, charm person*. His worn belt pouch holds 20 gold pieces and a set of keys to his sea chest and desk and to the various doors on his ship.

Castegere speaks fluent Dwarf.

Dost Suwat

Chaotic 7th level fighter; Str 14; Int 12; Wis 15; Con 12; Dex 12; Cha 11; AC 5; hp 35.

The Afridhi warrior Dost Suwat belongs to a secret society of Afridhi males called the *Children of Zug*. According to their beliefs, the current worship of Zugzul in his *Zul* aspect ignores the dual nature of the god as both *Zug* (ice) and *Zul* (fire). Further, the Children of Zug believe that the present Afridhi theology is at least partly the result of a conspiracy of the

Sisters of Fire to keep male Afridhi subservient and to hide their god's *Zug* aspect.

Since coming down from their chilly, isolated mountains, Afridhi males have seen several societies where females are subservient or, at best, equal. Many of them now believe that it is time for equality within their own tribe, and the most radical proponents of this belief are the Children of Zug. Since they cannot hope to have their heresy accepted by the Afridhi matriarchy, they seek to discredit the Sisters of Fire by wrecking their efforts to prosecute the war. As a faithful Child of Zug, Dost Suwat seeks to further this aim by doing what he can to sabotage the completion of the Well of Souls.

Dost wears chain mail armor over his traditional Afridhi hillman dress and carries a dagger and a sword. His small belt pouch holds 20 gold pieces and a *potion of human control*.

Fletcher William—the Fetch

Lawful 14th level fighter; Str 15; Int 12; Wis 15; Con 12; Dex 9; Cha 9; AC 2; hp 56.

Fletcher William is Keeper of the Peace at the University of Blackmoor. In addition, Fletcher (who is known to students as *The Fetch*, due to his investigatory abilities) also serves clandestinely as the kingdom's leading counterspy and as a recruiter for King Uther's intelligence service. His recruits invariably end up on the payroll of the Keeper of the Peace, which serves as a cover for the transfer of funds to the council's spies.

The Fetch is a thin, graying, thoroughly unprepossessing old gentleman who does all that he can to encourage the view that he is a harmless campus recluse, content to live a sober bachelor existence as a toiler in the fields of academe. In fact, though, he is an intelligent, sophisticated, and highly dangerous man.

In order to keep his body hardened for his secret state duties, Fletcher William always wears a full suit of *chain mail* +2 under his academic robes. When danger

is imminent, he adds a helm and a small shield. He always carries a dagger and a sword +2 and adds a short bow with a quiver of 20 arrows when traveling. Around his neck, The Fetch wears a rare amulet that protects him (and those in his presence) from being spied upon by anyone using a crystal ball or mental abilities (such as ESP). The amulet also alerts The Fetch when anyone is attempting to spy on him and from what direction the action originated.

Gerry Castegere

Neutral 7th level thief; Str 9; Int 16; Wis 10; Con 12; Dex 13; Cha 14; AC 7; hp 18; OL 45%; FT 40%; RT 38%; PP 50%; MS 48%; CW 93%; HS 35%; HN 1-4.

The 19-year-old daughter of Hieronymus Castegere was orphaned at the age of three, when her mother died during a plague while her father was at sea. The elder Castegere never forgave himself for not being present when his beloved wife died, and he vowed that he and his daughter would never be parted. Taking his life savings and the proceeds of a ruinously costly loan from a Robinsport usurer, Castegere bought a used coaster, renamed it for his dead wife, and made it a home for himself and his infant daughter. Thus, from her earliest years, Gerry has roamed the sea with her father, learning the ways of wind and water and how to handle a sailing ship.

In order to protect his daughter from the amorous advances of the crew and cater to the superstitions of ignorant seamen who believed that a woman on board a ship was bad luck, Castegere disguised Gerry as a boy from the first day she was onboard.

Growing up at sea among rough sailors or in wildly debauched ports among even more nefarious influences, Gerry learned the skills of fighter and thief along with those of sailor. The eccentric nature of her upbringing and the often hard code of her profession have made Gerry tough, but not brutal.

The diminutive thief wears the same

seaman's garb as her father, but eschews armor. Instead, she relies on Dexterity and a ring of protection +1, 5' radius for protection. She carries a dagger in one boot. If a melee seems imminent, she also carries a short sword +1 and crossbow. Beneath her jersey, Gerry wears a silver amulet vs. crystal balls & ESP that is a match for the one worn by Hieronymus.

Gerry speaks both Elf and Dwarf.

Gregor Mendicamp

Lawful 12th level cleric; Str 12; Int 15; Wis 17; Con 13; Dex 12; Cha 9; AC 9; hp 45.

Once a simple parish priest, this slight, balding, meek-mannered, 38-year-old cleric has, for the last four years, been a fugitive from the justice of the Sisters of Fire and a secret agent for the Thonian High Church. Acting on behalf of the Bishop of Blackmoor, he has founded dozens of bands of Brothers of the Greenwood and organized an effective intelligence service in most of the towns in the Duchy of Ten.

Gregor is at root a simple man who wants only to serve his people and to better their lives. But his heart aches for their suffering, and he knows that their travail will not end until the Afridhi are brought low.

Since the Thonian High Church has been suppressed by the Afridhi, Gregor dares not wear his priestly robes. Instead, he disguises himself as a traveling scribe, complete with a special reading lens, which he wears on a chain around his neck, and a thumb carefully stained with ink to resemble that of one who daily works with leaky quills.

But there is more to this scribe than meets the eye. Beneath his threadbare green woolen scribe's robe, Gregor wears a girdle of giant strength. The rags bound around his lower legs and feet conceal boots of traveling and leaping. And what appears to be a simple walking staff is actually a staff of power with 24 charges.

Gregor speaks fluent Afridhi. He knows the following spells:

1st Level: cure light wounds, detect evil, pro-

tection from evil, purify food and water.

2d Level: find traps, hold person, resist fire, speak with animal.

3d Level: continual light, cure blindness, cure disease, remove curse.

4th Level: cure serious wounds, dispel magic, neutralize poison.

5th Level: create food, raise dead.

6th Level: find the path.

Gul Hadda—the Mad Fakir

Chaotic 14th level magic user; Str 7; Int 18; Wis 16; Con 9; Dex 12; Cha 6; AC 6; hp 24.

Trained since his earliest years as a magician, at the age of 72, Gul Hadda is the most powerful Afridhi wizard. This distinction would gain him a respect almost equal to that shown the Sisters of Fire were it not for the fact that Gul Hadda is utterly mad. Fortunately, the Afridhi have too few magicians to dispense with the services of anyone with his power.

Among the wizard's many transgressions of Afridhi law and propriety are crimes that would cost anyone else his life. Public drunkenness and dancing outside of religious services are just two of his less severe capital offenses. Most of his really important crimes don't bear repeating in Afridhi polite society.

Gul is a stooped, emaciated, virtually hairless old man who refuses to wear any clothing except a filthy wool loin cloth wrapped around his withered hips. He claims that wearing more clothing than that interferes with his ability to control magical energies. But Gul is not insensitive to the embarrassment that his state of undress causes many of his body-conscious kinfolk. Therefore, he has "compromised" with their mores by having his body tattooed from neck to toe with designs closely resembling Afridhi dress—pants, short, fur-lined jacket, gauntlets, and calf-length boots. Lost amid this artistic display is a ring of protection +3 (which works like a ring of protection +1, but with a benefit of 3 instead of 1) worn on his right hand. Gul carries a small dagger hidden in a fold of his loin cloth and carries a staff of wizardry with 18 charges.



The wizard speaks Dragon, Dwarf and Elf. He knows the following spells:

- 1st Level: *charm person, detect magic, read languages, read magic.*
- 2d Level: *detect evil, detect invisible, knock, wizard lock.*
- 3d Level: *dispel magic, haste, protection from evil 10' radius, protection from normal missiles.*
- 4th Level: *confusion, polymorph others, polymorph self, wall of fire.*
- 5th Level: *animate dead, cloudkill, teleport.*
- 6th Level: *disintegrate, stone to flesh.*

Jallapierie

Lawful 17th level magic user; Str 12; Int 17; Wis 15; Con 13; Dex 12; Cha 9; AC 4; hp 44.

The wizard Jallapierie (or Jal, as he is known to the common folk) is a tall, thin, rumpled-looking man with short, cropped brown hair and a pale, lumpy, cleanly-shaven face. His appearance alone would make him stand out among the run of northern wizards, who tend to be a hirsute lot. But Jal's surpassing skill is what really sets him apart. Without question, Jallapierie is the strongest wizard in service to Blackmoor.

When encountered in the Comeback Inn, he carries a *dagger +2* and a *staff of wizardry* with 19 charges. On the middle finger of his right hand is set a *ring of protection +5, 5' radius* (which works just like a *ring of protection +1, 5' radius*, but with a

benefit of 5 instead of 1).

Jal speaks Elf and Dwarf. He knows the following spells:

- 1st Level: *charm person, detect magic, magic missile, read languages, read magic, sleep.*
- 2d Level: *detect evil, detect invisible, invisibility, knock, wizard lock.*
- 3d Level: *dispel magic, haste, protection from evil 10' radius, lightning bolt (x2).*
- 4th Level: *dimension door, polymorph self, remove curse, wall of fire.*
- 5th Level: *conjure elemental, hold monster, teleport.*
- 6th Level: *disintegrate, geas, stone to flesh.*
- 7th Level: *mass invisibility, summon object.*

The two 7th level spells are detailed in the D&D® Companion rules. They are described below:

Mass Invisibility*

Range: 240'

Duration: Permanent until broken.

Effect: Many creatures or objects.

This bestows invisibility (as the 2d level spell) on several creatures. All the recipients must be within an area 60' square within 240' of the magic-user. The spell will affect up to six dragon-sized creatures, or up to 300 man-sized creatures (treating one horse as two men). After the spell is cast, each creature becomes invisible, along with all equipment carried (as explained in the Basic Set Players Guide, page 41).

The reverse of this spell (appear) causes all invisible creatures and objects in a 20' x 20' x 20' volume to become visible. Creatures on Astral and Ethereal Planes are not within the area of effect; the spell cannot reach across planar boundaries. All other forms of invisibility are affected, both magical and natural, and all victims of this spell cannot become invisible again for 1 turn.

Summon Object

Range: Infinite

Duration: Instantaneous.

Effect: Retrieves 1 object from caster's home

By means of this spell, the magic user can

cause one nonliving object to leave his or her home and appear in hand. The object must weigh no more than 500 cn, and can be no bigger than a staff or small chest. The caster must be very familiar with the item and its exact location, or the spell will not work. Each item must be prepared beforehand by sprinkling it with a special powder that costs 1,000 gp per item prepared; the powder becomes invisible and does not interfere with the item in any way. Unprepared items cannot be summoned by this spell.

If another being possesses the item summoned, the item will not appear, but the caster will know approximately who and where the possessor is.

The magic user may use this spell from any location, even if the item summoned is on another Plane of Existence.

Sher Yakub

Chaotic 12th level fighter; Str 15; Int 12; Wis 16; Con 16; Dex 14; Cha 14; AC 4; hp 80.

The senior military commander at Tor Kurram is Sher Yakub. A veteran officer often commended for his ruthlessness, Sher Yakub takes his orders from Umra Dir. Together, they control all aspects of the Tor Kurram excavation.

Like most Afridhi, Sher is a short, square-bodied man with curly black hair and a long beard. He wears chain mail over a white woolen tunic and treads and a red woolen cloak over the chain mail. Soft red felt riding boots encase his feet. A sheath thrust into one boot holds a *dagger +1*. Suspended from his belt is a silver neutral sword +1 named *Snow on the Mountain*. This weapon has an intelligence of 8 and an ego of 5 and has the powers *see invisible, flying, and healing*.

Sir Kay Degern— Baron of Oktager

Lawful 13th level fighter; Str 12; Int 16; Wis 15; Con 13; Dex 14; Cha 16; AC 1; hp 70.

Sir Kay Degern is the youngest son of

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one of the 10 baronial families that ruled the Duchy before the conquest. His two older brothers died in the war against the Afridhi. His father was executed by Toska Rusa during the consolidation of power that followed the conquest. That leaves him as heir to the family title and lands. Since the Afridhi have abolished his title and claimed his lands, he now lives as an outlaw and rebel.

On the northwestern frontier of the Duchy, in the empty lands that separate it from the Duchy of the Peaks, Degern is raising an army to attack the Afridhi and retake the Duchy. At this time, he has about 1,500 men pledged to him, but they are scattered in small enclaves in The Trackers, The Wilds of Nin, and The Glens. They won't be concentrated all in one place until Degern is ready to strike. In addition, Degern is also closely allied with the Brothers of the Greenwood, and there are about 800 members or wards of that group hidden in the northwestern forests. The baron's own hidden camp in The Glens accommodates just 80 soldiers and 20 civilians.

At 28, Kay Degern is a tall, somewhat gangling young man with a plain, open face that immediately inspires trust. He wears plain, serviceable blued plate mail and carries a shield bearing his family escutcheon (three boar heads on a yellow field). When fully accoutred, he bears a dagger, mace, battle axe, sword, and lance. However, he normally carries only a dagger and his sword +2, *charm person*, which he calls *Nepanth*.

Degern speaks Elf and Afridhi. He is always accompanied by his chaplain, his physician, and a 12-man household guard.

Chaplain Josef Angmar (1): AC 9; C5; hp 18; #AT 1; D 2-12 (staff); MV 120'(40'); Save C5; ML 8; AL L; XP 175. Angmar knows the cleric spells *cure light wounds*, *protection from evil*, *bless*, and *speak with animal*. He carries a staff of striking with 15 charges.

Physician Paulie Kel (1): AC 9; M6; hp 15; #AT 1; D 6-36 (wand) or by spell; MV 120'(40'); Save M6; ML 10; AL

L; XP Value 275. Kel knows the magic user spells *read languages*, *read magic*, *continual light*, *knock*, *fireball*, and *protection from evil* 10' radius. He carries a wand of lightning bolts with 12 charges.

Guardsmen (12): AC5 (chain mail); F4; hp 20 each; #AT 1; D 1-8 (sword); MV 90'(30'); Save F4; ML 10; AL L; XP Value 75 each.

Stout Robin Goodfellow

Neutral 14th level thief; Str 19; Int 19; Wis 14; Con 12; Dex 14; Cha 17; AC 6; hp 26; OL 72%; FT 70%; RT 64%; PP 85%; MS 68%; CW 100%; HS 56%; HN 1-5.

The Guild Master of the Thieves' Guild of Robinsport is more of a patriot than is common among those of his ilk. Under his direction, the Thieves' Guild has become the center of sedition in the town of Robinsport. As a result, it has become a respected institution, working closely with agents of the Thonian High Church, the Brothers of the Greenwood, and Degern's rebel army against the oppressive Afridhi Empire.

Stout Robin is a jolly little man with a bushy, honey-colored beard framing a broad smiling face from out of which peer a pair of shrewd sea-green eyes. Those who don't know who he is tend to dismiss the thief as just a harmless eccentric, especially since he tends to talk softly to himself and make small beeping and buzzing sounds when concentrating on a problem. His eccentric, often clownish manner and stoutish figure conceal a cunning schemer and master thief who is adept at manipulating misfortune to his advantage. His one fault is his almost legendary impatience, which has led him into a number of unpleasant situations. Yet, when his life depends upon it, he can be as stubbornly patient as a cat sitting by a mousehole. Robin wears leather armor beneath a dark woolen cloak. He carries a pair of small, custom-made throwing daggers tucked into special leather bracers hidden under the sleeves of his wool tunic. There is a 10% chance that these daggers will be overlooked by

anyone searching him for weapons. Robin also carries a small hand ax in a sheath strapped to one scuffed boot. Like his bracers, his boots are specially made to look worn-out and not worth stealing. They are actually *boots of levitation*, a most useful item in Robin's trade.



Toska Rusa—Mistress of God

Chaotic 18th level cleric; Str 9; Int 17; Wis 15; Con 10; Dex 16; Cha 18; AC 4; hp 50.

Though no longer young, Toska Rusa retains the bloom of youthful beauty that caused her to be selected by her tribe to be the high priestess and consort of their god, Zugzul the One. The so-called *Mistress of God* is thought by the Afridhi to share an intimate personal relationship with their patron deity. When the lady speaks in her official capacity as high priestess, it is believed that she utters the thoughts and commands of her deity. Thus, when Toska Rusa ordered the Afridhi to leave their rugged mountain home and march across the "empty land" to the "country of black loam," it was as if Zugzul himself had given the orders. As one, an entire nation of 170,000 Afridhi men, women, and children packed their meager possessions and prepared to fight their way across the Plains of Hak toward Blackmoor and the Thonian Empire.

The priestess is guarded at all times by 12 bodyguards drawn from her company of 200 elite Handmaidens of Death.

Bodyguards (12): AC4 (chain mail and shield); F9; hp 60 each; #AT 1; D 108 (sword); MV 90'(30'); Save F9; ML 12; AL C; XP 900 each.

On the march, all 200 of her Handmaidens (exclusive of those on detached duty) surround the priestess. When she camps, they camp all around her. Thus, except in rare situations (such as her trip to Tor Kurram), an attacker would have to get past scores of elite fighters—not just her 12 personal escorts—in order to get to Toska Rusa.

At Zugzul's order, Toska Rusa at the very start of the long migration dispensed with her robes of office. She now wears the simple, but practical dress of a common hillman: baggy pantaloons, warm felt boots, collarless double-breasted blouse and coat of curly lamb-skin. Over her blouse, she wears leather armor, and her auburn locks are topped by an iron-bound leather helmet. For defense, the priestess carries a small, ornately carved ironwood club +1. She wears a ring of protection +1 and a medalion of ESP (90'). All of these items are the property of Zugzul; she owns no property of her own.

Toska Rusa speaks Dwarf and Orc. She knows the following spells:

- 1st Level: *cure light wounds, detect evil, detect magic, protection from evil, remove fear, resist cold.*
- 2d Level: *bleed, find traps, hold person, know alignment, silence 15' radius, speak with animal.*
- 3d Level: *continual light, cure blindness, cure disease, remove object, speak with dead.*
- 4th Level: *animate dead, cure serious wounds, dispel magic, speak with plants.*
- 5th Level: *commune, create food, dispel evil, quest.*
- 6th Level: *animate objects, find the path, speak with monsters.*
- 7th Level: *holy word, raise dead fully.*

The 7th Level spells are detailed in the D&D® Companion Booklet. Their effects are as follows:

Holy Word

Range: 0
Duration: Instantaneous
Effect: All creatures within 40'

This spell affects all creatures, friend or foe, within a circular area of 40' radius, centered on the caster. When the cleric casts this spell, all creatures of alignments other than the clerics are affected as follows:

up to 5th level:	Killed
level 6-8:	Stunned 2-20 turns
level 9-12:	Deafened 1-6 turns
level 13 +:	Stunned 1-10 rounds

Any victim of 13 levels or more or of the same alignment as the caster, may make a Saving Throw vs. Spells to avoid the effect entirely.

This powerful spell cannot be blocked by stone, nor by any other solid material except lead. (It can be blocked by an *anti-magic shell*.)

Raise Dead Fully*

Range: 60'
Duration: Permanent
Effect: Raises any living creature

This spell is similar to the 5th level *raise dead spell*, except that it can raise any living entity. Any human or demi-human recipient awakens immediately with no wounds (full hit points), and is able to fight, use his abilities, spells known, etc., without any penalties other than those existing at the time of death. For example, a victim cursed or diseased at death would still suffer the affliction when raised fully. If any other living creature (other than a human or demi-human) is the recipient, the guidelines given in the *raise dead spell* apply (including time limitations, rest needed, etc.).

A 17th level cleric can use this spell on a human or demi-human body that has been dead up to 4 months; for each level of experience above 17th, 4 months are added to this time. Thus, a 19th level cleric could cast *raise dead fully* on a body that had been dead up to 12 months.

If cast on an undead creature of 7 hit dice or less, the creature is immediately

destroyed (no Saving Throw). An undead creature of 7-12 Hit Dice must make a Saving Throw vs. Spells, with a -4 penalty on the roll, or be destroyed. An undead of more than 12 Hit Dice takes 6-60 (6d10) points of damage, but may make a Saving Throw vs. Spells to take half damage.

The reverse of this spell (*obliterate*) will affect a living creature just as the normal form affects undead (destroy 7 Hit Dice or less, et al). If cast on an undead creature of any type, *obliterate* has the same effect as a *cureall* would on a living creature (curing all but 1-6 points of damage, or curing *blindness* or *feeblemind*, etc.).

Umra Dir

Chaotic 10th level cleric; Str 10; Int 17; Wis 14; Con 12; Dex 16; Cha 17; AC 7; hp 35.

Umra Dir is one of the matriarchs of the Sisters of Fire and has devoted 24 of her 43 years to serving Zugzul. Like so many of the sisters, she is an utter fanatic. Having been involved in the creation of the Well of Souls from the very beginning, Umra Dir is passionately interested in seeing the great artifact completed. She would give her life in its defense.

The matriarch's fanaticism is matched by that of her personal guard. Wherever she goes, she is accompanied by a pair of bodyguards, part of a squad of a 12 of Toska Rusa's Handmaidens of Death who have been detached for service at Tor Kurram.

Bodyguards (2): AC4 (chain mail and shield); F9; hp 60 each; #AT 1; D 1-8 (sword); MV 90'(30'); Save F9; ML 12; AL C.

Umra Dir speaks Dwarf and Orc. She knows the following spells:

- 1st Level: *detect evil, detect magic, protection from evil, resist cold.*
- 2d Level: *hold person, know alignment, silence 15' radius, speak with animal.*
- 3d Level: *continual light, cure blindness, remove object.*
- 4th Level: *cure serious wounds, dispel magic.*
- 5th Level: *commune.*



PREROLLED CHARACTERS

These prerolled characters have been created especially for use in this module. Use them instead of your regular characters, or flesh out the PC party by including one or more of them as NPCs.

Each character starts the adventure with a filled waterskin and a backpack containing 15 iron rations, a 50' rope, 1 large sack, 1 small sack, a tinder box, a lantern, a flask of oil, a mirror, a holy symbol, and up to 80 cn of other equipment selected from the Normal Equipment list found on page 19 of the D&D® Expert Rules Booklet. In addition, thieves start with a set of thieves' tools, and magic users have spell books.

Prerolled fighters have a warhorse; other prerolled characters have a riding horse. All mounts have saddles, bridles, and saddle bags. Each saddle bag contains 500 gold pieces. Magic users have a mule for their spellbooks.

Alphidia Alkot

Lawful 11th Level magic user: Str 7; Int 16; Wis 13; Con 14; Dex 12; Cha 9; AC 8; hp 32.

Alphidia Alkot is a slight, frail, elderly woman whose mass of brown curly hair has long since been silvered with the passing of years. No longer as strong or fast as she once was, Alphidia knows that her days of wild adventure are passing fast. But the lady is a fighter who has never demanded more of the world than a foe worth meeting and a treasure worth taking. The rest, as she has always said, is up to her.

Alphidia favors clothes of silk and satin in shades of gray and black. Her garments are always severely tailored and practical. She wears a silver *ring of protection* +1 and carries a silver dagger, a *wand of illusion* with 10 charges, a *potion of giant strength*, and a displacer cloak. She knows the spells *detect magic*, *magic missile*, *read magic*, *sleep*, *continual light*, *knock*, *wizard lock*, *dispel magic*, *invisibility 10' radius*, *protection from evil 10' radius*, *confusion*, *remove curse*, *wizard eye*, *hold monster*, *teleport*, and *death spell*.

Axel Kars

Neutral 11th Level fighter: Str 15; Int 9; Wis 6; Con 17; Dex 13; Cha 11; AC 5; hp 64.

Axel Kars is a sandy-haired, fair-skinned, blue-eyed barbarian from some far land that no one ever heard of and that Axel would prefer to forget. Axel is known to be a good man in a fight, but he is also reputed to be somewhat unreliable, having in times past supposedly wandered off on extraneous side adventures when he was badly needed by his comrades. Axel denies this allegation.

The big barbarian wears rugged, severely tailored clothing in excessively bright colors over bronzed chain mail armor. Yellow and orange are his favorite shades, though he has been known to add a touch of purple for accent. Axel's most valued possession is his *ring of fire resistance*. He also carries a two-handed sword, a dagger, and a *potion of invulnerability*.

Gillam Khandum

Neutral 11th Level dwarf: Str 16; Int 7; Wis 10; Con 16; Dex 10; Cha 9; AC 5; hp 63.

Born in a small and unremarkable delving in the mountains of northern Glantri, Gillam Khandum has risen far above his obscure roots since fleeing his homeland many years ago in order to escape prosecution. Others have attained more wealth, but Gillam's fame is second to none.

Though he does not scorn wealth, Gillam seems to lack the obsession with gold and gems that lurks in the hearts of so many of his fellow dwarves. Instead, he loves the open road, the wind on his cheek, and good companions at his side. He also has an almost elvish love of music, and can oft be heard softly singing to himself snatches of some half-remembered song—even in the midst of some dangerous situation requiring the utmost stealth.

This doughty warrior wears nubby gold silk breeches and tunic under a

heavy chain mail shirt. An iron-bound leather cap adorns his long brown locks. His gray, woolen cloak is clasped with an elaborately wrought gold and gem encrusted cloak pin. On his stubby hands he wears brown, furry *gauntlets of ogre power*. He carries a *war hammer* +3, a *dagger* +1, and a *bag of holding*.

Ismelian Sotadis

Lawful 10th Level elf: Str 11; Int 14; Wis 11; Con 11; Dex 8; Cha 11; AC 7; hp 32.

"Ismelian the Archer," as he is sometimes called, learned his trade fighting in the kobold wars in the hills west of Selenica. This tall, keen-eyed, platinum-haired elf is of the blood of the ancient high elves of Genander's house—those who lived in the Northlands of Thonia centuries before men came to Blackmoor. It is dimly possible that Menander Ithamis, Lord of the Northern Elves in the time of King Uther, is his distant ancestor. Whatever the case, for Ismelian, his trip back through time is a wondrous journey into a past that his people remember far better (and more immediately) than men. Everything in Blackmoor is a delight that reminds him of some story or legend dear to his kin.

Ismelian wears a misty gray *elven cloak* and a gray tunic over silvered chain mail armor. His feet are shod in knee-length gray *elven boots*. He carries a powerful long bow of yew and sinew, 14 normal arrows, 6 *arrows* +1, a *sword* +1, and a dagger.

Ismelian knows the spells *detect magic*, *protection from evil*, *read magic*, *shield*, *sleep*, *continual light*, *detect evil*, *knock*, *web*, *dispel magic*, *fireball*, *haste*, *polymorph others*, *polymorph self*, and *magic jar*.

Jareel Takis

Lawful 12th Level cleric: Str 12; Int 11; Wis 14; Con 16; Dex 11; Cha 7; AC 5; hp 60.

Jareel Tarkis is a rotund little man with a florid face framed by a mop of dishevelled brown hair. Though he is a good companion with a ready twinkle in his

PREROLLED CHARACTERS

brown eyes and a hearty, ribald comment always on his lips, he is also an amazingly ugly man whose looks tend to frighten small children and family pets. Thus few strangers ever come to know the gentle Jareel behind the badly scarred, gargoyle face.

The only time that Jareel is not spewing forth a stream of jokes, riddles, and puns is when his mouth is full of food. Jareel loves his meat and is famous for his ability to sniff out the best table in any town, village, or pig track. His portly figure is an ever-growing tribute to this obsession and has caused many a foe to underestimate his prowess at rough-and-tumble.

Takis favors simple, rough-weave clothing in common earth tones, but usually sports a gorgeous rust-colored, linsey-woolsey cloak over his bronzed chain mail armor. Pinned to the cloak is a *scarab of protection* with 6 uses. He also wears buttery soft, white doeskin leggings, boots, and gauntlets. He is never without his trusty blackthorn *staff of striking* (with 16 charges). Currently, he carries a *scroll of protection from magic*. He knows the spells *detect evil*, *detect magic*, *protection from evil*, *remove fear*, *bless*, *find traps*, *know alignment*, *resist fire*, *cure blindness*, *cure disease*, *remove curse*, *striking*, *animate dead*, *cure serious wounds*, *dispel magic*, *commune*, *raise dead*, and *find the path*.

Kokra the Touch

Neutral 12th Level thief: Str 11; Int 10; Wis 9; Con 14; Dex 14; Cha 10; AC 7; hp 32.

Kokra the Touch, formerly of the city of Ylaruam and, by his own account, a near relative of the obscure ancient Emir Hinbul II (a thousand blessings upon his

house and that of his favorite camel), is a notorious thief and liar whose ability to needlessly get into trouble is exceeded only by his ability to get out again. Like most Ylaruam sewer scum, Kokra considers himself a poet, and he will talk relentlessly about his "works in progress" and the "muse" that whispers in his ear. His current project (and one that he is sure will make his fortune when he one day returns to Ylaruam) is a heroic lay about a sleeper who awakens in ancient Blackmoor and saves the kingdom. Those who adventure with Kokra know that he often talks a good poem, but never writes one.

The short, swarthy thief sports a trim black chin beard that, together with the ruby studs that he wears in his nose, give him an exotic, devil-may-care appearance. Kokra wears a loose, desert-style white kaftan over his light gray leather armor, but keeps his head, with its mass of shiny black curly hair, uncovered. He carries a crossbow, 16 normal quarrels, 4 *quarrels +1*, a *sword +1*, a *dagger +1*, a *scroll of protection from undead*, and a *bag of holding*.

Newton Depoe

Neutral 12th Level magic user: Str 10; Int 15; Wis 8; Con 10; Dex 9; Cha 10; AC 9; hp 24.

Newton Depoe is slight, freckle-faced young man of medium height. Beneath an alarming shock of carrot red hair, set in a pale, raw-boned face, are clear emerald-green eyes that convey a feral joy like that of a fox about to enter a chicken coop for a midnight repast. The eyes are accented all the more by the matching green garments that Depoe favors.

Depoe wears a bronze *medallion of ESP* and carries a throwing dagger, an *elm staff of power* with 16 charges, and a *potion of healing*. He knows the spells *detect magic*, *hold portal*, *light*, *read magic*, *detect evil*, *detect invisible*, *knock*, *web*, *dispel magic*, *fly*, *infravision*, *protection from normal missiles*, *charm monster*, *massmorph*, *remove curse*, *animate dead*, *cloudkill*, and *stone to flesh*.

Purda Blue

Lawful 12th Level fighter: Str 12; Int 12; Wis 11; Con 13; Dex 17; Cha 9; AC 4; hp 56.

Tall, elegant, and fine-boned, the blonde, blue-eyed Purda Blue can set male hearts pounding just by entering a room. As if to belie her great beauty and emphasize her deadly profession, she tends to wear simple, serviceable male clothing in icy blues and cold grays. High-heeled gray suede boots make her seem even taller than her 6' 2".

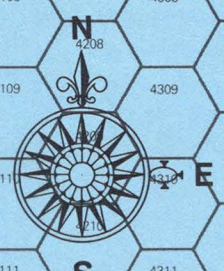
Purda Blue wears silvered *chain mail +1*. She carries a dagger with a filigreed silver hilt and an opal in the pommel and a lawful *sword +1* with an intelligence of 9, an ego of 4, and the powers *see invisible*, *detect evil*, and *find traps*. The dagger is worth 1200 gold pieces.

A renowned sword mistress, Purda Blue also fancies herself something of a wit. One of her amusements is the composition during combat of rhyming couplets that express in scathing detail her estimation of the ancestry, prowess, character, and probable destination of her current opponent. Her one failing as a fighter is that, whether raging with anger or amused by her poems, her eyes mirror her mood and intentions, often telegraphing her next move.



MAP 1: THE NORTHLANDS

SCALE: 1 HEX = 12 MILES



Open Terrain

Sea, Lake, River

Swamp, Marsh, Fen

Forest

Hill

Mountain

Village, Town, City, Point of Interest

Road



Door



Double Door



Secret Door



Iron-Barred Door



Table



Chest



Cot/Bed



Chair



Rock Pillar



Soldiers



Lava Pit



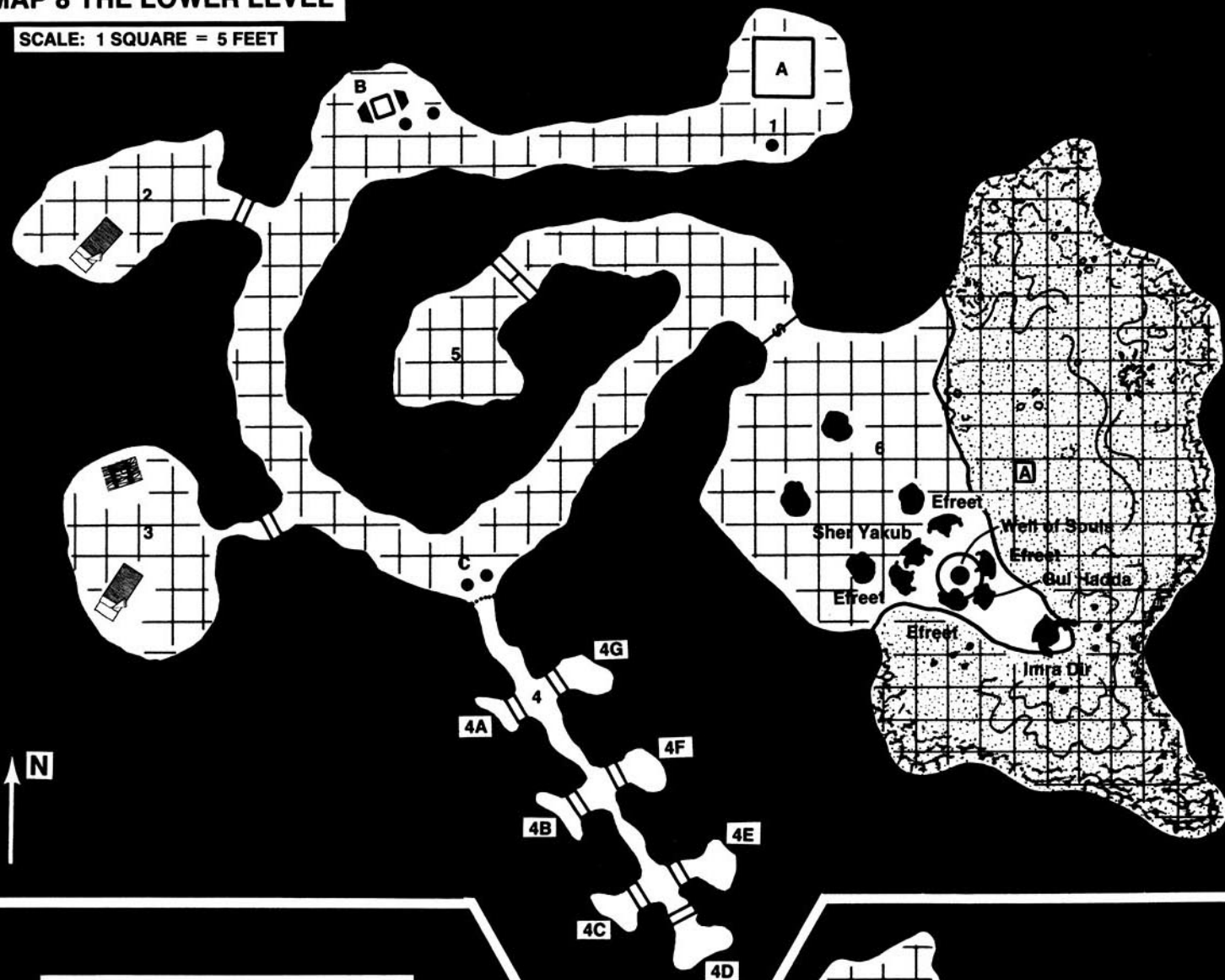
Overhead Shaft



Straw

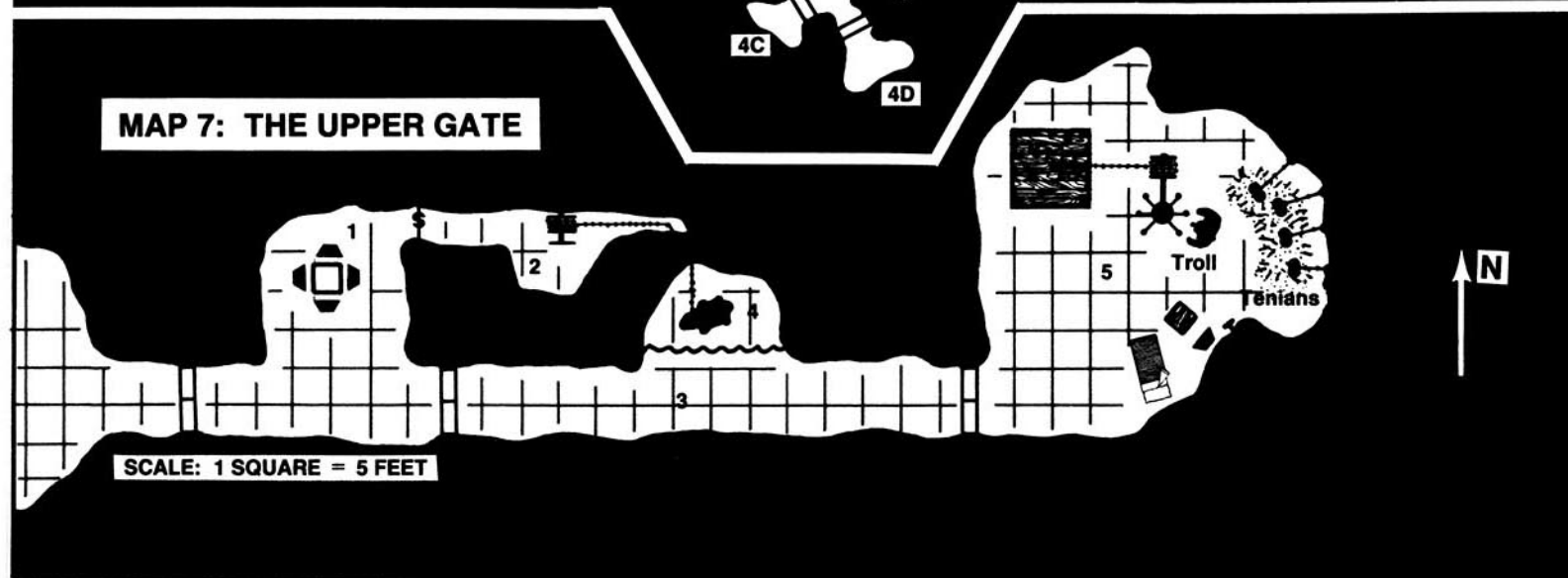
MAP 8 THE LOWER LEVEL

SCALE: 1 SQUARE = 5 FEET

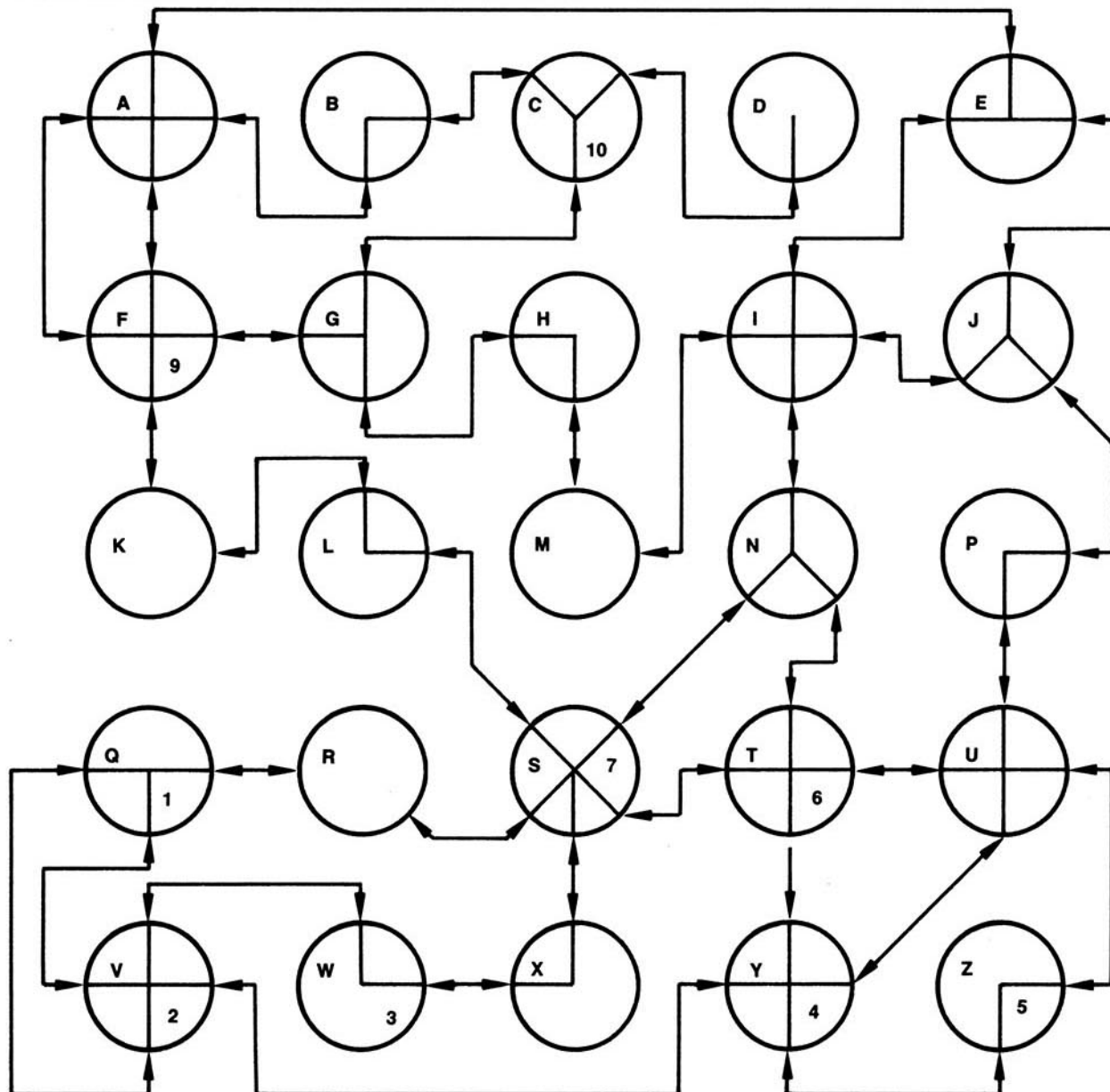


MAP 7: THE UPPER GATE

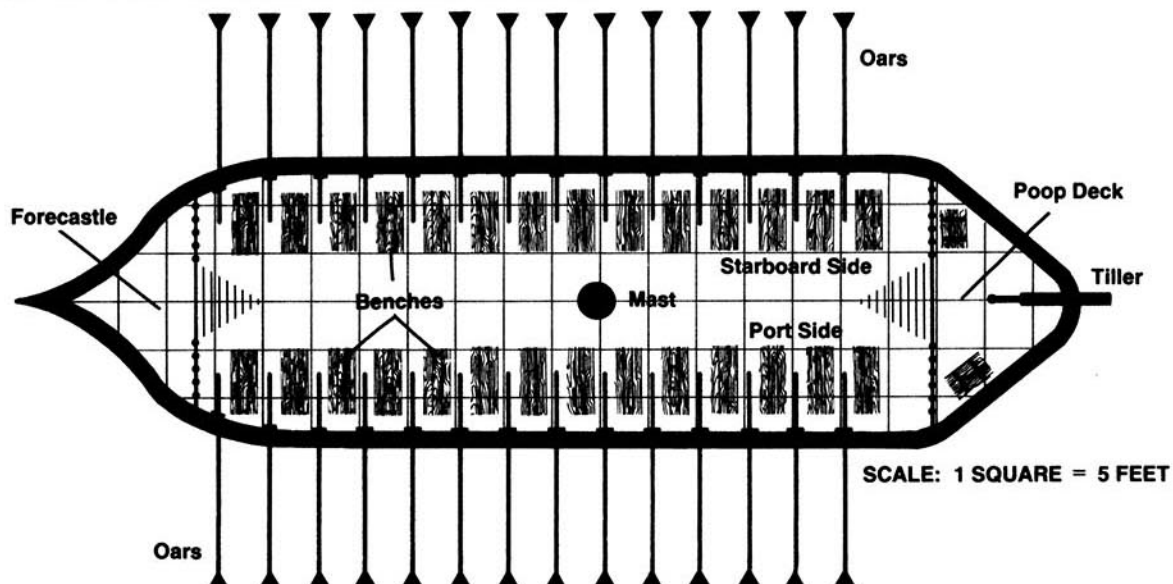
SCALE: 1 SQUARE = 5 FEET



MAP 3: THE ROBINSPOORT CHASE FLOW CHART



MAP 4: THE LONGSHIP GHOST MAKER



To all Good Men Who Do Oppose The Afridhi Tyranny—

Know you that a terrible thing has happened this night. In the darkest hours, while thunder cracked around our heads, foul witchery was loosed upon the world. Here at Starmorgan, which the Afridhi conquerors have made the seat of their tyranny, the high priestess of the Barbarians—the Mistress of God, foul Toska Rusa—called out in her sleep and demanded that a scribe be brought to her. An' since but few of the Barbarian Afridhi can write, there was no scribe of their race to be had. So I was brought.

For long hours thereafter, I sat and scribbled the terrible words that spilled from her slack mouth. For 't was not Toska Rusa that spoke at all, but something else that spoke through her—an evil thing, with a booming voice that dueled with the thunder and hurt mine ears. Zugzul, it called itself—cold fire. Cold fire—god of the Afridhi.

This did it say to its people through the mouth of their leader. That they should go into the Barrens of Karsh and there find a hill with a hollow crown. An' they must dig into the heart of that hill a tunnel. An' in its heart, they must build a foundry and a temple. For there, according to the instructions that it spake to them, the Afridhi must bring into being a great artifact—an urn of platinum. There, in the heart of the volcano, they must forge it and consecrate it with blood. Efreet would come to aid in the forging.

The Well of Souls, it would be called. And it would make the Afridhi terrible in battle. Their enemies would quail before them. The leaders of their foes would be hunted by fell beasts. Their priestesses would command storms of fire. So said Zugzul.

But with his promise, he said more. That the Well of Souls must be closely guarded, for it could be undone. The fire that made it could unmake it. Yet, only the hand of as yet unborn can be the hand of its unmaking. This was his prophecy—and he laughed as he spake it. If it be true, I know not what can be done in our lives to stop this thing. I can only record. My part is done.

—Belerephon the Scribe



Expert Game Adventure

The Duchy of Ten

by David J. Ritchie

The Well of Souls . . .

That's what Zugzul bade the Afridhi call the evil artifact that he had taught them to make. They must call it the Well of Souls, and they must carry it before them into every battle—and they would be mighty. Thus said the god of the Afridhi, Zugzul the One.

So the Afridhi did as they were bade. Seeking the volcano called the Hill of the Hammer in the far Barrens of Karsh, they built in its heart a great forge. There, as Zugzul had promised, efreet came to help them make the mighty artifact. There, amid vile, unholy rites, they bound the souls of men into its very substance, and, as it took shape, they sharpened their swords for the red-handed work that must surely follow hard upon its completion.

Many were the men who guarded the Hill of the Hammer during the days of making—for their foes in hated Blackmoor would try to unmake that which they had wrought. Yet, it was not men that would keep the Well of Souls from destruction, but a prophecy—that the artifact would be unmade only by the hand of one as yet unborn!

This adventure is for use with the DUNGEONS & DRAGONS® Set, and cannot be played without the D&D Basic and Expert rules produced by TSR, Inc.

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