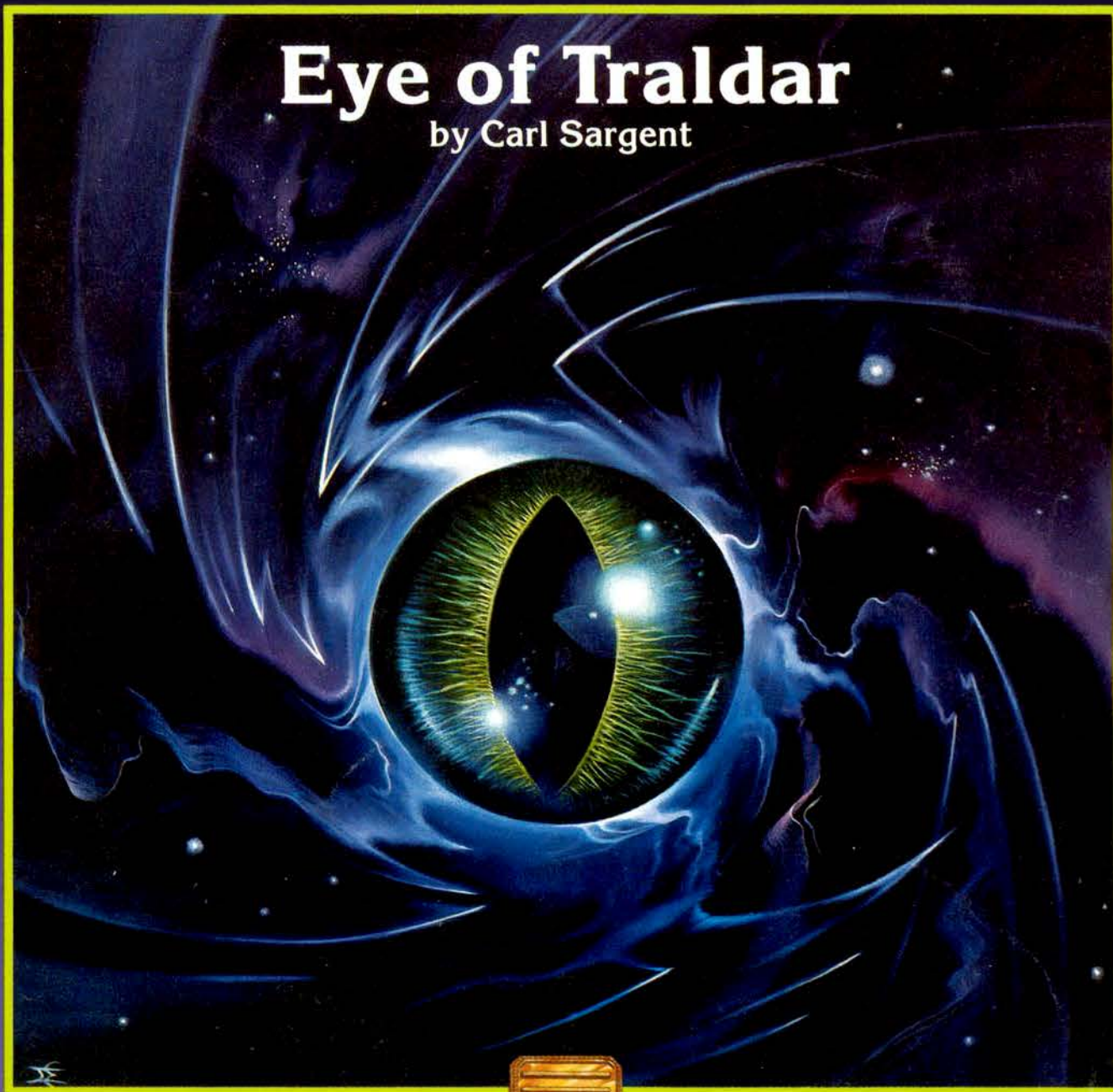


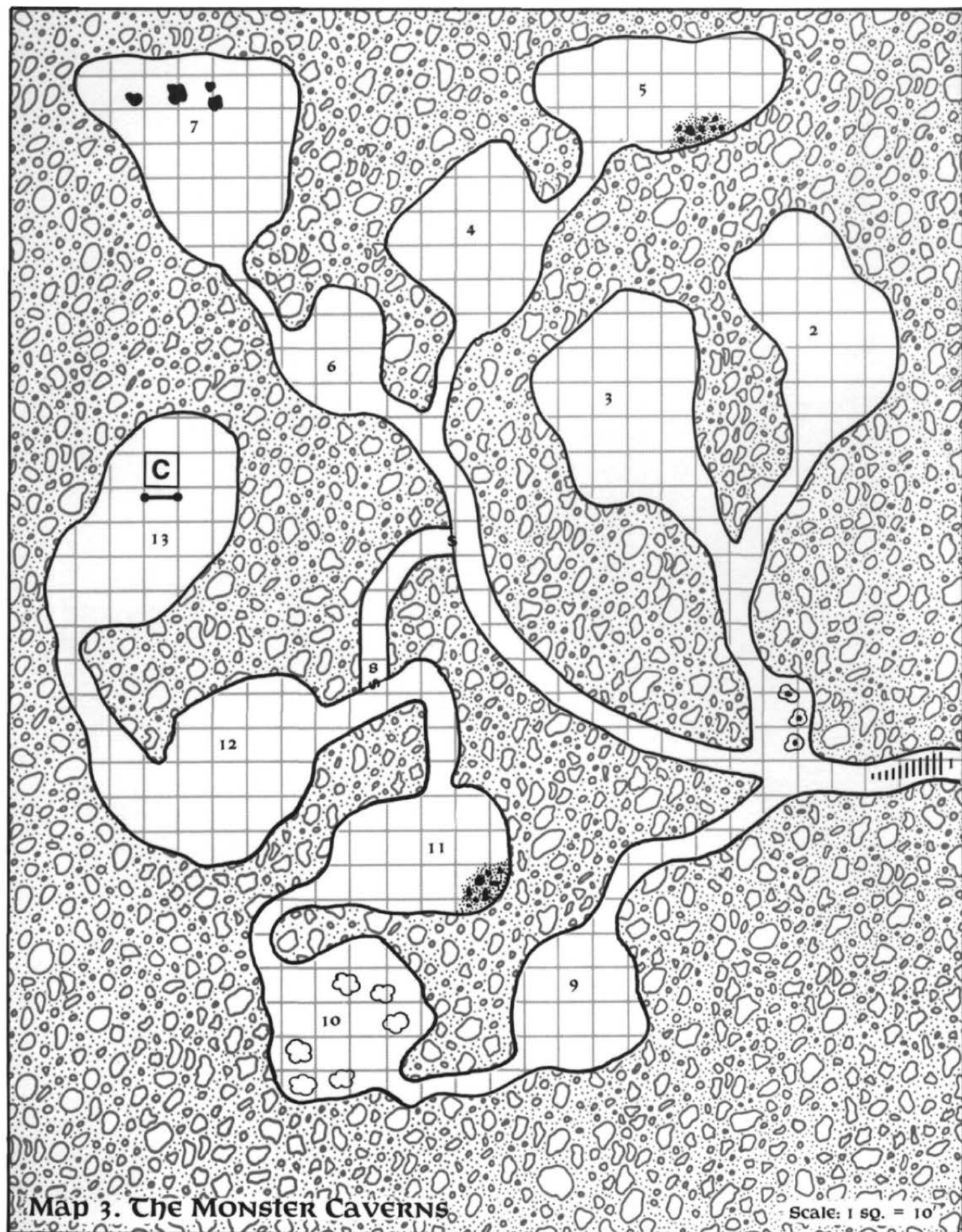
Dungeons & Dragons®

Official Game Adventure

Eye of Traldar

by Carl Sargent



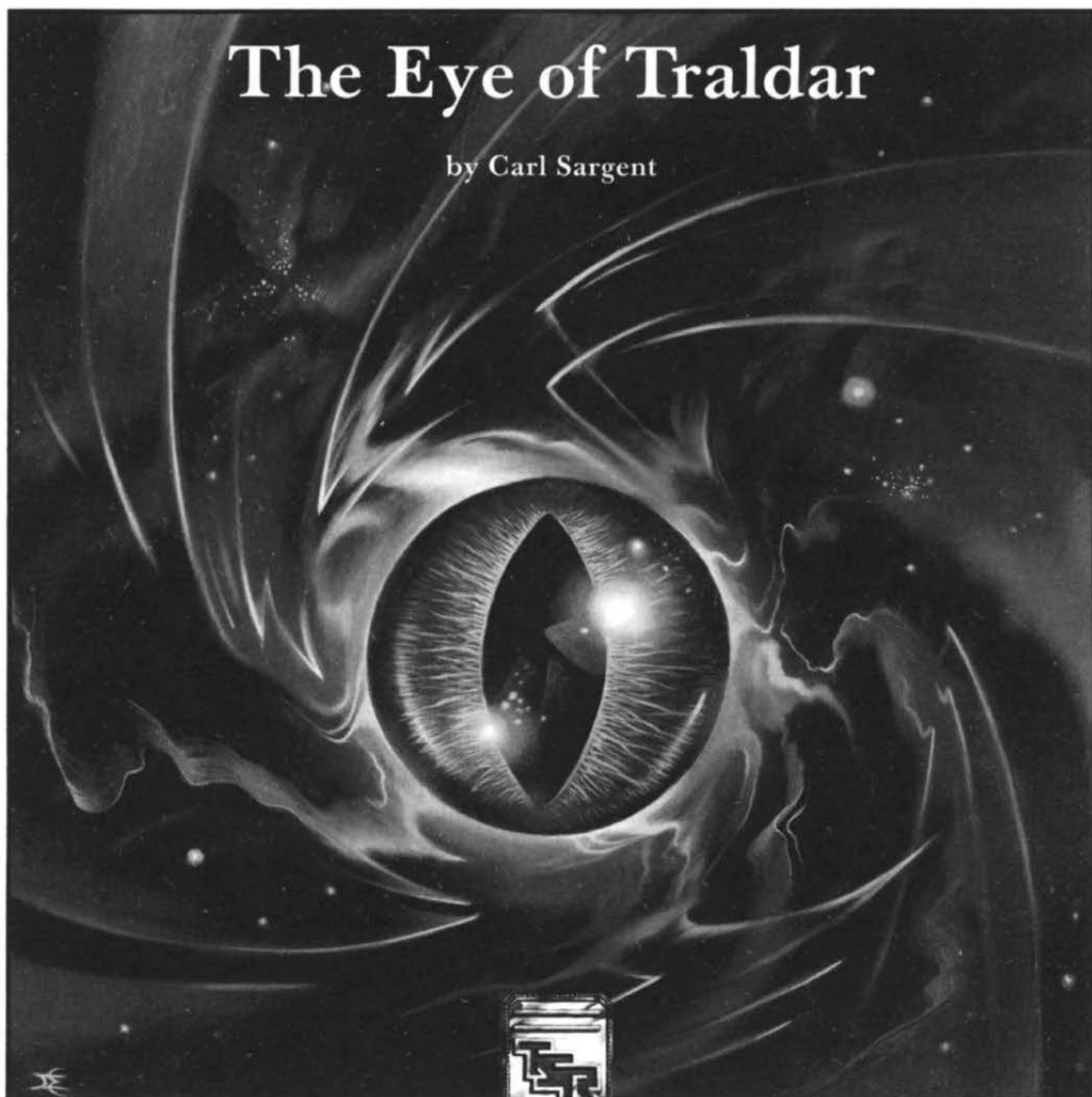


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Welcome to *The Eye of Traldar*, a DUNGEONS & DRAGONS® (D&D®) game adventure for 5 to 7 characters of levels 1 and 2. This module is particularly suitable for novice players and Dungeon Masters (DMs). To play this adventure, the only additional reference you will need is the *D&D® Boxed Game*. DMs should also consider acquiring the *D&D® Gazetteer—The Grand Duchy of Karameikos*, since this gives useful extra information on the lands where this adventure takes place. However, the basic information given about Karameikos and the intrigues of the Black Eagle Barony in this module is certainly sufficient for running the adventure. Also, all the floorplans, detailed maps and descriptions you need for running this adventure are within this module.

The Eye of Traldar has an optional sequel, the module DDA4, *The Dymrak Dread*. However, the two stand alone and can be played entirely separately. *The Eye of Traldar* has alternative endings in the storyline that allow DMs to link its adventure with *The Dymrak Dread* and therefore run campaigns together if they wish, or they can end this adventure when the characters have achieved their goal in Fort Doom.

Adventure Synopsis

The player characters (PCs) begin traveling along a road in western Karameikos where they encounter a fighter being pursued by thugs who take the PCs for his friends. As a result, the PCs have to fight for their lives. They are hired as bodyguards by the fighter, and arrive in the town of Luln where they are ambushed once more. After several skirmishes, the characters escape and are drawn into a mission to Fort Doom, capital of the Black Eagle Barony.

Within Fort Doom, the PCs have to retrieve a stolen magical gem—the legendary Eye of Traldar itself. This isn't going to be easy. The fortress of Baron Ludwig von Hendriks is a place teeming with brutal and evil people and creatures, and it will require great courage and no little luck to retrieve the Eye from this place. But the adventurers can exploit the chaotic lack of organization among the guards and forces of the fortress. They should also be able to find help from prisoners of the Barony, an alchemist forced into service, and others.

The PCs may also find other things they were not expecting—lists of Black Eagle agents and slavers in the

cities and towns of Karameikos, and even plans for military invasions by the Barony. They could end up with a lot more than they bargained for!

The Land of Karameikos

The large-scale map on the outside screen of this module shows much of the country of Karameikos, the land where *The Eye of Traldar* is set. In the pull-out section in the middle of this module (page 17), there is a more detailed map of western Karameikos, the area where the adventure takes place. This doubles as a Player's and DM's map, and you may wish to photocopy it for your own personal use (permission is given for this) while providing players with the map for their own use. On the reverse side of this map is a short history and summary of Karameikan life. For players (and DMs) unfamiliar with the Karameikos game setting, this will give some good scene-setting background. Chapter 1 also gives some additional information on Karameikos.

Ready-To-Play Characters

Six ready-to-play PCs for use in the adventure can be found on pages 15 and 16. Using these characters will save time help with the adventure itself. We strongly suggest their use because they are somewhat superior to randomly rolled PCs, giving them a better chance of survival, and they have extra equipment and money, reflecting their background (see Chapter 1). Some of the PCs have good personal reasons for undertaking the adventure. This is especially true for PCs 1 and 2, fighter and elf (names are not given to the pregenerated PCs since these should be for players to choose). Make sure players are aware of these elements of their PCs' backgrounds. However, *The Eye of Traldar* can easily be played with other PCs of levels 1 and 2.



For the Novice Dungeon Master

If you haven't run many D&D® adventures before, then *The Eye of Traldar* is going to be particularly helpful to you. The adventure script briefs you on "what to do if..." problems. It also gives good advice on role-playing non-player characters (NPCs) and their actions and reactions, combat tactics, and keeping the adventure rolling along. Combat tactics, and how to run combats, are carefully addressed for the first two combats of the adventure. This will help you gain the experience and confidence to run later combats.

There are also sections of boxed text that give descriptions and backgrounds to players, which should be read verbatim. Some also have reported speech—something that NPCs say. If these passages are too lengthy, then you can always paraphrase them and allow players to ask questions. For example, a player may want to ask about something that anticipates about what NPCs will say later in scripted speeches. If players are obviously itching to ask such questions, then allow them to do so and change the order of information in the boxed speech. If players ask questions about something not directly referred to in the set speech, you have to improvise. Often the answer is to be found elsewhere in the adventure script (so make sure you read it through before beginning play). Otherwise, you have to invent plausible answers. This can include "I'm not sure" or "I don't know."

The first chapter is scripted with a lot of boxed text, as well as explanations about handling various possible PC courses of action. This gives you very complete detail and coverage of adventure possibilities at the start of the adventure. Later chapters, detailing Fort Doom itself, don't give quite such lengthy descriptions because when you get to the fortress and its exploration and run through the first encounters, you will have to be able to improvise and get into the flow with later encounters.

Finally, to reiterate, it's vital to read through the adventure before you run it for your players. You don't have to memorize the whole thing—after all, this is for fun and no-one is going to test your knowledge. But the more you are on top of your material, the more confident you'll feel about running the adventure. That makes it more comfortable for you, and more fun for your players in turn. So read through, get to know the general plotline, the major places and people in the story, and set the adventure rolling!

Chapter 1: Death on the Roads

Introduction for Players

Before the start of the adventure, players should be given the ready-to-play characters from pages 15 and 16, as well as the Players Map of the lands of western Karamikos. If you have fewer than six players, use these PCs in the order given; if you have more than six, randomly roll up an extra character (another fighter or cleric would be most useful). Players should certainly introduce their characters to each other. Then, when play is ready to begin, read the players the following:

It's a cool night at the campsite where you have settled for some food and rest. Escorting the merchant's wagons traveling from the great capital city of Specularum to the city of Luln proved to be dull work, but you earned a few gold pieces for your efforts as bodyguards. Now you're headed back with some extra money, but that won't last long and something a little more exciting would be more to the taste of heroes and adventurers. The light fades as you make a fire and prepare a meal. Then, suddenly, there is a loud neighing of a horse galloping along the Westron Road and some loud shouting. Suddenly, into your campsite gallops a foam-flecked roan horse with a wild-eyed rider, and an arrow strikes the poor animal in the throat! It drops at once, and the rider just manages to avoid being pinned underneath it. He draws a sword and shouts to you, "They are on us! There is no time to lose!" You hear horses close by and a man shouts out, "Kill the wretch—and his friends!" Men come running out of the darkness!

The horseman is Alexei Schelepin, and details of this non-player character (NPC) are given separately below. Stats are given for the attackers, then notes on running the combat.

Torstar Malenkov, Fighter-Leader: AC2 (chain mail and shield); F3; hp 19; #AT 1 sword; Dmg 1d8 + 1 (Strength bonus); THAC0 18; Save F3; ML 11; AL C. S15, I13, W13, D16, C14, Ch7.

Thugs (2): AC5 (leather armor and shield, Dexterity bonus); T2; hp 8, 5; #AT 1 shortsword; Dmg 1d6; THAC0 19; Save T2; ML 10; AL C.

Thugs (3): AC4 (chain mail and shield); F1; hp 2, 7, 5; #AT 1 sword; Dmg 1d8; THAC0 19; Save F1; ML 10; AL C.

Chaotic Elf: AC3 (chain mail + 1 and Dexterity bonus); E1; hp 5; #AT 1 shortsword or crossbow; Dmg 1d6; THAC0 19 (18 with crossbow); Save E1; ML 11; AL C. Spell: *magic missile* (already used).

Each PC now has one free round before the attackers close to melee range. Ask the players what their characters are doing during this time. The one exception is the NPC elf; he will fire a crossbow bolt at a PC who is not wearing metal armor, if possible. If PCs want to use missile fire, their shots will have a -2 penalty to the hit roll (it's dark out there!). This does not apply to the NPC elf because he is firing into an illuminated area.

The two thieves and the three fighters run at the PCs from opposite directions so it's not possible to cast a *sleep* spell at both groups. Map 1 shows a small-scale tactical map of how these attackers are placed to begin with. Their leader, Torstar, is a wretched coward and doesn't come in to fight himself—he stays on his horse and watches. He will almost certainly get away at the end of the fight. The elf will not come closer than 50 feet, and will rely on his crossbow, firing at exposed PCs (and not at anyone actually in melee). The elf is too far away to be seen except by a PC elf or dwarf with infravision.

Torstar and the elf will both flee if the PCs kill at least three of the five thugs attacking them. At this time, make a morale check for any surviving thugs; if they make this, they will fight to the death.

Obviously, Alexei will fight the thugs. As DM, you should make dice rolls for Alexei, but he should be brave in helping the PCs. He should also survive this combat; this is essential!

Assuming the PCs manage to win, they should be interested in two matters: treasure and information.

NPC Capsule: Alexei Schelepin

Fighter, 2nd Level

Strength: 16

Intelligence: 13

Wisdom: 9

Dexterity: 16

Constitution: 16

Charisma: 11

Armor Class: 1 (magical *chain mail* +1 and shield, Dexterity bonus)

Hit Points: 15

MV: 90' (30')

Dmg: 1d8 + 2 (sword) or 1d6 (crossbow)

THACO: 17

Alignment: Lawful

Equipment: Backpack, Normal Sword, Crossbow and 24 bolts, Silver Dagger, 2 vials of Holy Water, 2 Waterskins, 12 Torches, Iron Rations for 5 days, 50' of Rope, Steel Mirror, 45 gp.

Alexei is 30 years old, 6' 2", with straw-colored hair and blue-green eyes. He is friendly, affable, and a likeable and honest man. He places great value on loyalty and honesty, in sharing resources fairly, and does not give his word lightly. More details of his history and quest are given in the main text. As a special note, Alexei speaks Elven as well as Common and Lawful. He also has a magical *potion of healing* that restores 1d6 + 1 hit points if drunk.

Treasure: Each thug has a belt-pouch with 1d6 gp and 2d6 sp. One has a gold signet ring worth 25 gp. One of the thieves has a silver dagger with a small gem in the handle (value 60 gp). The evil elf has a spell book with the spells *magic missile*, *read magic* and *sleep*, and a silver bracelet worth 40 gp. His chain mail won't be detected as magic unless a detect magic spell is cast on it. Torstar has 35 gp, a gold neckchain worth 50 gp, and a small gem ring worth 40 gp. Alexei will not want any of this treasure. Smart players may think of retrieving the horses the thugs were riding, but these were not tethered and will have ridden off.

Information: If any of the thugs have survived and been captured (e.g., if the PCs have used a *sleep* spell), they won't talk, and will simply spit defiance. If coerced with a charm person spell, the thugs are simply bandits from the Radlebb Woods under Torstar's orders and can say little else. Alexei, however, has a story to tell the PCs. Read or paraphrase the description and speech below. You should point out to the players the locations of the places Alexei refers to on the large scale map of Karameikos on the inner cover of this module.

The young fighter looks anxiously about in the darkness. "I don't think the others will be here yet," he says, "but we will have to move. It isn't safe here. I'm sorry you've become involved in this, but you'll be attacked by these thugs if they see you. I'm afraid we're in this together now." He pauses to think for a moment, and then launches into his tale.

"My name is Alexei Schelepin. I'm from a small village, Ryania, on the Rugalov River. It's a couple of hundred miles from here in Eastern Karameikos. Those bandits are slavers—men of the Iron Ring, a group that kidnaps people from Karameikos and takes them to Fort Doom, in the Black Eagle Barony, from where they are shipped overseas. My own cousin, and an elven friend of mine, have both been lost to them in recent months. I've been trying to hunt them with friends. Those friends are dead now. I have little left of them," and suddenly his voice cracks as his hand moves almost involuntarily to a silver amulet of unmistakably elven design around his neck. "It's not only people and elves who have been kidnapped. My Vyalia friends—the elves of the eastern lands—are certain that the Iron Ring, or other agents of the evil in Fort Doom, have stolen a magical gem from the Lake of Lost Souls. Even now the gem is probably within Fort Doom itself."

"I was heading for Luln with five Vyalia elves, and we were ambushed by these slavers three times. I am the only one left alive. I must reach Luln. If the gem is lost to Fort Doom, then the evil Baron will be able to use it to keep magical watch over much of these lands and use powers of mind control over helpless folk far and wide. I have to stop this!" He clenches his fists in anger, and his knuckles whiten. "I need your help to reach Luln—I can't hope to make it alone. I'll make sure you are well paid for your time. Please, I must find the friends I was told to contact there and alert them to the danger the gem's theft raises for all of us!"

The PCs may have several questions. If they ask about the gem, Alexei knows no more than he has said (that it allows magical spying and mind control, and is potent magic). If asked about pay, Alexei looks slightly contemptuous but offers 25 gp per PC when he reaches Luln (this is a very, very good rate for an eight-mile hike, which you might point out to the players). If the PCs ask about the Vyalia elves, these are forest-dwelling elves of reclusive

nature who live east of the Lake of Lost Dreams (Alexei will happily speak Elven to anyone who can speak it to prove his acquaintance with elves). They are fair-skinned, with notably green eyes, and are tree-house dwellers.

The trek to Luln will take some three hours to cover the eight miles of road, and Alexei suggests setting off as soon as dawn breaks. If three hours seem like a long time, point out that the ground is hilly and undulating; walking slows down as calves ache! If the players are uncertain about traveling time, point out that they know how long it will take to return to Luln—after all, they’ve just walked from there! If the PCs are reluctant, Alexei points out that more thugs will be on the way—and it’s faster to get to Luln than to Radlebb Keep (where the PCs are headed—point this out on the pull-out map). Once in Luln, the PCs will have extra money and help from Alexei’s friends. This will give them a much better chance of beating off any bandits who attack them on the way home.

If their players haven’t realized it, point out to the player of the fighter (PC 1) that this PC has a good reason for helping Alexei (because of the slavers!). This is also true for the player of the Elf (PC 2, who has a family debt to the Vyalia elves, and should be helping a friend of these folk). If the fighter asks Alexei about the slavers, he will say that his friends in Luln can say more than he can.

If the PCs don’t agree to accompany Alexei, just have another group of thugs attack them a mile down the road as they head east. Use the stats from the group above. Have Alexei turn up half-way through the fight and save one or two PCs with some hefty blows. If they aren’t prepared to help Alexei after that, you need to have a word with your players about their attitude in this adventure and whether their PCs are heroic types or just cowardly and ungrateful lowlifes.

Finally, if the PCs have taken some damage in the fight, Alexei will say that his friends in Luln can provide magical healing (another reward to tempt them with), and if the PCs agree to accompany Alexei, he will give his *potion of healing* to the most needy PC. This should reassure PCs that he is a decent sort; after the next encounter they may wonder!

Ambush in Luln

Get the PCs to organize an order of watch during the night. It is about 8 p.m. when they are attacked, and

dawn is at around 5 a.m. Keeping watch is important outdoors; wandering monsters do not only exist in dungeons. It’s a good adventuring habit to get into, so if players don’t think of it have Alexei point this out.

If the PCs set off at dawn they can reach Luln at around 8 a.m. and they will not be attacked along the road. If the PCs ask about Luln (they have been there after all) feed information from the description below, which should be read as they approach the town.

You near the city gate of Luln, which is built into the wall that serves as some kind of defense against the raiders from Fort Doom. The guards check you carefully, but there has been little trouble for a while and they aren’t too bothered by you. Alexei looks at a scrawled street map he produces from a leather pouch, just as some heavy rain drops begin to fall from a rapidly darkening sky. “Down Market Hall Street, second left, first on the right, and then the shoemaker’s shop,” he mutters, as he folds up the map and pulls his collar around his neck. “Let’s move,” he says and he heads off straight ahead. Seeking shelter from the storm, you are only too ready to follow him. You round the corner of a small side-street and see a small shop on your left. Alexei opens the door and ushers you in; the rain is really pouring down now. You shake the wetness from your hair and clothes and see before you some ugly, leering men in chain mail flying at you with swords!

Map 2 shows a layout for the shop and the street outside. Alexei has guided the PCs into an ambush; the friends he had here have been mostly slain and the PCs are under attack. The actions for their enemies are as follows:

Inside the shoe shop, there are three thugs in room 1, where the PCs enter (stats below). This is a repair room with many shoes hung up behind the wooden shop counter. The thugs fight in melee. There is also a magic-user who is behind the shop counter here; this gives him an AC bonus of -2 and he uses his *magic missile* spell to attack a strong-looking fighter. After this, he fights with his dagger, but he is 50% likely each round (1-3 on a roll of 1d6) to cut and run through the back door, through rooms 4 and 3, and out into the back streets, if he is attacked by an armored PC. Outside the shop, a pair of thugs attack the PCs in the street; the arrows show their direction of travel in getting to the PCs.

After the first round of combat, a chain-clad fighter



bursts out of room 2 and, on a d6 roll of 1 or 2, he gains surprise on the PCs and a free attack. This is the leader of the thugs and his armor and sword are blood-stained already.

Thugs (3): AC5 (chain mail); F1; hp 5, 1, 5; #AT 1 sword; Dmg 1d8; THAC0 19; Save F1; ML 9; AL C. Each thug has a purse with 1d8 gp.

Magic-User: AC9; MU 1; hp 4; #AT 1 dagger; Dmg 1d4; THAC0 19; Save MU1; ML 8; AL C. Spell memorized: *magic missile*. The magic-user has a gold ring worth 80 gp and an amethyst gem worth 50 gp.

Thugs (2): AC6 (leather armor, Dexterity bonuses); T1; hp 2, 4; #AT 1 short sword; Dmg 1d6; THAC0 19; Save T1; ML 9; AL C. One thug has a pouch with 17 gp; the other has a purse with 11 gp and 8 ep, plus a silver ring set with a small ruby worth 125 gp.

Thug Leader: AC 2 (magical *chain mail* +1, shield, and Dexterity bonus); F2; hp 9; #AT 1 sword; Dmg 1d8 +1 (Strength bonus); THAC0 18; Save F2; ML 10; AL C. The leader has a solid gold bracelet worth 55 gp, a silvered brooch worth 15 gp, and a gold signet ring set with a blue-white moonstone worth 70 gp. He has a silver vial (worth 20 gp) that has a magical *potion of healing* within it; he will try to drink this if reduced to 2 hit points or below. If he attempts to drink this on the first round, the PCs gain the initiative and overcome him; this silver vial will fall from his hand, but will still be intact and usable by the PCs. The thug-leader has to drop his shield to drink the potion, reducing his AC to AC3 thereafter.

Be careful with this combat. Don't use the *magic missile* attack, or the attack of the thug leader against PCs who are too weak to survive them. Give the PCs a chance. This fight should challenge and scare them, but they shouldn't be dropping like flies here! A morale check for the thugs may be important; make one if their leader is killed, or if at least three of the other six are slain. The survivors will simply flee. If captured, they will again refuse to talk. If the PCs threaten them, they will just say that they expect the PCs to kill them anyway, so they still won't talk. Alexei will suggest binding and gagging them and leaving them behind when the PCs leave.

When the dust settles from this combat, the PCs will hear a loud groan from upstairs in the shop. The PCs

have to make their way through room 2 or 4 (see Map 2), to room 3, up the stairs, and then into room 10. Map 2 has a room key that shows the basic nature of each room (a display room, living room, etc.). In room 10, a robed man is lying on the floor with a vicious and discolored sword wound through the stomach. He is barely conscious, but is just able to talk. His wounds are not curable, however, due to the use of a blade venom. If Alexei is alive, he recognizes the man as a friend, and falls beside him, gripping his hand as the man whispers a message. Read the boxed text below; if Alexei isn't with the PCs, you need to paraphrase this, but there's no time for the PCs to ask questions of the man, who is expiring fast.

"Iron Ring... slavers...knew to expect you here," the man gasps. "They will be after you now. You must make for The Growling Griffon and ask for Leraith." The man coughs a little dark blood over his robe and is clearly close to death. "I won't make it. But you must, and you must get the Eye of Traldar back. Even now it will soon be in Fort Doom with..." and the man shudders his last breath.

Alexei's eyes narrow in determination and fury. "The cowardly murderers, they killed a harmless old shoemaker," he snarls, "Come. We must head for the Griffon, it's not far from here. We'll take a back street route."

Following Alexei, not least because there is safety in numbers, you pick your way through a maze of small side-streets in Luln and emerge over a gate into the back yard of a tavern. A beefy, red-faced taverner wearing a leather jerkin cries out, "Hey, where do you think you're going!" and then recognizes Alexei. "It's all right, Morander. Where's Leraith?" Alexei asks anxiously. The man's manner changes to one of seriousness. "Down in the main cellar, hiding out. The Iron Ring has been sniffing around. Get down there fast, it may not be safe. And I can't let you stay long either." Alexei clammers down some stone steps to a wooden door and, with you in tow, knocks and says, "Alexei, for Leraith." The door opens slowly and you enter a dimly-lit, dank cellar. Before you, by the door, is a lantern-jawed man in chain armor with a sword; behind him, on a pallet bed, is a robed man lying with a horribly discolored wound visible around a poultice on his right leg. He is obviously in pain, and Alexei looks shocked. "Leraith, what has happened to you?"

“One of the Iron Ring’s evil clerics,” Leraith replies coolly, “amused himself by inflicting a magical disease on me. Not much I can do about it unless Zemeter arrives with a *cure disease* spell soon, that is if he’s not been killed yet. But you and your friends here, why haven’t you introduced us? You’re going to have a much busier time in store than lying around waiting for help. You’re going to have a job to do!”

If Alexei was killed in the shoe shop, then the PCs can be directed to the Growling Griffon by a street urchin, and will have to persuade the taverner, Morander, that they need to see Leraith. Showing an item of Alexei’s gear—such as his elven neck amulet—will help, but Morander will also speak in Lawful alignment language to check the PCs out. With Leraith, they will have to tell the story of their adventures, which Alexei will relate otherwise. Continue by reading the text below:

“The Iron Ring will be in determined pursuit of you now. They’ll be expecting you to lie low here and then head off to Radlebb Keep along the Westron Road. And they may even have men along to the east, back toward Specularum. They’re vindictive and evil, slaving agents of the Black Eagle Barony. Why doesn’t the Duke do something about that vile cousin of his?”

“So, head that way and you’re dead. You’ve only got one choice. You’ve got to do what no one in their right mind would do. Go to Fort Doom.”

“The enemy will never expect you to head into his fortress. You’ll buy time for yourselves and confuse the thugs who are expecting you to go east. It’s highly dangerous, obviously. It’s also something I need you to do for the sake of all the free people of Karameikos. Listen carefully.”

“Baron Ludwig von Hendriks had his agents steal the Eye of Traldar, which Alexei must have told you of. It will be in Fort Doom later this very day, if my sources of information are right. The Baron is away for a few days but will hasten back to study his prize—and if it is still there for him, his power will be extended far across the lands. The Eye is able to control minds and perceptions, and Hendriks would be able to control slaves everywhere in the country. This has to be stopped.”

“You will have to do it. Our own people in Luln have been murdered or dispersed by the Baron’s agents. You can be smuggled as peasants into Fort Doom, and our contact there can get you into the fortress itself. Then you must find the Eye of Traldar and bring it either to me or to Morander. If something has happened to us, you’ll have to get it back to the Seer at the Lake of Lost Dreams itself. It’s a great responsibility. But the alternative is too bad to contemplate.”

To conclude, Leraith offers the PCs magical healing for their wounds and magical help for their adventure. He will give them two *potions of healing*, is able to cast two *cure light wounds* spells immediately (he is a 3rd level cleric), and also loans a priceless *staff of healing* that can cure 1d6 + 1 hit points of damage once per person per day. This is for the PCs to keep if they complete their mission.

The PCs will be given 50 gp each for delivering Leraith, but if they ask for more treasure or money, Leraith is stern and points out that the alternative is death along the Westron Road and no help from him. Leraith also points out that since the lands of western Karameikos will be the first to fall to Hendriks, the homes and families of the PCs will soon be at risk if the Eye of Traldar isn’t rescued from Fort Doom. In the end there will not be anywhere to hide.

“Think of the old shoemaker,” Alexei adds, “who died waiting to give us a message, to help us.” (If Alexei is dead, revenging him should be a matter of pride!) Then, with the ready-to-play PCs, the fighter has a personal grudge against Fort Doom and the Iron Ring, while the elf should be helping out any friend of the Vyalia elves (such as Alexei). The PCs really should undertake this mission. If the players still resist, you will need to discuss with them why they are playing the D&D® game. A daring entry into Fort Doom and snaffling the Eye of Traldar from its guards is an adventure only heroes could bring off successfully. And the D&D game is about being heroes, after all!

When the PCs agree to their mission, Alexei (if alive) will want to go with them. For a party of 1st-level PCs, this fighter is a vital helper. You can run him as an NPC; he isn’t bright enough to make key decisions, so the players can’t keep looking to him for advice all the time. If Alexei has been killed, then the chain-clad fighter with Leraith named Warreck should be used as an NPC fighter

to beef up the adventuring party. Give him identical stats and equipment (including magic) to Alexei, with the following changes: he doesn't have a magic potion, uses a longbow rather than a crossbow, and has arrows rather than bolts. He is a native of Luin, and is a quiet and intense man. He will say little, but is brave and loyal.

In planning the adventure, Alexei makes one crucial point—it isn't possible to walk the streets of Fort Doom wearing plate mail and brandishing swords. Chain mail can be disguised underneath cloaks; plate mail can't, and it clanks. The City Watch will detect such a violation of laws at once. Fortunately, Morander can rustle up a suit of chain mail (in exchange). Likewise, certain weapons

such as spears, longbows and two-handed swords, are too large to be carried around undetected. Although swords and crossbows can be hidden under baggy robes, these bulky weapons listed above cannot be. Such weapons must be left behind. Again, suitable replacements can be rustled up for the PCs. Suitable old brown cloaks can be found for the party to wear. The PCs can also buy standard equipment and items other than armor and weapons, such as rations, extra oil, and torches. Then, they receive the magical healing listed above, and can rest in the Growling Griffin. Because of his illness, Leraith sleeps most of the time. The PCs should be ready to set off just before dawn the next day.



Chapter 2: Below Fort Doom

The PCs leave Luln in charge of a wagon full of turnips provided by Morander. Their cover is as peasants taking food to sell in Fort Doom. Two horses pull the wagon. The PCs are to take the cargo to the merchant Lemnos in the town of Fort Doom, and once there, they are to ask for Petronius. Precise directions are given to find Lemnos, who has a warehouse on Great Eagle Street. The eight mile journey to the border with Fort Doom across hilly ground is covered in three hours, and is followed by an encounter by the PCs with a border post. Alexei will warn the PCs to be deferential to the border guards here.

The wagon is called to a halt by the leader, a swaggering Sergeant who has six soldiers with him. He demands to know what the PCs are doing. If answered sensibly (e.g., "we're taking these turnips for sale, sir") he asks why it takes so many people to escort mere turnips. If the PCs hesitate, he contemptuously snorts, "Because you peasants are turnip heads, I suppose," and then demands a fee of 6 gp for allowing the wagon to pass. If this is paid, the soldiers let the PCs go. If not, or if the PCs get abusive or difficult, the Sergeant takes out a whip and lashes at a randomly chosen male PC, delivering suitable verbal abuse. He hits 1d3 + 1 times, doing 1 hit point of damage each time, and then swears and lets the PCs pass. If the PCs take aggressive action at any stage, the soldiers fight; the Sergeant uses a sword to fight. Also, a PC hit by a whip must roll a d6 each time he is hit. On a roll of 1, if the PC is wearing any armor or carrying a weapon larger than a dagger, this is seen by the Sergeant, who orders his men to attack the PCs.

Sergeant: AC4 (chain mail and shield); F2; hp 12; #AT 1 sword; Dmg 1d8 + 1 (Strength bonus); THAC0 18; Save F2; ML 10; AL C. The sergeant has a leather bag with 25 sp and 35 gp.

Soldiers (6): AC4 (chain mail and shield); F1; hp 4 (x3), 6 (x3); #AT 1 sword; Dmg 1d8; THAC0 19; Save F1; ML 9; AL C.

If this encounter ends in a fight, Alexei will warn the PCs that future challenges to the authorities will result in a swift death. The might of Fort Doom and its men is too great to oppose with violence, and doing so within the city would be suicide. The remaining 14 miles to Fort Doom can be covered in an additional four hours as the terrain gets easier. The PCs now arrive at the gates. Alexei will

warn them to be quiet and feign stupidity.

Fort Doom

The guards at the main gates of the walled city of Fort Doom will make the PCs wait after they arrive and ask for entrance. The gates are only slowly unlocked and opened, but the PCs are fortunate here. Read the boxed text below.

A Watch Sergeant walks out unsteadily, and as he approaches the wagon, you can smell strong drink on him. He looks under the sacking and drags out a turnip or two, throwing one at one of you but missing abjectly. "Gerrin yer scum," he says, belching loudly and waving you drunkenly into the gloomy city of Fort Doom.

In the streets of this spartan place, the local people have an almost tangible quality of being oppressed and downtrodden. The tales that the fisherfolk who operate out of this city have to leave family members as hostages to guarantee their return seem all too plausible now. Dominating the city is the great fortress that gives its name to the city itself—the forbidding stone towers and walls of Fort Doom, the Black Eagle's lair. You keep your heads down as you walk past soldiers and make your way to the warehouse on Great Eagle Street. You meet Lemnos, who seems to be anxious and doesn't even need your message. He quickly ushers you along a back alley behind the warehouse, down a flight of stone steps beside a large building, and then along an underground passage. The smell leaves you in little doubt that sewers are close by. Clambering down wet stone steps, you are shown into a vaulted underground chamber where three men await you. The tallest of them, a handsome sandy-haired man with almost noble features, greets you and explains what you must now do.

The Eye of Traldar is the magical gem stolen from the Seer at the Lake of Lost Dreams. A yellow gem the size of a large hen's egg, it is set within a golden frame in the shape of a dragon's claw. The gem is certainly now within Fort Doom. Currently, Baron Ludwig von Hendriks is away, as is his new Court Wizard, Sverdlov, a sinister and evil man reputed to be from

Glantri, a land of many supremely powerful wizards. If they return to find the Gem, all is lost. Fortunately, a spy within the fortress reports that the Eye is being studied by Aurelian, Sverdlov's apprentice, who is presumably making a provisional report on it. Aurelian lives atop the central tower of the smaller Keep, outside the main body of the fortress. His location makes a raid feasible because you won't have to enter the main body of Fort Doom itself to enter the Keep.

The Fort cannot be directly assaulted, Petronius points out, although this was obvious from your own observations. Rather, an entrance will have to be effected via the under-dungeons; the hateful Baron has certain prisoners flung into a monster-infested set of caverns, and this is the one way to get into the dungeon levels below the Fort. The dungeons lead up to the Keep, and from there you must make your way to the Tower and retrieve the Eye.

Petronius adds, "This may not be so desperate as it seems. The wretches in the fortress are always squabbling and backstabbing, and most of them are too terrified to take any real action if the Baron is displeased. They'll try to cover up any problems rather than deal with them. So, you may be able to get away with raids—for a while. But don't press your luck."

"Time grows short. Perhaps you can find a way through the monster caverns to the entrance to the castle dungeons today. What do you say?"

If the PCs left Luln at dawn, it is now around 2 p.m., and the adventuring day should end around 8 p.m. to allow for sleep and rest (the PCs were up at about 4 a.m. after all). So they certainly have time to make some inroads into the monster caverns in the rest of the day. Assuming they agree—and there is no case for delaying—they will be led by one of Petronius' men through sewer viaducts to a winding passage, which is the entrance to the monster caverns. If the PCs want to delay, they will have to sleep here in the sewer viaducts, so you should make wandering monster checks during their rest period. Map 3 shows the layout of these caverns.

The Monster Caverns

The caverns are dank and wet. Because they are also unlit, the PCs will almost certainly need a lantern or

torches, which will make surprise difficult to achieve. Floors are slippery and strewn with small rocks, stones, and here and there some bones, rotted rags of clothing, or such like. Rats scurry about, but are no threat unless otherwise noted. The sounds of water dripping, the smell of decay and rot, and oppressive dankness are everywhere. Somewhere in here the PCs must find a way up into Fort Doom!

Note: Due to space limitations, descriptions given here are incomplete. Add your own flourishes to them, and read the *Dungeon Master's Rulebook* to check full descriptions for monsters there. Relate their appearances to the players with relish! For location 2, a boxed description is given for you to read as an example. Obviously, you may need to alter or paraphrase it under certain conditions (e.g., an advance scout spies on the ghouls, the PCs surprise them, etc.).

1. Entrance Passage

This passage slopes gently downward some 30 feet over its full length.

2. Ghoul Cavern

Inside this dark, dank, and chilly cavern, two filthy grey-skinned humanoid creatures are gnawing at some old, yellowed bones. A pile of bones and refuse lies before them. They shriek at your appearance and rush at you, their filth-encrusted claws flailing at you. They have a disgusting odor—the stench of the charnel house—and a life-hating evil plays upon their grimacing faces!

These monsters are ghouls, but the PCs shouldn't automatically be told this, especially if they haven't actually met ghouls before. They should be told what these creatures look like. If you want to be kind, you can tell cleric PCs after the fight here (if the ghouls aren't recognized as such) that they think it probable that these creatures were undead. Ghouls are immune to *sleep* and *charm* spells and any PC hit by one (except for elves, who are immune) must make a saving throw versus paralysis or be immobile for 2d4 turns (during which time the ghoul will switch to attack another PC).

Ghouls (2): AC6; HD 2*; hp 7, 10; MV 90' (30'); #AT 2 claws/1 bite; Dmg 1d3/1d3/1d3 + Paralysis; THAC0 18; Save F2; ML 9; AL C.

In the pile of refuse (rotted leather, strips of cloth, etc.) the ghouls have 8 pp, 14 gp, 30 ep, 8 cp, and a silver ring worth 40 gp.

3. Skeleton Cavern

This cavern contains three skeletons and four giant rats, plus the partly-decomposed body of a human in the far northern corner. The rats don't attack unless the PCs attack them, scurrying toward the PCs (as if about to attack) but running past unless the PCs attack. Note that skeletons are immune to sleep and charm spells.

Skeletons (3): AC7; HD1; hp 6, 5, 4; MV 60' (20'); #AT 1 bone club; Dmg 1d4; THAC0 19; Save F1; ML 12; AL C.

Giant Rats (4): AC7; HD; hp 4, 3, 3, 2; MV 120' (40'); #AT 1 bite; Dmg 1d3 + 5% chance of disease; THAC0 19; Save NM; ML 8; AL C.

If the partly decomposed body is checked, it has a gold bracelet on one hand, worth 70 gp.

4 and 5. Chambers of the Carrion Crawler

Prowling around here is a carrion crawler. There's a 50% chance it will be in area #4 (roll of 1-3 on 1d6) and a 50% chance it will be in area #5 (roll of 4-6). The Crawler has 8 attacks per round, but can only attack up to two PCs in front of it.

Carrion Crawler: AC7; HD 3+1*; hp 13; MV 120' (40'); #AT 8 tentacles; Dmg Paralysis; THAC0 16; Save F2; ML 9; AL N.

In chamber #5 there are some half-eaten remains of a prisoner who met a tragic end thrown into the caverns. Unusually, he was thrown in here by drunk soldiers within the fortress who didn't bother to search and strip him first. Consequently, the PCs can find 12 pp and 11 gp, a small silver brooch with a turquoise setting worth 25 gp, and what appears to be a plain silver ring. This is actually a magical ring of protection +1, but without a detect magic spell it will not be registered as magical and will

appear to be a ring worth about 15 gp. It has to be worn on a finger for its protective value to operate, as usual with a magical ring.

6. Zombie Cavern

Two shrivelled human figures stand guard 10 feet beyond the entrance here, mindlessly attacking anyone who enters. The zombies are immune to charm and sleep spells, and always lose the initiative on each round.

Zombies (2): AC8; HD 2; hp 3, 12; MV 90' (30'); #AT 1 claw; Dmg 1d8; THAC0 18; Save F1; ML 12; AL C.

7. The Prisoner

Here, a rag-clad human figure (Normal Man) hides behind some rocks at the far end of the cavern. He will hide from anyone entering, so the cavern has to be searched to find him. The man, named Taiurus, is terrified and needs to be calmed before he will speak. He was thrown into the caverns as punishment for trying to steal food from the fortress kitchens for his family in the town. He is only a servant and knows little. He knows about the secret passage at location #8 because he inadvertently stumbled into it. He knows about the bugbear and his dog at #13, the zombies at #12, and generally the rumor that there are several undead creatures in the caverns. He can give the PCs instructions on how to get to the dungeons (via #13) if they want to go there. In return, he is desperate to be shown to a safe way out.

Taiurus has not heard of Aurelian if asked, but he does know that something magical is rumored to have reached the fortress and that messengers have been sent to bring the Baron back from an army inspection exercise. If asked about the tower in the Keep, he shudders and says that an evil cleric lives there with undead creatures and a wizard. He also knows that at night-time, orcs (with infravision) keep watch around the battlements of the Keep.

The PCs should escort Taiurus to the exit (#1) and, if they do, award a 25 XP bonus for this release.

8. Secret Passage

This shortcut has secret doors at both ends. The PCs will discover this only if they are actively checking; on a roll of 1 on 1d6 or 1 or 2 on 1d6 if they include an elf.

PC #1: Fighter

Strength: 13 **Name:**
Intelligence: 9 **Age:**
Wisdom: 8 **Sex:**
Dexterity: 13 **Alignment:**
Constitution: 18 (as selected by player)
Charisma: 10
Armor Class: 3 (includes Dexterity bonus)
Hit Points: 9
Money: 10 gp
XPs: 0 (5% bonus)

Equipment List:

Chain mail and shield
 Sword, Normal
 Crossbow and 30 quarrels
 Backpack
 Standard Rations, 7 days
 Large Sack
 Torches, 12
 Rope, 50 feet
 Waterskin
 Oil, 2 flasks

Character Background

You are from a humble farming family, born in a small village just south of the Radlebb Woods. Your physical build and exceptional Constitution make you a promising fighter and the adventuring life has always attracted you. To earn a little money, you have taken jobs escorting merchant caravans along the Westron and Duke's Roads, often with your cousin Caerin. But he was kidnapped not long ago, almost certainly by the vile Iron Ring, who will probably have shipped him off to Fort Doom to be sold into slavery. You have a deep personal grudge against these villains, and are searching for ways to strike back against them.

PC #2: Elf

Strength: 14 **Name:**
Intelligence: 13 **Age:**
Wisdom: 10 **Sex:**
Dexterity: 9 **Alignment:**
Constitution: 15 (as selected by player)
Charisma: 9
Armor Class: 4
Hit Points: 6
Money: 24 gp
XPs: 0 (5% bonus)

Equipment List

Chain mail and shield
 Sword, Normal
 Sling and 30 stones
 Dagger
 Backpack
 Standard Rations, 7 days
 Spear
 Iron Spikes, 12, and Small Hammer
 Rope, 50 feet
 Waterskin
 2 Wineskins, and 1 quart of white wine
 Spell book
Magic missile
Read magic
 (only one spell may be cast per day)

Character Background

You are a Callarii elf from the woods some leagues northeast of Specularum. Most elves in Karameikos are Callarii, save for the rarer Vyalia elves to the far east; your sister married one of these elves and you have friends among them. Curious and bright, you seek your fortune among the humans of Karameikos. A competent warrior who can also cast a spell is much in demand, and while escorting merchant convoys to protect them from bandits isn't high adventure, you've been getting to see much more of the world than you ever did in your woodland home. Still, some more active and challenging adventure would be nice...

PC #3: Cleric

Strength: 9 **Name:**
Intelligence: 7 **Age:**
Wisdom: 16 **Sex:**
Dexterity: 10 **Alignment:**
Constitution: 16 (as selected by player)
Charisma: 9
Armor Class: 2
Hit Points: 7
Money: 12 gp
XPs: 0 (10% bonus)

Equipment List

Plate mail and shield
 Holy Symbol
 Mace
 Backpack
 Standard Rations, 7 days
 Small Sack
 Torches, 12
 Waterskin
 Oil, 2 flasks

Character Background

You are an enthusiastic acolyte of the Church of Karameikos, born close by Marilenev Village but now living close to Radlebb Keep. You are eager to root out wickedness and evil, which is just as well; there is much of it about. Its major focus in the western lands is the Black Eagle Barony, home to rapacious raiders and evil, unspeakable slavers. You are often impatient with the ruler of Karameikos, Duke Stefan, for his hesitation in dealing with the Baron—who is his cousin. Is familial favoritism staying the Duke's hand? Perhaps such a thought is unworthy. But this does not lessen your desire to see the major scourge of goodness and harmony in your home lands.

PC #4: Magic User

Strength: 7 **Name:**
Intelligence: 17 **Age:**
Wisdom: 13 **Sex:**
Dexterity: 7 **Alignment:**
Constitution: 15 (as selected by player)

Charisma: 14
Armor Class: 10
Hit Points: 4
Money: 10 gp
XP's: 0 (10% bonus)

Equipment List

Silver Dagger
 Backpack
 Holy Water, 1 vial
 Standard Rations, 7 days
 Steel Mirror
 Lantern
 Oil, 2 flasks
 Tinderbox
 Torches (6)
 Waterskin
 Wineskin, with 1 quart of red wine
 Spell book
Detect magic
Read magic
Sleep
 (only one spell usable per day)

Character Background

You are from a family of scholars and sages living in Specularum, the capital city of Karamaikos. Truth be told, you would be happier studying arcane tomes in musty libraries than be out on the road, selling your magical skill for filthy lucre. But wizards only progress through practical experience and the adventuring life does have some kind of excitement of its own which you haven't known before. To date, acting as an escort for rich merchants isn't exactly adventuring in the raw, but who knows what may be just around the corner?

PC #5: Fighter

Strength: 18 **Name:**
Intelligence: 10 **Age:**
Wisdom: 9 **Sex:**
Dexterity: 16 **Alignment:**
Constitution: 13 (as selected by player)

Charisma: 7
Armor Class: 2 (includes Dexterity bonus)
Hit Points: 7
Money: 6 gp
XP's: 0 (10% bonus)

Equipment List

Chain mail and shield
 Normal Sword
 Short Bow and 20 arrows
 Dagger
 Backpack
 Standard Rations, 7 days
 Tinder Box
 Torches, (6)
 Waterskin

Character Background

You come from a family of poor fisherfolk living in Kelvin, a great bustling city on the Hillfollow River. Restlessness and a desire to see more of the world than fishing nets and grinding poverty have brought you far west, acting as a bodyguard and escort along the great roads of Karamaikos. Employers take one look at your powerful physique and sign you up on the spot. Perhaps, before long, that great strength of yours will be put to the test in some more demanding adventure than protecting fat merchants on the roads!



The Grand Duchy of Karameikos

Karameikos is a young nation, only recently unified by Duke Stefan Karameikos. Its oldest human inhabitants were the Traldar tribe, and their modern descendants, the Traladarans, form the majority of the population. Their lands were conquered by the might of the Thyatian empire to the east, and these lands were then granted to Stefan who traded his own ancestral lands in Thyatis for them. Duke Stefan has proved a wise and good ruler in most respects, and he clearly cares for the land and its peoples.

Karameikos is a country blessed with good natural resources—fertile lands in the south, minerals and metals in the northern hills and mountains, and it is also well placed for trade through its bustling ports. The “national spirit” is one of optimism and some pride. The elves and dwarves of Karameikos have their own lands, and their cultures are well-respected by the nobles who rule in

Duke Stefan’s interests. While there are certainly dangerous areas within Karameikos, these are usually fairly remote. But there are exceptions.

The Dymrak forest is a dangerous place because of the many goblins who raid from their bases there. Ogres and bugbears are fairly common in the western hills and woodlands. Undead horrors such as ghouls, vampires, and perhaps worse creatures, are whispered of all over the lands. But the worst threat is human, as is so often true. Baron Ludwig von Hendriks, the Black Eagle himself, broods in his citadel at Fort Doom and schemes the conquest of the western lands. Orcs, bugbears and worse are said to walk freely among the half-enslaved population of Fort Doom, and the Barony’s troops raid villages and towns outside the Barony. It is rumored that slavers take people on these raids and sell them to foreign lands. Hendriks is cousin to Duke Stefan, but despite this the pressure is growing on the Duke to act decisively against this evil.

Handout 1

Mallanet:

If there has been trouble down in the dungeons, just cover it up. Don't send anyone down there into an ambush. The Baron isn't here and we've got to just buy time to figure out what to do. Maybe we can blame it on Tiberian not giving enough reinforcements, but at this stage just cover everything up. That's an order.

Lieutenant Galleret

Handout 2

Mallanet:

Apparently there may be some intruders some place in the fortress or keep trying to get in and cause some mischief. I hardly need to tell you that we don't want anything like this happening here. The fools down in the dungeons are quite expendable, and if these intruders cause any mischief down there, don't send anyone down into an ambush. We don't waste our people down there. Just keep everything quiet and, if there's trouble, cover everything up while I think about what to do about it.

Lieutenant Galleret

Handout 3

Lieutenant Galleret:

During the absence of Our Glorious Leader, you had better not mess up as you did last time when that purple worm burrowed through the caverns. Another mistake like that and you will find yourself lacking a head. Maintain order at all times, and don't come running to me if you aren't able to handle any difficulties like you did last time. I am busy organizing the next phase for the Baron and I am not to be disturbed.

Captain Tiberian

Handout 4

Lieutenant Aenolas:

Aurelian has had to be moved. There's some fracas in the place, for which the idiot Galleret is probably at fault as usual. The move was sudden, so get some of Aurelian's things that he will need for the journey and bring them to the Watch House: he wants his robe, the scroll on the main table, a page of notes in the robe pocket he forgot (these wizards are so damn absent-minded), and the spell book from that old alchemist fellow downstairs. Don't tarry.

Captain Tiberian

Handout 5

Eye of Traldar

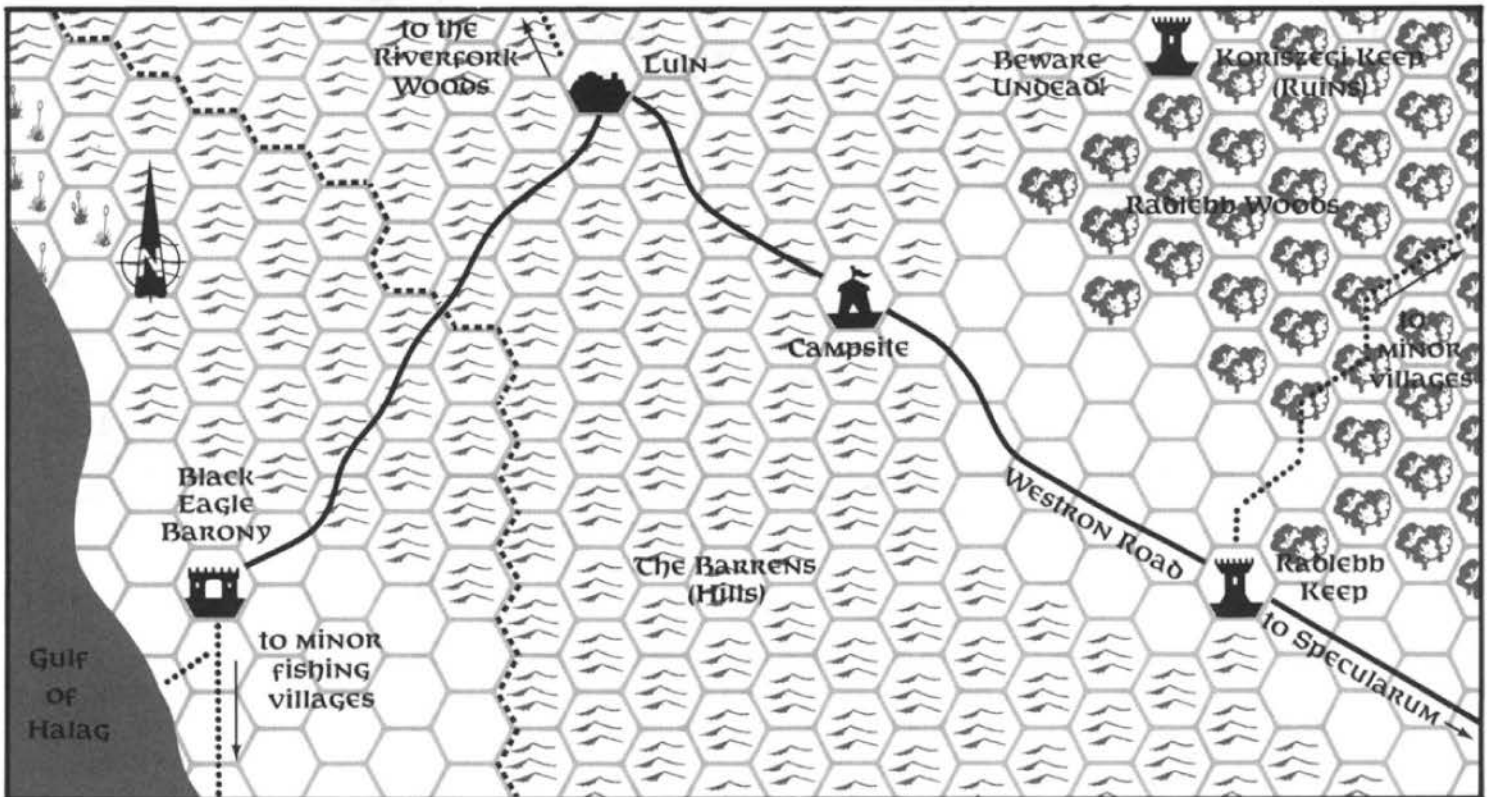
Powers appear to depend on strength of the person attempting to use the device...need spellcasting powers for use.

First magical abilities simple detections—magic and evil (probably). Usable more than once in a day, apparently three times (but does this depend on my power?)

Definite potential for further powers—must be studied by a series of wizards. Note to Sverdllov about this.

Western Karamaikos

Scale: ONE hex equals 2 miles





9. Gnoll Cave

There is only a single occupant of this cave, but it is cunning and vicious. The gnoll hides behind a large pile of rubble in the middle of the chamber and jumps out at the PCs as they approach it, striking with a rusty sword. The gnoll will surprise on a roll of 1-3 on 1d6, and is never surprised due to its cunning and vigilance.

Gnoll: AC5; HD2; hp 12; MV 120' (40'); #AT 1 sword; Dmg 1d8; THAC0 18; Save F2; ML 8; AI C.

Behind the rubble is the gnoll's hoard: 11 pp, 26 gp, 12 sp, a silver dagger (value 30 gp), and a silver vial (worth 25 gp). Inside the vial is a *potion of invisibility*.

10. Giant Rats

The PCs will hear squeaking and scurrying outside this cave. If they enter, a pack of giant rats will bound toward them. The rats here are very hungry and vicious, but they are also cowardly, so make a morale check for them after one-third of their numbers have been killed. There are 18 giant rats here all told. Stats for giant rats are

shown above in area #3; those here have 2 hit points each. They have no treasure.

11. Cave Gecko

Just around the corner of this cave (whichever way the PCs enter) is a 5' long grey lizard that blends into the stone of the cave, allowing it to surprise on a roll of 1-3 on 1d6. The cave gecko is very hungry, since no prisoners have fled this way for some time, and it will attack the PCs in desperation (so it has a higher morale than the usual gecko).

Cave Gecko: AC5; HD 3 + 1; hp 11; MV 120' (40'); #AT 1 bite; Dmg 1d8; THAC0 16; Save F2; ML 9; AI N.

There is treasure in this cave. By the entrance opposite the one the PCs entered is the mostly-eaten body of a half-ling, who has 31 gp spilling from a purse in his hand, and a gold neckchain worth 50 gp. Also, if the PCs search the cave thoroughly, they have a 50% chance (1-3 on roll of 1d6) of finding a moonstone worth 60 gp under a large stone here.

12. Zombie Guards

The zombies here were animated by a cleric within the fortress and instructed to obey the bugbear in area #13. They are also under instructions to attack any intruders and to scream if any such intruders appear. In the best traditions, a zombie scream is a horrible blood-curdling affair. This will affect the tactics of the guard in #13 (see below). Stats for Zombies are given in area #6 above; the three here have 2, 4, and 11 hit points.

13. Bugbear Overseer

In this cavern, the bugbear Overseer of the Monster Caverns dwells with his brutish dog, a pit bull-like monster with grey fur and long, yellowed fangs. The bugbear is indolent and aggressive. It will rush to attack if it receives any alarm from the zombies in area #12. PCs already fighting zombies will have to deal with the bugbear and his dog after one round of combat; warn them that they can hear yelping and the clink of metal armor as these two head down the passage toward them. This reduces the bugbear's chance of surprise to normal; it will not get surprise on 1-3 on 1d6 as usual.

Bugbear: AC5; HD 3 + 1; hp 14; MV 90' (30'); #AT 1 sword; Dmg 1d8 + 1; THAC0 15; Save F3; ML 9; AI C.

Dog: AC6; HD 1 + 2; hp 8; MV 120' (40'); #AT 1 bite; Dmg 1d4; THAC0 18; Save F1; ML 10; AI N.

The bugbear itself wears a silver neckchain set with a bloodstone amulet worth 75 gp, and has a belt pouch with 9 pp, 19 gp, and 8 cp. In this cavern, the bugbear has a crude pallet bed, a table and stool, and a wooden chest. The chest is unlocked, and contains assorted items of value from the poor wretches the bugbear has thrown into the monster caverns: 17 gp, 19 ep, 80 sp, 145 cp, a pair of gold ear-rings worth 50 gp, a black velvet cloak worth 80 gp, a silver scroll tube worth 50 gp, and a box of ivory dice worth 100 gp.

At the point shown on Map 3, the ceiling has a trap door with a step ladder leading up to it. This is the entrance to the dungeons of Fort Doom. It is likely that the PCs may need to rest and sleep, regaining spells and the ability to use the *staff of healing* they were given. If this is so, exploration of the dungeons can start on a new day of game time. Map 4 shows the layout of the dungeons.

The Dungeons of Fort Doom

The chambers here are of crafted stone with ceilings as much as 12 feet high. The cells are unlit, but the corridors are lit with burning torches above each door and along the walls. The doors to cells have a grille of metal rods at face height, 1 foot square, and they are all locked unless otherwise noted. The lead jailer (#22) has the keys.

Note: The script below needs elaboration. Occupants are listed in their original locations (exceptions are carefully noted). Don't stick with this if the players do something ingenious and original. For example, the PCs might hide in location #24, get the prisoners in cells #15h-15m to make an unearthly noise, lure some of the guards out of #25 (you decide how many), ambush them from behind, and then move further in to the dungeons and the Keep. This kind of clever play can't always be covered in an adventure script such as this one. Rather, read through this chapter as with the others, know who and what is in this dungeon, and adjust the actions to the play of the PCs.

The soldiers/jailers in this level wear black cloaks and leather badges that are the uniforms of the Fort Doom military. The PCs should be encouraged to realize that when they get above ground and into the Keep of Fort Doom that these uniforms will be important disguise. If they don't realize this, Alexei will suggest it to them. If they don't acquire enough uniforms for everyone, then they can acquire more when they make their first foray into the Keep at location #29 or #34.

14. Entry Cell

This chamber is bare. A trapdoor is bolted from inside this cell. PCs who are thieves may use their Open Locks special ability to slip the latch, but otherwise the PCs simply have to bash it open, which may alert someone (see #17 below). Striking powerfully up at the door (e.g., with a shield) will break the bolt setting on a roll of 6 on d6 (Strength bonuses apply). Keep track of how many attempts are needed, as each attempt makes noise. The main cell door is not locked, however.

15a-15m. Dungeon Cells

Each of these cells holds 1d3 prisoners, kept in chains, many of whom are manacled to the walls. The cells are filthy, lice-infested, and smell dreadful. For the most part,

the prisoners are simple, ordinary folk who have incurred the wrath of the authorities for arbitrary reasons or for very petty crimes (such as stealing food). The two exceptions are listed below. For each group of ordinary prisoners the PCs help to escape back down the monster caverns (as far as area #1), award a 50 XP bonus to the PCs as a group.

In cell 15f, there are four prisoners who are soldiers from Luln. Each is a 1st level fighter with Strength 12 + 1d6 (roll other abilities randomly if needed), with 4 + 1d4 hit points, and of Neutral alignment. They might join the PCs if the party really needs help (they are anxious to return to their families in Luln), and if suitable armor and weapons can be found for them. If they join, Tibor, Imren, Tadeus, and Maraden should receive a half-share of treasure and XPs. If released, award 80 XPs to the PC group. If you wish, only one or two might join the PCs, the others preferring to escape.

Cell 15i contains a single manacled male occupant named Paurus who is a merchant of Specularum. He will promise the PCs 50 gp each for rescuing him if they escort him into the city of Fort Doom itself (not just to #1 of the monster caverns). He will be as good as his word, although the PCs will have to go to Specularum to collect. Paurus is a wealthy man with good connections, and he could be a good patron for further adventures.

None of these prisoners knows anything about the Eye of Traldar, nor about what is inside the Tower of the Keep. Prisoners are always brought down blindfolded, so they do not know the way out and up either.

16. Slop Room

This filthy room is used to slop out food remnants, old rags, and ordure of all kinds. The single occupant which used to eat the muck has just learned how to climb the ceilings and is above the door. It will drop on the first PC to enter.

Carrion Crawler: AC7; HD 3 + 1*; hp 15; MV 120' (40'); #AT 8 tentacles; Dmg Paralysis; THAC0 16; Save F2; ML 9; AI N.

17. The Torturer

The occupant of this room, Gebhard the Torturer, may come out to investigate noises from area #14 as the PCs break open the trapdoor; this chance is 25% (1 on 1d4)

each round of noise until that door is opened. Otherwise, the torturer is in the main chamber 17a, and the door to this chamber is unlocked.

This chamber is vilely furnished with racks, iron maidens, ceiling manacles, and many other instruments of Gebhard's evil practice. From a brazier he will snatch a heavy brand to fight with; on a natural hit roll of 20 he strikes an enemy in the face with this, leaving a scar which reduces Charisma by 1 point.

Gebhard the Torturer: AC7 (leather armor); F3; hp 14; MV 90' (30'); #AT 1 brand; Dmg 1d6 + 2 (Strength bonus of +2); THAC0 17; Save F3; ML 10; AL C.

Just about to expire on the rack (magical healing will not help this poisoned unfortunate) is a halfling who, if the PCs rush to him, will manage to croak the words, "end cell... stone..." and then promptly dies. This is a reference to area #18 and the item hidden there.

The small side-cell 17b is currently empty. The PCs may search the filthy straw and pallet bed here but there is nothing of value there.

18. Empty Cell

This cell must be searched carefully by the PCs for at least two rounds in order to have a 3 in 6 chance (4 in 6 if an elf or dwarf is among the PCs) of finding a stone in the east wall that is slightly dislodged from that wall. If this is pulled out a small gold ring is hidden in a crevice behind it; this is a magical *ring of invisibility* the halfling hid. Also, the stone is right next to the secret door and shows its presence if pulled out by revealing the doorframe. The steps beyond this door wind around and up into area #29 of the Keep.

19. Hostages

Each of these cells holds 11-20 (10 + 1d10) natives of Fort Doom. They explain that they are being held hostage to ensure that their relatives who are fishermen return with their produce and money to Fort Doom. Half of them are eager to be released and, for each group freed and taken back to area #1 of the monster caverns, award the PCs as a group 100 XPs. The others don't want to endanger their relatives and opt to stay put.

20. Skeleton Guards

The undead here are used as corridor guards sometimes if cells get very crowded. At the present time they have orders only to stay here and attack anyone—including the PCs, of course—who enters other than the evil cleric who controls them. Note that the door to this chamber does not have a metal grille, and is unlocked.

Skeletons (4): AC7; HD1; hp 6, 4, 3, 1; MV 60' (20'); #AT 1 short sword; Dmg 1d6; THAC0 19; Save F1; ML 12; AL C.

21. Ogre Cell

Chained to the wall with very thick manacles and chains is what appears to be an 8' tall man of very muscular build. The creature is an ogre, captured in the hills to the northwest of here who has been forgotten about. As a result, the ogre is hungry, angry, and hostile. However, he speaks orcish as well as his own language, and if he can be communicated with (by a character who can speak orcish such as an elf) then a reaction check should be made for him. Add +2 to the dice total if the PCs promptly offer the ogre some food. If a Friendly result arises, the ogre will help the PCs for 1d3 combats in return for their releasing him and showing him a way out of the dungeons (the trapdoor in #14 is enough here). Otherwise, if the PCs release him, the ogre will seek to flee if possible (running around randomly if not told how to get out, since he doesn't know where the exit is). The only situation in which he would attack the PCs would be if you roll a 2 for his reaction on 2d6.

Ogre: AC5; HD 4 + 1; hp 19; MV 90' (30'); #AT 1; Dmg By weapon +2 or 1d4 + 2 (fists); THAC0 15; Save F4; ML 10; AL C.

22. The Jailers

A group of orcs given the unwanted job of being jailers live and squabble here. At any time, three are awake while two are asleep. They wear black leather jerkins with the Black Eagle badge on them, and use swords. Their leader has 8 hp, and if he is killed, the morale for this group drops to 6. The door to this room is unlocked.

Orcs (5): AC 6; HD 1; hp 8, 5, 3, 2, 1; MV 120' (40');

#AT 1 sword; Dmg 1d8; THAC0 19; Save F1; ML 8 (6); AL C.

If any orcs are interrogated, they can give some basic information about the Keep—about the orcish barracks there, the general layout of the buildings, and so on. They know nothing about the tower. They obviously know all about the dungeons. However, they will not answer questions unless a reaction check gives a Friendly result, since they are fearful and think the PCs will kill them after they have talked to them. Each orc has 1d8 sp and 1d4 gp. In addition, the leader has two large bunches of keys. One bunch opens all the cell doors in the dungeons, and the other unlocks all the manacles.

Lastly, hidden under one of the five crude wooden beds here is a small locked wooden chest (one of the leader's keys opens this). This contains treasure looted from prisoners, wages, and other minor items. In total, the chest has 11 pp, 136 gp, 144 ep, 324 sp, 560 cp, and various trinkets, jewelry, ornaments, and minor valuables worth a total of 225 gp.

23. Storage Room

This chamber contains manacles and chains, some heavy metal rods (usable as clubs), bundles of torches (150 in all), ropes (10 50' lengths), sacks (12 small, 8 large), a few (6) flasks of oil, and less useful items such as a broken barrel, an old table with a leg missing, and the like. PCs can restock or acquire some useful items here.

24. Pool Chamber

The eastern half of this room is a 10' deep sunken pool, with three ducking chairs along the edge, used by the brutish jailers to interrogate their unfortunate charges. The water in the pool is filthy, rank, and scummy, with a thick coating of slime and detritus on top. There is nothing of interest or value in the pool (there are plenty of bones on the bottom of it), and if a PC actually gets into the water to explore it he must make a saving throw versus poison with a +2 bonus. If this is failed, after 12 hours he will develop a short-lived aching mild fever (lasts for 12 + 1d12 hours) during which time he has penalties of -2 to Strength and Dexterity.

25. Guard Room

Here, a contingent of human guards oversees the

dungeons. The door to this room is unlocked, but is made of thick dark wood and has no grille. Noises don't penetrate here easily, and unless the noise outside is very loud (all the prisoners in the cells along the passage outside screaming), the guards stay put here (except in situations such as when a new prisoner is brought down). The room itself has tables and chairs and other basic furnishings, but nothing unusual.

Soldiers (5): AC6 (leather armor and shield); F1; hp 8, 8, 6, 4, 3; MV 120' (40'); #AT 1 short sword; Dmg 1d6 + 1 (Strength bonus); THAC0 18; Save F1; ML 10; AL C. Each has 1d8 gp.

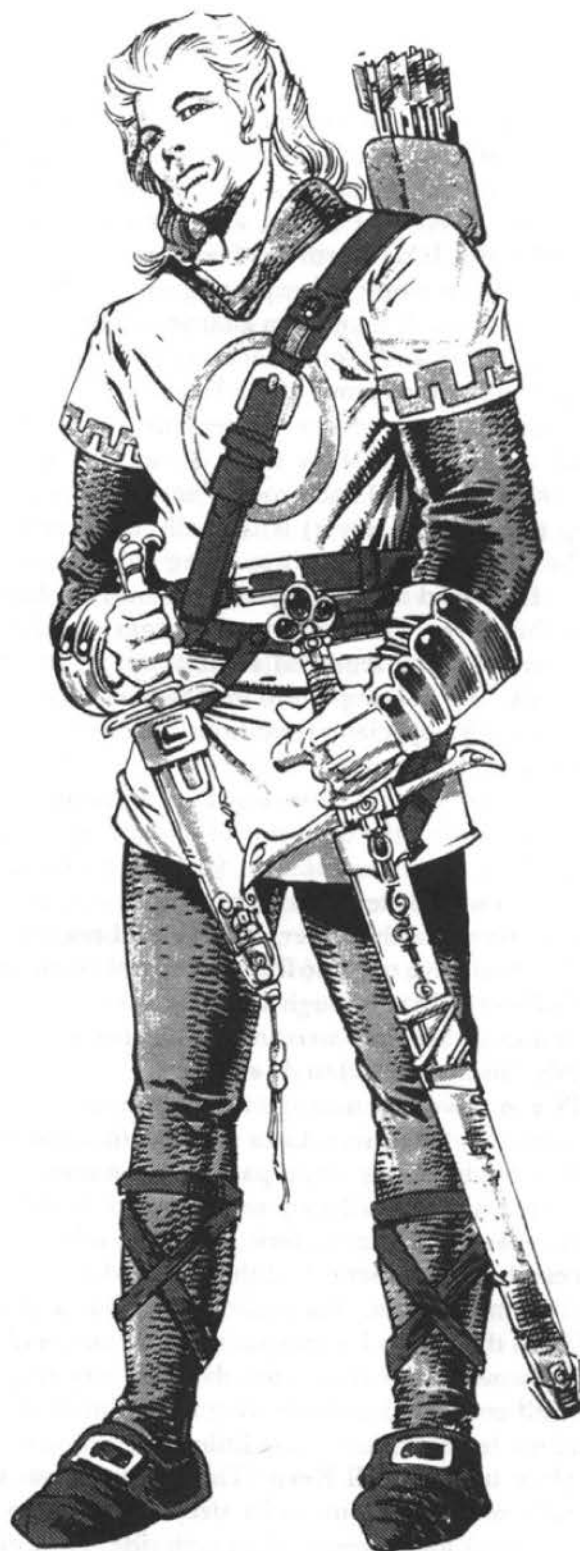
Watch Sergeant: AC3 (chain mail and magical *shield +1*); F2; hp 13; MV 90' (30'); #AT 1 sword; Dmg 1d8 + 1 (Strength bonus); THAC0 18; Save F2; ML 10; AL C. He has 15 gp and an ivory-handled comb worth 15 gp, plus a Silver dagger.

When these guards are attacked, the weakest (the 3 hit point specimen) will open the door to the north and rush off up the stairs for help. If he gets away (which he will do after one round unless a missile or magic such as *magic missile* or *sleep* is used to stop him), he will bring help back four soldiers from location #34 after four rounds (see details for location #34).

There is treasure here in addition to what the guards have, contained in a brass-banded metal chest on a small table in the north-east corner of the room. In bags, the guards have stashed 67 gp, 224 ep, and 220 cp.

After the Dungeon Level

It's virtually certain that by the time the PCs have found their way to location #25, they will be forced to rest and sleep, to regain spells, and use the *staff of healing* on a new day. If they're healthy enough to press on, then this is fine. But if they have to pause and rest, they should get the equivalent of a night's rest undisturbed. They won't be attacked by forces from the Keep even if an alarm was raised there. This is because the bickering forces in the Keep are too scared to take the responsibility for organizing such a raid. The following chapter explains the schisms in the Keep forces in more detail.



Chapter 3: The Tower and The Eye

Entering the Keep

Outer doors here will be unlocked unless otherwise noted. At night, large wall-torches provide a fairly dim level of illumination outside. What happens when the PCs enter the Keep depends on whether an alarm has been raised there. If no alarm has been raised, the occupants of the Keep won't be expecting an attack. If an alarm has been raised, then extra guards will be placed to confront the PCs in and around location #34 as noted below. Map 5 shows the layout of the Keep.

There are lookouts on the battlements of the Keep (#51) and the matter of how the PCs actually leave a building (#29, #36, etc.) and cross to another location in the Keep (usually the tower) is crucially important. At night, they will be seen by orcs using infravision but won't be challenged unless they are obviously behaving in a very shifty way. For example, a straight march over to the tower won't be regarded as unusual. In the daytime, though, just walking out to the tower is unwise unless the PCs take special precautions. Sending out an invisible spy would be an excellent first move, obviously. The most likely way of ensuring that infiltration works would be by wearing the uniforms of soldiers, guards, or jailers the PCs have overcome so far. If the PCs don't think of this, then Alexei must suggest it.

As for getting into the tower, the PCs will need a pass badge. This will have to come from the chambers of Lieutenant Galleret (#38) although the PCs may have some trouble finding this out, needing to explore the Keep thoroughly (and carefully) to do so.

The PCs may well capture and interrogate one or more of the soldiers and orcs here. Orcs will say almost nothing due to fear. Soldiers may be prepared to give some information about the Keep locations, but they know little about the tower save that a cleric, a wizard-scholar, and undead can be found there, and that a guard is posted at the (locked) main door. They also know that a pass is needed from the Watch Lieutenant to gain entry, and can tell the PCs where he is. Lastly, they will say that the Keep is self-contained and separate from the main fortress and the fortress guards pay little attention to events taking place in the small Keep. The main fortress (not shown fully on Map 5 due to its size) has its main entrance and great gatehouse on the north side. How much of this a captured soldier will say depends on how smartly the PCs interrogate him and whether they offer a plausi-

ble guarantee of safety for the soldier. Obviously, a *charm person* spell would work wonders here.

26. Entrance Gates

These gates open into a main street within the city of Fort Doom. They need two full rounds to open due to their size, and are usually kept closed and barred on the inside. Each has a 2-foot square metal grille at face height with a wooden shutter on the near (Keep) side.

27 and 28. Gatehouse

In each of the lower gatehouse buildings, 27a and 27b, a pair of soldiers is on guard. Two other soldiers are in #28 where they have arrows trained along the road outside through the arrow slits (that give them an AC bonus of -8 if they are fired back at from outside). The archers need two rounds to draw swords and come down the staircase to help their fellows in melee combat.

Soldiers (6): AC6 (leather armor and shield); F1; hp 8, 7, 6, 4, 3, 3; MV 120' (40'); #AT 1 short sword or crossbow; Dmg 1d6; THAC0 19; Save F1; ML 10; AL C. Each has 1d8 gp.

29. Stables

A secret trapdoor in the floor opens at the top of the steps from #18, and opens into a horse stall where there are 8 tethered horses (as in each stall shown). In the small room at the end of the stalls are two stablers (soldiers). Make a morale check for them as soon as they see the PCs; if they fail, they won't even fight, being cowardly sorts. Reference stats are given here for the horses, as PCs might use them to escape at the end of the adventure.

Soldiers (2): AC6 (leather armor and shield); F1; hp 8, 3; MV 120' (40'); #AT 1 short sword; Dmg 1d6 + 1 (Strength bonus); THAC0 18; Save F1; ML 8; AL C. One has 12 gp, the other only 14 sp.

Horses (32): AC7; HD 2; hp 9 each; MV 240' (80'); #AT 2 hooves; Dmg 1d4/1d4; THAC0 18; Save F1; ML 7; AL N.

30, 31, and 32. Orc Barracks

A total of 16 orcs is stationed here. They are distributed, normally, as follows: six will be in #30, which is a general living area; four will be in #31, which is a mess hall; and six others will be asleep in #32, a dormitory room. This will be different if an alarm was raised in area #34 within the Keep. If this happens, six of the 16 orcs (two from each room here) should be moved to areas #34-#36, as instructed below for those locations.

Orcs which are asleep need two rounds to gather their poor armor and weapons; without armor they have AC 8. A sleeping orc can be slain in 1 round, but the sleepers will be roused by their fellows if any fighting takes place in the area.

Orcs (16): AC6; HD 1; hp 8, 7 (x3), 5 (x4), 3 (x4), 1 (x4); MV 120' (40'); #AT 1 sword; Dmg 1d8; THAC0 19; Save F1; ML 8 (6); AL C. Each orc has 1d6 ep and 1d10 cp.

The orc leader (with 8 hp) does +1 damage on a successful hit. He has a silver brooch worth 45 gp, a solid silver neckchain worth 80 gp, and a pouch with 18 gp.

33. Armory

This locked chamber (the Watch Lieutenant, #38, has the keys) has racks of weapons, containing a total of 16 normal swords, 8 two-handed swords, 10 short swords, 15 of each type of bow, 100 arrows and 180 crossbow bolts, 14 slings, and 12 quarterstaves. There are also 10 suits of chain mail armor and cloaks. None are magical.

34, 35, and 36. Guard Post

The stone steps up from area #25 terminate at the door within #34. Of these rooms, #34 is a main living room; #35 is a small, sparse room with a pair of ornamental shields and a forbidding silk tapestry showing a battle scene (value 125 gp) for decoration, and #36 is an entrance chamber.

If no alarm has been raised, there will be 4 soldiers in #34 only for the PCs to fight. If an alarm was raised earlier, then the following forces will be stationed here: 4 soldiers and 2 orcs in #34, and a soldier and 2 orcs in both #35 and #36 (who will rush to attack when there is the sound of combat inside #34). Stats for the orcs are given

above (#30-#32). Stats for soldiers are also given above for areas #27-28; the men here have 7, 7, 6, 1, (2, 3) hp.

At the end of this combat, the PCs must find a note on the body of one of the soldiers. This man has a gold ring (value 60gp) on his left hand that a PC looking for treasure will see, and the note is tucked into his belt where it can readily be seen. If the PCs raised an alarm from area #25, give them Handout 1 from page 18 (you may cut this out or photocopy it as you wish). If they did not raise an alarm from area #25, give them Handout 2.

37. Latrines

There are four latrine cubicles here, and if the PCs enter, they will have the bad luck of encountering a group of foraging giant rats that will only attack if they pass an initial morale check. Otherwise, the rats will flee.

Giant Rats (5): AC7; HD ; hp 2 each; MV 120' (40'); #AT 1 bite; Dmg 1d3 + 5% chance for disease; THAC0 20; Save NM; ML 8; AL C.

38. The Watch Lieutenant

This large building has a locked door. It is subdivided inside into two areas, a large office/living room (38a) with a polished desk and chairs, tables, and good furnishings, and a smaller bedroom (38b).

Watch Lieutenant Galleret is here, with an aide-de-camp who will be asleep in the office during the night hours. Galleret is a cowardly officer whose desire is simply to conceal any evidence of his own incompetence, and buy time to find a way to blame matters on his subordinates. If he surrenders to the PCs (make a morale check when he is reduced to one-third of his hp total) he will beg for his life to be spared, and tell the PCs about the tower. He will show them the pass (see below), give details of the guard (in #39), and can tell the PCs of its major occupants: Aurelian the wizard-sage who lives on the top floor; Nikolai the alchemist who lives on the middle floor; and Paurillian the cleric who lives on the ground floor. Galleret does not mention Menelaus the slaver (#46) since he is very fearful of the man.

Lieutenant Galleret: AC3 (plate mail); F3; hp 13; MV 60' (20'); #AT 1 sword; Dmg 1d8 + 2 (magical *sword* + 1, Strength bonus); THAC0 17; Save F3; ML 9; AL C. Galleret has a gold signet ring worth 50 gp, a silver belt

buckle with a small jewel worth 70 gp, and a gold medalion worth 30 gp. On a keyring, Galleret has the keys to his desk, to this room, and to the armory (#33).

Aide-de-Camp (soldier): AC4 (chain mail and shield); F1; hp 5; MV 120' (40'); #AT 1 sword; Dmg 1d8; THAC0 19; Save F1; ML 10; AL C.

Searching the room, the PCs can find minor valuables worth a total of 50 gp. Among the paperwork atop the desk is just one item of importance; give the players Handout 3 when they find this. In the bottom drawer of the desk, in a locked casket (Galleret's desk key fits this), are a pair of silver flasks. Each is worth 30 gp, and contains a magical potion of healing. In the upper drawer is a leather plaque decorated with an eagle motif in gold threading, which is the pass to the tower.

The Keep Tower

This is a tough place for the PCs to enter. Their enemies are fairly strong, and they will also find that the Eye isn't here after all. It is vital that the PCs find the magical assistance placed here with the cleric, alchemist, and in the wizard's lair; without the potions, scrolls, and other magic, they do not have much chance of surviving to continue their adventure. Doors of rooms within the tower will be unlocked unless otherwise noted; the place is lantern-lit inside.

39. Guard Room

The main door to the tower is locked and also barred on the inside. There is a 1-foot square metal grille set at eye level with a shutter behind the door, and a heavy bronze door knocker. The PCs have to knock for entry, and they will be greeted by the shutter opening and a guard inside saying in a bored tone of voice, "not another lot, what do you want?" The guard asks to see a pass and, if the PCs don't have one, they will not be admitted. "Come on, you know Galleret got to give you a pass," the guard will say, closing the shutter in contempt if the PCs don't have a pass. Even if the PCs do have a pass, the guard will want to hear some reason for the PCs wanting to enter. Something as simple as "The Lieutenant told us" will do. If the PCs try to bluff, don't forget that browbeating is more effective than persuasion. But they should get in. If the PCs really make a mess of it, the guard will

call Paurillian who will come to see what's going on, readying his Undead and spells (see below), and then the door to the tower will be opened.

Finally, a thief could try and climb in alone using the Climb Walls special ability. Spying on the rooms through the windows would be smart, especially if some form of invisibility is used. Entering them is not so smart; a lone thief is a very vulnerable target. Invisible people leave footprints in dusty floors and invisible does not mean silent!

Soldier: AC6 (leather armor and shield); F1; hp 4; MV 120' (40'); #AT 1 sword; Dmg 1d8; THAC0 18; Save F1; ML 10; AL C.

When the PCs get in, they now have a choice. They can start fighting, or they can tell the guard that they have been sent to see someone in the tower (if they know any relevant names). In short, they can fight or talk. If they fight, there are combat notes for major NPCs below. If they try to talk their way through, how things turn out depend on how they conduct themselves and who they talk to. They must definitely, at some stage, find out that Aurelian has just left the tower. This can be ascertained either from Nikolai the alchemist (#48) or from the note with Lieutenant Aenolas (#50).

40 and 41. Undead Guards

These chambers contain undead that have only recently been animated. They do not attack the PCs unless attacked first; they will obey Paurillian, however, and the cleric will try to reach them to aid him in combat. Each chamber contains 3 newly-created skeletons, immune to *charm* and *sleep* spells as usual.

Skeletons (6): AC 7; HD 1; hp 4 each; MV 60' (20'); #AT 1 club; Dmg 1d6; THAC0 19; Save F1; ML 12; AL C.

42. Store Room

This is a storage area both for food and supplies (oil, ropes, lanterns, etc.) and the PCs can stock up with reasonable quantities of whatever items they might need here.



43. The Cleric of Chaos

This comfortably-furnished chamber is the shrine, study, and bedroom of Paurillian, a chaotic and highly evil cleric. His task is “programming” undead and relaying orders to Nikolai the alchemist (#48). He will try to avoid a fight here if he can, fleeing to #40/#41 to direct his undead to attack the PCs and, if possible, fleeing then to #46 for the protection of Menelaus. He only fights himself if cornered. He targets light spells at the eyes of enemies, in an attempt to blind them temporarily. If Paurillian is alerted to the presence of enemies (e.g., by the PCs making a hash of talking their way into the tower), he will take his scroll from the chest, using his *bless* spell before melee.

Paurillian won’t talk to or negotiate with the PCs. He believes that they will kill him out of hand, and won’t help. If charmed, he will tell the PCs that Aurelian has left the tower with the Eye of Traldar and is now in the watch house (#54).

Paurillian: AC 2 (*chain mail* +1, Dexterity bonus); C3; hp 11; MV 120' (90'); #AT 1 mace; Dmg 1d6 +1 (*magical mace* +1); THAC0 18; Save C3 (Wisdom 16 gives +2 bonus versus magical saves); ML 10; AL C. Spells mem-

orized: *light* (x2). Paurillian has a silver ring with an amethyst worth 85 gp, and a silver dagger used as a letter opener.

Searching the room, the PCs can find minor ornaments and items worth 50 gp, and an unlocked wooden chest below the cleric’s bed. This contains a pouch with five gems each worth 50 gp, an intricate silver leaf pattern neckchain worth 100 gp, a bag with 17 pp and 55 gp, and a scroll with the spells *bless* and *cure light wounds*.

44. Guest Chamber

This chamber is currently empty, but is fairly well furnished and can be looted of minor trinkets worth 80 gp if the PCs somehow have the time (this takes 5 rounds). The door is locked.

45. Guard Room

This chamber is empty. The door is locked.

46. Slaver of the Iron Ring

This study/bedroom is occupied by Menelaus, a fairly junior member of the Iron Ring slaving organization. Menelaus will be here unless Paurillian has fled here from downstairs, in which case the pair of them will have headed to #50 and joined forces with Lieutenant Aenolas. If unalerted, Menelaus will be seated at his desk, although his sword will be ready to hand.

Menelaus is a cruel, brutal individual who will not negotiate with the PCs or help them in any way. He will fight to the death. Even if charmed, he knows little about Aurelian and the Eye of Traldar and cares even less. His main duties are to keep tabs on Nikolai the alchemist and to administer some bookwork for the Iron Ring slaver network.

Menelaus: AC3 (*leather armor +1*, Dexterity bonus); T3; hp 10; MV 120' (40'); #AT 1 short sword; Dmg 1d6 + 1 (*magical short sword +1*); THAC0 18; Save T3; ML 11; AL C.

Menelaus is vain and wears gold jewelry (neckchain, bracelets, medallion) worth a total of 150 gp. He has the keys to his (locked) desk in his pockets. The upper drawer contains a set of bound vellum sheets that have records of activities, personnel, and plans of several groups of Iron Ring slavers. Particularly, the names of slavers and their contacts in Kelvin, Threshold, Penhaligon, and Verge are recorded, together with evidence of their work dates, monies paid, the names of their kidnapped victims, and more. This information would be very interesting to the authorities in those cities, to say the least.

The lower drawer has a metal box containing money bags filled with 75 gp, 150 ep, and 300 sp.

47 and 48. The Alchemist

The alchemist here is Nikolai Monescu, an old man who is forced to work creating magical potions and assisting Aurelian under duress. If the PCs burst in and threaten him, old Nikolai will panic and assume they mean to kill him; he will use his spells and fight hopelessly with his dagger. If the PCs don't attack him, he will be only too ready to talk to them. He knows all the locations in the tower. If Paurillian and Menelaus have headed up to #50 to join Aenolas, then Nikolai will be aware of this also. He does not know that Aurelian has just been smuggled

out of the tower. Nikolai also knows the identities of the magical potions contained within the laboratory, and will give them to the PCs if they are going to attack the people in the tower.

Nikolai will ask the PCs if he can come with them when they leave. He is too old to be much use at fighting, but his spells may be helpful, and he could help cover a getaway if the PCs use horses (if they haven't thought of this, Nikolai will suggest it). Nikolai will be ready to flee the tower and rejoin the PCs on their way out if they agree to this. Nikolai does not tell the PCs of his magical scroll, keeping this for himself, but he will use it if he needs to. His *knock* spell could be very useful for opening doors. He has managed to keep this scroll secret from his captors (but his spell book is kept from him; he knows it is in Aurelian's rooms), and has been saving it for a reasonable shot at escape. The PCs represent that shot.

Nikolai Monescu, Alchemist (Magic-User): AC 9; HD MU2; hp 3; MV 60' (20') due to age; #AT 1 dagger; Dmg 1d4-1 (Strength penalty); THAC0 20; Save MU2; ML 8; AL N. Spells memorized—*read magic*, *magic missile*. Scroll of spells—*detect magic*, *magic missile*, *knock*.

Nikolai's study/bedroom (#47) has poor furnishings and little of value. In the laboratory (#48), there is an array of glassware and metal utensils, and a rack of vials of liquids—15 in total, six yellow, two green, two red, three clear, and two dirty green-brown. The red liquids are both potions of poison. The two green vials have *potions of healing*, and the middle vial with clear liquid is a *potion of growth*. The two brown-green potions are special: these are *potions of speed*. A *potion of speed*, if drunk, allows the drinker to move twice as fast as normal, to attack twice per round, and to perform all actions (other than spellcasting) at twice normal speed. The others are harmless and ineffectual. These potions are not labeled.

49 and 50. The Wizard's Chambers

The doors to both rooms here will be closed and locked only if Paurillian and Menelaus are here. Room #49 is a well-appointed bedroom with some 150 gp worth of minor treasures, but nothing of major importance. Room #50 is a large study room with many books and shelves, work tables, weird and misbegotten utensils and containers, and a jumble of bric-a-brac. It is extremely untidy here. Who is present in this room depends on whether



Paurillian escaped from the PCs and headed here with Menelaus. If they are here in addition to Lieutenant Aenolas, the PCs will have a tough fight. The script here assumes that only Aenolas is present; you can modify it for a group of opponents.

Aenolas is here under orders to collect items for Aurelian, who left in a hurry. He is a vicious and bullying man who will fight expecting to be able to browbeat the PCs, even if he is alone. Make a morale check for him only when he is reduced to 3 hit points or below. If he surrenders, he will plead for his life, but he won't talk. He only talks if charmed, in which case he will tell the PCs where Aurelian now is (#54).

Lieutenant Aenolas: AC2 (plate mail and shield); F3; hp 15; MV 60' (20'); #AT 1 sword; Dmg 1d8 + 1 (Strength bonus); THAC0 18; Save F3; ML 10; AL C. S15, I14, W16, D10, C13, Ch 13.

On his person, Aenolas has a fine gold ring with a small pearl worth 125 gp and a pouch with 8 pp and 15 gp. On the table is a sack with some items Aenolas has been retrieving. The sack contains Nikolai's spell book (with *detect magic*, *read magic*, *magic missile* and *sleep*), an elven

cloak, a scroll of magic-user spells (*charm person*, *light*, *mirror image*), and a scrap of notepaper with some scrawled notes—give the players Handout 5 if they find this.

The PCs will now have to find out where the watch house is. This is #54, within the main fortress. They can discover this in various ways: by interrogating a charmed Aenolas, by asking Nikolai, by interrogating some other captured individual, or by simply asking at the main gate (#52) as suggested in the description for that location. They do have a *charm person* spell on a scroll at their disposal, so it really should not be too difficult to find an amenable respondent.

51. Battlements

There are always six guards here, three on each of the east and west walls. During the day, they are soldiers; during the hours of darkness they are orcs. They keep watch outside the Keep unless an alarm has been raised by the PCs in area #25, and guards were ready in #34-#36. If this is the case, the guards here will have crossbows ready to fire at the PCs as they emerge into the courtyards of the Keep, unless the PCs have taken proper care and trouble to disguise themselves.

Soldiers (6): AC 6 (leather armor and shield); F1; hp 8, 7, 6, 4, 3, 3; MV 120' (40'); #AT 1 short sword or crossbow; Dmg 1d6 + 1 (short swords, Strength bonus) or 1d6 (crossbows); THAC0 18 (19 with bows); Save F1; ML 10; AL C. Each has 1d8 gp.

Orcs (6): AC6; HD 1; hp 5, 5, 4, 2, 2, 2; MV 120' (40'); #AT 1 short sword or 1 crossbow; Dmg 1d6; THAC0 19; Save F1; ML 8 (6); AL C. Each orc has 1d6 gp and 1d10 cp.

52. Fortress Gates

The main gates here are 18' high and impossible to open except using winches, the levers for which are in #53. A *knock* spell will not be sufficient to move such massive gates (magic user or elf PCs will realize this, so inform players if they plan to try this tactic). Rather, there is a small side door in the left-hand gate which is 6' tall and 3' wide, allowing PCs to enter in single file (only) when opened. It is locked and barred from the inside, but a *knock* spell will open it. Alternatively, the PCs can pull a large bell-pull beside the door and summon a guard from inside #53. He will interrogate the PCs through a shuttered metal grille in the door.

The PCs will have to use a *charm person* spell or do some reasonable bluffing here. If they are disguised in soldier uniforms, and especially if one has the plate mail of a Watch Lieutenant, a firm and decisive line will get them access. They could, for example, say "Lieutenant Galleret has sent us as reinforcements," "Aenolas ordered us to deliver these items to the wizard," (flourishing the sack), or "Lieutenant Galleret has sent us to report on the troublemakers in the Keep—we've got to get reinforcements. Quickly! There's no time to lose, you oaf!"

Once inside the main gates, the PCs will be in a courtyard that is bounded by a guardhouse (#53) and a watch house (#54) where Aurelian, Watch Captain Tiberian and his men, and an Iron Ring member are arguing. What happens now depends on what the PCs do. If they start to fight, fine. Throw everything at them—all the occupants of #53 and #54 will pile into the attack and the PCs will be sore pressed indeed.

The smarter move, since the door to #54 is open, is for the PCs to head toward #54 and, if they do this, the guards return to #53 and close the door. The PCs can now attack the group in #54 and, if they close the door as they pile in, there is only a 10% chance per round that the

guards in #53 will come to investigate, weapons drawn. If they leave the door open, the guards in #53 are 50% likely per round to come and investigate.

As an alternative, the PCs can head into the guard room (#53) and attack the guards first to knock them all out. The door to #54 is open, though, and the group there may hear the fight; the chance is 25% per round if the PCs close the guard house door, and 75% per round if they don't.

53. Guard House

This houses the winches which open the main gates, and also a group of four bored guards.

Soldiers (4): AC6 (leather armor and shield); F1; hp 7, 6, 4, 3; MV 120' (40'); #AT 1 short sword; Dmg 1d6 + 1 (Strength bonus); THAC0 18; Save F1; ML 10; AL C. Each has 1d8 gp.

54. Watch House

The door to this room is slightly ajar and the sound of arguing is heard clearly from inside. If the PCs stop to listen, they will be able to hear the conversation quite easily, so read the boxed text below. It is perfectly reasonable for the PCs to make some preliminary actions (casting a spell, drinking a potion, etc.) while they are listening.

You hear a pair of raised voices from beyond the door. The first is slightly nasal and whining, and the man says "This is too dangerous. Just because there are a few troublemakers in the place..." He is interrupted by a much gruffer and more sarcastic man's voice. "Just a few, but they've accounted for enough of our men and we don't know where they are. Frankly, I don't care. I'm not going to take the blame for this. If that magical thing gets lost inside the fortress, I'm for the high jump. By sending you out with an escort to meet the Baron halfway, you'll get the thing to that cold-blooded swine Sverdlov in half the time. And you can deliver these strategic plans to the Baron a day early into the bargain."

The first voice protests again. "Sending us out on to the road, even with an escort, is absurd. I demand to be taken to the Obsidian tower for safety!" There is

a guttural laugh in reply. "Once you're out of here, you're not my problem and I've had enough problems. There's five good and true men here now and another 20 when my orders get to that idiot Julianus. Just wait a few minutes." The argument goes on, but both men simply repeat the same points...what will you do now?

The PCs have to act; they must attack the occupants of this room before the threatened 20 extra escort guards turn up. If the PCs do nothing, 20 extra soldiers will arrive through the inner gates and head into the courtyard in 5 minutes (turns). The PCs must attack now; make this clear to them.

Inside this room are seven men, stats for whom are given below. Because of their arguing and bickering, they are slow to react to the PCs if they move in. The PCs have a 50% chance of getting surprise, on the first round of combat (and cannot be surprised themselves), and if they don't get surprise, they have a +2 bonus to Initiative on the first round of combat.

Soldiers (4): AC6 (leather armor and shield); F1; hp 6, 4, 3, 3; MV 120' (40'); #AT 1 Short sword or crossbow; Dmg 1d6; THAC0 19; Save F1; ML 10; AL C. Each has 1d8 gp.

Aurelian, Wizard-Scholar: AC8 (*ring of protection* +1); MU3; hp 7; MV 120' (40'); #AT 1 dagger; Dmg 1d4; THAC0 19; Save MU1; ML 10; AL C. Spells memorized: *read magic*, *shield*, *mirror image*. He has a silver neck-chain worth 50 gp, and a fine amber and platinum brooch on his yellow robe worth 120 gp. His magical ring appears as a simple silver band worth 15 gp.

Watch Captain Tiberian: AC3 (*chain mail* +1 and shield); F4; hp 16; MV 120' (40'); #AT 1 sword; Dmg 1d8 + 1 (Strength bonus); THAC0 16; Save F4; ML 10; AL C. He has a silver dagger with a fine jewelled scabbard (total value 150 gp), and a belt pouch with 15pp and 35 gp.

Todosz, Slaver: AC4 (leather armor, Dexterity bonus); T3; hp 9; MV 120' (40'); #AT 1 short sword; Dmg 1d6; THAC0 19; Save T3; ML 9; AL C. Todosz wears a gold ring worth 35 gp as a ring, but it is also a magical *ring of fire resistance*, and has 30 pp in a bag by his belt.

On the table in this simply furnished room is a casket that is locked (Aurelian has the key). Inside this is the Eye of Traldar itself, and also a sheaf of papers with the Black Eagle wax seal on each page. These papers document a planned attack on Luln, with military orders and command sequences. Added to these are lists of agents of the Barony in Luln, and notes on further military operations to invade other villages and lands of western Karamaikos. These documents would be very valuable to the authorities in Luln.

The Eye of Traldar

The Eye of Traldar is a yellow-orange gem, the size of a large hen's egg, mounted in a dragon's claw setting fashioned from toughened, red gold. It is a powerful divination device, and one that is also capable of exerting control over minds. Its powers can only be utilized by a character capable of using magic-user spells (a magic-user or elf). The powers that can be used usually depend on the experience level of the person using the Eye. At Basic levels, a magic-user or elf of levels 1-3 can call forth the following powers from the Eye:

- 1st level: *detect magic*, *detect evil* 3 times per day each
- 2nd level: *detect invisible*, *ESP* twice per day each
- 3rd level: *locate object* (range 5 miles per level) once per day

The Eye certainly possesses other powers usable by higher level spellcasters. Some of these are documented in module DDA4, *The Dymrak Dread*, but can be devised by a DM using the upcoming *D&D® Game Cyclopedica* if needed. The Eye will gain the use of two detection-type spells 2 per day each equivalent to spells of one-half the user's level if you want to customize in this way.

How do we get out of here?

The PCs now have to escape Fort Doom with the Eye of Traldar. Getting out of the fortress simply involves getting out through the side door in the main gates. Getting out of the Keep involves opening the main gates themselves, which can be done by a *knock* spell, by bluffing the guards in #27, or by killing them (if they have already

been killed, there will be a replacement set there now). The PCs should be encouraged to take horses; Nikolai will suggest this and, if he isn't around, make sure the horses in #29 whinny very loudly as the PCs get anywhere near them.

The PCs then have to get out of the city gates. If they are in uniforms, this is simple enough. If they aren't, then bribery, bluff, showing an official-looking pass from #38 and claiming to be on the Baron's business, a *charm* spell, a *sleep* spell, etc., are all feasible ways of getting out. Then, the PCs should head to Luln. On horseback, riding to Luln takes 2 hours at a gallop (3 hours if riding at night).

Concluding the Adventure

From here, you have several options. If you simply want to wrap up this adventure, have the PCs arrive safely in Luln. Just inform them that they forced march along the road and arrive there unharmed. There, they can hand over the Eye of Traldar to Petronius (now healed due to the arrival of a powerful cleric), receive heartfelt thanks, and go back home (wherever their homes are). They can be chased and harried by Iron Ring thugs on the way, of course. They could go to Specularum to get rewarded by the merchant they rescued (if they did), or they could get involved with the Iron Ring by playing module B10, *Night's Dark Terror*, or another published adventure. They could take the information they have about the Iron Ring or the Baron's invasion plans to Luln, or elsewhere, and the authorities in Karameikos will be very interested—leading to the PCs receiving commissions, favors, and the like.

Alternatively, you could have them arrive in Luln to find Petronius dead and agents of the Black Eagle Barony spying all over the place. Now the PCs have to find their way to the Lake of Lost Dreams, a long journey indeed. They will meet monsters, highwaymen, bandits, Iron Ring slavers trying to kidnap them, Black Eagle agents trying to retrieve the Eye, a Chaotic wizard trying to take it for himself, and anything else your imagination can throw at them. Wilderness rules are best covered in the upcoming *D&D® Game Cyclopeda*, so obtaining this will be helpful even for Basic level characters.

If the PCs try to keep the Eye of Traldar for themselves, then a host of interested NPCs will soon come to get it. Agents of the Black Eagle Barony, powerful magic users, and many others will track them down and try to prise the

Eye from them. The PCs will find that their lives become very eventful and very threatened...

Finally, you can continue the story in module DDA4, *The Dymrak Dread*, if you wish. In this event, you should leave the characters heading to Luln, fearing pursuit perhaps, ever looking over their shoulders...and pick up their adventures in that sequel.

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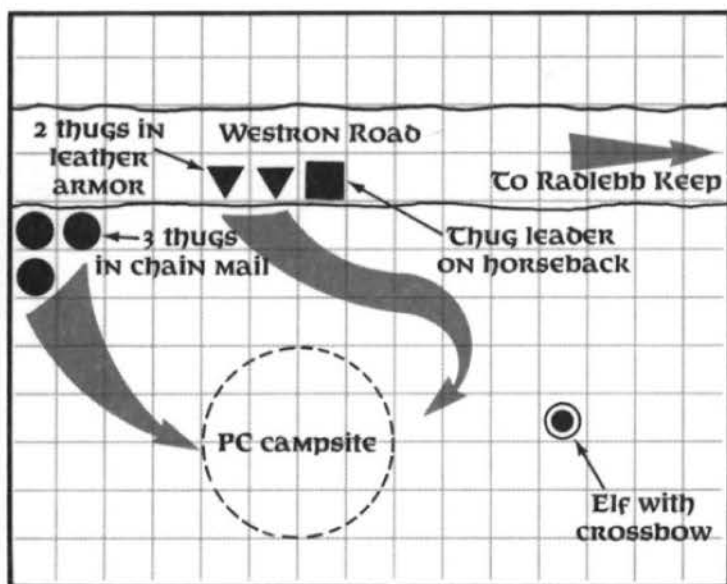
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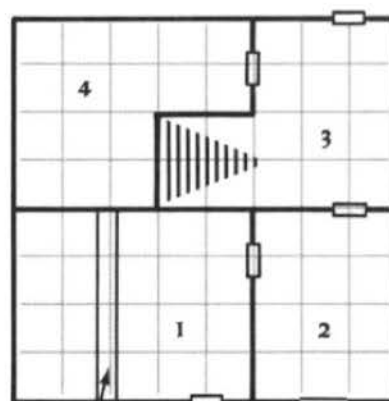
Map 1. Attack on the Road

(Tactical Skirmish Map)



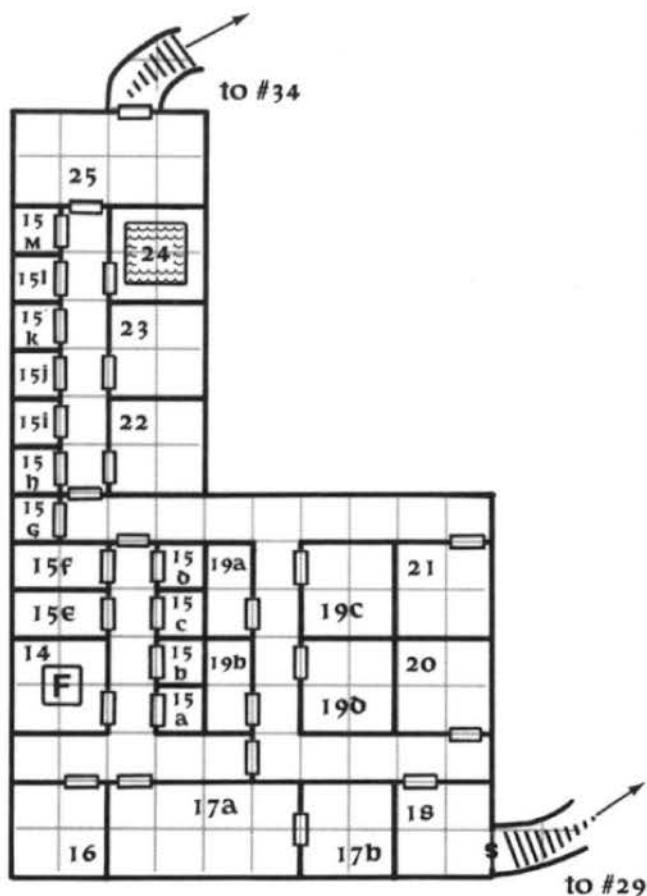
Scale: 1 sq. = 20'

Map 2. The Shop in Luin

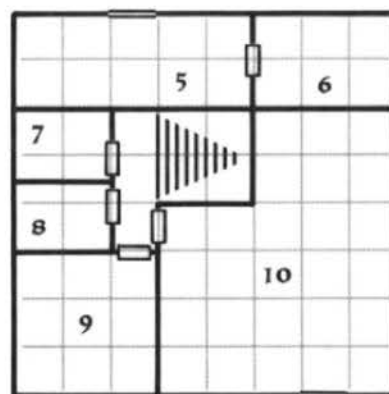


Shop Counter

Map 4. Dungeons of Fort Doom



Scale: 1 sq. = 10'



Map 2 Room Key

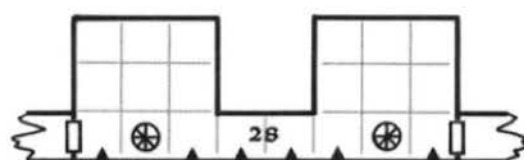
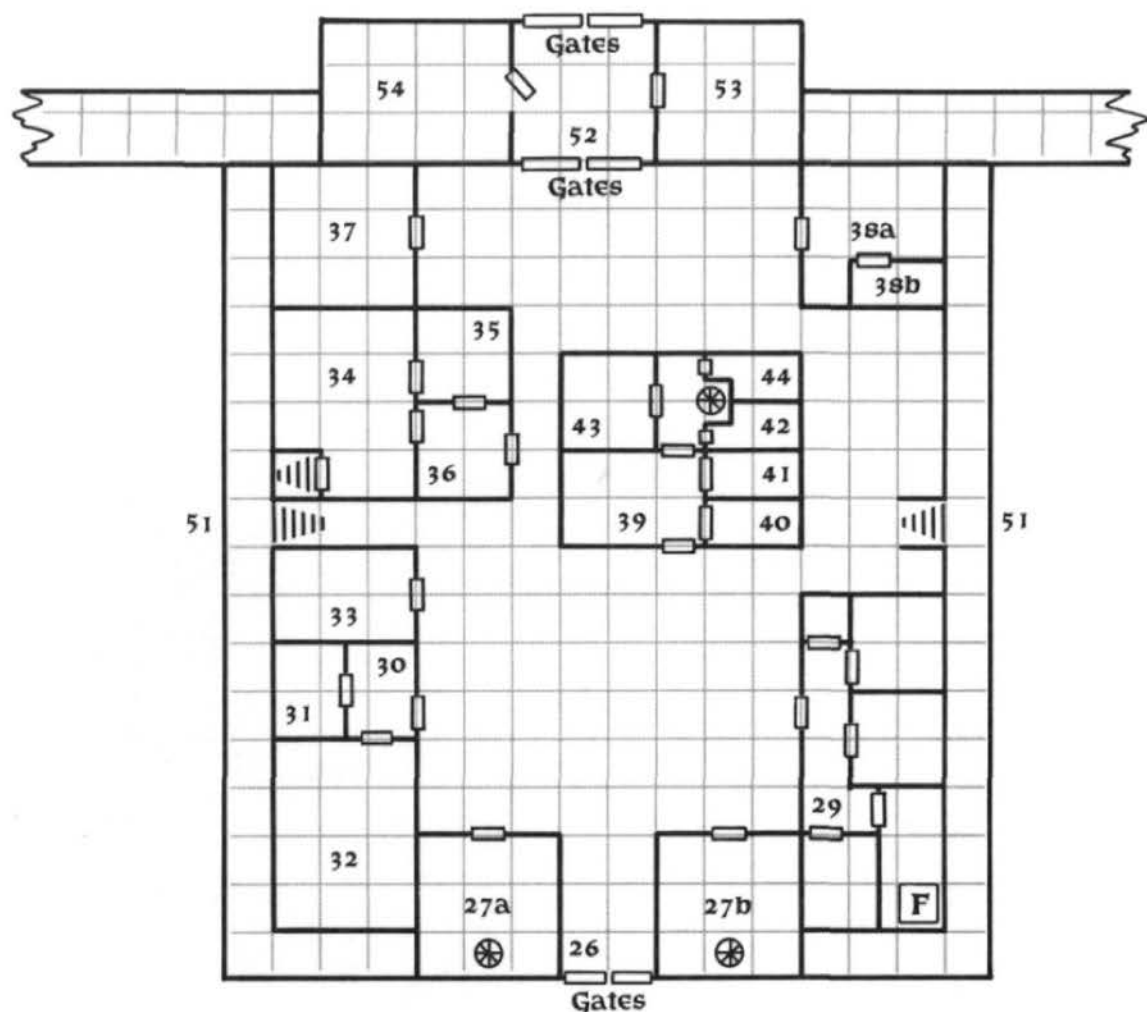
- 1. Repair Room
- 2. Display Room
- 3. Back Room
- 4. Repair Room

5. Living Room

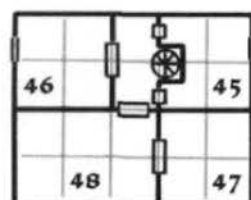
- 6. Store
- 7/8. Small Stores
- 9. Bedroom
- 10. Bedroom

Scale: 1 sq. = 5'

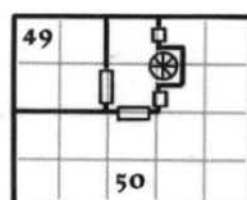
Map 5. The Keep at Fort Doom



Gatehouse, Top Floor



Keep Tower, Middle Floor



Keep Tower, Top Floor

Scale: 1 sq. = 10'

GRAND DUCHY OF KARAMEIKOS



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Eye of Traldar

by Carl Sargent



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