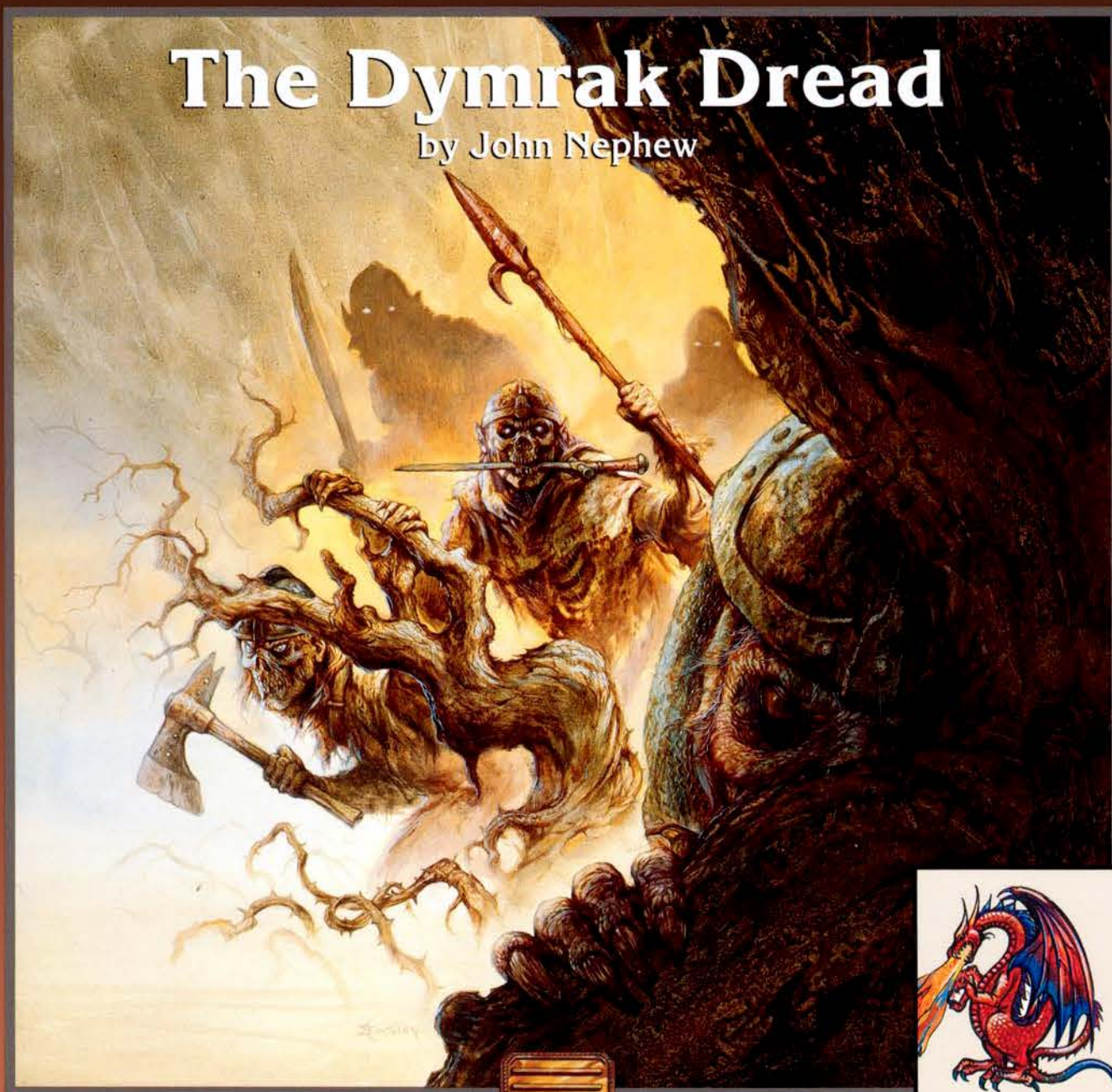


Dungeons & Dragons®

Official Game Adventure

The Dymrak Dread

by John Nephew





Solid Rock



Bunk



Swamp

Z ZOMBIE GUARD



Water Covered
Area (ankle-deep)



Sarcophagus

Scale: ONE SQUARE = Five Feet

Lieutenant:
AC 6;
HD 2;
hp 7 each;
MV 90' (30');
#AT 1;
THAC0 18;
Dmg 1d8;
Save F2;
ML 9;
AL C;
XP Value 20.

KOSIVIKH'S ROOM

Kosivikh:
AC 4;
HD 3;
hp 15;
#AT 1;
THAC0 17;
Dmg 1d8 + 1;
Save F3;
ML 10;
AL C;
XP Value 35.

Chest with Poison Needle Trap

Expensive Tapestry

Dungeons & Dragons®

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by John Nephew



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Introduction

The Dymrak Dread is a DUNGEONS & DRAGONS® (D&D®) game adventure for 4 to 7 characters of levels 1, 2, and 3. When used with a different number of characters and characters of different levels, Dungeon Masters (DMs) should consider adjusting monster numbers and strength so that the party does not have too difficult or too easy a time. For your convenience, pregenerated characters have been provided on page 15.

This module's plot and objectives are clear and simple, making it a good choice, especially for beginning gamers. To aid DMs, we have provided a lot of information with the module's encounters, which will save them the trouble of looking up many details in the rulebook.

To make the dungeon even easier to run, we have included a large, fold-out map and stand-up cardboard characters that can be set up on a table to better visualize the action.

This adventure can be run as a sequel to DDA3, *The Eye of Traldar*. A section below explains cross-over possibilities in case you own that adventure.

If you plan to be a player in this adventure, you should stop reading at this point. To read any further won't give you any special "edge" in play, especially since many DMs change adventures substantially before they use them. In fact, you'll do yourself a disservice, and will only hurt the suspense, surprise, excitement, and drama of the role-playing experience. You have been warned!

Dungeon Masters, however, should read on...

Adventure Synopsis

The outline of this module is very simple. The characters, who are novice adventurers eager to prove themselves, accept a challenge given by the Lord Forester—to collect a bounty on the head of a goblin war chieftain whose raiders have brought death and destruction to humans and elves.

The goblins' dungeon is located in a bog—the rotting heart of the Dymrak Forest. The goblins are relaxing and recovering from a recent raid. They are also subject to their typically unreliable discipline (thanks to their chaotic alignment). These factors give the player characters (PCs) a reasonable chance of cleaning out this lair.

As they explore the dungeon, the PCs may notice that there are places where the goblins have not gone. In fact, there is a second, lower level to the dungeon where secrets from the ancient past lie waiting to be discovered!



Player Characters

This adventure is designed for low level player characters. Those between the 1st and 3rd experience levels should work well. Players with higher level characters probably won't find the dungeon very challenging, which won't make it as fun.

Connecting This Module With *The Eye of Traldar*

If you do not own a copy of module DDA3, *The Eye of Traldar*, skip ahead to the next section. If you do own that module, we have some ideas on how to connect it with *The Dymrak Dread*. It should not be difficult.

The Eye of Traldar ended with the PCs returning to Luln after their raid on Fort Doom, and at this point they may have recovered the Eye of Traldar. In Luln, they are welcomed by their friends as minor heroes. They are also warned that they'd best lay low for a while, as they've made some enemies such as Baron von Hendriks and the Iron Ring slavers. Luln is a somewhat lawless town, mak-

ing it easy for “accidents” to happen.

The characters’ allies in Luln suggest that they journey eastward. In fact, Leraith tells them that they may find some work from his cousin Roderick, Lord Forester of Dymrak, who has been having a lot of trouble with goblins of late. He writes them a glowing letter of recommendation and assures them that if they take a job from Roderick, they can expect ample reward for their efforts.

If Alexei Schelepin is still alive, he will happily accompany the PCs on their journey. His home village, RYANIA, lies in the same direction. Alexei may even accompany the party into the dungeon, if the DM believes more muscle is needed.

Otherwise, the adventure and players’ background may be used exactly as presented.

Connecting This Module With Other D&D® Game Products

This module is designed to stand alone; all you need to play are the D&D® game rules. This is not the only way to do things, however. There are many other DUNGEONS & DRAGONS® game adventures and accessories. Since this is an introductory adventure, you, the reader, probably haven’t read any of them. But if you have or if you will, you should know that *The Dymrak Dread* can be easily adapted to fit in with the many other products of the D&D® game line.

First of all, there is the hardcover D&D® *Rules Cyclopedic*. The *Cyclopedic* deals with higher-level characters and adventures in places outside of dungeons, such as cities and the wilderness. If you master the basic D&D® game rules and move up to the *Cyclopedic*, entire new worlds of adventure will open up for you.

Armed with the *Cyclopedic*, you’ll be prepared to fit *The Dymrak Dread* into an entire world. If you use TSR’s products, this will be the Known World: a thriving, great, and diverse planet, detailed through numerous products, such as the acclaimed *Gazetteer* line.

If you look at the Known World you’ll find that the Dymrak Forest—in which this adventure is set—is already placed in a country called the Grand Duchy of Karameikos (detailed in *Gazetteer GAZ1*). Thus, if you choose to adopt the Known World for your D&D® game campaign, you’ll have a good place to locate this dungeon.

If you like the Grand Duchy, you’ll be pleased to know that many published adventures are set there. Most of

these modules can easily be run as a series of dungeons without the D&D® *Rules Cyclopedic*, but with those rules you can weave them into an even richer tapestry of adventure.

Again, this is entirely optional. If you are new to the game, don’t overburden yourself with complications. Run this adventure, try another, design a few of your own. As you gain confidence, keep building. You’ll quickly discover the rewards of exploring and embellishing the world of fantasy, even creating an entire world of your own.

Background for Players

To begin the adventure, read the following boxed passage to the players:

Ever since you were children, you’ve heard the frightening tales of the Dymrak Forest. While the human foresters and elven clans who live there are gentle and peace-loving, there are also goblins, and even more terrible monsters! Many of these creatures live in the low, swampy heart of the forest, where humans and elves dare not go.

These goblins are not just imaginary, or stories to scare naughty children. The fact that they are real and dangerous has been brought home by the raids in recent weeks that have struck human and elven communities alike. An entire village was destroyed!

The leader of the goblin raiders is a war chieftain named Kosivikh, known widely as the “Dymrak Dread” because of the fear he strikes into the hearts of his enemies.

Clearly, it is time to act. Roderick, the Duke’s Lord Forester, has decided that the mayhem must come to an end. He has announced a bounty of 1,000 coins of gold to anyone who brings him Kosivikh’s head.

The challenge is irresistible for adventurers like yourselves, eager to prove your heroism. Do you dare penetrate the fens and confront the Dymrak Dread?

You may expect your players to rise to the challenge. (If they don’t, maybe you need to sit down and have a talk with them about what heroic adventure is all about!)

Before you embark on the adventure itself, give the players a chance to talk about their plans and prepare for the assault. The PCs can buy any supplies they need in town before they set out, at the prices listed in the D&D®

Game Rulebook (p. 13).

After the players agree that they are ready to embark on their quest, read them the following:

Having gathered companions and supplies, you are ready to depart. A day's travel from the last human settlement carries you deep into the forest where the Dread is said to dwell. You correctly guessed that the chaotic goblins would take little care to hide their path when returning from raids. In a short period of time, you find their trail, which is marked by footprints and discarded objects. It leads into the fen, following the higher areas of solid ground, through a quagmire of reeds, pools, and stunted trees. Weird sounds and unpleasant odors surround you in the low mist that never seems to lift. You wonder what evil things might lurk in such an unwholesome place.

At last you perceive your destination: a high hill surrounded by the putrid fen. In the side of the hill, you see a cave mouth. This must be the lair of Dread Kosivikh!

Now the player characters are at the entrance to the dungeon (the place marked "Start" on the dungeon map), and the adventure is ready to begin.

The Dungeon

The Dymrak Forest is a large woodland, most of which is well-drained, except for a geological basin in the center which is the final destination for many streams that trickle through the rest of the forest. The result is a great, mist-cloaked marsh that is a natural home for diverse wildlife and terrible monsters alike.

Kosivikh's raiders are pleased to call the bog home. As yet no one has dared to penetrate the mists, at least not without becoming hopelessly lost. Over confident, the goblins have stopped bothering to cover their tracks. This enables the party to walk right up to their doorstep.

The goblin raiders' home is a network of natural caverns that honeycomb a hillock in the midst of the marsh. They realize that they are not the first inhabitants. There are signs of a lizard man tribe before them, and there are caves (the second level, past the black widow's web) that the goblins have not explored. Trouble threatened when a pair of lizard men wanted to live in the caves, but the two groups worked out a compromise. In most respects, however, it is a pleasant lair: cool, wet, and pleasantly dark

for the goblins' sensitive eyes.

Unbeknownst to the goblins, there were beings here many centuries ago—even before the wetlands came into existence. The lower level of the dungeon consists of a crypt for a prince of an ancient people who once ruled this land.

Using the Map Sheet and Stand-Up Figures

A large map sheet and stand-up figures are included with this module.

The figures are printed on the cover gatefold. They are scored so that you can easily punch them out and fold them up, just like the figures that came with the D&D® game. You'll need some figures from the game as well as the ones we've provided here. Alternately, you may use plastic or metal miniature figurines (which you may find in toy and hobby stores) to represent player characters and monsters in the dungeon.

When play begins, set out the map sheet on a table. Place the figures for the character party at the location marked "Start" on the first dungeon level. Use pieces of paper, books, or some other object to cover the parts of the dungeon that the player characters haven't yet explored.

As the players move their figures about the maps, reveal the areas of dungeon that their characters see. If PCs enter a room that contains a monster, place that monster's figure in the room. Use the figures to help visualize combat. You'll find the conveniently marked 5' squares especially helpful for computing movement and ranges.

Monster Format

There are plenty of monsters to challenge the players in this dungeon. To make your job as DM easier, we have provided a summary of their statistics (from the D&D® *Game Rulebook*) in a standard, abbreviated format. This format is as follows:

Monster name (number encountered): AC (armor class); HD (hit dice); hp (hit points); MV (movement rate); #AT (number of attacks); THAC0 (the roll on d20 needed "to hit armor class zero"); Dmg (damage dice rolled—if the monster uses a weapon, it is mentioned in parentheses); Save (save as); ML (Morale); AL (alignment); XP Value (experience points).

You'll see this format, or ones very close to it, in nearly all published D&D® game modules. In this module, which is designed for beginning DMs, we've taken care to include more information than published adventures would usually have about monsters. In doing this, we have saved you the trouble of having to look up the effects of, say, a giant centipede's poisonous bite.

THAC0: THAC0 is an alternative to looking up combat charts. It is a different route to the same combat results. To use THAC0, roll the d20 for the monster as usual. Add any special combat modifiers (e.g., a penalty for trying to hit an invisible opponent), then add the defender's armor class. If the total is above the THAC0, then the blow has landed.

If you find THAC0 too confusing, just make do with the combat charts. Using the *Dungeon Master's Screen* from the D&D game set will help speed play.

Morale: Be sure to check for Morale if you use the optional Morale rules. It is important to know whether some monsters will surrender or run away. It could mean life or death for someone's beloved player character. Review pages 23 and 24 of the *D&D Game Rulebook* for how and when to check Morale. If you do not use Morale rules, use your best judgement to decide when monsters will flee rather than fight on. PCs may be faring well, but even so, wounds may accumulate, and could lead to death in future encounters. Don't be soft on the players (after all, they may sometimes have to flee themselves!), but don't be too harsh.

Goblins who fail their Morale checks will attempt to flee the dungeon. These chaotic humanoids are first and foremost interested in their own, individual survival.

Wandering Monsters

Inside the back cover of the *D&D Game Rulebook*, there are wandering monster tables. These are useful tables, but not immediately suitable for all dungeons. So what we've done is drawn up an abbreviated listing of the monsters that may be found wandering in this particular dungeon.

Wandering Monsters

(Roll 1d8)

1) **Bat, Giant (1d3):** AC 6; HD 2; hp 9 each; MV 30' (10'), fly 180' (60'); #AT 1; THAC0 18; Dmg 1d4; Save F1; ML 8; AL N; XP Value 20.

2) **Ghoul (1d2):** AC 6; HD 2*; hp 9 each; MV 90' (30'); #AT 3; THAC0 18; Dmg 1d3/1d3/1d3 + paralysis; Save F2; ML 9; AL C; XP Value 25.

3) **Goblin (1d6):** AC 6; HD 1 - 1; hp 4 each; MV 90' (30'); #AT 1; THAC0 19; Dmg 1d6 (mace); Save NM; ML 7; AL C; XP Value 5.

4) **Hobgoblin (1d6):** AC 6; HD 1 + 1; hp 6 each; MV 90' (30'); #AT 1; THAC0 18; Dmg 1d6 (spear); Save F1; ML 8; AL C; XP Value 15.

5) **Lizard Man (1d3):** AC 5; HD 2 + 1; hp 10 each; MV 60' (20'), swim 120' (40'); #AT 1; THAC0 17; Dmg 1d6 + 1 (spear); Save F2; ML 12; AL N; XP Value 25.

6) **Spider, Crab (1d2):** AC 7; HD 2*; hp 9 each; MV 120' (40'); #AT 1; THAC0 18; Dmg 1d8 + poison (save vs. poison at +2 or die in 1d4 turns); Save F1; ML 7; AL N; XP Value 25.

7) **Stirge (1d8):** AC 7; HD 1*; MV 30' (10'), fly 180' (60'); #AT 1; THAC0 19; Dmg 1d4; Save F2; ML 9; AL N; XP Value 13.

8) **Zombie (1d3):** AC 8; HD 2; MV 90' (30'); #AT 1; THAC0 18; Dmg 1d8; Save F1; ML 12; AL C; XP Value 20.

You'll probably find it best to modify the wandering monster tables like this when you design your own dungeons. After all, it doesn't make much sense to find an orc in a goblins' lair. A little work will make your dungeon more logical and coherent.

Level 1 Encounter Key

On both dungeon levels, some passages are covered with water. Use common sense to judge what effects this will have on play. For example, what will characters do with torches and lanterns when combat starts? Will they suffer an armor class penalty by not using a shield? Will they use a torch as a weapon? Or will they drop the torch and, perhaps, have to fight in darkness? Walking through water makes noise, which will reduce the chance of surprise to 1 in 8, and may give away the location of invisible characters.

1. Lizard Man Lair

The rotten stench of swamp permeates this cave, which contains a flooded, stagnant pool. The water rises above a human's ankles. The cave bulges to the northeast, creating an oblong chamber, while to the south you perceive forked passageways extending roughly south and southeast into the chilling darkness.

To the northeast, glistening movement catches your eye: two humanoid shapes with tails, lizards' heads, and other reptilian features. They snarl threateningly, perhaps because you have invaded their lair.



This cave is shared by a mated pair of lizard men. They have worked out an understanding with the goblins for mutual protection against intruders (such as the PCs). The lizard men are supposed to attack all intruders (and they will). At the sound of battle, goblins are supposed to assist in driving away enemies.

Unfortunately for the lizard men, the chaotic goblins are lax in holding up their end of the deal. They regard the lizard men as foolish cannon fodder whom they consider useful as an unpaid first line of defense. The guard at encounter 2 prefers not to risk his neck, although the sound of battle puts him on guard. If the lizard men successfully repulse an attack, he will excuse himself by saying that he fell asleep on duty. ("Anyway, you obviously got by fine without me.") And if the lizard men fail—well, who would there be to accept his apology anyway?

The treasure of the lizard men is kept in a clay urn, buried under water and mud by the eastern wall of the cave. It consists of 213 cp, 154 sp, 77 ep, and 14 gp. There is also a silver diadem set with four exquisite agates worth 60 gp total, and a wax-sealed flask containing a portion of invisibility.

Lizard Men (2): AC 5; HD 2 + 1; hp 10 each; MV 60' (20'), swim 120' (40'); #AT 1; THAC0 17; Dmg 1d6 + 1 (mace); Save F2; ML 12; AL N; XP Value 25 each.

2. Goblin Guard

You are distracted by the sound of shouts and laughter further down the hallway. Then, to the west of the passageway, you perceive a recess hewn from the stone. Out of this niche steps a burly goblin, his sharp teeth grinning evilly as he lunges in attack at the lead character of your party.

A goblin is posted here to obstruct intruders of the raiders' lair. The goblin is alert, as he has listened to the PCs' fight with the lizard men in encounter one. For this reason, he will not be surprised. The party may be normally surprised by him, however.

Knotted to the goblin's tunic is a pouch containing his personal treasure: 12 sp and 3 gp.

Goblin: AC 6; HD 1 - 1; hp 7; MV 90' (30'); #AT 1; THAC0 19; Dmg 1d6 (spear); Save NM; ML 7 (9 if Kossivikh is present); AL C; XP Value 5.

The shouts and laughter come from a dice game going on in encounter 3. The raucous noise that those goblins are making will keep them from hearing the fight between the guard and invaders *if* the PCs can finish off the goblin in two rounds or less. Otherwise, the three goblins playing dice come out to investigate the noises, followed a round later by the two goblins who were resting on their bunks. See encounter 3 for the statistics of and treasure carried by these humanoids.

3. Goblins' Bunk Room

If the PCs already dealt with the goblins in encounter 2, use this description of the room:

This large chamber is set up as some sort communal barracks, no doubt for those goblins you just fought. You see a half dozen bunks. In the center of the room is a crude table with a pair of dice and several piles of copper coins.

There are 412 copper pieces on the table. If the PCs finished off the guard in encounter 2 quickly and quietly, or are entering from the woker's room (encounter 4), they may get the drop on the goblins who will still be here. Read them the following:

In these communal barracks, you see a half dozen bunks—and most of the residents seem to be home! Two goblins are resting on their beds while another three are playing dice at the table in the center of the room. Your entrance is greeted by angry challenges as the goblins grab their weapons.

Goblins (5): AC 6; HD 1 - 1; hp 4 each; MV 90' (30'); #AT 1; THAC0 19; Dmg 1d6 (short sword); Save NM; ML 7 (9 if Kosivikh is present); AL C; XP Value 5.

The goblins in their beds are automatically surprised, and will have to spend their first combat round drawing weapons and standing up to fight. Those at the table have their weapons close at hand, but may be surprised as usual.

Besides the copper on the table, each goblin carries a pouch with 3d8 cp, 2d6 sp, and 1d20 gp. The short sword of one goblin has a amethyst set in its silver pommel, worth 125 gp. Another goblin is wearing a large, platinum earring fashioned in a stylized horse's head, worth

40 gp. A third goblin is wearing a necklace of alternating gold beads and pearls, worth 400 gp. Finally, a fourth goblin has a small flask containing a potion of healing that is slung over his shoulder.

The noise of battle is likely to attract goblins from adjacent areas. If the PCs have not eliminated the guard (encounter 2), he arrives at the beginning of the second round of combat.

If the characters have not eliminated the goblin spellcaster, Vylgrykk (encounter 4), he has a 1 in 3 chance (a roll of 1 or 2 on 1d6) per round, on the third and subsequent rounds of combat, of deciding to come to investigate the commotion. If Vylgrykk has not decided to come by the end of combat, he assumes that the grunts have dealt with the problem, and continues with his work.

Kosivikh, who is busy planning the goblins' next raid with his lieutenant (see encounter 5 for stats), will send him out to see what's the problem if combat goes for more than four rounds. If the sound of battle ends and the lieutenant does not immediately return, Kosivikh will investigate for himself.

This could be a long and difficult battle. You're given some flexibility as DM, however, to keep the characters from being slaughtered if the battle goes against them: just decide not to have reinforcements come in. This may be necessary if the party is small and/or low in level. Doing so will permit the characters to regroup and perhaps use healing magic (such as the clerical spells or the goblin's potion) before facing the rest of the goblins.

Careful players may make the encounter easier for themselves by scouting. The invisibility potion in the first encounter may be helpful.

4. Woker's Room

What a mess this room is! The walls are draped with hides of animals and stranger beasts, marsh reeds, and—most hideously, hanging in the southern corner of the room—the dissected corpse of a lizard man. Pots, flasks, and vials of evil-smelling substances are strewn all about. The floor is covered with dried reeds; in the north corner the reeds are thicker, suggesting that they have been used as a bed.

And before you, the strangest thing of all is a goblin. His bald head is covered with strange symbols, marked with thick, pasty paints. His pierced nose sports a large bone, and from his earlobes dangle bright gold earrings. A necklace of teeth is around his wiry throat,

and his body is dressed in clumps of rotting animal fur. In his hand is a curved knife, a bright steel blade. Upon noticing your entrance, unnatural sounds rise to his throat while his hands trace bizarre curves in the air.

The goblin, named Vylgrykk is a wokan, a sort of humanoid spellcaster. He is able to use spells as a 2nd-level magic-user. He will unhesitatingly attack the characters, first attempting to use his sleep spell.

Vylgrykk, goblin wokan: AC 6; HD 2*; hp 9; MV 90' (30'); #AT 1; THAC0 18; Dmg 1d4 (dagger) or by spell; Save MU2; ML 7; AL C; XP Value 25. Spells (level one): *magic missile*, *sleep*.

Goblins from other encounters will not come to the wokan's assistance, even if there is a loud battle, because Vylgrykk's work is often strange and noisy, and the wokan has been known to fry curious goblins who get in his way.

If Vylgrykk fails a Morale check, he will plead with the characters for his life. He speaks halting Common. He will offer his most prized treasure, a magical scroll, and plead for mercy. The scroll is kept in a metal tube, hidden in the chest cavity of the lizard man corpse.

Written on the scroll are three spells: *charm person*, *detect magic*, and *ventriloquism*. In order to decipher this scroll of spells, a magic-user or elf must cast a *read magic* spell. Once magic-users or elves have learned to read the spells, they may chose to copy them into their spell books, or they may cast them off the scroll. Either way, the spell will be erased from the scroll in the process.

If the PCs bargain, Vylgrykk will concede to give them everything else he has: his pair of gold earrings (worth 60 gp each), his tooth necklace (worth 3 gp), his stash of 348 gp (hidden in one of the pots).

He warns the PCs that they don't want any of the powders and liquids in his pots and vials. He's telling the truth! Vylgrykk has been researching poisons, and everything in the containers is toxic. Anyone who ingests any of the stuff will suffer nausea (-2 on all die rolls for 1 turn), and must save versus Poison or suffer 1d8 hit points of damage as well.



5. Kosivikh's Room

If Kosivikh or his lieutenant joined the melee in encounter 3, make certain that you adjust the following description accordingly:

This is undoubtedly the most orderly and luxurious room you've found among these goblins. There's a tapestry on the south wall—evidently made by humans, and from far away. It depicts desert warriors reclining in a tent, dining on delicacies served by veiled women. There is a cot to the east. A table is in front of the cot, and on the table there appear to be maps. A silver tankard sits there as well. To the west is a large, iron-bound oak chest that is closed.

Two goblins are here, larger than any others you've yet seen. One who is particularly large is wielding a battle-axe. There is no question in your mind: this brute before you can be none other than the Dymrak Dread, Kosivikh himself.

Kosivikh, "The Dymrak Dread," Goblin War Chieftain: AC 4; HD 3; hp 15; #AT 1; THAC0 17; Dmg 1d8 + 1 (battle axe); Save F3; ML 10; AL C; XP Value 35.

Kosivikh wears *chain mail* +1, wields a battle axe with both hands and, because of his great size and strength, receives a +1 bonus to damage. Kosivikh also carries a key ring. It has keys to the storage room and the prisoners' cell (encounters 6 and 7).

Kosivikh's Lieutenant (1): AC 6; HD 2; hp 7 each; MV 90' (30'); #AT 1; THAC0 18; Dmg 1d8 (swords); Save F2; ML 9; AL C; XP Value 20 each.

The maps on the table depict merchant caravan routes around the Dymrak Forest. The Dymrak Dread and his lieutenant have been planning their next raid, an attack on spice merchants from the east.

Assuming these goblins are here (i.e., they didn't join the encounter 3 battle), they will attack the PCs. If there was a loud battle in encounter 3, they will not be surprised.

The exotic tapestry on the south wall is of highest quality, and Kosivikh has taken care that it not be ruined by neglect and adverse cavern conditions. It is worth its full 500 gp value. The silver tankard on the table is half full of fine ale. The tankard is worth 30 gp.

The chest is locked, and has a poison needle trap. Unless someone disarms the trap, a person attempting to pick the lock will prick his finger and must save vs. poison or fall unconscious for 2d4 hours. (Kosivikh uses this poison because he's more concerned about greedy goblins running off with the group's loot than intruders.)

Inside the chest is the bulk of the war band's wealth: 3,218 cp, 2,056 sp, 978 gp, six pieces of onyx (worth 50 gp each), a large amber gemstone (worth 130 gp), and a sapphire (worth 500 gp). There are also four magical potions: two of *healing*, one of *gaseous form*, and one of *diminution*.

6. Storage

The door to this room is locked.

Crates, boxes, and barrels fill this room, which you conclude is used for storage. Otherwise, the room is nondescript.

This room contains spoils of the goblins' raids, plus various supplies they have purchased. The players may search the room's containers if they like. About a dozen containers are just empty. The remainder contain the following: three boxes of arrows (50 arrows per box) that are in fine, usable condition; four barrels of red wine (one of them was opened, and spilled over a crate of dried rations, now spoiled); five crates of iron rations, each containing enough food for one person for 30 days; a crate of broken weapons: sword hilts, axe heads, broken blades, splinters staves, etc.—none of it is immediately usable.

In another box packed with straw is a silk pouch containing a half dozen gems: a garnet (worth 100 gp), a small ruby (worth 500 gp), two pieces of jacinth (worth 150 gp each), an agate (worth 10 gp), and a small pearl (worth 50 gp). In still another crate is a dozen giant centipedes. The woker was planning to use them for research. He was interested in extracting and distilling their venom for poisoning weapons.

Giant Centipedes (12): AC 9; HD 1/2; hp 3 each; MV 60' (20'); #AT 1; THAC0 19; Dmg poison; Save NM; ML 7; AL N.

Centipede poison does not kill. Characters who fail their saving throws vs. poison become ill for 10 days. During this time they are so weak that they cannot per-



form any physical action beyond walking, and they do this at half speed.

7. Prisoners' Cell

The passageway rises slightly as it goes to the north, until you reach a door. Still, the water is about an inch deep. The door before you has a small barred window. A slight draft blows through it. Through the bars you hear two voices arguing in a harsh, guttural language.

The room beyond contains prisoners captured by the goblins, who hope to win a ransom for them. The prisoners, an orc and an elf, are trading insults in the orcish language. If anyone in the party understands orcish, they will be able to understand the exchange (although it might make them blush, it is so crude!).

The door is locked. It is a relatively simple lock, easy to pick: give a +30% to a thief's "pick locks" roll. Also, Kosivikh carries a key to this room.

The slight draft in the cell (just enough to make torches flicker) comes from a tiny, natural hole in the ceiling. This hole runs up to the surface of the hill. It helps circulate fresh air through the caverns. The hole is only large

enough for a rat to crawl through.

In opening the door, you cast light on the damp chamber's occupants: two prisoners, an elf and an orc, shackled to opposite walls. At your entrance they cease shouting at each other and turn their gazes toward you.

Rokhaag, orc prisoner: AC 9 (unarmored); HD 1; hp 5; MV 90' (30'); #AT 1; THAC0 19; Dmg by weapon (presently unarmed); Save F1; ML 6; AL C; XP Value 10.

Jalven, elf prisoner: AC 9 (unarmored); Level 1; hp 4; MV 120' (30'); #AT 1; THAC0 19; Dmg by weapon (presently unarmed); Save E1; ML 8; AL N; XP Value 13. The elf does not presently have any spells memorized.

Since they are chained to the walls, both prisoners are effectively helpless and could be slain with a single blow of any bladed weapon. However, that's not a particularly heroic thing to do, and characters who slaughter helpless beings such as this will receive no experience points for the action. (In fact, characters of Lawful alignment who participate in or even permit such slaughter should be penalized by 23 XP—the number of experience points they would have received from defeating these opponents in fair combat.)

The party has a moral dilemma here. How should the PCs treat the goblins' prisoners? It may seem simple enough to release Jalven, but it is likely that the elf will attempt to kill the orc, perhaps after the characters leave. Should they release the orc as well, knowing it to be an evil, chaotic being? Or leave it to fall prey to Jalven, some wandering monster, or starvation? If they release it, they may run the risk of it returning with friends, to ambush the party as it emerges, treasure-laden, from the dungeon.

Allow your players to work out a solution. Pay close attention to how players follow their characters' alignments in the discussion. What the ultimate consensus is does not matter so much as how characters are played in the process that gets there. Award 50 XP to characters who play their alignment extraordinarily well here; 25 to those who play it well; and no award to those whose performance is lackluster. Characters who openly and clearly violate their alignment should be penalized 25 points.

Example: Barth the Mighty, a lawful fighter, main-

tains steadfastly that neither prisoner must be allowed to die, in spite of the fact that this may imperil or at least inconvenience the party. The principle of not doing harm to the helpless outweighs the passing concerns of the character party. This is a clearly lawful position, and if Barth sticks to it the DM should award him 25 XP for good role-playing. If Barth not only argues this position, but also suggests a solution to the dilemma that is harmonious with it, he should be awarded 50 XP. For instance, the PCs could leave the prisoners here for now and set them free some time later after the PCs have explored the dungeon, at a time when they can set them both free outside the dungeon and keep them apart so neither kills the other. If PCs make a decision of this nature, they should all receive 50 XP.

8. Web

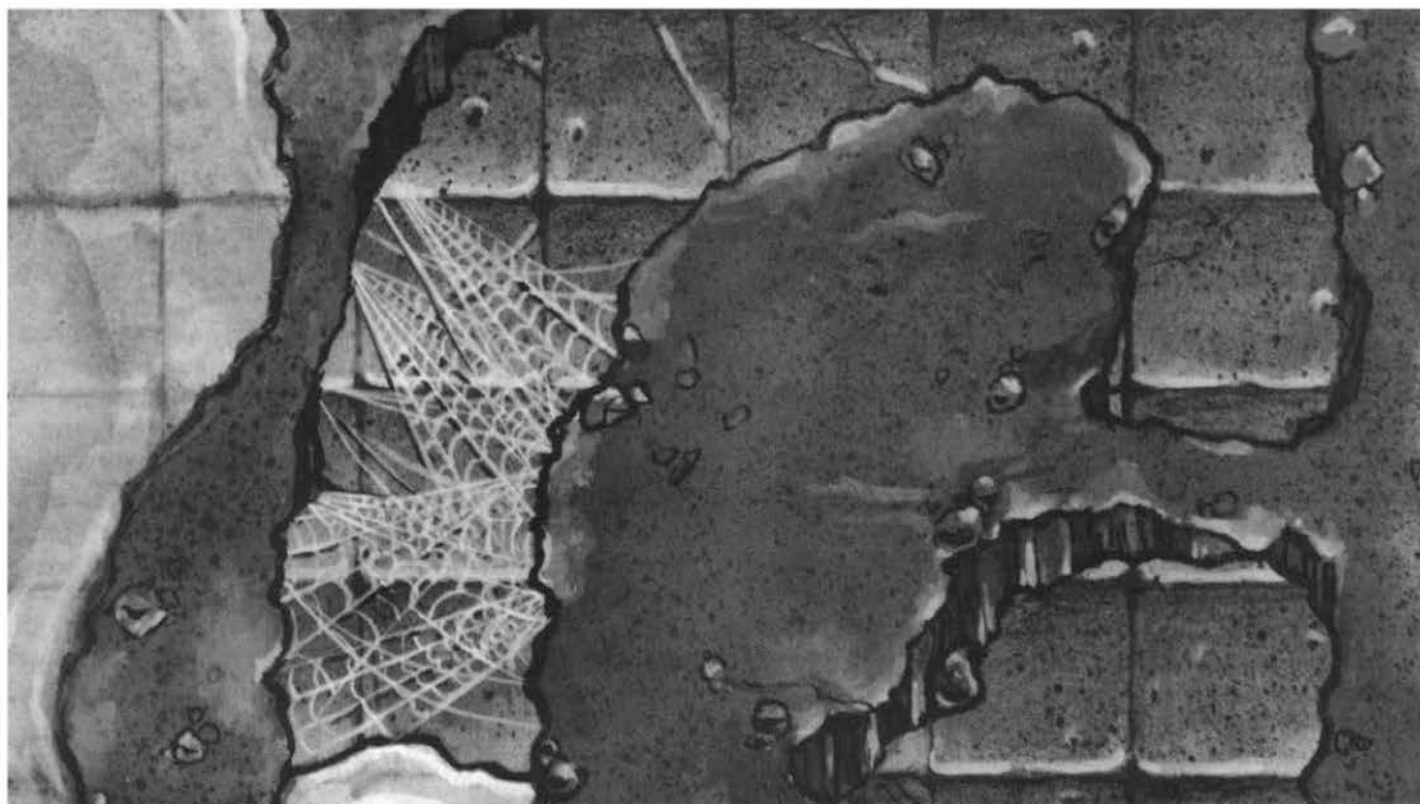
The passageway is blocked by a silky tangle of webs. A gigantic black spider that is almost as long as a human is high slips out from behind the sticky shroud. You see on its belly a distinctive, hourglass-shaped marking.

The spider is a giant black widow, and it's hungry! It does not intend to wait for the party to get caught in its web.

Giant Black Widow Spider: AC 6; HD 3*; hp 14; MV 60' (20'), in web 120' (40'); #AT 1; THAC0 17; Dmg 2d6 + poison (save vs. poison or die in 1 turn); Save F2; ML 8; AL N; XP Value 50.

Wrapped up in the long tangle of webs is, beside the bodies of numerous animals, the corpse of a kobold sucked dry by the spider. Dehydrated and enshrouded in the silky webs, it looks much like a mummy. The hapless kobold carries a potion of healing and a pouch of 40 gold pieces.

Past the web, the passage descends steeply into the second dungeon level (encounters 9-13, described below).



Level II Encounter Key

9. Submerged Hole

The water conceals a pit in the passageway that is 10 feet deep. The water also makes the pit somewhat less dangerous, at least from falling damage. Heavily encumbered characters will sink rapidly, and will have to let go of their goods in order to swim back to the surface. Metal-armored characters will have to work their way out of their gear. Unless other party members provide immediate assistance (diving in, handing down a pole, etc.), metal-armored characters must roll their constitution score or less on 1d20. If they fail, this means they were unable to get off the armor before taking water into their lungs. Unless immediately hauled out of the water (no easy task when it's a large fighter in heavy armor) by their companions, characters will drown.

10. The Ancient Door

Two things catch your eye in this cavern: bronze double-doors to the east, decorated with strange foreign designs, and a mold-covered human skeleton leaning up against them.

The skeleton is a human explorer who fell prey to a trap on the door. It caused her to be paralyzed; she subsequently died of thirst. In the water near the skeleton is a single jade earring (worth 50 gp).

11. Entry Guardians

The door to this chamber is locked. The lock is ancient and extremely simple (+30% chance of success).

The bronze doors open outward, into the cavern where the skeleton lies. Ahead are three steps, rising above the water level, opening into a square-cut chamber, 20 feet on the side. Six human forms, three beside the east and north walls, stand at attention. They wear bronze helmets and leather cuirasses, and in their hands they hold great spears with broad-leaf blades. Another look suggests that...they're dead! Bits of rotting flesh droop from their bones.

To the south you see a short staircase leading to a pair of bronze doors identical to those you just passed.

The dead guards are in fact zombies, held stiffly at at-



tention until a triggering action brings them to life: the opening of the next pair of bronze doors, which are not locked. If the party does this it will find itself surrounded by a corps of ancient, undead guards.

Zombies (6): AC 8; HD 2; hp 9 each; MV 90' (30'); #AT 1; THAC0 18; Dmg 1d6 (spears); Save F1; ML 12; AL C; XP Value 20 each.

If there is a cleric in the party, he may attempt to turn these undead creatures. To do so the player must announce that his character is going to attempt to turn the zombies. The cleric steps forward at the Movement phase of the combat sequence, and commands the undead to begone. It counts as the character's action for the round; a cleric who attempts to turn may not in the same round cast spells or attack with a weapon.

Success is not automatic if the cleric is first- or second-level. If the cleric is first-level, a roll of 9 or higher must be rolled on 2d6. If this roll fails the zombies remain and the cleric may not again attempt to turn the undead in this combat encounter. If the roll succeeds, you (the DM) should roll 2d6. The result is how many Hit Dice of zom-

bies are turned, rounding up. Zombies have two hit dice so, for example, a roll of 7 would turn four of them (seven divided by two is three and a half, rounded up makes four). A second-level cleric must make a roll of 7 or higher on 2d6 to turn the zombies.

A third-level cleric can turn zombies automatically; the DM just rolls 2d6 to determine how many are turned.

If the cleric turns some, but not all of the zombies, he can keep turning on subsequent rounds, until he fails.

Zombies who have been turned attempt to flee the cleric's presence. They are not destroyed, so the DM may bring them back to haunt the party (so to speak!) later in the adventure. Note that clerics do not receive experience points for zombies as though they had destroyed them.

Characters of any class might have one or more vials of holy water. This water is specially blessed to do harm to undead. The player character must make a hit roll just like any other attack; if it succeeds, the zombie was struck and suffers 1d8 points of damage.

12. Long Hall

Past the chamber of the zombie guards you come to a long hall, stretching 40 feet to stairs and the next door. To either side of the central aisle are mighty columns that are five feet in diameter, each separated by five feet. Sconces for torches are placed at each column, but they are empty. At the end of the hall, flanking yet another example of the bronze double doors, are two great gargoyles whose mighty wings arch over the doorway and touch. The statues' leering gazes seem to follow you as you progress down the hall.

The gargoyles are (surprise!) just statues.

13. The Tomb

This must be a tomb that you've found. In front of you is a great stone sarcophagus, and upon the sarcophagus is a rudely sculpted effigy of a great, bearded warrior in armor. At the head and foot of the sarcophagus are golden candelabras, their candles long burned away. Bright frescoes adorn the walls. They depict humans with bronze weapons and armor, fighting against fantastic beasts.

The gold candelabras are each worth 250 gp. The frescoes, though exquisite artwork, are not movable.

Treasure-seekers are not likely to be satisfied with just

the candelabras. They'll want to open the ancient princeling's tomb. To do so, a combined strength (adding up the strength ability scores of all the characters joining the effort) of 50 is required.

With a heave and a grunt you remove the effigy and the heavy, flat stone on which it rests. What mysteries lie within the tomb?

Casting light in the sarcophagus for the first time in countless years, you behold the lord for whom this great monument was erected. The body is conspicuously well-preserved, considering the state of other things you've found. It is a noble-looking man, gray-haired, skin pallid in death. A wool blanket, woven with clever, colorful geometrical patterns, covers his feet, legs, and breast. Age hasn't treated the cloth as kindly as the corpse; it appears on the edge of disintegration. Beneath the blanket you see that the man wears a bronze breast-plate and a striped kilt. On his left is placed a bejeweled great helm, and on his right a mighty, double-bladed axe; both of bronze.

The princeling is so well preserved because he is a receptacle for an undead spirit, a wight, only now awakening from a slumber that has lasted hundreds of years.

Wight: AC 5; HD 3*; hp 14; MV 90'(30'); #AT 1; THAC0 17; Dmg energy drain or 1d8 + 1 (magical bronze *battle* axe); Save F3; ML 12; AL C; XP Value 50.

Whenever the wight strikes, it drains life energy: the victim loses one level or hit die, without any saving throw. (This kills first-level characters immediately.) Any person slain by a wight becomes a wight in 1d4 days, under the control of the slayer. In other words, the new wight will be an NPC monster that the DM must run.

Energy drain makes the wight a very powerful monster. It means that any first-level character struck by the wight will be slain automatically! This may be unpleasant for your players. Use your discretion as a DM—modify the encounter so no one's fun will be spoiled. If the party consists solely of first-level characters, then have the wight fight only with its bronze axe. This will still dole out a lot of damage and make the encounter a challenging climax, but it won't spell immediate, irrevocable death. If second- or third-level characters are in the party, on the other hand, it will be not quite so bad if someone is drained of an energy level. You might still decide that the wight will alternate touch and weapon attacks.

Note that a wight can only be struck by silver or magical weapons. It is also harmed by holy water (1d8 hit points damage).

Like the zombies, the wight may be turned by clerics if they are 2nd-level or higher. A 2nd-level cleric must roll 11 or better on 2d6 to turn a wight; a 3rd-level cleric must roll 9 or better.

You, as DM, must decide how to run this encounter. The straightforward way is to describe how the undead animates and attacks the party. Something like this:

As a group you stand transfixed by the ancient glory you perceive. What world was it, you wonder, when this warrior strode the earth? Someone reaches out to touch the blanket, which falls to dust even as their finger approaches it.

An unnameable shiver passes through everyone. Have your imaginations gotten the best of you? The body seems to have moved! What forces are at work? You scan its length, and your gaze falls upon the warrior's eyes—eyes that are now open, glowing a baleful unnatural blue, animated by an unearthly power.

It is amply clear that this is no mere corpse, but some more terrible creature that has long stood outside the ravages of time.

Alternatively, the wight may lie dormant a longer time. Since the wight's treasure lies beneath it, the characters will need to remove the corpse to reach it. When the body has not moved after some examination, they'll probably suppose it is a normal body exceptionally preserved by some quirk of subterranean climate and atmosphere. Then, as everyone revels in the ancient warrior's hoard, the wight will silently arise and attack them from behind.

And the hoard—the bronze axe is an enchanted *battle axe +1*; the bronze helm is not magical, but it is set with three small cabochon-cut opals, and is worth 480 gp.

Beneath the body is a square hollow in which more treasures are piled: three silver ingots (worth 10 gp each); a gold ingot (worth 80 gp); a silver chalice decorated with gold wire, colored glass, and enameled depictions of the warrior fighting dragons (worth 400 gp); a gold necklace (worth 100 gp); three silver arm-bands decorated with gold wire and copper inlays (worth 50 gp each); a wide-bladed, silver dagger with an amethyst jewel set in the hilt (worth 55 gp total); and the warrior's most precious treasure (though of dubious value to anyone else): the mummified claw of a black dragon.

Conclusion

Success might not come easily for beginning characters. If the party has not fared well, you may suggest that they withdraw, recover, and plan a new attack. Of course, Kosisivikh will be on his guard. You'll need to draw up some special defense plans for the goblins. Perhaps they'll arrange some sort of trap or ambush.

Once the Dymrak Dread has been captured or slain, the party is well on its way to fame and glory. Roderick provides the promised reward, of course, and lavishes public praise upon the adventurers. In private, perhaps, he suggests more employment possibilities. The Duke can always use good help, and the player characters have proven their mettle!

The adventure is just beginning. . . .



PREGENERATED CHARACTERS

If you don't have the time to generate characters from scratch, you might try these pregenerated characters. There is one of each character class. Simply explain to your players what the seven D&D® game character classes are and ask each player to choose a different class. Then give each player the information for the pregenerated character of that class. If you make photocopies of the character sheet on the back cover of the DUNGEONS & DRAGONS® Rulebook, it will be easy for players to fill in the information on that sheet. Otherwise just ask them to write it down on a blank piece of paper that will serve as a character sheet.

Players should make up some additional information for their characters: name, sex, alignment, appearance, maybe some personal history, and special traits or mannerisms. Encourage the players to weave a story about where their characters are from and how they came together. This will may take up some time, but it is well worth it. Such details make role-playing easier and more fun.

PC#1: Fighter

Name:
Age:
Sex:
Alignment: (as selected by player)
Armor Class: 4

Strength: 15
Intelligence: 10
Wisdom: 12
Dexterity: 10
Constitution: 12 (as selected by player)
Charisma: 8
Hit Points: 7

Equipment List: Normal sword, shield, chain mail, standard rations, waterskin, large sack, 2 gp

PC #2: Magic-user

Name:
Age:
Sex:
Alignment: (as selected by player)
Armor Class: 9

Strength: 8
Intelligence: 18
Wisdom: 11
Dexterity: 12
Constitution: 14
Charisma: 11
Hit Points: 5

Spells Known: *Magic missile*

Equipment List: Silver dagger, backpack, iron rations, vial of holy water, lantern, 3 flasks of oil, large sack, tinderbox, waterskin, 13 gp

PC #3: Cleric

Name:
Age:
Sex:
Alignment: (as selected by player)
Armor Class: 3

Strength: 13
Intelligence: 11
Wisdom: 13
Dexterity: 7
Constitution: 8
Charisma: 12
Hit Points: 5

Equipment List: Staff, plate mail, shield, holy symbol, backpack, iron rations, wineskin (full), 6 torches, 50' rope, 9 gp

PC #4: Thief

Name:
Age:
Sex:
Alignment: (as selected by player)
Armor Class: 6

Strength: 9
Intelligence: 11
Wisdom: 5
Dexterity: 14
Constitution: 13
Charisma: 9
Hit Points: 5

Pregenerated Characters

Equipment List: Leather armor, short bow, quiver of 20 arrows, 2 silver-tipped arrows, backpack, large sack, small sack, waterskin, standard rations, 50' rope, thieves' tools

PC #5: Elf

Name:
Age:
Sex:
Alignment: (as selected by player)
Armor Class: 4
Strength: 17
Intelligence: 14
Wisdom: 8
Dexterity: 14
Constitution: 12
Charisma: 13
Hit Points: 4

Spells known: *Floating disc*

Equipment List: Short bow, quiver of 20 arrows, chain mail, hand axe, waterskin, 10' pole, standard rations, backpack, 4 gp

PC #6: Dwarf

Name:
Age:
Sex:
Alignment: (as selected by player)
Armor Class: 2
Strength: 15
Intelligence: 11
Wisdom: 12
Dexterity: 12
Constitution: 14
Charisma: 9
Hit Points: 8

Equipment List: Plate mail, shield, war hammer, iron rations, 12 iron spikes, silver dagger, waterskin, large sack, 26 gp

PC #7: Halfling

Name:
Age:
Sex:
Alignment: (as selected by player)
Armor Class: 4
Strength: 11
Intelligence: 8
Wisdom: 7
Dexterity: 14
Constitution: 13
Charisma: 7
Hit Points: 9

Equipment List: Chain mail, sling, 30 sling stones, short sword, silver dagger, waterskin, backpack, 2 small sacks, tinderbox, 2 flasks of oil, standard rations, 1 gp



THE TOMB

Frescoes

Candelabras

Frescoes

Wight:
AC 5;
HD 3*;
hp 14;
MV 90' (30');
#AT 1;
THAC0 17;
Dmg 1d8 + 1;
Save F3;
ML 12;
AL C;
XP Value 50.

War Chief



War Chief

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Wokan



Wokan

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Goblin



Goblin

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Wight



Wight

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Lizard Man



Lizard Man

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Lizard Man



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Centipedes



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Prisoner



Prisoner

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Prisoner



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Spider



Spider

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Zombie



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Dungeons & Dragons

Official Game Adventure

The Dymrak Dread

by John Nephew



ADVENTURE LIES AHEAD, DEEP IN THE HEART OF THE DYMRAC FOREST

Are you ready to meet the Lord Forester's challenge: to put an end to needless death and destruction by doing away with the goblin war chieftain, Kosivikh, and his evil band of raiders? Eager to prove yourselves as new adventurers and to collect a sizable bounty, you travel to the goblins' dungeon in the Dymrak Forest—a place that has captivated your interest for years, a place where few have dared to venture. Only you and your fellow adventurers can put an end to the rampant bloodshed and return peace to the territory.

This module is recommended especially for beginner Dungeon Masters and players who are interested in dungeon exploration.

- Recommended for four to seven characters, levels 1-3
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