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A Fantasy Adventure for Experienced Players Running Characters of Skill Levels 1-3

Tragedy in the House of Brodeln™

Fantasy Game Adventure

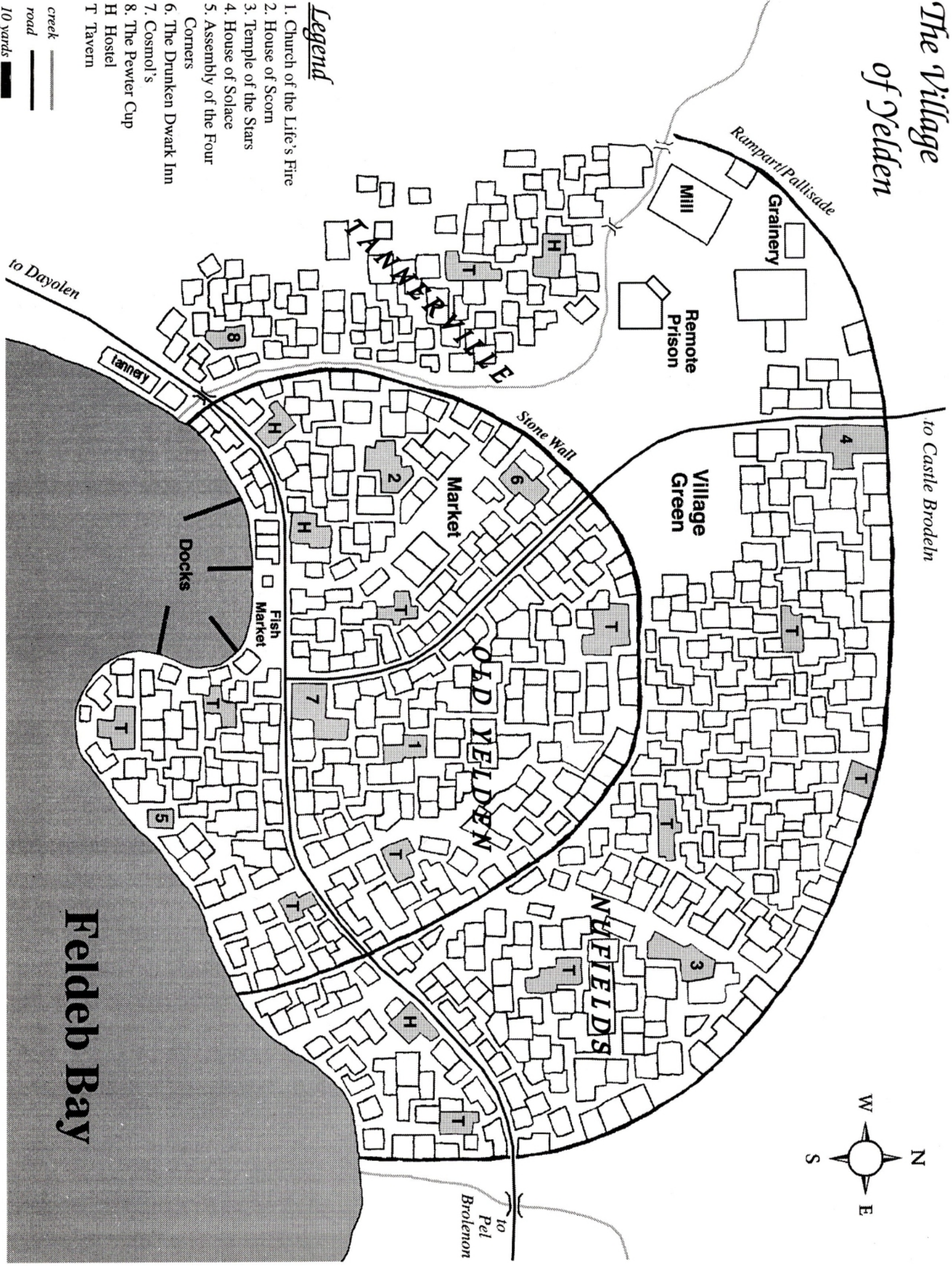
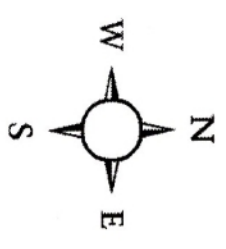


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The Village of Yelden



The Kingdoms of Kalamar™

Fantasy Campaign Setting

Adventure Supplement

Tragedy in the House of Brodeln

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This is a work of fiction. Names, characters, places and incidents either are the product of the authors' imaginations or are used fictitiously, and any resemblance to actual persons, living or dead, events or locales is entirely coincidental.



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INTRODUCTION

This fantasy adventure is recommended for use with four to eight beginning characters, but is adaptable for use with more experienced PCs by boosting the strength of the foes described. The adventure takes place in and around the Village of Yelden within the Kingdom of Mendarn (See *The Kingdoms of Kalamar™ Volume I: Sourcebook of the Sovereign Lands*, page 14).

The GM should invent his or her own reasons why each PC entered this town, particularly if they have not yet met. If the group is already established, they may have all come here for some specific purpose, such as renting an outfitted and crewed boat, or buying needed items that are not available outside of town. The backgrounds for the characters provided with this module include their motivations for entering the village.

The GM should read this adventure entirely at least once before playing in order to ensure smooth play. The following information is for the gamemaster only.

PROLOGUE

The Tale of Sondra

The Duchy of Etwerl has been ruled for centuries by the House of Brodeln from their keep just outside the Village of Yelden (population 1,650). In 983 Y.K. (502 I.R.), 61 years before the current adventure takes place, the Duchy of Etwerl was ruled by Duke Aldriv I (Appendix B, a portion of the Brodeln family tree, will help the reader differentiate the characters mentioned in this story). Duke Aldriv's wife, Sondra, was an evil woman. Her role as Duchess of Etwerl did not satisfy her hunger for power. Sondra longed to be the sole ruler of the Duchy, so she plotted her husband's early demise. Shortly after secretly poisoning Duke Aldriv, she seized the throne. Their three sons had not yet reached manhood, and were in no position to stop her. Although there was no resolution to the Duke's mysteriously early death, as the sons matured, they strongly suspected their mother's hand in their father's untimely death.

Nine years later (in 992 Y.K.), Sondra's three sons successfully overthrew her, and Aldriv II was seated on the throne in her stead. They conducted a formal court hearing for Sondra, and although the evidence was not concrete, Aldriv II found her guilty of high treason. He pronounced a hex on Sondra in the name of his dead father. The curse proclaimed that she would be banished to the wilderness, to live the rest of her days as the malevolent vixen she was known to be. And so it was done.

While struggling to live alone in the wild, Sondra found that the curse was more than mere words; she had become a full-fledged lycanthrope. Whenever Veshemo became full, Sondra would take the form of a vixen and ardently manifest all of the desires and behaviors of a werefox. Bitter and enraged at her family, Sondra continually brooded and plotted her revenge. She swore an oath unto Frinta, the Vengeful One, patron god of murder and revenge. Sondra promised the evil deity that she would destroy forever the House of Brodeln.

Prince Cardor and his Secret Lover

Cardor, the second son of Aldriv II, grew up knowing little of his family's history. As he had only secondary prospects of ever becoming the Duke of Etwerl (that being only if his elder broth-

er, Aldriv III, should die before producing sons), Cardor's childhood and youth were carefree. One day, while traveling through Crondor Woods, young Cardor came upon Ariel Larendin, a poor elven tailor. Cardor was quickly taken by her beauty and sweetness and Ariel soon returned his love. Although they came to love each other deeply, both knew they could never marry; for it was considered an outrage for one of Cardor's station to marry, or even associate with, a demi-human.

Despite the danger of public humiliation and negative sentiment, Cardor began making more and more clandestine visits to Ariel and, eventually, she bore him a son, Mordeln. Upon the birth of his son, Cardor began to spend all of his free time with his new family, only returning to the Duchy of Etwerl when duty compelled him to be there, such as holidays and ceremonies. After five years, Ariel became with child again. This time tragedy struck; the infant breached and neither the baby nor Ariel survived.

Brokenhearted, the young prince returned to Yelden. Despite his love for his son, Cardor well understood that, due to Mordeln's elven heritage, he could never formally recognize the boy as his heir apparent. So Prince Cardor smuggled Mordeln into Castle Brodeln and gave him to a loyal servant to raise. However, Cardor did his best to care for Mordeln. He would often spirit the young lad up to his own apartment. There Cardor would play with his son and educate him in the ways of the nobility. Many castle residents eventually surmised that Mordeln was indeed a bastard son of Cardor, but none dared to voice this suspicion, and few outside the castle ever suspected a thing.

Cardor continued to be devastated by the loss of Ariel and he swore to himself that he would never love another. True to his oath, the Prince frequently dallied, but he never married or kept a relationship longer than a few days. Throughout Etwerl and southern Mendarn, Cardor's romantic exploits became legendary. Comely young maidens for miles around dream of enticing this eligible bachelor into marriage.

Sondra's Revenge

Sondra researched her disease and found that it was contagious. The banished Duchess decided she would exact her vengeance by inflicting every living member of the House of Brodeln with lycanthropy. She waited patiently in the wilderness, growing stronger each month. After a few years, she felt she was strong enough to begin her retribution. Sondra began to waylay and rob passersby. Soon she had enough wealth to begin hiring spies in Yelden. Through her tiny network of hired agents, she monitored the movement of her sons.

Vrand appeared to be the easiest target; as the youngest of three sons, little responsibility came his way. Vrand spent a good deal of his time traveling. He joined an adventuring band. It was easy for Sondra to follow Vrand and his inexperienced party of treasure-seekers. In the middle of the Crondor Woods, Sondra surprised the troop while they slept. After murdering his companions, she captured Vrand and brought him to her lair. There she caged him and inflicted grievous wounds upon his person. What Sondra did not realize was that werefox lycanthropy can only be transferred to women. After three unsuccessful months of effort, she gave up. The next full moon, in a fit of anger, Sondra butchered and feasted on poor Vrand.

Sondra then resolved to simply assassinate her last two

sons. However, because Aldriv II and Bren seldom left the duchy, or even Castle Brodeln, the task proved difficult. Sondra chose to kill Bren first, as it would be easier than trying to murder the Duke. Bren enjoyed the hunt, and did so at least once a month. Since he was heavily guarded at all times, she had to use trickery. Her spies alerted her before each hunt. Shapeshifting into a fox, she would follow Bren at every outing. After almost a year, her patience finally paid off. When Bren stopped his horse near a small cliff, Sondra ran from the underbrush and bit his mount. The guards' horses bolted at the smell of a lycanthrope, and Bren's wild-eyed steed jerked and threw him. Bren fell to the rocks below. Sondra fled back to the woods, not unseen by the bewildered bodyguards.

The guards returned with Bren's lifeless body and the strange tale of a rabid fox attack. When Aldriv II heard the news he became furious. Soon every available ranger and mage scoured the duchy, searching for foxes. Many thought Aldriv II was going mad, driven insane by the death and disappearance of his brothers. But, the few court elders who remembered the trial of Sondra shared in Aldriv's anger and fear.

Dreading Aldriv II and his searching mages, Sondra retreated to the safety and seclusion of the Elenon Mountains. Even there she felt insecure, so she journeyed east, to the Young Kingdoms. Sondra traveled to P'Bapar where she studied lycanthropy and werefoxes in particular. She discovered that werefox lycanthropy slowly alters the race of the host to elvish. Sondra realized that gaining all of the characteristics of an elf would extend her life beyond that of a mortal human. Sondra now felt she had the time to develop magical skills to defend herself against her son; she drifted from place to place, learning magic when possible. All the while, perhaps irrationally, she feared her son's wrath. Finally, Sondra settled in Bet Kasel. There she enrolled in the College of Alchemy. She set her mind to developing a potion that could inflict the curse of lycanthropy, and, when done, she would exact her revenge. It took her almost 40 years, but she finally returned to the Duchy of Etwerl, armed with magic and the know-how to create lycanthropy-inducing concoctions.

Sondra scouted the growing town of Yelden. She discovered that Aldriv II had died ten years earlier, but he left two sons, Aldriv III and Cardor. Aldriv III also had two daughters, Wendolin and Alissa, although Wendolin, the oldest, had already married the Duke of Lindin. Aldriv III had no living sons, but was reportedly still trying to conceive an heir. She heard that Cardor had no progeny, but dallied often.

Sondra followed Alissa when she went down to Yelden for some shopping. Posing as a beggar, she clawed young Alissa and drew blood. Later, that month Alissa contracted lycanthropy. Physically weak, Alissa fell incredibly ill. Despite the efforts of the local priests' cure disease spells, Alissa did not survive the disease.

Obsessed with inflicting her family with her curse, Sondra flew into a mad rage upon learning that Alissa had expired rather than shapeshifted. She resolved to use her lycanthropy potion. This time she chose Cardor as the victim. It was not hard for her to get close to him when he was out carousing. She made herself look as young and beautiful as possible. Soon the two were involved in a drunken night of indulgence. She not only fed him the magic potion, but also clawed and scratched him for good measure.

Slaying of the Firstborn

A couple of days after his strange night of debauchery with Sondra, Cardor began to feel rather unusual (see Appendix C for a complete timeline of events). He had bizarre dreams and nightmares. Finally, a week after his meeting with Sondra, Cardor accidentally killed a man. It happened late at night, in an alley near the Pewter Cup, an inn of dubious reputation. The man clumsily bumped into Cardor. The prince flew into a blind rage and snapped the poor man's neck. Cardor has no memory of what occurred after the slaying, but he awoke the next afternoon, still in his torn, filth-covered clothes from the night before.

Cardor now knew he was ill. He immediately began research to determine the nature of his sickness. Cardor informed his servants that he was going on a trip, and they were not to enter his chambers until further notice. He resolved to lock himself in his room with stacks of tomes and volumes covering all types of ailments and remedies. After a week Cardor was convinced that he had become a lycanthrope, specifically a weretiger. Before that week expired, Cardor found two possible cures: either eating belladonna or receiving a *cure disease* spell from a Hope Healer in the Ospolen chapter of the Church of Everlasting Hope.

Cardor did not like either solution. Calling on the high priest would reveal his affliction to the whole duchy. Eating poisonous belladonna could be fatal, and even if he survived, it was not a certain cure.

Cardor spent the next two weeks searching for another antidote. Although unsuccessful, he read that belladonna can be found in the Yan Elenon Mountains, located to the southeast. Since Veshemo would turn full in just three days, Cardor decided to leave Castle Brodeln and head southeast into the wilds. There he hoped to stay out of trouble and perhaps find some belladonna, in case he could not discover a better remedy.

In his solitary journey, Cardor was attacked and overcome by the ten diminutive members of the Rascal Gang (see Act III, Scene i, Encounter C). McCollin and his gang robbed Cardor and left him unconscious near the edge of the Narond Woods. Feeble and naked, he lay there near death's door. It was only his transformation into tiger form at the next full moon that allowed him to survive.

The next two nights Cardor transformed into a tiger. He ran wild through the woods, hunting any living thing that walked the earth. He slept long into the afternoon. Finally, on the last night of the full moon, while in were-form, a terribly strong emotion compelled Cardor to return to the castle. Once there, he climbed the castle walls and crept into Duke Aldriv's chambers. His savage instincts caused him to butcher his beloved brother.

Cardor awoke to the sound of a woman's scream, early the next morning. His heart jumped when he realized that he was in his own bed, and it was covered in dried blood. The woman screamed again, "the Duke has been murdered!" Cardor slowly remembered the events of the night before. Weeping, he quickly gathered some clothing and supplies. Cardor slipped out a secret escape passage and headed for the Dopromond Hills and the Yan Elenon Mountains beyond.

Cardor searched for belladonna. He felt that he could wait no longer. He could not endanger his family any more. Either the poisonous plant would cure him or kill him. He hoped for the latter.

Eventually he found the herb and quickly devoured it. The

belladonna only succeeded in making Cardor violently ill for several days. During this time, some goblin scouts from the Shano-Kyr tribe found Cardor and easily captured him. The leader of the goblins then sold Cardor to a nearby tribe of orcs, the Orcs of the Severed Leg. Presently, these same orcs hold Cardor and plan to sell him to Celno, a slave driver from Pel Brolenen.

The Tale of Mordeln Larendin

As Mordeln grew up, he learned a wide variety of skills. From his father, Prince Cardor, he learned apprentice-type magic. He learned the art of combat from the Duke's personal arms expert. Yet, he also led a secret life, that of a scoundrel. He associated with several local hooligans and from them learned to move about stealthily and secretly. Despite this, he remained close to his father and saw him often.

The last time Mordeln went to see Cardor, he saw that his father was researching something. Cardor told Mordeln that he did not want to be disturbed, and that he would call him when he was done with his research. Since this was not unusual for a mage like Cardor, Mordeln apologized and excused himself. Yet something seemed wrong; Cardor appeared both haggard and worried.

The next day Mordeln went out traveling with some of his seedier associates. They ventured many miles to the southeast and camped in the Narond Woods. The next day they journeyed further east, towards the excitement of the dangerous wilds. Near evening they noticed that they were being followed by a band of orcs. Mounted, Mordeln and his friends tried to outdistance the orcs. But the orcish archers fired a volley of arrows. Mordeln was hit in the side. He heard his friends cry out, and struggling with the pain, Mordeln turned in time to see them fall. Looking back, he failed to see a low-lying tree branch and he struck his head. Knocked unconscious, Mordeln fell from his mount. Thinking him dead, the orcs stripped him of his belongings and left his corpse to rot.

When he finally came to, he noted that he was in a very rocky area. He felt very cold and hungry. Disoriented, Mordeln wandered for an indeterminate amount of time, until he collapsed. At this time, a small Pel Brolenese raiding party found Mordeln. They carried him to their camp where they incarcerated him with another captive, Brand, a Pel Brolenese soldier who had tried to desert the army.

Brand nursed Mordeln back to health. As Mordeln recovered, he and Brand became fast friends. Brand told Mordeln that they were on the western side of the Yan Elenon range. He also told him that they were both likely to become slaves in Pel Brolenen, after the raiders completed their maneuvers.

However, Brand's prediction proved false. The Pel Brolenese raiders were discovered by a Mendarn border patrol, and a battle erupted. The Mendarns claimed the day, and captured poor Brand in the wake of the raiders' retreat. But, in the confusion of the battle, Mordeln managed to slip away, unnoticed.

The victorious border patrol headed back to Yelden. Mordeln trailed them, hoping to find an opportunity to release his friend. That opportunity never arose, and Brand was brought to Yelden and placed in the Remote Prison, where he remains today.

Mordeln returned to his cottage. He hoped to use his influence at the castle to induce Brand's release. He had only been

at his home a short while when there came a hasty knock at the door. He opened it to find Deyil, the servant who raised him in his youth.

In a rush, Deyil told Mordeln that his uncle was slain last night and that his father is missing. Captain Welvr, the captain of the guard, strongly suspects Mordeln and guards are headed here now to arrest him. Deyil then said it was not safe for him to be there, and he hastened back to the castle. In a flurry, Mordeln gathered some clothes and packed his spellbook. Just then there was a pounding at the door and a shout. He heard a guard call out his name. Heart pounding, Mordeln grabbed a sack of golden lords (gc). He heard his front door crash open as he climbed out the back window. After disguising himself as best he could, he sought and found refuge in the local chapter of the House of Solace.

Mordeln now believes that he is a suspect in his uncle's murder investigation. He fears his father might also be dead. Mordeln also realizes that he is the next logical target for the assassin. With his rogue friends slain by orcs, the only trustworthy person likely to help him is Brand, who is in jail, held as an enemy of the state. Thus, Mordeln is looking for some strangers to help him release Brand and hopefully find some clues as to where his father might be. If possible, he would also like to solve the murder and clear his name. This, however, is secondary to finding his father.

THE VILLAGE OF YELDEN

Yelden is located on the northern part of Feldeb Bay, a small bay on the southern coast of Mendarn. Feldeb Bay is too shallow for most sea-going vessels, so Yelden sees little nautical commerce. However, the bay is an excellent fishery and Yelden's marketplace reflects this. The nearby fields are very fertile and have attracted many farmers to the outlying land. Three main roads lead from the town: one to the west goes to Dayolen (75 miles), one to the north to Dopven (70 miles), and one to the east to the Pel Brolenese border (25 miles).

The population of Yelden has grown from 600 to about 1650 people within the past decade. The farmers and herdsman living in the surrounding area triple these numbers. This growth is primarily due to the border skirmishes near Pel Brolenen; many yeomen who lived near the border have relocated to the safer environs of Yelden.

Many years past, the duke built a stone wall around the village. Settlements have since sprung up outside of the original wall and now more than half of the people live in the new areas. Because of this, a new defensive wall is being built around the outer sections of the village. This new wall is an earthen rampart topped by a wooden palisade hewn from stout local timbers. Still incomplete, the wall terminates at the intermittent stream. Workers will be seen most days, but no significant progress will be noted within the time frame of this adventure as civil engineering is slow, laborious work.

Yelden provides a greater range of services than most small towns. Many of these are due to the increase in military activity near the Pel Brolenese border. Some examples of the services available include: animal husbandry (available only outside of town and specializing in light war horses, riding horses,

work/plow horses, guard dogs, sheep/herding dogs), armorer - metal, armorer - leather, baker, money changer, barber, blacksmith, butcher, carpenter, cobbler, cooper (barrels), currier (animal pelts) dockworkers, doctor, guardian and guards, gemsmith/jewelers, innkeepers (cooks, maids, etc.), lawyers, mason, portmaster, merchants (dry goods, curios, etc.), stable hands, tanner (leather), tinkers, weaponsmith (swords), weaponsmith (bowyer-fletcher), weaponsmiths (general).

Commerce within Yelden is based on the standard Brandobian currency. All Brandobian colonies and countries (including Pel Brolenon) use a standard size and weight of coinage minted with platinum, gold, electrum, silver and copper. However, the images imprinted on the coins varies by country. The Merchant's Tongue names for these coins within Mendarn are: Dremmin - short for Endremmin, royal family of Brandobia (platinum), Lord (gold), Coronet (electrum), Gent - short for gentleman (silver), Rube (copper).

Yelden is composed of three definable areas: Old Yelden, Nufields and Tannerville. **Old Yelden** comprises the area within the stone walls and is an older and wealthier area. Many of the original structures have been razed and replaced with sturdy masonry buildings. Most of the important personages in the area maintain a residence herein. **Nufields** is the common name for the area to the east and north of the walls. Most of the remaining productive populace live here. Many shops line the streets (although those with capital to protect, like armorers and weaponsmiths, will only be located within the security of Old Yelden). Homes are built of mud and wattle and are generally clean and well-maintained. **Tannerville**, the outer borough southwest of Lewp Creek, is viewed with disdain by the other residents of Yelden. The houses are shabby and trash lines the streets. The retched stench of the tannery fills the air. Though not exactly dangerous, petty thievery can be a problem in this district, especially at night.

Temples housed within the village include: the Church of the Life's Fire, the House of Scorn, the Temple of the Stars, the House of Solace and the Assembly of the Four Corners. A covert group of the Conventicle of Affliction also exists. While it currently has no building, the Temple of Armed Conflict is gaining in popularity with the number of soldiers in the area. The Theater of the Arts has a following but no specific structure to call home. They hold services in the village green.

Yelden is home to quite a few hostels. These inexpensive alternatives to inns have sprung up to service the large number of travelers passing through Yelden. For one silver gent (sc) one gets a cot in a dormitory; no private rooms are usually available. Guests will also have to go elsewhere for meals. Those hostels located in Old Yelden are typically of much better quality and serve a cold breakfast but their cost is 4 sc.

Taverns are very popular among Yelden's locals. These drinking halls also serve as restaurants and social clubs. They are especially lively in the evenings as anyone not wishing to go to sleep at sundown will be present (the lighting of fires, and consequently illumination, is forbidden in all non-stone structures). Meals vary from a few rubes to a couple of gents. Stout ales are plentiful and cheap.

The village of Yelden has three major inns: The Drunken Dwarf Inn, Cosmol's and The Pewter Cup. Each are detailed below.

The Drunken Dwarf Inn

The Drunken Dwarf Inn is located in the market district of Old Yelden. This lively place is one of the more robust city inns. The patronage dislike non humans and treat them with disrespect, often in the form of ridicule. Aside from their prejudices, the regulars at the Drunken Dwarf Inn are not a bad lot.

The sign out front depicts a dwarf propped up against a brick wall with his eyes rolled back in his head, ale froth in his beard and a golden tiara upon his brow.

DISPLAY ILLUSTRATION 4 NOW. When the players enter, continue:

The solid oak door opens to a warm common room heated by a large stone fireplace located opposite the door. The room is square with long oaken tables that have seen appreciable wear over the years. Several small groups talk quietly and one larger, more boisterous group sits near the fire.

The Drunken Dwarf has a limited but hearty menu consisting of such items as roast rabbit (1 sc), stew (5 cc), venison (7 cc), and a few decent cheeses (4 sc) and breads (5 cc). There is a stable out back for mounts (5 sc/day) and several rooms available for rent (5 cc/day for common, 5 sc/day for semi-private). Palatable though very strong beer (1 cc/pitcher) and common wine (2 sc/pitcher) can be purchased. Noteworthy NPCs who can be encountered at the Drunken Dwarf Inn include:

Trefz (innkeeper) AR 10, HTK 2. Trefz has a more accepting attitude towards demi-humans than some of his patrons. Since money is his primary interest, he will try to charge foreigners double for everything. However, if a stranger loudly complains, he will lower the price to normal rather than lose the sale. Trefz will try to diffuse any confrontations that arise in the Inn.

Blorin the Purger (Priest of the Emperor of Scorn, See *The Kingdoms of Kalamar Volume II: Mythos of the Divine and Worldly*, p62), AR 7 (ring mail), P 2, HTK 10, THACO 20, AT 1, DMG 1d4+1 (warhammer), AL L/E. Spells: *fascination*, *command*, *cause fear*. Blorin is a part of the boisterous group near the fire.

Marnd (laborer) AR 10, F 0, HTK 3, THACO 20, AT 1, DMG by weapon type. Marnd is looking for work and will approach the PCs to see if they can offer him any.

Cosmol's

A truly upper class establishment located in the town center, the intellectuals of the city gather here to discuss philosophy and art. The women shamelessly flirt since any man typically found here would make a great provider. Nothing but the best wine and food is served here. Prices are typically five times those found elsewhere in the city. Semi-private and private rooms can be rented for 2 gc/day and 5 gc/day respectively. The cost of the dinner banquet is 10 gc. Stabling can be obtained for 1gc/day. Good ale (4 sc/pitcher), spirits (1 gc/serving) and Shytana-Dobyo wine (20 gc/bottle) may be purchased here. Unless the

PCs are dressed in fine clothing, Ernid the doorman will not allow them to enter this inn.

Ernid (doorman) AR 6 (mail shirt), F 1, HTK 9, THACO 19, S 17, AT 1, DMG 2-5 (billy-club).

'Lady' Mirlel (maiden) Mirlel is a common woman with uncommon beauty (CH 17) who frequents Cosmol's to seek a wealthy husband.

The Pewter Cup

The Pewter Cup was established to rival Cosmol's but was unfortunately constructed in the wrong part of town - the section which later became known as Tannerville. Thieves preyed on drunk clientele and the establishment soon earned a bad reputation. It is likely that PCs traveling alone in the neighborhood around this bar will be robbed. With this caveat in mind, it is one of the best bargains in town! The prices range from average to almost half of those found at other inns. A buffet dinner can be sampled for 1 gc. Beer and wine can be purchased for 2 sc/gallon and 1 cc/pitcher respectively. Stabling is 3 sc/day and rooms range from 2 cc/day for common to 2 sc/day for semi-private. Many of the rooms still have finely crafted furniture. Information from the rumor table can be readily obtained here.

A wooden sign reading "The Pewter Cup," hangs outside this shadowy inn. Upon your entrance, the barkeep comes out from behind the counter to greet your group. The interior of the inn seems well decorated.

Uttan (innkeeper) AR 10, F 2, HTK 9, THACO 19, AT 1, DMG 1d6 (club behind counter), AL N, working coinage is kept in a money box behind the counter; it currently consists of 2 gc, 37 sc, and 13 cc. While he realizes the crimes that go on in the neighborhood surrounding his inn, Uttan will not tolerate any scofflaws within his establishment.

Stevl (thief) AR 8 (leather), T 2, HTK 6, THACO 20, AT 1, DMG 1d6 (short sword); AL N, 36 sc, 12 cc, silver necklace inset with diamonds 75 gc. Stevl "borrowed" this necklace from the wife of a local merchant just before their affair turned sour. Stevl is nervous around strangers because he fears retribution from the merchant and his hired guards.

ACT I: THE REMOTE PRISON

SYNOPSIS

On a weekly basis, certain prisoners in the Village of Yelden are placed in the stocks and the townsfolk are encouraged to deride them and pelt them with rotten vegetables. These particular prisoners are held and housed separately, apart from those imprisoned in the main dungeon of the village castle.

The adventurers will witness one of these very pillories upon their arrival in town. The crowd will become unruly and a brawl will ensue. The PCs will find themselves involved and

arrested, perhaps unfairly. Here they will meet Brand.

When the PCs are freed, they will overhear Mordeln asking whether anyone has seen his friend, Brand. The PCs should tell him about meeting Brand while they were imprisoned. Mordeln offers to hire the adventurers to break into the jail and free Brand, preferably without anyone (neither PCs nor guards) getting hurt. He will initially offer 100 gc, but will go as high as 250 gc, for their help.

If the party successfully frees Brand, Mordeln will tell them the story of his lost father and ask them to help him sneak into the castle. He needs to go to his father's room in order to collect some information (maps and notes) that will help them as they search the countryside. Since his father hid some money away, in case Mordeln was ever in trouble, any remaining gold due the party can also be found there.

If money is not enough to entice the PCs to sneak into the castle, Mordeln will try to make the party feel guilty and/or sorry for him. Failing this, he will let the PCs know that his powerful father will be very grateful for their help. As a last resort, he will even threaten to turn them over to the authorities for releasing Brand.

Scene i: Friendly Fisticuffs

The following should be read aloud by the GM, assuming the adventurers approach the town from the northwest:

Upon nearing the Village of Yelden, the undeveloped plains give way to small farms. Soon, the impressive walls of a castle, sitting high on a hill, become visible. Past the hill, a low earth-and-stone wall partially surrounding the town comes into view. The path winds past the hill with the castle on it and along a creek to where the town wall abruptly ends. Up ahead, there is a noisy and active mob scene; many commoners are milling about, shouting and laughing.

If the players choose to advance, read:

Most of the crowd is concentrating on a raised wooden stage area set in front of a one-story, sturdy-looking stone building. Upon the stage, a man is helplessly bound in stocks. People are pelting him in the face with rotten vegetables, much to the delight of the crowd. Youngsters, children and dogs are running about everywhere. The area directly in front of the stage is roped off. A cart stands at the far left of the stage, where a vendor is peddling rotten vegetables to the crowd.

DISPLAY ILLUSTRATION 1 NOW. At this point, the characters should be allowed to freely interact with the crowd. If the PCs do not know one another, they should all meet and role-play with each other. They can learn/encounter the following here:

- The vendor, **Mosdod** (see Appendix E) charges one rube for five rotting vegetables.
- There are four chainmail-clad guards with sheathed long swords posted at the corners of the roped-off section. The city guards have the authority to arrest anyone they wish for whatever reason, whether citizen or not, and they distrust

'outsiders.' If the guards think things are getting out of hand, they tend to simply make a sweeping arrest of anyone remotely involved and then sort out any 'mistakes' later.

- Each towns person knows 0-2 rumors (see Appendix D). The players can overhear or pay for these rumors.
- Neld, the man in the stocks, was convicted of theft.
- If the players ask too many questions, the townsfolk should begin harassing the PCs for being strangers.
- This is an excellent time for pickpocketing opportunities; PC rogues might attempt to practice their skills. In any event, at least one PC should fall victim to a pickpocket attempt by a local cutpurse.

The entire mob is excited and people begin to push while competing for a better view of the poor fellow being humiliated on the stage. A man who is currently hurling rotten tomatoes is suddenly pushed from behind, causing him to miss wildly. He turns angrily and points directly at [name one of the PCs] shouting, "Damn ye feriners, you'll be wearin' red next!" as he heaves his last tomato square at [the named PC]. A raucous laughter issues forth from the crowd, as everyone starts throwing their vegetables at the strangers and each other.

The PCs now become hopelessly involved in a free-for-all with the commoners. If the players wish to try to gain their dignity back, feel free to role-play the brawl. However, the crowd quickly thins out if the PCs fight back. The armored guards have the same statistics as those in Scene v, area 9a.

Scene ii: Jailed!

When you grow tired of the brawl, read:

In the heat of the scuffle, armored guards enter the melee with reinforcements from the jail. The villagers surrender quickly and quietly when confronted by the guards. One townsman who looks to be in his late fifties edges close to you. "Don' you worry, they're jus' goin' to throw us in the clink fer to-night. You know, jus' so's we'll cool off, and all. Happens e'ery month or so."

The guards usher you and many others into the jail, through a storage area and then down a short hallway. The corridor leads to a passageway lined with cells on one side. The cells are walled by bars on all sides except the rear and the outermost walls, which are stone. As the guards herd the commoners into different cells, you are placed into a cell that is already occupied by a decrepit, dark-haired man. Your gear is removed except for clothes or bits of armor. All the while, the incessant barking of two guard dogs pounds at your ears.

The PCs are placed in the same cell as **Brand** (the decrepit, dark-haired man).

The man in your cell wears nondescript, soiled clothing and appears badly beaten.

DISPLAY ILLUSTRATION 2 NOW. Brand is willing to talk to the PCs, especially if they show him some kindness.

Previously and incognito, Mordeln bribed the guards to let him visit Brand. Mordeln told Brand about his plans to hire some strangers to release him. To this end they fabricated a more sympathetic background for Brand. If the PCs talk to Brand, he will relate the following series of events:

- He is Brand, a simple Eldoran scribe from the city of Dalen. (False. His name is Brand, but he is not a scribe nor Eldoran. Characters familiar with the Eldoran accent will realize that Brand does not have one.)
- He came to Yelden to visit his friend, Mordeln, a fellow scribe. They were classmates at Dalen's renowned Scrivener's School. (False. He was captured by a Mendarn border patrol. Mordeln is his friend, though.)
- Upon entering town, the guards searched him and seized some historical documents (written in the ancient Brandobian tongue) that he wished to share with Mordeln. (False.)
- Because Mendarn and Eldor are politically opposed, the constable accused him of being a spy and he has been imprisoned (and beaten) ever since. (False. He is a prisoner of war. He has been imprisoned and beaten because Mendarn and Pel Brolenon are politically opposed.)
- He was not given a trial. (True)
- Brand conveys little hope of his release in the near future, although he is now numb to the daily beatings the guards give him. (True)

The PCs may also talk to the occupants of the other cells. Most of the other prisoners are just commoners who were involved in the brawl. The other prisoners (the ones that were already in prison before the wrangle) are each described in Act I Scene v, Area 6.

Scene iii: Freedom

You spend the night in jail and are released as a group the next morning.

If the PCs check, they will find all of their gear intact and piled outside the jail (except for anything that might have been stolen in the crowd). Their weapons were not confiscated because the right to bear arms has been greatly expanded by Duke Aldriv; he wants the populace armed in case of invasion by Pel Brolenon.

As you exit the jail, you notice a cloaked man wandering among the released prisoners. He seems to be asking a lot of questions. You overhear him ask: "Have you seen my friend? I need to know if he still lives. His name is Brand and he has probably been badly beaten."

DISPLAY ILLUSTRATION 3 NOW. The man is **Mordeln**. If the party tells Mordeln that they have seen Brand, he will ask them how he is doing, if they talked to him, if his spirits are good, etc. Mordeln will seem genuinely concerned.

The man suddenly jumps: "Oh my! I apologize for my manners. My name is Mordeln." He offers his hand and then looks you up and down as if sizing you up. Apparently satisfied, he leans closer and says, "I have a need for adventurers such as yourselves. Will you hear my tale? Excellent, then meet me at the House of Solace at six o'clock sharp!"

The party should be encouraged to travel around Yelden and gather rumors, visit the inns, buy equipment, and generally become familiar with the local people. At six o'clock in the evening they should travel to the House of Solace in the east side of town.

Scene iv: Mordeln

The House of Solace

The rector of the House of Solace is named **Hurth**. He holds the rank of Comfortist. He will not be immediately present when the PCs meet Mordeln but they might encounter him if they stay long enough. He is deeply concerned about the trouble brewing between his country and Pel Brolenon. Any discussions he has with the PCs will revolve around this topic. Once the players arrive at the House of Solace, read the following:

The House of Solace is a simple wooden building, painted light green. It lies on the edge of the east town wash. The evening air smells of fresh stew and the faint scent of incense sneaks from the windows. Above the main entrance hangs a large wood carving depicting two hands clasped in friendship. A sign on the door reads "Enter in Peace."

DISPLAY ILLUSTRATION 5 NOW. If the players enter, continue:

You open the door to a small foyer whose only contents is several pairs of boots. A sign on the wall reads "Please remove footwear." Beyond a pair of swinging saloon-style doors lies a larger room with a matted floor and many cushions placed about. Mordeln rises from the mat and motions for you to enter.

After Mordeln and the players exchange greetings continue:

Mordeln motions for you to be seated and begins to tell you a story. "Not long ago my friend Brand was arrested by the local militia while on a visit to me. This was for the simple crime of being a citizen of Eldor, a country to the north. Due to the suspicion and harsh treatment my country regrettably shows to Eldorans, they brought him in for questioning. It is true that he is from a country with which we have tensions, but he is a good man. Such political prisoners are usually released fairly quickly but he remains unjustly imprisoned." He pauses and then angrily says, "I also believe that he is to be executed soon. Therefore, the task I ask of you is to free my friend who is an innocent political prisoner. I can offer you my savings of 100 gold lords and all the details of the building that I know. Please help me." With this, he begins to weep.

Mordeln is a good actor. He can actually promise to pay up to 250 gc and he was not telling the whole truth. He will encourage them to do the task as soon as possible but will reluctantly accept completion on the next night if the PCs insist on casing the building and getting more information. He suggests that they meet in his room back at the House of Solace once they are done. He wants no part in the matter and insists that he will only get in the way since he makes his living as a simple scribe. If questioned about the city or countryside, Mordeln can provide the PCs with any rumors that the GM sees fit to release. If necessary, he will try to get the leader of the group alone and cast a *charm person* on him or her in an effort to convince the party to get the mission done. If the PCs still refuse to help, the GM should have one or more of them get arrested again on some trivial charge. Hopefully, this will encourage the remaining party to break in to the prison.

Scene v: The Remote Prison

An extension of the main castle dungeons, the authorities use the Remote Prison for public executions and pillories. Weather permitting, on a weekly basis, rotten vegetables can be thrown at prisoners for one rube. A long underground passageway connects the Remote Prison to Castle Brodeln. Prisoners are sometimes moved along this passage. It also serves as an escape route if the main castle were ever besieged. Very few townsfolk know about this corridor.

The prison itself is constructed of stone. All outside doors (solid, iron-reinforced wood) are normally locked at night. None of the interior doors are normally locked (except, of course, the cells). The interior doors do not require an open-doors roll. The rear cell-block portion of the jail is built into a hill. The prison layout is shown in **Map 1**. Specific areas are detailed below.

Roof. The wooden roof is easily accessible from the south side of the jail by climbing the rocky hill in that area. The middle of the western portion of the roof is rotted and weaker than the rest of the roof. Characters walking on the roof over this room will detect creaking or bowing in the area. Any weight in excess of 400 pounds will cause this area to collapse into the interrogation room below. PCs falling through the roof will crash through the interrogation room table below, suffer 1d6+1 damage and make a lot of noise.

1) Stage. This area is used to publicly display and harass prisoners. Executions are also held here. Commoners are not allowed in the roped off area (without giving the guards an appropriate bribe).

The stage is made of wood and is about three feet high. The area in front of the stage is roped off and is filled with chunks of rotting vegetables.

An orphaned homeless boy, **Pribo** (see Appendix E), spends much of his time in this area. He knows of a crack in the building's foundation located beneath the stage. At night he removes loose boards on the side of the stage and slips through this crack to steal food from the kitchen. Only halfling or gnome-sized persons will be able to fit through this crack.

2) Kitchen.

This area is obviously an eat-in kitchen. Many common utensils and food supplies are neatly stored here. There is a closed wooden cupboard against the northwest wall. A fireplace rests against the north wall.

During the day, a cook, **Clemp** (see Appendix E), tends to the needs of the guards and prisoners. The cupboard contains bulk dry goods such as flour and sugar. The crack in the foundation lies at the base of the center of the northwest wall. It opens into the rear of the cupboard but is hidden from view behind some sacks of flour. The cupboard must be searched carefully to discover the foundation crack.

3) Entryway/storage.

This is a general entry way and storage area. Execution devices, shackles, extra rope, tools, brooms and bags of sawdust are stored here. A small wooden stairway leads up to an outside door.

4) Interrogation chamber.

This room is simply furnished; all that adorns this room are two chairs, a table and a thin layer of sawdust on the floor.

This room is the interrogation chamber in which prisoners are beaten.

5) Hallway. This hallway normally has two vicious **guard dogs** roaming free. AR 7, THACO 19, HTK 13, 9, DMG 1 bite for 1d6+1, 70 XP each. These dogs are trained to fight to the death.

6) Cells. When the PCs break in, some cells will be occupied and some will not. If the PCs begin releasing random prisoners they might find some surprises since most prisoners are in jail for a good reason(s). The PCs were incarcerated in cell 6d.

6a) Cell: insane human.

This cell contains a ragged-looking human with blood-stained clothes and a black eye. As soon as he sees you he quietly pleads with a thick accent, "Please! Please release me." Pointing to his eye he says: "See how they beat poor Maard."

Maard can communicate coherently but he has a definite Reanaarian accent. Maard will certainly attempt to entice the PCs into releasing him. He claims that he was wrongfully imprisoned for returning stolen goods that he found in the street. He says that he has been routinely beaten by the guards for weeks. He will promise help and monetary rewards if the PCs will release him.

Actually, Maard is mentally ill and will berserkly attack anyone who frees him once he can get his hands on a weapon. The guards always have trouble with him. AR 10, THACO 20, HTK 8, XP 20, DMG by weapon type. He can use any common weapon the PCs have without a non-proficiency penalty. Furthermore, his berserk rage allows him two attacks per round.

6b) Cell: halfling thief.

This cell is occupied by a disheveled halfling. He calls out to you in a hushed tone, "Ignore the others and help me out. If you have the right tools, I can pick the rest of these locks."

He is a first level thief named **Filo Buckbury** (AL C/N). He can supply information on the guards and on the other prisoners, but he will do so only after he is released. If freed he will cooperate with the PCs at first, but Filo will surely try to steal from the players once he can safely get away. If caught or pursued he will give up easily and try to make friends again. He will avoid combat if at all possible. Filo has HTK 5, THACO 20, AR 8, D 16, XP 15, (PP 50%, OL 50%, FDT 10%, MS 30%, HS 30%, DN 20%, CL 55%), is proficient with the short sword, a skilled gambler and a modest armorer. His non-weapon proficiencies include lip-reading (Brandobian) and ventriloquism. He might try to use either of these to gain an advantage or play tricks on the PCs.

6c) Cell: empty (rats). This unoccupied cell contains a loose stone in the rear. On the other side of the stone lies a cavity scraped away by a former occupant. He was executed before reaping the fruits of his efforts. With just a little more digging this small hole will lead to a 5'x10' natural hollow in the rocks beyond. See Area 7.

6d) Cell: Brand. This cell contains Brand. He wears nondescript, soiled clothing. The guards' beatings have left him in a severely weakened state (HTK 1). He will be surprised but very grateful to his rescuers.

6e) Possessed man.

This cell contains a respectable looking man in neat clothing. As you draw near, he quietly pleads for you to come closer and hear his story.

His name is **Dresen** (AR 10, HTK 3) and he will claim that he fell in love with an aristocrat, but her family had him arrested since he was not wealthy enough to court her. In reality, a neutral evil spirit possessed him and he was imprisoned because of the actions that the spirit caused him to take. He was once a law-abiding citizen but if released and given the opportunity, he will try to strike a character from behind and knock him unconscious. This can be accomplished using a blunt object, making a surprise roll and rolling 15 or higher on the attack roll (to the victim's naked head. This will be impossible to do to anyone wearing a helmet).

If it is successful, the spirit will possess the victim and he or she will immediately regain consciousness. The possession should not be obvious and the PC should be encouraged to role-play his or her new alignment, personality and goals.

The ultimate goal of the spirit is to find even more powerful creatures to possess and he will use his current host to accomplish this task. The original possessed man, Dresen, will be confused and scared since he has no memory of his life during the time he was possessed and does not know how he came to be in the cell. If he is killed, the spirit will be forced from his body and will try

to possess a PC. At this time, the evil spirit appears as a ghostly figure (AR 10, 2 HD, HTK 7). It can be injured only by magical weapons, spells, holy water or blessed items while in this form. The undead spirit may be "exorcised" from a person and caused to flee by a cleric making a successful turn roll versus a 2 HD undead monster. Defeating the spirit is worth 175 XP.

The attack of the spirit is handled as follows: Unconscious victims are automatically possessed. Otherwise, the defender's intelligence, wisdom and charisma are totaled and halved. The spirit must roll this number or greater "to hit" the intended victim. Successful "hits" are considered a weakening of the character's willpower. Each hit does 2d6 damage to the character's combined intelligence, wisdom and charisma. When this total reaches zero, the victim is possessed. If there are too many people or it is too difficult to possess a PC, the spirit will leave (move 12") in search of a simpler target. Lost points to ability scores are recovered at the rate of one point/hour of resting. Since it is considerably harder for the spirit to possess conscious victims, it prefers to use its host to gain new victims.

7) Secret Hollow.

As you wedge yourself through the narrow hole into a larger hollow you smell an offensive stench and hear a chorus of squeaking rise in your ears. Suddenly, rat upon rat begins biting and clawing your flesh.

A pack of **82 brown rats** call this large crevice home. They will swarm all intruders. This swarm is treated as a single monster with AR 7, 4 HD, THACO 17 (10 HTK). It inflicts four points of damage per successful hit. If more than one creature is mobbed, divide the strength of the pack by the number of victims and treat each as a separate swarm. For example, if two creatures are attacked, each pack has two hit dice (5 HTK, THACO 19) and can inflict two hits per round of successful biting. When the horde loses its hit points it is dispersed and unable to inflict further damage until it can regroup after the intruders leave the area. A rough narrow passageway leads to the river from this area. Defeating or dispersing the rats is worth 500 XP.

8) Stairs.

These stairs lead down to a dark passageway. There is an unlit torch in the wall at the top of the stairs.

TRAP: Twisting the torch holder will disarm a 10'x10' pit trap at the bottom of the stairs. A similar torch holder (normally unlit) can be found in the passageway just beyond the pit. The underside of the pit trapdoor is laced with dangling scrap metal that will act as an alarm if the trap is sprung. Falling damage is 1d6.

At the foot of these stairs is a corridor that ultimately leads to the dungeons of the main castle. It is an old escape route from Castle Brodeln. The Duke had the Remote Prison built over this exit so that an entirely new passageway would not have to be tunneled (very expensive). The guards normally blindfold and knock prisoners unconscious before taking them through the tunnel (so they never learn of the secret access to

the castle). At this time, the PCs are not expected to travel to the castle dungeons although they are detailed as part of a later adventure (Act II). If necessary, the GM should discourage travel through this tunnel by having the PCs hear more guards approaching from the castle.

9a) Guard quarters.

This room is the sparsely furnished sleeping quarters for the jail guards. The room contains four bunks and four footlockers. The windows are shuttered.

The windows do not have glass. They are shuttered and are usually closed and locked at night unless it is particularly hot. This is the sleeping quarters of **four 0-level guards**, AR 5 (chain-mail) d1-8 (long swords), HTK 8, 7, 4, 3. The guards are not permanently assigned here; they serve on a weekly basis.

If the guards' personal effects are searched for twenty minutes, 2 pc, 23 gc, 40 ec, 143 sc, and 270 cc will be found a little bit at a time.

The guards' demeanor is generally condescending to commoners at the encouragement of their lieutenant. Arrogance has made them so lax in their duties that they ignore the stray barks of the guard dogs. Consequently, the guards will be slow to respond if the dogs sound a true alarm by anxious barking. Furthermore, if the alarm is raised at night, the guards will not be fully prepared for combat; they will be armed only with swords (AR 10). The guards have excellent morale but may surrender if a fight looks hopeless and escape or reinforcement is impossible. Defeating the guards is worth 35 XP per guard.

9b) Guard quarters. Same as Area 9a.

10) Hallway/night watchman. This hallway is where the **night guard** sits (choose a guard from Area 8, AR 5). The personal **dog** of Lieutenant Vand also sleeps here. AR 7, THACO 19, HTK 5, d1-4, 35 XP. The dog will run away if he takes more than 3 HTK damage, but will fight to the death if his master, Lieutenant Vand, is present.

11) Lieutenant's quarters.

The furnishings in this room include a bed, a desk, a footlocker and a night stand.

This is the permanent quarters of **Vand**, the lieutenant of the guards for the Remote Prison. (See Appendix E for statistics.) The lieutenant controls all the keys to the cells and doors of the prison. They are located on his person during the day and in his desk at night. The desk also contains papers on the administration of supplies for the prison and prisoner transfers. The lieutenant owns a large shield, but he does not normally carry it with him. He uses it only in emergency situations. Vand's footlocker is normally locked. It contains personal effects including a gold bracelet worth 10gc, a *potion of healing*, and a large sack filled with coins (69 pc, 132 gc, 20 ec, 102 sc and 280 cc). He also owns a silver short sword that hangs on the wall.

Scene vi: The Getaway

The PCs will most likely cause a significant ruckus whether or not they succeed in freeing Brand. They will exit the jail and need to make a getaway and hide somewhere for a while. Mordeln will be waiting for them in the shadows outside the jail.

If they do not have Brand with them read the following:

Mordeln steps from the shadows behind a tree and is visibly upset when he does not see Brand. In a hushed tone he exclaims, "Incompetent fools! Where is Brand?" [Pause for response.] He quickly realizes that there is little time to bicker and bids you to quickly and quietly follow him as he rushes off to the south.

Mordeln and the PCs will have to come up with an alternate plan to rescue Brand. If it appears impossible, Mordeln will ask the PCs to attempt his second mission immediately.

If Brand is with the PCs, read the following:

Mordeln steps from the shadows behind a tree and rushes forward as soon as he sees Brand. Mordeln takes hold of Brand and helps him as you make your escape. He whispers, "well done," in a hushed tone and bids you to quickly and quietly follow him as he rushes off to the south.

Mordeln has a secret hideout on a small island in the bay. He used to share it with his ruffian friends who were recently slain by orcs (See Prologue - The Tale of Mordeln Larendin). It is here that he plans to take the PCs until things cool off and Brand is fully recovered. The island has a tiny inlet that is ideal for concealment of the boat. Mordeln has brought sufficient food and water to the island to sustain both himself and Brand for one week.

If the PCs follow, read:

After climbing through a hole in the neglected wooden palisade surrounding this section of the village, Mordeln leads you a short distance down the road to the south of town. He goes off the road and around a thicket of trees to Feldeb Bay. Removing some branches, he reveals a small rowboat and pushes it into the water. "We can only fit four at a time. I'll be back for the rest in about 20 minutes."

If the PCs wish to leave the island to take their chances by staying in the village or complete Mordeln's next mission right away, he will insist that they leave at night so that the island hideaway is not discovered.

ACT II: BENEATH THE CASTLE

Scene i: The Truth Be Known

Upon successful completion of the mission to free Brand, Mordeln will invite (or compel) the PCs to assist him further. Once things settle down, the GM should read the following to the players or paraphrase as needed:

"My friends, you have done well and both Brand and I are most grateful. Brand probably needs some time to heal his wounds, about a week, I should think. Meanwhile, I have another request to make of you, and I must tell you more about myself so you can understand why I am asking. You see, I am more than a simple scribe. My real name is Mordeln Larendin and I am the bastard son of Prince Cardor, brother of the recently murdered Duke Aldriv. My father is the successor to Duke Aldriv and is now due to take full control of this land. The problem is that my father has disappeared and I am asking you to help me find him.

The last time I saw him was in his apartment in the castle. I remember his desk was cluttered with papers as if he were doing some type of research. This is not unusual, since he is skilled in the ways of magic, but I noticed some maps on the desk, too. I believe that if we were to find the right map and follow it, we might find him. I fear that he might be in some sort of danger since no one seems to know his whereabouts. He has never done anything like this before.

I also am afraid that my own life could be in danger; as my uncle was horribly murdered just days ago and my father is missing. It is possible that I could be the next target of the assassin, and so I believe it is not safe for me to try to enter the castle by day.

Some years ago, I accidentally discovered what I think is a long-forgotten secret entrance to the dungeons beneath the castle. It probably was designed as a last-minute escape route from the castle. I think we can use it to enter and leave the castle unseen by any possible enemies, and I believe we can get to my father's chambers that way. We can search for any information leading to his whereabouts, and then, when Brand is fully recovered, we can set out to find my father."

- Mordeln last saw his father on the 26th of Sowing.
- If the players ask why they had to rescue Brand, Mordeln will simply say that Brand is his friend. If they press him, Mordeln will explain that Brand is a skilled guide, and they will need him to search for his father.

Scene ii: Preparation

If the PCs agree to help, they have one week to accomplish the mission of breaking into the castle. They can use this time to prepare and purchase whatever they need in Yelden. Mordeln will actually accompany the PCs this time and he will offer them the same price that he offered for freeing Brand (whether he has it or not). Since Brand is quite confused about the whole situation, Mordeln will need to privately brief him.

Scene iii: Into the Dungeons

Castle Brodeln, which sits on a hill on the edge of the city, is surrounded by a moat that is fed by an underground stream. The moat is normally crossed by a drawbridge located in the front of the castle. The PCs should be directed by Mordeln to enter the dungeons via an old grate in the moat. The very rusted grate separates the underground stream from the moat itself. The best

route to Prince Cardor's quarters lies through a haunted passageway (Area 10) and the secret staircase beyond. If the PCs are not careful, they might blunder into a room full of guards and have some serious explaining to do. It is up to the GM to decide how much guidance to provide to the PCs. An experienced group might not need very many hints. But as long as Mordeln accompanies the PCs, he should lead them in the right direction and away from the main passages. However, Mordeln is not familiar with the rough dungeons, only the main escape route corridors.

Although all the castle rooms are shown on the maps, they are not all detailed because the PCs should not be allowed to enter every room. If play somehow goes off the intended path, it is up to the GM to fill in the details. Since it is a significant feat to be able to enter a Duke's castle unnoticed, the GM might consider allowing the secret entrance to be discovered and sealed after this adventure.

All castle inhabitants are edgy and suspicious due to the recent unexplained death of their lord. Most of them are acquainted with each other, at least by face, if not by name, and thus will easily recognize strangers. However, most of the castle guards are out scouring the village and countryside searching for clues to the murder. Those that remain in the castle are primarily concerned with protecting the Duchess and the rest of the castle inhabitants from harm. Many of the castle inhabitants suspect the Duke was killed by black magic from the hands of the Bringers of the New Order (See *The Kingdoms of Kalamar™ Volume II: Mythos of the Divine and Worldly*, pg55), so they also fear for their own well-being. A significant faction believes Mordeln to be the murderer.

The following sections describe areas numbered on the castle maps. As before, boxed text should be read (or paraphrased) to the players. A table of potential random encounters is also included. Check for random encounters every ten minutes with a probability for encounter of 10%.

Random Encounters (d8)

1- astral monster - Randomly encountered only during the full moon period.

During the full moon (Veshemo, Pelselond and Diadolai), the Astral monster (See Area 3) sends its projection on the prime material plane in search of human food. Depending on when the PCs decide to attempt this mission, the prime material projection might be active. See the adventure timeline (Appendix C) for times of the full moons. The projection is identical to the original monster. The projection will flee and return to its body if it suffers five hits-to-kill in damage. If the projection is killed, the original will die as well. If a projection kills a human it will immediately pick up the body and fly back towards the host, feeding on the victim in flight. It should be noted that the creature is very intelligent and will try to surprise the PCs by attacking from behind if possible. While attacking in this fashion, the monster will initially score an automatic hit on its victim. It will also retreat quickly if it is in too much danger.

Suddenly, you are startled by a man-sized creature with bat-like wings and leathery skin. You gaze upon its demonic face with horror as its rending claws and teeth slash into [name a PC].

The melee begins with an automatic hit on the named PC.

2- green slime - A small patch of this putrid growth drops upon one of the PCs, AR 9, HTK 2, THACO 19.

3- bats - A small group of bats flutters by rapidly, extinguishing flame-based light sources (See Area 5 for statistics).

4- giant bats - Four giant bats are startled by the presence of the PCs and emerge from a small nook in the wall to attack them (See Area 5 for statistics).

5- rats - The adventurers come upon a group of eleven normal rats in the process of devouring a dead giant bat.

6- giant rats - Five giant rats are encountered as they sniff around a ragged old backpack. They will attack the PCs if approached too closely (See Area 7 for statistics). The backpack is empty.

7- drunken guard - AR 5 (chainmail), DMG 1-8 (long sword), HTK 7, THACO 21, 35 XP. This inebriated jailer is trying to find his way back to the cell block after shirking his duty and getting liquored up. He is confused and disoriented.

8- piercer - A lone piercer drops upon the second PC to cross its path. AR 3, HTK 2, THACO 19, DMG 1-6.

Breaking and Entering

As you approach the castle in the darkest of night, you hear the sound of chirping insects ahead. You come to the edge of the moat and can faintly see an old grate covering a dark hole on the side of the other bank. The air is dank and there is an unpleasant, pervasive odor.

DISPLAY ILLUSTRATION 6 NOW. At this point, the PCs might go to great lengths to cross the moat without getting wet. Ironically, there is nothing stopping them from simply wading across to the grate on the other side. However, if the GM wishes to make it more exciting, she should emphasize the putridity of the water. If the GM is feeling particularly cruel, she can allow for a 40% chance of catching a minor disease as a result of coming in contact with the moat water. The grate is submerged enough so that it would be virtually impossible to pass through it without getting wet.

The grate can be removed by any character who tries by successfully rolling their strength or less on a d20. The water is about four feet deep so shorter characters will have difficulty keeping their heads above it.

1) Giant Leech

Just inside the grate, beneath the surface, lurks a **giant leech**. It normally feeds on rats from Area 7 but it will attack one of the PCs as they pass through the water-filled passageway beyond the grate. AR 9, HD 1, THACO 19, HTK 6. After a successful initial attack (d1-4), the leech will continue to drain the victim's blood at the rate of 1 HTK per round. The victim will not notice the attack (only a 1% chance of noticing) unless she leaves the water and exposes the leech or she loses 50% of her hit points and suddenly starts feeling very weak. A giant leech bite is also 40% likely to cause a fatal disease within 1-3 months unless cured. Pouring salt on the leech or burning it will cause the leech to detach itself from its prey and retreat. 65 XP.

2) Collapsed Tunnel

This section of the rock tunnel has collapsed. Although the passageway is thoroughly blocked to your group, water still trickles through.

PCs attempting to dig through will suffer 1-8 points of damage from further cave-ins.

3) Astral Monster

Rocks bar any further passage here.

This area is purposely blocked by boulders stacked in the entranceways. If the PCs clear the rocks, read:

As you pull away more rocks and peer beyond the blockage, you can see the corridor opens into a small cavern. Within it, a man-sized creature with bat-like wings and leathery skin can be seen. Your initial horror upon viewing its demonic visage is tempered when you note that it lies still, crouched against the wall.

An **astral monster** (AR 6, HTK 9, THACO 19, 3 attacks claw/claw/bite, DMG 1-4/1-4/1-6, XP 83) moved here recently so it could feed on the prisoners (Area 9). This creature has bat-like wings and leathery skin, making it appear to be demon-like, but it is not. Its prime material body is normally dormant while it roams the astral plane via a projection. If it is disturbed, the projection will return to its body, but this takes half an hour. Its treasure includes a magical hand ax +1 and a small silver orb with gems (1000 gc) that it keeps in a large sack by its side.

4) Green Slime

This dank, foul smelling space opens to a cavern in the northeast with a passageway exiting the cavern to the southeast.

The cavern contains a small growth of green slime. Some small spots of it may be seen on the floor (50% chance by those looking). Anyone entering the area might be hit by **green slime** falling from the ceiling. 2 HD, HTK 7, THACO 19. If this slime lands on a PC, it can eat through armor in three rounds and will attach itself to living flesh, which will turn the victim into green slime in 1-4 rounds. But the slime can be scraped off quickly, cut away, frozen or burned off. Other attacks have no effect. 120 XP. The southeast passageway leads to a ledge a couple of feet above the underground stream.

5) Bats

As you enter this area, you hear the fluttering of wings and observe guano littering the floor and walls.

This area is the home of a small colony of **bats** (28 normal and 7 giant). They will normally not attack unless harassed or hungry (GM option). AR 8, THACO 20, HTK 1-2 (normal) 1-4 (giant), DMG (by bite) 1 (normal) or 1-2 (giant), XP 15 (normal), 35 (giant). If disturbed, the bats will become frightened and begin

swarming. They will fly into things, put out torches and interfere with spellcasting.

6) Piercers

This slippery surface leads to a wider hollow. The wet passageway slopes steeply upwards so that it quickly reaches dry ground.

The entrance to this area from the underground stream is so slippery that all PCs attempting to scale it are 50% likely to slip and fall each time they try.

As you fumble for traction and move on, you notice the cavern branches off to the left and continues straight.

This passageway is the home of nine **piercers**, AR 3, HD 4, 3, 2, 1, 1, 1, 1, 1, DMG (by hit die), 4-24, 3-18, 2-12, 1-6, XP (by hit die) 420, 120, 65, 35, THACO (by hit die) 17 (4/3), 19 (2/1). They normally feed off of the bats or stray rats in the area but are likely to drop on the PCs as well.

7) Rats!

The wet passageway slopes gently upwards so that it soon becomes dry ground. As you move on, you notice the cavern branches off to both the right and left and continues straight. There is a sudden scurry of tiny feet and squeaking sounds that can mean only one thing: **rats!**

This narrow maze of tunnels is the home of a small colony of **rats** (19 normal and 18 giant). Unless the normal rats are cornered in a group, they will not be able to attack as a swarm (as described previously. (See Act I, Scene v, Area 7). However, the more aggressive giant rats will attack the PCs from all sides in the main cavern of Area 7. The giant rats will attack fiercely at first to defend their territory but they will quickly retreat if injured. Any rats remaining alive after this encounter will attack the PCs if they travel through this way again. Giant Rats - AR 7, THACO 20, 1-4 HTK, DMG 1-3 by bite (5% chance of disease), 15 XP each. A magical +1 *dagger* and a wrought silver armband (100 gc) may be found if this area is thoroughly searched.

8) Passageway This very narrow passageway holds several normal rats. It winds and twists awkwardly in many directions but eventually widens. It leads to the lair of a **wererat** who is a member of the Conventicle of Affliction. Neither the Conventicle nor the wererat have anything to do with this adventure; this exit to the castle dungeons is left as an area for the GM to further develop as desired.

9) Guardpost This area normally has one 0-level guard posted with a guard dog roaming free. He will be sleeping or otherwise inattentive unless the PCs make noise. The guard will run and call for help if he is awakened and realizes he is outnumbered. The dog is trained to fight to the death. **Guard**-AR 5 (chainmail), DMG 1-8 (long sword), HTK 5, THACO 20, 35 XP. **Dog**-AR 6 (w/armor), HD 2+2, THACO 19, HTK 11,

DMG 1 bite for 2d4, 65 XP.

If the PCs successfully defeat the guard and dog in Area 9, continue on to Cardor's quarters and then return to this area to exit the castle, read the following description:

You quickly exit the haunted hallway [Area 10] and enter the guardpost room. Just as you reach the center of the room, a door on the east wall suddenly opens as a man in chainmail stumbles through. He gasps as he sees you and drops the two stinky buckets of excrement he was carrying. They splash to the floor.

The **guard** will try to run and call for help as he realizes he is outnumbered. AR 5 (chainmail), DMG 1-8 (long sword), HTK 5, THACO 20, 35 XP.

10) Poltergeist

The foul stench of excrement and rotting flesh drift from the far end of this hallway. A chainmail-clad corpse lies still in the center of the hall with a long sword beside it. A faint moaning comes from the end of the hall. There are three cell doors on the east wall. The middle cell door is ajar.

This area has been sealed off from the rest of the castle. A prisoner died in cell B three months ago. When a guard came to remove the body, he was slain by the newborn poltergeist of the dead prisoner. The screams and noises coming from this area have deterred entry by the fearful castle guards. The prisoner's rotting corpse still has a silver finger ring (50 gc), which will easily be found upon inspection.

The murdered guard now lies in the hallway just outside of Cell B. His corpse is draped in a usable suit of chainmail and his unsheathed long sword lies beside him. He stills clutches the keys to the three cell doors in his cold hand.

Unfortunately, another prisoner was forgotten when this dungeon area was sealed off. **Lesden**, (S 12, I 6, W 3, D 11, C10, CH 8) a prisoner in Cell A, has barely survived by eating stray rats and drinking drops of water from a leak in the top of his cell. He is mentally deranged, but if released and nursed back to health, he will swear allegiance to those who free him and offer to serve them at least until he feels he has repaid the favor. Lesden is zero level but has the potential to be a fighter or a rogue if properly trained. He cannot recall why he was originally jailed.

All doors in this area require an open doors roll for entry but they are not locked. However, the doors to Cells A and C are still locked. Cell C is empty. Mordeln knows about the secret door on the north wall of the hallway.

The **poltergeist** will attack the PCs once they come near or pass the cell where his mortal corpse lies. AR 10, THACO 15, HTK 2, XP 36. The creature is invisible (-4 to hit) and may only be hit by magic or silver weapons. It attacks by throwing objects. If these happen to be weapons, the damage is by weapon type divided by 2. **Anyone hit by the poltergeist must save versus fear or flee the area in a random direction for 2-24 rounds.** There is a 50% chance that the victim will drop whatever she is holding during her retreat. If this happens, a random roll determines on what round of fleeing it was dropped. Those making a saving throw are immune to further

fear effects from the poltergeist. Sprinkled holy water or a strongly presented holy symbol will stop the poltergeist from advancing but does not harm it. It may be turned by a priest as if it were a ghoul.

DISPLAY ILLUSTRATION 7 after the poltergeist attacks.

10D) Other Cells The cells in this area contain varied additional prisoners, each with a unique story as to why he or she is behind bars. It is up to the GM if she wants to allow PCs to arbitrarily release prisoners from this area, but Mordeln will be against freeing any more of them, as he feels it will not help accomplish his more pressing immediate mission, finding his father. Additionally, Mordeln will argue that having extra people along will increase the party's chances of being discovered, and, if discovered, they will all surely swing from the gallows pole within a week.

Castle Basement

Entry into the main areas of the castle would spell disaster for the PCs. Mordeln will do his best to navigate them in the right direction (to the quarters of Prince Cardor). The brief details on the main castle rooms are only provided for completeness to satisfy nosy PCs or if the GM wishes to use this information further along in the game.

11) Guardpost There are normally 1-4 guards found in here who are generally relaxing and playing cards. Since a door separates them from the stairway to the cells below, they usually won't hear very much noise in this area. **0-level guards** AR 5 (chainmail), DMG 1-8 (long swords), THACO 20, HTK 8, 5, 5, 5. The guards, in general, have excellent morale but might surrender if the fight looks hopeless and escape or reinforcement is impossible. Defeating guards is worth 35 XP per guard. The guards will have the equivalent of 10 gc each in mixed coins with them.

It is the duty of the guards to bring the prisoners food and remove waste as needed. Buckets of excrement are often thrown into the underground stream just outside the door to Area 9. As the PCs are exiting the castle through dungeon Area 9, the GM should have them encounter one of these guards while he is removing waste from the cells through Area 9. This guard will also be shocked by the slain guard and dog in Area 9 unless the PCs hid the bodies or parlayed their way past (not likely).

12) Guards' quarters These areas contain bunks for the guards of the castle. Footlockers with clothes and personal effects may also be found.

13) Mess hall This room is a mess hall for the castle guards. Its furnishings are plain.

14) Kitchen This area is a kitchen that serves the guards. Cooks and servants can be found here at various times throughout the day. One corner of the room contains a fireplace. The room also contains a well that draws water from the underground stream below. The ceiling above it is open to allow access to the well from the courtyard above.

15) Privy Has not been cleaned in some time.

16) Noble cell This room is nicely furnished but actually serves as a cell. It is used for special prisoners, such as captured nobles who are thought to deserve the rights of their title even in captivity.

Castle Courtyard Level

17) Guard duty house Guards are posted here 24 hours a day to welcome visitors, remove contraband materials and keep watch. There are normally 1-4 0-level guards posted here.

18) Stable This area is the Duke's stable. It is full of various types of mounts and livestock. A family dog also lives in this area.

19) Guard barracks Off-duty guards, bunks and footlockers with personal belongings may be found here.

20) Kitchen This area is the kitchen that serves the main part of the castle. Food is cooked in the courtyard fireplace near the well. Supplies are brought in daily so there is not much surplus, unless the Duke is preparing for a siege (in which case the entire courtyard may be crowded with supplies).

21) Servants' quarters. Furnishings are spartan.

22) Cook's quarters This area is the living space for the head cook and assistants.

23) Captain of the guard This room is reserved for the captain of the guard.

24) Waiting room This room is well furnished and serves as a waiting room for those wishing to meet with a member of the Duke's family.

25) Main hall This is the main hall. Used by the Duke and his family to greet visitors and conduct business, the walls are well decorated with artwork and tapestries.

26) Main dining room This is the main dining room in which the Duke's family and senior servants eat meals. Lesser servants usually eat in the kitchen, especially when the Duke is entertaining guests. The walls are well decorated with artwork and tapestries.

27) Priest's quarters This room is the quarters for the castle Comfort Maker, priest of the Lord of Tranquility.

28) House of Solace Chapel This area contains a small chapel devoted to the Lord of Tranquility.

Upper Level

29) Guard towers These four areas are guard towers that normally have at least one guard. They are designed with many arrow slits. The castle walls boast crenelated battlements.

30) Gate house This room houses the controls for the two portcullis' of the main castle gate. It is also used to store supplies. It is normally staffed by one guard.

31) Schoolroom This room functions as both a schoolroom, play room and an indoor combat training area.

32) Handmaidens' quarters This area is the living quarters for the handmaidens who serve the Duchess.

33) Duchess Chandel's room This room had been the quarters of the Duke's daughters. The Duchess currently stays here. She is under a constant and vigilant guard.

34) Trophy Room This is a trophy room stocked with evidence of the exploits of Duke Aldriv, brother Cardor and their ancestors. There are many stuffed creatures from hunting expeditions and unusual items with notes of significance.

Top Level

35) Prince Cardor's Room

This room is the sought-after quarters of Prince Cardor. It is nicely furnished but cluttered and unclean. Furnishings include a tub, a fireplace, a bed, a chest, a wardrobe, a dresser, a desk, a large chair, a rug and several wall hangings.

DISPLAY ILLUSTRATION 8 NOW.

Items of interest include:

The chest - located at the foot of the bed and locked. On the front of the chest, a sign reads, "Danger! Do not open." **TRAP:** The lock is enchanted with a *firetrap* spell which does 1d4+7 damage to all within a 5' radius. Mordeln does not know the proper words to safely bypass the *firetrap* but if the PCs wish to open the chest, he will not stop them. Setting off the firetrap will cause the bed to catch fire. The chest contains 400 gc in large sacks and a bottle (a potion of *delusion* that appears to be a potion of climbing until actually used, not just tested).

The wardrobe - contains the Prince's clothing

The dresser - contains the Prince's clothing

The desk - contains many papers, including:

- many love letters from various affairs Prince Cardor has engaged in over the years;
- some notes on the habits of forest nymphs;
- notes on lycanthropy, including possible cures;
- notes on dragons and pseudodragons;
- a book detailing the history of the family Brodeln. Herein can be found a copy of the last three generations of the Brodeln family tree (See Appendix B/**Player Aid 3**);
- a map of the Narond Woods (**Player Aid 4**), [has old research notes on lycanthropy, dragons and nymphs];
- a book entitled *Rare Plants*, written in low elvish, authored by Daftaur (a Grand Oak in the Conventicle of the Great Tree). It describes a plethora of rare plants and where they might be found locally (in southern Mendarn); and
- a letter from an old adventuring associate (**Player Aid 5**);

My old friend Cardor,

It has been so long since we last saw each other that I am worried the years have changed you. You must come visit so we may rekind our friendship. I miss our rooming together. I have recently heard news from our old companion Rydel who claims to have found a map to adventure! He boasts of easy money over in Elos beyond the mountains. I think it might be near that wretched hydra cult we encountered after we met that Slivers fellow.

Rydel would like to organize a group by mid-year to set out in early Replanting or sooner. I am planning on going and would love to have you take part as well. You must at least come visit soon lest I leave never to return. My love to Mordeln. Also, let me know if you've heard anything of Erandol.

Sarathan

The wall hangings - tapestries and paintings of abstract versions of landscape, seas and mountains. A dagger (+1 magic) hangs in a fine sheath on the south wall.

The door on the northern part of the west wall opens to a small supply closet, which holds candles, oil, soap and writing ink. In the floor, beneath the shelving, lies a **secret compartment**. The compartment holds 500 gc in large sacks and 2 bottles (potions of invisibility and gaseous form). Mordeln knows of this hiding place and the money kept there as his father had told him to retrieve it if he ever needed it.

36) Library

Books line the walls of this room.

There are many books here on commerce, history and politics. Some of the texts deal with more unusual subjects, such as magic and the supernatural.

Most of the writing is in the Brandobian language while some of it is authored in other tongues, such as elven. Some of the titles include: Controlling Chaos (a tome on wild magic), Why We Need Kings (a political justification of the feudal system), The World Shall Be Ours (a vision of a completely Brandobian Society), Elven Culture and Language.

A cautious **black cat** can also be found in this room. The cat is the familiar of Prince Cardor, AR 6 (14 pt. armor spell) HTK 2, THACO 20. It is totally faithful to him and highly intelligent so if the PCs can determine a way to communicate with it, it might give them information. It might divulge the fact that Cardor is a weretiger, or it might tell the PCs which items to avoid in Cardor's quarters due to traps.

37) The Duke's private quarters This area is the lavish private chambers of the Duke and Duchess. The Duchess is now staying in Area 33 as she fears for her life. The door to this room is tightly locked.

38) Treasury This room is the Duke's treasury. It has lots of money but the PCs should never even be allowed to see it due to locks and magical traps.

39) Laboratory

Above the door to this room is a sign that reads: "Danger! Do not enter."

If the players enter, read the following:

This room seems to be a laboratory. It is stocked with a multitude of beakers and vials of unusual design. There are shelves that appear to store some unusual components (elven blood, orc eye, giant sweat, bat guano, etc.). There is a filing cabinet labeled "recipes and instructions."

Most of the component containers simply hold small notes which read "Get more." The cabinet contains several potion recipes and directions on how to fashion certain magic items.

There is a secret door on the west wall. **TRAP:** The secret door has 2 *firetrap* spells placed upon it. Each will cause 1d4+7 points of damage, if set off. They will affect creatures within a 7' radius due to being centered against the wall. The secret door leads to a small compartment that contains Cardor's spellbook. If the spellbook is discovered, Mordeln will not allow the PCs to take it. The spellbook contains the following spells: *firetrap*, *infravision*, *slow*, *forget*, *bind*, *irritation*, *armor*, *find familiar*, *jump*, *charm person*, and *read magic*.

One of the shelves holds an ornate box covered by a glass dome. Letters, written in the Brandobian tongue, on the outside of the box read: "Emnon the Gatekeeper" (See *The Kingdoms of Kalamar™ Volume II: Mythos of the Divine and Worldly*). The box contains a golden key inscribed with the words Ingress/Egress. The key is a magic item which can trap extraplanar creatures upon touch when the command word is spoken (save versus magic applies). Currently trapped within the key is a **Manes Sub-Demon**, AR 7, THACO 19, HTK 2, DMG 1-2/1-2/1-4, +1 or better weapons to hit, who will immediately attack if freed, 65 XP.

ACT III: INTO THE WILDERNESS

Once the PCs find the wilderness map in the castle, Mordeln will ask them to accompany him into the wilderness to find his father. Brand will join them (assuming he has healed) and serve as a guide in the border area. As the players travel in the wilderness, they are likely to encounter a variety of beings. The thinly wooded Narond Forest is home to some hideous beasts. On the other hand, there are some unique inhabitants of the area who might be able to help the players. With a little luck, they will find the group of orcs holding Cardor captive before he is sold into slavery in Pel Brolenon.

Flat farm land surrounds the Village of Yelden. The rural community within several miles of the village has a relatively dense population of farmers to the north and west. As one travels southeast, the land gradually becomes hilly and sparsely forested. The sparse forest is called the Narond Woods. Few humans live in this area for it is becoming dangerous and is a tough area to farm. However, many benevolent sylvan creatures, remnants of a friendlier age, still inhabit the Narond Woods.

Over the last 20 years, the border area (including the Narond Woods) between Mendarn and Pel Brolenon has become a very dangerous place. Those humans who had previously settled in the lands to the east and south of Yelden have either relocated, disappeared or been killed. The former elven inhabitants of the Narond have fled to the safety and seclusion of the Crondor Woods.

This lack of permanent settlements promotes lawlessness.

Rumors of menacing monsters who have migrated from the Yan Elenon Mountains spread frequently. The only refuge for humankind and the like are in numbers. The Mendarn troops patrolling the area have become paranoid and are suspicious of all inhabitants. Brolenese raiders roam the area in search of victims to capture and send back to Vrendolen. In spite of the area's recent decline, some travelers claim to have received friendly aid from fairies or similar benevolent creatures.

There is a road from the Village of Yelden leading southeast into Pel Brolenon. However, it is in a sorry state due to neglect. Mendarn military units tend to travel near the road more often than the rest of the wilderness but this does not necessarily make the road any less hazardous.

Scene i: Encounters in the Wilds

Planned Encounters

A) Xanthamonas the Pseudo-Dragon

If the party travels through the Narond Forest, they will find that Xanthamonas (Xan for short) has taken an interest in their travels. Xan (pronounced "Zan") has been following from a distance. He was attracted by either the party's noisy trekking or their bright campfire on their first evening in the forest.

Xan uses his ability to blend into his surroundings to avoid detection and to listen to the discussions of the players. After realizing that the human male he saw being taken away by the goblins several nights ago must be Cardor, Xan makes contact with the apparent leader of the group. As the party sits around the evening campfire, the group leader should begin to hear a small voice inside his or her head. The voice puts the following questions to the leader, "Can you hear me? If so, say 'yes' out loud." Regardless of the response, Xan will then ask, "Do you wish to know the location of your friend, Cardor?"

At this point, the remainder of the group should begin to question the leader's sanity if he does not tell the party what is taking place. Xan continues, "I can help you. However, if I show myself, will you personally guarantee my safety?" If the leader answers 'yes' to this last question, Xan asks the leader to have everyone put down their weapons and remain calm. After the group complies, Xan drifts down to a low branch near the campfire to discuss his deal with the adventurers.

A miniature dragon, nearly black in the dark night, rather clumsily flies into view and alights on a low tree branch near the campfire. Not more than a foot and a half long, you notice that the dragon is quite plump for a small flying creature. Aside from its size, the most notable exception between this creature and a true wyrm is the wicked-looking stinger at the end of its tail. The diminutive dragon announces with a voice in your head, "Xan is my name. I have come to propose what could be a mutually satisfying arrangement."

DISPLAY ILLUSTRATION 9 NOW. While he is only a pseudo-dragon, he is every bit as arrogant as the real thing. If he is not treated with respect or he is attacked, Xan will flee using his concealment and flying abilities. **Pseudo-dragon** (Xan): AR 2, MV 6/24, HD 2, HTK 10, Magic Resistance: 35%,

THACO 19, DMG 1-3 or poison, 650 XP. Xan has average intelligence and a neutral alignment. He has a chameleon power that allows him to become invisible (80% chance of success). His most formidable weapon is the stinger located on the end of his tail. The tail strikes with a +4 bonus to hit. When a creature is struck by the stinger, the victim goes into a death-like coma for 1-6 days if a saving throw versus poison is not made. Those that enter into catalepsy have a 25% chance of dying. If the party does not attack, continue reading:

"I have seen the one you seek and I can point you in the direction he was headed just days ago...if you will do me a boon in return. You see, recently, some filthy goblins moved into the vicinity and established an outpost in an abandoned dwarven mine. Over the years, my diet has consisted mainly of large brook trout from the stream near the mine. The goblins have begun to fish the stream taking away large numbers of my delicious meals. What's worse, they daily dump trash and refuse in the stream, polluting whatever fish they haven't caught. I fear my food supply will soon disappear and I despise the noisy and disgusting creatures that now disturb my once peaceful nights. Drive the goblins from the mine and make them leave the woods. In return, I will point you in the direction of your Prince."

If the players complete the task, Xan will provide them with all the information he has about Cardor:

- He saw goblins take him away about four nights ago. He can lead the party to the trail that the goblins took.
- If the players ask him about a cure for lycanthropy, he will honestly say that he does not know of one. But, for the price of a nice gem, he would gladly direct the players to someone who he is sure will be able to help them (Theilia the Nymph).

Xan keeps his home in a large hollowed-out tree. There he hides a small collection of gems worth a total of 100 gc (bloodstone - 40 gc, azurite 11 gc, blue quartz - 8 gc, tiger eye - 20 gc, eye agate - 16, azurite - 5 gc).

B) Theilia the Nymph

Theilia the Nymph holds the rank of Sapling within the Conventicle of the Great Tree (See *The Kingdoms of Kalamar™ Volume II: Mythos of the Divine and Worldly* pg 43). She can cast druid spells at seventh level of ability. Being a Nymph, she can also cause blindness to any who look upon her without her permission. AR 9, MV 12, HD 3, HTK 14, Magic Resistance: 50%, THACO 16, DMG 1-6 (staff), 975 XP.

Theilia lives in an overgrown area near a small lake in the Narond Woods. When the players encounter her, **DISPLAY ILLUSTRATION 10.** She keeps to herself but could be convinced to assist Cardor with a cure for the right price. In return for her aid, Theilia will require the players to drive the goblins from the forest.

In order for Theilia to attempt to cure Cardor, he will be required to take refuge with her for a month or more. During this time, she will pray and administer herbal treatments (including wolvesbane and belladonna), which are specially prepared

according to rituals of the Brotherhood of the Bear, her priesthood. Upon completion of the treatment, Cardor should be free from his ailment. During this time, Theilia will require assistants to fetch herbs from the forest. She must also have a silver chalice before she can begin.

C) Rascal Gang

This band of ten pixie and leprechaun ruffians delight in causing trouble for vulnerable excursionists. It seems the only way one is safe from them is to travel in numbers, since they have never waylaid more than two travelers at once. They are led by a particularly spiteful leprechaun named McCollin. He is a renegade from a faerie settlement in the Crondor Woods.

The gang confuses and frightens their victims with illusions, steals valuable or important items, and then leaves the victim in a dazed and weakened state. They mainly do this for fun, but they are also amassing a small hoard of treasure along the way. (Potion of *ventriloquism*, scroll of *protection from poison*, scroll of *gaze reflection*, +1 *spear*, dust of *tracelessness*, gems: 1 - 100 gc, 3 - 50 gc, 9 - 20 gc, 22 - 10 gc, coins: 81 pc, 749 gc, 1002 ec, 2142 sc, 6579 cc, a silver chalice - 100 gc).

Since the gang will not assault the players if they stick together, the only way the rascal gang is likely to be encountered is if they are sought out using clues from other forest denizens or stumbled upon in their hideout. Their hideout is a miniature castle which they formed with their polymorph spells. It is enchanted with illusions so that it looks like the rest of the forest.

The gang consists of **three leprechauns** (THACO 20, AR 8, HTK 2, 3, 5) and **seven pixies** (THACO 20, AR 5, HTK 1, 2, 2, 2, 3, 3, 4). Special powers: Leprechauns - *invisibility*, *polymorph non-living objects*, *create illusions and ventriloquism*. Pixies - *invisibility*, *polymorph self*, *create illusions*, *know alignment*, *confusion*, *dispel magic*, *dancing lights* and *ESP*. Due to their prowess with magic, the most likely way for the players to best them would be with tricky wit and some good wine. If McCollin is killed, the band will quickly disperse, losing all faith in their ability to toy with humans without retribution. If the players do not yet possess a magical weapon, they may barter for a +1 *spear* from the Rascal Gang if they can stand the abuse. They are mainly interested in wine (Shyta-na-Doby wine preferably!), potions (two for the spear) and gems (2000 gc total value). If the PCs warn them about the sprites described in the random forest encounters, the Rascal Gang will only demand 1000 gc in gems or one potion for the magic spear.

D) Ma and Pa Brownie

If the characters run into trouble and they are in need of a safe place to rest, the GM should use this encounter. Ideally it should be used around the time the players are battling the goblins. It can also be used if the players are short on information about the adventure and the GM needs an excuse to fill them in on certain details of the forest. Prior to the encounter it should begin to rain, generally making the characters feel miserable, wet and homesick.

Long before this encounter, woodland creatures (squirrels or birds) noticed the party and notified their brownie friends. Since then, Pa has followed them and has eavesdropped upon their conversations so he is privy to their entire game plan. He will not

reveal himself unless a dire emergency occurs (e.g., the party is badly mauled). In such a case, he will make his presence known - even so far as to use his magic (such as *dancing lights* or *confusion*) to spook an enemy that might otherwise kill the party.

You are startled when out from behind a tree pops an elderly looking man who is only about two feet tall. Although he appears with confidence, his pointy ears and long nose betray his fairy nature. With surprising wisdom, he advises, "You young-uns shouldn't be out in these parts alone when you don't know your way about. Let me take you in from the rain for a warm cup of tea."

DISPLAY ILLUSTRATION 11 NOW. Pa will treat the party in a very paternal way (he should be played like a kindly grandfather) and will refer to everyone as 'son' or 'miss'. After ensuring that there is no immediate danger, he will then usher everyone to the safety of his home.

He and his wife live within a friendly copse of trees. The two old brownies dwell in an underground warren beneath these trees. Their home is so well camouflaged that only a sylvan elf *might* (1 in 8) spot it. A couple of rooms are large enough to accommodate humans.

This old married couple has dwelt here together for over 400 years and consider the area within a league or two to be their backyard. They are intimately familiar with the area and even know most of the animals by name!

Once home, Ma will fuss over the party members and insist that they EAT. All manner of sweets will be offered as well as a hearty chicken stew (concocted with medicinal herbs that, if ingested, will heal 2 HTK after a night's sleep). Pa will cast his *goodberry* spells and distribute them as necessary. Both brownies are a tad long-winded, but if the PCs ask the right questions, much valuable information can be gained. The brownies know the following:

- Their great nephew [BY MARRIAGE, mind you] is a member of the Rascal Gang; "Those young whipper-snappers need a good lickin' with a willow branch." They know the exact composition and location of the gang but it is a sore spot with them (Kids these days!)
- About four months ago, four or five dozen goblins moved into the abandoned copper mine not far from here. They brought a few nasty dogs with them.
- A tribe of orcs lives further on towards the hills. They have sent envoys to the goblins, and, as a matter of fact, one group just left yesterday!
- A pseudo-dragon lives nearby - Ma chimes in that he's starting to get a bit portly!

Pa will accompany the party to their next goal [the party can move at maximum speed and will not become lost]. But he will then bid them good luck and depart stating that he's much too old for this kind of thing. **Pa Brownie** - AR 8, HTK 4, *ring of spell storing* with *goodberry* (x2), and *entangle* (Theilia the Nymph will recharge this for Pa as required). **Ma Brownie** (HTK 3). Both Ma and Pa have the ability to cast the spells *protection from evil*, *ventriloquism*, *dancing lights*, *continual light*, *mirror image*, *confusion* and *dimension door* on a daily basis.

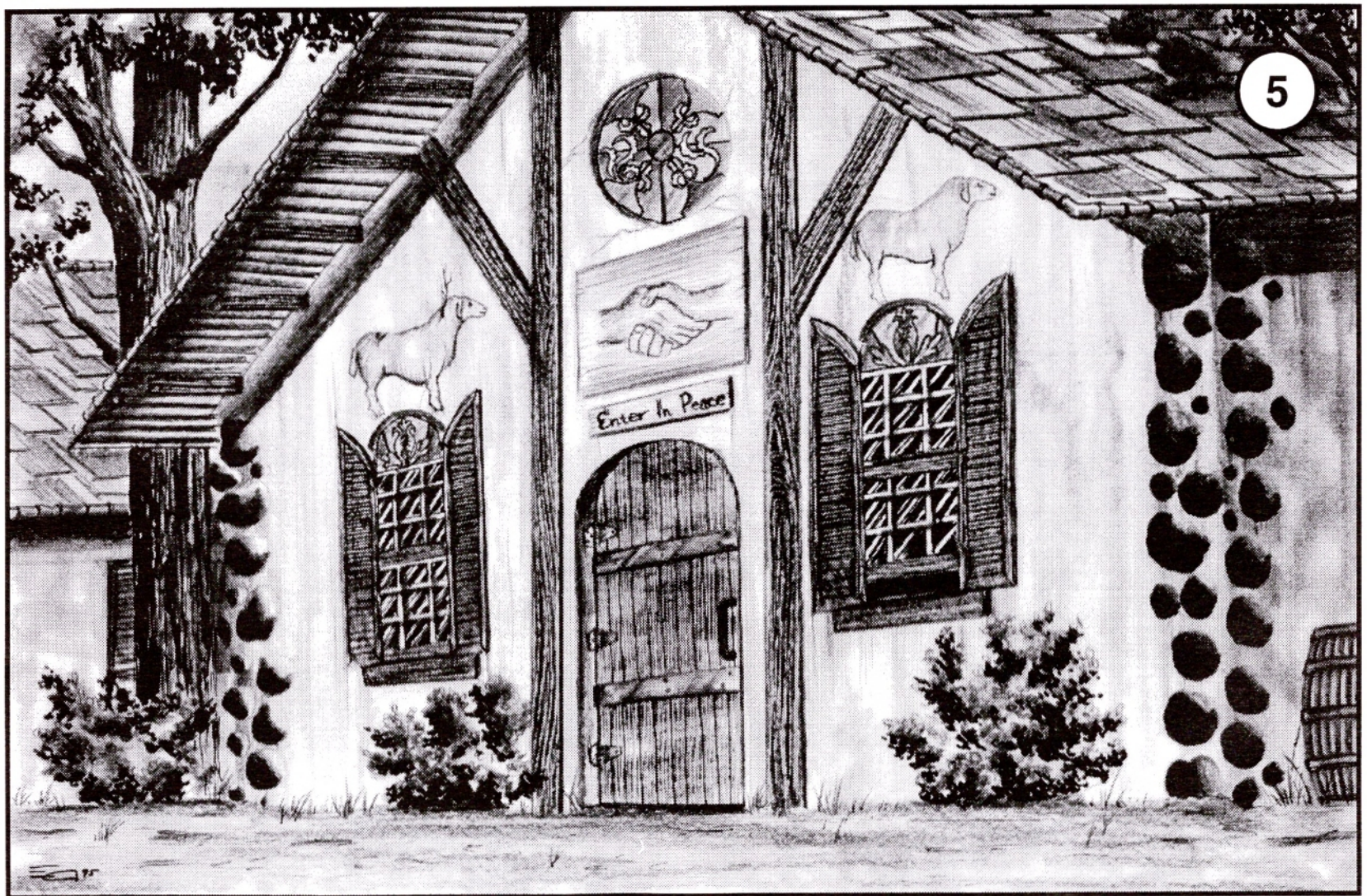


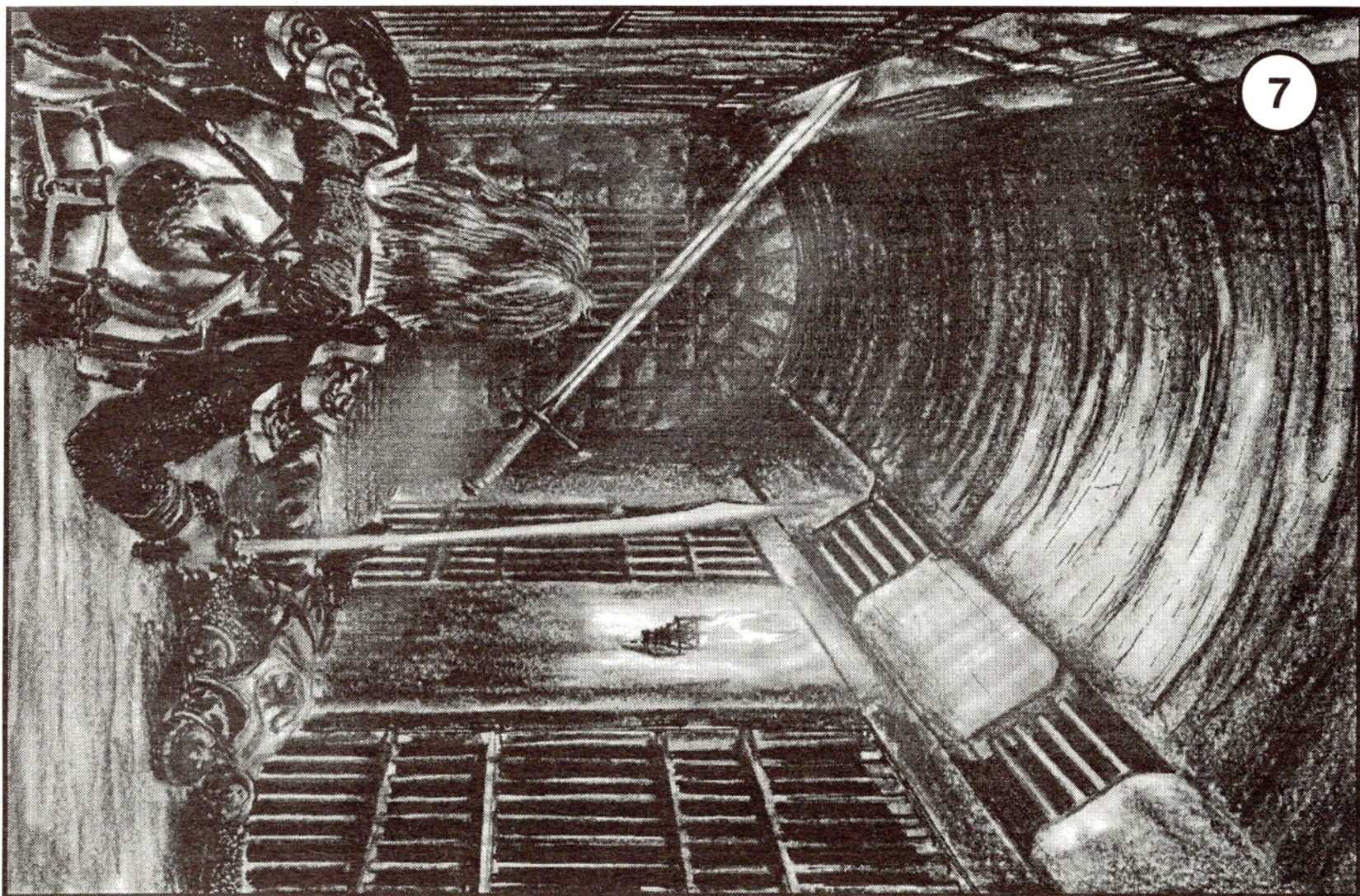
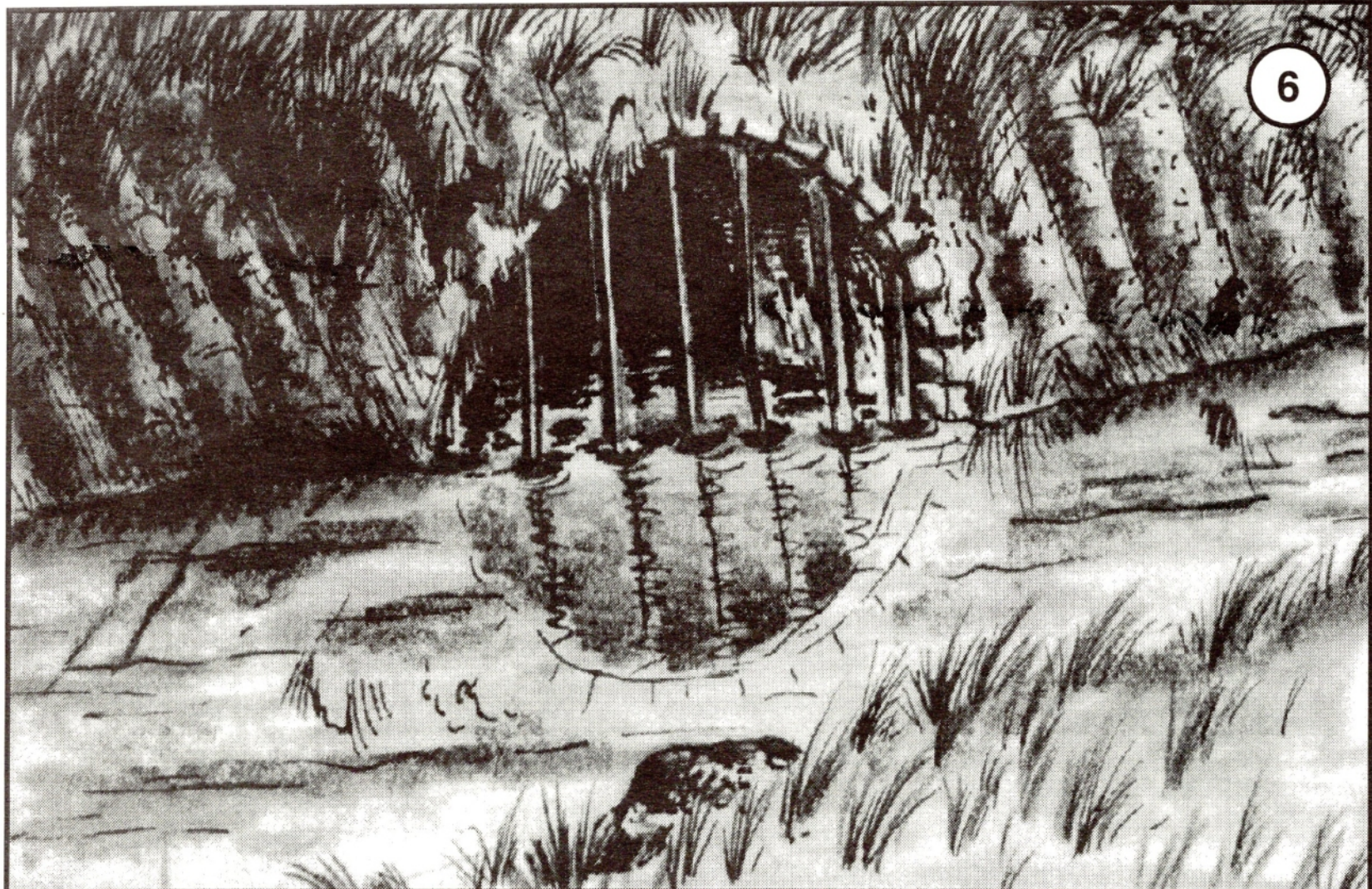
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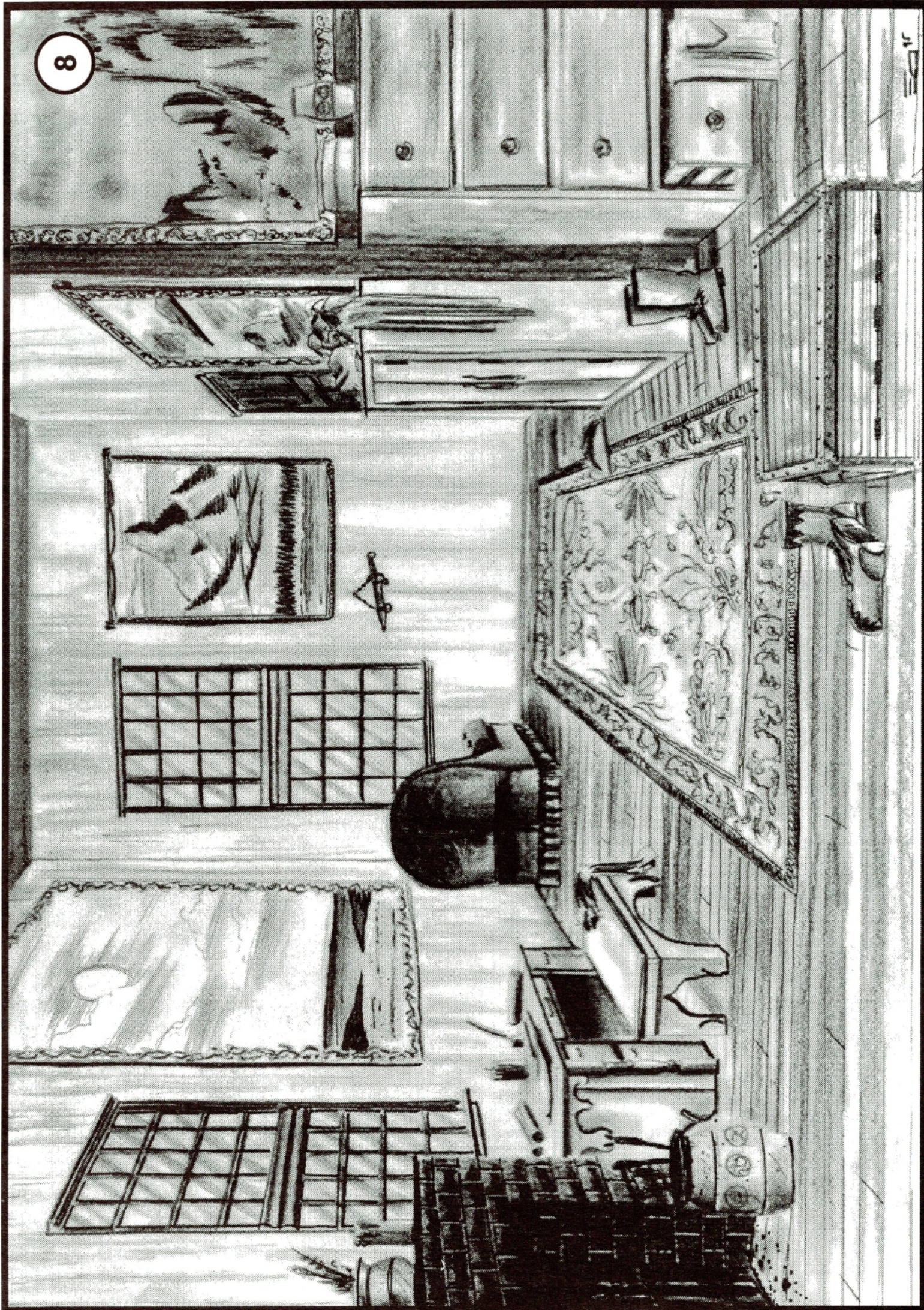
Adventure Illustrator

ImageQUEST™ Adventure Illustrator is designed for use by the GM during play. The GM should display the appropriate graphic to the players as they reach each encounter. The adventure text prompts the GM as to the precise time that each picture should be displayed. The GM's thumb should cover the picture number while the players are viewing the illustration (so that the players do not gain any unearned clues). GMs should also fold the booklet so that the players can not see more than one picture at a time. The maps at the end of the section are for GM use ONLY, unless labeled "Player Aid." Each "Player Aid" should be photocopied and given to the players as circumstances dictate. This entire section has been placed in the center of the adventure for easy removal and use during play.

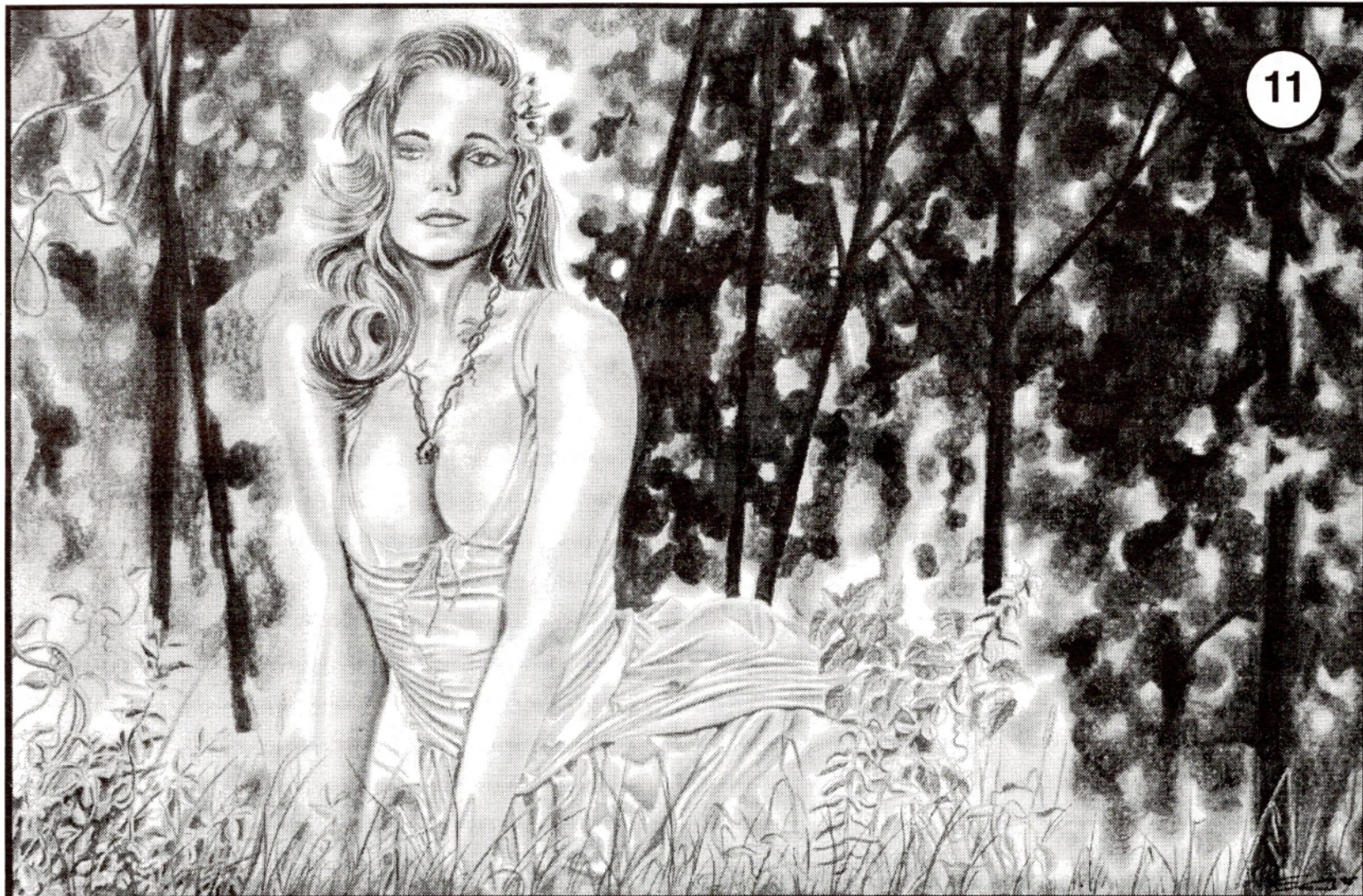


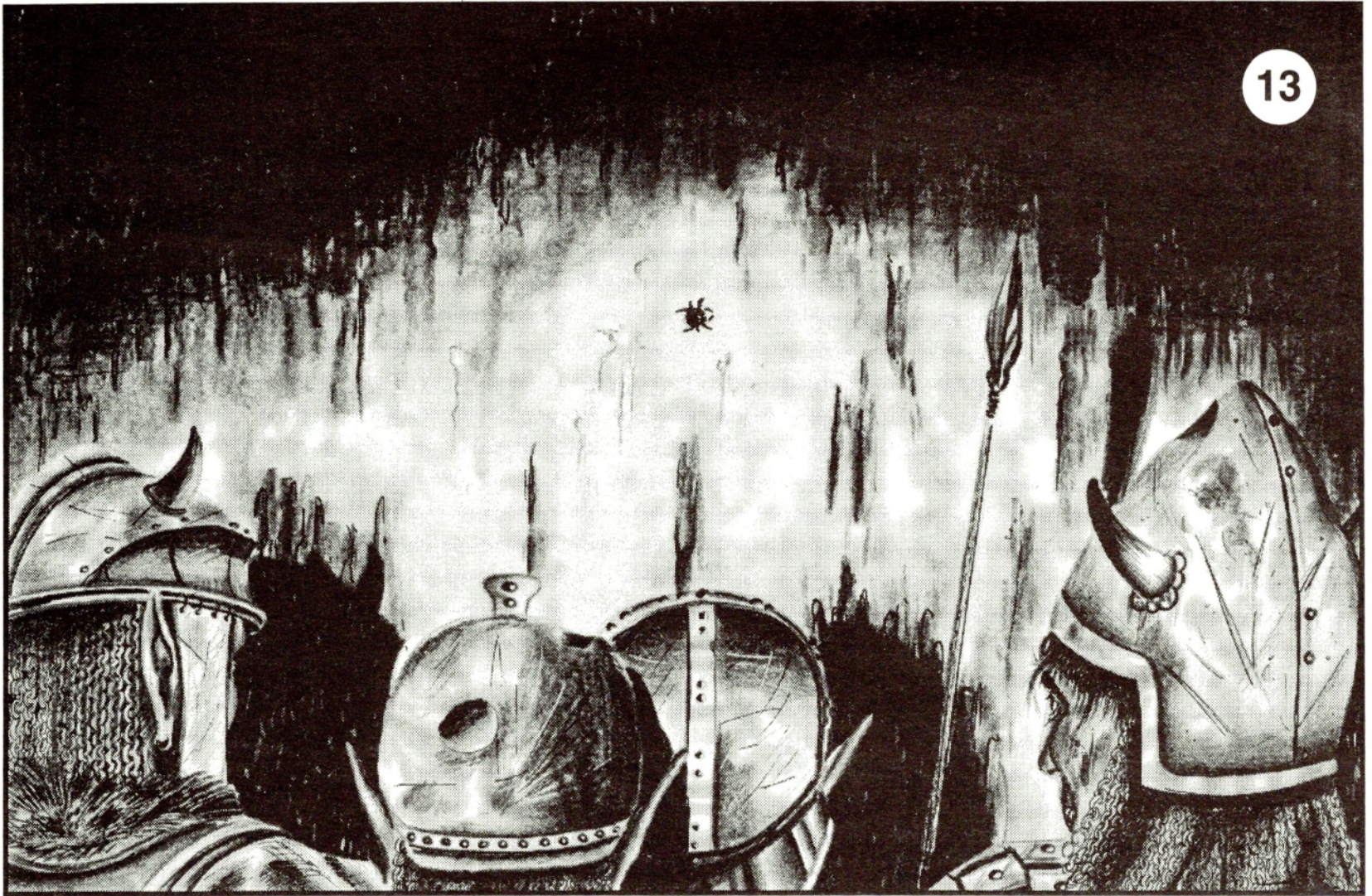












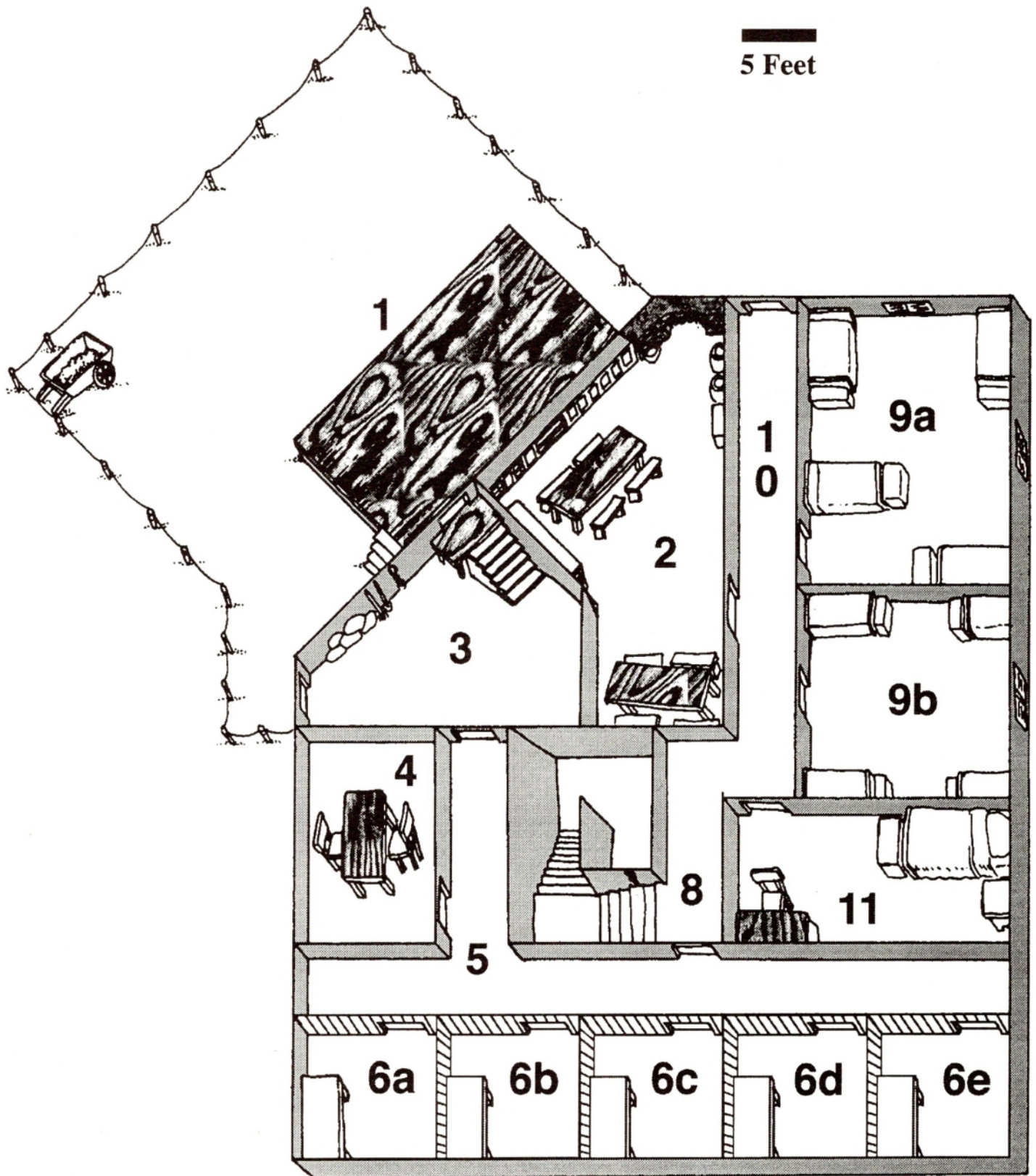






THE REMOTE PRISON

5 Feet

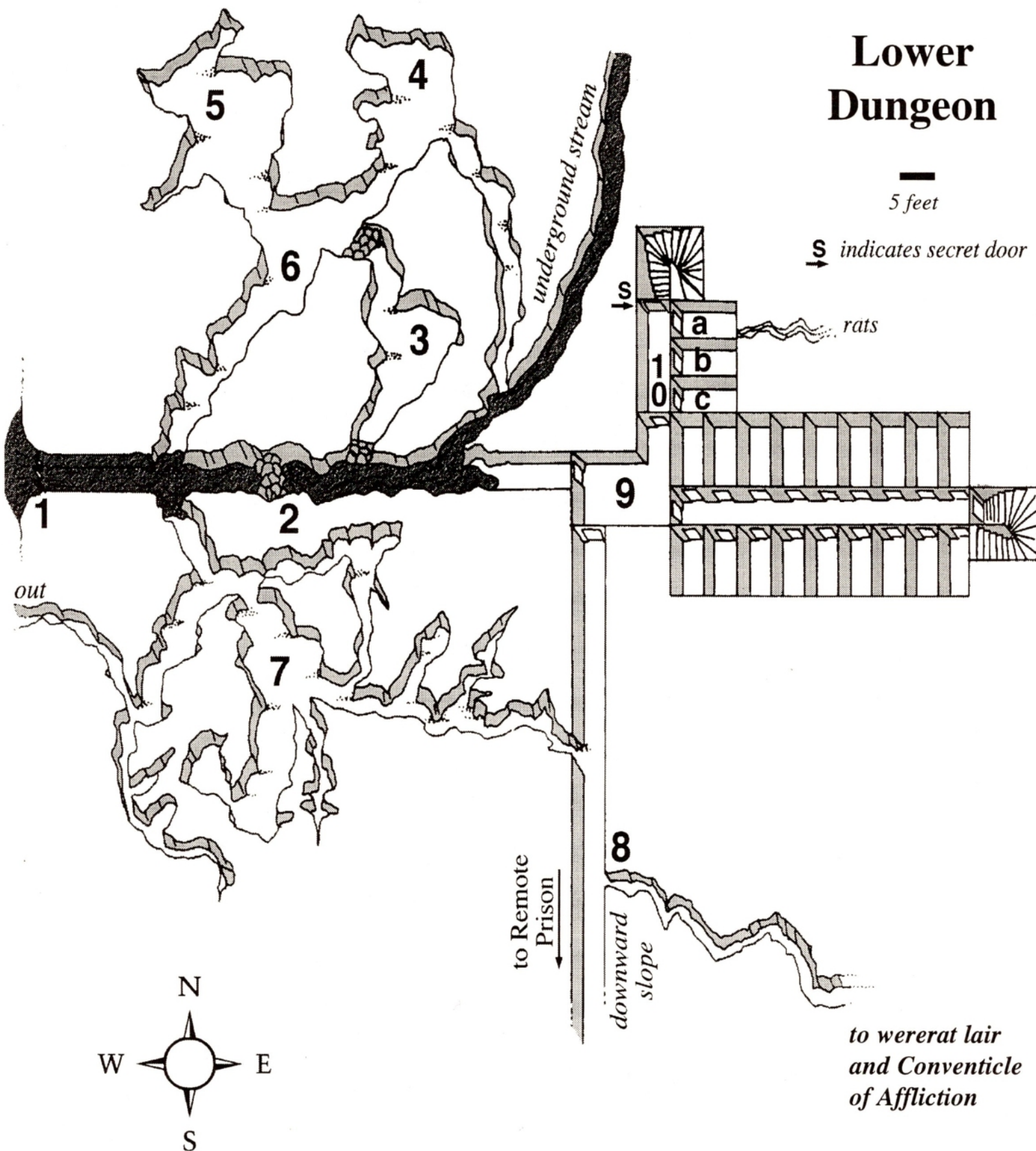


Lower Dungeon

5 feet

s indicates secret door

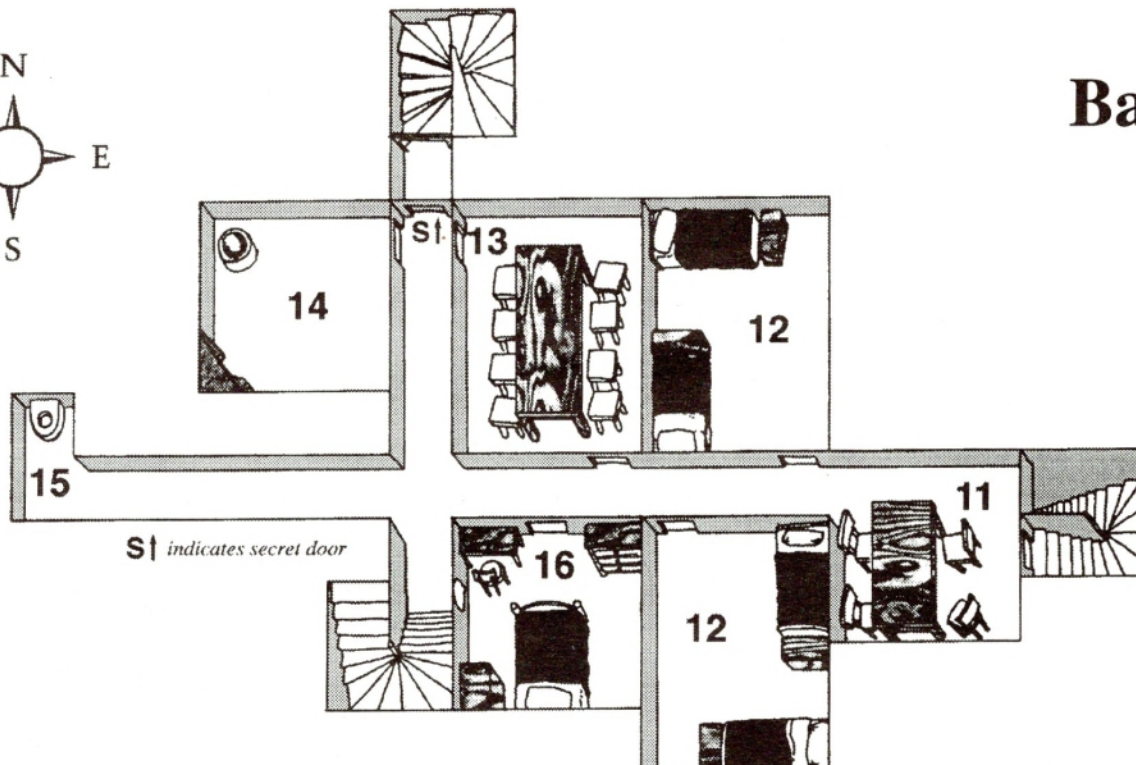
rats





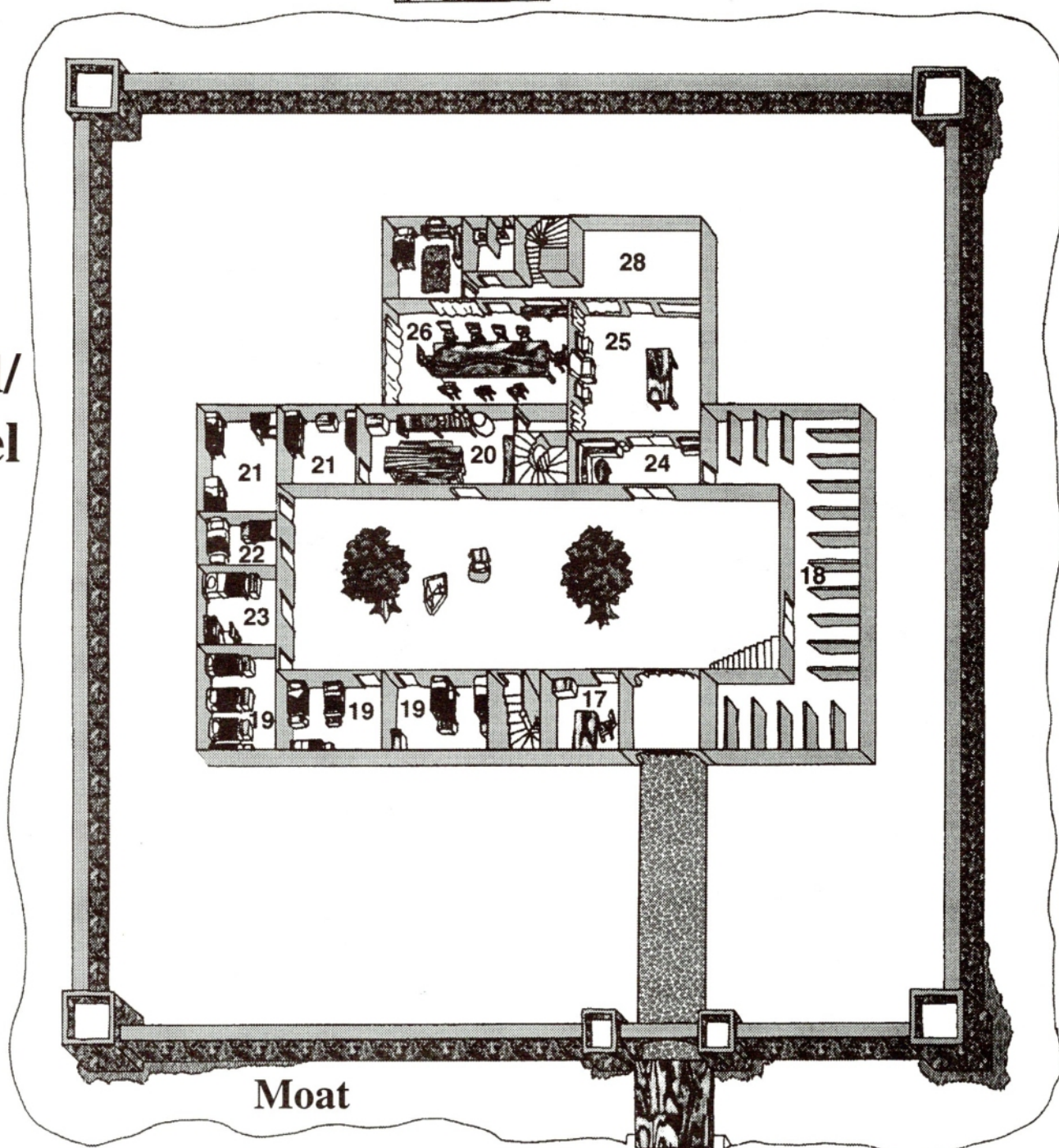
Basement

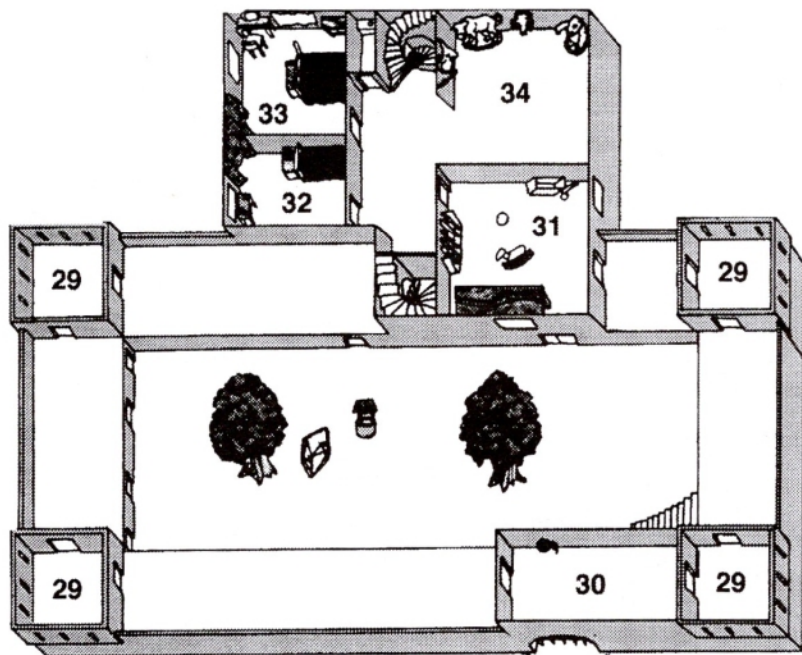
5 feet



Courtyard/ Main Level

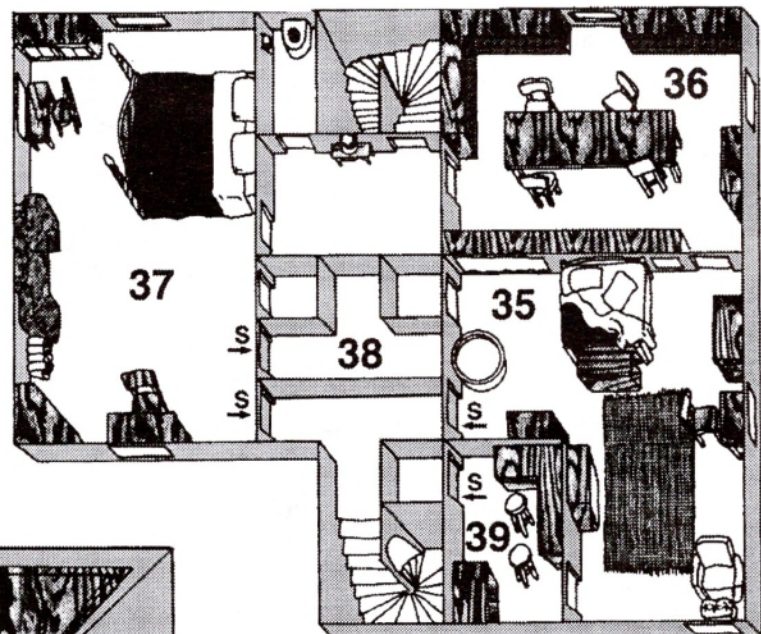
10 feet





Second Level

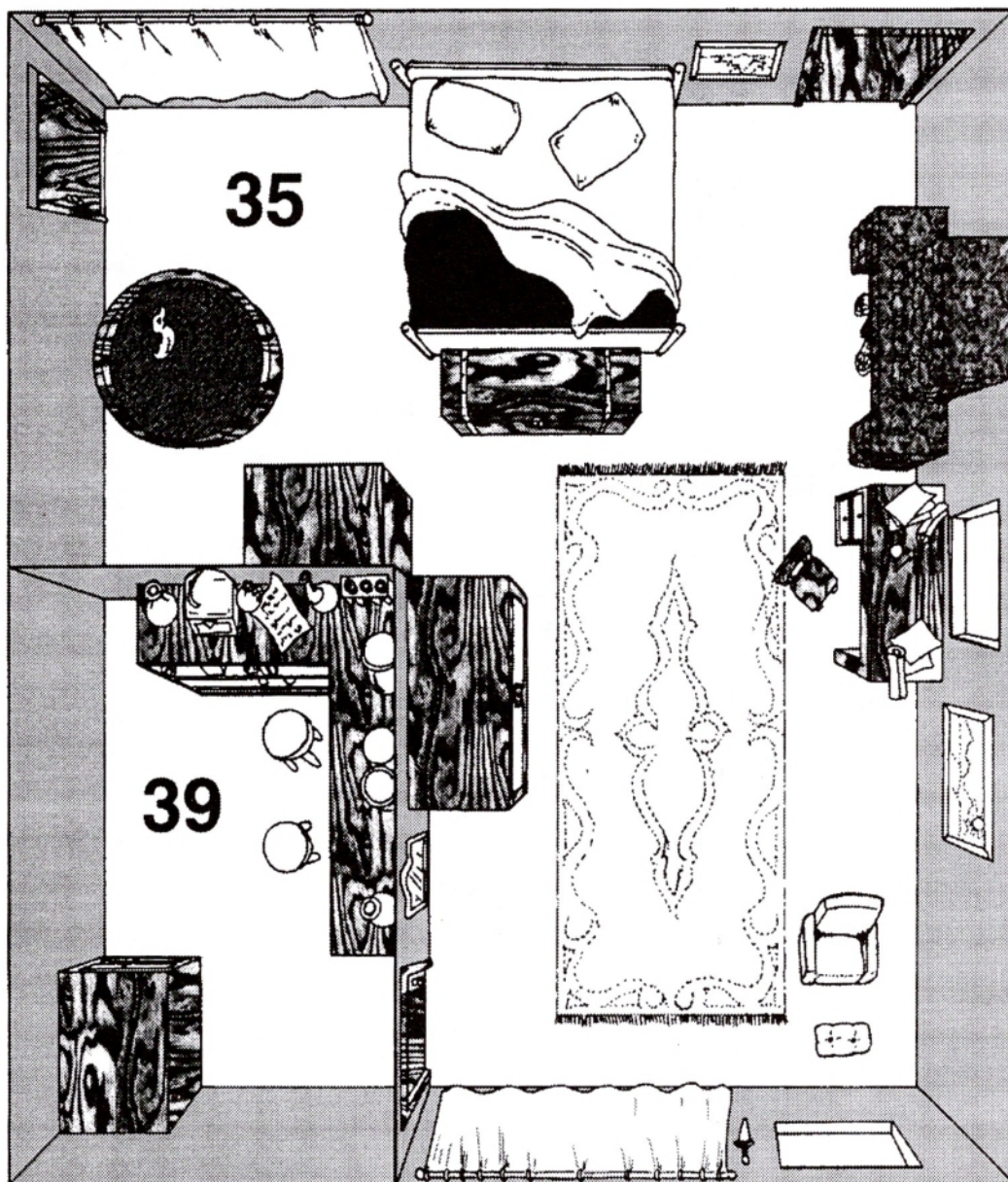
10 feet



S indicates secret door

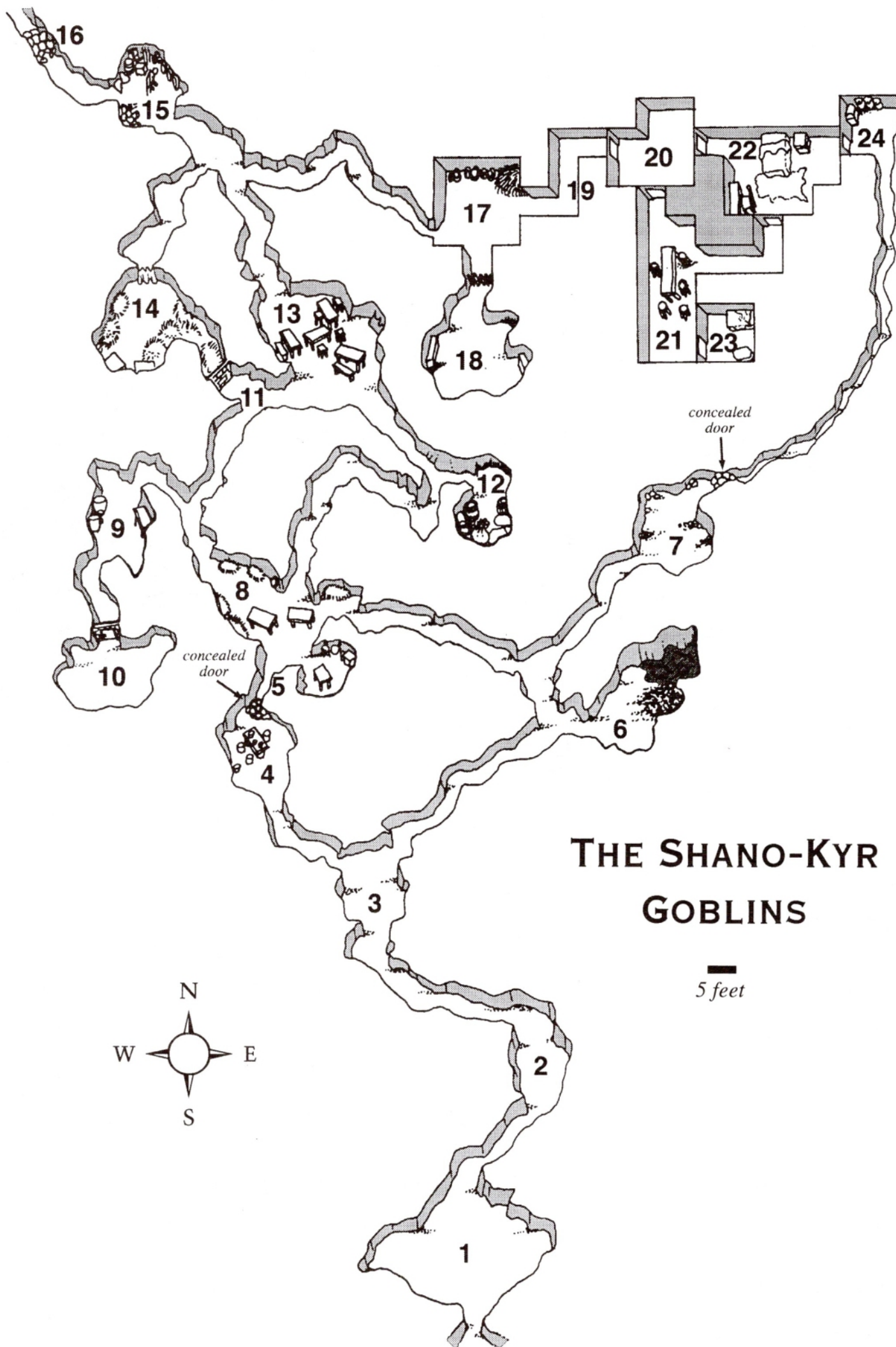
Third Level

5 feet

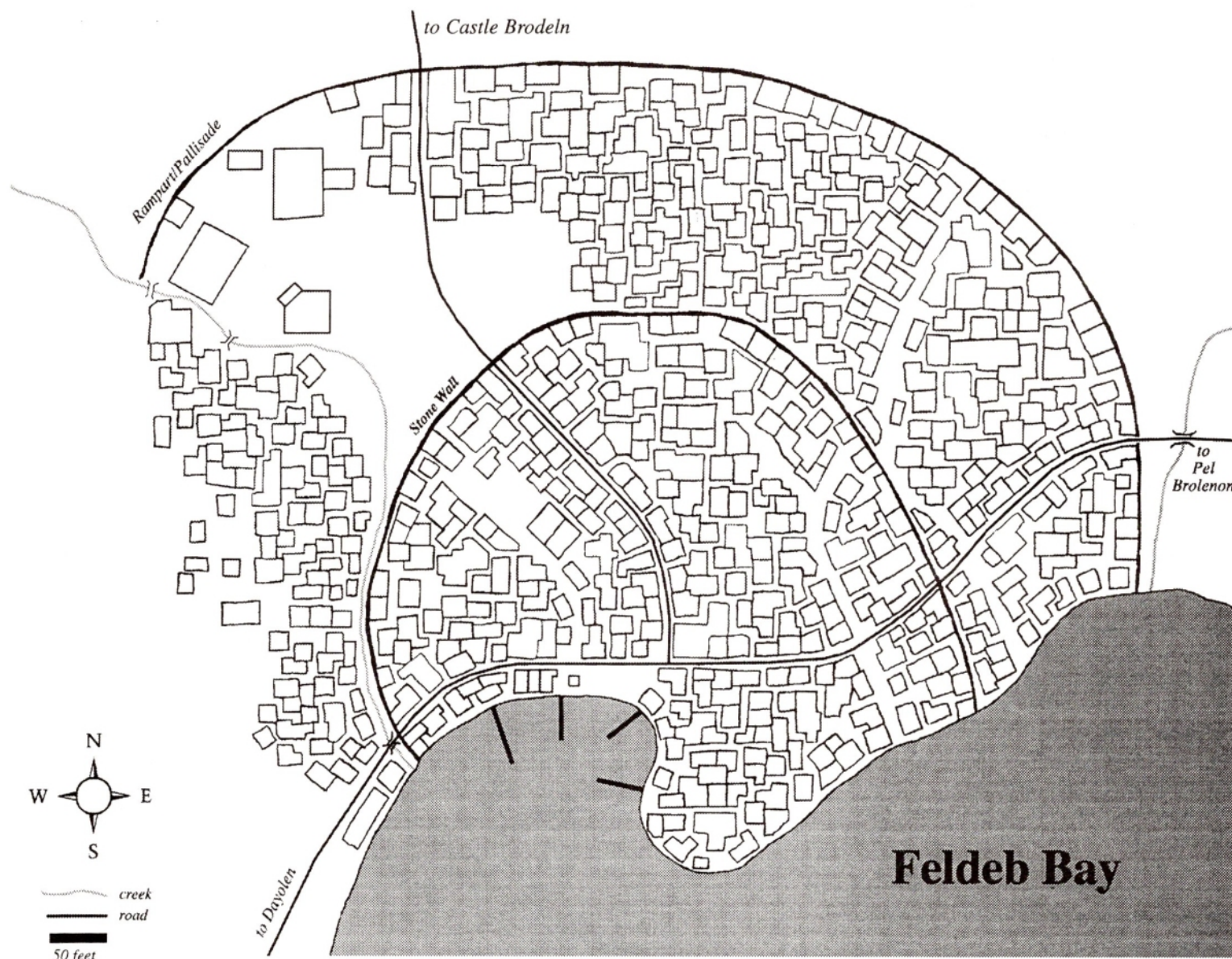


Prince Cardor's Room

5 feet



PLAYER AID 1



PLAYER AID 5

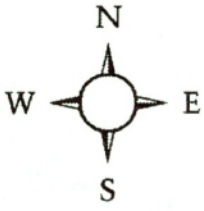
My old friend Cardor,

It has been so long since we last saw each other that I am worried the years have changed you. You must come visit so we may rebind our friendship. I miss our romping together. I have recently heard news from our old companion Rydel who claims to have found a map to adventure! He boasts of easy money over in Elos beyond the mountains. I think it might be near that wretched hydra cult we encountered after we met that Slivers fellow.

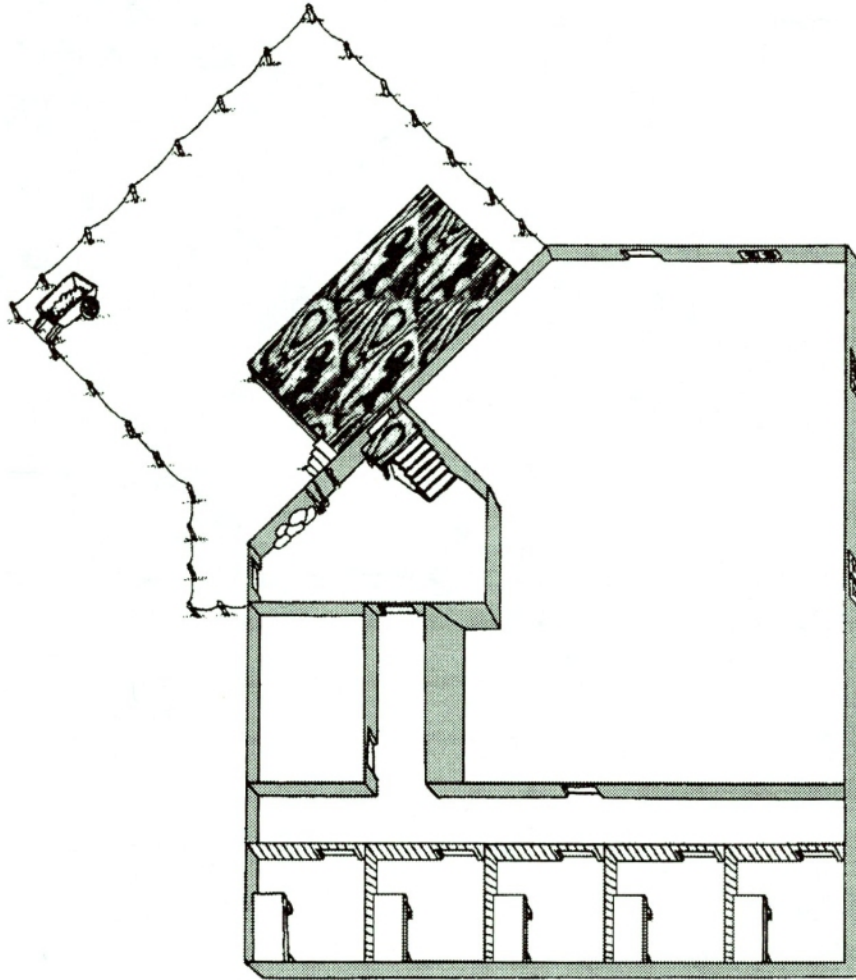
Rydel would like to organize a group by mid-year to set out in early Replanting or sooner. I am planning on going and would love to have you take part as well. You must at least come visit soon lest I leave never to return. My love to Mordeln. Also, let me know if you've heard anything of Erandol.

Sarathian

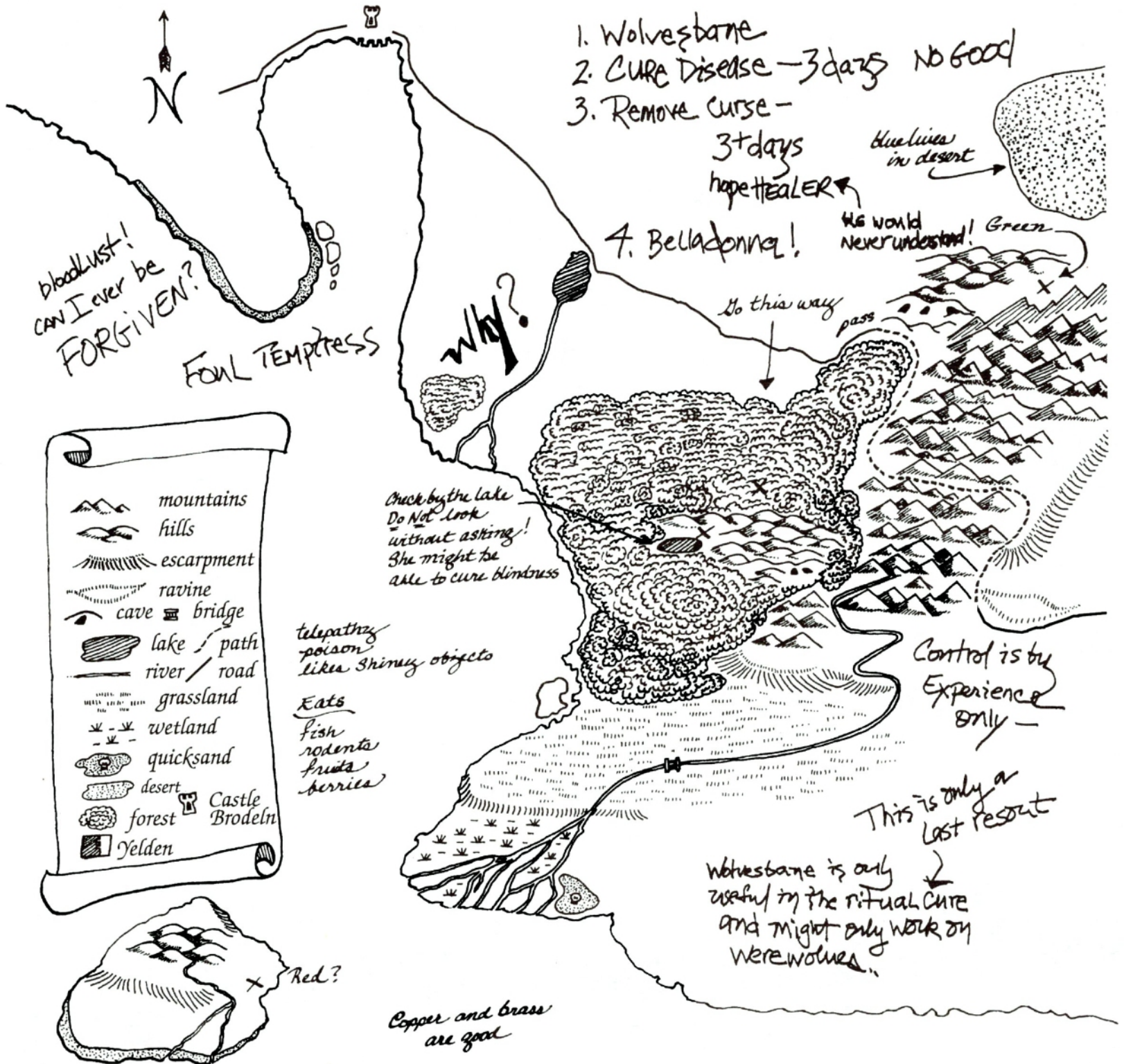
PLAYER AID 2



THE REMOTE PRISON



The Narond Woods





Branon Laenothiril. Level 1 half-elven female ranger, C/G, Age 24, 5' 10", 140 lbs.
S 17, D 14, C 16, I 10, W 14, CH 11. HTK 12, AR 4, THACO 20.

Proficiencies: long sword, dagger, long bow, short sword, reading/writing (Elven), swimming, blind-fighting.

Equipment: chainmail, shield, long sword, long bow, 12 arrows, short sword, dagger, quiver (1 doz cap), cloak, girdle (broad), 2 large pouches, 2 small pouches, boots, gloves, backpack, tinder box, 30' rope, waterskin, large sack, 3 days of rations. Currency: 4 gc, 15 sc, 15 cc.

Special Abilities: 30% resistance to sleep and charm, infravision 60', detect secret doors 2 in 6, hide in shadows 15%, move silently 15%.



Brill Oserd. Level 1 priest of Melnador the Guardian, i.e., a Messenger (Deshackler) of Liberty for the Face of the Free, C/G, human male, Age 24, 5' 11", 185 lbs.

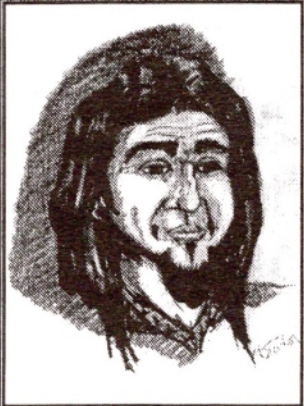
S 13, D 16, C 14, I 10, W 17, CH 14. HTK 8, AR 3, THACO 20.

Proficiencies: long sword, short bow, animal training, animal lore.

Equipment: chainmail, long sword, short bow, 12 arrows, dagger, quiver (1 doz cap), eagle's claw (holy symbol), white robe, belt, 2 large pouches, 2 small pouches, boots, gloves, backpack, tinder box, 1 torch, 50' rope, waterskin, large sack, thieves' picks, 3 days of rations. Currency: 4 gc, 12 sc, 12 cc.

Special Abilities: free action, pick locks 19%.

Spells: *cure light wounds*, *command*, *light*.



Dalfo Degger. Level 1 male halfling fighter, L/G, Age 27, 3' 2", 70 lbs.

S 14, D 16, C 15, I 11, W 11, CH 14. HTK 11, AR 4, THACO 20.

Proficiencies: short sword (specialized: +1 to hit/+2 DMG, 3 AT/2 rounds), short bow, dagger, reading/writing (Halfling and Brandobian), fire building, tracking.

Equipment: studded leather, shield, short bow, 12 arrows, short sword, 2 daggers, quiver (1 doz cap), cloak, girdle (normal), 2 large pouches, 2 small pouches, boots, gloves, backpack, tinder box, 30' rope, waterskin, large sack, 4 days of rations. Currency: 6 gc, 10 sc, 11 cc.

Special Abilities: +4 on saving throws vs. wands, staves, rods, poison and spells, infravision 60', surprise 66% if alone or 90 feet ahead of party.



Oldo Degger. Level 1 male halfling thief, N/G, Age 23, 3', 60 lbs.

S 9, D 18, C 15, I 10, W 7, CH 13. HTK 7, AR 4, THACO 20.

Proficiencies: short sword, dagger, reading/writing (Halfling and Brandobian), modern languages (Brandobian), read lips.

Equipment: leather, short sword, 4 daggers, cloak, girdle (normal), 2 large pouches, 4 small pouches, boots, gloves, backpack, tinder box, 4 tallow candles, thieves' picks and tools, waterskin, 4 days of rations. Currency: 3 gc, 12 sc, 4 cc.

Special Abilities: +4 on saving throws vs. wands, staves, rods, poison and spells, infravision 60', surprise 66% if alone or 90 feet ahead of party.

Thief skills: pick pockets 40%, open locks 35%, find/disarm traps 20%, move silently 35%, hide in shadows 35%, detect noise 15%, climb 50%.



Thaeliaeni Shoantairian (Roughly pronounced: Thay-lih-aynee Show-an-uh-toe-ear-ee-an); you go by the name "Ty" to maintain your human disguise and because non-elves can't properly pronounce your elven name. Level 1/1, N/G, male elven fighter/mage, Age 174, 4' 10", 93 lbs.

S 13, D 16, C 12, I 15, W 12, CH 13. HTK 7, AR 2, THACO 20.

Proficiencies: long sword, long bow, dagger, staff, flail, reading/writing (Elven and Brandobian), modern languages (Halfling and Brandobian), swimming, hunting, land-based riding, disguise.

Equipment: chainmail, shield, long bow, 9 arrows, short sword, 2 daggers, quiver (1 doz cap), cloak, girdle (broad), 2 large pouches, 4 small pouches, boots, gloves, backpack, tinder box, 50' rope, waterskin, large sack, 4 days of rations. Currency: 2 gc, 3 sc.

Special Abilities: 90% resistance to sleep and charm, infravision 60', detect secret doors 2 in 6.

Spellbook: *read magic*, *charm person*, *comprehend languages*, *feather fall*, *jump*.

You originally came from the outskirts of the southern Crondor Woods. You were raised within a small elven community by your unmarried mother until she and several others among your settlement were captured by Pel Brolenese slavers. Your remaining elven siblings helped you find your father, a local woodsman. Under your father's tutelage, you studied to become a ranger. When you were ready to leave his side, you swore to find and free your mother.

You set out to the Village of Yelden to seek companions bold enough to adventure in Pel Brolenon and perhaps even find a guide or someone with knowledge of the slave trade. In your brief travels you have found it useful to hide your elven characteristics from the general populace. You have not had any trouble with racists but you feel that the

less strangers know about you the better, since you have heard rumors about Brandobian bigotry. Once you find some friends you can trust, it will be a relief to let down your guard.

Although you have never been to a large city, you believe them to be filthy places of ill repute. Instead, you have a strong respect for wilderness areas like the one you grew up in. Since you must find adventuring companions, you decided that a large village might meet your needs without being too intolerable.

Patron deities: Darnel, the Great Huntress; Melnador, the Guardian; Belnar, the Bear.

You are from the City of Ospolen, capital of Mendarn. Your years in the city chapter of the Face of the Free have left you jaded and disillusioned with the romance of freeing others. You long for action and adventure on the front line in the battle against the forces of oppression. In order to rekindle the spark of devotion you had known years ago when you joined the priesthood, you decided to travel south towards the Theocracy of the Overlord, Pel Brolenon.

You have traveled to the Village of Yelden, one of the last Mendarn border outposts. Here you wish to make contact with any local members of the Brotherhood of the Broken Chain. If this is not possible, you will find a party of adventurers who share your ideals and wish to join you in assaulting slave traders working within the Pel.

Most of your moral outlook coincides with your church since that is where you spent your time as a boy. However, if there is one trait you learned from your parents, it is respect for the opposite sex. You believe that women should always be treated with the proper degree of high courtesy due a noble lady. If there is one thing that makes you more angry than slavery, it is mistreatment of women. You have gotten in many conflicts over someone's disrespect toward your romantic interest of the moment.

You were born and raised in a small hobbit community in the Dopromond Downs. There, you were the most promising of the young halfling warriors. You were well respected and if you had stayed you would have been in line for sergeant of the guard in just a few years. Two things made you leave. The first is your yearning to see the outside world. The second, and most important, is your little brother Oldo.

Although you love him dearly, he is always getting into trouble. He is constantly pestering either you or, more often, a stranger. Oldo also seems to walk off with other people's belongings a bit too often for your taste. However, you know that he doesn't mean any harm, and when he left the village in search of new horizons, you knew that you had to go with him. After all, without you to protect him, he'd

surely wind up in prison or worse. Probably worse.

You are proud of your heritage, your family, yourself and your little brother Oldo. Anyone who messes with him, will have to answer to you, even if the offender is twice your size. However, you have a strong sense of what is right and you are very honorable. Therefore, you sometimes end up apologizing and dragging Oldo (often literally, by his ear, neck or whatever you can get ahold of before he runs from you) out of whatever embarrassing situation he has gotten you both into.

Favorite sayings: "Put it back, NOW!" "HEY, that's my BROTHER." "I got an idea, let's charge in and teach 'em a thing or two." "I guess you won't be forgettin' the name 'Degger' anytime soon."

Patron deities: none

You were born and raised in a small hobbit community in the Dopromond Downs. There you earned a reputation for mischief and trouble, but you know that it was just your insatiable curiosity. You have good intentions, but you can't control your burning desire to know *everything*. In your village you were often caught eavesdropping or examining the stitches on the inside of someone's money pouch. You never steal, but you sometimes borrow trinkets and such, just to examine them. Usually you remember to return them to the unknowing lender.

You are very proud of your older brother, Dalfo. He was the most promising warrior of your village. However, Dalfo sometimes gets on your nerves because he is too overprotective of you, and frankly, he gets in the way.

Favorite sayings: "I *know* what I'm *doing*." "I meant to do that." "OWW!! I was gonna give it back!"

Patron deities: none

You were born to a wealthy elven family in southern Lendelwood. The Lendelwood elves traditionally disdain the Brandobian race. However, after coming of age, a great curiosity of mankind overcame you. Despite your elder's warnings to the contrary, you resolved to dwell among these humans so that you could study their ways.

Your first contact was disastrous. In the first Eldoran town you entered you were nearly arrested for sedition, just a quarter hour after you arrived! You escaped as the townsfolk hurled rocks at you. You fled south, to Mendarn. Here the humans seem to be far more hospitable, or at least less dangerous. But you're not taking any chances: you always travel incognito, disguised as a female human warrior.

You are a little short on gold right now (inns are expensive), so you are looking for some type of adventuring work that will pay your expenses

and allow you to continue your travels. You would like to travel to the Svimohzish Isle someday, but not until you've seen more of Mendarn.

You prefer to travel alone and are yet to find someone you can trust enough to reveal your true identity. You sometimes have difficulty behaving like a lady and often act in an inappropriate manner (with respect to your disguise). You also have a large libido and have been caught ogling barmaids on more than one occasion. Note: when role-playing, it is important to remember that Ty is a male elf, dressed as a female *human*.

A favorite saying: "Adventurers make strange bedfellows."

Patron deities: Plampern, the Traveler; Darnel, the Great Huntress; Randor, the Watcher.

E) The goblin scouts

This group of **nine Shano-Kyr goblins** (8 with 5 HTK, THACO 20, AR 8, DMG 1-6, and a leader with HD 1, THACO 19, AR 8, DMG 1-6 and HTK 7) are scouts/surveyors/hunters from the new lair in the copper mine (Act III, Scene ii). They are armored only in leather armor. This increases their movement rate to 9". All are armed with short swords, short bows and eight arrows. In addition, they are accompanied by **two wolfhounds** (treat as wild dogs - HD 1+1, HTK 6, THACO 19, DMG 1-4). These dogs can easily be mistaken for wolves (or wargs!) by a novice observer. The patrol will be encountered at night since the light-hating goblins camp during the day.

The goblins will come upon the party's campsite and attack it. They will attempt to launch a volley of arrows before charging in. The GM should check for surprise. If the goblins achieve a surprise attack (or if the party is foolish enough to sleep without posting a watch), read the following:

A rain of arrows rudely awakens your band of adventurers! As you stir from sleep you hear a cry from the woods. A band of goblins and wolves burst into your campsite.

If the goblins fail to gain surprise, or if the players gain surprise, read the following:

You hear a rustling in the woods. It seems that a group of men are approaching. Several voices can be distinguished [if the 'observer' understands goblin, he will hear dimwitted humor]. A dog's bark (or is it a wolf?) is distinctly heard, followed by a harsh voice.

If the party has surprised the goblins, the humanoids will pass by the campsite without noticing the PCs (unless, of course, the players take action). If neither side has surprise, the goblins will spot the camp and begin their assault.

Whichever way the encounter happens, the goblins and their dogs will fight until victory seems impossible (e.g., four of their number have been felled without comparable losses to the adventurers) at which point they will attempt to flee. If captured and pressed, the lesser goblins will reveal some valuable information. They will reveal nothing, though, as long as the leader is alive and in the vicinity. The leader will die silent. [The most important facet governing the encounter is the presence of dwarven or gnomish characters. If these are present, the goblins will never surrender nor bargain if captured!] The goblins know the following:

- They captured a human several days ago. He was subsequently sold to orcish slavers just before they departed on this patrol (See Timeline in Appendix C).
- The exact location of the orcs' campsite.
- The route the orcs most likely took.
- A vague location of the goblin lair (coupled with curses that "you'll get yours" if you go near this place!)

Each goblin has 3-18 sc on his person and a week's worth of surprisingly edible iron rations in addition to the aforementioned equipment.

Random Encounters

As the party travels, the GM should roll for random encounters. The frequency of the checks and the chance of encounter vary by terrain type. The chance of encounter is listed at the top of each table.

Forest Encounters d100 (check 3 times per day at a 20% chance)

- 1-2 **Abandoned cabin** - This crude wooden structure appears untended but sturdy. There are several oak trees in the area and acorns periodically fall on the roof to the surprise of those inside.
- 3-5 **Beehive** - A large teeming beehive droops precariously from a low branch in the party's path.
- 6-7 **Campsite** - This trampled area contains a small spot of scorched soil and charred wood. The embers are still warm.
- 8 **Centaur** - This lone male traveler, Rovinian, will use his superior movement and agility to avoid encounters unless the party contains an elf. If so, he will approach and inquire as to the general conditions in this locale; Rovinian is traveling north and would like to avoid any further encounters with humanoids. He will caution friendly adventurers about roving humanoid brigands (see Mountain Encounters).
- 9-11 **Dogs** - A pack of four hungry dogs cautiously approach while sniffing for the scent of food within the PCs gear. AR 7, HTK 6, THACO 19, DMG 1-4.
- 12-13 **Elves** - This troop of seven sylvan elves are traveling back to the Crondor Woods from a scouting patrol to Pel Brolenon. They will seek to conceal themselves from view unless the party contains elven characters or they are in the company of Pa Brownie. In the latter case, they will cautiously seek to engage the party in conversation since they are eager to gather any information regarding the activities of Pel Brolenon. They will, however, be succinct about their own mission. They are led by a second level fighter named Erenhan.
- 14-15 **Fire beetles** - A faint red glow emanates from a thicket of nearby bushes. If the PCs investigate too closely, they will be attacked by five fire beetles. AR 4, HTK 7, THACO 18, DMG 2-8.
- 16-20 **Giant ants** - A small group of six giant ants scurry within view of the party. One of them drags a dirty old backpack (which contains a gem worth 20 gc). AR 3, HTK 3, 5, 6, 8, 9, 14, THACO 16, DMG 1-6.
- 21-22 **Gnomes** - This group of four gnomes are traveling to Yelden from the Yan Elenon Mountains to purchase supplies. When they spot the PCs, they will attempt to keep a wide path. If spoken to, they will be very short and display suspicion toward the PCs. Their leader is named Grodin.
- 23-24 **Grove of tasty fruit trees** - The trees are at the peak of ripeness.
- 25-29 **Large flock of birds** - The birds become spooked by the PCs and fly about wildly.
- 30-34 **Large Spider** - Unless the PCs are looking upwards, they will be pounced upon by two large poisonous spiders from their web in the trees above. The webs contain the remains of former victims with 24 cc, 18 sc, 12 ec, 8 gc and 6 pc. AR 8, HTK 3, 7, THACO 19, DMG 1 + poison (DMG 15/0).

- 35 **Ma and Pa Brownie** - See previously described Planned Encounter if the PCs have not met Pa Brownie yet. Otherwise, Pa appears to the party just to check on them.
- 36-37 **Natural spring** - Clean cool water gently issues forth from a small rock formation forming a small pool and stream.
- 38-62 **Normal benevolent animal(s)**- deer, geese, rabbits, squirrel, raccoon, fox, etc.
- 63-65 **Ogre** - A lone behemoth wanders aimlessly, apparently lost. When he spots the PCs, he advances threateningly raising a crude club in one hand while holding an outstretched palm forward (looking for money or food). AR 5, HTK 17, THACO 17, DMG 1-10.
- 66-68 **Patch of pretty wild flowers** - Ma Brownie will like these.
- 69 **Pegasus** - A brilliantly white winged horse descends through a clearing in the sparse trees landing just 30 yards from the PCs. It stares inquisitively for a few moments and bolts off into the air just as suddenly as it arrived.
- 70 **Pixie** - A six foot tall, muscle-bound pixie (polymorphed) approaches the PCs. He is from the Crondor Woods and wants to join the Rascal Gang. He will aggressively question the PCs about whether they have seen any fairies around. AR 5, HTK 1, THACO 20, DMG 1-6, see Rascal Gang for special powers.
- 71 **Rascal Gang** - See previous description in Planned Encounters - The PCs come upon the entire Rascal Gang surrounding and in the process of bullying two disheveled and frightened humans. A leprechaun (McCollin) is punching one of the men while they are being held by several pixies. When the gang discovers that they are being watched, they will all look to McCollin for guidance. With a wave of his hand he commands them to disperse and they disappear into the woods.
- 72-74 **Skunk** - The party has stumbled upon a skunk. If it is surprised or threatened, it will spray the characters. The characters so affected will, in addition to reeking horribly until such a time as they can bathe, forfeit any hope of surprising any creatures with olfactory senses. AR 8, HTK 1, THACO 20, DMG 1 + musk.
- 75-79 **Snake** - One of the PCs steps on a well camouflaged poisonous snake. The snake lashes out with a bite before attempting to slither away. AR 6, HTK 8, THACO 19, DMG 1 + poison (3-12/0 DMG).
- 80-81 **Spooky carcass** - A large buck carcass lies mauled and rotting. It must have been a skilled predator to take this one down.
- 82-85 **Sprites** - This posse of ten diminutive fairy lawmen will appear to the party seemingly out of thin air. Their leader, Sedgewick, will immediately question the PCs regarding any information on the Rascal Gang.
- 86 **Stirges** - Three of these pointy-beaked blood suckers will swoop down upon the PCs from the dense branches above. AR 8, HTK 4, 6, 8, THACO 18, DMG 1-3, drain blood DMG 1-4.
- 87 **Theilia the Nymph** - See previous description in Planned Encounters. Theilia will be following the party in the form of a bird by using her druidic ability to shapechange. She will then appear to the players in Nymph form to inquire why the players are traveling in the forest.
- 88 **Treant(illusion)/Leprechaun** - This lone member of the Rascal Gang will stop the players with an illusion of a large tree in their path. The tree will appear to transform with a knot of wood becoming a human face and branches becoming arms. Just after it places an arm out and shouts "Halt!", the leprechaun will appear and pilfer something from a PC. He then dashes away laughing. AR 8, HTK 3, THACO 20, DMG 1, see Rascal Gang for special powers.
- 89-99 **Woodsmen** - Two dim-witted human brothers named Prelo and Murd are out bow hunting. They will generally be friendly towards the PCs and can offer the following information:
- The location of the goblin lair
 - The PCs should seek the wisdom of "Thella the Nif" for other questions.
- AR 8, HTK 3, 6, THACO 20, DMG 1-6.
- 00 **Xan the Pseudo-dragon** - See previously described Planned Encounter if the PCs have not met Xan yet. Otherwise, Xan appears to the party just to check up on their progress.
- Plains Encounters d100 (check 3 times per day at a 10% chance)
- 1-7 **Brolenese troops** - This group of ten men-at-arms are outfitted with studded leather armor, small shields and scimitars (AR 6, HTK 2, 3, 3, 4, 5, 5, 5, 6, 6, 7, THACO 20, DMG 1-8). The leader is a first level fighter clad in chainmail (AR 5, HTK 9, THACO 20, DMG 1-8). Their mission is to raid Mendarn and capture as many citizens as possible.
- 8-9 **Brolenese troops** - This group of ten men-at-arms are outfitted with studded leather armor, small shields and scimitars (AR 6, HTK 2, 3, 3, 4, 5, 5, 5, 6, 6, 7, THACO 20, DMG 1-8). They are led by a Disciple of the New Order, priest of the Overlord. She is clad in plain white robes (AR 10, HTK 8, THACO 20, DMG 2-7). Their mission is to raid Mendarn and capture as many citizens as possible.
- 10 **Coyote** - A mated pair of coyotes will trail the PCs in search of food. AR 7, HTK 3, 4, THACO 20, DMG 1-4.
- 11-12 **Fire beetles** - See Forest Encounter.
- 13 **Ghoul** - Encountered only at night, this lone ghoul savagely attacks the PCs. It wears a gold necklace worth 25 gc. AR 6, HTK 9, THACO 19, DMG 1-3/1-3/1-6 + paralysis.
- 14 **Giant ants** - See Forest Encounter.
- 15-16 **Giant centipedes** - Five of these creepy crawlers will attack the PCs. AR 9, HTK 1, 1, 1, 2, 2, THACO 20, DMG poison (3-12/0).
- 17-21 **Grove of tasty berry bushes** - The berries are at the peak of ripeness.
- 22-41 **Herd animals** - cattle, antelope, sheep, deer.
- 42-43 **Horses** - This pack of ten wild horses will calmly stray near the PCs unless startled by noise or sudden movements.
- 44 **Jackal** - This timid pack of six scavengers will trail the PCs in search of food. AR 7, HTK 1, 2, 2, 3, 4, 4, THACO 20, DMG 1-2.
- 45-57 **Mendarn troops** - This group of ten men-at-arms are outfitted with ringmail, small shields, and long swords (AR 6, HTK 1, 2, 3, 3, 5, 5, 5, 5, 6, 7, THACO 20, DMG 1-8). The leader is a mounted first level fighter in chainmail (AR 5, HTK 9, THACO 20, DMG 1-8). Their mission is to destroy

the Brolenon raiders roaming the area.

58-59 **Merchant** - This lone Mendarn man leads a mule burdened with various arms. He is lost and trying to find Yelden so that he can sell his goods. He has two silver weapons (short sword and mace) that he will gladly sell to the PCs for five times the price of a normal weapon. He wears chainmail and knows how to use a long sword. AR 5, HTK 3, THACO 20, DMG 1-8.

60-64 **Natural spring** - See Forest Encounter.

65 **Patch of pretty wildflowers** - See Forest Encounter.

66-75 **Rats** - The PCs stumble upon 24 rats feeding on a carcass. AR 7, HTK 16 x 1, 8 x 2, THACO 20, DMG 1.

76-80 **Shepherd** - This lone frightened man will attempt to steer his flock of sheep clear of the PCs as soon as he notices them. AR 10, HTK 1.

81-85 **Snake** - See Forest Encounter.

86-90 **Spider** - This huge poisonous spider is concealed in a small hole under a well-camouflaged thicket of branches. It leaps out to attack the PCs with a 5 in 6 chance of surprise. The hole contains the remains of some victims with a small gem (20 gc) 24 cc, 9 sc and 1 ec. AR 6, HTK 11, THACO 19, DMG 1-6 + poison (DMG 15/0)

91-96 **Spooky carcass** - See Forest Encounter.

97 **Weasels** - Eight of these frisky critters will scurry around the PCs as they sniff for food. AR 4, HTK 1, 1, 1, 2, 2, 2, 2, 3, THACO 20, DMG 1-2.

98 **Wild Boar** - This hungry pig-like creature will attack the PCs. AR 7, HTK 16, THACO 17, DMG 3-12.

99-00 **Wolves** - This small but hungry pack of four wolves will follow the PCs waiting for an opportunity to attack. AR 7, HTK 7, 10, 12, 12, THACO 19, DMG 2-5.

Mountain and Hill Encounters d100 (check 3 times per day at a 10% chance)

1-2 **Bats** - Encountered at night only, the bats become spooked by the PCs and fly about wildly.

3-7 **Black Bear** - This chubby bear rests near a small creek. It just stuffed itself on fish. The bear will not bother the PCs unless they approach threateningly. AR 7, HTK 17, THACO 17, DMG 1-3/1-3/1-6.

8-13 **Brigands** - This group of three fighters and four rogues of first level are camping out in the mountains. They try to use surprise and intimidation to rob vulnerable travelers in the area. The rogues all wear leather and use missile weapons (AR 8, HTK 3, 4, 4, 6, THACO 20, DMG 1-4, 1-6). The fighters (clad in chainmail, ringmail and banded mail) will rush up to PCs to demand valuables (AR 5, 7, 4, HTK 7, 8, 9, THACO 20, DMG 1-8, 2-7, 2-8). The group's treasure consists of 49 gc, 22 ec, 190 sc, and 330 cc in addition to standard adventuring/camping equipment.

14-18 **Campsite** - See description in Forest Encounters.

19-22 **Dogs** - See Forest Encounters.

23-24 **Fire beetles** - See Forest Encounters.

25-29 **Giant ants** - See Forest Encounters.

30-32 **Giant centipedes** - See Plains Encounters.

33-37 **Goblins** - This group of seven Shano-Kyr goblins is traveling to the Narond Forest to find the new outpost. They will attempt to avoid the PCs if possible but will fight if neces-

sary. They have AR 8 and fight with short swords (HTK 2, 3, 4, 4, 4, 5, 5, THACO 20, DMG 1-6). They also control a **worg**, AR 6, HTK 20, THACO 19, DMG 2-8. Their treasure consists of 3-18 sc each, plus the leader has a small gem (10 gc value).

38-41 **Herd animals** - sheep, goats.

42-54 **Mendarn troops** - See Plains Encounter.

55-56 **Mountain lion** - This large predator cautiously studies the PCs from a distance. Although it is hunting, it will not attack unless the group consists of three or less. AR 6, HTK 19, THACO 17, DMG 1-3/1-3/1-6, rake DMG 1-4/1-4 if both forepaws hit.

57-60 **Natural spring** - See Forest Encounter.

61-66 **Ogre** - See Forest Encounter.

67-74 **Orcs** - A band of five orcs from the Severed Leg tribe will attack the PCs upon sighting them. They are aware of the acquisition of the slave Cardor by their fellow tribesmen and might release his location if forced. They use long swords. Their treasure consists of 13 gc, 25 ec, 63 sc and 59 cc. AR 6, HTK 2, 4, 5, 6, 8, THACO 20, DMG 1-8.

75-78 **Patch of pretty wildflowers** - See description in Forest Encounters.

79 **Scorpion** - One of the PCs steps too near to a scorpion. It strikes with its tail before attempting to scurry away. AR 6, HTK 2, THACO 20, DMG 1 + poison (slow movement by 50% for 1 day, 1% chance of incapacitation for 2 days).

80-83 **Snake** - See Forest Encounter.

84-85 **Spider** - This huge poisonous spider is naturally concealed by blending into its rocky surroundings. It leaps out to attack the PCs with a 5 in 6 chance of surprise. AR 6, HTK 11, THACO 19, DMG 1-6 + poison (DMG 15/0).

86-94 **Spooky carcass** - A large goat carcass lies mauled and rotting.

95-98 **Wild boar** - See Plains Encounter.

99-00 **Wolves** - See Forest Encounter.

Scene ii: The Shano-kyr Goblins

About a year ago, scouts from the Shano-Kyr clan of goblins came upon the abandoned copper mine. Upon investigation, they determined that the basis for a secure lair existed and that the area was free of serious threats while providing ample food. After much debate, a colonization party was sent forth. They numbered 57 males, all of whom were competent soldiers and miners. They brought with them a train of mules bearing equipment as well as a dozen sturdy wolfhounds. (The tribe's dire wolves were needed for defending themselves in the treacherous mountains.)

General note: All natural passageways are supported by timbers spaced at roughly 10' intervals. The goblins constructed sections 19 - 24 well enough so they do not require these supports.

1) **Entrance.** The goblins have concealed their lair entrance behind some shrubs. However, if a ranger or other individual with tracking skills searches around the area, she will automatically find tracks leading to this entrance.

Pushing aside the shrubs, you see a cave mouth only 5' high and 4' wide.

If the players proceed, then continue:

The opening leads to a cave some 30' wide and 25' deep with a narrow tunnel visible in the rearmost portion. The ceiling is quite low, only 10' in the center and sloping to a mere 4' near the walls.

Although the ground is barren, a quick glance at the ceiling will reveal the smoky residue from a campfire.

2) Bear!

After about 40 feet the passage widens to a small cave about 10' wide. Your torchlight illuminates a large, and fortunately, slumbering bear. Beneath its head lies what appears to be a human leg!

DISPLAY ILLUSTRATION 12 NOW. The bear is dead. The goblins placed it here post-mortem in an attempt to frighten off any curious neighbors. The stench of decay is unmistakable within 5' of the corpse. Closer investigation will reveal that the bear has numerous lacerations on its underside and hind legs. The leg is that of a human male. It has been severed at the upper thigh by some sort of cleaving instrument. The leg has no identifying marks that could identify its former owner.

3) Bored guards. If the players manage to sneak up without a light source, read:

Some 35 feet northwest of the bear, the tunnel once again opens into a cave. This 15' long cavern is only 9' wide at the southern entrance but widens to 13' at the north end. Tunnels lead northwest and northeast from the far side. Four goblins stand by the north wall with their backs to you. They appear to be spitting at something moving along the wall.

DISPLAY ILLUSTRATION 13 NOW. If the PCs remain unnoticed, they will see the goblins continue in their sport (trying to hit a rather large beetle). After three rounds, one of them will suddenly cry out in triumph, snatch the insect and eat it! The distraction gone, the goblins will return to their languid watch.

If the players advance with a light source, read:

Some 35' northwest of the bear, the tunnel once again opens into a cave. Your light source alerts four goblin guards to your presence. You see one break for a passageway leading northwest while the others assume a defensive position across the mouth of that corridor.

Once alerted, the three guards will do everything in their power to detain the party while the fourth runs to alert the others. The goblin guards will be able to maintain their position and bar intruders if rushed by only one or two humans or dwarves. They will stand firm against up to three elves, gnomes, or halflings. If the three guards hold their position for one round, the fourth goblin will succeed in alerting the guards in area 4. They are armed with short spears. **Four goblins:** AR 6, THACO 20, HTK 5, 4, 3,

3 DMG 1-6, treasure: 3-18 sc, 3-24 cc each, 15 XP each.

4) Second guard room. It will be nearly impossible to avoid alerting these guards if combat has taken place in Area 3; the two wolf-dogs will be barking feverishly. Nevertheless, unless warned in person by a guard from Area 3, these guards will not take immediate action. Instead, two rounds after the dogs begin barking, they will send one of their number to investigate. If the investigator does not return, within three rounds, they will alert the complex.

If intruders enter the this area, one guard will flee to the day room (Area 8) and alert the guards there. However, he will be delayed for two rounds while clearing the rocks away from the concealed door. If all five guards are fully and immediately engaged, no goblins will flee and the concealed door will remain hidden behind a pile of rocks. These goblins are armed with crudely made short swords. **Five goblins:** 4 with AR 6, THACO 20, HTK 4, DMG 1-6, 15 XP each and **one sergeant** with AR 6, THACO 20, HTK 7, DMG 1-6, 20XP, **two dogs** AR 6, HTK 6, 5, THACO 19, DMG 1-6, 20 XP each.

A makeshift table sits in the middle of this chamber around which several tree stumps rest, presumably serving as chairs. On the table are half a dozen mugs and two wooden pails, while a larger bucket rests on the ground.

The pails contain raw fish and large, dead insects, respectively. The bucket is full of potable water.

5) New tunnel. This narrow passageway was added by the goblins as evidenced by the recent tool marks. A human in armor will have a difficult time squeezing through.

6) Garbage dump. A pungent odor is noticeable 20' prior to reaching this chamber.

This dank cavern slopes gently downward from the entrance. There is standing water in the northeast corner. The eastern portion is piled high with trash, judging from the stench, the pile apparently includes bodily waste. You can see insects crawling through the fetid piles of goblinoid waste.

Anyone rummaging through the garbage has a 10% chance of contracting a disease. Drinking the water will certainly cause the foolish individual to contract cholera. There is nothing of interest here.

7) Unstable ceiling.

This 12' wide by 20' long, rock strewn chamber appears to be unoccupied.

The ceiling of this cave is unstable and prodding it will cause a benign but frightening shower of dirt and pebbles from overhead. A door in the northeast corner is concealed behind a pile of rocks.

8) Off-duty guardroom. The complex's 16 off-duty guards live in this large cavern. **Guards:** HTK 7 (sergeant, 20 XP), 6, 6, 5, 5, 5, 4, 4, 4, 4, 3, 3, 3, 2, 2, (15 XP each), THACO 20 each,

DMG 1-6, AR 6 - 10 (depending on time to prepare). Unless alerted by others, five are gambling, while eight sleep and three eat a meal. If the party enters and these goblins are not alerted, read:

Well over a dozen goblins are in this cave. Many are sleeping on cots, a few are eating at tables and some others are talking. Wooden pegs in the walls hold scalemail, shields and short swords.

If they have been warned of invaders by their fellow goblins, it will take them eight rounds to equip themselves. If encountered before the eight rounds have elapsed, they will be fully armed, but only partially armored (varying from AR 7 to AR 10).

If these guards hear suspicious noises, but are not alerted by goblins, a party of four will grab only their short swords and go to investigate (AR 10). If this group encounters armed adventurers, two (HTK 5, 3) will attempt to hold their ground. The other two (HTK 4, 2) will run back to warn their brethren, while shouting loudly. This will certainly succeed in alerting Area 8. The remaining goblins at Area 8 will, in turn, alert the rest of the complex.

Those goblins remaining in Area 8 will attempt to conceal themselves in the southeast alcove while donning their armor. If the party enters in this situation, read:

Two tables and several straw cots are scattered about this large, empty cave. There are wooden pegs lining the walls. One holds a battered shield.

When the party enters the room, the goblins will scramble from the alcove and make a frenzied attack aimed primarily at the tail end of the party. They will continue to fight until half of their number have been slain, at which point they will attempt a fighting withdrawal to the Great Hall (Area 13).

Two tables and several straw cots are scattered about this large cave. The southeast alcove contains a well balanced table upon which are a pair of bone dice and a pile of coins.

The table has 22 cc and 4 sc. There is a 10 gc gem hidden in one of the sleeping pallets.

9) Prison guard.

Three goblins sit around a crude wooden table along the eastern wall. Along the western wall are two large wooden barrels and some bowls. There is a passageway to southwest. The goblins are engaged in a rather animated discussion. You notice that one of the goblins has two large keys hanging about his neck from a cord.

If the players observe for a round, read:

Suddenly, one of the goblins jumps to his feet and hurls a wooden cup at the goblin seated opposite him. The cup bounces awkwardly off its target goblin, who then springs across the table and tackles the cup thrower. The goblin with the keys around his neck is attempting to break up the scuffle.

These **goblins** (HTK 5, 4, 3, AR 6, THACO 20, 15 XP each, treasure: 9, 6, 4 sc) are rather oblivious to any ruckus elsewhere in the lair and consequently will not have been alerted. They are lazy and angry at being put on such boring duty, especially since there are currently no prisoners. If captured, the goblins will, under appropriate questioning, state that they were holding a human captive here several days ago, until he was sold to some orcs.

The goblin's keys fit the padlock on the door to Area 10. There is a crude wooden table and three chairs along the eastern wall. Along the western wall are two large barrels and a dozen wooden bowls. One of the barrels holds water, the other contains rice.

10) Jail cell.

The passageway ends abruptly in a masonry wall. Inset in the wall is a sturdy oak door. The door is padlocked and barred.

The wall and door create a crude, but effective jail cell of the cul-de-sac to the south. The cell is approximately 15' in diameter. Investigation reveals no current occupants, but someone was held captive here quite recently as the bodily waste in the southwestern corner is only a few days old.

11) Sealed wall.

The northwestern spur of this corridor has been sealed with a masonry wall constructed about eight feet away from the intersection.

It is well built and short of inflicting four points of structural damage, impassable.

12) Store room.

This small cavern is slightly elevated compared to the rest of the lair. Numerous barrels and sacks are scattered about.

The barrels contain thoroughly disgusting salted meats, edible but stale cereal meal, and a large bag of rock salt. Two dressed deer carcasses hang from the east wall.

13) The Great Hall. The goblins will surely be alerted when the players reach this area. Therefore, the goblins and dogs from area 14 will be in this room, behind the tables (-4 AR). Additionally, two goblins that were cleaning the store room (Area 12) are here as well (**two goblins**: HTK: 4, 3, AR 8, DMG 1-6, THACO 20, 15 XP each, treasure: 8 sc and 12 cc, 11 sc and 14 cc).

As you head down the corridor, you enter a large cavern fully 40' in height and over 35' long. The air is smoky and stings your eyes. Tribal standards hang from the walls. Near the center of the room, tables have been overturned to provide cover for the archers that begin to fire upon you. A jumble of chairs and miscellaneous servingware forms a barrier between the entrance and the overturned tables.

DISPLAY ILLUSTRATION 14 AT AN APPROPRIATE TIME DURING THE BATTLE. This cavern, the largest in the

complex, serves as the Great Hall. Several long tables with stools and benches are usually neatly arranged. Since the mine is under assault, the seating has been hastily scattered throughout the southern portion of the cave, and the tables have been turned into makeshift parapets. This jumble of chairs and miscellaneous servingware forms a barrier that will take two rounds to traverse safely before reaching the tables. Players who attempt to run straight to the tables must make a saving throw and attempt to roll under half of their dexterity. Failure indicates the character has fallen. The adventurer sustains no damage, but will take one round to regain his feet. During that round the character loses all shield and dexterity bonuses. The goblins will concentrate fire on fallen adventurers.

If the goblins are engaged hand to hand, they will fight until half of their number have been killed before falling back to Area 20. During the melee, the goblins will attempt to set fire to the area by throwing burning logs into the middle of the fray. If they are allowed to do this for three rounds, the furniture will catch fire. There is little risk of sustaining burn damage, but within five rounds the hall will become so filled with smoke that anyone remaining in the cave will sustain 1 HTK/round from smoke inhalation. Covering one's mouth with a wet rag will, however, allow a character to cross the room unharmed.

A stone hearth is located in the recess in the northeast wall. A fissure in the ceiling provides some, but hardly sufficient, ventilation. A large vat of rat stew is boiling over.

14) Sleeping area. A large woolen blanket shrouds the entrance to this cave. Fourteen goblins and two dogs (**goblins**: HTK: 6, 6, 5, 5, 5, 4, 4, 4, 4, 4, 3, 3, 2, 1, THACO 20, 15 XP each, AR 8 (leather armor), armed with spears and light crossbows, DMG 1-6 or 1-4, **one sergeant** HTK 6, THACO 20, 20 XP, AR 7 (leather and shield), short sword DMG 1-6; **dogs** HTK 6, 6, AR 6, DMG 1-6, THACO 19, 20 XP each) normally sleep here, but they will awaken due to any noise from Areas 11 or 13, or if the alarm is raised. Their first reaction will be to race for the armory in Area 15, grab whatever they can and then proceed to the Great Hall. Therefore, this room will most likely be vacated by the time the party enters.

This empty cave appears to be a common sleeping area for the goblins. There are straw mattresses scattered about the cave along with some tattered goblin clothing. There are three wooden tables near the south wall.

The party will find nothing of value in this cave, but each goblin carries 2-12 sc and 3-18 cc. The sergeant also carries 2 gc and 3 ec.

15) Armory.

The large cache of arms and armor suggest that this cavern serves as the armory, albeit a poorly organized one. Bits of armor, weapons and mining equipment lay piled and strewn haphazardly about the area.

Investigation will reveal several items of obvious non-goblin

manufacture, if for no other reason than they are totally oversized. A list of what can be found follows:

25 sets size S leather armor (11 if the goblins from Area 14 have been here)
 30 wooden shields
 20 light crossbows and 300 quarrels (7/170 if the goblins from Area 14 have been here)
 70 spears (57 if the goblins from Area 14 have been here)
 3 sets size M studded leather (two are rather bloody)
 1 set size M banded mail, good condition
 2 long swords
 8 short swords
 4 short bows and 100 arrows
 5 picks
 12 shovels
 3 wheelbarrows
 6 buckets
 13 old sacks
 a large stack of masonry bricks
 a wooden door
 9 hinges (one is badly bent)
 a small barrel filled with metal nails and a hammer
 a large barrel of wooden nails
 12 rusty iron spikes
 a broken sledge hammer
 14 torches
 small barrel of pitch
 a pile of sawdust
 a tree stump
 2 logs
 a bundle of sticks
 a large saw
 two chains
 a small piece of canvas
 two coils of 30' rope
 a whetstone
 metal shavings
 a broken chair

16) Dead end.

The passageway extends for only 10 feet before it ends in a pile of boulders and rubble.

The goblins purposely blocked this passageway. Past the rubble, the tunnel continues another 300 feet and ends at a 20 foot wide vertical shaft. The shaft descends some 200 feet and empties over an underground lake and river. The goblins decided to block the hallway after two expedition parties never returned. They simply have not had the time to properly seal this area with a brick wall. It was never determined whether the expeditions failed as a result of sloppy spelunking or fell victim to an unknown menace. The mine corridors beyond Area 16 are left to the GM to develop as desired.

17) Riding equipment. Routed goblins will set this area ablaze as they retreat to Area 20. This room and the corridors up to 60'

away will become saturated with heavy smoke (see Area 13 for details and effects of the smoke). If the room is not on fire, read the following description:

This room is unusual in that it has been partially finished. From the walls hang accessories used for some sort of small mounts. You see saddles, bridles, reins, bits, harnesses and other tackle. Straw is piled in the northeast corner. Two corridors lead from this room, one to the east and one to the south. Strangely, the one to the east has been widened and chiseled smooth.

A pair of young [non-combatant] goblin **grooms** lie hiding in straw piles in the northeast corner. HTK 1 each, AR 10, 0 XP

18) Barn. If Area 17 is set ablaze, the mules and ponies will be killed by smoke inhalation unless rescued within a turn by the adventuring party.

A low wooden gate blocks access to this cavern. Oddly, the strong odor of a barn wafts out.

The gate is easily moved to reveal a hay strewn chamber approximately 20' in diameter. Huddled in the far (southeastern) corner are two ponies and ten mules. A trough along the west wall contains horse meal. A trough along the east wall contains water.

19) Locked door.

25 feet of finished dungeon corridor lead to a reinforced wooden door. The door seems to be barred from the opposite side as no lock mechanism is present to explain its closure.

To gain access, the PCs must break the door down.

20) Elite guard. In case of a total rout of the lair, this will be the area that any survivors retreat to (after setting fire to Area 17). In this case, the table from Area 21 will be placed in front of the southern door. Two to four archers, depending on the number of survivors, will wait behind this cover (-4 to AR) along with the wolves. In this case read:

As you burst through the door you are confronted by a hail of arrows. The archers are using an overturned table for cover.

If the lair has not yet been routed read:

As you burst through the door you are confronted by two well armed goblins and a pair of vicious wolves.

The two elite **goblin guards** (HTK 7, 6, THACO 19, AR 6, DMG 1-6 (+1 damage with spears due to special training), THACO 20, 40 XP each) wear scalemail and shield and wield spears and short bows. The 'wolves' are actually wild dogs (HTK 6, 5, AR 6, DMG 2-5, THACO 19) that have enough wolf blood in them to be mistaken for the real thing by an observer not familiar with wolves.

Area 20 is the quarters of the elite guards. Their personal effects contain 33 cc, 3 ec, 18 sc, 4 gc, and a 10 gc gem.

21) Meeting room.

This lengthy room's prominent feature is a long wooden table in the center of the room. The west wall is covered with charcoal scrawling.

The charcoal markings are meeting notes. They are written in goblin and vaguely discuss sealing-off Area 16 and plans for expanding the lair in other directions.

22) Leader's room. The leader is a burly fellow (for a goblin) who is disciplined, clever and even lettered, but by no means a contemplative intellectual. **Leader:** HD 1+1, HTK 9, THACO 19, AR 4 (dwarven-sized chain and shield), DMG 1-6+2 (mace and strength bonus) 45 XP; **pet wolf:** THACO 19, HTK 14, AR 6, 65 XP, DMG 2-5. Though certainly brave enough to fight to the death, the goblin commander is aware that his orders include relaying progress on the settlement and that its destruction by adventurers must be relayed immediately to his chief. Thus, if the lair has been invaded by the party and, in the leader's opinion, soundly defeated, he will have grabbed one of his bodyguards (from Area 20) and slunk off through the back escape route (Area 24). The lieutenant (Area 23) will be left in charge under these circumstances.

This large austere chamber contains a crude bed, nightstand and desk. A mangy deer hide covers the floor near the bed.

The 'desk' contains some correspondence with the home lair in the Yan Elenon Mountains. The door to the east has a peep hole in it.

23) Lieutenant's room. The **lieutenant** will attack all comers. THACO 20, HTK 8, AR 5, d 1-6+1 (mace). He has a small pouch filled with 3 gc and 28 cc.

This spartan chamber measures roughly 10' by 10'. The only furniture is a straw bed and a stone slab, presumably serving as a desk.

24) Treasure chamber.

This plain 10' x 10' room holds a wooden chest against the east wall. Hanging from hooks in the east wall are three sets of full traveling gear.

TRAP: A couple of pieces of string run across the southern portion of the room and attach to a bunch of cow bells (as a warning device should someone attempt to sneak up on the leader from Area 7). Beyond this trap, a newly hewn 3' wide passageway runs about 70' to a concealed door in Area 7.

In the northeast corner of this room is the accumulated booty of the outpost. The travel gear includes neutral colored overgarments, backpacks full of iron rations and water, and sundry survival equipment. In one backpack, buried under the rations is a crumpled piece of parchment. It is actually a magic scroll with the following spells: *wall of fog*, *comprehend languages*, *affect normal fires* and *improved phantasmal force*. The wooden chest is locked. It holds 689 cc, 376 sc, 48 gc and a *potion of healing*. The leader has the key.

Scene iii: *The Slavers*

This is a complex encounter. GMs should read it carefully several times before play. The flowchart provided in Appendix F will assist the GM during the battle..

If the party blunders down the road without a scout, they have a 4 in 6 chance of being spotted (by the orcs and slavers) at the same time that they first see the orcs and slavers. If the players are not seen and they try to sneak up for a closer look but do not circle behind the hills, they will have a 2 in 6 chance/round (cumulative) of being discovered. Thus, unless the party either sends a scout or climbs the hill, they will be noticed by the slavers and/or orcs. If the PCs are seen, the battle will break out as described below. If the players or scout sneak up one of the hills unnoticed, they will gain automatic surprise on the first round of combat, if they choose to engage. In the event a players or scout climbs the hill to observe, read:

As you make your way to the top of the rise, almost two dozen armored figures become visible below. They are clearly divided into two groups. The members of the larger group wear tattered yellow tunics and stand in mob formation. One carries a yellow banner emblazoned with what looks like a severed leg. Two others carry pikes with actual legs pierced atop them. Also among this group is something larger. It has broad shoulders and stands almost a yard taller than the others.

The smaller group is mostly comprised of soldiers, slaves and mysterious robed figures. Their standard depicts red and black stripes emanating from a mailed fist. There are two human slaves in shackles, two man-sized figures in white robes, one in a brown robe and one chubby richly-dressed human. Behind them are several horses and a large squarish carriage with bars on the windows.

DISPLAY ILLUSTRATION 15 NOW.

If the scout (or party) continues to observe, read:

You can tell that the richly-dressed man is talking to one of the men from the other group. Both sides seem nervous, as if they expect some danger from the other side. You can now make out what appears to be a human prisoner or slave among the yellow-clad group.

If the players are watching from the road, they will automatically be spotted at this time.

If the players attack (whether they are spotted or not), both the slavers and the orcs will assume that the players were hired by the other, and will attack both the PCs and each other. The orcs will flee if their numbers are reduced to five or less. The orcs will also flee if the ogre is slain or turns against them and seven or fewer orcs remain. The slavers will attempt to flee only if Aldrel (see below) orders retreat or appears to be slain.

If the scout (or party) continues to observe, read:

Without warning, weapons unsheath and the two sides engage in deadly combat. The portly human is the first to be dispatched.

If the scout (or party) watches the battle, read:

It becomes obvious that the yellow-clad troops are humanoid, as is the larger creature. The robed humans wield whips and scourges, while the men-at-arms wield sword and shield. The one in the brown robe obviously commands the red and black side.

Pause five seconds to allow the players to react, if they take no action that will affect the battle continue:

The humanoids' rabid assault gives them the upper hand; the humans are forced to give ground.

Pause ten seconds to allow the players to react, if they take no action that will affect the battle continue:

The humans' discipline begins to pay off as they fall back into a semi-circle in front of the robed figures.

Pause ten seconds to allow the players to react, if they take no action that will affect the battle continue:

The slaves also enter the fray on the humans' behalf. This seems to even the struggle.

Pause ten seconds to allow the players to react, if they take no action that will affect the battle continue:

The battle rages evenly for a short time, until the robed figures begin to wave their hands and chant. Shortly thereafter, you notice several of the humanoids, including the largest, turn on their allies.

Pause ten seconds to allow the players to react, if they take no action that will affect the battle continue reading with the next boxed section, below. If the players intervene and attack while the battle is in progress, each side will, as before, assume that the players were hired by the other. Therefore, each side will dispatch a portion of their troops to defend against this new threat. However, if either five orcs or the ogre have been slain, they will need to check morale or flee in the face of this new threat. The slavers will flee only if the Warden (Aldrel) orders retreat or appears to be slain. If after three rounds of combat the party is still engaged against both the slavers and the orcs, the slavers and orcs will temporarily put aside their differences and jointly attack the party.

After a moment or two, the remaining orcs flee. The man in brown begins to chant loudly, and a white-robed woman shouts after them: "Fools! The will of Velmn the Overlord cannot be denied!" Two of the fleeing orcs stop dead in their tracks, seemingly frozen in place.

Pause ten seconds to allow the players to react, if they take no action that will affect the battle continue:

At the end of the battle, six men-at-arms, the large humanoid, now allied with the humans, one slave, and the robed men still stand. The man in brown robes barks orders to the others, who instantly obey. The survivors busily search the fallen and load the incapacitated foes, as well as the humanoids' former prisoner, into the coach. When finished, the humans mount up and begin to travel down the road to the east.

Bracketed text {} indicates status after orc-slaver battle, e.g. dead, used, a new HTK total, etc.

The Orcs

1 Orcish sub-chief: HD 1+1, HTK 9, THACO 19, AR 4 (Chain + shield), DMG 1-8+1 (long sword + strength) 35 XP; 5 gc, 6 ec, 14 sc.

13 Orcs: AR 6, HD 1, HTK 8, 7, 7, 7, 6, 6, 5, 4, 4, 3, 3, 3, 2, THACO 19, DMG 1-8 (long sword - the pikes are only for show) 2-8 ec each, 20 XP each.

1 Ogre: AR 4, HD 4+1, HTK 20 {8}, THACO 17, DMG 1-10 (fist), 22 gc, 175 XP.

Prince Cardor, (See Appendix E for statistics and personality). Prince Cardor has a 40% chance of shape-changing due to the stress of the battle raging around him. If he sees his son, Mordeln, the chance of an involuntary shapeshift increases to 65%. If Cardor changes to were-form, he will break free of his bonds in one round and then attack orcs and slavers indiscriminately. He might also accidentally attack the players in his fury. Cardor will then flee into the woods. Three turns after his change, Cardor will shift back to man form and return.

If the party wins but Cardor did not shape change, they will find that Prince Cardor was among the orcs. He will still be tightly bound and gagged, but otherwise unharmed.

If the party loses, they will be taken prisoner by the slavers. All of their possessions will be confiscated and the characters will be placed in the coach. Eventually, the players will be taken to Vrendolen (See *The Kingdoms of Kalamar™ Volume I: Sourcebook of the Sovereign Lands* page 17 for more information) and thrown into the slave pits. If Cardor has escaped and saw Mordeln among the party, he will follow the slavers and attempt to free his son (and the party) at the earliest opportunity. If Cardor did not escape, he will be held in the carriage with the others.

The Slavers

Aldrel, the Warden, 4th level priest, Bringer of the New Order (Priest of the Overlord). S 11, D 14, C 14, I 16, W 17, CH 15, AR 3, HTK 19, THACO 18, DMG by weapon, 270 XP. Possessions: *Banded mail* +1, 2 scourges, 2 whips, 6 bloodstones (50 gc each), brown robe with a red stripe, brown headband bearing the symbol of the Overlord, gauntlet worn on right hand only, fake treasure map showing the Eldrose Forest on the lower Sliv Elenon Mountains as the spot where the treasure is buried. Spells: *Charm person*, *command*, *cure light wounds*, *penetrate disguise*, *cause fear*, *hold person* {used}, *detect charm*, *enthrall*, *withdraw*. Special Power: *Domination* 1 time per day {used}.

In combat, Aldrel will use his power of domination and his hold and charm spells before entering melee. If the battle turns against him, he will attempt to flee, leaving his troops behind to

cover his retreat and, if need be, to fight to the death. Aldrel will use his bloodstones and a fake treasure map to bargain for his life.

Vreg, disciple of the House of Shackles, 1st level priest of the Overlord. S 15, D 9, C 16, I 14, W 15, CH 8, AR 5, HTK 9, THACO 20, DMG by weapon, 50 XP. Possessions: Chainmail, 2 whips, mace, bloodstone (50 gc), white robe, brown headband bearing the symbol of the Overlord, gauntlet worn on right hand only. Spells: *Charm person* {used}, *darkness*, *cure light wounds*.

Tinda, disciple of the House of Shackles, 1st level priestess of the Overlord. S 11, D 12, C 15, I 15, W 16, CH 9, AR 5, HTK 7, THACO 20, DMG by weapon, 50 XP. Possessions: Chainmail, 2 whips, flail, bloodstone (50 gc), white robe, brown headband bearing the symbol of the Overlord, gauntlet worn on right hand only. Spells: *Charm person* {used}, *cause light wounds*, *command*.

Bulde and Imro, servants of the New Order. AR 10, HTK 6 {dead}, 4, THACO 21, DMG 1-2 (whip), 15 XP. Possessions: whip only. These two men wear manacles on their hands and feet and nothing else.

Nine Men-at-arms, 0 level humans. AR 6 (studded leather and shield), HTK 7 {2}, 7 {dead}, 6 {4}, 6, 5 {1}, 5 {dead}, 5, 4 {dead}, 4, THACO 21, DMG 1-8 (long sword), 2-8 sc each, 15 XP each. Each of these men has been charmed to ensure their loyalty and devotion to the cause.

Celno, slave trader (0 level human). AR 10, HTK 2 {dead}. Wears fine clothes. 2 pc, 6 gc, 26 sc, 2 bloodstones (50 gc each). Bag with 250 gc. Key to the locked chest in the carriage.

For more information on the House of Shackles and the Bringers of the New Order, see *The Kingdoms of Kalamar™ Volume II: Mythos of the Divine and Worldly*, pages 55-56.

The carriage is actually a holding cell for slaves. Within, you see four decrepit souls, three men and a woman. Two of the men and the lady appear to be in fair condition, while the last man has been badly beaten. The woman seems to be foreign.

DISPLAY ILLUSTRATION 16 NOW. Aside from the prisoners, the carriage contains a locked chest. Celno carried the key, but Aldrel will have taken it from him at the first opportunity. **TRAP:** a poisoned dart will spring on anyone that opens the chest without first depressing one of the studs near the keyhole. The dart has a 60% of hitting the victim. The poison is a slow-acting one. If hit, the character must save versus poison or fall comatose for two days. At the end of two days, the victim will die. *Slow Poison* will prevent death, but the character will remain comatose for an additional day (three days total). Celno and the priests know about the trap. The chest contains 159 gc, 822 sc, and 6 bloodstones (50 gc each).

Upon closer inspection, the party will find that all four prisoners have been badly whipped. Three are Mendarns: two peasants (**Vivl** and **Sibro**) and **Eldane**, a recently captured soldier, S 13, D 14, C 14, I 9, W 10, CH 11, HTK 5 (currently 1), AL N/G. The serfs will be grateful if released, but are otherwise unremarkable. If released and nursed to health, Eldane will offer to serve the savior who's social and political views (i.e., alignment) most closely parallel his own. His servitude will be voluntary and last for one year. The last prisoner, named **Uwhzi**, is the

eldest daughter of a wealthy Svimohzish merchant from Ahznomahn. While traveling the Dragon's Teeth, en route to Mendarn, her sloop was overtaken by pirates. Uwhzi was taken captive and sold to Celno. For the last three months she has traveled with Celno as his personal slave. If released and returned to Ahznomahn, her grateful father will richly reward her liberators (250 gc recommended).

Horses: The slavers had five horses; two draft horses (for pulling the wagon) and three riding horses (the Bringers rode these).

Scene iv: Sondra

After the PCs rescue Cardor, they must address his lycanthropy. While the players might be more interested in the source of the affliction, Cardor will want to explore a cure. Cardor has already made the connection between his lustful encounter with Sondra and the onset of his transformations soon thereafter. He will admit this if questioned. If the PCs do not make this connection or even suspect that Cardor is a lycanthrope, he will tell them his tragic tale. The party should then try to obtain the cure for Cardor's lycanthropy from Theilia the Nymph (see Act III, Scene i, Encounter B).

Sondra has learned of Cardor's release and his quest for a cure. With a revitalized interest in a remedy for her own affliction, she has monitored the party's every move via her small, but effective, information network. Her informants are 12 white foxes. Sondra has complete control of these animals. Extremely loyal, these foxes would readily sacrifice themselves if the need arose.

Sondra waits until the PCs find the cure and then waylays them. The ambush site is a heavily wooded area along the forest path. Sondra and her minions have a 5 in 6 chance for surprise, unless the party sends a scout ahead; a scout has a 2 in 6 chance to discover the hidden villains. From concealment, Sondra casts *charm person* upon Cardor, Mordeln or the group leader if neither of the first two choices are present. She then steps out of hiding to speak to the one she has attempted to charm.

An elven woman suddenly steps out from behind a tree onto the path in front of your group. With a big smile and outstretched arms she speaks, "My dear, I've been looking for you so long. You must come to me and introduce me to your friends."

DISPLAY ILLUSTRATION 17 NOW.

If the spell recipient advances harmlessly, Sondra will immediately begin to ask him about the cure. If the spell obviously fails, or if the players act belligerent, read the following text (if the players attack immediately, Sondra will simply dive off the path, in the direction of Hugo):

The woman slowly raises her left arm and then calmly walks two paces to the left edge of the path. Immediately, you hear a faint creaking overhead and see an armored man step from concealment to her side. You can make out another man, also in front of you, near the right edge of the path.

A camouflaged brigand located off the left side of the path and behind the party, releases a swinging log trap when Sondra raises her arm, or if the PCs attack. Listen carefully to what actions the PCs announce. Unless the rear guard states that she or he is looking toward the rear, the character is automatically hit from behind. If anyone looks back, read:

Looking back, you see a large log, rapidly hurtling towards you.

If no one looks back, until after the log hits, read:

You hear a loud, sickening thud as a huge log pounds into [name rear PC]'s upper back.

To jump out of the way, adventurers must make a dexterity check. Characters after the rear guard must check at a +4 penalty if they did not look back immediately as described above. Characters may attempt to save both themselves and another party member by suffering an additional +4 penalty. The log also does 2d4+4 damage and knocks the target prone. However, for each round that it is in motion and for each individual struck, subtract 2 damage (both are cumulative). Thus, if the log has been swinging for two rounds and struck one person, the damage is 2d4-2. If the log impacts and does zero damage at any time, it stops swinging. Until then, it is a melee obstacle as it swings back and forth.

The forest on either side of the path is too heavily wooded for anyone wielding a weapon longer than two feet. Thus, Sondra's brigands will be forced to enter the path when they engage in melee. Because of this, they too will be targets of the swinging log. However, the brigands attacking from the rear will wait for it to swing past before attacking. The other two brigands will attack from the front immediately, as they believe (perhaps incorrectly!) that the log will stop before reaching them.

Round-by-round actions of Sondra and her minions:

Round 1: All four of the brigands now attack the adventurers. Hugo, who is charmed, stays back to offer personal protection to Sondra. Sondra casts a *mirror image* on herself.

Round 2: Sondra casts her *spook* spell on anyone meleeing Hugo, or advancing on her. Otherwise, she uses her *wand of magic missiles*.

Round 3: Sondra casts a *shocking grasp*. Hugo stays back to defend Sondra.

Round 4 - 7: Sondra transforms into were-form. This transformation takes three full rounds. The foxes will now enter melee, as will Hugo, if he has not already.

Round 8: Sondra will attack Cardor or Mordeln.

If she is danger of dying, or killing either Cardor or Mordeln seems hopeless, Sondra will run to her cottage to collect her spellbook and monies. She then flees the area in search of refuge. If this happens, the players have developed a bitter and relentless enemy.

Sondra (elven wizard) AR 9, HTK 12, MV 12, THACO 19, AT 1, DMG 1d4+1, Save W 4, S 8, I 16, W 13, D9, C 11, CH 14, Size M, AL N/E, hit only by silver or magical weapons, XP 650, *dagger +1*; *wand of magic missiles* (18 charges, activation word "Aladare"); *potion of healing*; *ring of protection +1*, pouch with: 11 pc, 7 gc, 6 sc, 2 100 gc opals, key to the chest in her cottage. Skills: animal lore, animal training, etiquette, dancing, herbalism,

local history. Speaks, reads and writes: Elven, Brandobian, Merchant's Tongue and Kalamaran. Spells memorized: *Charm person, shocking grasp, spook, invisibility, mirror image*.

Sondra's spellbook contains the following first and second level spells:

<u>First</u>	<u>Second</u>
<i>Charm person</i>	<i>Bind</i>
<i>Shocking grasp</i>	<i>Mirror image</i>
<i>Grease</i>	<i>Invisibility</i>
<i>Read magic</i>	<i>Uncontrollable laughter</i>
<i>Spook</i>	
<i>Enlarge</i>	

Sondra (werefox) AR 6, W 4, S 15, I 16, W 13, D 15, C 14, CH 8, Size M, HTK 17 (3+1 hit dice). MV 15, THACO 17, AT 2 claw or 1 bite, DMG 1d4 x 2 for claws or 2-7 for bite, hit only by silver or magical weapons, save F4. When facing Cardor or Mordeln in hand-to-hand combat, an attack roll of 19 or better with a bite indicates that Sondra has taken hold of his neck with her powerful jaws. Add 1d4 initial damage when this occurs. Subsequent rounds Sondra automatically hits. This attack will continue until her victim expires. Sondra cannot disengage this attack once started due to her frenzy of hatred for these individuals. In werefox form Sondra can still use her wand of magic missiles and drink her healing potion. However, she can not cast spells, and her lower charisma will lower the morale of her brigands by 25%.

Foxes (4) AR 7, HTK 3x4, THACO 20, AT 1, DMG 1-2, XP 10.

Hugo (human fighter) AR 4 (chainmail plus shield), F 3, HTK 15, THACO 18, AT 3/2 (specialized with long sword), DMG 1d8 +3, AL N, ML 20, XP 120; *long sword +1*, 26 gc, 12 sc, three 50 gc bloodstones.

Brigands (4 human fighters) AR 7 (ringmail), F 1, HTK 8, 6, 5, 5, THACO 20, AT 1, DMG 1d6 (short sword), AL N, ML 12, XP 15 each, 4 gc, 13 sc each.

Sondra's Woodland Home

Located several miles east of the ambush site, Sondra's home is nothing more than a quaint cottage secreted away in a heavily wooded dale. Butted up against a hill and surrounded by dense evergreens, Sondra's home is cleverly hidden from prying eyes. If the party is in the vicinity but not actively searching, they have only a 1 in 6 chance of discovering her lair; active searching provides a 4 in 6 chance of discovery. Increase the chance to 5 in 6 if the party is in the area at sunrise. Sondra keeps a henhouse to feed herself and the foxes. The crowing of the roosters may readily draw the party to her abode.

Upon breaking through a stand of dense evergreens you see a small cottage in the clearing ahead. Next to the homestead is a chicken coop. There are no other apparent signs of life.

Due to the cottage being hidden, the remoteness of the location, and her ever vigilant foxes, Sondra does not fear being surprised at home. The only traps found are those protecting her valuables and spellbook. If surprised at home, Sondra will fight with the goal of trying to escape to safely transform to werefox form. If defeat or death is imminent, Sondra will concentrate all attacks on Cardor or Mordeln.

The door to the cottage is not locked. With a creak, it readily swings open to reveal one room. The table is littered with roots, fungus and an interesting collection of rare plant life. Many unlabeled bottles of liquids line the walls. There are also several unlabeled sealed jars that contain branches, seeds and spores of various types. Located throughout the cottage are those items of everyday life, such as clothes, dishes, several books on plant life, a bed and several chairs.

Much of the plant life located on the table can readily be used as spell components. The entire collection can be sold back in Yelden for 75 gc. The branches in one jar are those of the dreaded **violet fungi**. If the branches are touched, the residue will cause flesh to rot in ten rounds unless a saving throw versus poison is made or cure light wounds is used (the residue off of the stored branches is not as potent as that of the living creature). The spores are those of shriekers; they are viable if planted in the next 30 days. Sondra's recent interest in local plant life is a result of Cardor's search for a cure for lycanthropy.

Underneath one of the table legs are several loose floorboards. The floorboards will only be discovered if the table is moved or the floor is actively tapped for hollow sounds. Once the floorboards are removed, a small ironbound and locked chest is revealed. **TRAP:** The lock is trapped with a container holding two giant ticks. Anyone activating the trap will release the ticks. They attack immediately. **Giant Ticks** (2): AR 3, HTK 7, 6, MV 3, THACO 19, AT 1, DMG 1d4, blood drain, Size S, AL N, XP 120 each. Sondra holds the only key to the chest.

The chest contains Sondra's spellbook along with 15 pc, 378 gc and 650 sc. Also found is a jeweled bracelet (500 gc value), a gold tiara (100 gc) and 11 gems (2-100 gc, 5-50 gc, 9-20 gc, 12-10 gc).

If the cottage is explored after the ambush and Sondra has escaped, the floorboards will be moved and the spellbook and money gone. The ticks will be loose in the cottage and will attack within three rounds of entry.

Further Adventures

When this adventure has been completed, there will still be plenty of opportunities for the PCs to find action in this area of Mendarn. With Sondra identified as the scapegoat of the tragedy in the House of Brodeln, Cardor and Mordeln will both be cleared from suspicion and welcomed to a new position of power. If everything goes well, the players will have made an excellent friendship with both Cardor and Mordeln.

Adventures back in the Village of Yelden could include some covert activities of the Conventicle of Affliction through their secret dungeon entrance to Castle Brodeln. With Cardor tied down by his new position as Duke, he might send the PCs to personally deliver a reply to his friend Sarathan who is in search of adventuring associates.

Adventures in the wilderness surrounding Yelden could include further conflict with the main tribe of Shano-Kyr goblins or the Orcs of the Severed Leg somewhere in the Yan Elenon Mountains. If the players are bold enough to enter Pel Brolenon, they are certain to find adventure and might even meet up with some members of the Brotherhood of the Broken Chain who are attempting to free slaves in the area.

APPENDIX A: GLOSSARY

- Ahznomahn:** A confederacy on the island of Svimohzia. See *The Kingdoms of Kalamar Volume I: Sourcebook of the Sovereign Lands* p66.
- Aldriv I:** Husband of Sondra, grandfather of Prince Cardor. p2.
- Aldriv II:** Father of Prince Cardor. p2.
- Aldriv III:** Duke of Etwerl, elder brother of Prince Cardor. p2.
- Alissa:** Daughter of Duke Aldriv III. p3.
- Ariel Larendin:** Mother of Mordeln. p2.
- Assembly of the Four Corners, The:** Church of the Mother of the Elements, god of the elements. See *The Kingdoms of Kalamar Volume II: Mythos of the Divine and Worldly* p40.
- Bet Kasel:** Capital city of the Kingdom of Ek'Kasel. See *The Kingdoms of Kalamar Volume I: Sourcebook of the Sovereign Lands* p39.
- Brand:** Friend of Mordeln captured and jailed by the Mendarn border patrol. p4. AppD.
- Brandobia:** The western side of Tellene named after the people who live there. See *The Kingdoms of Kalamar Volume I: Sourcebook of the Sovereign Lands* p13.
- Bren:** Brother of Duke Aldriv II. p3.
- Bringers of the New Order:** Priesthood of the Overlord, god of oppression and slavery. See *The Kingdoms of Kalamar Volume II: Mythos of the Divine and Worldly* p55.
- Brotherhood of the Bear:** Priesthood of the Conventicle of the Great Tree. See *The Kingdoms of Kalamar Volume II: Mythos of the Divine and Worldly* p43.
- Captain Welvr:** Captain of the guard of Castle Brodeln. p4. AppD.
- Castle Brodeln:** Home of the House of Brodeln. p2.
- Celno:** Slave trader from Pel Brolenon. p26.
- Church of Everlasting Hope:** Church of the Caregiver, god of mercy, hope and healing. See *The Kingdoms of Kalamar Volume II: Mythos of the Divine and Worldly* p25.
- Church of the Life's Fire:** Temple of the Raiser, god of harvest, life, fertility and agriculture. See *The Kingdoms of Kalamar Volume II: Mythos of the Divine and Worldly* p22.
- Clemp:** The jail cook. p9. Appendix D.
- Comfortist:** Mid-level priest of the House of Solace. See *The Kingdoms of Kalamar Volume II: Mythos of the Divine and Worldly* p23.
- Conventicle of Affliction:** Temple of the Rotlord, god of disease, plague and vermin. See *The Kingdoms of Kalamar Volume II: Mythos of the Divine and Worldly* p64.
- Conventicle of the Great Tree:** Church of the Bear, god of nature. See *The Kingdoms of Kalamar Volume II: Mythos of the Divine and Worldly* p43.
- Coronet:** Electrum coin, ec.
- Cosmol's:** An upper class Yelden Inn. p6.
- Crondor Woods:** Large forest located northeast of the Village of Yelden. See *The Kingdoms of Kalamar Volume I: Sourcebook of the Sovereign Lands* p17.
- Dalen:** Capital city of the Kingdom of Eldor. See *The Kingdoms of Kalamar Volume I: Sourcebook of the Sovereign Lands* p14.
- Dayolen:** City located to the west of Yelden. p4.
- Declarations:** Name of a month of the year. See *The Kingdoms of Kalamar Volume II: Mythos of the Divine and Worldly* p8.
- Deyil:** The servant who raised Mordeln in his youth at the Castle Brodeln. p4.
- Disciple of the New Order:** A low level priest of the Overlord. See *The Kingdoms of Kalamar Volume II: Mythos of the Divine and Worldly* p55.
- Dopromond Hills:** Hill range flanking the Yan Elenon Mountains in southeastern Mendarn. See *The Kingdoms of Kalamar Volume I: Sourcebook of the Sovereign Lands* p18.
- Dopven:** City located to the north of Yelden. p4.
- Dragon's Teeth:** Rocks formations protruding from the Straits of Svimohzia. See *The Kingdoms of Kalamar Volume I: Sourcebook of the Sovereign Lands* p71.
- Dremin:** Platinum coin, pc.
- Drunken Dwarf Inn, The:** Popular Yelden Inn. p5.
- Duchy of Etwerl:** Lands ruled by the House of Brodeln. p2.
- Eldor:** Brandobian kingdom neighboring Mendarn to the north. See *The Kingdoms of Kalamar Volume I: Sourcebook of the Sovereign Lands* p14.
- Elenon Mountains:** Large mountain range located east of Yelden. See *The Kingdoms of Kalamar Volume I: Sourcebook of the Sovereign Lands* p18.
- Feldeb Bay:** A small bay on the southern coast of Mendarn. p4.
- Filo Buckbury:** Rogue prisoner in the Remote Prison. p9.
- Frinta, the Vengeful One:** God of murder and revenge. See *The Kingdoms of Kalamar Volume II: Mythos of the Divine and Worldly* p63.
- Gent:** Silver coin, sc.
- Grand Oak:** A high level priest in the Conventicle of the Great Tree. See *The Kingdoms of Kalamar Volume II: Mythos of the Divine and Worldly* p43.
- Hope Healer:** High level priest of the Church of Everlasting Hope. See *The Kingdoms of Kalamar Volume II: Mythos of the Divine and Worldly* p25.
- House of Brodeln:** The ruling family of the Duchy of Etwerl. p2.
- House of Scorn, The:** Church of the Emperor of Scorn, god of hate and bigotry. See *The Kingdoms of Kalamar Volume II: Mythos of the Divine and Worldly* p62.
- House of Shackles, The:** Church of the Overlord, god of oppression and slavery. See *The Kingdoms of Kalamar Volume II: Mythos of the Divine and Worldly* p55.
- House of Solace, The:** Temple of the Lord of Tranquility, god of peace and comfort. See *The Kingdoms of Kalamar Volume II: Mythos of the Divine and Worldly* p23.
- Lieutenant Vand:** Commander of the Remote Prison. p10. AppD.
- Lord:** Gold coin, gc.
- Lord of Tranquility:** God of peace and comfort. See *The Kingdoms of Kalamar Volume II: Mythos of the Divine and Worldly* p23.
- Ma Brownie:** A brownie living in the Narond Forest. p18.
- McCollin:** Leader of the Rascal Gang. p17.
- Mendarn:** The southernmost Brandobian kingdom. See *The Kingdoms of Kalamar Volume I: Sourcebook of the Sovereign Lands* p14.
- Mordeln:** Son of Prince Cardor. p2. AppD.
- Mosdod:** The vegetable peddler. p7. AppD.
- Mustering:** Name of a month of the year. See *The Kingdoms of Kalamar Volume II: Mythos of the Divine and Worldly* p8.

Narond Woods: Small sparse forest located in the Duchy of Etwerl. p16.

Nufields: The area of Yelden to the west and south of the village walls. p5.

Old Yelden: The older wealthier area of Yelden. p5.

Orcs of the Severed Leg: Tribe of orcs that purchased Prince Cardor from the Shano-Kyr goblins. p4.

Ospolen: The capital city of the Kingdom of Mendarn. See *The Kingdoms of Kalamar Volume I: Sourcebook of the Sovereign Lands* p16.

Overlord, The: God of oppression and slavery. See *The Kingdoms of Kalamar Volume II: Mythos of the Divine and Worldly* p55.

P'Bapar: City-state located on the east side of the the Elenon mountain range. See *The Kingdoms of Kalamar Volume I: Sourcebook of the Sovereign Lands* p37.

Pa Brownie: A brownie living in the Narond Forest. p18.

Pel Brolenon: Theocracy located between the Yan Elenon and Sliv Elenon mountain ranges. See *The Kingdoms of Kalamar Volume I: Sourcebook of the Sovereign Lands* p16.

Pewter Cup, The: Inn located in the Tannerville section of the Village of Yelden. p6.

Pribo: An orphaned homeless boy. p8. AppD.

Prince Cardor: Father of Mordeln, brother of Duke Aldriv III. p2. AppD.

Rascal Gang: Band of pixie and leprechaun ruffians. p17.

Reanaarian: People that live in and around Reanaaria Bay. p9. See *The Kingdoms of Kalamar Volume I: Sourcebook of the Sovereign Lands* p57.

Remote Prison: Prison in the Village of Yelden. p8.

Rube: Copper coin, cc.

Sapling: A mid-level priest of the Conventicle of the Great Tree. See *The Kingdoms of Kalamar Volume II: Mythos of the Divine and Worldly* p43.

Shano-Kyr goblins: Tribe of goblins that captured Prince Cardor. Page 21.

Shyta-na-Doby: City-state located in the Young Kingdoms on the Shadesh Bay. See *The Kingdoms of Kalamar Volume I: Sourcebook of the Sovereign Lands* p41.

Sondra: Werefox, adventure villainess. p2. AppD.

Sowing: Name of a month of the year. See *The Kingdoms of Kalamar Volume II: Mythos of the Divine and Worldly* p8.

Tannerville: The outer borough of Yelden. p 5.

Temple of Armed Conflict: Church of the Old Man, god of war, tactics and strategy. See *The Kingdoms of Kalamar Volume II: Mythos of the Divine and Worldly* p37.

Temple of the Stars, The : Church of the Traveler, god of travel and the stars. See *The Kingdoms of Kalamar Volume II: Mythos of the Divine and Worldly* p26.

Theater of the Arts, The: Church of the Raconteur, god of art, poetry, music and humor. See *The Kingdoms of Kalamar Volume II: Mythos of the Divine and Worldly* p28.

Theilia the Nymph: A nymph, priest of the Conventicle of the Great Tree, living in the Narond Forest. p17.

Veshemo: The largest of the three moons of Tellene. See *The Kingdoms of Kalamar Volume II: Mythos of the Divine and Worldly* p5.

Vrand: Brother of Duke Aldriv II. p2.

Wendolin: Daughter of Duke Aldriv III. p3.

Xanthamonas: Pseudo-dragon living in the Narond Forest. p16.

Yan Elenon Mountains: The southwestern fork of the Elenon Mountains. See *The Kingdoms of Kalamar Volume I: Sourcebook of the Sovereign Lands* p18.

Yelden: A village located on the northern part of Feldeb Bay in the Kingdom of Mendarn. p4.

ABBREVIATIONS

AL: Alignment.

AR: Armor.

AT: Number of attacks.

C/G: Chaotic/good.

C/N: Chaotic/neutral.

C: Constitution.

cc: Copper coin, Rube.

CH: Charisma.

CL: Climb.

D: Dexterity.

DMG: Damage.

DN: Detect noise.

ec: Electrum coin, Coronet.

F: Fighter.

FDT: Find/disarm traps.

gc: Gold coin, Lord.

GM: Gamemaster.

HD: Hit dice.

HS: Hide in shadows.

HTK: Hits to kill.

I.R.: Imperial Reckoning, abbreviation for a year in the Kalamaran calendar

I: Intelligence.

L/E: Lawful/evil.

L/G: Lawful/good

ML: Morale

MS: Move silently.

MV: Movement.

N: Neutral.

N/G: Neutral/good.

OL: Open locks.

PC: Player character

pc: Platinum coin, Dremin.

P: Priest.

PP: Pick pockets.

RL: Read languages.

S: Strength.

sc: Silver coin, Gent.

T: Thief

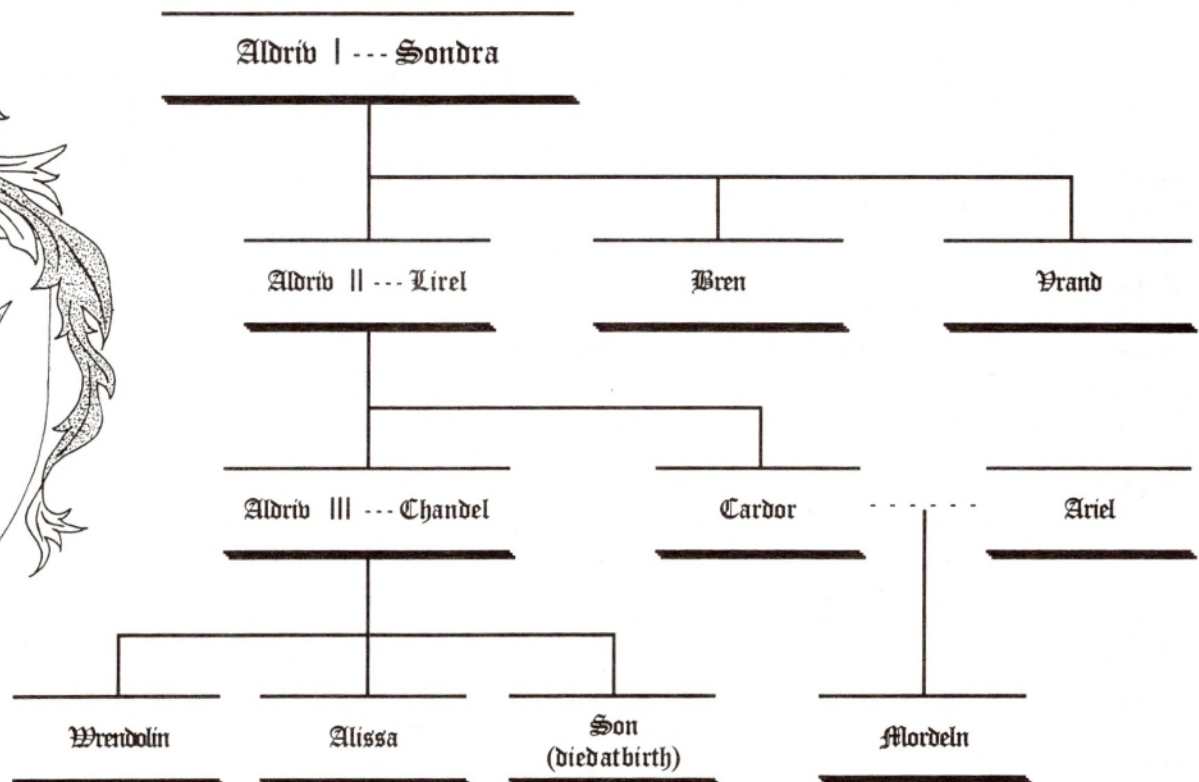
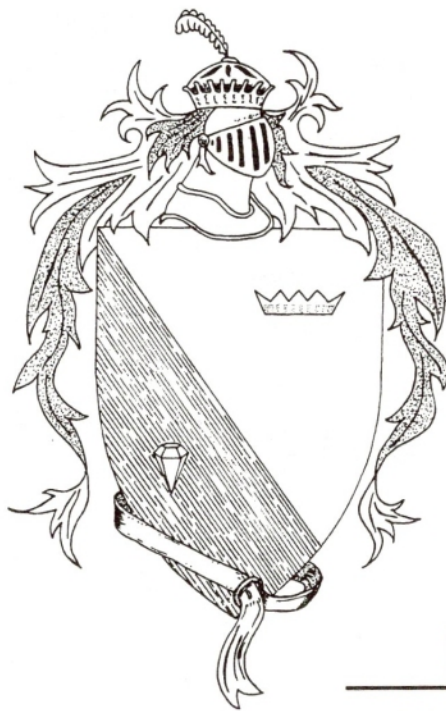
THACO: To hit armor class zero.

W: Wisdom.

XP: Experience points.

Y.K.: Year of the King, abbreviation for a year in the Brandobian calendar.

APPENDIX B/PLAYER AID 3: A PORTION OF THE BRODELN FAMILY TREE



APPENDIX C: TIMELINE OF SIGNIFICANT EVENTS

Month	Diaday	Pelsday	Katarday	Fireday	Homeday	Godday	Veshday
Sowing	8	9	10	11	12	13 full moon (Veshemo)	14 full moon (Veshemo)
Sowing	15	16	17	18	19	20	21
Sowing	22	23	24	25	26	27	28
Mustering	5	2	3	4	5	6	7
Mustering	8	9	10	11	12	13	14
Mustering	15	16	17	18	19	20	21
Mustering	22	23	24	25	26	27	28
Declarations	1	2	3	4	5	6	7
Declarations	8	9	10	11	12	13	14
Declarations	15	16	17	18	19	20	21

Note: Cardor only shapechanges when Veshemo is full.

APPENDIX D: RUMOR TABLE

- 1) Be careful at the docks. If you must go, travel in groups or you'll soon be wearing an earring. (This is true, lone wanderers at the docks are often impressed into service on ships.)
- 2) Prince Cardor is missing. (True)
- 3) Prince Cardor has a bastard son. (True)
- 4) Tensions are high between Mendarn and Pel Brolenon. (True)
- 5) Tiny men walk the road to the south. (True, when they wish to be seen.)
- 6) It is dangerous near the graveyard, people have disappeared there at night (False, it is no more dangerous than any other part of the village.)
- 7) Watch out for rats down by Lewp Creek. (True)
- 8) The Duke was recently assassinated within his own castle by a traitor who was in league with Pel Brolenon. (Partially true, the Duke was killed in his own castle by his brother, Cardor, in were-form.)
- 9) The House of Brodeln has been under a curse ever since Duke Alrdiv I was murdered by his wife, Sondra, two generations ago. (True)
- 10) The Duke has two daughters and a young son. (False, he only has one daughter, his son died at birth and his youngest daughter was murdered by Sondra)
- 11) The Duke was killed by an undead monster sent personally by Velmn, the Overlord. He will become undead himself in one month if proper measures are not taken and return to kill us all. We must exhume the body and perform the proper rituals to save ourselves. (False)
- 12) The Duke has faked his own death so he may go on a secret quest. (False)
- 13) Learn of a potential encounter in the nearby forest.
- 14) Learn of a potential encounter in the surrounding countryside plains.
- 15) Learn of a potential encounter in the hills to the east.
- 16) Learn of a potential encounter in the mountains to the east.
- 17) Rats are a problem in some areas of the city. If you encounter them, remember they are afraid of fire. (True)
- 18) There are many bats that fly through town at night. It is definitely an ill omen for the town. (It is true that there are bats but what this may mean is anyone's guess)
- 19) Captain Welvr, commander of the castle guard, bears malice towards the Duke since he has not been granted permission to gather forces for an attack against Brolenon. (True)
- 20) The entire Duchy is in for a major drought soon. (False)

APPENDIX E: NON-PLAYER CHARACTERS OF NOTE

Brand (neutral/good) - Brand is a first level ranger who is specialized with the long sword (+1 hit/+2 DMG and 3/2 AT). He is also proficient with the long bow and lance. His secondary skill is as a gambler and his non-weapon proficiencies include mountaineering, rope use and riding. When fully rested, he has 10 HTK and AR10 (since he has no belongings or armor). He is 29 years old, weighs 173lbs and is 5' 10" tall. He speaks Merchant's Tongue, Hobgoblin, Svimozhish and Brandobian. (S 11, I 12, W 9, D 13, C 10, CH 16).



dagger, staff, etiquette, dancing, fire building, heraldry, riding, rope use, and swimming. His AR is 10 since he wears normal (high quality) clothing and he has 20 HTK. He will not have any spells memorized if the players find him. Cardor weighs 185 lbs and is 5' 11" tall. He speaks Merchant's Tongue, Brandobian, Kalamaran, Dejy, Elven and Dwarven. (S 9, I 16, W 10, D 12, C 14, CH 15).

Clemp, the jail cook (lawful/good) - Clemp does not live in the prison. He is uncooperative to strangers and is sure to report any suspicious questioning regarding the prison layout or daily jail house routines to his friend Lieutenant Vand (once he feels it is safe to do so). He will not openly accuse suspicious persons of being subversive and will even provide some vague information, if he feels threatened.



If the PCs question Clemp and he reports them to Lieutenant Vand, they might find themselves arrested depending upon the nature and boldness of their questions. If this happens, the PCs will be questioned about their behavior and quickly released assuming they have credible

Prince Cardor (neutral/good) - Cardor is the younger brother of Duke Aldriv III. He is 39 years old and skilled as a mage of seventh level. His tumultuous younger years were filled with adventuring while he left his brother to deal with politics.

Cardor is skilled as a scribe and has the following proficiencies:



APPENDIX E: NON-PLAYER CHARACTERS OF NOTE

reasons for their behavior. Without a logical and believable explanation, they will be held indefinitely as spies unless evidence can be presented as to why the PCs should be released. If pressed, Clemp will provide the following information:

- There are more than a dozen guards (false).
- Lieutenant Vand is a highly skilled swordsman. (exaggeration).

Mordeln Larendin (chaotic/good) - Mordeln's saga has already been detailed but his abilities and equipment will be detailed here since he might continue adventuring with the party as an NPC. He is a 1st level half-elven fighter/thief/mage. Mordeln has all the special abilities of a half-elf. He is a skilled scribe and his proficiencies include: bastard sword, long sword, long bow, dagger, lance, animal handling, riding, acting, dancing, etiquette, rope use and swimming. AR 5 (due to an *armor* spell and dexterity) HTK 7. He is 5' 11" tall, weighs 165 lbs and is 19 years old. His thief skills are at the following percentages: PP 30, OL 10, FDT 10, MS 20, HS 50, DN 15, CW 70, RL 20. He speaks Merchant's Tongue, Brandobian, Elven, Gnome and Halfling. (S 11, I 16, W 10, D 15, C 11, CH 18).



Mordeln wears normal clothing and his adventuring gear includes spell components, thieves' picks and tools, and a dagger. Most of his adventuring equipment were stolen by orcs and he has not yet replaced them. His spellbook (normally kept locked up at home) contains the following spells: *read magic*, *feather fall*, *spook*, *armor*, *charm person*, and *change self*, with the latter two normally memorized. Mordeln's permanent residence is a small home in Yelden, but he will not go there since he fears he is in danger.

Mosdod, the vegetable peddler (neutral) - Mosdod makes a meager living collecting rotting vegetables from farmers and selling them on behalf of the city for use during pilgrories. Being very poor, he will welcome the opportunity to provide information about the jail for money. Unfortunately, Mosdod is not very bright and has little to tell about the inside layout of the prison since he has never seen it. He knows the following information:



- There are three dogs in the building.
- There are no more than nine guards (including Lieutenant Vand).
- All of the guards display similar basic combat skills but Lieutenant Vand is a skilled warrior.

- Clemp, the cook, arrives at the jail daily before dawn and leaves before dusk.
- Clemp is good friends with Lieutenant Vand.
- Brand is to be executed but he is not sure when.
- The prisoners, Dresen and Maard, are madmen. Filo is a thief.
- Zlory, the dog trainer, dislikes Lieutenant Vand.

Pribo, the orphan (neutral) - Pribo is initially reluctant to talk to strangers, let alone provide any secret information. He fears getting into trouble, but his chief concern is where to find his next meal. Therefore, food or money will persuade him to tell of his secret entrance to the jail kitchen (see Act I, Scene v, Area 2). Only halfling or gnome sized persons are small enough to use this entrance. Once inside the jail, the boy never ventures beyond the kitchen but he can provide the following information on the inhabitants of the outpost:



- There are three dogs.
- There are more than three guards.
- Clemp the cook arrives at the jail daily before dawn and leaves before dusk.
- Zlory the dog trainer comes to the remote prison once per week.

Sondra Brodeln (neutral/evil) - Sondra is the main villainess of the story. Evil to the core, she is responsible for the current tragedy in the House of Brodeln. Sondra's background and motivations are described in the Prologue. Her abilities, powers and statistics are given in detail in Act III, Scene iv.



Lieutenant Vand (lawful/neutral) - Lieutenant Vand leads a dull life but believes in the importance of faithfully carrying out his duties as lieutenant of the Remote Prison guard. He takes personal pride in his job and would rather die than stand the disgrace of allowing someone to escape from his prison.



Vand is a second level fighter who is specialized in the use of the long sword. AR 3 (Chainmail/ shield + magic ring) HTK 18. He has no exceptional abilities but his specialization with the long sword gives him +1 hit/+2 DMG and 3/2 AT. His nonweapon proficiencies include animal training, rope use and riding. He wears a +1 *ring of protection*. Defeating Lieutenant Vand or freeing a prisoner without his knowledge is worth 270 xp.

APPENDIX E: NON-PLAYER CHARACTERS OF NOTE

Captain Welvr (lawful/neutral) -

Captain Welvr is the commander of the castle guard. For the last year he has been angry with Duke Aldriv for not agreeing with his advice to muster an army to launch an attack on Pel Brolenon. He believes the best defense against the advance of Pel Brolenon is to start an aggressive campaign with the backing of King Aldorn III (See *Kingdoms of Kalamar Volume I: Sourcebook of the Sovereign Lands*, pg14). This conflict is common knowledge among many of the castle inhabitants and the upper echelon of the Yelden population. This has resulted in rumors spreading about the possible connection of Captain Welvr in the death of the Duke.

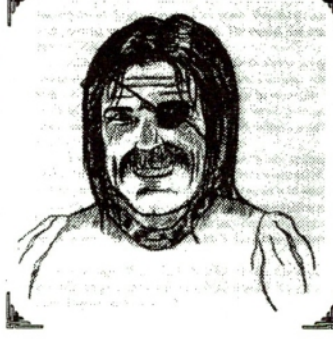


Captain Welvr is furious over the Duke's death and has assigned many men to quietly investigate the murder both within the town and in the surrounding lands. He is searching for Mordeln because he believes Mordeln might be the assassin. Welvr never liked Mordeln because his half-elven heritage reminds the Captain of the hated Pel Brolenese. Captain Welvr remains in the castle, vigilantly guarding the Duchess until the murder can be solved.

He has no connection to the murder and is completely loyal to the Duke's family. But his brooding over the rift between himself and the Duke sparks dangerous gossip. Many of the townsfolk suspect something is amiss because of the unusual behavior displayed by the castle inhabitants and the village guards.

Zlory, the dog trainer (neutral) -

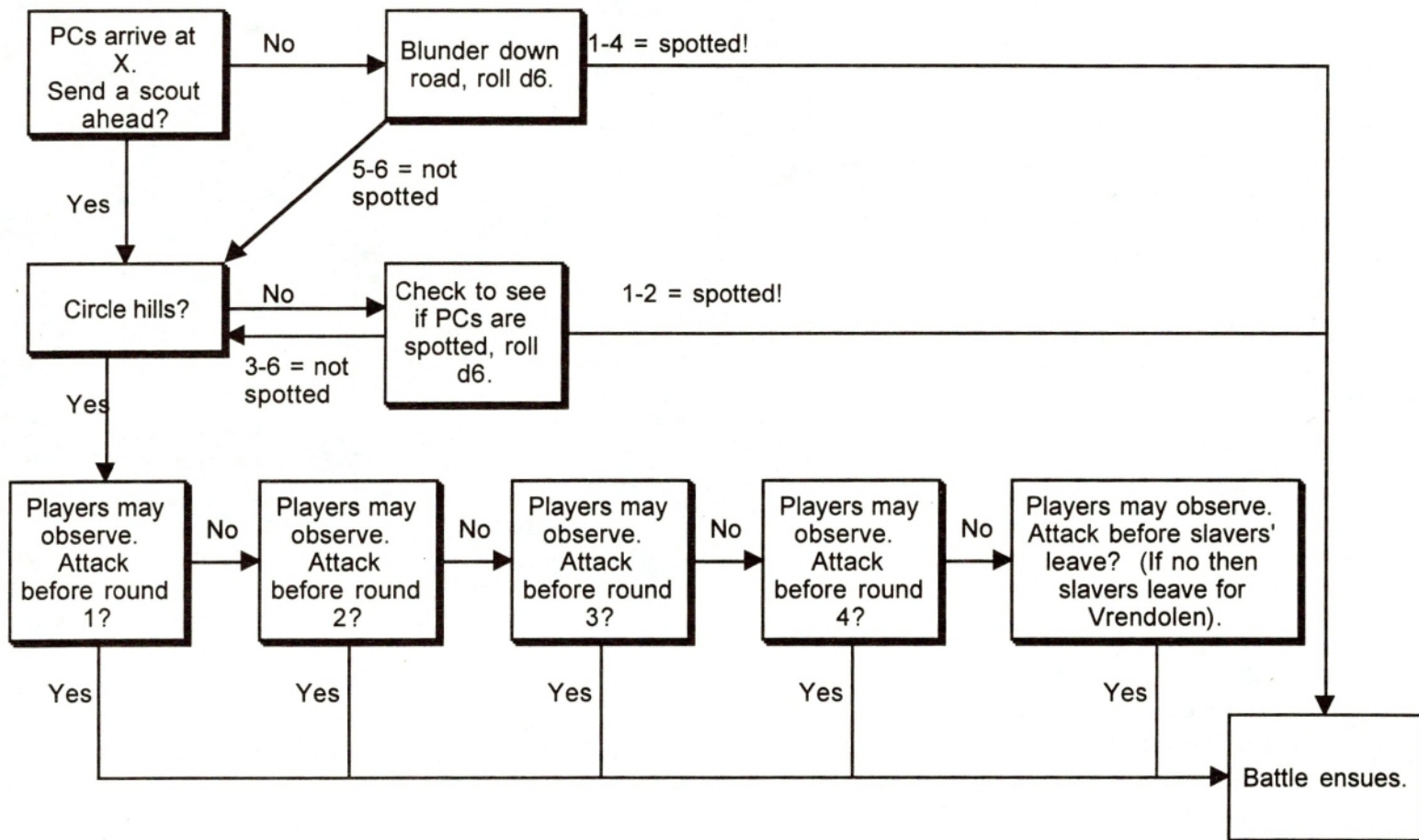
Zlory makes his living training animals owned by the Brodeln family. This includes a weekly visit to the town jail to maintain the training of the guard dogs. He enjoys his work but has a bitter outlook on life. He especially holds a grudge against Lieutenant Vand. Many years ago, the two were friends but they fell in love with the same woman. Lieutenant Vand won the courtship contest but just weeks before the marriage was to take place, the bride-to-be fell ill with disease and died. In spite of this tragic outcome, Zlory has never forgiven Vand for besting him and secretly wishes to take revenge. He has no plans to act on his desires but if the PCs approach him for help with their break-in, he will certainly cooperate. He can provide the following help to the PCs:



- Leave one of the doors unlocked when he leaves at night.
- Provide complete details on the prison layout.
- Place the guard dogs in a separate room or ensure that they are leashed on a short rope.

He will refuse to participate in the actual break-in or any combat. Zlory will be very angry if his guard dogs are harmed in any way.

APPENDIX F: FLOWCHART FOR ACT III SCENE III



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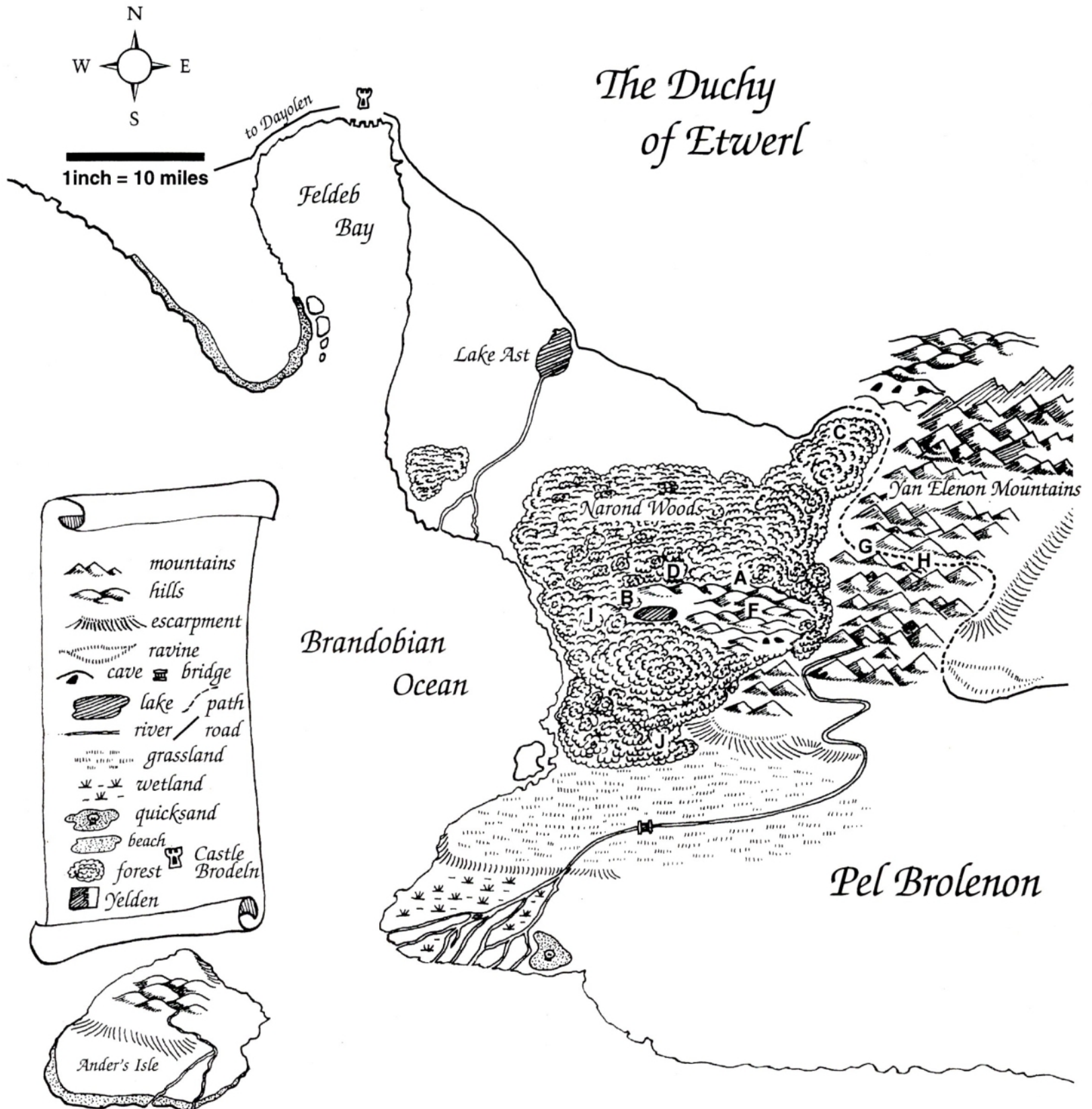


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- B - Theilia's Home
- C - The Rascal Gang's Hideout
- D - Ma & Pa Brownie's Home
- E - Goblin Scouts
(not shown - can encounter anywhere)

- F - Old Dwarven Mine (Shano-Kyr Goblin Lair)
- G - Orc camp
- H - Orc/Slaver meeting point (Slaver Camp)
- I - Sondra's Ambush site
- J - Sondra's Cottage

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