

C4

FOURTH EDITION

HackMaster



THE PROPHECY OF SHARDAR

AN ADVENTURE FOR PLAYER CHARACTERS LEVEL 4-7



THE PROPHECY OF SHARDAR

AN ADVENTURE MODULE FOR CHARACTERS LEVEL 4-7

* GAMEMASTER'S EYES ONLY *

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Contents

Scenario 1: The Wheel of Destiny	2
Scenario 2: Keys of the Dead	12
Scenario 3: The Rainments of Peril	23
Scenario 4: The Magi's Riddles	34
Appendices	
New Monsters	39
New Spells and Items	41
Player's Aids	42
Maps	
Evil Party Ambush D	21
Garweeze Integration of the Nation of Pellham	44
Horval's Wood	44
The Trail to Kenburn's Manor	45
Kenburn's Manor	46
Kenburn's Manor House	47
Bugbear Trail	48
The Cave Entrances	48
Bugbear Lair	49
The March to the Finger of Hope	50
Mirrored Maze	50

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PUBLISHER'S NOTE:

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

Introduction

This game adventure contains the multi-round tournament adventures that were used at the ORIGINS 2004 Convention Tournament of Champions. They are the first through fourth parts of an extended adventure that has a total of eight parts. These adventures can be run separately or together, in either a tournament or a campaign setting. The GameMaster (GM) should read through each adventure thoroughly before running it for the players.

STOP! If you are a player, put this book down now. This means you. Knowing the details of the adventure will spoil the fun and put your HMPA credentials at risk.

In this adventure, the following abbreviations are used: #AT: Number of Attacks, AC: Armor Class, AL: Alignment, C: Cleric, Cha: Charisma, Com: Comeliness, Con: Constitution, Crit BSL: Critical Hit Base Severity Level, D: Damage, Dex: Dexterity, Dr: Druid, EP: Experience Points, F: Fighter, FF: Fatigue Factor, HD: Hit Dice, HF: HackFactor, Hon: Honor (Dishonorable, Average, Great), hp: hit points, Ill: Illusionist, Int: Intelligence, Lang: Languages known, ML: Morale, MR: Magic Resistance, MU: Magic-user, MV: Movement rate, Ref: Reference (HoB, HJ, KoDT), SA: Special Attacks, SD: Special Defenses, Str: Strength, SZ: size, T: Thief, TOP: Threshold of pain, Wis: Wisdom

ABOUT THIS ADVENTURE

The encounters in these adventures are designed for a team of 6-9 characters of levels 4-7, with varying classes and abilities. Each encounter has boxed information to be read alone to the players and unboxed GM notes describing how to run it. Some encounters have a "Tournament Notes" section with special instructions for tournament play only.

This adventure contains the first four scenarios in the epic of the Prophecy of Shardar. The first, *The Wheel of Destiny* is a wilderness adventure that ends with a riddle. This part of the search is measured in days, and may require the player characters to stop occasionally for healing. Parties without a cleric are in for a rough ride.

The second scenario, *Keys of the Dead*, requires both speed and careful negotiation by the players, with the possibility of a nasty ambush at the end. It requires that the GM keep track of two lines of action simultaneously, as these may intersect at any point during the last part of the adventure.

The third scenario, *The Raiments of Peril*, requires the characters to quietly penetrate a strongly defended monster lair without tripping the alarms before they are ready to strike.

The last scenario, *The Magi's Riddles*, requires the characters to navigate various wilderness encounters, pass through a mirror maze, and answer a series of riddles to gain their prize.

TREASURE AND EXPERIENCE

In campaign play, the suggested award for successful completion of each quest scenario is 500 gp per character and 500 experience points per character level, in addition to whatever treasure and magic items the party recovers.

TOURNAMENT PLAY

For a tournament, the recommended running time is 3 1/2 hours per scenario. Teams that achieve that round's goal receive a bonus to their final score. The Tournament also has various conventions, which follow:

1. Players may not use any proprietary GM books during the Tournament. This includes any books with the phrase "GAMEMASTER'S EYES ONLY." Check with your GameMaster for other prohibited books.
2. There are no wandering monsters in tournament play. The random monster tables are included for campaign play only.

3. Monsters fight to the best of their ability unless the Tournament Notes specify otherwise; they neither check morale nor flee unless noted otherwise. Monsters are aware of the full capabilities of their weapons, magical items, and spells, and use them to their best advantage.

4. Characters do not advance in level between rounds. The pacing of the adventures is such that no time for training is available between the scenarios. Characters who die but whose team advances during the Tournament will be raised from the dead in between rounds.

Scenario I: The Wheel of Destiny

PLAYER'S BACKGROUND

Two hundred years ago the people of the kingdom of Pellham rose in revolt against the oppressive rule of King Wilders IV. Mobs raged in the streets of the capital city of Iffeal, forced their way into the palace and ransacked it. Everything of value was carried away and the palace burned.

The monarchy was replaced by a council that turned out to be twice as corrupt as the monarchy. Currently, the seneschal Gerald heads the council. The council's control over the kingdom is falling apart, resulting in a groundswell of popular support for a return to the monarchy. A strong king is needed to pull the country together - a just king to hold it together! The question is: who will be the new king? Gerald, an egotistical but ultimately honorable man, simply cannot trust the corrupt majority of the council to take part in answering that question.

It may be that the answer lies in a packet received from a religious sect known as the Inevitable Order of Time. Several old manuscripts were enclosed, the most important of which is the following prophecy:

With six hands of Horvel the Lost upon the Wheel of Destiny, at the moment Razel rises to do battle with the seven headed beast, the dead king shall rise to seize the triad with hands that cannot grasp and eyes that cannot see. All wards broken and the mystic barriers pierced with mating swords, three saints and sinners will struggle in the dust, both and neither to triumph, and while the sundered earth spews forth the dregs of centuries, a new order shall come upon the land. Only three elements of the prophecy are recognizable to you. "Horval" was the tenth king of Pellham. "Razel" and "the seven headed beast" are constellations that periodically move toward one another as if going to battle. Most intriguing to be sure, but which dead king? With the looting of the palace all those years ago, not even the proper lineage of the kings is remembered. But there is one king still held in reverence by one and all, PenGriffin the Just. PenGriffin's wise policies brought about Pellham's golden age of peace, prosperity and social justice. It is a return to these times that the people yearn for. Well, except for those doing a brisk business in foreclosures and payday loans.

The Prophecy is ancient, probably written about the time of the founding of Pellham. Its authenticity is unquestionable, but is this the time of its fulfillment? Or is the prophecy just being used as part of a ploy by some faction within the council to gain more power?

Gerald has selected your party to investigate and recover PenGriffin if possible. Working closely with the Prophets, you decided that the first task is to determine if indeed it is time for the return of PenGriffin. The exact nature of the "Wheel of Destiny" is not known, but it is believed to be a druidic



device used to determine the timing of astronomical events. Horval must refer to Horval's Wood, a small forest northeast of Iffael, so that is where your quest beings. You may travel by boat as far as the small stream that empties into the River Rosinal from Horval's Wood, but from there you must travel into the forest on foot, as the creek is unnavigable. You are to find the Wheel of Destiny as soon as possible and deduce the method, if you can, of its operation, to prove the time of which the prophecy speaks is at hand.

GAMEMASTER'S NOTES

HORVAL'S WOOD

Random Encounter

The GM should check for encounters once each hour. A roll of 1 on a d10 indicates an encounter. If an encounter is indicated, roll a d10 and consult the table below:

Random Encounters Horval's Wood

d10	Encounter
1	Black Bears (3)
2	Wild Boars (6)
3	Ogres (8)
4	Owlbears (3)
5	Wolves (12)
6	Giant Spiders (3)
7	Stirges (10)
8	Merchant caravan (3 traders, 6 guards)
9	Pilgrims (4)
10	Gummy Fiend (1)

1. Black Bears

Bear, Black (3) (HF 1, EP 175, Int 3, AL N, AC 7, MV 12", HD 3+3, hp 34, 36, 37, SZ M, #AT 3, D 1-3/1-3/1-6, SA hug, SD nil, Lang: none, Hon: Ave, ML 8, TOP 17, 18, 19, Crit BSL: Def AC+2, FF 8, Reference HOB 1 p 56)

- 1) HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐
- 2) HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐
- 3) HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

These bears are simply out for a walk as long as there are no females with golden curly locks the bears will not attack unless provoked. The bears will attack females with golden curly locks on sight.

2. Wild Boars

Boar, Wild (6) (HF 1, EP 120, Int 3, AL N, AC 7, MV 15", HD 3+3, hp 32, 33, 34, 35, 36, 37, SZ M, #AT 1, D 3-12, SA nil, SD nil, Lang: none, Hon: Ave, ML 14, TOP 16, 17x2, 18x2, 19, Crit BSL: Def AC+2, FF 8, Reference HOB 1 p 85)

- 1) HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐
- 2) HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐
- 3) HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐
- 4) HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐
- 5) HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐
- 6) HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

These boars are running wild and will attack anything they encounter.

3. Ogres

Ogre, Low Common (8) (HF 2, EP 270, Int 8, AL CE, AC 5, MV 9", HD 4+1, hp 37, 38, 40x2, 41x2, 43, 45, SZ L, #AT 1, D 1-10, SA nil, SD nil, Lang: ogre, Hon: Ave, ML 11, TOP 19x2, 20x2, 21x2, 22, 23, Crit BSL: Def AC+5, FF 4, Reference HOB 6 p 24)

- 1). HPs:
- 2). HPs:
- 3). HPs:
- 4). HPs:
- 5). HPs:
- 6). HPs:
- 7). HPs:
- 8). HPs:

These Ogres are in the mood for fun. Unfortunately Ogre fun involves squishing smaller folk. However if a PC speaks ogre the Ogres will agree to leave the PCs alone in return for 100 gp each (they just want to squish things, not fight a vicious battle to squish those things).

Treasure: Each Ogre carries a sack with 50 sp and a three week supply of sailors sausage.

4. Owlbears

Owlbear, Common (3) (HF 5, EP 900, Int 5, AL N, AC 5, MV 12", HD 5+2, hp 40, 42, 45, SZ L, #AT 3, D 1-6/1-6/2-12, SA hug, SD nil, Lang: none, Hon: Ave, ML 12, TOP 20, 21, 23, Crit BSL: Def AC+3, FF 7, Reference HOB 6 p 50)

- 1) HPs:
- 2) HPs:
- 3) HPs:

These Owlbears are quite vicious and hungry. If someone throws food their way, there is a 50% chance the Owlbears will stop and eat the food instead of pursuing fleeing PCs.

5. Wolves

Wolf, Common (12) (HF 0, EP 65, Int 4, AL N, AC 7, MV 18", HD 3, hp 30,31,32x2,33x2, 34x2,35x2,36,37, SZ S, #AT 1, D 2-5, SA nil, SD nil, Lang: none, Hon: Ave, ML 10, TOP 15,16x3,17x4,18x3,19, Crit BSL: Def AC+1, FF 4, Reference HOB 8 p 91)

- 1) HPs:
- 2) HPs:
- 3) HPs:
- 4) HPs:
- 5) HPs:
- 6) HPs:
- 7) HPs:
- 8) HPs:
- 9) HPs:
- 10) HPs:

- 11) HPs:

- 12) HPs:

The wolf pack is out hunting. The pack will not attack a large well-armed party, however a small party or lone adventurer could be seen as prey and attacked. Of course the PCs are free to start a fight with the wolves if they wish.

6. Giant Spiders

Spider, Huge (3) (HF 2+2, EP 270, Int 1, AL N, AC 6, MV 18", HD 2+2, hp 30, 33, 37, SZ M, #AT 1, D 1-6, SA poison, SD nil, Lang: none, Hon: Ave, ML 8, TOP 15, 17, 19, Crit BSL: Def AC+0, FF n/a, Reference HOB 7 p 97)

- 1) HPs:
- 2) HPs:
- 3) HPs:

These spiders see the PCs as food and attack on sight.

7. Stirges

Stirges, Common (10) (HF 1, EP 175, Int 1, AL N, AC 8, MV 3", 18" Fly (C), HD 1+1, hp 25x3, 26x3, 28x3, 29, SZ S, #AT 1, D 1d4-1, SA blood drain, SD nil, Lang: none, Hon: Ave, ML 8, TOP n/a, Crit BSL: Def AC-1, FF n/a, Reference HOB 7 p 112)

The Stirges attack anything that moves. If the Stirges are defeated the PCs can find the bodies of the Stirges last meal. The bodies belong to a merchant, his guard, and his mule.

Treasure: The merchant's body has 100 gp and a garnet ring worth 400 gp. The guard's body has a suit of ring mail that has taken 5 points of damage, a short sword, and 8 sp. The mule held the merchant's cargo, which consists of pots, pans, flatware, and a few small bolts of cloth, including a bolt of blue silk that is still in good condition and worth 100 gp.

- 1) HPs:
- 2) HPs:
- 3) HPs:
- 4) HPs:
- 5) HPs:
- 6) HPs:
- 7) HPs:
- 8) HPs:
- 9) HPs:
- 10) HPs:

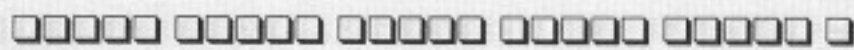
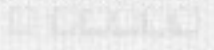
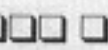
8. Merchant Caravan

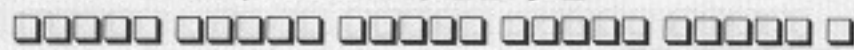
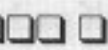
Man, Merchant/Trader (3) (HF 1, EP 15, Int 11, AL N, AC 10, MV 12", HD 1/2, hp 22 x3, SZ M, #AT 1, D 1d6-2 (dagger), SA nil, SD nil, Lang: common, ML 8, TOP 11x3, Crit BSL: Def AC-4, FF 4, Reference HoB 5 p 11)

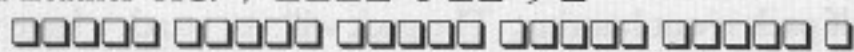
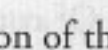
- 1) HPs:
- 2) HPs:
- 3) HPs:

Man, Caravan Guard (6) (HF 1, EP 15, Int 9, AL LN, AC 7 (studded leather), MV 12", HD 1, hp 26x6, SZ M, #AT 1, D 1-6 (short sword), SA nil, SD nil, Lang: Common, ML 11, Top 13x6, Crit BSL: Def AC-3, FF 4, Reference HoB 5 p 10)

- 1) HPs: Studded Leather AC: 7
- 2) HPs: Studded Leather AC: 7
- 3) HPs: Studded Leather AC: 7

4) HPs:  Studded Leather AC: 7  8  9 

5) HPs:  Studded Leather AC: 7  8  9 

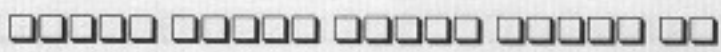
6) HPs:  Studded Leather AC: 7  8  9 

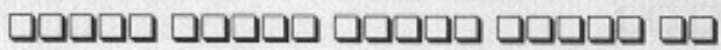
This group of merchants is traveling the opposite direction of the PCs and knows nothing useful to the PCs. They can sell the PCs anything on Tables 9A - 9E of the *Player's Handbook*.

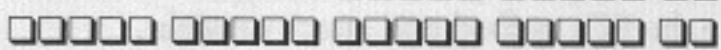
Treasure: 600 gp, 6 bolts of silk (worth 100 gp each), various goods worth a total of 1,500 gp and requiring a wagon to carry.

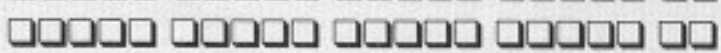
9. Pilgrims

Men, Pilgrims (4) (HF 1, EP 15, Int 11, AL NG, AC 10, MV 12", HD 1/2, hp 22x4, SZ M, #AT 1, D 1-6 (staff), SA nil, SD nil, Lang: common, Hon: Great, ML 9, TOP 11x4, Crit BSL: Def AC-5, FF 3, Reference HOB 5 p 10)

1) HPs: 

2) HPs: 

3) HPs: 

4) HPs: 

These men are on a pilgrimage to Fangaerie and have a long way to go. They have no treasure and no useful information.

10. Gummy Fiend

Gummy Fiend (1) (HF 19, EP 2,000, Int 1, AL N, AC 8, MV 6", HD 11+1, hp 76, SZ L, #AT 8, D 1-6 x8, SA multiple targets, stickiness, dissolve items, SD half damage from lightning or cold, regenerate 1d4 hp per round (with 51% or more of total hp left), Lang: none, Hon: Ave, ML 17, TOP n/a, Crit BSL: Def AC+9, FF 6, Reference HOB 3 p 114)

HPs: 

The Gummy Fiend is out hunting and the PCs look like a choice meal.

HORVAL'S WOOD

Movement: The map is scaled at 1 hex = 1 mile. Thus a party moving with all members capable of 12" movement will cover 20 hexes in a day as the terrain is considered rugged. Dwarves, Gnomes, gnomelings, halflings and anyone in fairly bulky (or greater) armor will slow the party down in direct proportion to their maximum movement rate (e.g. a dwarf in bulky armor has a 4" movement and thus limits the PCs to 4 miles/day).

Time Frame: The PCs are not sure how long their quest will be. They can search Horval's Wood until they encounter the Wheel of Destiny or decide that they are on a wild goose chase. Do not discourage the PCs from resting for a few days for healing if they want, but you should mention that the number of days it takes to find the Wheel will affect their tournament score.

Weather: The weather is always clear and sunny unless otherwise noted.

Forest Animals: For tournament purposes, small forest animals do not have any significant information for the party. The PCs can easily find small animals such as squirrels, rabbits, and birds any time they desire, but they will be of no value to the PCs.

Start: Play begins with the PCs already on the forest path. They have left the boats behind and moved inland. The time is early morning. Signs of the passage of game animals are plentiful, and the animals themselves can be seen from time to time.

CREEK CROSSING

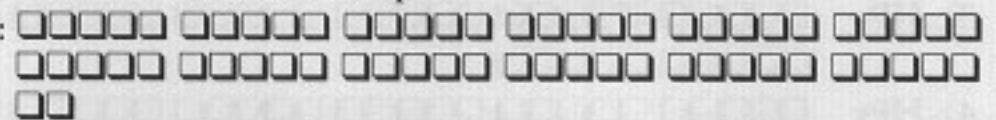
The path you have been following turns toward a creek that is about 15 feet wide. A huge, dead tree spans the water, its broken ends buried in the brush with dead trees on each side.

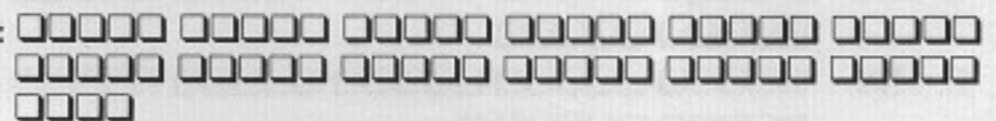
Across the creek you can see the paving stones of an old road that leads further into Horval's Wood.

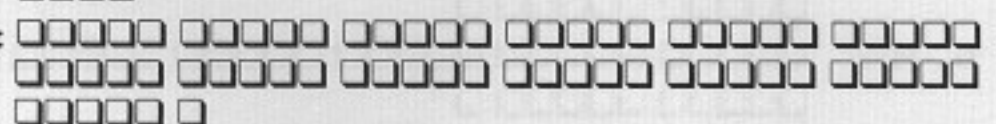
The road is an ancient trade route through Horval's Wood. If the players bother to ask what they know about the road, you may inform them of this fact. This is, however, the limit of their knowledge.

The "log" is actually an Undead Treant, as are the trees on either side of the creek.

Treant, Undead (3) (HF 23, EP 10,000, Int 12, AL CE, AC 1, MV 6", HD 8, hp 62, 64, 66, SZ H, #AT 1, D 2-16, SA animate dead plants, SD never surprised, Lang: treant, Hon: Ave, ML 19, TOP n/a, Crit BSL: Def AC+10, FF n/a, Reference HOB 8 p 18)

1) HPs: 

2) HPs: 

3) HPs: 

Long ago, these Treants were transformed by evil magic. They now ambush and kill anyone who comes along.

If a druid or a character with either the botany or forestry skill asks what type of tree the log is, it appears to be of the genus *Quercus* [Oak]. The exact species cannot be determined from a distance due to the poor condition of the specimen unless a difficult [+0%] check is successful. Should a PC come within melee range to make a careful examination, he will discover the ambush. The Treants will immediately attack but without the advantage of surprise.

If the party attempts to cross the creek, the Undead Treant on the far bank automatically gains a surprise attack at +4 to hit against one character crossing the bridge. Even pixie fairies are surprised by the Undead Treant because the undead have no life to sense. At this point the Undead Treant on the near side of the creek attacks the rear of the party in the same way. Simultaneously the "log" rises, dumping all the characters on it into the creek, which is four feet deep. The Undead Treants fight to the death.

Notes: Characters dumped into the creek will require one round to get up and ready themselves for combat. In addition, if the character fails a saving throw versus Petrification, he has dropped any items he was carrying in his hand (such as a melee weapon) and must either unsheath a new one or spend 2-5 rounds searching the muddy creek bottom for his item(s). Those with either the Acrobatic skill suite, Balance Bonus talent, or Tumbling skill negate these effects.

There is little chance of anyone actually drowning. Characters shorter than 4'9" will not be able to hold their head above water and consequently cannot fight in the creek but they can move to either bank in a mere round. Should they have means of breathing underwater, refer to page 168 of the *GameMaster's Guide* "Underwater Combat".

Characters may attempt to jump the creek. Barbarians who get a 20 foot running start will automatically succeed. Those with the Jumping skill must make a difficult check [+0%] due to the muddy bank. Their broad jump must also be at least 15 feet. Pole vaulting is also an option, though it too is a difficult check. Refer to page 326 of the *Player's Handbook* for specifics on the Jumping skill.

If defeated, the body of an Undead Treant may be safely used as a bridge.

2. The First Fork

After leaving the creek, the trail winds through the forest. Occasional ancient paving stones reveal that you are still on the old trade route.

Be sure to announce whenever the PCs come to the end of a day. Eventually, they reach the first fork in the path. An examination of the area reveals that the old road lies along the right path. Each day roll once on *GameMaster's Guide* Table E9: Things You Might Find Along the Trail (page 326).

2a. The Left Path

The left path continues deeper into the forest. The undergrowth is thick, and the canopy blacks out the sunlight. The air is still and musty. On all sides, huge, rope-like vines hang from the trees, some tightly stretched. A vague feeling of uneasiness hangs over each of you, as if perhaps your small band is being watched.

A small band of grel is moving through this part of the forest hunting for pixie fairies. If the PCs are moving along the path, the wary grel are aware of their arrival and will prepare an ambush. The six hunter grel lie in wait along the right side of the path using their natural ability to not be seen in their native habitat.

Galtrit will emerge from the underbrush 80 feet in front of the party and hail any grel that may be in the party. If there are any non-grel in the party, he will demand a bribe of a mere 100 gold pieces to allow those lesser beings passage through his forest. If paid, he will abide by his word - honor demands it! If there are no grel present, he will address the toughest looking fighter and his bribe request will be 500 gold pieces.

However, if there are pixie fairies in the party, he will demand that the pixie-farie(s) be surrendered to him in addition to the bribe. Should the party take any hostile action, he will signal for his hunters to execute their ambush by charging the party while yelling his war cry.

Remember that the grel gain a +4 to surprise. Galtrit receives a +4 to initiative due to his high Dexterity while the remaining hunters get +2.

Galtrit (HF 6, EP 531, F5, Str 16/12, Dex 18/21, Con 11/33, Int 12/55, Wis 10/01, Cha 9/91, Com 11/11, AL CE, AC -2 (Grelvan Splint, Dex, Med. Wooden Shield), MV 10", HD 5d10, hp 51, SZ M, #AT 1, D 1-6+6 (Spear +1, Str, Tattoo), SA stealth, war cry, spear and bow bonus, Tarkrin [diminish evil] and Gorkrink [+1 to damage] tattoos, SD only surprised on 1 in 10, 90% immune to Sleep/Charm, Quirks/Flaws: none, Skills: tracking 54, Lang: elvish, common, Hon: Ave, ML 19, TOP 26, Crit BSL: Def AC+3, +4 (bow), +5 (Spear +1), FF 5)

HPs:

□□□□	□□□□	□□□□	□□□□	□□□□	□□□□
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Grelvan Splint AC: 5

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Medium Wood Shield AC: +3

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Elf, Grunge - Hunter Grel (6) (HF 6, EP 420, Int 12, AL CE, AC 5 (Grelvan Lamellar, Dex), MV 12", HD 4+1, hp 37,38,39x2,41,46, SZ M, #AT 1, D 1-6 (short bow) or 1-6 (club), SA stealth, war cry, spear and bow bonus, SD only surprised on 1 in 10, -4 to opponents' surprise rolls, 90% immune to Sleep/Charm spells, Lang: elvish, common, Hon: Ave, ML 15, TOP 19x2,20x2,22,23, Crit BSL: Def AC+3, FF 6, Reference HOB 3 p 15)

1) HPs:

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Grelvan Lamellar AC: 7

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2) HPs:

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Grelvan Lamellar AC: 7

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3) HPs:

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□□□□	□□□□				

Grelvan Lamellar AC: 7

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4) HPs:

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□□□□	□□□□				

Grelvan Lamellar AC: 7

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5) HPs:

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Grelvan Lamellar AC: 7

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6) HPs:

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Grelvan Lamellar AC: 7

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Treasure: Each grel possesses a short bow, 12 sheaf arrows, a club, and 12 sp. Galtrit, the grel leader, has a Spear +1 and 5 pp.

2b. The Right Path

The old road leads straight south through Horval's Wood. You notice that there are fewer birds and animals about, and their signs are quite scarce. Here and there it looks as if something large has broken down trees and flattened the vegetation. You occasionally hear deep, muffled croaking through the dense foliage ahead. Suddenly, the path opens into a clearing, revealing a cave opening in the side of a small hill to the left.

The cave is the lair of two Wyverns.

Wyverns (2) (HF 15, EP 2,000, Int 5, AL N(E), AC 3, MV 6", 24" Fly (E), HD 7+7, hp 62, 63, SZ G, #AT 2, D 2-16/1-6, SA poison, surprise, SD nil, Lang: none, ML 14, TOP 31, 32, Crit BSL: Def AC+6, FF 12, Reference HoB 8 p 106)

1) HPs:

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□□□□	□□□□□□□□	□□□□	□□□□	□□□□□□

2) HPs:

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The Wyverns observe the PCs from 60 feet up a tall oak tree, remaining quiet until all the PCs enter the clearing or the party attacks them. Once all the PCs are in the clearing, the Wyverns swoop down and attack.

Treasure: The cave contains numerous bones and trash along with 321 sp and a Ring of Constant Thunder.

3. THE STONE CAIRN

Beyond Encounter 2 the party will reach a point where the trail from Encounter 2a rejoins the road from 2b.

The path winds through the trees, rising and falling as the terrain becomes increasingly rough. The undergrowth is thick, but the path continues to be relatively clear. As you round a small hill, a beautiful glen opens before you. It is approximately 100 yards in diameter and covered with a thick turf of lush grass. Stately beech trees that must be at least 300 years old ring the perimeter. In the center of the glen stands a large gazebo, at least 20 feet in diameter. Vines, tree branches, and brush have grown together and now partially obscure the gazebo, making it impossible to see inside without venturing closer. You can see another path exiting the glen on the far side of the clearing.

If the party bypasses the gazebo and exit proceed to encounter 4. If they decide to investigate the gazebo read the next paragraph. If they attack the gazebo the Nid-Hogg attacks the PCs.

Inside the gazebo you see that a small marble fountain has been constructed here. The water spouts up about three feet to fall into a marble basin surrounding the spout. Guarding the fountain is a large Skink-like dragon with a black-green hide.

The Nid-Hogg is very unhappy about being forced to live above ground and is quite happy that the trees and other vegetation have largely grown over the gazebo. The Nid-Hogg will only use its breath weapon as a last resort, hoping to avoid damaging the gazebo or the concealing vegetation.

Nid-Hogg (1) (HF 49, EP 4,000, Int 11, AL LE, AC 2, MV 15", HD 10+2, hp 63, SZ H, #AT 1 or 1, D 2-16 or breath weapon, SA breath weapon, constriction, SD spells, Lang: dragon, ML 13, TOP 32, Crit BSL: Def AC+8, FF 7, Reference HoB 6 p 10)

1) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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Treasure: 1,324 sp, 524 gp, Horn of Bubbles, Sickle +1, Potion of Healing, Potion of Sleep (x6)

The water from the fountain is magical and has a musty odor. Drinking the water befuddles the mind of the imbiber to the extent that he will forget who he is, who his friends are, and why he is in this forest. A successful saving throw versus spells (at a -2 penalty) negates this effect. A Dispel Magic cancels the befuddlement, but also causes the subject to fall into a deep sleep for 24 hours. If the party searches the gazebo, in addition to finding the Nid-Hogg's treasure, they will find a rotted lyre and a glove. The glove is oddly proportioned and in perfect condition. The glove is odd in that it is half again as wide as a normal man's hand and monogrammed with the letter "H." This glove could fit a half-ogre! If the glove is moved the portion of the lyre that was covered by the glove is revealed, showing no sign of rot or damage. A Detect Magic spell reveals that the glove is magical but the lyre is not. The glove belonged to Horval the lost, though it is vital that you make no mention of him at this time. Horval was the 10th king of Chamlain and also reputed to be a lyre-playing bard. He drank from this fountain and wandered away to who-knows-where.

4.The Ford

The circuitous woodland track leads once again to the stream, and it's obvious that you must cross the stream in order to continue. There is no log here, but rather a simple ford.

The water is only a few inches deep and the bottom is hard packed. It is not difficult for the PCs to cross. The description is included for parties who wish to take elaborate precautions that will waste valuable time.

5. THE MAD DRUID

You continue to travel as the path leads deeper into the forest. The terrain here is quite rocky, and you can hear a deep, off key chanting coming from somewhere ahead. A faint path winds away in the opposite direction from the chanting. A strong wind has springs up as you watch and the trees begin to sway violently back and forth.

If the party takes the faint path, they eventually reach another ford. Encounter 8 lies just beyond that ford.

Tournament Note: If the party disturbs the Mad Druid they will have few options. The hermit can control all the trees and force the PCs into the quicksand. This part of the action must flow rapidly and smoothly – do not allow things to get bogged down (pun intended).

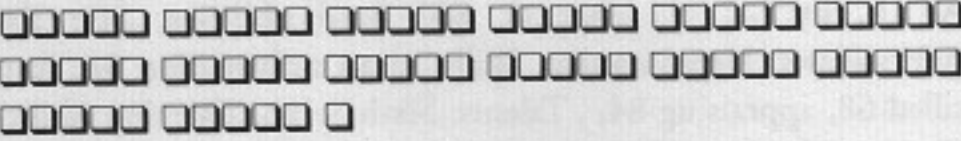
Cresting a rocky rise, you can now see the chanter in the midst of a group of trees. He appears quite ancient, with cracked and weathered features that make him almost look like a tree himself. He is even wearing clothing made of thin tree bark. He obviously does not concern himself with grooming as his garment is tattered and his scraggly beard and hair are dirty and unkempt. He does not appear to have noticed you yet, although his chanting has quickened its pace and the trees seem to be moving in time to the man's movements.

This is the PCs last chance to turn back and go the other way. If they move forward they will encounter the Mad Druid.

Mad Druid (HF 38, EP 4,136, Dr 12, S 14/14, D 11/45, C 14/41, I 15/53, W 18/89, Cha 16/23, Com 11/18, AL N, AC 3 (**Barkskin**), MV 12", Druid 12, hp 71, SZ M, #AT 1, D d6+3 (Staff+Str), SA spells, druid abilities, SD spells, druid abilities, **Protection from Fire** (144 points of fire damage), **Protection from Lightning** (120 points of electrical damage), Quirks/Flaws: none, Skills: religion general 53, religion specific druid 54,



divine lore, 54, Talents: Concentration (ZG), Lang: common, lizard man, treant, druid, elvish, Hon: Ave, ML 18, TOP 32, Crit BSL: Def AC +5 (melee), +4 (missile), FF 7)

1) HPs: 

Spells Prepared (per day 8/7/5/5/3/2/1):

First Level: Cure Minor Injury, Entangle, Faerie Fire, Fog Vision, Shillelagh x2, Speak With Animals, Wind Column (ZG)

Second Level: Barkskin (already cast), Cure Light Wounds, Heat Metal x2, Produce Flame, Soften Stone, Warp Wood

Third Level: Heal Light Wounds, Protection from Fire (already cast), Snare, Tree, White Hot Metal

Fourth Level: Dispel Magic x2, Hallucinatory Forest, Produce Fire, Protection from Lightning (already cast)

Fifth Level: Pass Plant, Protection from Petrification, Sticks to Snakes

Sixth Level: Wall of Thorns, Whirlwind (ZG)

Seventh Level: Transmute Metal to Wood

Treasure: Gem of Brightness

The Mad Druid will know the PCs have not turned away by means of his telepathic link with the trees. As such, he has cast **Barkskin** on himself followed by **Protection from Fire** and **Protection from Lightning**. He may be mad but he's no fool!

The Mad Druid has lived alone in this same forest since he was young, over 300 years ago. Solitude has not only driven him mad but given him great power over the trees of the forest. He can animate and control them at will by chanting. His power also grants him a telepathic link with the trees allowing him to be aware of intruders. There are literally hundreds of trees here and the Mad Druid can command them all.

The Mad Druid's advanced age makes him a link with the past and his telepathic abilities enable him to pick up on the thoughts of all beings, thus he knows of the PC's quest (and incidentally, any hostile intent they have for him!). He knew Horval, and knows of the Wheel of Destiny, but remembers neither with fondness. Horval attacked the Mad Druid, desiring the location of the Wheel, which the Mad Druid reluctantly provided. While he had no connection with the ancient druids who once maintained the Wheel, he was loath to tell of its whereabouts to a stranger with violence in his heart. So he instead directed Horval to the spring (Area 3), and Horval never found the Wheel. As the PCs quest reminds him of these events, their presence enrages the Mad Druid, and he unleashes his rage at the party.

"By root and branch! Beset again by fool am I, by one not this time many it is. Wheel of Destiny you seek, find it you will not. Duped by Horval I was, again tricked I will not be. Aid me in destroying you my friends will. In peace left will I be!"
The trees now move against you. Only one gap remains open wide enough for even a pixie fairy to pass through. It looks like you can either flee through the gap or try to fight your way to the old man.

The animated trees force the players toward Area 6. Deciding to stand and fight is futile. Even if the PCs manage to kill the Mad Druid, the trees continue to push the PCs toward the marsh. If the players attempt to rush the Mad Druid, he casts **Wall of Thorns** to shield himself from approach. This wall will be circular with a 750 foot outer diameter and 10 feet thick. [Draw a circle with a radius of 15.5 feet around the Mad Druid.] A clearing about eleven feet in diameter will be left in the center. Should anyone attempt to pass through the wall, he casts **White Hot Metal** on them while anyone attempting to fly over the wall will be subject to a **Whirlwind**. Given time and opportunity, he will cast **Sticks to Snakes** centered on the bulk of the party or **Transmute Metal to Wood** on a suit of field plate or plate armor. If

somehow engaged in melee, he will shapechange into a Black Bear (*Hacklopedia of Beasts* vol. 1 p. 56), healing 10-60% of any damage in the process. He will remain in that form unless he's really get mauled in which case he shapechanges into a Wild Eagle (*Hacklopedia of Beasts* vol. 2 p. 125) and attempts to fly away.

Allow the PCs only 5 rounds of combat – after that the trees force them into Area 6. The PCs can attempt to destroy the trees [treat each as a 10 HD, 70 hp Treant], but as there are hundreds of them it is a virtually impossible task to do this in just 5 rounds.

6. THE MARSH

You are forced onto a low bluff by the relentless movement of the trees. The bluff overlooks a 15-foot drop onto flat ground. You hold on as long as you can but in the end it is futile and you are pushed over the edge.

The ground is in fact quicksand. The area of quicksand is simply too large for any PC to jump. Only flying pixie fairies and those with some magical (quickly activated!) levitation or flying power are able to avoid landing in the quicksand.

This is not the death trap it appears to be. However, be as dramatic as possible with the description of this scene. Nearly any attempt by the PCs to escape will be fruitless. Finish this scene quickly and do not allow the PCs to waste time or resources.

As you sink into the morass, you think you hear a voice calling out. The last thing you see before you go under is the appearance of several seedy-looking men in colorful garb.

7. THE GYPSIES

The party will be rescued from the quicksand by the gypsies and taken to their camp. Those who sank into the quicksand awaken to find themselves on dry land with their clothing hanging on a nearby tree and their equipment piled nearby. However, any gold or gems the party possessed will not be in these piles (the gypsies took them and then Melinda cast **Merge Coin Pile** to hide any physical evidence of their theft).

As you walk around the camp you can see many colorfully dressed people and several wagons. You would guess there are 30 men, women, and children in the camp working busily at a variety of tasks.

Two of these people draw your attention as they stare at you. They motion for you to approach. One is a giant of a man, easily seven feet tall and quite burly. The other is a hunchbacked old crone leaning heavily on an ashwood staff. "So I see you have finally come around," the man bellows. "Melinda, gather the women and cook some food for our guests, the strangers are hungry. Go, go."

The old woman shuffles off as the man shifts his piercing gaze in your direction. "Well my new friends, that was a close call you had. If we had not come upon you when we did I suspect you'd not be standing here now. Four of our lads were able to pull you from the muck, and we brought you to our humble camp. My name is Rafeal. Rest now. When the feast is prepared we will speak further."

The gypsies really did just happen along at the right time to save the party. They took obvious valuables, but will deny doing so. If questioned, they simply say that the gold must be in the quicksand. They will vigorously stick to this story. If magically compelled (a truly rude act in their culture, worthy of a one point hit to Honor per question put with magic), none of the gypsies questioned (with the exception of Melinda who will cast *Misdirection* before submitting to questioning) know where the valuables are *at the moment*. In a few hours Rafeal returns to the PCs and takes them to a feast. By now it is fully dark and Rafeal engages the PCs in conversation.

"So recovering nicely? Wonderful! You must have the constitution of an ox. Now we noticed ye have a map. I can see that you came from the west, and we from the east. Perhaps you would be interested in exchanging information?"

The map produced by Rafeal is accurate but incomplete. Assuming the party has any valuables left, Rafeal is willing to sell the map for 100 gp or a magic item. The map details the road from this point to Area 8 and beyond to the edge of the wood. If the PCs tell Rafeal of their quest he relates the following.

"Well that is interesting my new friends. I know nothing of the Wheel of Destiny, but my band is seeking the legendary Wheel of Fortune lost by my ancestors many generations ago. Our search may never end but perhaps you will have better luck in yours. It may be that I can help you. We came here following rumors of an ancient wheel in this forest. Unfortunately the wheel was not the one we sought. To the east there is a small shrine and within it is a decorated wheel. Just follow this path onward to the east and perhaps your quest will reach an end. I wish you luck."

There is little more that can be accomplished in the camp. The wagons are guarded and the gypsies look ill on an attempt by an outsider, such as the PCs, to enter one. None of the gypsies know anything more about kings or quests or wheels, and have nothing of significant value to sell or trade.

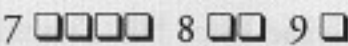
Should the PCs be caught trying to break into a wagon or actually be caught in one, they are driven from the camp toward Area 8. Enough gypsies respond so that they can overbear the PCs. If the PCs fight the gypsies, the camp members overbear (see *GameMaster's Guide* p. 100) and eject the party if possible. If this proves too difficult, the gypsies will flee in every direction. However, they will never forget the incident and may turn up at some point in the future, perhaps years later, to seek their revenge.

If one of the PCs successfully gets into Rafeal's wagon, easily identified by his name prominently painted on the side, and escapes unnoticed, he will find a more complete map which shows the secret path to Area 9.

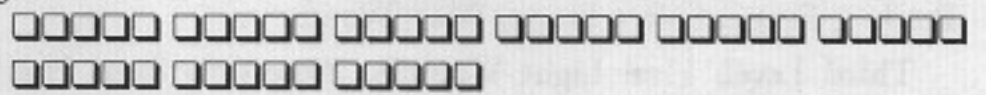
Elves, druids, and rangers each have a 1 in 6 chance of noticing the secret path should the area be searched. If no party member notices the path and the map is not located, the only way for the party to continue is the road to Area 8.

Rafeal (HF 10, EP 1956, Ftr 8, S 18/78, D 17/52, C 14/22, I 15/70, W 14/12, Cha 16/55, Com 11/08, AL CN, AC 2 (studded leather + dex), MV 12", hp 88, SZ M, #AT 2, D 1-6+10 (short sword), SA none, SD none, Quirks/Flaws: claustrophobia, Skills: shortsword specialization, dirty fighting, brawler 89, leadership, basic 70, Talents: Acute (high) Alertness, Sixth Sense, Lang: common, Hon: Ave, ML 16, TOP 44, Crit BSL: Def AC +10, FF 8) Items of note: **shortsword +2**, **studded leather +2**

HPs: 

Studded Leather +2 AC: 5 

Melinda (HF 2, EP 1275, Bard 7, S 8/18, D 16/12, C 11/21, I 17/02, W 16/92, Cha 15/41, Com 7/18, AL CN, AC 8 (dex), MV 12", hp 45, SZ M, #AT 1, D 1-4 -1 (dagger), SA: Bard abilities, SD: Bard abilities, Quirks/Flaws: kleptomaniac, Skills: glean information 98, forgery 71, liar, skilled 68, appraising 84, , Talents: Sixth Sense, Thieving Abilities: PP 55%, OL 5%, FT 10%, RT 10%, MS 15%, HS 10%, DN 20%, CW 60%, RL 45%, Lang: common, Hon: Ave, ML 12, TOP 23, Crit BSL: Def AC -1, FF 7) Items of note: **potions of speed**, **philter of love**, **healing**, **polymorph to primate**. Note: Melinda was quite a looker as a young woman (COM 17) but she hasn't aged well.

HPs: 

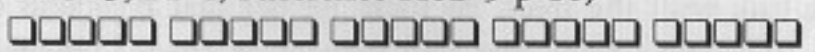
Spells Known (per day 3/2/1)

First Level: Merge Coin Pile (already cast), Shift Blame, Wall of Fog

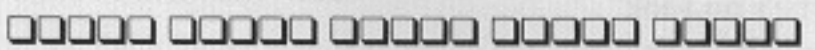
Second Level: Misdirection, Stinking Cloud

Third Level: Polymorph to Amphibian

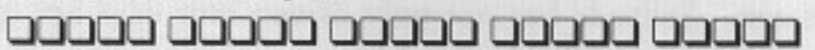
Men, Gypsies (30) (HF 1, EP 15, Int very, AL CN, AC 8 (leather), MV 12", HD 1, hp 25x30, SZ M, #AT 1, D 1-4 (dagger), SA nil, SD nil, Skills: Haggle 25, Looting, basic 30, Lang: common, Hon: Ave, ML 8, TOP 13x30, Crit BSL: Def AC -3, FF 4, Reference HoB 5 p 10)

1). HPs: 

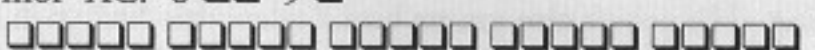
Leather Armor AC: 8 

2). HPs: 

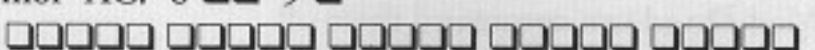
Leather Armor AC: 8 

3). HPs: 

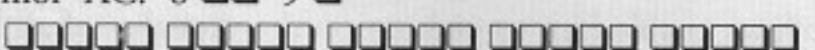
Leather Armor AC: 8 

4). HPs: 

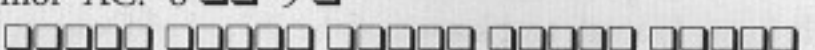
Leather Armor AC: 8 

5). HPs: 

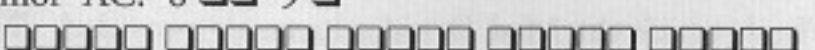
Leather Armor AC: 8 

6). HPs: 

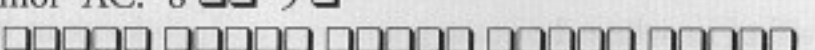
Leather Armor AC: 8 

7). HPs: 

Leather Armor AC: 8 

8). HPs: 

Leather Armor AC: 8 

9). HPs: 

Leather Armor AC: 8 

10). HPs: 

Leather Armor AC: 8 

11). HPs: 

Leather Armor AC: 8 

12). HPs: 

Leather Armor AC: 8 

13). HPs: 

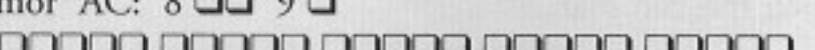
Leather Armor AC: 8 

14). HPs: 

Leather Armor AC: 8 

15). HPs: 

Leather Armor AC: 8 

16). HPs: 

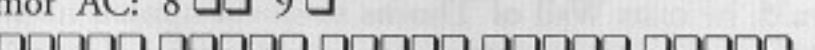
Leather Armor AC: 8 

17). HPs: 

Leather Armor AC: 8 

18). HPs: 

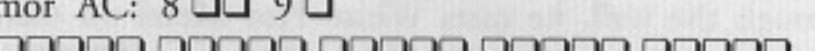
Leather Armor AC: 8 

19). HPs: 

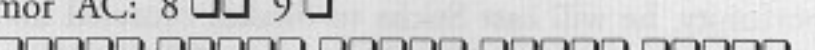
Leather Armor AC: 8 

20). HPs: 

Leather Armor AC: 8 

21). HPs: 

Leather Armor AC: 8 

22). HPs: 

Leather Armor AC: 8 □□ 9 □

23). HPs: □□□□ □□□□ □□□□ □□□□ □□□□

Leather Armor AC: 8 □□ 9 □

24). HPs: □□□□ □□□□ □□□□ □□□□ □□□□

Leather Armor AC: 8 □□ 9 □

25). HPs: □□□□ □□□□ □□□□ □□□□ □□□□

Leather Armor AC: 8 □□ 9 □

26). HPs: □□□□ □□□□ □□□□ □□□□ □□□□

Leather Armor AC: 8 □□ 9 □

27). HPs: □□□□ □□□□ □□□□ □□□□ □□□□

Leather Armor AC: 8 □□ 9 □

28). HPs: □□□□ □□□□ □□□□ □□□□ □□□□

Leather Armor AC: 8 □□ 9 □

29). HPs: □□□□ □□□□ □□□□ □□□□ □□□□

Leather Armor AC: 8 □□ 9 □

30). HPs: □□□□ □□□□ □□□□ □□□□ □□□□

Leather Armor AC: 8 □□ 9 □

Treasure: There are five wagons in addition to Rafeal's (which he shares with Melinda (she's his aunt - get your mind out of the gutter for gawd's sake!) An almost inconceivable amount of brightly colored and shiny but shoddy crap is piled into each and every wagon. No valuable can be found though as none of the gypsies trusts each another enough to leave their valuables unattended. Each of the ordinary gypsies has 4d10 sp and 3d4 gp cleverly sewn into their garments plus half of the PC's coinage distributed amongst them in the form of platinum. Melinda carries an additional five 100 gp gems, one-quarter of the PC's coinage (again, transmuted to platinum) plus any gems and jewelry she stole. Rafeal carries the balance of the PC's coinage as well as two 500 gp gems.

8. JUDGEMENT CALL

The road opens up as you head eastward, and eventually the road becomes the major route that once ran through Horval's Wood. The terrain remains hilly and rocky. You can see the foothills of a mountain range off in the distance. A loud booming like thunder echoes around you, yet as you look up you notice that there is no hint of a storm in the sky.

Allow the PCs a chance for an action or three before continuing:

The crumbling road swings in a wide curve around the foot of a hill. The road runs straight through a narrow defile, heading sharply upwards. About 150 yards ahead you can make out the mouth of a cave, perfectly circular and framing two gigantic figures. The thunder is their yelling, they appear to be engaged in some kind of argument, which you have just interrupted. They stop their argument and peer down at you. One of them says, "Hey let's have the ants judge." Stooping over the giant picks up a boulder and hurls it at a nearby bluff. He then hurls three more in rapid succession. He smiles steps back and the other giant then hurls four boulders at the same bluff. They then turn and look at you expectantly.

The giants are engaged in a contest to see who can make the best art by hurling boulders at the bluff. They now want the PCs to tell them who made the better art. There is no right answer. If the PCs choose one of the giants as the winner the other attacks in a rage while the winner stands by and laughs. If the PCs manage to kill the losing giant or attack the winner, the winner then attacks the PCs.

Giant, Hill (2) (HF 14, EP 3,000, Int 6, AL CE, AC 1, MV 12", HD 12+1-2, hp 71, 77, SZ H, #AT 1 D 2-12 +7 (huge spear, Str), SA hurling rocks, SD nil, Lang: giant, common, Hon: Ave, ML 14, TOP 36, 39, Crit BSL: Def AC+13, FF 7, Reference HOB 3 p 58)

General note on Hill Giant Armor: Hill Giants wear two types of armor - metal (chainmail) or hide. This armor absorbs 2 hp/die due to its heavyweight construction. An unarmored Hill Giant is AC 6.

1). HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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Metal Armor AC:	1	2	3	4	5
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2). HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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Metal Armor AC:	1	2	3	4	5
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8A. THE GIANTS' CAVE

As you enter the smelly cave of the giants, you see several very large barrels, two full sacks easily large enough to hold a full grown human, and a pile of fur. To your horror the fur rises and makes its presence known. The pile of fur is in actuality a large cave bear. It must be the pet of the hill giants.

Bear, Cave (1) (HF 2, EP 650, Int 2, AL N, AC 6, MV 12", HD 6+6, hp 55, SZ H, #AT 3, D 1-8/1-8/1-12, SA hug, SD nil, Lang: none, Hon: Ave, ML 9, TOP 28, Crit BSL: Def AC+5, FF 11, Reference HOB 1 p 56)

1) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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Treasure: Each bag holds 1,000 sp, 750 ep, a giant's dagger, and 3 boulders. The barrels are full of weak wine and are far too large for the party to take with them. Each holds about six normal barrel's worth of the weak (and not very good) vintage. Along one wall is a huge sized battle axe.

9. THE CIRCLE OF STONE

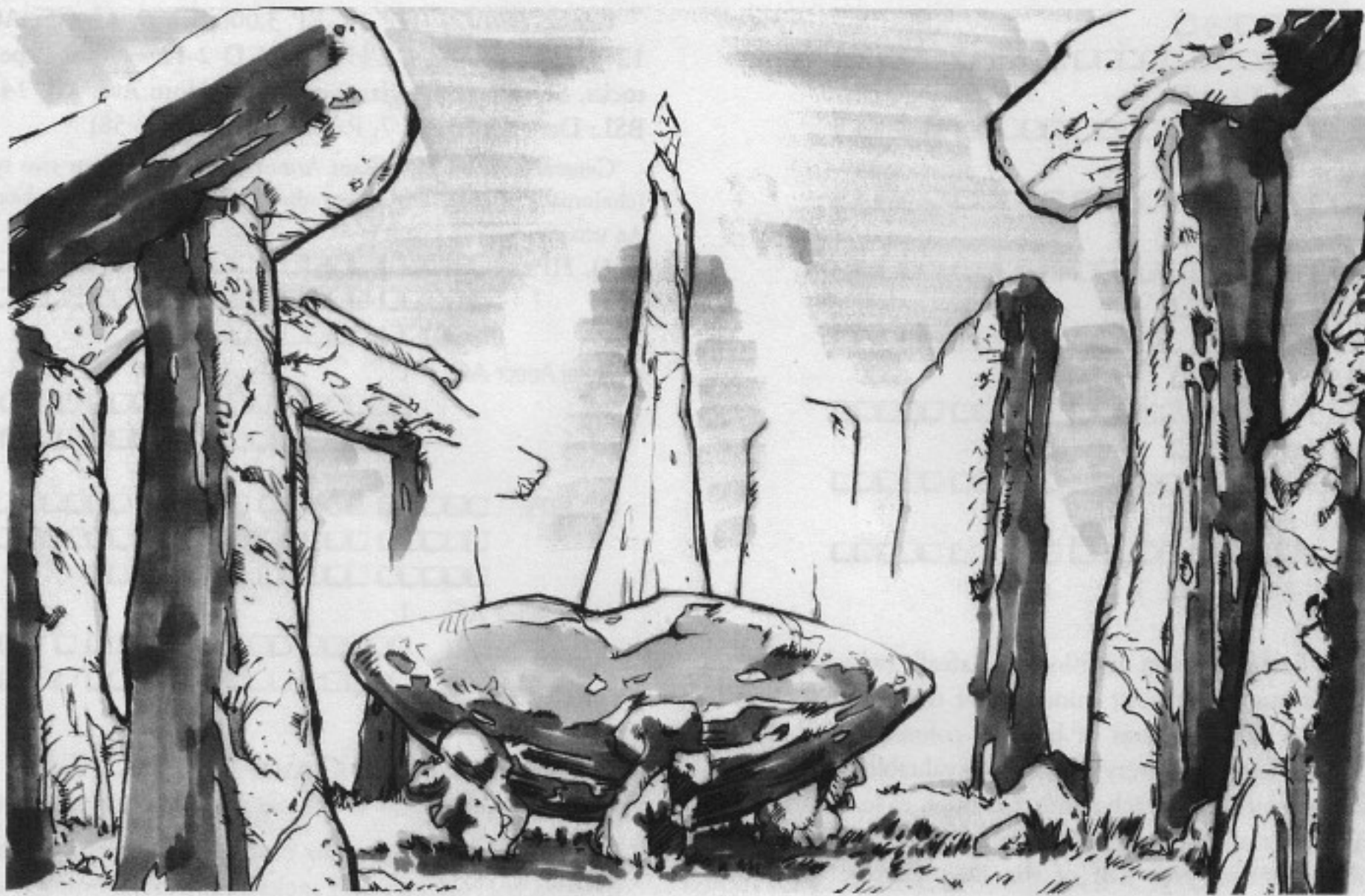
Travel through the thickets of the secret path is difficult, but not impossible. You do notice that all normal forest sounds have ceased. In fact the silence is oppressive, much like the feeling just before a violent storm strikes. Then you see tall stone shapes rising from the brush. Eerie white light surrounds the stones. You can hear the thump and swish of a heavy creature moving through the leaves and debris. The noise draws your attention to the green-scaled dragon staring at you just as the beast opens its fearsome maw.

Green Dragon, juvenile (1) (HF 58, EP 11,000, Int 11, AL LE, AC 0, MV 9", 30" Fly (C), 9" Swim, HD 13, hp 130, SZ G, #AT 3+, D 1-8+4/1-8+4/2-20+4, SA breath weapon 8d6+4, water breathing, dragon speak, SD, Lang: common, Hon: Ave, ML 16, TOP 65, Crit BSL: Def AC+14, FF 8, Reference HOB 2 p 89)

1) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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Spells Known (1)

First Level: Magic Missile (4 missiles)



The dragon is juvenile (only 30 years old) but still a fearsome beast. He is really ticked off that he cannot approach the shrine because he's sure there's some valuable treasure in there.

Tactics: The dragon is no fool and will recognize a party of well armored adventurers as a legitimate threat. Naturally, he will first attempt to cover as much of the party with his chlorine breath weapon as possible. He then attempts to cast Magic Missile and target up to four potential spell casters so as to disrupt whatever mischief they're casting. Following that, he engages in melee for a couple of rounds until he can employ his breath weapon again.

Remember that all PCs and their companions will have to save vs. petrification or suffer the effects of fear (-2 to-hit and damage)!

If the dragon is clearly getting his ass kicked, he isn't going to wait around to be carved up into pieces and sold at auction. This is a judgement call to be made by the GM, but the dragon will attempt to fly away if it recognizes that it's in over its head!

The dragon keeps all of his treasure in specially crafted pouches it wears on its body. While there's plenty of good eating in Horval's Wood, the region is relatively impoverished. As such, he has but 1,341 gp, 222 pp, and a **Potion of Healing**.

If the dragon is killed, PCs may feel ripped off at his paltry treasure. Boo Hoo. Little do they realize the potential yield they have on their greedy little hands. *Hacklopedia of Beasts vol. II* lists many of the uses for dragon organs while the articles "Dragonatomy 101" and "Dragonatomy 201" (found in HackJournals #6 and #8 respectively) go into greater detail on the bounty that can be harvested from a dragon corpse.

Once the dragon is slain or flees and the party enters the shrine, read the following.

Safe for the moment, you are able to examine the stone. The tall ones form a rough circle, and enough of them have lintels bridging the tops of two uprights that it is possible to imagine that all the monoliths were once so capped. The hub of the circle is dominated by a huge stone disc, deeply carved with symbols and runes and mounted horizontally on carved representations of squirrels. In the center of the disc is a pinnacle about ten feet tall, topped by a crystal. Two brilliant beams of pure white light emanate from the crystal. The shafts of light strike the rim of the disc at two distinct points creating a rainbow effect at each point.

The PCs have nearly reached the end of their quest. This stone formation is in fact the Wheel of Destiny. The crystal refracts the light of the stars. The conjunction of Bazel and the seven-headed beast occurs every 40 years. It results in an extremely bright light. This light activates the crystal. The stars create one beam and the moon creates the other. The timing of certain events can be determined by measuring the distance between the two points of light. The measuring device is of course the magic glove the PCs found earlier. The distance between the two points is exactly six widths of the glove. If the PCs do not have the glove they cannot determine whether the time has come for Horval's return.

Non-Tournament Use: If the players recovered the glove but cannot figure out how it is to be used as a measuring device, they must return to Iffeal dishonored at having failed in their attempt to prove that the time of which the prophesy speaks is at hand. After applying an honor hit (-3 for lawful characters, -2 for neutral ones and a mere -1 for chaotic PC), the party is debriefed by Gerald and several irritated Fate Scribes from the Inevitable Order of Time. Assuming the PCs mention the unusual glove, the Fate Scribes will ask for it in order to "get some of their top guys working on it."

Two days later the PCs will again be summoned to Gerald's office. One of the Fate Scribes from the initial debriefing is seated at his conference table grinning like a Cheshire cat. Beside him is an elderly man clad in adventuring gear so new that the price tags are still on his belt pouches.

The grinning scribe speaks, "Well looks like the ol' brain trust did it again." He pats the elderly scholar on the back perhaps a bit too firmly. "Doctor Smythe here believes he's cracked the code on that wheel." The scholar, presumably Doctor Smythe, manages to get out "Well I do need to actually verify..." before being cut off by his handler. "So I'll need you gentlemen to accompany him back to the wheel. The doc here will take a few readings and get this prophesy business settled. Jes' make sure nothin' happens to the old guy."

Gerald then impatiently butts in. "You're ready to go, right?" Before the players can retort, he whisks them on their way.

The PCs must now return to the shrine. Any creatures left alive (such as the grell) may be encountered again [though the green dragon will have relocated to safer hunting grounds if forced to flee - but the players needn't know that] and there's always the potential for wandering monsters. Keeping the doctor out of harm's way is obviously important to accomplishing the mission - returning to Pellham with a dead research fellow pretty much scrubs

the mission as far as the players are concerned. If the players can get Doctor Smythe to the wheel, he will fiddle around for a bit but then his short term memory loss will kick in. He will continue to examine the wheel while muttering observations with his arcane speak ability. "Oh yes, extremely fine craftsmanship...very reminiscent of the Fandike school ...interesting correlation to the crab nebula..." He will continue like this for days unless the players step in and remind him of the reason they brought him here.

Should the doctor be reminded of his task, he uses the glove to measure off the distance between the two beams of light. "Six hands! Six hands! The prophesy is true! Oh this is exciting news, most exciting. Come young men, we must return to Pellham at once." He then rushes off down the ancient road.

Doctor Smythe (HF 0, EP 7, 0 level, S 4/18, D 7/02, C 5/22, I 18/71, W 14/62, Cha 9/55, Com 10/03, AL LN, AC 11, MV 12", hp 18, SZ M, #AT 0, D 0, SA none, SD none, Quirks/Flaws: short term memory loss, hearing impairment, Skills: ancient history 110, astrology 83, history, local 77, history, world 57, arcane speak 92, art appreciation, sculpture 56, Lang: common, elven, dwarven, gnome, drow, Hon: Ave, ML 4, TOP 9, Crit BSL: n/a, FF 4)

SCENARIO 2: Keys of the Dead

PLAYER'S BACKGROUND

You have proven that the time for the return of PenGriffen has come. You found the Wheel of Destiny and interpreted its sign. Now the seneschal Gerald has summoned you again for another task that, if you are successful, will hasten the return of good King PenGriffin.

Lord Kenburn, also known as Kenburn the Robber Baron, has sent word by trusted messenger to Gerald that he has in his possession a set of keys from antiquity. If the council is interested in them, he is prepared to sell.

Kenburn has earned both his titles. He is a robust knight who honed his craft in raids against both Orcs and elves. He is even reputed to have slain a dragon! He is not a foe to be treated lightly. Kenburn used the dragon's hoard to build his fortified manor house. Kenburn's manor is located on a plateau overlooking the only pass through the mountains south of Iffeal, where he also has a gatehouse standing astride the main road. Kenburn controls the traffic along the road, and charges a toll for passage. Some think his fees are outrageous, hence his second title. In fact his tolls are outrageous but mercenaries have to eat, and dragon raids on nearby villages are way down. Gerald has done very little to hinder Kenburn's business, as Kenburn has on more than one occasion thwarted invasion attempts and has never molested a tax collector.

Your job is to travel to Kenburn's manor and purchase the keys within the next two weeks. The keys are believed to be the ones used to seal PenGriffin's tomb; how Kenburn came by them is unknown, thievery or extortion are considered likely. Kenburn has asked for 10,000 gp for the set. The keys have been described as one foot long with a single gemstone set in each. There are six keys in all, three made of silver and three made of gold.

Gerald has entrusted you with a small chest containing the agreed price in gems and jewelry. Your journey has been timed so that you arrive at Kenburn's manor during the new moon.

GAMEMASTER'S NOTES

Unknown to Gerald, Kenburn sent more than one messenger in an effort to sell the keys. A second party is on its way to Kenburn's manor to purchase



the keys even as he gives the party their mission. Kenburn is a shifty fellow and, in addition to offering to sell the keys to two separate parties, he has also substituted a fake key into the mix and hidden one of the originals. Once this is discovered he will be happy to sell the remaining key for an additional 10,000 gp.

Many PCs would plan to attack Kenburn and sack his manor. You should emphasize to these players that Kenburn's manor is well defended. While the party may have a chance of slaying Kenburn himself, the 100 known guards and mercenaries Kenburn employs should be able to easily defeat the PCs.

The key feature of this adventure is the delay assessed against the PCs while they decide on a course of action. It is important to keep accurate count of the number of turns that pass while the party is delayed; the longer the PCs take the more time the competing group has to make an escape.

Tournament Note: Horses. Normally PCs may not bring animal companions along during a tournament. This adventure is an exception. Each PC may bring one mount, those that do not have mounts or do want to bring them along will be given a light war horse by Gerald.

Random Encounter Note: Random encounters do not occur as long as the party stays on the road. If the party goes off into the wilderness use random encounter Table FGC (Mountains: Temperate) in the GMG for encounters.

THE TRAIL TO KENBURN'S MANOR

I. THE GRIFFONS

Once the party has decided to follow the road read the following.

It is the last morning before the night of the new moon. You expect to reach Kenburn manor at noon, in another two hours of easy riding. The road twists and turns through the mountains. Coming around a bend, you can see a group of six black-

cloaked horsemen about a half-mile ahead. Before you can overtake them you hear shrill cries from above. Your gaze is drawn to the sky and you see two Griffons diving toward you.

Griffons (2) (HF 5, EP 650, Int 3, AL N, AC 3, MV 12", 30" Fly (C), HD 7, hp 47, 53, SZ L, #AT 3, D 1-4/1-4/2-16, SA nil, SD nil, Lang: none, Hon: Ave, ML 12, TOP 24, 27, Crit BSL: Def AC+5, FF 6, Reference HOB 3 p 105)

- 1) HPs: ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐
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 2) HPs: ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐
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The horsemen do not control the Griffons, their presence is simply an unfortunate coincidence. The PCs have one round to use missile weapons before the Griffons close to melee. Anyone who tries to run down the other group will be attacked by the Griffons in preference to those horsemen.

2. HAZARDS OF THE TRAIL

Your fight with the Griffons not only delayed you, but frightened your horses, and it takes you some time to calm them. Once you get yourselves in order the horsemen are out of sight. You continue your journey to Kenburn's manor. The road becomes rougher as you travel. Suddenly, several fist-sized rocks clatter down the right slope nearly hitting your lead horse.

The trickle of rocks is the sign of an impending rockslide. If the PCs stop and send a character able to find traps ahead, a trip wire can be mere inches in front of the lead horse. A dwarf will be able to easily spot the trap. If someone makes a tracking or identify tracks skill check, he notices tracks heading toward Kenburn's manor. The tracker will also notice that a horse with a broken shoe is among those making the tracks.

If the rockslide trap is not noticed, the front two ranks of the party are struck by falling rocks and boulders. Each rider and mount hit suffers 2d8 damage.

The group ahead of the PCs is a band of evil adventures intent on looting PenGriffin's tomb. Kenburn agreed to meet with them today figuring first come first served. While the PCs were fighting off the Griffons, the evil adventurers rigged this trap.

3. KENBURN'S GATE

The road climbs gently to a small rise. Kenburn's manor can be seen on a small plateau overlooking the pass. Ahead you can see the gatehouse, an impressive structure fully 40 feet in height that fills the pass. Men-at-arms can be seen walking the battlements and more wait on the other side of an iron portcullis.

When the characters near the guards and portcullis, read the following.

Ten men clad in ring mail and tabards of black and crimson, each armed with a halberd and club stand guard, led by a fellow with a two-handed sword. As the guards observe you, their leader strides to the center of the road and stops in a combat ready stance. He speaks, "Greetings travelers. State your business at Kenburn's gate."

If the party informs the guards of their purpose they will be escorted to the manor. Otherwise the guards will demand 10 gp per person and 5 gp per mount to cross. If the guards are asked about the other party they will feign ignorance until a suitable bribe (50 gp or more) is offered and then tell the PCs that another group passed by six hours ago. If the PCs question this, wondering how the other party got so far ahead, you can tell them that to them it seems like the other party should not be more than an hour ahead of them.

Men, (Caravan) Guards (9) (HF 1, EP 15, Int 9, AL LN, AC 7 (ring mail), MV 12", HD 1, hp 26x9, SZ M, #AT 1, D 1-8 (long sword), SA nil, SD nil, Lang: common, Hon: Ave, ML 11, TOP 13x5 Crit BSL: Def AC -3, FF 4, Reference HoB 5 p 9)

- 1) HPs: ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐
 Ring mail AC: 7 ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐
 2) HPs: ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐
 Ring mail AC: 7 ☐☐☐☐☐☐☐☐☐☐☐☐☐☐
 3) HPs: ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐
 Ring mail AC: 7 ☐☐☐☐☐☐☐☐☐☐☐☐☐☐
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 Ring mail AC: 7 ☐☐☐☐☐☐☐☐☐☐☐☐☐☐
 5) HPs: ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐
 Ring mail AC: 7 ☐☐☐☐☐☐☐☐☐☐☐☐☐☐
 6) HPs: ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐
 Ring mail AC: 7 ☐☐☐☐☐☐☐☐☐☐☐☐☐☐
 7) HPs: ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐
 Ring mail AC: 7 ☐☐☐☐☐☐☐☐☐☐☐☐☐☐
 8) HPs: ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐
 Ring mail AC: 7 ☐☐☐☐☐☐☐☐☐☐☐☐☐☐
 9) HPs: ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐
 Ring mail AC: 7 ☐☐☐☐☐☐☐☐☐☐☐☐☐☐

Men, Guard Sergeant (1) (HF 4, EP 216, F3, S 16/54, D 13/32, C 12/76, I 11/45, W 12/89, Cha 9/04, Com 10/23, AL LN, AC 5 (ring mail), MV 12", HD 3, hp 39, SZ M, #AT 1, D d10+5 (Two-Handed Sword+1), SA nil, SD nil, Quirks/Flaws: one-eye, Skills: wuss slap 20, jugular swipe 56, military battle sense 34, Talents: none, Lang: common, Hon: Ave, ML 16, TOP 20, Crit BSL: Def AC +2 (Two-Handed Sword +1), +1 (melee), +0 (missile), FF 6)

- 1) HPs: ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐
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 Ring mail AC: 7 ☐☐☐☐☐☐☐☐☐☐☐☐☐☐

If needed, reinforcements can be called from the battlements.

Men, Crossbow men (Caravan Guards) (10) (HF 1, EP 15, Int 9, AL LN, AC 7 (ring mail), MV 12", HD 1, hp 26x10, SZ M, #AT 1, D 1-8 (light crossbow), SA nil, SD nil, Lang: common, Hon: Ave, ML 11, TOP 13x10 Crit BSL: Def AC -3, FF 4, Reference HoB 5 p 9)

- 1) HPs: ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐
 Ring mail AC: 7 ☐☐☐☐☐☐☐☐☐☐☐☐☐☐
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 3) HPs: ☐☐☐☐☐☐☐☐☐☐☐☐☐☐
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 4) HPs: ☐☐☐☐☐☐☐☐☐☐☐☐☐☐
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 5) HPs: ☐☐☐☐☐☐☐☐☐☐☐☐☐☐
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 6) HPs: ☐☐☐☐☐☐☐☐☐☐☐☐☐☐
 Ring mail AC: 7 ☐☐☐☐☐☐☐☐☐☐☐☐☐
 7) HPs: ☐☐☐☐☐☐☐☐☐☐☐☐☐☐
 Ring mail AC: 7 ☐☐☐☐☐☐☐☐☐☐☐☐☐
 8) HPs: ☐☐☐☐☐☐☐☐☐☐☐☐☐☐
 Ring mail AC: 7 ☐☐☐☐☐☐☐☐☐☐☐☐☐
 9) HPs: ☐☐☐☐☐☐☐☐☐☐☐☐☐☐
 Ring mail AC: 7 ☐☐☐☐☐☐☐☐☐☐☐☐☐
 10) HPs: ☐☐☐☐☐☐☐☐☐☐☐☐☐☐
 Ring mail AC: 7 ☐☐☐☐☐☐☐☐☐☐☐☐☐

- 4) HPs: ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐
Ring mail AC: 7 ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐
5) HPs: ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐
Ring mail AC: 7 ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐
6) HPs: ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐
Ring mail AC: 7 ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐
7) HPs: ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐
Ring mail AC: 7 ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐
8) HPs: ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐
Ring mail AC: 7 ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐
9) HPs: ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐
Ring mail AC: 7 ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐
10) HPs: ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐
Ring mail AC: 7 ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

Captain Dolgrum (HF 6, EP 1,488, F8, S 18/57, D 14/32, C 16/76, I 15/51, W 12/19, Cha 11/24, Com 10/33, AL CE, AC 0 (Chain Mail +1, Dexterity, shield), MV 12", HD 8, hp 84, SZ M, #AT 3/2, D 1-8 +7 (Long Sword +1, Strength), SA nil, SD nil, Quirks/Flaws: none, Skills: wuss slap 43, brawler 56, military battle sense 62, military small unit tactics 34, mortal combat 24, kidney bruise 44, taunt minor 23, cricket in pea pod 44, Talents: opportunist, Lang: common, human, Hon: Ave, ML 16, TOP 37, Crit BSL: Def AC +8 (Long Sword +1), +7 (melee), +6 (missile), FF 8)

- 1) HPs: ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

Chain mail AC: 5 ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐
Medium Metal Shield AC: +3 ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

Treasure: Each of the troops carry their armor and weapon along with 8 gp. Captain Dolgrum possesses 104 gp, a sable cloak (worth 700 gp), plus the magic items noted in his statistics.

These guards are not prepared for an attack since they expect the gatehouse to stop any troublemakers, thus they suffer a -1 penalty to surprise rolls.

The captain asks the party to state its business. If for some reason the party attacks, the troops fight to the best of their abilities. If they state that they are emissaries from the council of Iffeal to see Lord Kenburn they are escorted to the manor itself.

9. Manor House. This is the most imposing structure on the plateau. Kenburn resides here and stores most of his wealth here. It is a two-story structure stone building with many windows. Each window possesses a set of metal shutters that can be sealed in the event of an attack. There are no trees or brush that rise higher than knee level to a halfling within 50 feet of the manor house. Once the party reaches the manor they can enter through the double doors in the front.

10. Guard Barracks 1. This two-story building houses 20 of Kenburn's men. None of the troops are here when the PCs enter; they can be found in the mess hall.

11. Guard Barracks 2. Identical to Area 10. The barracks are empty as its inhabitants are on duty elsewhere.

12. Temple of Dagda. Tuouck the local cleric conducts organized worship once a week here.

13. Armory. Five of each type of sword and pole arm can be found here. There are also 100 medium shields and 10 suits of ring mail (human sized)

14. Forge. This is where the armorer makes armor and weapons. There is nothing here except standard forging tools.

15. Bowyer. Here Kenburn's crossbow maker resides and makes bolts as well as crossbows. There are 20 light crossbows and 600 bolts here, as well as one crate of 50 hard silver jack bolts.

16. Stable. Lord Kenburn's personal mounts are kept here. There are six heavy war horses, each with maximum hit points here.

17. Museum. Here can be found many stuffed animals and monsters, including the head of a blue dragon.

18. Corral. Twenty riding horses and twenty mules rest here.

19. Vegetable garden.

20. Storage room. More food than the PCs can possibly carry is stored here.

21. Granary. Oats and other grains are heaped in large bags.

22. Livestock. Forty very frightened looking sheep are here, as well as a mean looking sheep dawg.

Dawg, War (1) (HF 0, EP 65, Int 3, AL N, AC 6, MV 12", HD 2+2, hp 31, SZ M, #AT 1, D 2-8, SA nil, SD nil, Lang: none, Hon: Ave, ML 9, TOP 16, Crit BSL: Def AC +0, FF 8, Reference HOB 2 p 51)

- 1) HPs: ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

23. Servant's quarters.

24. Guard barracks. Same as Area 11

25. Guard barracks. Same as building 11.

KEY TO THE MANOR HOUSE

9a.Foyer

You climb a wrought iron spiral staircase up to double doors that open into a large chamber. Oil lamps along the walls illuminate the area. There is another door at the far end of the chamber. Flanking the door are two impressive looking guards clad in black surcoats, each with a crimson panther emblem on the right breast.

Men, Guards (Mercenaries) (2) (HF 1, EP 35, Int 9, AL LN, AC 7 (ring mail), MV 12", HD 1+1, hp 27x2, SZ M, #AT 1, D 1-8 (long sword), SA nil, SD nil, Lang: common, Hon: Ave, ML 12, TOP 14x2, Crit BSL: Def AC -3, FF 5, Reference HoB 5 p 9)

- 1) HPs: ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐
Ring mail AC: 7 ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐
2) HPs: ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐
Ring mail AC: 7 ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

An old man steps out from the far door and greets you.
"Please be good enough to wait while I announce you to Lord Kenburn." The old man then leaves through the same door he entered through.

The old man is Kenburn's advisor Courtright. An old man with a slight paunch and receding hair, he has served Lord Kenburn and Lord Kenburn's father. He is shrewd and loyal to the Kenburn family. This old family retainer cannot be bribed. If the party waits for Courtright's return, no delay should be assessed.

If the characters try to force their way in to see Kenburn the guards will not attack unless the party draws weapons or takes other offensive action.

Lord Kenburn is in a bit of a bind. He has already sold the keys to the evil party. Upon hearing that the PCs have arrived, the other group gave Lord Kenburn an additional 5,000 gp to delay the PCs while they escaped. Kenburn, of course, took this money and Courtright suggested the following plan.

Obviously adventurers do not wait for long before taking rash action. Knowing this, Lord Kenburn pretends to be outraged at the PCs intrusion. He strikes Courtright in the face hard enough to draw blood in order to cement the act.

Courtright then reappears and attempts to stall the PCs.

Shortly after Courtright leaves you the sounds of shouting and a blow can be heard from the other side of the door. "You doddering old fool! I told you not to disturb me! Get out!" Courtright returns a trickle of blood coming from the side of

his mouth. Sheepishly he says, "My Lord suggests that perhaps you could take in the air in the garden and refresh yourselves with meat and wine. He is otherwise engaged at the moment. Please follow me." He leads the party a garden where servants are preparing a table.

If the party follows Courtright, go to 9b.

9b. The Garden.

The garden is a beautiful place with cobblestone paths running through a well-kept lawn and many flowering bushes and beds of flowers. There is even a croquette game set up. Stone benches stand scattered about the garden and a small fountain sits in the center. Windows from the mess hall look out onto the garden. Through these windows you can see many mercenaries eating. There are also windows to the great hall, but they are obscured by great black and crimson drapes.

Courtright leads the PCs here and then takes his leave with a bow. After setting out plates of food and decanters of wine the servants also leave. If the PCs choose to drink any of the wine the first to pick up a glass will notice a piece of paper under it. The note reads, "Kenburn means to sell you false goods, but I know where the real keys are. Leave the garden by the west door and I will take you to them." If the party follows the note's directions go to 9c. If they enter the great hall go to 9g. If the PCs just wait they can sit and eat for four turns, after which they are finally summoned to the great hall.

9c. Hallway.

This is a simply unadorned hallway. Courtright will meet the PCs here if they choose to follow the note. Courtright leads the PCs to the kitchen at 9d then down to the cellar at 9e.

9d. Kitchen.

This is a simple but relatively large kitchen. There are two fireplaces, several tables, cabinets, and counter tops. There is food, utensils, and storage containers everywhere. There is also a stairway down to the cellar (Area 9e).

9e. Cellar.

Courtright leads the players here and begins searching through the many dozens of boxes and crates the area holds. Assess a penalty of 1/2 turn for each box or crate examined. He will continue the charade as long as permitted, feigning stupidity if need be, "I just know they're here somewhere" or actually producing a ring of old keys if the players are about to balk. Nothing of interest will be found here, no matter how long the players search. All of the boxes are filled with worthless junk (broken bits of armor, rusty door knobs, mismatched utensils, old boots, keys to locks long ago replaced, etc) that Lord Kenburn cannot bear to part with due to his pack rat quirk.

Once the PCs grow violent, Courtright mumbles, "Lord Kenburn must have snuck down here late last night and taken the keys. Come let us journey to the great hall and seek an audience with the Lord himself." He will then escort the players to area 9g.

9f. Mess Hall.

This large room is dominated by four 50-foot long tables. The room has a large fireplace at each end of the room. Fifty mercenaries are eating here.

Men, Mercenary (50) (HF 1, EP 35, Int 9, AL LN, AC 7 (ring mail), MV 9", HD 1+1, hp 26x50, SZ M, #AT 1, D 1-8 (long sword), SA nil, SD nil, Lang: common, Hon: Ave, ML 14, TOP 13x50 Crit BSL: Def AC -3, FF 5, Reference HoB 5 p 9)

- 1) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □
Ring mail AC: 7 □□□□□□ 8 □□ 9 □
- 2) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □
Ring mail AC: 7 □□□□□□ 8 □□ 9 □
- 3) HPs: q□□□□ □□□□ □□□□ □□□□ □□□□ □
Ring mail AC: 7 □□□□□□ 8 □□ 9 □

- [illegible]

37) HPs: ☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐
Ring mail AC: 7 ☐☐☐☐☐☐ 8 ☐☐ 9 ☐

38) HPs: ☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐
Ring mail AC: 7 ☐☐☐☐☐☐ 8 ☐☐ 9 ☐

39) HPs: ☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐
Ring mail AC: 7 ☐☐☐☐☐☐ 8 ☐☐ 9 ☐

40) HPs: ☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐
Ring mail AC: 7 ☐☐☐☐☐☐ 8 ☐☐ 9 ☐

41) HPs: ☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐
Ring mail AC: 7 ☐☐☐☐☐☐ 8 ☐☐ 9 ☐

42) HPs: ☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐
Ring mail AC: 7 ☐☐☐☐☐☐ 8 ☐☐ 9 ☐

43) HPs: ☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐
Ring mail AC: 7 ☐☐☐☐☐☐ 8 ☐☐ 9 ☐

44) HPs: ☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐
Ring mail AC: 7 ☐☐☐☐☐☐ 8 ☐☐ 9 ☐

45) HPs: ☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐
Ring mail AC: 7 ☐☐☐☐☐☐ 8 ☐☐ 9 ☐

46) HPs: ☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐
Ring mail AC: 7 ☐☐☐☐☐☐ 8 ☐☐ 9 ☐

47) HPs: ☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐
Ring mail AC: 7 ☐☐☐☐☐☐ 8 ☐☐ 9 ☐

48) HPs: ☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐
Ring mail AC: 7 ☐☐☐☐☐☐ 8 ☐☐ 9 ☐

49) HPs: ☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐
Ring mail AC: 7 ☐☐☐☐☐☐ 8 ☐☐ 9 ☐

50) HPs: ☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐
Ring mail AC: 7 ☐☐☐☐☐☐ 8 ☐☐ 9 ☐

These mercenaries are a bit more loyal than most. They have been reasonably well paid and consider this to be a soft job. Only a bribe of at least 100 gp per mercenary will convince them to desert. Having witnessed Kenburn and his loyal guards practicing, these mercenaries will require a minimum of 500 gp each plus half of all loot taken to attack Kenburn. These guys don't accept credit or promises, only hard coin or gems up front.

9g. Great Hall.

A huge, ornately carved 40-foot long table dominates the center of this room. A great carved chair, nearly a throne, sits at the far end. Sixteen upholstered benches are evenly spaced around the table. Three gold candelabras light the table, spaced every 20 feet. The remains of a feast litter table with expensive silver plates and gold utensils. Beyond the table to the right and left are large marble fireplaces. There is also a balcony at 10 feet off the ground, with an iron staircase leading up to it. Weapons and shields decorate the west wall. Six guards stand in the room, obviously protecting the man seated at the far end of the table.

The man must, of course, be Lord Kenburn. He is a bear of a man over six feet tall and more than 200 pounds of pure muscle. It is obvious that wealth has not made Lord Kenburn weak.

Lord Kenburn (HF 14, EP 2,146, F10, S 18/57, D 15/32, C 17/76, I 15/31, W 12/91, Cha 12/26, Com 11/73, AL CE, AC -2 (**Chain Mail** +2, Dexterity, shield), MV 12", HD 9+3, hp 94, SZ M, #AT 3/2, D d8+7 (**Long Sword** +1), SA nil, SD nil, Quirks/Flaws: pack rat, Skills: brawler 56, military battle sense 62, military small unit tactics 34, mortal combat 24, kidney bruiser 44, taunt minor 23, cricket-in-the-pea-pod 44, Talents: opportunist, resistance, Lang: common, human, Hon: Ave, ML 17, TOP 47, Crit BSL: Def AC +11 (**Long Sword** +1), +10 (melee), +8 (missile), FF 8)

HPs: 

Chain	AC:	3	4	5	6	7	8	9
Mail +2		☐ ☐ ☐	☐ ☐ ☐ ☐	☐ ☐ ☐ ☐	☐ ☐ ☐ ☐	☐ ☐	☐ ☐	☐

Medium Metal Shield AC: +3 ☐☐☐☐☐ +2 ☐☐☐☐ +1 ☐☐☐ 0 ☐☐

Treasure: Long Sword +1, Chain Mail +2, Potion of Extra Healing, Ring of Vampiric Regeneration

Guards (Mercenaries) (6) (HF 1, EP 35, Int 9, AL LN, AC 2 (chain & shield), MV 9", HD 1+1, hp 26x6, SZ M, #AT 1, D 1-8 (long sword), SA nil, SD nil, Lang: common, Hon: Ave, ML 15, TOP 13x6, Crit BSL: Def AC -3, FF 5, Reference HoB 5 p 9)

1) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □
Chain mail AC: 5 □□□□ □□ 6 □□□□ □ 7 □□□□ 8 □□ 9 □
Medium Metal Shield AC: +3 □□□□ +2 □□□□ +1 □□□ 0 □□

2) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □
Chain mail AC: 5 □□□□ □□ 6 □□□□ □ 7 □□□□ 8 □□ 9 □
Medium Metal Shield AC: +3 □□□□ +2 □□□□ +1 □□□ 0 □□

3) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □
Chain mail AC: 5 □□□□ □□ 6 □□□□ □ 7 □□□□ 8 □□ 9 □
Medium Metal Shield AC: +3 □□□□ +2 □□□□ +1 □□□ 0 □□

4) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □
Chain mail AC: 5 □□□□ □□ 6 □□□□ □ 7 □□□□ 8 □□ 9 □
Medium Metal Shield AC: +3 □□□□ +2 □□□□ +1 □□□ 0 □□

5) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □
Chain mail AC: 5 □□□□ □□ 6 □□□□ □ 7 □□□□ 8 □□ 9 □
Medium Metal Shield AC: +3 □□□□ +2 □□□□ +1 □□□ 0 □□

6) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □
Chain mail AC: 5 □□□□ □□ 6 □□□□ □ 7 □□□□ 8 □□ 9 □
Medium Metal Shield AC: +3 □□□□ +2 □□□□ +1 □□□ 0 □□

Treasure: 8 gp each

As the party enters Lord Kenburn speaks in a smooth, deep voice:

"Greetings, emissaries of the Council of Chamlain. I am Lord Kenburn. Please be seated and let us discuss your situation."

Make small talk with the PCs until they ask about the keys.

"I am sorry but your journey has come to naught. The keys you seek have already been sold. I am afraid that I am a businessman and, when a better offer dropped into my lap. I simply couldn't say no. I regret any inconvenience this may have cause you. Please, stay and dine with me.

Now, it is obvious that Lord Kenburn has just eaten and so have the PCs, most likely. This clearly bogus offer should tip off the PCs that something is odd. If the PCs accept the offer penalize them three turns. If the PCs choose to leave, let them; the road home is the only way they can go. If the party wants to press Lord Kenburn for more information, he reveals that the party that purchased the keys was made up of five men clad all in black. The PCs will recognize the description as referring to the group that appeared ahead of them on the road. Lord Kenburn will admit to being paid to delay the party, but will not discuss how much he was paid. Lord Kenburn will offer to tell the PCs which direction the evil group went for 100 gp or a magic item.

If the bribe is paid, Kenburn reveals that the other group left hurriedly by the back exit to a rough mountain path that eventually joins the main road. He also reveals that the evil group had their horses sent on ahead on the main road and left on foot.

Finally, he gives the party their chance to catch the evil group.

"I told the men that there was a cave containing a small dragon along the mountain path. They took the bait. Of course, there is no dragon. This should allow you to catch them."

49) HPs: ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐
 Ring mail AC: 7 ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐
 50) HPs: ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐
 Ring mail AC: 7 ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

Touock, Cleric of Dagda (HF 33, EP 2,354, C9, S 10/12, D 10/23, C 11/34, I 15/54, W 17/29 Cha 13/31, Com 14/67, AL N, AC 10, MV 12, HD 9, hp 61, SZ M, #AT 1, D 1-6 (staff), SA spells, SD spells, Quirks/Flaws: none, Skills: religion general 51, religion specific (Dagda) 51, divine lore 51, read/write common 100, Lang: common, elven, Hon: Ave, ML 16, TOP 31, Crit BSL: Def AC +2, FF 5)

Spells (per day 8/6/4/2/1)

First Level: Bless, Command, Cure Light Wounds x3, Detect Evil, Detect Magic, Sanctuary

Second Level: Augury x3, Cure Moderate Wounds, Know Alignment, Slow Poison

Third Level: Cure Blindness, Cure Disease, Dispel Magic, Prayer

Fourth Level: Cure Serious Wounds, Divination

Fifth Level: Commune

1) HPs: ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐
☐

Treasure: Robe of Blending, 100 pp

Dulab (HF 34, EP 1,130, MU7, S 10/01, D 12/23, C 10/45, I 17/82, W 12/45, Cha 13/90, Com 16/37, AL N, AC 6 (Cloak of the Bat, Ring of Protection +2), MV 12", Fly 15" (B), HD 9, hp 48, SZ M, #AT 1, D 1-6 +1 (Staff +1), SA spells, SD spells, Quirks/Flaws: male pattern baldness, paranoid, Skills: arcane lore 55, spellcraft 43, anatomy basic 33, alchemy 20, Talents: less sleep, narcolepsy, photographic memory, Lang: common, orc, gnome, troll, Hon: Ave, ML 12, TOP 24, Crit BSL: Def AC +0 (Staff +1), -1 (other), FF 5)

HPs: ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

Spells Known (per day 6/3/2/1)

First Level: Burning Hands, Detect Magic, Identify, Spider Climb, Mending, Message, Push

Second Level: Blur, Cloud of Pummeling Fists, Continual Light, Mirror Image, Wizard Lock

Third Level: Continual Darkness, Dispel Magic, Explosive Runes, Flame Arrow

Fourth Level: Detect Scrying, Ice Storm, Wizard Eye

Treasure: Ring of Protection +2, Staff +1, Cloak of the Bat, Wand of Fire (13 charges), Potion of Healing

9h. Bathing Room.

This room has two empty pools. One is set into the ground, the other is slightly raised with a space underneath for placing hot coals to keep a bath warm. The room is vacant.

9i. Lower Guard Room.

This room contains nine bunk beds and five guards.

Men, (Caravan) Guards (5) (HF 1, EP 15, Int 9, AL LN, AC 7 (ring mail), MV 9", HD 1, hp 26x5, SZ M, #AT 1, D 1-8 (long sword), SA nil, SD nil, Lang: common, Hon: Ave, ML 11, TOP 13x5 Crit BSL: Def AC -3, FF 4, Reference HoB 5 p 9)

1) HPs: ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐
 Ring mail AC: 7 ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

2) HPs: ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐
 Ring mail AC: 7 ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

3) HPs: ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐
 Ring mail AC: 7 ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

4) H HPs: ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐
 Ring mail AC: 7 ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐
 5) HPs: ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐
 Ring mail AC: 7 ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

9j. Library and Study.

This room has many bookshelves lined with books. None of the books on the shelves are of particular use to the PCs. A table sits in the middle of the room, with an open book resting upon it. The book is completely blank except for the page it is open to. The open page contains an Explosive Rune per the third level magic-user spell. This is Kenburn's idea of a joke.

9k. Merek's Room.

This is the living quarters of Kenburn's personal bodyguard. Merek lies dead on the floor and a masked man stands over the body with a bloody short sword. Merek clearly died from the wound in his back. The masked man is an assassin hired to kill Lord Kenburn. The assassin suggests that, with Kenburn dead, the PCs will find it easier to obtain the keys they seek. He has overheard Kenburn's plans and really couldn't care less about the PCs. It's up to the PCs whether to attack the assassin or let him continue his work.

The assassin will not give a name, but he would be willing to pay the PCs 50 gp just to go away and not tell Kenburn he is present. Of course, the assassin will try to kill the PCs if they betray him. If the PCs tell Kenburn of the assassin, his murderous plot fails. Should the PCs keep their mouths shut, the plot will succeed, but not until after this adventure ends. If the PCs try to join forces with the assassin, you have Kenburn's stats. Run with it. Of course, the group with the keys will almost certainly escape if the PCs spend their time hunting Kenburn.

Assassin (HF 18, EP 1,130, As7, S 14/01, D 17/23, C 12/55, I 11/82, W 9/45, Cha 11/90, Com 14/37, AL NE, AC 3 (Studded Leather +1, Dexterity), MV 12", HD 7, hp 48, SZ M, #AT 1, D 1-6 +2 (short sword, Strength), SA assassinate, backstab, SD thief skills, Quirks/Flaws: paranoid, Skills: anatomy basic 33, alchemy 20, Talents: none, Lang: common, orcish, Hon: Ave, ML 14, TOP 24, Crit BSL: Def AC +1 (melee), +5 (missile), FF 6)

HPs: ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

Studded Leather +1 AC: 6 ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

Treasure: Ruby (5,100 gp), 50 gp, Studded Leather +1

9l. Treasury.

This room is filled from floor to ceiling with goods and valuables. Dozens of bolts of silk, fine paintings, elephant tusks, and chests of gold and silver can be found here. In coins alone there is 1,229 gp, 20,318 sp, 547 cp, and 382 pp. The other valuables are easily worth 100,000 gp and weigh several tons. A Sturm Wolf chained to the wall serves as a guardian. The door to this room is locked with a very good lock (-20 to attempts to open locks).

Wolf, Sturm (1) (HF 12, EP 1,400, Int 1, AL CE, AC 5, MV 15", HD 6+6, HP 61, SZ L, #AT 3, D 1-4/1-4/1-12, SA thrashing, SD nil, Lang: none, Hon: Ave, ML 20, TOP 31, Crit BSL: Def AC+5, FF 10, Reference HOB 8 p 92)

HPs: ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐
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9m. Guest Bedroom.

Here the guests of Lord Kenburn reside. Currently there are no guests (no EP here).

SECOND FLOOR

9n. Kenburn's Bedroom.

This opulent room belongs to Kenburn himself. A bed, dresser, cabinet, wardrobe, and desk furnish this room. A fireplace dominates one wall.

Treasure: The wardrobe contains six sets of embroidered garments, and a suit of Chain Mail +1. A Potion of Heroism, a Potion of Extra Healing and

a foot-long silver key set with a large garnet can be found in the desk. The key is the 6th of the set that the party is seeking.

9o. Living Room.

Kenburn entertains his important guests here. Overstuffed couches and chairs are scattered around the room, seemingly at random, but somehow they provide a pleasing atmosphere. A huge window provides a stunning view of the mountainside, the type of thing that inspires minstrels to craft interminable odes.

9p. Touock's Quarters.

A holy symbol of Dagda hangs over the door, and another decorates each wall. A large bed, shelves, a small table, and a single chair decorate this room. Several books, pamphlets, and scrolls lay on the table.

Treasure: One of the scrolls is in fact a clerical Scroll of **Cure Light Wounds** scribed by a 4th level caster.

9q. Dulab's Room.

This room has a simple cot in one corner. The remainder of the room has been transformed into a magician's laboratory. Jars, bottle, reagents, tools, and boxes line the shelves that are attached to every wall. The clutter on the three tables clearly indicate that some kind of experiment is in progress.

Dulab is trying to invent a good hair tonic, but sadly his experiment is not even close. If the PCs fiddle with the experiments in progress there is a 20% chance each round that the experiment explodes, inflicting 5d4 points of damage to everyone in the room. If the PCs leave the experiment alone, no explosion occurs. Characters who make a successful arcane lore skill check can disable the experiment. If anyone tries to take any of the items in the room or touches the experiment, they are attacked by Dulab's Homonculous.

Homonculous (1) (HF 1, EP 270, Int 17, AL N, AC 6, MV 6", 18" Fly (B), HD 2, hp 29, SZ T, #AT 1, D 1-3, SA bite causes sleep, SD only catchable in net or Web spell, Lang: common, orcish, gnome, troll, Hon: Ave, ML 14, TOP 15, Crit BSL: Def AC+0, FF n/a, Reference HOB 4 p 12)

1) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□

Treasure: Lab equipment (10,000 gp value, 200 pounds) (5% chance of losing 1d20% of value each mile traveled due to breakage).

THE MOUNTAIN PATH

If the player's did not lollygag they should be able to catch the evil group. The following encounter locations are listed on The Trail to Kenburn's Manor map.

4. THE TUNNEL

You are led to a tunnel that leads out the back of Kenburn's keep. After you enter the tunnel, Kenburn's guards close the gate and you can hear the bolt slide shut. You have no choice now but to proceed. After many minutes walking down the tunnel, you reach the end of the tunnel to see that there is a closed door blocking your exit. In front of the door many waving rubbery black tentacles bar your passage.

The tentacles (12 in all) are manifestations of the Zargosa's **Tentacled Fury** spell Deathache cast from a scroll to cover his group's retreat. Each tentacle is AC 4 and takes 10 hp to destroy. Anyone attempting to physically hack at the tentacles will be attacked (see the description of the spell on p. 217 of the *Player's Handbook* for details.) Bear in mind that the tunnel is a confined area and that any volumetric spell such as Fireball will gush and engulf the party! The spell has a duration of 10 hours so unless the PCs have been incredibly delayed, it will still be in effect.

The guards will not let the PCs back into the keep at this time and the gate door is both iron and stoutly barred.

The exit door is **Wizard Locked**, but will open easily if that dweomer is removed. Otherwise it will take at least two turns to bash the door down.

THE CHASE

The evil group sets traps at points A, B, and C as they reach these points. Where the PCs catch up to the evil group is determined by the number of turns the PCs have been delayed. Consult the following chart to determine their location and activity when the PCs manage to catch them. Please note that movement from one hex to the next (according to Map XXX) takes one turn, as does finding and remove a trap. Be sure to add these delays to the PCs catch-up time.

If the PCs catch the evil party while they are setting a trap, it will not be completed and should be ignored. If the PCs catch the evil party at a trap but after it is set, the evil party tries to keep the trap between themselves and the PCs.

Detecting traps: Each trap has several trip wires. Disarming only one trip wire will not make the area safe. If a thief states that he is looking for multiple trip wires, he can find all the trip wires on a successful find traps roll. At that point he can disarm all the trip wires on a single roll. Each trap can only be sprung once.

Delay Table

Action	Delay
Move 1 hex	1 turn
Detect and remove trap	1 turn
Bypass a trap by leaving the path	2 turns
Set a trap (evil group only)	3 turns
Triggering a trap variable	3 turns

Evil Party Movement Table

PCs Delay (in turns)	Position
0-1A	setting trap
2A	trap set
3	move one hex toward B
4-6B	setting trap
7B	trap set
8	move one hex toward C
9	move one hex toward C
10-12C	setting trap
13C	trap set
14	move one hex toward D
15	move one hex toward D
16	move one hex toward D
17D	arrive at hex D
18-25D	set to ambush PCs
26+	Long Gone. You lose. In a campaign, the Keys may later be recovered when the evil group tries to loot the tomb.

Point A

The party is moving though heavily wooded hills. At this point the evil group has set a trap for the PCs. The trap consists of a pit trap (constructed with the help of Dig spells) with sharpened spikes and a large boulder (created by Major Creation) suspended above the pit by ropes between the trees. When a character enters the clearing without checking for traps, he falls into the pit onto the spikes and then a boulder drops on him. If someone falls into the pit, they suffer 1d6 points of damage from the fall, 2d6 points from the spikes, and then an additional 4d6 from the boulder forcing the PC down on the spike. The boulder weighs 500 pounds and must be removed before victim of the trap can be rescued. Those trapped beneath the boulder suffer 1d4 points of damage each round until the boulder is removed.

Point B

The party passes the crest of the hill and continues down a slope that ends at yet another hill. Tora, with the cover of an Improved Invisibility spell, now

casts Fog Cloud. Describe the cloud so that it appears to be Cloudkill. The rest of Tora's companions have set up a series of trip wires on the path ahead. If the PCs run from the cloud, they trigger a landslide which causes 2d12 damage to each PC. Tora attempts to flee back to her companions and does not stand here and fight.

Point C

This area is covered with caltrops hidden by tall grass and weeds. Anyone walking through the area suffers 1d6-2 points of damage each round. It takes the PCs two rounds to cross the area covered. Unfortunately for the PCs this is not the only obstacle here. The evil party has also set some more trip wires. These trip wires cause logs to swing from between the trees, striking the PCs and throwing the PC onto the caltrops. Each PC must save versus wands or be struck by a log. Those struck take 12 points of damage and are hurled onto the caltrops for 1d6 points of damage. It takes one round to escape the trapped area after being struck, during which time normal caltrop damage applies and another saving throw versus wands must be made to avoid more log damage.

Point D

Rubble covers the path here making passage difficult but not impossible. Yet another hill overlooks the path at this point. The hill is reasonably steep with a good view of the path in both directions and a few trees at its edge. This is the perfect spot for an ambush.

If the NPCs reach this point first they stop here to prepare an ambush for the PCs. While waiting for the PCs, the evil group discovers that one of the keys they bought is a fake, they believe the PCs must have purchased the last real key they need. They intend to fight the PCs for it.

If the PCs arrive first, they may prepare an ambush of their own. If properly planned, an ambush results in a round of surprise and a +2 initiative for the first round of combat.

Due to the rubble and steep slope of the small hill it takes a character with a movement of 12" a full round to reach the top. Horses are unable to scale the hill. Characters with less than 12" movement take a proportionally longer time to scale the hill.

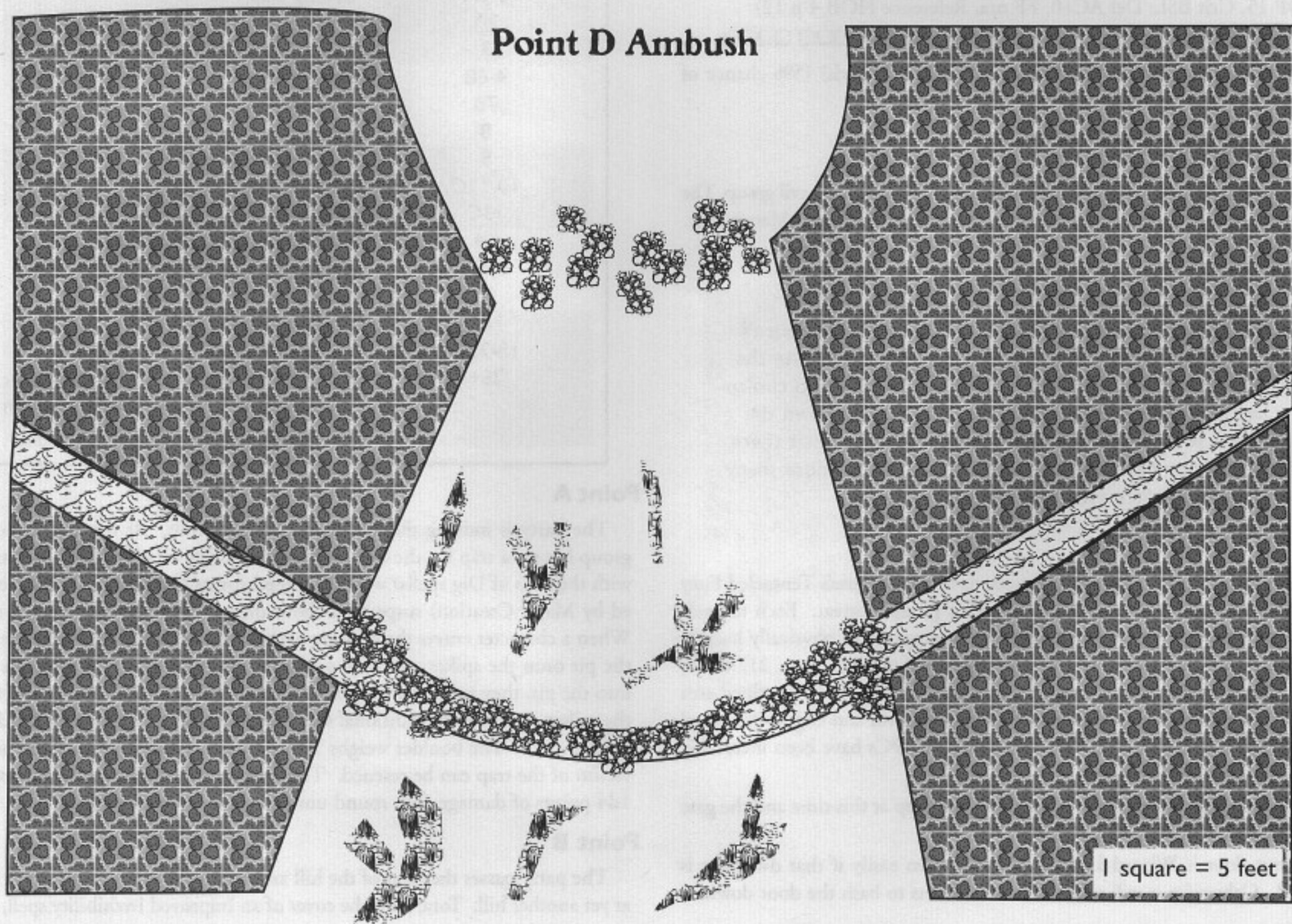
The evil group has fought together many times and knows how to fight to the best of their abilities. Thorneater utters his war cry at the first opportunity. He, Rorak, and Cordon Elsilves make a front line while Tora, Tiberious, and Deathache stand behind them and provide spell support.

If the PCs prevail, they locate the keys on the body of Tiberious. If the PCs examine the keys, they will not immediately know that one is a fake. However, a successful appraising skill check [easy +65%] will reveal that one of the silver keys is nearly worthless while the balance of the keys are easily worth 2000 gp each merely as jewelry. A successful appraisal:gemstone check [easy +65%] or use of the Evaluate Gems talent will reveal that the garnet on the false key is badly flawed (50 gp) while those on the other keys are each worth 1000 gp. Detect Magic will not reveal the deception as all of the keys radiate magic (the false key by means of Gabal's Magic Aura). However, an Identify spell, assuming the false key is among those items identified, will.

No amount of searching the bodies locates the missing key. Once the keys have been handled and it's been determined that one of them is a fake, it is, however, possible to cast Locate Object to find the last key. Obviously the spell will point back in the direction of Kenburn's castle.

If the PCs return to Kenburn's keep, he offers to sell the remaining key for 20,000 gp or 10,000 gp and 2 magic items. Take it or leave it.

Ambush tactics for the evil party: Tiberious blesses the evil group as soon as the PCs appear. Tora starts the battle rolling by casting Color Spray on the weakest victims (presumably the less heavily armored PCs). Deathache follows the Color Spray with a Bloodball. Rorak, Thorneater, and Cordon Elsilves intercept any comers to keep them off the spellcasters. Tora will attempt to hinder the PCs with spells like Slow & Paralyzation while



24

HPs: ☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐

Spells Prepared:

First Level: Magic Missile x2, Dancing Lights, Detect Magic, Enlarge, Reduce

Second Level: Munz's Bolt of Acid, Web

Third Level: Lightning Bolt, Slow

Tattoos: Shrunkrin, Ardkrin

Treasure: Ring of Protection +3, Fanny Pack of Holding, 6 bottles pixie fairy tattoo ink, dusty rose prism Ioun Stone (+1 Protection), Bloodthorn Club +1, 200 orchid coins, 100 violet coins, 3 diamonds (5000 gp each), Antenna Caps of Jamming

9.Shadow Elf

This avenger is seeking a band of evildoers that slew a small village of elves. All that is known is that the party had a cleric of Yi-Gor and both a dark elf and a grunge elf in the group. If the PC party matches that description, the Shadow Elf attacks. The Shadow Elf only speaks with the party if it contains a gray, sylvan, or high elf. If said party knows anything about such a group the shadow elf gives the party a small pouch of 10 garnets (50 gp each).

Elf, Shadow (1) (HF 5, EP 650, Int 17, AL N, AC 4, MV 12", HD 2+2, hp 30, SZ M, #AT 1, D 1-8 (long sword), SA surprise opponents 8 in 10, SD hide in shadows 85%, regenerate 1 hp/round during dawn or dusk, half damage from shadow creature attacks, Lang: elvish, Hon: Ave, ML 14, TOP 15, Crit BSL: Def AC+1, FF 7, Reference HOB 3 p 18)

1) HPs: ☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

10. Boar Men

These three Boar Men are hunting a huge wolf that has destroyed their huts.

Boar Men (3) (HF 1, EP 175, Int 15, AL CG, AC 6, MV 15", HD 4, hp 35, 38, 41, SZ M, #AT 2, D 2-8/1-4 (broad sword/tusks), SA nil, SD nil, Lang: boar man, common, Hon: Ave, ML 14, TOP 18, 19, 21, Crit BSL: Def AC+2, FF 5, Reference HOB 1 p 83)

1) HPs:

2) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
□□□□ □□

3) HPs:

Treasure: Each Boar Man has a broad sword and one has a heavy crossbow with 12 bolts.

11. Little Girl

This little girl is on her way to her grandmother's house with a basket of fresh baked bread. She has no valuables, no information, and will not fight the PCs.

Man (Peasant/Serf) (1) (HF 0, EP 7, Int 11, AL NG, AC 10, MV 12", HD <0th level fighter, HP 21, SZ M, #AT 0, D n/a, SA nil, SD nil, Lang: common, Hon: Ave, ML 9, TOP 11, Crit BSL: Def AC-5, FF 3, Reference HOB 5 p 9)

1) HPs: ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐

Treasure: Basket of fresh bread, fine fur cloak (dyed red and worth 40 gp)

12. Wolf

This wolf is in fact a Werewolf and quite ravenous. He is the wolf that destroyed the Boar Men's huts. He will happily kill and eat the PCs as well.

Were Beast, Wolfwere (1) (HF 24, EP 2,000, Int 13, AL CE, AC 3, MV 15", HD 5+1, HP 46, SZ M, #AT 2, D 2-12/1-8 (bite/long sword), SA slow song, SD hit only by pure iron or magic, MR 10%, Lang: common, Hon: Ave, ML 14, TOP 23, Crit BSL: Def AC+3, FF 6, Reference HOB 8 p 93)

1) HPs: ☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐
☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐

Treasure: None.

BUGBEAR TRAIL ENCOUNTERS

I. THE HERBALIST

You travel on foot along the east bank of the Moresal River, north of Iffael. The weather is very frightening, with dark clouds crowding the sky and the rumble of thunder to the southwest. Rounding a bend in the river, you hear a woman's scream. She is crouched by the riverbank, waving weakly, then her movements cease. Her clothes are simple homespun, covered with dirt and leaves.

If the PCs investigate read the following.

The ground is soft and overgrown. The woman is unconscious, but still alive. Her right hand holds half of a strange plant. She carries a large bag filled with assorted roots and plants, some of which appear to be the same type of plant she holds in her other hand.

The woman is a herbalist who was bitten by a Hydra. The plant in her hand is the poison that knocked her out. Unfortunately she has lapsed into a coma and does not awaken for the duration of this adventure. Anyone dumb enough to eat the plant must save versus poison or fall unconscious for 1d4 days. If the PCs examine the woman's body and make an appropriate (animal lore, tracking, hydra anatomy, etc.) successful difficult skill check, they will discover she was bitten by a hydra. If the party opens the woman's mouth they discover a chewed plant.

2. THE HYDRA'S LAIR

You have traveled half a mile north from the unconscious woman. You notice flattened vegetation and a noxious odor hangs heavy in the air.

Hydra, Common 5 Headed (1) (HF 4, EP 2,000, Int 3, AL N, AC 5, MV 9", HD 5, HP 60, SZ G, #AT 5, D 1-6 x5, SA nil, SD never surprised, Lang: none, Hon: Ave, ML 11, TOP 30, Crit BSL: Def AC+10, FF 6, Reference HOB 4 p 22)

1) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
□□□□ □□□□ □□□□ □□□□ □□□□ □□□□

Treasure: 1,435 cp, 435 sp, 222 ep, Sickie +1, and a Quarterstaff +1.

The ends of the roots of the plant the woman in Encounter 1 was eating are the antidote to the poison. (She didn't get the whole roots when she pulled them.) Simply chewing them or having the juice from them squeezed into the mouth of the victim within one round of being bitten cure the victim.

3. NEREID

A beautiful woman thrashes about in the river ahead. She appears to be drowning. More interesting though - she's apparently skinnydipping!

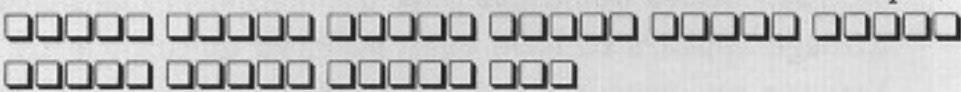
The Nereid is not in league with the Bugbears and has in fact killed several over the years. However, she is not on the PCs side either and unless the PCs manage to get a hold of her shawl she will try to lure the PCs to their deaths.

If anyone swims to her rescue, she will gladly accept their aid and ham up the drowning act by coughing violently once rescued. She claims to have been skinnydipping when she got caught up in a strong undertow (and then uses her innate power to create turbulence in the water). "See what I mean? If not for my *brave* hero, I would surely have drowned." She then strokes his arm and coyly attempts to kiss her rescuer. Unless the player actively refuses the kiss, she gains a +4 bonus to-hit and any dexterity bonuses to AC are not included. The rescuer, if male, can only sigh at her impetuosity since no male would ever want to harm her no matter how naughty she's been!

At this point the ruse will probably be over - if her aggressive 'reward' doesn't tip off the PCs, your dice rolling likely will. Her next move is to swim away (making her 95% invisible). Once clear, she will create a 10 foot sphere of boiling water around as many people in the water as she can. This will cause 4-16 hp of damage (save for half).

If the players are wise enough to avoid her, she will swim close to shore and mercilessly taunt them with the sight of her naked beauty.

Nereid (1) (HF 10, EP 270, Int 11, AL CE, AC 10, MV 12", 12" Swim, HD 4, HP 38, SZ M, #AT nil, D nil, SA spit, water manipulation, thunderous noise, SD immune to men, water manipulation, Lang: Common, Hon: ave, ML 7, TOP n/a, Crit BSL: Def AC+2, FF n/a, Reference HOB 6 p 8)

HPs: 

4. THE APPROACH TO THE CAVES

The overgrown trail leads closer to the river. High on the opposite bank is a cave - the Mouth of Mogda! A trail descends from the cave to a landing where several small boats sit on the beach. The path continues upstream.

The cave the party sees is Cave A on the map. At this point it is possible to cross the river without alerting the Bugbears. If the PCs cross here, go to Encounter 5. If the PCs continue up the trail go to Encounter 6.

5. THE LOWER CROSSING

You easily cross the river. The ground is marshy and smells strongly of rotting vegetation. The storm clouds still hang heavily in the air and appear ready to unleash their fury. The trail is spotty and the undergrowth becomes denser as you move along. As you approach the cave entrance you can barely make out another path leading west around the hill.

If the PCs choose to follow the new path, go to the description of path cave entrance E; otherwise read the description from cave entrance A, Encounter A1 unless the PCs arrive here from Encounter 6, in which case read A2.

6. THE UPPER CROSSING

After three-quarters of a mile you find yourself directly opposite the Mouth of Mogda. Three more caves are visible beyond the largest cave you saw as you approached. The river here is wider and slower, and there are two coves on the western bank. Crude docks have been built from the shore below the second cave. North of the caves the forest gives way to hills and crags with numerous caves that no doubt hold Bugbears, Ogres, and other assorted nasties. So perhaps you should just get on with your mission and stop worrying about the other end of the forest.

Closer at hand, the southernmost cave shows no activity, the next cave appears to have been fortified and spews forth smoke. The northern two caves have armed Bugbears moving between them. As you watch you can see there are easily dozens of Bugbears moving about.

The first cave is set lower in the hillside than the others and occasionally a Bugbear enters with a full sack and then leaves with an empty sack. The view of the first two caves appears to be obstructed from the northern caves by trees and brush. A river assault would be unwise as you can see chains in the water that can be raised to block boats from entry.

There is a lone Bugbear on your side of the river busy with two beached boats, he does not appear to have noticed you yet.

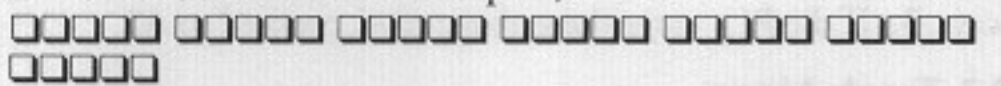
If the party decides to attack the lone Bugbear and makes any effort at stealth, they automatically surprise him as if they had rolled three segments of surprise (giving them three rounds of action). That should be more than enough to dispatch the Bugbear. If captured, the Bugbear in fact does not even speak common. He can only be interrogated in the bugbear tongue or with magical assistance. He tells only enough to stay alive and will say whatever he thinks the interrogators want to hear.

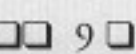
The party is not able to see cave E from here. Cave E can only be reached from Encounter 5.

If the party tries to cross here, the Bugbears in front of cave C will see them but give no sign. One Bugbear is sent back through the corridor in the rear of the cave to alert the complex while another doubles back and exits through the corridor to cave D and alerts those guards.

If the players simply think to ask if they can cross unseen, tell them is seems very unlikely. If the party decides to go back downstream, go back to Encounter 5.

Bugbear (1) (HF 2, EP 175, Int 7, AL CE, AC 8 (leather), MV 9", HD 3+1, HP 35, SZ L, #AT 1, D 1d6 +2 (short sword, Strength), SA surprise, SD nil, Skills: fishing 42, Lang: bugbear, Hon: Ave, ML 12, TOP 17x4, 18x4, Crit BSL: Def AC+1, FF 6, Reference HOB 1 p 96)

1) HPs: 

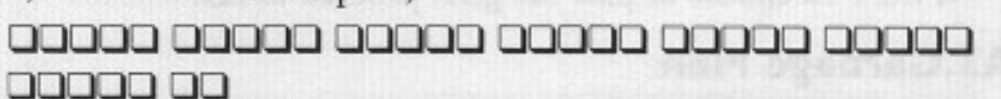
Leather Armor AC: 8  9 

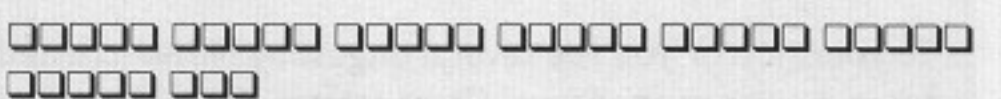
7. OGRE OUTPOST

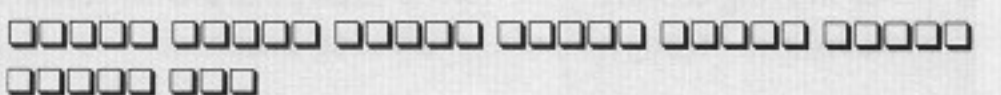
A small wooden barricade has been erected here and is currently manned by eight Ogres. The Ogres do not immediately attack non-hostile PCs. If paid 100 gp or a magic item each (even just a potion!) the Ogres will later attack the Bugbears, fight for a few rounds, and then retreat. This gives the PCs a 50% of not alerting the Bugbears the first time they do something that normally would raise the alarm. The Bugbears, busy repelling the Ogres, simply don't notice the PCs if the roll is successful.

Each ogre has a huge spear that they wield two-handed.

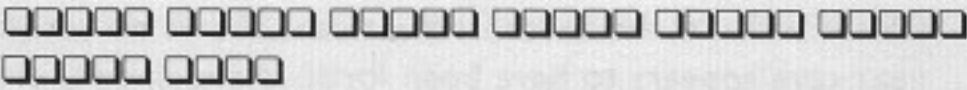
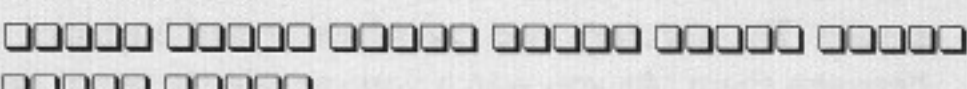
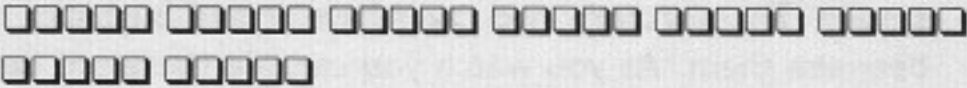
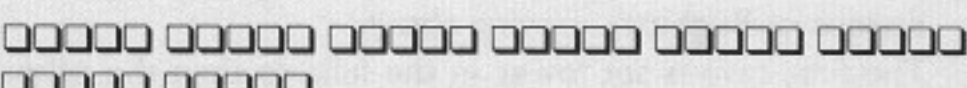
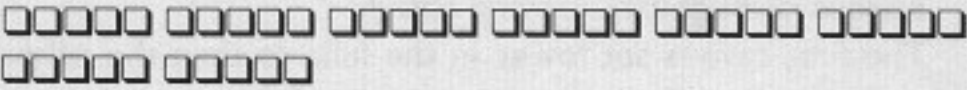
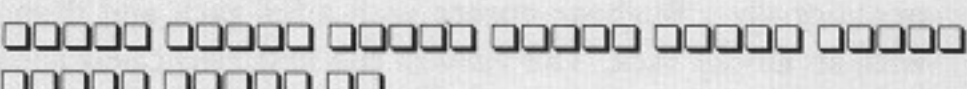
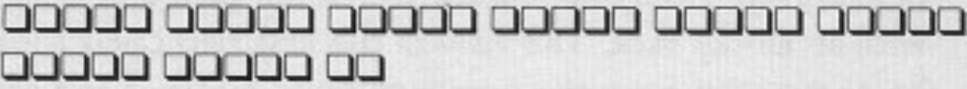
Ogre, Low Common (8) (HF 2, EP 270, Int 8, AL CE, AC 5, MV 9", HD 4+1, hp 37, 39x2, 40x2, 42, SZ L, #AT 1, D 2-12 +7, SA +3 to-hit due to Str, SD nil, Lang: ogre, Hon: Ave, ML 11, TOP 19, 20x4, 21, Crit BSL: Def AC+5, FF 4, Reference HOB 6 p 24)

1) HPs: 

2) HPs: 

3) HPs: 

4) HPs: 

- 5) HPs:  
- 6) HPs:  
- 7) HPs:  
- 8) HPs:  

THE CAVE ENTRANCES

The caves lead into the Bugbear command complex. There are additional Bugbear lairs in the hills, but they are not important to this adventure.

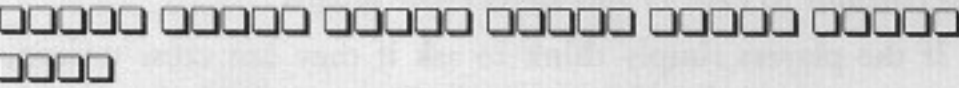
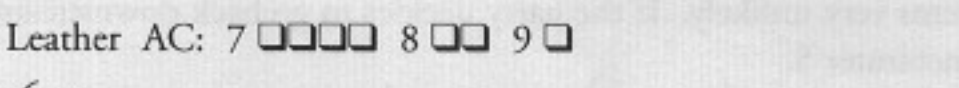
CAVE A

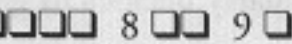
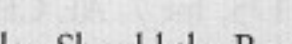
If the party has bypassed Encounter 6, use Encounter A1 otherwise use A2.
A1. Garbage

After a difficult climb you finally reach the mouth of the cave. A Bugbear emerges from the cave carrying an empty sack. He looks surprised to see you.

The PCs have one round of surprise actions before the Bugbear reacts.

Bugbear, Common (1) (HF 2, EP 175, Int 7, AL CE, AC 7 (studded leather), MV 9", HD 3+1, hp 34, SZ L, #AT 1, D 1-8 +2 (long sword), SA surprise, SD nil, Lang: bugbear, Hon: Ave, ML 12, TOP 17, Crit BSL: Def AC+1, FF 6, Reference HOB 1 p 96)

- 1) HPs:  

Studded Leather AC: 7  8  9 

Treasure: 6 gp.

The Bugbear flees if possible. Should the Bugbear be allowed to escape or if a lot of noise is made in stopping him, the alarm is raised. If captured, the Bugbear speaks only bugbear and knows little of value. A faint trail leads to cave B. If the PCs enter the garbage cave, proceed to A2.

A2. Trash Heap

After a short walk you reach the cave entrance. There is a scattering of trash and bones on both sides of the opening. The smell of decay hangs heavy in the air. The footprints of many Bugbears are visible in the dirt.

The party may enter safely. Should they do so, continue below.

The tunnel twists and turns for a time and then you approach an iron gate with a hole five feet above the floor. The door is held shut by an iron bar.

The bar can easily be removed, allowing entry to A3.

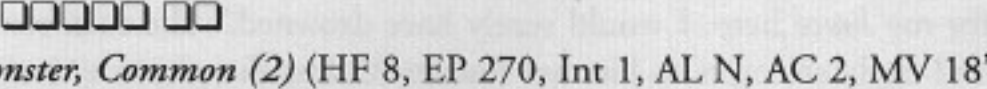
If the PCs choose to pass the gate, proceed to A3.

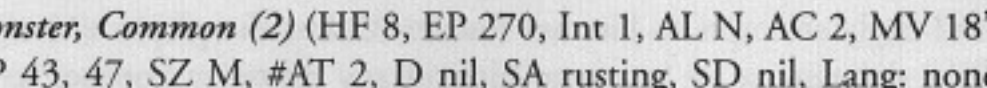
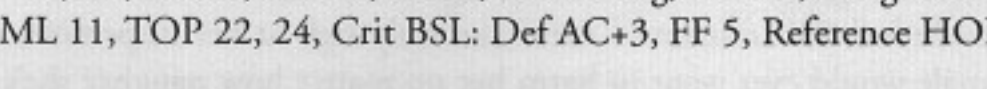
A3. Garbage Men

To your horror you see several disgusting filth-encrusted creatures moving toward you. Giant caterpillars with tentacles for mouths and strange insects with long antenna.

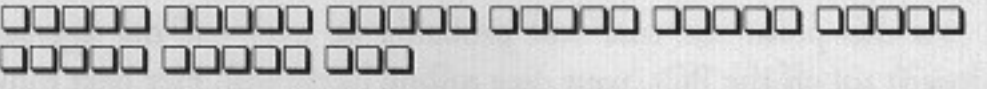
Carion Crawler (2) (HF 3, EP 270, Int 0, AL N, AC 3/7, MV 12", HD 3+1, hp 30, 37, SZ L, #AT 1/8, D 1-2, special, SA paralysis, SD nil, Lang:

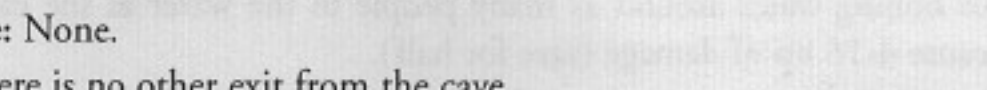
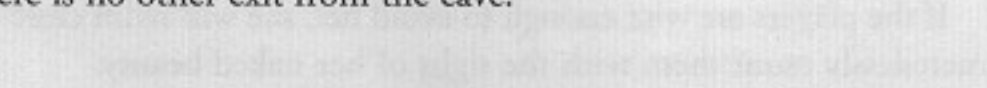
none, Hon: Ave, ML 20, TOP n/a, Crit BSL: Def AC+1, FF 6, Reference HOB 1 p 106)

- 1) HPs:  

- 2) HPs:  

Rust Monster, Common (2) (HF 8, EP 270, Int 1, AL N, AC 2, MV 18", HD 5, HP 43, 47, SZ M, #AT 2, D nil, SA rusting, SD nil, Lang: none, Hon: Ave, ML 11, TOP 22, 24, Crit BSL: Def AC+3, FF 5, Reference HOB 7 p 21)

- 1) HPs:  

- 2) HPs:  

Treasure: None.

Sadly there is no other exit from the cave.

CAVE B

The heavy growth of trees and scrub acts as a very effective screen, allowing you to gain entrance to the cave without being seen. This entrance was once secured by a pair of heavy wooden doors but these have been smashed to pieces. The damage appears to have been inflicted quite recently. You see no creatures.

This is the safest way to enter the caves. Two weeks ago, the Bugbears repelled an Ogre assault but have not bothered to repair the damage the brutes did to the doors because they lack a skilled carpenter. (They stiffed the carpenters they hired originally to install the doors.) This corridor in the rear of the cave leads into the center westerly portion of the lair. It is indicated by "to cave B" on the map.

There should have been a set of guards here similar to those in front of caves C and D. However, Gnorsh forgot to give explicit orders for the guards to be posted so they blew off their duty and instead can be found chowing down in the mess hall.

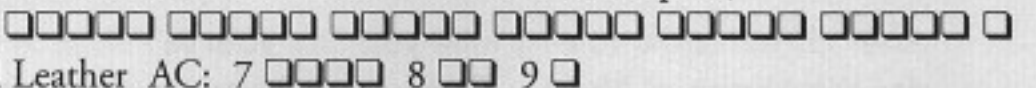
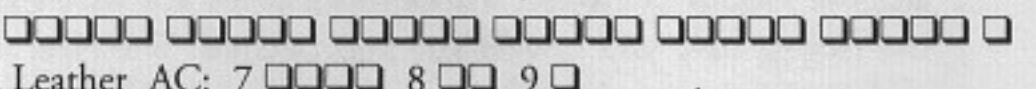
CAVES C AND D

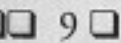
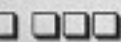
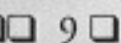
These encounters take place at the entrances to the caves (see the "Valsnor River map"). There is an identical encounter at each cave - for brevity's sake only one description is listed.

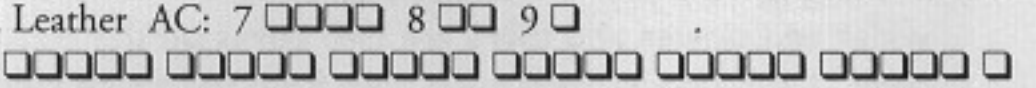
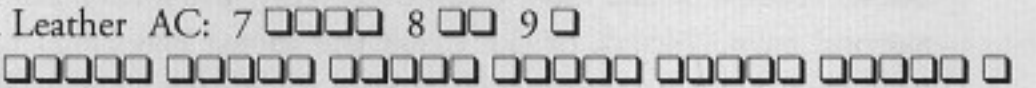
As you approach the cave, you can hear the sounds of Bugbears. Apparently unaware of your presence, they laugh and joke in their own crude tongue.

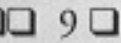
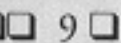
The eight Bugbears are making fun of another Bugbear named Gnorsh. He is the Bugbear leader who put these guards here on disciplinary duty.

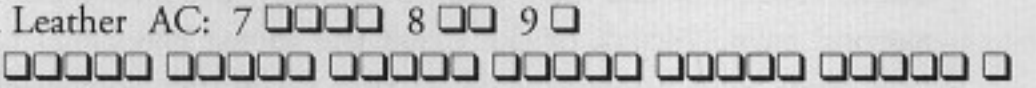
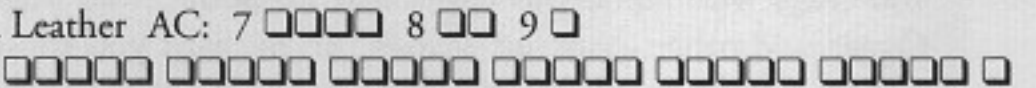
Bugbear, Common (8) (HF 2, EP 175, Int 7, AL CE, AC 7 (studded leather), MV 9", HD 3+1, hp 31x5, 33x2, 34, SZ L, #AT 1, D 2-8 +2 (broad sword), SA surprise, SD nil, Lang: bugbear, Hon: Ave, ML 12, TOP 16x5, 17x3, Crit BSL: Def AC+1, FF 6, Reference HOB 1 p 96)

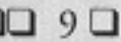
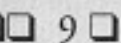
- 1) HPs:  

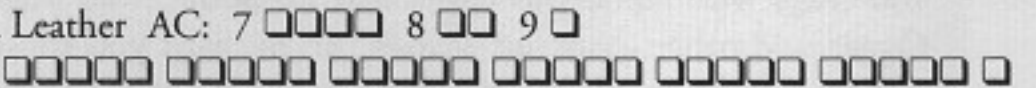
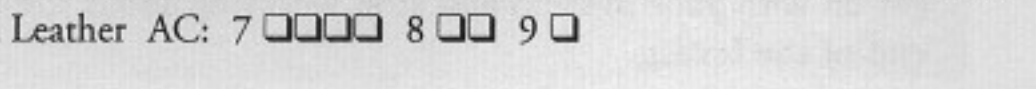
Studded Leather AC: 7  8  9 

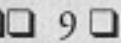
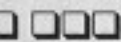
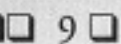
- 2) HPs:  

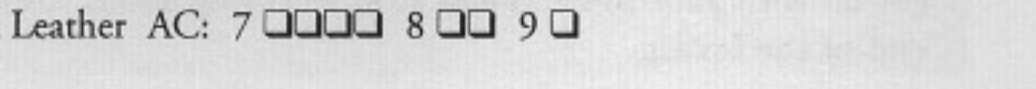
Studded Leather AC: 7  8  9 

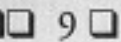
- 3) HPs:  

Studded Leather AC: 7  8  9 

- 4) HPs:  

Studded Leather AC: 7  8  9 

- 5) HPs:  

Studded Leather AC: 7  8  9 

6) HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐
☐☐

Studded Leather AC: 7 ☐☐☐☐ 8 ☐☐ 9 ☐

7) HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐
☐☐

Studded Leather AC: 7 ☐☐☐☐ 8 ☐☐ 9 ☐

8) HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐
☐☐

Studded Leather AC: 7 ☐☐☐☐ 8 ☐☐ 9 ☐

Trees and heavy brush conceal the trail. It will be an easy task for the PCs to surprise the Bugbears. The PCs have one round of surprise when they burst upon the Bugbears. If the Bugbears have been alerted, no surprise will be possible as the Bugbears will be expecting an attack. If the Bugbears are not dispatched quickly and reasonably quietly (meaning no screams or loud magical explosions) the alert is raised.

CAVE E

Encounter E1 takes place before the party enters the area shown on the map of the caves. E2, E3, and E4 are encountered as shown on the map.

E1. Secret Door

The trail all but disappears as you move forward. It is not clear if this is a seldom-traveled path or simply the trail of some animal. The trail ends at a rock wall covered by boulders. From the dense growth you surmise that larger creatures (for example, Bugbears) have not been here for years.

There is a way into the Bugbear lair here. Up to three creatures with a combined strength of 36 can move the boulders aside, allowing entrance to the caves. However, moving the boulders results in a rockslide causing 2d10 points of damage to all within 10 feet of the wall. This is not truly a trap and cannot be "disarmed." A successful engineering or mining skill check reveals the problem. Appropriate steps can be taken to avoid the rockslide using either of those skills with a second successful check (the operation takes about 20 minutes).

If the rockslide is triggered it requires an additional hour to clear enough rubble for a Small character to enter the lair, two hours for Man-sized creature and three hours for a Large character.

E2. The Armor Trap

The tunnel revealed beyond the boulders is murky and dark. The air is stale and dank, making breathing difficult. Your torch sputters in this atmosphere and its light is dim, only illuminating to half the distance it normally does. Mold and fungus are visible on the walls. The tunnel is rough and appears to be naturally formed.

The molds and fungus are not dangerous unless eaten, in which case the foolish victim deservedly suffers 1d4 points of damage and must save versus poison at +4 or "trip out." A "tripping" PC is unable to act, think, or do anything other than drool and watch pretty (but imaginary) pink elephants for the remainder of the adventure. The "trip" lasts for 1d4+1 days in a campaign setting.

At the point marked on the map is a trip wire located three inches off the ground. A thief can of course attempt to detect the trap. If the trap is triggered a net on the ceiling is released. The net contains numerous bits and pieces of broken and rusted armor. The damage to all within 10 feet of the person triggering the trap is 2d6 points. The noise of this trap also alerts the Bugbears.

Treasure: If all the bits and pieces of armor are sorted through, requiring no less than 10 turns, one of a pair of **Gauntlets of Ogre Power** can be

found. The Gauntlet found will fit the left hand of a human sized creature. It does not function without a right-handed Gauntlet.

E3. The Covered Pit

A 30-foot deep pit, covered by a thin stone slab waits for the PCs at this point. Any weight of 100 pounds or more breaks the slab dumping the victim in the pit. Standard falling damage applies. The trap can be easily bypassed if detected. The dwarven ability to detect stonework traps can also detect this trap.

E4. The Bridge of Bells

As the tunnel widens before you, the air becomes moist and you detect puddles on the floor. Ahead, you hear the sound of water steadily dripping. Your progress forward is blocked by a pool of still water. Spanning the pool is an ill-kept suspension bridge with bells at two-foot intervals along both sides.

The bridge is 27 feet across. If the PCs ask, say that is roughly 30 feet. A bell hangs every two feet on either side of the bridge for a total of 24 bells.

This tunnel has long since been abandoned by the Bugbears. However, when this tunnel was still used, the bells were a signal to open the portcullis into the complex proper. Now it is simply another problem for the PCs to deal with. Obviously if the bells ring the Bugbears will be alerted. Let the PCs make any plans they wish and deal with those plans accordingly. The easiest way for the PCs to cross is to cast Silence 15-foot Radius on the bridge (or on an arrow and shoot it into the center of the bridge). Alternative methods which will work include flying or levitating over the bridge and stuffing something into each bell or carefully severing each bell while holding down the clanger. A successful remove traps check will also work (only one check needs to be made).

The bridge can only support 300 pounds at a time due to its state of disrepair. More than 300 pounds will cause the bridge to collapse, alerting the Bugbears. The water is only three feet deep and easy to cross. Unfortunately for the PCs, entering the water will awaken the sleeping Spine-Backed Manta. Each character crossing has a 35% chance of stepping on the Spine-Backed Manta and suffering 1d4 points of damage. The enraged manta will then attack with its spiked venomous tail.

If players do not enter the water, the manta will not awaken.

Spine-Backed Manta (1) (HF 4, EP 270, Int 1, AL N, AC 4, MV 18" Swim, HD 3, hp 32, SZ S, #AT 1, D 1-6, SA Class D poison, SD spines cause 1d4 points of damage to unarmed attackers, Lang: none, Hon: Ave, ML 12, TOP 16, Crit BSL: Def AC+1, FF 5, Reference Appendix B)

HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐
☐☐

E5. The Portcullis

Continuing down the corridor, you begin to see evidence that the stone has been worked. You also see a dim light ahead. Unfortunately, a portcullis blocks your progress. The light is stronger beyond the portcullis and you smell roasting meat ahead. A rope hangs on either side of the portcullis, one end apparently disappearing into a hole in the wall.

The ropes do not raise the portcullis. Instead, they connect to small gongs that will alert the Bugbears. The portcullis is old and rusty and will make a great deal of noise if lifted.

If a character with either the engineering or engineering, fortifications skills examines the portcullis, make a secret skill check [average +30%]. If successful, they will know that the ropes are not designed to raise the gate. What they are intended to do will, however, remain a mystery.

4) HPs: □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□
□□□□

Hide Armor AC: 6 ☐☐☐☐☐ 7 ☐☐☐☐ 8 ☐☐ 9 ☐

Medium Metal Shield AC: +3 ☐☐☐☐☐ +2 ☐☐☐☐ +1 ☐☐☐ 0 ☐☐

5) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
□□□□

Hide Armor AC: 6 ☐☐☐☐☐ 7 ☐☐☐☐ 8 ☐☐ 9 ☐

6) HPs: ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐
☐☐☐☐

Hide Armor AC: 6 ☐☐☐☐☐ 7 ☐☐☐☐ 8 ☐☐ 9 ☐

Medium Metal Shield AC: +3 ☐☐☐☐☐ +2 ☐☐☐☐ +1 ☐☐☐ 0 ☐☐

7) HPs:

Hide Armor AC: 6 ☐☐☐☐☐ 7 ☐☐☐☐ 8 ☐☐ 9 ☐

8) HPs:

Hide Armor AC: 6 ☐☐☐☐☐ 7 ☐☐☐☐ 8 ☐☐ 9 ☐

Medium Metal Shield AC: +3 ☐☐☐☐☐ +2 ☐☐☐☐ +1 ☐☐☐ 0 ☐☐

Non-Alert

Seated on crude stools around makeshift tables are eight Bugbears. They appear to be engrossed in their meals, which they noisily slurp from wooden bowls.

The Bugbears do not at first notice the PCs, giving the PCs the equivalent of two surprise rounds to act. After the surprise the Bugbears leave the table and fight the PCs. The Bugbears' armor and weapons lay at their feet.

Use the stats given above but change the Bugbears' AC to 10 and ignore their armor and shields. On non-alert status, their armor is located at area #10. They are never unarmed.

8. KITCHEN

The smell coming from this room is pungent and fishy. It is all you can do to keep your lunch down as you can see and smell what the Bugbears are preparing for dinner.

Three old and feeble female Bugbears are preparing a meal of aged fishhead soup here. They are too old to fight and can be killed easily.

9. FORGE

This appears to be a well-maintained blacksmiths forge. Tools and raw metals, as well as a few finished metal implements, can be seen on shelves and in open crates. Chained to the anvil is an unreasonable skinny dwarf.

The dwarf is Herbert Anvilgrinder, a prisoner taken during one of the Bugbears' raids. The Bugbears simply assumed that any dwarf must be a master metal worker. In fact, Herbert really doesn't know much about metalwork but has been forced to work here and assist the Bugbears' own blacksmith. They beat him repeatedly and starve him for failing to produce high quality dwarven armor, but still fail to recognize that he has no appropriate blacksmithy skills or proficiencies.

Herbert the Dwarf (HF 1, EP 175, Int 17, AL LG, AC 10, MV 6", HD 1, HP 26, SZ M, #AT 1, D 1-6 (warhammer), SA dwarf traits, SD dwarf traits, Lang: dwarvish, common, Hon: Ave, ML 14, TOP 13, Crit BSL: Def AC-1, FF 6, Reference HOB 2 p 120)

1) HPs: □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □

10. ARMORY

Many Bugbear-sized suits of armor and several weapons hang on the walls.

This room contains 3 suits of studded leather (size Large), 2 suits of chain mail (size Large and only AC 6 with 10 hp due to Herbert's poor workmanship), 4 medium shields, 11 broad swords, 4 morning stars, and 1 two-handed sword.

II. SMITHY

A large Bugbear with a peg leg hammers away at a large breastplate.

The Bugbear is of course the Bugbears' armorer. He lost a leg in a raid and has worked on the weapons and armor of the tribe ever since. He is an armorer of fair skill (58% skill rating) and his workmanship has served the tribe well. He believes the dwarf is intentionally sabotaging his work and beats the dwarf almost daily. The armorer is hard of hearing and has delusions of grandeur. When the PCs enter, he begins ordering them about believing they will follow his orders. If the PCs attack or do not follow his orders, the armorer becomes enraged and attacks with his warhammer.

Bugbear (1) (HF 2, EP 175, Int 7, AL CE, AC 8, MV 9", HD 3+1, hp 34, SZ L, #AT 1, D 1-6 +2 (warhammer, Strength), SA surprise, SD nil, Skills: armorer 58, leatherworking 53, metalworking 51, blacksmithing 64, blacksmithing tools 52, Quirks/Flaws: hearing impairment, delusional, Lang: bugbear, Hon: Ave, ML 12, TOP 17, Crit BSL: Def AC+1, FF 6, Reference HOB 1 p 96)

1) HPs: ☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

Leather Armor (heavy apron) AC: 8 □□ 9 □

12. GREAT HALL

Dirty straw covers the floor of this hall. A bench covered in matted furs sits against the north wall. Three particularly large Bugbears sit on the bench. Six prancing pigdawgs are held on leashes by the three other Bugbears in the center of the room.

The three Bugbears on the bench are Kragin, Gnorsh, and Kragin's body-guard Ogre-slayer.

Bugbear Chief, Kragin (HF 2, EP 175, Int 7, AL CE, AC -3 (banded mail, Pengriffin's Cape, shield), MV 9", HD 4, hp 50, SZ L, #AT 1, D 2-8 +6 (Broadsword+2, Strength), SA surprise, SD nil, Lang: bugbear, Hon: Ave, ML 12, TOP 23, Crit BSL: Def AC+1, FF 6, Reference HOB 1 p 96)

1) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
□□□□ □□□□ □□□□

Banded Mail	AC:4	5	6	7	8	9
	☐ ☐ ☐ ☐ ☐	☐ ☐ ☐ ☐	☐ ☐ ☐	☐ ☐	☐	☐
	☐ ☐ ☐ ☐	☐ ☐ ☐ ☐	☐ ☐ ☐	☐ ☐	☐	

	AC: +4	+3	+2	+1	0
Body Shield	□□□□□	□□□□□	□□□□	□□□	□□

Treasure: 100 pp, Broadsword +2, Pengriffin's Cape (acts as a Cloak of Protection +3), Potion of Healing

Bugbear leader, Gnorsb (HF 2, EP 175, Int 7, AL CE, AC 0 (banded mail, shield), MV 9", HD 4, hp 46, SZ L, #AT 1, D 2-8 +3 (broad sword,

Strength), SA surprise, SD nil, Lang: bugbear, Hon: Ave, ML 12, TOP 22, Crit BSL: Def AC+1, FF 6, Reference HOB 1 p 96)

1) HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

Banded Mail AC: 4 5 6 7 8 9
☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

Body AC: +4 +3 +2 +1 0
 Shield ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

Treasure: Potion of Fire Breath, 100 gp

Bugbear, Ogre-slayer (HF 2, EP 175, Int 7, AL CE, AC 4 (banded mail), MV 9", HD 3+1, hp 43, SZ L, #AT 1, D 2d4+2 (broad sword, str), SA surprise, SD nil, Lang: bugbear, Hon: Ave, ML 12, TOP 22, Crit

BSL: Def AC+1, FF 6, Reference HOB 1 p 96)

1) HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

Banded Mail AC: 4 5 6 7 8 9
☐☐☐☐ ☐☐☐☐ ☐☐☐☐

Treasure: 200 gp, long bow, Arrow of Ogre Slaying, 19 arrows

Bugbear (3) (HF 2, EP 175, Int 7, AL CE, AC 1 (banded mail, shield), MV 9", HD 3+1, HP 34, SZ L, #AT 1, D 2-8 +2 (broad sword, Strength), SA surprise, SD nil, Lang: bugbear, Hon: Ave, ML 12, TOP 17, Crit BSL: Def AC+1, FF 6, Reference HOB 1 p 96)

1) HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

Banded Mail AC: 4 5 6 7 8 9
☐☐☐☐ ☐☐☐☐

Medium Metal Shield AC: +3 ☐☐☐☐ +2 ☐☐☐☐ +1 ☐☐☐☐

2) HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

Banded Mail AC: 4 5 6 7 8 9
☐☐☐☐ ☐☐☐☐

Medium Metal Shield AC: +3 ☐☐☐☐ +2 ☐☐☐☐ +1 ☐☐☐☐

3) HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

Banded Mail AC: 4 5 6 7 8 9
☐☐☐☐ ☐☐☐☐

Medium Metal Shield AC: +3 ☐☐☐☐ +2 ☐☐☐☐ +1 ☐☐☐☐

Pigdawg, Prancing (6) (HF 2, EP 120, Int 3, AL CE, AC 6, MV 18", HD 3+4, HP 36x6, SZ M, #AT 1, D 2-12, SA surprise on 7 in 10, SD surprised only on a 1 in 20, Lang: none, Hon: Ave, ML 17, TOP 18x6, Crit BSL: Def AC+2, FF 9, Reference HOB 6 p 72)

1) HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

2) HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

3) HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

4) HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

5) HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

6) HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

As the PCs enter the room, the Bugbears release the Pigdawgs to attack the PCs. If the Bugbears are alerted the dawgs have a +2 bonus to initiative on the first round of combat. Three rounds after combat begins, Gilgil the Bugbear shaman enters room and join the attack.

Bugbear, Shaman Gilgil (HF 2, EP 784, Int 9, Wis 13, AL CE, AC 10, MV 12", Shaman 6, HP 48, SZ L, #AT 1, D 2-8 +2 (broad sword, Strength), SA surprise, spells, SD spells, Lang: bugbear, Hon: Ave, ML 12, TOP 14, Crit BSL: Def AC+1, FF 6, Reference HOB 1 p 96)

HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

Spells Prepared (per day 4/4/2):

First Level: Cure Light Wounds, Curse, Magic Stone, Protection from Evil

Second level: Chant, Resist Fire, Rigor Mortis, Silence 15' radius

Third Level: Heal Moderate Wounds, Prayer

Treasure: Scroll of Protection from Magic, Potion of Madness, Waterskin of Daze and Confuse

Gilgil is a frightening creature. He is very small for a Bugbear but makes up for it by covering himself in feathers, beads, Ogre bones, and feces. He has not bathed since birth. Anyone within five feet of Gilgil is considered to be within the effect of a Stinking Cloud. Gilgil casts spells as a 6th level shaman. As a shaman, Gilgil can cast Chant and Prayer once each in addition to his normal spell selection (these are already included in his spell list). If the battle goes poorly, Gilgil retreats back into his own quarters.

13. BARRACKS

This huge barracks houses all of the Bugbears except for Kragin, Gilgil and the three feeble old cooks. If the alert has not been sounded, the Bugbears from the roving patrol, those manning the net trap in area #2, and the guards at area #14 will all be here sound asleep (twenty in all).

If the alert has sounded, this room will be empty save for 57 cots and ratty, worthless personal gear. About 10 of the cots appear to have been unused for some time.

14. GUARDPOST

The Bugbear's shaman has placed a Glyph of Warding in the eastern corridor leading into this room. It is triggered by any non-Bugbears moving within 10 feet of the Glyph. If triggered, the Glyph discharges for 6d4 electrical damage. Four Bugbears armed with awl pikes and with the eye of the tiger skill are also waiting for the PCs. The Bugbears attack on segment 10 each round with an additional +1 to hit and +1 damage.

If the alarm hasn't been raised, these bugbears will be asleep in area #13. They will also be unarmored so alter their AC to 10 and ignore stats for their armor. Their weapons are always close at hand though. On non-alert status, their armor is located at area #10.

Even if the alarm hasn't been raised, the Glyph of Warding is still in effect. (Gilgil doesn't like anyone snooping around his quarters.)

Bugbear (4) (HF 2, EP 175, Int 7, AL CE, AC 6 (chain mail), MV 9", HD 3+1, hp 34x4, SZ L, #AT 1, D 2-8 +3 (broad sword, Strength, eye of the tiger), SA surprise, SD nil, Lang: bugbear, Hon: Ave, ML 12, TOP 17x4, Crit BSL: Def AC+1, FF 6, Reference HOB 1 p 96)

1) HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

"poor workmanship" Chain mail AC: 6 ☐☐☐ 7 ☐☐☐ 8 ☐☐☐ 9 ☐☐☐

2) HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

"poor workmanship" Chain mail AC: 6 ☐☐☐ 7 ☐☐☐ 8 ☐☐☐ 9 ☐☐☐

3) HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

"poor workmanship" Chain mail AC: 6 ☐☐☐ 7 ☐☐☐ 8 ☐☐☐ 9 ☐☐☐

4) HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

"poor workmanship" Chain mail AC: 6 ☐☐☐ 7 ☐☐☐ 8 ☐☐☐ 9 ☐☐☐

15. KRAGIN'S QUARTERS

You observe sturdy, practical furniture including a bed, desk, two chairs, a wardrobe, and two chests. One chest has cloth

ing and bits of military equipment. The other chest holds 500 gp of Pellham minting. On the desk contains various maps of the area and inventories of supplies.

The maps are of poor quality all distances are off by 1d6 miles. The inventories of Bugbear assets are inflated by 15% due to pilferage by the other Bugbears. The center drawer of the desk has a false bottom, containing a note from Gerald. The note indicates that Gerald will receive a (smudged) percentage of the Bugbear plunder in return for directing military raids away from the Bugbears.

The note is a forgery sent by one of Gerald's corrupt council members in an attempt to smear his reputation and thus have him removed from the council and putting this whole "return of the king" nonsense to rest. More importantly though, it is an easy cash stream that one of "Gerald's" emissaries collects on a monthly basis!

16. TREASURY

Here the Bugbear treasure sits, guarded by six Orkin Wardawgs. The Wardawgs are on long chains that allow them to reach the entire room, but only two feet out into the corridor. Thinking players can easily dispatch these hounds with missile attacks.

Unfortunately for the PCs, the Bugbears have already spent most of the treasure buying weapons and armor to fight the Ogres.

Orkin, Wardawg (6) (HF 1, EP 125, Int 3, AL N(e), AC 6, MV 15", HD 2+2, hp 31, 32, 33x2, 34x2, SZ M, #AT 1 or 2, D 3-9 (2d4+1) or 1-6/1-6, SA nil, SD nil, Lang: none, Hon: Ave, ML 13, TOP 16x2, 17x4, Crit BSL: Def AC+0, FF 7, Reference HOB 6 p 43)

- 1) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □
- 2) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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- 3) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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- 4) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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- 5) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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- 6) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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Treasure: Banded Mail +1 (human-sized), Helm of Underwater Action, 3,423 cp, 214 sp, 6 bolts of cloth (10 gp each), and seven gems of 10 gp base value.

17. GILGIL'S QUARTERS

The walls are draped with Ogre skins and animal bones. A table in the center of the room is covered with beads, animal organs, incense, and a large goblet shaped like an inverted dome. A moth-eaten cloak hangs on a peg in the rear of the room.

The goblet is in fact the crowned helm of PenGriffin, now used to hold Ogre blood by Gilgil. If the PCs ask if the goblet looks like a helm tell them it does. A Detect Magic reveals an aura of Enchantment. If the PCs examine the goblet, tell them it is seated in a three-legged stand but would not stand on it's own.

The west wall contains a concealed door. Behind several Ogre skins is an opening to the outside.

Treasure: Crowned Helm of PenGriffin (functions as Helm of Comprehending Languages)

18. GILGIL'S REVENGE

The rain is pouring down and has washed away dirt covering a wooden cellar door, just outside the shaman's secret exit.

The door bears a Glyphs of Warding that inflicts 6d4 points of electrical damage. If the door is opened the PCs can see a small 3-foot by 3-foot dug out area. Gilgil has hidden some treasures there. Unfortunately Gilgil also has a Quasit companion that lives in the hole.

Nefarian, Quasit (1) (HF 11, EP 2,000, Int 7, AL CE, AC 2, MV 15" HD 3, hp 34, SZ T, #AT 3, D 1-2/1-2/1-4, SA spell abilities, poison, SD save as 7 HD monster, immune to fire, cold, and lightning, MR 25%, Lang: bugbear, common, Hon: Ave, ML 9, TOP 17, Crit BSL: Def AC+1, FF n/a, Reference HOB 5 p 92)

- 1) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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Treasure: 1,000 sp, 1,000 ep, incandescent blue sphere Ioun Stone (+1 Wis), Potion of Fire Breath, Ring of Contrariness

19. BATTLEGROUND

The scene ahead is chaotic to say the least. A half dozen Bugbears are fending off an equal number of Ogres. Several Bugbears and Ogres lay on the ground in a pool of blood.

If the PCs are smart they will simply bypass this encounter. Otherwise they may join the fight on either side. The unfortunate problem for the PCs is that whichever side wins immediately attacks the PCs. They do like humans and demi-humans but they prefer them cooked, with ketchup.

Bugbear (6) (HF 2, EP 175, Int 7, AL CE, AC 10, MV 9", HD 3+1, hp 32x2, 33x2, 34x2, SZ L, #AT 1, D 2-8+2 (broad sword, Strength), SA surprise, SD nil, Lang: bugbear, Hon: Ave, ML 12, TOP 16x2, 17x4, Crit BSL: Def AC+1, FF 6, Reference HOB 1 p 96)

- 1) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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Banded Mail	AC:4	5	6	7	8	9
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	☐ ☐ ☐ ☐	☐ ☐ ☐ ☐	☐ ☐ ☐	☐ ☐	☐	

- 2) HPs:
-

Banded Mail	AC:4	5	6	7	8	9
	☐ ☐ ☐ ☐ ☐	☐ ☐ ☐ ☐	☐ ☐ ☐	☐ ☐	☐	☐
	☐ ☐ ☐ ☐	☐ ☐ ☐ ☐	☐ ☐ ☐	☐ ☐	☐	

- 3) HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐
- ☐☐☐☐

Banded Mail	AC:4	5	6	7	8	9
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	□□□□	□□□□	□□□	□□	□	

- 4) HPs:
-

Banded Mail	AC:4	5	6	7	8	9
	☐ ☐ ☐ ☐ ☐	☐ ☐ ☐ ☐	☐ ☐ ☐	☐ ☐	☐	☐
	☐ ☐ ☐ ☐	☐ ☐ ☐ ☐	☐ ☐ ☐	☐ ☐	☐	

- 5) HPs: ☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐☐☐☐
☐☐☐☐

Banded Mail	AC:4	5	6	7	8	9
	☐ ☐ ☐ ☐ ☐	☐ ☐ ☐ ☐	☐ ☐ ☐	☐ ☐	☐	☐
	☐ ☐ ☐ ☐	☐ ☐ ☐ ☐	☐ ☐ ☐	☐ ☐	☐	

- 6) HPs:
-

Banded Mail	AC:4	5	6	7	8	9
	☐ ☐ ☐ ☐ ☐	☐ ☐ ☐ ☐	☐ ☐ ☐	☐ ☐	☐	☐
	☐ ☐ ☐ ☐	☐ ☐ ☐ ☐	☐ ☐ ☐	☐ ☐	☐	

Ogre, Low Common (6) (HF 2, EP 270, Int 8, AL CE, AC 5, MV 9", HD 4+1, HP 34, 35, 36x2, 37x2, SZ L, #AT 1, D 2-12 +7 (2-16 +7 vs. Sz L), SA +3 to-hit due to Str, SD nil, Lang: ogre, Hon: Ave, ML 11, TOP 17, 18x3, 19x2, Crit BSL: Def AC+5, FF 4, Reference HOB 6 p 24). Each Ogre wields a huge spear employed as a two-handed weapon.

- 1) HPs: □□□□ □□□□ □□□□ □□□□ □□□□
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- 2) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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- 5) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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- 6) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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SCENARIO 4: The Magi's Riddles

PLAYER'S BACKGROUND

That the fulfillment of the Prophecy of Shardar is nigh cannot be denied. However, now is not the time to rest on your laurels. King PenGriffin has been dead for at least three centuries. Bringing him back is going to take powerful magic. Sages, druids, alchemists, clerics, and drunken halflings have been consulted as to what can be done. It is clear that none have a clue as to what power can bring back a man dead so long. Efforts to Raise Dead, Resurrect, and even Diminished Rites have failed utterly.

The Inevitable Order of Time knew not where to turn for answers until they happened to hear an old folk song while conversing with the halfling at a tavern. The song spoke of an immortal enchanter known only as Timmothy. With the populace on the verge of revolt the council has called upon you once again to seek out Timmothy and inquire of him on what to do about PenGriffin.

The ballad unfortunately is not nearly as helpful as a map, but the song does mention the "Finger of Hope." A mountain known as Dagda's Thumb is the only landmark that meets the description. So once more you set out on an uncertain mission. You travel upriver with plenty of provisions. It is hoped that you can find Timmothy and convince him to tell you how to bring PenGriffin back to life as he is reputed to have done once before in the ancient song.

Another group of adventurers was sent to check this out weeks ago but they have not been seen or heard from since, so be on your toes.

Random Encounter Table

D10	Encounter
1-3	Things found along the trail Roll on table E9 (GMG p 326) to see specifically what is encountered.
4	Trapper (1)
5	Black Bear (1)
6	Monkey, Flying (6)
7	Fomorian (1)
8	Wolves (6)
9	Goblins (16)
10	Grel (6)

DUNGEON MASTER'S NOTES

There is no bonus for finishing early, nor for fastest game time in this round. The PCs may rest between encounters if they wish. In tournament play there are no random encounters. In campaign play, the PCs should travel on the Northeast Highway to Ciron's town (at which point they enter the map printed on page 49) before heading out to Dagra's Thumb. This road detours south around Hoval's wood. The lands directly north of Iffeal are very rough and going the direct route will take much more time. However, if your players insist, let them go that way. Check for random encounters once in the morning, once in the evening, and once at midnight. An encounter occurs on a roll of 1 on a d12.

4. Trapper

This Trapper looks just like the ground around it.

Trapper (1) (HF 38, EP 3,000, Int 13, AL N, AC 3, MV 3", HD 12, HP 78, SZ L, #AT 1, D 4+victim's AC, SA surprise, SD camouflage, resistance to fire and cold, Lang: common, Hon: Ave, ML 17, TOP 39, Crit BSL: Def AC+10, FF 5, Reference HOB 8 p 17)

- 1) HPs:

5. Black Bear

You see a large black bear standing on its rear legs, sniffing the air.

If the PCs do not approach the bear, it leaves the PCs alone. If the PCs bother the bear it attacks.

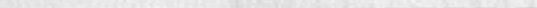
Bear, Black (1) (HF 1, EP 175, Int 2, AL N, AC 7, MV 12", HD 3+3, HP 36, SZ M, #AT 3, D 1-3/1-3/1-6, SA hug, SD nil, Lang: none, Hon: Ave, ML 8, TOP 18, Crit BSL: Def AC+2, FF 8, Reference HOB 1 p 55)

- 1) HPs: ☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐
☐☐☐☐ ☐

6. Monkey, Flying

From above comes the sound of squealing and chattering. Your eyes are drawn to the sky where to your horror you see several flying monkeys swooping down to attack.

Monkeys, Flying (6) (HF 2, EP 35, Int 7, AL LE, AC 5, MV 6", 24" Fly (C), HD 2+2, HP 30x3, 35x3, SZ M, #AT 2, D 1-6/d6-1 (dagger), SA snatch n' grab, SD nil, Lang: common, Hon: Ave, ML 14, TOP 15x3, 18x3, Crit BSL: Def AC+0, FF 7, Reference HOB 5 p 39)

- 1) HPs:  2) HPs:  3) HPs:  4) HPs: 
 5) HPs: 
 6) HPs: 


7. Fomorian

A huge misshapen creature moves toward you from the trees. Its face splits into a hideous grin as it raises its huge club and attacks.

you are confronted by obstinate PCs, simply design a patrol or two of Muirlanders tough enough to deal with grel raiders. After some of these encounters, the players may hold the townsfolk's wisdom in higher regard.

I. SIRENE'S SONG

The riverside path passes a small natural cove. Several rocks impede the route ahead but once past them you should be able to continue your trek to the mountain.

Sadly for the PCs a Sirine has taken up residence here recently and is hiding just out of sight near the rocks. She is quite put out by the PCs' appearance and attacks as soon as the PCs reach the roadblock.

Sirine (1) (HF 20, EP 2,000, Int 18, AL NE, AC 3, MV 12", 24" Swim, HD 4, hp 40, SZ M, #AT 1, D 1d6-1 (dagger), SA song, stupidity touch: save vs. poison or INT reduced to 2, spells, 18 DEX, SD save as 11th MU, +2 save vs. poison, spells, water-breathing, immune to gas, MR 20%, Lang: common, Hon: Ave, ML 12, TOP 20, Crit BSL: Def AC+5, FF 5, Reference HOB 7 p 63)

1) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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Spells (1/day at will as 11th level caster):

First Level: Charm Person (via song, 30'r, affects even hostile creatures)

Second level: Fog Cloud

Fourth Level: Improved Invisibility, Polymorph Self

Treasure: 4 pearls (100 gp each), Pearl of the Siren



2. DEATH IN THE DARK

If the PCs fail to set a watch they awaken to find one random member of the party already dead. This encounter occurs each night until the PCs are smart enough to set a watch. If a character is on watch read the following:

It is dark and you are still on edge about the importance of your mission. You gaze over the slumbering figures of your companions and wonder what the morning will bring. Your reverie is interrupted by an eerie sound. "Geerrraalldd, Geerrraalldd, I am coming."

Gerald previously sent another party to look into the mountain, but unfortunately for them his council members covertly sent paid assassins after them. The assassins were to kill the party and bring back any magic found. When the first party did not return, Gerald sent the PCs to learn Timmothy's secrets. The voice is that of one of the dead adventurers who has returned as a Revenant and tries to destroy the PCs on its way back to Gerald. He is unaware that it wasn't Gerald who sent the assassins - the hit men were under strict orders to not reveal their true masters. In point of fact, Gerald did in the strictest sense hire them by authorizing a 'miscellaneous expense' submitted to him by one of his fellow council members.

A group of Shadows have recently joined the Revenant and assist him in the attack.

Revenant (1) (HF 30, EP 3,000, Int 13, AL N, AC 10, MV 9", HD 8, hp 57, SZ M, #AT 1, D 2-16 (automatic after initial hit), SA paralyzation, SD regerate 3 hp/round, immune to acid, gas, holy water, Raise and Resurrection spells, cannot be turned, Lang: common, Hon: Ave, ML 20, TOP n/a, Crit BSL: Def AC+6, FF n/a, Reference HOB 6 p 126)

1) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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Shadow, Common (6) (HF 5, EP 420, Int 5, AL CE, AC 7, MV 12", HD 3+3, hp 35x2, 36x2, 37, 38, SZ M, #AT 1, D 2-5, SA 1 pt STR drain, SD 90% undetectable unless in Continual/bright light, +1 or better to hit, immune to cold, MR immune to Sleep, Charm and Hold spells, Lang: common, Hon: Ave, ML 20 (15 in twilight, 11 in medium illumination, 6 in bright light), TOP n/a, Crit BSL: Def AC+2, FF n/a, Reference HOB 7 p 47)

1) HPs: □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□
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2) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
□□□□

3) HPs:

4) HPs:

5) HPs: ☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐
☐☐☐☐ ☐☐

6) HPs:

If the Revenant is defeated, he will not bother the PCs again.

Treasure: The Revenant still possesses some of his former adventuring gear. 100 gp, Studded Leather +2, Dagger +1, Bedroll of Restful Sleep +1

2a. Haunted

A man in bright armor, wearing a tabard emblazoned with the symbol of the council and a clear stone orbiting his head walks toward you. As he notices you he waves and hails you.

This is another of the adventurers inadvertently betrayed by Gerald. His name is Patrick. He was killed by the assassins and cannot rest until he learns why he died. He actually has no idea who killed him as his throat was slit while he slept. If told he was betrayed by Gerald, he leaves the forest and returns to Iffael to haunt the unfortunate seneschal. The PCs may not real-

ize that Patrick is a Ghost. He has an **Ioun Stone of Accessories of Corporeality**. As long as Patrick wears the stone, the PCs are not subject to aging from viewing him. Should the **Ioun Stone** be removed, the PCs immediately see Patrick for what he is and age 10-40 years. Patrick is willing to accompany the PCs as far as the entrance to the cave at Area 5. He is bound to the forest where he died until he learns who arranged his death and he cannot enter the mountain. Once he learns of his betrayal he begins to travel to Iffael to deal with either Gerald or the council.

Patrick the Ghost (1) (HF 14, EP 7,000, Int 13, AL LE, AC 0 to 8, MV 9", HD 10, hp 61, SZ M, #AT 1, D 2-7 or age 10-40 years (Hand Axe +1, touch), SA panic, Magic Jar, SD ethereal immunities, Lang: common, Hon: Ave, ML 20, TOP n/a, Crit BSL: Def AC+8, FF n/a, Reference HOB 3 p 50)

HPs: ☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

Treasure: Ioun Stone of Accessories of Corporeality, Hand Axe +1

3. ATTACK OF THE PERYTONS

Morning light quickens your step as Dadga's Thumb rises into view in the distance. Unfortunately several winged creatures soon obscure that picturesque view and then dive to attack!

The winged figures are Perytons in search of human hearts. They fight to the death, as they have not seen a human heart in a very, very long time and are becoming quite desperate.

Perytons (4) (HF 9, EP 270, Int 10, AL CE, AC 7, MV 12", 21" Fly (C), HD 4, HP 38x4, SZ M, #AT 1, D 4-16, SA +2 to hit, SD +1 or better weapons to hit, Lang: peryton, Hon: Ave, ML 16, TOP 19x4, Crit BSL: Def AC+4, FF 4, Reference HOB 6 p 65)

1) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
 □□□□ □□

2) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
□□□□ □□

3) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
□□□□ □□

4) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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The creatures are spread out such that no more than one can be caught in an area effect spell. They each attack separate PCs in order to keep this advantage as long as possible. Sadly the creatures' nest is high on the summit of the mountain in a place inaccessible to the PCs.

4.FOOT OF THE MOUNTAIN

You stare up to the mountain in awe. This is clearly the largest and most imposing mountain you have ever seen. You must reach the summit to complete your quest.

If the PCs search they find a small dawg path leading up the side of the mountain. Each PC must make two Dexterity checks, unless they are skilled mountaineers to reach Encounter 5. Failing the first check results in the PC falling to the foot of the mountain and taking 1d6 points of damage, failing the second as well results in the falling to the foot of the mountain and taking 3d6 points of damage. Those falling must climb back up making the checks again.

5. BOUNDLINGS

To your great relief you spy a landing with a cave entrance. Perhaps this will lead to the summit in safety. Fool, there is no safety on a quest!

As you climb onto the landing strangely thin elves, each with a glint in his eye and wickedly long fingernails, move toward you. The lead creature speaks, "To reach the undying mage you

must first avoid the death we wish to give." Obviously you will have to cut them down if you wish to enter the caves.

The creatures are Boundlings, elves that have been magically bound to remain here for eternity and obey the one who holds their names.

Elf, Bounding (5) (HF 9, EP 410, Int 14, AL LE, AC 6 (ring mail, 14 dex), MV 9", HD 4+2, hp 38,39,40x2,42, SZ M, #AT 1, D 1-6/1-6 (claws), SA nil, SD 90% immune to Sleep/Charm effects, MR 35%, Lang: elvish, Hon: Dishonorable, ML 20, TOP 19, 20x3, 21, Crit BSL: Def AC+2, FF 10, Reference Appendix A p. 39)

1) HPs:

Ring mail AC: 7 ☐☐☐☐☐☐ 8 ☐☐ 9 ☐

2) HPs: ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

☐ ☐ ☐ ☐ ☐ ☐

Ring mail AC: 7 8 9

3) HPs: ☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

Ring mail AC: 7 8 9

4) HPs: ☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

Ring mail AC: 7 ☐☐☐☐☐☐ 8 ☐☐ 9 ☐

5) HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐
☐☐☐☐ ☐☐☐☐ ☐☐

Ring mail AC: 7 8 9

Treasure: The Elf leader (the one with 42 hp) has a worn and dog-eared map in his belt pouch. If the players discover this map, hand them Player's Aid B. This map is a red herring the mean-spirited elf drew up to get his revenge on anyone slaying him and his charges. Clever players may notice that only a mirror image of the map corresponds to the actual dimensions of the maze. Following this map, however, will lead to a dead end which traverses the densest concentration of Margoyles.

6.MIRROR MIRROR

The cave in which the elves dwelt is bereft of any furnishings. The only item of interest is a ratty bear hide affixed to the rear wall of the cave. Moving the hide reveals a **Mirror of Opposition**. An exact duplicate of each and every person looking behind the hide, including those watching from afar, will be created and these clones will immediately attack.

Note that the contract for this mirror was bid out to the lowest cost provider. The Mage who created it cut corners on the job with the result that the dweomer on the mirror is unstable. If any creature created by the mirror is destroyed, the Mirror immediately shatters and all other clones wink out of existence. The mirror is, however, impervious to attempts to shatter it by force.

If the mirror shatters, it reveals a passageway. Anyone picking through the glass shards (one would hope while wearing metal gauntlets...) will find a map. This map is included as Player's Aid C. Note that this 'true' map skirts most of the Margoyle guardians and will guide the players through most of the maze.

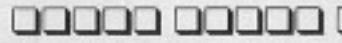
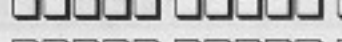
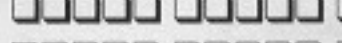
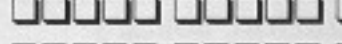
7.MIRROR MAZE

The walls, floor, and ceiling appear to be totally covered with mirrors.

The party must travel through the mirror maze to reach Timothy. Each "M" on the map represents a Margoyle hidden behind a one-way mirror.

Margoyle (HF 11, EP 420, Int 7, AL CE, AC 2, MV 6", 12" Fly (C), HD 6, hp 50, SZ M, #AT 4, D 1-6/1-6/2-8/2-8, SA nil, SD +1 or better weapons to hit, Lang: common, Hon: Ave, ML 14, TOP n/a, Crit BSL: Def AC+4, FF n/a, Reference HOB 4 p 119)

A total of 11 margoyles are in the maze.

- 1) HPs: 
- 2) HPs: 
- 3) HPs: 
- 4) HPs: 
- 5) HPs: 
- 6) HPs: 
- 7) HPs: 
- 8) HPs: 
- 9) HPs: 
- 10) HPs: 
- 11) HPs: 

The Margoyles attack from the rear of the party if at all possible.

7.x Dead Adventurer

A corpse lies on the floor ahead. The corpse's hand holds a stoppered bottle. A backpack lies next to the body and a fat pouch hangs from its belt.

At the point marked X this poor fool died. He is the last of the assassins sent by the council to slay the other adventurers and obtain the secret of immortality from Timmothy for themselves.

The backpack has a Fire Trap on it that, if opened, explodes for 1d4+12 points in a five foot radius. The belt pouch is full of gold plated lead slugs coated with Class M poison. The bottle holds the Type I Demon that killed this man. The man pronounced the command to capture the demon too late, as he was already mortally wounded. The command word is written on the inside of the bottle.

Demon, Type I (HF 22, EP 975, Int 7, AL CE, AC 0, MV 12", 18" Fly (D), HD 8, hp 63, SZ L, #AT 5, D 1-4/1-4/1-8/1-8/1-6, SA spell abilities, SD spell abilities, half damage from electricity, fire, and gas, MR 50%, Lang: all, Hon: Ave, ML 12, TOP 32, Crit BSL: Def AC+6, FF n/a, Reference HOB 5 p 94)

- [illegible]

Treasure: Iron Flask, 500pp, Dagger +1, ruby (2,400 gp), Note Players Aid D.

8. RIDDLES OF THE MAGI

Finally free of the irritating mirror maze, you enter a large room about 50 feet square with a vaulted ceiling nearly 30 in height at its apex. The room is completely bare with the exception of a large boulder in the center of the room. The boulder is vaguely egg-shaped and five feet tall. A face has been carved into the surface of the rock. Its eyes are closed and surface of the stone is translucent as if made of a cloudy crystal. The eyes of the stone open and the mouth laughs. It speaks. "Congratulations, adventurers! Few have passed the tests placed between the outside world and my resting place. For what purpose have you faced death and dismemberment to see me?"



Obviously the boulder is in fact Timmothy himself. He cannot be damaged by any means at this time. If the PCs tell Timmothy their missions he responds as follows:

"Aaah, yes, I can help you. However, you must prove to me that you have the intellect to accomplish your task before I will reveal the means of bringing your King back to life. You must answer me these riddles three. Now, only one of you may answer at a time and the one who answers must place his hand on my body as he does so."

Timothy proceeds to ask his riddles. Each riddle must be answered in turn. The PCs may give as many answers as they want, but only one at a time. Answers uttered without placing a hand on the rock are ignored. A wrong answer results in the PC answering being absorbed into the rock. Each time a correct answer is given a previously captured PC is released and Timothy says, "Well done."

Riddle #1: "How many letters are in *The Common Tongue Alphabet*?"

Riddle #2: "I go around in circles But always straight ahead"

Riddle #3: "I never was, I am always to be,
No one ever saw me, nor ever will
And yet I am the hope of all."

The answers are:

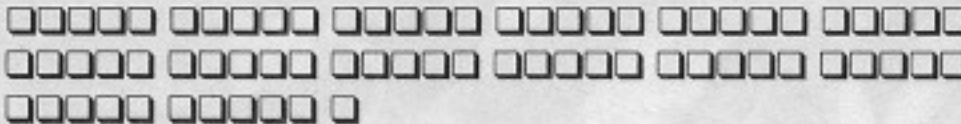
#1: "23"

#2: "A Wheel"

#3: "Tomorrow"

Once all three riddles have been answered correctly Timmothy regains some of his power and all captured PCs are released. The riddles in fact are what have held Timmothy here for the last 300 years. Timmothy was imprisoned by ancient druids for stealing from their groves. His first action is to summon his Drayton's Secret Stash, the material component is now actually incorporated into his body, the stash contains a uniquely powerful Elixir of Life that can bring PenGriffin back to life. Timmothy quaffs a Potion of Invisibility. He then moves to the other side of the room and begins casting summoning spells. He attacks the PCs to keep them from preventing his escape. Although released from part of his curse Timmothy is still made of stone and in fact resembles a Galeb Duhr with arms.

Galeb Duhr, Timmothy (HF 48, EP 12,000, Int 20, AL NE, AC -2, MV 6", HD 10, hp 71, SZ L, #AT 2, D 2-16/3-18, SA Move Earth, Wall Passage, Wall of Stone, Stone Shape or Transmute Stone to Mud once per round as 20th level magic-user, animate boulders, SD immune to heat, fire, and lightning, double damage from cold-based attacks and saves at -4 vs. cold, MR 20%, Lang: common, Hon: Ave, ML 15, TOP n/a, Crit BSL: Def AC+8, FF 7, Reference HOB 3 p 45, also see Appendix B)

1) HPs: 

Spells Prepared (per day 7/5/5/4/4/2/1):

First Level: Unseen Servant, Enlarge, Detect Magic, Detect Phase, Detect Illusion, Magic Shield, Power Word Moon

Second level: Summon Swarm, Fog Cloud, Invisibility, Levitate, Mirror Image

Third Level: Monster Summoning I x3, Dispel Magic, Dispel Silence

Fourth level: Monster Summoning II x3, Solid Fog, Wall of Ice

Fifth Level: Monster Summoning III x2, Conjure Elemental, Wall of Stone

Sixth Level: Monster Summoning IV x2

Seventh Level: Monster Summoning V

Treasure: 1,000 pp, Elixir of Life, 3 diamonds (7,000 gp each), Potion of Extra Healing, Bracers of Defense AC 6 plus Timmothy's spellbook.

His Spell book is non-standard and consists of stone tablets. These are slightly larger than the standard ones listed in the *Spellslinger's Guide*. Each weighs 1.6 pounds and can contain the equivalent of 8 spell book pages. All of the spells Timmothy has memorized plus Read Magic, Write, Wizard Mark, Wizard Lock, and Blink can be found on these tablets. There are a total of 12 tablets: 4 contain his first level spells, 2 each contain his second and third level spells, while a single tablet is reserved for fourth, fifth, sixth and seventh level spells respectively.

Tournament Note: Timmothy will cast the following spells in order:

Monster Summoning V: summons 2 Rust Monsters, common (HoB VII, p. 21) Each has 45 hp and will attack until killed or 26 rounds elapse.

Monster Summoning IV: summons 2 Great Horned Owlbeats (HoB VI, p. 51) Each has 47 hp and will attack until killed or 25 rounds elapse.

Monster Summoning IV: summons 2 Great Horned Owlbeats (HoB VI, p. 51) Each has 47 hp and will attack until killed or 25 rounds elapse.

Monster Summoning III: summons 3 Giant Bumblebees (HoB I, p. 62) Each has 54 hp and will attack until killed or 24 rounds elapse.

Monster Summoning III: summons 3 Giant Bumblebees (HoB I, p. 62) Each has 54 hp and will attack until killed or 24 rounds elapse.

Monster Summoning II: summons 4 Aarnz Hounds (HoB I, p. 10) Each has 32 hp and will attack until killed or 23 rounds elapse.

Monster Summoning II: summons 4 Aarnz Hounds (HoB I, p. 10) Each has 32 hp and will attack until killed or 23 rounds elapse.

After these initial spells, it is incumbent upon the GM to then choose the best spells for Timmothy based on how the situation has developed. Obviously he may be forced into casting Dispel Silence earlier if the PC have cast Silence 15' radius. Other good choices are to create a Wall of Ice parallel to the ground and drop it on his adversaries or casting Mirror Image if caught in melee.

APPENDIX A

NEW MONSTERS

Spine-Backed Manta

Description: The Spine-Backed Manta looks just like a manta ray except that it has a number of sharp spines on its back.

Combat/Tactics: The Spine-Backed Manta lays at the bottom of shallow waters and attacks if stepped on. The Spine-Backed Manta can attack with its spiked tail. The tail can inject victims with Class D poison.

An unarmed attacker suffers 1d4 points of damage due to the movable spines on the Manta's back that give it its name.

Habitat/Society: The Spine-Backed Manta lives to swim and eat.

Ecology: The Spine-Backed Manta is a predator that swims along the bottom of shallow waters and eats small fish.

Spine-Backed Manta

AKA: Foot Shredder

HackFactor: 4

EP Value: 270

Climate/Terrain: Underwater

Frequency: Rare

Organization: Solitary

Activity Cycle: Any

Diet: Carnivore

Intelligence: Animal (1)

Alignment: Neutral

No. Appearing: 1

Size: S

Movement: 18" Swim

Psionic Ability: Nil

Attack/Defense Modes: Nil/Nil

Morale: Resolved (12)

Armor Class: 4

No. of Attacks: 1

Damage/Attack: 1-6

Special Attacks: Poison

Special Defenses: Unarmed attackers suffer 1d4 damage each time they attack.

Magic Resistance: Standard

Hit Dice: 3

ToP: Yes

FF: 5

YIELD:

Medicinal: Nil

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: Nil

Other: 1d4 doses of Class D poison may be extracted from a single Manta. If the poison sack is removed from the Spine-Backed Manta without being punctured the meat is quite tasty. However, a failed cooking check means the poison was not properly removed. In that case, any fool eating the poisonous fish must save versus toxin or be affected by 1d4 doses of Class D poison.

Elf, Boundling

Description: Slave-Elves look much like normal elves but are even thinner, and not in a healthy way. Slave-Elves are also much paler than normal elves. The fingernails of a Slave-Elf slowly grow into fearsome claws allowing the slave elf to attack without weapons.

Combat/Tactics: Boundlings are literally suicidal in their attack. They actually welcome death when it comes, and they prefer to die in battle. Thus, Boundlings rarely use missile attacks preferring to use melee weapons. Their enslaved state also makes them quite angry and they enjoy causing pain and killing others and as such will use the most powerful weapon at their command. They rarely exhibit any real tactics unless commanded by the wizard who holds their name.

Habitat/Society: Slave-Elves have no society. They no longer even think of themselves as elves. They are monsters and mockeries of what they once were. They obey the commands of their master and have no interactions with any other living creatures. The powerful and forbidden spell used to create these wretches has been lost to the ages. It is believed that the spell requires

calling the elf by name. An elf bound in this way is compelled to obey the commands of the person who holds his name even if the command is suicidal.

Ecology: Boundlings are elves and fill a similar niche in the ecology to elves. The main difference is they really don't care if they destroy their surroundings and gleefully use up all the resources in an area with no thought as to the future.

YIELD:**Medicinal:** Nil**Spell Components:** Nil**Hide/Trophy Items:** Nil**Treasure:** Nil**Other:** Nil**Elf, Boundling****AKA:** Slave-Elves**HackFactor:** 9**EP Value:** 410**Climate/Terrain:** Any**Frequency:** Very Rare**Organization:** None**Activity Cycle:** Any**Diet:** Omnivore**Intelligence:** High to Genius (13-18)**Alignment:** Lawful Evil**No. Appearing:** 1-6**Size:** M (5' tall)**Movement:** 12"**Psionic Ability:** Nil**Attack/Defense Modes:** Nil/Nil**Morale:** Fanatic (20)**Armor Class:** 6**No. of Attacks:** 2 or 1**Damage/Attack:** 1-6/1-6 or by weapon**Special Attacks:** Nil**Special Defenses:** 90% resistance to Sleep/Charm related spells**Magic Resistance:** 35%**Hit Dice:** 4+2**ToP:** Yes**FF:** 10**Pooka**

Description: A Pooka is a fairy spirit that always takes the form of a very large animal. Pookas may appear as nearly any animal, but will always take on an anthropomorphic quality and stand over six feet tall.

Combat/Tactics: Typically Pookas will not fight, preferring to simply turn invisible or stop time and leave. It's not that they fear combat but rather that they simply don't enjoy it. They prefer to sit about drinking and talking. Pookas may cast Time Stop three times in a day and Sensory Control as often as they like. Each of these abilities takes effect in the seventh segment (though of course the Pooka cannot do anything else in that round).

Habitat/Society: Pooka's love to hang out in taverns, but can be found here or there, now and then, by whomever they please. They rarely congregate together, each preferring to go his or her own way in the world enjoying time with humans and demi-humans that they find so amusing.

Ecology: Pookas primarily subsist on alcohol but do enjoy a nice steak now and then. They always adapt to fit into the local culture and ecosystem without upsetting it.

Pooka**AKA:** Fairy-Animal**HackFactor:** 18**EP Value:** 1,400**Climate/Terrain:** Any**Frequency:** Very Rare**Organization:** None**Activity Cycle:** Any**Diet:** Alcohol**Intelligence:** Genius (17-18)**Alignment:** Chaotic Neutral**No. Appearing:** 1**Size:** L (7' tall)**Movement:** 15"**Psionic Ability:** Nil**Attack/Defense Modes:** Nil/Nil**Morale:** Resolved (18)**Armor Class:** 4**No. of Attacks:** 1**Damage/Attack:** 1-4**Special Attacks:** Spells**Special Defenses:** Spells**Magic Resistance:** 70%**Hit Dice:** 6+2**ToP:** Yes**FF:** 9**YIELD:****Medicinal:** Nil**Spell Components:** Nil**Hide/Trophy Items:** Nil**Treasure:** Nil**Other:** The left foot of Pooka acts in the same manner as a Luckstone.**Timothy**

Description: Timothy is a normal Galeb Duhr with unique spell casting abilities.

Combat/Tactics: Timothy prefers to use summoning spells to summon monsters to attack his foes and only engages in combat himself when he has run out of summonings. He casts spells as a 14th level magic-user, in addition to the standard spell abilities of Galeb Duhr. Timothy also possesses all the powers and abilities of a Galeb Duhr.

Habitat/Society: None.**Ecology:** None.**YIELD:****Medicinal:** Timothy tastes like rock and will break the teeth of anyone who eats him.**Spell Components:** A bit of Timothy can be substituted for the material components of any spell listed under his powers (including his unique spells!)**Hide/Trophy Items:** Timothy armor, while highly magical, is impossible to move in.**Treasure:** See adventure text.**Other:** Magic items that affect stone or earth can be created from Timothy's internal organs.**Timothy****AKA:** Stone-Mage**Hackfactor:** 48**EP Value:** 6,000**Climate/Terrain:** Mountain**Frequency:** Unique**Organization:** None**Activity Cycle:** Any**Diet:** None**Intelligence:** Supra-Genius (20)**Alignment:** Neutral Evil**No. Appearing:** 1**Size:** L**Movement:** 6"**Psionic Ability:** Nil**Attack/Defense Modes:** Nil/Nil**Morale:** Resolved (15)**Armor Class:** -2**No. of Attacks:** 2**Damage/Attack:** 2-16/3-18**Special Attacks:** Spells**Special Defenses:** Spells**Magic Resistance:** 20%**Hit Dice:** 10**ToP:** Yes**FF:** 7

APPENDIX B

NEW SPELLS

Selective Invisibility (Illusion)

Level: 3

Range: caster

Duration: 24 hours

Area of Effect:caster

Components: V, S

Casting Time: 3 segments

Saving Throw: Negates (only if disbelief is declared)

This spell acts in an identical manner to Invisibility except that the caster may declare one condition per caster level under which he can be seen.

Improved Selective Invisibility (Illusion)

Level: 4

Range: caster

Duration: 24 hours

Area of Effect:caster

Components: V, S

Casting Time: 4 segments

Saving Throw: Negates (only if disbelief is declared)

This spell is identical to the Improved Invisibility spell except that the caster may declare one condition per caster level under which he can be seen.

Sensory Control (Illusion)

Level: 5

Range: caster

Duration: 24 hours

Area of Effect:caster

Components: V, S

Casting Time: 4 segments

Saving Throw: Negates (only if disbelief is declared)

This spell works the same way as Improved Selective Invisibility except that the spell also affects sound. Only the persons who meet the declared criteria may hear the caster.

APPENDIX C

NEW ITEMS

Antenna Caps of Jamming

EP Value = 1,000 GP Value = 5,000

Antenna caps are pixie fairie jewelry, basically metal caps that are placed on the ends of the pixie fairie's antenna. Antenna Caps of Jamming have been enchanted such that the Emphkrin Detect Life tattoo does not function within 80 feet of the Antenna Caps of Jamming. Thus a normal surprise roll would be made with regard to pixie fairies when within the radius of the jamming effect.

Grelven Armor

The grel have a nomadic raider culture ill-suited to metalworking. While they recognize the utility of metal implements, they prefer to take what they need from their enemies rather than to cart around the equipment necessary to forge their own weapons and armor.

This is not to say that the grel are incapable of arming themselves. Should captured matériel be unavailable*, grelven crafted flint arrowheads, axe blades and spear points are every bit as deadly as those made of iron. It is this for reason that grel receive a +1 bonus with the spear rather than the sword bonus of their elven kin.

The grel also manufacture armor suited to their lifestyle. Rather than noisy, bulky, high-maintenance metal armor prone to rust they build armor with materials easily obtainable in their forest home. In addition to standard leather armor, they have developed variations of wooden laminar armor and wooden splint mail known hereafter as Grelven Lamellar and Grelven Splint.

Each of these armors is constructed with a nod towards mobility and stealth rather than maximum defensive value. Both are made from retriified mahogany whose toughness nearly rivals that of bronze but with lessened bulk. They are also dyed in a mottled pattern of greens and browns making them the equivalent of a Woodland Suit (see *Grifmaster's Guide* p. 137).

Grelven Lamellar consists of wooden strips sewn to a backing of supple leather. While it provides only the protection of studded leather, this is compensated by its light weight. Grelven lamellar does not hinder movement and thus is usually worn by grel scouts.

Grelven Splint is essentially a toughened variant of lamellar. Thicker longitudinal strips of wood are sewn to a heavier leather undergarment. While this creates a more restrictive outfit, it does not impair movement to the extent that other fairly bulky armors do (movement rate penalty is only $\times 5/6$ instead of $\times 3/4$ as listed in Table 16M: Armor Bulk Adjustments, *GameMaster's Guide* p. 205). This type of armor is usually worn by grel warriors.

No cost is listed for these armor types as the grel disdain capitalism. They're nomadic hunters not sissified, city-dwelling merchants! That being said, they might barter a suit or two for something magical or as a reward for service. Obviously this will have to be determined on a case-by-case basis.

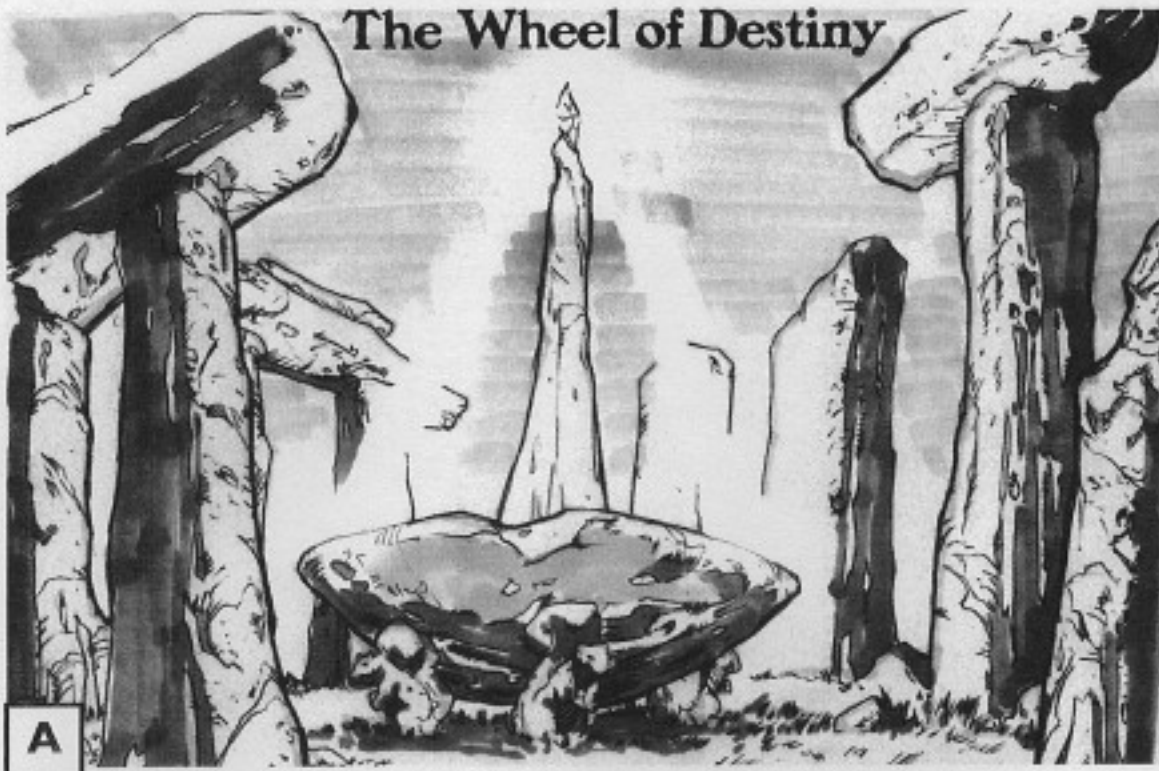
*It bears noting that grel enjoy taking trophies and relish in employing the arms and armor of their defeated adversaries. Wearing drow elven chainmail or using a drow buckler is particularly satisfying - provided that it came off of a drow elf the grel in question personally killed.

Grelvan Armor

Item	Cost	AC	Weight	Bulk	Maint. Adj.
Grelven Lamellar	Varies	7	18 lbs.	non	$\times 1/2$
Grelven Splint	Varies	5	30 lbs.	fairly	$\times 1/2$

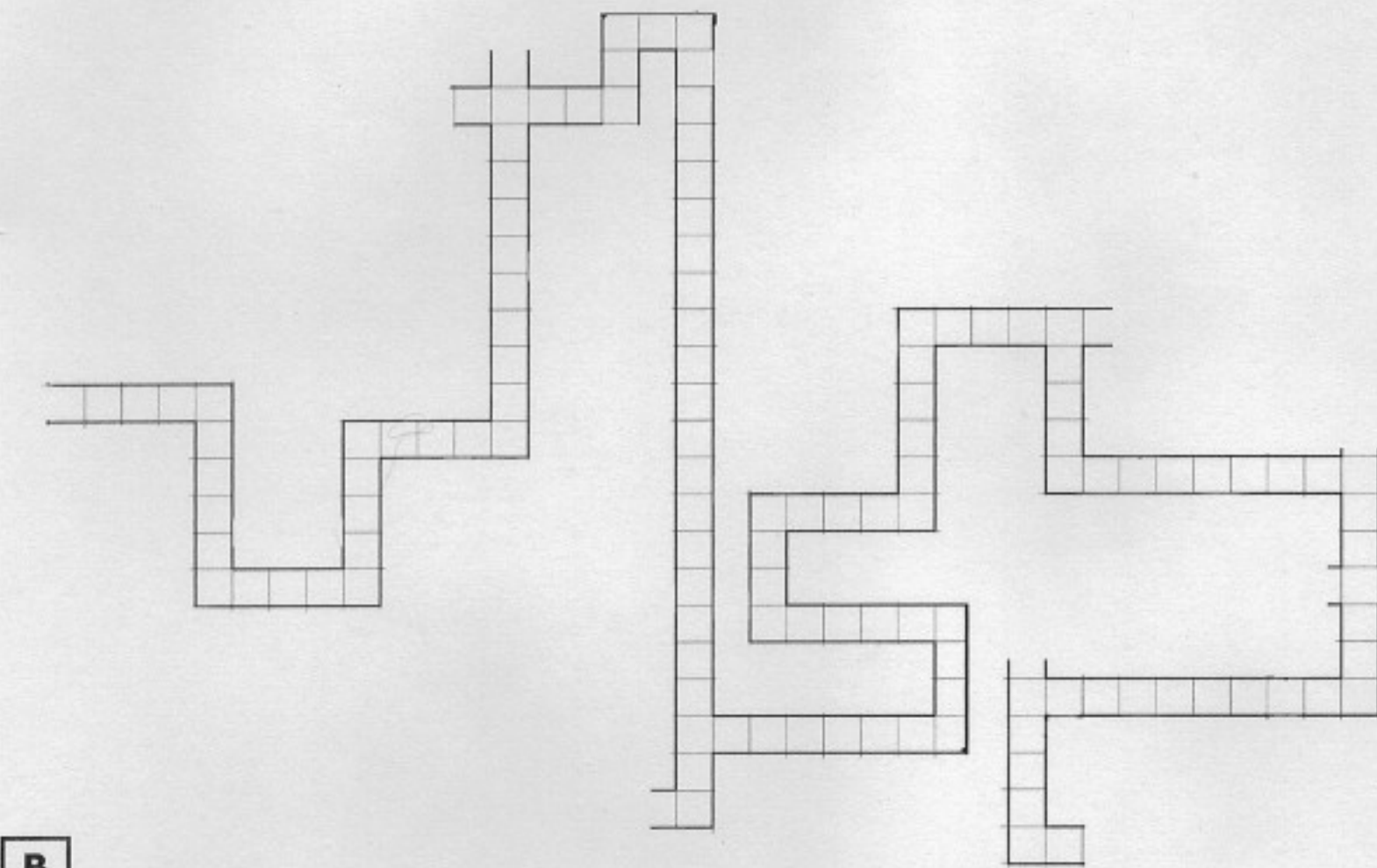
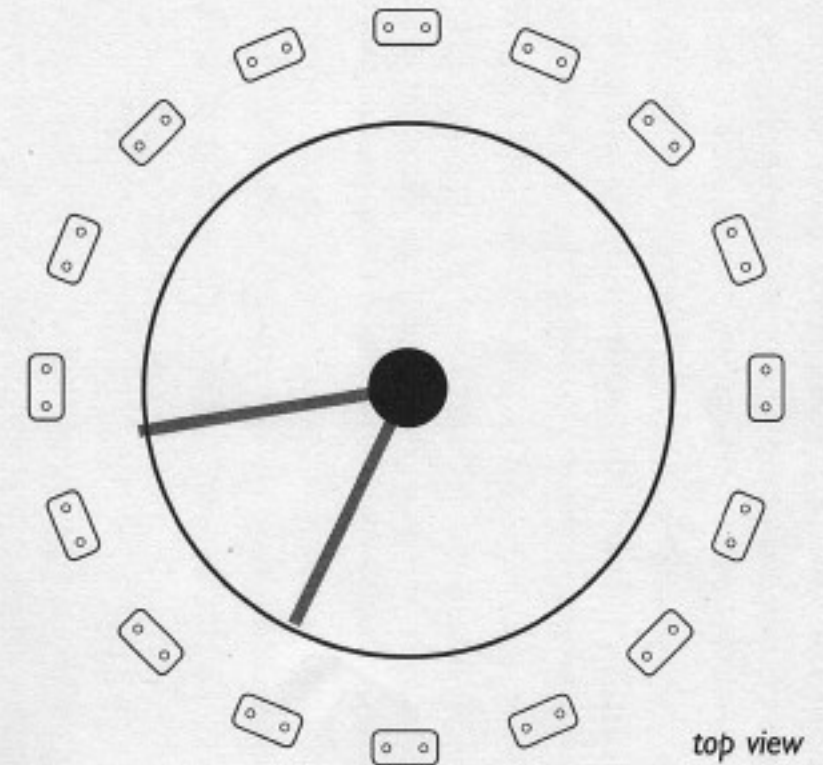
Hit Point Absorption Regression for Damaged Armor

Item	Armor Class								
	1	2	3	4	5	6	7	8	9
Grelvan Lamellar	—	—	—	—	—	—	4	2	1
Grelvan Splint	—	—	—	—	7	6	4	2	1



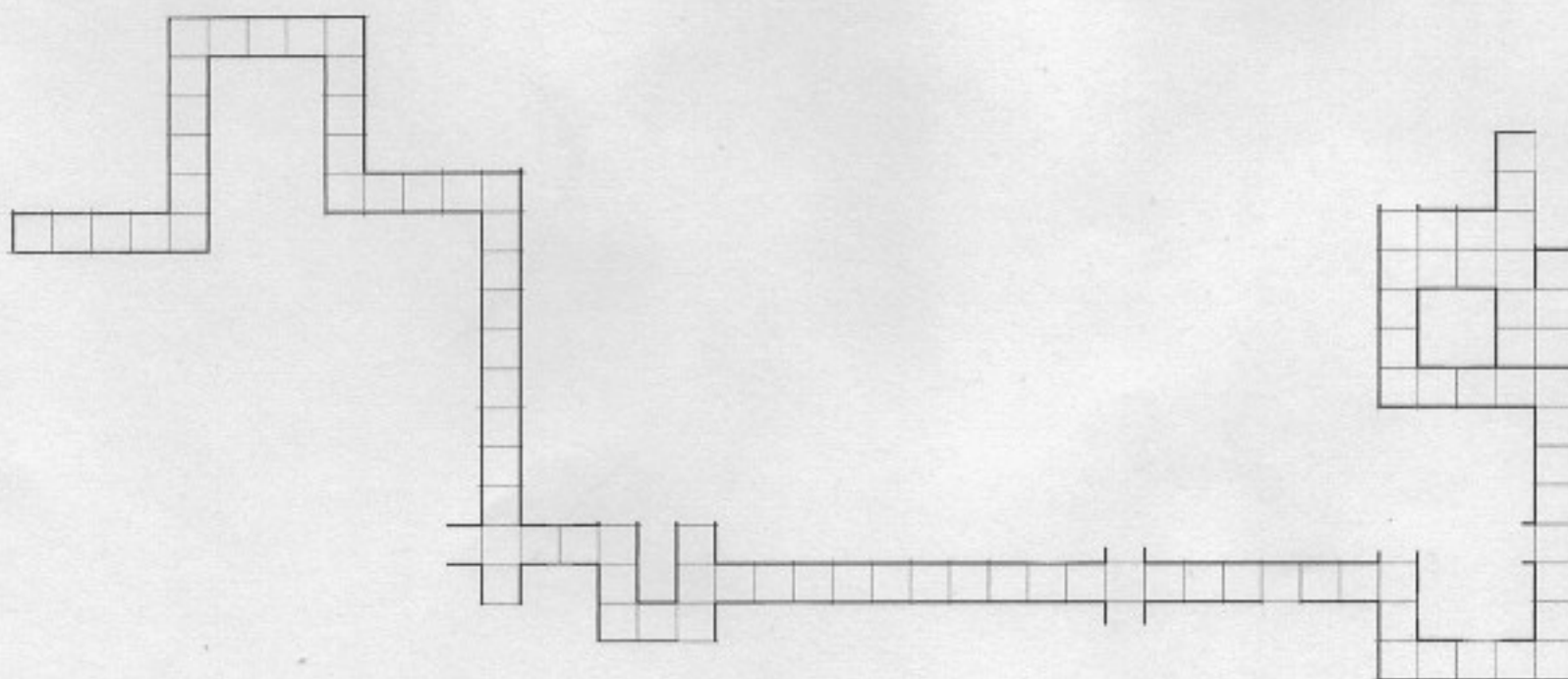
The Prophecy

With six hands of Horvel the Lost upon the Wheel of Destiny, at the moment Razel rises to do battle with the seven headed beast, the dead king shall rise to seize the triad with hands that cannot grasp and eyes that cannot see. All wards broken and the mystic barriers pierced with mating swords, three saints and sinners will struggle in the dust, both and neither to triumph, and while the sundered earth spews forth the dregs of centuries, a new order shall come upon the land.



Y,
Your mission is to slay the members of Gerald's team once they near Dagda's Thumb. After they have been dispatched, find and retrieve as much information and magic from Timmothy's lair as possible. If you encounter Timmothy, attempt to set up a meeting where we can forge an alliance with this wizard. The remainder of your fee will be waiting for you upon your return to Iffeal.

The Council



APPENDIX D

PLAYER'S AIDS

Distribute the top section (A) when the players reach Encounter 9: The Circle of Stone in the first scenario. The top view of the Wheel of Destiny may help them figure out the riddle especially if they take time to re-read the prophecy.

The final three player's aids are all found in the last scenario. The map in (B) can be found on the Boundling Elf leader in encounter 5. The map in (C) lies in the shards of the Mirror of Opposition. The note (D) is in the dead adventure's backpack in the mirror maze.

Garweeze World Integration

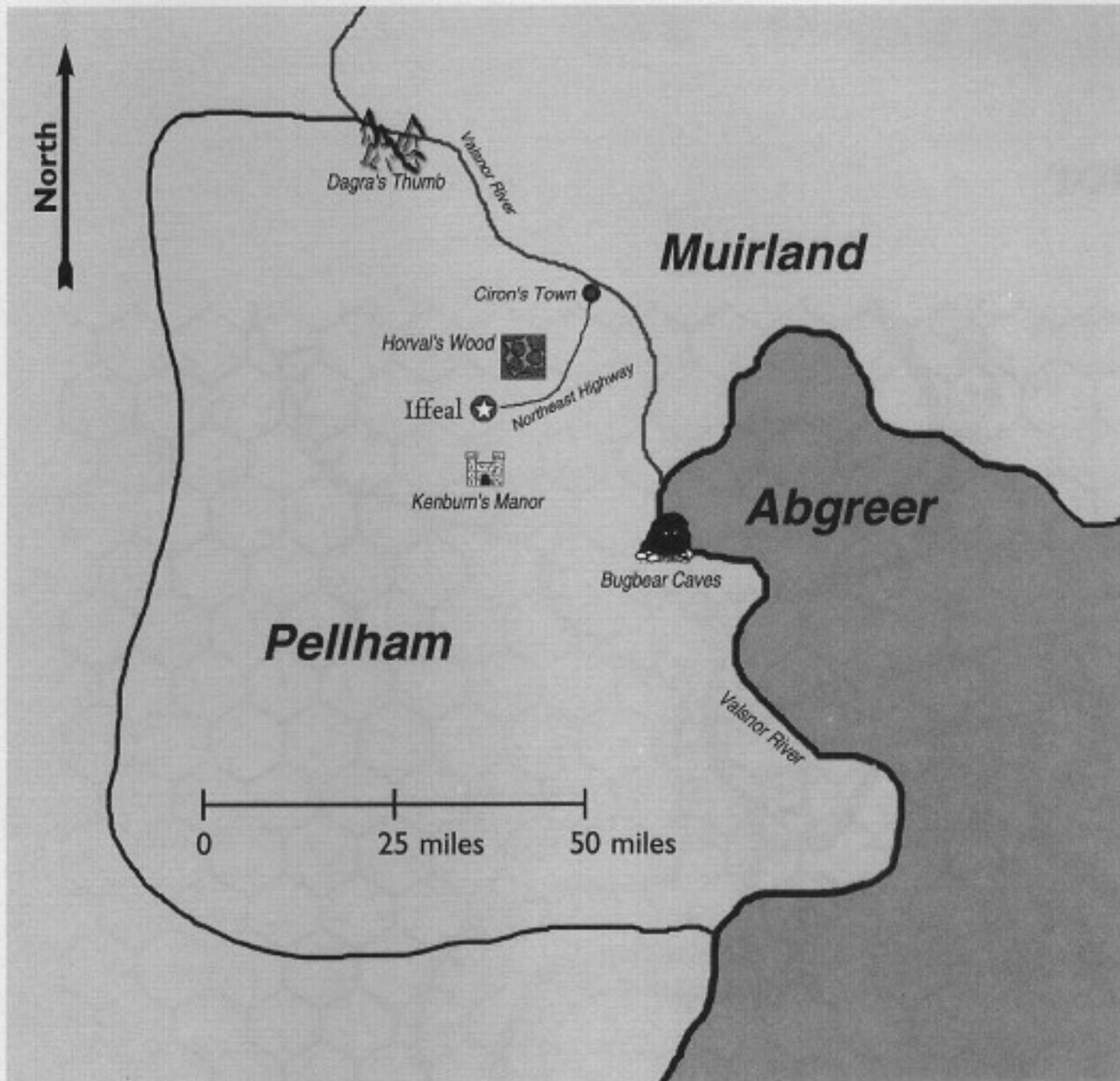
The small nation of Pellham is located in map sector C7-15 along the western borders of Abgreer and Muirland. The Valsnor River forms its border with those countries.

Most of Pellham lies within the Grevan Mountains, a heavily forested badlands that covers northwestern Abgreer and southern Muirland as well.

Formerly part of Abgreer, Pellham gained its independence during that country's bloody civil war between its Raagean colonists and the indigenous barbarian peoples. Though the colonists eventually gained the upper hand in most of the country, they were never able to overcome the natives in the northwesternmost territories. In time they acknowledged the independence of Pellham.

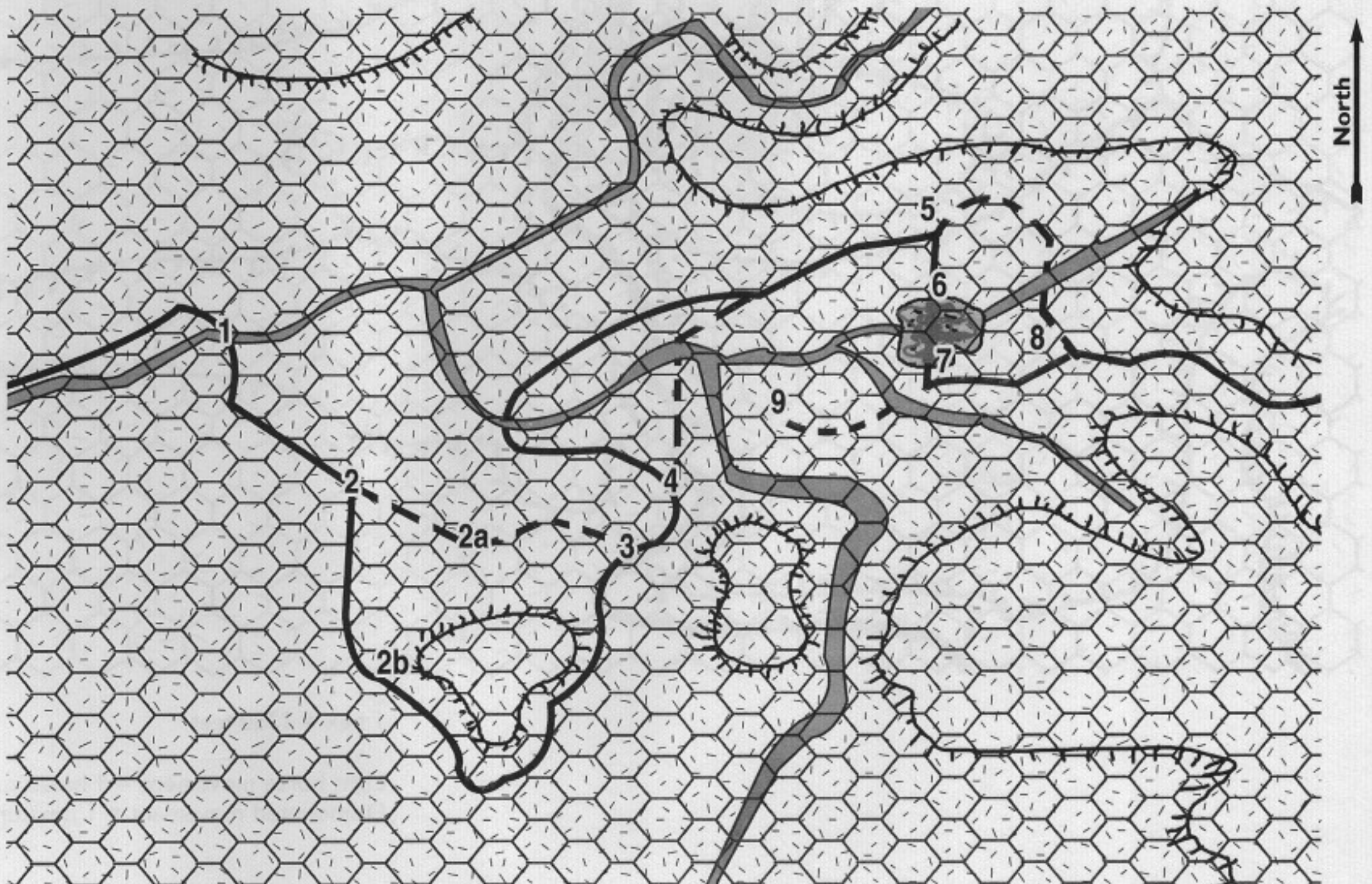
The country is relatively impoverished with most citizens eeking out a living farming the poor mountain soils or harvesting timber for Abgreerian naval contractors.

Pellham is currently under severe strain from marauding Grevans and their Grel associates. These problems have only been made worse by the corrupt and incompetent council which Gerald heads. It is doubtful the nation will survive without the return of a strong and able monarch.



Horval's Wood

(for use with Scenario 1: The Wheel of Destiny)

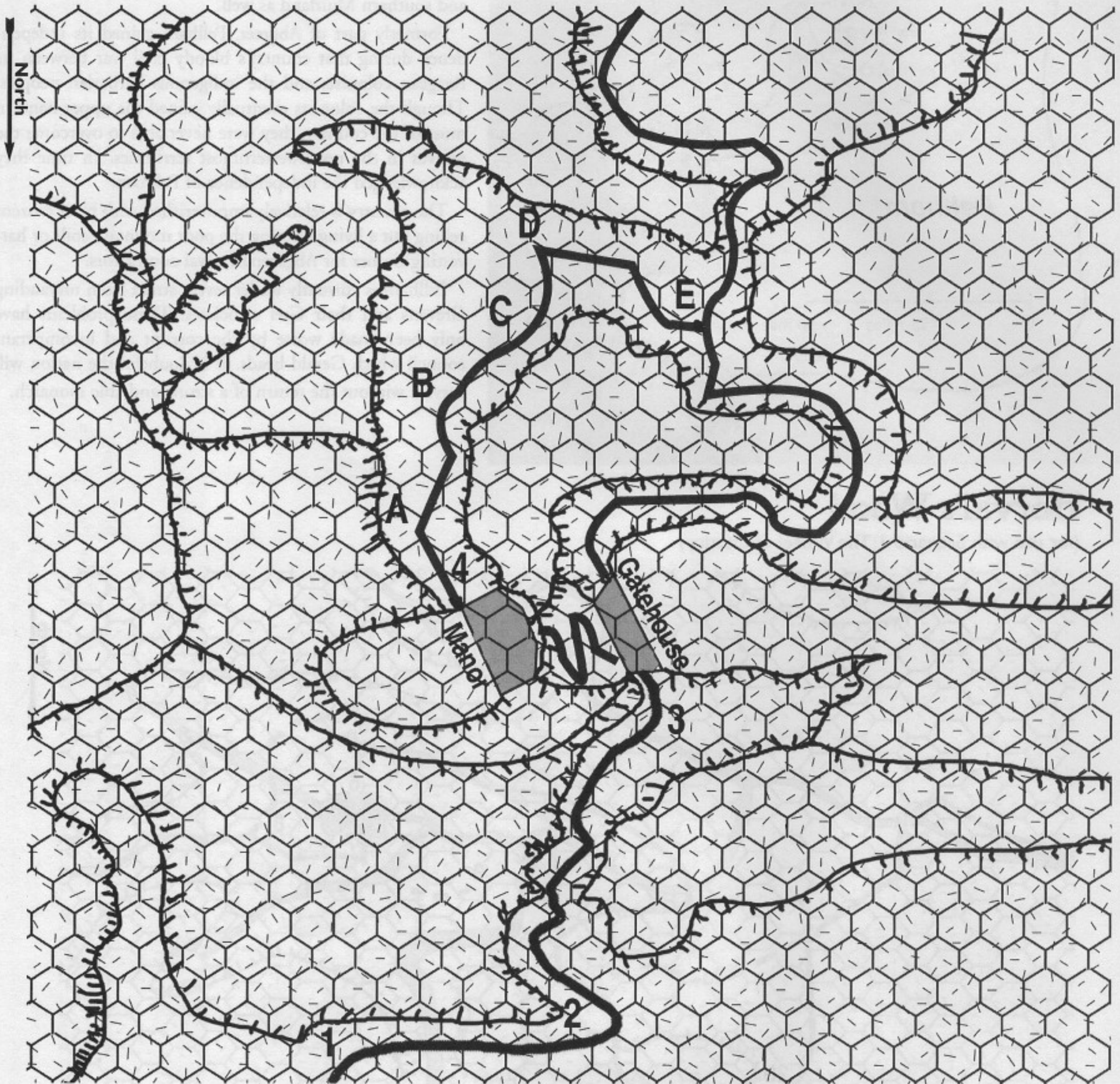


1 hex = 1 mile

see p. 161 of the GameMaster's Guide for outdoor movement rates permitted

The Trail to Kenburn's Manor

(for use with Scenario 2: Keys of the Dead)

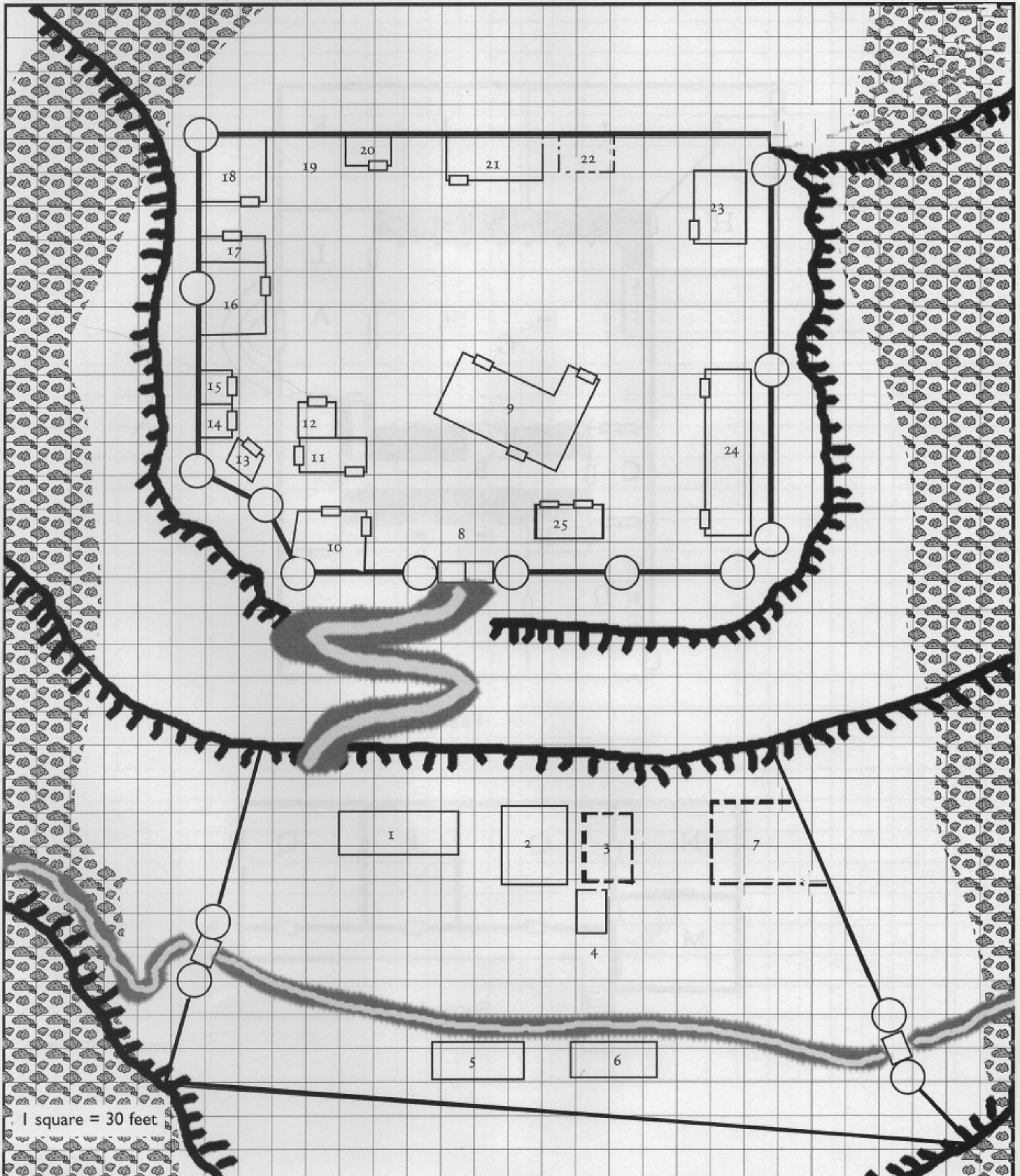


1 hex = 1350 feet

Light horse movement = 3 hexes/turn
Dismounted movement = 1 hex/turn

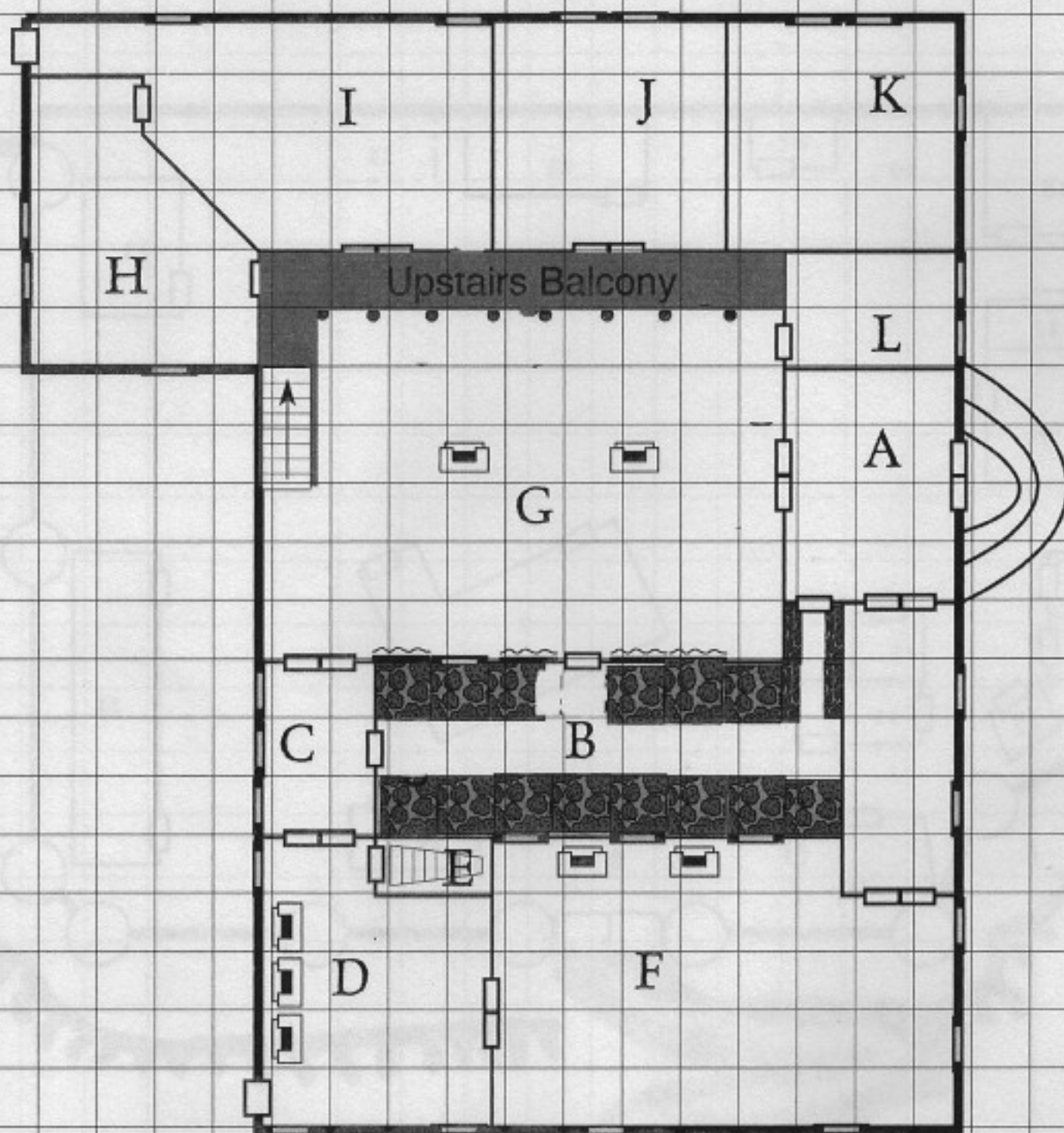
Kenburn's Manor

(for use with Scenario 2: Keys of the Dead)

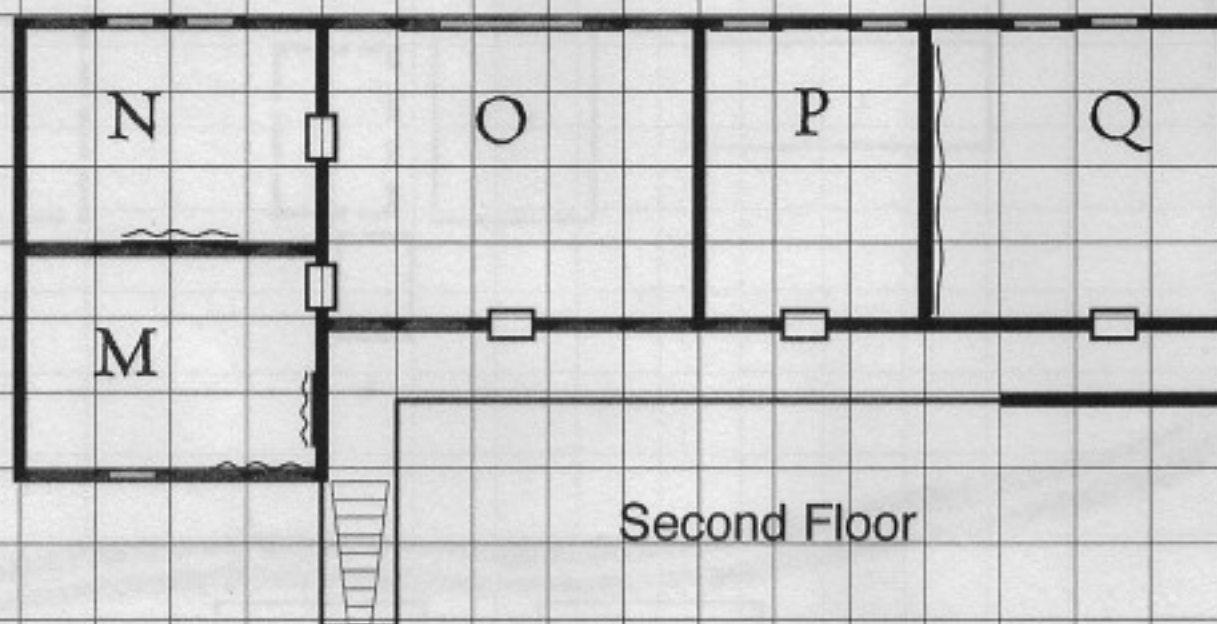


Kenburn's Manor House

(for use with Scenario 2: Keys of the Dead)



First Floor

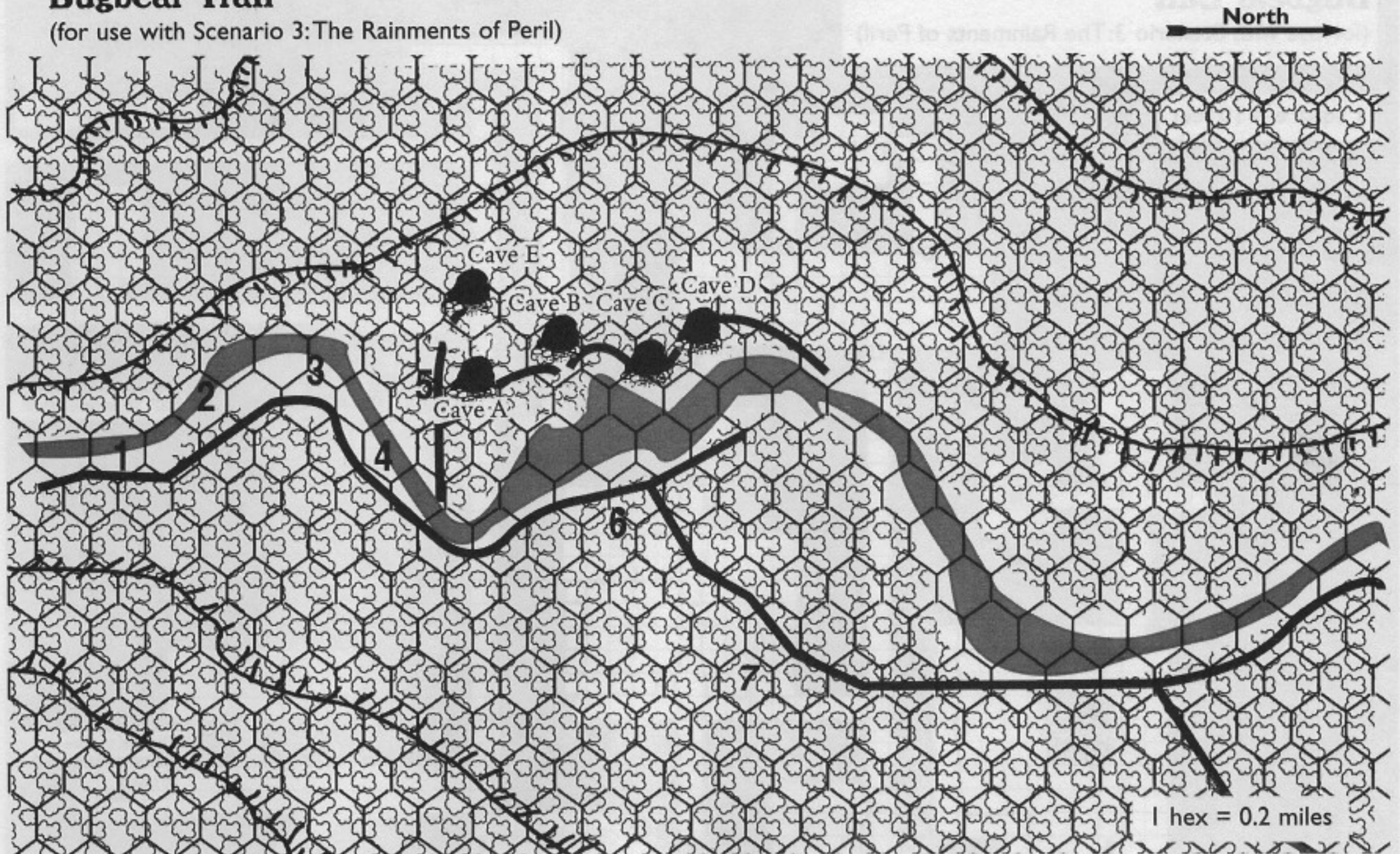


Second Floor

1 square = 10 feet

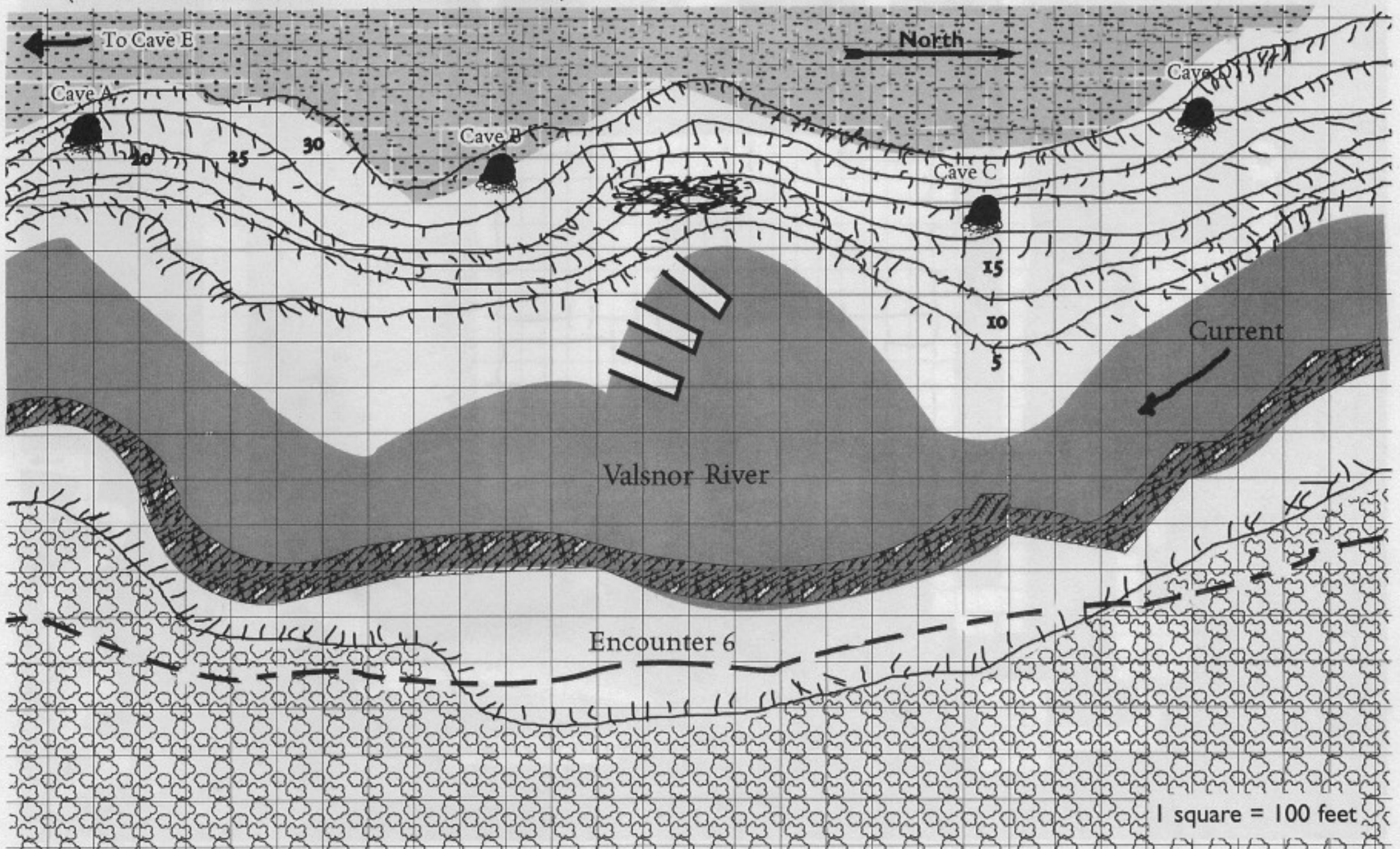
Bugbear Trail

(for use with Scenario 3: The Rainments of Peril)



The Cave Entrances

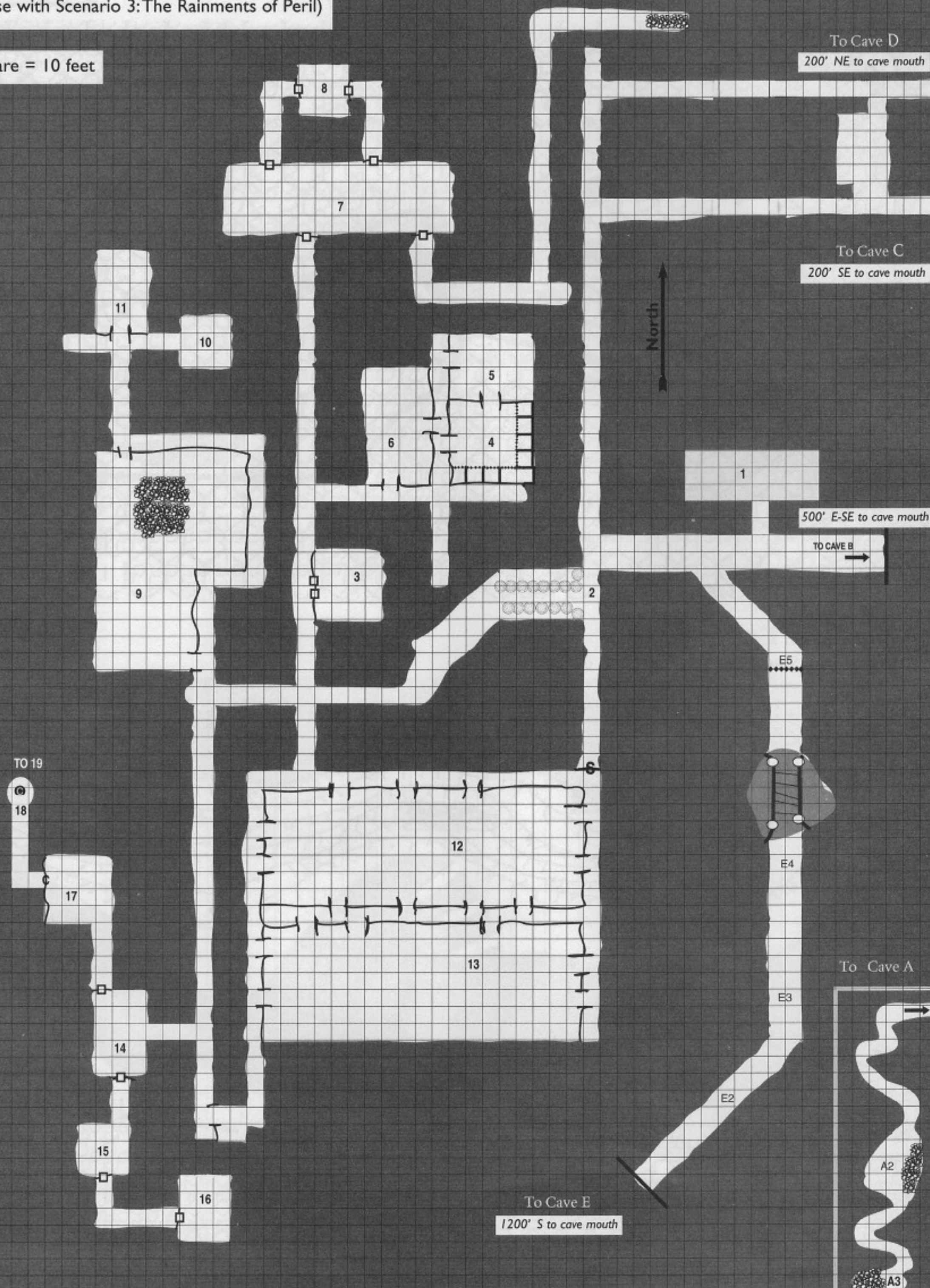
(for use with Scenario 3: The Rainments of Peril)

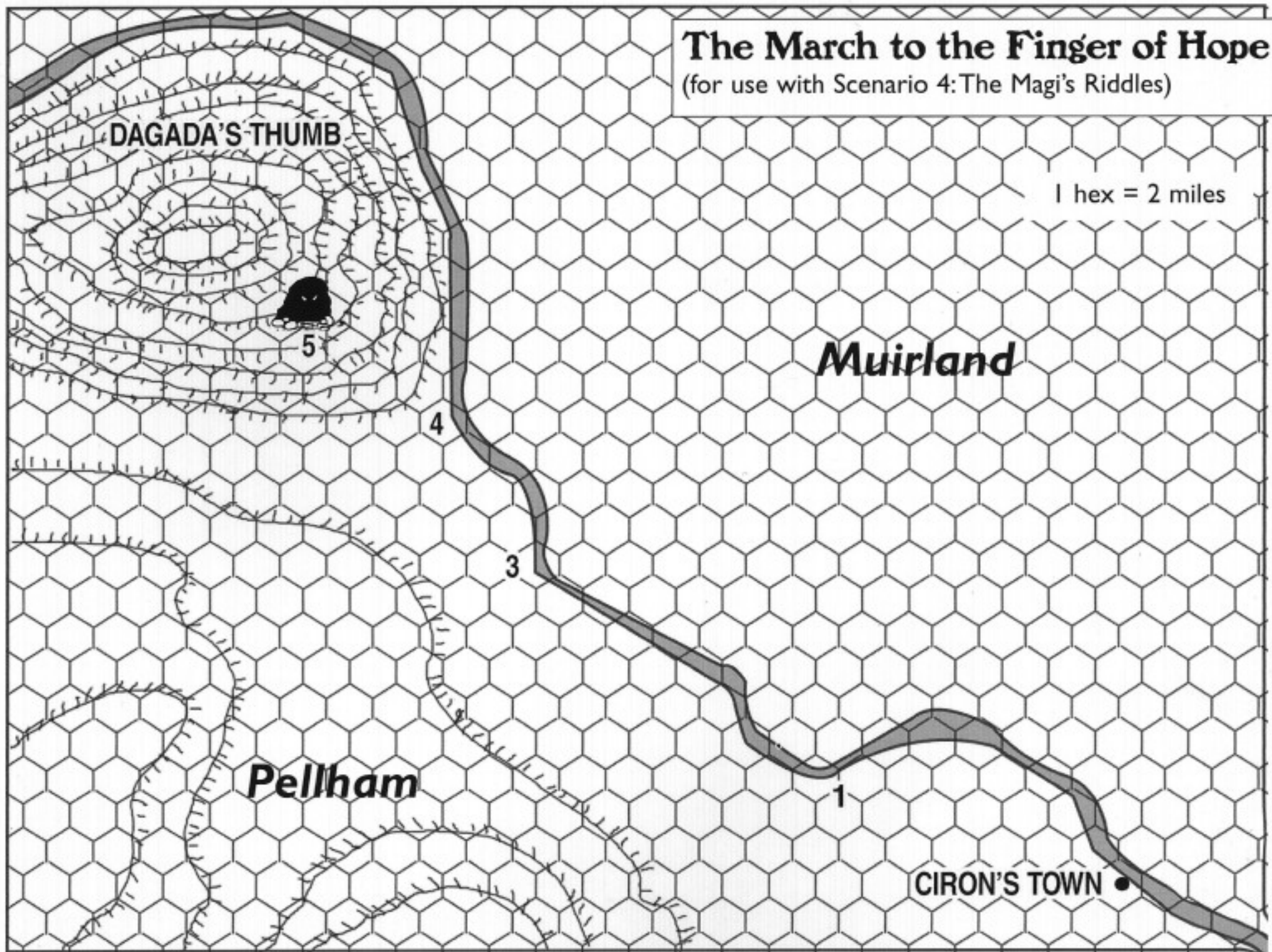


Bugbear Lair

(for use with Scenario 3: The Rainments of Peril)

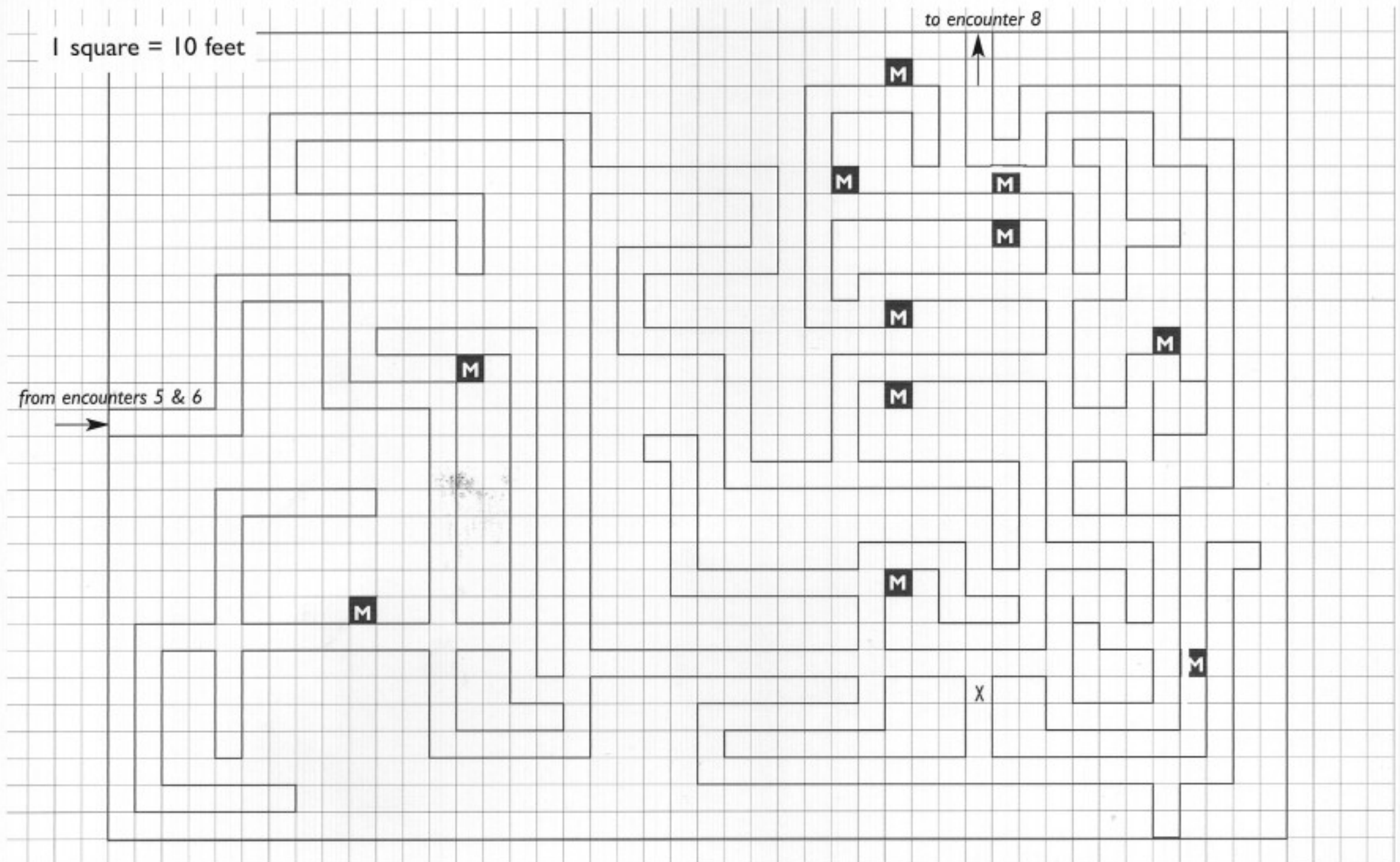
1 square = 10 feet





Mirrored Maze

(for use with Scenario 4: The Magi's Riddles - Encounter 7)





Two hundred years ago the people of the kingdom of Pellham rose in revolt against the oppressive rule of King Wilders IV. Mobs raged in the streets of the capital city of Iffeal, forced their way into the palace and ransacked it. Everything of value was carried away and the palace burned.

The monarchy was replaced by a council that turned out to be twice as corrupt as the monarchy. Currently, the seneschal Gerald heads the council. The council's control over the kingdom is falling apart, resulting in a groundswell of popular support for a return to the monarchy. A strong king is needed to pull the country together - a just king to hold it together! The question is: who will be the new king? Gerald, an egotistical but ultimately honorable man, simply cannot trust the corrupt majority of the council to take part in answering that question.

It may be that the answer lies in a packet received from a religious sect known as the Inevitable Order of Time. Several old manuscripts were enclosed, the most important of which is the following prophecy:

With six hands of Horvel the Lost upon the Wheel of Destiny, at the moment Razel rises to do battle with the seven headed beast, the dead king shall rise to seize the triad with hands that cannot grasp and eyes that cannot see. All wards broken and the mystic barriers pierced with mating swords, three saints and sinners will struggle in the dust, both and neither to triumph, and while the sundered earth spews forth the dregs of centuries, a new order shall come upon the land.



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