



THE MERCILESS MERCHANTS PRESENT:

SPECIAL AREA: THE RANGER'S HIDEOUT

BY AARON FAIRBROOK



An adventure supplement for solo Rangers, small groups, or for a player wanting ideas for a hideout for their character.

For Gold & Glory™

Old School Roleplaying

SPECIAL AREA: THE RANGER'S HIDEOUT

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Most shun the wilderness, fearful of it's wild tangles and unknowns. But the wilderness can be your best friend—embracing you in its shadows, providing resources for weapons, and terrain for strategy to overcome your enemies. But if all that fails, pup, always remember...it's ok to run! —Dramen Blarr



Artist: www.critical-hit.biz

Special Area: The Ranger's Hideout and all related concepts
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SPECIAL AREA: THE RANGER'S HIDEOUT

If you plan to be a player in this adventure then **please STOP reading now** as this module is for the Game Master's (GM) eyes only. Gaining insight about the adventure beforehand will ruin the surprise factor and your enjoyment.

Special Areas is our approach to delving into each class and providing situations to make that character shine. What if a special non-combat skill wants to be learned? Or a special companion or mount found? Or if a character is away from their regular group—what are they spending their time on? Or maybe you are looking for some ideas for your own little hideout or area for your own character. Some of these game components can be hand-waved by the GM, but we feel it can add a little more flair to the situation if explored and make the characters work for their skills.

"Special Area: The Ranger's Hideout" is a supplement for use with the For Gold & Glory ruleset. **For Gold & Glory and FG&G are trademarks of Justen Brown. This work is not affiliated with Justen Brown.** This supplement has a variety of uses although it is geared towards the ranger class, specifically when rangers look to train new skills. However, it can be a one vs. one adventure between a GM and a solo ranger character, or can be converted for a group adventure, or can be used as an example hideout for a player of a ranger. The level of difficulty can be adjusted depending on the level of the character or party.

The adventure is designed to be used in the Dragonback Mountains campaign setting, but can be used in any setting that has a nearby forest. The GM is encouraged to rename towns, change encounters, change NPC's, or adjust monsters as the GM desires and use the adventure as a tool or guideline to fit in their current campaign setting or playstyle. This particular supplement is bare-bones and the GM is encouraged to use as is, or add their own details and touch to the material.



Artist: Maciej Zagorski

THE RANGER

Only a few men and women, whether barbarian or valemén, have the constitution and rugged persistence to remain a ranger in the Dragonback Mountains. Overwhelming obstacles can be a daily occurrence for those braving the wilds. The endless tide of humanoids, trickery of the fey, and the very force of nature hardens these individuals to continue denying failure and protecting their spark of determination for staying alive.

Some rangers have embraced the hardships of the wilderness and have set up their own territories to watch over. Usually their territory encompasses some sort of aspect of civilization that needs help protecting, although rarely, it may be something more natural. Hideouts, caves, and rustic dwellings have been created by these men and women and sometimes only their locations are known by other rangers. Buddy systems have been developed between rangers in the form of 'checking in' from time to time, or to assist in a larger problem in a certain territory.

For novice rangers, these legendary rangers in the wilds are often sought out for skills to be learned, or specific lessons taught. Whether the ranger decides to teach them or not is another matter.

NPC's

The main ranger who watches over the Thornbriar Hinterlands and claims it as his territory to protect is named Dramen Blarr. Nearby rangers include Morjhellan Klosk and Tara Swiftglen. These three check on each other once every couple of months to trade news and reports or to enjoy a rare conversation.

Dramen Blarr (human): S 18/34, I 13, W 15, D 16, C15, Chr 12, AC 4, Move 12, 7th level Ranger, hp 62, THACO 14, Attack: 2/3 or ½ bow (by melee weapon +1 to hit, +3 damage with strength, +2 to hit with missile weapons due to dexterity +3 damage with strength with **Nighthunter**), Size M, AL CG, XP 975.

Dramen uses a **Longsword +2** and a hand axe for melee, and the '**Nighthunter**' longbow for missile weapons. He also wears **Leather Armor +2** and a **Ring of Warmth**.

Dramen Blarr is a soft-spoken Valeman, but stern and enjoys a tidy and organized camp. He prefers the quiet of the forests compared to the hustle and bustle of towns. He can teach novice rangers most forest survival type skills and others as deemed by the GM. Recently, Dramen has received a leg injury by a large wild boar and is off his feet to let his leg heal. Therefore, novice rangers seeking him



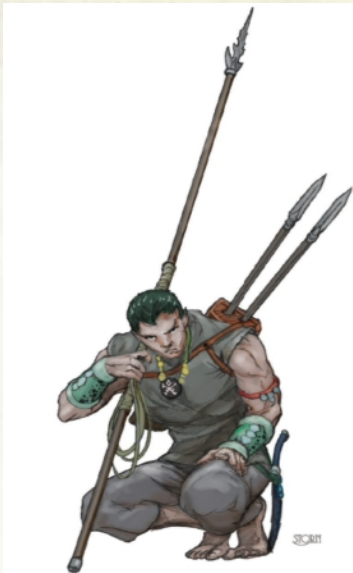
Artist: Peter Szabo Gabor

out will be welcomed while he heals and he will send them on tasks throughout his territory to help them hone their Skills and to keep an eye on his territory. (see Adventure and Training section).

Nighthunter

Nighthunter is a **longbow +2** made entirely of elk antlers and crafted to allow bonus strength damage if any. When gripped, it allows the bearer to have infravision up to 90 feet. As long as the bow is on the person or touching its bearer, it will mask all scent.

Morjhellan Klosk (human): S 16, I 11, W 17, D 16, C 16, Chr 13, AC 4, Move 12, 7th level Ranger, hp 65, THACO 14, Attack ½ javelins or 2/3 melee (by melee weapon +1 damage from strength, +1 to hit with missile weapons due to dexterity), Size M, AL NG, XP 975.



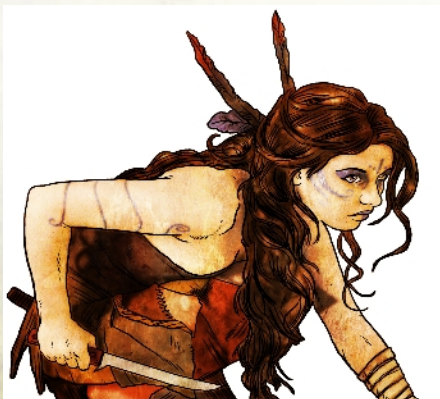
Artist: Louis Porter, Jr. Design-Storm Cook

Morjhellan is equipped with a quiver of 6 javelins, leather armor, and uses a normal hand axe and '**Spark**' for melee (See New Magic Items). He also has a **Potion of Gaseous Form**. Morjhellan Klosk is a Valkurian (barbarian) from the Wolf Clan. He is good-natured and enjoys jokes and laughter. He usually shares many 'words of wisdom'.

Spark

Spark is a dull looking **hand axe +2** with a leather wrapped hilt. Its special magic is that three times per day it can emit a powerful spark from its blade, easily igniting flammables or causing an extra 1d4 damage during an attack.

Tara Swiftglen (half-elf): S 14, I 14, W 15, D 18, C 14, Chr 16, AC 3, Move 12, 7th level Ranger, hp 58, THACO 14, Attack ½ bow, ¾ melee (+2 to hit missile due to dexterity), Size M, AL NG, XP 975.



Artist: Rich Hershey, Empty Room Studios

Tara is equipped with a longbow, a **Short Sword of Quickness**, and dagger. She wears **Studded Leather +2** and a **Forest Lord Cloak** and has five **Arrows +1**.

Tara usually doesn't like to stay in one place for long and

has several hidey holes about her territory. She usually brings Dramen feathers for his fletching when she visits, and can barely tolerate the jokes of Morjhellan. Laughter is rare for Tara as she takes her scouting and way of life very seriously, embracing her solo lifestyle.

Forest Lord Cloak

This cloak is made of unknown material but shimmers and changes colors depending on the wearer's surroundings, effectively making the wearer 90% camouflaged. However, at night, or in a town setting the cloak turns black. The cloak is waterproof and when worn, can control the temperature by 30 degrees either way for the wearer only.

ADVENTURE AND TRAINING

When Dramen trains novices, he tries to encourage them to use all their skills as much as possible. Every chore is an opportunity for practice! For example, collecting firewood can be a practice opportunity for stealthing. Due to his leg injury, Dramen has bigger tasks at hand that he can't complete in his current state and will gladly send a ranger or small party to complete them for him if they are interested. The task or adventure may depend on the level of the character or size of the party and the GM should add or take away challenges as needed:

Lakrosha (Area #6): For those looking to enhance hunting, tracking and/or fishing skills, Dramen will send novice rangers to attend Lakrosha, an event organized by the local lizardman tribe. They acknowledge and accept Dramen, and although a new novice ranger will be accepted for the event, he or she will be viewed upon with suspicion and distrust. Lakrosha is a hunting and fishing competition between hunters that happens every three months that ends in a feast. The rules are up to the GM.

The Bear (Area #7): Track the bear from Area #7, assess the situation, and either try to befriend and help the bear, or destroy the bear. This scenario is an attempt to encourage ranger characters to use tracking and animal empathy skills.

The Rescue (Area #2 and #5): A merchant caravan was recently ambushed from Area #2 by orcs. Find a way to rescue the prisoners from the orcs. Players using the owlbear or lizardmen to their advantage, and their Move Silently and Hide in Shadows abilities should be given bonus XP.

The Silent Kill (Area #5): Dramen wants the orc leader, Borgvat destroyed, hoping the other orcs will depart with a loss of their leader. Dramen may give his **Potion of Invisibility** to assist a lone ranger. Rangers should use their Move Silently and Hide in Shadows ability to carry out the task. The GM should consider the boulders and brush within the Thornbriar Chasm (Area #5) for added concealment and the noise of the mines and drunken orcs to help with move silently checks.

The Challenge of Morales (Area #8): Dramen may send a novice into the Tomb of Talonbriar to make sure it has not been looted. Or, perhaps Dramen has heard legends of the **Raven Lance** (pg. 20) and wants it retrieved before it falls into the wrong hands. If some of the prisoners have survived from Area #5, perhaps they can assist the ranger.

Burn It Down! (Area #9): Dramen's tree fort is attacked by 35+ orcs who are set on burning it down. Dramen and the player or small party may have to fight from platform to platform as they defend, or try to make a clever escape as Dramen's hurt leg will slow them down.

THORNBRIAR HINTERLANDS

(Please see Thornbriar Hinterlands Map pg. 8)

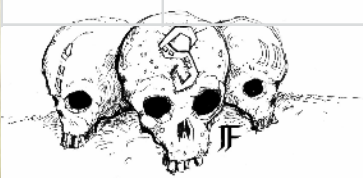
The setting takes place in the Thornbriar Hinterlands which is encompassed by a mixed forest of looming and gnarled oak and evergreen trees, cliffs, meadows, and lakes. Copses of thorny brush litter some areas of the wilderness, thus giving the territory its name. Glaciers in the Dragonback Mountains melt and form the Sorrowfalls River, which flows through most of the area and connects a series of several unnamed lakes with waterfalls. The Tradeway, the major trade route in the Dragonback Mountains, runs along the eastern edge of the Thornbriar Hinterlands on its way to Axeholme, the kingdom of the dwarves.

GM's should check every two hexes of travel time for a wandering encounter:



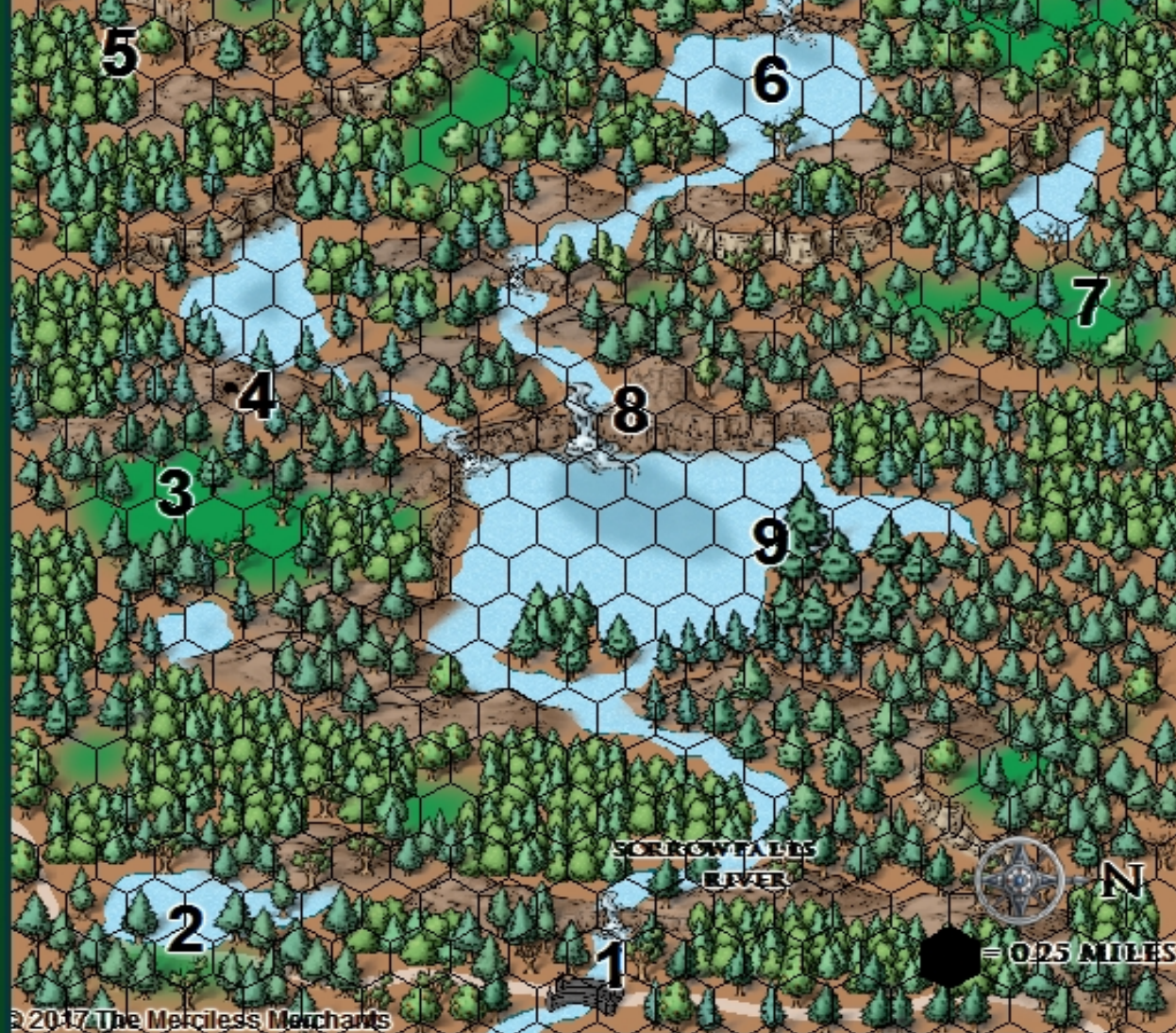
Artist: William McAusland

Roll Result	Wandering Encounter
1	(6) Clan Valkurians: AC 6, Move 12, 1st-level fighters, hp 8 each, THACO 20, Attack: 1 (1d8 +1 to hit, +2 to damage—specialized with war spears and battle axes), Size M, Morale 12, AL CG, XP 35 each. The barbarians have 1d6 gp, and 1d6 sp each. This small hunting party is hunting for boar and elk. They will be neutral towards the party but will attack if angered.
2	(5) Lizardmen: AC 5, Move 6 (swim 12), HD 2+1, hp 15 each, THACO 19, Attack 3 or by weapon (2 claws 1d2, 1 bite 1d6, or by weapon), Size M, Morale 14, XP 65. These lizardmen will not attack right away and more than likely will be encountered near a creek or lake.
3	(1) Rutting Moose: AC 7, Move 12, HD 3, hp 19, THACO 17, Attack: 1 or 2 (2 hooves 1d3 or 1 gore 2d4), Size L, Morale 10, XP 120. The moose will be aggressive towards the party unless calmed by a ranger or druid.
4	(9) Wolves: AC 7, Move 18, HD 2+2, hp 16, 15, 15, 14, 12, 12, 12, 11, 10 THACO 19, Attack 1 bite (1d4+1), Size S, Morale 10, XP 65 each. These wolves are starving and will be aggressive.
5	(4) Raccoons: AC 9, Move 5, HD 1-1, hp 4 each, THACO 20, Attack: 1 (bite 1d2 damage), Size S, Morale 7, XP 7. These raccoons will attempt to follow the party if moving. Otherwise, they will prey upon the party while they are camping. The raccoons will attempt to steal any shiny baubles, coins, necklaces, etc. that the party may have. If threatened, they will hiss but will eventually move off.
6	(9) Elk: AC 7, Move 15, HD 2, hp 11 each, THACO 18, Attack 2 or 1 (2 hooves 1d3 or 1 gore 2d4), Size M, Morale 7, XP 65. The three bulls will defend their herd while the others run.
7	Abandoned camp! Evidence of a campfire, small bits of string frayed leather and feathers. Tracks suggest 4-5 creatures, maybe humanoid.
8	(1) Sasquatch: AC 6, Move 14, HD 5, hp 32, THACO 15, Attack: 1 (2d4-fist or 2d8-rock), Size L, Morale 13, XP 650. Special: survival and spell-like abilities. The Sasquatch will try to frighten the party with thrown rocks and hoots and howls.
9	(1) Skunk: AC 8, Move 12, HD 1/4, hp 2, THACO 20, Attack: 1 (bite 1 damage, + special), Size T, Morale 5, XP 35. Special: Musk. This skunk is very agitated but wary. It will immediately be aggressive towards the party by raising its tail, but will flee if attacked while releasing its musk. Wandering encounters may increase due to the character's smell as determined by the GM.
10	(4) Centaur: AC 4, Move 18, HD 4, hp 28, 24, 23, 19, THACO 17, Attack: 2 hooves (1d6) or by weapon, Size L, Morale 14, XP 120 each. The centaurs are armed with spears, shields, and shortbows.
11	Brambles! The character travels through a bramble patch. Take 1d2 damage and movement is halved for three rounds.
12	(1) Hill Giant: AC 5, Move 12, HD 12, hp 64, THACO 9, Attack: 1 (slam 1d6 or by weapon +7 damage, Size H, Morale 13, XP 6,000. The sound of this giant's snoring will betray its presence. A half-eaten elk lies next to him as well as a barrel, now empty of ale. This giant is very lazy after his meal and will not pursue those who run. Carries a sack with 345 gp, 200 sp, and 88 cp, and a diamond worth 275 gp.
13	Rainstorm! Angry clouds and a drenching rainstorm rushes through the area. Player will have 1 turn before the rain erupts to find or make cover. Rain and mist will foul up an hour of travel time. If players continue through the rain, give them a -1 penalty to attack rolls until they get dry and warm.
14	(1) Ogre: AC 5, Move 9, HD 4+1, hp 27, THACO 17, Attack 1 (slam 1d10 or by weapon +6 damage), Size L, Morale 11, XP 175. Carries a sack with old, moldy cheese, a gaudy handled short sword +1 , 144 gp, 45 sp, and a silver bracelet worth 20 gp.
15	(7) Vultures: AC 7, Move 1/27 (flight, MC 1), HD 1, hp 4 each, THACO 19, Attack: 3 (1 beak 1 damage, 2 claws 1d3 damage) Size S, Morale 6, XP 35 each. These vultures are feasting on a half-eaten deer. They will fly up into the trees until the party passes.
16	(7) Orcs: AC 6, Move 9, HD 1, hp 6 each, THACO 19, Attack 1 (by weapon), Size M, Morale 11, XP 15 each. These orcs use spears and battle axes.
17	Ranger lookout! A rope climbs up to a stout tree branch. Viewpoint provides a vantage point of all the surrounding hexes. Stash of hard tack and full waterskin in trunk hollow.
18	(5) Pixies: AC 5, Move 6 (Fly 12-MC2), HD 1/2, hp 3 each, THACO 20, Attack 1 (by weapon), Size T, Morale 11, XP 650. These pixies will torment anyone they find—all in good natured fun. After three full turns of pranks, trips, an laughter (increased chance of wandering monsters), the pixies will finally move on if not driven off somehow earlier. They will not attempt to harm their target unless attacked.
19	(1) Mountain Lion: AC 6, Move 15, HD 3+2, hp 20, THACO 15, Attack 3 (2 claws 1d3, 1 bite 1d8), Size L, Morale 10, XP 420. Special: If the mountain lion hits with both claw attacks, it may attack to rake its opponent with its back claws for 2d4+1 points of damage. The mountain lion has fed recently and will likely run off.
20	A large wolf lies dead in the forest. It has some old scars, but nothing fresh. The wolf seems to have died of old age.



Artist: Maciej Zagorski

THORNBRIAR HINTERLANDS



AREA 1. THE BRIDGE:

- Gradual earthen and cobbled ramps leading on and off arching stone bridge.
- The bridge spans over Sorrowfalls River and is 12 feet wide, 500 feet long and its gradual arch peaks at 40 feet above the rushing water.
- Trapped fog and mist sock in river canyon.
- Windy conditions will drench travelers from waterfall spray.
- Dwarven craftsmanship and decorations/runes etched in stone along railings.
- The remnants of battles are evident-- broken cart wheels, battered shields, and old, dark, blood stains on bridge. Graffiti on some of the bridge and debris.
- Nape hairs may rise when crossing this bridge. It all screams of an easy ambush location.
- Large, bloody bear tracks lead off the bridge and head west (see Area # 7).

AREA 2. LAKESIDE HOVEL:

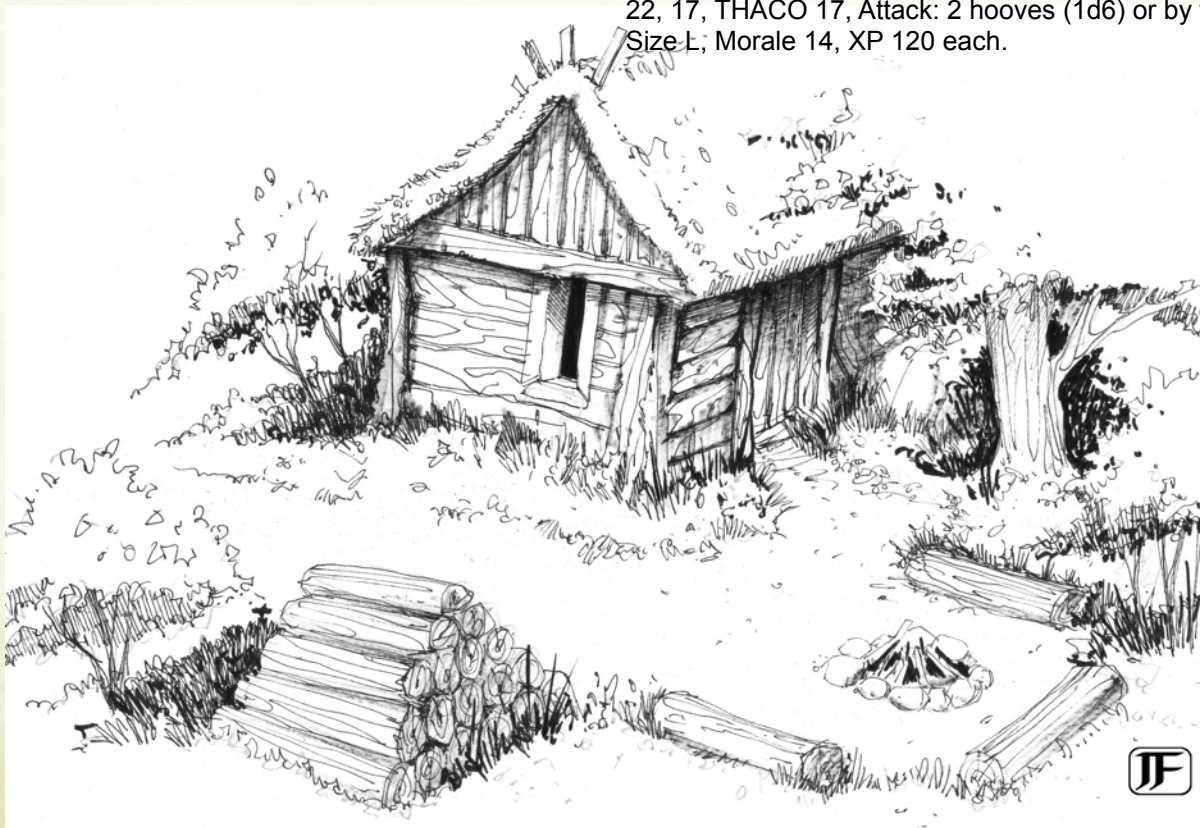
- Small, rustic, one room log cabin with bark shingle roof and rough stone chimney.

- Inside is a small table and log walls defaced with carvings from bored whittlers. Hash marks of days suggest some unfortunate traveler spent the winter here.
- Other items inside include an iron kettle, lantern (no oil), 5 tallow candles, 50 feet of hemp rope and a single, low bunk with a moldy woolen blanket in the corner.
- Campfire ring outside the cabin with log benches and hitching rails for horses. Evident that this place is used by travelers along the Tradeway.
- Numerous tracks (orc) lead from the hovel to Area #5.

AREA 3. MEADOW OF CONFLICT:

- Knee-high grassy, sun-drenched meadow, intermixed with colorful variety of wildflowers.
- Five centaur males surround a female centaur and a panting and sweaty satyr. Heated argument.
- Satyr and female centaur in love, male centaurs chastising them. One male centaur may be in love with female centaur.
- Centaurs will not attack but will defend themselves. If centaurs are attacked by players, the satyr and female centaur will flee.

(5) Male Centaurs: AC 4, Move 18, HD 4, hp 30, 25, 25, 22, 17, THACO 17, Attack: 2 hooves (1d6) or by weapon, Size L, Morale 14, XP 120 each.



Artist: Maciej Zagorski

Armed with spears, cudgels, shields, and short bows.

Treasure: 2d8 gp each, 1 star sapphire gem (50 gp)—gift for female centaur.

(1) Female Centaur: AC 5, Move 18, HD 4, hp 19, THACO 17, Attack: 2 hooves (1d6) or by weapon, Size L, Morale 14, XP 120 each.

Armed with short bow and dagger.

Treasure: Wears electrum necklace worth 200 gp.

(1) Satyr, Alder Cudgel: AC 5, Move 18, HD 5, hp, 30, THACO 15, Attack: Horns (2d4) or by weapon, Size M, Morale 13, XP 975. Special traits: Music, stealth, +2 to surprise rolls.

Alder is armed with a cudgel made of a elk antler and 13 darts. Satyr pipes: can use them to cast either *charm*, *sleep*, or *cause fear* once each day.

AREA 4. OLD ETTIN CAVE

- A large cave entrance opens into a boulder strewn hill.
- Crude pictographs of wildlife, kobolds, and a dragon etched around entrance and on boulders around the area.
- Stench of rot, fur, and damp earth fills the air within.
- Tufts of fur, some gnawed bones and wolf tracks within and around the cave.

All rangers have a favored enemy, and the ettin that inhabited this cave met its fate at the hands of Dramen Blarr (see Area #9) approximately half a year ago. A small pack of wolves have taken residence in the cave.

THE ETTIN CAVE

(see Area #4 Ettin Cave map on pg. 11).

ROOM 1. ETTIN BONES:

- Large ettin skeleton with blue-feathered arrows in ribcage. Chewed on bones.
- Rubble and scree in northeast corner.
- Blackened stone, bits of char, and dry rot bundle of wood give evidence of old campfire.
- Ceiling tries to capture those walking around with dangling roots.

ROOM 2. WOLF LAIR:

- Pile of cracked skulls (bear, wolf, elk, goblin, human) against west wall.

- Half-hidden under detritus and other bones is an intact human skeleton near skull pile.
- Chewed bones and matted fur litter the floor. The stench of animal is almost overwhelming.
- 5 wolves and 2 pups live here. They will snarl and appear threatening. Will only attack if pups are threatened.

(5) Wolves: AC 7, Move 18, HD 2+2, hp 16, 14, 12, 12, 10, THACO 19, Attack 1 bite (1d4+1), Size S, Morale 10, XP 65 each. Two pups, too young to fight.

Treasure: Human skeleton betrays passing of unfortunate traveler with rotted leather armor, backpack, and rusty short sword. Still wears **Belt of Gripping**. Rotted bag under skull pile: 37 cp, 165 sp, 43 gp.

Belt of Gripping

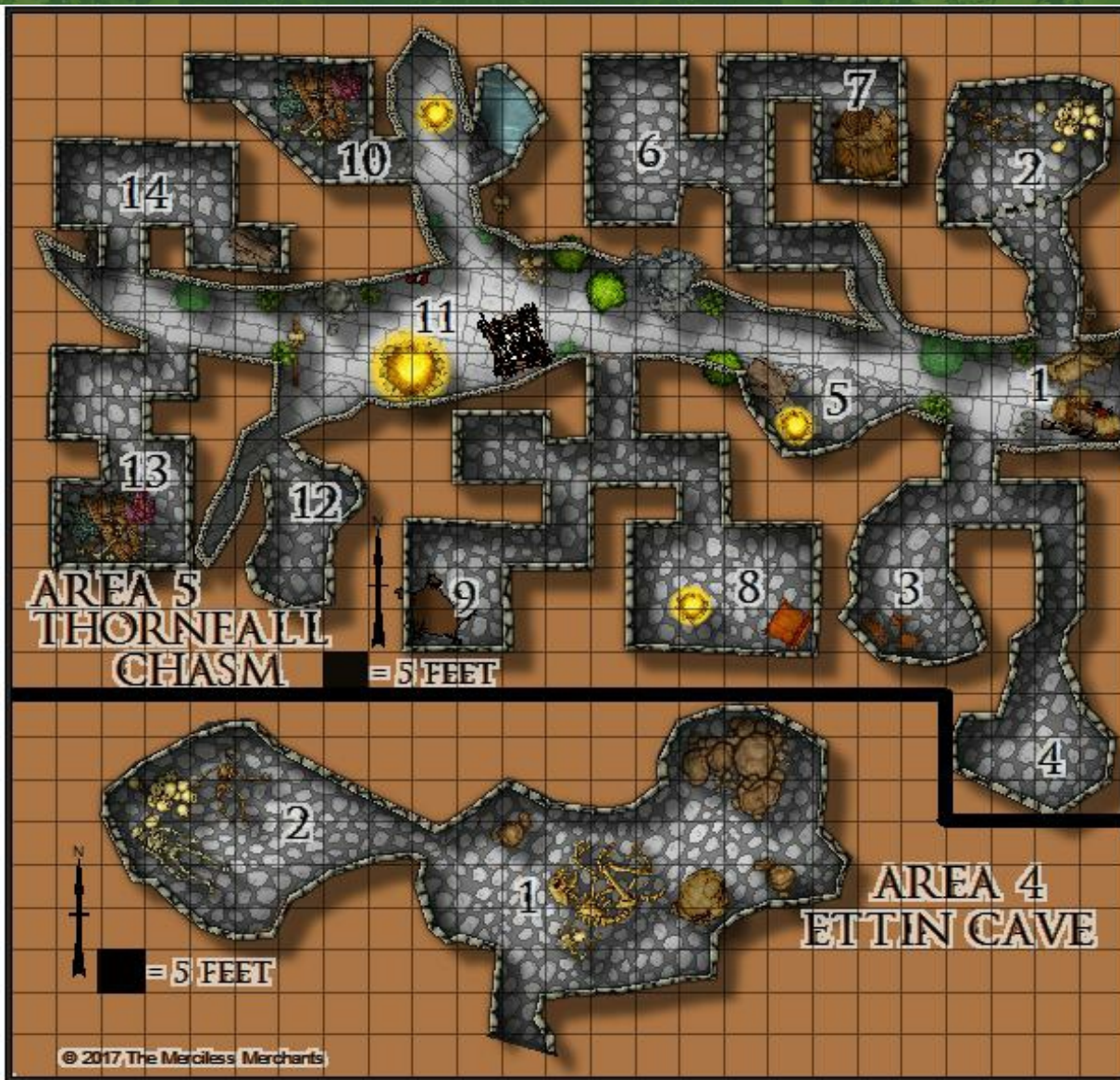
This unusual belt can carry weapons, sacks, pouches and almost anything else that is usually found on a belt without needing straps or hooks. It almost acts like a glue that will attach anything to the belt and just as easily can be pulled off to use. The belt's magical properties also reduce the weight of the encumbrance attached to the belt by 50%. The belt can also act like a grappling hook, sticking to rocks, trees, etc. and allowing someone to descend a wall or cliff. Once at the bottom, the owner just says the magic word and the belt will detach and fall back to the owner. It cannot be used as an actual grappling hook to be used for climbing up however, unless it was previously attached.

This belt is highly prized by thieves.

AREA 5. THORNFALL CHASM:

- (Lighter stone on map is outside and the ground level of the chasm. Darker stones are inside the caves).
- Steep, downward trail entering a jagged, rocky, chasm.
- Evidence of chopped trees, debris, refuse, and pounded wooden stakes adorned with animal and humanoid skulls surround chasm area.
- Inhabitants of chasm create echoing cacophony of screams, yells, and cheers at night, and light from fires dance upon the walls of the steep cliffs. Quiet during the day.
- Approximately 10 caves.

Historically, Thornfall Chasm was inhabited by an uneasy alliance between kobolds and goblins who mined the area. Mining never was efficient however, due to fights within the camp between the two races. Dramen Blarr and a few companions took the encampment out a few months ago, but recently large forces of orcs have now started to reside



within the caves of the chasm. Led by a large, fat, and extremely disgusting orog named Borgvat, the orcs have started to create rudimentary defenses around the chasm while celebrating their successful ambush of a merchant caravan a few days ago. There are a total of 50 orcs, although some will be away from the encampment on hunting or ambush forays.

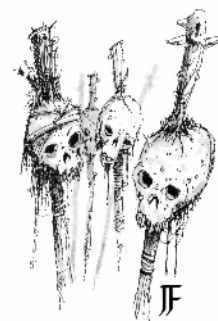
It is possible to climb down anywhere from the top of the chasm to the bottom with some care. There are bushes and small types of cover, as well as revelry that may provide benefits to those utilizing stealth.

THORNFALL CHASM

(Please see Area #5 Thornfall Chasm Map above)

TC 1. BARRICADE:

- Old crates, rotted chests, bits of a cart, random sizes and pieces of natural wood and logs forms a 'V'. Bottom of the 'V' is a narrow opening entering the chasm. Barricade is approximately 5 feet high.
- Carvings, notches, and crude pictographs and writings—ex. "Molog was here!" cover the wooden barricade and some of the chasm walls.
- A large, cracked, brass gong and hammer hangs on chasm wall behind barricade.
- Guarded by two, bored (possibly hung-over) orc sentries at all times. If they detect intruders, one sentry will attempt



Artist: Maciej Zagorski

to immediately bang the gong, calling in an additional six guards from Area #5 if heard (75% of being heard).

(2) Orcs: AC 6, Move 9, HD 1, hp 7, 6, THACO 19, Attack 1 (by weapon), Size M, Morale 11, XP 15 each. These orcs use spears and battle axes. One has key to portcullis in TC#2.

Treasure: Each orc carries 1d6 sp and 1d20 cp.

TC 2. PRISONER CAVE:

- Rusted, locked portcullis (key on sentry in TC#1) forms a cell.
- Damp, cold air, that smells of defecation and sweaty bodies.
- Flesh-matted skulls and bones litter the floor in the cell.
- Five wounded, brown lizardmen reside inside, beaten and tortured by orcs. If freed, they will attempt to flee back to their home (see Area #6 on Thornbriar Hinterlands map). These five lizardmen will not attack their rescuer.
- 20% chance that Voresh "The Bear" will be here checking the slaves. See TC #11 for stats.

(5) Lizardmen: AC 5, Move 6 (swim 12), HD 2+1, hp 15 each (now 6 each), THACO 19, Attack 3 or by weapon (2 claws 1d2, 1 bite 1d6, or by weapon), Size M, Morale 14, XP 65.

TC 3. MINING CAVE:

- A 25% that 1d4+1 orcs will be here mining, 50% at night. If mining, clinking of tools will be heard from outside this cave.
- Chipped rock walls, small rubble and chips of stone litter the ground.
- Broken mining tools. Stack of usable mining tools—picks, shovels, hammers and spikes.
- Piles of rock, bits of iron and copper litter floor, dust in the air.

TC 4. MINING DELVE:

- A 50% that 1d6+1 orcs will be here mining, 75% at night. If mining, clinking of tools will be heard from outside this cave. If orcs are mining in TC #3 and TC #4, they only have a 25% of hearing the gong if the alarm is sounded due to mining noise.
- Typical mining operation, similar to TC #3.
- Gold vein visible, mining it out will take 3 full days and will equal 150 gp (300 pounds of weight).

- GM encouraged adding tunnels going deeper if desired.

TC 5. GUARD POST:

- Campfire, with a pile of broken wood next to it.
- A few old stinky bear furs lying on ground (no value).
- Six drunk, loud, and obnoxious orcs playing bone dice.
- Ten crude spears lean against the wall

(6) Orcs: AC 6, Move 9, HD 1, hp 7 each, THACO 19, Attack 1 (by weapon: -2 to hit but +1 damage due to being drunk), Size M, Morale 11, XP 15 each.

These orcs are equipped with spears and battle axes. They have a 75% of hearing the gong from TC #1 due to noise from TC #3 and TC #4 as well as being consumed by their drunken bone dice game.

Treasure: Each orc will have 1d6 sp and 1d20 cp on their person.

TC 6. ARMORY AND STORAGE:

- Overpowering musty stench invades all pores.
- Eight poorly crafted, semi-rusted suits of chain mail jumbled in a corner (human-sized). One suit of chain mail in good condition (human-sized). Three crates with signs of dry rot holding 12 usable daggers, 20 exceptional crossbow bolts (+1 to hit), and six flasks of oil set in rotting straw.
- 12 suits of smelly hide armor (human-size) hanging on west wall.
- Cracked barrel with 15 spears in north wall
- Crude weapon rack holding seven battle axes, three short swords, five longwords, and two hand axes.
- Trunk with three small bolts of silk (worth 75 gp each).

TC 7. STORAGE:

- Large dirt-caked rug depicting a large mountain with griffons soaring amongst the clouds covers the majority of the floor (45 gp).
- Eight full kegs of dwarven ale from Axeholme (50 gp each if returned).
- Three full kegs of Coppercore Beer (30 gp each if returned).
- One unlocked chest with elvish paintings of various landscapes (3 art pieces may be worth 25 gp, 50 gp, and 200 gp respectively). Several brushes and six small jars of paint of blue, red, black, brown, green, and yellow. Smells like orc-piss.
- 9 bolts of wool (25 gp each)

- A crate of six lanterns, two are broken.
- Three coils of 50 foot hemp rope.
- 25% that 1d4 orc children will be 'exploring' the items in this room or playing. They are non-combative and will attempt to flee.

TC 8. BORGVAT'S LAIR:

- Huge, sagging, wood-planked chair in southeast corner.
- Large, spilt tankard drowning in ale puddle near chair.
- Small, half-eaten bits of meat and bone resting on floor along south wall (some bits sticking to the wall).
- Small fire burning in the corner, smoke escapes through ceiling crack. Three half-naked orc females lounge near fire on ruined wolf and rabbit pelts.
- 75% Borgvat is here, sitting in the chair. If intruders are sighted he will roar a challenge and lumber towards them, while the orc females attempt to flee.

(3) Female Orcs: AC 10, Move 9, HD 1, hp 5 each, THACO 19, Attack 1 (by weapon), Size M, Morale 11, XP 15 each.

One is armed with a dagger, but they will attempt to flee if possible and call an alarm.

Borgvat: AC 4, Move 6, HD 5, hp 37, THACO 17, Attack (by weapon: '**Maelstrom**' two-handed sword +2 1d10 +3 damage with strength), Size M, Morale 14, XP 120.

Treasure: 1 large chest containing 45 pp, 225 gp, 75 sp, 322 cp. One finely crafted silver-chained necklace with emerald inset (420 gp). Borgvat wields **Maelstrom**.

Maelstrom

Maelstrom is a wicked looking **bastard sword +2**, and based on its weight should be considered a two-handed sword for those under 19 strength. Maelstrom has a bizarre power in that when whirled in a circle above one's head for one full round and then slammed into the ground towards one target, the target will need to make a Saving Throw vs. Dragon Breath or be knocked off their feet and be prone for two rounds. The target needs to be within 50 feet of the wielder. When this power is used, a low humming is emitted from the blade and can only be used three times a day.



Artist: Dave Allsop

TC 9. BORGVAT'S SLEEPING DEN:

- Large pile of furs and pelts of various animals, mixed with maggots, fleas and half-eaten bits of food items and bones. Abundant ale stains.

TC 10. THE ANGRY PRISONER:

- East side of chasm has a small alcove with a dirty pool of water approximately 2 feet deep.
- An ill-tended, sputtering campfire throws flickering shadows on the chasm's walls.
- Random screeches and roars erupt from inside the cave to the west.
- A rusty portcullis blocks entry. Key hangs near entrance of the cave.

- Inside of the cell is a torn asunder and bleeding carcass of an elk, feathers, bits of wood and several bones.



Artist: Dave Allsop

(1) Owlbear: AC 5, Move 12, HD 5+2, hp 34, THACO 15, Attack 3 (2 claws 1d6, 1 bite 2d6), Size L, Morale 12, XP 975.

- An owlbear has been captured by the orcs and is held prisoner here while they figure out what to do with it. If freed, the owlbear will go on a murderous and berserk rampage throughout the orc camp attacking everything that moves until slain.

TC 11. THE FIRE PIT:

- Boisterous bon fire near south chasm wall nestled in a one foot deep pit.
- One empty and two half-empty kegs rest nearby with empty tankards.
- There will always be 1d10+1 orcs here celebrating loudly with dwarven ale during the night.
- A few humanoid skulls on pikes around the chasm ground floor.
- Bulky, crude constructed cage. Inside are five prisoners.
- Voresh "The Bear" will 80% of the time be located here.

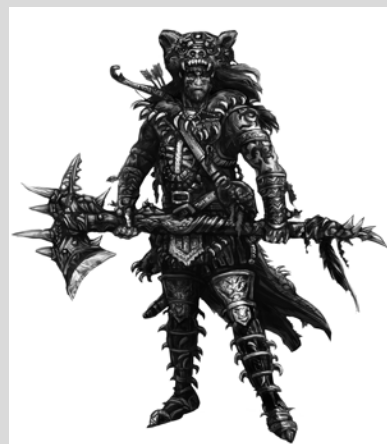
(1d10+1) Orcs: AC 6, Move 9, HD 1, hp 8 each, THACO 19, Attack 1 (by weapon: -2 to hit but +1 damage due to being drunk if at night), Size M, Morale 11, XP 15 each. These orcs are equipped with longswords, battle axes, and spears.

Voresh "The Bear", Orog: AC: 5, Move 9, HD 3, hp 19, THACO 17, Attack 1 (1d8 +1 to hit, +3 damage due to strength), Size M, Morale 14, XP 120.

This large orog is equipped with a battle axe and **Bear Maw** (see New Magic Items), the source of where Voresh gets his nickname. Voresh will call on the special powers of **Bear Maw** as necessary if a battle is going against him. Voresh has begun to enjoy having slaves and is angered that Borgvat, his fat brother, continually orders for them to be eaten. Voresh has started to think about creating a revolt and attempt to take leadership of the orc clan.

Bear Maw

The **Bear Maw** is a skinned brown bear that is fashioned into a great cloak complete with claws. The 'hood' of the cloak is actually the bear's head and toothy maw that rests upon the wearer's head. It can be called upon, three times per day, to replace the wearer's head with the form of an actual



Artist: Peter Temesi

brown bear head for 1d6+1 rounds. The bear head can bite for 1d8+1 damage on a successful roll to hit and may affect creatures needing a +1 magic weapon to hit.

Twice a week, when called upon, the wearer can throw the **Bear Maw** onto the ground and it will take the shape of an actual brown bear and will understand and follow the commands of its wearer for 1 full turn.

Bear Maw: AC 6, Move 12, HD 5+5, hp 45, THACO 15, Attack 3 (2 claws 1d6, bite 1d8, special), Size L, Morale 10, XP 420. Special: A successful claw attack of a 18 or better will allow the brown bear to 'hug' its opponent for 2d6 damage.



Artist: Mohler, Outland Entertainment

Prisoners: two beaten-to-death dwarves, more than likely to be eaten tonight.

Garvun, dwarf thief: S 14, I 12, W 10, D 16, C 13, Chr 10, AC 8, Move 9, 3rd level thief, hp 12 (4), THACO 19, Attack 1 (by weapon), Size M, Morale 11, AL LN, XP 65. PP 20%, OL 75%, FRT 80%, MS 20%, HS 10%, DN15%, CW 70%, RL -5%

Garvun has been beaten and is saddened, yet angered over the death of his dwarven companions.

Felissa, human female mage: S 9, I 16, W 13, D 14, C 12, Chr 13, AC 10, Move 12, 2nd level Mage, hp 6 (4), THACO 20, Attack 1 (by weapon), Size M, Morale 12, AL NG, XP 120.

Spells memorized: *Sleep*

The orcs have burned Felissa's spellbook and quarterstaff but she has been saving her sleep spell when the 'moment is right' to attempt to escape.

Jalkur, human male warrior: S 16, I 12, W 13, D 15, C 16, Chr 9, AC 9 (dex), Move 12, 3rd level Fighter, hp 15 (20), THACO 18, Attack 1 (by weapon +1 to hit, +1 damage from strength), Size M, Morale 14, AL LG, XP 65.

Jalkur is a mercenary from Coppercore and was hired by a dwarven caravan. He will willingly help his rescuers against the orcs and may become a loyal companion.

TC 12. COLD STORAGE:

- Overwhelming fetid stench of dead animals.
- Chains and hooks attached to ceiling. Hanging animal carcasses.
- swarms of annoying flies.

TC 13. ORC MALE QUARTERS:

- Chaotic assortment of furs, cloaks, and rugs scattered about the floor.
- 50% chance that 1d8 orcs will be resting or sleeping here.

(1d8) Orcs: AC 6, Move 9, HD 1, hp 8 each, THACO 19, Attack 1 (by weapon), Size M, Morale 11, XP 15 each. These orcs have weapons nearby including longswords, battle axes, and spears. It will take them 1d4 rounds to prepare themselves to fight.

TC 14. ORC FEMALE QUARTERS:

- Similar to TC #13, except the room off the main room has a broken table and three chairs in it.
- 50% chance that 1d4 female orcs will be resting or sleeping here.
- Ill, inflated, old, dying female orog rests on rotted deer hide at all times.

(1d4) Female Orcs: AC 6, Move 9, HD 1, hp 6 each, THACO 19, Attack 1 (by weapon), Size M, Morale 11, XP 15 each. These orcs are equipped with spears and longswords and will take them 1d4 rounds to prepare themselves to fight.

Borgvat's Mother is unable to attack or cast her spells. She will die of natural causes within a week. Male orcs avoid her due to her past ability to cast magic. Once she is dead, Voresh may gain more courage to try and take over.

THORNBRIAR HINTERLANDS CONTINUED

AREA 6. LAKE OF THE LIZARDMEN:

- Small tribe of lizardmen live on the muddy northwest shores. Small, crude huts made of mud and vegetation.
- All lizardmen are a dark brown, some with speckled spots.
- Each hut has hole and approximately 200 yard long passage leading downwards to a spacious, warm-air cavern. Cavern has several stifling pools of water. Sulphur smell dominates the cavern.
- The lizardmen will not attack immediately (unless orc) and are neutral, but are on high alert due to the orcs nearby (Area #5).
- The lake is up to 200 feet in depth towards the middle and houses several species of fish inhabiting the lake, providing plenty of food.

(22) Lizardmen: AC 5, Move 6 (swim 12), HD 2+1, hp 15 each, THACO 19, Attack 3 or by weapon (2 claws 1d2, 1 bite 1d6, or by weapon), Size M, Morale 14, XP 65.

(14) Lizardwomen: AC 5, Move 6 (swim 12), HD 1+1, hp 8 each, THACO 19, Attack 3 or by weapon (2 claws 1d2, 1 bite 1d6, or by weapon), Size M, Morale 14, XP 35.

(7) Lizardmen young, who do not fight.

Skathna, Lizardman 2nd level Witch-Doctor: AC 5 (4), Move 6 (swim 12), HD 2+1, hp 12, THACO 19, Attack 3 or by weapon (2 claws 1d2, 1 bite 1d6, or by weapon), Size M, Morale 14, XP 120.

Spells: *Cure Light Wounds, Light*

Skathna is equipped with **Naikisi's Buckler Bracer** and a spear. He leads this barbaric tribe who keep mostly to themselves. The lizardman tribe is mostly crude with tools

of no apparent worth. Most use natural weapons but at least half the males also use crude spears. During the winter, the whole village will go underground into the warm chamber and most will hibernate.

Naikisi's Buckler Bracer

This bracelet was created by a elven fighter/mage by the name of Naikisi. When the command word is spoken, the bracelet forms a shimmering blue energy field shaped like a buckler. It will reduce the bearer's AC by 1 and the blue energy field will attract and absorb *magic missiles* cast at the bearer, rendering them useless. Any class can use **Naikisi's Buckler Bracer**.

Dramen Blarr (see Area #9) has befriended the lizardmen, or at least has reduced their suspicions, by helping them against the kobolds and goblins in the past. Skathna, the witch-doctor leader has even helped tend to Dramen's wounds in the past. They seem to share an unspoken alliance.

AREA 7. THE WOUNDED BEAR:

- Dense and foreboding forest fingers into sweeping, wide meadow encased with prismatic explosion of flowers.
- Grunting, aggressive, and enraged bear pouncing angrily around the meadow.

(1) Brown Bear: AC 6, Move 12, HD 5+5, hp 34, THACO 15, Attack 3 (2 claws 1d6+1 damage, bite 1d8+1 damage, special), Size L, Morale 10, XP 420. Special: A successful claw attack of an 18 or better will allow the brown bear to 'hug' its opponent for 2d6 damage.



Artist: Jacob Blackmon

Bloody bear tracks and trampled grass will give a +3 modifier for tracking checks to rangers actively tracking the creature. The wounded bear still has an arrow protruding from it and the pain has made it somewhat berserk. The bear will get a +1 to its saving throws to resist a ranger's empathy attempts

due to the pain, and a +1 to damage rolls.

Treasure: The arrow inside the brown bear is actually an **Arrow of Shrieking**. Those with the herbalism non-combat skill will be able to collect herbs here as determined by the GM.

Arrow of Shrieking

This arrowhead is made from a piece of a petrified mushroom and has silvery runes of magic inscribed upon it. Once shot from a bow and hitting something solid, whether it was a target or missing and landing on the ground, the arrowhead will let out a loud piercing wail that will last for 1d4+1 rounds.

AREA 8. THE TOMB OF TALONBRIAR:

The Valkur Raven Clan were known amongst the other various barbarian clans as possessing high intelligence and relying on trickery, much like actual ravens. The Raven Clan may be the only clan left amongst the other barbarians that still have a few that employ arcane studies and magic.

The Tomb of Talonbriar is a tomb dedicated to Chief Talonbriar, who championed leadership of the Raven Clan for a long time, several decades ago. This tomb was erected in his honor as the tribe moved to a different, unknown location in the vast Dragonback Mountain wilderness. As is common with many of the burial mounds scattered around the Dragonback Mountains, attempts have been made to loot this tomb, however, most have led to failure. Dramen Blarr (see Area #9) tries to discourage (not stop) any would-be looters from entering the Tomb.

Inside, the passages and rooms have all been carved out of the smooth rock. The ceiling is 20 feet high throughout the tomb and all doors in the tomb are surprisingly very easy to open. The dull roar of the waterfall can be heard throughout the tomb and the air inside is somewhat damp.

THE TOMB OF TALONBRIAR

(Please refer to Tomb of Talonbriar Map pg. 18)

TB 1. THE STAIRWAY:

- A grassy, hidden trail leads up the cliffs to entrance.
- Slippery stairs leading to the entrance (dex check or saving throw) and anyone falling may have a chance to hit protruding, jagged rocks for 2d10 damage before continuing to fall into the lake below.

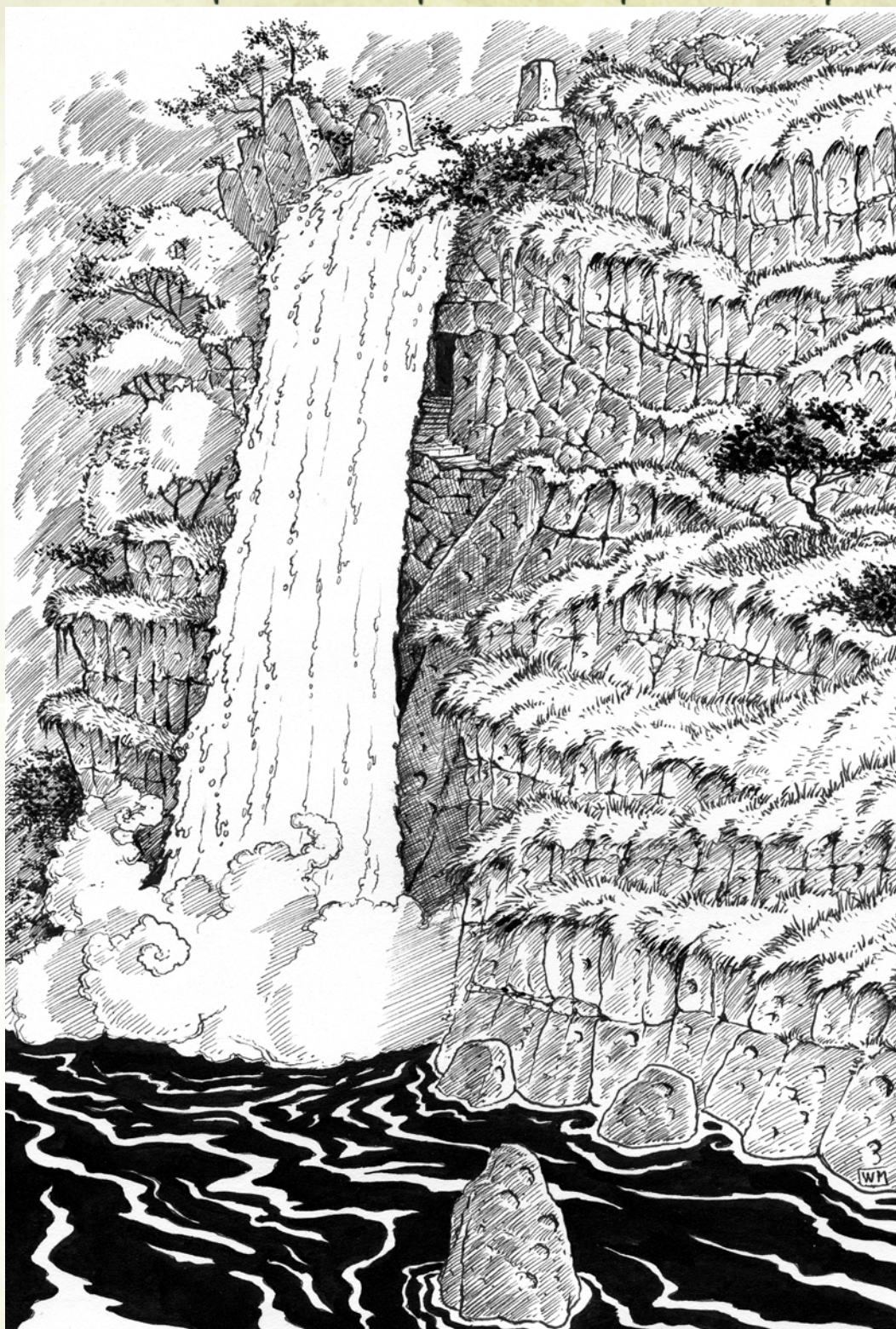
- Harmless glyphs and pictographs of ravens have been etched into the stone surrounding the entrance.

TB 2. WINGS OF THE RAVEN:

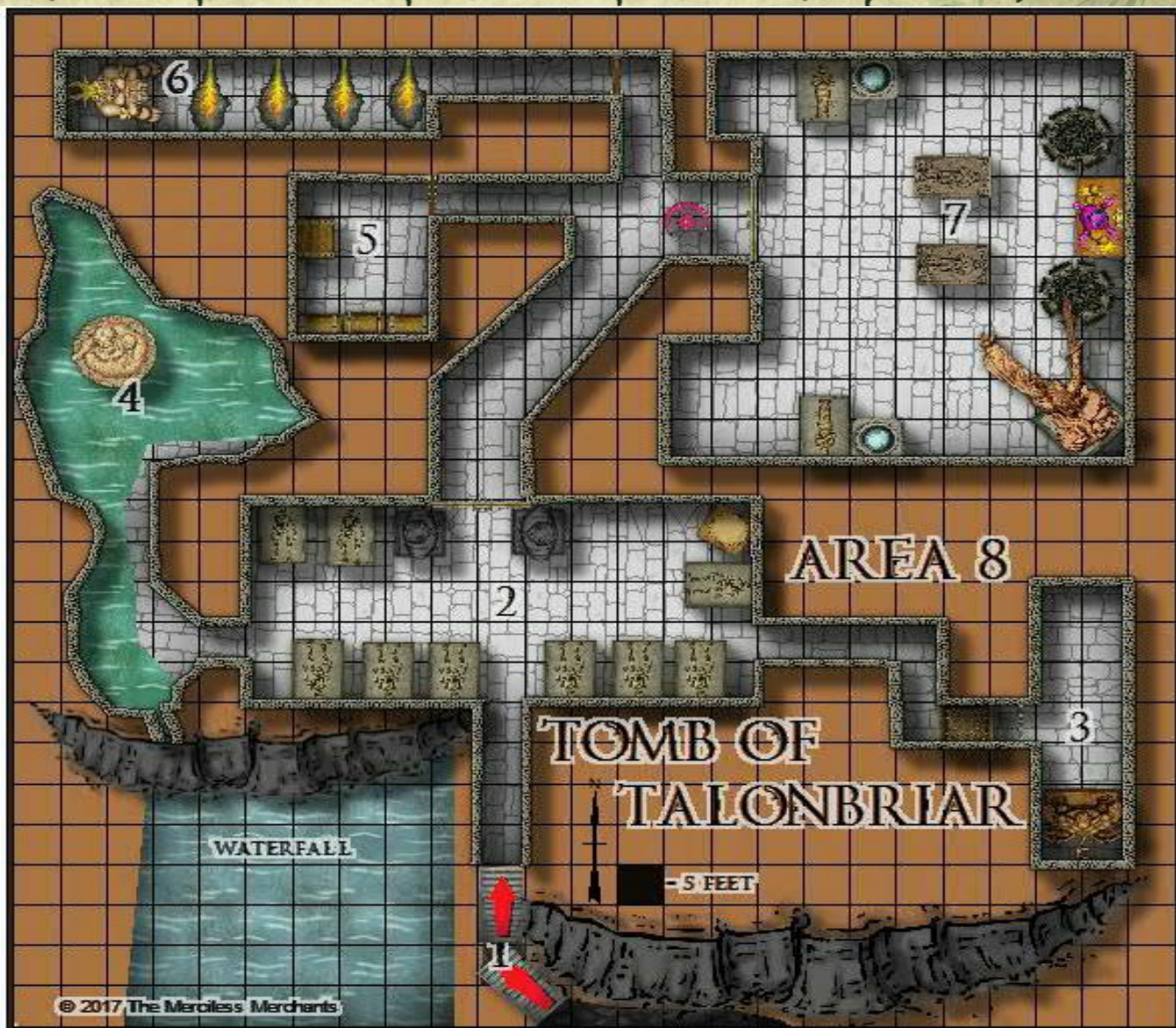
- Chief Talonbriar's nine advisors, or as they were known as the Wings of the Raven. Now just skeletons with rotted scraps of raven feathered cloaks.
- Each stone slab is damp from the air and has a carving of a raven on it.
- Two large statues of barbarian warriors with raven feathered cloaks and holding swords stand to either side of the double doors of wood reinforced with steel. Both the statues and the doors are 12 feet tall.
- **Trap:** Any attempts to open the doors and the statue's swords will swing down. The character must roll two saving throws vs. breath weapon to avoid each sword or take 2d8 damage from each blade. After 6 rounds, the statues will raise their swords again, re-arming the trap.
- A pedestal squats in the northeast corner. If an offering is placed on the pedestal, the statues will not swing their swords when the door is opened.

TB 3. THE SHADOW IDOL:

- **Trap:** Before the room, anything over 150 lbs will open the trap doors and drop the victim down a 10 foot pit with



Artist: William McAusland



spikes for 2d6+2 damage. Trap doors will close again after 2 turns.

- 15 foot tall statue carved out of obsidian against the south wall. Statue looks like some sort of forest devil. Two large yellow ambers (2,000 gp each) serve as eyes.
- Anyone taking or touching the gems, cause the portcullis to drop, trapping the character inside the room.

Treasure: Two orc bodies are at the bottom of the pit. Each has 1d6 sp, and 1d20 cp. And the two large yellow ambers (200 gp each).

TB 4. THE CRYING IDOL:

- The roar of the waterfall outside drowns out all sound.
- The water is approximately one foot in depth.
- A 15 foot tall stone statue of a woman crying squats in the center of the room. A silver necklace around her neck holds a dense sapphire (1,500 gp value).
- Anyone touching the sapphire summons a water serpent which attacks in two rounds.

(1) Water Serpent: AC 4, Move 12 (swim), HD 3+3, hp 27, THACO 15, Attack Special, Size L, Morale 13, XP 650. Special: Drowning, fire resistance, resistant to slashing and piercing weapons (only take 1hp of damage). The water

serpent attacks as a 6HD creature. On a successful attack, the victim must save vs. paralyzation or be pulled into the serpent's body. Each round thereafter, the victim must save vs. paralyzation or drown. The water serpent will not chase characters out of the water

TB 5. STORAGE:

- Dusty and full of cobwebs
- Large trunk holds moth-ridden black feathered cloaks.
- Chest #1 holds coal
- Chest #2 holds 22 torches
- Chest #3 holds a brittle parchment that is actually a **scroll with *Phantom Steed* and *Phantasmal Killer*** on it at 8th level of power.
- Murals on walls tell of deeds of the Raven Clan. The last entry suggests the Clan moved somewhere towards a tall mountainous peak.

TB 6. THE SMILING IDOL:

- Long room ends at a 15 foot tall statue of a fat smiling demon carved completely of serpentine.
- The statue has its hands outstretched offering a pile of coins (200 pp).
- If any of the coins are taken, the smile will change to a frown, a large 'click' will be heard, and fire will shoot out from the walls forming fiery walls.
- The walls of fire are 10 feet tall and running through them will deliver 1d6 points of damage from each of the four walls. The fire walls will go away if more coins are put into the statue's hands than what was taken.

TB 7. CHIEF TALONBRIAR'S TOMB:

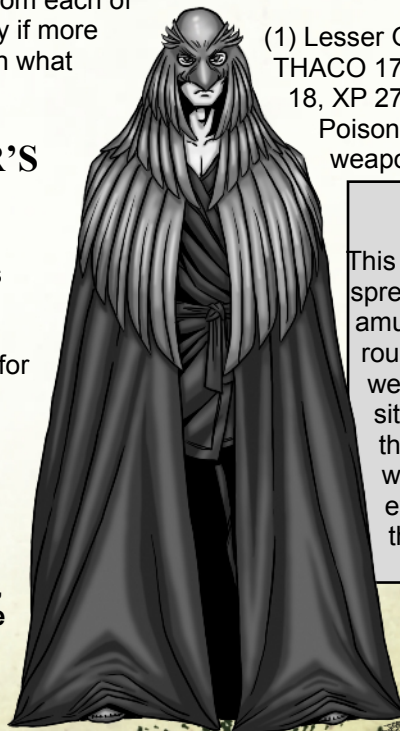
- **Trap:** A hidden glyph of paralyzation is outside the door. A saving throw vs. rod, staff or wands must be rolled or the victim is paralyzed for 36 hours.
- When doors open, braziers on either side of altar will erupt into flame.
- Etchings on the walls behind braziers tell of the deeds of Chief Talonbriar, as determined by the GM.
- Altar contains Chief Talonbriar's spear, the **Raven Lance**, and an **Amulet of the Raven** nestled on a pillow.

- Two carved stone sarcophaguses depicting a powerfully built man, and a beautiful woman rest in front of altar.
- Two mummified bodies against north and south walls, rest on top of stone slabs next to a small pedestal with a bowl of water (holy water).
- An immense, 18 foot tall wooden statue of what may be Chief Talonbriar entering battle looms out into the room from the southeast corner. The statue holds a spear and wears a cloak of raven feathers with the raven head and beak serving as a skull cap.
- If the **Raven Lance** is touched, a Guardian Spirit in the shape of Chief Talonbriar will appear within the room. It will first ask questions such as "Why do you feel you are worthy to wield such a weapon?" and "What are your goals for this life?" and "Will you find my people and lead them?" Or other questions deemed suitable by the GM. If answered satisfactorily and truly, the Guardian Spirit may fade away and disappear allowing the character to keep the spear. If the character is rude or delivers unsatisfactorily answers, the Guardian Spirit will attack.

(1) Guardian Spirit (see New Monster section): AC 2, Move 9 (cannot leave the tomb), HD 7; special, hp 42; special, THACO Special, Attack: 2 (1d6+ 2 to hit, +2 damage by spear), Size M, Morale Nil, XP special. Immune to mental attacks, cold, poison and acid attacks. Need a +1 or greater magical weapon to hit. Will summon a Lesser Guardian Spirit once 25% of HP is lost.

The Lesser Guardian Spirit will form from the northern wall mummy within two rounds.

(1) Lesser Guardian Spirit: AC 3, Move 6, HD 4, hp 24, THACO 17, Attack: 1 (1d6+1 by spear), Size M, Morale 18, XP 270. Special: Immune to Cold, Mental Attacks, Poison and Acid, and needs silver or +1 magic weapons to hit.



Amulet of the Raven

This amulet is shaped like a raven with wings spread out. It has two different powers: 1. The amulet allows a wearer to form a *Wind Wall* for 1d4 rounds, similar to the spell, once a day. 2. The wearer can concentrate for one full round while sitting, and a ghostly form of a raven will fly from the necklace to the sky. The wearer can control where the 'ghost' raven flies and see through its eyes for six rounds. This power can be used three times per day.

Artist: Jacob Blackmon

Raven Lance

This well-crafted spear is seven feet in length, light weight, and perfectly balanced. Numerous crow or raven feathers are attached to it by strings near the tip. The **Raven Lance** is a **spear +2** for all attack and damage rolls and may be thrown double the usual range. When concentrated on and thrown at a target, the spear can 'explode' into numerous ravens in a 10 foot radius, which will obstruct vision for three rounds. The mass of ravens will follow whoever was struck by the spear during the use of this power. If the spear missed its target, then the cloud of ravens stays where the spear landed. After three rounds, whether it was a hit or miss, the spear will reform magically back into the wielder's hands.

The **Raven Lance** is a sacred weapon by the barbarian Raven Clan and part of a legend. Anyone approaching the Raven Clan and seen wielding it will be challenged to a duel with a champion or the current chief. If



Artist: William McAusland

- Several bowstrings, feathers, arrowheads, and whittled shafts lay on the table as well as bits of string. Also small bits of leather and a sewing kit for leather armor working.
- A few animal skins are stretched taunt and drying.
- A humanoid target made of reeds for arrow practice rests against a tree.

TF 2. THE FREEZER:

- Large boulders create a shallow, cold cave half in the ground and half within the boulders. A hefty, round boulder can cover the entrance restricting entrance from animals.
- The boulder 'door' can be moved easily by a series of rope pulleys.
- Slabs of meat and small game hang from hooks.

TF 3. FIRST PLATFORM:

- Pulley system and rope net can bring up supplies from ground level, approximately 20 feet below.
- Rope connected from tree to rope storage area. Can shimmy supplies to and from storage area as needed.
- Rope bridge ascends 15 feet to TF #4.
- Rope ladder hangs to the ground, or can be hoisted up and stowed away on platform.

TF 4. MAIN LIVING AREA:

- Rocks have been gathered and stacked in a way to create a small fire place that lessens the danger of a tree fire. Next to it is a large bucket of water, cozy chair, small table with three stools and a lantern.
- Small kitchen area near fireplace.
- Various equipment and gear for cooking, food supplies, stacked wood, and a barrel of water.
- Trapdoor with a rope bridge can lead to ground level.
- Netted storage area off of bridge with trunks, crates, and barrels of miscellaneous supplies (lamp oil, extra rope, etc.)
- This platform area is canopied with stretched hides bound with thick ropes to limbs and branches keeping rain and weather out. Rolled hides can be unfurled to block the wind.

TF 5. BEDROOM:

- Several blankets and a pillow.
- Small chest holds various pieces of clothing, a dagger, small pouch of tobacco and pipe.
- Comfortable chair overlooks the lake.

AREA 9. THE TREE FORT:

The Tree Fort is where Dramen Blarr resides. With his injury, Dramen is either in TF #4 or TF#5. Using the surrounding trees, Dramen has hoisted a hideout that is approximately 20 feet above ground at the lowest, and 75 feet at its highest. The Tree Fort is constructed with natural wood and supported by live trees and branches as well as rope bridges and rope connectors to each platform.

There is a 10% chance that Tara Swiftglen or a 15% chance that Mhorjellan Killosk will be around the tree fort area, catching up on rumors and news with Dramen.

THE TREE FORT

(Please refer to Tree Fort map on pg. 21)

Near the shore of the lake a great grove of fir trees where the tree fort was built.

TF. OUTDOOR WORKSHOP:

- At ground level, there is a campfire, worktable made from an old, large stump, and a stool.

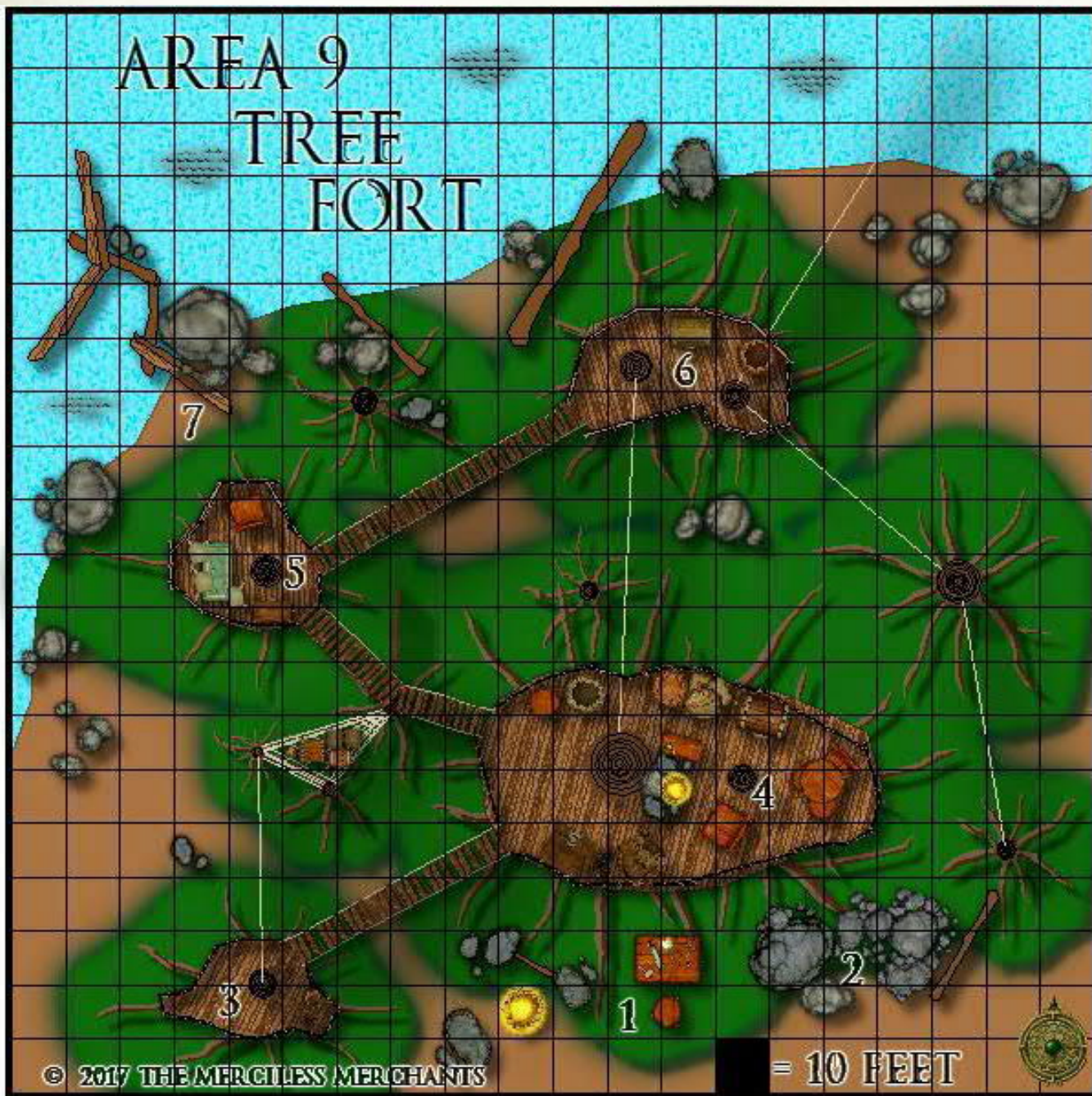
- Hides bound to the tree by thick ropes can be unfurled to test this area.

TF 6. BATTLE PLATFORM:

- This platform is the last line of defense and is approximately 75 feet off the ground.

- Barrel of 6 spears, a few bundles of 40 extra arrows and three hand axes strategically placed near the rope connectors.

- **Log trap:** A log is poised by rope that can be easily cut from this platform. Once the rope is cut, a log will swing into the bridge leading from TF #5 and TF #6. A roll to hit is required and if struck, the log will inflict 2d8 points of damage. Everyone on the bridge must make a Saving Throw vs. Breath Weapon or fall off the bridge, 50 feet to the ground (5d6 points of damage).



- A hefty rope line can easily be 'zip lined' from TF #6 to TF#4. A bound and oiled leather strap is ready to be used.
- A hefty rope line can easily be used to get from TF#6 to the area near TF #2. A bound and oiled leather strap is ready to be used.
- A hefty rope line connects TF #6 to across a narrow 'finger' of the lake (approximately 60 feet wide) to the opposite shore. A bound and oiled leather strap is ready to be used.
- A locked chest holds 86 pp, 47 gp, 23 sp, and 7 cp, 3 rubies worth 75 gp each. There is also a **Potion of Invisibility** and two **Potions of Healing**.

TF 7. THE DOCK:

- Make-shift dock of large logs wedged between boulders.
- Crude fishing pole and extra fishing line and hooks.
- Rustic cage for captured fish tied to log and submerged.
- Some of the logs nearby can float and can be used to float out into the lake.
- A log canoe is hidden under some cut brush nearby.

CONCLUSION

Dramen will train novice rangers to the best of his ability. Once his leg is healed, he may be a bit more impatient as he enjoys patrolling the area. The GM is encouraged to use Tara and/or Mhorjellan for other skills as needed and adventures.

Dramen may have other quests for the ranger outside of his area. For example, finding one of the nearby rangers, Tara Swiftglen and/or Mhorjellan Klosk and delivering a message or report. Or Dramen may have the ranger send a report to Axeholme, Oakvale, Coppercore and even Battlemound (or a town in the GM's campaign setting). Dramen and the other rangers could eventually prove to be valuable allies. Or perhaps the ranger or a party member found the **Raven Lance** and wishes to quest to find the Raven Clan. The pathway to adventure may have just begun.



Artist: Maciej Zagorski

NEW MAGIC ITEMS

Amulet of the Raven: pg. 19
Arrow of Shrieking: pg. 16
Bear Maw: pg. 14
Belt of Gripping: pg. 10
Forest Lord Cloak: pg. 5
Naikisi's Buckler Bracer: pg. 16
Nighthunter: pg. 4
Maelstrom: pg. 13
Spark: pg. 5
Raven Lance: pg. 20

NEW MONSTERS

Guardian Spirit

Climate/Terrain: Crypts, barrow mounds, graveyards

Frequency: Very rare

Number Appearing: 1d4

Organization: Solitary

Activity Cycle: Any

Intelligence: 10

Treasure: special

Alignment: Neutral

Armor Class: 2

Movement: 9

Hit Dice: 7; Special

THACO: Special

Attack: by weapon or 1d8+2

Saving Throws: varies

Special Traits: Immune to mental attacks, cold, poison, and acid attacks. HD increases depending on opponents. Potential to summon allies.

Magic Resistance: none

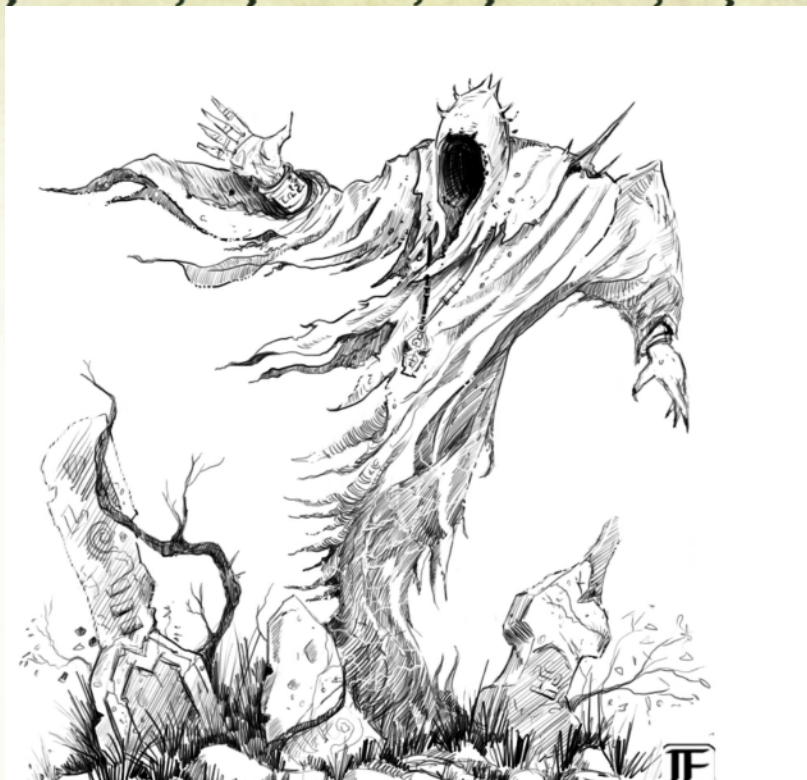
Size: M

Morale: 20

Experience: Varies

A Guardian Spirit is created during a long ceremony performed by high level priests, druids, and/or shamans of a particular faith, with the purpose to guard and protect the tombs of the dead. The Guardian Spirit will attack any intruders that invade a tomb so that the dead may sleep peacefully. Usually Guardian Spirits are created in the likeness of a chief, hero, or elder of a clan and sometimes the Guardian Spirits will use weapons that the person used in life, but not armor and the Guardian Spirit always has a AC of 2.

A magic weapon of +1 or greater is needed to harm a Guardian Spirit. It is also immune to mental attacks, cold, poison, and acid attacks. It also has the power to summon



Artist: Maciej Zagorski

additional allies in the form of skeletons, zombies, and even lesser Guardian Spirits of whoever is buried with it by vocalizing a deep resonating moan for one full round.

A Guardian Spirit always starts with 7 HD and 42 hp. A unique quality of Guardian Spirits is they have the potential to become more powerful, depending on how many intruders they are defending the tomb against. Every intruder beyond the first, the Guardian Spirit gains an additional HD. For example, if four intruders are attacking a Guardian Spirit, then its HD will increase to 10 HD and it will gain 6 hp per additional HD. Sometimes the Guardian Spirit's name is left in the tomb. By uttering the name, the Guardian Spirit can get confused and will stop attacking unless its treasures are disturbed or if it needs to defend itself.

Treasure of the Guardian Spirit usually comprises of whatever was buried with the corpse

Lesser Guardian Spirits do not have the power to increase their HD. Their statistics are generally:

Lesser Guardian Spirit: AC 3, Move 6, HD 4, hp 24 each, THACO 17, Attack: 1 (1d6 or by weapon), Size M, Morale 18, XP 270. Special: Immune to Cold, Mental Attacks, Poison and Acid, and needs silver or +1 magic weapons to hit.

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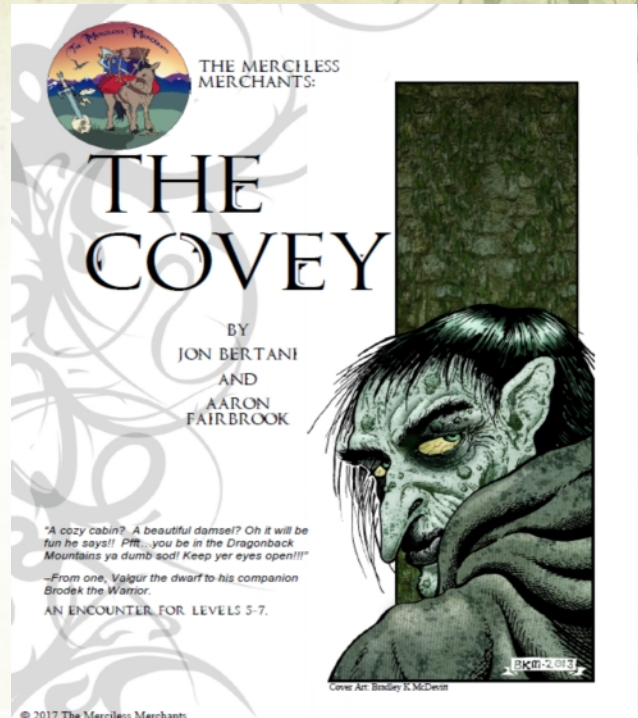


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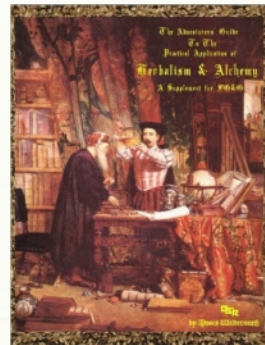
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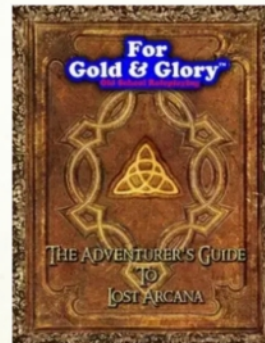
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