

FORT OF THE LAST REGIMENT

An Adventure for Character Levels 3-6

Compatible with Old School Fantasy Games Including Labyrinth Lord™



An abandoned fort awaits you and your companions. Will you find the captives you have been sent to rescue, or only your doom?



Labyrinth Lord
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ABANDONED OR CURSED?

An entire village has been captured and shrunken. It is suspected that the culprits are hiding in an abandoned fort rumored to be haunted or inhabited by monsters. You and your companions are sent to discover their fate, and whether this is more than a simple kidnapping.

Here's what you get for your gold pieces:

- a base town and local personalities (NPC's)
- new monsters (including the Staring Rat Bear!)
- A new spell (Figment Pudding)
- pregenerated player characters (PC's)
- map images for use with a Virtual Tabletop
- printable large maps (color and black and white)
- printable tokens



This adventure can be used with your favorite old school fantasy ruleset, retroclone, or retro-inspired game with little or no modifications. It can also be used with later editions with a little tweaking.

Gaming looks even sweeter from Sharp Mountain!

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FORT OF THE LAST REGIMENT

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INTRODUCTION

Thank you for purchasing this product. This adventure is designed for use with your favorite old-school game, retroclone, or retro-inspired game. You should be able to use the stats in this adventure with little or no modification. Pre-generated characters are provided at the end of the adventure. Print them, pass them out, and you're ready to go. Also, your players can use their own characters if you plan to weave this adventure into your current campaign. Feel free to change any of the details about the adventure to make it fit with your campaign.

In this adventure, player characters will explore an abandoned fort south of the base town of Adela. They will attempt to find and rescue the animated wooden people who were stolen from their town, and encounter some new opponents along the way.

NOTES FOR THE GAME MASTER

Armor Class: Armor class is provided in both descending and ascending format. For example, if AC is listed as 8(12), 8 is descending, and 12 ascending.

Monsters: Full monster description blocks are provided for new monsters. A "to hit" chart is provided with each for your convenience.

Adjusting for Party Size: This adventure was designed for 4-6 players, assuming the major classes (fighter, magic user, cleric, and thief) are represented. For smaller parties, feel free to reduce the number of opponents.

Let's get started.

PART ONE: BEGINNING THE ADVENTURE

In this adventure, player characters (PC's) will try to recover small wooden statues from an abandoned fort. They will be hired by a sentient wooden person who claims they are shrunken, kidnapped members of his village. A base town, Adela is provided. However, feel free to move the fort into any location you need.

Adela is a bustling trade center that lies at the crossing of a major river and the main road to the west. Local farmers, craftsmen, and hunters all ply their wares in the markets. Residents are used to seeing a wide

variety of travelers, so this is a welcoming town for diverse adventuring parties.



INVOLVING THE PLAYERS: If the PC's are from Adela, **Mayor DeGray** will ask them to meet with a friend of his named **Deepgrain**. Mayor DeGray has a short gray beard, a soft, gentle voice, and his vocabulary indicates he's had some education. He will bring the party to his office where a figure sits wearing a hood. When the party enters he gracefully removes his hood, revealing a wooden face beneath. He will introduce himself as Deepgrain, and will explain that he chose them because they have a reputation as people who can handle dangerous situations.

[GM's note: If the party is not from Adela, you can have Deepgrain approach them in the market or at an inn. Alternately, another friend of the party can recommend Deepgrain to them.]

He will further explain that he is a member of the reclusive race known as the Carven. They were animated by a powerful magic-user thousands of years ago, but have lived apart from the other civilized races for most of their existence. He was one of the few chosen to leave his village to explore the world. However, upon returning, he found his village

deserted. The only remaining trace of his family and friends was a small wooden statue.

Deepgrain will show the party a five inch tall statue. It is quite detailed, and he believes it is his friend Leaflock, shrunken and paralyzed. He went into deep meditation to try to establish a psychic contact with the other Carven. This meditation pointed to the nearby Fort of the Last Regiment. At this point, he will ask if the party has any questions. Below are some bullet points with answers to possible questions.

- **Who has them?** - Through his contacts in the magical community, he has learned of a woman named **Scorpendria**. She is a member of a secret order called the Magicians who use their considerable skills to darker purposes. She was recently seen in Adela, and he suspects she may have kidnapped them.
- **What would she do with the Carven?** – Deepgrain isn't sure, but he suspects they will be made into unwilling servants.
- **Why was the Fort Abandoned?** – About 50 years ago Adela began to blossom as a center of commerce. The garrison was moved here
- **Does anyone live there now?** – The townspeople of Adela and nearby areas avoid the fort. There are rumors that it is haunted, or that monsters have taken up residence there.
- **Why didn't you ask the town militia to help?** – Deepgrain is concerned that if a large group were to approach the fort, those inside would flee. Then he might never see his fellow Carven again. Also, he is afraid that someone in town might tip off those in the fort.
- **What's in it for us?** – Deepgrain will offer the party a reward of 3000 gp as well as an advance of 100 gp for supplies. He will also offer 2 silver daggers if the party is definitely interested in taking the job. He will stress the noble nature of this mission. The enslavement of any race or creed is a terrible act.

The fort is a full day's walk south from Adela, and Deepgrain will provide the party with a map. If any of the PC's is hesitant, Mayor DeGray will vouch for

Deepgrain's integrity. In the past, Deepgrain and his adventuring companions often aided Adela. When Deepgrain decided to return to his village, his companions moved on to other adventures.

If the party wishes to talk to anyone else in town, they will hear stories about monsters that can turn a person to stone. Not that any of them has actually *seen* such monsters. Others will claim that it is the monsters themselves who take another form: sometimes man, sometimes beast. Some other townspeople they might encounter are:

Arnie Arneson – Arnie is the jovial publican who runs the Wild Goat Inn. He is a chubby bearded man of about 50, looking exactly like an oversized gnome. Though he loves to joke around, he is an excellent source of local news and gossip

Forthwind – This rugged young woman spends much of her time hunting and trapping in the wild areas around Adela. She often frequents the Wild Goat Inn when she is in town. She is a very reserved person, but will provide information or even act as a guide if the party's cause is just.

Prior Eric – This early middle-aged cleric is the local armchair historian. He knows the history of Adela inside and out, and has an extensive library. He can help fill in any information that the party doesn't have yet. His little black pug dog Foo-Foo is always with him. Foo-Foo is generally quiet, but will whine and chuff if he feels he is not getting enough attention.

[GM's Note: Deepgrain is a member of the construct race, the Carven. A character sheet is provided in Appendix 1. if you wish to use him as a PC. Feel free to change his gender or name. As an NPC, he may accompany the party to the fort. This is especially helpful in rounding out smaller parties.]

The history of the Carven and their advancement charts are detailed in the supplement "THE CARVEN." It is available from Sharp Mountain Games through drivethrurpg.com. Purchase of that supplement is not necessary to run this adventure.]



Map 1: The Fort of the Lost Regiment and surroundings

PART TWO: AT THE FORT

All of the encounters that follow take place on **Map 1**. shown above. Larger color or black and white versions may be printed out for tabletop play. They are provided with this product. Also, a color image in .jpg format is provided for online play. For all areas: black boxes represent doors. Openings in the wall represent windows, though all of the windows have been smashed in the past 50 years. Squares with an "O" inside are the remains of outhouses. All of the buildings inside the fort are made of stone, though their wooden roofs are rotting at this point.

If the party left Adela at dawn, they will arrive at the fort just before sunset. The path to the fort is off the main road. Weeds and even small trees have grown up right in the path. However, some of the weeds have been trampled on recently, indicating the passage of some beings. If the party decided to investigate, they will detect very large footprints in some areas of the path. The footprints are about two to three feet long, and seem to be from some animal.

In front of them, they will see the crumbling walls of the Fort of the Last Regiment. There is a gate in the middle, and a plume of smoke, perhaps from a campfire, can be seen over the right wall.

If the party wishes to camp outside the fort, have the encounter in **Area 1**. occur overnight. The mist will settle on them as they sleep rather than emerge from the stream. If they decide to press on, just run the encounter as written.

AREA 1

The stream in **Area 1**. is 10 feet wide and two feet deep. It can be forded easily and without incident. However, when the last PC emerges from the stream, a strange mist will appear, surrounding them.

ACTION: Characters must make a SAVING THROW vs. SPELLS or be affected as by a *Confusion* spell. Pulling (or pushing) an affected PC out of the mist will allow them to recover after one full round.

While the party is dealing with the mist, they will hear growling from behind the nearby tress. They will find themselves surrounded by four large, ragged wolves led by a more man-like wolf (the werewolf). They will attack immediately, and will try to avoid the mists. The mists will persist for only the first two rounds of combat. Any wolf or werewolf who is forced to enter the mist must also make a saving throw or be affected just like the PC's.



DIRE WOLF (4 HD)		18 hp		AC 7(13)		# At 1(bite), DMG 2d4, Save F4, ML 8				
AC	9	8	7	6	5	4	3	2	1	
To Hit	7	8	9	10	11	12	13	14	15	



WEREWOLF (4* HD)						18 hp AC 5(15)				
# At 1(bite), DMG 2d4, Save F4, ML 8										
<i>May only be damaged by magical weapons, may cause lycanthropy</i>										
<i>If hit by wolfsbane, must Save Vs. Poison or flee</i>										
AC	9	8	7	6	5	4	3	2	1	
To Hit	7	8	9	10	11	12	13	14	15	

[GM's Note: If a PC loses more than half of their hit points due to the werewolf's bite, they will contract the disease in 2d12 days. A Cure Disease spell will cure this. The temple at Adela can provide this spell; however, they may ask the party to undertake a noble quest afterwards. This can be a great hook for a future adventure.]

ROLEPLAYING: If he is captured or allowed to relax, the werewolf will revert to human form. Also, he will revert if killed. He will have only vague memories of his actions in wolf form. His name is Lonnie and he will tell the party that he was hired by a dwarf named **Dronfiir**. Dronfiir is a noted criminal who has been involved in a variety of bad deals over the years. However, as a werewolf, Lonnie is an outcast and he needed the money.

Lonnie was hired to keep anyone away from the fort until after tonight (or tomorrow night if this is occurring overnight.) He will seem truly remorseful about his actions while in wolf form, saying that he thought that they would just run away. At this point, his fate is in the party's hands.

REWARDS: Lonnie carries 25 gp as payment from Dronfiir. He also has a small knife, a wooden toothbrush, and some small animal bones in his pockets.

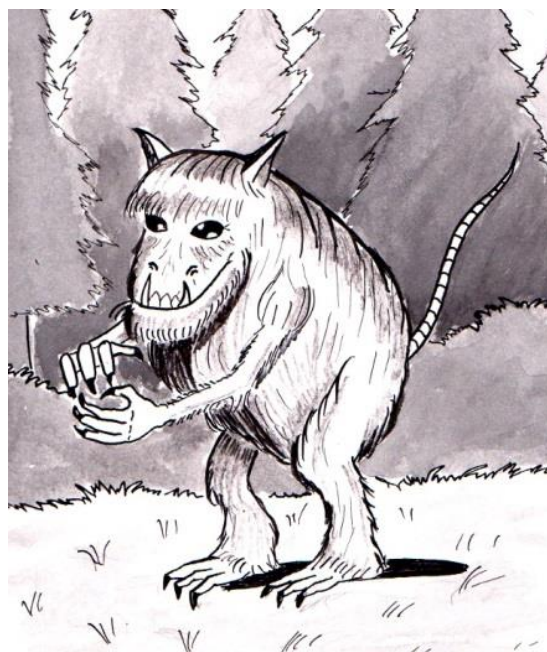
If the party is badly injured, Lonnie and the wolves will attempt to herd them into the fort. The party's weapons will be taken by the Staring Rat Bears in **Area 2**. and they will be placed in the empty jail cells in **Area 7**.

AREA 2

As the party approaches **Area 2**, they will see smoke coming from behind the right wall. If a player sneaks up to the gate, they will see two large figures standing guard just inside the gate.

ACTION: There are several ways to approach this encounter. They may first try to handle the two guards. These are Staring Rat Bears and their full write-up appears below. They have been put on guard duty while three more roast a dire wolf over a campfire in **Area 2**.

Alternately, the party may try to sneak around either wall. The three Staring Rat Bears around the fire are arguing about whether the wolf is cooked or not. Because of this distraction, they can be surprised on a roll of 1-3 on a 1d6. If more than half of the Staring Rat Bears are slain, the remaining ones will flee towards the nearest woods.



STARING RAT BEAR

Armor Class: 6 (14)
 Hit Dice: 5** (23 hp)
 Attacks: 2 claws/ 1 bite or 1 gaze (3X daily)
 Damage: 1d4/1d4/1d8 or paralysis (see below)
 Move: 120'(40)
 No. Appearing: 1d6, in lair 3d6
 Save As: F5
 Morale: 8
 Treasure Type: A (lair only)
 XP: 450

Staring Rat Bears are furry creatures that love to harass and torment any other living creature. They are about the size of a grizzly bear, but have more rat-like features, including a long hairless tail. They do have some intelligence and can talk, though they can be fooled or spooked easily.

Three times per day they may use their gaze attack to *freeze a single opponent for 1d6 combat rounds*. The victim must be within 50 feet, and is allowed a SAVING THROW vs. PARALYSIS to avoid the effect entirely. In combat, a pack of Staring Rat Bears will often send two or three Staring Rat Bears to try to immobilize the most powerful members of the opposing party. The others will then attack. This gaze attack coupled with three attacks per round makes them formidable opponents.

A tribe of 30-40 Staring Rat Bears will have one "king." This king has 10 hit dice, and more powerful attacks. Saving throws versus a king's attack are made at -2. (1480 XP)

AC	9	8	7	6	5	4	3	2	1
To Hit	6	7	8	9	10	11	12	13	14

[GM's Note: If you are using Morale rules, simply use those to determine when the Rat Bears flee. Remember that you roll a 2d6 and they will only flee if you roll over the Morale score.]

ROLEPLAYING: Staring Rat Bears are intelligent creatures. Sort of. They are acting as guards on the promise that the fort will be theirs in perpetuity. (Considering that the fort has been abandoned for 50 years, they probably didn't need to make that deal.) They have also been promised numerous egg pies, a particular delicacy among their species. While they act bravely in a pack, as individuals they still value their lives. They will provide information if the party promises to let them go.

If questioned they will reveal their names (**Thig** and **Thog** are possible names), and that the dwarf is working with their king, **King Prog**. They have gone north to rally other Rat Bear tribes but should be back soon. Also, there is a woman working with them, and she provided them with some new cookware. She seems very absorbed with a wooden chest she is carrying. If pressed further, they will reveal that there is a small prisoner being held in **Area 7**, though they will beg the party not to hurt their friends who are guarding him there.

REWARDS: The Staring Rat Bears have some new cooking pots and pie tins. The wolf is on a spit over the fire and should be nicely done at this point.

AREA 3

These are the remains of the stables. There are some wooden planks scattered around, and the Rat Bears having been using this area as a kitchen midden. While searching this area (or at another appropriate time) they will feel a slight tremor beneath their feet, as though something large is approaching.

AREA 4

The door to this room is no longer on its hinges, but is propped up against the doorframe. Looking in the window reveals some shelves and a table. The floor is dark and shiny. There are numerous burnt sticks lying around the doorway.

ACTION: If the PC's remove the door, they will find that the floor is covered in a thick, oily film. The shelves are filled with broken mirrors (which could be used against the Rat Bears). There are also broken mirrors on the floor, as if they were just tossed into the room.

The substance on the floor is actually two Oil Puddings lying in wait. (Not laying, I checked.) The Oil Puddings will attack as soon as anyone enters the room. They may be set on fire, though that will prevent any chance of surprise against any remaining Rat Bears in **Areas 2, 6, or 7**.

REWARDS: The food in the pantry has long since disappeared. The mirrors may be used against the Staring Rat Bears. Staring Rat Bears who see their own gaze in a mirror must make the same SAVING

THROW vs. PARALYSIS or be paralyzed for 1d6 rounds.



OIL PUDDING

Armor Class: 7 (13)
 Hit Dice: 5** (23 hp)
 Attacks: 2 pseudopods
 Damage: 1d8/1d8
 Move: 60' (20)
 No. Appearing: 1d4
 Save As: F5
 Morale: 12
 Treasure Type: None
 XP: 450

Oil puddings are thick viscous blobs of living oil. They secrete a nasty acid which burns anything they hit. Oil puddings are rubbery, they *take only 1/2 damage from any melee or ranged attacks*. However, *fire based attacks do double damage*, and *inflict 1d4 continuing damage*. They are unintelligent and will fight to the death.

AC	9	8	7	6	5	4	3	2	1
To Hit	6	7	8	9	10	11	12	13	14

AREA 5

As the PC's walk through **Area 5**, they will feel another rumble. The ground beneath their feet will collapse in a 10' radius, revealing a tunnel ten feet below.

ACTION: All PC's in the area may attempt a DEXTERITY check to avoid falling into the tunnel. Those who fail their check will take 1d6 points of falling damage. They are immediately surrounded by

eight gnomes armed with axes and picks. The gnomes will demand to know who they are, and will be initially mistrustful. Some suggested gnome names are: **Thym**, **Niklaus**, and **Rosella** for a female gnome.

GNOME (1 HD)						5 hp				AC 5(15)	
#At 1, DMG 1d6, Save D1, ML 8											
AC	9	8	7	6	5	4	3	2	1		
To Hit	9	10	11	12	13	14	15	16	17		

ROLEPLAYING: These are miner gnomes and they can be negotiated with. They are on edge because one of their numbers has gone missing. They wanted to mine in this area, and sent **Tomnippur Lowman** ahead as a scout, but he never returned. They would be very grateful to anyone who finds Tomnippur and returns him to them.

REWARDS: The gnomes will offer the party gems worth 500 gp if asked. If Tomnippur is found and freed, they may help by providing a distraction for the final encounter.



AREAS 6 and 7

This building has one main door. It is a newly hung door and it is unlocked. The window will reveal an outer office with a sleeping Staring Rat Bear inside. The other room, **Area 7**, is a jail. Tomnippur is imprisoned in the middle cell, and three Staring Rat Bears are lounging inside as guards. They are not asleep, and are chewing on some old bones. They are

debating who should get first crack at tormenting the gnome. Tomnippur is huddled in the back of the cell, clearly fearful of his fate.

ACTION: If the party chooses to peer into the window in **Area 7**, there is a 2 in 6 chance that they will be spotted by the Staring Rat Bears. If the Staring Rat Bear in **Area 6** is awakened, he will immediately use their gaze attack and yell for his companions in **Area 7**. They will arrive on the second round. The Staring Rat Bears will fight as did the ones in **Area 2**. The key for the cell is on a rope belt on one of the Rat Bears. Abbreviated statistics are provided below for your convenience.

STARING RAT BEAR (5 HD) 23 hp AC 7(13)									
#At 3 (or 1 gaze), DMG 1d4/1d4/1d8 or paralysis, Save F5, ML 8									
<i>Gaze attack(3/day)SVvsParalysis or paralyzed 1d6 rounds</i>									
AC	9	8	7	6	5	4	3	2	1
To Hit	6	7	8	9	10	11	12	13	14

GNOME (1 HD) 5 hp AC 5(15)									
#At 1, DMG 1d6, Save D1, ML 8									
AC	9	8	7	6	5	4	3	2	1
To Hit	9	10	11	12	13	14	15	16	17

ROLEPLAYING: The Staring Rat Bears caught Tomnippur two days ago when he was prowling around the fort. They also know about the woman and the dwarf, and heard her talking to the dwarf about having “people in the wooden box.”

Tomnippur will be very grateful for his rescue, and will lead the party back to **Area 5** to get back to his people. He can help convince the other gnomes to help the party if they ask. There is nothing of value in this building

AREA 8

This was a bunkroom for the regiment. The beds and linens are rotted, and they will collapse if anyone sits on them. There is a great deal of coarse brown hair in the room, suggesting that the Staring Rat Bears were using this as sleeping quarters.

AREA 9

The door to this room is new and locked (untrapped). It is a blacksmith shop and the roof has been recently repaired. It contains a working forge, new tools, an anvil, and a supply of metal rods. Some unfinished spears and swords are also in the room. The floor is covered with a thick, black oily substance about five inches deep.

ACTION: The oily substance on the floor is NOT another Oil Pudding. Rather it is a protective spell called *Figment Pudding*. The spell is described below.

Figment Pudding (Magic User 2)

Range: 10'
Duration: 1 day (1d6 turns)
Saving Throw: SPELLS

This spell creates an image of a black or oil pudding. The image can fill a room 20'X20'. Every creature that approaches within 10' of the image must make a SAVING THROW vs. SPELLS or flee in fear for 1d6 rounds. The victim will believe that the pudding has engulfed them. Characters that make their saving throw will no longer see the illusion.

REWARDS: Searching the room reveals two locked (untrapped) drawers in one of the cabinets. The first contains two labelled healing potions, the second several pages of maps and plans. The plans reveal an attack plan against Adela. There are arrows indicating “SRB” and “King” from the south. Another arrow indicates “Scorp. Wooden People” from the north. The attack is dated for tomorrow.

AREA 10

As players approach the quarry, they will see an old but still functional cart alongside the road. As they get close to the quarry itself, they will feel a large tremor, and hear a crashing through the forest to the north.

A more stealthy approach will reveal a woman who is about 35 years old sitting on a wooden chest. An ornate tent is pitched nearby. Her robes are blood red, and she has scorpion themed accessories in her hair. She has a book on her lap and seems to be practicing incantations.

Inside the tent a tarp has been spread over the ground. There is a cot and another chest of the woman's personal belongings.

Through the trees you will see a dwarf riding on a huge Staring Rat Bear (King Prog). The dwarf is armed with a bow and arrow, and the Staring Rat Bear's walking is what was causing the tremors. The giant stands about 15 feet tall. They are accompanied by two smaller Staring Rat Bears.

The dwarf calls out to the woman, saying that she should begin the ritual to restore the wooden men. He has rallied several more tribes of Rat Bears, and they can begin the attack on Adela tonight.

ACTION: All participants in this battle will fight until they are below 5 hp. At that point they will try to flee. Scorpendra will leave the chest behind if it seems like she can escape. Statistics for all participants are given below.

[GM's Note: This is a tough battle. King Prog will be tough to take down, and Scorpendra will lead off with her Fireball spell. Feel free to eliminate or reduce the two regular sized Staring Rat Bears if the party has already taken a beating. King Prog may also keep his face clear of the fighting and not use his bite attack immediately. Assuming you like to keep your players alive, of course.]



Dronfiir

DRONFIIR (4 HD) 18 hp AC 5(15)									
#At 1, DMG 1d6, Save D4, ML 7									
AC	9	8	7	6	5	4	3	2	1
To Hit	8	9	10	11	12	13	14	15	16

STARING RAT BEAR (5 HD) 23 hp AC 7(13)									
#At 3 (or 1 gaze), DMG 1d4/1d4/1d8 or paralysis, Save F5, ML 8									
<i>Gaze attack(3/day)SVvsParalysis or paralyzed 1d6 rounds</i>									
AC	9	8	7	6	5	4	3	2	1
To Hit	6	7	8	9	10	11	12	13	14

KING PROG (10 HD) 45 hp AC 5(15)									
#At 3 (or 1 gaze), DMG 2d4/2d4/2d8 or paralysis, Save F10, ML 8									
<i>Gaze attack(3/day)SVvsPara (at -2) or paralyzed 1d6 rnds</i>									
AC	9	8	7	6	5	4	3	2	1
To Hit	2	3	4	5	6	7	8	9	10

SCORPENDRIA (5 HD) 16 hp AC 8(12)									
#At 1, DMG 1d4 (Dagger), Save MU5, ML 9									
Spells available:									
☐ Charm Person					☐ Light				
☐ Invisibility					☐ Web				
☐ Fireball (5d6)									
AC	9	8	7	6	5	4	3	2	1
To Hit	10	11	12	13	14	15	16	17	18

ROLEPLAYING: Dronfiir will claim to be simply hired help, and that he had no idea that an invasion of Adela was imminent. If confronted with the plans from **Area 9**, he will act as though he never saw them before.

King Prog will threaten that more Staring Rat Bears will attempt to rescue him. He will suggest that by letting him go, the party can avoid this terrible fate. However, if pressed, he will admit that he is lying. He will promise to take his tribe far away from inhabited lands in exchange for his freedom.

Scorpendria will bargain with the players if captured. She will claim that her plans were to help organize Adela. According to her, there is a greater threat to the west, and strong leaders are needed. She will admit that she is a member of the Magicians, a secretive band of magic-users. However, she will not reveal the location of any of the other members. If pressed about Dronfiir's call to attack, she will claim he was just being too liberal with his words.

She will volunteer to enlarge and free the Carven in exchange for her freedom (or at least her life). She has the spell on a scroll on her person. After a long ritual, about 100 carven will be enlarged and standing in the quarry. They will be quite confused about their circumstances and will need reassurance and explanations from the party. The Carven Leaflock will also be restored, even if he is back with Deepgrain.

[GM's Note: It is up to you whether she is successful in freeing the Carven. If you wish to continue on with this same storyline, you may want to let her fail. An option for the next possible adventure is presented below in "Extending the Adventure: Alternate Ending."]

REWARDS: Dronfiir has gems worth about 200 gp on his person. Scorpendria has two +1 daggers, her spellbook, and a gold chalice encircled in runes. This is a **Chalice of Toasting**, and is described below.

Chalice of Toasting: Once per day, the chalice may be filled with water or any other edible liquid. A character may raise it and offer a toast to another character. That toast must describe heroic deeds or noble efforts that the other performed that day. The chalice is then passed to the recipient of the toast. Upon drinking, the recipient of the toast regains 5 hit points. A character may not toast themselves, nor solicit a toast in any way. Such a toast will have no effect other than quenching their thirst.

CONCLUDING THE ADVENTURE

Deepgrain will be most grateful about the return of his family and friends. He will of course pay the party their reward, and will offer to hire the party to escort them back to their village.

If the party is new to Adela, they will have gained a reputation as brave adventures. The fort long had the reputation as a dangerous place for many years. Mayor DeGray may even deputize the party members to help with other threats facing the town. He will be especially pleased if the party informs him of the thwarted invasion plans.



Scorpendria

EXTENDING THE ADVENTURE

Here are several thoughts on extending this adventure.

Escorting the Carven: As mentioned above, the PC's may be hired to accompany the Carven back to their village. Along the way, they may be attacked by wandering monsters, Staring Rat Bears seeking revenge, or other members of the Magician's order. Also, monsters or brigands may have moved into the Carven village in their absence. They may need gentle (or not so gentle) persuasion to leave.

Threat from the west: Scorpendra mentioned a threat from the west. The town would be willing to pay to learn more about the nature of the threat. Perhaps someone is raising undead in the nearby mountains, or trying to make their own army of animated soldiers.

Alternate ending: One easy way to extend the adventure is to have Scorpendra fail to enlarge the Carven. Perhaps she lacks the proper spell components, or perhaps her scroll was a forgery. An excellent follow-up adventure could have the party seek out the means to return them to normal.

Again, thanks again for purchasing this adventure. Change whatever you like, make it your own. Most importantly, have a great time with it at your next game.



Appendix 1: PREGENERATED CHARACTERS

The pregenerated characters were created assuming 16,000 XP, which brings some to fourth level and some to fifth level. Also, maximum hit points were given for each character. Feel free to adjust that if you feel it is too generous.

CLERIC 5					30 hp	AC 6(14)				
STR	DEX	CON	INT	WIS	CHA					
14	8	10	12	16	13					
Saving Throws										
P/DR	MW	TTS	DB	Spells						
9	10	12	14	12						
Weapons (Ascending Attack Bonus = +3)										
Mace: +1 (1d6+1)										
Sling: -1 (1d4)										
Gear										
Chainmail, Mace, Sling, Holy Symbol, Holy Water, Healing Potion										
To Hit										
AC	9	8	7	6	5	4	3	2	1	
Roll	8	9	10	11	12	13	14	15	16	
Turn Undead										
Skeleton D	Zombie D	Ghoul T	Wight T	Wraith 7	Mummy 9	Spectre 11				
Spells										
First level (2/day)										
Second level (2/day)										

ELF 4						24 hp	AC 3(17)			
STR	DEX	CON	INT	WIS	CHA					
12	16	10	13	8	14					
Saving Throws										
P/DR	MW	TTS	DB	Spells						
10	11	11	13	12						
Weapons (Ascending Attack Bonus = +3)										
Sword: +0 (1d8)										
Bow: +2 (1d6)										
Gear										
Spellbook, Chainmail, Sword, Bow, Healing Potion										
To Hit										
AC	9	8	7	6	5	4	3	2	1	
Roll	8	9	10	11	12	13	14	15	16	
Special Abilities										
Infravision, Find secret doors (2/6), No ghoul paralysis										
Languages: Elvish, Orc, Hobgoblin, Gnoll, Dragon										
Spells										
First level (2/day): Magic missile, Sleep										
Second level (2/day): Continual light, Invisibility										

DWARF 4					36 hp	AC 5(15)			
STR	DEX	CON	INT	WIS	CHA				
16	12	14	10	13	8				
Saving Throws									
P/DR	MW	TTS	DB	Spells					
6	7	8	10	10					
Weapons (Ascending Attack Bonus = +3)									
2-handed Axe: +2 (1d8+2)									
Dagger: +2 (1d4+2)									
Dagger, thrown: +0 (1d4)									
Gear									
Chainmail, 2-handed axe, Dagger, Healing Potion									
To Hit									
AC	9	8	7	6	5	4	3	2	1
Roll	8	9	10	11	12	13	14	15	16
Special Abilities									
Infravision, Find traps and mining (2/6)									
Languages: Dwarvish, Gnomish, Kobold									

FIGHTER 5						45 hp	AC 4(16)				
STR	DEX	CON	INT	WIS	CHA						
16	13	14	12	10	8						
Saving Throws											
P/DR	MW	TTS	DB	Spells							
10	11	12	13	14							
Weapons (Ascending Attack Bonus = +3)											
2 handed sword: +2 (1d10+2)											
Bow: +1 (1d6)											
Gear											
Chainmail, 2 Handed sword, Bow, Healing Potion											
To Hit											
AC	9	8	7	6	5	4	3	2	1		
Roll	8	9	10	11	12	13	14	15	16		

HALFLING 5					30 hp	AC 4(16)			
<i>STR</i>	<i>DEX</i>	<i>CON</i>	<i>INT</i>	<i>WIS</i>	<i>CHA</i>				
8	14	10	12	16	13				
<i>Saving Throws</i>									
<i>P/DR</i>	<i>MW</i>	<i>TTS</i>	<i>DB</i>	<i>Spells</i>					
6	7	8	10	10					
<i>Weapons (Ascending Attack Bonus = +3)</i>									
Short sword: -1 (1d6-1)									
Bow: +1 (1d6)									
<i>Gear</i>									
Chainmail, Short sword, Bow, Marbles, Healing Potion									
<i>To Hit</i>									
AC	9	8	7	6	5	4	3	2	1
Roll	8	9	10	11	12	13	14	15	16
<i>Special Abilities</i>									
-2 AC (large opponents)									
Hide Outdoors (90%)									
Hide Indoors (33%)									

MAGIC USER 4				16 hp	AC 8 (12)				
<i>STR</i>	<i>DEX</i>	<i>CON</i>	<i>INT</i>	<i>WIS</i>	<i>CHA</i>				
8	13	10	16	12	14				
<i>Saving Throws</i>									
<i>P/DR</i>	<i>MW</i>	<i>TTS</i>	<i>DB</i>	<i>Spells</i>					
13	14	13	16	15					
<i>Weapons (Ascending Attack Bonus = +1)</i>									
Dagger: -1 (1d4)									
Dagger (thrown): +1 (1d4)									
<i>Gear</i>									
Spellbook, 3 Daggers, Healing Potion, Sweet Robes									
<i>To Hit</i>									
AC	9	8	7	6	5	4	3	2	1
Roll	10	11	12	13	14	15	16	17	18
<i>Spells</i>									
First level (2/day): <i>Magic missile, Charm person</i>									
Second level (2/day): <i>Web, Mirror Image</i>									
Languages: <i>Elvish, Dragon</i>									

THIEF 5				25 hp	AC 5(15)				
<i>STR</i>	<i>DEX</i>	<i>CON</i>	<i>INT</i>	<i>WIS</i>	<i>CHA</i>				
12	16	14	10	8	13				
<i>Saving Throws</i>									
<i>P/DR</i>	<i>MW</i>	<i>TTS</i>	<i>DB</i>	<i>Spells</i>					
12	13	11	14	13					
<i>Weapons (Ascending Attack Bonus = +3)</i>									
Short Sword: +0 (1d6)									
Dagger: +0 (1d4)									
Dagger, thrown: +3 (1d4)									
<i>Backstab</i> +4 to hit and double damage									
<i>Gear</i>									
Leather Armor, Short sword, 2 Daggers, Thieves tools, Healing Potion									
<i>To Hit</i>									
AC	9	8	7	6	5	4	3	2	1
Roll	8	9	10	11	12	13	14	15	16
<i>Thieves' Abilities</i>									
Open Locks (35%)			Climb (91%)						
Remove Traps (30%)			Hide in Shadows (30%)						
Pick Pockets (40%)			Hear Noise (50%)						
Move Silently (40%)									

CARVEN 4					36 hp	AC 7 (13)				
<i>STR</i>	<i>DEX</i>	<i>CON</i>	<i>INT</i>	<i>WIS</i>	<i>CHA</i>					
12	13	14	16	10	8					
<i>Saving Throws</i>										
<i>DR/P</i>	<i>MW</i>	<i>TTS</i>	<i>DB</i>	<i>Spells</i>						
11	12	13	13	10						
<i>Weapons (Ascending Attack Bonus = +2)</i>										
Sword: +1 (1d8+1)										
Bow: +0 (1d6)										
<i>Gear</i>										
Leather Armor, Sword, Bow, Healing Potion										
<i>To Hit</i>										
AC	9	8	7	6	5	4	3	2	1	
Roll	9	10	11	12	13	14	15	16	17	
<i>Special Abilities/Restrictions</i>										
- Scout (45%) - Identify Potions (40%) - Limited Healing (½ hp for healing) - Flammable (Save vs. DB or 1d4 continuing DMG)										
Languages: <i>Treant, Gnome</i>										

The following additional pregenerated characters are from the supplement “**Additional Racial Classes for Basic and Expert Style Games**”, also published by Sharp Mountain Games and available on drivethrurpg.com.

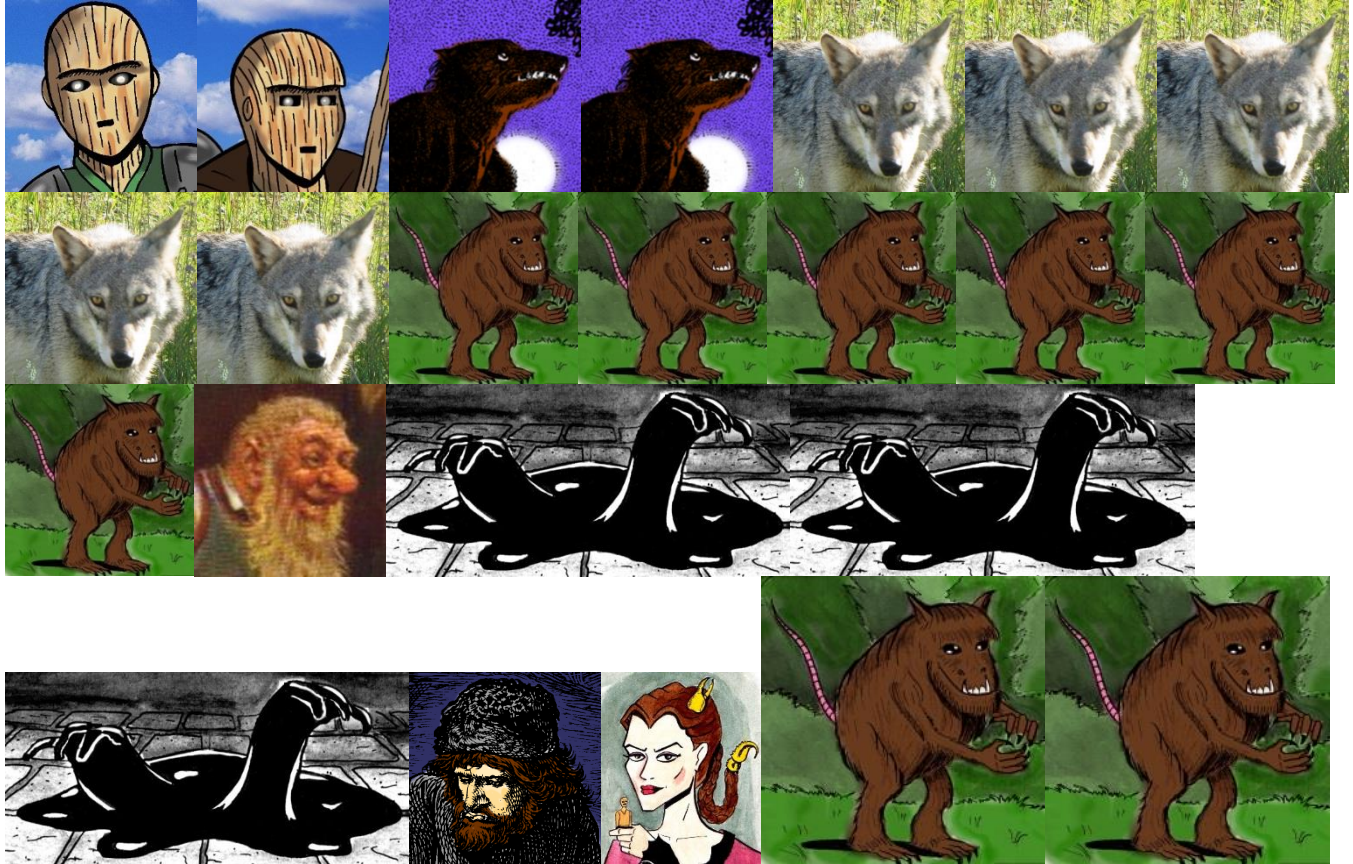
DWARVEN CLERIC 5					40 hp	AC 6(14)				
STR	DEX	CON	INT	WIS	CHA					
14	8	10	12	16	13					
Saving Throws										
DR/P	MW	TTS	DB	Spells						
6	7	8	10	10						
Weapons (Ascending Attack Bonus = +3)										
Mace: +1 (1d6+1)										
Sling: -1 (1d4)										
Gear										
Chainmail, Mace, Sling, Holy Symbol, Holy Water, Healing Potion										
To Hit										
AC	9	8	7	6	5	4	3	2	1	
Roll	8	9	10	11	12	13	14	15	16	
Turn Undead										
Skeleton D	Zombie D	Ghoul T	Wight T	Wraith 7	Mummy 9	Spectre 11				
Spells										
First level (2/day)			Second level (2/day)							
Special Abilities										
Infravision										
Find traps and mining (2/6)										
Languages: Dwarvish, Gnomish, Kobold, Goblin										

ELVEN FIGHTER 4					28 hp	AC 4(16)				
STR	DEX	CON	INT	WIS	CHA					
13	16	14	12	10	8					
Saving Throws										
DR/P	MW	TTS	DB	Spells						
11	12	12	14	14						
Weapons (Ascending Attack Bonus = +3)										
2 handed sword: +1 (1d10+1)										
Bow: +2 (1d6)										
Gear										
Chainmail, 2 Handed sword, Bow, Healing Potion										
To Hit										
AC	9	8	7	6	5	4	3	2	1	
Roll	8	9	10	11	12	13	14	15	16	
Special Abilities										
Infravision										
Find secret doors (2/6)										
No ghoul paralysis										
Languages: Elvish, Orc, Hobgoblin, Gnoll										

HALFLING THIEF 5					35 hp	AC 5(15)				
STR	DEX	CON	INT	WIS	CHA					
12	16	14	10	8	13					
Saving Throws										
DR/P	MW	TTS	DB	Spells						
6	7	8	10	10						
Weapons (Ascending Attack Bonus = +3)										
Short Sword: +0 (1d6)										
Dagger: +0 (1d4)										
Dagger, thrown: +3 (1d4)										
Backstab +4 to hit and double damage										
Gear										
Leather Armor, Short sword, 2 Daggers, Thieves tools, Healing Potion										
To Hit										
AC	9	8	7	6	5	4	3	2	1	
Roll	8	9	10	11	12	13	14	15	16	
Thieves' Abilities										
Open Locks (35%)					Climb (91%)					
Remove Traps (30%)					Hide in Shadows (53%)					
Pick Pockets (40%)					Hear Noise (50%)					
Move Silently (40%)										
Special Abilities										
-2 AC (large opponents), +1 ranged										
Hide Outdoors (90%)										
Hide Indoors (33%)										

Appendix 2: TOKENS PAGE

These tokens are provided for your convenience. Simply print them out, glue them to some thin cardboard, and you're ready to go.



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