

GUARDIANS OF ADELA

An Adventure for Character Levels 3 to 6

Compatible with Old School Fantasy Games Including Labyrinth Lord™



*A complete adventure that allows you to play six unique character classes.
May also be used with all standard classes as well.*



Labyrinth Lord
Compatible Product

TROUBLE AT TRUNK HILL

This supplement provides an adventure set in a unique location, and the chance to test-drive six character classes published by Sharp Mountain Games. FULL PREGENERATED CHARACTER SHEETS ARE PROVIDED. Also, all the new special abilities are explained right on the character sheets.

Here's what you get for your gold pieces:

- a base town and local personalities (NPC's)
- new monsters (stats and illustrations)
- 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!

GUARDIANS OF ADELA

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INTRODUCTION

Thank you for purchasing this product. This adventure gives you the opportunity to "test drive" some of the classes available from Sharp Mountain Games. However, **you don't need to purchase those supplements to play this adventure.** Pregenerated characters are provided in Appendix 1. Any new abilities are explained right on the character sheet. If you and your players really like them, full character class descriptions and character advancement charts are provided in the supplements. Also, pregenerated characters for the standard classes are presented as well for your convenience.

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. Also, your players can use their own characters if they prefer. Feel free to change any of the details about the adventure to make it fit with your current campaign.

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. For smaller parties, feel free to reduce the number of opponents.

Hit Points: For the pregenerated characters provided, maximum hit points were given for each character. Feel free to adjust that if you feel it is too generous.

BEFORE GETTING STARTED

Here's a brief description of the new classes. Full character sheets are in **Appendix 1**. Along with the standard races and classes, you can play:

ALIEN ELVES - These lost travelers closely resemble elves, pointed ears and all. However, in reality, they are visitors from another sphere, searching for a way back to their home. They are calm and logical in all situations, and quite skilled with mechanical devices. They possess the unique ability to stun opponents during combat.

CARVEN - These wooden constructs resemble living human statues. Their coloration ranges through all of the shades of wood. They are curious and inquisitive, often to a fault. They generally live apart from other species and can move quietly through wooded environments. They are skilled in healing and with potions.

FOREST GNOMES - Forest gnomes resemble tiny humans, standing only about two feet tall. They enjoy spending time with any good person, and have a puckish sense of humor. *Don't judge them by their size, however.* They are willing to fight bravely for their homes and comrades. In general, though, they prefer a clever solution to a violent one.

GAMBLERS - These humans love nothing more than the thrill of the game. In fact, some of them make the game their life: seeking out the greatest score through adventuring. They bring to a party their skills with games, traps, and generally sneaking around. They also possess great charisma, recognizing that negotiations or bluffs often allow everyone to keep their heads. Literally.

PALADINS OF SPACE - These humans are also stranded visitors from far, far away. They possess a unique and dangerous weapon, the Wave-Particle Sword. They have mystical abilities that help them in a number of situations.

WANDERWOODS - These living trees protect the forests and wildlife that surround Adela. The younger members of the species enjoy interacting with other races and will often adventure with them for a time. Wanderwoods stand between six and seven feet tall, and have branches for arms and a split trunk for legs. They are thoughtful in their actions, and respectful to others. However, they can be fierce in their response to those who would harm the natural world or peaceful creatures.

PART ONE: THE ABANDONED BARN

This adventure takes place near the base town of Adela. Adela is a thriving trade city, situated at the crossroads of the east-west Kingdom Highway, and the south-flowing River Candelon. The town sees numerous visitors, and is very accepting of diverse peoples. The party has been in town sometime, and grown quite fond of the locals. They act as special deputies of the Mayor, **Clifton DeGray**. They have

been charged with investigating strange occurrences, and dealing with criminals and evil beasts that trouble the town.

Recently, there have been a series of night burglaries along the Kingdom Highway. Travelers have been harassed and robbed by a group of human bandits, who are always accompanied by a strange, fierce beast. The party is charged with capturing these bandits (if possible) and returning any stolen goods to town. After some "persuasion" of the local lowlifes, you have tracked the bandits to an abandoned barn about a mile off of the road.

The barn is in disrepair. The two windows on the upper floor of sides of the barn have long been smashed. Some of the wall boards appear loose, though the main door has been recently repaired. The door is closed. There may be a back door to the barn, though the PC's won't know that without looking. There is light coming through the cracks in the walls, and low noise can be heard within. It is assumed that the party is hiding in the trees and brush about 20 meters from the barn. Tall weeds grow between the brush and the barn.

At this point, the players have several possible approaches. They are linked to areas on **Map 1**.

AREA 1: The main doors are closed, but not barred. No one is standing guard. If they players are reasonably quiet, they should be able to sneak through the grass and approach the doors. When they get close, they will hear voices within saying:

"Good operation we got going here."
 "I'll say, right Old Feathers?"
 "Look he's agreeing with you!"

Inside the barn, three bandits (**EOM**, **YRRAL**, **YELRUC**) and their leader **SLY TOM** are gathered around a small campfire cooking some rabbits. In the stall in the far northwest corner is a tame owlbear, **OLD FEATHERS**. As soon as they detect the party, Sly Tom will yell: "We've been discovered! Attack!" At this point, they will rush the party. Old Feathers will join in as well.

AREA 2: This is the rear entrance to the barn. There are rusty shovels, rakes, hoes, and milking buckets stored here. There is also a furry cloak and a hood that resembles a furry owl head. Though the door is

not locked, the GM may require a check to see if they can open the door silently.

AREA 3: The window will lead them to a hayloft. The edge of the hayloft is shown by the dotted lines on **Map 1**. They will hear the same conversation as in AREA 1., but will not be able to see Old Feathers. There are four bales of hay in the loft. They may be dropped as a ranged attack and do 1d4 damage if they hit.

If the party did not find the owlbear costume in AREA 2., place it here. It will hopefully be a fun red herring for them.

BANDIT (1 HD)					5 hp	AC 8 (12)				
#At 1, DMG 1d6, Save F1, ML 7, XP 10										
AC	9	8	7	6	5	4	3	2	1	
To Hit	10	11	12	13	14	15	16	17	18	

BANDIT LEADER (2 HD)						9 hp	AC 7 (13)			
#At 1, DMG 1d6, Save F2, ML 9, XP 20										
AC	9	8	7	6	5	4	3	2	1	
To Hit	10	11	12	13	14	15	16	17	18	

OWLBEAR (5 HD)					22 hp	AC 5 (15)				
#At 3 + hug, DMG 1d8/1d8/1d8 + 2d8, Save F5, ML 9, XP 175										
AC	9	8	7	6	5	4	3	2	1	
To Hit	6	7	8	9	10	11	12	13	14	



After (hopefully) dealing with the bandits and Old Feathers, the party may wish to question the bandits. They will talk if there is any hope of them being released (or at least not further harmed). They will admit to have been robbing people on the main road, using the owlbear to scare them. Occasionally they used the owlbear costume when the beast was not in a cooperative mood. (Old Feathers was found abandoned as a cub and Sly Tom raised him.)

If there are any wanderwoods or carven in the party, Sly Tom or one of the other bandits will say "I'm surprised to see you still awake and moving." If further pressed, they will admit that they have heard rumors that the "tree people" are no longer active in the forests of Adela.

The bandits have a great deal of money and jewels stolen from their victims. It is worth about 300 gp total. In addition there are 2 healing potions among the loot, and one potion of *Haste*.

PART TWO: IN ADELA

When the party returns to town, they can remand their prisoners to **Merovic**, head of the town guard. He thanks the party, then hustles the criminals away harshly (think Barney Fife). He will be more subdued and frightened if the party brings Old Feathers back alive with them. Also, he will ask if the party brought back any stolen loot, and offers to secure it until it can be returned to its rightful owners. As part of their reward, the party is allowed to keep any potions they found. As Merovic leaves, he informs them that **Mayor DeGray** wishes to see them as soon as they clean up.

The party will meet Mayor DeGray in his office in the town hall building. It is a small but well-furnished room behind a large, general purpose room. He is a slender man with graying hair and a neatly trimmed beard. He has a quiet, pleasant voice and smiles when he sees the party. He tells them how pleased he is that they took care of the bandits and pays each of them 100 gp as reward.

With the mayor is a younger woman that the party may have seen around town before. She has auburn hair, and wears clothing suitable for travelling through the forests. Mayor DeGray introduces her as **Forthwind**, a local wood carver and artisan. She has some disturbing news from the forest north of Adela that he would like the party to look into.

Forthwind speaks with a confidence beyond her years. She tells the party that she often travels the

forests in search of wood for her carvings. The great forest to the north is home to wanderwoods who act as sentinels. They keep watch against the ogres who would move south against Adela and the surrounding lands. Forthwind often converses with the wanderwoods, and they show her which trees are safe to cut, and which should be left alone.



Mayor Clifton DeGray

On her most recent trip, she found the wanderwoods in the forest still and unresponsive, as if they had fallen into a deep sleep. **Leafton**, her closest friend among the wanderwoods was among them. Also, **Elmheart**, the leader of the wanderwoods was nowhere to be found. There was a strange smoky smell throughout the woods as well. She believes it is coming from the north, possibly from vicinity of Trunk Hill. Most believe Trunk Hill is the petrified trunk of an ancient tree.

Mayor DeGray asks the party to accompany Forthwind to the forest where she can show them the stilled wanderwoods. He is worried that a spell has been cast on the wanderwoods in preparation for an ogre invasion. He offers each party member 500 gp

for the completion of the mission. If asked, he will be willing to forward the party 100 gp for supplies.



Forthwind

As further incentive, some in the party may have a personal connection with the wanderwoods. Any wanderwood in the party may be related to Leafon. Gnomes or carven in the party may have lived in the woods protected by Leafon, Elmheart, and the other wanderwoods. Alien Elves, Paladins of Space, or Gamblers may have met them in their travels. GM's might even ask the players to suggest a connection between the wanderwoods and themselves.

GM's NOTE: Forthwind can easily be promoted to a player character. Simply use the Fighter or Cleric character sheet provided in Appendix One. She might also accompany the party as an NPC.

Forthwind offers to lead the party to Leafon's dwelling first thing in the morning. This will allow them time for healing, shopping, and perhaps a bit of "asking around town." Gamblers may wish to try

their hand at increasing the amount they have to spend in town. All mundane items, including standard weapons are available for purchase, though magic items and armor are not.

Below are descriptions of several personalities in town. A rumor table follows their descriptions. Feel free to add to the rumor table if you like.

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

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 provide 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.

Crocetta – Crocetta is Arnie's sister-in-law and she actually owns the Lost Goat Inn. (She bailed it out when Arnie almost lost it betting on owlbear races). She is about 45 years old, with coal-black hair and a perpetual scowl on her face. Players will have a hard time getting much information out of her unless they slide a few gold coins in her direction.

Muriel Oldmen – Muriel is the town apothecary, and spends many hours collecting herbs and plants for her medicines. She is in her 50's, but is still quite spry thanks to her frequent wanderings. She is cautious with strangers, but not unfriendly. If players explain their situation and perhaps agree to buy some medicines from her, she may be willing to give them information or directions. Her medicines are not true healing potions, but each PC can buy one vial of medicine that heals 1d4 points of damage.

Walter the Bald – Walter the Bald is a slender man in his mid-thirties. He had a brown beard and long, flowing hair. He is a hunter, and knows the local woods quite well. He will act as a guide, but only if they agree to pay him 100 gp. He is not mean or nasty, but will not agree to help them unless he is well paid.

Poppy Dan – Dan is the town blacksmith. He is a short, squat man with massive forearms. He is never without his pipe and squints a bit in one eye. He has many common weapons in stock, and can repair most armor in a day or two. Custom weapons and armor will take several weeks to fashion.

RUMOR TABLE

- Strange footprints can be found in the forest.
- Numerous beings have been coming and going near Trunk Hill.
- Wanderwoods have beaten and killed ogres in the past.
- An old man and a young woman were in town asking about Trunk Hill about a month ago.
- A troll was seen by a farmer just north of town. (FALSE)
- The ogres are in league with a small dragon that is causing the smoke. (FALSE)
- There are undead zombies all throughout Trunk Hill. (FALSE)
- A vampire stalks the northern woods. (FALSE)

Once the PC's have spent the evening in town, it's time to head out.

PART THREE: NEAR LEAFTON'S DWELLING

The encounters in this section occur on **Map 2**. The following morning Forthwind will lead the party on an all-day hike into the wooded hills north of Adela. The days grows warm, though the breeze picks up as they gain altitude. The trees increase in size and density the farther they travel from Adela, their shadows dimming even the sun.

As the party hikes through the woods, they will occasionally hear the snaps of twigs and branches. The location of the noises will be difficult to place. Once or twice they will also hear the sound of wood knocking against wood. At several points on the path, they will see large footprints. Some appear to be barefoot, and others clad in sandals or boots. Though it has not rained recently, players may still attempt to track the footprints. If they are successful, proceed directly to the sasquatch encounter described later on this page.

About 5 PM, they will approach a clearing (Area 1.) near a large pond. In the middle of the clearing is a large hole surrounded by dirt. Large clay pots and

their lids lie broken and smashed all around. A stone fireplace has also been smashed.

Forthwind will be very upset upon entering the clearing. The hole is where Leafon would root herself for contemplation. The pots and fireplace were hers as well. If the party examines the area, they will see heavy footprints leading to the north. It looks as though a number of beings tramped through here recently. Before they are able to proceed from the clearing, they will hear the sound of something approaching from the south, north and west. Give the players one round to prepare themselves.

After that round, four large hairy creatures (sasquatches) will emerge from the brush. They will grunt at the party and will have their arms raised halfway. Their fingers are curled, but not made into fists. They have a slightly smoky smell about them, like hot ham juice.

If the party attacks the sasquatches, they will fight for one round and then try to retreat. If the party is friendly or at least non-confrontational, they wave their arms and point repeatedly to the northwest. They will pat the PC's on the back to encourage them in that direction. Characters who are able to speak sasquatch or who cast a spell (generous GM's might even allow *Speak with Animals* to work), will be able to understand the words "Ogre" and "Tree-being." With a successful CHARISMA check, party members may even be able to convince the sasquatches to accompany them, though they are quite noisy moving through the brush. The sasquatches will only accompany the party to show them the ogres; they will not take part in any combat. . (It is the players' show, after all).



SASQUATCH (4+4 HD)					22 hp	AC 6 (14)				
#At 2(claws), DMG 1d6/1d6, Save F4, ML 8, XP 125										
AC	9	8	7	6	5	4	3	2	1	
To Hit	6	7	8	9	10	11	12	13	14	

Just up the path (Area 2), the PC's will hear several large creatures grunting on the bank above them. The party may be able to use the difference in elevation to their advantage.

Up on the path, four ogres are carrying an 8-10 foot tree that has been recently uprooted. Dirt still clings to the roots. Forthwind (and possibly some of the PC's) will recognize this tree as Leafton. Once the ogres are aware of the party, they will drop Leafton and attack. They will not fight to the death, and will try to flee if things are not going their way.

OGRE (4+1 HD)					19 hp	AC 7(13)				
#At 1 (club), DMG 2d6, Save F4, ML 10, XP 125										
AC	9	8	7	6	5	4	3	2	1	
To Hit	6	7	8	9	10	11	12	13	14	

If any ogres are captured, they will try to bargain for their release. They have 53 gp among them. If that doesn't work, they will try to trade information for their freedom. Their leader, **Tunmud**, speaks a little common. Other possible names for the ogres include **Skurm**, and **Broketusk**, and they are members of the Sharp Axe tribe. They will claim that they work for the alchemist **Karkano**, bringing stilled wanderwoods to Trunk Hill. Since the wanderwoods have long fought against ogres, they were more than happy to take the job.

They are not sure what is happening to the wanderwoods inside, as a different tribe, the Blood Hands, does the inside work. If pressed further, they will admit that they hope to march on Adela once all the wanderwoods are stilled. They don't know **Karkano**'s plan, but have heard rumors from the other tribe that he is performing forbidden rituals inside Trunk Hill.

In terms of reward, the ogre clubs are too heavy to be of much use to the party. However, they do have the aforementioned 53 gp, and a sack. Inside the sack are four bottles of wanderwood tonic. They bottles are made of clay and are wax-sealed with wooden stoppers. The tonic has a grassy taste and an oily texture, but will heal 1d6 hit points of damage. Multiple doses may be consumed by a single character.



Leafton

Leafton will be quite groggy and unable to say more than a few words. She will say "Trunk Hill, dragging us there." She will also say "Elmheart," "Karkano," and "abominations." She will also make reference to "Stone Trunks, beware," though she will not be able to provide any further information on them. If the PC's are concerned about Leafton's survival, have her whisper, "Come back for me, but go quickly. Go now." The party may wish to place her roots in the pond near her home to help provide nourishment.

GM's Note: If a replacement or additional party member is needed, simply declare that Leafton's condition is not as bad as feared. Use the wanderwood character sheet provided in Appendix 1, changing the gender if you like. Also, if the party is particularly small, she may accompany them as an NPC. In that case, reduce her height to about eight feet tall so that she can fit inside Trunk Hill later.

After the party has completed this encounter, they can proceed directly to Trunk Hill without incident.

PART FOUR: TRUNK HILL, LEVEL ONE (Map 3)

AREA 1: The way to Trunk Hill is wooded, but a number of recent paths have been roughly cleared. The hill itself is sandstone in color, and stands about 90 feet tall. It appears to be the remains of a petrified tree, with large rocks at the bottom resembling roots. There is thick dark smoke coming from the roof of the formation. Any wanderwood or carven in the party will feel a sense of unease from the smoke, but will suffer no physical or mental penalties. An entrance is visible just behind a large boulder. The tree line will provide the party cover, and the ground between the forest and the entrance is covered with tall weeds and scrub trees. Two large ogres are milling about there. Both are carrying large clubs.



As soon as the party is spotted the ogre guards will rush to attack, calling out two more that are stationed just inside the doorway. If the party makes a reasonable effort at stealth they may be able to get a surprise round on the ogre guards.

If the ogres are captured, they will also bargain for their lives. They will tell the party that the fire is coming from the top level of Trunk Hill, and the Karkano is there conducting his experiments as well. They aren't allowed upstairs that often, so they are not sure how far along he is with his experiments.

The ogres have nothing of value on them.

AREA 2: This is the rear entrance to Trunk Hill. The passageway is only about five feet wide and eight feet tall. The walls are rough, as though it were dug as an

afterthought, and small stone rubble lines the floor. Two party members may walk abreast, except for wanderwoods who must walk single-file. It leads to Area 5.

AREA 3: As the party enters Trunk Hill, they will find most areas feature roughly smoothed walls and floors. The ceilings are quite high, generally 15 to 20 feet tall. All exterior facing walls have air vents drilled into them at a height of about 6 feet. These provide ventilation and a small amount of light. Interior rooms are unlit. The room that is AREA 3 is a small storeroom. Inside are a number of saws, axes, and hooks and chains. They have little monetary value, but clever PC's may still find some use for them.

AREA 4: This room is gated and serves as an enclosure for eight sheep. The metal gate is not locked, merely latched. The sheep will bleat loudly if anyone enters the enclosure. This will attract the ogres from Area 5. in two rounds. However, if the gate is opened, the sheep will immediately run into the hall and may be used as a distraction.

AREA 5: Five ogres are sitting around a fire in the center of this room. They are intensely engaged in the process of cooking a sheep. These ogres have large swords, leather armor, and seem a bit cleaner than the ogres from **Leafton's** clearing. They will still attack if the party is spotted or heard.

*GM's Note: Play these ogres as a bit more refined than previous ogres. They all speak Common well, and have names such as **Eurog**, **Edvarth**, and **Jacorth**.*

If captured or charmed, they will inform the party that **Dr. Karkano** has a female associate, **Akartha**, who works upstairs and assists him in his experiments. They know very little of his ultimate plans, and rotate shifts with their comrades to keep the fire burning on the top of the formation. They know that there are 5 more ogres up on the roof.

The ogres' swords are not well made and are worth about 20 gp each. The ogres have about 65 gp among them all, and the leader, Eurog, has a small gem worth 150 gp. They also have flasks of whiskey, dice, and little metal figurines. Eurog possesses a map

that show where they believe all the wanderwoods in the area dwell.

AREA 6: In this are two large piles of ground stone the same color as Trunk Hill itself, though with a bit of sand and lime mixed with it. In the northern corner of the room are two large stone tree trunks and two broken stone trunks. Closer to the piles are two upright stone tree stumps. They stand about 4 feet tall, and appear to be made of a concrete the same color as the stone piles. They have two thick arms and a rough face carved on the front.

These two “Stumpers” will remain still until some members of the party enter the room. They will then shuffle towards the PC’s, flailing their arms to attack. A strange grating noise comes from their “mouths”, like large rocks being scraped together. If the ogres at the main entrance or in AREA 5 were not dealt with previously, they will arrive 2 rounds after the noise begins.

STUMPERS

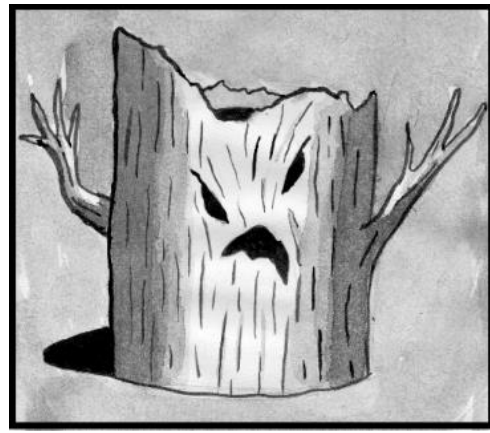
Armor Class: 4 (16)
 Hit Dice: 4 (20 hp)
 Attacks: 2 flails
 Damage: 1d6/1d6
 Move: 60'(20')
 No. Appearing: 1d3
 Save As: F4
 Morale: 12
 Treasure Type: none
 XP: 75

Stumpers are animated concrete creatures shaped like a tree stump. However, they are failed experiments, and flail around wildly when anyone is in the area. Their aim is poor, which is reflected in their attack chart.

They are immune to *sleep* and *charm*, and, *hold* spells.

AC	9	8	7	6	5	4	3	2	1
To Hit	9	10	11	12	13	14	15	16	17

AREA 7: The passageway slopes upward. There are steps worn smooth over the centuries. On both walls there are holes at about 2 foot intervals. They are randomly spaced from about 1 foot from the ground to 5 feet from the ground. The holds are clearly visible, even in dim light.



Though the PC’s won’t know this, the holes are shard traps. If any character steps in front of them, a shard of rock will be propelled like an arrowhead. They must attempt a SAVING THROW VS. DEATH RAY or take 1d6 damage from the shard. They must make three throws to make it to the top of the stairs.

The party may try to trip the shard by using rocks or by poking ahead with a pole. In that case, reduce their chance of tripping the trap to 1 in 6. If they trip the trap in this case, they must make a successful DEXTERITY check to avoid taking damage. (This reflects that they are aware of the danger.) Other methods may work at the GM’s discretion. At the top of the stairs, a successful FIND SECRET DOORS or FIND/REMOVE TRAPS roll will reveal a switch hidden among the rocks on the right side of the passage. This will disable all traps.

AREA 8: This is Dr. Karkano’s chambers. The walls are the same as the hallway and are without adornment. The characters will see:

- a bed (unmade, with worn clothes draped on the bottom of it)
- a chair and desk (locked)
- two wooden chests (unlocked)
- a wardrobe (locked and trapped)

The two chests are unlocked and contain men’s clothing and personal items. The desk and the other chest are locked.

The desk is not trapped. It contains plans written in a coded script. Allow characters an INTELLIGENCE check to see if they can decipher the script. The papers include maps, and a plan for a march on the king’s capital to the east. The number of

arrows on the plan increases every time the path crosses a forest. Scribbled at the bottom of the plan in common are the words: "Let the ogres keep Adela. Bigger plans, bigger plans."

The wardrobe is locked and trapped. If the trap is sprung, any characters within five feet must make a successful SAVING THROW VS. DRAGON BREATH, or be covered by a foul smelling, green colored gas. The gas is harmless, but makes a skunk smell like roses by comparison. This smell will last 24 hours and prevent the victim from surprising anyone during that time. Inside the chest are two healing potions, and a potion of *Invisibility*. It functions exactly like the spell of the same name.

AREA 9: This is the bathroom. There are both men's and women's robes in here. If characters wish to scrub off the smell from the chest in AREA 8, allow magic-users (or others at the GM's discretion) an INTELLIGENCE check to determine how to get water from the spigots. They are magical and can pump water from the ground. PC's who wash won't be able to get rid of the smell entirely, but will be able to surprise opponents with a 1 in 6 chance.

AREA 10: This room features steps that lead down into a chamber whose floor is coated with rocky rubble, and black-gray dust. In the far corner of the room is a dark pit. The ground leading up the pit is quite steep. When characters get within a few feet of the pit, they will hear a scraping sound from below. The sound appears to be getting louder.

If characters begin to climb down or poke around, they will provoke the **Atorra** who live in that hole. They mine deeply for the dust that is used for the fire, thought the PC's will not know that yet. Two atorra will come out. If the players do not attract the atorra, it will follow them up the stairs later. They will attack if the PC's do battle with the ogres guarding Akartha's lab (MAP 4, AREAS 1 and 2).

ATORRA

Armor Class: 3 (17)
 Hit Dice: 6**(27 hp)
 Attacks: 3 (two silicate blobs, 1 ram)
 Damage: 1d8/1d8/1d4
 Move: 120'(40')
 No. Appearing: 1-3
 Save As: F6
 Morale: 9

Treasure Type: none

XP: 755

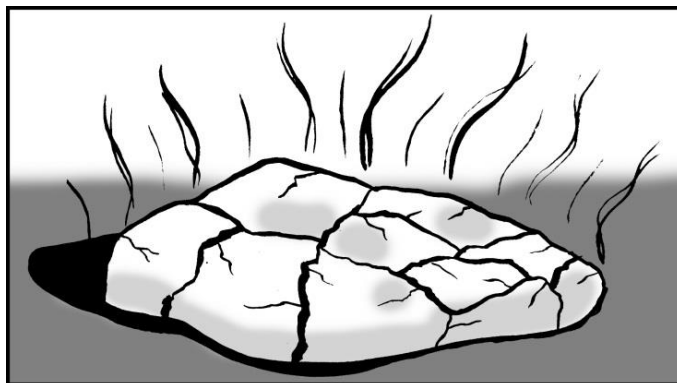
Atorra are a species of living rock creatures. They resemble a pearlescent bead of glass. They can grow to the size of a large desk, and have the approximate intelligence of a dog. They move by melting the stone underneath them. If they are in an environment where there is no stone, they can melt some of their own bodies to move for about an hour. They can be trained as attack beasts.

They live on a diet of minerals that they absorb through their underside. To reproduce, they lay eggs that look like smooth river stones about the size of a melon. When the stone hatches, it cracks and turns itself inside out, revealing the outer glass-like surface. They gradually become more translucent with age.

Atorra have three attacks. They can "spit" two melted silicate blobs in any direction and at two different targets. The blobs have a range of 30'. If an opponent is hit by a blob, they must also make a SAVING THROW vs. DEATH RAY. If they fail this save, the blob sticks to them and does 1d4 continuing damage for 5 rounds. The effect can be negated by pouring water on the silicate blob, which takes a full round. Players may also jump in any nearby water to stop the effect. Also, the atorra will ram any party member within 50' to do damage.

They are immune to *Sleep* spells

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



Atorra

AREA 11: This room serves as Akartha's Chambers. There is a faint odor of lilacs in the room. The room contains:

- A desk and chair (unlocked)
- A painting of bearded man with the signature “From Raeus, with love.”
- A wardrobe (locked)
- A fireplace and chair
- A large bathing tub

The desk contains notebooks and writing instruments. The notebooks will require an INTELLIGENCE check to understand the concepts. On a successful check, the PC will know that they describe alchemical experiments designed to bring stone to life.

The wardrobe is locked, but not trapped. Inside are women’s clothes and a second locked box. The inner box is trapped with a knife edge that pops out if the lock is picked. If a character fails a SAVING THROW VS. DEATH RAY, they will take 1d4 damage from the knife blade. The inner box contains jewelry worth 500 gp and a potion of *Ventriloquism*.

AREA 12: In this room are numerous piles of black-gray dust, two wheelbarrows, and three shovels. Upon entering the room, all characters will feel sick and dizzy. If they leave the room immediately, they will suffer no further effects. However, if they try to investigate the room further or remove anything, they must make a SAVING THROW VS. POISON. On a failed roll, wanderwood and carven characters are knocked out until they are taken from the room. All others who fail their roll suffer a -1 penalty while in the room.

AREA 13: This is the stairway to level two. The walls are smooth, except for the ventilation holes.

PART FIVE: TRUNK HILL, LEVEL TWO (Map 4)

AREA 1: An ogre is sleeping on a stool outside a doorway. His club rests on the ground next to him. While observing the ogre, the party will hear a scraping, slushing sound from the stairway. These are the two atorra from AREA 10 (unless they were dispatched previously). They will take two rounds to reach the party, and will follow them into the lab if the party proceeds to AREA 2.

The ogre carries nothing of value, but knows that there are three other ogres tending the fire in AREA 4.

AREA 2: Before entering this room, characters will hear a woman’s voice from within. It is saying, “Who’s mommy’s good little boy? You are, aren’t you?”

In this room are lab benches and chemical cabinets. Beakers and flasks sit bubbling on the benchtops. A gated area is in the far corner of the room. The gate is iron, open, and about three feet tall (much like a baby gate.) An attractive young woman with brown hair is near the open gate, feeding glass crystals to another atorra.

Once detected, **Akartha** will fire a magic missile (she gets two because of her level), and flee towards the secret door in AREA 3. The atorra will attack, as will the ogre from AREA 1 and the two atorra from below (unless previously killed or taken care of).

AKARTHA (4 HD) 16 hp AC 8(12)
#At 1, DMG 1d4 (Dagger), Save MU 4, ML 9

Spells available:

- ☐ Magic Missile(2) ☐ Mirror Image
- ☐ Magic Missile(2) ☐ Invisibility

AC	9	8	7	6	5	4	3	2	1
To Hit	10	11	12	13	14	15	16	17	18



Akartha

If captured, **Akartha** will cry out to warn her father. If pressed, she will reveal that they are close to finding a way to animating **Stone Trunks**. Stone Trunks are petrified ancestors of the wanderwoods, though they are much more violent. **Dr. Karkano** is hoping to use them to march on the capital and install himself as king. “And I will be a *princess!*” Akartha continues. She will beg to be let go, claiming her only interest was the atorra, whom she finds adorable.

She has nothing of value on her, but the lab contains numerous bottles of acids, bases, and flammable oils.

AREA 3: This is a secret passage to AREA 5. It is quite narrow, and characters will have to walk through here single file.

AREA 4: This chamber is open to the sky. A large fire blazes in the center. More piles of the black-gray dust are in this room, as are two piles of logs. These logs are not stilled wanderwoods. Three ogres are tending the fire and will attack once they become aware of the party. Luckily there is a strong updraft, so wanderwood and carven characters will be safe in this room. The ogres have nothing of value, and will not know what is occurring in AREA 5. They do know that there is one wanderwood in there with Dr. Karkano.

AREA 5: Stairs lead up to a larger room that is also open to the sky. A large wanderwood, Elmheart, is strapped to a stone table, large hoses puncturing his body as something drips into pots below them. There are other pots near the secret passage from AREA 3. A thin, bald man wearing a black lab apron and black rubber gloves is tending to Elmheart. Two large black rock trees are also in the room. These are the animated Stone Trunks.

The Stone Trunks will attack the party at first site. Dr. Karkano will cry “NO!!!! I’M SO CLOSE!!!” and will lead off with a *fireball*. He will flee up the stairs to the elevated podium at the south end of the room. The Stone Trunks make a moaning sound like rocks falling down a deep crevice. They will fight to the death.

If captured, Dr. Karkano will admit to his plans. He will bargain to be let go, offering to heal Elmheart with the wanderwood sap that is found in the pots near the secret passage.



Dr. Karkano

DR. KARKANO (5 HD) 20 hp AC 6/3(14/17)
#At 1, DMG 1d4 (Dagger), Save MU 5, ML 9

Spells available:

- ☐ Shield (already cast) ☐ Web
☐ Magic Missile ☐ Levitate
☐ Fireball (3d6)

AC	9	8	7	6	5	4	3	2	1
To Hit	10	11	12	13	14	15	16	17	18

STONE TRUNKS

Armor Class: 3 (17)
Hit Dice: 8*(36 hp)
Attacks: 2 fists
Damage: 2d6/2d6
Move: 60'(20')
No. Appearing: 1d3
Save As: F8
Morale: 12
Treasure Type: none
XP: 1200

Stone trunks are the petrified remains of a more primitive form of wanderwood. They can be animated from the essence of a living wanderwood through an obscure alchemical process. While not as strong as a stone golem, they are still formidable foes. In life, they were more aggressive than modern wanderwoods, and often serve as soldiers or guards to their reanimators. They are completely loyal to them, and will fight to the death.

They are immune to *sleep* and *charm* spells.

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



STONE TRUNK

CONCLUDING THE ADVENTURE

Elmheart will be extremely grateful if the party was able to put a stop to Karkano's plans. He will be a strong ally in the future, and may be a good way to provide them with their next adventure hook.

Forthwind will also be extremely grateful and can be a source of information and plot hooks for future adventures in the forests and mountains around Adela.

The party will of course receive their reward from Mayor DeGray. They may even be asked to stay on to act as deputies for the town. They would be in charge of dealing with threats beyond the capabilities of the local guards.

EXTENDING THE ADVENTURE

Here are several thoughts on extending this adventure.

Dr. Karkano may have left notes about the location of a "graveyard" of stone trunks. Also, the party may be able to extract the location of the graveyard from either him or Arkatha. It is located in a deep cavern that has recently been occupied by an orc tribe. The party could be hired by the town to clear out the cavern so that the stone trunks may be recovered and secured.

Upon returning home, they may find that other atorra have reached the surface, and are consuming stockpiles of minerals near a dwarf mine. The party will be hired to track down the atorra's entrance to the surface and seal it. Of course, it's possible that the atorra may be acting under the orders of some intelligent foe.

The wanderwoods would like to have an antidote to the sleeping smoke should it ever happen again. There are legends that a potion can be brewed to this effect. However, one of the components is a rare herb that can only be found deep in a dark part of the forest. This part of the forest is overrun with ogres and other humanoids that are supposedly uniting around a powerful sorcerer or shaman. Elmheart will ask the party if they would be willing to take on this noble task.

Again, thanks 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

CARVEN 5					44 hp	AC 7 (13)			
STR	DEX	CON	INT	WIS	CHA				
12	13	14	16	10	8				
Saving Throws									
DR/P	MW	TTS	DB	Spells					
9	10	11	11	8					
Weapons (Ascending Attack Bonus = +3)									
Sword: +1 (1d8+1)									
Bow: +0 (1d6)									
Gear									
Leather Armor, 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/Restrictions									
LIMITED HEALING Carven gain only half the hit points (round up) from healing potions crafted for the other races. This restriction does not apply to healing spells, or to potions crafted specifically for plants and trees.									
FLAMMABLE If they are hit with a fire based attack, they must make a <i>Saving Throw</i> vs. <i>Dragon Breath</i> or catch on fire. This inflicts an additional 1d4 of damage each subsequent round until extinguished. It is a full round action to extinguish the fire.									
SCOUT (45%) In a forest or other natural environment, they may scout ahead of the party undetected provided they are wearing leather armor or less.									
IDENTIFY POTIONS (40%) Carven have the innate ability to identify potions by tasting just a drop. The potion will have no effect on the Carven, whether the roll is a success or a failure.									
Languages: <i>Treant, Ogre</i>									

ALIEN ELF 5						44 hp	AC 4			
STR	DEX	CON	INT	WIS	CHA					
12	13	14	16	10	8					
Saving Throws										
DR/P	MW	TTS	DB	Spells						
10	11	11	13	10						
Weapons (Ascending Attack Bonus = +3)										
Sword: +0 (1d8)										
Bow: +1 (1d6)										
Gear										
Chain Mail Armor, 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/Restrictions										
<u>VEGETARIAN</u> If you eat meat, make a SAVING THROW VS. POISON or suffer a -2 penalty to all ABILITY CHECKS, SAVING THROWS and ATTACK ROLLS until you get a full night's rest.										
<u>HEALING SLEEP</u> You gain 1d6 hit points by putting themselves into an 8 hour trance as their normal nightly rest. If awakened early, they do not receive this benefit.										
<u>PARALYZING ATTACK (-2)</u> You can deliver a shock with your fingers. The opponent must make a SAVING THROW VS. PARALYSIS or collapse for 1d4 turns. If you are reasonably able to sneak up on an opponent <i>before</i> combat begins, make the Paralyzing Attack as a standard melee attack. If used during combat, you attack with a -2 penalty.										
<u>MIND READ (-2)</u> If a subject is unwilling, they make a SAVING THROW VS. SPELLS to resist the effect. If a subject you try to permanently change their memories.										
<u>JURY RIG (50%)</u> You may use simple materials to make weapons, tools, or devices. The devices must be within reason, and the GM has the final say.										
Languages: <i>Elvish, Orc</i>										

FOREST GNOME 5					35 hp AC 6 (14)				
STR	DEX	CON	INT	WIS	CHA				
10	14	16	11	9	10				
Saving Throws									
DR/P	MW	TTS	DB	Spells					
9	10	10	9	12					
Weapons (Ascending Attack Bonus = +3)									
Small Sword: +0 (1d4)									
Small bow: +1 (1d4)									
Gear									
Leather Armor, Small Sword, Small 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									
ANIMAL FRIENDSHIP Forest gnomes can communicate simple commands to natural animals (not monsters), and understand what the animal has seen or experienced within the last 1d6 hours. This understanding is at the animal's level, not the gnome's. The animal will bear the gnome in wild areas, but will not fight or enter a dungeon, cave, or city.									
LOW LIGHT VISION Forest gnomes can see as well at night as they can during the day. There must be some ambient light present.									
HIDING (90%, 50%) A forest gnome can hide outdoors with a 90% success rate. Indoors, the chance is 50%.									
TRACKING (46%) A forest gnome's sense of smell is far superior to that of other races. They can track animals and sentient beings for up to 24 hours.									
HEALING REMEDIES (1d6) Given a half an hour, they can locate and prepare healing treatments. They can prepare one does that heals 1d6 hit points per day.									
Languages: Common, Gnomish, Troll									

GAMBLER 5					30 hp	AC 6			
STR	DEX	CON	INT	WIS	CHA				
12	13	10	14	8	16				
Saving Throws									
DR/P	MW	TTS	DB	Spells					
12	13	11	14	13					
Weapons (Ascending Attack Bonus = +3)									
Sword: +0 (1d8)									
Dagger: +0 (1d4), +1(1d4) if thrown									
Gear									
Leather Armor, Sword, 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									
<u>GAMBLING (50%)</u> If the opportunity presents itself to gamble, the Gambler may attempt a percentile roll once per day. On a successful roll, they win 5d20 gp. If they lose, they lose half the amount of the roll. This assumes they “know when to fold ‘em” before losing it all									
They also may “go for broke” once per day. In that case, they win ten times the amount of the roll. If they lose, they lose the <i>entire</i> amount they would have won. Gamblers <i>must</i> have at least the total amount they could lose to consider “going for broke.”									
<u>CON/DETECT LIES (50%)</u> Gamblers are very adept at both telling lies and detecting them in others.									
<u>THIEVES SKILLS</u>									
Move Silently (40%)									
Hide in Shadows (30%)									
Remove Traps (30%)									
Languages: Common, Goblin									

PALADIN OF SPACE 5						30 hp	AC 5(15)				
STR	DEX	CON	INT	WIS	CHA						
13	12	10	12	13	12						
Saving Throws											
DRP	MW	TTS	DB	Spells							
10	11	12	13	14							
Weapons (Ascending Attack Bonus = +4)											
Wave-Particle Sword: +1 (2d6)											
Gear											
Wave-Particle Sword, bag of tools, healing potion											
To Hit											
AC	9	8	7	6	5	4	3	2	1		
Roll	7	8	9	10	11	12	13	14	15		
Special Abilities											
UNERRING SHOT Once per day make one ranged shot or melee attack automatically. May be used even if blinded or blindfolded.											
UNSEEN REACH Once per day, move an object or draw it into your hands. The object must be within 60' and may weigh up to 100 pounds. Hands must be free and you can maintain the hold only if undisturbed. If you throw things at an opponent, they must make DEXTERITY check or be knocked to the ground. They must spend their movement action the following round standing up. The DEXTERITY check is made if the Paladin of Space is trying to lift them off the ground. They may lift a human sized opponent 10' off the ground. Unseen Reach may also be used to choke an opponent. This results in one BURDEN for a non-lethal choke, and three BURDENS for a lethal action.											
MINOR CHARM Once per day you may affect the mind of any human or human-like creature. They must be within 20' or the charm will fade. The target gets to make a SAVING THROW VS. SPELLS. If they fail, they will believe whatever the Paladin tells them or obey very simple commands. They will not harm themselves or another being. Physical or magical attacks break the effect. The effect lasts for one hour. You are immune to Charm spells.											

WANDERWOOD 5					44 hp	AC 5(15)				
<i>STR</i>	<i>DEX</i>	<i>CON</i>	<i>INT</i>	<i>WIS</i>	<i>CHA</i>					
13	8	16	14	12	10					
Saving Throws										
<i>DR/P</i>	<i>MW</i>	<i>TTS</i>		<i>DB</i>	<i>Spells</i>					
10	9	11		13	7					
Weapons (Ascending Attack Bonus = +3)										
Great Staff: +1 (1d6+1)										
Sling: -1 (1d4)										
Gear										
Great Staff, Sling, Sling Stones, Pouch										
To Hit										
AC	9	8	7	6	5	4	3	2	1	
Roll	8	9	10	11	12	13	14	15	16	
Special Abilities/Restrictions										
<u>PHOTOSYNTHETIC</u> A Wanderwood must have sunlight and water at least once every two days. For each day after the second that they go without either, they suffer a -2 penalty to all rolls. The following day the penalty increases to -4, and increases by two each successive day. A Light spell can supplement for sunlight if necessary, but torchlight and lanterns cannot.										
<u>FLAMMABLE</u> If they are hit with a fire based attack, they must make a <i>Saving Throw</i> vs. <i>Dragon Breath</i> or catch on fire. This inflicts an additional 1d4 of damage each subsequent round until extinguished. It is a full round action to extinguish the fire.										
<u>HIDING (95%)</u> They may hide in a wooded area with a 95% success rate.										
<u>TRACKING (50%, 40%)</u> Wanderwoods are quite adept at reading the patterns of leaves, branches, and soil. They can determine whether a being has passed a certain way within the last several days. In an urban or indoor setting, they should roll two levels lower when using this ability. They may use this same ability to hide in a forested environment.										
<u>HEALING HERB(2X 1d4)</u> Two treatments that heal 1d4 hit points each may be prepared per day. The wanderwood must have a half an hour and a natural environment to find the proper herbs.										
Languages: <i>Dryad</i>										

The following standard classes are presented for you to use as well

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									

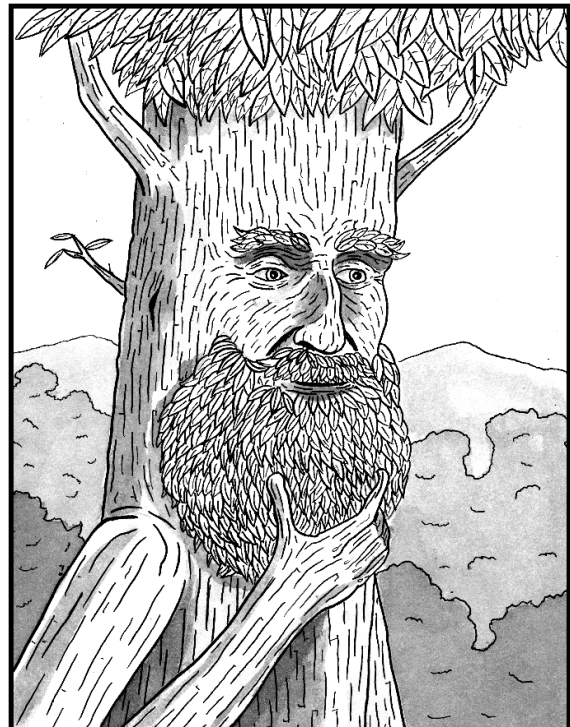
DWARF 4					36 hp	AC 5(15)				
STR	DEX	CON	INT	WIS	CHA					
16	12	14	10	13	8					
Saving Throws										
P/DR	MW	TTS	DB	Spells						
6	7	8	10	10						
Weapons (Ascending Attack Bonus = +3)										
2-handed Axe: +2 (1d8+2)										
Dagger: +2 (1d4+2)										
Dagger, thrown: +0 (1d4)										
Gear										
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: <i>Dwarvish, Gnomish, Kobold</i>										

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				
Saving Throws									
<i>P/DR</i>	<i>MW</i>	<i>TTS</i>	<i>DB</i>	<i>Spells</i>					
6	7	8	10	10					
Weapons (Ascending Attack Bonus = +3)									
Short sword: -1 (1d6-1)									
Bow: +1 (1d6)									
Gear									
Chainmail, Short sword, Bow, Marbles, 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									
-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)				
STR	DEX	CON	INT	WIS	CHA					
12	16	14	10	8	13					
Saving Throws										
P/DR	MW	TTS	DB	Spells						
12	13	11	14	13						
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 (30%)					
Pick Pockets (40%)					Hear Noise (50%)					
Move Silently (40%)										



Elmheart

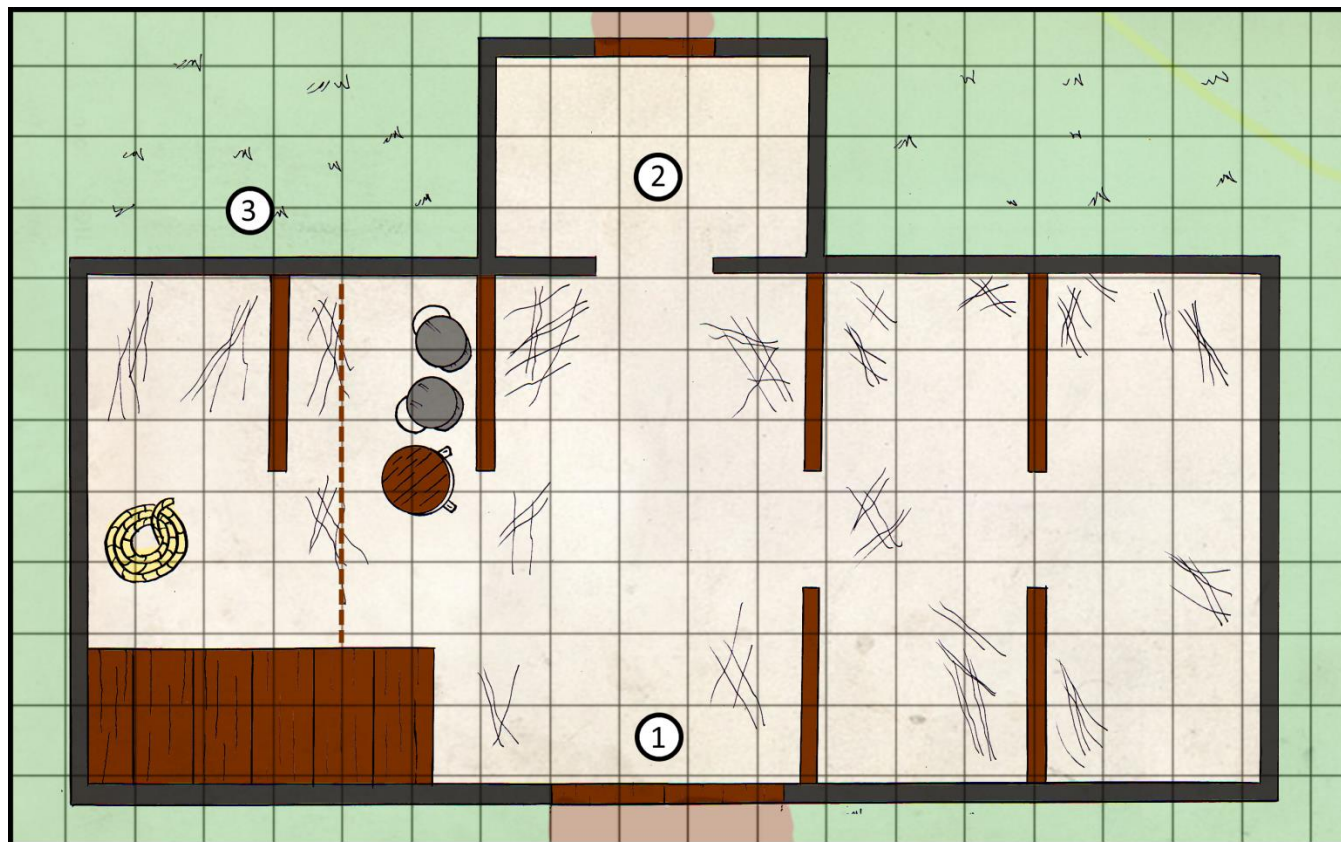
APPENDIX 2: Tokens Page

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



APPENDIX 3: Maps

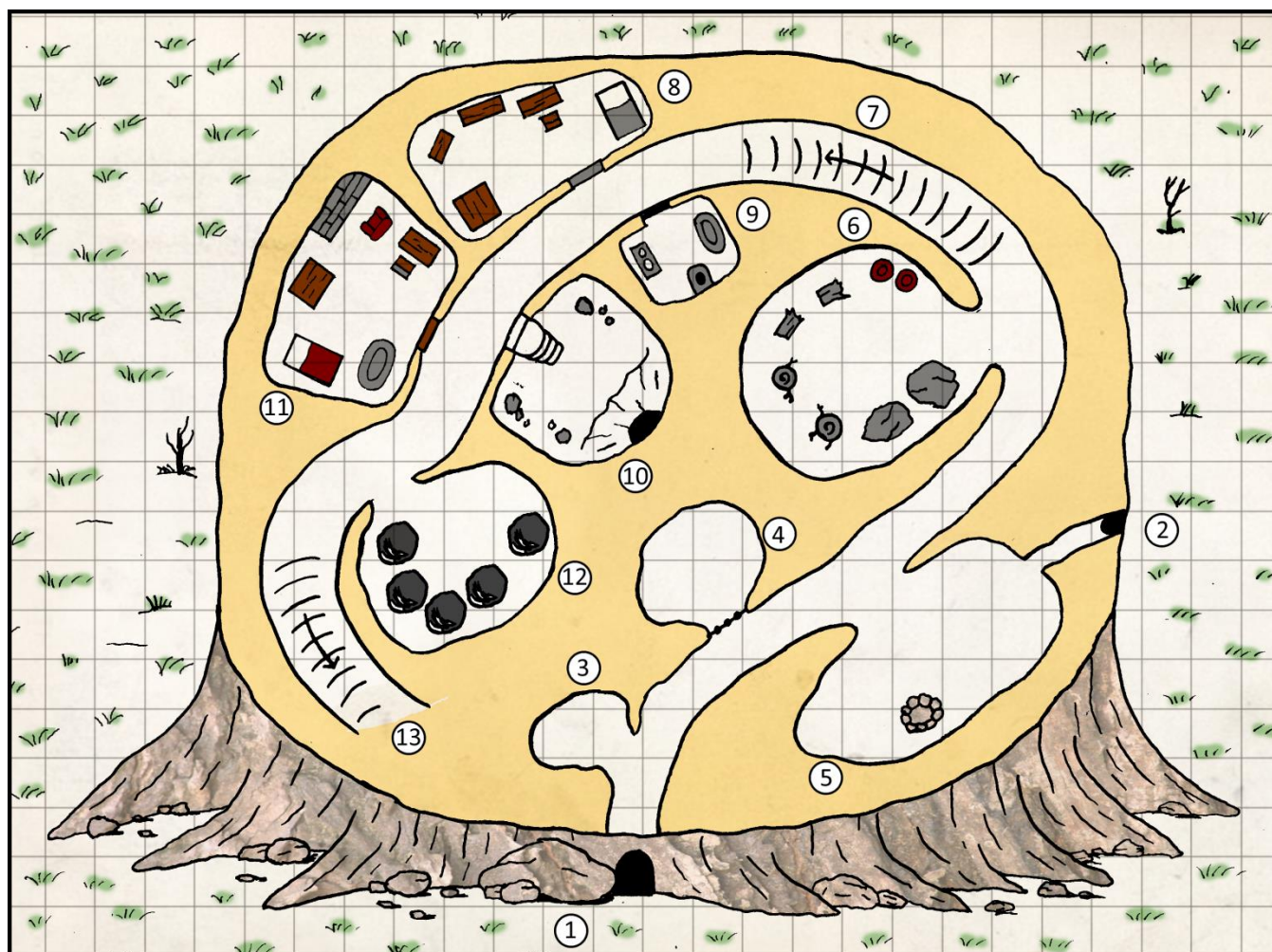
MAP 1: THE ABANDONED BARN



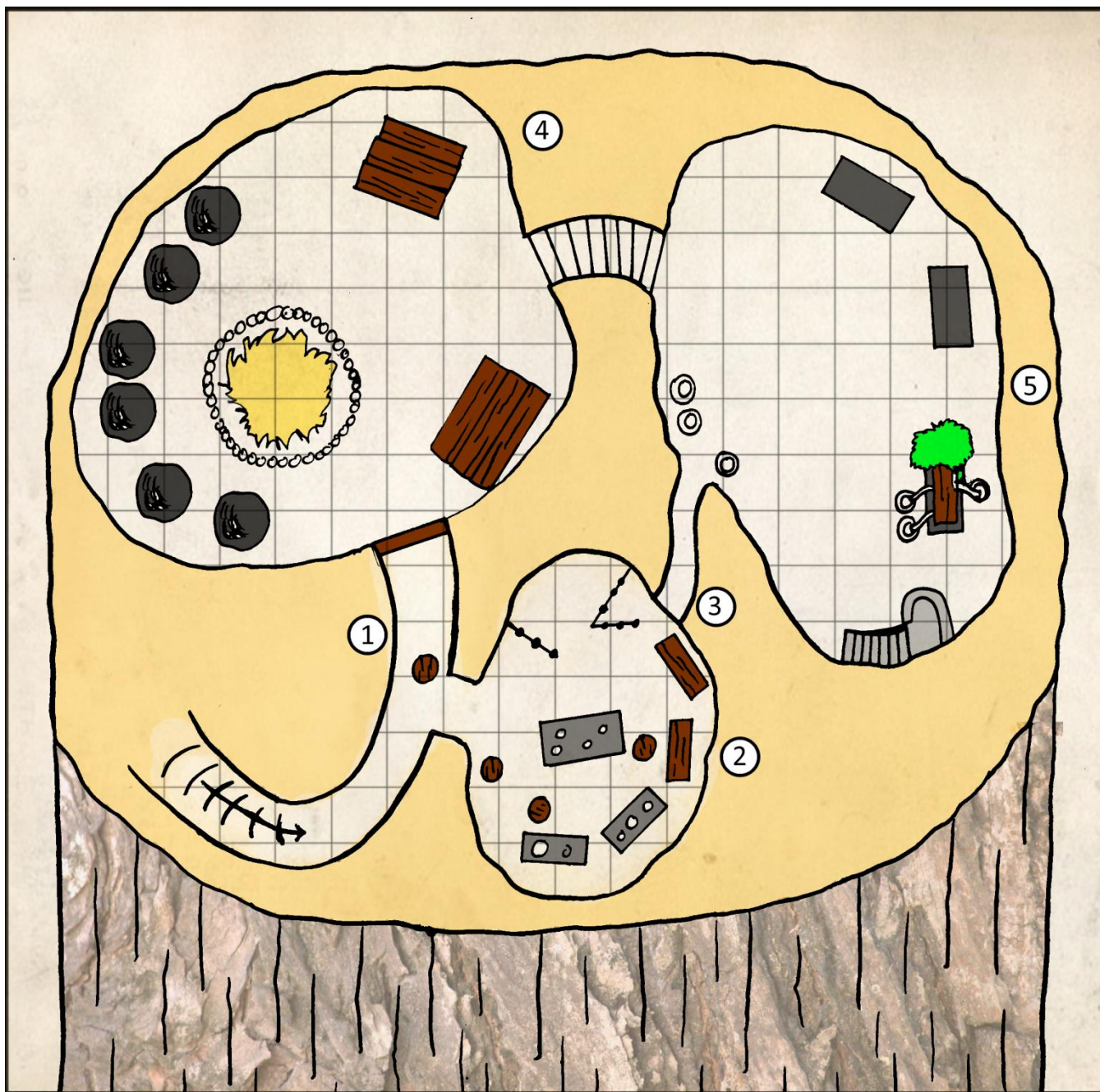
MAP 2: NEAR LEAFTON'S HOME



MAP 3: TRUNK HILL, LEVEL 1



MAP 4: TRUNK HILL, LEVEL 2



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