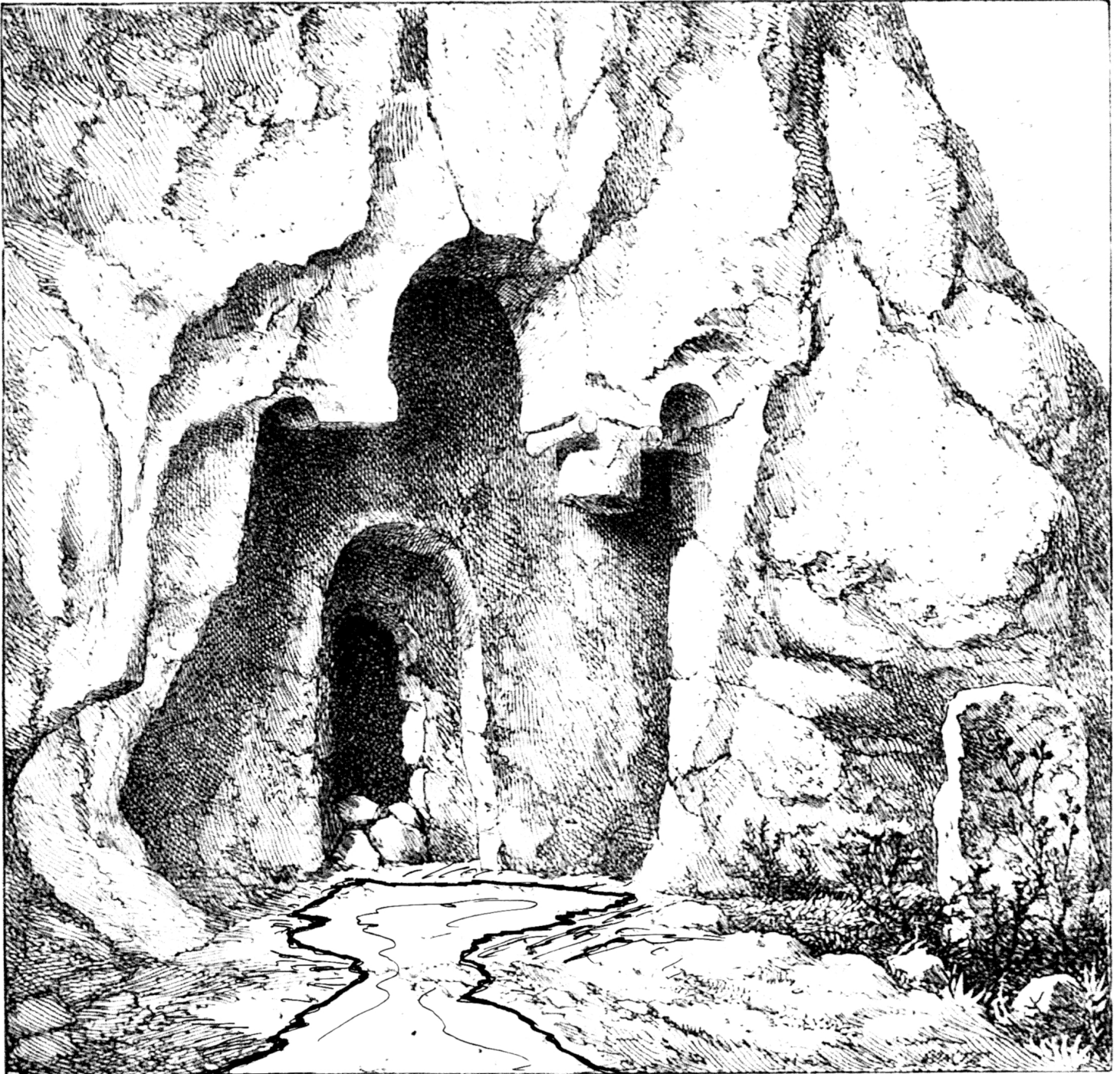
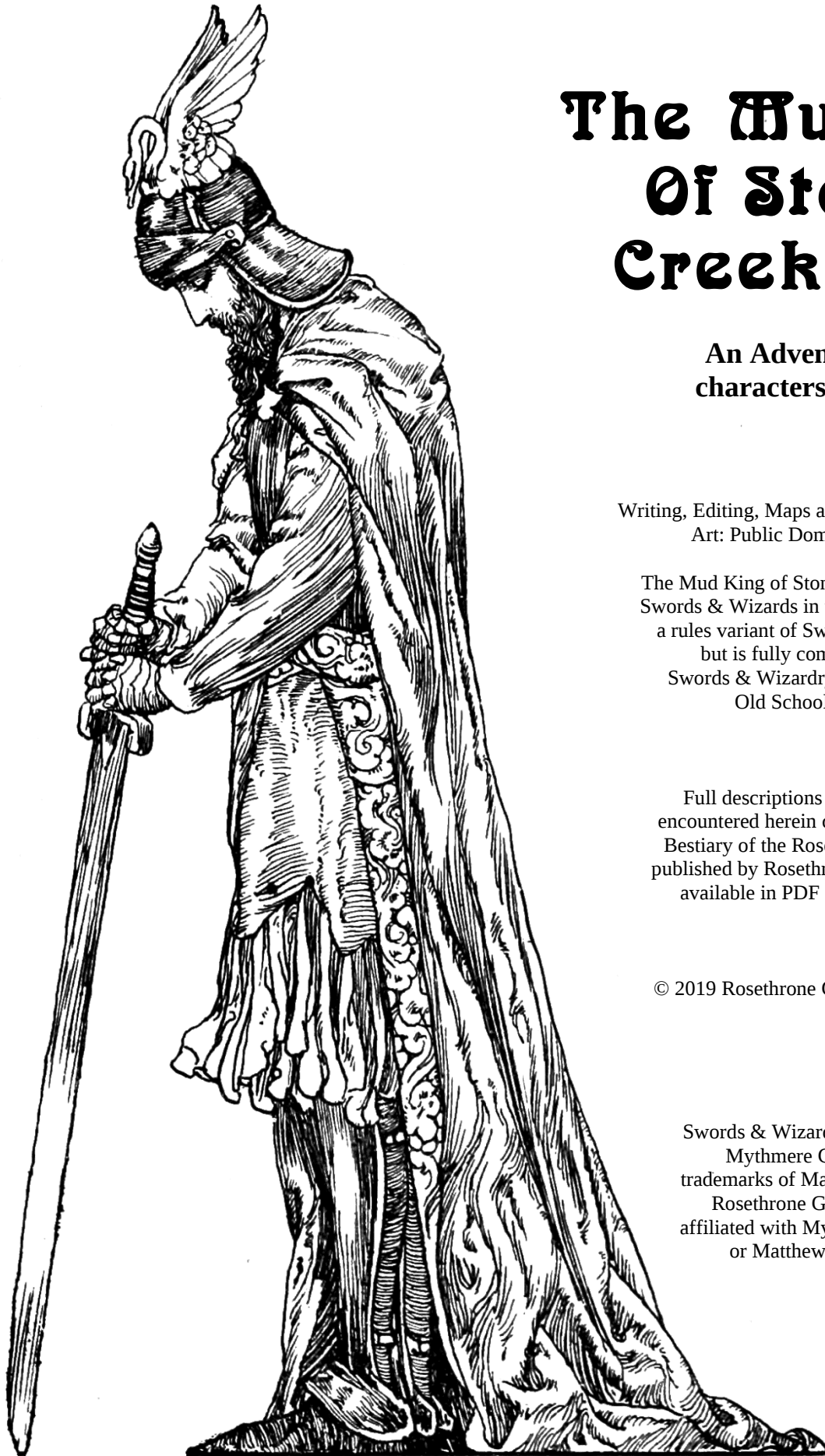


The Mud King of Stoney Creek Ford

WR Beatty



A brief scenario for Swords and Wizards in the Highlands for characters levels 5-7



The Mud King Of Stoney Creek Ford

**An Adventure for
characters level 5-7**

Writing, Editing, Maps and Layout: WR Beatty
Art: Public Domain, modified

The Mud King of Stoney Creek Ford uses
Swords & Wizards in the Highlands rules,
a rules variant of Swords & Wizardry,
but is fully compatible with
Swords & Wizardry and most other
Old School Games.

Full descriptions of the creatures
encountered herein can be found in the
Bestiary of the Rosewood Highlands,
published by Rosethrone Publishing and
available in PDF at Drivethrurg.

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The Mud King of Stoney Creek Ford

Background

Stoney Creek Road is a minor trade route through the Rosewood Highlands, crossing Stoney Creek at a wide, shallow ford. A powerful troll discovered a Giant King's tomb some years ago near the ford and established the small cave complex the throne room of his kingdom. He began gathering other Goblin-kin allies, preying on the occasional wanderer or small caravan passing through. Thus, began the reign of the Mud King.

One year ago, a troupe of soldiers rode down Stoney Creek Road with a prisoner in a caged wagon. They camped for the night in the small clearing north of the ford (area D) and The Mud King and his allies attacked the camp. The occupant of the caged wagon, Gorbo the Bewitcher (a hedge mage), struck a bargain with the Mud King, his life for two years of servitude.

Gorbo lured beavers here to build a dam in Stoney Creek, flooding the ford and forcing any travelers to take a wide detour, probably spending the night in the Caravan Clearing (area D) or in the False Camp (area G), easy prey for the Mud King.

General Area

This adventure can be placed anywhere in the Rosewood Highlands. It grew out of a random Troll encounter in our home campaign and has been fleshed out for publication. The official location in the Highlands Campaign is about 30 miles east of the Village of Hope Cross.

Stoney Creek Road wanders through the wood, hewing close to creek itself, fording the creek here to turn northward toward Newtown and the Northern Tier. The terrain is heavily forested, uneven ground with dense undergrowth (ferns, brambles, raspberry bushes, etc.). The road itself is rutted and somewhat overgrown, but easy to follow and easy to travel, as long as it has not rained recently.

Getting the Party Involved

- This could simply be a troll lair on a road on the way to the next adventure.
- There's some beavers building a dam upstream that's causing problems with the Trade Road. The locals haven't been able to take care of things themselves. They call the biggest of the beavers the Mud King. He has been too elusive to capture or kill.
- Every year, about midsummer, Dulosa and His Traveling Bazaar come from the north through the local village on his way to the larger towns farther south. This year, he did not come. In fact, no one has come down Stoney Creek Road in some time.
- Beavers have dammed up Stoney Creek and are causing a disruption to trade. Biliam and his son Gallian went up a month ago to break up the dam, and they never returned. Farian and his four sons went two weeks ago to find Biliam and break up the dam, they also never returned. Last week two dozen villagers went with every weapon in the village. They have not returned. Stories of enormous killer beavers are circulating among the locals.
- Joran the Trapper is traveling to a village in need of his expertise in ridding the village of some beavers who have dammed Stoney Creek. He might hire some adventurer types to travel with him to the village and the dam. If pressed, he will speak of the increased Goblin-kin activity in the area and rumors of the Green Knights (bandits) roaming the wood. The truth is, he knows how many people have gone missing from the village in pursuit of these beavers, and, even though he is a capable warrior, he knows that it can't simply be beavers who are disappearing so many people. He has no idea what the threat is, so he will welcome magical and clerical aid as well as more muscle, paying handsomely. Joran is a man of few words, so, unless he gets drunk, he isn't likely to reveal too much information. Still, he pays well and isn't too demanding.
- Caravan Guards!



The Mud King of Stoney Creek Ford

Random Encounters

Generally, outdoors random encounters are rolled morning, afternoon and overnight and 8 on a d8 indicates an encounter.

1d12	On the road	Off the road	Pond
1-4	Animal	Giant Frogs	Giant Frogs
5-7	Peasant	Beaver	Blood Fish
8-9	Wolves	Wolves	Beaver
10-11	Coyote	Goblin	Beaver
12	Stirge	Troll	Frog Man

Alphabetical Listing of Encounters

Animal

1. Herd Animal (1. Deer, 2. Elk, 3. Moose)
2. Predator (1. Black Bear, 2. Mountain Lion, 3. Lynx, 4. Small Griffin)
3. Small Animal (1. Rabbit, 2. Raccoon, 3. Squirrel, 4. Fox, 5. Badger, 6. Turtle)
4-6. Birds (1. Ravens, 2. Robins, 3. Woodpeckers, 4. Owl, 5. Eagle, 6. Hawk, 7. Goose, 8. Duck)

Beaver

1. A lone Adult Beaver, aggressive if surprised, gnawing on a tree.
2. 1d3 Young Beavers, flee if surprised, otherwise very curious
3. 1 Adult Beaver and 1d3 Young Beavers, young flee and adult aggressive if surprised, otherwise cautious
4. 2 Adult Beavers scouting for more trees, cautious if surprised, otherwise curious

Blood Fish

2d16 Blood Fish in the initial swarm, 1d8 joining in every other round.

Coyote

2d6 Coyote

Daytime: skittish and hesitant, will retreat if threatened or if any are injured

Nighttime: aggressive and hungry, will fight until half are injured or killed

Frog, Giant

Off the Road: 1d2 Giant Frogs hunting, will attack smaller than man-sized creatures, will flee if hurt

Pond: 1d4+1 Giant Frogs hunting, will attempt to swarm a single target, dragging a creature under if 2 or more frogs hits in the same round (save to avoid being dragged under)

Goblin

A lone Goblin. If captured he will tell everything he knows about Gorbo the Gatekeeper and the Blood Fish. He doesn't know anything more about the lair. He is:

1. Fleeing the lair
2. Searching for a dropped vial of dragon blood
3. Bait for a hidden and waiting Troll to attack
4. Unconscious and bleeding

Frog Man (Unique Encounter)

A curious creature has moved into the pond, looking like a 7' tall frog standing upright, with razor sharp fangs and claws on his webbed hands and feet. He can leap up to 50' with his powerful legs and snare a man-sized or smaller creature with his tongue on a successful hit.

The Frog Man lives somewhere at the bottom of deepest part of the pond and is more inquisitive than violent.

He is an ally of the Giant Frogs and can call (croak) for their aid, bringing 1d2 Giant Frogs to his side within 1d3 rounds. He is afraid of the Beavers, though he did try to capture one of the young with the intent to eat it.

The Frog Man is afraid of the Trolls and will hide or flee from them. He will try to capture and eat any Goblins he encounters.

The Frog Man knows:

- The Beavers are strong and cunning
- The aggressive monsters here are Trolls
- Goblins are delicious
- Blood Fish are delicious
- Giant Frogs are friends

Peasant

1. Corpse, chewed on and scratched up
2. Almost dead, driven mad by fear: "Monsters and Men! The Beavers are free! The Birds are mad!!"
3. Lost, afraid, but unharmed (has not encountered anything dangerous...yet)
4. Determined to rid the area of the scourge of the Beavers

Stirge

A single, lazy stirge circles overhead. If bothered, it will flee. If ignored, it will follow the party, disappearing at times, only to reappear in the sky or perched on a tree branch. This is a scout for the Stirges at area I1 (Brush and Stream)

Troll

A single Troll, fights to the death.

1. A renegade escapee, one of the Neglected Guards (I9)
2. A disgruntled Charmed Troll, distracted by thoughts of freedom
3. A bleeding Troll, covered in tiny cuts (Blood Fish bites), maddened by pain
4. A bleeding Troll, covered in large cuts (Beaver bites), maddened by pain

Wolves

3d4 hungry and aggressive wolves who will try to isolate and take down the weakest looking creature they encounter

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Outdoor Encounters

A. The Road South

Well-worn path leads through the brush and trees, down a steep bank and northeast.

Flapping in the light breeze is a tattered and mud-stained red cloak hanging from a tree here.

The **path** leads to the False Camp (area G). It is well-traveled but does not take the easiest route (directly down two steep banks and across the stream in a waist deep area instead of traversing the banks or crossing in a shallower place, for example).

Particularly observant individuals might notice that some of the tracks are much larger than human and some are clearly inhuman and monstrous (if the observer has experience with them, they are Goblin-kin tracks – Goblins and Trolls)

The **cloak** is wool, torn by claws, and radiates faint magic (transmutation) if detected. Actually, it's the "mud" on the cloak that radiates magic, as it is some of Gorbo the Gatekeeper's magical stew slathered on in hopes of tricking someone into handling the cloak, infecting the first person who handles the cloak (see Gorbo's Stew in the appendix).

B. Beaver Dam

Seven Giant Beavers (two adult, two sub-adult and three young) live in a sturdy lodge here, tending the dam.

The **dam** is solid, taking 140 hp of damage to sufficiently weaken it enough to break apart – which causes a damaging flood downstream...

The **beavers** are generally ambivalent toward human beings, but their encounters with villagers over the past month or so have made them very wary and they will try to hide

Speak with animals or some other ability to communicate with the beavers:

- Huge and small monsters live here
- They hunt and beavers hide
- A not monster (human) made the waterfall stream (area E, sluice stream)
- The gathering places are not safe
- Beware the watchers in the woods – the monsters always watch
- Giant frogs are annoying and sometimes hurt beavers
- Shiny Fish are annoying but don't hurt beavers

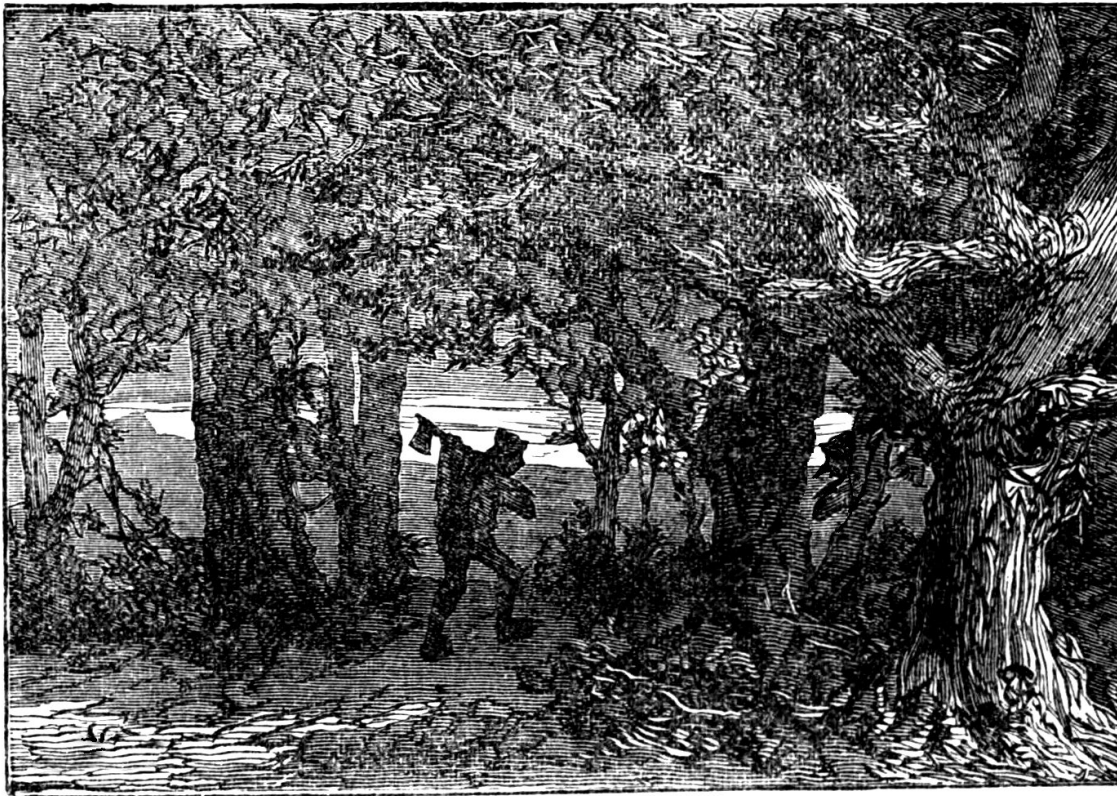
C. Stoney Creek Road North

The road drops sharply into the beaver pond.

20' long, razor thin **wires** are stretched across the road about 10' into the water, which at that point is about 2' deep. Four thin steel wires, about 4" apart (vertically) doing 2d4 hp damage (save for half).



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D. Caravan Camp

- A stone fire ring has been scattered; ashes weeks, possibly months, cold
- A rotted and broken wagon, a rusted cage (6' square) with a broken lock in the back (if more than 300 pounds is placed on the wagon, it will collapse, crushing everything beneath it)
- Beneath the wagon, three wooden barrels, inexpertly wax sealed and imprinted with the High King's coat of arms. Each barrel contains a partially digested human corpse swarmed with 2d8 **Giant Centipedes** who will attack if a barrel is opened
- Buried in the roots of one of the trees is a leather satchel with 344 gp, 2 small diamonds (worth 50 gp each) and a magic dagger (**Night's Touch**: a dagger +1/+2 in dim light/+4 in complete darkness, user can cast darkness 30' radius 1/day)

E. Sluice Stream

A man-made (a Gorbo-made) cut in the bank here allows water to splash down a waterfall into a channel cut in the ground (to the cave, area I below), preventing Blood Fish from swimming back to the Beaver Pond from the stream. (See I1, Brush and Stream below for full information).

F. Troll Watcher

Hiding in the trees here is a charmed **Troll** who watches for intruders to camp at the false camp (area G). If he remains undiscovered, he will try to slip back to the Hall of the Mud King to warn of intrusion. If pursued to the cave, he will try to shake the trees outside the cave (see area I1 below) to stir up the **Stirges** there.

This troll will fight to the death. He carries no treasure.

G. False Camp

The path from area A leads through the woods and across the stream to a well-stocked campsite: a stone fire-ring with a pile of neatly stacked firewood nearby and a 10'x12' wooden lean-to at the edge of the clearing.

Anyone who camps here will be attacked by **Stirges** (area I1) during the night and by the whole court of the Mud King at dawn.

H. Bone Dump

While the trolls like to decorate with the bones of their victims, there's always more than they want – so the waste is dumped in a pit here, buzzing with flies, smelling of death and corruption, piled with the bones and rotting flesh of horses, elk, bears, deer, small animals and dozens of humans and demi-humans.

Digging through the waste might turn up some treasure (a total of 433 gp and 954 sp are intermixed – 1d20 coins per person turn of searching) but every 1d4 turns of searching necessitates a **Save** (vs. Poison) or contract a random disease.

At the very bottom of the pit, trapped by the weight of the layers of rotting corpses above is a **Zombie Elk** which will thrash and attack after five or more turns of searching. The Zombie Elk, however, simply wants to escape so once disturbed, its primary goal will be to flee the area.

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I. The Broken Tomb and the Hall of the Mud King

A steep, stony bluff rises here. Water from the Sluice Stream (area E) meanders through the trees to a cave here. No animals (birds, squirrels, etc.) can be found within 100' of the cave entrance.

Goblin-kin and human tracks abound.

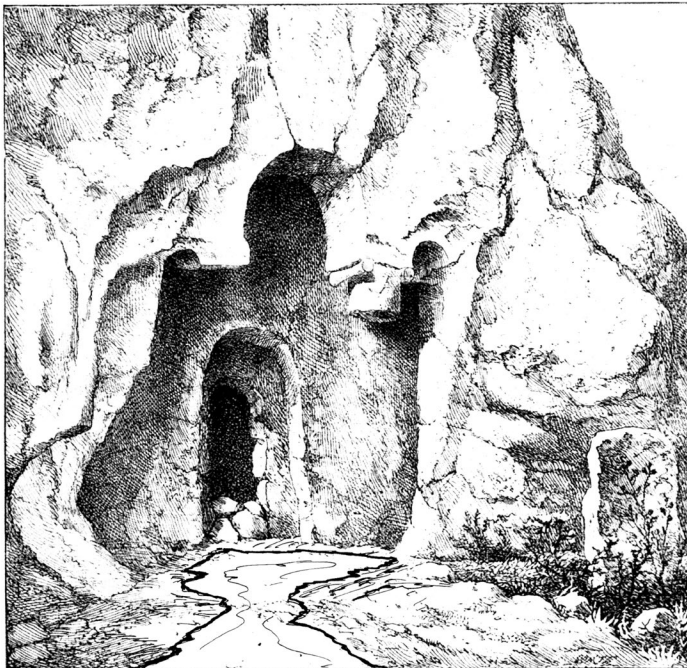
General Features of the Tomb and Lair

The walls of the Tomb area (2, 3, 4, and 6) are worked stone, expertly cut and fit, though time and seismic activity have taken their toll. Frescoes cover the crumbling walls, depicting the great and mighty deeds of a Giant King.

Water drips from the ceilings, the floors are a bit slippery. The temperature gets progressively colder (room 3 is 20 degrees cooler than the ambient outdoor temperature, room 5 is 35 degrees cooler).

The Lair areas are natural caverns and tunnels. The air is stifling (hot and humid, with a sulfurous odor). The water in the tunnels gets progressively warmer moving through the lair.

Water drips from small and large stalactites on the ceilings and mud and algae makes the floors rather slippery.



Random Encounters at the Entrance:

Encounters within the Hall of the Mud King are largely fixed (see below), though when approaching the Cave with the water pool there is a chance of meeting an encounter coming or going from the Hall. Roll d8 every turn. A 1 indicates a Returning Encounter, an 8 indicates a Departing Encounter.

1d6	Returning	Departing
1	One Armed Troll stumbles into the clearing dragging it's severed arm behind it (50% hit points). It will use its arm as a club, its hand grasping and clawing at opponents...	A Troll exits pool and goes: 1. Deeper into the cave (Tomb, to dig) 2. Into the brush (where Lugog the Goblin is) 3. Upstream 4. Up the side of the bluff
2	A troll with slaves: 1. 1d4 Human children 2. 1d3 Human men 3. 1d12 Human women 4. 1d6 Goblins	Two Charmed Trolls, each carrying a leather satchel (with 500 gp in each), on a mission to enlist the aid of the Gnome King.
3	A troll with Goblins: 1. 1d4 Goblin Slaves 2. 1d4 Goblin allies 3. 1d8 Goblin enemy prisoners 4. 1d12 Goblin corpses in a hand cart	A Goblin, covered in some kind of foul-smelling grease (which, it turns out, is extremely flammable) rises unhurt out of the pool and sprints off through the woods. If questioned, he will reveal everything about the Mud King and the lair. If ignited, he explodes...
4	A Goblin with: 1. 1d4 Human slaves 2. 1d6 Goblin slaves 3. A cart with stolen goods 4. A cart filled with body parts	A Troll rises out of the pool, pulls two or three Blood Fish off his body (dropping them back into the pool). The Troll makes cooing sounds and 1d4 Stirges swoop down, land on the Troll and begin feeding.

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I1. Brush and Stream

The stream that is diverted from Seven Mile Creek at the Beaver Dam runs into a pool in the cave here (area 2), surrounded by brush and small trees.

Stream: 79 **Blood Fish** who will attack within 1d4 rounds any creature that enters the stream. After 10 or more successful hits (a bloodletting) by Blood Fish, the 60 Blood Fish in the Cave Pool (see 2 below) will begin arriving, 10 per round until all have left the pool. After any bloodletting, all the fish in the stream, including any who swam up from the Cave Pool, will patrol the stream from the edge of the Cave Pool to the Edge of the Beaver Pond for 10+2d12 turns.

Trees: 13 **Stirges** nest here and occasionally feed on the trolls as they pass and rarely attack other creatures. They are lazy and will only attack if disrupted, if combat breaks out in the area (with the Blood Fish or a goblin, for example), if camp is set within 100 yards of these trees, or if they are encountered randomly in the wilderness (see Encounter Table on page 3).

If the latter, they will swarm at night (about 1:00 AM) with a goal of feeding not killing.

Any Stirge that is hit for any damage will fly off and not attack again.

Brush: A lone **Goblin** named Lugog:

1. Escapee (1 hp) scared out of his mind. If confronted, will try to flee. If captured, will beg to be killed instead of returned to the Mud King. He won't make a lot more sense unless well treated for more than one full day – after which he will tell everything he knows about the Deep Pool, Gorbo the Gatekeeper and the Two-headed Trolls with him. He knows nothing more about the lair.
2. A Sentry (5 hp) who will attempt to dive into the pool to warn the Mud King of intruders. If he manages to get to the pool, the Blood Fish will swarm him and kill him in 2 rounds. After one round of being attacked by the Blood Fish he will cry for help. If rescued in that round, he will tell his rescuers everything he knows about the Mud King and the lair.
3. Dead. If Speak with Dead is cast, he will reveal the same information as 1 above.
4. A Sentry (4 hp) greedily and loudly eating a rabbit (raw). He is easily bribed and, if offered something valuable (to a goblin!) he will tell everything he knows about the lair:

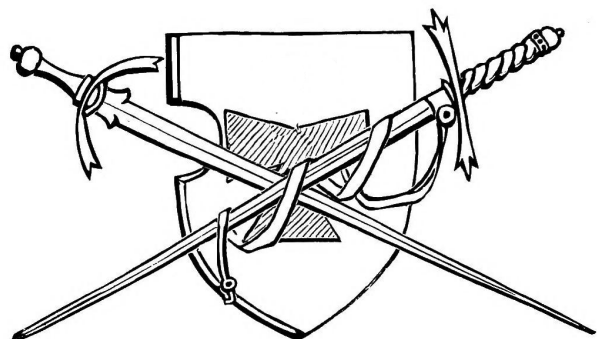
- Big men swim to this side (right) always
- Needle Fish hurt!!
- Two-head men are mean – big clubs!
- Sorcerer sneaky – don't eat his food!
- Sorcerer has magic oil, needle fish hate
- King scary
- Sneaky way in... but don't know where

I2. The Cave

An 80' deep pool with 60+2d20 **Blood Fish** which, if they draw blood, will attract 2d6 Blood Fish from the Sluice Stream (See I1 Brush and Stream for more information).

At the bottom of the pool are the skeletal remains of about 50 creatures, humans, elk, a bear, goblin-kin, etc. Intermixed among the bones are various treasures. Roll on the following table every 10 person rounds of searching (1d20 items can be found):

1d20	Potential Treasure in the Pool
1-10	2d8 gp and 2d12 sp
11-14	2d12 gp and 2d4 sp and 1d4 gems (worth 10-100 gp each)
15-17	1d6 gems (worth 100-1000 gp each)
18-19	Jewelry: 1. Gold Hairpin: winding serpent motif with a single ruby gemstone eye (1600 gpv) 2. Copper Belt Buckle: 81 green and blue gemstone chips, triangular patterns (840 gpv) 3. Small Brass Box: top has raised flower motif, sides etched with symbols (54 gpv) 4. Rusted Iron Signet Ring: an obscure ancient dwarven noble house (15 gpv, 150 gpv to a dwarf, 1800 gpv to Dwarf noble house)
20	Minor Magic Item: 1. Dagger +1 (saps 1 hp from wielder when a natural 20 is rolled for attack) 2. Amulet of Protection from Demons 3. Magic Ring: 1. Protection +1 (silver ring with shields bearing the high king's herald etched on inside) 2. Water Breathing (gold ring with a small diamond inset which glows when magic is activated) 3. Spell Storing (gold ring, missing an inset gem – as long a gem (of at least 100 gpv) is missing, spells stored have a 20% chance of misfiring) 4. Regeneration (silver ring, 152 intertwined wires twisted together: one wire breaks for each hp regenerated) 5. Shooting Stars (brass ring with stars etched on the outside) 6. Free Action (silver ring with broken chains etched in a spiral around the ring) 4. Potion (25% chance spoiled by water leakage): 1. Healing 2. True Giant Strength 3. Growth 4. Heroism 5. Levitation 6. Invisibility



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13. The Antechamber

Right-hand wall and partial ceiling collapsed. Troll waste scattered about. A large pile of earth and stone in the left-hand corner.

In the pile of earth and stone are the remains of one of the missing villagers (not Biliam or Farian, see "Getting the Party Involved").

Loud sounds (yelling, combat) have a 30% chance per round of collapsing the ceiling completely.

14. Sealed Bronze Door

6'x8' bronze door (8" thick), has relief scenes of a Giant king's triumphs.

Door is locked and magically sealed (dispel magic at 10th level to break seal).

15. Troll Tunnel

Claw marks on the uneven walls, floor and ceiling, about 6' in diameter. Unstable.

Rapid movement or combat in this tunnel is 50% likely to cause a partial collapse.

16. Giant Tomb

Giant Sarcophagus partly buried under rubble. The trolls keep digging at it, but the wall and ceiling keep collapsing onto the end of the sarcophagus.

A **Troll** digs obsessively at the stone and dirt pressing down on the lid of the sarcophagus. The Troll will not react to intruders unless approached within 5', which will startle and anger the Troll who will fight until hit points reach 50% and then try to flee.

Sarcophagus Lid: is magically sealed (**St. Gorban's Lead** – impervious to all damage except magic blades and magic fire).

Sarcophagus Contents: Fire Giant skeleton wearing rusting plate armor holding a fine (giant-sized) battle axe in arms folded across its chest. The left hand wears a rusting iron signet ring (bearing the image of fire-breathing dragon head on the face).

If disturbed (taking an item from the sarcophagus or rummaging around in it, for example), the Skeleton will rise and attack as a Giant-Sized **Skeletal Warrior** (as Skeletal Warrior same AC, HD and hp, but double damage and +3 to hit).



Lugog the Goblin

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17. Inner Pool

The stream pools here (30' in diameter, 60' deep). The area around the pool is mossy and slimy and uneven. Water drips from the ceiling constantly.

An additional **60 Blood Fish** live in this pool. If not drawn away by a bloodletting in the stream (see 1 above), they will attack any creature that enters the pool immediately.

Tunnels: 20' below the surface, two additional roughhewn tunnels (area I8) 6-8' wide but only 2-4' high branch out from the pool and slope sharply upward, leading to areas 4 and 5.

18. Water Filled Tunnels

6-8' wide but only 3-4' high.

Traps: Wires are strung at random intervals and angles throughout these tunnels.

The trolls know the route through but are often careless so bits of troll flesh can be found hanging on some of the wires (if searching while swimming).

If no precautions are taken, make a save every round of swimming or hit a wire for 1d2 hp damage. If searching and being careful, save with a 3-point bonus.

The GM can adjudicate any reasonable precautions that might disarm the trap, for example:

- sending a stone elemental or a golem through ahead of the swimmer(s) would likely break all the wires
- swimming with a medium shield held out in front (a large shield is too big for the tunnels; a buckler is too small to protect the body)
- swinging a weapon or a pole wildly while slowly making your way through the tunnel



19. Neglected Guards

This cave is completely lightless, smells of waste, rot and fish-guts. It is stiflingly hot and humid.

5 Trolls are imprisoned here, long chains attaching iron collars to stout hooks driven deeply into the cave walls. These trolls are heavily scarred, starving, and completely insane.

They will attack anything that appears in this cave; the chains are long enough for them to reach any part of this cave.

These trolls can be distracted by any sufficiently large offering of food: a deer; half a bear, elk or moose; a goblin-kin; a human; etc. Alive or dead, they will allow the bearer of such a gift to pass... until the gift is devoured (1d4 rounds of squabbling and greedy eating).

Searching among the waste and debris can turn up the following (roll every 8 person rounds of searching, a total of 3d10 valuables or other items can be found here):

1d12	Valuable Items	Other Items
1	1d20 gp and 3d20 sp	Silk Handkerchief embroidered with peacocks (25 gpv)
2	3d12 gp and 8d20 sp	Plain Pottery Chalice
3	2d100 sp	Winged helm, steel
4	8d12 gp	Brass Ewer
5	Ring: 1. Gold with four rubies inset (800 gpv) 2. Silver with 2 small diamonds inset (300 gpv) 3. Brass with two red paste gems (12 spv) 4. Platinum, intertwined vines (400gpv)	Black velvet mask stitched with silver thread around edges (10 gpv)
6	Silver jewelry box with bas relief elves on lid (300 gpv)	Small Teakwood Snuffbox
7	Minor Gems: 1. Citrine (90 gpv) 2. Chrysoprase (50 gpv) 3. Eye Agate (50 gpv) 4. Lapis Lazuli (60 gpv)	Expertly crafted leather jack embossed with a tree motif
8	Brass Mug with Jade Inlay in a star pattern (1200 gpv)	Pewter pendant in the shape of a bear
9	Gold Comb, dragon motif on handle (1400 gpv)	A dagger or a shortsword
10	Well-crafted Sword Hilt with a diamond int the pommel (3000 gpv)	A buckler or a medium shield
11	Diamond (2200 gpv)	A chainmail shirt
12	Magic Broach: 1. Protection from Evil 2. Protection from Undead 3. Protection from Poison 4. Protection from Fae	A mantle cut from a bear pelt with a silver clasp (25 gpv)

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I10. Gorbo the Gatekeeper

This cave (and area 6) are lit by glowing fungus that grows across much of the ceiling (equivalent of torchlight), and a small fire beneath a bubbling cauldron. A heavy curtain hangs on the wall beside a pile of firewood and clay jars.

This cave is about 10' higher than the edge of the water. The rock face is rough and fairly easy to climb, even for non-climbers. The top edge of the rock face is lined with green, bulbous fungal growths.

A miserable and terrified **Goblin** (named Pirdo) is always watching the water below. If blood appears in the water (or an intruder), he calls out to his master, Gorbo who then sends one of the Triple Twins (6 below) to inform the Mud King of possible intrusion while the Gatekeeper prepares defenses with the remaining two Two-Headed Trolls.

Gorbo then throws Pirdo into the water to distract potential intruders.

The **green, bulbous fungal growths** will, if bumped or stepped on, explode with a popping noise loud enough to catch the attention of Gorbo if he is in his Nook (5a) and the Triple Twins (6, below).

Cauldron: Gorbo spends much of his time tending to a boiling cauldron (this is the only area where the Mud King allows fire) in which is a gooeey, brown, acrid-smelling stew of uncertain origin. The stew is a magical concoction whose nature changes with each new ingredient added. See **Gorbo's Stew** in the Appendix for more information.

Beside the cauldron is a pile of firewood, some of which is waterlogged, and an untidy of empty clay jars.

The **heavy curtain** is red velvet (worth 300 gp, but also weighs 300 pounds...dry) conceals the entrance to Gorbo's Nook.

The curtain is enchanted: if a creature approaches within 1' of the curtain, a deep growling voice says, "Why do you approach the Great Master's Chamber? Begone!"

I11. Gorbo's Nook

Behind the heavy, red velvet enchanted curtain (see 10 above) a short and wide tunnel leads to a ladder rising 9' to Gorbo's Nook.

Gorbo's Nook is filled with comforts: thick pile carpet on the floor, an overstuffed chair, a deep and wide feather bed. The bed has 844 gp hidden within the mattress.

Books line a shelf (mostly mundane titles, though *The Second Journey of the Blue Mage* has a formula hidden in code in the text for a blue tinged fireball spell that does double damage outside the mortal plane).

Behind a loose stone in the back wall (secret door) is a small teakwood, velvet-lined box containing a **gem of seeing**.

I12. The Triple Twins

Three charmed (by Gorbo's stew) **Two-Headed Trolls** occupy this cave, each nesting in a pile of bones, mud and waste.

Each nest will be vigorously defended by its occupant, but the other two trolls will ignore anyone rummaging through a nest, unless insulted or threatened.

Each nest contains 1d4 of the following (unique items found only once each):

1d6		Two-Headed Troll Treasure	
1	3d12 gp and 10d12 sp		
2	1d8 gems (10-100 gpv) 1. Ruby 2. Garnet 3. Blue Sapphire	4. Purple Sapphire 5. Pearl 6. Lapis Lazuli	
3	8d10 gp and 10d20 sp plus 1d3 gems (as above)		
4	Necklace: 1. Silver chain (100 gpv) 2. Gold flat chain (300 gpv)	3. Silver box chain (100 gpv) 4. Brass rope (25 gpv)	
5	Minor Magic Item: 1. Broach of Shielding 2. Silver Ring of Protection +1 3. Brass Ring of Underwater Breathing 4. Necklace of Missiles		
6	Minor Magic Weapon: 1. Dagger +1 2. Dagger +2 3. Shortsword +1 4. Mace +2		



The Mud King of Stoney Creek Ford

I13. Water Filled Tunnels

These tunnels are not trapped, though 84 **Blood Fish** live here, snacking on beings who pass through.

I14. Crevice

A 2' wide crevice cuts between the tunnel and the Pool of the Tyrant Serpent (area 17), with a crude, but effective, brass wire mesh covering the opening (keeping out the Blood Fish).

The crevice is too small for trolls or the Tyrant Serpent to negotiate but navigable for man-sized and smaller beings.

I15. The Mud King's Hall

- 20' high ceiling with dripping stalactites hanging down
- Misty, hot
- Floor, worn smooth, is slippery with mud and algae (dexterity check for anything more than walking)
- A dozen **Goblins** and seven charmed **Trolls** bully and torment 8 **human slaves** (Farian, Biliam and Dulosa among them – see “Getting the Party Involved”)
- The **Mud King (Troll)** sits on a throne in a huge, bubbling mudpit (I16) while a pool across the cavern bubbles and swirls (I17, the Pool of the Tyrant Serpent)

The Goblins and the Trolls will look to the Mud King for direction if intruders enter the Hall, while the slaves will try to hide (30% chance of fleeing blindly into the Pool of the Tyrant Serpent).

Each **Goblin** wears leather armor and wields a shortsword and a dagger. Each **Troll** wields a club and a shortsword.

I16. Mudpit

In the center of a large pool of bubbling black mud sits a **stone throne** on which is usually seated the **Mud King**, brooding in silence.

The **throne**, carved from a single piece of black marble; the sides are carved as Griffons, the low back is made of human bones.

The **Mud King** is a large Troll, wearing a breastplate and chainmail, a winged helmet, a longsword and a great shield. Trolls, as they grow from lesser Goblin-kin, always go insane. The Mud King's insanity is such that he spends long weeks in deep melancholy. He is 50% likely to ignore any invaders (causing his minions to mill around uncertainly).

His armor is Hill Giant sized **Plate +2**, the Helmet is an ill-fitting large human sized **Helm of Reading Magic**, the shield is a large **Shield +2, +4 vs. Missiles** while the sword is a **Two-Handed Sword +2, Giant Slayer** (which he wields one-handed).

The **Mudpit** itself is very hot (180 degrees Fahrenheit) and is home to 32 **Giant Leeches** and 6 **Muckrackers**, all of which defer to the Mud King (much as a pet might).

In addition, the Mud King's treasures are scattered throughout the mudpit. For every 10 person rounds spent searching, roll 1d20 on the table below (all the following items can eventually be found by very persistent searchers, but remember the temperature of the mud):

1d20	Mud King's Treasure
1-5	1d4x100+4d20 gp; up to 12000 gp can be found
6-8	Gems: 1. Eye Agate (1000 gpv) 2. Emerald (1000 gpv) 3. Amber (500 gpv) 4. Ruby (900 gpv) 5. Diamond (2500 gpv) 6. Chrysoberyl (750 gpv)
9-10	Valuables: 1. Silver-plated steel longsword with jade set in the pommel (1200 gpv) 2. Gem encrusted silver jewelry box (4200 gpv) 3. Teakwood box filled with turquoise figurines (soldiers and goblin-kin, total 2000 gpv) 4. Small gold idol of Saint Ashar (600 gpv) 5. Hideous Goblin faced mask carved from Jade and inlaid with silver (3200 gpv) 6. Carved Ivory Statuette of a dragon (650 gpv)
11-12	Jewelry: 1. Gold necklace, sunburst pattern, with eight yellow sapphires inset (1200 gpv) 2. Cameo Broach carved from a single large pearl (900 gpv) 3. Silver necklace with a pendant with a large Jade stone inset (1500 gpv) 4. Silver Belt Buckle with four Rubies inset (850 gpv) 5. Gold Tiara shaped as a coiled dragon with Ruby eyes (3200 gpv) 6. Gold Armband with a Ruby inset (800 gpv)
13-14	1d3 Black Pearls (200 gpv); up to 18 can be found
15	Magic Sword (Longtooth , longsword +2, +3 vs. shapechangers, wielder can detect shapechangers within 20' radius)
16	Magic War Hammer (Grace Hammer , war hammer +2 vs. evil creatures, wielder can cast Light 30' radius three times per day)
17	Magic Chain Mail (St. Dafran's Coat , chain +2, wearer gains Protection from Undead)
18	Magic Shield (St. Dafran's Wall , shield +2, wielder gains +2 bonus against spell saves)
19	Magic Chains (The Bindings of the Ancients)
20	Magic Bottle (Everfull Potion Bottle)



The Mud King of Stoney Creek Ford



The Mud King of Stoney Creek Ford

I17. Pool of the Tyrant Serpent

The water continually bubbles and churns here as the **Tyrant Serpent** thrashes about in the water. This seven-headed beast attacks and tries to eat any creature that comes near the edge of the pool.

At the bottom of the 90' deep pool are hundreds of bones, humans, elk, a bear, goblin-kin, etc. Intermixed among the bones are various treasures. Roll on the following table every 10 person rounds of searching (3d10 items can be found):

1d20	Potential Treasure In the Tyrant Serpent's Pool
1-10	2d8 gp and 2d12 sp
11-15	2d12 gp and 2d4 sp and 1d4 gems (roll on subtable in next entry, worth 10-100 gp each)
16-18	1d6 gems (worth 100-1000 gp each): 1. Ruby 2. Jade 3. Spinel 4. Pearl 5. Garnet 6. Topaz 7. Sapphire 8. Diamond
19-20	Valuable Items: 1. Silver Ewer (300 gpv) 2. Gold Chalice with Rubies inset (1200 gpv) 3. Silver-plated Steel Dagger (300 gpv) 4. Brass Belt-Buckle, edged with silver (250 gpv) 5. Red Silk Robe with gold embroidered dragons on the sleeves (200 gpv) 6. Empty Silver Potion Bottle (200 gpv)

Tyrant Serpent Unique Abilities

1d6	Special Ability
1.	Each head can breathe flammable water (1d6 hp damage, 2x/day)
2.	Venomous bite (lose 1 hp per hour for 3d12 hours, save for half)
3.	Constrict (if a natural 20 is rolled, Serpent coils around target for 1d6 hp damage and -4 penalty to AC – save each round to escape)
4.	Generate Illusions (imitating items or creatures nearby, disguising itself – illusions are imperfect)
5.	Immune to non-magical weapons
6.	Radiates anti-magic field, 40' radius (no magic items or spell effects function within radius)

1d6	Special Weakness
1.	Lethargic (attacks last every round)
2.	Fire does double damage
3.	Cold does double damage
4.	Arrogant (only one head will attack at a time, until only three heads remain)
5.	Weak Bite (damage -2 against metal armor)
6.	Blind (heads attack with a -2 penalty)



I18. Escape Tunnel (Outdoor Encounter Area J)

An 80 long, 9-foot-diameter, roughhewn water-filled tunnel. The bottom of the tunnel is lined with broken bones, picked clean of any flesh.

344 **Blood Fish** live in this tunnel, feeding on the occasional troll who swims through and the semi-regular slave the Mud King sacrifices to his pets.

Among the bones are several minor items and small treasures, 1 item found per person turn of searching:

- a rusted iron mantle of a warrior-priest of St. Alboran
- a rusted iron key marked with the seal of the cult of St. Ashar
- an antique, warped oaken javelin engraved with the mark of the Clan Donegal
- a pewter box holding the mummified foot of the Prophet of White Rose
- 30-pound round of Ostland cheese encased in wax
- 344 sp (found 2d12 at a time)
- 71 gp (2d6 at a time)
- 1 small ruby (35 gp)
- a brass ring with the name "Sevaran" engraved on the inside (15 sp)

Appendix:

Gorbo's Stew

Gorbo is a hedge wizard whose specialty is making a magical "stew" to which he constantly adds new and interesting ingredients in an effort to create unique magical properties. He stores his various concoctions in wax sealed clay jars.

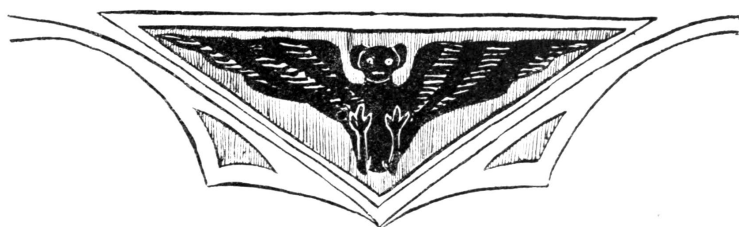
Some of his stews can be eaten, some are to be applied as an ointment, some are volatile enough to become incendiary weapons! The one common element that Gorbo works hard to keep consistent is its ability to charm the Two-Headed Trolls (in room 12), its "standard" effect (see 10-16 on chart below).

Each time the stew in his pot is sampled or a wax sealed jar is opened, use the following table to determine the effects of the stew.

Intended Use (roll 1d12):

- 1-7. Eaten
- 8-11. Salve
12. Self-Aware

2d12	Stew Effect
2	Explosive
3	Causes user, wearer, consumer to glow (as light spell) for 1d3 days
4	Healing (1d4 hp per quart) but mildly poisonous (lose feeling in hands for 1 hour per hit point healed)
5-6	Extra Nutritious: a single bite is a day's worth of nutrition. Spoils in 1d3+2 days after opening.
7-9	Invisible under water
10-16	Charm Goblin-kin, no other effect
17-19	Skin toughened (+2 bonus to AC) for 1d3 days, but then skin is weakened (-2 penalty to AC) for 1d3 weeks thereafter
20-21	Causes Invisibility, but odor is strong (30' radius)
22	Causes Sleep (As per spell)
23	Mildly Poisonous (lose 1d4 hp per day for 1d6 days)
24	Oozing Black Death



Appendix:

Monster Statistics

Bear, Black	HD 4+1; AC 7[12]; Atk 2 claws (1d3), 1 bite (1d6); Move 9; Save 13; CL/XP 4/120; Special: Hug.
Beaver	HD 1; AC 8[11]; Atk 1 bite (1d3); Move 4 (12 swimming); Save 18; CL/XP 1/10; Special: None
Centipede, Giant	HD: 1d2hp; AC 9 [10]; Atk 1 bite (1d6 + poison); Move 13; Save 18; CL/XP 1/10; Special paralyzing poison, latching on.
Coyote	HD 2; AC 7 [12]; Atk 1 bite (1d6); Move 14; Save 16; CL/XP 2/30; Special: None
Frog, Giant	HD 2; AC 7[12]; Atk 1 tongue (2d4); Move 3 (9 swimming); Save 16; CL/XP 2/30; Special: Swallow Prey Whole
Frog Man	HD 8+4; AC 2[17]; Atk 4 Claws, 1 Bite (2d6x4, 2d8); Move 6 (hop 8); Save 13; CL/XP 10/1000; Special: Hop, tongue entraps, poison blood
Goblin, Goblin-Kin	HD 1-1 to 2; AC 6[13]; Atk 1 weapon (1d6); Move 9; Save 18; CL/XP B/10; Special: -1 to hit in sunlight.
Gorbo	HD: M4; AC 9[10]; Atk 1 staff (1d6); Move 9; Special: Spells: Level 1: Affect Normal Fires, Shield Level 2: Invisibility
Griffin	HD 7; AC 3[16]; Atk 2 claws (1d4), 1 bite (2d8); Move 12 (Fly 27); Save 9; CL/XP 8/800; Special: Flight.
Herd Animal	HD 1-4; AC 7[12]; Atk 1 (1d6); Move 24; Save 17-13; CL/XP 1/10, 2/30, 3/60, 4/120; Special: None
Leech, Giant	HD 1; AC 9 [10]; Atk 1 bite (1d4); Move 3; Save 17; CL/XP 2/30; Special: Sucks blood (1 hp/round). HD 2; AC 9 [10]; Atk 1 bite (1d4); Move 3; Save 16; CL/XP 3/60; Special: Sucks blood (2 hp/round). HD 3; AC 9 [10]; Atk 1 bite (1d4); Move 3; Save 14; CL/XP 4/120; Special: Sucks blood (3 hp/round). HD 4; AC 9 [10]; Atk 1 bite (1d4); Move 3; Save 13; CL/XP 5/240; Special: Sucks blood (4 hp/round). HD 5; AC 9 [10]; Atk 1 bite (1d4); Move 3; Save 12; CL/XP 6/400; Special: Sucks blood (5 hp/round). HD 6; AC 9 [10]; Atk 1 bite (1d4); Move 3; Save 11; CL/XP 7/600; Special: Sucks blood (6 hp/round).
Lynx	HD 2+2; AC 6[13]; Atk 2 claws (1d3/1d3), bite (1d4) and rake (1d6); Move 12; Save 16; CL/XP 4/120; Special: Rake rear claws
Mountain Lion	HD 3+1; AC 6[13]; Atk 2 claws (1d4/1d4) + rake (1d8) and bite (1d4); Move 12; Save 14; CL/XP 4/240; Special: Rake and bite.
Muckraker	HD 2; AC 4[15]; Atk mudballs (1d4) or claws/bite (1d3/1d6); Move 8 (15 swimming); Save 16; CL/XP: 3/60; Special: Mud hurling
Skeletal Warrior	HD 9+3; AC 2[17]; Atk 1 weapon [1d8+2 or 1d10+2]; Move 6; save 12; CL/XP 13/2300; Special: only hit by magic weapons, magic resistance, detect living, spell immunities.
Stirge	HD 1+1; AC 7[12]; Atk 1 proboscis (1d3); Move 3 (Fly 18); Save 17; CL/XP 2/30; Special: blood drain (1d4), +2 to hit bonus.
Troll, Goblin-Kin	HD 7 to 9; AC 4[15]; Atk 2 claws (1d4) at +1/+3, 1 bite (1d8); Move 12; Save 11; CL/XP 8/800, 9/900, 10/1000; Special: Regenerate 1d8hp/round.
Troll, Two-Headed, Goblin-Kin	As ETTIN: HD 10; AC 3[16]; Atk 2 clubs (3d6); Move 12; Save 5; CL/XP 10/1400; Special: None.
Tyrant Serpent	HD 10 (body 3, each head 1); hp body 15, each head 6; AC 5[14]; Atk 7 bites at +3 (1d8 each); Move 9; CL/XP 10/1400; Special: Slow regeneration
Zombie Elk	HD 4; AC 6[13]; Atk 1 gore (1d6); Move 8; Save 13; CL/XP 5/240; Special: Regenerate 1 hp per round (except magic damage)

Appendix:

New Items

Bindings of the Ancients: This 50' long heavy chain is unbreakable by any weapon or magic short of a wish or the magic of the Trap Stone (Not found in this adventure, see below). The chain weighs 50 lbs per foot of length (2500 pounds total).

Everfull Potion Bottle: This cloudy glass bottle has an ancient dwarven rune (meaning forever) etched into the side. If the command word is spoken, the bottle will fill with whatever liquid was previously stored within. This ability is usable twice per day.

Grace Hammer: A gold plated steel headed hammer with a long, leather wrapped haft. The head is etched with a stylized sun and prayers to St. Ashar and St. Dafran. It is a war hammer +2 vs. evil creatures, wielder can cast Light 30' radius three times per day.

Longtooth: Thin steel-bladed sword with magic symbols etched into the flat of the blade. When in the vicinity of a shapechanger (30' radius), the symbols glow pale blue. Longtooth is a longsword +2, +3 vs. shapechangers, wielder can detect shapechangers within 20' radius.

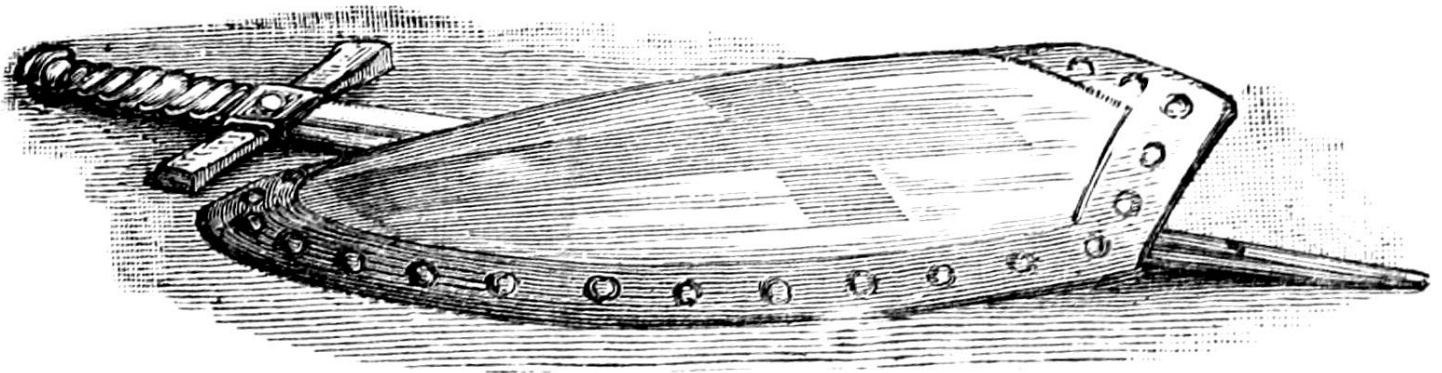
Night's Touch: A wide-bladed dagger, blackened steel with a hilt wrapped in black, well-worn leather. The first time Night's Touch is drawn from its sheath, the wielder knows immediately all the dagger's powers. Once per month, the wielder will be plagued by dreams of creatures of darkness. Night's Touch is a dagger +1; +2 in dim light; +4 in complete darkness, user can cast darkness 30' radius 1/day.

St. Dafran's Coat: A full chain shirt with steel pauldrons attached at the shoulders. No matter how well-cared for, St. Dafran's Coat will always have a sheen of rust. It is chain +2, and the wearer gains Protection from Undead.

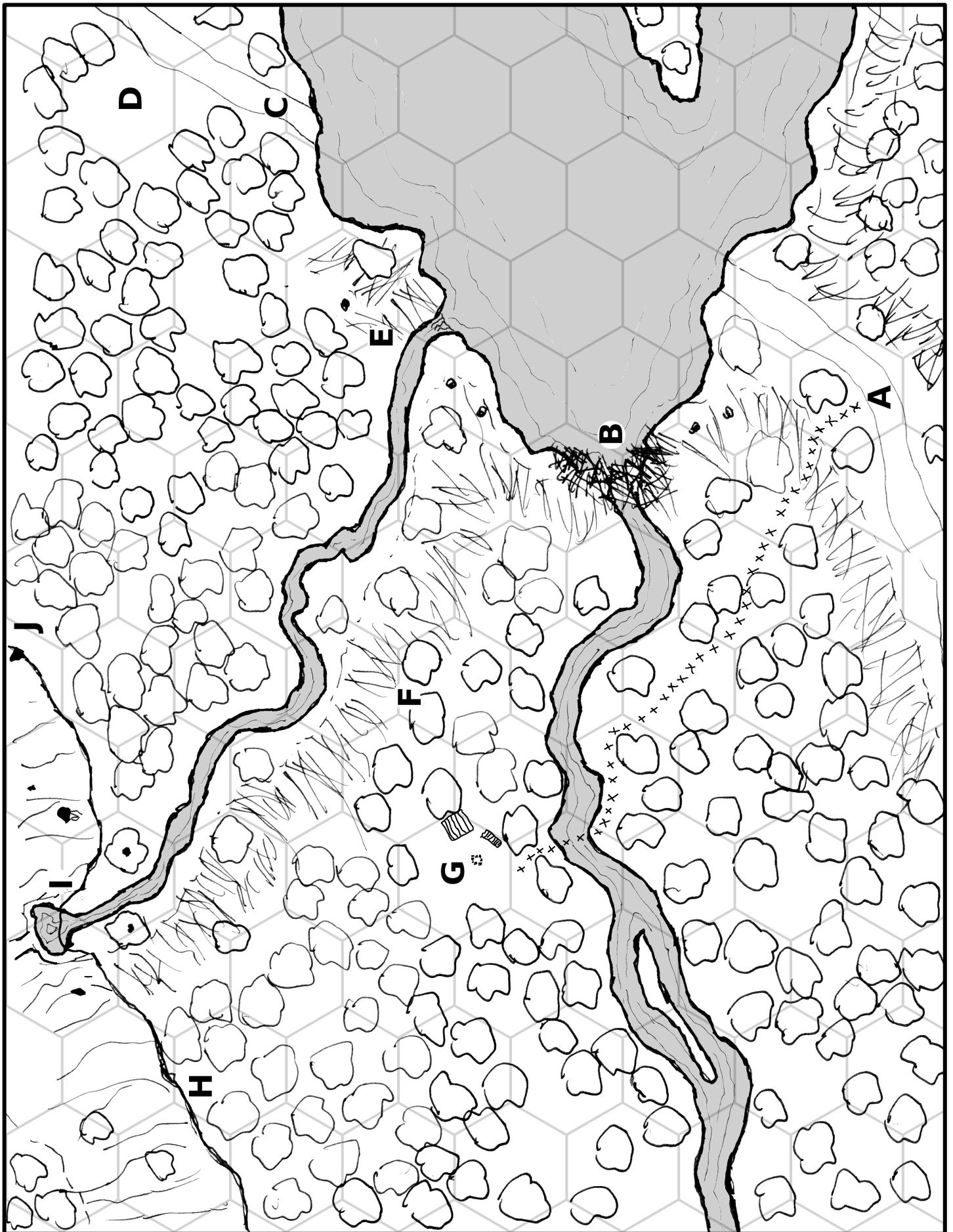
St. Dafran's Wall: A Great Shield with an image of a stylized sun on the face and prayers to St. Dafran scrawled on the obverse. This is a shield +2, wielder gains +2 bonus against spell saves.

St. Gorban's Lead – Magical lead infused (it is said) with the blood of angels. St. Gorban's Lead is often used to seal holy relics. It is impervious to all damage except magic blades and magic fire.

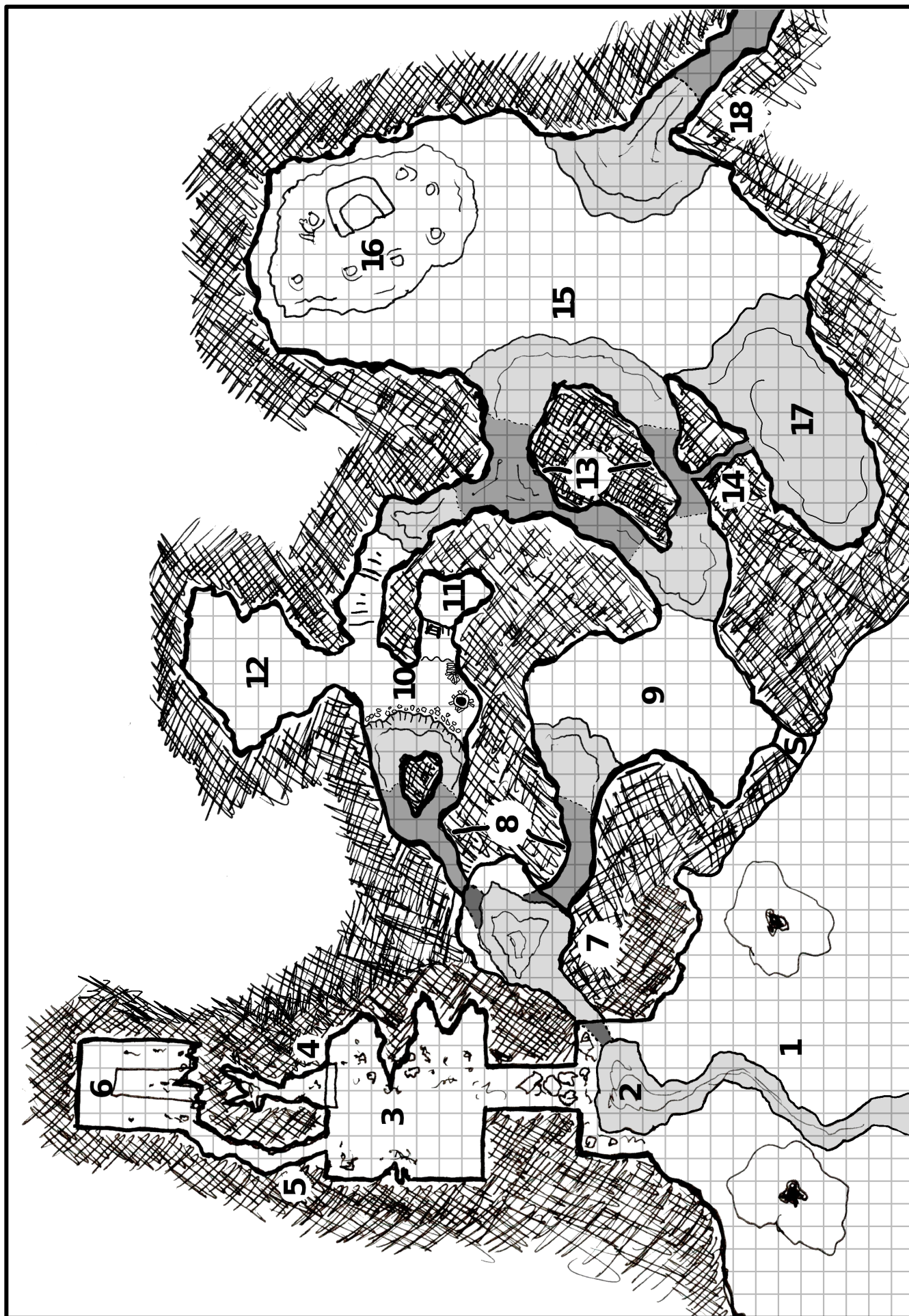
Trap Stone: This disc shaped stone is about 8" in diameter and about 1" thick. It is carved on the face with the image of a locked manacle and on the obverse with the image of an open manacle. If the locked side is touched to any binding or lock it will magically bind/lock the item touched. Conversely, if the open side of the stone is touched to any binding or lock, it is magically released (not found in this adventure).



The Mud King of Stoney Creek Ford



The Mud King of Stoney Creek Ford



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