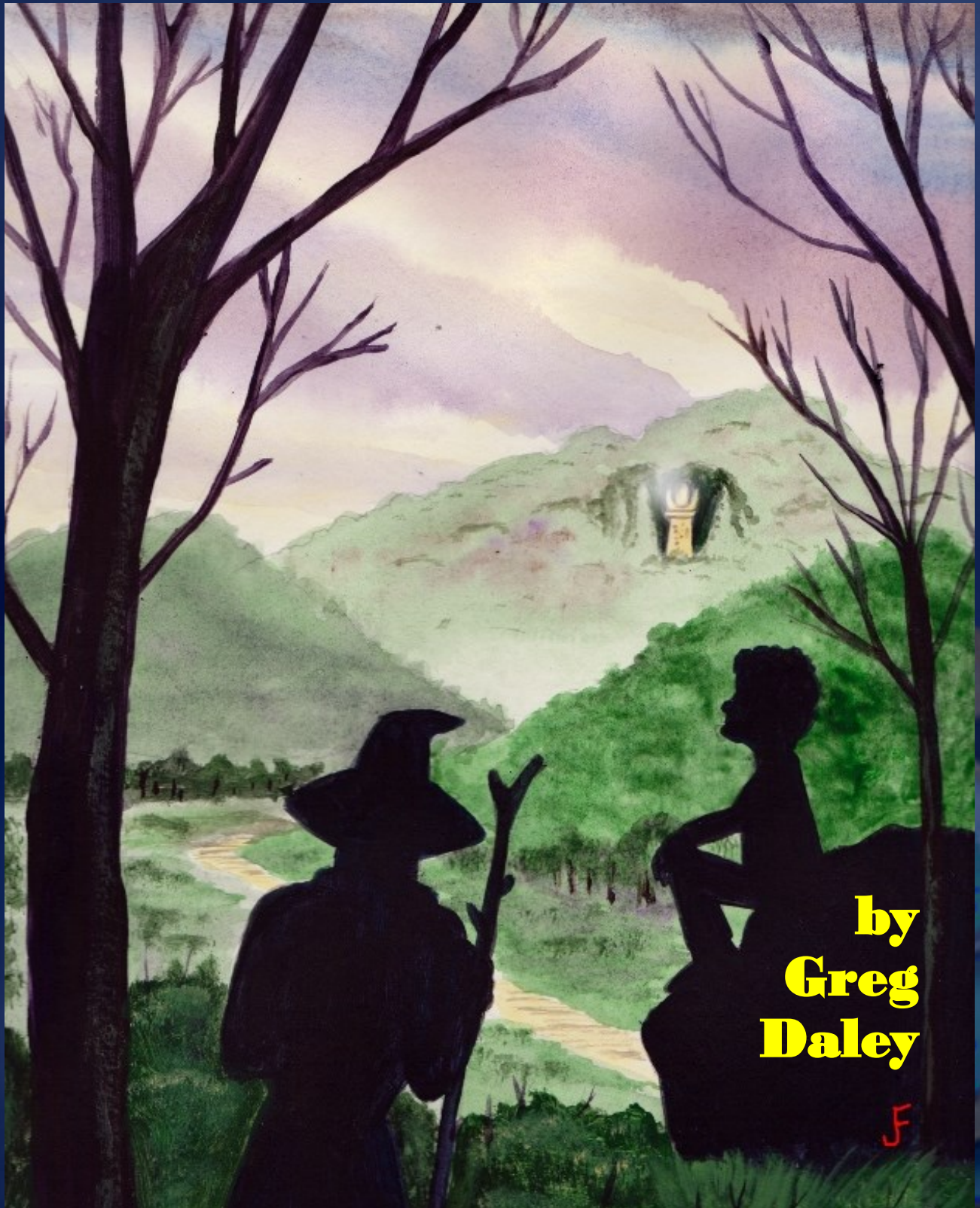




DRAGONFOOT

DF33

Stele of the Silver Thane



**by
Greg
Daley**

F

A First Edition adventure for *very careful* 1st or 2nd level characters

Stele of the Silver Thane

by Greg Daley

A First Edition adventure for very careful 1st or 2nd level characters

Lead Editor

Matthew James Stanham

Proofing

Nicholas Partridge

Ronald Redmond

Maps

Andreas Claren

Tim Hartin

Layout

Bryan Fazekas

Cover Art

John Fredericks

Interior Artwork

Ian Baggley

John Bingham

Luigi Castellani

Peter Fitzpatrick

John Fredericks

Del Teigeler

*Advanced Dungeons & Dragons and AD&D are registered trademarks
owned by Wizards of the Coast.*

Dragonsfoot UK
Free & Original RPG Materials



Visit our website
for more AD&D resources

<http://www.dragonsfoot.org/>

Table of Contents

Table of Contents	3	Part 2	15
Art Credits	5	Settlements	15
Map Credits	5	The Village of Hadd	15
Introduction	6	Rumours	15
Synopsis	6	Locations	16
Background	6	1. Shrine	16
Structure	6	2.hovels.....	17
Notes	7	3. Pyramid Hill.....	18
Part 1	8	4. The Forge	18
Wilderness	8	5. Granary	18
The Eastern March	8	6. Altar Grove.....	18
Locations	8	7. Inn.....	18
1. Village of Hadd	8	8. General Store	18
2. River Junction.....	8	9. Corn Factor's Residence.....	18
3. Fording	8	10. Pottery Barn	19
4. Near Brush	8	11. Broken Way	19
5. Open Woodland	8	12. Well.....	19
6. Curve in the Road	8	13. Map Shop	19
7. Swamp	9	14. School.....	20
8. Open Water	9	15. Ruins.....	20
9. End of the Road	9	16. Lieutenant's House	20
10. Dense Forest.....	9	17. Supervisor's House.....	20
11. Road Through The Trees	9	18. Guard House	20
12. South End Wood	9	Egril's Offer	21
13. Wizard's Gate	10	The Gnome Steading of Opus	21
14. Gnome Hills	10	Locations	22
15. Wizard's Tower	10	1. Circle of Air	22
16. Small Lake.....	10	2. Audience Hall.....	23
17. Valley Lands.....	10	3. Up Ramp.....	23
18. Dense Brush.....	10	4. Fighting Chamber	23
19. Southern Plains	10	5. Down Ramp	23
20. Goblin Plains	10	6. Upper Guard Room.....	23
21. Lone Hill	10	7. Lower Guard Room.....	23
22. Boggy Ground	10	8. Circle of Fire	23
23. Soak Point.....	10	9. Gnome Residence	24
24. Brownstone Peak	11	10. Circle of Water	25
25. Three Sisters	11	11. Cleric Residence.....	25
26. Low Density Woodland.....	11	12. Illusionist's Residence.....	25
Encounter Tables	11	13. Circle of Earth	25
Monster Encounter Statistics.....	13	14. Kitchen.....	25
		15. Chieftain's Residence	25
		16. Gnomehearth	26
		17. Ante-Chamber	26
		18. Council Hall.....	26
		19. Corridor.....	26
		20. Library	26
		21. Treasury.....	26

Part 3 27

Dungeons	27
Egril's Estate	27
Locations	27
1. Wizard's Tower	27
2. East Annexe	27
3. West Annexe	27
4. Ground Floor	28
5. Bedroom	28
6. Study	29
7. Observatory	29
8. Carriage House	29
9. Farm House	29
10. Egg House	29
11. Corral	31
12. Corn Fields	31
13. Pond	31
14. Coppice Grove	31
15. Cemetery	31
16. Mausoleum	31
17. Gatehouse	32
18. Wild	32
19. Brush	32
20. Northern Field	32
The Goblin Raiders	32
Events	33
The Pursuit	33
The Pursuers	35
1. Adventurers	35
2. Simulacrum	35
3. Hound	35
4. Undead	35
5. Werewolf	35
6. The Warlock	35
Aftermath	35
In the Vicinity of the Stele	36
Locations	36
1. West Peak	36
2. Volcano Cone	36
3. Large Cave	36
4. Stele	36
5. Eastern Hill	36
6. Western Hill	36
7. Small Cave	36
Beneath the Stele	38
Encounters	38
Locations	39
1. Main Cavern	39
2. Northern Access	39
3. Inner Cave	39
4. Five Ways	39
5. Rubbish Room	39
6. Organ Pipe	40
7. Waterfall	40

8. Kidney Room	40
9. Skeleton Room	40
10. Trap Room	40
11. Tomb	40
12. Narrowing	42
13. Rock Wall	42
14. Secret Room	42
15. Top Stairs	42
16. Secret Hideaway	42
17. Oval Chamber	42
18. Shimmering Cave	43
19. Bottom of Stairs	43
20. Pet Room	43
21. Fungus Room	43
22. Centipede Room	43
23. Twisty Passages	43
24. Stairway	44
25. Rear Entrance	44
26. Rear Guard Room	44
27. North Armoury	44
28. Passageway	44
29. Barracks	44
30. Sergeants' Room	44
31. Deep Pit	44
32. Supply Room	45
33. Smelly Corridor	45
34. Great Hall	45
35. Doctor's Chambers	45
36. Store Room	45
37. Loot Room	45
38. Main Guard Chamber	46
39. War Room	46
40. Leader's Den	46
41. Front Landing	46
42. Guard Outpost	46
43. Kill Zone	46
44. The Cone	46
45. South Nook	46

Conclusion 47

End Notes	48
-----------------	----

Appendices 48

Appendix I - Non-Player Characters	48
Egril, Level 14 Human Magic-User	48
Egril's Simulacrum, Level 7 Human Magic-User	48
Rema, Werewolf	49
Thaddia, Level 4 Human Fighter	49
Rema's Simulacrum	49
Porok, Level 1 Goblin Witchdoctor	49
Glumf, Goblin Lieutenant	50
Other Goblins	50
Locris Company Gnome Scouts	50
Parnassus, Level 1/1 Gnome Fighter/Thief	50
"Zeph", Level 1/1 Gnome Fighter/Thief	50
Amphissa, Level 1/1 Gnome Cleric/Thief	50

Ozolian, Level 1/1 Gnome Fighter/Illusionist	50
Phocri, Level 1 Gnome Thief	51
"Nemi", Level 1/1 Gnome Illusionist/Thief.....	51
Appendix II - New Special/Magical Items	51
Silver Scale Armour +1.....	51
Silver Medium Shield +1.....	51
Silver Hand Axe +1.....	51
Silver Dagger +1.....	51
Paint of Protection	51
Model of the Mother Goddess' Silver Temple	52
Ozolian's Spell Book.....	52
Nemi's Spell Book	52
Egril's Spell Books.....	52
Appendix III - New Monsters.....	52
Wyvern, Hatchling	52



Copyright & Distribution..... 56

Art Credits

Ian Baggley

<i>Dragon Swamp</i>	09
<i>Goblin Attack</i>	32

John Bingham

<i>Gnome Militia</i>	7
----------------------------	---

Luigi Castellani

<i>Goblins</i>	44
----------------------	----

Peter Fitzpatrick

<i>Stele</i>	37
--------------------	----

John Fredericks

<i>Door</i>	4
<i>Goblin</i>	5
<i>Goblins</i>	21
<i>Spell Book</i>	26
<i>Wolwere</i>	49
<i>Tower</i>	56

Del Teigeler

<i>Mace</i>	11
<i>Bow & Quiver</i>	15

Public Domain

<i>Badger</i>	25
---------------------	----

Map Credits

Andreas Claren

<i>Village of Hadd</i>	17
<i>Gnome Lair</i>	22
<i>Gnome Tunnels</i>	24
<i>Egril's Estate</i>	28
<i>Three Hills</i>	34
<i>Overland Map – DM</i>	53
<i>Overland Map – Players</i>	54

Tim Hartin

<i>Tower</i>	30
<i>Goblin Tunnels</i>	41



stele: a stone or wooden slab, generally taller than it is wide, erected as a monument, very often for funerary or commemorative purposes.

Introduction

Synopsis

An ambitious sorcerer schemes to hold sway over a fragmented eastern marchland, eschewing no evil deed or means of establishing his power. In order to realise his latest subtlety he seeks the aid of adventurers of negotiable disposition. Whether they serve or oppose him, they will find themselves in well over their heads! Meanwhile, goblins are on the move, secretly penetrating into the remains of an ancient dungeon beneath the Stele of the Silver Thane, and poised to strike against the magician who would make himself their master!

Background

The eastern march is a sparsely populated region now, on the fringes of the empire, but it was not always so. In ancient times this land was the very cradle of civilization, the place from which man arose at last to stand proudly alongside the elder races of the world. Amongst the brambles and thickets of the wilderness are hints of this former glory, as well as lawless raiders and other hidden dangers. Many an overbold adventurer has met his end searching for treasure amongst the ruins and remnants of the march. Perhaps the player characters will be next!

An important location on the march is the village of Hadd, a small settlement built atop the ruins of a more ancient town. It is not significant militarily, but serves as an economic and administrative centre for the farmers and traders of the locality, resulting in a modest prosperity. The village is the farthest flung eastern outpost of the empire and the last sign of civilisation before the wilderness beyond. Whilst somewhat isolated, Hadd is not forgotten and in the event of serious trouble a contingent of imperial soldiers will be dispatched to render aid.

Not far from Hadd, serious trouble is brewing in the person and ambitions of Egril, an extremely powerful and evil wizard! As yet, his true nature remains unrevealed and some folk even think it desirable to have a magician nearby. However, Egril plans to usurp lordship of the region and has set several schemes in motion to achieve this end. If unopposed, he is likely to have an army of undead, humanoids and other monsters

at his disposal in the near future. Once the wizard has achieved this, Hadd will be the first neighbouring settlement to be annexed.

Further to the east, beneath the mountains, lies a large goblin stronghold, the chief tool of Egril's ambition. Recently, the sorcerer has brokered the beginnings of an alliance with these wicked creatures; he has already profited in wyvern eggs, their scouts having led him to the nests he raided. In return, Egril has promised to aid the goblins in finding and destroying their perennial enemies, a hidden community of gnomes. The wizard, though, in fact plots to enslave these, useful and skilled labour, to work the mines that he surmises must exist nearby.

Egril also has a need for more reliable servants than goblins, and so he has begun to hire small numbers of mercenaries and adventurers, testing their capabilities and scruples for the future. With Rena, his wolwere familiar, attending to matters at the goblin stronghold and his own attention needed elsewhere, the sorcerer requires just such men to guard his estate whilst he is away. Little does he suspect that a rogue band of goblins have lodged themselves in the ruins beneath the Stele of the Silver Thane and that these have designs of their own!

Structure

This module is divided into three major parts: the first provides an overview of the marchland and wilderness, the second describes the two major settlements in the area, and the third describes both the manse of Egril and the dungeon below the titular Stele of the Silver Thane. Appendices conclude this work, which detail important non-player characters, magical items, and monsters, as well as provide useful maps and figures. Most of the adventure is expected to take place in the dungeon locations, with the other sections facilitating more sandbox-style play.

Should the player characters take service with Egril, then they will find themselves defending his stronghold against a night-time goblin raid. The objective of these creatures is to steal the wyvern eggs that the sorcerer has obtained. Afterwards, whether to retrieve any stolen eggs or else simply to punish the malefactors, the adventurers have the opportunity to track the goblins across the

wilderness and back to their current lair in the remains of the ancient underground town below the stele.

Of course, the party could choose not to accept service with the wizard, in which case they will be free to explore the marchland and may well find their own way into the hidden Halls of the Silver Thane. The ruins and caverns beneath the stele can certainly serve as the focus of adventures independent of any dealings with Egril, and there are potentially many monsters to encounter whilst roaming the wilderness. In fact, avoiding the sorcerer, finding the gnomes, and raiding the stele may offer the best chance of opposing him in the long run.

Notes

Throughout this module there are references to Lemurian, which was the language and script used by the men of the march during ancient times. Obviously, this can be replaced with some more suitable alternative, native (or not!) to the setting used. For game purposes the language is represented as coded English, so players can attempt to decipher the handouts. If preferred, characters able to understand Lemurian may simply be

provided with the translation, but there is surely more fun to be had in providing only part of the code!

Since a number of events in this module are time dependent, it is important that the game master keep careful track of the days and hours as they pass from the start of play. Whether the wizard is on his estate, if the goblins have undertaken their raid, and exactly who or what might currently be wandering the Halls of the Silver Thane all have the potential to significantly impact the outcome of player character action. Similarly, the players have the potential to impact the timeline, such as by destroying the goblin raiders or stealing the wyvern eggs for themselves.

Although some events are broadly sketched out, it is really up to the game master to decide how they resolve when the player characters are not directly involved. Furthermore, the game master is expected, and encouraged, to expand this module for use in his own campaign, building on the basic framework provided. There are many directions in which things could go. Events set in motion here might well culminate in a miniature tabletop battle between the forces of weal and woe. On the other hand, the player characters may just leave the march to its fate.



Part 1

Wilderness

The march is sparsely populated, but its proximity to more civilised and settled lands has kept it from being overrun by monsters as yet. In order to reach the dungeon locations, the player characters will have to venture into and traverse the wilderness. Most of the environs here presented have no specific keyed encounters, but random tables are provided to aid the game master in adjudicating exploration. Additionally, some clues regarding the visibility of other landmarks are provided in the entries for navigation purposes.

The Eastern March

On the west side of the river things are relatively settled and incursions are infrequent. To the east, though, the march is perilous and monsters roam freely, being warded off chiefly by the lack of easy fords. Yet, even so, some hardy folk dwell in the wilderness across the water.

An old imperial road runs east through the village of Hadd; wide and well made, it fords the river, passes through the forest, and turns north before eventually succumbing to the tangled wilderness beyond. Westward it connects the march to the rest of the empire.

Locations of interest are briefly described below, along with any additional encounters, which are checked for separately from standard random encounter rolls. The vicinity of the Stele of the Silver Thane is described elsewhere in more detail, being the primary adventure site.

Locations

1. Village of Hadd

Nestled in the midst of expansive and prosperous farmland is a small settlement of a few hundred souls. Hardly a building rises higher than a single storey, and there are no walls or other fortifications to speak of.

2. River Junction

Here the sound of rushing water loudly fills the forest. Two streams meet to form a larger river, some sixty feet across, running fast and deep. No obvious means of crossing is apparent, though a strong animal or man could perhaps swim.

3. Fording

The old road disappears into the river here and emerges again on the other side. Water foams over protruding stones, but the flow is slow and shallow enough for it to be fordable. At this point the river is about a hundred feet wide and three feet deep; it will take ten rounds to traverse on foot and five rounds by horse. Encumbered animals or men take twice as long, and must make a saving throw to avoid being swept off their feet during the crossing. Should they fail, there is a one-in-five chance of their pack being washed away or else splitting open and spilling its contents into the water with predictable consequences.

4. Near Brush

An undeveloped area to the southwest of Hadd; heath and gorse cover the ground. The villagers sometimes make use of the land to graze their animals, but the nearby marsh requires them to exercise some caution when doing so.

5. Open Woodland

East of the river the forest begins to thin out and the land starts to slope upwards to the northeast. The area is dotted with trees and shrubs of various sorts, before giving way to the thick brush that covers the lower slopes of the mountains.

6. Curve in the Road

Here the road curves between a line of low hillocks, and the verge narrows to less than twenty feet on either side. of course, this makes it a natural place for an ambush, so random encounters here are potentially more dangerous.



7. Swamp

These low lying lands are flooded by nearby rivers and springs. Silty mud covers the ground, interspersed with open stretches of water. Many wading birds can be seen feeding on the various invertebrates that live in the mud.

8. Open Water

Eventually the marshland gives way to a large expanse of water. A faint salt spray blows off the surface and the far shore cannot be seen. The water is brackish, but supports freshwater fish, and is in fact an arm of a much larger inland body.

9. End of the Road

The road here turns to ruts, potholes begin to appear and tufts of grass spring up in its middle. After a way, the road dwindles to an animal track, and wends its way through high grasses. Wagons passing here are likely to get bogged in the ruts.

10. Dense Forest

East of the river the trees are densely packed together and rarely felled by men. Indeed, many trunks stand upright only because others are preventing them from falling down. Paths can be followed in single file, but are

thickly covered with heavy wet leaf litter, dark and mouldering. There is a 1-in-12 chance of stumbling on a shrieker in addition to normal encounters, the noise of which will attract a flock of stirges. Above, birds sound shrilly, periodically warning of this danger.

Shrieker (1)

M 1; AC 7; HD 3; A 0; D 0; SZ M; AL N.
SA Shriek attracts monsters.

Stirge (6)

M 3/18; AC 8; HD 1+1; A 1; D 1-3; SZ S; AL N.
SA Blood Drain, Attacks as 4HD.

11. Road Through The Trees

Here the road narrows as it passes through thick forest. Trees loom on either side, and branches reach overhead. Naturally, it is a perfect place for an ambush, should a suitable encounter happen to occur.

12. South End Wood

To the south of the old road the forest begins to thin and somewhat quieten. On occasion, especially during a full moon, the wolwere familiar of Egril and her simulacrum hunt here and so animals have begun to avoid the area. In addition to any normal encounters, there is a 1-in-6 chance at night of one of them being present with the following probability:

1d20	Result
1-4	Rema (wolf form)
5-8	Thaddia (human form)
9-20	Simulacrum

Should Thaddia be encountered, there is a 1-in-4 chance she will be naked and covered in blood, having just made a kill.

13. Wizard's Gate

Rising above the woodlands, a double line of trees snakes off to the south to meet an archway in an encircling hedge-line. A paved path runs between, continuing through the arch and on towards a tall tower in the distance.

14. Gnome Hills

These rounded hills are difficult to navigate, being crowded close together with narrow twisting valleys between. A party of gnomes patrols the area to safeguard the nearby steading, and in addition to normal encounters there is a 1-in-6 chance that they will happen upon the adventurers. If one or more characters ascend to the top of a hill, the probability increases to 5-in-6 on the next occasion. Whether these gnome scouts are friendly or hostile depends on how the player characters present themselves (see the Locris Company in Appendix I).

15. Wizard's Tower

Here a tower rises, girded by a wide ring of hedge. A number of smaller structures appear to also stand nearby within the enclosure. The hedge line is rather thin in some places, and at those points it is possible to force a passage through.

16. Small Lake

An expanse of water stretches southwest from a tower and hedge line. Fish can be seen swimming amongst the reeds at the edge of the lake, and all seems well and good. This is the main source of water for the irrigation of Egril's crops.

17. Valley Lands

This land lies between rolling hills to the southwest and tall mountains to the northeast. It abounds with herd animals and birds, but is devoid of buildings or other signs of civilisation. As it happens, goblins and gnomes contest this territory.

18. Dense Brush

Here is harsh country covered in brush. The plants meet together in thorny tangles and it is hard to push through, as the branches catch on clothes and equipment. Movement is slowed by 6" to a minimum of 3", unless following a path.

19. Southern Plains

This wide expanse bursts with flowers of many colours amidst deep green grasses. Large clumps of springy grass dot the plain at intervals. A few animals and birds can be seen from time to time, though not in any great numbers.

20. Goblin Plains

Here rich grassland gently undulates; clearly it would make for excellent farmland, were it not for the proximity of a goblin stronghold. There is a 1-in-12 chance every six hours of a goblin patrol, in addition to any other random encounters.

21. Lone Hill

From the top of this hill it is possible to see the lay of the land for several leagues in all directions. Major features can easily be discerned, though not their details. Standing atop the hill increases the probability of the next random encounter check to 1-in-2.

22. Boggy Ground

The ground here is tufted with grass, but very soft. Dense objects will sink into the mire. Movement is slowed by 3", and those travelling at 3" or less have a 1-in-5 chance of falling over into the mud, where they may drown if unassisted.

23. Soak Point

Ground water wells up from this low sink in the land, turning the marsh into a swamp. A brood of hatchling black dragons are scouring the area, and there is a 1-in-12 chance of encountering one every hour the player characters spend in the swamp.

Black Dragon, Very Young (1)

M 12/24; AC 3; HD 6; HP 6; A 3; D 1-4/1-4/3-18; SZ L; AL CE. SA Breath Weapon 3/day, 30% chance spell use: *Magic Missile*.

Other encounters occur as normal, except that there is a 1-in-4 chance the creatures have recently been attacked

by a dragon, perhaps only acid melted bones remain. Off the map to the south is the entrance to an adult black dragon lair.

24. Brownstone Peak

This peak marks the end of a mountain range, which is low enough to be rarely crowned by snow. An entrance to the most significant goblin warrens in the region is located on the lower slopes; hidden, but frequently used.

25. Three Sisters

Here stand three rounded hills, one rising between the shoulders of the other two. A stele stands on the slope of this higher hill, marking one of two hidden entrances to an underground cavern system and the Halls of the Silver Thane beyond.

26. Low Density Woodland

A plain, sparsely covered with trees and brush, stretches out for many miles here. To the north loom high and craggy mountains, whilst to the west a range of bare hills rises up, running north and northwest.

Encounter Tables

Below are encounter tables applicable to all terrains on the eastern march. For open woodlands use the listings for plain and forest alternately. Check for encounters every six hours (e.g. in the morning, afternoon, evening, and night), assuming a 1-in-12 probability of occurrence. To determine type, roll 1d8 + 1d12 and consult the relevant table. In and around Hadd northwest of the river is considered inhabited plains, therefore any result other than men, demi-humans or animals is negated unless an additional check is made with a 1-in-12 probability.



Mountain

Roll	Result
2	Djinni (1)
3	Giants, Cloud (1-3)
4	Bugbear (2-12)
5	Cockatrice (1)
6	Giant, Stone (1-2)
7	Dwarf, (5-20)
8	Ogre (2-8)
9	Goat (5-20)
10	Rat, Giant (5-20)
11	Wolf (3-12)
12	Bat, Giant (5-20)
13	Goblin (10-40)
14	Toad, Giant (1-12)
15	Wyvern (1)
16	Griffon (2-4)
17	Lammasu (1)
18	Quaggoth (2-24)
19	Aarakocra (1-10)
20	Yeti (1-3)

Scrub

Roll	Result
2	Tri-Flower Frond (1)
3	Fly, Giant (1-6)
4	Ant, Giant (1-20)
5	Wolf (3-12)
6	Bear, Brown
7	Horse, Wild (2-12)
8	Boar, Wild (1)
9	Jackal (1-6)
10	Man, Nomad (5-30)
11	Porcupine, Giant (1-2)
12	Ibex (2-20)
13	Snake, Poisonous (1-2)
14	Bull/ Cattle, Wild (1-20)
15	Lion (2-8)
16	Goblin (10-40)
17	Wyvern (1)
18	Eagle (1)
19	Doppelganger (2-8)
20	Vortex (1-8)

Hills

Roll	Result
2	Derro (3-18)
3	Sphinx, Hieraco- (1)
4	Wolf, Dire (2-8)
5	Giant, Hill (1)
6	Badger (1-4)
7	Wolf (3-12)
8	Bull/Cattle, Wild (1-20)
9	Raven (4-36)
10	Skunk (1-6)
11	Mule (1)
12	Spider, Huge (1-12)
13	Man, Merchant (10-60)
14	Gnome (5-20)
15	Pony (1)
16	Goblin (10-40)
17	Eagle (1)
18	Goat, Giant (1-8)
19	Dragon, Black (D) (1)
20	Pegasus (1-6)

Forest

Roll	Result
2	Men, Woodsmen (10-100)
3	Squirrel, Giant (1-12)
4	Ankheg (1-2)
5	Stirge (3-12)
6	Horse, Wild (2-12)
7	Boar, Wild (1)
8	Rat, Giant (5-20)
9	Bear, Black (1-3)
10	Beetle, Bombardier (2-8)
11	Stag/Deer (1-2)
12	Spider, Large (2-12)
13	Wolf (3-12)
14	Wolwere (Rema) (1)
15	Ant, Giant (1-20)
16	Porcupine (1-4)
17	Tick, Giant (3-12)
18	Dragon, Green (1)
19	Zombie (2-12)
20	Cockatrice (1)

Swamp/Marsh

Roll	Result
2	Mantrap (1-2)
3	Otter, Giant (1-4)
4	Dragon, Black (C) (1)
5	Crayfish, Giant (1-2)
6	Eel, Giant (1-5)
7	Diplodocus (1-2)
8	Beetle, Water (1-4)
9	Crocodile (1-6)
10	Rat, Giant (5-20)
11	Crayfish, Large (2-8)
12	Leeches (2-16)
13	Dragon, Black (A) (1)
14	Dragon, Black (B) (1-4)
15	Frog, Giant (5-20)
16	Lizard Man (5-20)
17	Crane, Giant (1-8)
18	Quipper (5-50)
19	Beaver, Giant (1-6)
20	Zombie (2-12)

Plains

Roll	Result
2	Dragon, Black (D) (1)
3	Wyvern (1)
4	Bee, Giant (1-10)
5	Buffalo (2-16)
6	Ass, Wild (1-8)
7	Goblin (10-40)
8	Camel, Bactrian (1-12)
9	Dog, Wild (4-16)
10	Boar, Wild (1)
11	Antelope (2-20)
12	Man, Nomad (30-300)
13	Wolf (3-12)
14	Elephant (1-6)
15	Hyena (2-8)
16	Lion (2-8)
17	Gnome (5-20)
18	Sphinx, Crio- (1-2)
19	Gnoll (10-40)
20	Wemic (2-5)

Monster Encounter Statistics

Aarakocra M 6/36; AC 7; HD 1+2; A 2; D 1-3/1-3; SZ M; AL NG; XP 28 + 2/hp

Ankheg M 12(6); AC 2/4; HD 4; A 1; D 3-18 + 1-4; SA squirt acid 8-32; SZ L; AL N; XP 125 + 4/hp

Ass, Wild M 12; AC 7; HD 2; A 1; D 1-2/1-6; SZ L; AL N; XP 20 + 2/hp

Ant, Giant M 18; AC 3; HD 2; A 1; D 1-6; SZ S; AL N; XP 20 + 2/hp

Antelope M 21; AC 7; HD 1; A 1; D 1-4; SZ M; AL N; XP 10 + 1/hp

Badger M 6(3); AC 4; HD 1+2; A 3; D 1-2/1-2/1-3; SZ S; AL N; XP 20 + 2/hp

Bat, Giant M 3/18; AC 8; HD ½; A 1; D 1-3; SA disease; SZ S; AL N; XP 5 + 1/hp

Bear, Brown M 12; AC 6; HD 5+5; A 3; D 1-6/1-6/1-8; SA hug (2-12); SZ L; AL N; XP 300 + 6/hp

Bear, Black M 12; AC 7; HD 3+3; A 3; D 1-3/1-3/1-6; SA hug (2-8); SZ M; AL N; XP 85 + 4/hp

Beaver, Giant M 6/12; AC 6; HD 4; A 1; D 4-16; SZ M; AL N; XP 60 + 4/hp

Bee, Giant M 9/30; AC 6; HD 3+1; A 1; D 1-3; SA poison; SZ M; AL N; XP 150 + 4/hp

Beetle, Water M 3//12; AC 3; HD 4; A 1; D 3-18; SZ L; AL N; XP 85 + 4/hp

Beetle, Bombardier M 9; AC 4; HD 2+2; A 1; D 2-12; SA acid cloud, firing cloud; SZ M; AL N; XP 105 + 3/hp

Boar, Wild M 15; AC 7; HD 3+3; A 1; D 3-12; SZ M; AL N; XP 85 + 4/hp

Bugbear M 9; AC 5; HD 3+1; A 1; D 2-8; SA surprise on 1-3; SZ L; AL CE; XP 135 + 4/hp

Buffalo M 15; AC 7; HD 5; AL N; A 2; D 1-6/1-6; SA charge, head AC 3; SZ L; XP 130 + 5/hp

Bull/Cattle, Wild M 15; AC 7; HD 4; A 2; D 1-6/1-6; SA charge; SZ L; AL N; XP 85 + 4/hp

Camel, Bactrian M 18; AC 7; HD 3; A 1; D 1-4; SA spit; SZ L; AL N; XP 35 + 3/hp

Cockatrice M 6/18; AC 6; HD 5; A 1; D 1-3; SA touch petrifies; SZ S; AL N; XP 315 + 5/hp

Crane, Giant M 9/18; AC 5; HD 3; A 1; D 1-10; SZ M; AL N; XP 35 + 3/hp

Crayfish, Giant M 6//12; AC 4; HD 4+4; A 2; D 2-12/2-12; SZ L; AL N; XP 90 + 5/hp

Crayfish, Large M 3//12; AC 7; HD 1/4 ; A 2; D 1/1 ; SZ S; AL N ; XP 5 + 1/hp

Crocodile M 6//12; AC 5; HD 3 ; A 2; D 2-8/1-12; SZ L; AL N; XP 60 + 4/hp

Derro M 9; AC 6; HD 3; A 1(2); D 1-4(1-3); SA repeating crossbow poisoned for 2-12, light nausea, ultravision, dexterity; SZ S; AL CE; XP 80 + 3/hp

Dinosaur, Diplodocus M 6; AC 6; HD 24; A 1; D 3-18; SA step on (3-30); SZ L; AL N; XP 5000 +35/hp

Djinni M 9/24; AC 4; HD 7+3; A 1; D 2-16; SA whirlwind, magic use ; SZ L; AL CG; XP 725 + 5/hp

Dog, Wild M 15; AC 7; HD 1+1; A 1; D 1-4; SZ S; AL N; XP 10 + 1/hp

Doppelganger M 9; AC 5; HD 4; AL CE; A 1; D 1-12; SA mutable form, surprise; SD ESP, save at level 10, immune to sleep, charm; SZ M; XP 330 + 4/hp

Dragon, Black (A) M 12/24; AC 3; HD 7; HP 7; A 3; D 1-4/1-4/3-18 ; SA breath weapon; SZ L; AL CE; XP 456

Dragon, Black (B) M 12/24; AC 3; HD 6; HP 6; A 3; D 1-4/1-4/3-18; SA breath weapon ; SZ L; AL CE; XP 306

Dragon, Black (C) M 12/24; AC 3; HD 6; HP 24; A 3; D 1-4/1-4/3-18; SA breath weapon, spells (*spider climb, sleep, ventriloquism, enlarge*); SZ L; AL CE; XP 544

Dragon, Black (D) M 12/24; AC 3; HD 7; HP 35; A 3; D 1-4/1-4/3-18; SA breath weapon ; SZ L; AL CE; XP 930

Dragon, Green M 12/24; AC 2; HD 7; HP 14; A 3; D 1-6/1-6/2-20; SA breath weapon; SZ L; AL CE; XP 512

Dwarf M 6; AC 4; HD 1; A 1; D 1-8; SZ M; AL N; XP 22 + 1/hp

Eagle M 1/30; AC 6; HD 1+3; A 3; D 1-2/1-2/1-2; SA dive, never surprised ; SZ M; AL N; XP 35 + 2/hp

Eel, Giant M ; AC 6; HD 5; A 1; D 3-18; SZ L; AL N; XP 90 + 5/hp

Elephant M 12; AC 6; HD 10; A 5; D 2-12/2-12/2-12/2-12; SZ L; AL N; XP 1500 + 14/hp

Fly, Giant Bluebottle M 9/30; AC 6; HD 3; A 1; D 1-8; SA disease; jump; SZ M; AL N; XP 35 + 3/hp

Frog, Giant M 3//9; AC 7; HD 1; A 1; D 1-3; SA surprise (1-4), jump, tongue ; SD ; SZ S; AL N; XP 22 + 1/hp

Giant, Cloud M 15; AC 2; HD 12+2; A 1; D 6-36; SA hurl rocks (2-24); SD surprised on 1; SZ L; AL NE; XP 4250 + 16/hp

Giant, Hill M ; AC 4; HD 8+1; AL ; A 1; D 2-16; SA hurl rocks (2-16); SZ L; XP 1400 + 2/hp

Giant, Stone M 12; AC 0; HD 9+2; A 1; D 3-18; SA hurl rocks (3-30); SD camouflage; SZ L; AL N; XP 1800 + 14/hp

Gnoll M 9; AC 5; HD 2; A 1; D 2-8; SA missile weapons SZ L; AL CE; XP 20 + 2/hp

Gnome M 6; AC 5; HD 1; A 1; D 1-6; SZ S; AL N(LG); XP 22 + 1/hp

Goat M 15; AC 7; HD 1+2; A 1; D 1-3; SA charge (+1-2 dam); SZ M; AL N; XP 24 + 2/hp

Goat, Giant M 18; AC 7; HD 3+1; A 1; D 2-16; SA charge (+4 dam); SZ L; AL N; XP 85 + 4/hp

Goblin M 6; AC 6; HD 1-1; A 1; D 1-6; SZ S; AL LE; XP 10 + 1/hp

Griffon M 12/30; AC 3; HD 7; A 3; D 1-4/1-4/2-16; SZ L; AL N; XP 375 + 10/hp

Horse, Wild M 24; AC 7; HD 2; A 1; D 1-3; SZ M; AL N; XP 20 + 2/hp

Hyena M 12; AC 7; HD 3; A 1; D 2-8; SZ M; AL N; XP 35 + 3/hp

Ibex M 12; AC 8; HD 1; A 1; D 1-6; SZ S; AL N; XP 10 ++ 1/hp

Goat, Bezoar Ibex M 12; AC 8; HD 1; A 1; D 1-6; SZ S; SD poison immunity (bezoar stone); XP 22 + 1/hp

Jackal M 12; AC 7; HD ½; A 1; D 1-2; SZ S; AL N; XP 5 + 1/hp

Lammasu M 12/24; AC 6; HD 7+7; A 2; D 1-6/1-6; SA spell use, protection from evil; SZ L; AL LG; XP 850 + 10/hp

Leeches M 1//3; AC 9; 1 HD ½; A 1; D 0; SA blood drain, anaesthetic; SZ S; AL N; XP 9 + 1/hp

Lion M 12; AC 5; HD 5+2; A 3; D 1-4/1-4/1-10; SA rear claws (1-4/1-4); SD surprise on 1; SZ L; AL N; XP 300 + 6/hp

Lizard Man M 6//12; AC 5; HD 2+1; A 3; D 1-2/1-2/1-8; SZ M; AL N; XP 35 + 3/hp

Mantrap M 0; AC 6; HD 4; A 2-5; D ; SA odor, acid; SD ; SZ L; AL N; XP 275 + 6/hp

Man, Nomad M 12; AC 7; HD ¾; A 1; D 1-6; SZ M; AL N; XP 9 + 1/hp

Man, Merchant M 24; AC 6; HD ¾; A 1; D 1-8 (1-6); SZ M; AL N; XP 7 + 1/hp

Man, Woodsmen M 9; AC 7; HD ¾; A 1; D 1-8; SA missile weapons (bow); SZ M; AL N; XP 7 + 1/hp, includes carts and bullocks

Mule M 12; AC 7; HD 3; A 1 or 2; D 1-2/1-6; SZ L; AL N; XP 35 + 3/hp

Ogre M 9; AC 5; HD 4+1; A 1; D 1-10; SZ L; AL CE; XP 90 + 5/hp

Otter, Giant M 12//18; AC 5; HD 5; A 1; D 3-18; SZ L; AL N; XP 90 + 5/hp

Pegasus M 24/48; AC 6; HD 4; A 3; D 1-8/1-8/1-3; SZ L; AL CG; XP 85 + 4/hp

Pony M 12; AC 7; HD 1+1; A 1; D 1-2; SZ M; AL N; XP 20+ 2/hp

Porcupine, Giant M 6; AC 5; HD 6; A 1; D 2-8; SA shoot quills, quills; SZ L; AL N; XP 350 + 6/hp

Porcupine, Normal M 6; AC 7; HD 2; AL N; A 1; D 1-6 ; SD quills; SZ M; XP 28 + 2/hp

Quaggoth M 12; AC 6(4); HD 1+2(3); A 1; D 1-8; SA berserk, poison immunity; SZ L; AL N; XP 28 + 2/hp (50 + 3/hp)

Quipper M 9; AC 8; HD ½; A 1; D 1-2; SA frenzy; SZ S; AL N; XP 5 + 1/hp

Rat, Giant M 12//6; AC 7; HD ½; A 1; D 1-3; SA disease; SZ S; AL N; XP 7 + 1/hp

Raven M 1/36; AC 7; HD ¼; AL N; A 1; D 1; SA 1 in 10 eye attack; SD no surprise in light; SZ S; XP 9+ 1/hp

Skunk M 12; AC 8; HD ½; A 1; D 1-2; SA squirt musk ; SD squirt musk; SZ S; AL N; XP 18 + 1/hp

Snake, Poisonous M 12; AC 5; HD 4+2; A 1; D 1-3; SA poison (3-18 if save); SZ L; AL N; XP 165 + 5/hp

Sphinx, Crio- M 12/24; AC 0; HD 10; A 3; D 2-8/2-8/3-18; SZ L; AL N; XP 1350 + 14/hp

Sphinx, Hieraco- M 9/36; AC 1; HD 9; A 3; D 2-8/2-8/1-10; SZ L; AL CE; XP 600 + 12/hp

Spider, Huge M 18; AC 6; HD 2+2; A 1; D 1-6; SA surprise (1-5), poison; SZ M; AL N ; XP 145 + 3/hp

Spider, Large M 6*15; AC 8; HD 1+1; A 1; D 1; SA poison; SZ S; AL N; XP 65 + 2/hp

Squirrel, Giant Black M 12; AC 6; HD 1+1; A 1; D 1-3; SZ S; AL N(E); XP 20 + 2/hp

Stag/Deer M 24; AC 7; HD 5; A 1 or 2; D 4-16 or 1-4/1-4; SZ L; AL N; XP 90 + 5/hp

Stirge M 3/18; AC 8; HD 1+1; A 1; D 1-3; SA attack as 4 HD, blood drain; SZ S; AL N; XP 36 + 2/hp

Tick, Giant M 3; AC 3; HD 2; A 1; D 1-4; SA blood drain (1-6), disease; SZ S; AL N; XP 105 + 2/hp

Toad, Giant M 6; AC 6; HD 2+4; AL N; A 1; D 2-8; SA 6" hop; SZ M; XP 50 + 3/hp

Tri-Flower Frond M 0; AC 9; HD 2+8; A 1; D enzyme; SA enzyme 2-8/round ; SZ M; AL N; XP 120 + 3/hp

Wolf M 18; AC 7; HD 2+2; A 1; D 2-5; SA howling; SZ S; AL N; XP 35 + 3/hp

Wolf, Dire M 18; AC 6; HD 3+3; AL N; A 1; D 2-8; SA howling; SZ M; XP 60 + 4/hp

Wemic M 12; AC 6; HD 5+8; A 2; D 1-4/1-4; surprised on 1; SZ L; AL N; XP 200 + 7/hp

Wyvern M 6/24; AC 3; HD 7+7; A 2; D 2-16/1-6; SA poison sting; SZ L; AL N(E); XP 925 + 10/hp

Vortex M 15; AC 0; HD 2+2; AL CN; A 1; D spin; SA spin for 1-3 damage/round; SZ M; XP 50 + 3/hp

Yeti M 15; AC 6; HD 4+4; A 2; D 1-6/1-6; SA squeeze (2-16), paralyzation ; near invis, cold immunity; SZ L; AL N; XP 435 + 5/hp

Zombie M 6; AC 8 ; HD 2; A 1; D 1-8; SA attack last; SD immune to sleep, charm, hold; SZ M; AL N; XP 28 + 2/hp

Part 2

Settlements

Whilst the dungeon beneath the Stele of the Silver Thane is the focus of this adventure module, it is not the only location of potential interest presented here. Aside from the Estate of Egril, there are two settlements in the vicinity of the Stele: the Village of Hadd and the Steading of Opus. These are places where the player characters can rest and recoup, search out information, buy supplies, meet allies and recruit hirelings. Of course, such places can themselves become settings for interesting adventures, if of a somewhat different sort.

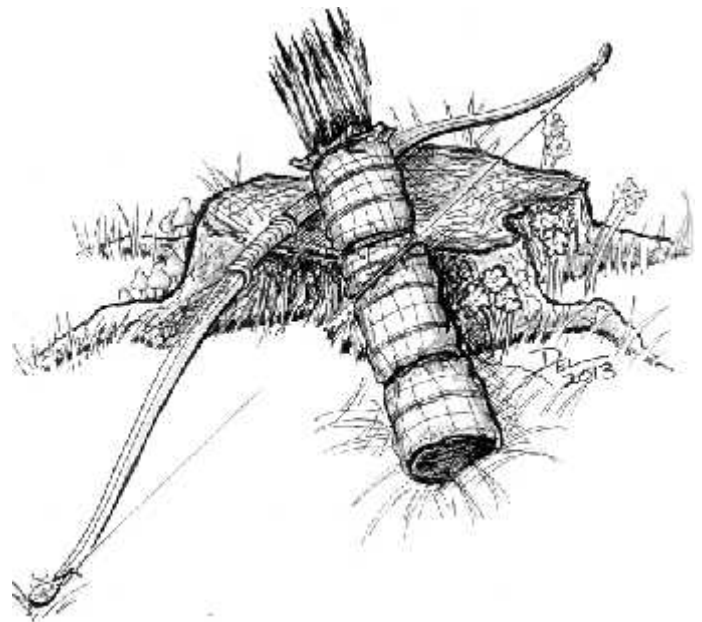
The Village of Hadd

The village of Hadd is a hamlet with a longer and grander history than might be guessed from its humble appearance. Indeed, in ages past it was one of two early centres of human civilization, though the remnants of that proud legacy are now but the vaguest shadow of forgotten former glory. Of all the once magnificent buildings, the granary alone retains its function. The ancient temples are ruined; their vaults stand open and empty of treasure. Whatever wealth that Hadd once boasted, it is spent and gone or, at least, so it appears to most who take an interest.

What draws the player characters to the march in general and Hadd in particular is perhaps best left to the game master to determine, but fables of the golden treasures once found there might be thought naturally attractive for adventurers of almost any sort. Certainly, such storied wealth and prosperity has long since fallen prey to the successive plunderings of humanoids, barbarians,

mercenaries, and ambitious generals alike, that which was not hidden at least. Beneath the town are secret treasure vaults, though these are not detailed in this module.

However, and unbeknownst to all but the most learned scholars, the Stele of the Silver Thane guards treasure enough to satisfy the lust of any adventurer. It points the way to Lemuria, where lies the ancient counterpart of Hadd, and who knows what lost treasures languish therein?



Rumours

The following rumours are known in the village and surrounding farmland. Characters know 1d2-1 rumours for each ability level. Roll 1d20 to determine which.

1d20	Rumor
1	The big hill in town used to be a pyramid (true).
2	There is an evil mage in the forest gathering an army of undead to attack the village (true).
3	There are humanoids gathering in the hills intent on destroying the village (partly true).
4	There is an obelisk in the forest to the east that leads to untold wealth (partly true).
5	There is a large pack of wolves just outside of town to the south (false).
6	There are choke weeds and quicksand just off the paths through the woods (false).
7	There are magical horses being raised at a tower to the southeast (false).
8	An ancient set of plate mail was spotted in a cave to the north of town (false).
9	There's a monster in the forest which has hide resistant to arrows (true).
10	There is a dragon's lair somewhere in the forest (partly true).
11	If you follow the river far enough downstream it leads to a submerged city (false).
12	There is a settlement of elves just past the hills to the east (false).
13	A large dragon was seen flying over the hills to the north last season, but has not been seen since (partly true).
14	Business has been off at the [pick one: inn, store] because food sold there made people sick (false).
15	A wizard was seen talking with bats in the forest (true).
16	Most people who take the old road to the southeast never come back, but no-one has found any bodies (true).
17	There is a tunnel in the granary which leads down to untold wealth (false).
18	The madwoman who lives in the cave knows ancient secrets (true).
19	About 5 years ago, some little men with beards and pickaxes tried to mine pyramid hill for gold (partly true, gnomish adventurers attempted to penetrate it).
20	The old crones from the poor part of town tell stories of the old gods (true).

nearby, overflowing with pottery shards that are piled all around. A strange woman, clad in dirty rags, brushes and sorts the shards during the day, mumbling or repeating fragments of phrases all the while. Difficult to understand, she is deranged and defensive, but not a danger unless provoked. In fact, she sells the sorted shards to the potter, who is especially interested in those with writing on.

Nehira, Level 3 Human Druid

M 12; AC 10; HP 11; A 1; D 2-5; AL N.

S 16; I 13; W 17; D 7; C 16; Ch 17.

Hammer.

Nehira is currently afflicted by a curse that has confused her mind, and prevents her from using any of her class abilities. Casting *Remove Curse* will permit her faculties to slowly return. If treated well, she will offer the party a bucket of stones for 10 gold pieces (double what she earns in a month from the potter). This is the set of potsherds in figure 3 of appendix IV. If asked where she sells the other fragments, she will direct them to the pottery. Once they are reassembled, the fragments read as follows:



After the Old Lemurian script is deciphered by the player characters, the reassembled shards should read as below:

THE GODDESS' SILVER TEMPLE
TREASURES, BUT
WHICH OPENS
TO THE

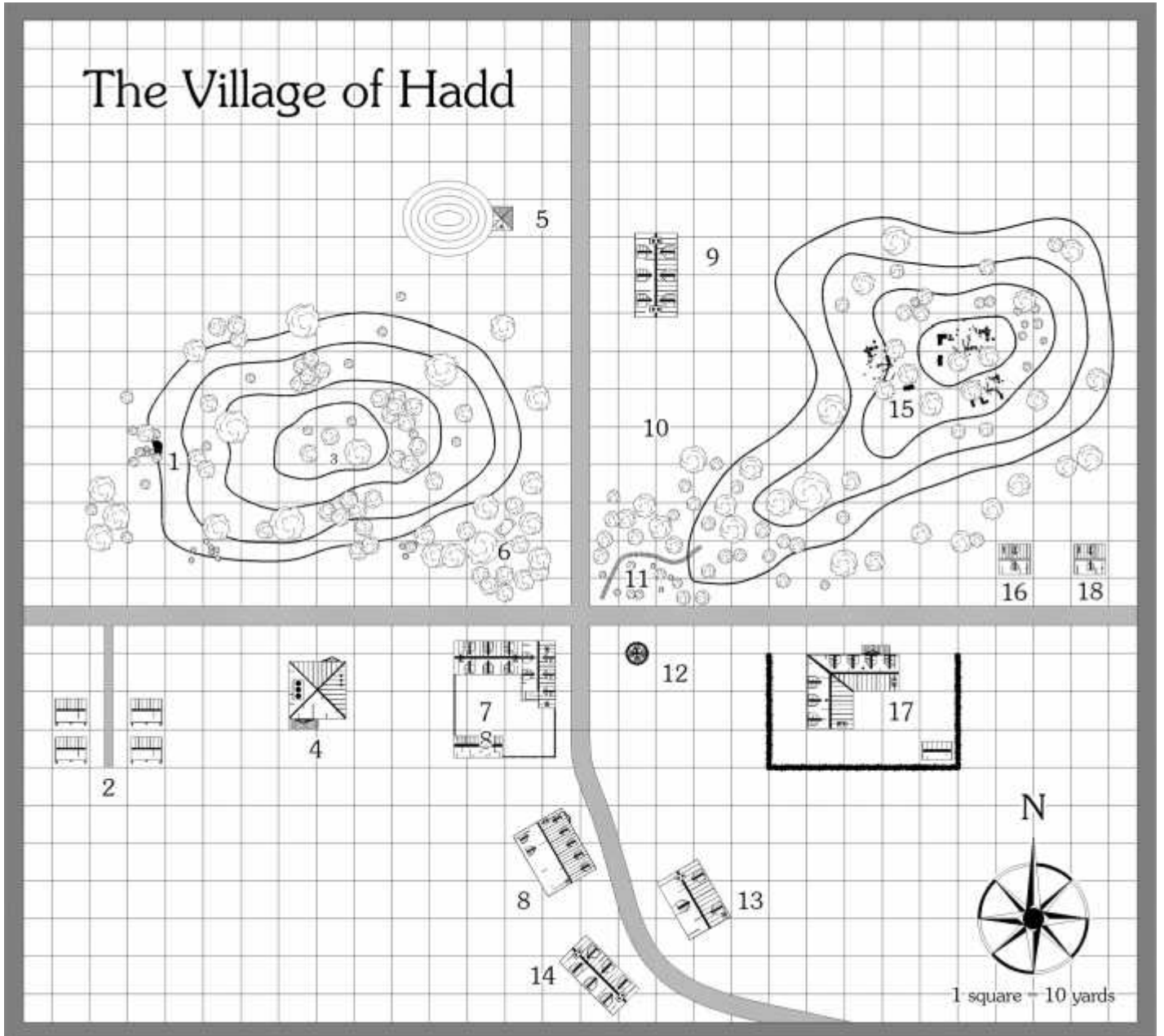
Beyond the entrance is a tunnel that leads eastward into the hillside for 20 feet before opening into two successive chambers. Each is 10 feet square and connected to the other by an open archway. They are unadorned and bare save that the first contains Nehira's sleeping bundle. However, the easternmost wall of the final chamber is perfectly smooth and flat. In fact, it is a magical portal to the inner temple of Haddad, but it cannot be opened by any means short of a **limited wish**, nor is what lies beyond described here.

Locations

1. Shrine

Concealed by brambles and cedar trees is an opening in the hillside of ancient construction. Several buckets stand

The Village of Hadd



Nehira will attempt to prevent anyone from entering the shrine who does not show due deference beforehand, even once restored to her senses. She considers herself to be the guardian of the temple, though she does not possess the power to open the portal.

2. Hovels

A cluster of four small houses, earth floored and thatch roofed, stand here at the end of a narrow dirt path. During the day old crones tend to fires, stir cooking pots, or look after small children. Families stream in with the sunset, eat meagre meals, and sleep on rush mats. The people that live here are the poorest in the village, unskilled labourers for the most part, working for others

unloading carts, for example, or in the fields, men and women alike, as well as the older children. It is a hard life, but the pay is fair.

Whilst none of the people in this area are literate, the elderly know tales of the old gods, such as Haddad or the goddess over the waters, and some remember that the old pyramid was a temple to the former. One of the older women will offer to tell the fortune of any player character for no less than 2 gold pieces. She has an intuitive knowledge of any individual who approaches her and will profess to see a tower, three hills and a stele in their future. At the discretion of the game master, she may be more helpful.

3. Pyramid Hill

Here sits a hill overgrown with trees and brambles; rising high above the plain, it is close to an oval in shape. From the summit the whole of the village can be seen laid out below. This is all that is left of the step pyramid temple, which once had cypress flanked entrances facing north, south, east and west. Now only the western entrance is accessible. Looking southeast from the top of the hill it is possible to see the altar grove (area 6) in the nape of the crossroads, which is not visible at ground level.

4. The Forge

This is a roofed building with one side open to the road during the day. By night it is closed off with wall panels and secured against theft. During working hours the smith and his assistants can be found labouring at the forge. Stored here are arms manufactured to sell to the local soldiery, so basic weapons may be purchased from the excess stock. Armour is limited to two suits of scale and one of banded, the latter of which is of foreign manufacture, recently repaired, and not usually displayed for sale.

5. Granary

An ancient building shaped like a giant beehive is adjoined to a contemporary annexe, which is staffed by four men from sunrise to sunset. Grain is purchased here by the wagonload and no less. Entry is restricted to those with business to discuss. The granary proper is a single vaulted chamber with four mutually supporting walls, housing numerous large storage bins, clay vessels taller than a man, and smaller sacks of grain. Running around the walls at a height of 20 feet is an inscription in Old Lemurian:

If the player characters manage to get into position to see the inscription, then it reads as below once deciphered:

GRANARY OF THE TEMPLE OF HADDAD
GIFT OF THE SILVER THANE
UNDER THE THREE SISTERS

6. Altar Grove

Lying here is a large rounded block of marble surrounded by rubble and brambles. Barely discernible on the long sides of the block are reliefs of farmers tilling, and on the short sides rain is depicted falling into a cup. These are religious representations of Lord Haddad, long

lost god of fertility. Here are many holly bushes, which bear fruit out of season. Druids will feel that this is a special place, and indeed all druidic spells gain an incremental benefit here, such as +1 to each die roll for healing.

7. Inn

A large two storey timber building stands here. Many windows adorn the upper rooms, with a few larger windows below. Inside is a large room with tables set out for service, and a bar tended by a scarred man with dark hair. The innkeeper can furnish the party with simple fare (2 SP) or more elaborate meals (2 GP). He will refer anybody looking for work to the notice board. On the board are posted a number of shepherding jobs, the terms presented in simple language (5-10 CP per day).

8. General Store

This building is crammed with a hodgepodge of goods. A counter runs along one side. Behind it are various foodstuffs and the proprietor, a round man with an open face. Most food, equipment and clothing listed in the PHB can be bought here, but arms are restricted to staves, bows and arrows, whilst armour is limited to leather, padded, and studded types. Small quantities of holy water and wild fire are available at the discretion of the game master.

9. Corn Factor's Residence

This is a large house with two storeys. On the ground floor, the front rooms are devoted to commercial activities. All of the contracts for grain, and marketing of local produce, are arranged from this house. Near the door is a small desk, behind which is seated a clerk who drafts the orders (John). With an appointment he will show the characters into the factor's more generous office.

1437344 0Y 0H# 0#79L# 0Y H# ΔΔΔΔ
11Y0 0Y 0H# 11LV#4 0H#7#
V#Δ#4 0H# 0H#7# 1I#0#4#

John, Level 0 Human

M 12; AC 10; HP 4; A 1; D 1-4; AL N.
Dagger, Purse, 4 SP.

The office has a wide desk, covered with scrolls, maps and counting tables. During business hours the corn

factor is here planning corn shipments, and answering correspondence.

Sherman Hoy, Level 1 Human Fighter

M 12(9); AC 7(6); HP 8; A 1; D 1-8; AL LN.

Studded Armour, Small Shield, Long Sword, Dagger, Purse, 18 SP, 12 CP.

If approached politely, the factor is happy to permit the party to visit the granary, which is about 3,000 years old, and a wonder of ancient architecture. The factor has a wife, Olge, a small son, and three servants. In a bedroom upstairs is a strong box containing 500 silver coins.

10. Pottery Barn

This building houses a small industry; the lower floor is devoted largely to pottery, where the potter creates urns and bottles from the shards of the past. Potsherds are collected from ancient sites such as the ruins and temple, and are ground up with a large mill stone to be added as a temper to the clay. A large conical kiln stands in the rear yard. In fact, the potter has an ulterior motive in collecting broken pots; she is a spy from the nearest city's assassin's guild, and is searching for any evidence of the ancient treasures rumoured to still be nearby.

Deftand Khasis, Level 3 Human Assassin.

M 12; AC 8(7); HP 11; A 1; D 1-8; AL NE.

S 14; I 17; W 6; D 14; C 8; Ch 18.

Leather Armour, Small Shield, Long Sword, Dagger.

Upstairs are the potter's living quarters. If the player characters invade the potter's private space, they stand a real chance of being assassinated. Should they limit themselves to just poking around the workshop, Deftand will merely act as their passive enemy, and employ others (such as Rana) to harass them in her stead.

Within the living quarters there is a secret workroom, which is accessed by means of a concealed door. A number of potsherds can be found there laid out like puzzle pieces onto a slate and fixed in place with clay. The elements that have so far been collected and reassembled are shown in Figure 4 (Appendix IV). If the player characters have obtained the fragments from Nehira, then they can reassemble them in combination to make an almost complete inscription:



The completed message can be deciphered as follows:

THE GODDESS' SILVER TEMPLE CONTAINS
MANY TREASURES, BUT NONE SO GREAT AS
THE KEY WHICH OPENS THE LIGHTNING
GATE TO THE TEMPLE OF HADDAD

HADDAD'S OWN

IS ITS FORM

11. Broken Way

Here a path overgrown with trees and scrub rises slowly up the hill to the northeast. Cracked and broken flagstones litter the way, jutting out at odd angles and so impeding the progress of those trying to reach the ruins above.

12. Well

This is a deep and ancient well within a large granite ring, carved into which are four hemispheric basins. A wooden winch is used to raise and lower a bucket the 300 feet or so of the well shaft. Water rises to about 4 feet, being fed by an underground stream that flows northwest to southeast. It is possible to wade upstream for a distance of around 50 feet before encountering a heavy bronze portcullis, green with age. Should the gate be passed, the stream can be followed into the lower temple beneath Pyramid Hill.

Descending the well is difficult, as the shaft is worn with age and rather slippery. A thief or similar attempting to climb up or down must make two checks with a 20% penalty. Using the winch and rope is similarly dangerous, as neither is suited to heavy weights. For every pound of weight over a hundred suspended from these, there is a cumulative 1% chance of one or the other breaking. By far the best way to access the well is for the adventurers to use their own rope, though any attempt in the daytime will draw curious onlookers.

13. Map Shop

This store has the image of a map carved above its doorway, and a single large window allowing in daylight. Wooden tubes of all sizes adorn the wall behind a square table, although more tubes poke out from a curtain at the rear of the shop. Maps detailing the local area can be purchased here, as can a scroll of **stinking cloud** (600 GP), which has lately somehow come into the possession of the proprietor.

14. School

This is a community institution that is administered by the local clergy. It was founded ten years ago. Girls are sponsored and attend for free, whilst boys pay 1 CP per day. On account of this, two thirds of the students are girls, with most boys labouring in the fields of their fathers. The school mistress is a handsome woman of mature years and tough disposition. In fact, she is an ex-adventurer who uses her own money to supplement the meagre amount provided by sponsorship and fees.

Kelly Omahn, Level 3 Human Cleric.

M 12; AC 10(8); HP 10; A 1; D 1-4; AL CG.

S 11; I 10; W 18; D 16; C 6; Ch 6.

Club, Holy Symbol.

When not teaching, she can train characters up to third level as clerics and provides healing at the normal cost. She is assisted in class by two older girls, who also live in the apartment above the school. They stay here because they have no prospects, not being considered marriage material locally.

Rana Field, Level 1 Human Thief.

M 12; AC 10(7); HP 4; A 1; D 1-4; AL N..

S 6; I 13; W 17; D 17; C 13; Ch 6..

Dagger, Sling, 12 Stones.

Mex Hadd, Level 1 Human Cleric.

M 12; AC 10; HP 5; A 1; D 1-6; AL NG..

S 18; I 12; W 18; D 11; C 6; Ch 12..

Staff, Holy Symbol.

15. Ruins

Here there are stones, large and small, scattered and lost in the long grass that covers the hill. This is the site of an ancient fortress that once defended the town, but was sacked and razed long ago. Indeed, many of the buildings in the village borrowed stones from the ruins, and little of it remains here now.

16. Lieutenant's House

A lieutenant of the district watch resides here, responsible for law and order, as well as local defence. He has the command of six sergeants who reside in the guard house. Lieutenant Tam is an unimaginative but obedient soldier who delights in enforcing the law. Transferred to this backwater for his overzealous tactics, he can be a dangerous foe. During the daytime he can be found here (30%), on patrol (40%), meeting with the village supervisor (15%), or training his men (15%).

Lieutenant Tam, Level 2 Human Fighter.

M 12(9); AC 5(5); HP 18; A 1; D 1-8; AL LN(E)..

S 11; I 8; W 14; D 6; C 17; Ch 10..

Mail Armour, Large Shield, Long Spear, Long Sword, Dagger.

The lieutenant also has an efficient resident housekeeper.

17. Supervisor's House

This is a large property surrounded on three sides by a high hedge, the fourth being open to the road. It is clearly a contemporary public building, and in fact is also the residence of the town supervisor, Uriol. He is a rather ambitious bureaucrat who plans to use his position in Hadd as a stepping stone to prominence in regional imperial politics.

Uriol meets with Egril regularly, and thinks he does so as an equal. In fact, he is held under the influence of a *Charm Person* spell. So far the wizard's touch has been light, ensuring only non-interference with his own plans, but he has recently asked Uriol to send a **Dagger +2** to the gnomes of Opus. The supervisor may ask the player characters to deliver the dagger to the gnome chief and a message urging cooperation between Hadd and Opus in the future. In fact, Egril would like to know where the gnomish settlement is, and the dagger will allow him to find it.

Uriol Neth, Level 3 Human Fighter.

M 12(9); AC 7; HP 25; A 1; D 1-8; AL LN..

S 13; I 14; W 12; D 12; C 11; Ch 15..

Studded Armour, Small Shield, Long Sword, Dagger.

18. Guard House

This building has three floors; unmarried sergeants are quartered on the lower floor, whilst the upper two are reserved for the use of those with wives (half are married). Each of the sergeants is regularly paid, well-armed and experienced, having had many opportunities on the march to exercise their profession. During the day they can be found drilling militia to the east of the guard house (15%), patrolling the village and surrounding farms (40%) or else in the guard house itself (45%).

Level 1 Human Sergeants (6).

M 12(9); AC 6(5); HP 6; A 1; D 1-6; AL LN..

Scale Armour, Small Shield, Short Sword, Dagger, Heavy Crossbow, 12 Bolts.

In addition to his sergeants, Lieutenant Tam may muster up to 20 of the local militia, though usually only 5 to 10 are under arms at any given time. The full strength of the militia is around 50 and in a real emergency, Uriol Neth

will don mail, call them out, and take command. He can also count on the support of the local clerics in such a situation, who will be similarly armed.

Level 0 Human Militia (50).

M 12(9); AC 6(5); HP 5; A 1; D 1-6; AL LN..

Scale Armour, Small Shield, Short Sword, Dagger, Heavy Crossbow, 12 Bolts.

Although the sergeants and the militia are presented here with small shields and heavy crossbows, there is sufficient store of large shields and long spears in the guard house to rearm them all. Moreover, the game master should feel free to substitute any other hand weapon in place of the short sword as seems reasonable to him and given the context of the adventure.



Egril's Offer

Egril has placed a *Magic Mouth* spell upon the fireplace of the inn and commanded it to speak to anyone who stands before it and asks to hear his words. The innkeeper has been directed to tell any likely looking adventurers or mercenaries of this, and the message is as follows:

I require capable guards for several days at my estate. Payment will be generous. Any interested individuals will be sent for early in the morning.

The sorcerer has also cast a *Clairaudience* spell to be activated via *Contingency* once his *Magic Mouth* begins to speak. A carriage drawn by four horses, but with no driver, will arrive early the next day to speedily convey those who accept his offer to his manse.

The payment offered will be 20 GP per day for each character, which Egril considers sufficiently liberal. He has high expectations of those he hires and when trouble does rear its head the player characters better be ready to uphold their end of the bargain!

The Gnome Steading of Opus

Locating the steading is difficult, as the paths are well hidden, appearing to be nothing more than animal trails, if seen at all. The entrance is similarly carefully concealed, lying at the end of a narrow defile between two tall rocks, and all obscured by trees. Characters searching the area have a base 1-in-10 probability of finding the entrance, which should be adjusted by the game master to account for any advantages or disadvantages that might reasonably affect the outcome.

The gnome steading is divided between upper and lower levels, with access to the latter being guarded by the former. On the upper level can be found an audience hall, guard rooms, and an outdoor amphitheatre, whilst on the lower level are the residences and other more private areas of the settlement. Notably, the upper guard room is located above, and connected to, the main guard room, serving as a potential refuge for defenders unable to retreat below.

All able bodied clansfolk are organised into a militia for defence. This force is divided into four bands of 40 gnomes, each led by a level three lieutenant, a level two sublieutenant, and four level one sergeants. Usually one band is on duty at any given time, whilst the other three work in the mine beneath the steading. If the steading is threatened, the level four chieftain, Terrim Opus, will take charge of the militia and muster all of the forces available to him.

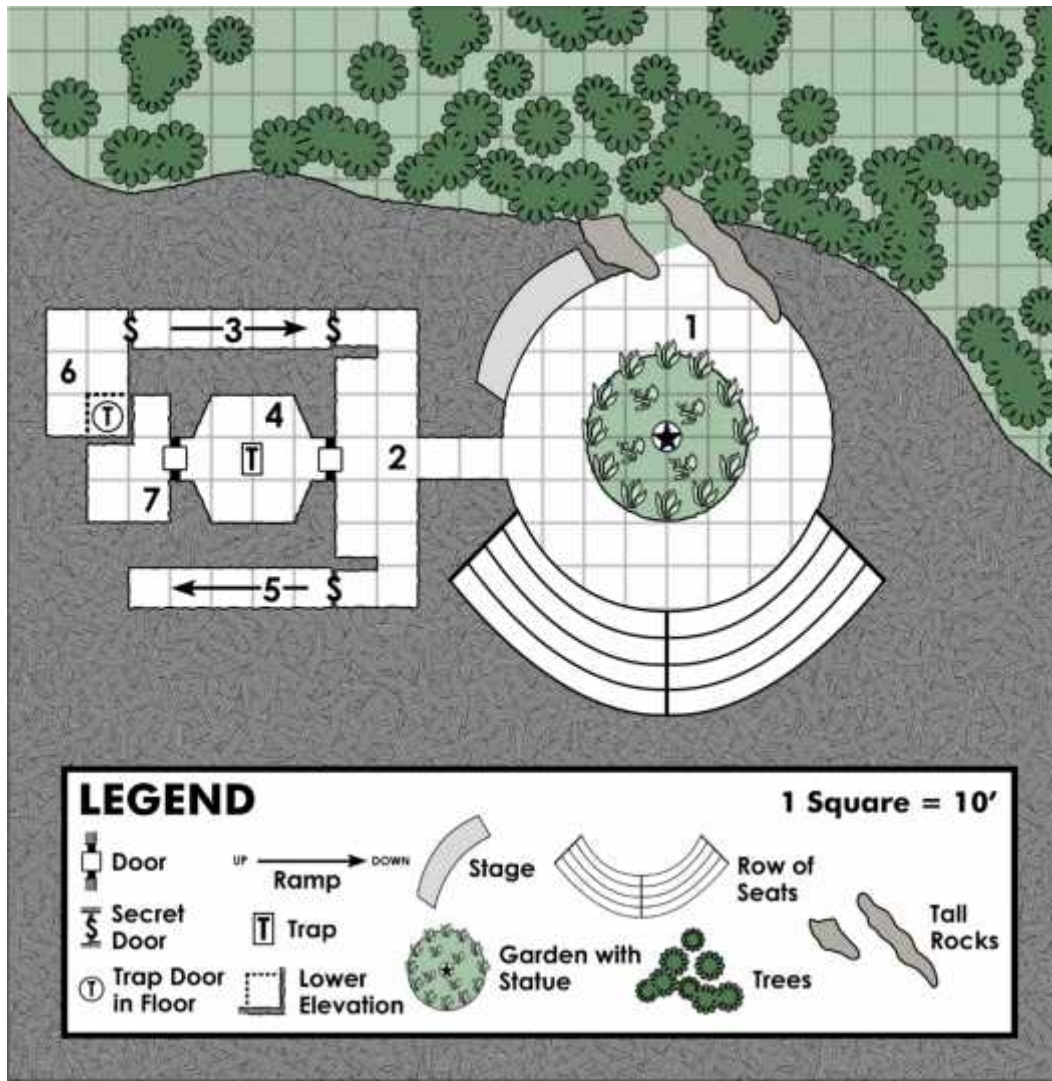
Should the steading be invaded, the militia will defend in depth, with one band stationed at each elemental circle, falling back to the next when necessary. of course, the circles are also defended by their clerics, who will lend all of their strength to the militia. The chieftain leads any such defence, though he is not reckless with his life, knowing its worth. In addition, the illusionists Wilif Forwal and Kurti Lomas assist with **fog cloud** and **audible glamour**.

Most of the militia have scale armour, but mail is available for the lieutenants, and the chieftain is usually armoured in banded mail. Typically, half the gnomes are armed with short spears and the other half with short bows. Whilst short swords are the most common close combat weapons, the game master should feel free to substitute hand axes, hammers, and horseman's picks, maces, or flails for the sake of variety and as seems suitable to him.

Terrim Opus, Level 4 Gnome Fighter.

M 9(6); AC 4(3); HP 18; A 1; D 1-6; AL NG..

Banded Mail, Small Shield, Short Sword, Dagger.



Locations

1. Circle of Air

This area is ringed by rows of seats to the south and southeast, facing a small stage to the northwest. In the centre is a garden of flowers and a painted statue, which depicts the founder of the stading, Gnorris Opus. Guarding the entrance are ten alert and well-armed gnomes of the militia, led by a sergeant. Friendly visitors seeking an audience will be conducted by the guards to area 2. Unwanted guests are dealt with as swiftly as possible, with reinforcements being sent from areas 2, 6 and 7.

Level 3 Gnome Fighters (4).
 M 9(6); AC 5(4); HD 3; A 1; D 1-6; AL NG..
 Mail Armour, Small Shield, Short Sword, Dagger.

Level 2 Gnome Fighters (4).
 M 9(6); AC 5(4); HD 2; A 1; D 1-6; AL NG..
 Mail Armour, Small Shield, Short Sword, Dagger.

Level 1 Gnome Fighters (16).
 M 9(6); AC 6(5); HD 1; A 1; D 1-6; AL NG..
 Scale Armour, Small Shield, Short Sword, Dagger.

Gnome Militia (160).
 M 9(6); AC 6(5); HD 1-1; A 1; D 1-6; AL NG..
 Scale Armour, Small Shield, Short Sword, Dagger.

2. Audience Hall

Beyond the circle of air is a large rectangular chamber, which is used to receive visitors to Opus. An armchair and two small stools are arranged around a low and circular table, positioned in front of double doors leading west. Reclining in the chair is the priestess of the elemental circle of air, Ait Gleg, who judges the merits of all business brought to the steading. Near at hand a unit of ten gnomes of the militia and a sergeant, stand guard. Usually a gnome lieutenant or sublieutenant can also be found here.

If the player characters seem sufficiently non-threatening, and should they desire it, then an audience with the gnome chieftain may be obtained. Terrim Opus will arrive with a second band of gnomes, mustered from the mines for special duty, both to guarantee his protection and reflect his status. He will give any visitors a fair hearing, but acts in the best interests of the settlement. Only in the direst of circumstances, such as during an attack on Opus, would the gnomes willingly permit outsiders beyond the reception hall.

Ait Gleg, Level 2 Gnome Cleric

M 9(6); AC 5(4); HP 16; A 1; D 1-6; AL LG.

S 12; I 12; W 16; D 11; C 14; Ch 11.

Mail Armour, Small Shield, Horseman's Mace.

Spells: *Command, Cure Light Wounds, Detect Evil, Detect Magic.*

3. Up Ramp

This is a steep slope leading up to a small flat ledge. Positioned at the top are three large barrels filled with rocks, and levers used to send them down the ramp. A secret door allows the militia to reach the ledge from the upper guard room. Barrels levered down the slope do 1-8 points of damage and knock backwards characters on the slope that fail their saving throws versus petrification. Those at the bottom of the slope may be hit indirectly by stone or wood from the smashing barrel for 1-3 damage.

4. Fighting Chamber

This area is a death trap and leads to a dead end for invaders. In the western doors are four arrow slits that allow the gnomes in the lower guard room to shoot at any enemies in the chamber. Also, there is a trap in the room that they can activate at an opportune moment, which causes spikes to lance from gaps between the flagstones of the floor. Each character in the room must make a saving throw versus petrification or suffer 1-6

damage. Regardless, movement is then reduced to 3 in the room.

5. Down Ramp

This area is only accessible by means of a secret door from area 2. It can be opened from either side by a foot switch concealed in the stonework of the north wall, which allows even the badgers from area 8 to pass at will.

6. Upper Guard Room

Half of the militia band currently on duty is quartered here, including the gnome lieutenant. Typically ten gnomes and their sergeant will be sleeping in this chamber, roused to action only if the alarm is sounded. The lower guard room is reached by means of a trapdoor and rope ladder. A secret door leads from here to the up ramp, but can only be opened from this side. If the militia on the upper level are hard pressed by invaders, this will be the last refuge of those who manage to escape.

7. Lower Guard Room

The other half of the active militia band occupies this chamber, including the sublieutenant. Usually, ten of the militia and their sergeant are here, eating, joking or playing at dice. When Opus is under threat, they gather with the rest of the band at the circle of air, and conduct a fighting withdrawal in hopes of luring the enemy into the trapped chamber. Either the lieutenant or the sublieutenant will be found here, if not sleeping above or commanding the militia in the audience hall and circle of air.

8. Circle of Fire

The focal point of this large chamber is a great central fire pit filled with burning coals. Sitting in one of two armchairs by the flames is the priest of the elemental circle of fire, Wael Ceram. Around the edges of the pit are many sleeping badgers, piles of black and white fur to the untutored eye. Up to half of these will be urged up the ramp in the event of an attack, whilst the remainder defend the elemental circle.

Wael Ceram, Level 2 Gnome Cleric

M 9(6); AC 5(4); HP 12; A 1; D 2-7; AL CG.

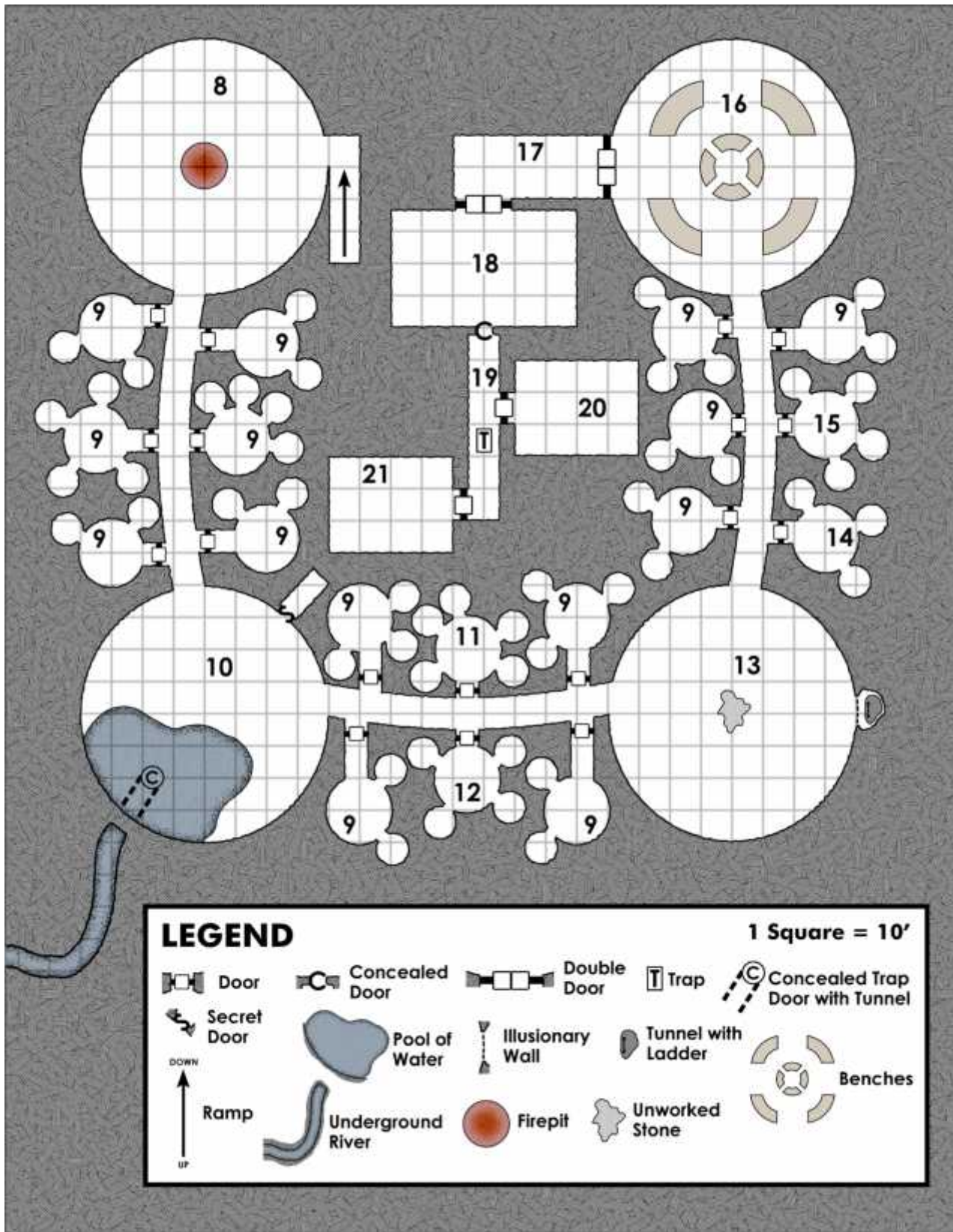
S 16; I 14; W 9; D 11; C 8; Ch 18.

Mail Armour, Small Shield, Horseman's Mace.

Spells: *Remove Fear, Light.*

Badgers (20)

M 6(3); AC 4; HD 1+2; A 3; D1-2/1-2/1-3; AL N.



9. Gnome Residence

These are simple circular homes, snug and utilitarian. Most have tables and seats arranged around a central fire pit, with fitted cabinets and bed niches set into the walls.

When not in service, the arms of individuals are stored in their homes, as well as any treasure they may possess.

10. Circle of Water

A wide and deep pool of water dominates the southwest portion of this large circular chamber. Water laps at stone-carved gnomish sigils along the edge, darkening to an impenetrable black in its middle. In fact, the depths hide an escape passage to an underground river. Behind the secret door to the northeast is a set of air filled flasks with spigots and flexible hoses 1' long, which are to help escapees survive the 2 minute swim to the river. The gnomes often bathe in the revered waters, whilst the priest, Jarif Gleg, supervises from a white seat that overlooks the pool.

Jarif Gleg, Level 2 Gnome Cleric

M 9(6); AC 5(2); HP 16; A 1; D 2-7; AL LN.

S 16; I 14; W 16; D 16; C 18; Ch 7.

Mail Armour, Small Shield, Horseman's Mace.

Spells: *Destroy Water, Command, Cure Light Wounds, Bless.*

11. Cleric Residence

Although rather similar to the secular gnome residences, there is no mistaking that this is a priestly dwelling; holy texts, incense, charms and the like are all in evidence. In keeping with tradition, the four clerics of the steading are paired to form two married couples; Ait with Jarif, and Wael with Nera. Currently both marriages are childless, and the four are kept very busy with public functions.

12. Illusionist's Residence

This is the home of the second rank illusionist, Kurti, which she shares with several other unmarried gnomes of similar temperament. Kurti is sick of family hierarchies and gnomish society. She thinks that things would be fairer after a revolution, perhaps with intelligent new leadership. If offered the chance, Kurti may join the party, but only on condition that they help recover her belongings, which she says were taken from her unfairly. of course, she refers to the magical items held in the treasury!

Kurti Lomas, Level 2 Gnome Illusionist

M 9; AC 10(7); HP 8; A 1; D 1-3; AL CN.

S 5; I 18; W 8; D 17; C 17; Ch 18.

Dagger, Ten Darts, **Potion of Speed, Potion of Fire Resistance.**

Spells: *Change Self, Phantasmal Force.*

13. Circle of Earth

An illusion near the east wall conceals a ladder that leads downward into the mines. Gnome miners search for

semiprecious stones of the beryl family. There is a large unworked stone here which is the centrepiece to the room. During business hours, candles are set around the base of the stone, and the earth-priest Nera is in attendance to assist with community or mining matters. In times of trouble Wael can summon an earth elemental from the sacred stone, taking 1-4 rounds to do so.

Nera Ceram, Level 2 Gnome Cleric

M 9(6); AC 5(4); HP 14; A 1; D 1-6; AL NG.

S 14; I 9; W 11; D 9; C 16; Ch 10.

Mail Armour, Small Shield, Horseman's Mace, **Stone of Earth Elemental Control.**

Spells: *Cure Light Wounds, Bless.*

Earth Elemental

M 6; AC 2; HD 8; HP 39; A 1; D 4-32; AL N.

SA Immune to normal and +1 weapons.

14. Kitchen

Food is stored and prepared here for consumption in the communal hall. The larders are well stocked, and various kitchen implements are neatly arranged for use at any one of the many tables and benches designated for food preparation.

15. Chieftain's Residence

The chieftain of the steading, Terrim Opus, dwells here with his wife, Mietta. It was his family that founded the colony, and they have always controlled the leadership. His marriage to the daughter of Wilif Forwal, the first rank illusionist of the settlement, has increased their influence. For all that, the residence is simply furnished and lacks any obvious trappings of authority or power. When not in the council hall, Terrim is usually here in the company of his wife and father-in-law, as their duties allow.



16. Gnomehearth

This is the communal hall of the gnomes of Opus. Public celebrations and deliberations take place here, but its daily function is as a refectory. Generally it is kept clean and when not in use gnomes can be found playing checkers at the benches or otherwise enjoying what limited leisure time they have. Should the player characters be fortunate enough to gain admission to the colony, they may be asked to join a game of truths or dares, with the caveat that the gnomes will not do, ask or answer anything that they consider to be indecent or evil in nature. When asked for a truth, a gnome will answer as best as he is able, perhaps asking for time to research the subject if especially difficult. A dare can be quite exacting, such as obtaining a griffon feather or braving a goblin lair, and can even result in a gnome joining the adventurers as a temporary hireling, associate or henchman. Characters that renege on dares or tell open falsehoods will be treated with disrespect and as objects of fun by the gnomes.

17. Ante-Chamber

Despite its size, this room is plain and unadorned, lacking furnishings of any sort. Individuals that wish to be admitted to the council hall are required to wait on their feet here.

18. Council Hall

This is the main administrative hall for the settlement. When in session, Terrim Opus and Wilif Forwal meet together here with a number of other leaders. Deliberations are very formal, and only items on the agenda are addressed. Observation is permitted from the east side, but no interjections or questions are tolerated. An Individual may be invited to speak, but grandstanding is not permitted.

19. Corridor

At the end of this passage stands a door on the right, and another about half way along on the left. If the former is opened then a trap is triggered, causing part of the floor to suddenly rise and crush any victims against the ceiling for 3-30 damage. Quick thinking characters may escape by leaping aside on a successful saving throw. Disarming or resetting the trap requires pulling a certain book from its place on a shelf in the library.

20. Library

Whilst not extensive in number, the volumes collected here collate hundreds of years of knowledge. The illusionist, Wilif Forwal, serves as librarian, assisted by his erstwhile apprentice, Kurti Lomas. A somewhat cryptic but efficient indexing system devised by their predecessors allows the two to easily locate information held in the library. Questions as to just about any local historical topic may be answered here.

The book release for the trap in the outside corridor is "How to cook badger" by Nortis Stone, a blandly bound title on a shelf set against the south wall. On the shelves are also Wilif's spell books, containing *Read Illusionist Magic*, *Detect Illusion*, *Fog Cloud*, *Phantasmal Force*, *Audible Glamour*, *Dancing Lights*, *Invisibility*, *Misdirection*, *Detect Magic*, *Hypnotic Pattern*. Kurti covets these, and would study them at her leisure if she were permitted.

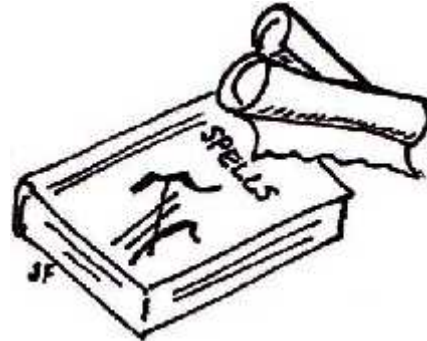
Wilif Forwal, Level 3 Gnome Illusionist

M 9; AC 10(7); HP 7; A 1; D 2-5; AL NG.

S16; I 17; W 6; D17; C 8; Ch 18;

Robes, Pointy Hat, Dagger.

Spells: *Fog Cloud*, *Audible Glamour*, *Detect Magic*.



21. Treasury

Dust thickly covers the empty shelves, chests, and piles of unused bags in this room. A small coffer contains a few hundred coins (220 GP), two rings (one worth 10 GP, the other a **Ring of Contrariness** [levitation at will]), and a pair of magical leather gloves, which function as **Gauntlets of Ogre Power**. Nearby are stacked three sets of gnomish mail, along with shields bearing the arms of the Locris and Opus families.

Despite, or perhaps because of, the relative paucity of wealth, the treasury is inspected every day, and so any theft is likely to be very quickly discovered. Needless to say, the gnomes will deal harshly with transgressors, if they are caught!

Part 3

Dungeons

Whilst the main dungeon in this module is comprised of the ruins beneath the Stele of the Silver Thane, enterprising adventurers may eventually seek to raid the home of their would-be employer, either for simple excitement and profit or in order to put an end to his evil machinations. Therefore, his estate is detailed in this section alongside the primary adventure locale. Moreover, if the player characters do take service with the sorcerer they will find themselves in the perhaps somewhat less familiar position of defending the "dungeon" against a goblin raiding party.

Egril's Estate

The road snakes off to the south, rising above low woodland towards a thick hedge, which forms a girdle around the estate. It is broken at only one point by an imposing stone archway, through which the way winds between avenues of tall trees. Glimpses of pastures, coppiced trees and crops can be had between the straight trunks, before the road reaches its destination. A collection of farm buildings of various sorts stands in the clearing, but all are overshadowed by the tall blood red roofed tower that looms ominously in their midst.

The road loops around a central pond behind the tower, and on towards the farm buildings beyond. If in residence, Egril will almost always be aware of the arrival of visitors, and should the player characters turn up uncontracted he will arrange for their employment. Such individuals can also be useful as undead guards, so staying around uninvited could become uncomfortably permanent! Assuming they arrive by magical carriage, Egril, a tall, angular man, will be waiting for the adventurers in front of the tower, where the conveyance deposits them.

The sorcerer is a man to be feared, but this may not be immediately apparent, as his manner will be almost friendly to those he wishes to bring into his service. No

random encounters feature within the estate, but there are a number of denizens who may move between locations. Rema, in the guise of Thaddia, and her simulacrum visit the tower and gatehouse, though the former is more often hunting near the brush and woods. Egril is usually in his tower when in residence, but his simulacrum will dwell in the egg house until the wyvern eggs are hatched.

Locations

1. Wizard's Tower

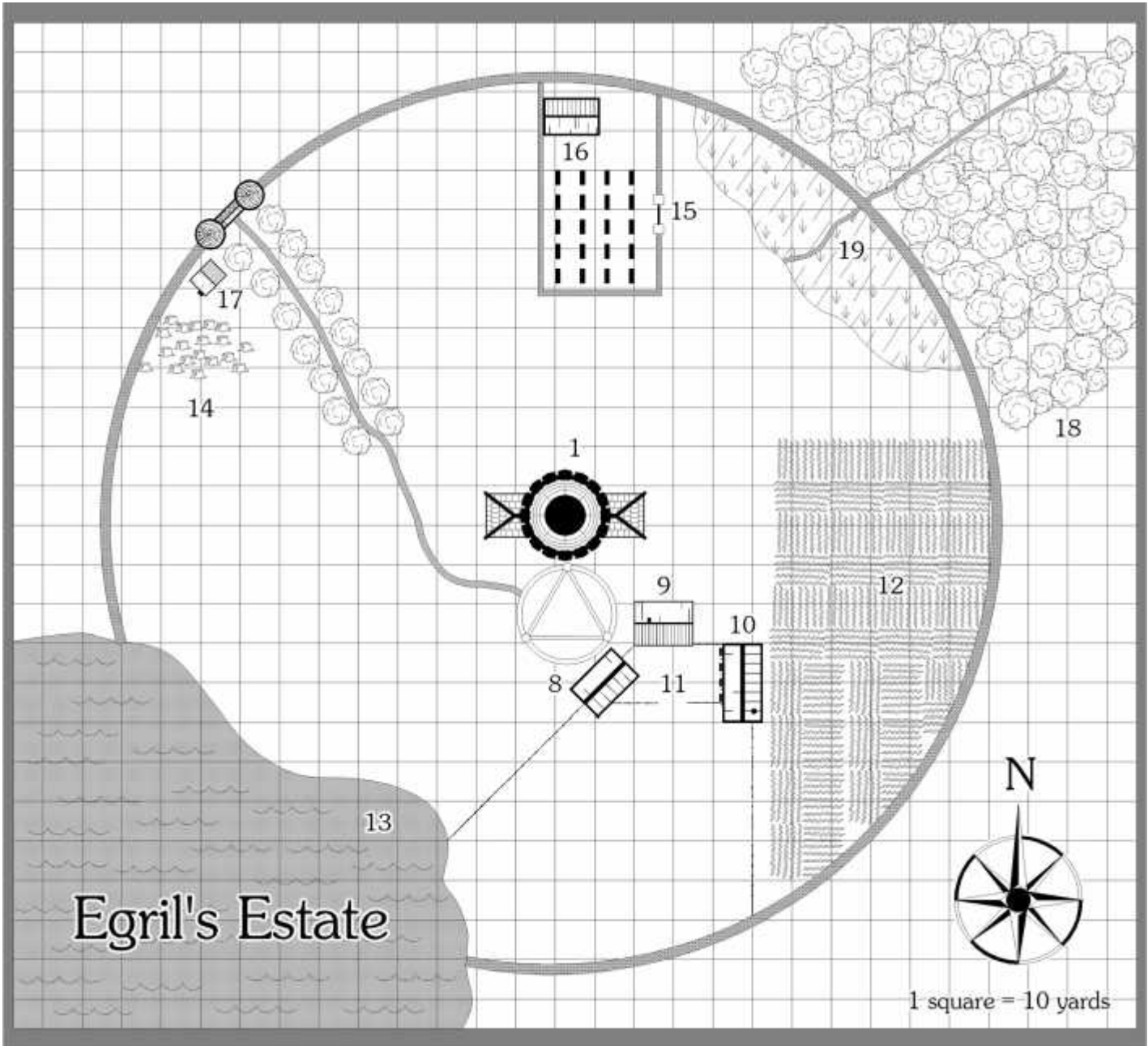
Here stands a tall tower of stone, its red conical roof stabbing into the heavens. Flanking the building are two low annexes, forming an east and west wing. In the south face of the tower is a solid wrought iron gate of no small size which defies any conventional means of opening. Around this portal are carved many obscure and eldritch runes, using an evil language from one of the lower planes. This is in fact a doorway to a rather unpleasant dimension, so it is fortunate that it remains closed.

2. East Annexe

This is an adjunct to the tower, serving as both kitchen and pantry. It is a functional room with benches on either side for cooking and eating. Numerous pots and pans hang above shelves, well stocked with non-perishable food along the north wall. A stove for cooking and a cistern for drawing water complete the arrangement. Doors to the east and west allow entrance from the outside to the tower proper. Each of these is iron bound, but left unlocked and unbarred against intrusion.

3. West Annexe

Both the laundry and lavatory are housed in this area. In the corner is a copper kettle on a heating stove. Various household cleaning tools can be found in the laundry. A chute in the wall allows the lavatory to be emptied regularly.



4. Ground Floor

Winding up around this 40' diameter room is a staircase, beneath which sits a fireplace with two armchairs. In the centre stands a table on a large circular rug, whilst nearby is a large comfortable lounge, and a small bench for food and drink.

5. Bedroom

The circular stair leads up into a large chamber, partitioned by a curtain. In the centre of the room is a thick rug, and near the north wall a bed, desk and chair. A lounge and an armchair are drawn up to the fireplace

in the south wall, with a sleeping basket for a dog nearby. Beyond the curtain is a separate area with another bed, as well as an altar, a shelf, and a chair, all of which are dressed differently to the other furnishings in the room.

Upon the desk is a mortar and pestle (25 GP), a sheaf of parchment (20 leaves), eight quills in a cup, and a half-pint bottle of ink. These items are quite mundane and not intended for magical scribing. However, inside the drawer of the desk is a magical-scroll writing set. It consists of a wooden tray with a dozen compartments for dark powders, four small bottles of various liquids, a short sharp knife and a tiny spoon (200 GP). Underneath is a neat stack of high-quality vellum.

Underneath the bed near the north wall the floor is scraped, two heavy chests having recently been pulled

out. Beneath the bed behind the curtain, is a trunk which contains a variety of women's clothing, as well as 100 gold coins and 5 amethyst gems in a leather bag (20 GP each). On the shelf is a vase of dried flowers adorned with long feathers, the latter of which can be cut down to make high quality quills for spell inscribing. Sitting on an offertory plate atop the altar is a polished bone of unknown provenance.

6. Study

The western half of this room is thick with shelves, towering up to eight feet high, crowded with various books, jars, boxes and drawers. A fireplace is set into the north wall, within which is a cauldron suspended from a swinging hook. Nearby stands a granite table with a high backed chair. On the floor to the south a great pentacle has been traced for magical purposes. Hundreds of books are in evidence, procedural and reference works for research purposes, but with no obvious system of organisation.

A great many authorities are represented, as well as languages, but anyone able to read the titles may discern that the chief subjects are necromancy and summoning. Several of the texts were written by Egril himself, though either in a magical script or using a cypher of his own devising. Various spell components in jars, drawers and boxes are stored amongst the books on the shelves. There are sufficient components for every spell that Egril knows to be cast several times. As with the books, though, there is no discernible order.

In addition to the numerous books and spell components, several magical items can be found in this room. A determined search or a *Detect Magic* spell will reveal a **Philtre of Love** and a **Potion of Healing**, as well as a strange can of iridescent blue paint. This last is **Paint of Protection**, a new magical item detailed in the appendices. Enough is left to paint up to six circles of five feet diameter, each taking about three rounds to complete. Larger and smaller circles can be painted with various protective functions.

7. Observatory

This room is as the inside of a large cone. It boasts a soft and opulent star patterned carpet, as well as large moveable bronze plated wall panels. Each of these is ten feet tall by eight feet wide, and opens to view the world outside. Since the prevailing wind blows west to east, opening opposed panels in these directions creates a 1-in-10 probability each turn of someone on the east side

being blown out by a sudden gust from the west. It is a good forty feet fall to the ground below.

From here, the entire district is visible, and it is possible to make accurate maps of the land for miles around. Perhaps of more immediate interest to adventurers, though, is that there is a loose stone in the chimney radiating magic strongly. This replaces a *Vanished* metal box (also *Wizard Locked* and *Invisible*), which contains a **Wand of Fire** (26 charges). Should a *Dispel Magic* be cast, then the box will return from the ethereal plane. If sorely pressed, Egril may try to retrieve this wand, and use it to rain fire down on his foes.

8. Carriage House

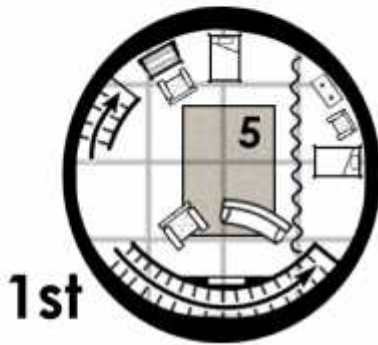
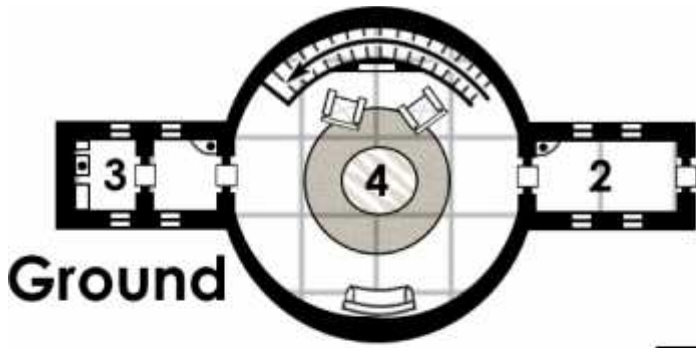
Here is stored a simple cart, and a large four-in-hand carriage. A side gate leads into the corral, and the main door out onto the road. Egril uses his **Ring of Mammal Control** to reverse the carriage out, and even with all four horses hitched it would be extremely difficult to accomplish without it. The cart however can be pushed out by hand, and will pivot and steer on its two wheels. It takes only one (strong) horse to pull, but lacks suspension and can carry only two (three, if smallish) people.

9. Farm House

This appears to be an entirely conventional building, though much older than the tower. A coal-fed fire lights the dim interior from behind a grate in the main room, which is furnished with a table and chairs, as well as a cushioned bench set against one of the walls. Upstairs are three bedrooms, each able to accommodate up to four medium-sized characters. If present at meal-times, the adventurers will be magically served a hot meal. Water is plentiful, but there appear to be no other supplies in the house.

10. Egg House

A large barn-like building stands here. Beyond its double doors can be heard the loud clucking of hens. Oddly, the doors can only be barred from within. Inside, sunlight filters through high lattices and down onto a great square crate, which contains many large and near spherical objects, nestled in straw. Nearby are four multi-level chicken coops, each divided by an aisle that runs between. Several shuttered windows run along the walls on either side of the coops.



LEGEND

1 Square = 10'

		Rugs	Curtain
		Stoves	Door
		Chairs	Stairs (Up)
		Fireplaces	Stairs (Down)
		Lounge	Altar
		Bed	Desk
		Table	Granite Table
		Pentacle	Suspended Cauldron
		Tall Shelves	Secret Trap Door

What appears to be a life-sized statue of Egril stands over the crate, looking down on six rows of six huge eggs. In fact, these are all wyvern eggs and the apparent statue is Egril's Simulacrum who can maintain his pose indefinitely. He is waiting to ensure that the image of Egril (and himself) is imprinted on the hatchlings. Trying to distract or attract his attention, such as by waving in front of his nose, will elicit no response. However, if the simulacrum is attacked then he will attempt to flee and summon aid.

The eggs are maturing and will hatch within nine days. Certain activities can accelerate their maturation, though doing so may harm the unhatched wyvern:

Cause	Incubation
Sunlight for 1 day	1 day
Sudden heating	2 days
Magical heat/fire	3 days

Note that these effects are cumulative, and may well cause the eggs to hatch before Egril returns.

11. Corral

When necessary, the horses grazing in the adjacent southwest field are corralled here to be harnessed, and ultimately hitched to the cart or carriage. It is difficult to catch them, taking 1-6 turns to get the horses into the corral (and the gate shut). Afterwards, it takes 1-4 rounds to steady and get the tack on each animal, though a skilled horseman might accomplish this more swiftly. The side entrance from the corral that leads to the carriage house is sufficiently wide to lead two horses abreast.

12. Corn Fields

Here stands a golden field of ripening corn, roughly two hundred yards in length and breadth. Wavering in the wind, it stands five feet tall, and will soon be ready to harvest. A pumpkin headed scarecrow lurks in the middle, almost hidden, and keeps an unwavering watch over the crop. It would all be quite normal, if it were not for the vile odour, as of rotting flesh, emanating from the field. No animals or birds ever seem inclined to approach near, though insects appear to be plentiful enough.

The scarecrow is actually a ghost wearing a pumpkin mask. It will not willingly reveal itself unless it is attacked or similarly compelled to act. of course, the ghost is the source of the stench, which may betray its presence to any curious adventurers. As far as such a

creature can be, it is loyal to Egril, who for his part views the ghost as a sort of lieutenant in charge of his undead minions. For this reason he has imbued it with *Evard's Black Tentacles*, a spell that it will use to escape if it finds itself outmatched by enemies.

Ghast (1)

M 15; AC 4; HD 4; A 3; D 1-4/1-4/1-8; AL CE.

13. Pond

A wide pond pools here, its surface dark and unreflective. Despite this rather unnatural appearance, animals freely drink the water, and there appear to be no ill effects from doing so. Indeed, freshwater fish swim below the surface.

14. Coppice Grove

All of the trees in this area have been cut down, and now regrowth of varied length and thickness rise up around their stumps. Many types are represented here

yew, ash, oak, hazel, willow, hawthorn, elm, rowan, sandalwood and cedar. These coppiced trees are used as raw materials for the construction of magical rods, staves and wands. If magic is performed in the vicinity of the grove, then the wood will be spoiled and have to be grown again. Needless to say, this would not please Egril!

15. Cemetery

Behind a gate and a hedge is an old cemetery, where rich green grass grows over old graves. A small mausoleum stands at the rear. The door does not yield easily by day, but by night it swings open smoothly and without a sound.

16. Mausoleum

This chamber is lined with stone coffins and, during the daytime, is occupied by six zombies. It may not be immediately apparent that these poor wretches are in a state of undeath, as they have been treated with *Nulathoe's Ninemen* and so have not yet decayed. One of the six zombies has been imbued with a *Fire Ball* spell, which will trigger when the creature is struck by an enemy and there are less than three other zombies within 60 feet. Destroying the monster outright will not trigger the spell, however.

Although the zombies themselves have no treasure, a determined and thorough search of the mausoleum will turn up 13 silver coins, 12 electrum coins, and a silver

ring set with onyx (20 GP). This treasure is contained in several sealed caskets of solid wood, and breaking these open is sure to generate no small amount of noise.

Zombies (6)

M 6; AC 8; HD 2; A 1; D 1-8; AL N.

17. Gatehouse

Next to the gates is a pitch-roof cottage, partly obscured by the trees. Inside can be found a well-kept kitchen space and sleeping cupboard. The latter has a false ceiling, which can be removed to access a secret room above. Hidden within are four large silver-covered chests, all sealed with red wax and **wizard locked** against potential thieves. Each is so heavy and cumbersome that it requires two people with strength 13 or better to move one of them even a short distance.

The chests are lined with rich blue velvet, and all contain books bound in pristine, naturally coloured calf-leather. These are Egril's own **spell books**, detailing all of the incantations and magical rituals that he knows. As might be expected, theft of these, or damage to them, will attract his full attention, as they represent tens of thousands of hours of study. Woe to those who seek to steal from a sorcerer such as Egril, a sure way to earn eternal undead servitude!

18. Wild

A thicket of tall trees rises up beyond the boundary hedge. Mundane bird-spiders dwell in the treetops, crowding the high branches with cobwebs. It is eerily quiet, all the other animals of the woods having either fled or been eaten by the ghost.

19. Brush

Low brush borders the wood to the southwest, standing maybe three feet tall. A narrow trail can be followed east through the undergrowth and into the forest beyond; Rema, in her wolf form, comes here often to hunt small animals.

20. Northern Field

Here, out of the view of the farmhouse, is a desolate field. Every night, two hours after dark, zombies from the mausoleum slowly dig the earth with spades, turning the sod. They return to the tomb two hours before dawn.

The Goblin Raiders

Not all of the goblins are in favour of an alliance with Egril. One such is Porok, a witchdoctor with her own ambitions. She has brought a band from their stronghold to the dungeon beneath the Stele of the Silver Thane, from which she intends to strike against the sorcerer. Her purpose is to steal the wyvern eggs that Egril has so lately obtained, with the expectation that this will create suspicion between the magician and the goblin chieftain. Moreover, the witchdoctor plots to secretly raise the wyverns herself and use them to help achieve her own future ambitions.

Knowing that Egril will soon be leaving his estate for a secret purpose, the witchdoctor has led her band into the nearby forest and now awaits an opportunity to strike. Once Porok is sure that the sorcerer has departed, she will seek to confirm whether the eggs are present and then lead a full scale raid to acquire them. The number and strength of the guards is of little concern to her, as the main attack is merely a distraction so as to facilitate the theft. Afterwards, and regardless of success or failure, the goblins speedily retreat to their lair beneath the Stele.

The goblin lieutenant, Glumf, is usually in charge of the band, assisted by a goblin sublieutenant and four goblin sergeants, each of which leads a troop of ten goblin soldiers. Usually half of these are armed with short spears and the other half with short bows. Most of the goblins wear ring armour, but the lieutenants are equipped with scale. Although short swords are the prevalent close combat weapon, the game master should feel free to switch them with hand axes, hammers, and horseman's picks, maces, or flails as desired.

Porok, Level 1 Goblin Witchdoctor

M 9; AC 10(8); HP 6; A 1; D 1-6; AL LE.

S 9; I 15; W 10; D 16; C 10; CH 11.

Zebra Skin Cloak, Staff, Cursing Bones.

Spells: *Darkness, Audible Glamour, Hypnotism.*

Glumf, Goblin Lieutenant (1)

M 9(6); AC 6(5); HD 3; A 1; D 1-6; AL LE.

Scale Armour, Small Shield, Short Sword, Dagger.

Goblin Sublieutenant (1)

M 9(6); AC 6(5); HD 2; A 1; D 1-6; AL LE.

Scale Armour, Small Shield, Short Sword, Dagger.

Goblin Sergeants (4)

M 9(6); AC 7(6); HD 1; A 1; D 1-6; AL LE.

Ring Armour, Small Shield, Short Sword, Dagger.

Goblin Soldiers (40)

M 9(6); AC 7(6); HD 1-1; A 1; D 1-6; AL LE.

Ring Armour, Small Shield, Short Sword, Dagger.



Events

1. On the first night following the departure of Egril, the goblins attempt to scout the egg-house. Porok crosses into the estate from the north, very carefully and quietly making her way to her objective. She will peer through the cracks to confirm that the wyvern eggs are present and then return the way that she came. The game master should determine a probability of detection based on prevailing circumstances. If Porok is captured or killed, Glumf will lead the raid, though it will likely be in the form of a frontal assault!
2. Whether the estate was successfully scouted or not, two nights later the goblins attempt to raid the egg-house. Assuming Porok directs the attack, the band splits into two forces of equal size. Under Glumf, the first approaches from the northwest and uses slings to hurl hot coals, from portable braziers, at the tower, groves and outbuildings. If attacked, these retreat, hoping to draw the defenders away from the egg-house. Once it seems that the estate is in sufficient confusion, the second group strikes from the northeast.

Porok and the goblin sublieutenant lead this second party of raiders, moving quickly and quietly towards the egg-house. Each goblin soldier carries a net-bag, to be used to haul away the wyvern eggs. They have left their shields, spears and bows behind in the forest, but retain their hand weapons. Being rather cowardly, Egril's simulacrum will not put up a fight, preferring to flee and save his own life in the first instance. If successful, the goblin raiders will retreat to the northeast with the eggs as swiftly as they may.

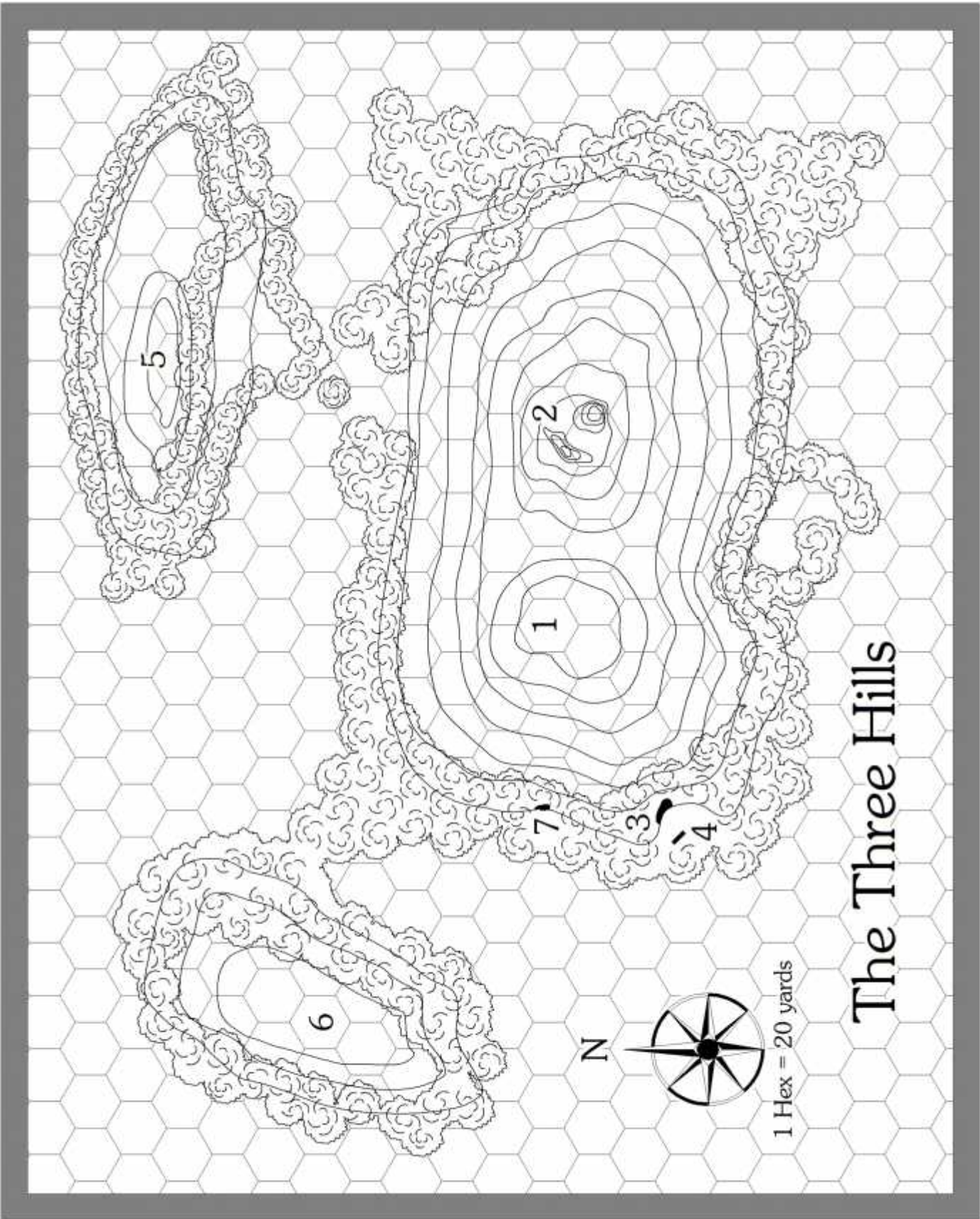
3. In the case that Porok was slain or taken so that Glumf leads the attack, the goblins will not be divided into two groups. Rather they will attack in one body from the northwest, opening by hurling fiery coals into the estate, so as to create confusion, before advancing altogether towards the egg house. Since the goblins are neither excessively brave nor very foolish, a strong defence will cause them to retreat and abandon the undertaking wholly, especially if they suffer numerous casualties or are vigorously pursued.
4. There is also the possibility that the goblins will suffer an inconclusive defeat, perhaps as the result of an early morale failure or the player characters being proactive; for example by discovering and raiding their encampment ahead of time. Assuming sufficient strength remains, the goblins may well regroup and try again. Whilst they do not know when Egril will return, they know that time is limited, so they will not wait overlong. Such a raid will probably rely heavily on stealth, speed and deception to achieve its ends.

The Pursuit

The goblins initially retreat northeast, through the hedge and scrub to a prearranged rendezvous point in the woodland. From there they strike out east-southeast, not waiting for stragglers if there are any signs of pursuit. When the goblins reach the marsh, they halt and take a brief rest before skirting around the north edge, making for a trio of hills known as the three sisters and the hidden cavern entrance to their lair. Since the goblins were well rested before the raid, they can travel for twenty hours before having to rest for four, after which they travel as normal.

On account of their relatively small size, goblins are not likely to win a foot race with determined pursuers. They are nimble enough in forests and broken terrain, but eventually speed is going to win out over even the most tireless goblin. If the pursuit is close, they are likely to split by troop into two or more groups in order to lead off pursuers in different directions, divide them or otherwise confuse them. Given the opportunity, numbers and leadership, the goblins will seek to lead their enemies into an ambush, using their knowledge of the terrain to best advantage.

Capturing and escaping with the wyvern eggs is the primary objective of the goblin leaders. They view their soldiers as expendable in the pursuit of this aim, though not themselves. Should the raid fail, then they will strive to save their own evil and wretched lives, extracting



themselves from the debacle by whatever means available. Both Egril and his minions may be involved in the pursuit, though not lightly in the former case. Depending on their relationship to the player characters and the course of events, this may prove to be a help or a hindrance.

The Pursuers

1. Adventurers

If the raid was successful, then the player characters already have a strong incentive to pursue the goblins. Alternatively, they may choose to run them to ground for sake of vengeance, a taste for adventure or any number of other reasons, most of which their employer will view favourably.

2. Simulacrum

Egril's simulacrum will take any necessary action to recover the stolen wyvern eggs, but is otherwise uninterested in pursuing the goblins. Nor will he seek to cooperate with the player characters in a pursuit. Rather, he will saddle a horse from the stables, turn himself invisible and follow at a safe distance. Should any of the eggs show signs of hatching, he will intervene, but will not risk damaging them, preferably using spells like **phantasmal force** to overcome his enemies.

3. Hound

Rema's wolf-shaped simulacrum will not pursue the goblins of its own accord, but if any eggs are stolen, it can be enlisted to help track the thieves. If the player characters do not think to make use of the creature, Egril's simulacrum certainly will. On account of their use of fire, the wolf is unlikely to be of much help against the goblins during the raid, but afterwards will attack anybody who seeks to harm the eggs. Being rather more intelligent than a true wolf, the simulacrum understands what is at stake.

4. Undead

Should one or more of the wyvern eggs be stolen, Egril's simulacrum will order the ghast and its minions to pursue the goblin raiders. The zombies are slow, travelling at a rate of 6, but unrelenting and never resting in their pursuit.

5. Werewolf

Rema will not be present during the goblin raid, as she has been courting the greater clans to the east at the behest of her sorcerous master. However, having heard tell of Porok departing for the march and rightly suspecting treacherous intent, the werewolf is headed back as swiftly as she may. There is little the goblins can do to harm a werewolf, but Rema will never willingly reveal her true nature to temporary allies. Instead she travels as Thaddia and may join the adventurers in that form if encountered.

6. The Warlock

Egril may become involved if Rema is slain, his simulacrum is destroyed or something similarly serious occurs. He will first cast *Invisibility* on himself, then *Teleport* to a known location in the march or one he can see through his familiar. If expecting combat, Egril will also have cast *Shield* and *Protection From Normal Missiles* before teleporting into danger. Should the hatching of the wyvern eggs be imminent, the sorcerer will use *Wall of Ice* or *Phantasmal Force* to seclude them in order to receive his imprint.

Aftermath

Egril returns on the evening of the seventh day since his departure, having acquired the spell he was seeking. He has expended much magical power, effectively retaining the spell ability of a ninth level magic-user until he next rests and studies his spell books. Indeed, if his simulacrum is available to deal with any problems, he will retire without even revealing his presence. Of course, if the wyvern eggs were successfully stolen and not yet retrieved he will take a personal hand in matters, probably leaving the player characters behind to guard his estate.

In the event that the player characters beat off the goblin raid or retrieve the eggs before the return of the sorcerer, their services are retained until the wyvern eggs begin to hatch, at which point they receive their pay and are dismissed with thanks. If some of the eggs were damaged or lost, there will be little thanks, but payment will nevertheless be forthcoming. Only if Egril has reason to believe that the adventurers were in fact incompetent, or wilfully negligent, will they earn his full and well deserved wrath.

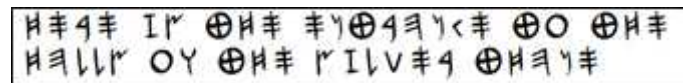
Should Egril successfully acquire his new spell and imprint his image on the newly hatched wyverns, then the goblin clans will soon fall under his sway and his

influence was great indeed. It may well be that the sorcerer will then have future tasks for adventurers who have served him well. On the other hand, when his true intent grows apparent, the player characters may well find themselves opposing the warlock and his plans.

In the Vicinity of the Stele

The stele marks the location of the underground Halls of the Silver Thane, which can be accessed by means of a cavern system that has several points of entry on the hillside. Discovering one or more of these entrances is not difficult for those who suspect their existence, as they are regularly used by goblins now and were not really hidden in the first place. If the party is in pursuit of goblins then they may follow them into the caves and caverns beyond, or else they may simply stumble upon them whilst exploring the march. Either way, it is not meant to be a difficult proposition.

Locations



1. West Peak

Slightly lower than the eastern peak it is still possible to see for miles around from the top. To the west, beyond the bogs and brush, Egril's tower can be seen in the haze. Looking northwards, a line of wooded hills and the beginning of a mountain range can be seen on the far side of the plain. It is also possible from this vantage to perceive the stele standing nearby amongst the trees on the lower slopes. There is a 2-in-4 chance that a character will notice this, or 3-in-4 for elves and similar.

2. Volcano Cone

Easternmost and highest peak of the south hill, much the same of the surrounding area can be seen from here as from the westernmost peak. However, this is actually the cone of a dormant volcano. A lava tube leads down to the cone chamber beneath and could be reached by a small flying creature; it also connects with the oval chamber, but only a very small and highly manoeuvrable aerial creature could find its way there. Adjacent to the tube is a water filled crevasse some 250 feet deep.

3. Large Cave

There is a cleft in the rocks here that is obscured by trees. A jagged opening some 60 feet wide leads directly into the main cavern entrance beneath the stele, and eventually to the Halls of the Silver Thane that lie beyond.

4. Stele

Here stands a 15 foot tall stone column, tapering somewhat towards its top, where a horizontal cross piece sits just below a sickle and a disc. There is writing down the length of the column, which uses the old Lemurian language and script.

It translates as follows:

HERE IS THE ENTRANCE TO THE
HALLS OF THE SILVER THANE

Formerly a pathway led from the stele to the cave entrance, but now only the shattered remnants can be seen.

5. Eastern Hill

This lower hill is dominated by the twin peaks of its sister to the south, but is still some 300 feet high. From the top can be seen the peak of the next hill to the north, a few miles away, whilst to the west stands the smallest of the three sisters.

6. Western Hill

Lowliest of the three sisters, the high peaks of her two siblings rise to the east and south. Clearly visible, standing tall amidst the trees on the west slope of the largest hill is a stone column, once of great significance the Stele of the Silver Thane.

7. Small Cave

Finding this small entrance is a little difficult on account of the thick foliage and rugged ground; treat it as a concealed door for purposes of detection. It is a rather cramped entryway, being only 5 feet high by 4 feet wide, and very dark within the tunnel beyond. Moreover, wind tends to rush in and out of the passage, meaning that candles will blow out unless protected, and torches gutter and fail with a 1-in-6 probability each turn. After a few hundred feet the tunnel meets the northern access.



Beneath the Stele

The caverns and dungeon beneath the Stele are all that remain of the once lauded Halls of the Silver Thane. It has become an abode of vermin, and lately goblins. Exactly how many are present depends on the outcome of their raid to obtain the wyvern eggs and at what point the player characters arrive. Casualties suffered during the raid should be deducted from the total number presented here, but goblin reinforcements could arrive at any time thereafter, especially if the raid was successful. of course, such additions will not necessarily be harmonious!

As noted in the previous section, the goblins are armed with short spears and short bows, but only those on guard or patrol will actually have these weapons to hand before the alarm is raised. The goblins in the barracks, or the great hall during meal times, are armed only with daggers, other weapons, shields and body armour being stored in the armoury. It will take about a turn for them all to get fully equipped once alerted. Should the gates be breached, then the goblins will attempt to draw the adventurers into the great hall where they can press a numerical advantage.

Not being the bravest of creatures and having two entrances to their lair, the goblins are likely to flee if the fight is going against them. Porok in particular will prefer to flee early with as many wyvern eggs as she can, and possibly a small number of followers (1-4). Her spells may well be most useful when escaping and perhaps against her fellow goblins. Glumf will attempt to prevent her flight if he can, but is also extremely likely to flee if he senses the fight is going badly. of course, if Glumf abandons the defence, all the goblins will rout.

Porok, Level 1 Goblin Witchdoctor

M 9; AC 10(8); HP 6; A 1; D 1-6; AL LE.
S 9; I 15; W 10; D 16; C 10; CH 11.

Zebra Skin Cloak, Staff, Cursing Bones.

Spells: *Darkness*, *Audible Glamour*, *Hypnotism*.

Glumf, Goblin Lieutenant (1)

M 9(6); AC 6(5); HD 3; A 1; D 1-6; AL LE.
Scale Armour, Small Shield, Short Sword, Dagger.

Goblin Sublieutenant (1)

M 9(6); AC 6(5); HD 2; A 1; D 1-6; AL LE.
Scale Armour, Small Shield, Short Sword, Dagger.

Goblin Sergeants (4)

M 9(6); AC 7(6); HD 1; A 1; D 1-6; AL LE.
Ring Armour, Small Shield, Short Sword, Dagger.

Goblin Soldiers (40)

M 9(6); AC 7(6); HD 1-1; A 1; D 1-6; AL LE.
Ring Armour, Small Shield, Short Sword, Dagger.

Encounters

There is a 1-in-12 chance every turn of the player characters having a random encounter, which is then determined by rolling 1d10 on the table below:

1d10	Encounter
1	Rats (2-20)
2	Bats (1-10)
3	Centipedes, Large (2-12)
4	Moths, Giant (5-50)
5	Goblin Messenger (1)
6	Goblin Patrol (2-10)
7	Goblin Patrol (2-10)
8	Spiders, Large (2-12)
9	Seismic Activity (See Below)
10	Special (See Below)

Rat. M 12; AC 8; HD ¼; A 1; D 1; SZ S; AL N; XP 1. SA Disease.

Bat. M 24; AC 8, HD ¼; A 1; D 1; SZ S; AL N; XP 1. SA Swarm, Crowd Light.

Centipede, Large. M 24; AC 9; HD ¼; A 1; D 0; SZ S; AL N. SA Poison (save at +4 or D 4-16).

Moth, Giant. M 12; AC 10; HD ¼; A 1; D 0; SZ S; AL N; XP 1. SA Swarm, Crowd Light.

Spider, Large. M 6*/15; AC 6; HD 1+1; A 1; D 1-4. SA poison, save at +2 or die.

Goblin Soldiers. M 9(6); AC 7(6); HD 1-1; A 1; D 1-6; AL LE. Ring Armour, Small Shield, Short Sword, Dagger.

Seismic Activity

Roll 1d20 on the following table:

1d20	Result
1-8	Groaning Roof: A worrying noise comes from the ceiling above as the earth shifts position. Dust drifts down at several points.
9-13	Tremor: The earth shakes, and movement is difficult. Loose objects clatter and move about, whilst any delicate objects on hard surfaces may be damaged. Effects last 1d4 minutes.

1d20	Result
14-17	Rock-Falls: One or more rocks of various sizes fall in a random area (5% chance of being the area the player characters are currently in). Any creatures in the area must save versus petrification or suffer 1d6 damage. The rocks will be an obstacle to movement, effectively blocking passages less than five feet in width.
18-19	Cave-In: A major section of roof collapses, leaving a passage or room blocked (5% chance of it being a room that the player characters are currently in). The affected area is always at least 20 feet in length or breadth. Unfortunates caught in the area affected suffer 2d10 points of damage, and are trapped under the rubble unless they successfully save versus petrification, in which case they suffer only half damage, and avoid being trapped.
20	Earthquake: All of the above effects are experienced, in order.

Special

Roll 1d6 on the following table:

1d6	Result
1	Thaddia: If the goblins successfully raided Egril's estate then Thaddia is here to find and recapture the eggs, perhaps joining forces with the adventurers to achieve that end. Otherwise she is in the caverns on some other business.
2	Rema's Simulacrum: If not travelling with the adventurers already, then she is here for some other reason. Perhaps following the player characters or in the company of Egril's simulacrum. She will aid them if it is in her interest to do so.
3	Egril's Simulacrum: The fake Egril is either here in pursuit of the stolen wyvern eggs or about some other secret business, such as running an urgent errand for the real Egril or else planning some treachery against him. He will pretend to be Egril.
4-5	Undead: If the wyvern eggs have been stolen and the ghastr and zombies are still functional then this is them in pursuit of the goblins. Should that not be the case, then this is an unspecified group of undead at the discretion of the game master.
6	Locris Scouts: These gnomes are on the hunt for the goblins, either after having encountered the player characters and so learnt of their presence or happening upon their trail. If there is a chance for cooperation, the gnomes will work with the party, although once they learn of the wyvern eggs they will certainly seek to destroy them. Should the adventurers oppose such action, the gnomes will seek to avoid direct confrontation, preferring to rely on trickery and duplicity.

Locations

1. Main Cavern

Sunlight reaches only a little way into this large chamber, and the far wall is lost in darkness. The western cave entrance opens 10 feet high by 60 feet wide, an open maw filled with jagged stone teeth. Inside the cavern ceiling rises to some 30 feet at its centre, before falling sharply to a mere 5 feet or so at its eastern end. A passageway leads away to the northeast; it is so narrow and rocky that it can only be followed in single file, with heads almost brushing its low soot-covered roof.

2. Northern Access

Here is an oval-shaped chamber with a narrow passage at either end; one leads north to emerge outside and the other snakes south to connect with the main cavern. A wide gap in the eastern wall opens directly to an adjoining cave.

3. Inner Cave

This chamber is roughly circular in shape and about 60 feet across. A gap in the western wall opens into the northern access, whilst a natural passage in the eastern wall curves southwards, leading deeper into the cave system.

4. Five Ways

Passages from the northeast, east, south, and northwest all meet here. An opening to the west, about twice as wide as any of these passages, extends a long way back to where a number of indistinct shapes seem to lurk in the shadows.

5. Rubbish Room

Low heaps of filth, bones, and other junk of indeterminate age fill this area. Pieces of stone and timber stand next to piles of waste, ash, and pools of foetid slush. Several red lights glow and sway in the darkness, in fact the antenna of fire beetles that are eating the decaying matter. They are unlikely to attack (25% chance), but if threatened or their food is approached, they will turn aggressive. Several large logs, with shattered or splintered ends, can be identified amongst the refuse.

Fire Beetles (8)

M 12; AC 4; HD 1+2; A 1; D 2-8; SZ S; AL N.

Glands glow, lighting a 10' radius for 1-6 days.

6. Organ Pipe

The passages leading here are so narrow and dark that it is hard to discern the wall or the tunnel. Barely one man-sized person may pass at a time into the small and roughly circular cavern beyond. Light reflects from tiny specks in the walls and an eerie low moaning sound, not unlike the base notes of an organ, seems to emanate and echo from the chamber.

7. Waterfall

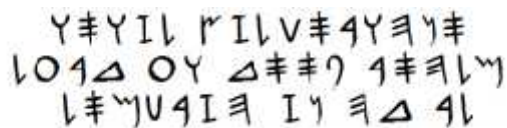
Water tumbles out of the wall here, down into a small frothing rock pool. It laps constantly at the edge but does not overflow onto the path. The water here is deep, and flows underground to the north-northwest. Anyone entering the pool is likely to be pushed underwater (roll versus strength, modified by -3 for fairly bulky armour and -6 for bulky armour). Signs of recent activity can be discerned here, especially wet-booted tracks, many of which lead to and from the northwest passageway.

8. Kidney Room

This room is moist, the walls slick from condensed water, and curving in such a way as to give the chamber a rough kidney shape. Examination of the floor will reveal tracks close to the east wall, heading north into a very narrow passage. Man-sized characters will need to remove any packs and edge along sideways so as to squeeze through. Nevertheless, there is a 10% chance that dangling items will snag on the rocks, and that long, inflexible items such as poles, spears, pole arms, *et cetera*, will become stuck. Forcing these forward may result in them breaking (save versus blows); the only safe way to retrieve them is to back out of the passage. Other bulky items should be adjudicated similarly, at the discretion of the game master.

9. Skeleton Room

This is a wide worked-stone room, plain and unadorned. Near to the far western wall lie the ancient and mouldering bones of two unfortunates. Hidden in the wall to the south is a secret door, which is opened by pushing one of the stones. Activating the mechanism causes the skeletons to awaken and move to attack, as does approaching their resting place.



Y#YIL RILV#AY#Y#
LO#Δ OY Δ##? ##ΔL#
L#YU#I# IY #Δ #L

Skeletons (2)

M 12; AC 7; HD 1; A 1; D 1-6; SZ M; AL N.

SA Immune to cold, **charm**, **sleep** and **hold**, half damage from bladed weapons.

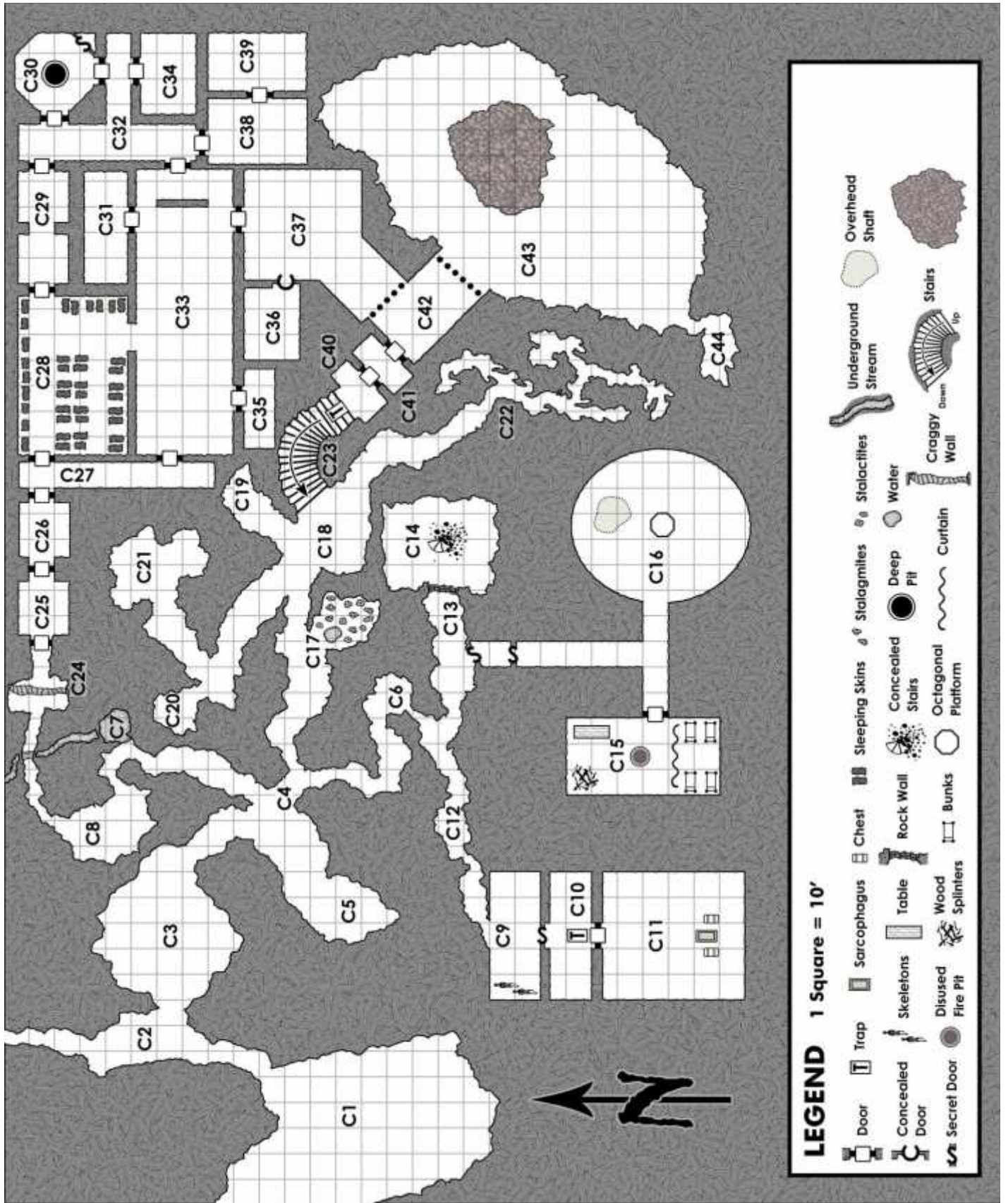
10. Trap Room

Directly opposite the entrance is a door close at hand, but to the east and west the walls are distant. This room is a trap, the entire floor being geared to pivot at the slightest deviation from the exact centre. A single character moving directly to the door may avoid the trap, if a successful saving throw versus petrification is made with a +4 modifier. Otherwise the entire floor tips in one direction or the other, causing all in the room to tumble some 20' into a recess below. The floor then swings back up. Characters near the door may save versus petrification to avoid this fate.

11. Tomb

Here is a large square chamber with a high arched ceiling; at the far end is a single tomb, flanked by two large chests. Of these, only the one on the right is trapped and then with poison gas that has gone largely inert over time. Any character opening the chest must make a saving throw versus poison with a +12 modifier to the roll. Failure results in a rather horrible death by suffocation. Each sturdy chest contains 2000 silver pieces, though the money bags are badly decayed and rip if lifted.

The sarcophagus is of unpolished granite with a raised relief of a warrior lying atop it, feet towards the entrance. He is armoured in old fashioned scale and wears boots wrapped in bindings. A stone winged helmet sits atop his head, with stone hair hanging past his stone ears. Sheathed at his right side is a dagger, in his right hand he bears a short hafted axe, and from his right shoulder hangs to his left a large round shield. Each scale of armour has an inlaid fillet of tarnished silver, with helmet, shield, hand axe and dagger being similarly adorned. Proud runes set around the lip and edges of the stone lid loudly proclaim the achievements of this forgotten warrior in a largely forgotten tongue, decipherable now by only a learned few or else by those with magical means:



Characters familiar with ancient languages or magically aided will be able to read the script and identify the language (Lemurian) as a precursor to the common tongue. The epitaph, once translated, can be rendered as follows:

FEFIL SILVERFANE
LORD OF DEEP REALM
LEMURIA IN 35 RL

Within the casket is the body of the thane himself, laid out in his silver armour, helmet atop his head, dagger and axe by his side, just as the relief on the outside shows. His arms and armour are perfectly preserved, but the most observant players will soon note the absence of his shield. Details of the war gear of the silver thane can be found in the appendices. The sarcophagus is of good quality workmanship and archaeological significance. Along with the body it might fetch a good price.

12. Narrowing

The walls here seem to close nearer and nearer, whilst the ceiling falls to a mere 7 feet. Rocks jut out awkwardly so that often there are only two feet of space and characters must divest themselves of bulky objects and edge along sideways.

13. Rock Wall

Rocks are stacked here so as to create a low wall, four feet high by one foot deep and blocking easy passage to a large chamber that lies behind. Four spiders lurk behind and atop the wall, out of sight and ready to attack anyone or anything that tries to pass nearby. To the south is a secret door, which can be opened by means of a concealed lever in the opposite wall. If the lever is pulled, the door swings silently open to reveal a small square room of dressed stone, seemingly empty and out of place.

Spiders, Large (4)

M 6*/15; AC 6; HD 1+1; A 1; D 1-4; SZ S; AL N.
SA poison, save at +2 or die.

14. Secret Room

Apart from a lever used to operate the secret door to the north, this chamber appears to be empty. However, there is in fact a second secret door in the south wall, which can be opened by pushing on the intersecting edge of its southeast corner, pivoting the wall around a central axis. The wall only pivots if pushed within an inch of its edge,

otherwise appearing to be perfectly stationary. Judging by the dust that lies thickly and undisturbed, this room has not been accessed in a long time.

15. Top Stairs

A large pile of rocks stands in the centre of this room, and a smaller pile blocks the doorway. The stones in the middle of the chamber are tightly wedged together, and actually conceal a circular stair leading downwards. Some of these are very large, up to six feet or so in diameter, and others no bigger than pebbles. Characters with the appropriate expertise, such as dwarves and gnomes, can determine that this blockage is not the result of a natural rock fall, but rather a purposeful obstruction.

It is possible to clear the rocks away, but very dangerous. After around ten percent of the blockage is removed, the rocks will shift and start bounding down the stairwell. The only warning will be a loud groaning around thirty seconds prior that stops suddenly after a few moments. When the pile moves, anyone standing atop must make a dexterity check to jump clear. Failure means falling with the rocks for 10 feet (D 1-6), and a 15% chance of a limb being crushed, which will be useless until magically cured.

Where the circular stair leads is not detailed in this module, but left for the game master to determine. In the northwest corner of the room is a webbed nest strewn with the bones, exoskeletons and treasure of past victims
45 CP, 41 SP, 23 EP, 16 GP, and 14 PP.

16. Secret Hideaway

A disused fire pit stands in the centre of this room. The south side is covered by a large and heavy woven curtain. In the northwest corner, a pile of broken wood splinters are scattered, and by the east wall near the door is a large, sturdy table. Behind the curtain are four bunks, being sufficient for eight people. The bunks are each six feet long, have blankets of rough grey wool, and though aged are clean enough for tired adventurers to sleep in at need.

17. Oval Chamber

Dim light spills indirectly into this room from above, illuminating the wild and weirdly coloured frescos that decorate the walls. A thick layer of plaster dust spreads across the floor unevenly, occasionally stirred by a rogue breeze from outside. Standing in the centre of the chamber is an octagonal platform of white stone, raised one foot from the floor. Heavy iron chains and manacles

dangle from four sides, once used to restrain unfortunate victims and keep them spread-eagled on the dais.

Many sections of the ancient frescos have fallen from the walls and what remains is cracked and faded. One image depicts rays of light striking the pure white eyes of a bearded human. Another, an armed host marching through tunnels with hooked and barbed spears. A third shows a bearded figure in robes with arms raised high, and a fourth a number of dark buildings clustered near a lake. The last depicts many strange humanoids, defeated and in chains.

Even moonlight is sufficient to illuminate this chamber on account of a **silver shield** being lodged above in the shaft. Indeed, it is quite dangerous to be in the room on a bright and clear day, as characters looking up into the shaft at such a time will be blinded for 2-24 hours, as well as rendered disorientated and confused for 6 turns. A saving throw may be permitted, if desired. Naturally, the shield can be retrieved by a skilled climber after dusk or on an overcast day, at the discretion of the game master.

18. Shimmering Cave

This cavern is crowded with stalagmites and stalactites, which pose an obstacle to easy exploration. Moreover, the stones are wet and dangerous to traverse, water dripping from above and pooling below at the lowest point. Reflected light glints in confusing red and metallic hues from exposed stone and mineral deposits. Some of the stalactites are actually piercers, awaiting the opportunity to drop on any unfortunates passing beneath them.

Piercer (4)

M 1; AC 3; HD 1; A 1; D 1-6; SZ M; AL N.
SA Surprises 95%.

19. Bottom of Stairs

Many tunnels intersect in this room, but the dominant feature is a large wide stairwell that sweeps up to the east. The major passageways run west, northwest and northeast, whilst a narrow tunnel winds away to the southeast. Inspections near the large curved wall will reveal blood, bark, wood splinters, and large grey stone chips, which is detritus left from the action of the log trap above. Any character straying too near the entrance to the pet room will be attacked if facing away from it (roll for surprise).

20. Pet Room

This place is filthy, dark smudges stain the walls, and shattered bones lie scattered all around. In the middle of the refuse sits a rough wooden bowl filled with dirty water. The atmosphere is close, thick with the stench of decay and rot. An ordinary wolf is chained to the wall, on a length long enough to reach five feet outside the room. It is kept hungry and will attack any likely prey that comes near enough. Snarls and howls will alert the goblin guards nearby, but they will not come to the aid of the wolf.

Wolf (1)

M 18; AC 7; HD 2+2; A 1; D 2-5; SZ S; AL N.

21. Fungus Room

This chamber is so warm and humid that the walls glisten; several almost man-sized mushrooms grow here. These are shriekers and if disturbed by light within 30' or movement within 10' they will emit an ear piercing shriek for 1-3 rounds that increases the frequency of wandering monster checks to 3-in-6 every round. When such an encounter is indicated the game master should roll 1d8 on the relevant table, omitting the possibility of seismic activity or pursuers as a result.

Shrieker (2)

M 1; AC 7; HD 3; HP 12; A 0; D 0; SZ M; AL N.
SA Shriek may attract other monsters.

22. Centipede Room

This room has a soft earth floor, and smells of rotting and decaying plants. If the adventurers poke around here they will disturb a nest of giant centipedes, all of which will swarm out to defend their territory against the interlopers.

Centipedes, Giant (16)

M 24; AC 9; HD ¼; A 1; D 0; SZ S; AL N.
SA Poison (save at +4 or D 4-16).

23. Twisty Passages

The narrowness, similarity and dankness of these tunnels make them difficult to navigate. A nest of rats is located to the south and a colony of bats roost to the north. Random encounters have no effect on their numbers.

Rats (12)

M 12; AC 8; HD ¼; A 1; D 1; SZ S; AL N.

Bats (12)

M 24; AC 8, HD ¼; A 1; D 1; SZ S; AL N.

24. Stairway

Here is a broad stair that curves to the right as it ascends for some thirty feet or more, before passing out of sight. The grey stone steps are chipped and damaged, but are almost twenty feet wide. About fifteen feet up the stair there is a thin grey trip wire that is very difficult to see, though it can be easily avoided if known about. If triggered, chains are released sending three tree trunks rebounding and wheeling down the stairs in deadly arcs. Characters caught on the stair or at the base take 2-12 damage, unless they dodge by making a successful saving throw versus petrification. The trap may be reset by swaying the lumber up, and tightening the wire using a pulley system at the top of this staircase. The goblins have done this several times, but did not construct the trap.

25. Rear Entrance

This is a wide but shallow cavern with a high roof and no apparent exit other than the door used to enter. However, an inspection of the craggy wall opposite the door reveals an opening at the top. If the password "Gluck Ruk" (simply "Let me up" in Goblin) is spoken loudly, then the guards in the next room will lower up to six ropes without troubling to ascertain who has said the password. Should they be alerted to enemies, then they will sound the alarm and attack with missile weapons.

26. Rear Guard Room

A lone candle atop a rickety table lights this chamber. Five bored goblin guards dwell here, dicing or sleeping by turns. Their sergeant occasionally joins them and may order the soldiers to another section of the complex in an emergency,

Goblins (5)

M 6; AC 7(6); HD 1-1; A 1; D 1-6; SZ S; AL LE.

27. North Armoury

The shields, spears, swords and other hand weapons of the goblins are stored here on wall-mounted weapon racks, as well as their armour, bows and arrow-filled quivers. When not on duty the goblins carry only daggers or long knives.

28. Passageway

This neatly constructed area is marked with the greasy hands of goblins. At the north end two doors in the east and west walls face one another; at the south end an

archway leads east. In sconces at either end torches splutter, but it remains gloomy.

29. Barracks

Most of the floor space here is taken up by sleeping skins. Each is laid out separately, though the area is littered with worthless goblin refuse, such as bones, rude carvings and sharpened sticks. The bulk of the goblin warband dwells here.

Goblins (25)

M 6; AC 8; HD 1-1; A 1; D 1-4; SZ S; AL LE.

30. Sergeants' Room

A frieze decoration is cut into the wall at chest height here, but goblin scrawl obscures the frescoes above. There are four straw-padded sleeping skins and several old stools, which are clearly not of goblin manufacture.

Goblin Sergeants (4)

M 6; AC 7(6); HD 1; A 1; D 1-6; SZ S; AL LE.



31. Deep Pit

Here is a large octagonal room with a roughly ten foot diameter pit in the centre of the floor. It is extremely hard to approach this area on account of the awful stench emanating from the hole, which is currently being used by the goblins as a latrine; the stench imposes a -2 on attack rolls. Unknown to the goblins, this pit and chamber originally had a religious significance. Wall

panels show reliefs of various figures in the following positions:

Northwest: A woman with a sword in one hand, standing on a dead bull. This is Anat, sister to Haddad and goddess of war.

North: A tall man holding lightning and an axe, standing in a field of wheat. This is Haddad, lord of life and of the gods.

Northeast: A scantily clad woman with flowers blossoming all around. This is Astarte, wife of Haddad and goddess of fertility.

East: An old man, seated on a high throne, flanked by a bull and a lion. This is El, father to Haddad and god of the sky.

Southeast: A woman stood beside a pillar in front of a temple. This is Athirat, mother to Haddad and goddess over the waters.

Southwest: A man standing in a dead field, with skulls all around him. This is Mot, the god of death.

Pushing firmly on the image of the temple will reveal a secret compartment, which springs open beneath. Within is an ancient horn short bow, with a plaited silver string (150 GP), and twelve silver headed arrows in a leather quiver (36 GP). Furthermore, behind the temple relief is concealed the *Model of the Mother Goddess' Silver Temple*, but this can only be obtained by breaking through (see appendices).

Long ago, the pit was a conduit for magical energy, and climbing down the well, though disgusting, may lead to new adventures involving the temple.

32. Supply Room

This room contains all sorts of goblin foodstuffs on shelves, none of which appears wholesome nor is suitable for the consumption of humans, demi-humans or semi-humans. In the corner are several large old barrels, some of which contain water and others flour that has congealed into an almost concrete hard substance. All are 6' in diameter, and height, weighing around 600 lbs. No doubt relics of a time long gone.

33. Smelly Corridor

This corridor is pervaded by an odour that indicates one of the nearby rooms smells even worse. It runs north-south, with an eastern branch half way along. Set in the southern wall of the eastern branch is a locked door.

34. Great Hall

A large and impressive place, with high ceilings, and columns topped with stern visages carved into the walls. Fire pits smoulder at each end of the hall, making the whole area smoky and dim. The furnishings are a mix of rough goblin work, and earlier sturdier construction. On a raised dais are seven seats arranged around a table, whilst benches and trestle tables below provide for the rest. Half concealed by soot on the east wall is a bas-relief of the Stele. Whatever writing was once there has been chiselled off.

35. Doctor's Chambers

This room is adorned with the accretions of Porok, the goblin witchdoctor. On stone and plank shelves are numerous clay pots with obscure symbols stamped onto them. Strange looking organs from unpleasant animals hang drying from nails in the mortar. In the centre of the room is stretched a large cow hide, and a small brazier stands close to the west wall, emitting light and hypnotic smoke. A battered screen from another age is used to separate work and sleeping quarters.

Porok is usually found here, though she takes her meals with the soldiers and, if they have been successfully obtained, will often check on the wyvern eggs. Should she be caught alone in her chambers, then she will employ *Hypnotism* to distract her enemies and *Darkness* to escape from them. Behind the screen are personal items, clothing and a bedding roll. Amongst these are a **Philtre of Persuasiveness** and a **Potion of Healing**. The witchdoctor always puts her own life above any other concern.

36. Store Room

Here is stored firewood, rope, torches, shovels, picks, chisels, drills and drill bits. Amongst the debris are two rectangular wooden boxes, each of which contains 20 silver bullets (4#, 5 GP). Nearby is a small but robust ceramic furnace, a pot, hand bellows, tongs and a set of bullet moulds; these tools are designed to be fitted together for travel with the aid of a special clip (200 GP). High quality coal, coke, or charcoal is required to generate sufficient heat to melt the silver and pour it into the moulds.

37. Loot Room

Here are several orderly lines of money bags. There is one for every soldier and two for each sergeant, two bags for the sublieutenant, two for the lieutenant and two for

Porok. Every bag contains 125 silver coins, but the last six also each contain a garnet stone (25 GP). Lastly there is a bone scroll-case with scrolls telling the "Story of Lord Haddad" in both Lemurian and an archaic version of Common (50 GP or 250 GP to a collector in a large city). Study of these will also allow a character to acquire a passable understanding of Lemurian, at the expense of a language slot.

38. Main Guard Chamber

Worn and faded tapestries hang from the walls here, those to the north more elaborate than those to the south. Five goblins keep guard. One will leave to give the alarm as soon as enemies are spotted, whilst the others stay to attack through the portcullis. Combatants standing adjacent to the portcullis enjoy 50% cover against those who are not. Reinforcements will begin to arrive 3-6 rounds after the alarm is raised.

Goblins (5)

M 6; AC 7(6); HD 1-1; A 1; D 1-6; SZ S; AL LE.

39. War Room

A number of tribal shields with crossed spears are mounted on the walls of this chamber, which is lit by bracketed torches. Hide covered benches flank a long table, upon which are piled a number of rolled up leather maps. Several of these are maps of the march, showing the supposed locations of nearby human, gnome and goblin settlements. One is a map of this cave system (see appendix). Porok, Glumf, his sublieutenant, his sergeants and guards can periodically be found here.

40. Leader's Den

Trophies are hung from the walls of this room; the skull and antlers of a deer, the skins of numerous animals and non-animals, as well as a string of left ears. On the floor is a fleece covered straw mattress and a washbasin next to a filthy pot. Atop a low bench rests a helmet and against it leans a shield. When not about other business, Glumf the goblin lieutenant can be found here. His favourite book, describing the wars waged by Maglubiyet against the other gods, lies near to hand.

41. Front Landing

Broad stairs lead up from the northwest to this open space and a pair of ornamented double-doors. A large wheel is mounted on the north wall. It is used to raise timbers and chains which are set to fall on enemies in the stairwell; inserting a bronze pin into the wheel disables

the trap. Once the trap is triggered, the chains dangle down three feet from the floor, but otherwise are not readily apparent. Usually the doors are closed and barred, the goblin guards using a spyhole to determine whether they should be opened.

42. Guard Outpost

Red light glints from wall-sconced torches to illuminate this area. Small wooden stools stand near neat piles of bones on a dirty skin in the corner. A detail of five goblins keeps watch here, charged to bar the front gate against enemies and open it to admit friends. One of their number holds the eight inch bronze pin that can be used to disable the trap on the stairway. If it seems that the gate will be overcome, then the goblin guards retreat through the adjoining chamber and southwest portcullis.

Goblins (5)

M 6; AC 6; HD 1-1; A 1; D 1-6; SZ S; AL LE

43. Kill Zone

This is a large stone chamber with portcullises northeast and southeast. A door leads northwest. Normally, the southeast portcullis stands open, whilst its counterpart to the northeast is closed; the mechanism for each is in the corresponding adjoining room. Goblins fleeing from the guard outpost will pass through here and attempt to drop the southeast portcullis behind them. Once divided thus from their pursuers they defend the portcullis in combination with their fellows in the main guard chamber.

44. The Cone

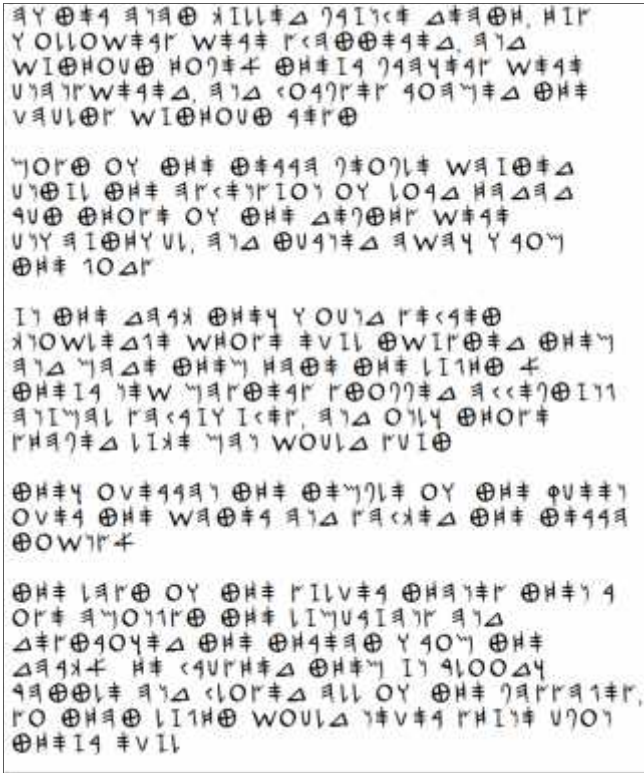
This large and roughly circular room has a floor of cooled magma, smooth and rippled. Its walls slope inwards and upwards to form a cone, open at the top to the sky above. A pulley mechanism for operating the portcullis is near to hand and easily operated. Should the goblins have been successful in obtaining any wyvern eggs then this is where they will be stored.

45. South Nook

There is a fold in the wall here that could be mistaken for a shadow. Behind it is hidden an opening that leads to a small enclosure. Inside is a stash of treasures looted from the halls and caves:

A large silver mirror (100#, 100 GP), two long silver chains 100#, 60 GP) and a set of large ornate silver door hinges, once belonging to two large doors (500#, 200 GP).

All of these are heavily tarnished. There are also two clay tablets with lengthy Lemurian inscriptions, the first of which is historical in nature (500#, 100 GP):



Translated, the text reads as follows:

After Anat killed Prince Death, his followers were scattered, and without hope. Their prayers were unanswered, and corpses roamed the vaults without rest.

Most of the people of Terra waited until the ascension of Lord Haddad, but those of the depths were unfaithful and turned away from the Gods.

In the dark they found secret and evil knowledge that twisted them and made them hate the light. Their new masters stopped accepting animal sacrifices, and only those shaped like man would suit.

They overran the temple of the queen over the water and sacked the underground towns of Lemuria.

The last of the Silver Thanes then rose amongst the Lemurians and destroyed the threat from the dark. He crushed them in bloody battle and closed all of the passages, so that light would never shine upon their evil.

The second tablet is a religious document (500#, 400 GP), which functions as a spell scroll of *Cure Serious Wounds* and *Neutralize Poison*. It is sacred to Athirat, her clerics invoking and storing her power in the writing long ago. Since these are written in Lemurian, only a character able to comprehend that language may employ the spells. Although the text of either tablet can be transcribed onto a more portable medium, the spells cannot be transferred.

Conclusion

If the characters protect or retrieve the eggs for Egril, he will seem pleased and suggest that he might have more lucrative tasks for them in the future. Should Rema and all the eggs survive, then Egril will add twenty-five percent to their reward. Unless destroyed or incapacitated, his simulacrum will pose as him during dealings with the adventurers, freeing Egril to attend to more important matters. The necromancer will offer to see to the funeral arrangements of any slain character, but only because he intends to later raise the unfortunate as a zombie.

By contrast, if the player characters have failed in their duty, especially as a result of indolence or worse incompetence, then Egril will assuredly be most displeased and will take action, depending on the extent of their failure. Dismissal without or with diminished pay would suffice for simple and unavoidable

misfortune, but if their failure had significant consequences for Egril, then so too will his punishment for them. The magician really has no qualms about slaughtering the party out of hand, but if he can compel them to perform a useful service, then he will do that.

Of course, if the player characters have actively worked against Egril, then they have become his enemies and he will seek to destroy them. Given the opportunity, he may take useful characters prisoner, but such individuals are destined to end up as spell components eventually. Regardless, Egril and his machinations will soon become a problem for the people of the march and if they stay in the vicinity then the adventurers will find themselves being compelled to choose sides in any resultant conflict. Whether heroes, villains or something in between, the choice is theirs!

End Notes

The attentive reader will have noticed several points in this module that deviate from the rules as they appear in the first edition of the *Advanced Dungeons & Dragons* volumes. Rest assured that those which are not mistakes are intentional! Some of these changes are based on the later writings of E. G. Gygax, and accepted as improvements to the cohesiveness of the game system, whilst others were made solely at the behest of the editor, but for the same reason. Below is a list of the extant changes for the convenience of the reader:

1. Gnome hit dice set to 1-1 (in keeping with *S4 Lost Caverns of Tsojcanth*).

2. Base movement of Gnomes and Goblins set to 9 (in keeping with *S4 Lost Caverns of Tsojcanth*).

3. Goblin leaders have higher hit dice (following the example in *B2 Keep on the Borderlands*).

4. Wild (Greek) fire is required to achieve the effects of burning oil (following Cook, 10-25 GP and up).

5. Scale armour reduces movement from 12 to 9 (fairly bulky, 40 lbs, compare to banded armour)

6. SA stands for "special ability", including both attacks and defences, as in *OD&D*.

Appendices

Herein may be found more detailed descriptions of some of the principle non-player characters that feature in this module, details of magical or otherwise special items, new monsters, maps, and various useful diagrams.

Appendix I - Non-Player Characters

Egril, Level 14 Human Magic-User

M 12; AC 10(4); HP 37; A 1; D 1-4; AL CE.

Strength 13; Intelligence 17; Wisdom 12; Dexterity 10; Constitution 14; Charisma 7

Abilities: +29 hit points when within 12" of Rema

Suit, Cape, High Boots, Dagger, **Bracers of Defence AC 4**, **Ring of Mammal Control**, **Scroll of Protection from Non-Magical Blunt Weapons**

Spells (5/5/5/4/4/2/1): *Charm Person*, *Magic Missile*, *Read Magic*, *Shield*, *Darkness*, *Darkness 15' Radius*, *Forget*, *Invisibility*, *Command Undead*, *Disguise Undead*, *Feign Death*, *Hold Person*, *Phantasmal Force*, *Fire Ball*, *Protection from Normal Missiles*, *Charm Monster*, *Death's Door*, *Evard's Black Tentacles*, *Wall of Ice*, *Teleport*, *Nulathoe's Ninemen*, *Animate Dead*, *Undead Summoning III*, *Reincarnation*, *Death Spell*, *Limited Wish*.

Egril is a tall, rather thin, and sharp featured man; steely grey eyes and a receding hairline, give him a severe and

hawklike appearance, which is entirely in keeping with his personality. He does not readily tolerate criticism or opposition, though he is cool and measured in his responses to such, and appears always to act in the most rational and pragmatic way available. Since arriving in the march, Egril has been plotting to take control of it, a first step towards greater aspirations of rulership. It will not be long until he discovers the location of the gnome steading or amasses sufficient strength in undead and goblin soldiers to move against it. Furthermore, his research into channelling the harmful side effects of certain spells into a proxy will soon be complete, giving Egril greater freedom in his schemes to use powerful magic. Unopposed, the sorcerer will certainly become a formidable force in the near future, enlisting in his host all manner of other monsters and humanoids as his influence waxes, not to forget the eventual addition of wyverns! Of course, unscrupulous adventurers may prefer to rise in his service as mercenaries and loyal henchmen ... for a time at least!

Egril's Simulacrum, Level 7 Human Magic-User

M 12; AC 10; HP 20; A 1; D 1-4; AL CE.

Strength 13; Intelligence 17; Wisdom 12; Dexterity 10; Constitution 14; Charisma 7

Suit, Cape, High Boots, Dagger, Bracers, Ring (worth 50 GP and 10 GP respectively, both enchanted with **Nystul's Magic Aura**) Level 14 Magic-User Scroll: **Magic Missile**, **Levitate**, **Command Undead**.

Spells: (4/3/2/1) *Charm Person*, *Protection from Good*, *Magic Missile*, *Shield*, *Darkness 15' Radius*, *Invisibility*, *Command Undead*, *Phantasmal Force*, *Fire Ball*, *Evard's Black Tentacles*

Although Egril's simulacrum is under his control, it is no mere automaton, and will always tend towards self-preservation or advancement when possible. For example, were the wizard to meet an untimely demise, his simulacrum would take the opportunity to succeed him. Nevertheless, a keen awareness that his main use to the magician is in maintaining the fiction that they are the same being, coupled with the uncertain knowledge that Egril spies on him and can teleport, keeps his simulacrum loyal and obedient even in his absence.



Rema, Werewolf

M 15; AC 5; HD 4+3; HP 29; A 1; D 1-8; AL CE. D 2-8; SZ M; XP 350

Abilities: Surprises 3-in-6; hit only by silver or magical weapons; lycanthrope.

Rema is that more unusual sort of werewolf, the wolwere, which is to say a wolf that is able to assume human form. She has been a lycanthrope for so long that she hardly recalls her life before, and lunar effects have no influence on her. For the last eight years Rema has been bound to Egril as his familiar, something made

possible through the use of a **limited wish** spell, and she has found the relationship to be largely a profitable one. In fact, her only real complaint is that the wizard is not a rather more handsome man.

Thaddia, Level 4 Human Fighter

M 12; AC 10(6); HP 29; A 1; D 1-6; AL CE.

Strength14; Intelligence12; Wisdom13; Dexterity 18; Constitution12; Charisma11

Abilities: Surprises 3-in-6; tracks as a level 4 ranger; hit only by silver or magical weapons.

Leather Riding Clothes, Hooded Cloak, Low Soft Boots, Spear, Hand Axe, Dagger, Light Crossbow, Quiver, 20 Quarrels, 2 Weeks of Hard Tack Rations (Jerky)

Thaddia is Rema in human guise, a woman tall and lean, with long dark hair worn loose; she is sparing in her speech and ill disposed towards strangers. Her heightened senses and long experience in the wilderness allow her to track as a level 4 ranger. If encountered alone, Thaddia will make no mention of Egril and profess to have only a passing knowledge of him if questioned. Rather, she will claim to be hunting game or perhaps goblins if it seems to her advantage. Although mostly well adapted to the customs of humans, Thaddia remains fearful of fire.

Rema's Simulacrum

M 15; AC 5; HD 2+2; HP 14; A 1; D 2-8; AL CE.

Abilities: Surprises 3-in-6.

Rema's simulacrum is neither a werewolf nor a familiar, but nevertheless has much of her knowledge and intelligence. As with Egril's simulacrum, the main purpose of this facsimile is to give the impression that Rema is somewhere that she is not, so she will never willingly appear alongside it in wolf form or undertake any action that might otherwise reveal the truth about their relationship. Indeed, should Thaddia and the simulacrum be encountered together, the latter will feign antagonism towards the former, growling, barking, *et cetera*.

Porok, Level 1 Goblin Witchdoctor

M 9; AC 8; HP 6; A 1; D 1-6; AL LE.

Strength 9; Intelligence 15; Wisdom 10; Dexterity 16; Constitution 10; Charisma 11

Abilities: Fight at -1 to hit in bright sunlight. Detect new/unusual earthwork 1/3.

Cloak, Zebra Skin Tunic, Leggings, Sandals, Staff, Cursing Bones

Spells (2): **Darkness**, **Hypnotism**, [audible glamour]

Porok is a sly ochre skinned goblin, typically dressed in a zebra skin tunic and blue cloak. A follower of the god Bargrivyek the Convener, she seeks to ensure that her tribe remains independently in control of the hill lands. Moreover, Porok has greater ambitions, namely to usurp the current goblin chieftain, subjugate the nearby tribes, and position herself as a goblin queen! She is aware that Egril has been making overtures to Gemak, which she is deeply suspicious of, and hopes to thwart him by organising a raid on the magician's demesne.

Glumf, Goblin Lieutenant

MV 9(6); AC 6(5); HD 3; HP 13; A 1; D 2-7 or 1-6; AL LE.

Scale Armour, Small Shield, Footman's Military Pick, Short Sword, Dagger,

Although Porok has nominal authority over him, Glumf is in direct command of the goblin band that she has enlisted to help carry out her plan. In fact, he is sycophantically loyal to the current chieftain, Gemak, and plans to give a full accounting as to the actions of the witchdoctor on their return. For now, though, Glumf supposes there is more to be gained in the theft of the wyvern eggs than lost, as the blame can always be shifted to "rogue elements". Consequently, he is currently biding his time, but given a good opportunity he will happily betray Porok.

Other Goblins

Roving bands of goblins can be encountered virtually anywhere on the Eastern March in very similar groups to that led by Glumf. One sergeant will be present for every ten goblin soldiers or part thereof, a sublieutenant will lead if there are two sergeants, a lieutenant if there are three sergeants, and both if there are four sergeants, the latter assisted by the former. Such bands may or may not be part of the same tribe as Porok and Glumf, travelling as reinforcements or about their own business. Either way, the statistics already provided ought to be used.

Locris Company Gnome Scouts

This party of gnomes are in the service of the Locris Company, a family organisation dedicated to the defence of gnome settlements. At present, they function as scouts

for the gnome steading of Opus, patrolling the surrounding hills for signs of enemies or other threats. Mainly they rely on deception and misdirection to keep the steading safe, but will turn to ambush if the foe cannot be so turned aside, summoning reinforcements from the colony when facing large numbers, such as goblin soldiery intent on finding Opus.

Parnassus, Level 1/1 Gnome Fighter/Thief

M 9; AC 8(5); HP 8; A 1; D 1-6; AL N.

S 11; I 15; W 12; D 16; C 15; CH 14; SD +4 v sp.

PP 30; OL 35; FT 30; MS 20; HS15; HN 20; CW 70

Leather Armour, Small Shield, Short Sword, Dagger, Sling, Twenty Bullets,

"Zeph", Level 1/1 Gnome Fighter/Thief

M 9; AC 8(7); HP 6; A 1; D 1-6; AL NG.

S 13; I 10; W 7; D 15; C 12; CH 9; SD +3 v sp.

PP 30; OL 30; FT 30; MS 20; HS15; HN 20; CW 70

Leather Armour, Small Shield, Short Sword, Dagger, Sling, Twenty Bullets,

Amphissa, Level 1/1 Gnome Cleric/Thief

M 9; AC 8(5); HP 2; A 1; D 1-6; AL NG.

S 11; I 12; W 15; D 16; C 8; CH 14; SD +2 v sp.

PP 30; OL 35; FT 30; MS 20; HS15; HN 20; CW 70

Spells (2): **Cure Light Wounds** x 2,

Leather Armour, Small Shield, Short Sword, Dagger, Sling, Twenty Bullets,

Ozolian, Level 1/1 Gnome Fighter/Illusionist

M 9; AC 8(5); HP 7; A 1; D 1-6; AL NG.

S 15; I 16; W 11; D 16; C 14; CH 15; SD +4 v sp.

Spells (1): **Change Self**,

Leather Armour, Small Shield, Short Sword, Dagger, Sling, Twenty Bullets, Spell Book,

Phocri, Level 1 Gnome Thief

M 9; AC 8(7); HP 3; A 1; D 1-6; AL N.

S 13; I 13; W 12; D 15; C 11; CH 13; SD +3 v sp.

PP 30; OL 30; FT 30; MS 20; HS15; HN 20; CW 70

Leather Armour, Short Sword, Dagger, Sling, Twenty Bullets,

"Nemi", Level 1/1 Gnome Illusionist/Thief

M 9; AC 8(6); HP 3; A 1; D 1-6; AL NG.

S 17; I 16; W 11; D 16; C 9; CH 12; SD +2 v sp.

PP 30; OL 35; FT 30; MS 20; HS15; HN 20; CW 70

Spells (1): *Phantasmal Force*

Leather Armour, Short Sword, Dagger, Sling, Twenty Bullets, Spell Book, although the scouts prefer to avoid direct confrontation, far preferring stealth and ambush when less violent means will not serve, they will stand and fight in extremis. In such a case, the fighters Parnassus, Ozolian, and Epizephyrian ("Zeph") form the first line in front of Phocri, Amphissa, and Epicnemidian ("Nemi"), who form the second. They rely chiefly on a combination of sling bullets and **phantasmal force** to break the enemy before it comes to close combat. Should things go awry they do their best to escape, but are unlikely to surrender.

Parnassus is the leader of the group, with Ozolian as his second. Within hilly terrain, the gnomes are treated as rangers for surprise purposes, and if they encounter the player characters they will attempt an ambush. They will initially attempt to parley, if the adventurers do not seem threatening or evil in some way, with Parnassus calling out from his hiding place. Suspicions will be raised should the player characters admit to being in the employ of Egril, but if they assert that they are hunting goblins then a much more favourable view will be taken. Certainly, news of goblins will be of great interest to the gnomes, who will attempt to question the adventurers very closely on the subject. Indeed, they might even be persuaded to lend their aid in any expedition against their hated foe. However, the gnomes would certainly insist on the destruction of any wyvern eggs, which Ozolian at least can recognise by sight. Furthermore, on no account will the gnomes join the adventurers for more than a short venture, except perhaps for Phocri, who has a taste for excitement and could possibly be persuaded to leave the company if offered sufficient incentive.

Appendix II - New Special/Magical Items

Silver Scale Armour +1

Thethil's armour is a finely wrought short sleeved hauberk of silver-iron alloy scales fixed to a leather backing and silver plated winged helm, with nasal guard and cheek plates. It is highly decorative and reinforced with a minor protective enchantment (AC 5).

(500 XP, 3,000 GP)

Silver Medium Shield +1

Thethil's shield is round and about two feet in diameter. It is dished and chiefly constructed of wood, but its face is covered in silver burnished to such a high degree that it serves as a mirror. As with his armour, a minor enchantment provides greater protective efficacy.

(250 XP, 2,500 GP)

Silver Hand Axe +1

Thethil's axe is a short hafted weapon that is suitable for throwing, though he preferred to wield it in the close press of combat. It has a steel edged silver-iron alloy head, and is enchanted in a similar fashion to the rest of his war gear.

(300 XP, 1,750 GP)

Silver Dagger +1

Thethil's dagger is an ornate affair; the blade is a silver-steel alloy of some twelve inches and the hilt ivory reinforced with silver plates and wire. Naturally, the dagger is enchanted like the axe, indeed the Thane occasionally fought with both together, one in each hand.

(100 XP, 500 GP)

Paint of Protection

Drawing a circle of protection using this paint provides protection against the designated type of creature for as long as the circle is in place. Enough paint exists for 6 applications of circles of 5 feet diameter, which takes 3 rounds. Making larger circles takes proportionately longer and requires more paint. Research is necessary to create circles of protection of specific sorts, such as against creatures of certain alignments, types, origins,

and so on; for example, the paint might be used to ward against demons, devils, undead, or dragons.

(100 XP, 500 GP)

Model of the Mother Goddess' Silver Temple

This is a loaf-sized model of an ornate fortress-temple with a twin-towered gateway, which is made entirely of silver. It does not radiate magic and it is not possible to discern by looking that this is more than a single piece of metal. With a successful intelligence and dexterity check, the model snaps open to reveal the internal structure of each level. Actually, the full sized temple is located deep underground through cave systems that can be accessed through areas 14 and 30 beneath the Stele. Details regarding this temple may be revealed in another adventure.

(500 XP, 500 GP)

Ozolian's Spell Book

Level 1: *Colour Spray, Wall of Fog, Change Self.*

Nemi's Spell Book

Level 1: *Colour Spray, Audible Glamour, Phantasmal Force.*

Egril's Spell Books

Level 1: *Charm Person, Magic Missile, Read Magic, Shield, Darkness, Protection from Good.* Level 2: *Darkness 15' Radius, Forget, Invisibility, Command Undead, Disguise Undead.* Level 3: *Feign Death, Hold Person, Phantasmal Force, Fire Ball, Protection from Normal Missiles, Gentle Repose.* Level 4: *Animate Dead, Death's Door, Evard's Black Tentacles, Wall of Ice, Charm Monster, Dimension Door.* Level 5: *Teleport, Nulathoe's Ninemen, Animate Dead, Undead Summoning III.* Level 6: *Reincarnation, Death Spell, Imbue Undead with Spell Ability, Contingency.* Level 7: *Limited Wish, Simulacrum.*

Appendix III - New Monsters

Wyvern, Hatchling

Frequency: Very Rare
No Appearing: 6-36
Armour Class: 6

Move: 6"/24"
Hit Dice: 1+1
% In Lair: 60%
Treasure Type: M
No. of Attacks: 2
Damage/Attack: 2-4/0-1
Special Attacks: poison
Special Defences: nil
Magic Resistance: Standard
Intelligence: Low
Alignment: Neutral (Evil)
Size: M (5' Long)

These aggressive and competitive beasts are the first stage of wyvern young. They attack with a bite (1-4) and a lash of their tails (0-1). The tail is poisoned and creatures hit must make a saving throw versus poison or die, albeit at +6, on account of the weakness of toxin.

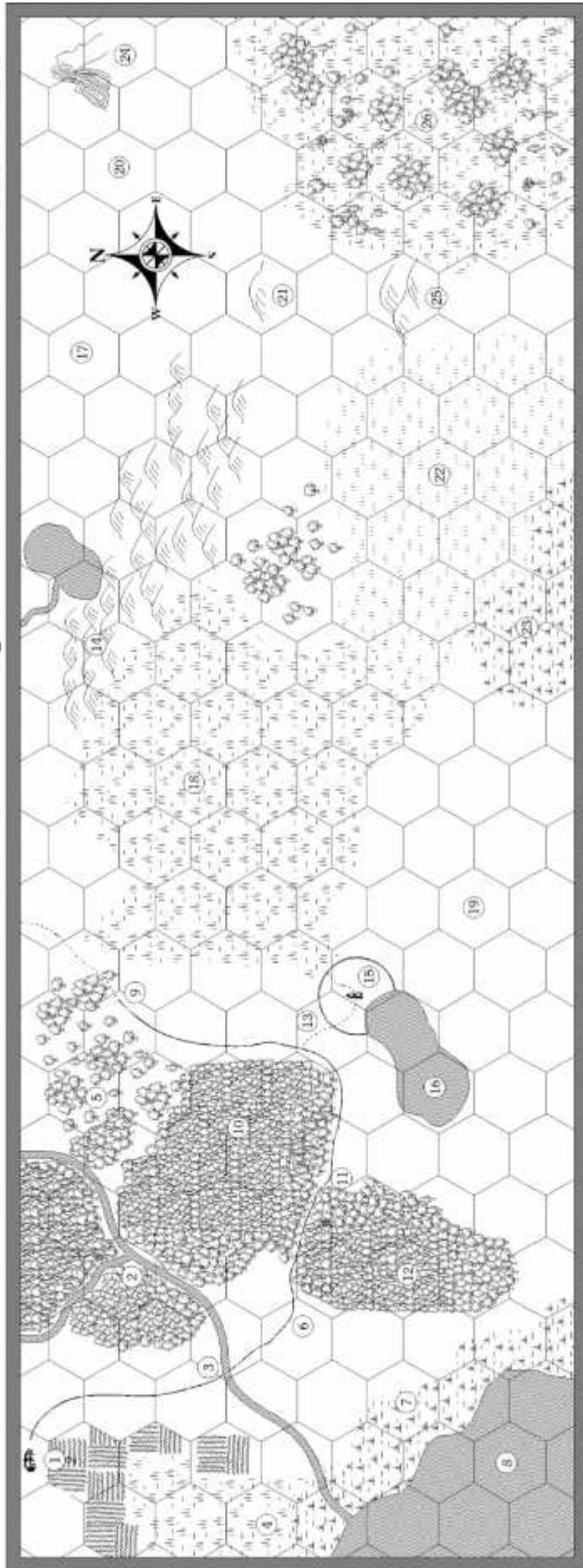
Whilst these creatures are ravenous, extremely violent, and dangerous, hatchlings and mothers are typically mutually non-aggressive, since the former imprints on the first creature it sees after hatching. This relationship has the effect of a *Charm Monster* spell.

Wyverns have seven stages of maturity (passing from this earliest hatchling stage, to that shown in the *AD&D Monster Manual*). As they grow their venom becomes more deadly, they gain additional hit dice and their armour class improves. For every year of growth they increase in size by 5 feet, gain 1+1 hit dice, and the save adjustment versus their poison is reduced by one step. Every two years their armour class improves by one point to a maximum of AC 3. The damage that a wyvern does by means of its bite and tail conforms to the following pattern:

Age	Bite	Tail
1 Year	2-4	0-1
2 Years	2-6	1-1
3 Years	2-8	1-2
4 Years	2-10	1-3
5 Years	2-12	1-4
6 Years	2-14	1-5
7 Years	2-16	1-6

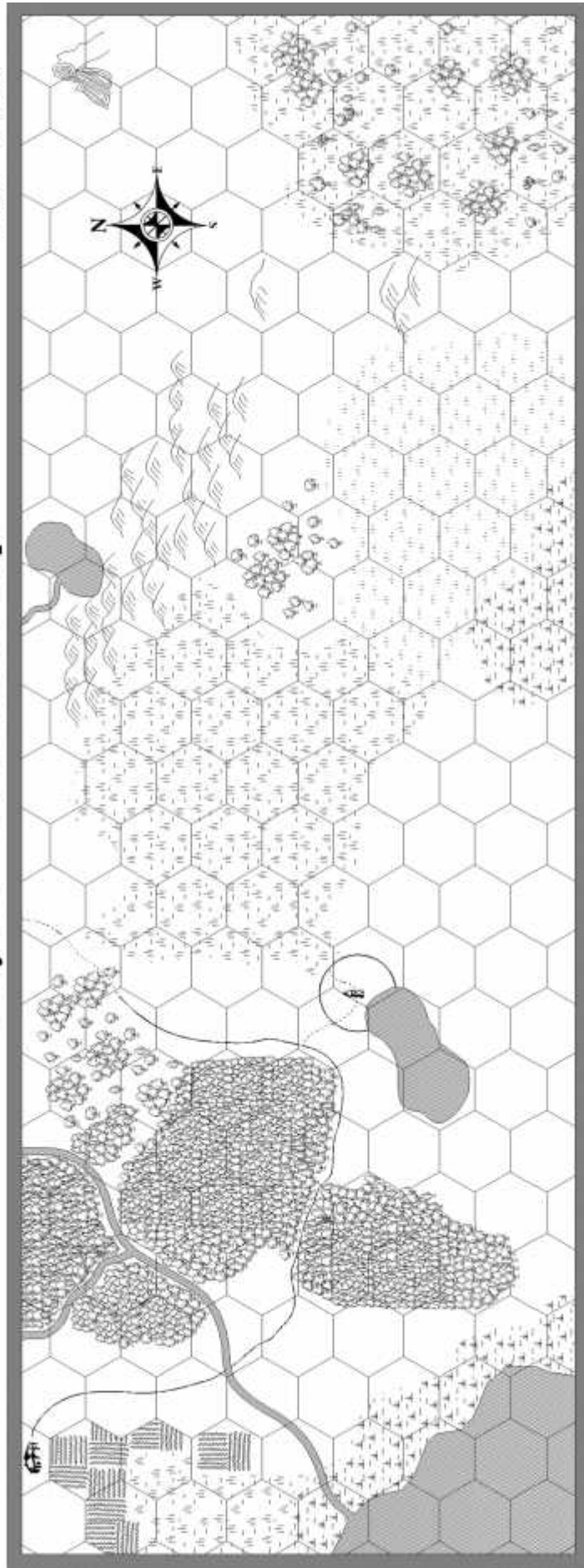
Overland map

1 hex = 1 mile



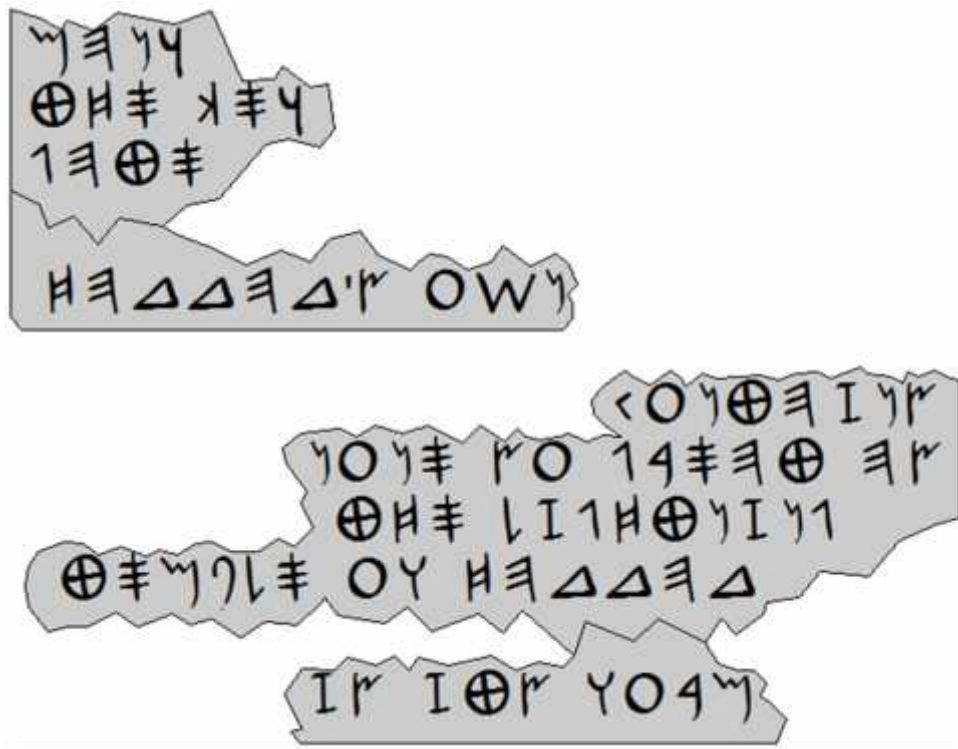
Players' Overland Map

1 hex = 1 mile





Pottery fragments from Village of Hadd Area 1 (Shrine)



Pottery fragments from Village of Hadd Area 10 (Pottery Barn)

Copyright & Distribution

The material within this AD&D game resource is Copyright © 2015 Greg Daley and is used under exclusive permission. You may download, store, redistribute or generally circulate this material within this publication; but you must keep all copyright information intact and distribute the files as is. No modification is permitted without express written permission from Dragonsfoot UK. You may not claim this work as your own unless you are the original author. Enquiries may be sent to: material@dragonsfoot.org

Dragonsfoot UK recognises the intellectual rights of the author(s) of this document and promotes the legal protection of said material.

Dragonsfoot UK acknowledges all copyrights, trademarks and registered trademarks detailed in this work that do not belong to Dragonsfoot UK and in no way make any challenges to the ownership of said property rights.

Dragonsfoot UK is a non-profit organisation that is committed to bringing you the best in free, original roleplay resources. We are not affiliated with any roleplay game manufacturer or distributor. Work such as this is supplied free of charge by RPG gamers to share with the roleplaying community as a whole. Contribute your material to Dragonsfoot and help keep this free supply of material updated.

