

The Cabal King

BY JASON M COOK & JON JOHNSON

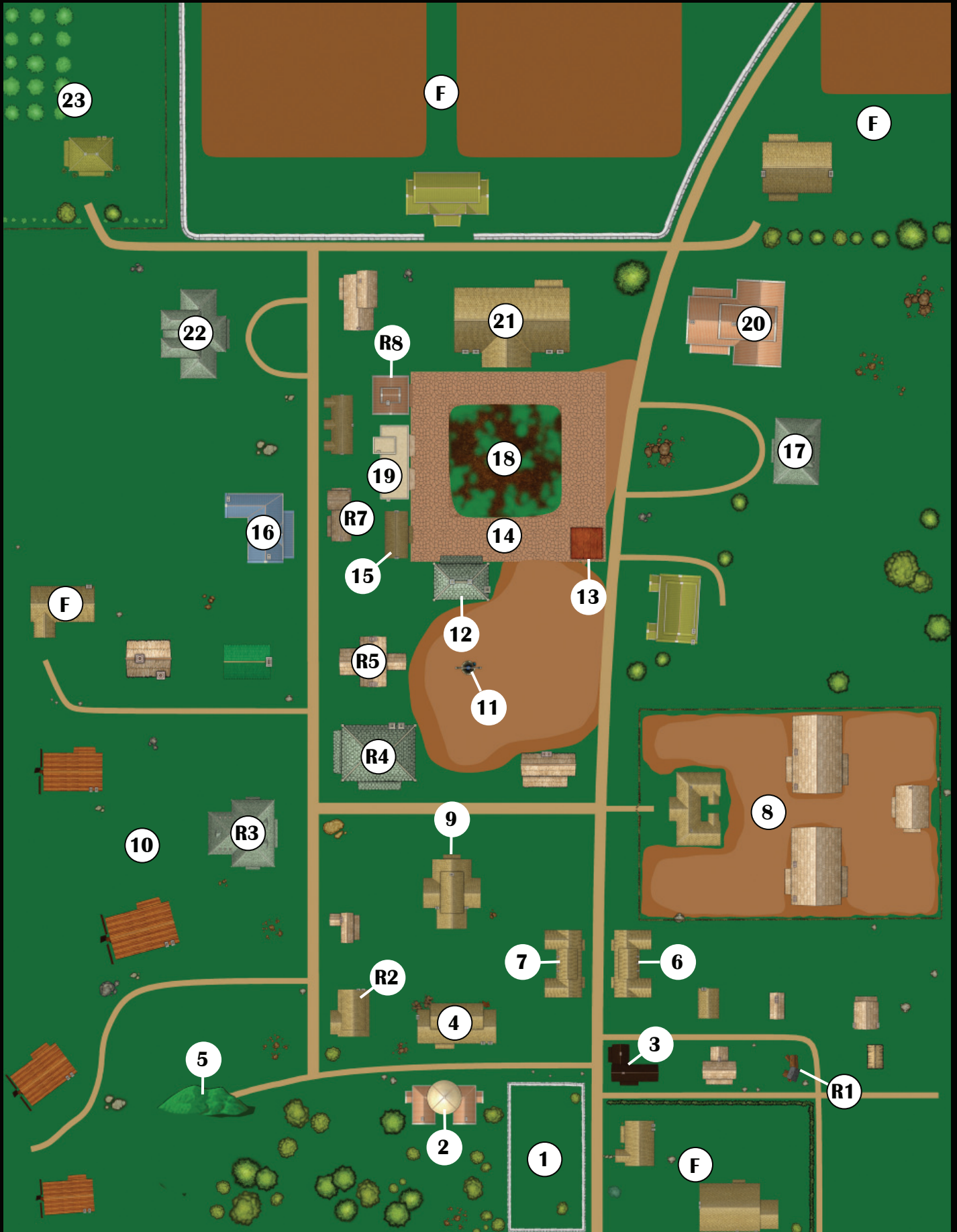


WITH ART BY KEITH CHRISTENSEN,
DAVID TENEYCK, CHRIS MCINERNEY & EMILY FOSTER

A FANTASY ADVENTURE FOR CHARACTER LEVELS 1-3

DUNGEONS • DEEP • DESIGNS

MAP 1: WYNDERE



The Cabal King

by Jason M Cook & Jon Johnson



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FOREWARD

This adventure module was created as a tribute to the late, great E. Gary Gygax, one of the masterminds of the Dungeons & Dragons game and unarguably its most renowned designer. The bulk of the module was created, from concept to (near) print, in three weeks; from mid-February to early March, 2009. After learning of the inaugural Gary Con convention, we the authors decided to put together something to celebrate the man so integral to creating the game that we hold so dear. What you hold in your hands is the result of that effort.

Though unsuccessful in getting the work to print by the start of the convention, it was not for a lack of effort. My co-author, Jon Johnson and I spent many long hours and a few sleepless nights over those few weeks, brainstorming, drawing, plotting and writing, in the hopes that we might be able to run a module in tribute to Gary Gygax in none other than Lake Geneva, at a gaming convention in tribute to the man. The Great Printer Gods had different ideas, though, and beat our little first-level dungeon back into the bowels of my computer in the wee hours of Friday, long after we should have already left from our home state of Connecticut. Those dreams dashed, our bleary-eyed campaign to Wisconsin would still prove to be a one-of-a-kind gaming experience. My thanks go out to Jon for taking the wheel for the first leg of the trip. I never would have made it to Gary Con otherwise and that would have been a shame.

Upon our return home, Jon and I got back to work, adding and tweaking some things that we just didn't have time to implement before the trip. The monastery and the old mine level are two of the the notable additions and we somehow managed to triple the size of the work with changes to the text and added illustrations. The cover illustration was designed by Keith Chirstensen, a relation to the Gygax family and the same artists who illustrated the proposed Gygax monument unveiled at Gary Con and found on the back cover of this module. Most of the additional illustrative work was supplied by friends, including David TenEyck, a graphic designer by trade but the most talented artist at my high school some twenty years ago. It was by chance that my high school reunion was announced shortly after our return from the convention and the magic of the internet allowed he and I to reconnect after so many years.

Now, as Gary Con II fast approaches, the work is finally finished. Though perhaps still a bit rough around the edges, it is our hope that we've captured the essence of the classic dungeon crawls that are Mr. Gygax's legacy. We even tipped our cap a few times, so as you meticulously read through these pages (as every good game master does, right?) or as you logically and carefully work your way through this adventure (as every good player does, right?), see if you can't find some of the subtle and not so subtle nods to our dear departed mentor, E. Gary Gygax.

Finally, I must give thanks to my children, for putting up with me and my long hours chained to the computer, to my wife, for supporting me every step of the way in this project, to those folks that pitched in valuable ideas and finally, to my mother, for introducing me to Dungeons & Dragons and supporting my passion for it. Without all of you, this project would never be. Thank you.

Jason M Cook
March, 2009

INTRODUCTION

This module is intended for a fledgling fellowship (1st-3rd level) of 4-8 characters. Eight to twelve class levels is optimal, but if the group has fewer, subtract foes from some of the static encounters, disregard random encounters or both. If the characters have more levels, strengthen some of the foes, increase their numbers or both. Designed for low-level characters, the events and locations of the adventure are meant to be taken in steps and there should also be ample opportunity to increase a level or two by adventure's end.

New Rules & Tournament Play

Unique deities, magic, magic items and monsters are described in **Appendices I - IV**. This module was also designed for tournament use and rules for running your own tournament can be found in **Appendix V**. These rules can also be used as an alternate adventure start, if your players are eager to get to the action quickly.

Maps

There are twelve maps referred to throughout the text, as detailed below. They are designed to be used in numerical order, but character actions may (and usually do) dictate otherwise. Play begins with **Map 1**, use **Map 2** when the group travels out of town, **Maps 3, 4 & 5** at the monastery, **Maps 6 & 7** for the goblin lair of Honeyspot, Map 8 for the spider den and **Maps 9-11** for the mines.

Table 1: Maps

| Map # | Name | Location |
|-------|--------------------|--------------------|
| 1 | Towne of Wyndere | inside front cover |
| 2 | Wyndere Trail Map | page 14 |
| 3 | Monastery 1 | page 19 |
| 4 | Monastery 2 | page 26 |
| 5 | Monastery 3 | page 29 |
| 6 | Honeyspot 1 | page 34 |
| 7 | Honeyspot 2 | page 40 |
| 8 | Den of Spiders | inside back cover |
| 9 | Mines at Wyndere 1 | page 54 |
| 10 | Mines at Wyndere 2 | page 58 |
| 11 | Mines at Wyndere 3 | page 64 |
| 12 | Mines at Wyndere 4 | 68page |

Boxed Text

The boxed text found in the static descriptions is meant to be read aloud to players under normal circumstances. This assumes that the characters are entering the area from the expected entryway, employing a light source with a 20' - 30' radius and

have not achieved surprise. Changes to any of these and other factors may alter what is perceivable by the characters. Alter the descriptions as needed.

Random Encounters

Unless otherwise stated, an encounter check should be made once per hour on the random encounter table for the area in which the characters are travelling. A roll of 1 on a d10 indicates that an encounter has occurred and a second roll on the table given (with the die indicated) will determine the nature of the encounter. In some cases, the random encounters have specific descriptions that follow, as needed.

Adventure Background

The growing dangers in and about the small town of Wyndere, though troublesome to its inhabitants, aren't particularly insidious or intricate to outsiders at first glance. Brigands and raiders, after all, are problems common to many of the small towns and villages of the world. As the characters will eventually learn, however, the source of the troubles has the potential to wreak havoc across the region, should they not soon be quashed. The story begins a decade prior to and hundreds of leagues away from the group's arrival.

A Most Curious Tree

While on patrol one morning in a remote region of their clan's homeland, a small band of hobgoblin scouts happened upon a curious tree. On approach, it looked not like a tree at all, glinting so bright in the dawn light that the troopers had to shade their eyes. Closer inspection revealed that the object appeared to be entirely made of a metal not unlike iron, but in the form of and extruding from the ground like any other timber. It had no leaves to speak of, but did bear nodules that resembled buds. Primitive tests proved the tree to be as strong as any metal they had ever encountered, as not a single twig could be twisted free from it. The band thought it prudent to return to their clanhold to inform the chief of their discovery.

Perplexed by this news, the chief ordered his wisest sages to make the trek back to the site to learn more. A tenday after their initial discovery, the scouts returned to the place with their retinue in tow to find the tree, in all appearances, to be in full bloom. Strange, orange globules the size of a goblin's head now protruded from the highest nodules, radiating so much heat that one could not stand within the shade of the tree for more than a few moments without being overcome by fever. Little experimentation could therefore be done, so they instead waited and watched.

BACKGROUND

The orange globes grew bigger and brighter over the next few days until, under the high-noon sun, the tree began to smoke, filling the air with a black, acrid cloud. The heat grew so intense that the spectators had to retreat even further. Soon after, the buds began to burst in small showers of molten material that rended through the lower limbs of the tree. The entire site then became engulfed in smoke and it would be another day before the hobgoblins could attempt to approach the tree again and two more days before the metallic detritus could be handled.

The band was kept busy in the interim, fending off beasts and rival clan members attracted by the spectacle, but their wait and effort was well rewarded, as they would eventually discover. After gathering the fallen limbs, the band made its trek back to the clanhold and presented the fruits of their journey to their chief.

The material proved intensely difficult to work and many a project was abandoned before completion, as the stubborn material seemingly refused to be shaped to a desired goal. It almost seemed as though the metal itself wanted to take on a specific shape. A particularly talented smith would eventually learn that working with the metal, rather than against it, made a much easier go of things, though the goal of each project could be maddeningly elusive. Eventually, as products began to flow from the hobgoblin forges, the quality of the metal was revealed, as each item exhibited magical properties and for all intents and purposes, was unbreakable.

The Boàg Chain

One of the products fashioned from the so-called Tree of Iron, as some call it, was a length of dark metal links dubbed The Boàg Chain, after its smith. It was used for a short time to imprison an ogre shaman named Almak-Tuk, but his captors knew not of his imp companion, Magêd, who helped his master escape the bonds. The two stole away south from hobniz lands, across the Yamasnotra River, to find a lair in which to brood. For further details on the Boàg chain, see **Appendix III: New Magic Items**.

The hobgoblins are none too happy about the disappearance of the chain and have been searching for it and the scaped prisoners who stole it ever since. In search of information, a small detachment of this search party has recently met with a band of local brigands and is awaiting an audience with their leader at the old monastery. The brigand leader knows about the chain and is awaiting word from the ogre as to how to handle the hobgoblins. If the characters witness this meeting, they will also find that it is the imp playing messenger.

The Mines at Wyndere

Around the time that the Great Tree, as others call it, was discovered far to the northwest, a Wyndere local had discovered a mount that was rich with salt and sulfur and began setting the site up for proper mining, including coordinating a crew. Not long after the mine reached a stage of high production, however, the workers disappeared and the flow of salt and fertilizer suddenly ceased. It remained unworked for many years, until recently.

When Almak-Tuk and Magêd came to the region a few years prior to the current date, they found the abandoned mine to be quite a suitable lair. With a few protections in place, the two were able to ply their evil without discovery or harassment. They worked foul experiments on captured beasts and began allying themselves with the local subhuman tribes, mostly goblins.

Meanwhile, a human by the name of Trentwick Stought had also discovered the mount, following the rumors about the place that abounded in Wyndere. His first exploration into the mine revealed that the main shaft was magically protected, however, barring any passage into its depths. Thinking it an old enchantment, he cast aside any concerns, allowing his imagination to run rampant with visions of magicks and treasure that might be unearthed. He soon had an assembled crew and began working the mine again for its salt and sulfur, but keeping the secret of the shaft to himself.

Fully aware of the goings on above, the ogre and imp tandem allowed the mining to progress, as it provided cover to their operations and a few fresh subjects for their experiments. Eventually, however, the miners dug deeper, too deep for the shaman's comfort. Rather than expose himself to danger, however, the ogre employed a volatile compound that he'd recently developed to re-open a chamber that felled the original mining group: a lair of deadly spiders. When this proved to be less than effective, however, more beasts were loosed into the halls of the mine. This was too much for the mining band and Trentwick was forced to discontinue his operation for the time being.

The Underground River

An underground riverbed lies between the bog that borders an old gnome warren and the lower levels of the mine. This natural cavern used to funnel underground waters, but has mostly dried up in recent years. Access from either side of this tunnel would greatly increase the chances of success of anyone infiltrating either place, but there is one sticking point: the den of deadly cave spiders that lies between them.



BACKGROUND

The main passage that leads into the den is currently used both by the spiders when they hunt in that direction and by Magêd, either to commune with the Abyss in the spider den or when he steals away to his secret lair, beneath Honeyspot.

A traveler who passed through Wyndere and was present at the gnome warren when a fatal goblin assault began, eventually found his way to the den. There his journal can be found, which imparts many clues of the current state of things at the warren, should the party of characters locate it.

The Old Gnome Warren

A mile southeast of the mines was once a thriving burrow of gnomes, who traded mushrooms, honey, grapes and currant wine with the surrounding settlements. So sought after were their wares, that the locals dubbed the place, "Honeyspot". Though harassed from time to time by local goblin tribes, the burrow was well-constructed and the gnomes used its defenses effectively. As they allied themselves with the ogre shaman, however, a goblin leader rose among them and gave the united tribes newfound courage. This coalition proved too much for the gnomes and the burrow eventually fell one fated, moonless night. The gnomes were given over to the ogre for experimentation and the goblins secured themselves a new lair. Emboldened now more than ever, the red caps (as they're becoming known in town) have taken to harassing Wyndere proper, while the brigands attack travelers now even on the main roads. Such is the state of things as the characters arrive on the eve of the Brewer's Festival.

Mycrælow Monastery

Since Magêd convinced Almak-Tuk to work the mines for themselves, it was evident that they needed a go-between to make any profit off the humans. A pact was struck with a local group of brigands to port and sell the ore for a percentage, in addition to assistance from the ogre to help wrest control of a nearby sanitorium, the Mycrælow Monastery, from the caretaker monks. This would be used as their base of operations and make attempts at controlling them by the local government difficult. The plan was a success, which only emboldened the band and drew even more members. The brigands have now taken to robbing travelers across the countryside and pillaging homes for miles around the monastery. They've been leaving Wyndere alone until now, as it was a close location to sell the salt and sulfur from the mine, but some of the brigands were recently identified in town (or will be at the start of tournament play) and anyone associated with them is now blackballed in town. This turn of events means that Wyndere is now fair game.

Adventure Start

The characters arrive in Wyndere a day before the start of the Brewer's Festival. As a popular location for the celebration, the town will be bustling with people, the inns nearing capacity. There are three such hostels to choose from (all are open during this festival season) or they could work out other accommodations with local townsfolk, if they are short on coin.

Before and during the celebration, the characters can explore the town (using the Wyndere town map and descriptions of the town that follow) and learn some of the rumors (from the rumor table that also follows). It would be wise to use townfolk's suggestions to guide the players towards the monastery or the gnome warren first, as they are easier to liberate than are the mines.

Regardless of which locale is first explored, if the characters return to Wyndere at any point, they should find the town in chaos, fields and farms aflame. If the party is returning from Honeyspot, brigands are to blame. If the characters are returning from the monastery, then goblins are the most likely culprits. Whichever band it was, an easily identifiable trail should lead back to their respective lair.

Otherwise, if the characters linger too long in town, on the second day of the festival, a coordinated attack on Wyndere occurs with simultaneous blows by forces of goblins and brigands. While the brigands set fire to farmlands on the south outskirts of town, goblins will steal as much as they can from the hundreds of bushels of fruit in a barn at the orchards (see **Map 1: Towne of Wyndere**). When any serious or coordinated attack is made on either pillaging group, commands to regroup will be given and they will all retreat. The brigands will return to the monastery and the goblins will return to Honeyspot, to make a stand, should the characters follow.

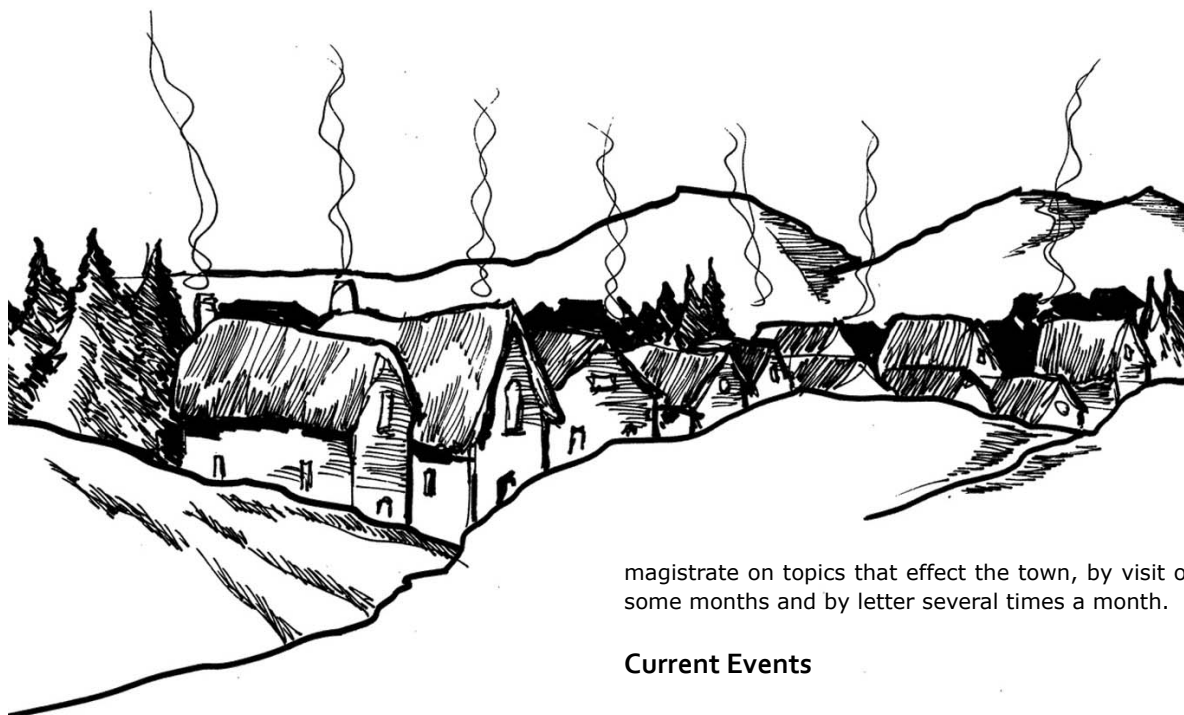
Goblin x20: AC 7, HD 2+1, # Attacks 1, Damage by weapon (spear)

Brigand x12: AC 7, HD 2+1, # Attacks 1, Damage by weapon (sword)

Light War Horse x32: MV 17:, AC 9, HD 2+2, # Attacks 2, Damage: 1d4/1d4

Once the characters have conquered one or two of the major locales, they should then be approached by Trentwick Stought, the local mining foreman, if they aren't already aware of the goings on at the mines. He will convey some of the details of the problems of the mines and offer them "good pay for cleaning the mine out of wild beasts".

WYNDERE



The Towne of Wyndere

Wyndere can be found in the north-central region of the County of Ernst, on the King's Road, near the eastern-most shore of the Yamasnotra River. Founded before the land ever had a Count or King, the town lands were chosen because they were beyond the reach of the city states that ruled the region at the time. Though times have changed considerably since then, life in Wyndere is much the same as it has always been, as are the residents, who have the pioneering spirit of their forefathers in their blood.

Though technically a fief, Wyndere operates much like a commonwealth and most refer to it as a town. Town decisions are made by a Common Council (though all monetary decisions must be ratified by the local lord) and each Wyndereans portion of the Knight's Fee is collected monthly like a tax (to be delivered to the lord). In return for their semi-autonomy, the town is charged with maintaining the King's Road between Middlemeadow and Tradigas City, a three day ride in either direction. This makes for steady work by the Wynderean Road Crew, a group of masons, miners and porters, who are paid directly by the Chief Council.

The Commoner Council is composed of seven members, who are voted for by the residents of Wyndere every five years. The group is led by the Chief Council, who is selected from amongst his fellow councilors. The Chief Council reports directly to a noble-appointed

magistrate on topics that effect the town, by visit on some months and by letter several times a month.

Current Events

Brewer's Festival

The Chief Council will open the Brewer's festival, held annually on the 28th of Redying and continuing through the first week of Coldewen, by thanking the gods for a plentiful harvest. The local priest, Vladrin, will conduct the ceremonies to the God of the Harvest, with much seed throwing. Large quantities of food, ale and wine will be sacrificed to the gods over the coming week, but on the first and last days especially.

Late in the afternoon on the second day, a host of games are played by the children and often later by the adults as well. A flaming arrow display at dusk is a regional favorite.

And then there's the wrestling. A carryover of an older custom, wrestling is frequently a comical site at the Brewer's Festival, both the organized affairs and otherwise. It is the main activity reserved for the third day of the fest.

Accomodations

If the characters inquire about accomodations and stabling they will get varying answers for the former, but there is only one stables in Wyndere: the Leftford Stableyard, on the east side of town. The town supports inns include the Proper Plow, the Wary Ram and the Waving Reed. It is up to the game master if any rooms are available, but it could make for an interesting night if the party was forced to sleep in a barn or common area of an inn.



WYNDERE

Locations in Wyndere

Use **Map 1: Towne of Wyndere** (inside front cover) to locate areas of interest in town. The descriptions of businesses for the numbered locations are given below, followed by residences of note. Statistics for non player characters are listed at each characters' residence when possible, but some homes double as storefronts or other businesses. In this case, character stats are found in the business section. Business are labeled by numbers on **Map 1: Towne of Wyndere** and described first, below. Numbers for residences of note are preceded by an "R" on the map (R1, R2, etc) and are detailed after businesses, below.

Numerous farms (some found on **Map 1** and marked "F") surround the town, producing considerable amounts of beets, carrots, potatoes, wine, wheat and other grains. Nearly all the farms grow their own vegetables and have dairy animals, but none exclusively. Barter and trade is standard practice amongst the citizens of Wyndere, especially between the farmers. Farm house and building details are left to the game master.

Businesses & Public Locations

1. Cemetary: The town cemetary, despite rumors to the contrary, is not haunted. Known as Soldier Field, it is so-called for the fallen heroes laid there who, led by Saint Aggyx, helped rout a goblin menace to the region, a century ago. There are dozens of plots in the place, most of which are marked with common stones, as opposed to the more modern-style headstones. The place has some interest to historians following the steps of Aggyx (see **Appendix I: New Gods, Demi-Gods & Heroes** for more information), but there is little else of interest here, unless the history of Wyndereans is particularly compelling. There is also little of value in any of the caskets and tampering with the graves is sure to draw the ire of the shire reeve and all of the residents.

2. Temple to Venta: This small chapel is not impressive to outsiders, but is kept clean and services are offered with bone-wearying regularity from the priest. A bucket stands on the front porch of the temple, with the words, "Fireman's Fund" emblazoned in red on them. Donations to this bucket are used to pay for the training and coordination of a bucket brigade, in the event of fire.

A small dedication on one inside wall is set aside for Venta's fellow wind and seasonal gods, but otherwise there is little that makes the temple significantly religious in nature. The smell of stale beer permeates the building, even in the warmer months when all the doors and windows are kept open.

Behind the temple, the priest lives in two small, attached rooms. A cold cellar is beneath the temple, storing vegetables, cured meats, beer-making supplies and over 10 kegs of Venta-blessed beers, ales and stouts. The cold cellar is only accessible from the outside.

Vladrin of Venta: AC 9, HD 1+1, HP 5, # Attacks 1, Damage by weapon

3. Potter: Though Daragg's pots are intristing and sound, they aren't always in terribly useful shapes. He can always create items to order though, if you don't see what you need.

Daragg of Wyndere: AC 10, HD 1-1, HP 5, # Attacks 1, Damage by weapon

4. Carpenter: Jonah "the Hammer" Torgrym works out of his substantial homestead, cutting wood, fixing and maintaing tools, etc., in his backyard, to the chagrin of some of his neighbors. He is a talented carpenter and well-liked, though, so this is entirely overlooked.

Jonah "the Hammer" Torgrym: AC 7, HD 3+2, hp 23, # Attacks 1, Damage by weapon (hammer) +3

5. The Jeweler: Pit Burrowdown is a gemologist who's wife makes cheap jewelry from the metals he creates in his own kiln. They run their business out of their home, but family members take the items to the town green to sell. Pit has talent, however and should probably be able to provide most reasonable requests asked of him.

Pit Burrowdown: AC 10, HD 2+1, hp 10, # Attacks 1, Damage by weapon

Deutrina Burrowdown: AC 10, HD 1+1, hp 5, # Attacks 1, Damage by weapon

6. Blacksmith • Romano the Smith: Romano is a large burly man, in his late thirties and married, with no children. Though not a warrior, he is not a man to rile, much like his close friend Neider the blacksmith.

Romano the Smith: AC 7, HD 3+3, hp 26, # Attacks 1, Damage by weapon +2

7. Blacksmith • Neider the Smith: Neider's frame and demeanor is very similar to Romano. He is also married, but has four children. The two blacksmiths frequently assist each other with jobs and swap tools. While not exactly inseparable, they are very close friends.

Neider the Smith: AC 6, HD 3+2, hp 25, # Attacks 1, Damage by weapon +2

WYNDERE

8. Stableyard: Adelmorn Leftford runs the stables of Wyndere. Besides corralling privately owned animals, he sells or occasionally breeds horses and other beasts of burden. The stableyard has a large, open pen for free range of horses, two large barns and one small barn, all located near the smithies. Adelmorn is wealthy, claims to be of highborn blood (though few believe) and is also the owner of the Waving Reed.

Adelmorn Leftford: AC 6, HD 3+1, HP 21, # Attacks 1, Damage by weapon (saber)

9. Inn • The Proper Plow: "The Plow" is the second largest inn and alehouse, with eight single rooms and a small common room. The inn isn't open year round, but does accommodate travelers that want to rest here, if the other inns are full. The alehouse is only open during the summer and fall, particularly for the annual Brewer's Festival celebration.

Rowlege: AC10, HD 2+2, hp 13, # Attacks 1, Damage by weapon +1

10. The Mill: Dorsull the Miller operates four windmills of varying size, located on two small hills not far from the town proper. They grind grain and other sundries. Wind in Wyndere is a considerable resource, allowing the mills to produce hundreds of bushels of whatever is needed, per month, at peak. One of the mills is built specifically for the rare times Venta's wind does not bless the area, forcing the use of beasts of burden for power. Unlike the mine, Dorsull only employs locals, up to 40 at the highest production season, which is now. Nearly all local farmers sell to the mill.

11. Town Well: at the absolute center of town is the well, sunk when the first settlers put down stakes in what became Wyndere. Why the well isn't part of the Town Square is a subject of debate amongst the gadflies and codgers.

12. Bakery: The large ovens of Gordon the baker are separated by a small distance from his own residence and other nearby buildings. At least one of the ovens (large, clay and brick mound-like shapes) is going constantly, year-round and 4-15 workers are usually busy in and around the place on any given day.

13. Town Stocks: At the edge of the town square are three sets of stocks used to punish the wicked. Length of time in the stocks is determined by the reeve.

14. Town Square: Although not the actual center of town, the Square is the heartbeat of Wyndere. Commoners Hall, the stockades, the green and the Wary Ram all are near the Square. Farmers with spare produce, traveling trinket salesmen, criers, craftspeople and shoppers come to the square daily.

The Square is where the majority of the Brewer's Festival is held, as well as on the green.

15. The Herbalist: Also the town healer and a councilwoman, "Mother" Mayda is a busy woman and doesn't like having her time wasted. When not manning the shop, the older of the many town children that call her mother, pitch in to help.

16. Leatherworker/Saddler: Fauston of Midmeadow is a talented saddler, though less so in other leather work, and the overall quality has declined in the past two months. Fauston moved here several years ago to join his father who was a miner. Hingham of Midmeadow went missing a couple of months ago and Fauston has a standing reward of 250 gold coins for his safe return or 100 gold for his old man's body.

Fauston of Middlemeadow: AC 10, HD 2+1, hp 10, # Attacks 1, Damage by weapon

17. Turnpike House: This sizeable stone building is little more than a warehouse, built and owned by the town. It houses all the necessary tools and implements for the construction and maintenance of roads, including masonry, mining and construction tools, carts, etc.

Taon the Roadman, a dirty, rough-and-tumble type, leads the Wyndere road crew, who are away from the town for most of the spring through fall. They start from Middlemeadow or Tradigas City, depending on the season, and work towards Wyndere, so are in town more often during mid summer. They save the local roads for the winter months, to stay close to town, so that is when they are around most often.

Taon the Roadman: AC 10, HD 2+2, hp 13, # Attacks 1, Damage by weapon

18. Town Green: Next to the Square is a rough patch of sod, barely noticeable as a green. Poorly maintained, it was meant to give Wyndere a more civilized look, but few care enough to deem it worthy of the name "green." By the end of the Brewer's Festival, most of the grass is killed off, anyway.

19. Weaver: Far more than just a generic weaver, Tillaria Milagra is a craftswoman of note. Her weaves and patterns are admired near and far but she knows her most appreciated work is her everyday creations for the common folk, like herself. Humble, beautiful and wise beyond her years, she is a young widow with a single daughter and resides in a well-kept home near the center of town. Her weaves are available from her there. Often courted, Tillaria has chosen to never remarry.



WYNDERE



20. Inn • The Wary Ram: The Wary Ram is the largest inn and alehouse in Wyndere, with elven single rooms and one common area available to boarders. The common room includes breakfast, which usually consists of either fried green tomatoes or biscuits and gravy. The owner and aleman is Tab Halegut, a stout and reasonable man. Five of Tab's family members, including his wife, three sons and daughter-in-law, help run the place and also live at the inn.

Tab Halegut: AC 6, HD 3+2, hp 25, # Attacks 1, Damage by weapon +2

21. Town Hall: Once just a pavilion for town meetings during warm months, the Commoners Hall is now the largest single story building in town. Jonas Torgrym rebuilt the pavilion (the old Town Hall) into what is now called Commoners Hall as his first project after moving to town. The hall is never locked, open to all citizens and is still used extensively for the Brewer's Festival and town-wide meetings. It is next to the town green.

22. Inn • The Waving Reed: The town's smallest inn, the Waving Reed has five single rooms and no common area. The Reed is geared towards the more affluent traveler and is only open when rooms are rented out. It is owned by Adelmorn Leftford, but he is more often at the stables (**Area 8**).

23. Orchard: The MacLaren family orchard of red apples is a favorite business in Wyndere. With little other fruit to speak of, these miniscule apples give the locals a treat when they become ripe. Outsiders find them somewhat underwhelming, though.

Residences

R1. Residence • "Runnynose" Lymun: Better termed a shack than a homestead, Lymun's lean-to has seen better days.

"Runnynose" Lymun: AC 10, HD 1, hp 4, # Attacks 1, Damage brawling)

R2. Residence • Trentwick Stout: Trent is one of the few local miners who lives in town year round.

Trentwick Stout: AC 10, HD 2+2, hp 15, # Attacks 1, Damage by weapon

R3. Residence • Kris the Herdsman: Kris travels alot and so needs little more than this bungalow when in Wyndere.

Kris "the Herdsman": AC 10, HD 1, hp 7, # Attacks 1, Damage by weapon (crook)

R4. Residence • Taon the Roadman: Taon rents this house from Adelmorn Leftford, but is seldom home.

Taon the Roadman: AC 10, HD 2+2, hp 15, # Attacks 1, Damage by weapon

R3. Residence • Dorsull the Miller:

Dorsull the Miller: AC 10, HD 3+1, HP 15, # Attacks 1, Damage: by weapon)

R4. Residence: Mayda is often out and always busy, but still manages to keep a meticulous household.

"Mother" Mayda: AC 10, HD 1, hp 6, # Attacks 1, Damage by weapon (dagger)

R5. Residence • Gordon the Baker

Gordon, the Baker: AC 10, HD 2, HP 9, # Attacks 1, Damage by weapon

R7. Homestead • Tillaria Milagra

Tillaria Milagra: AC 10, HD 1, hp 6, # Attacks 1, Damage by weapon

R8. Residence • Lovar Ironneck & wife Madaline

Lovar Ironneck, Shire Reeve of Wyndere lands: MV 12", AC 4, HD 5+1, # Attacks: 2, Damage: by weapon (long sword, dagger) +1

Madaline: AC 10, HD 1, hp 7, # Attacks 1, Damage by weapon (crook)

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Personalities of Wyndere

Chief Council

The Chief of the Commoner Council of Wyndere is Dorsull the Miller. Dorsull is the richest, most affluent man in town and employs the most townspeople. He has a manor at the foot of his hill of windmills and he is also the owner of the Waving Reed. He is a decent, law-abiding man but tends to throw his ego and power of office about some, but has absolutely no combat ability.

Commoner Council of Wyndere

Gordon the Baker served as a soldier in the army of the Shield Lands in his youth, but retired before seeing any combat. He still has his old armor, sword and shield but would be loathe to use them if pressed. He does wield a mean bread paddle.

The town of Wyndere never knew it needed a carpenter until **Jonah Torgrym** moved in five years ago. Called "the Hammer" with respect, Jonas picked up the nickname for his tireless construction and repairs about town. Jonas rarely attends Commoner Council meetings unless pressed by his fellow officials, preferring to agree with their decisions. Jonas originally hails from Divers, is a master carpenter, builder and a military-trained engineer. Unknown to the town, Jonas was a member of the Divers Engineer Corps before leaving military life and retiring to Wyndere. He is tightlipped most of the time, especially about his past. He chooses to look to the future and will tell anyone such. Jonas' appearance belies his true age and has never told anyone how old he actually is. He is also a good mark with a heavy crossbow and an able short-swordsman.

Kris the Herdsman leads sheep and goats all over the county. Kris has many abilities attuned to the outdoors and wields a staff (shepherd's crook) with above-average ability.

"Mother" Mayda is the town herbalist, healer and midwife to most of Wyndere's children. Elderly, opinionated and willful, she has been elected to the Commoner Council multiple times, this being her fourth term (non-consecutive). She is feisty, takes no excuse for slacking and usually is in the right, a galling point to many men at the wrong end of her tongue. As an herbalist, she works with the priest of Venta but dislikes his approach to life. A highly regarded and respected member of the community, particularly amongst the women.

Tab Halegut runs and owns the town's biggest inn and alehouse, the Wary Ram. Tab is a widower (or

a widower-to-be, if you wish to get the characters more emotionally connected to the events in town) and an extremely poor businessman, usually owing debts throughout town and occasionally beyond. If it weren't for Tab's oldest son Alan and the popularity of the annual Brewer's Festival, the Wary Ram would have a different owner by now. Sadly for Tab, Alan volunteered for service with the local magistrate and is home little to help his father. Tab's other three sons and one daughter-in-law assist with the operations of the Ram, yet none have the knack Alan has with business. In order of age, Tab's sons are: Bud, Ronal, and Martindale. Tab's daughter-in-law, Phyllis, is married to Bud.

Vladrin of Venta: Vladrin is the only priest in the town of Wyndere, serving on the Commoner Council only reluctantly. Vladrin is head of the group that organizes the popular Wyndere Brewer's Festival. Although other faiths (including Saint Aggyx; see **Appendix I: New Gods, Demigods & Heroes**) are represented in Wyndere in small shrines and building symbols, Venta has the eyes and ears of the majority here.

Characters of Wyndere

Blacksmiths: There are two smiths in Wyndere, both with virtually identical buildings, outbuildings and sheds. Both are in the (southern) end of town, towards the majority of the farms and the road that leads from the farmland into town, on land owned by their respective smiths. The smiths are friendly to each other and have a rivalry of sorts going between them. Although adequate with their craft, neither knows much about weapon-smithing and even less of armor making and repair.

Gossip: Taon the Roadman spends more than half of they year out of town, maintaining the roads between Middlemeadow and Tradigas City. As such, he meets a good deal of people on a daily basis and has become a bit of a rumor monger over the years. This reputation causes some to be wary of him, distrusted by others, though in truth he is a decent man will no ill will towards anyone. He just enjoys being "in the know".

Characters looking for answers to unique questions about the people or places of the area would do well to ask Taon. They would, of course, have to seek him out, as he is seldom in town, but he isn't normally very difficult to find, as he is usually on or near the King's Road between the two major cities of the region.

Miners: Trentwick is a large, rough-and-tumble man and foreman of the mine when in operation. He is well aware of the dislike the residents of Wyndere have towards his business and is only inwardly sorrowful of it. This is something Trent would like to fix, but he is



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sharp enough to know not to overextend his welcome in Wyndere and mostly hires transients. He does acquiesce to suggestions given to him by the Council, if just to keep his neighbors happy and potentially locate new miners from the residents.

Trentwick claims to have studied with dwarven miners, but really has only read a book written about the subject (the book, "Mining with the Dwarves" is actually written by a human under a fake Dwarf name, but Trent is also unaware of this). He does own a large tome written in dwarvish, but he is unable to read it and does not let people see it open. Trent is a superb brawler, skilled with a club, mace or sledge should the need arise.

The miners who usually work the Mines at Wyndere are mostly out-of-towners and transients, except for the prior foreman of the mine, Trentwick Stout, who lives in Wyndere. Most miners all called "Digger" by Trent, living in shacks and tents on the mine property. The usual mining season is not typically year long and as such the number of miners tends to fluctuate. Normally, there are now fewer than 12 miners working the shafts and passages, but the miners Trent previously employed refuse to work the mine any further and rumors of the place have made finding other miners difficult. Although he gets some occasional interest, an entire crew is needed for production.

Most of the citizens think poorly of the mine due to the frequent clashes with miners, most of whom are not residents. A few live in rented rooms with nearby farmers or in town. None rent at the inns. The miners occasionally cause trouble in town, adding to the distaste the residents have for the mine. Such altercations often require the attention of the Shire Reeve.

Jeweler: Wyndere once had a large gnomish population, of which the humans were fond of. Although few remain, those that do are welcomed with no bigotry from the citizens. Pit Burrowdown and his family live in a mound not far from the temple. Pit has a small house built near his property to accommodate his human friends and also to sell his wares. Pit works with small gemstones he finds, including quartz crystals. Although knowledgeable of all gems, he has only ever worked with anything as noteworthy as a diamond once. Pit is not very adventurous, preferring to stay at home, tinkering with his metals and raising his three young children with his wife, Deutrina. Pit and Deutrina are a big draw at the ` for their bawdy songs spoken in gnomish and common.

Shire Reeve: Lovar Ironneck is the Shire Reeve of Wyndere Lands, a second-generation reeve for the region. Lovar lives in a small bungalow near the center

of town with his first-year wife, Madeline. He is a big, capable man, known for being able to subdue the toughest drunk. The reeve often commits lawbreakers to time in the town stocks.

Village idiot: "Runnynose" Lymun is Wyndere's idiot. No one knows when he arrived exactly, and no one knows how he survives year after year. Abused by children for his continuously runny nose, adults only seem to tolerate Lymun's rantings when they don't interfere with their day. Lymun is tall and stringy, mumbles badly when he talks and seems to have only one tooth left in his mouth. He is a decrepit figure that even Vladrin has difficulty giving aid to.

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Wyndere Rumor Mill

Listed below are some of the rumors that the characters may learn while exploring Wyndere. A (T) after the rumor indicates that it is true, an (F) indicates that it is false, while a (P) indicates that it is partially true.

Table 2: Rumors / Wyndere (d12)

| Die Roll | Rumor |
|----------|--|
| 1 | Creatures have been seen in town, late at night, stealing supplies and livestock. (T) |
| 2 | Orcs razed a village in the northwest hills several months ago. (F) |
| 3 | Brigands have recently taken over the Mycraelow Cloister and are using slaves to work the Mines at Wyndere (P). |
| 4 | An evil wizard has taken up residence in the old sanctuary at Strock Mount and uses wild dogs to protect his vast treasure troves. (F) |
| 5 | Trade with the peaceful gnomes to the north suddenly ceased several months ago and everyone in town fears the worst. (T) |
| 6 | Pit Burrowdown and Tillaria Milagra are having a secret love affair. (F) |
| 7 | The residents of the old gnome warren, who used to sell and trade in Wyndere, ate a bad batch of their own mushrooms which drove them crazy and they all killed one another (F). |
| 8 | Several miners were killed in a cave-in at the Wyndere mines some years ago and they haunt the halls to this day, protecting their precious ore. (F) |
| 9 | Bandits have been robbing and killing travellers on the main road, outside of town.(T) |
| 10 | The Wyndere graveyard is haunted. (F) |
| 11 | Trentwick Stought killed one his miners and is covering his tracks by claiming that the local mine has been overrun by wild dogs (F). |
| 12 | A nobleman named Khavag Mycraelow stopped in Wyndere to ask directions to Honeyspot and soon after all of the gnomes who lived there disappeared. (T). |

Notes on Table 2:

1. Creatures At Night: This rumor is true. Goblins from Honeyspot and other subhumans that have been emboldened by the goblins and their allies, have

been encroaching on Wyndere, especially at night. The incidents reported thus far have been relatively harmless, but the frequency is increasing.

2. Orcs Raze Village: This a rumor that circulates in the region every few years. It may have some base in fact, but if it happened, it was many years ago and likely nowhere near Wyndere.

3. Brigands at the Monastery: This rumor is a bit telling and game masters may wish to withhold it, if the characters are particularly adept at detective work. The brigands have indeed taken over the monastery (also known as the Cloister) and have a relation the mines, in that they are selling off the ore, but they do not keep slaves and do not work at the mine or oversee work there.

4. Evil Wizard: This rumor is mostly false. There is no wizard on Strock Mount, other than the occasional visit by Magêd to the monastery there, though there is a former monk of the order of the monastery, hiding in the wilds, though few know of him. Almak-Tuk does keep wild dogs about his lair at the mines, but does not have a vast treasure, nor do the brigands.

5. Gnome Trading: This rumor is true, as the goblins have taken control over the local gnome's burrow.

6. Pit & Tillaria: There is no basis in fact to this rumor. It is only spiteful local gossip.

7. Bad Mushrooms: Other than the fact that virtually all of the gnomes have perished, nothing else about the rumor is true.

8. Haunted Mines: Most of the miners from the original group were killed by cave spiders and only one miner from the latest group died, attacked by a stirge. None of them haunt the mines.

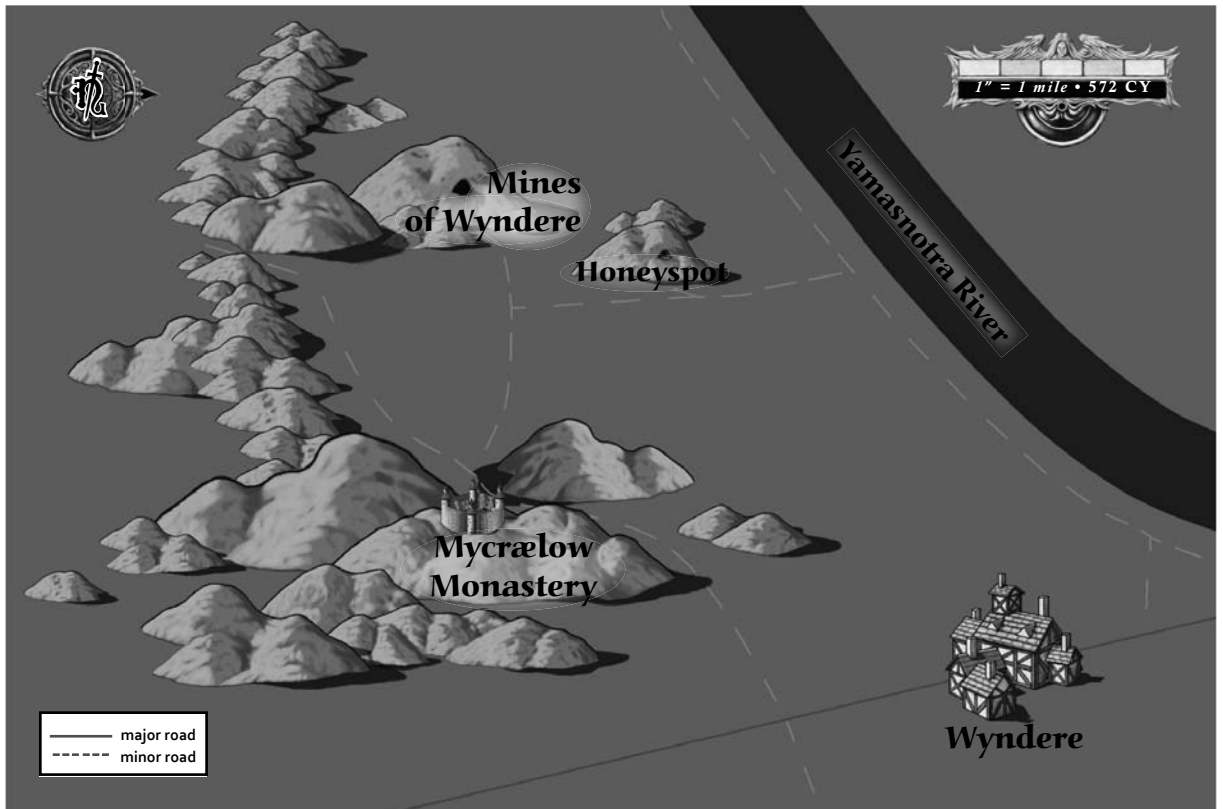
9. Bandits: This rumor is true. See the sections on the Mycraelow Monastery for more information.

10. Haunted Graveyard: This rumor is utterly false and few in town even believe it to be true, though the simple farm folk of the region outside of town tend to believe it more.

11. Murder at the Mine: This rumor is also utterly false. Trentwick Stought is a good citizen and a fair employer, though a man did die by stirge attack while working for Trentwick.

12. Noble Visitor: This rumor is true, as Khavag was particularly fond of the gnomes' wares and was paying them a visit while in the area, shortly before the final assault on Honeyspot began and he became trapped.

OUTSIDE WYNDERE



Leaving Wyndere

When the characters wish to travel outside of Wyndere, use **Map 2: Wyndere Trail Map**, above, for overland references to places detailed in the adventure, as well as the roads and paths that lie between them.

The high ground to the northwest is mostly rolling hills with a high peak of a few hundred feet, the western crest of the river valley when the Yamasnotra was younger. It is said that there are Mycræloean settlements (for the noble family of the baron) hidden in these hills but they are not indicated on the map.

The west road leads to the sea and is well kept in each of the baronies it runs through. The east road leads on to Stoînk and Middlemeadow and is in similar condition. The road along the river is a well-traveled cart path, as is the south road a mile or two outside of Wyndere, to the west. All of the other routes are only horse paths, though a druid, ranger or character with tracking ability could find them easily. Otherwise a Wisdom check might be employed.

Random Encounters

When travelling outside of Wyndere and off of the main road, there is a 1 in d10 chance per hour that a random encounter will occur. If this encounter occurs

within two miles of one of the numbered areas on the map, use the random encounter table in the sections that follow (Mycrælow Monastery, Honeyspot, the Mines at Wyndere). Otherwise, use the table below for random encounter results.

Table 3: Random Encounters/Outside Wyndere (d12)

| Die Roll | Encounter |
|----------|------------------------|
| 1 | shire reeve |
| 2 | 1-3 ankhegs |
| 3 | 1d8 ruffians |
| 4 | 1d20 wild animals |
| 5 | 1d12 locals |
| 6 | 3d12 farm/herd animals |
| 7 | 1d20 children |
| 8 | 1d12 porters |
| 9 | 1d100 travellers |
| 10 | 2d4 noblemen |
| 11 | 3d4 brigands |
| 12 | weather event |

Random Encounter Descriptions

1. Shire Reeve: If this encounter is rolled, consider that the shire reeve and his deputies have been

OUTSIDE WYNDERE

following the characters to see what they are up to. If the group has done anything questionable, consider that the party has spotted the posse or, if the opportunity is right, that the shire reeve has confronted them. If they have done nothing wrong, he may still stop the characters to question them about their intentions in the area and ask whether they've seen any signs of brigands.

Shire Reeve, Lovar Ironeck: MV 12", AC 4, HD 5+1, # Attacks: 2, Damage: by weapon (long sword, dagger) +1

Deputies: MV 12", AC 7, HD 2+1, # Attacks: 1, Damage: by weapon (bow, long sword) +1

Light War Horse: MV 17:, AC 9, HD 2+2, # Attacks 2, Damage: 1d4/1d4

2. Ankhegs: These creatures have grown in numbers over recent years, becoming a menace to farmlands across the county, but locals have learned how to survive an attack.

Ankhegs: MV: 12"/6", AC 2/4, HD 3-8, # Attacks 1, Damage: 3d6(+1d4)

3. Ruffians: These local jerks will pester and instigate the group or others around them, preferably one person cornered at a time. They could use a good talking to.

Ruffians: MV 12", AC 10, HD 1+2, # Attacks 1, Damage: by weapon (dagger)

4. Wild Animals: Depending on the type of wild animal, they may flee, attack or even follow the party awhile before acting.

5. Locals: A local group of friends, family, guildsmen, officers, etc., are passing the characters. Any unusual character actions around these individuals will quickly become "news around town".

6. Farm/Herd Animals: Either herd animals such as wild horses, deer, moose, etc. or farm animals, such as cows, pigs, etc. have been encountered. They will not attack unless spooked or otherwise provoked. Trampling by larger animals usually causes 1d4+1 hit points per animal per round.

7. Children: A group of children are encountered, running, playing, fighting and/or hiding.

8. Porter: Either a local or long distance porter is leading a cart or carts full of wares or baggage. The more expensive the cargo and the further the trip, the more likely that guards have been employed.

Porter: MV 12", AC 9, HD 1+1, # Attacks 1, Damage: by weapon (bow, dagger)

Guards: MV 12", AC 5, HD 2+2, # Attacks 1, Damage: by weapon (bow, spear, sword)

9. Travellers: This encounter could be anything from a caravan, to settlers, to a pair of lovers on a journey to new lands. This is left to the game master.

Traveller: MV 12", AC 10, HD 1, # Attacks 1, Damage: by weapon

10. Noblemen: These no-nonsense noble humans of Ernst will expect some gesture of respect from the characters as they pass (at least giving them the road), as they bear markings of their respective houses and of the County. If they don't, the lords may not stop to scold the travellers, but may show their displeasure in some other fashion. Fisticuffs with noblemen will quickly draw the ire of the shire reeve, not to mention the rest of the noble men and woman of the County.

Noblemen: MV 12", AC 4, HD 5+1, # Attacks: 2, Damage: by weapon (variable) +2, d% gold

Light War Horse: MV 17:, AC 9, HD 2+2, # Attacks 2, Damage: 1d4/1d4

11. Brigands: This band of brigands is of the same group that has taken over the monastery northwest of Wyndere. They are encountered either robbing some travellers or are attempting to ambush the characters. If they succeed, they will rob the group and kill anyone who gives them a particularly hard time. If unsuccessful, they will flee when 50% or more of their number are slain or captured. They can give general information about the monastery if coerced but they know nothing of importance.

Brigands: MV 12", AC 7, HD 2+1, # Attacks 1, Damage: by weapon (bow, sword, spear)

Light War Horse: MV 17:, AC 9, HD 2+2, # Attacks 2, Damage: 1d4/1d4

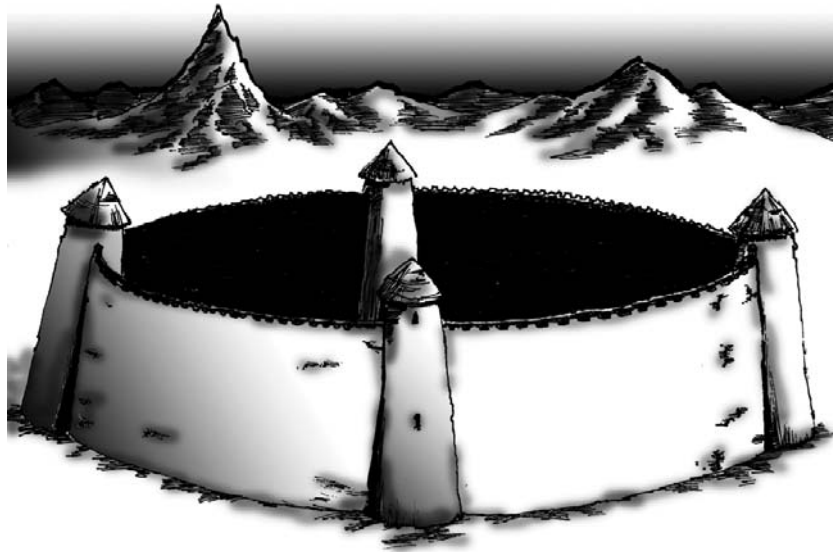
12. Weather Event: Roll 1d4 on the table below. If the first roll is a 4, roll again for a concurrent event, ignoring future rolls of 4.

Table 4: Weather • Wyndere

| Die Roll | Weather Event |
|----------|-----------------------------|
| 1 | -d20 or +d20 degrees |
| 2 | 1d4 inches of precipitation |
| 3 | 1d4+2 inches precipitation |
| 4 | 5d12 mph winds |



MYCRÆLOW MONASTERY



Mycrælow Monastery

The Mycrælow Monastery at Strock Mount is so named for the large hill that the place sits atop and for the noble Mycrælow family, who funded much of the construction of the place. Also known as the Mycrælow Cloister, the Strock Mount Hermitage or simply the Asylum, it's original caretakers were a small group of priests faithful to Agry Aggyx (See **Appendix I: New Gods, Demigods & Heroes** for more information on Saint Aggyx.) Over time, the clergy has become known throughout Ernst for accepting and treating the infirm and insane. Once little more than a small temple, the monastery grew over the centuries into a multi-towered sanitorium, with unique and innovative treatments for the diseased, maniacal and those deemed incurable by the public. Over the past several decades, the advancement of magical treatments for many of the disorders treated at the monastery reduced the need for such ministrations. Coupled with rumors of the destruction of the place, the flow of new patients ebbed to but a trickle. A fire that indeed razed a good deal of the main building and the unexplained disappearance of their patron hero a century earlier was to most of the clergy at Strock Mount a sign that their patron had forsaken the order. It remains unknown to the public if any still dwell there.

The truth of the situation is that three monks remained loyal to their cause and spent the better part of the past ten years repairing the monastery stone by stone, extracted from Strock Mount by hand. Recently, however, a band of brigands (with the assistance of Almuk-Tuk and Magêd) besieged the place, killing two of the caretakers and the few patients that dwelled there. Sethu, the remaining monk, escaped to the wilds of Strock Mount, where he still dwells, awaiting divine intervention (like the arrival of the characters).

The Structure

Primary considerations to the building of the Mycrælow Monastery were defense, utility and the incorporation of elements true to the Aggyx faith. The remote location of the monastery necessitated a passable defense, which the shape and material (mostly granite) of the structure provides. The segmentation of the wards and towers allowed for the quarantine of contagious patients. Ideologically, the circle motif of the main structure and towers is symbolic of eternity and unity, the four towers represent a balance of the elements and the symmetry of it all also represents balance. The star shape of the center building represents wisdom and knowledge.

Recent Events

Many of the brigands who lair here fled from recent warring in the Outlaw Kingdoms, perhaps lured by Almak-Tuk or Magêd. Some of their member even enlisted with Ernst for a time, as a payment of admission and amnesty, but have returned to banditry. Others are more recently enlisted local riff-raff. One of the members of this coalition of losers was a doppelganger, however, whose family followed the horde to Wyndere lands, slowly infiltrating them one by one.

In the static descriptions that follow, doppelgangers are listed separate from the brigands. When first encountered, they won't act any different from the brigands, other than being a bit more hearty, but as the characters progress through the adventure, and the doppelgangers encountered recognize the threat, they may attempt to switch sides at opportune moments and infiltrate the player's party of characters!

MYCRÆLOW MONASTERY

Assimilation

Should a character ever be alone in a place with a doppelganger, there is a 75% chance that the creature will try to assimilate him, unless this would be less opportunistic for or more dangerous to the creature. Doppelgangers often take the shape of their intended target before trying to kill them, to create confusion and surprise and always take care to hide the bodies afterwards, to prolong their chances of blending in.

Rise of the Doppelgangers

If the characters visit the monastery on multiple occasions, the doppelgangers will continue to replace the brigands at a rate of 1d6 per week, until all nine from **Area 4** have assimilated someone or they have been killed. They will attempt to work themselves into the most advantageous positions in the group, by slaying and replacing the higher ups.

Getting to the Monastery

The monastery is located nine miles northwest of Wyndere. As shown on **Map 2: Wyndere Trail Map**, the easiest route from town is to take the cart path four miles south of town and follow it for eight miles, to the foot of Strock Mount. This hill is a half mile tall and the monastery cannot be seen from the path.

Random Encounters

For every hour that the party is within two miles of the monastery, a roll of 1 on a d10 indicates a random encounter, in which case, consult the table below.

Table 5: Random Encounters • Monastery (d6)

| Die Roll | Encounter |
|----------|------------------|
| 1 | 1d4 giant bees |
| 2 | 1d4 wild dogs |
| 3 | 1d12 brigands |
| 4 | 2d10 wild horses |
| 5 | 2d12 vultures |
| 6 | weather event |

Notes on Table 5:

The bees and wild horses will likely leave the characters alone unless disturbed, but the vultures and wild dogs might cause some trouble. The vultures in this region are aggressive and are known to pick food out of travellers or even carry off small children! The brigands are on patrol from the monastery. This patrol is continuous, day and night, and most of the brigands rotate into a patrol a few times per week.

Bees, Giant: MV 3"/20", AC 8, HD 2, # Attacks 1, Damage: 2d6+venom

Brigands: MV 12", AC 7, HD 2, # Attacks 1, Damage by weapon

Dogs, Wild: MV 15", AC 8, HD 1+1, # Attacks 1, Damage: 1d6, Special: surprised only on 1

Horses, Wild: MV 17", AC 8, HD 2+2, # Attacks 2, Damage: 1d4/1d4

Vultures: MV 3"/15", AC 10, HD 1+2, # Attacks 1, Damage: 1d6

Weather Event: Roll 1d4 on the table below. If the first roll is a 4, roll again for a concurrent event, ignoring future rolls of 4.

Table 6: Weather • Monastery

| Die Roll | Weather Event |
|----------|-----------------------------|
| 1 | -d20 or +d20 degrees |
| 2 | 1d4 inches of precipitation |
| 3 | 1d4+2 inches precipitation |
| 4 | 5d12 mph winds |

Outside the Monastery

The horse trail up the mount to the monastery is winding and a bit narrow in parts, but is perfectly navigable even with a cart, as the monks took care to remove any major outcroppings and have cobbled the path with small stones. It is too narrow a trail for anything as large as a covered wagon, however. It will take the characters the better part of an hour to ascend the mount by foot, or a third of that time by horse.

The monastery itself sits on a small plateau, a hundred feet or so below the peak of Strock Mount, on its north side. The plateau itself is roughly square and less than two hundreds across. Several dozen yards away from the structure, the east side of the mount drops off sharply to the base of the hill, several hundred feet below. A panoramic view of the Yamasnotra River Valley can be had from the cliff face and from the top of the monastery.

The wild dogs that can be found running around outside the monastery are only half as numerous as they were recently. When the ogre shaman came to lend his magic to the assault on the monastery, as many as half of the pack escorted the shaman back to the mines once the deed was done. They now guard his lair, perhaps an unspoken payment for the ogre's assistance.

MYCRÆLOW MONASTERY

Random Encounters

The dogs that remain here still make quite a racket, which can be both good and bad for the characters; good in that there are enough dogs on the grounds that a little barking won't immediately alert anyone; bad in that prolonged howls will swiftly draw the attention of the nearest guards. The mutts are not trained guard dogs, but they are fairly adept at sensing outsiders and will respond to an "attack" command from any of the brigands, but not from a dopelganger.

For every hour that the party is within 100 yards of the monastery, a result of 1-2 on a d10 will result in an encounter; one, an encounter with dogs or two an encounter with mounted guards. If dogs are encountered, one of their number will not attack, but rather bark an alert and flee if an attacker gets close. More than three rounds of barking will trigger an automatic "random" brigand encounter. If the patrol catches sight of the characters, one of their number will be dispatched to the monastery to raise the alarm.

1d4 Brigands: MV 12", AC 7, HD 2, # Attacks 1, Damage: by weapon (long sword, spear)

Light War Horse: MV 17:, AC 9, HD 2+2, # Attacks 2, Damage: 1d4/1d4

1d4 Dogs, Wild: MV 15", AC 8, HD 1+1, # Attacks 1, Damage: 1d6, Special: surprised only on 1

Raising the Alarm

When the alarm is raised, all inhabitants will be notified if possible by "spreading the word" from room to nearest occupied room. Depending on the state of their panic and/or inebriation, this could happen fairly quickly, as the brigands have adapted their signalling system of whistling to life at the monastery. One short whistle means danger, two short whistle means safe to go/come and one long whistle means look. (There are more, but these are the most common. Create others as you see fit.) Anyone on courtyard duty is trained to notify the guards on the walkways on the Tower Level of the structure (**Areas 23, 25, 27 & 29**) via a danger whistle, until the torches on the upper level have been covered. Extinguished torches means, "Alarm".

Once the alarm has been raised, standing orders are as follows:

- Courtyard guards meet enemies before they reach the structure, if possible, then fall back to the courtyard to defend the main gate and then to the towers, if the gate is breached
- Ground Level guards on the inside, split forces to

guard each of the three tower entrances and call out for assistance, if needed.

- Upper Level guards are charged with lowering the main gate and assisting the Tower and Ground Level guards, as needed.
- Guards in towers assist in defending **Area 24**, Mauzof's quarters, while Tower Level guards (**Areas 23, 25, 27 & 29**) provide cover fire with their bows on either side of the structure, falling back to **Area 24**, if overcome.

Note, however, that this is not a military installation and these brigands aren't very disciplined or bright in most cases, so their response to trouble is sure to be inefficient at best.

Accessing the Monastery

Use **Map 3: Monastery • Ground Level** on the following page to locate entrances. (The main gate must first be bypassed and then one of the three tower doors.) Static encounters are detailed below.

Inside the Monastery

All monastery doors have interior turn locks, keys to which are held by bugbears, Horvath and/or Mauzof.

Random Encounters

For every hour that the characters are in the monastery, a result of 1 on a d10 will result in an encounter; one, an encounter with a wild dog or two, a run-in with a brigand, until all rooms are cleared.

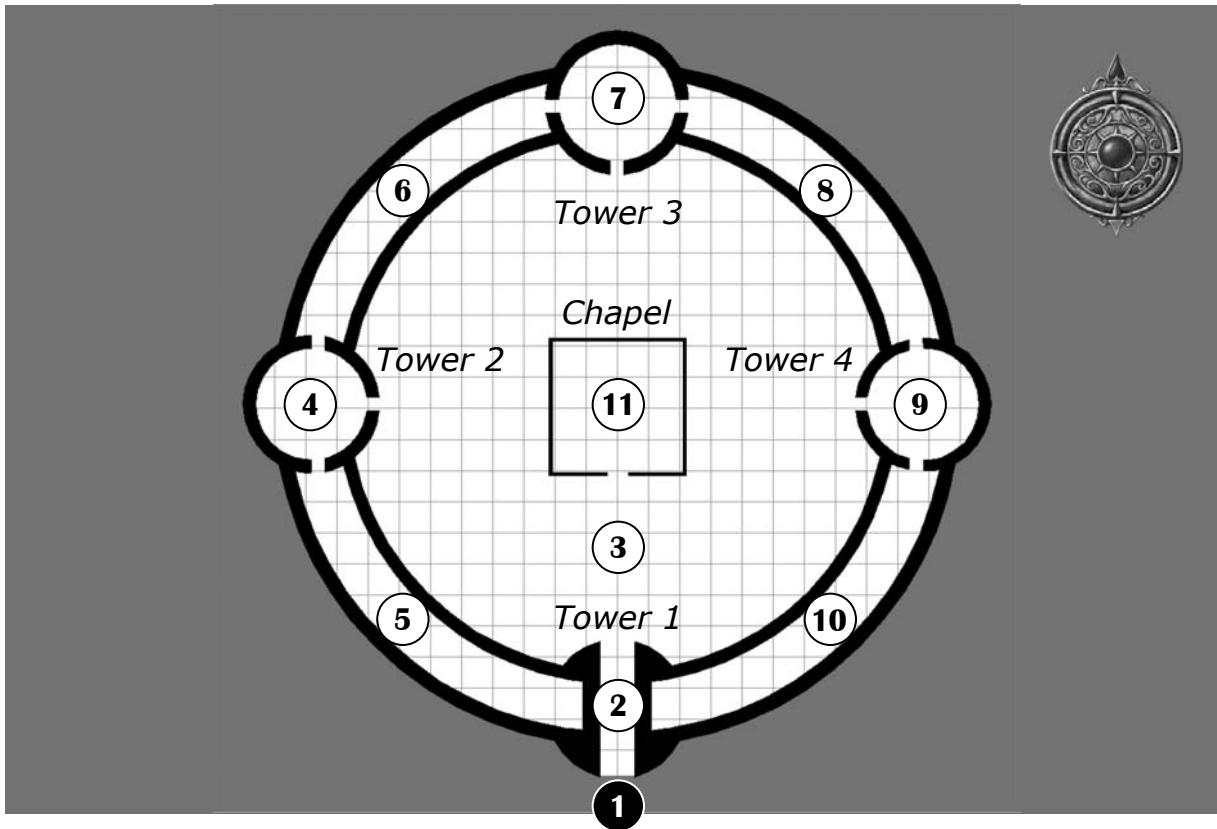
Brigand: MV 12", AC 7, HD 2, # Attacks 1, Damage: by weapon (long sword)

Dog, Wild: 1-2: MV 15", AC 8, HD 1+1, # Attacks 1, Damage: 1d6, Special: surprised only on 1

Notes on Running the Monastery

Smart characters will infiltrate the monastery quietly and deal with their foes a few at a time. Reckless characters could easily be quashed by the might of all the brigands at once if they aren't careful. Game masters may want to adjust the intelligence of the brigands according to the strength and experience of the party. If the group is composed of 1st-level characters run by new players, perhaps have most of the brigands fight to the death, rather than attempt to raise the alarm. If the players are seasoned and/or the characters experienced, the brigands might be more likely to send a runner to raise the alarm while others defend his escape. This efficiency of response could easily swing the tide of battle, so consider it carefully.

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Monastery • Ground Level

As the characters approach the monastery, read the following text to the players.

The trail eventually levels off to a plateau, still some distance below the peak of the mount. The area is not nearly as forested as the trail, but a few small trees can be found. Between you and the north face of the plateau stands a round, stone construction twenty feet in height and well over one hundred fifty feet in diameter. The walls are evenly intersected by four stone towers, taller even than the circular wall. The only entrance into the place that can be seen is through an archway at the base of the tower that faces the path. A portcullis currently bars passage through this entrance, however. The occasional sound of a barking dog breaks the silence.

If the characters arrive at night, flickering light can be seen emanating from within and as well as from atop the monastery walls. The once well-manicured grounds of the plateau are now covered in scrub brush. There are criss crossing tracks throughout the area from the roaming dogs and patrols. A ranger or tracker could identify these and, if the peak of the mount were searched, possibly find the path to Sethu's dwelling. He shelters on a slope further up the west side, but the final climb is very difficult (-25% to Climb checks).

See page 23 for more information on Sethu. Also, see the Random Encounters section (opposite page) and note the guard stations on top of the walls at **Areas 21, 23, 25 & 27** on the **Tower Level**, page 29.

Area 1: Front Gate

The 15-foot wide by 10-foot high portcullis that stands closed here is a well-constructed grid of wrought iron bars. An inscription has been elegantly chiseled in the arch above the gate:

*In dedication to Myrlund on this 21st day of Fire-Seek.
You will forever be remembered.*

During the day, the gatehouse area can clearly be seen upon approach and a portion of the inner courtyard can be seen from the gate, though less so at night. At night, **Area 2** is dark and the dogs in the receiving room gain +2 to surprise. Counterweights inside the walls of the structure keep the portcullis closed, though a successful Bend Bars/Lift Gates roll will allow a character to lift it. If multiple characters attempt to lift it, the strongest character's Bend Bars/Lift Gates chance is used as a base, adding 1/2 of the others' chance to the percentage. Up to five characters can fit in the space in an attempt. The mechanism to raise the gate can be found in **Area 12** on the **Upper Level**, page 26.

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Area 2: Tower 1 • Receiving Hall

Depending on the time of day, this 25-foot wide by 10-foot long area may be dark, and the guard dogs here unseen (+2 to surprise in little to no light). Once the dogs have been dealt with, read the following to the players if they have sufficient lighting.

This entryway is at least twice as long as it is wide and a courtyard can be seen through the archway at the far end.

The two dogs that stand guard here have metal collars that are attached to 12-foot chains which, in turn, are secured to holes in the ceiling. The collars can be released via a key which rests on a stool on a ring, just outside the gatehouse, in **Area 3**.

The ceiling here is comprised of two sets of doors, one metal and one wooden. The metal doors are perforated with murder holes (for pouring hot oil through during an attack) and both doors are locked via a sliding bolt. A thief could jimmy the bolts with a successful open locks check at + 33% on each. The hinges are rusty, however, and there is a 50% chance that one of the brigands from **Area 3** will come to investigate.

The brigands in the courtyard beyond are on guard duty, despite the fact that most are lounging, so any loud noises made in and around **Area 2** will draw the attention of one or more guards. Any confirmation of intruders will set in motion the events detailed in Raising the Alarm, page 18.

Dogs, Wild x2: MV 15", AC 8, HD 1+1, hp 6, 5, # Attacks 1, Damage: 1d6, Special: surprised only on 1

Area 3: Inner Courtyard

The far archway of the entry hall opens into a large, circular courtyard, bordered by the tall stone walls and towers of the structure. A squat, multi-faceted building sits in the center of the yard, a closed wooden door set into the wall facing the gate. Lanterns atop poles ring the courtyard, about halfway between the walls and the building. A three-legged stool sits just outside the archway, to the left hand side as one enters, and a key on a small ring rests atop it.

Half a dozen men are present here, working or sitting around the fire pit. Twenty or more horses line the monastery walls and several dogs can also be found here, most lounging, but two are fighting.

Behind them, arranged around the central building are several large, unhitched carts.

They key on the stool opens the dog collars in **Area 2**. There are additional doors set into **Towers 2, 3 and 4**. These are the main entrances to the structure. Stone troughs, about two feet deep and a foot tall ring all of the walls between the towers here, set about four feet off the ground. Their purpose is to collect rain water via pipes that exit from within the walls and towers of the monastery. Dozens of wooden posts support the troughs and tied to many of these are 32 horses. The large carts here are used to port ore for sale from the mines to Wyndere and elsewhere.

The courtyard, once plush and green, has been trampled to dirt throughout. A fire pit is kept lit at all times except in the wee hours. If it is nighttime, the lanterns will also be lit. Close inspection of the area will reveal a set of iron handholds close to the south side of **Tower 1** on the adjoining wall, that lead up to the gatehouse, **Area 12** on the **Upper Level**.

There are always six brigands here. During the day, three will be sitting around the fire pit, two chopping wood, one tending to the mounts, one repairing saddles and bridles. At night, they will all congregate about the fire. The dogs don't listen well, but are effective guards and alarms.

Brigand x6: MV 12", AC 7, HD 2, # Attacks 1, Damage: by weapon (spear x3, long sword x3, hand axe x2, knife x1); 2d12 silver coins.

Dog, Wild x6: MV 15", AC 8, HD 1+1, # Attacks 1, Damage: 1d6, Special: surprised only on 1

Light War Horse x32: MV 17:, AC 9, HD 2+2, # Attacks 2, Damage: 1d4/1d4

Area 4: Tower 2 • Stairwell

A wooden door is set into the face of the tower here. To either side of the door, a pipe extends out from inside the tower wall, positioned above the troughs that ring the walls. A wooden barrel stands at the end of each trough, underneath the pipe.

Inspection of the wooden pipe will reveal that each has a curved extension that can be slipped off. When removed, the water that empties out of the pipes when raining will flow into the barrels when uncovered, rather than the troughs. Both barrels are only 1/4 full and are covered by wooden lids. One barrel has a ladle hooked onto its lip. At the back of the room are nineteen large sacks of oats, a barrel filled with forty-two feedbags and a shovel.

The unlocked door leads into the lower level of the monastery. Inside, a five-foot wide circular stairwell can be found on the left side of the room, leading

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upward to **Area 14**. A closed door on the south side of the chamber and an open door on the north lead to **Areas 5** and **6** respectively, from where voices can be heard.

Behind the stairs is a secret trap door in the floor, with a ladder leading down to a 20 x 20 foot ærthen chamber below, supported by stone beams. The room was designed for hiding in, should the monastery fall to an assault, and the brigands are unaware it. Currently residing in the room are nine doppelgangers. If the characters make a fair amount of noise before finding the door, the inhabitants will appear as normal humans. If, however, the characters are relatively quiet, read the following passage to the players:

As the trap door is opened, rustling can be heard from below. Staring up at you are several humanoids with large, white eyes and gray skin. One of their number screeches and begins to climb the ladder up towards you!

Doppelganger x9: MV 12", AC 7, HD 2+1, # Attacks 1, Damage: by weapon (short sword x5, knife x4)

Animal bones and excrement litter this foul-smelling chamber. There is also a large clay urn full of water, but little else of interest.

5. Ward 1 • Ground level

The hall here curves to the left and is dimly lit. Beds line the right wall and between the first two (that can be seen) is a bureau. Conversation can be clearly heard just beyond the bend.

This area is lit by several candles in table stands. Under normal circumstances, some of the four brigands and two doppelgangers that are here will be speaking, the others attempting to sleep. If the alarm has been raised, they will instead all be whispering and hiding behind two of the beds, which will be turned over on their sides in the center of the hall, to be used as (50%) cover against intruders.

Should combat arise here or other loud noises be made, one of the doppelgangers from **Area 6** will come to investigate. (Note that closing the door here will greatly reduce this chance.) If anything suspicious is encountered, he will run back to **Area 6** to alert those there and continue on to the other two wards on the lower level for further assistance.

Brigand x4: MV 12", AC 10, HD 2, # Attacks 1, Damage: by weapon (long bow, short sword, dagger)

Doppelganger x2: MV 12", AC 10, HD 2+1, # Attacks 1, Damage: by weapon (short bow, long sword)

Each of the inhabitants owns ring mail, 1d8 gold, 1d6 electrum and 2d6 silver coins. The doppelgangers also have 1d4 gems (1d10x10 gold coin value) each in hidden belt pouches.

There are a total of six furniture pieces between the beds here, some bureaus, some armoires, some simple tables. On top of four of them is an iron candle stand and lit candle. A search of their drawers will reveal several sets of clothing of varying (human) size, 31 candles, a tinderbox and three leather-covered books. The books are all untitled, but are doctrines of the faith of Aggyx. Two are valued at 10 gold, while the other is worth half this, as the cover and many pages have been torn out. Also, four pewter goblets (5 silver coin value each) are left randomly about the room. The mattresses and blankets are in poor shape, threadbare and full of holes. Beneath one of the beds can also be found a well-used chamber pot.

6. Ward 2 • Ground level

The hall beyond the doorway here curves to the right, where a living area can be found. Beds line the left wall and between the first two is an armoire.

If the inhabitants of this room haven't been alerted to the characters' presence, a doppelganger in human form will be seen from the doorway, speaking quietly to another apparent human, who is out of view. A third doppelganger is also present and the group is talking about killing the men in the washroom. Should the characters quietly listen, they may be able to pick up some of this conversation and learn that those here are not what they seem.

Doppelganger x3: MV 12", AC 5, HD 2+1, # Attacks 1, Damage: by weapon (short bow, long sword)

Each doppelganger has 1d8 gold, 1d6 electrum and 2d12 silver coins as well as their arms and chainmail.

This room is lit by four torches in sconces on the wall. A cask of oil stands in the west corner of the room and next to it is a chest of rags and lengths of wood (used for torches). There are five pieces of furniture here, two bureaus, two tables and an armoire. A search of them will reveal several articles of clothing of varying (human) size, a silver-inlaid hairbrush (fair condition, 5 gold coin value) six pewter goblets (5 silver coin value each) and five leather-covered books (doctrines of the Aggyx faith, each 10 gold in value). A long-handled chamber pot can be found standing in the corner. In addition, a vial of poison (Type A Insinuating, 2 doses) and a dagger can be found under one of the mattresses. The bedding here is in poor condition.

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7. Tower 3 • Washroom

Read the following to the characters if they approach from **Area 6** (unless the alarm has already been raised). The outer door is locked, but the key is in the lock on the inside, which will fall out if a lock pick is attempted. The troughs and barrels outside the area are the same as **Areas 4** and **9**.

Steam emanates from a partially opened door at the end of the hall, obscuring the room beyond.

Unless the alarm has been raised, two half-dressed men are here finishing up their baths. They have yet to don their boots or armor and will be automatically surprised. If the party makes a sufficient show of force, they will surrender without a fight and be particularly susceptible to answering questions.

Six iron bathtubs stand in this room, two half-filled with water. They are each positioned over square pits in the floor filled with ashes, where kindling is burned to warm the baths. There are also six wooden buckets, two empty barrels, a tinderbox and the men's equipment here.

Brigand x2: MV 12", AC 10, HD 2, # Attacks 1, Damage: by weapon (long bow x1, spear x1, bastard sword x1, long sword x1, dagger); 1d10 gold and 1d12 silver coins.

8. Ward 3 • Ground level

The passage beyond the doorway here is dark.

This hall is similar in most respects to **Areas 5** and **6**. It is normally lit by torches in sconces on the wall, but the inhabitants are all sleeping (unless of course the alarm has been raised). If the characters listen closely, they may hear soft snoring. It will take 4 rounds for those here to equip themselves before being able to respond to an alarm.

Doppelgangers x6: MV 12", AC 10, HD 2+1, # Attacks 1, Damage: by weapon (short bow x2, 2-handed sword x1, long sword x3, short sword x2, dagger x2, knife x1)

Each doppelganger has a set of ring mail and weapons, as well as 2d6 gold and 2d8 silver coins in their pockets. These possessions are in piles next to each bed.

There are six pieces of furniture here, five of which are simple night stands. The sixth piece is a 4-drawer dresser, atop which stands a brass candle stand (5 gold coin value) and candle. Inside the dresser can be found: a loaf of bread and a serrated knife in the top drawer, 7 tallow candles and a tinderbox in the second

drawer, six pewter goblets (5 silver coin value each) in the third drawer and 8 flasks of lamp oil in the bottom drawer. Also, a brass holy symbol of Aggyx (1 gold coin value) can be found under the mattress of the third bed from the door. A long-handled brass chamber pot (2 gold coin value) stands behind the door.

Both doors to this hall are closed, but unlocked. A hear noise check at the door to **Area 7** will reveal voices from beyond unless the alarm has been sounded and the inhabitants of the area have responded to it.

9. Tower 4 • Stairwell

A wooden door is set into the face of the tower here. To either side of the door, a pipe extends out from inside the tower wall, positioned above the troughs that ring the walls. A wooden barrel stands at the end of each trough, underneath the pipe.

The trough setup is the same as **Area 4**, except that a ladel is hooked to both barrels, the the east side barrel has a platinum coin at it's bottom and both barrels are empty of water.

The door is unlocked and leads to a dark room beyond. Inside the chamber can be found a five-foot wide circular staircase along the right side of the room, leading upward to **Area 19**. Doors on the left and right sides of the room are closed but unlocked. Listening at the right (East) door will reveal sounds of loud conversation and laughter.

At the back of the room are thirteen barrels, three filled with lamp oil, with rain water, two with common ale, one with poor wine and five are empty. Also here are four 50-foot lengths of hemp rope and a large pile of random rags. Hidden behind the barrels is a set of thief's tools.

10. Ward 4 • Ground level

Beyond the door is a hall which curves to the right, lit by torches in sconces on the walls. Boisterous conversation and laughter can be heard from inside, beyond the curve of the right wall.

Several brigands are drinking and playing a dice game in this room. Their inebriation will add +2 to their chances of being surprised and -1 to their to hit chances.

Brigand x5: MV 12", AC 7 x2, 10 x3 HD 2, # Attacks 1, Damage: by weapon (light crossbow x1, spear x3, long sword x4, battle axe x1)

Two of the brigands are wearing armor, one ring mail, the other studded leather. The others aren't wearing

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armor, but two own ring mail and one, chainmail, laid over their beds. There is a small pile of coin (3 gold, 4 electrum, 6 silver and 9 copper) and six bone 6-sided dice in the center of the hall, around which the brigands are seated or kneeling. A half-full open cask of ale sits nearby and each man has a pewter goblet (5 silver coin value each) in his hand or nearby. One of their number is smoking a clay pipe. Each of the brigands also has 1d4 gold, 1d6 electrum, 1d12 silver and 1d20 copper coins in their pockets. One of the brigands also has a gem worth 40 gold coins and another has a key on a leather necklace around his neck. The key opens the locked chest in this room.

There are five night stands between each of the beds here. On top of three of them is an iron candle stand with a candle (all unlit) as well as several loose candles. One of the stands has a single drawer, in which can be found a 6" x 8" wooden box with a hinged lid. The box is full of fine pipe weed. There are also two large chests against the north wall, one locked, one not. The locked chest can be opened with the key around the neck of one of the brigands and contains another key, a tinderbox, an ivory comb (3 gold coin value), an iron dagger and a barely-used set of low, soft boots. The other chest is packed full of clothing of various (human) sizes. There is a large brass holy symbol of Aggyx (15 gold coin value) standing in the far corner of the room, next to a leaking chamber pot. The mattresses and blankets are in poor shape, threadbare and full of holes.

11. Temple

A squat, angular, stone building sits in the center of the courtyard here, pierced by 2' x 4' stained glass windows on all sides. A set of double doors serves as the entrance to the place but a heavy chain is looped through the handles and secured by a heavy padlock.

This building served as the chapel and library for the Aggyxean monks and their patients. Since the takeover, the brigand leader briefly used the place as his personal abode, but has since moved out due to the goings on in the library. All of the brigands are aware of the undead creature that dwells there and will avoid the building at all costs, to the point of not following the characters inside.

The building itself was actually constructed in the shape of a five-pointed star (a symbol of Wisdom), but this is difficult to discern unless looking at it from above. There is one window on each face, ten in all and all intact. These are another possible entryway into the building, if the characters cannot find a way through the doors. The pictures in the windows depict scenes from the faith of Aggyx.

The padlock on the door is of average quality and the key to it is in a locked chest in **Area 10**. The lock could be broken by causing 15 points of damage to it with a bludgeoning weapon, but note that this may cause a considerable amount of noise. Slashing weapons will cause half damage but each strike will force an item save on the weapon used. Piercing weapons will also require a save but only deal 1 point of damage per strike and some piercing weapons will cause no damage at all (such as an arrow, a rapier, etc.). A chain link could also be separated with a successful Bend Bars/Lift Gates roll.

11a. Chapel

This unlit 40' x 40' square room once may have been a gathering area, but is deserted and virtually empty except for a bit of refuse and a banner of an intricate symbol involving a tree which hangs from the wall, askew. An inscription on the opposite wall reads:

*Let your light so shine before men,
that they may see your good works and give glory to
your father who is in the heavens.*

The 3' x 5' tapestry is a depiction of the symbol of Aggyx and is valued at 15 gold coins. The refuse here is the remains of stools (used as seats during religious services) and random garbage such as rags, food remains, fur, dirt, etc. A thorough search of the area will reveal 8 copper coins and 1 gold coin, as well as a gem valued at 40 gold coins.

At the far end of the room is what looks to be a pile of garbage, but is actually a flight of stairs leading down to **Area 11b**, which has been filled with refuse, dirt and, on top of it all, a large trunk filled with rocks. It would take an hour (or half an hour if a shovel is employed) to excavate enough of the material to reach the closed door at the bottom of the stairs. Inspection of the excavated area will reveal that the passage was once covered by a hinged stone panel, perhaps to hide the stairwell. In addition, chiseled into the frame above the door is the completion date of the monastery: the 19th of Goodemonth.

Superior Master Sethu, the remaining monk of the Order of Aggyx at the monastery, keeps an ever vigil watch on the monastery from his perch further up the mountain, with the aid of a spyglass. He will be aware of the characters presence and will monitor their actions from afar. As soon as they enter the monastery, however, he will leave his perch to investigate, sneak into the place, and arrive in 1d6+4 rounds. If the group is battling the heucuva, he will assist, if needed. Otherwise, he will inquire as to the characters' purpose. If the group appears to be good natured, he will share information with them and assist



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in ridding the monastery of any remaining brigands and doppelgangers. If they appear to be evil, he will simply leave. Sethu is aware of the shapeshifters and will offer each character an item from the library if they assist in destroying any of the intruders (or have already done so). Sethu will consider another suggested reward, but will not consider joining the party.

Sethu: Race Human, Class Monk 7, AL LG, MV 21", AC 5, HP 16, # Attacks 3/2, Damage 3-9; Special: psionics (Minor: Body Weaponry, ESP; Major: Teleport Trigger)

11b. Library

This unlit 40' x 40' square room once may have been a gathering area, but is now in shambles. An intact tapestry of a downward pointing fist still hangs from the wall to the left of the doors, but little else remains as it once was. Refuse and broken furniture is strewn about the area and a pile of garbage can be seen at the rear of the room.

The woman is, in actuality, a heucuva masquerding as a human to lure the characters close. Once within striking distance, the creature will attack the closest character. If at any point, a cleric uses a spell or attempts to turn it, however, it will then concentrate all of its attacks on him or her. Note that the creature's true form is evident via infravision (with no light source present) and will also revert to its normal form for a moment after being destroyed, before turning to dust.

Heucuva: AL CE, Size M, MV 9", AC 3, HD 2, HP 14, # Attacks 1, Damage: 1-6 + disease, Defense: only hit by silver or magicked weapons

This creature was once a monk of the Aggyx order, though not truly of the faith. He did unspeakable acts to many patients of the monastery, able to hide his actions for decades. He was eventually discovered by Sethu after setting fire to the monastery. Supported by other members of the order, Sethu slayed the man here in the library and buried his body outside of the monastery. So evil was the man in life, however, Aggyx sent him back to the Prime Material to suffer as an undead, an example to future priests. The heucuva dug its way out of the grave after several days and sought out the place that he remembered most vividly in his undeath: the library where he was slain. After finding its way back, the creature dragged the remains of his victims to the library while the monks were busy repairing the monastery. There it has remained for over a decade. After learning of its return, the monks deemed the return of Master DeFreest, as he was known in life, as a punishment from their deity and exiled themselves from the monastery until

rebuilt. The refuse in the stairway was put there by the brigands, to assure themselves the creature won't escape (though it has no desire to leave the library).

The library contains a wealth of information on history, physical and mental mastery, more specifically:

History: There is a percentage chance that there will be a specific book on a given location in the world for a given century (since 0 CY) as follows:

- Country: 75%
- Major City (population over 10,000): 67%
- Minor City (population over 5,000, but under 10,000): 33%
- Large Town (population over 1,000 but under 5,000): 10%

The percentage chance that the answer to a question for a given location sought in a given book will depend on the nature of the information desired, as determined by the game master. The more specific the book, the greater the chance. The books range from 1 to 100 gold coins in value, depending on the book and the market in which it is sold (game master's discretion).

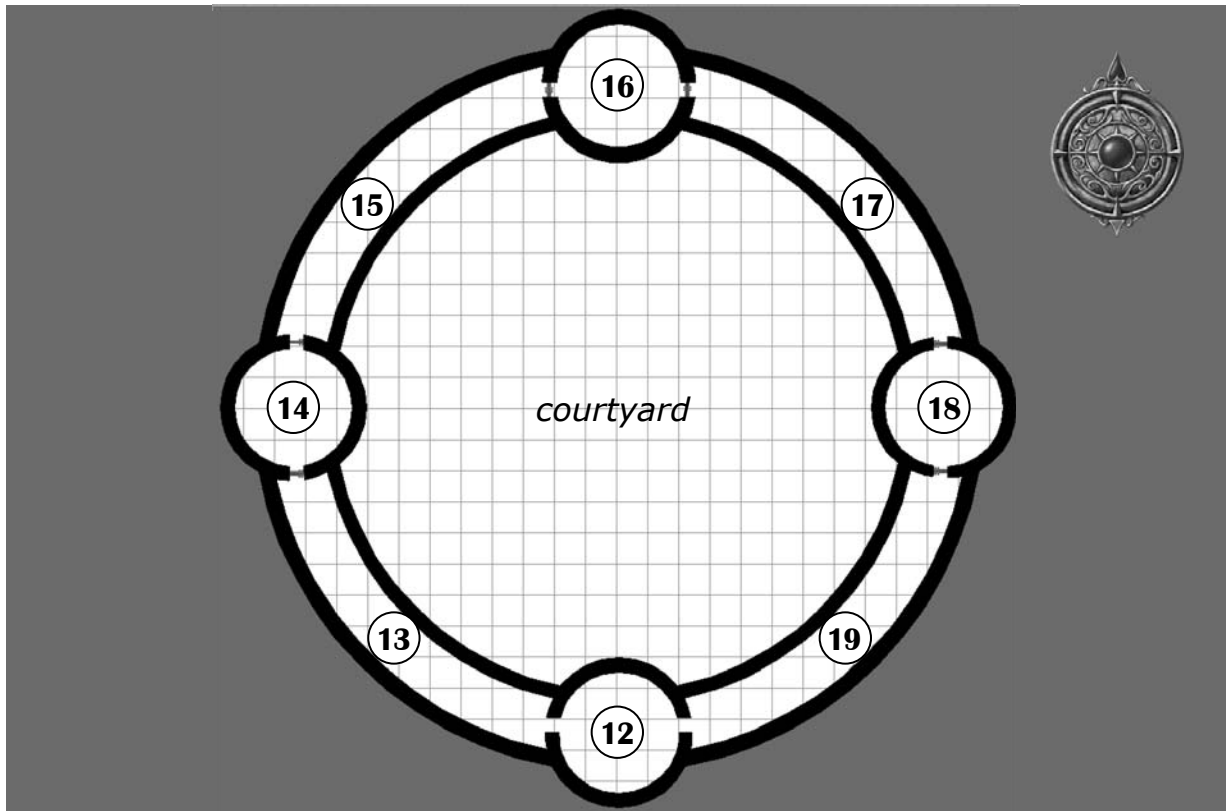
Mental Mastery: There is one book for all known psionic sciences and devotions here, including Sethu's version of Teleport Trigger. After studying a given book thoroughly, characters with psionic ability can add the power to their repertoire with a successful Intelligence check at half the normal chance (rounded up). If the roll is failed, the character may never learn the ability. These books are quite valuable to the psionically-endowed, but of little worth to anyone else.

Physical Mastery: There are dozens of books here on maximizing one's physical ability. Reading any two of them and following the prescribed programs for a year will result in the increase of one's Strength, Dexterity or Constitution score by 1 (to the character's racial maximum). Characters can target one of these abilities or, if they fail to indicate which one they are focusing on, the result will be random. When a character stops following the regiments for six months or more, the increase in ability is lost, but a character can begin the process anew.

Also found here is a large leather trunk containing 12 potions of extra-healing. If a character chooses the trunk as his reward, Sethu will remove the potions and hand over the empty case. If anyone attempts to take more than one item, Sethu will kindly ask that person to replace the item and leave. Failure to comply will bring the wrath of Sethu down upon him, including stalking the character and striking at advantageous moments, for as long as the game master sees fit.



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Monastery • Upper Level

12. Tower 1 • Gatehouse

This unlit, circular room has two exits and four windows, two looking over the inner courtyard and two on the opposite wall, with a view south, outside the monastery. The windows are all two feet wide by three feet high and have interior wooden shutters. There are four sconces here, but none are lit and only one contains a torch. Against the south wall of this chamber is the large winch and crank apparatus. Several barrels line the north wall of, a few large sacks are haphazardly arranged and refuse is strewn throughout. Standing against one wall are two hook-ended poles, much like a bill hook, but shorter and without a spike.

Set into the center 10'x10' section of the floor of this room is a pair of 5'x10' wooden, double doors, with an iron center bar, to which the doors are secured, with sliding latches. Ring pulls are set into the doors and tied to these are short lengths of hemp rope. Hanging above the trap doors and secured to the east wall is a pulley and rope system, with a large metal hook centered about five feet above the doors.

This room has three uses: raising and lowering the main gate, for the receiving of supplies through the

trap doors from the Receiving Hall (**Area 2**) and as an effective defense. The trap doors open to reveal a second set of doors, these fashioned of iron but with the same sliding bolt. The doors are pierced with holes, to allow hot oil and the like to be poured down on attackers that have breached the gate. The chain used to secure these doors in the event of an attack can be found underneath some of the garbage in the room. The accompanying padlock, however, is missing.

The winch is used to raise and lower the gate and can be worked by one person, but without training, a failed Strength check will cause the character to lose control of the winch and suffer 1d4 points of damage. If the character tries to then stop the spinning winch, to halt a falling gate, they must roll a successful Dexterity check or suffer an additional 1d6 points of damage. Also, integrated into the frame of the winch apparatus is another lever, which can both release and reset the 15'x15' pit trap in **Area 2**, but it cannot be reset with any additional weight on the doors.

Both doors to this room are closed, but unlocked. If the characters haven't been to **Area 13** yet and the alarm hasn't been raised, they will hear a loud thump against the door to that area, several times a minute. Listening at the door will reveal an occasional shout. Two of the barrels here are filled with lamp oil, one with salt, one with lard and one with nails. There are

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also two large sacks of flour, two of sugar and two of wool. The once tidy piles of wood and rags that lay about here are used for creating torches. Several long lengths of wood here are used to port heavy loads.

13. Ward 1 • Upper Level

The inhabitants here are having a spear throwing contest. Their target is a thick plank of wood propped up against the door leading to **Area 12**. If the characters open that door from **Area 12**, the plank will fall to the side and the next spear throw should be treated as an attack. If approached from **Area 14**, the inhabitants will be automatically surprised unless the characters make an undue amount of noise and/or the alarm has already been raised and this room notified.

Brigand x4: MV 12", AC 7 x2, 10 x3 HD 2, # Attacks 1, Damage: by weapon (spear x4, short sword x3, broad sword x1)

Doppelganger x2: MV 12", AC 10, HD 2+1, # Attacks 1, Damage: by weapon (spear x2, scimitar x1, short sword x1)

There are night tables between four of the six beds here. Atop all of them is a pewter mug (3 gold coin value each) and on two of them are glass candle holders with candles. On the lower shelves of the stands can be found flint and steel, a whetstone, eight candles and a water damaged leather book of the Aggyx faith. The beds are in poor condition, but laid atop every one is a suit of armor: five ringmail and one studded leather.

In addition, one of the doppelgangers bears **Zephyr Horseshoes**, magically imbued shoes that allow a mount to fly. This particular set, however, has been additionally imbued with a form of geas spell which is enacted as soon as the mount is shod and a rider properly seated. The steed will then immediately move at the maximum fly rate toward a **Tomb of Horror** free of any effects of exhaustion. Once the destination is reached, the effect is lifted from the mount and the horseshoes retain all of their other magical abilities.

In addition, there are three chests (all with broken locks) in front of the center three night tables here. Each chest contains two sets of human-sized clothing. Each of the inhabitants here has 2d8 gold, 1d4 electrum and 1d12 silver coins in their pockets. There is also a large pile of rags and a chamber pot in the corner.

14. Tower 2 • Stairwell

As you enter this circular room, a huge, yellow-skinned, raid-haired beast stands, raises a giant club and lumbers towards you!

The creature on guard here is a bugbear who has been instructed to kill anyone he does not recognize. Unfortunately for the slaves, he doesn't recognize them all and occasionally eats one. Bones, mostly animal, but some humanoid, litter the area and the remains of burlap sacks and barrels add to the garbage here. The circular stairway itself leads both down to **Area 4** and up to **Area 22**.

Bugbear: MV 9", AC 5, HD 3+1, # Attacks 1, Damage: 2d4, Special: surprise on a 1-3

The creature has a leather cord necklace around its neck, which holds the key to all of the doors in the monastery, with the exception of the tower doors. It also keeps a small leather underneath a pile of hay between the staircases, which is the creature's bed. In the sack can be found 11 uncut gems (gold coin values: 200 x1, 40 x2, 20 x5, 10 x3).

15. Ward 2 • Upper level

This unlit, curving hall is obviously another living area, as all the beds appear to be occupied by a sleeping person.

The door leading to **Area 14** is locked and the keys to it are kept by both bugbears of the monastery, including the one in the that room. A successful hear noise roll will enable characters to hear snoring from beyond the door. There are people sleeping between the beds in the room, as there aren't enough to go around for the slaves kept here. If not mistaken for brigands, the slaves will be willing to assist the party in ridding the monastery of the rest of the brigands, if properly armed. They are also familiar with every room, with the exception of the one beneath the stairwell in **Area 4**, and none knows about the doppelgangers. If given the opportunity, some of them may try to slip away from the party and flee, rather than stand and fight.

The only possession the slaves have other than their clothing, is a community game that they found in one of the monks rooms, just after the take over. The box the game comes in is titled simply, The Fantasy Game. It will be given overly freely to the characters in grateful trade for their help. The rules inside detail a game of fantastical roleplaying, which has helped keep the slaves sane for the past several months. A set of six platonic limestone dice accompany the rules.

Human Slaves x9: MV 12", AC 10, HD 1, # Attacks 1, Damage: by weapon

16. Tower 3 • Pantry

Both doors to this room are closed, but unlocked.

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This unlit, circular chamber is stocked with barrels, casks, urns and sacks of varying sizes. A bag of grain has split open and spilled its contents all over the floor, where it has been trampled into the stonework.

The chamber contains much of the food used in the kitchen (**Area 22** of the **Tower Level**). There are dozens of barrels of lard, olive oil and vinegar here, as well as a like number of casks of ale, beer rainwater. Several urns of wine, sacks of flour, sugar, salt and other unmarked spices can also be found.

17. Ward 3 • Upper level

The door to **Area 16** is closed, but unlocked. The other door is open.

This long, curving hall appears to be home to animals, as garbage and feces cover the majority of the floor and the smell is practically unbearable. From behind an overturned bed, a large, dirty dog appears and growls menacingly at you, before it charges!

The chamber contains the majority of the food used in the kitchen (**Area 22** of the **Tower Level**). There are dozens of barrels of lard, olive oil and vinegar here, as well as a like number of casks of ale and beer, urns of wine and sacks of flour, sugar, salt and several other spices. There is little else of interest here.

There are actually a total of nine wild dogs that have taken over this room, but most are beyond the bend of the hall, out of view. The remainder of their number will attack on the round following the lead dog.

Dog, Wild x9: MV 15", AC 8, HD 1+1, # Attacks 1, Damage: 1d6, Special: surprised only on 1

The mattresses that were here have been chewed to shreds and any other furniture that was once here has been removed for use elsewhere in the monastery.

18. Tower 4 • Stairwell

The door to **Area 19** is closed, but unlocked. The other door is open.

The flickering torchlight here momentarily reveals a curving staircase on the north east side of this circular room, before you are set upon by a roaring, seven-foot brown-skinned beast that lunges from the shadows, his axe held high and the the red pupils of his green eyes piercing the dark.

The creature on guard here is a bugbear who has been instructed to kill anyone he does not recognize. He can sense that something is amiss with the brigands replaced by doppelgangers but is stupid to fully

understand or communicate his suspicions properly, so he just growls at any of them that pass his way. For this reason, the doppelgangers give him a wide berth and the brigands just chalk it up to the fact that the creature just dislikes certain people. The circular stairway leads down to **Area 9** and up to **Area 26**.

This stairwell also acts as the brigands' toolroom and a variety of implements can be found here, either hanging on the hooks at the back of the room or arrayed on the floor. Shovels, pliers, hammers, sledges, saws, picks, vices, masonry and leatherworking tools, buckets of wood and masonry nails, as well as a small anvil can be found here.

Bugbear: MV 9", AC 5, HD 3+1, # Attacks 1, Damage: 1d10, Special: surprise on a 1-3

19. Ward 4 • Upper level

The beds lined up along this curving hall suggests that it is a bunk house. A middle-aged woman of average stature is in here, scrubbing down a table with a brush. She turns in your direction, gasps, and drops the brush, clutching her hands to her face.

Both doors to this room are closed, but unlocked. The woman here is a slave, cleaning up after a night of drinking by the brigands who live here (and are currently in the courtyard, on guard duty). She bears a wooden tub a quarter full of water and is using a brush and a rag to scrub and wipe the place down. She will be apprehensive about giving information at first, for fear of retribution should the characters be captured or killed and will not bear arms against anyone. She only speaks the common dialect of human.

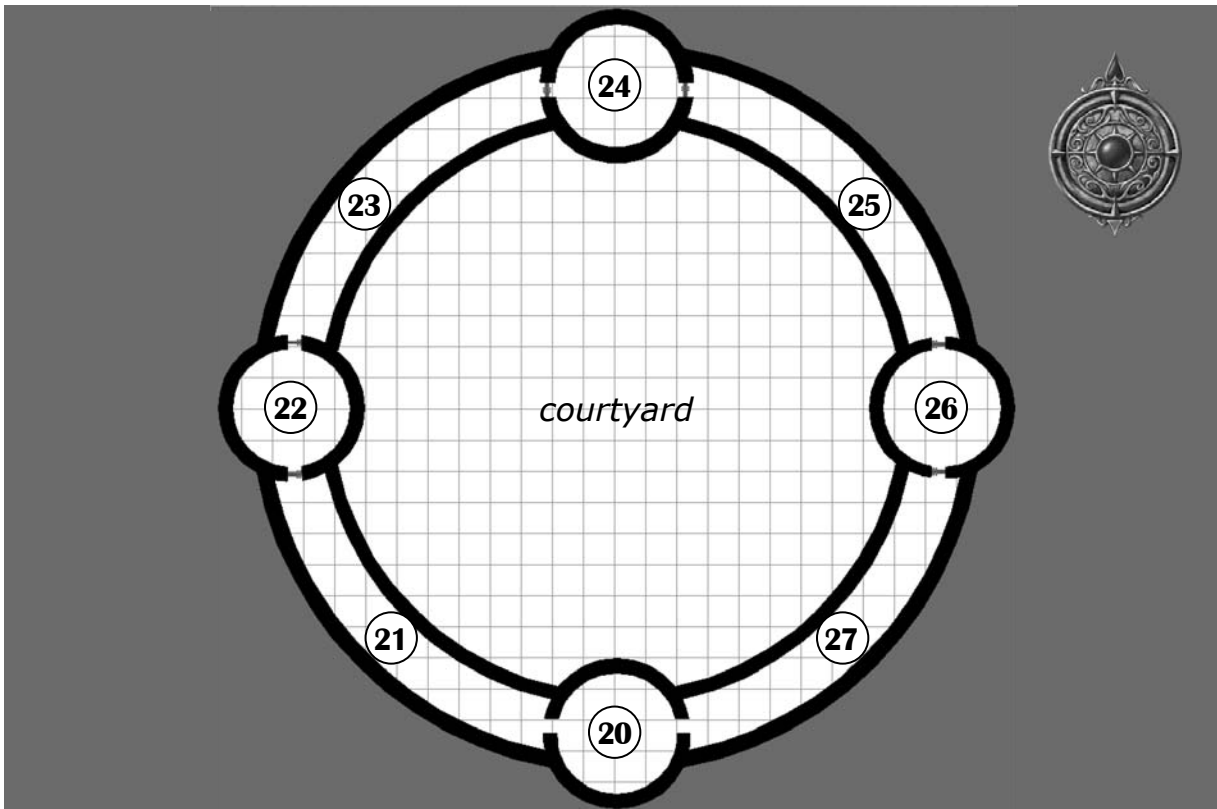
Other than the six beds, there is no furniture in this room, but there are chests at the foot of five of the beds. Their contents are as follows:

- one set of clothing, a pair of slippers and a reading monacle
- one set of clothing, a pair of low, soft boots and a towel
- two sets of clothing, a towel and a pair of leather gloves
- an empty silver flask (value: 10 gold coins) and an iron dagger
- one set of clothing, a knife and a leather cap (value: 3 gold coins)

Clara, the slave woman, has set a pewter mug on the floor next to each bed and a comb stands in one.

Human Slave: MV 12", AC 10, HD 1, # Attacks 1, Damage: by weapon

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Monastery • Tower Level

20. Tower 1 • Horvath's Room

The door to **Area 21** is closed, but unlocked. The door to **Area 27** is closed and locked. The key to both of these doors is held by Captain Horvath, who is in the room.

This large, circular room is brightly lit by four burning torches in sconces on the wall and by several candles in table stands. A tall, armored man stands near one of the two windows to this room, next to a small, winged, red-skinned creature with a long bulbous nose, who crouches on the window sill. They both turn to look at you, suprised looks on their faces.

Captain Horvath has been waiting here for instructions as to what to do about the hobgoblins in **Area 24**. Magêd has had enough time to relay the message (which is to kill the hobgoblins), so the imp will immediately (on his turn) take the shape of a bat and fly out of the room to the top of **Tower 1**, to see if Horvath escapes. Horvath will cover the imp's escape and call for help from any of the guards still alive on this level. If Horvath is slain, Magêd will attempt to warn one of the guards on duty at one of the guard stations on this level, but will not go to **Area 24**, unless the hobgoblins are already dead.

Captain Horvath: Race Human, Class Fighter 5, AL NE, MV 12", AC 4, HP 27, # Attacks 1, Damage: by weapon (bastard sword +1)

Magêd: Size S, MV 6"/18", AC 2, HD 2+2, HP 13, # Attacks 1, Damage: 1-4 + poison; Special: MR 25%, Regenerate 1 hp/round)

Horvath wears banded mail and wields a finely crafted bastard sword (valued at 75 gold coins), which is non-magical, but is +1 to hit and subtracts one from the normal speed factor, due it's superior craftsmanship. (Note that it cannot hit creatures only struck by magicked items, however.) He also owns a wool, hooded cloak, which hangs from a peg on one door, as well as a coat of furs (valued at 5 gold coins), which hangs on a peg on the other door.

Other than the four torches in sconces on the wall and candles on the tables, there is a bed, a night table, a tall sitting table with two stools, a dresser and a large chest in this room. The night table holds a single candle in a gold stand (5 gold coin value) and a leather-bound book titled, "Tactics, a General's Field Manual, compiled by the Tactical Studies Association" (valued at 50 gold coins).

Inside the chest can be found a set of reading glasses in a leather case, 17 gems (values, in gold coins: 500



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x1, 100 x3, 50 x9, 25 x4) in a leather sack and deeds to various plots of land in Enrst and Nirond. The key to the chest is the on the same ring that Horvath carries on his belt.

The dresser has four drawers and is in very good condition (value 12 gold coins). Inside are several changes of clothes for a tall man (Horvath is a few inches over six feet), seven tallow candles, a half a dozen flasks of lamp oil, a tinderbox, a set of silverwear in a leather travelling case and a lead box secured by a padlock. Inside the lead box is a total of 83 platinum, 29 gold, 11 electrum, 16 silver and 7 copper coins. The key to the box and the key to the door locks for this room are on an iron ring, which is looped through Horvath's leather belt, which he is currently wearing.

21. Walkway 1 • Guard station

A curving walkway can be found here, open to the sky but bordered by battlements on either side. Torch poles are set at ten foot intervals along the wall and a quiver of arrows stands nearby. A main in chain mail holding a bow is walking away from you, down the stone walkway.

Two brigands guard this area, one further down the walkway. They are armed with long bows and their melee weapon of choice. The guards are awake and alert, due to the meeting going on in **Area 24**. If the alarm is raised at any point, the first thing the guards here will do is to snuff out the torches.

Brigand x2: MV 12", AC 5, HD 2, # Attacks 1, Damage: by weapon (long box x2, long sword x1, spear x1, dagger x1)

22. Tower 2 • Kitchen

The room at the top of the stairs here is filled with the smells of cooking food. It is lit by torches and a fire in a pit beyond the stairs, over which sits a bubbling cauldron on a spit, centered between two windows. A large carving table stands in the center of the room and shelves along the right wall hold various pots, pans and other cooking instruments. Another pair of windows on this side looks out over the center courtyard. Two obviously frightened woman huddle against the far wall, one clutching a cleaver.

The women here, Jindra and Evon, are easy to frighten and don't know what to expect from the characters, as the brigands don't generally go to the kitchen. They are both very good cooks and are in the middle of preparing a stew. The women don't see much else of the monastery other than their room, so they know little, but will offer the group stew in wooden bowls.

This room itself has four two-foot wide by three-foot high windows, with interior shutters, like the other tower rooms of this level. The shutters are all intact and open to let the heat of the cooking food out. Six torches are set evenly about the walls of the room and three of them are currently lit.

Sacks of rice, beans, potatoes, corn meal, salt and other spices can be found here, in addition to a pile of bones: the remnants of the animal meat that has gone into the stew.

Human Slaves x2: MV 12", AC 10, HD 1, # Attacks 1, Damage: by weapon

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23. Walkway 2 • Guard station

A curving walkway can be found here, open to the sky but bordered by battlements on either side. A man in chain mail and wearing a helm is here, looking over the wall to the outside grounds. A wooden stool, long bow and quiver of arrows stands nearby. Also, torch poles are set at ten foot intervals along the wall.

Two brigands guard this area, one further down the walkway. They are armed with long bows and their melee weapon of choice. The guards are awake and alert, due to the meeting going on in **Area 24**. If the alarm is raised at any point, the first thing the guards here will do is to snuff out the torches.

Brigand x2: MV 12", AC 7 x2, 10 x3 HD 2, # Attacks 1, Damage: by weapon (long box x2, long sword x1, spear x1, dagger x1)

In addition to their arms and armor (studded leather) Each of the guards carries 1d8 gold, 1d8 electrum, 1d8 silver and 1d20 copper coins, one in his pockets, one in a belt pouch.

24. Tower 3 • Ward 2

Should the party reach this area without alerting those inside to the characters' presence, read the boxed text, below. Otherwise, the inhabitants will have taken up defensive positions and called for assistance from any remaining guards on this level via the window facing the inner courtyard and/or the door opposite the one that the characters are approaching.

As you enter this chamber, all heads turn in your direction. Seated about a round table are five armored humanoids: one man and four others with orangish-red skin and hairy hides. Their menacing, yellow eyes reveal their inhumanity as they stand to face you and draw arms.

Meeting together here are Mauzof, chief of the brigands and six hobgoblins of the Iron Tree tribe (recently renamed). Two of the goblin-kin are standing guard, at each door (one just behind the door that the characters have just opened). The hobgoblins are looking for information about the whereabouts of the Boàg Chain and Mauzof is stalling them, waiting for word from Almuk-Tuk about how to handle the situation. Magêd has recently arrived at the monastery, in Captain Horvath's room (**Area 20**), to impart to him that the answer from the ogre is to kill the hobgoblins. Mauzof is expecting this answer and will therefore not take pains to protect the hobgoblins. Neither will Horvath, if still alive and involved in the combat. The hobgoblins might also suspect that the characters are agents of the brigands, so the situation in the room is

highly volatile.

If he hasn't already fled for the mines, Magêd will remain in the area in an invisible state, as long as he isn't in any serious danger, to observe the situation. He has a fear of the hobgoblins and will only enter the frey once they have been slain. He will flee for the safety of the mines, however, once he has taken any damage.

The room itself has four two-foot wide by three-foot high windows, with interior shutters, like the other tower rooms of this level. The shutters are all intact and two are open, two closed. Six torches are set evenly about the walls of the room and four of them are currently lit.

Other than the oak table and five stools, there is also a bed, an ornate dresser (value: 50 gold coins), a foot stool, three iron-shod chests, a stuffed chair and an ottoman here. Atop the table is a thin parchment journal with no cover title, but a cover page titled, Operation Overlord. It is poorly penned in the common tongue of humans and is apparently the ramblings of Mauzof and his dreams for the conquering the surrounding lands.

The bed has new linens, a large goose-feather pillow and several wool blankets. A pewter goblet (3 gold coin value) is tipped over on it's side under the bed, wine spilled onto the floor.

The dresser contains several sets of human-sized clothing, a chain coif, a large untitled book of erotica, a drawer full of trail maps of Ernst, a stack of blank parchment, a tin box of charcoal pencils and 42 tallow candles. An iron candle stand and candle stands atop the dresser.

Two of the chests are locked, the other is not. The keys to the locked ones are in a pouch on Mauzof's belt.

The unlocked chest contains six sets of manacles and keys to them, four human-size, two much larger.

One of the other chests contains 2 **Potions of Healing**, 1 **Potion of Extra-Healing**, another key, a knife, a whetstone and two leather belt pouches: one filled with beach shells, the other with three bone dice. The key opens the padlock to the tempele, at **Area 11**.

The other locked chest contains 131 platinum, 306 gold, 89 electrum, 449 silver and 57 copper coins, as well as 39 gems (gold coin values: 300 x1, 200 x3, 100 x7, 60 x2, 50 x9, 40 x1, 25 x6, 20 x10), 14 pieces of jewelery (gold coin values: 50 x1, 40 x3, 20 x7, 10 x3) and a two-pronged silver knife (1d4 damage).



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Under one of the windows stands a small iron cauldron that is being used as a chamber pot and near the bed is another small cauldron being used as a spittoon.

Mauzof carries a round silver container of chewing tobacco in his shirt pocket and wears a gold necklace with a symbol to the **God of Chivalry** (20 gold coin value) in addition to his weapons and armor.

The hobgoblins carry little other than their equipment. Each carries a large belt pouch with 1d20 platinum, 1d20 gold, 1d20 electrum, 1d20 silver and 1d20 copper coins each.

Mauzof: Race human; Class Fighter, AL LE, MV 12", AC 3, HD 5, HP 38, # Attacks 1, Damage: by weapon (broad sword, whip, dagger), Special: Ring of Human Influence

Hobgoblin x6: MV 9", AC 5, HD 1+1, HP 8 x3, 7 x2, 6, # Attacks 1, Damage: 1-8 or by weapon (heavy crossbow x2, military pick x2, scimitar x4, dagger x6)

25. Walkway 3 • Guard station

A curving walkway can be found here, open to the sky but bordered by battlements on either side. Torch poles are set at ten foot intervals along the wall and a quiver of arrows stands nearby. A man in chain mail holding a bow is walking towards you.

Two brigands guard this area, one further down the walkway. They are armed with long bows and their melee weapon of choice. The guards are awake and alert, due to the meeting going on in **Area 24**. If the alarm is raised at any point, the first thing the guards here will do is to snuff out the torches.

The brigand walking towards the characters won't see them immediately but his proximity will reduce the character's surprise chance by 1.

Brigand x2: MV 12", AC 7 x2, 10 x3 HD 2, # Attacks 1, Damage: by weapon (long box x2, long sword x1, spear x1, dagger x1)

In addition to their arms and armor, each of the guards carries 1d8 gold, and 2d20 copper coins, one in his pockets, one in a belt pouch.

26. Tower 4 • Food Storage

This circular chamber is stocked with barrels, casks, burlap sacks and crates of varying sizes.

This room has four two-foot wide by three-foot high windows, with interior shutters, like the other tower rooms of this level. The shutters are all intact and

closed. Four torch sconces are set evenly about the walls of the room and, though, two contain torches, none are lit.

There are 12 barrels in total, 5 filled with spring water, 4 with animal meat in brine, 1 with potatoes and onions, 1 with pickled eggs, 1 with pickled cabbage. There are also 7 casks here, 3 with ale, 2 with average wine, 1 with fine wine and 1 with grain alcohol. There are also 19 sacks here, 7 with varying grains, 6 with sugar, 3 with flour, 2 with corn starch and 1 with brown sugar. There are also 9 crates here, 6 with vegetables in varying states of decay (but mostly edible), 2 with carrots and 1 with smoked cheddar cheese.

27. Walkway 4 • Guard station

A curving walkway can be found here, open to the sky but bordered by battlements on either side. A man in chain mail stands here with one foot propped on a wooden stool, apparently inspecting his long bow. Torch poles are set at ten foot intervals along the wall here.

Two brigands guard this area, one further down the walkway. They are armed with long bows and their melee weapon of choice. The guards are awake and alert, due to the meeting going on in **Area 24**. If the alarm is raised at any point, the first thing the guards here will do is to snuff out the torches.

Brigand x2: MV 12", AC 7 x2, 10 x3 HD 2, # Attacks 1, Damage: by weapon (long box x2, long sword x1, spear x1, dagger x1)

In addition to their arms and armor (studded leather) Each of the guards carries 1d8 gold, 1d8 electrum, 1d8 silver and 1d20 copper coins, one in his pockets and the other in his belt pouch.

MYCRÆLOW MONASTERY EPILOGUE

In the likely event that Magêd escapes from the monastery, he will return to the Mines at Wyndere to warn Almak-Tuk about the events at the monastery. Though the ogre's primary concern is his own safety, he will likely dismiss the event as a showing of force by knights of the Count. Of secondary concern is whether or not they will be able to continue to sell the ore mined by the his slaves to the brigands, but Almak-Tuk will be content with waiting to see if they make their next trip to collect ore, scheduled for the following week.

HONEYSPOT

Honeyspot: the Old Gnome Warren

Getting to the burrow

The old gnome warren is located five miles northwest of Wyndere and a mile southeast of the mines. A well established cartpath branches off the main road that runs through Wyndere and leads past the burrow, continuing on to the Mines at Wyndere and to villages beyond (see **Map 2: Wyndere Trail Map**). An old bog used to protect the western slopes of the burrow, but it has dried up considerably in recent years. The Yamosnotra river can be seen from the highest peaks of the surrounding hills in the area.

Outside the burrow

At night, the area is watched by no more than three goblins until sunrise, but is also patrolled by wolves (see **Random Encounters**, below for stats). The goblins are less active during the day, as they dislike the sun and can see well enough in the dark, but do employ torches at distant intervals in their lair.

Accessing the burrow

There are numerous ways into the old warren, but not all are known by the goblins now in residence. The most straightforward, through the front entrance (**Area 2**), is arguably the most dangerous as any alarm sounded will bring the goblins out in force. The beehive entrance (**Area 1**) is the easiest alternate entrance to be found, but the bees there make entry difficult and this way only bypasses the front entrance. The other ways in are all escape tunnel exits, built by the gnomes. One exits into the now overgrown vineyards, a second is in a small cave opening under a rock, overhung by swamp muck and the third is an underground rivebed that leads to the nearby mines. They are all very difficult to find, though a ranger making a successful tracking check at half his normal chance could find one of them in 1/2 - 2 hours.

Inside the Burrow

The interior of the old warren is mostly gnome-sized, with few of the ceilings surpassing six feet. Tall adventurers or those with long weapons may have difficulty in the cramped space. A good portion of the structure has stonework, although most of the support beams and substructure are of wood from the surrounding area. Nearly all the old warren has wood flooring covering a framework of stone. As the layout of the warren has a circular, even insectoid motif, it soon gained the nickname, "Honey Spot".

Recent Events

The goblins drawn to the area by Almak-Tuk are from two tribes. The majority in the former gnome warren are Fuz'thal (Foul Guts in the human tongue) while the others are Shalshull (Hard Heads). Normally, the tribes do not interact without someone or something pushing them to do so. Here, these two tribes are being led by a fairly crafty goblin by the name of Grug Trud. (Translated into human, Grug's name is a particularly foul and descriptive act of depravity that can be created by the game master).

Grug claims allegiance to neither tribe and handles disputes between them with an iron-shod club he found in the warren. He humiliates those he hits with it, calling it his Gnome Bone. He routinely shames goblins in the lair to keep them in line, making them better themselves in his eyes. Grug was the first to start wearing the red cap that many of the goblins in the lair currently don, skinning it from the backside of the first gnome he killed in the warren.

At most, the warren has 39 goblins in it, including Grug. Twenty-three goblins are Foul Guts, fifteen are Hard Heads. The red cap goblins mostly consist of Foul Guts, though more of the Hard Heads are beginning to wear the cap. Not all need be in the lair at the time the party infiltrates it, however. At night in particular, there may be fewer as the goblins go raiding, foraging, patrolling or answering summons of the ogre. With some goblins in the lair as part of the wandering table, they should be subtracted from the total goblins from the static encounter areas. Wise characters might try to wittle down their numbers in small groups, before attempting to infiltrate the lair.

Random Encounters

For every hour that the characters spend outside the burrow or in the **Upper Level**, a random encounter roll should be made, with a result of 1 on a d10 indicating that a random encounter has occurred.

Table 7: Random Encounters • Monastery (d4)

| Die Roll | Encounter |
|----------|-------------|
| 1-2 | 1d4 goblins |
| 3-4 | 1d4 wolves |

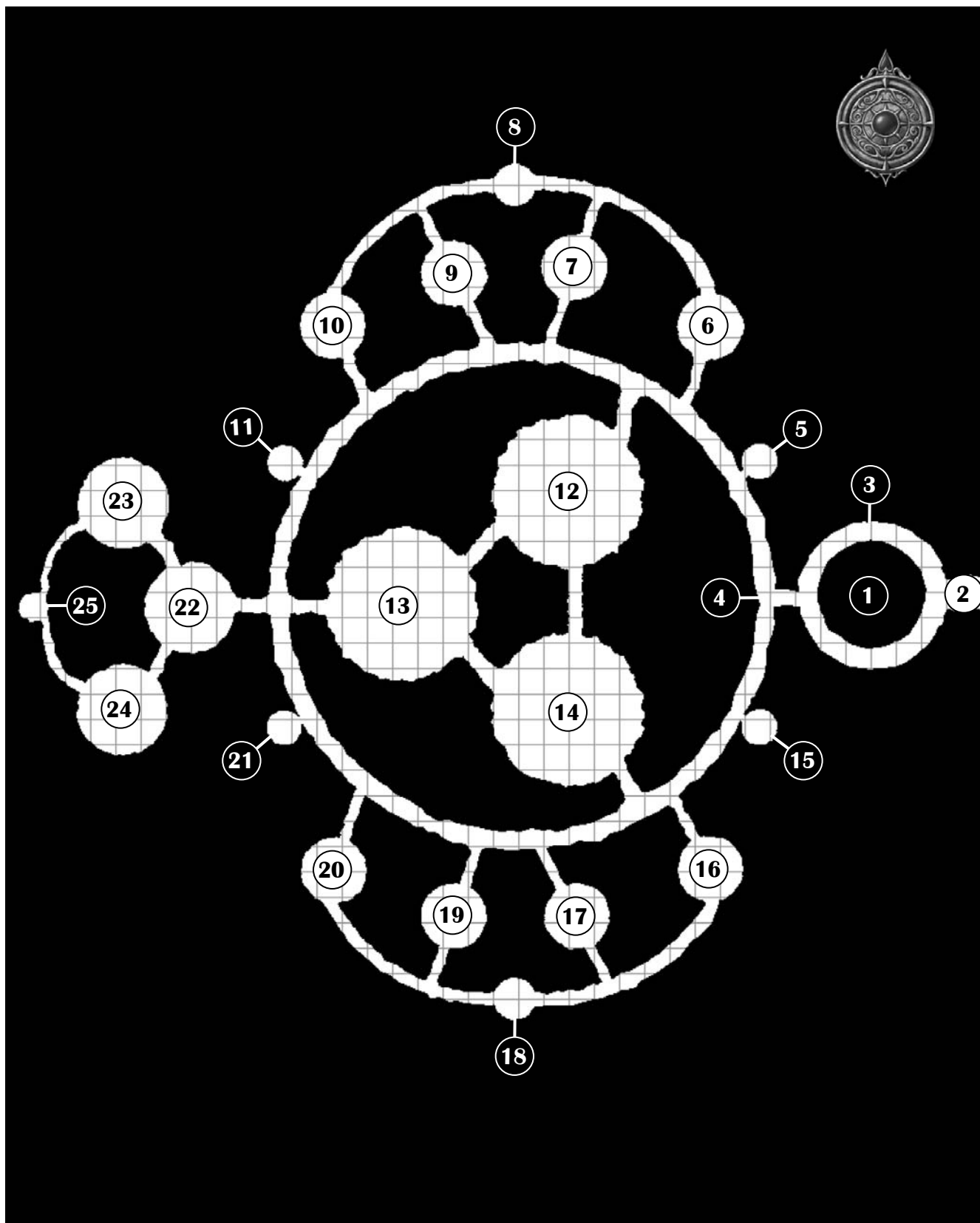
Notes on Table 7:

Goblin: AC 6, HD 1-1, # Attacks: 1, Damage: by weapon (short sword or spear)

Wolf: AC 7, MV 18", HD 2+2, # Attacks: 1, Damage 2-5



MAP 6: HONEYSPOT • UPPER LEVEL



HONEYSPOT

Honeyspot • Upper Level

As the characters approach the former gnome burrow, read the following text to the players:

At the end of an overgrowing cart path, rising above the smaller hills around it, is a large grass-covered mound. An arch at the hill's base gives entrance.

If the characters arrive during the day, a large swarm of bees can be seen buzzing about atop and around the mound. Unless the characters attempt to reach **Area 1**, they shouldn't be unduly harrassed by them.

Area 1: Hive Entrance

The mound slopes down to a height of about 15 feet above the entryway, creating a 20x20 foot plateau, where the hives are kept. The climb is fairly easy, but the entrance is camouflaged by the six bee hives and should be treated as a concealed door. Once kept as a commodity by the gnomes, the bees have been left by the the goblins as a deterrent to any interlopers.

Now highly protective of their hives, the bees will attack anyone atop the warren. Characters must save vs. Paralyzation for each round spent in **Area 1** or suffer 1-4 hit points of stinging damage. The swarm will also follow characters for a quarter of a mile, unless they are outrun for several rounds, killed or deterred in some other fashion. A good deal of smoke, however, will allow characters to pass unmolested.

Bee swarm: AC 3 (10 as swarm), MV 48" (12" as swarm), HD 1 hp each, HP 100, # Attacks: 1, Damage: 1-4

Area 2: Main Entrance

A rounded arch over six feet in height gives entrance to the belly of the hill. A sign over the entrance has been marred beyond readability.

The sign once read, "Honeyspot" in the Gnomish tongue, but has been defaced by the goblins. The entrance passage is 30' long and 15' wide.

Area 3: Rotary

Beyond the entryway, the path stretches in a circular pattern, to the left and to the right. The walls curve upward to a form a 9 foot high dome. If the party infiltrates during the day, there will be one goblin on guard, sleeping 30% of the time. At night, two guards walk the entry circle. None wears a red cap.

Goblin x2: AC 6, HD 1-1, HP 5, 4(x2), 3, # Attacks: 1, Damage: by weapon (short sword, spear)

Area 4: Main Hall

The ten foot long passage that leads to the main corridor of the lair is slightly narrower than that of the entrance, at 10'. The entire main corridor is similarly at 10' wide and 6' high. To support the structure, the main corridor has beams of wood and stone that ring the walls at 12 foot intervals. The floor, stone with wood inlay, as well as the rest of the warren is dirty and covered in filth.

Area 5: Weaponry

The narrow archway in the east wall opens into a circular room about ten feet across, notable for the arms and armor lining the far wall. A quick glance shows spears, short swords, clubs and small axes. When entered, a stairway can be seen starting at the spot of the weaponry and circling the wall, leading up with no hand or guard rail. They draw the eye all the way up to where the ceiling is, some forty feet up. A pinprick of light (from the moon or sun) can be seen. Be carcasses are strewn about the stairs, in increasing numbers towards the top.

The former beekeeper's way to the roof of the warren is stoppered at the top of the stairs by a large, flat stone placed there by the goblins. The lair can be entered here if the party can pass the bees who protect the peak with buzzing intensity (as the goblins have learned repeatedly) and move the stone with a successful Open Doors check. If inspected, few of the weapons are worthy of use, as many are broken and some fashioned from kitchen implements. The armor is likewise poor quality.

Area 6: Goblins

Four goblins with red caps stand in the center of this old den, noticeable for the relative lack of destruction reaped upon it compared to the rest of the warren. The goblins attack on sight, with ferocity.

The six-foot wide corridor leading to this former gnome den is similar in appearance to **Area 3**, but now in a goblin-made state of disarray. Three members of the Hard Head tribe of goblins play a game of kick the rat with a near dead animal in here.

Goblin x2: AC 6, HD 1-1, HP 5, 4(x2), 3, # Attacks: 1, Damage: by weapon (short sword, spear)

Area 7: Empty Den

Once an attractive living area for a gnome family or two, this room is now a ruin. Nothing but debris, dirt and dried blood remain.

HONEYSPOT

The goblins haven't been active much in this room. No furniture or belongings remain, no torches sit in the sconces. A good place for a random encounter, should the action get slow.

Area 8: Water Closet • East

A faint odor of urine and sewage is noticed, growing in strength as the center is approached. Goblin graffiti line the walls of the passages, most illegible, some just rude pictograms. The source of the smell is a once attractive, sophisticated privy. All sort of matter has been sprayed and flung about, adding to the mess.

The gnome privies are an impressive (and once odorless) undertaking, ridding the burrow of waste matter. All privies have exits leading out of the warren, should anyone wish to. Any extended stay in the sewage may increase the risk of disease and neither exit is close to the warren itself. An extended portion of the adventure can be created by an ambitious game master here. Grug Trud enforces use of the privies, increasing the chance of encounters nearby. Wandering goblins will be in the passages or privies themselves at twice the normal encounter rate.

Area 9: Empty Den

Once an attractive living area for a gnome family or two, this room is now a ruin. Nothing but debris, dirt and dried blood remain.

Virtually empty, this room is completely destroyed and marred by goblin graffiti and refuse. A thorough search will find that it was used more than once as a toilet.

Area 10: Wolf Den

There is no light in either passage or room beyond. Past the archway to the room, bones of varying size and state are strewn about, likely those of animals. Stepping into the room gives the impression something is living here.

The Hard Heads brought their wolf pack to the warren, of which five remain. The wolves have claimed this den as their own, discouraging goblin trespassers with nips to the hindquarters. If this room is entered during the day and no wolves have been encountered wandering, all five will be here. The wolves will attack all non-goblins quickly and howl loudly to alert their masters.

Wolf x5: AC 7, MV 18", HD 2+2, HP 18, 16, 12(x2), 11, # Attacks: 1, Damage 2-5

A gold belt buckle (valued at 30 gold coins) and a gem (valued at 25 gold coins) can be found lying about.

Area 11: Shrine to Goblymiet

Low light flickers through the archway that separates the room past it from the main corridor. The interior of the small, dome-like room has been painted over in a rugged, reddish brown, the color of dried blood. Inside, on the wall opposite the entrance, a crude painting of a strange creature has been placed over the blood color. On the floor at the feet of the painting are a long dead badger and the putrefying head of a gnome. At either side of these is a lit candle, the source of the flickering light.

Grug Trud knows the importance of superstition, having this shrine to a goblin god, Goblymiet built after desecrating the original shrine to the gnome harvest god. The blood on the walls is actually those of many of the resident gnomes. Clerics of good alignment will feel strong evil effluence here and will be compelled to leave if their constitution score is lower than 13. Gnomes that see this befoulment may increase their personal hatred of goblins.

Area 12: Badger Fight

Torchlight can be seen coming from the room ahead and sounds of goblin chatter can be heard on approach. This domed room is large, some 30 feet across. The walls and ceiling are covered with images of gnomish work and serene outdoor life, now defaced by the goblins. Three bright torches are giving off light from the southernmost wall, close to a ramshackle pen with a number of goblins facing it. They are watching as one of their number is poking a sword into the pen at two giant badgers within.

If approached from the barracks, the goblins here might already have entered any combat they are called to. Otherwise, they are here goading badgers into fighting for their amusement. Once domesticated by the gnomes, the badgers are now feral, as their captors force them to fight. If the alarm has not yet been raised, 8 goblins will attack while the one doing the poking runs to the barracks to alert the larger force there. The badgers are in poor shape and will not allow anyone to get near them. If freed, they will run for the nearest exit. If provoked, they will attack and fight to the death. Someone with the ability to speak to them might be able to reason with them, but they are quite mad from the goblins methods.

A large hearth with a fireplace is in the northwestern wall, ashes of a recent fire in it. A book and six unused torches rest against the hearth. The novel is entitled, Don't Give Up the Boat.

Goblin x8: AC 6, HD 1-1, HP 5(x2), 4(X6), 3, 2, # Attacks: 1, Damage: by weapon (short swords)

HONEYSPOT

Badgers, giant: AC 4, HD 3, HP 12(x2), # Attacks: 3, Damage 1-3/1-3/1-6

Collectively, the goblins possess a copper bowl (valued at 15 copper), a gold candlestick (valued at 5 gold), 21 copper, 9 silver, 1 electrum and 2 gold coins.

Area 13: The Barracks

This large, domed room, nearly thirty feet across at the center, smells of sour sweat, burning meat and rancidity. Beds and bedrolls are scattered about the floor, some occupied. In the southernmost wall, between two exiting arches is a stone hearth and fireplace, currently aglow with a small fire. A spit with an overcooked roast sits above it. Numerous goblins move about in here, most wearing a red cap.

This room has more occupants than any other in the lair, the largest room taken for the general barracks of the goblins. Day or night, there are more goblins here than anywhere. Determine how many by the amount already encountered, killed or incapacitated from the 38 total goblins. Grug Trud has his own quarters but he'll be found here 10% of the time, usually at night, humiliating one of his troops. If the alarm has been raised, these goblins will be awake and alert. If no alerts have been made, little is going on here but rest for the wicked. A few remaining gnome beds were repatriated for the goblin cause and are here. Most were burned, though the mattresses remain as bedrolls. The only treasure to be found is the pittance of coin Grug allows the troops to carry.

Goblin x4: AC 6, HD 1-1, HP 6(x2), 5(x2), # Attacks: 1, Damage: by weapon (hand axe, short swords)

These creatures possess 45 copper, 20 silver, 5 electrum, 15 gold, 1 gold nose ring (15gp value), 1 necklace of silver (10gp value) and a silver plate (25gp value) as personal treasure.

Area 14: The Kitchen

The corridor leading to this space is somewhat larger than those in the west wall, at eight feet. Close inspection will show slightly more stonework than in the smaller, outer corridors as well. Fifteen feet away from the main hall, this opens to what was the kitchen. The room is extensive in both size and the state of abuse from the goblins. Shelves are broken, any tables, metal implements or utensils missing, foodstuffs long gone as well. A gnomish-height chopping block stands towards one of two other exits from the room with the leftovers of a deer carcass draped across it. In the space between the two archways in the northeastern portion of the wall is a hearth with fireplace, cold and unused.

Cleaned out of useful items some time ago, the kitchen is all but unused by the goblins. The proximity to the other central rooms may increase the encounter chance here, particularly if an alarm has been raised.

Area 15: Refuse

The narrow archway in the west wall leads to a small, circular room choked with broken items of all variety. Furniture, crockery and a bone or two can be seen in the pile. There are no visible exits.

Most of the broken items here are from the warren. If examined, the bones are gnomish. There is little of use in the pile, hence it being tossed, literally, in here. Unknown to the goblins, however, this room leads to the lower level of the place. If searched, a concealed catch in the wall will release the door in the floor, which slides back to reveal a circular ramp leading down. A similar catch near the top of the ramp closes the door. As the goblins only toss things in this room, they have yet to discover the lower level of the warren.

Area 16: Goblins!

Slight sounds can be heard as the room is approached. Dim light filters into the five foot wide passage from the space ahead. What was likely once a beautiful, large chamber of living quarters to an unknown number of gnomes lies in ruin. A guttering torch rests in a wall sconce at the far side of the room, giving a view of an exit corridor and five small figures on the floor.

At night, the five red caps here, all members of the Foul Guts, will be playing a game of knucklebones, betting on copper pieces. During the day, they will all be resting. The sounds heard might be snoring or the knucklebones hitting the floor. These five have separated from the others to play their game and will sound an alarm if attacked.

Goblin x5: AC 6, HD 1-1, HP 6(x3), 5(x2), # Attacks: 1, Damage: by weapon (short sword, club)

The goblins only possessions are a pair of bone dice, their shoddy weapons and a total of 38 copper coins.

Area 17: Dead Gnomes

The odor of death and rot wafts to the nose here, stronger so than in the rest of the complex. A light coating of mold grows progressively thicker through the arch to the space beyond the hall. Close inspection reveals a macabre scene, as piles of what were once gnomes festoon the floor, making passage through the area difficult. The eerie, fuzzy covering of purple and green creates a surreal scene.

HONEYSPOT

The goblins dumped the remains of all gnomish females here, which have decayed and mouldered. While harmless, paranoia may deter entry to the room.

Area 18: Water Closet • West

A faint odor of urine and sewage is noticed, growing in strength as the center is approached on approach. Goblin graffiti line the walls of the passages, mostly illegible, some just rude pictograms. The source of the smell is a once sophisticated privy, that has been defiled by the goblins with their own excrement.

The gnome privies are an impressive (and once odorless) undertaking, ridding the burrow of waste matter. Grug enforces use of the privies, so random encounters will be at twice the normal rate here and will always result in a goblin encounter. This particular tunnel eventually leads to a small cave opening under a rock, dozens of yards from the hill itself. An extended portion of the adventure can be created by an ambitious game master here, but any extended stay in the sewage will increase the chance of disease.

Area 19: Red Caps!

Four goblins with red caps stand in the center of this old den, noticeable for the relative lack of destruction reaped upon it compared to the rest of the warren. The goblins attack on sight, with ferocity.

This room is largely unscathed by the goblins usual handiwork. Although bereft of furniture, the walls are mostly clean of graffiti, and the like, though a layer of dust and cobwebs does cover most everything else. The red caps here are of the Hard Head tribe and are discussing their own interests within the lair. They have no light source and would not be surprised by a party not using stealth or bearing a light source.

Goblin x4: AC 6, HD 1-1, HP 6(x2), 5(x2), # Attacks: 1, Damage: by weapon (hand axe, short swords)

These creatures possess 3 gold and 4 silver coins as well as 2 gems (valued at 10 gold coins each) among them, as well as their shoddy weapons.

Area 20: Caged Den

The archway ahead leads into darkness. Barring the way is a lattice construct of scrap wood, woven together with strips of leather. Although shoddy in appearance, it seems sound.

The darkened den has become a cage for any being the goblins wish to throw into it. Goblin built cage doors cover both archways leading into the room, both needing to be lifted up from their pinnings to be

removed from the arches. If examined by someone with leatherworking skills, it can be determined that the material used in making the cage doors came from the skin of gnomes.

At present, the only gnomish prisoner left in the warren is the Ploog Wyrknug. Ploog was chief and leader of the warren and Grug Trud used that knowledge to break his spirit. Ploog proved to be hardy but is now just a plaything for Grug. He resides in this cage alone, the last of his people. Ploog is now blind as his eyes were removed, can no longer walk from malnourishment, is nearly insane from torture and drools when he speaks. If removed from the cage, he will rant loudly, attracting attention to the area. He can be saved with clerical treatment and time if a willing party can get him free. 20% of the time, a guard has been placed here as punishment by Grug.

Goblin: AC 6, HD 1-1, HP 2, # Attacks 1, Damage: by weapon (short sword)

Area 21: Gnome Skulls

The small archway in the wall of the main passage here once held a door, evident from the twisted hinges and broken frame still in place. The archway is no higher than 4'5" and might have been a storeroom or closet. Presently, it holds twenty or so skulls of varying size, all with prominent cheek and nose structure.

The skulls here are from the former gnome residents, boiled clean by the goblins. After Grug Trud began wearing the red cap, the goblins that carried or wore the gnome skulls on their own heads discarded them, most ending up here. A close examination will find 28 skulls, 10 of which are from young gnomes. All are from males. This tiny space was once where the gnome chief's personal badgers were housed, though there is little evidence left of this fact.

Area 22: Grug's Wolf

The archway here is slightly different from all the others in that the wood trim on the peak of the arch has numerous holes punched into it, as if items once filled them. The short, ten foot passage past the archway is lit by a single torch and a dim light shows a room beyond. Moving to the room entrance reveals a relative lack of defacing here, though more of the reddish-brown paint is evident. Those with sharp ears hear a low rumbling as they enter this large, circular room. A huge, gray shape with large, yellow eyes shifts its weight on a bed against the northernmost wall, the source of the noise, then looks directly towards you, and leaps to attack!

HONEYSPOT

This is Grug's personal worg, Kakulna'a. He will attack the party, preying on the strongest first, growling loudly to alert Grug, who will run in from area 20 to defend his pet. If Grug dies, Kakulna'a will attempt to escape the warren.

Dire Wolf: AC 6, MV 18", HD 3+3, HP 26, # Attacks: 1, Damage: 2d4

Area 23: Torture Room

This hall is unlit, stretching for fifteen feet before opening into a circular room similar to the one it connects to. Foul smelling, the room is decorated in every form of torture device goblins know how to make. Ropes hang from the ceiling with hooks at their ends. Tables with more ropes stretch the length of the room. Body parts, animal and gnome alike, are strewn about in a disgusting display of depravity. One other archway leads out of the room in the northwestern wall.

Grug Trud built this place for himself, occasionally allowing other goblins to watch him work. Lately, Grug has become bored with torture and the room hasn't been used much. There is nothing of worth here and characters of good alignments may be compelled to destroy the room.

Area 24: Grug's room

The fifteen foot pass to the northwest leads to a circular room similar in size and shape of the one it leads from. The room is lit fairly brightly by a lantern and two torches. Cushions and pillows cover a large section of the westernmost wall, in front of a cold fireplace. A long, low chest sits near the pillows, lid thrown open. One other exit can be seen, leading out the northern wall.

Grug Trud will be here, painting the wall with blood if the party was able to bypass Kakulna'a quietly. Grug looks like any average goblin, except for his eyes. Shining with an eerie intelligence, Grug gives even the stupidest goblin pause. Intelligent characters will notice no real difference in Grug beyond his red cap and larger than normal fists. Grug may be smarter than the average goblin, but he is still a goblin. Grug attacks all interlopers without hesitation with his Gnome Bone, an iron shod club that can be treated as a mace.

Grug Trud: Race goblin, AL CE, AC 6, MV 6", HD 1, HP 7, # Attacks: 1, Damage: by weapon (mace)

If defeated, Grug has the following items on his person: a gold armband (valued at 50 gold coins), a silver circlet (valued at 40 gold coins), a jeweled brooch

(valued at 175 gold coins), as well as 1 platinum, 30 gold, 25 silver and 35 copper coins. The chest contains a bottle of gnomish currant wine, a wooden staff with a ruby set in the top (valued at 200 gold coins) a scroll (**Protection from Undead**), a vial (**Speed Potion**), a book titled Classic Warfare, the journal of Ploog Wyrknud (penned in Gnomish) and six cut gems (valued at 50 gold coins each). If any of the characters can read gnomish, they will find that the journal is close to illegible simply because of the horrible handwriting. What can be determined is that the journal begins six months prior and that it is close to two-thirds full. The writings depicts life in the burrow over that time, with goblin attacks, a flood and a fire in the flues in the kitchen being the highlights.

Area 25: Chief's Privy

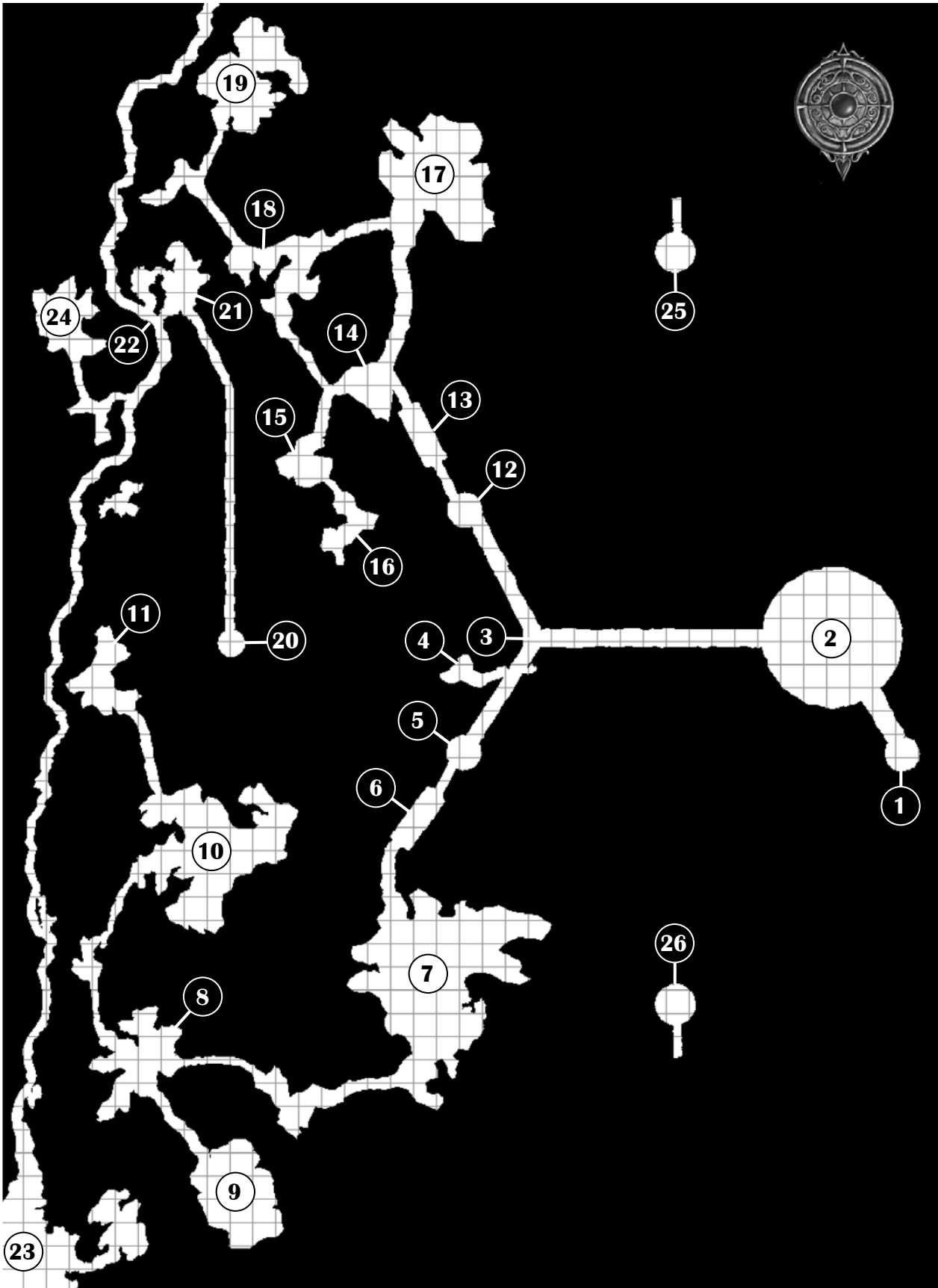
Two vertical shafts have been dug in the floor in this room, which is obviously a privy. The chamber is fairly odorless and clean, considering that it has most certainly been used by goblins. A faint cry can be heard, emanating from one of the shafts.

The three rooms that make up **Areas 19** through **21** were all rooms sectioned off for the gnome leader, Ploog Wyrknud and his family. This small space is their personal privy, part of the reason Grug Trud commandeered the entire area for himself. Except for all trappings that made the space gnomish being removed or destroyed, the space is unblemished. A thorough search may reveal a secret door in the wall, opening to a ladder leading down to the lower level and an escape route built specifically by Ploog. Grug is aware of the escape route, but has not told the other goblins about it.

If the left shaft is inspected, the cries will be found to be coming from what looks to be a golden-furred cat, but is in actuality a Luck Devourer. If rescued from the hole, it will purr loudly and all characters within 30 feet must save vs. spell or be smitten. The Luck Devourer will then follow the party, causing -2 to all saving throws, "to hit" and damage chances. If no such rolls are made within 3 turns, the purring will alter slightly, causing smitten characters to attack the next creature encountered. If another 3 turns elapse with no such rolls, the smitten characters will begin fighting other party members for 10 rounds or until someone is killed, while the Luck Devourer wanders off.

Luck Devourer: Sz S (1' long), Int Low, AC 7, HD 4, HP 18, # Attacks: nil, Damage: nil

MAP 7: HONEYSPOT • LOWER LEVEL



HONEYSPOT

Honeyspot • Lower Level

Game Master note: All boxed text describes the areas as entered from **Area 15** on the **Upper Level**. The floors of **Lower Level** are ærthen, with the exception of **Areas 1** and **2**. The ceilings in the **Lower Level** are approximately six feet high, unless otherwise noted.

Random Encounters

For every hour that the characters spend on the **Lower Level**, a random encounter roll should be made, with a result of 1 on a d10 indicating an encounter.

Table 8: Random Encounters • Monastery (d4)

| Die Roll | Encounter |
|----------|-----------------------|
| 1-2 | 1d4 badgers |
| 3-4 | 1d4 centipedes, giant |

Notes on Table 8:

While not overly aggressive, the 16 badgers on this level will attack if provoked or cornered.

Badgers: AC 4, HD 1+2, # Attacks: 3, Damage: 1-2/1-2/1-3

Centipede, giant: AC 9, MV 15", HD ¼, HP 2(x3), # Attacks: 1, Damage 1 + poison

Area 1: Ramps

The ramp makes two full circles before leveling out to a single exit, a six-foot wide tunnel that slopes downward into darkness.

Characters with depth detection ability can determine that the circular ramp brought them down thirty feet below the **Upper Level** and a mason can determine that the ramp was carved out of limestone. The tunnel leading to **Area 2** slopes down another five feet.

Area 2: Staging

The archway here opens to a large, circular room of the same style as the warren above. Intricately worked stone with wooden supports give the impression of what the warren might have looked like had the goblins not destroyed it. Three small hand carts are parked to the left of the passage as entered, covered in a thin layer of dust. A stack of small, empty crates is near them. To the far right of the room is a wood-staked pen, probably for an animal. No torch sconces can be seen, but more lanterns are hung here, unlit and ready for use. A passage in the north wall leads out of the room.

This is where the gnomes wheeled all their mushrooms for sale and trade, to be hand carried to the surface. The carts were either pulled by the gnomes or hitched with a harness to their family of badgers, for which the pen was created. When searched, the pen is of fine craftsmanship, although a hole at the back end, close to the wall, has been broken and/or chewed through.

The badgers that were penned here broke out when they didn't get fed, using the entirety of the lower level as their new home. They have since propagated and now roam the areas freely. (See **Random Encounters**, above).

Closer inspection of the room reveals an array of tools leaning against walls or arranged on the floor. Several hoes and shovels with varying head sizes, a few pick axes, as well as an array of smaller hand landscaping and gardening tools can be found. In addition, behind the cages is a pedal-driven sharpening wheel, valued at up to 100 gold coins.

The north passage slopes downward another ten feet before reaching the fork at **Area 3**.

Area 3: Fork

The passage splits here, continuing on in two directions, to the left and right.

Both passages lead to the gnomes' old mushroom farms.

Area 4: Root Cellar

The passage cuts right through a natural hollow in the earth, which the gnomes filled with barrels, jars and crates. A natural shelf at one section has a mossy, moldy growth covering it.

The barrels contain grain and the kegs are filled with wine, beer and whiskey. The crates have some dried goods, the jars preserve apples and grapes. Most is still good if the seal is unbroken (50% chance), particularly the alcohol. The fuzzy growth is natural, as some vegetables have simply begun to rot.

Area 5: Storage and Carts

The corridor continues on from the natural cellar, opening into a circular room 10' in height. Six small handcarts are parked in here, next to stacks of mostly empty crates.

A handful of the crates hold some over dried mushrooms, otherwise the area is sparse. The gnomes created this 'roundabout' to make it easier to draw carts through without bumping into one another.

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Area 6: Storage

The passage widens a few feet here to make room for low, wooden tables that line both walls. The tables are approximately two feet tall, ten feet long, atop which sit dozens of trays filled with large, rotting mushrooms. A small, rusting knife also lies on each of the tables and sacks of smaller, rotting mushrooms can be found beneath the tables.

The gnomes were also growing new strains of mushroom, hoping to find a meaty, tastier one to sell at a higher market value. They were successful, but were unable to bring their first harvest to market before the goblins came. Their new strain sits on the tables here, rotting. The mushrooms in the sacks are of the more standard variety. Characters with particularly good hearing may detect the sounds of the giant centipedes moving about in **Area 7**.

Area 7: Mushroom Farm

The passage from the carts becomes less worked here. Support beams and blocks give way to a wider, much higher corridor that quickly opens into a vast cavern. Any light is lost in the sheer size and scope, easily the largest space seen yet in the warren. The floor is rocky, showing through here more than in most of the other adjacent passes and rooms. The most amazing thing here is the mushrooms. As far as the light extends, mushrooms cover the cavern floor, walls, rocky formations; everywhere. A quick scan shows there are numerous pathways through the mushroom fields, though some are too small for humans to traverse without damage.

This area is the largest of the mushroom farms below the warren. A character with knowledge may be able to determine that there are three distinct variety of mushroom here, all edible and harmless. Close

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examination of the cavern will uncover tools to turn the rocky soil, trowels, spades and in one area, a hand cart with crates and sacks. It may also be discovered that some of the fields are planted, not natural and that an intense cultivation project was occurring here. After the goblins wiped out the gnomes, the fields went a bit wild. Some of the fields have grown past their gnome-created boundaries; some of the mushrooms have grown to sizes unrealized by regular harvest.

Excessively disturbing the fields will incur the wrath of the centipedes living in the soil here. They will harass the party, retreating when too many of them die. Any characters bitten must make a saving throw vs. Poison at +2 or become paralyzed for 1d12 rounds.

Centipede, giant x8: AC 9, MV 15", HD ¼, HP 2(x3), # Attacks: 1, Damage 1 + poison

Area 8: Organic Alarm

This natural cavern has several different pockets and tunnels which lead off into darkness. Moss and large mushrooms cover much of the ærthen floor, but one giant mushroom, about five feet in height, stands near the center of the room, as though on guard.

The "giant mushroom" is actually a shrieking fungi, which can be determined before entering the room by a character specifically looking at the creature and making a successful Wisdom check (or recognizing a more accurate description by the game master). The creature was transplanted here from further beneath the ærth by the Miconyds that now call this section of the tunnel network their home. The Miconyds are friendly terms with varying forms of intelligent (and semi-intelligent) plant life, the Fungi being one example. In return for guaranteed sustenance and lively conversation, the Shrieking Fungi agreed to come here and act as an alarm for the Miconyds. This apparently is not an uncommon arrangement in the fantasy vegetable world. If the Fungi shrieks, the Miconyds in Areas 9 & 10 will be on alert and may attack preemptively. Random encounter checks also occur twice as often for the next day. Further inspection of the chamber will reveal the two tunnels that exit the area.

Shrieking Fungi: AC 7, MV 1", HD 3, HP 18, # Attacks: 0, Damage: n/a; Special: light or movement within 25 feet causes the fungi to shriek for 1-3 rounds

Area 9: Fungi Farm

At first glance, this natural cavern looks much the previous one, but a closer look reveals that, among the large mushrooms here, are neatly ordered rows of other roots and fungi.

Some rusty tools can be located near the opening of the passage, both for cultivating and working the rock. Mushrooms of varieties not seen in the other farms are here, some of which have been planted, some natural to the cavern, some imported on their own power.

After the fall of the warren, a clutch of Miconyds immigrated to these tunnels, pleased with the relative quiet, moisture and mineral content of the earth. While peaceful creatures, they will defend their home, the surrounding caverns, to the best of their ability. The cavern's glow is phosphorescent fungus near the rearmost portion, brought here by the Miconyds from their prior home, where it grew natively.

The Miconyds here will try to go unnoticed (treat as detecting a Concealed Door) and allow trespassers to look about. If spotted, an intelligent party might be able to communicate with them, but if any mushroom or fungus are removed or destroyed from the room, the Miconyds will become aggressive. They do not know of the gnomes, the goblins or anything of the construction of the place, but it is possible they've seen or heard the imp in his secret lair. There are 6 Miconyds, two of which are "children."

Miconyds x6: AC 10, MV 9", HD 2(x4), 1(x2), HP 15, 12, 9, 8(x2), 5(x2), # Attacks: 1, Damage: 2-8, 1-4

Area 10: Miconyds

If anyone approaches the area without a light source, read the following text to the player(s).

A soft, green glow emanates from the chamber ahead. As you approach, you can see that it emanates from the cavern walls and ceilings.

The glow comes from the same type of phosphorescent fungus that grows in **Area 9**. There are nine more Miconyds here who will be surprised unless significant noise has been made in **Area 8** or **Area 9**.

The passage widens into a cavern that splits into four major arms here. The soft, green light emanating from the far end of the chamber is disturbed by movement amongst the vegetation!

Miconyds x9: AC 10, MV 9", HD 2(x6), 1(x3), HP 13, 12, 10, 7(x3), 6, 4(x2), Attacks 1, Damage: 2-8, 1-4

Area 11: Miconyds Young

The natural chamber here curves round to reveal more of the large mushrooms of the area. The smell of mold is heavy in the air here, filling your nose.

Hidden amongst the mushrooms on the near side of

HONEYSPOT

the cavern are two Phicomys who, through another vegetable arrangement, protect the Miconyd young. The young can be found at the far end of the chamber, which is thickly covered in moss and fungi. The final ten feet of the area has a few inches of standing water.

Phicomyd x2: AC 5, MV 3", HD 4, HP 18, 17, # Attacks: 2, Damage: 1d4+2/1d4+2

Miconyd, young x12: AC 10, MV 9", HD 1(x12), HP 7 (x3), 6 (x4), 5 (x3), 4 (x2), # Attacks: 1, Damage: 1-4

Area 12: Storage and Carts

The passage enters a round room, with four small handcarts and a number of crates stacked in the center. One of the carts is missing a wheel. All of the crates are empty.

Similar in structure, size and appearance to **Area 5**, this room had the same purpose. Close searching will find that the wheel to the cart that has one missing is on the back of a crate nearby, with some small hand tools next to it. Some gnome must have been in the middle of a repair job. The tools could fetch a few coins if sold in the right town, to the right person.

Area 13: Storage

A natural cave has been hand worked to be more accessible and usable. The small cavern is lined with four leg-high tables filled to the brim with mushrooms. Other passages can be seen as exits from the cave, all having the same worked/natural look to them.

The tables are the same as those found in **Area 6**. The gnomes harvesting the mushrooms from **Areas 14-17** would leave the crates here, so they could then be moved to the carts in **Area 12**. The mushrooms in the crates are dried, but usable. Those in the newly sprouted crate may have psychedelic effects on anyone eating them (make a saving throw vs. Poison or become **Fascinated**, as the spell).

Area 14: Fallow Farm

Two of the angles of this small, triangular-shaped room are passages that lead further into darkness.

This area lies fallow and is empty except for a single sheet of parchment that lies on the ground near the center of the room, stained by dirt and obviously trod upon several times by gnome-sized boots. Written in gnomish, it is apparently a rejection letter for a proposed project. The sender is an organization named Avalon Hills, but no recipient is indicated.

Area 15 & Area 16: Mushroom Farm

The floor of this smaller, roughly square-shaped chamber is filled with mushrooms of varying hues, from purple to orange to red to green.

The mushrooms here are of a different strain than any others yet seen, but all are edible and not poisonous.

Area 17: Fungi Farm

A cornicopea of mosses and fungi cover the walls, floor and ceiling. In a large pocket of the cavern to the right as you enter stands a shallow, stagnant pool of water. On the opposite wall, a stone shelf can be seen. Between you and that side of the chamber, however, is small, angry creature that bares its teeth and snarls at you.

Some of the badgers that escaped from **Area 2** have found their way here, afraid of the Miconyds on the opposite side of this Lower Level, but even more afraid of the Cave Fisher that they sense beyond this area. Some of the other badgers running about this level have had some success in hunting the lower tunnels beyond **Area 19**, but these badgers have largely been stuck here and are famished. If the chamber is entered any further, they will screech and likely attack (some from their hiding places, +1 chance of surprise), but can be sated and even befriended if fed.

This chamber was once a farm for mosses and fungi, as well as a small chapel to the Fungi Lord, a minor patron deity of gnomes. A section of the cavern wall has been carved out and a 3x3x3 foot square shelf carved out of that area of relief. An intricate, flowing glass bowl (valued at 20 gold coins) sits atop the shelf, covered in a thick layer of dust. The bowl was used to put sacrifices to the Fungi Lord in, but it has been cleaned since its last use.

Badger xs: AC 4, HD 1+2, # Attacks: 3, Damage: 1-2/1-2/1-3

Area 18: Cave Fisher

A cave fisher lives on a shelf between the two halves of this area, near the cavern's ceiling. It has been living off the many bats that live in the tunnel beyond this chamber and the occasional rat, spider, stirge (or previously, gnomes) that happened by. Should the party enter this area, it will attack without question, as it has not had a large meal in some time. The fisher will first strike with its proboscis filament, pulling in its prey at the rate of 15 feet per round, up to its perch, 35 feet above the water level. It sits upon a 5 foot wide ledge, the area strewn with offal of a few victims. The filament can only be attacked with a +1 or better

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weapon and there is only a 20% chance it can even be spotted, it is so thin. Once retracted, the fisher then attacks with the pincers. Party members can attempt to climb the walls to get to the fisher, although it could be difficult for those in armor or without much ability. There are no items of value on the ledge, as the fisher has only eaten small creatures until now, having moved here only in recent months.

Cave Fisher: Size: M, AC 4, MV 1", HD 3, hp 18, Attacks: 2, Damage:2-8/2-8; Special: +1 or better to hit & 20% chance to see adhesive filament within 10'

Area 19: Back Door

This rough chamber slopes steeply away from you, into darkness.

The uneven footing of this cave slows movement by half and the chamber slopes relatively steeply toward the far wall. A thorough search of the far section may reveal a fissure (treat as a concealed door) which, though narrow, eventually connects to a network of tunnels that leads to places far below the surface. This is from where the Miconyds originally came.

Area 20: Chief's Privy Escape

Climbing down, following the secret way from the privy above, eventually brings you to a level, handmade landing. A four-foot high by five-foot wide passage slopes noticeably downward and a waste shoot parallels the hall into the darkness below.

This escape tunnel, built by Ploog Wyrknug, stretches for 80 feet before turning northeast and running another 40 feet. It eventually ends at the shore of a flooded cavern, the waste shoot ending at a cistern next to the shore. An aged lantern, made from a gourd, hangs from a corroded metal stand nearby.

Area 21: Underground River Shore

The passage ends at the shore of a flooded cavern. Just above the waterline is a small, wooden boat resting on two plinths struck into the west wall.

Ploog's kayak, part means of escape, part pleasure, is on the plinths. Made for a gnome, it wouldn't be able to handle the weight of anyone larger than 150 pounds. If taken, the kayak can be used to travel the waterway. Otherwise, the water level here is only four feet, but contains leeches. For every turn that a character spends in the waters of **Areas 21-23**, 0-5 (1d6-1) leeches will attach themselves to him or her. Although they cause no hit point damage, they will force a disease check, with each leech raises the chance of disease by 5%, to a maximum of 67%.

Area 22: Underground River

The passage out of the flooded cavern loops around to bisect an adjacent passage, which runs left and right. This underground river bed is higher than the tunnel you are in so the water level is lower there.

The water level at the numbered spot on the map is about three feet, rising as it runs south and falling as it runs north (with many fluctuations dependent on the footing of the riverbed), until it finally dries up a hundred yards before **Area 1** of the Den of Spiders.

Area 23: Ploog's Secret Lair

The riverbed meanders along for some time until it eventually widens considerably into a large underground chamber choked with a forest of stone columns, stalagmites and stalagmites, as well as roots and other vegetation. Muck covers everything and drops from the open sections of the cavern ceiling.

This cavern is near the dying swamp that butts up against the gnome lair, and waters from the bog drain slowly into the riverbed here. A thorough search of the area will reveal a steel chain affixed to a column. At the end of the chain is a locked steel box containing 22 gems (totaling 1,500 gold coins in value), Ploog's secret treasure. The box is not trapped, but there is a trapper's spring trap on the cavern floor which will be tripped by anyone standing in the water and inspecting the chain. The trap causes 2d6 points of damage, but can be avoided with a successful Wisdom check at -4.

Area 24: Magêd's Secret Lair

The curving natural corridor that leads from the riverbed is covered with runes in black and blood-red inks. In a chamber at the end of the hall, a network of barbed wire has been strung from wall to wall, creating an iron web of thorns. The wires are thick with blood-red stains and the place stinks of death.

The characters form no language, but the most common symbol is an eight-pointed star, a symbol of the Spider Goddess. Anyone attempting to climb through the wire web, must make a Dexterity check at -4 to enter and again to exit the area, failure causing 1d4 points of damage. Other than the remains of Magêd's sacrifices, a **poignard +2**, inscribed (in common) with the words *International Federation of Wargamers* can be found.

Areas 25 & 26: Privies Out

These are the tunnels dug out for sewage and waste from the warren. Intrepid explorers can climb follow the flow of waste to its destination. Detailed exploration is left to the imagination of the game master.



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Getting to the Den

A lair of giant cave spiders lies about halfway along a mile-long subterranean passage that meanders between the Honeyspot and the Mines at Wyndere. The passage is a natural formation, a runoff from the swamp that lies on the northwest side of Honeyspot. Once a large underground stream when the area bordered the flood plain of the Yamasnotra River, it is now only fed slowly by the dying swamp.

The passage can be reached from **Area 24** of the Lower Level of Honeyspot or from **Area 7** of the Lower Level (Mine Level 3) of the Mines at Wyndere. It cannot be accessed from the swamp as the waters drain slowly through fissures in the earth. Magêd uses the passage daily to go between the mines and his secret lair in lower Honeyspot. And it was he, in fact, that first cleared the blockades of natural debris that had formed along the length of the passage over time.

The bog that borders Honeyspot still drains slowly into the southeast portion of the passage, where about three feet of fetid, virtually stagnant bog water is ever present. Should combat arise there, Armor Class bonuses from Dexterity should be negated. As the characters continue towards the den, however, the water level gets progressively lower, as the waters drain off through small cracks in the passage floor.

At the end of the side of the passage closest to the mine, the characters will find that they must continue through a hole in the ground in the middle of a chamber, much like through the drain of a basin. The passage height then lowers to 4 feet for a dozen yards or so before opening wide and connecting to **Area 10** on **Map 8: Den of Spiders**. This could be an opportune place for Magêd to lie in wait, should he choose to try and wittle the party down before they enter the den.

Both passages flow in a natural fashion, curving to and fro, dropping off at several points, but to a maximum of only give feet down. There are also some tight spots, but passable by anyone who isn't obese. In addition, many small tunnels lead off in all directions along both ways. These former tributaries are mostly dry, but some still leak water into the main passage. And though some be large enough to explore, especially for gnomes or halflings, none stays wide enough long enough to provide access to the surface or to anywhere of significance. Exploring these side tunnels will only increase the length of time that characters spend in the area, raising the chance of a random encounter.

For every hour spent in either half of the subterranean tunnel leading to the spider den, there is a 1 in 10 chance that an encounter will occur. In this event, roll on the table below to determine the encounter type.

Random Encounters

Table 9: Random Encounters • Subterranean Tunnel (d6)

| Die Roll | Result |
|----------|-----------------------|
| 1 | 3-7 giant worker ants |
| 2 | 1-4 giant centipedes |
| 3 | 1-4 giant leeches |
| 4 | 3-7 cave spiders |
| 5 | 1-4 giant ticks |
| 6 | 2-8 giant rats |

Notes on Table 9:

All of the creatures that could be randomly encountered will likely put on a show of force first and then flee after one or more of their number have been injured or slain.

Outside the Den

There is always a spider on guard in the den, listening for signs of movement from his perch at **Area 3**. If the characters do not approach the den quietly and without light, they will not be able to achieve surprise.

Inside the Den

Note that the area descriptions assume the party is approaching from Honeyspot. Also, because the cavern is unlit, most details of the cavern will remain unseen until a light source is close enough to reveal them.

Spider Webs

The large webs found in this cavern and detailed on **Map 8: Den of Spiders** are strong enough to hold an entire party and equipment...within limits. (Otherwise, feel free to send them to their doom.) Climbing or walking on any of them will reduce character movement (walking or climbing) by half, however, due to the webs' adhesive properties. Coating a web in water or a similar liquid will negate this effect for awhile, until dry.

There is a little bit of give to the webs so any fall onto one incurs less than normal falling damage: 1d4 per 10 feet fallen (instead of 1d6) after the first 10 feet.

The elevation of the center and each end of each web is noted on **Map 8: Den of Spiders** in a small font. These elevations ascend and descend uniformly so if an exact height is needed elsewhere on a given web, it should be straight forward enough to calculate.



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Use **Map 8: Den of Spiders** (inside back cover) with the area descriptions that follow. The larger, circled numbers on the map label each of the static text areas. The smaller numbers indicate elevation.

If alarm has already been raised by the guard at **Area 1** (see below), all nine of the adult spiders will emerge from their holes (**Areas 0**) within 1-2 rounds of the party's appearance and start quietly moving towards them to attack. They will otherwise attack when the party comes within 25 feet of their lair or when loud noises (like combat) emanate from within 50 feet of their lair. The large webs are the quickest way for the cave spiders to move about the chamber, as they are unaffected by its adhesion properties. The creatures are good wall climbers too and will take the most advantageous route when planning an attack.

Cave Spider x9: (AC 7, Mv 12"/9", HD 1+2, Hit Points 10, 9, 8, 8, 7, 7, 5, #Attacks 1, Damage: 1 + paralytic posion; Size S)

Area 1: Cavern Entry

If the party has achieved surprise, the cave spider mentioned above will be positioned in the center of **Web 1** at **Area 3** as the group reaches **Area 1**. However, if the party has approached the cavern without light and there isn't a character with infravision within 10 feet of the lead party member, it will be impossible to tell that the passage suddenly ends at a cliff here, unless other precautions are made. In this case, the lead character must make a Dexterity check or risk falling 120' to the cavern floor below, suffering 11d6 points of damage.

Any falling character can make a second check at -2 to grab the ledge or, if that check fails, a third check at -4 to grab the nearest web, 30' below. Successfully grabbing the ledge has no adverse effects, but a fall to the web below will cause 2d4 points of falling damage. Those rendered unconscious from such a fall must then make a Constitution check to avoid falling the final 90' and suffering another 8d6 points of damage.

If the party has not achieved surprise as they approach **Area 1**, the guard spider from **Area 4** will have positioned itself on the cavern ceiling 20' above **Area 1** by the time the party arrives, gaining +3 to its surprise chance. It will wait until the group fully commits to descending into the cavern and, after the last character has left the ledge (or 5 rounds after the first character has left the ledge, whichever comes first), it will start making a chittering sound, which will echo throughout the cavern. It will continue to do this until all of its brethren have been roused from their lairs or until it is attacked, in which case it will return the favor. If it still lives after the den has been alerted, it will try to pursue the characters and attack.

Once the characters can see into the cavern with a light source, read the following text to the players:

The passage ends at a steep cliff, dropping off into darkness. Your light reveals a giant cavern draped with webs of all shapes and sizes. Of particular interest is a massive web with strands the size of ropes that stretches from the near cavern wall to an unseen anchor, beyond your light source.

It is likely that none of the other large webs can be seen from the character's vantage point, depending on the range of their light source and none of the smaller, webs mentioned can support a character's weight. Characters attempting to listen quietly, can hear the quiet scurrying of the young spiders on the floor.

Area 2: Cavern Floor

When a light source gets within range of the cavern floor, read the following text to the players:

The floor of the cavern is littered with eggs and webs as far as your light source reveals. In addition, so many spiders crawl over and around these eggs that it almost appears as though the uneven cave floor is moving in some spots.

Should a character find himself on the cavern floor at any point, he will be set upon by 1-2 young cave spiders on the following round and an additional young cave spider on each successive round, for as long as the character is on the cavern floor or until half of the young cave spiders have been slain, at which point, the rest will scurry away and not molest the characters for the next hour.

In addition, the piles of fallen webs on the cavern floor will hinder characters' movement, slowing their move rate by 1/2 with a successful open doors check or by 1/4 with a failed open doors check.

Cave Spider, young x88: (AC 7, Mv 9"/6", HD 1-2 hit points, #Attacks 1, Damage: 1 + paralytic posion (+2 save); Size T)

Area 3: Ledge 1

The ledge here at **Area 3** and **Web 1** at **Area 4** are both 30' below **Area 1**, so a method of accessing either area (like a rope) will be needed if the party intends to traverse the web network.

Jumping characters must make a successful Strength check to reach the ledge or the web and then make a successful Dexterity check to stick the landing and avoid falling off. Characters that fail the Strength check by 4 or less can attempt to grab hold of the

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edge of the ledge or web, by making an additional, successful Strength check, at -4. Characters that fail the Dexterity check will fall either to the web, if they originally jumped to the ledge, or to the cavern floor below, if they originally jumped to the web. In the latter case, game masters may allow the character a second Dexterity check, to try to grab grab the edge of the web or ledge. Jumping characters take 2d6 points of damage if they jump to the ledge, 2d4 points of damage if they onto the web or 11d6 points of damage if they fall all the way to the cavern floor.

Area 4: Web 1

This massive web forms a bridge of sorts that that stretches off into the darkness of the far side of the cavern.

Web 1, the closest of the large webs, is also the highest and one of the largest, stretching from **Area 3**, at a height of 90' above the cavern floor, to the ledge at **Area 5**, a height of about 70'. It is about 25' higher than **Web 2** where it passes over it, 40' higher than **Web 3** where it passes over it and about 60' higher than **Web 4** where it passes over it.

If the characters haven't already alerted the spider here to their presence (see **Outside the Den** and **Area 1**, above), it will instantly know as soon as anyone sets foot on the web. The spider will instinctively attack, however, rather than try to alert the rest of the den.

Cave Spider: (AC 7, Mv 12"/9", HD 1+2, #Attacks 1, Damage: 1 + paralytic posion; Size S)

When anyone nears the halfway point of **Web 1**, read the following text to the players.

When you seem to be nearing the center of this web bridge, your light source reveals more giant webs, criss-crossing the open air below you.

Area 5: Ledge 2

The largest web of the cavern ends at a sizeable natural outcropping that hugs the adjacent wall for a hundred feet or more, to which it attaches. A nearby outcropping has another of the giant webs attached to it. Both webs stretch off into darkness, crossing paths, but not touching.

The ledge is twenty feet across at its widest point and is perfectly stable. In order to get to **Web 2** at **Area 7**, however, the characters must find a way to traverse the 10 foot gap between this area and **Area 6**. Also, a spider hole (marked **Area 0**) exits onto this ledge. If it hasn't already been encountered, the spider will scurry out to attack as soon as anyone gets near.

Wise characters trying to get the exit at **Area 17** might use the nearby unmarked ledge (at 90 feet), rather than traverse the rest of the webs, but the ledge is approximatley 70 feet away considering elevation, so a strong light source would be needed to see it, or the exit for that matter (even further away).

Cave Spider: (AC 7, Mv 12"/9", HD 1+2, #Attacks 1, Damage: 1 + paralytic posion; Size S)

Area 6: Ledge 3

Another of the large webs of this cavern attaches to the base of a series of ledges that have naturally formed in the cavern here and step upward into darkness. The lowest ledge is large, over fifty feet across at some points.

Two cave spiders lair in the holes (marked **Areas 0**) on the upper ledges. If they haven't been encountered, already, they will rush to attack anyone in **Area 6**.

Cave Spider x2: (AC 7, Mv 12"/9", HD 1+2, #Attacks 1, Damage: 1 + paralytic posion; Size S)

Area 7: Web 2

Web 2 stretches from the edge of **Area 6**, at a height of 60' above the cavern floor, to the ledge at **Area 8**, a height of about 50 feet. It is about 25 feet lower than **Web 1** where it passes under it, about 5 feet higher than **Web 3** where it passes over it and 35 feet higher than **Web 4** where it passes over it.

Area 8: Ledge 4

One end of one of the large webs found here attaches to the biggest ledge of the cavern, which still stands dozens of feet above the cavern floor.

Two cave spiders lair (marked **Areas 0**) nearby, but one is on guard at **Area 4**. If the other has yet to be encountered, it will attack anyone in **Area 8**.

Cave Spider x2: (AC 7, Mv 12"/9", HD 1+2, #Attacks 1, Damage: 1 + paralytic posion; Size S)

Area 9: Ledge 5

Another of the large webs attaches to the cavern wall here, just below a large ledge. Another nearby ledge sits ten feet higher, overlooking the other.

Area 10: Ledge 6

Three cave spiders lair in the holes (marked **Areas 0**) on this ledge. If they haven't already been encountered, they will rush to attack anyone in **Area 9**.



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Cave Spider x3: (AC 7, Mv 12"/9", HD 1+2, #Attacks 1, Damage: 1 + paralytic posion; Size S)

The ledge itself slopes downward (relatively evenly) several feet, before dropping off to **Area 9**.

Area 11: Web 3

Another of the large webs attaches to the cavern wall here and stretches off into darkness.

Web 3 stretches from the edge of **Area 9**, at a height of 50' above the cavern floor, to the ledge at **Area 12**, a height of about 30'. It is about 40' lower than **Web 1** where it passes under it, but only about 5' higher than **Web 3** where it passes over it and 5' higher than **Web 4** where it passes over it.

Area 12: Ledge 7

One end of one of the large webs found here attaches to a small ledge that juts from the cavern wall. Another large web attaches to two small ledges nearby.

Area 13: Ledge 8

One end of one of the large webs found in this cavern attaches to two small ledges that jut from the cavern wall. Another large web attaches to another small ledge nearby.

Area 14: Web 4

Another of the large webs attaches to the cavern wall here and stretches off into darkness.

Web 4 is maybe the largest in the cavern, stretching from the edge of **Area 13**, at a height of 30' above the cavern floor, to the ledge at **Area 17**, a height of about 10'. It is about 60' lower than **Web 1** where it passes under it and about 35' lower than **Web 2** where it passes under it, but only about 5' lower than **Web 3** and 10' lower than **Web 4** where it passes under them.

Areas 15: Stone Pillar

Though there are many large stalagmites and stalactites in this cavern, none approaches the size of the column found here, which rises from floor to ceiling, well over 100 feet in height.

On the side opposite the webs is a perch, about twenty feet square. Atop the pillar is a journal titled, Dangerous Journeys, penned by a man who got caught in the final assault on Honeyspot. Magêd, who routinely sits on the pillar and broods, left it for further study.

The journal is written in the common tongue of humans and the first dates noted are from no more than six months prior to the current day. About a third of the journal has been penned in and the bulk of that details a man named Chibli's most recent journey north to Tradigas City and then up the Yamosnotra River to Stoynk via boat. Stopovers in Wyndere are mentioned in both the legs of the journey, north and south. The details of the purpose of his journey are vague, though some of the names of friends and dignitaries that he counseled with are indicated. Further study reveals him to be a nobleman of some renown in The Great City that traveled north to the Ernst some months prior on matters of state. When traveling between Stoynk and Tradigas City, he stayed over at one of the Wyndere inns, where he acquired a taste for the gnomish currant wine normally available. He was disappointed, however, on his most recent trip, to learn that there was none more to be had, as the gnomes who produce the wine weren't expected to return to town for another week or so. On a whim, he decided to seek out the gnomes and after acquiring directions to the place, left town with his retinue. The most recent pages illustrate his last stopover in Wyndere and the journey to Honeyspot. The final three entries are reprinted on the opposite page.

Area 16: The Summoning Circle

Hundreds of blood-red painted stones have been arranged around a hole in the cavern floor here, in the shape of an eight-pointed star. A mummified body lies outlined by one of the arms of the star.

This is where Magêd communes with the Abyss and the young cave spiders will not enter the star, even if prey is within, unless called upon by the Spider Queen. The hole itself leads to a rift in dimensions, 66 feet below the cavern floor. Anyone entering the pit (under their own power or otherwise) will be teleported to one of the 666 layers of the Abyss to the lair of the Spider Queen.

Area 17: Exit

A large natural platform, some forty feet across and fifteen feet deep at its widest point leads to two caves in the cavern wall. The platform juts from the wall about ten feet above the cavern floor.

The smaller cave to the left is a spider lair. If the spider there hasn't already been encountered, it will rush out to attack. The larger cave is actually the exit to the northwest passage, leading to **Area 7** of **Mine Level 3** (see **Getting to the Den**, above, for more information).

Cave Spider: (AC 7, Mv 12"/9", HD 1+2, #Attacks 1, Damage: 1 + paralytic posion; Size S)

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2nd of Cold-even, 585cy

The hospitality of the residents of this gnome burrow cannot be overstated. We have been welcomed by chief Ploog Wyrknug with no hint of prejudice or cynicism. My retinue and I have been fed by these diminutive folk 'till our sides might burst, as have our mounts. The currant wine that was the object of my journey is plentiful and even more flavorful than I could have hoped. We have even been invited to stay the night in their halls and I am of the mind to agree, as I'm not sure that I could alight my mount before morning, in consideration of the fullness of my belly! It is my intent to make Honeyspot (as it is known in Wyndere) a regular stop on future journeys to the County.

3rd of Cold-even, 585cy

I was roused this morn, in the quarters of our hosts, to be informed that wild dogs had stolen into the burrow before dawn and slain our mounts, as well as the guards on duty at the time. After many apologies from Chief Wyrknug, we were able to drive the dogs from the warren but their sheer numbers prevented us from leaving the place. An investigation of the stables suggested that this was not the work of dogs alone and the gnomes fear that the local goblin tribes have allied with these beasts in an effort to claim the burrow as their own. I go now to formulate a strategy for dispensing of these beasts and perhaps to bear arms against the goblin menace they speak of.

4th of Cold-even, 585cy

The situation at Honeyspot has grown dire. Our stratagem to disperse the hounds at the gnomes' doorstep faltered, as unknown magicks were presented against us, driving our forces back into the gnome lair. Fortifications were put in place in expectation of an assault, which indeed came at nightfall. Valiant were both my men and gnomes in battle, but the force was too great. A wild-eyed goblin drove worgs and goblin before him, supported by unseen wizards at the rear. When it was clear that the upper level of the warren could not be held, I was ushered to a lower level by the Chief. As I fled through the lower halls, searching blindly for an exit, I fell into a river and swam for my life. I eventually found dry ground and pulled myself to shore, winded and wet, when what did appear before me but a demon from the pits of the nine hells no doubt, flapping wings and all! It cackled at my attempts to turn it away with the power of faith, but it surely felt the iron of my symbol of Aggyx!

THE MINES AT WYNDERE

The Mines at Wyndere

Getting to the Mine

The Mines at Wyndere are located about a dozen miles northwest of Wyndere proper and a mile northwest of Honeyspot. The mines can be reached via paths and roads found on **Map 2: Wyndere Trail Map** or via the underground passage that runs from Honeyspot through the Den of Spiders. Alternately, a ranger or character with tracking ability would be able to find evidence of a more direct route from Wyndere, but little time would be saved travelling off the road.

Current Events

As detailed previously, the site was first mined years prior, but when the workers broke into an adjoining underground river passage, they opened a path to the Den of Spiders. The spiders eventually found their way to the miners, killing many, after which mining operations ceased.

Years later, the ogre shaman named Almak-Tuk and his imp familiar, Magêd claimed the abandoned Mines at Wyndere for their lair, after the imp discovered there a rift to the plane of his patron deity, the Spider Goddess. Almak-Tuk barred entrance to the mine shaft with his magic and began his foul work in the Old Mines.

Not long after, another mining crew began production, sinking two even deeper shafts adjacent to the enchanted one, which was deemed unsafe. The Lower Mine was the first new section excavated. The foreman directed the crew upwards, toward the Old Mine and excavated the Upper Mine. They were searching for clues to the magic shaft that would hopefully lead to riches, unbeknownst to most of the crew. When they got too close to the Old Mine, however, the ogre and imp tandom drove out or killed the remaining miners.

The ogre shaman had been acquiring slaves from local goblin tribes, brigands and personally (the occasional miner mostly), but once the mines were cleared, a large scale production ensued. Enough slaves were brought in to both work the mines and provide for endless experimentation, as Almak-Tuk is a tireless worker. A deal was struck with local brigands to port and sell the ore for a percentage. And deals made with local goblin tribes gave the lair added protection.

Despite being a familiar, the imp is actually the one with more control in the situation. The ogre shaman wisely follows his counsel in most cases and the imp gets plenty of free time to work his secret plots. This includes the worship of the Spider Goddess, which he does before the planar rift in the Den of Spiders.

Outside the Mine

When the characters get within three miles of the mine, the path begins to rise into foothills. When within a mile of the mine, read the following text to the players.

Less than a mile away, large barren mounds rise to either side of the path, which leads about halfway up the largest hill in the area, where it ends at the hillside. A pack of wolves or perhaps dogs lounges before what appears to be a cave in the mount.

The mounds are ærth that has been removed from the mines and deposited there. There is little vegetation on the mounds due to the high salt content of the removed material. Most of the excavated rock from the mine is sold off for building materials and otherwise. Once the characters approach, they will find a number of (miners') shanties behind the mounds, mostly barren, though one has a working wood stove.

The animals are indeed wild dogs, pets of the lair's master. They won't leave their post unless the party gets within 50 yards of the entrance, at which point the dogs will attack en masse. There are always 6+1d8 on guard as well as a roaming patrol. There is a 5% cumulative chance per turn (max 75%) that 2-8 wild dogs will be encountered within a mile of the mine.

If the group waits and watches, an occasional dog will leave the area only to be replaced by another a short time later. Twice per day, at dawn and at dusk, a group of a dozen small humanoids can be seen entering the lair and then, several minutes later, twelve more leaving the lair. These goblins will return to their home in the old gnome warren. They carry short swords, daggers and/or clubs for the most part and most do not wear red caps.

Random Encounters

For every hour that the characters spend within a mile of the Mines at Wyndere, a random encounter roll should be made, with a result of 1 on a d10 indicating an encounter. None of the animals has any treasure.

**Table 10A: Random Encounters •
Outside the Mines at Wyndere/Day (d12)**

| Roll | Result |
|------|----------------------|
| 1-4 | no encounter |
| 5-7 | Wild Animal(s) |
| 8-9 | Wild Dogs |
| 10 | Herd Animals |
| 11 | Giant Rats |
| 12 | Giant Spitting Snake |

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Notes on Table 10A:

Wild Animal(s): A common animal or group of animals is encountered. Typical examples include a non-poisonous snake's nest, a family of possum crossing the party's path, a flock of vultures feasting on animal corpse, etc. There is no danger to the characters from this encounter unless they act particularly foolishly, in which case, the game master should feel free to punish them as he or she sees fit.

Wild Dogs: These dogs are most likely part of the pack that lairs in and around the mines, out hunting for food. 2-8 of the beasts will be encountered.

Dogs, Wild: AC 7, MV 15", HD 1+1, # Attacks: 1, Dmg: 1-4, Size: S

Herd Animals: A small herd of beasts (antelope, moose, wild horses, etc.) is encountered. If the characters give the animals a wide berth and don't make too much noise, the herd can be entirely avoided. If the group tries to pass through the herd, makes a great deal of noise or acts in a threatening manner, they will start a stampede. There is only a 25% chance that the herd will head in the party's direction, but if they are passing through the herd, an attack cannot be avoided. 10-40 animals will be encountered and each character amongst the herd will be "attacked" by 1-4 animals for 1 round.

Herd Animals: AC 7, MV 15", HD 2, Dmg 1-6, Size: L

Giant Rats: A family of territorial giant rats is encountered. The wild dogs that now inhabit the area have thinned the food supply considerably and so these beasts are ravenous and would like to make the group of characters their next meal. They can be forced away with several torches or a large fire source, however.

Rats, Giant: AC 7, MV 12", HD 1-4 hit points, # Attacks: 1, Damage: 1-3 + 5% chance of disease, size: S

Giant Spitting Snake: The characters stumble upon a northern variety of the giant spitting snake, who is none too happy about having his sunbathing disturbed. This creature can spit a venom up to 30 feet away, twice per day, which will blind the victim for 2-12 hours if a save vs. poison is failed. A bite from the creature will also cause 1-6 points of damage (1-3 with a save), in addition to the bite damage (see below).

Spitting Snake, giant: AC 5, MV 12", HD 4+2, # Attacks: 1, Damage 1-3, Size: M

**Table 10B: Random Encounter Table •
Outside the Mines at Wyndere/Night(d12)**

| Roll | Result |
|-------|----------------|
| 1-4 | no encounter |
| 5-7 | Strange Noises |
| 8-9 | Giant Skunk |
| 10 | Giant Badger |
| 11-12 | Wolves |

Notes on Table 10B:

Strange Noises: Strange, unexplained noises (rustling nearby, an unidentifiable cry, a faint rumbling, etc.) are heard. There is no danger, but the game master may require characters to make a Constitution check to be able to fall asleep within the next hour.

Giant Skunk: A giant skunk appears in front of the party's path or wanders into their camp in search of food. The creature will not attack per se, but will use its musk spray at the first sign of danger. The spray extends 20' wide by 30' long behind the animal (which it will aim appropriately) and anyone caught in the cone must save vs. poison or suffer the effects. The effects of the musk include blindness for 1-8 hours, a loss of 50% of strength and dexterity for 2-8 turns due to nausea and the smell will make surprise impossible for affected characters for 1-4 days.

Giant Badger: A giant badger appears in front of the party's path or wanders into their camp in search of food. There is only a 25% chance that the badger will attack or 75% if threatened or disturbed while eating. It will otherwise flee.

Badger, giant: AC 4, MV 6", HD 1+2, # Attacks: 3, Damage: 1-3/1-3/1-6, Size: M

Wolves: These wolves are stragglers of the pack that lairs in and around the goblin lair, out hunting for food. 2-8 will be encountered.

Wolves: AC 7, MV 18", HD 2+2, # Attacks: 1, Damage: 2-5, Size: S

Entering the Mine

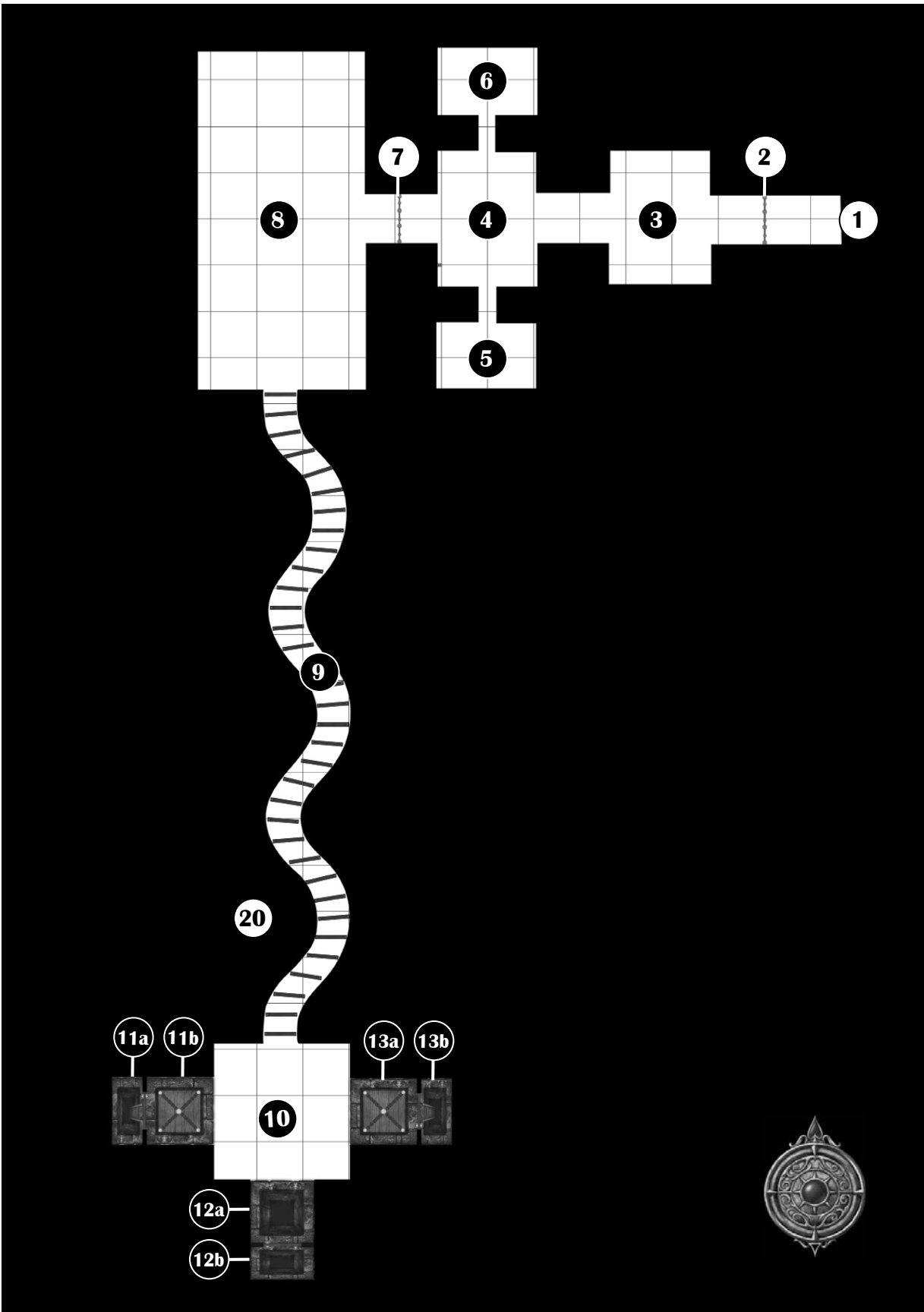
There are two entrances to the mine and the main gate is the only way to access the mine from this area (and the direction for which the descriptions are written). The second way in can be found in **Area 22** of the **Lower Level** of Honeyspot via the Den of Spiders.

Random Encounters

See each level for possible random encounters.



MAP 9: MINES AT WYNDERE • ENTRY LEVEL



THE MINES AT WYNDERE

Mine Level 1: the Entry Level

Area 1: the Mine Entrance

A tunnel has been carved into the face of the mountain here, supported by a worked stone arch. Several feet inside the archway is what looks to be a person, lying face down on the ground. Twenty feet or so beyond him is a gated entrance.

The person is a human skeleton, the remains of Arvyn of Willowbrooke, a miner who perished at the hands of wild dogs. The body has been stripped of possessions by the goblins and only retains its tattered clothes. Arvyn had no family in town and no one has particularly missed him, except for Trentwick Stought, the mine's foreman.

If the characters have been quiet and the dogs haven't created too much of a ruckus, the characters may be able to see signs of light from from **Area 4**, after moving beyond the archway and letting their eyes adjust to the light of the mine if entering in daylight. Twenty feet inside the arch is the front gate.

Area 2: the Front Gate

A set of double doors made of rusting iron bars stands closed here. The area beyond is dark except for a faint, flickering light some distance ahead.

The gates are much like a gaol door, fashioned of black wrought iron, extending from the floor to the ceiling, seven feet above. They are not locked, but will squeak loudly when opened, alerting the goblins in **Area 4** to the group's presence. Opening the doors slowly will reduce this chance to 50%. Using oil on the hinges of the door before opening it will stop the squeaking.

If the goblins are alerted to the group's presence, they will douse the torch and will not be able to be surprised. They will not advance outside of **Area 4** unless somehow tricked by the characters to do so.

Area 3: the Stable Room

Ten feet beyond the gate, the passageway opens into a rectangular room, approximately 30 feet in width. Fastened to the walls to the left and to the right (as you enter) are worn wooden rails, a foot wide and a dozen feet long. Rubble and bones litter the chamber.

The rails are hitching posts used by the miners for their mounts. The bones are the remains of several small animals. Any sound louder than a whisper or any light source will alert the goblins in **Area 4** to the group's presence, if they aren't already aware.

Area 4: Guardpost

Once an unloading area for supplies by the miners, the goblins that attend this level of the mine now use it as their guardpost. None of the goblins here have seen any action in months and so aren't particularly vigilant. If they have not already been alerted to the party's presence, the torch in this room will still be alight, conversation can be heard (in the goblin tongue) and the characters can subtract 1 from their surprise roll. Otherwise, the room will be dark, quiet and the goblins will be in position behind a barricade of barrels that spans the archway into the room.

Goblins: AC 6, MV 6", HD 1-1, # Attacks: 1, Damage: 1-6 or by weapon (various), Size: S

Each goblin carries a rusty short sword, 2-12 copper and silver pieces and one of them wields a short bow (12 arrows). This same goblin also wears a single key on a length of rope around his neck. This key opens the gate at **Area 7**.

The goblins often play games of chance at a table in one corner of the room, beneath the torch. Today they play a game one of the goblins claims to have made up, involving six polyhedral dice. Scrawled in goblin on the box he keeps the dice in are the words: *Guidon Games*. There are three other sconces in this room, but one is broken and none holds any torches.

The barricade is a series of barrels filled with salt. It can easily be bypassed, but provides cover to the goblins when trouble approaches. A stool sits among the barrels so that one goblin can always be watching the hall, but it's more often pulled up to the table. On the opposite side of the room, stands an open barrel of lamp oil, which the goblins use to keep the torch lit.

There are three more exits to this room, two 5-foot wide passages to the left and right and a ten-foot wide passage straight ahead, in which stands a gate, twenty feet in. A broken table stands near the entrance to the left storeroom.

Area 5: Storeroom 1

In the entryway to this chamber sits a bucket that reeks of urine. The room itself is dark and smells just as bad. It is littered with refuse: broken furniture, rags, bones, a broken spear, etc. There are also two crates, a basket, a helmet and three burlap sacks.

The bucket is filled with goblin urine and the room contains goblin feces among the refuse. The spear has a dried scalp run through its length and the rags are used in tandem with the wood scrap here and the oil in **Area 4** to create torches.



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The smaller crate is filled with rolls of wire mesh and the larger is loaded with pick axe heads. The basket contains foot-long strips of cured leather. The sacks are all filled with small metal rings and half buried in one of them is a set of iron pliers.

If the refuse is searched further, several hooks can be found on the far wall and, one of them hangs a well-used pry bar. A careful search of the refuse will produce a saw, an iron wedge, a dozen foot-long metal pins and 3 silver pieces.

Area 6: Storeroom 2

This room is also unlit and reeks of rotting fish. A light source reveals a dozen barrels of various sizes, including one open, empty one just inside the archway, to the right. There are also two sizes of brass urns to be found.

Behind the closest barrel lies the corpse of an elf dressed in greens and browns. He has no possessions other than a 50' length of rope and his clothing. If searched however, the rot grubs that have infested his body will attack the character(s).

Rot Grub (6): AC 9, MV 1", HD 1 hp; # Attacks: 1, Damage: special

Three of the creatures will attack in a given round and, if any hit successfully, the character has less than two minutes (the current and following rounds) to apply fire to the wound before they burrow too far beneath the skin to be treated. After this time has elapsed, only a **Cure Disease** spell will save the character from dying in 1-3 turns, when the grubs will have burrowed their way to the victim's heart.

Four of the six larger barrels contain water and one lies overturned on the floor, empty. Four of the six smaller ones contain lamp oil, one of which is the open one near the room's entrance and the last barrel contains putrid, rotting fish. Behind a few of the barrels is an empty wooden cup. The large urn is almost empty of the wine it held and the smaller urn is dry.

Area 7: the Inner Gate

Another gate, exactly like the one encountered further up the hall, stands here. This one is locked, however.

This gate is identical to the one found in **Area 2**, but is locked. The lock is of average quality, but one of the goblins in **Area 4** holds the key. The gate itself can be forced open with a successful Bend Bars/Lift Gates check and the pry bar from **Area 5** can increase this chance by 25%.

Area 8: Ore Collection Chamber

The hall opens into another dark chamber. Light reveals this room to be some hundred feet in length and nearly fifty feet in width, with four natural pillars supporting the low ceiling. Rubble and raw salt litters the floor. A metal push cart stands in the far left corner of the room. An archway on the left wall leads to a darkened hall beyond.

This room was used by the miners to collect and sort through ore unearthed from the mine below. Inspection of the room will turn up several wooden frames, about a foot square each, some with wire mesh, others broken. A well-used shovel lies underneath the mine cart, but the room is otherwise bare.

Area 9: the Winding Haul

The hall beyond the archway turns left into darkness after twenty feet. On the floor of the passage are a series of wooden planks that appear to be driven into the ground with metal pins. The planks are nearly as wide as the hall itself, are curved on the near side and flat on the far side. Rubble piles and a dusting of salt covers the floor as well.

If the characters enter the hall, they will find a winch affixed to the wall at the first curve, to the left. A thick hemp rope with a sturdy iron hook is wound up here, ready to draw mine carts up to **Area 8**. The planks resemble speed bumps and are used to keep the mine carts from rolling backwards down the sloping tunnel, should a heavy load of ore get loose from the winch. The winding nature of the hall is also a safety measure, so that should a mine cart get loose, it won't roll down the entire length of the hall.

The passage is well over 200 feet in length, considering the curves, and slopes downward some fifty feet from **Area 8** to **Area 10**.

Area 10: the Elevator Room

The chamber beyond the winding passage is approximately forty by forty square and contains little more than another cart and the rubble and salt that litters the previous rooms. The ceiling rises to a height of ten feet here and archways can be found in each of the other three walls.

Each of the three archways leads to an elevator shaft. The shafts to the left and right as the party enters are deeper than the other and lead to **Mine Level 2**, each with a wooden-plank elevator, supported by a chain and pulley system. The center shaft leads to **Mine Level 3** and has no elevator. It is also affected by magic (see **Area 12**, below).

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The elevators are normally worked from the bottom of the shafts, in **Mine Level 2**. It is possible to climb up to the top of the shaft and manually move the chain, but it is difficult work. If a character attempts this feat and successfully makes a climbing check, he can move the chain if the total weight on the elevator is less than his or her weight allowance (and the process is slow going). Otherwise, the chain will have too much load to move in this manner.

The only other way to normally reach **Mine Level 2** is to use the shafts in **Areas 11a & 13a** or the ladders in **Areas 11b & 13b**. The section of the Upper Mine that **Area 11** leads to is buried in, however, and the ladder is only half intact.

Area 11a: Elevator 1

In the center of this twenty by twenty foot chamber can be found a ten by ten pit. A few feet above the pit is a square wooden platform, suspended by chains that attach to each of its four corners. These chains then connect to a single chain that extends through a pulley at the top of the ceiling and then into a hole in the shaft wall. Beyond the pit is a closed wooden door with a ring-pull handle.

The walls of the shaft provide a five-foot walkway around the elevator. The elevator itself is in working order, though the pulley is somewhat rusted. It is safe to use but will make a loud racket if the crank in **Mine Level 2** is employed to work it. If manually moved, the noise won't be nearly as loud and won't resonate through the lower level.

Area 11b: Ladder Shaft 1

Beyond the door is a small, dark room.

Characters entering this room without a light source must make a Dexterity check at half the normal chance or plummet down the 100 foot shaft (1d6 points of damage per 10' in height). Success indicates that they have either stopped at the edge or fallen, but caught hold of the ladder, depending on the roll.

The ladder is made of iron and is completely intact. Characters who make it to the bottom could work the elevator using the crank found there, to ferry other members of the party down.

Area 12a: the Magic Shaft

In the center of this twenty by twenty foot chamber can be found a ten by ten pit. Beyond the pit is a closed wooden door with a ring-pull handle.

The center shaft in **Area 12a** has no elevator and has

had a Permanent Levitation spell cast upon it by the ogre shaman. Anyone stepping into **Area 12a** will instantly start to hover about 5 feet off the ground and no manner of physical force will allow a character to go down the shaft (other than dispelling the enchantment, at the 7th level of ability). The spell ensures it to be a one-way shaft (from the bottom up).

Area 12b: Ladder Shaft 2

Characters can still maneuver to the door to this ladder shaft, despite the spell on **Area 12a**, but the door is swollen shut and must be forced open with an Open Doors check or other suitable method. Also, the lower third of the shaft was purposely collapsed by the ogre shaman and is buried under tons of stone and salt.

Area 13a: Elevator 2

In the center of this twenty by twenty foot chamber can be found a ten by ten pit. A few feet above the pit is a square wooden platform, suspended by chains that attach to each of its four corners. These chains then connect to a single chain that extends through a pulley attached to the ceiling and then into a hole in the shaft wall. Beyond the pit is a closed wooden door with a ring-pull handle.

The walls of the shaft provide a five-foot walkway around the elevator. This elevator is also in working order, other than the fact that the platform is weak from age and lack of upkeep. There is a 5% chance per trip plus 5% for each additional 100 lbs of weight that the wood will give way at one of the contact points of the chain at a random height (the shaft is 100' in height). Should this occur, any characters that aren't secured to the platform or one of the lengths of chain in some fashion must make a Dexterity check or fall off the elevator and plummet to the bottom of the shaft (1d6 points of damage per 10' in height).

Area 13b: Ladder Shaft 3

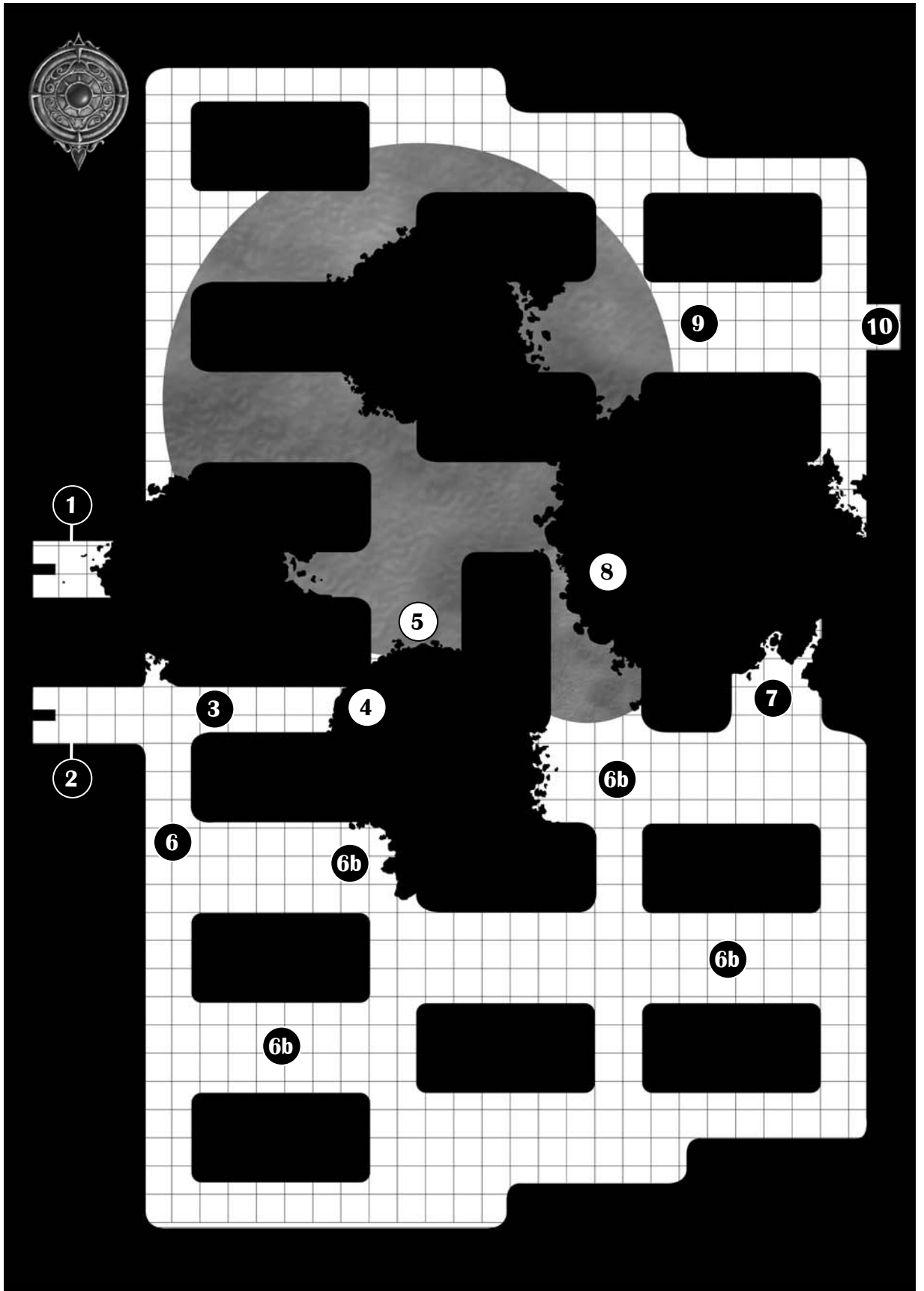
Beyond the door is a small, dark room.

Characters entering this room without a light source must make a Dexterity check at -4 or plummet down the 100 foot shaft (1d6 points of damage per 10' in height). Success indicates that they have either stopped at the edge or fallen, but caught hold of the ladder, depending on the die roll.

The ladder is made of iron but is only half intact. The lower 50 feet of the ladder was destroyed by the ogre some time ago. A 10-foot length of rope is tied near the bottom of the ladder. Characters reaching the bottom of the shaft could work the elevator using the crank found there, to ferry other characters down.



MAP 10: MINES AT WYNDERE: LOWER LEVEL



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Mine Level 2: the Lower Mine

This lowest level of the actual mine has been worked extensively by the human miners of Wyndere. Large symmetrical pillars have been left undug to support the roof. All the surfaces of this level are whitish or yellowish brown. The white and yellow substances are mostly salt, though there are many pockets of sulphur to be found, in addition to large deposits of brown and black igneous rock. Torches will burn a bluish color when brought in contact with sulfur and will start crackling and popping and maybe even catch fire or burst if held to a vein too long.

This level of the mine is rather grim, as it is a repository for the mutated, insane or otherwise useless castoffs of the ogre shaman. Rather than slay the victims of his failed experiments and the slaves of no use to him, he leaves them for dead here or for possible further use, barred from escape. They fight over what little food is available, and the stronger survivors act as a buffer to the mad ogre's lair. Also, half of the mine has been flooded by recent cave-ins, caused by explosions set by the ogre shaman. Another explosion is imminent.

Magêd

If Magêd has already been encountered at the monastery and/or Honeyspot but not slain, he will be wise to the party's presence upon entering **Mine Level 1** or the Den of Spiders, as he is personally keeping tabs on them, despite the Almak-Tuk's dismissal of the danger they present. He will harass the characters at opportune moments throughout the mines, but will not put himself in undo danger, preferring to work in tandem with other creatures, especially his master, who he is in telepathic contact with. The paranoid imp will also take some rather extreme measures, detailed below. For statistics on Magêd, see **Area 22 of Mine Level 4: the Old Mine**.

If the characters approach from the main entrance, the imp will use one of Almak-Tuk's explosive potions to collapse the intersection at **Area 9 of Mine Level 3** when the characters make it **Mine Level 2**. This will rock the mines and send debris raining down on **Area 4 of Mine Level 2** (see **Map 9: Mines at Wyndere • Lower Mine**, opposite page). The imp hopes to kill the characters with a cave-in, but if that doesn't work, the explosion will have sealed off a portion of **Mine Level 3**, hopefully barring further passage.

If the characters approach from the Den of Spiders, Magêd will collapse the intersection as the characters enter **Area 7 of Mine Level 3: the Upper Mine**. The blast will be considerable at this close distance and characters must make a save vs. Breath Weapon or be torched for 2d6+1 points of fire damage.

The Explosion

If the characters are entering the mines from the main gate, Magêd's explosion will occur as soon as the first character leaves **Area 3** of this level, the Lower Mine, regardless of which direction they go. Characters that are moving toward **Area 4** must make a save vs. Paralyzation or be struck for 1d12 points of damage by falling debris. Anyone in **Area 4** during the explosion will be crushed. See **Area 7 of Mine Level 3: Upper Mine** for effects of the explosion there.

Random Encounters

There is a 1 in 10 chance per hour on this level that the party will encounter 1-4 stirges from **Area 9 of Mine Level 3**, as they have been rather active lately. In this event, subtract the number of any slain from the total amount of stirges who lair there.

Stirge: Size: S, AC 8, MV 3"/18", HD 1+1, # Attacks: 1, Damage: 1-3 + 1-4 blood drain

Area 1: Elevator/Ladder Shaft 1

The shaft ends in darkness on a rubble-strewn floor. The air is stale and still her.

Anyone inspecting the area will find, on the wall between the elevator and ladder shafts, a crank that works the elevator mechanism. A lever attached to the crank is two feet in length and angled, to allow for greater leverage for particularly heavy loads. It takes 1 turn to fully raise or lower the elevator.

At the bottom of the elevator shaft is a humanoid (human) skeleton. A 40-foot length of rope lies next to him. In his belt pouch are 4 platinum, 19 gold and 13 copper coins. He also bears a silver dagger in a scabbard on his belt. Note that those descending by elevator will not be able to see the body unless inspecting under the elevator platform.

There is no exit from the area, as it has been buried by a cave-in, caused by one of Almak-Tuk's explosions designed at driving off the miners.

Area 2: Elevator/Ladder Shaft 2

The shaft ends on a floor of earth and raw salt. One side of the area opens into a 25-foot wide passage leading into darkness.

On the wall between the elevator and ladder shafts is the crank that works the elevator mechanism. The attached level and crank assembly works exactly like the one found in **Area 1**.

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If the characters don't make too much noise and stop to listen, they will hear the sound of chewing coming from **Area 3**, thus avoiding surprise by the mongrel-beasts found there. Otherwise, they will come to investigate within two rounds after the characters' arrival.

Area 3: A Grisly Scene

If the characters haven't already encountered the mongrel-beasts from **Area 2**, read the following text aloud:

As you exit from the hall to the elevator (ladder) shaft, a horrifying visage stops you short. Two small twisted, humanoid forms are gorging themselves on the flesh of another creature, blood staining their mouths, chests and hands. They turn their blank eyes towards you and advance!

These creatures were once gnomes but have been extensively experimented on by the ogre, Almak-Tuk. One is missing an eye, the other has an extra digit on both hands and they both stoop badly. They are mad from all they've endured and are ravenous, being trapped in this mine with little food. If one of them is slain, the other will try to retreat.

Mongrel-gnomes: AC 7, MV 6", HD 1, # Attacks: 1 (bite), Damage: 1-4, Size: S

One of the creatures carries three silver pieces in its pocket, though it no longer recognizes the value of money (beyond its shiny coating) and doesn't even realize that they are there.

Once the characters leave this area, the explosion detailed on the prior page occurs, if it hasn't already.

Area 4: Cave-In

The debris of the cave-in here half covers the passage, which slopes downward into a large pool of water ahead.

This is the only accessible dark area on the map.

Area 5: The Pool

The passage slopes downward here into a depression in the cavern floor, which is filled with water. Other passages can be seen beyond, also rising out of the waters of the pool.

The pool is seven feet deep in most places, the deepest being nine feet, in a couple of spots. There is nothing to fear in the water, other than drowning for those that can't swim and/or are wearing metal armor.

Area 6: Mongrel-Beast camp

From the darkness beyond your light source, the sounds of groaning and shuffled steps can be heard.

This section is home to the mongrel-beasts that the ogre has created and let loose into the mines. They often band together in small groups for protection. They are all fairly mad, though there is a 20% chance that useable information of some kind might be able to be gained from a given creature, should it be fed, given in disjointed sentences. Their knowledge could include information about the mines, the ogre mage or the imp. Normally, unfed mongrel-beasts will attack 75% of the time and flee 25% of the time. If the explosion has just occurred, the creatures will be shuffling or, if possible, running about chaotically, but the chances of attack remain the same.

If the explosion occurred previously, characters approaching this area with a light source will be unable to achieve surprise and will likewise add +1 to their chance of being surprised in this area.

Area 6b: Mongrel-Beast

Each location marked as **Area 6b** is inhabited by 1-4 mongrel-gnomes, each twisted in some hideous fashion, as determined by the game master. If the characters do not use a light source and stay to the edge of the walls, they can circumvent all of the creatures in these areas. Otherwise, the sound of combat or a light source will draw all mongrel-gnomes within 50 feet to the sounds, at their normal movement rate.

Mongrel-gnomes: AC 7, MV 6", HD 1, # Attacks: 1 (bite), Damage: 1-4, Size: S

These poor creatures have no possessions to speak of, other than their stinking, soiled clothing.

Area 7: Mongrel-Beast Leader

As you approach this area, you see a human-sized figure peeling moss off of the ground and eating it. As it turns towards you, you can see that it has a third arm growing out of its spine that is clenching and unclenching its twisted claw, grasping at the air. It is hunched over and on all fours and begins lurching towards you!

This is the so-called leader of the mongrel-beasts on this level. Bim is the only slave to have escaped the clutches of Almak-Tuk, but only after being heavily experimented on. The ogre shaman got careless and left a magic mace within reach of the creature, who grabbed the weapon and fought his way passed the

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bugbear guards at that time, and fled here, to the **Lower Mines**. Later, Almak-Tuk replaced his personal bodyguard of bugbears with the Fell Goblin that he created, partially due to this incident.

Once human, Bim has endured even more hideous experiments than did most of the gnomes. It still retains a reasonable amount of intelligence, though, and coordinates raids on other areas of the mine for food, including the spiders and stirges found on **Mine Level 3**. Sometimes though, they wait for a creature to pass through **Area 6** and become disoriented from the moss that grows there, making the attack easier. It is possible to parley with Bim, in an attempt to pass unharmed, though it can only speak stuntingly and has a limited vocabulary. It is also wise enough to strike a deal and then coordinate attacks on characters that fall prey to the moss in **Area 6**. In fact, he has already begun laying a trap for them, as the eating of the moss is merely a ruse to convince the characters that it is harmless (though this could tip the players off as to how to reverse the effects of the moss). If attacked, the leader will call all living mongrel-gnomes from areas marked **4b** on the map, to his aid.

Bim, Mongrel-leader: AC 5, MV 12", HD 3, HP 13, # Attacks: 3, Damage: 1-4, /1-4/1-4 or by weapon, Size: M

The weapon that Bim stole from Almak-Tuk is a magical **mace +1**, which has a an inscription along its length that reads: *V. P. Action Rangers*. Bim uses the weapon when hunting or defending himself, but doesn't normally carry it.

Area 8: Memory Moss

It appears that a massive cave-in has occurred in this area, burying the majority of two of the large pillars that support the roof of this mine. The rock pile almost completely cuts off any passage through the area, with the exception of a narrow path up against the left-most pillar. Moss has grown over the rock pile in several places.

The moss found here is actually an Oblivix colony, which has the power to steal all of the memories from the past 24 hours (including spells) from any living beings within 60' of one of the patches, unless a save vs. spell is made. None of the moss found here is natural (as it does not normally grow naturally in a salty environment such as the mine) and each patch marked Area 6 on the map can attempt to steal memories from one character, for every round that they spend within 60' of the patch.

If a moss patch is attacked at any point, it can choose to form itself into an imitation of a creature whose

memories it has recently stolen (the characters only, in this case) and cast any spells that have been gained. The only way to regain stolen spells is to eat the moss, provided that the spell hasn't already been cast by the creature. If a character attempts this, he or she must make a save vs. spell or feel ill for 3-18 turns. It is possible to gain another's memories by eating the wrong patch of moss, including the casting of spells. These memories fade within a day, however.

Oblivix: AC 10, HD 1-2 hp, # Attacks: (1), Size: S (1/2' sq.)

Area 9: Cave Cricket

A small cave cricket has recently gotten itself trapped in the mines, by falling through a fissure from a natural underground passage, near the top of one of the roof pillars. It is frightened and will begin chirping loudly when any characters come within 20 feet of it or if any loud noises are made within 60 feet of it. If approached, the cricket will try to get away and may inadvertently kick a character (especially those behind it).

The cricket's chirp will also draw the attention of any of the hungry mongrel-gnomes from the west half of the mine that haven't already been encountered. They will arrive in 1-3 rounds after the chirping begins.

Skeeter the Cave Cricket: AC 4, HD 1+1, HP 5, # Attacks: 1, Size: S

Area 10: Entryway to Mine Level 3

In typical ogre shaman fashion, Almak-Tuk has enacted a spell here, to ward off any would-be intruders to the heart of his lair. As soon as the characters' light source reveals the statue that stands under the archway to **Area 9**, read the following to the players:

A dark, four-armed figure, with a hideous visage stands before an arch in the cavern wall here. Beyond it, a wide passage extends upward into darkness.

The statue is a poor likeness of a demon, carved out of igneous rock by Magêd and imbued with a Magic Mouth spell by Almak-Tuk. As soon as the characters get within 10 feet of the carving, it will appear to animate as the spell causes its mouth to move and speak. At this point, read the following to the players:

The figure begins to speak to you in a deep, booming voice:

"Foolish mortals! Turn and flee, lest ye fall at my feet and die the most gruesome of deaths."

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Evil laughter then trails off into silence. The spell will not reset itself, but is occasionally replaced by the ogre when the imp notifies him that it has been enacted.

The real danger of the spell, however, is that it will draw the attention of the stirges from their lair, up the stairs and around the corner from the statue. 2-8 of the creatures will be attracted by the sound, but be sure to subtract this amount from their total number in **Area 6** of **Mine Level 3**.

Stirge: Size: S, AC 8, MV 3"/18", HD 1+1, # Attacks: 1, Damage: 1-3 + 1-4 blood drain
s soon as the characters get within five feet of the passageway at **Area 9**, a trap will be enacted unless a successful Find Traps check or similar precaution has already been taken. It is a simple pit trap that was fashioned by slaves at the direction of the ogre.

The trap can be avoided by hugging the wall of the arch and not stepping anywhere directly in front of it. Some of the mongrel-gnomes are aware of this and the leader in particular is careful to avoid the trap when venturing to **Mine Level 3** and makes sure to inform his brethren as well.

A weight of more than 50 pounds on the center of the ten foot area before the arch, will cause the trap doors to open from the center of the pit, dropping anyone or anything on the area into the ten foot pit below. The trap doors are covered with earth and salt to look like the rest of the cavern floor.

No damage would be caused by the short fall, but the pit is lined with sharpened wooden poles spiked into the earth, which cause 2d6 points of damage or 1d6 points with a successful Dexterity check. In addition, the spikes are coated with dung, so anyone injured from the trap, has a percentage chance equal to the amount of damage suffered of contracting a disease. A disease would manifest itself within a week or two and cause a loss of 1 point of Constitution per week for 6 - 8 weeks. If not treated by a Cure Disease spell within this time, the victim would die.

There are also the skeletal remains of three mongrel-gnomes at the bottom of the pit, none of which seems to have had any possessions.

The trap doors will stay open until manually reset. This is handled by the bugbears at **Area 10** of **Mine Level 3: the Upper Mine**, who also protect the entrance area to **Mine Level 4: the Old Mine**. Once per day, they come to check on the trap and reset it, if needed, reporting back to the ogre the presence of any intruders. A catch is located at the edges of the underside of the trap doors, which is set while the doors are raised upward. The doors are then slowly

lowered downward into position.

Following this crew back to **Mine Level 4**, rather than attacking them, can be a second opportunity to discover the way through the illusionary wall at **Area 8** of **Mine Level 3** if they fail to follow the Fell Goblins encountered in **Area 9**, below.

Area 9: Hall to Mine Level 3

A well-used iron mine cart stands at the foot of a twenty-foot wide, roughly worked passage that rises up from the mine floor. Wooden planks have been affixed to the floor here with metal pins driven into the ground. A single, flickering torch is affixed to one wall of the corridor, several yards away. At the edge of the torchlight, the tunnel turns to the right and climbs upwards into darkness. Just then, shadows appear in the torchlight of the far end of the hall, as something approaches.

The planks are the same as those found in **Area 9** of **Mine Level 1: Entry Level** and are used for the same purpose, to keep mine carts from running loose down the hallway. A winch the mine cart has a broken axel and lists heavily to one side. The cart is half-filled with raw sulphur and a trowel is half buried in the material. Bits of honeycomb are strewn about the floor.

The shadows are from a group of six approaching Fell Goblins (see **Appendix IV: New Monsters** for more information) who are dragging behind them the body of a dead human slave, to be thrown into **Mine Level 2**, just beyond **Area 8** of this level.

The characters cannot be surprised by the Fell Goblins at this point. If the characters make reasonable attempts to hide quietly, they will automatically gain surprise. If the characters do not attack, but rather allow the goblins to do their work and return to **Mine Level 4 • Old Mine**, they can be followed through the illusionary wall at **Area 8** of **Mine Level 3** unmolested by any creatures along the way. The characters will not be able to follow them into the guardpost at **Area 10** of **Mine Level 3 • Upper Mine** without being detected, however.

Goblin, Fell x6: AC 6, HD 1-1, HP 7(x2), 5(x2), 4(x2)
Attacks: 1, Damage: by weapon (dagger, spear)

One of the Fell Goblins also possesses a golden, magic **Ring of Teleportation**. This particular ring, however, has a geas put it upon which will force the user to teleport to a Temple of Evil Elemental the first time he or she attempts to use it. The creature has yet to use the ring because it hasn't figured out what it does yet or how to use it. The password that allows the ring to function is lost and can only be recovered magically.

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Mine Level 3: the Upper Mine

This level of the mine was mostly excavated by Trentwick Stought and his men, but the north half was dug by the ogre's minions, including a three-room suite that he formally used, but has since passed on to his bugbear guards after the area was partially destroyed by one of his experiments. The smell of sulfur is strong on this level.

Most of the surfaces on this level are yellowish-brown to dark brown, as much of the area is composed of igneous rock with layers of sulfur deposits, though a fair amount of salt pockets can also be found here. The rock was formed by volcanic activity in the region long ago, as was the sulfur. The relatively large amount of sulfur dust in the air will cause any open flames to burn blue and to crackle loudly and occasionally pop.

Random Encounters

There is a 1 in 10 chance per hour that the party will encounter 1-6 stirges from **Area 9** on this level. Be sure, however, to subtract any slain stirges from the total in their lair.

Stirge: Size: S, AC 8, MV 3"/18", HD 1+1, # Attacks: 1, Damage: 1-3 + 1-4 blood drain

Area 1: Hall from Mine Level 2

This passage slopes downward significantly and has lengths of wood nailed into the floor at five foot intervals. Sconces can be found every thirty feet or so, but none holds any torches. After about 100 feet, the passage turns right and continues for another hundred feet or more, before turning right again.

The partially dug tunnels at the end of this long hall were forays by Trentwick and his crew, looking for particularly rich pockets of sulfur. There is nothing of interest in any of them.

Area 2: Mining Chamber

The ceiling of this large man-made chamber is supported by long, narrow walls, which form a series of passages. Much of one half of the chamber has collapsed, however.

There are actually several areas that have collapsed on this level, but the largest was created by the ignition of methane gas that crept into the area from a fissure in the earth and was set alight by a goblin's torch. This accident was actually the impetus for the ogre's forays into explosive experimentation. Since the explosion,

a murder of stirges have made the cleared central chamber their lair (see **Area 5**), lured their by the ogre's magic.

Area 3: Cave-in

The roof has collapsed here, barring passage to one end of a tunnel that is perpendicular to several other tunnels here.

Passage from the other two directions is impossible, however, unless the party spends two hours excavating it (or one hour with shovels), which would alert all inhabitants of the level to the party's presence.

Area 4: Dun Pudding

Several dark tunnels lead off to the left from the main passage here.

Open flames will burn less blue here, as these passages have a greater salt content. Roaming these three side passages is a Dun Pudding. This creature is similar to other puddings and slimes, but is particularly fond of salt. It is currently feeding from the ceiling of the center chamber, but can sense movement and will be only too happy to have a live meal. It's preferred method of attack is to drop from the ceiling but it can move equally fast on any surface.

A Dun Pudding dissolves leather as quickly as a black pudding and dissolves metals half as fast. They are immune to acid, cold and poison, but fire does normal damage. Lightning and weapon blows will divide the pudding in half and each of these halves can be subdivided up to two more times, after which additional halves will quickly reform. Each half of a pudding retains half of the original's hit points and deal half the normal damage per attack.

Dun Pudding: AC 7, MV 12", HD 4+1, HP 18, # Attacks 1, Damage: 4-24, Size: M

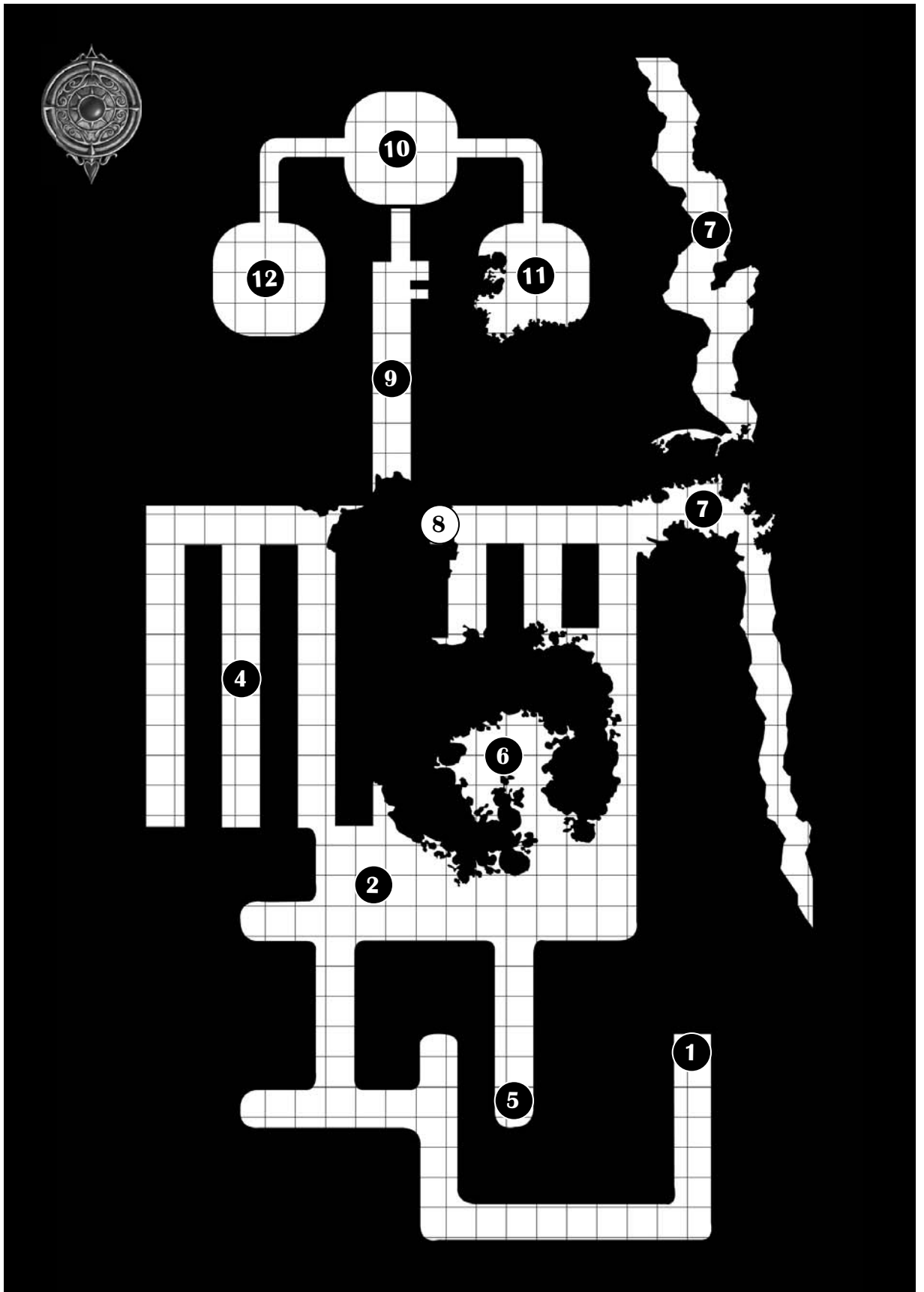
Area 5: Goblin Remains

A long passage has been dug into the mine wall here, near the large pile of rubble from an apparent cave-in. Several diminutive, shriveled corpses lie on the ground here, one still clutching a partially-burned torch and two with swords close at hand.

The goblin corpses found here have been preserved by the salty environment, but have been drained of blood from the stirges in **Area 6**.

The corpse that holds the torch still wears a platinum medallion (valued at 150 gold coins) tucked under his leather jerkin and has a short sword tucked into his

MAP 11: MINES AT WYNDERE • UPPER MINE



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belt. One of the other two has a large burlap sack full of decaying offal and they all have belt pouches, with a total of 19 silver, 7 electrum and 24 copper coins between them.

At the end of the tunnel can be found the shattered bone remains of a goblin who was caught in the explosion here and thrown down this tunnel. He was killed much earlier than the three outside the tunnel, so their proximity is merely a coincidence. A gold ring has been fused to one of his digits which lies separated from the rest of the body, as do most of the bones. The melted ring has a value of gold coin.

Area 6: Stirge Lair

An opening in the rubble pile here reveals a passage into darkness.

The stirges that can be found here once patrolled the length of the underground riverbed nearby, sometimes going above ground in lean times. When the ogre and imp tandem came to the mines, however, Magêd recognized their usefulness and convinced Almak-Tuk to use his animal friendship ability to lure the creatures into the mines. After this, the ogre collapsed the passage to the riverbed, to block their way above ground. The rubble had to be re-cleared to allow access to the riverbed, where the stirges still hunt.

Any loud noises on this level (including sounds of combat) or bright lights near the area will alert the stirges to the characters' presence and the entire contingent will immediately fly from their lair to attack en masse.

Stirge x16: Size: S, AC 8, MV 3"/18", HD 1+1, # Attacks: 1, Damage: 1-3 + 1-4 blood drain

There are large nests composed of bone, rubble and various fibers here, several of which contain 1-4 stirge eggs. In addition, there is a crystal egg (valued at 500 gold coins) lying on the floor of the passage, which one of the stirges mistook for a real egg when initially encountered.

Area 7: Subterranean Riverbed

An opening in the corner between two mine walls can be found here and the circular chamber beyond is partially filled with rubble. A passage has been dug through the rubble to another passage, however.

The collapse is the result of an explosion set by Almak-Tuk. The passage beyond is a natural formation, once an underground riverbed that has since dried up. It leads to the Den of Spiders, detailed on pages 46-51.

The blocked side of the passage could be excavated in 4 hours (or two hours with shovels), but this would be dangerous, as another methane leak is found here, created by a shifting of earth from the recent explosions in the mine. If the characters attempt this, any open flames will burn brightly and flare up from time to time, more often as the party digs deeper. Once a breach has been made through the rubble, the built-up methane will cause an explosion that causes 2d8 points of damage to all within twenty feet. In addition, there is a 50% chance that the explosion will cause another cave-in for 1d12 points of additional damage. Finally, the sulfur dust in the air will catch fire and burn anyone and anything in Areas 1 -5 for 1d6 points of burning damage.

Beyond the blockage, the tunnel continues for several hundred yards (off the map), where it eventually ends at a natural wall. Roots from a tree that grows on the hillside of the hill in which this mine is dug, extend down from the ceiling and through the walls here. Almak-Tuk employs his Pass Plant and Levitate abilities to pass through the tree and outside when he needs to leave the mine.

Several hundred feet beyond the blockage (off the map), there is a trap door in the ceiling of the tunnel that leads to **Area 22 of Mine Level 4**. It would be very difficult to locate the door, however and should be treated as a secret door. In addition, the portal is locked by a sliding latch on the top side. It could be forced open with a successful Open Doors roll, but proper footing would be needed as the ceiling is nearly seven feet in height at that point.

Area 8: Illusionary Wall

The passage appears to end here like the other unfinished tunnels on this level, but it is actually a permanent illusion created by Almak-Tuk. As the party approaches, they will see it as a partially excavated wall and it will act as one, unless they choose to disbelieve it and make a successful saving throw vs. spell. Should a character do this successfully, he could communicate the fact to other characters and give them a +4 to their saving throw. Note that this is not a programmed illusion, so though checking for secret doors along the wall may only reinforce the illusion for the characters, throwing a rock through it would give everyone watching another save with a +4 bonus.

Note that, if Magêd collapses this area (as shown on the map), there will be real blockage here, but if the characters are patient, a path will eventually be cleared from **Area 8 to Area 9**. (See **Mine Level 2 • Magêd** for more information on this possibility.) Otherwise, it will take the characters four hours or two hours with proper equipment to clear a path.



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Area 9: Elevator Access Tunnel

This long, straight passage narrows from twenty to ten feet after about a hundred feet or so. The right side of the passage also has two openings here, one a rubble-filled five-foot wide arch, the other a ten foot wide opening that leads into a square room with an open pit in the floor. Both arches are approximately five feet in height.

The rubble-filled arch was the ladder shaft for the old mine elevator, which has been collapsed by the ogre to prevent anyone from accessing this level of the mine. The ten-foot arch is the elevator shaft that leads downward to **Area 9** of **Mine Level 4** and upward to **Area 12a** of **Mine Level 1**. When anything is placed within the shaft, it is quickly (10 feet per second) transported to **Area 12a** of **Mine Level 1**. Characters that step into the shaft will instantly start to float upwards. A successful saving throw vs. Spell is required to be able to leap from the shaft before being whisked away to **Mine Level 1**.

A concealed door can be found past the elevator, at the end of the ten-foot wide shaft. There is a gnomish-made raised stone on the floor which, when depressed, releases the secret door and causes it to swing inward slightly. Because the bugbears in **Area 9** are combat training, there is a chance of surprising them, despite the nature of the door.

Area 10: Bugbear Suite • room 1

If the characters listen at the door to this area before opening it, the sounds of combat can be heard with a successful Hear Noise check.

Two large, brown-furred creatures are dueling with shields and swords in this room.

The bugbears that live here now are combat training and so can be surprised normally, as their attention is on one another. Once the characters reveal themselves, they will immediately call for help from the other bugbear in **Area 9**.

Bugbear x2: Sz L (7'+), AL CE, MV 9", AC 4, HD 3+1, HP 21, # Attacks 1, Damage: 2-8 or by weapon (broad sword x2); Special: surprise on 1-3

In addition to arms and armor, each of the bugbears carries a large shield. One of them has a wooden symbol to Khurgorbaeyag (the goblinoid god of slavery, oppression, and morale) tucked into an inner pocket of his armor. The other has a backpack nearby, containing a wool blanket, a full waterskin, 3 uncut gems (each valued at 50 gold coins) and a golden anklet (valued at 15 gold coins).

A light covering of hay covers the floor in this room and four barrels can be found, two on each side of the concealed door. In addition, two round cherry tables (one overturned and each valued at 10 silver coins) and three large trunks (valued at 5 gold coins each) against the wall opposite the door are here. Two of the barrels are half-filled with spring water, one is one-third filled with honey mead and the other is half filled with salted meat. The left trunk is filled with bugbear-sized armor pieces, soiled clothing and gloves. The middle trunk contains soiled, blood-stained rags. The trunk to the right is filled with 42 boots of all different sizes, many mismatched.

Area 11: Bugbear Suite • room 2

A cave-in has collapsed the far wall of this once-rounded room, nearly doubling its size, but filling it two-thirds full of rubble. Two iron cages, six feet tall and four feet wide, as well as shoddy wooden table stand here, all blood-stained. The room is apparently now used as a privy.

Once the ogre's torture chamber and laboratory, the cave-in was caused by an experiment gone awry.

Area 12: Bugbear Suite • room 3

Dozens of hay bales are stacked waist-high here, covering the left and halves of center of this rounded chamber.

If the bugbear here has not already been called to assist in **Area 9**, he will be found asleep on the stacks of hay bales in this room, a warhammer lying next to him.

Bugbear: Sz L (7'+), AL CE, MV 9", AC 4, HD 3+1, HP 21, # Attacks 1, Damage: 2d4-1 (warhammer); Special: surprise on 1-3

Two of the crates contain goose eggs and the other is empty. A thorough search of this room will reveal a trap door in the floor, covered by hay, leading to **Area 1** of **Mine Level 4**, as well as five gourd flasks underneath the hay, all of which have leaked out save one, a **Potion of Haste**.

Hammer of Hindering -1: The hammer was given to the bugbears by the Almak-Tuk for his own amusement, as he is aware of the curse on the weapon. (See **Appendix III: New Magic Items** for more information.)

THE MINES AT WYNDERE

Mine Level 4: the Old Mine

Approximately half of the old mine level was excavated by the initial mining group to come here, decades ago. They used only one elevator and so ore collection occurred upstairs, which is why the collection chamber on **Level 1** is so large. Since the ogre reopened the mine, the same system of support pillars was maintained, so the level has a fairly uniform layout. The passages in most of this level, as well as in the ogre's suite have twelve foot high ceilings, though the security level passage is only six feet in height.

Raising the Alarm

It may be difficult to discern the sounds of battle from the sounds of mining on this level, but should any of the slave masters discover the characters and be able to safely get away, he will first attempt to inform other slave masters of the situation and then go tell the ogre in **Area 22**. The ogre will not leave his chambers in this case, but will not be able to be surprised when encountered. The other masters will attempt to corral the slaves in **Area 4** or **Area 16**, if possible, before making a stand against the intruders. If a coordinated attack is made, note that there are 5 bugbears, 18 goblins and 6 mongrel-goblins on this level.

Random Encounters

For every hour spent on this level, there is a 2 in 10 chance of an encounter occurring. If the encounter occurs in a "security area" (**Areas 2, 19 and 20**), the result will automatically be a slave master. Otherwise, a result of 1 indicates a slave master encounter, whereas a 2 indicates an encounter with a slave.

Slave Master: The ogre uses bugbears as security guards. Each has a physical deformity: a third eye, two heads, a prehensile tail, etc. Some of these deformities are useful, others are detriments from failed experiments. The exact nature of the creature is left to the game master's imagination.

Bugbear: Sz L (7'+), AL CE, MV 9", AC 5, HD 3+1, HP 21, # Attacks 1, Damage: 2-8 or by weapon; Special: surprise on 1-3

Each has a 50% chance of carrying 1d20 silver coins.

Slave: A slave will be heading to the latrine at **Area 13** or performing a task such as replacing torches or bringing a full mine cart to **Area 9**. The party may be able to convince him to help in some way.

Human Slave: MV 12", AC 10, HD 1, # Attacks 1, Damage: 1-4 stunning

Area 1: Access Tunnel

A rough-hewn ten-foot wide, six-foot high tunnel extends into darkness, from the right wall of the landing at the top of the stairs. Wooden beams provide support to the passage.

This tunnel is the main means of movement between **Mine Level 3** and **4**. It was added after the old mine shaft was magically protected. The tunnel is unlit.

Area 2: Security Tunnel

The tunnel ends at an opening into an unlit, perpendicular tunnel of similar construction.

This passage is the southern "security area" of **Mine Level 4**. It is ten feet higher than the rest of the level and is used by the slave masters to keep an eye on the slaves from three different areas. These sections have a seven-foot long, one-foot high slot in the wall, allowing for viewing of the mine itself, but are narrow enough to keep slaves from escaping through. These areas are marked on **Map 12: Mine Level 4** by a double line and are labeled **2A, 2B & 2C**. The area is unlit and anyone found unaccompanied by a slave master here are slain on the spot.

There are always two bugbears on guard here and there is currently one each at **Areas 2A & 2C**. Goblins and mongrel-goblins are not allowed in the area without escort, for fear that they might try to escape or steal from the bugbears. If enough noise is made, one or both of the guards will try to slip out of the area unnoticed and alert the rest of the guards on this level to the intruders' presence.

Bugbear: Sz L (7'+), AL CE, MV 9", AC 5, HD 3+1, HP 21, # Attacks 1, Damage: 2-8 or by weapon; Special: surprise on 1-3

Each of the goblins carries 1d4 gold, 1d8 silver and 1d20 copper coins, as well as a key to the door to **Area 3**.

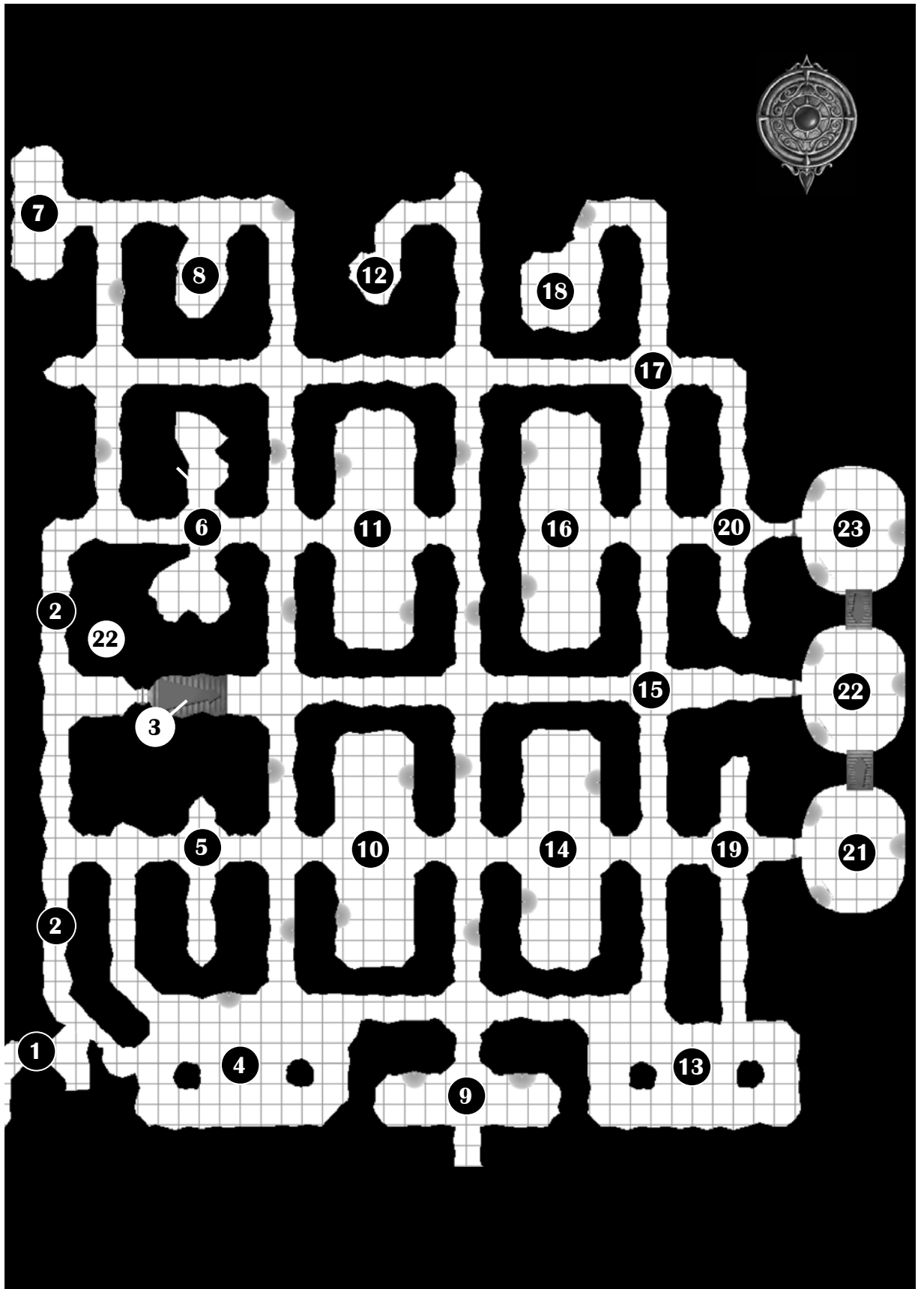
Area 3: Security Stairway

The door that leads to **Area 2** is locked. The keys are held by all goblin guards on **Mine Level 4**, as well as the ogre at **Area 22**.

Beyond the door is a rough staircase approximately ten feet wide, leading downward about fifteen feet into a dimly lit passage, supported by wooden beams.

Beyond the bottom of the stairs, ten feet from the intersection, is a Permanent Illusion of a passage that

MAP 12: MINES AT WYNDERE • OLD MINE



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has only been partially excavated. Though used to disguise the entrance to the security level, most of the slaves have figured it out.

As the party approaches the illusion, they will see it as a wall and it will act as one, unless they choose to disbelieve it and make a successful saving throw vs. spell. Should a character do this successfully, he could communicate the fact to other characters and give them a +4 to their saving throw. Note that this is not a programmed illusion, so though checking for secret doors along the wall may only reinforce the illusion for the characters, throwing a rock through it would give everyone watching another save with a +4 bonus.

Area 4: Slave Pen

A large, twenty-foot deep pit can be found here, bordered on one side by a ten-foot wide walkway. Two evenly spaced pillars rise from the bottom of the pit to the ceiling of this unlit chamber. A forty foot length of coiled hemp rope, tied off to an outcropping, can also be found here.

This chamber is used as a slave pen and the rope is for the slaves to climb in and out of the pit with, when they are going to or returning from working the mines. Any slave that refuses to climb or is too sickly or weak to do so is either left to die or killed by archers as a warning to others. There is little of value in the pit other than a small cache of weapon pieces (sword blades, broken spears, etc.) collected for an eventual attempt at breaking free of their masters. The bones of dead slaves and rats litter the floor and a make-shift latrine can be found in one far corner of the pit.

Area 5: Mining Chamber 1

Three diminutive creatures, two with yellowish skin and the other a dull orange stand here, watching three men and a dwarf excavate the area. A half-full mine cart sits between the two groups.

One of the slaves here is Hingham of Middlemeadow, who went missing from Wyndere two months ago, abducted outside of town. His son has posted a reward of 100 gold coins, but Hingham is unaware of this.

Goblin x3: MV 6", AC 6, HD 1-1, # Attacks 1, Damage: 1-6 or by weapon (spear x2, short bow x2, short sword x3)

Slave x4: MV 12" x3, 6" x1, AC 10, HD 1, # Attacks 1, Damage: 1-4 or by weapon (pick axe x2, shovel x2)

Each of the goblins carries 1d4 gold, 1d8 silver and 1d20 copper coins.

Area 6: Mining Chamber 2

Two diminutive creatures, one with yellowish-green skin and the other a reddish-brown, are lounging about here talking. The sounds of mining can be heard from adjacent chambers.

In addition to the goblins in the hall, there is a mongrel-goblin in each of the chambers, watching three miners closely and wielding whips for those that don't work hard enough.

Goblin x2: MV 6", AC 6, HD 1-1, # Attacks 1, Damage: 1-6 or by weapon (short bow, light crossbow, short sword x2)

Mongrel-Goblin x2: MV 6", AC 6, HD 2+1, # Attacks 1, Damage: 1-6 or by weapon (whip, short sword)

Human Slave x6: MV 12", AC 10, HD 1, # Attacks 1, Damage: 1-4 stunning or by weapon

Each of the slavers carries 1d6 gold, 1d4 electrum and 1d12 silver coins and one goblin holds a key to the door in **Area 3**.

Area 7: Mining Chamber 3

A cracking sound, followed by howls of pain can clearly be heard from this chamber as you approach. An empty mine cart stands in the hall.

A mongrel-goblin with four arms (three working) is delighting in whipping one of the slaves working here, while two goblins lean on spears nearby, laughing.

Mongrel-Goblin: MV 6", AC 6, HD 2+1, # Attacks 1, Damage: 1-6 or by weapon (whip, short sword)

Goblin x2: MV 6", AC 6, HD 1-1, # Attacks 1, Damage: 1-6 or by weapon (spear x2, short sword x3)

Human Slave x4: MV 12", AC 10, HD 1, # Attacks 1, Damage: 1-4

Each of the slavers carries 2d12 silver coins and the mongrel-goblin carries a key to a box in **Area 11**.

Area 8: Mining Chamber 4

A humanoid lies face down at the back of this half-excavated chamber. A shovel rests nearby.

The body of a half-elf lies here, a puddle of blood pooled beneath him. A puncture wound in the stomach suggests that he was stabbed. If searched, a necklace with a silver leaf pendant (5 gold coin value) can be found. The symbol is of his deity, The Leaf Lord.

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Area 9: Old Mine Elevator

This room extends out to the left and right, both ends filled halfway to the ceiling; one side with salt, the other with rubble. Narrow tracks in the floor lead to a ten foot square alcove in the far wall.

The tracks are from the wheels of mine carts used to transport raw salt and sulfur to this chamber. When enough has been collected, it is shoveled into sacks and the sacks placed in the alcove. The alcove is actually the old mine elevator shaft, which the ogre has cast a permanent **Levitate** spell on. When anything is placed within the shaft, it is quickly (10 feet per second) transported to **Area 12a** of **Mine Level 1**. Characters that step into the shaft will instantly start to float upwards. A successful saving throw vs. Spell is required to be able to leap from the shaft before being whisked away to **Mine Level 1**. Two shovels and four sifting boxes are also found here.

Area 10: Slave Master Quarters 1

Old mattresses, piles of blankets and other make shift beds arranged around the edges of this large chamber can be seen by the flickering light of the torches set into the walls here.

Two mongrel-goblins are currently dozing in the shadows here, but will wake to any loud noises or bright lights brought into the room. A search of each of the beds in this room will turn up the following:

- a whip, a great helm and a necklace valued at 75 gold coins
- a jar of red paint and an orc tooth
- a leather belt, a fur hat (valued at 5 gold coins) and a whetstone
- a battle horn (valued at 5 gold coins) and a large pewter (serving) fork
- a brass spyglass (valued at 100 gold coins)
- a deck of dog eared playing cards and a pan flute

Mongrel-Goblin x2: MV 6", AC 6, HD 2+1, # Attacks 1, Damage: 1-6 or by weapon (scimitar x1, whip x1, dagger x1, knife x10)

Area 11: Slave Master Quarters 2

Old mattresses, piles of blankets and other make shift beds arranged around the edges of this large chamber can be seen by the flickering light of the torches set into the walls here.

There is no one currently in this room, but a search of the bedding found here will turn up the following:

- a flail and a robe with a **dart +2** in the pocket
- a large sack of animal meat crawling with flies and a set of ankle manacles with the key
- a fine halfling- or gnome-sized cap (valued at 1 gold coin) and a small sack with 4 iron spikes
- a silver serving tray in fair condition (valued at 10 gold coins) and a pin cushion with pins
- a belt pouch full of wolfsbane
- a tinderbox and a box of Elven poetry (valued at 15 gold coins) and a wineskin, 1/4 full of mead
- a locked tin box with 6 silver and 72 copper coins (the mongrel-beast in **Area 7** has the key).
- a wineskin half-full of excellent Elven wine and a wineskin a quarter full (8 doses) of Type A ingestive poison

Area 12: Mining Chamber 5

The main passage ends here at a torch set into the wall, but a side tunnel opens to the left.

The torchlight here masks the torchlight coming from further in the chamber, but the sounds of mining can be heard, should a character stop to listen. There are two goblins watching over the three slaves working here. Two are digging for salt from the chamber walls with pick axes, while the other shovels it into a cart.

Goblin x2: MV 6", AC 6, HD 1-1, # Attacks 1, Damage: 1-6 or by weapon (spear x2, short sword x2)

Slave x3: MV 12" x3, 6" x1, AC 10, HD 1, # Attacks 1, Damage: 1 or by weapon (pick axe x2 or shovel x1)

Area 13: Latrine

The methane smell from this area is strong and vile. A large, twenty-foot deep pit can be found here, with two evenly spaced pillars rising from its depths to the ceiling of this unlit chamber. Piles of dung are found near the edge of the pit and a well-used shovel leans against the left wall.

This area is obviously a latrine, used by all inhabitants on this level. Particularly rebellious slaves are sometimes thrown into the pit, which is home to hundreds of rot grub and a family of Galtryt. The rot grub will only be encountered inside the pit, but the Galtryt are clever beasts that will wait until anyone in this area turns to leave, before attacking. The bite of these tiny, winged creatures causes 1-2 hit points of damage and anaesthetizes the wound, so as to go unnoticed. It will continue to drain blood for up to 1 turn and for each 4 rounds of feeding, the victim loses 1 Constitution point (recovery is 4 days per point lost). Note that possible additional hit points may be lost due to Constitution loss. The Galtryt will attempt to

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flee if discovered by friends of those attacked.

Galtryt x6: MV 3" / 18", AC 2, HD 1-2 hit points, HP 2 x3, 1 x3, # Attacks 1, Damage: 1-2 + blood drain

Rot Grub x100: MV 1", AC 9, HD 1 hit point, HP 1, # Attacks 1, Damage: death in 1-3 turns unless fire (1-6 damage) is immediately applied

Area 14: Storage Room

Strewn about this chamber are mining tools of all sorts, most intact, some ruined, but all well-used. Pick axes, shovels, pry bars, rakes, trowels, sifting boxes and piles of burlap sacks are among the items found here. In addition, dozens of barrels line the walls.

There are nineteen barrels in total, six filled with spring water, five with pickled fish (slave food), three with animal offal (food for the owlbear in **Area 15**), two with lamp oil, one with torch wood and one with rags. The final barrel is of carved stone and weighing hundreds of pounds. It contains a potent alcoholic beverage and the words, "BEEF EATER" are engraved on the lid. There is also a whip beneath some of the tools, which are piled in no particular order.

Area 15: Guardpost

This unlit area is guarded by an owlbear that wandered into the region and was befriended by the ogre. It is kept happy by constant feeding. Though instructed not to molest the slaves unless told otherwise, the slaves give it a very wide berth because it's will is weak. The creature is over eight feet in height, brownish-black in color and weighs close to a ton. It normally chews on one of the many bones strewn about the hall during the day, but will be sleeping 50% of the time. Loud noises or light will rouse the creature in one round, however. Behind the owlbear is a permanent illusion exactly like the one found in **Area 3**. The creature is too stupid, though, to disbelieve the illusion.

Owlbear: Sz L (8'+), MV 12", AC 5, HD 5+2, HP 32, # Attacks 3, Damage: 1-6/1-6/2-12 + hug (2-16)

Area 16: Slave Master Quarters 4

Old mattresses, piles of blankets and other make shift beds arranged around the edges of this large chamber can be seen by the flickering light of the torches set into the walls here.

There are also six goblins here, five of which are sleeping, but are difficult to see due to the dim light.

Goblin x6: MV 6", AC 6, HD 1-1, # Attacks 1, Damage: 1-6 or by weapon (short bow, short sword)

In addition to the weapons that the goblins present here have, a broken birdcage stands in the corner and the following can also be found in each of the beds of the chamber:

- a belt pouch filled with snuff
- a prism inside a belt pouch and a grappling hook
- a feather pillow, an empty waterskin and a small sack of sugar
- a straight razor, a small pair of leather gloves and 3 gold coins
- a wooden kaleidoscope (valued at 10 gold coins), a 3/4 full waterskin and steel greaves
- a tin filled with a natural healing salve (cures 1 hit point of damage per day beyond normal healing)
- a tiger pelt blanket in fair condition (valued at 5 gold coins) and a small **shield +1**
- a knife, an unlocked padded box with an hourglass and a pouch filled with an unknown spice

Area 17: Spying Station

Old mattresses, piles of blankets and other make shift beds arranged around the edges of this large chamber can be seen by the flickering light of the torches set into the walls here.

This slot is exactly the same as those found in **Area 2**, used for spying on the slaves working the mine.

Area 18: Mining Chamber 6

Old mattresses, piles of blankets and other make shift beds arranged around the edges of this large chamber can be seen by the flickering light of the torches set into the walls here.

Two goblins are forcing the two female slaves here to fight each other over who will get water today.

Goblin x2: MV 6", AC 6, HD 1-1, # Attacks 1, Damage: 1-6 or by weapon (spear x2, short sword x2)

One of the goblins has a large belt pouch with a tin filled with a natural healing salve (cures most diseases within 1 week), 19 silver coins and a half-full waterskin. The other goblin wears leather gloves, carries a skin of poor wine and keeps a pouch in his loincloth filled with 9 gold, 12 electrum and 13 silver coins.

Area 19: Security Area 2A

An ærthen ramp slopes upward here into darkness.

Fell Goblins guards this area and will attempt to surprise any intruders passing by in the hall below by creeping up behind them. If the party advances up the ramp, they will rap on the door three times to warn

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the ogre before taking up positions in one of the side passages. The door to the area is unlocked.

Fell Goblin x6: AC 6, HD 1-1, HP 7(x3), 6(x3), # Attacks: 1, Damage: by weapon (short sword, dagger)

The bugbear wields a morning star and carries a large belt pouch with a gem (valued at 600 gold coins), 26 platinum, 29 gold, 22 electrum and 11 silver coins.

Area 19: Security Area 2B

An ærthen ramp slopes upward here into darkness.

Fell Goblins guard this area and will attempt to surprise any intruders passing by in the hall below by creeping up behind them. If the party advances up the ramp, they will rap on the door three times to warn the ogre before taking up positions in one of the side passages. The door to the area is unlocked.

Fell Goblin x6: AC 6, HD 1-1, HP 7(x3), 6(x3), # Attacks: 1, Damage: by weapon (short sword, dagger)

The goblins wield short swords, daggers and one has a backpack stowed near the spy station, on the other side of the wall from **Area 17**. Inside the backpack are 14 uncut gems (valued at 100 x2, 75 x5, 50 x3, 25 x4 gold coins), as well as 11 gold and 10 electrum coins.

Area 21: Ogre Lair • room 1

Beyond the door, the passage continues for ten feet, ending at a closed portcullis. Beyond the gate is what looks to be a laboratory, lit by wall torches. In the center of the room, a body lies atop a stone table.

The portcullis can be raised by a pulley and chain system to the left of the doorway as one enters and the counterweights can be found on either side of the doorway, supported by thick chains. The gate can be raised with a successful Bend Bars/Lift Gates roll. A maximum of two characters could fit in the space to lift it simultaneously, using the strongest character's Bend Bars/Lift Gates percentage as a base and adding 1/2 of the other's chance to that percentage.

Inside the room is a laboratory filled with all manner of alchemical equipment: alembics, decanters, glass vials in wooden stands, tongs, ladels, mortar and pestles, bowls, basins, cleavers, knives, etc., as well as many jars of herbs and other elements (such as ammonia, aqua regia, arsenic, chlorine, grain alcohol, lye, mercury, anaesthetizing agents and spell components) arranged on a wooden desk on the wall at the far end

of the room. Near the right-hand wall is an empty, medium-sized cauldron over a fire pit.

In the center of the room, the "body" of a needleman lies on the stone table there. The ogre slayed the creature in the swamp near Honeyspot and brought it back for experimentation. Should the characters make any significant noise after opening the door (like opening the portcullis), the ogre will be aware of the party's presence and will create an illusion of the needleman rising from the table and attacking. For all intents and purposes, the illusion will act as a needleman. If, however, the ogre is aware of the party's presence before they open the door, the illusion will have prepared the illusion of a troll and it will look as such on the table.

Needleman: Sz M, MV 9", AC 6, HD 3+4, HP 28, # Attacks 1-6, Damage: 1-2; Special: magic is triply effective

Troll: Sz L (9'+), MV 12", AC 4, HD 6+6, HP 42, # Attacks 3, Damage: 5-8/5-8/2-12; Special: regenerates 3 hp/round

Also in the room are twelve barrels: three filled with spring water, two with lamp oil and one each of salt water, sulfur, vinegar, charcoal, uncut gems (total value of 1,200 gold coins), unrefined gold (valued at 700 gold coins) and unrefined lead.

Area 22: Ogre Lair • room 2

This is the ogre's living quarters and where he will make his stand against the characters. The door leading from **Area 15** is locked and Almak-Tuk holds the only key. If it is forced open, he will have time to prepare a **Dark Lightning** spell and will cast it as soon as the first character is in view. If the characters approach from **Area 21**, he will have used his **Spectral Force** spell first. If they approach from **Area 23**, he will have cast his **Animate Monster** spell. He will most likely then cast **Transmute Rock to Mud** to destroy one of the staircases, then **Fell Rain** and **Mirror Image** before the characters reach him, if possible. When within melee range, the ogre will then employ the **Boåg Chain**. Almak-Tuk is supremely confident in his abilities and will not surrender or flee, except under the most dire of circumstances.

If Magêd is still alive and within a mile, the ogre will cast at one level of ability higher and regenerate one hit point per round. In addition, he will have doused all of the torches in **Areas 21-23** if given enough time, using the **Affect Normal Fires** spell, relying on the infravision imparted to him by his familiar. If present, the imp will stay behind his master when possible, and remain invisible as often as he can, using his power of

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Suggestion. He will only attempt to sting those that come near. If Magêd is destroyed before Almak-Tuk, the ogre will lose five levels of spell ability (four plus the extra one).

Almak-Tuk, Ogre Shaman: Sz L (9'+), MV 12", AC 5, HD 5+2, HP 32, # Attacks 1, Damage: by weapon (Boàg Chain: 1d4+2; see **Appendix III: New Magic Items** for a full description) or spell; Special: when Magêd is within 1 mile: 25% magic resistance, regenerates 1 hp/round, casts at the 8th level of ability (7th if Magêd isn't present, 3rd if Magêd is killed)

The ogre shaman has the following spells available to him today: **Affect Normal Fires** x3, **Detect Magic** x3, **Speak With Animals** x3, **Levitate** x2, **Plant Door** x2, **Spectral Force** x2, **Dispel Magic**, **Magic Mouth** and **Mirror Image**.

He can also cast the following spells every week and has them all available at the start of the adventure: **Animate Dead**, **Fell Rain** and **Regeneration**.

In addition, he cast three spells per month, but has only **Dark Lightning** currently available (the others being used less than a week ago). Lastly, he has also used all of his annual abilities for the year.

Almak-Tuk wears no armor other than hides (which do not affect his armor class) and carries little except his runestones inside a belt pouch.

Magêd, Imp: Sz S (2'), MV 6" / 18"', AC 2, HD 2+2, HP 13, # Attacks 1, Damage: 1-4+poison (death); Special: can cast **Detect good**, **Detect magic**, **Invisibility** at will and **Suggestion** once/day; only hit by silver or magic; immune to magic cold, fire and electricity; saves as a 7HD creature

Found in this room is a large hammock strung between two stone pillars that rise ceiling to floor. Opposite the hammock, on the south wall, hangs a **Mirror of True Sight** (see **Appendix III: New Magic Items** for a description of the item). Beneath the mirror is a 7-foot long stone bench. Underneath the bench is a chest. The chest is locked and the key can be found on the key chain in **Area 23**. Inside the chest is a skull helm, two flasks of **Keoftom's Ointment**, a **Bag of Devouring**, a **Stone of Tears** (see **Appendix III: New Magic Items** for a description) in a velvet pouch and two large leather sacks. The first contains 27 uncut gems (values in gold coins: 500 x1, 300 x3, 250 x1, 100 x7, 75 x5, 60 x3, 50 x17). The second contains 192 platinum, 277 gold and 82 silver coins. Between the mirror and hammock, a fine three-tiered marble chess set stands on a narrow table. In addition, a fine, twenty- by fifteen-foot oval, soiled, braided rug lies in the center of the floor in this chamber. Underneath the

rug is a latched trap door leading to **Area 7** of **Mine Level 2**. Dirt and offal are strewn about the floor.

Area 23: Ogre Lair • room 3

Beyond the door, the passage continues for ten feet and ends at a closed portcullis. The smell from the chamber beyond the gate is overwhelming, the source being the piles of spoiling meat on the floor and impaled on hooks here.

The portcullis is the same as in **Area 21** and can be raised by a pulley and chain system to the left of the doorway as one enters and the counterweights can be found on either side of the arch, supported by thick chains. The gate can be raised with a successful Bend Bars/Lift Gates roll. A maximum of two characters can fit in the space to lift it simultaneously, using the strongest character's Bend Bars/Lift Gates percentage as a base and adding 1/2 of the other's chance.

Closer inspection of the area will reveal a ghastly scene. The "meat" here is a mixture of animal and humanoid (human and gnomish) remains. Seven iron hooks hang from chains, affixed to the beams that support the ceiling throughout the room. All of the hooks hold either a body or meat, save one. A ring of keys hangs from a hook near the center of the chamber. One of these keys opens the door to **Area 3**, another to the doors in **Areas 21 & 23**, another to the door in **Area 22** and another to an unknown lock (to be revealed in a forthcoming module). In addition, two large oaken tables are arranged one each on the east and south walls.

Should the characters make any significant noise after opening the door (like opening the portcullis), the ogre will be aware of the party's presence and will cast an **Animate Dead** spell in this area, causing the seven human bodies still intact enough to be affected, to rise as skeletons and zombies. One of these bodies is on a hook and, though particularly disturbing, the zombie will probably be unable to free itself.

Skeleton x2: MV 12", AC 7, HD 1, HP 7, 6, 5, # Attacks 1, Damage: 1-6; Special: 1/2 damage from piercing and slashing weapons; Charm, cold-based, hold and sleep spells have no effect

Zombie x5: MV 6", AC 8, HD 2, HP 14, 10, 8, 7, # Attacks 1, Damage: 1-8; Special: zombies always strike last; Charm, cold-based, hold and sleep spells have no effect

Also found in this room are four barrels of salt along the north wall. In addition, a machete, a large cleaver, pliers, a saw and some offal can be found on two tables along the west wall, to either side of the stairway.

EPILOGUE

After the Adventure

If the characters successfully defeat the brigands or the goblins, the citizens of Wyndere will be most grateful and the locals will laud the characters for the rest of their stay. If the party defeats all the evil in the area and evidence of this gets back to town, the characters will be celebrated for many years. Locals will provide free lodgings, food and drink, etc., while the town will make dedications and impart gifts such as town credits, plots of town land, small coin rewards (up to 500 gold) and the like.

See the entries below on various personalities of the adventure for information on their actions after the conclusion of the module.

Almak-Tuk

Should the ogre shaman still live at the conclusion of the adventure, he will flee the region immediately. You could add in a side story that Almak-Tuk was being funded by the hobgoblins to create more useful and obedient slaves, goblins and humans in particular. And now that they know that the ogre has double-crossed them, he must go in search of a new lair, probably north and east. If the imp also lives, he'll follow Almak-Tuk will but eventually try to steal the chain from the ogre, if still in possession of it.

The Boàg Chain

If any of the characters comes into possession of this magical chain, the ogre, the imp and any hobgoblins or doppelgangers who are still living and have knowledge of the situation, will try to claim it for their own, each in their own fashion. (The story of the chain and the Tree of Iron continues in future adventures.) Regardless of the specifics, the party shouldn't be allowed to keep the chain without a struggle.

Doppelgangers

If the characters learn of the doppelgangers and they decide to carefully wipe them, perhaps let them do so. If one of them infiltrates the party, or escapes in dramatic fashion or if you, as the game master, wishes to involve them further, then by all means have them fester on.

Grug Trud

In the unlikely event that Grug Trud survives the adventure, he may be contacted by Almak-Tuk or Magêd for a similar role in future plots, if either still lives. He'll otherwise continue his goblin ways.

Hobgoblins

If any of the hobgoblins survive, they will either try to take possession of the Chain or, more likely, first go for reinforcements, of which they have many. If enough hobgoblins are alive, they will leave some of their number behind to track the chain.

Lovar Ironneck

The Shire Reeve will thank the characters for assistance in ridding the area of any of the menaces in the monastery, the gnome warren or the mines, should there be any evidence of these actions. If involved in any of the party's successes, he will speak highly of them throughout town.

Magêd

If the ogre has been destroyed and the imp is unsuccessful in gaining control of the the Boàg Chain, he will not sacrifice his life for it. Instead, he will try to steal it in the coming days and weeks from the party unless or until the danger becomes too great. If the ogre still lives, Magêd will plot with him to regain the chain. If the game master intends to run the related adventures (forthcoming), he may appear again.

Ploog Wyrknug

Poor Ploog would appreciate some assistance to Wyndere and will most likely travel east to live the rest of his days with family he has there.

Sethu

If the characters weren't able to rid the Mycraelow Monastery of the brigands and doppelgangers, Sethu will continue to use guerilla tactics against them, in hopes of reclaiming the monastery and resuming his work. If the characters were able to assist the monk, he will offer them room and board anytime that they are in the region and will even offer to assist them at some point in the future, should they ever need him.

Trentwick Stought

Trentwick is a businessman and will attempt to re-open the mine, once cleared of the evil that dwells there. He will try to enlist the party in ridding the brigands at the monastery, as well, if the party has not already done so. He is not interested in joining the group's campaign unless handsomely paid.



APPENDIX 1: GODS, DEMIGODS & HEROES

Aggyx

Hero-God

Portfolio: Balance, Good & Wisdom

Aliases: Agyr Aggyx, Egg of Knowledge, Saint Aggyx

Domain Name: Material

Superior: Greater Deities

Allies: Elemental Deities

Foes: Destructive & Untruthful Deities

Symbol: Tree of Knowledge

Worshippers: neutrals and wisdom-seekers

Agyr Aggyx is a mortal-turned-hero-turned-god, the only known ascendent in known history and likely, the last. Saint Aggyx, as he is widely known, became the standard bearer of enlightenment for cultures and races around the world, by leading a crusade to bring civilization out of the dark ages by celebrating knowledge, tolerance and equality. He is also sometimes associated with creation or life as well as magic, as he was an incredibly prolific writer and talented wizard in life, sired six children of his own and had the knack to make prosper anything that he touched. Other talents included being a world-class ambassador, orator and negotiator.

Ascendence

Aggyx's ceaseless work began at an early age and brought him to all corners of the planet, influencing cultures and governments that most have never even heard of. By maturity, he had become a Hero to millions. And because Aggyx would grow to an impossibly old age, his work transcended generations. It is said by some historians that no culture on Ærth can claim to not have been influenced by his guidance in some form or another.

Though Aggyx rose to become one of the most powerful forces of mankind ever known, he was still mortal and his life finite. At the ripe old age of 690, Aggyx shed his mortal coil and ascended to the heavens on the song from a sea of voices across the world. The support of his worshippers and promoters was so great, that Aggyx was able to divert from his final destination and take a plane of his own, but he resisted. Rather than take his place in the heavens and claim demigodhood, Aggyx chose to remain on the prime material plane of Ærth, where he could be closer to the people and place he held so dear. Some wise theologians have postulated that by claiming the material as his domain, Aggyx may be limited in his ability on the outer planes, but likely has enhanced influence on the prime material. This may extend to other worlds and dimensions as well, but this supposition is, of course, is also unproven.



In truth, they are correct, but what hasn't been discovered yet is that Aggyx is now a unique entity, a god of the prime material, the specifics of which earn him the title of Hero-God for the purposes of classification in this text.

Avatar

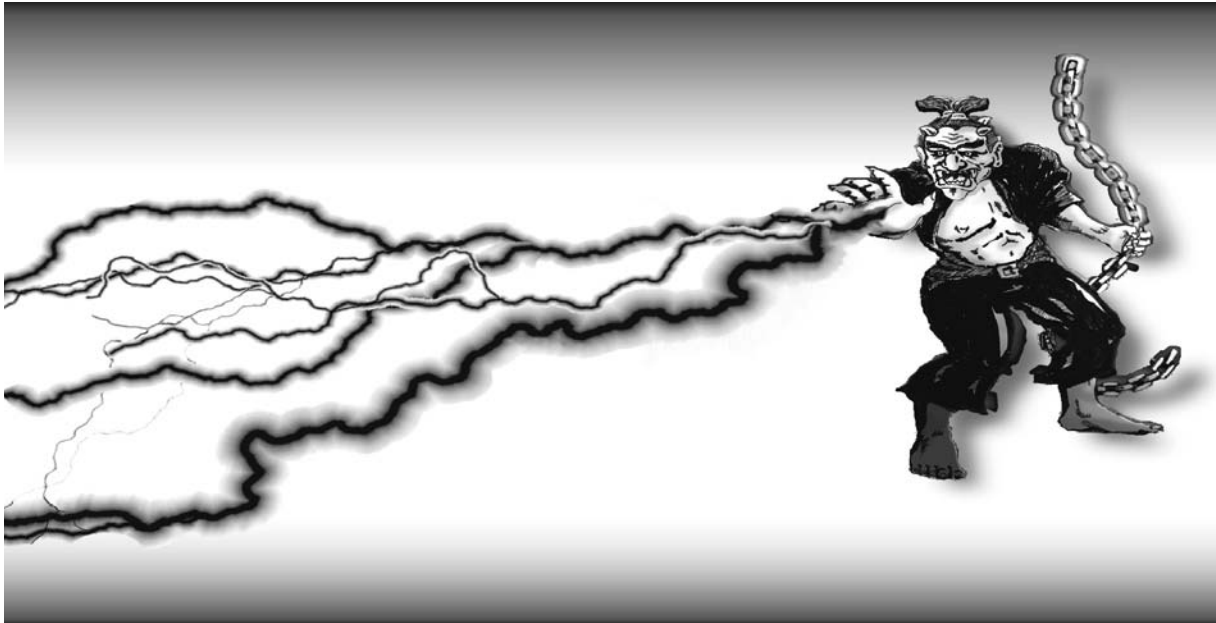
In the relatively short time that Aggyx has been a god, he has only appeared to mortals in the form of a tree. Aggyx learns much in this way, via the conversations of people and animals, as the form is completely undetectable from any other tree.

Most recently, Aggyx has assumed the form of a metallic tree, called the Tree of Iron by most mortals who know of it. This is the first stage of a complex plot being laid by the demigod to maintain balance in the world. The gist of it all is to leave magical metal detritus behind from his avatar, essentially small pieces of his own lifeforce, at certain exacting places and times. The supreme wisdom of Aggyx allows for him to determine with great efficiency when and where to leave the material, so as to get it into the hands of the right people at the right time. The nature of the material and of the hero-god suggests that the plan is likely to take a long time to fully play out.

Followers

Aggyx continues to be worshipped as the epitome of knowledge and wisdom the world over. His followers vary widely, but tend towards neutral wisdom-seekers. Aside from priests, there is also a large contingent of monks who champion Aggyx, specifically the balance, wisdom and elemental portions of his portfolio. There are also many orders of historians, prophets and mages who call Aggyx their primary patron.

APPENDIX II: NEW MAGIC



Dark Lightning

Range: 10 yds./level
Components: V, S
Casting Time: 3
Duration: instantaneous
Area of Effect: special
Damage: special (1d4 + stun)
Saving Throw: ½

When cast, the Dark Lightning spell emits a black bolt of energy, drawn from the Negative Material Plane, from the caster's hand. This bolt leaps to the intended target and then splits to leap to all other beings within 2" of the target, if any.

A bolt of Dark Lightning has two distinct effects. First, it causes 1d4 points of damage per level of the caster to the intended target and half this amount to all non-undead struck by a secondary bolt (those within 2" of the target). The target may save for half damage and those additionally affected may avoid damage with a successful save. Any undead within range are actually healed by the spell's effect, for the same amount of hit points. If an undead creature is the target of the spell, it will receive the full amount of hit points in healing.

In addition to the damage dealt, the energy stroke creates a thunderclap of sorts that is intense enough to disorient anyone within 3" of the target of the spell that is susceptible to the effects or 6" if indoors. Any being with audile organs must save vs. paralyzation or be stunned (-4 to AC and unable to attack) for 1 round. Beings with particularly acute hearing save at -4 and will be stunned for 1-4 rounds. Undead are unaffected.

Fell Rain

Range: 3" + 1"/level
Components: V, S
Casting Time: 3
Duration: 1 round / level
Area of Effect: (5 x level)³
Damage: equal to base AC
Saving Throw: ½

Casting a Fell Rain spell calls forth a cloud of negative energy, which rains down black on all within the area of effect, searing exposed flesh. The rain causes a number of points of damage equal to each individual's base Armor Class. Magical bonuses of armor can be considered in this calculation, but the minimum amount of damage done per round round is 1 hit point. Shields may also be used to avoid damage, but they cannot also be used to avoid other attacks in the same round. Dexterity bonuses are not considered when determining base armor class.

Regeneration

Range: individual
Components: V, S
Casting Time: 2
Duration: 1 round / level
Area of Effect: caster
Damage: none
Saving Throw: n/a

This spell cures 1 hit point of damage per level of the caster to the recipient of the spell for a number of rounds equal to the caster's level. The recipient cannot be cured beyond his usual maximum number of hit points.



APPENDIX III: NEW MAGIC ITEMS

The Boàg Chain

Intelligence: 13

Ego: 13

Alignment: lawful evil

Communication: empathy

The Boàg (Bo•ag) Chain, so named for the smith who forged the item, is fashioned of a unique, magical metal from the so-called Tree of Iron. Virtually unbreakable, the 9-foot length of black, ferrous metal links appears to be a normal iron chain, but in actuality is much more. As a bludgeoning instrument, the item deals 1d4+2 points of damage and can strike creatures that can normally only be hit by +2 or lesser magic. In the hands of someone proficient with the item, it is possible to wrap the chain around an object or enemy (if narrow enough), with a successful attack at -4. Beyond this, the following powers can be employed when the correct command words are spoken:

Burst: When preparing to strike with the item, the wielder can utter a phrase that will cause the chain to burst into individual links upon contact, striking all within 10' of the contact point, for 1-4+2 points of damage (or half this amount with a successful save vs. rod/staff/wand), in addition to the normal damage dealt. The chain will remain so infused until a successful attack is made or the effect is disabled by repeating the command word (and using up one of the daily limit of charges). The links will reform into a full chain by the end of the round, by leaping back onto the item's remaining length. No known physical means can keep the links from returning, though a potent sort of magic such as a Limited Wish spell may (at the game master's discretion). In such a case, consider each link to be approximately 6" long. Note that unless the chain is first extended, the wielder will be in range of the burst effect. This power can be used 3/day.

Extension: When the correct password is employed, the chain can extend up to twice its length (to a maximum of 18 feet). This power can be enacted at any time, but is particularly useful mid-strike, to reach opponents at a distance without being unwieldy. At the end of the round, it automatically retracts in less than a segment, unless the Freeze power is used.

Freeze: When the command word is spoken, the chain can become magically inflexible, as rigid as though it were a solid object (rather than connected links). It can thus be used as a pole if fully extended or can lock around an object or person (with a successful strike) with the power of a Wizard Lock spell at the 11th level of experience. This locking effect can be forced open by a successful bend bars/lift gates check, but the item will be unharmed in such an instance and

retraction will occur normally if the item is extended (see **Extension**, above).

Note that use of the **Burst** or **Extension** powers adds a +2 penalty (each) to the wielder's speed factor. The **Freeze** power is instantaneous.

The command words of the item are in the hobgoblin tongue, but can be spoken by someone not fluent in the language, with a little practice. The actual words can be discovered by magical means if they are not imparted to a new user. (The actual words can be determined by the game master, if needed.) The item is also intelligent, similar to some magical swords and all other items fashioned from the same metal. It uses empathy to communicate and will attempt to influence the user into conforming to a lawful evil perspective, though a person of any alignment may employ the item. The chain may also try to enforce the will of the Tree of Iron (should Aggyx so choose) including, but not limited to, returning to the tree to protect it from harm.

Hammer of Hindering

This magic item is cursed, causing a -1 on "to hit" and damage (minimum of 1 point) rolls per strike. Once the item is used for the first time, the wielder will become the owner of the item and whenever the owner reaches for a weapon, the hammer will appear in his hand, regardless of the distance between the user and the object (except if on differing planes of existence). A Remove Curse spell will allow the owner to break the bond between himself and the item, but will not remove the curse from the hammer itself.

Mirror of True Sight

This magical eight-foot by four-foot silver mirror was created by Almak-Tuk, the first of his kind known to fashion a magic item. Paranoid that his familiar might betray him or that other invisible attackers might creep into his lair undetected, the ogre shaman imbued the item with his power of True Sight and sealed it with a Permanency spell. The mirror reflects as normal, except that astral, displaced, ethereal and invisible beings and objects can be plainly seen. In addition, illusions cast no reflection whatsoever.

Stone of Tears

This perfectly round stone is a +1 weapon and when cast from a sling will, on a successful "to hit" roll, strike the victim in the head, inflicting 1-4+1 points of damage and cause the victim to bleed from the eyes for 1d4+1 rounds, inflicting blindness and dealing 2 more points of damage per round of the effect.

APPENDIX IV: NEW MONSTERS

Ogre Shaman

Alignment: lawful evil
 Intelligence: average to exceptional
 Movement Rate: 12"
 Size: large (10'+)
 Hit Dice: 5+2
 Armor Class: 5
 # Attacks: 1
 Damage: by weapon (+2 to hit, +3 damage) or spell
 Special Attacks alchemy, spell use
 Magic Resistance: normal

Ogre Shaman are wiser and craftier than their cousin, the common ogre, and more powerful. They are similar in appearance, but tend to be lankier, with eyes and skin that runs the color gambit from red to yellow to green to blue. The hair, horns, tusks and nails of an ogre shaman are usually brown, but sometimes black. Their clothing also tends to be a more flamboyant, but less so than their mage cousins. They often surround themselves with ogres and other beasts to protect themselves, especially in their lair.

A shamanic ogre may lair anywhere, but they prefer secluded underground places, where they can work their foul experiments and magicks in undisturbed secrecy. Ogres, gnolls, orcs and goblin are common in such places, though usually only one tribe or type is present, to avoid in-fighting. Slaves of all races are also quite common and are used as a workforce or combat fodder, as a ready crop of subjects for experimentation or sometimes for a change of pace in diet.

Shamanic ogres are omnivorous and, though a little more discerning than a typical ogre, are still known to eat most anything, including slaves and insubordinate minions.

Ogre shaman have a unique casting style, using tattoos as spell components, at the 7th level of ability. A typical spell list follows, though they may differ at the game master's discretion (substitute with spells of like power).

3/day: Affect Normal Fires, Detect Magic, Speak with Animals
 2/day: Levitate, Plant Door, Spectral Force
 1/day: Dispel Magic, Magic Mouth, Mirror Image
 1/week: Animate Dead, Fell Rain, Regeneration
 1/month: Dark Lightning, Summon Shadow, True Sight
 1/year: Find Familiar, Legend Lore, Permanency
*italicized spells are detailed in **Appendix II: New Magic***

The verbal and somatic components of their spells are the same as other spellcasters, but ogre shaman cannot read their magic, instead learning the art from other ogre shaman or through experimentation. The only other material components they require are a set of etched runestones.



They are also accomplished alchemists and can create 1d4+1 of the mixtures below.

Table 11: Alchemical Ability • Ogre Shaman (d10)

| Roll | Result |
|------|-----------------------|
| 1 | black or flash powder |
| 2 | aqua regia |
| 3 | liquid ("Greek") fire |
| 4-5 | poisons* |
| 6-7 | unholy water |
| 8 | acids |
| 9 | Contagion dust* |
| 10 | magic potion† |

*1d4+1 types; †as per the wizard spell

All ogre shaman speak ogrish as well as 1d4-1 of the following languages: common, goblin, giantish*, human, Phantasparole†, Infernal, hobgoblin, orcish, Thieve's Cant, Trollspeak, Wyrmtongue*.

*one dialect; †the language of illusionists



APPENDIX IV: NEW MONSTERS

Goblin, Fell

Frequency: very rare
Alignment: chaotic evil
Movement Rate: 12"
Size: small (2 1/2' - 3')
Armor Class: 6
Hit Dice: 1-1
Attacks: 1
Damage: by weapon
Special Abilities: "blink"
Intelligence: low

Fell Goblin are much the same as their goblin cousins, except that they have an innate "blink" ability; that is, the ability to randomly teleport short distances. Called "Blink Goblins" by some, their abilities make them more dangerous than the average goblin. It is rumored that a wicked ogre shaman created them in his foul labs under the earth, but whatever the truth, their abilities are no accident of nature.

Spider, Cave

Frequency: rare
Alignment: neutral
Movement Rate: 12", Cl 9"
Size: medium (4'-6')
Armor Class: 7
Hit Dice: 1+1
Attacks: 1
Damage: 1d4 + paralytic poison
Special Attacks: none
Magic Resistance: normal
Intelligence: low

Cave Spiders are similar to other species of large spiders, but live almost exclusively below ground and in caves. They will hunt outdoors only at night and only if sufficient food sources cannot be found closer to their lair. They will always attempt to bring their prey back to the den for cocooning, which has earned them the name Mummy Spider by some. Cave Spiders are also very good climbers and know every corner of their lair thoroughly. They will use this knowledge when attacked or when prey comes calling.

Cave Spiders are also excellent web spinners and can create vast, durable webs that can last for months or even years, if maintained. These web bridges are created by weaving miles of web threads together, sometimes a community project. They can support considerable amounts of weight and can only be broken by 50 points of burning or of slashing damage. The webs are sticky as well and reduce movement by

When a Fell Goblin "blinks", it causes its material form to teleport to the plane ethereal momentarily and then teleport back to the material plane again in a random direction with a controlled distance. The initiative that number that a goblin can teleport away is determined by rolling 1d6 and adding it to their initiative roll. The goblin reappears in the same segment five feet away in a random direction (roll d8 for a point on the compass). If a solid object already occupies the area where the goblin is to reappear, he will be displaced to the closest available space unless there is none within ten feet, in which case the goblin will become trapped on the plane ethereal. At the end of the "blink" the goblin can attack anyone within range, but cannot move more than five feet away to do so.

Fell Goblin are not a subspecies, as they are manufactured; that is, when they reproduce, they produce a standard goblin, as least as far as anyone knows. It is unclear if future generations of Fell Goblin will acquire the Blink ability and tendencies of the first generation.

half (negated by dousing with water or similar liquid, until dried). Insects also tend to get caught, which the spider young will eat, when not eating each other.

Adult cave spiders look for more robust meals, usually small animals. They'll try to paralyze the victim with multiple poisonous bites and then cocoon it sometimes for up to a week or more, depending on how hungry the spider or its young are. A cave spider's venom is paralytic, so victims save vs. paralysis or be paralyzed for 1-12 rounds, usually long enough to spin the prey into an unbreakable cocoon for an eventual meal.

It takes 12 rounds to fully cocoon a human-sized victim or 8 rounds for a demi-human. The cocoon can be opened in a single round by someone else, with a successful bend bars check, but the victim makes such checks at half and only one check per hour is allowed. The cocoons are as flammable as the webs and will burn away in 4 rounds, the fire causing 1d6 points of damage to the victim per round, but adding a cumulative 25% per round to bend bars checks.

Young Cave Spiders: Cave Spider young hatch from eggs that are found in most lairs and immediately must fend for themselves or be eaten by their siblings. Their poison is weak, however, so bite victims save at +4.

Cave Spider, young x88: (AC 7, Mv 9"/6", HD 1-2 hit points, #Attacks 1, Damage: 1 + paralytic poison (+2 save); Size T)

APPENDIX V: TOURNAMENT PLAY

This adventure was designed for three stages of tournament play, with a typical time frame of four hours for each stage. Stage 1 is designed for first-level characters, Stage 2 for second-level and Stage 3 for third-level (or the equivalent class levels +1 for multi-classed characters). Each stage is sub-divided into a variable number of tournament rounds.

TOURNAMENT TYPES

There are two ways to run the adventure as a tournament: Simple or Elimination. Simple style tournaments have no player progression and no restrictions on player slots. Elimination style allows for advancement from stage to stage for players or entire parties that earn the most experience points. Note, however, that this style requires a diminishing number of player/party slots. The player or party that earns the most experience points in the final round wins.

TOURNAMENT SCORING

Tournament scoring uses experience points and party voting to determine a winner. Characters earn experience points for combat as usual, as well as for completing a level of any given stage, called a round and for the most valuable player of the Stage, as detailed on **Table 12**, below. For party experience, simply total the experience earned by all party members.

Table 12: TOURNAMENT SCORING

| ACTION | POINTS |
|------------------|-------------------|
| COMBAT XP | VARIABLE |
| LEVEL COMPLETION | 150 PER CHARACTER |
| PARTY MVRP | 150 |

COMBAT EXPERIENCE

Experience for all foes is given in the location static location texts.

LEVEL COMPLETION EXPERIENCE

As the characters reach defeat the ruler of a given location, they should each receive the level completion experience bonus, given on **Table 12**, above. The boss for the monastery is Mauzof the boss for Honeyspot is Magêd and the boss for the mines is Almak-Tuk.

PARTY MOST VALUABLE ROLE PLAYER

In addition, at the completion of every stage, each player should submit a vote for the player they think was most valuable to the success of the party. Players should not be allowed to vote for themselves, so a game master may wish to check votes or use open

voting, to be certain this rule is followed. Ties should be decided by a roll of the dice. Winning players gain a bonus experience award, detailed on **Table 12**, above.

OPTIONAL TOURNAMENT SCORING

If using the optional tournament scoring rules, inform players that they can gain bonus experience for finding tribute items and references to Mr. E. Gary Gygax, as detailed on **Table 13**, on page 83. Players can either call out the answer or send a note, as determined by the game master, with the first correct answer winning and ties determined by a roll of the dice. Optional tournament clues are italicized in the adventure text.

TOURNAMENT CHARACTERS

The pre-generated characters given on the pages to follow were used in the running of Stage 3 at Gary Con II. They can be used as one-off tournament characters or as a new campaign fellowship.

For Simple style tournaments, statistics that change by character level are indicated in the same field on the tournament character sheets, but divided by a •. Hit Points, for example, increase every level. So, if a character's Hit Points are listed as 5 • 8 • 11, the character would have 5 Hit Points if being run in Stage 1, 8 in Stage 2 and 11 in Stage 3.

Elimination style tournaments can either have characters advance and adjust according to the experience points they have actually earned or they could reset at each level, with the Simple style tournament statistics detailed above, as determined by the tournament master.

TOURNAMENT START

The start text on the following page that applies to the stage being played, should be read aloud to the players and character sheets handed out, if being used. Characters begin in **Area 1** of the stage being played, but game masters should allow for characters to acquire any additional equipment in Wyndere, if they ask to do so. Prices are standard, but choices are limited to what is available in town and that can be gotten quickly, as the characters need to quickly get on the trail of the marauders. Each of the locations was also designed for campaign play and so could take weeks to fully explore, so players should be made aware that they will have to keep up a good pace to complete a given stage. Lollygagging will most almost certainly cost them experience points. Finally, no random encounter tables found in the adventure text should be used in tournament play.



APPENDIX V: TOURNAMENT PLAY

TOURNAMENT TEXT TO BE READ TO PLAYERS FOR STAGE 1:

While passing through the outlying farms of the Towne of Wyndere, on your way there for the popular Brewer's Festival celebration, a gang of a dozen or more horseman approaches, thundering down the main road, in your direction. They veer from the path as they are almost upon you and gallop off into the fields and eventually, into the far wood. They are soon followed by a single rider; a middle-aged man on an aging stallion. He looks out of breath and draws his steed short to address you.

"Please, good fellows, I beg of your good nature and ask for your assistance." He points to the town proper, behind him and continues. "I am Dorsull, miller and Chief Council of this town and noble cousin to the baron of these lands. The brigands you undoubtedly just passed have been preying on caravans to and from town for months and they have just now accosted several of our people, when the thieves' identities were revealed by a survivor of one of their attacks. The Shire Reeve has been combing the surrounding lands for their den, but until now they have been quite clever in hiding their tracks." He gestures to the gray sky and continues, "I fear that with the coming rains, we will quickly lose the opportunity to track them and they have left our Shire Reeve unconcious. You are armed and well numbered and are welcome to the standing bounties of 10 gold pieces a head. Will you help me?"

After a short conference, your group agrees and sets off on the trail of the brigands under an angry sky, with Dorsull as your guide. He leads you several miles northwest into a region of wooded hills, stopping often to investigate trail signs. The rains eventually do come, but the trail is fresh and Dorsull keeps a steady pace. He eventually stops his steed at the foot of a steep, overgrown, but cobbled path, that winds upward into the forest cover and shouts through the now pouring rain. "It makes sense! At the end of this path is an old monastery, destroyed by a fire years ago! They must be using it as their base of operations! I am no warrior and someone must report the brigands location immediately, so I will return! Find cover on Strock Mount and if you can determine their numbers, I will pay you each 50 gold coins on your return to Wyndere! And if you think you can defeat their band, I will double the bounty on their heads!"

He rides off and you find shelter from the weather amongst the tree cover of the mountain. Deciding that it would be wise to both get off the road as soon as possible and to approach the monastery under cover of rain, you ride up the path.

(ADDITIONAL) TOURNAMENT TEXT TO BE READ TO PLAYERS FOR STAGE 2:

While eradicating the brigand menace at the monastery, you found Mauzof their leader, trading secrets with an imp messenger, who unfortunately escaped. A map and notes found in the leader's chambers indicated a connection with a band of goblins and the presence of an imp suggests a wizardly connection.

Upon your return to Wyndere to claim your bounties, report your findings and join in the Brewer's Festival celebration, you find dozens of town buildings in smoking ruins. A quick investigation and meeting with the Commoner Council of Wyndere reveals that the recent rumors in town of creatures skulking about the town after dark were proven true last night.

These malicious creatures pillaged outlying buildings and set fire to several farm houses and barns during the evening festivities. The name, "Red Caps" has begun to spread after last night events, originally dubbed by a local farmer who had driven two creatures off his porch a week earlier and swore they wore blood red hats. With your success in vanquishing the brigands, combined with your knowledge of a possible goblin lair in the area, the Council turns to you again for help.

With generous offers of land and jewels in hand, your fellowship of eight agreed to investigate the location indicated on your acquired map, which the locals feared may be a local gnome burrow that no one in town has heard from for months...

(ADDITIONAL) TOURNAMENT TEXT TO BE READ TO PLAYERS FOR STAGE 3:

The truth of the rout of the gnome burrow quickly became evident upon your arrival at Honeyspot, but it would take some time before the goblin infestation could be exterminated. Beneath the goblin lair and beyond the gnomes' mushroom caves, your group eventually found an underground riverbed where the previously encountered imp held a secret lair. He once again eluded you, as a chase through the passage ended at a den of deadly spiders. Reluctant to brave the spider lair just yet, your party returned to Wyndere to report the sad news.

Examination of town maps led you to believe that the tunnel beneath Honeyspot leads in the direction of the mines directly north of Wyndere, beyond the former gnome burrow. A local miner, Trentwick Stout, confirmed you suspicions when he conveyed that he had to abandon work at that mine well over a year ago, due to strange goings on there. You set off for the mines the following day, to put an end to the final piece of this network of evil.

APPENDIX V: TOURNAMENT PLAY

NOTE: READ NO FURTHER IF YOU PLAN TO PLAY IN A CABAL KING TOURNAMENT!

TABLE 13: TOURNAMENT CLUE EXPERIENCE VALUES

| CLUE | PAGE | POINTS |
|--|---------|---------|
| ALL / WYNDERE | | |
| BREWER'S FESTIVAL DATE | 7 | 200 |
| FIREMAN'S FUND BUCKET | 9 | 100 |
| OTHER | 14 | 50 EACH |
| MYCRÆLOW MONASTERY | | |
| <i>GROUND LEVEL</i> | | |
| ANAGRAM IN BOOKS OF AGGYX FAITH | 21 & 27 | 100 |
| DEDICATION DATE TO SIR KAY | 19 | 200 |
| <i>MONASTERY</i> | | |
| INSCRIPTION ON THE WALL FROM THE HOLY BIBLE, MATTHEW 5:16 | 23 | 100 |
| MONASTERY CONSTRUCTION DATES | 23 | 200 |
| <i>UPPER LEVEL</i> | | |
| THE FANTASY GAME | 27 | 100 |
| ZEPHYR HORSE SHOES | 27 | 200 |
| <i>TOWER LEVEL</i> | | |
| JOURNAL PAGE/OPERATION OVERLORD | 31 | 200 |
| TSA PUBLISHED BOOK | 29 | 100 |
| HONEYSPOT | | |
| <i>UPPER LEVEL</i> | | |
| BOOK/DON'T GIVE UP THE BOAT | 36 | 100 |
| GAME/CLASSIC WARFARE | 39 | 200 |
| <i>LOWER LEVEL</i> | | |
| LETTER OF REJECTION FROM AVALON HILLS | 44 | 100 |
| DAGGER INSCRIPTION | 45 | 200 |
| <i>DEN OF SPIDERS</i> | | |
| GATE TO THE GODDESS OF SPIDERS | 50 | 200 |
| NOVEL/DANGEROUS JOURNEYS | 50 | 100 |
| MINES AT WYNDERE | | |
| <i>MINE LEVEL I: ENTRY LEVEL</i> | | |
| DICE & POUCH | 55 | 100 |
| HELMET EMBLEM | 56 | 200 |
| <i>MINE LEVEL II: LOWER LEVEL</i> | | |
| RING OF RETURN (TELEPORTATION TO A TEMPLE OF EVIL ELEMENTAL) | 62 | 200 |
| V. P. A. R. MACE +1 | 61 | 100 |
| <i>MINE LEVEL III: UPPER LEVEL</i> | | |
| GUIDON GAMES | 55 | 200 |
| MAP OF LEVEL SPELLS "EGG" | 64 | 100 |
| <i>MINE LEVEL IV: THE OLD MINE</i> | | |
| "BEEF EATER" BARREL LABELS | 71 | 200 |
| DRAGONS CHESS SET | 74 | 100 |



TOURNAMENT CHARACTER 1 • DELOS OTTERKNOT, PRINCE OF STERIC

| | | |
|---------------------|----------------------|---------------|
| CLASS: CLERIC | RACE: DWARF/MOUNTAIN | AGE: 51 |
| LEVEL: 1 • 2 • 3 | SEX: MALE | HEIGHT: 4' 1" |
| ALIGN: CHAOTIC GOOD | MOVE: 6" | WEIGHT: 152# |



| | | |
|---------------------|----|--|
| STRENGTH | 14 | WA 55#; OPEN DOORS 1-2; BEND BARS 7% |
| INTELLIGENCE | 14 | |
| WISDOM | 9 | 20% CHANCE OF SPELL FAILURE |
| DEXTERITY | 11 | |
| CONSTITUTION | 16 | +2 HIT POINT ADJ; 95% SYSTEM SHOCK; 96% RESURRECTION |
| CHARISMA | 16 | MAX 8 HENCHMEN; +20% LOYALTY BASE; +25% REACTION ADJ |

| | |
|--------------------------|------------------|
| HANDEDNESS: | RIGHT |
| VISION: | INFRAVISION, 60' |
| SURPRISE: | 1 IN 6 |
| TO HIT ARMOR CLASS ZERO: | 20 |
| ARMOR CLASS: | 2 |
| HIT POINTS: | 12 • 19 • 25 |

| SAVING THROWS | |
|--------------------------|------|
| PARALYZATION/POISON: | 10/6 |
| PETRIFICATION/POLYMORPH: | 13 |
| ROD/STAFF/WAND: | 10 |
| BREATH WEAPON: | 16 |
| SPELL: | 11 |

BACKGROUND:

Delos Otterknot is both a prince and Priest of the Earth Mother. A host of older siblings with long lives ahead of them make it unlikely Delos will ever rule, but that is perfectly fine with him. During a desert exploration, Otter, as some call him, had a religious experience and hurried home, where he put aside his military training and began his religious studies. The powerful mace that Otterknot wields is a family possession, bequeathed to him upon entering the priesthood.

RACIAL ABILITIES:

+1 TO HIT GOBLINS, HALF-ORCS, HOBGOBLINS & ORCS
 -4 AC vs GIANTS, OGRES, OGRE MAGI, TROLLS & TIANS
 75% CHANCE TO DETECT GRADE / SLOPE, NEW CONSTRUCTION / EXCAVATION
 67% CHANCE TO DETECT SHIFTING / SLIDING ROOMS / WALLS
 50% CHANCE TO DETECT STONEMASONRY / PIT TRAPS
 50% CHANCE TO DETERMINE DIRECTION UNDERGROUND

CLASS ABILITIES:

PATRON DEITY: EARTH MOTHER

COMMON SPELLS BY SPELL LEVEL:

1ST LEVEL: CURE LIGHT WOUNDS, LIGHT, REMOVE FEAR, SANCTUARY

2ND LEVEL: FIND TRAPS, HOLD PERSON, SPIRIT HAMMER, WYVERN WATCH

| CLASS LEVEL | 1ST LEVEL SPELLS | 2ND LEVEL SPELLS |
|-------------|------------------|------------------|
| 1 | 1 | - |
| 2 | 2 | - |
| 3 | 3 | 1 |

| | | |
|---------------------------|--|-----------------------------|
| LANGUAGES: | DWARVEN, HUMAN/COMMON, GNOMISH, KOBOLD, ORCISH | |
| NON-WEAPON PROFICIENCIES: | GEM CUTTING (9), MINING (6), MOUNTAINEERING, RIDING/LAND (12), ROPE USE (11) | |
| WEAPON PROFICIENCIES: | AXE/BATTLE*, AXE/THROWING*, MACE/FOOTMAN'S (*FROM FORMER FIGHTER CLASS, EARNS NO XP) | |
| WEAPON IN HAND: | MACE OF DISRUPTING +3 | NON-PROFICIENCY PENALTY: -3 |

| WEAPON | TYPE | SIZE | SPEED FACTOR | # ATTACKS | RANGE | ROF | AMMO | DAMAGE |
|------------------------------|------|------|--------------|-----------|-------|-----|------|-----------------------|
| AXE/THROWING | S | M | 4 | 1 | 1/2/3 | 1 | 1 | 1d6 / 1d4 |
| MACE OF DISRUPTING +3 | B | M | 7 | 1 | | - | | 1d6+4 (5d4 vs UNDEAD) |

| | |
|--------------------|---|
| ARMS: | AXE/THROWING, MACE OF DISRUPTING +3 |
| ARMOR: | PLATE MAIL & SHIELD |
| OTHER POSSESSIONS: | BACKPACK/LEATHER, BLANKET/WOOL, BOOTS/LOW&HARD, GLOVES/LEATHER, ROPE/50' HEMP, WATERSKIN, 99 PLATINUM COINS |

TOURNAMENT CHARACTER 2 • DOC

| | | |
|---------------------|----------------|---------------|
| CLASS: FIGHTER | RACE: HALF ORC | AGE: 15 |
| LEVEL: 1 • 2 • 3 | SEX: MALE | HEIGHT: 6' 0" |
| ALIGN: NEUTRAL EVIL | MOVE: 12" | WEIGHT: 168# |



| | | |
|---------------------|-------|---|
| STRENGTH | 18.42 | +1 TO HIT, +3 DAMAGE, +135# WA; OPEN DOORS 1-3; BEND BARS 16% |
| INTELLIGENCE | 17 | |
| WISDOM | 14 | |
| DEXTERITY | 15 | -1 DEFENSIVE ADJ |
| CONSTITUTION | 13 | 85% SYSTEM SHOCK; 90% RESURRECTION SURVIVAL |
| CHARISMA | 11 | MAX 4 HENCHMEN |

| | |
|--------------------------|------------------|
| HANDEDNESS: | RIGHT |
| VISION: | INFRAVISION, 60' |
| SURPRISE: | 1 IN 6 |
| TO HIT ARMOR CLASS ZERO: | 20 • 19 • 18 |
| ARMOR CLASS: | 4 |
| HIT POINTS: | 11 • 20 • 25 |

| SAVING THROWS | |
|--------------------------|--------------|
| PARALYZATION/POISON: | 14 • 14 • 13 |
| PETRIFICATION/POLYMORPH: | 15 • 15 • 14 |
| ROD/STAFF/WAND: | 16 • 16 • 15 |
| BREATH WEAPON: | 17 • 17 • 16 |
| SPELL: | 17 • 17 • 16 |

BACKGROUND:

On the one hand, Doc is typical of his breed: strong, ill-mannered and brutal. On the other hand, he is far more cunning and intelligent than most orc-kin. Raised in the woody hills north of Wyndere, he kept to the forest for much of his formative years, where he learned to hunt and trap. It was on a trip through Wyndere, on the trail of a man-sized cricket, that Doc met his current companions.

RACIAL ABILITIES:

CLASS ABILITIES:

WEAPON SPECIALIZATION: +1 TO HIT, +2 DAMAGE, 3/2 ATTACKS W/ BASTARD SWORD

LANGUAGES:

FRUZ, GOBLIN, HUMAN/COMMON, ORCISH

NON-WEAPON PROFICIENCIES:

BLIND FIGHTING, FIRE BUILDING (13), FISHING (13), HUNTING (13), RIDING/LAND (17), SWIMMING (18)

WEAPON PROFICIENCIES:

SWORD/BASTARD, SLING, SPEAR, BOW/SHORT (@ 3RD LEVEL)

FAVORED WEAPON:

SWORD/BASTARD

NON-PROFICIENCY PENALTY: -?

| WEAPON | TYPE | SIZE | SPEED FACTOR | # ATTACKS | RANGE | ROF | AMMO | | DAMAGE |
|-----------------------|------|------|--------------|-----------|---------|-----|------|--|--------------|
| BOW/SHORT & ARROW | P | M | 7 | 1 | 5/10/15 | 2 | 10 | | 1d6/1d6 |
| SPEAR | P | L | 6 | 1 | 1/2/3 | 1 | 1 | | 1d6/1d8 |
| SWORD/BASTARD/1 HAND | S | M | 6 | 3/2 | | - | | | 1d8+2/1d12+2 |
| SWORD/BASTARD/2 HANDS | P | M | 6 | 3/2 | | - | | | 2d4+2/2d8+2 |

ARMS:

BOW/SHORT & 10 ARROWS/FLIGHT, SPEAR, SWORD/BASTARD
SWORD OF QUALITY/BASTARD (+1 TO HIT) (@2nd LEVEL)

ARMOR:

BANDED MAIL, SHIELD/LARGE

OTHER POSSESSIONS:

BACKPACK/LEATHER, BLANKET/WOOL, CLOAK/WOOL, BOOTS/HIGH & HARD, WATERSKIN, 5 GOLD & 11 SILVER COINS

TOURNAMENT CHARACTER 3 • GLIMSHOI OF GÔRNA

| | | |
|--------------------------|-------------|---------------|
| CLASS: ILLUSIONIST/THIEF | RACE: GNOME | AGE: 99 |
| LEVEL: 1 • 2 • 3 | SEX: MALE | HEIGHT: 3' 6" |
| ALIGN: NEUTRAL GOOD | MOVE: 6" | WEIGHT: 80# |



| | | |
|---------------------|----|---|
| STRENGTH | 15 | WA +55#; OPEN DOORS 1-2; BEND BARS 7% |
| INTELLIGENCE | 16 | 65% KNOW SPELL, MIN/MAX SPELL/LEVEL 7/11 |
| WISDOM | 10 | |
| DEXTERITY | 16 | +1 REACTION/MISSILE ADJ, -2 DEFENSIVE ADJ |
| CONSTITUTION | 7 | 55% SYSTEM SHOCK, 60% RESURRECTION SURVIVAL |
| CHARISMA | 10 | MAX 4 HENCHMEN |

| | | |
|--------------------------|------------------|-----------------------------|
| HANDEDNESS: | RIGHT | SAVING THROWS |
| VISION: | INFRAVISION, 60' | PARALYZATION/POISON: 13 |
| SURPRISE: | 1 IN 6 | PETRIFICATION/POLYMORPH: 12 |
| TO HIT ARMOR CLASS ZERO: | 20 | ROD/STAFF/WAND: 10 |
| ARMOR CLASS: | 10 | BREATH WEAPON: 16 |
| HIT POINTS: | 5 • 6 • 8 | SPELL: 11 |

BACKGROUND: Glimshoi was raised in the hills of Gôrna far to the south, where his father taught him everything he knows.

RACIAL ABILITIES:

- +1 TO HIT KOBOLDS & GOBLINS
- 4 ARMOR CLASS vs BUGBEARS, GIANTS, GNOLLS, OGRES, OGRE MAGI, TITANS & TROLLS
- 80% CHANCE TO DETECT GRADE/SLOPE
- 70% CHANCE TO DETECT UNSAFE CEILING/FLOOR/WALL
- 60% CHANCE TO DETERMINE DEPTH UNDERGROUND
- 50% CHANCE TO DETERMINE DIRECTION UNDERGROUND

| | | | | | | | | | | |
|-------------------------|--|--------------|------------|-------------------|---------------|-----------------|------------|-------------|-----------|--|
| CLASS ABILITIES: | <u>SPELLS BY SPELL LEVEL:</u> | | | | | | | | | |
| | 1ST LEVEL: HYPNOTISM, LIGHT, PHANTASMAL FORCE | | | CLASS LEVEL | SPELL LEVEL 1 | SPELL LEVEL 2 | | | | |
| | CHANGE SELF (@2nd LEVEL), CHROMATIC ORB (@3rd LEVEL) | | | 1 | 1 | - | | | | |
| | 2ND LEVEL: INVISIBILITY, MIRROR IMAGE | | | 2 | 2 | - | | | | |
| | CLASS LEVEL | PICK POCKETS | OPEN LOCKS | FIND/REMOVE TRAPS | MOVE SILENTLY | HIDE IN SHADOWS | HEAR NOISE | CLIMB WALLS | BACK STAB | |
| | 1 | 30% | 35% | 30% | 20% | 15% | 20% | 70% | x2 | |
| | 2 | 35% | 39% | 35% | 26% | 20% | 20% | 71% | | |

LANGUAGES: GNOMISH, HUMAN/COMMON, HUMAN/THIEVES' CANT, PHANTASPAROLE (ILLUSIONISTS')

NON-WEAPON PROFICIENCIES: BREWING (16), HERBALISM (11), JUMPING (15), READ&WRITE/PHANTASPAROLE (17), SPELLCRAFT (14)

WEAPON PROFICIENCIES: BLOWGUN, DAGGER, QUARTERSTAFF

FAVORED WEAPON: DAGGER NON-PROFICIENCY PENALTY: -3

| WEAPON | TYPE | SIZE | SPEED FACTOR | # ATTACKS | RANGE | ROF | AMMO | DAMAGE |
|------------------|------|------|--------------|-----------|-------|-----|------|---------|
| BLOWGUN & NEEDLE | P | L | 5 | 1 | 1/2/3 | 2 | 10 | 1/1 |
| DAGGER | P | S | 2 | 1 | 1/2/3 | 2 | 1 | 1d4/1-3 |
| SWORD/SHORT | P | S | 3 | 1 | | - | | 2d4/2d8 |

ARMS: BLOWGUN & NEEDLE x10, DAGGER/SILVER x2, SWORD/SHORT, POISON (TYPE A INSINUATIVEx3 & INGESTIVE x3)

OTHER POSSESSIONS: **DAGGER +2** (@3rd LEVEL), BACKPACK/LEATHER, BLANKET/WOOL, BOOTS/LOW&HARD, DAY GLASSES, GLOVES/LEATHER, ROPE/50' HEMP, SPELL COMPONENTS, THIEVES' TOOLS, WATERSKIN, 9 GOLD COINS

TOURNAMENT CHARACTER 4 • "IVAN-IGOR"

| | | |
|------------------------|----------------|----------------|
| CLASS: THIEF | RACE: HALFLING | AGE: ≈25 |
| LEVEL: 1 • 2 • 3 | SEX: MALE | HEIGHT: 3' 10" |
| ALIGN: CHAOTIC NEUTRAL | MOVE: 6" | WEIGHT: 66# |



| | | |
|---------------------|----|--|
| STRENGTH | 8 | WA +35#; OPEN DOORS 1-2; BEND BARS 1% |
| INTELLIGENCE | 10 | |
| WISDOM | 11 | |
| DEXTERITY | 15 | -1 DEFENSIVE ADJ |
| CONSTITUTION | 15 | +1 HIT POINT/LEVEL; 91% SYSTEM SHOCK; 94% RESSURECTION |
| CHARISMA | 12 | MAX 5 HENCHMEN |

| | |
|--------------------------|------------------|
| HANDEDNESS: | RIGHT |
| VISION: | INFRAVISION, 60' |
| SURPRISE: | 4 IN 6 (2 in 6) |
| TO HIT ARMOR CLASS ZERO: | 20 |
| ARMOR CLASS: | 7 |
| HIT POINTS: | 7 • 12 • 17 |

| SAVING THROWS | |
|--------------------------|------|
| PARALYZATION/POISON: | 13/9 |
| PETRIFICATION/POLYMORPH: | 12 |
| ROD/STAFF/WAND: | 10 |
| BREATH WEAPON: | 16 |
| SPELL: | 11 |

BACKGROUND:

As an abandoned child growing up on the streets of Stoynk, Ivan-Igor, as he is known by some, has never known a true name. He is also unaware of his exact age, but guesses that he is about twenty five years old. Double-I, as others call him, narrowly escaped the capture of his entire guild, the River Rats and was on the run until he allied himself with a company of seven other individuals.

RACIAL ABILITIES:

75% CHANCE TO DETECT GRADE/SLOPE
50% CHANCE TO DETERMINE DIRECTION UNDERGROUND

CLASS ABILITIES:

| CLASS LEVEL | PICK POCKETS | OPEN LOCKS | FIND/REMOVE TRAPS | MOVE SILENTLY | HIDE IN SHADOWS | HEAR NOISE | CLIMB WALLS | BACK STAB |
|-------------|--------------|------------|-------------------|---------------|-----------------|------------|-------------|-----------|
| 1 | 35% | 30% | 25% | 25% | 25% | 15% | 70% | x2 |
| 2 | 40% | 34% | 30% | 31% | 30% | 15% | 71% | |
| 3 | 45% | 38% | 35% | 37% | 35% | 20% | 72% | |

LANGUAGES:

HUMAN/COMMON, HUMAN/THIEVES' CANT

NON-WEAPON PROFICIENCIES:

BOWYER/FLETCHER (14), DISGUISE (11), READ&WRITE:HUMAN/COMMON (11), RIDING/LAND (14), TUMBLING (15)

WEAPON PROFICIENCIES:

BOW/SHORT, DAGGER, SWORD/SHORT

WEAPON IN HAND:

BOW/SHORT

NON-PROFICIENCY PENALTY: -3

| WEAPON | TYPE | SIZE | SPEED FACTOR | # ATTACKS | RANGE | ROF | AMMO | DAMAGE |
|-------------|------|------|--------------|-----------|-------|-----|------|---------|
| BOW/SHORT | P | M | 7 | 1 | 1/2/3 | 2 | 20 | 1d6/1d6 |
| DAGGER | P | M | 6 | 1 | 1/2/3 | 2 | 1 | 1d4/1-3 |
| SWORD/SHORT | P | M | 3 | 1 | | - | | 1d6/1d8 |

ARMS:

BOW/SHORT, DAGGER, SWORD/SHORT

ARMOR:

LEATHER

OTHER POSSESSIONS:

BAG OF HOLDING (@ 3rd LEVEL), BACKPACK/LEATHER, BLANKET/WOOL, GLOVES/LEATHER, ROPE/50' HEMP, THIEVE'S PICK & TOOLS, PRY BAR, TUNIC, WATERSKIN, 9 PLATINUM, 5 GOLD & 18 SILVER COINS

TOURNAMENT CHARACTER 5 • KEBLIER

| | | |
|-----------------------|----------------|---------------|
| CLASS: CLERIC | RACE: ELF/HIGH | AGE: 243 |
| LEVEL: 1 • 2 • 3 | SEX: MALE | HEIGHT: 5' 0" |
| ALIGN: LAWFUL NEUTRAL | MOVE: 12" | WEIGHT: 95# |



ABILITIES

| | | |
|---------------------|----|---|
| STRENGTH | 14 | +55 WA#; OPEN DOORS 1-2; BEND BARS 7% |
| INTELLIGENCE | 11 | |
| WISDOM | 14 | +2 1 st LEVEL SPELLS; 0% CHANCE OF SPELL FAILURE |
| DEXTERITY | 13 | |
| CONSTITUTION | 13 | 85% SYSTEM SHOCK; 90% RESURRECTION SURVIVAL |
| CHARISMA | 13 | MAX 5 HENCHMEN; +5% REACTION ADJ |

| | |
|--------------------------|------------------|
| HANDEDNESS: | AMBIDEXTROUS |
| VISION: | INFRAVISION, 60' |
| SURPRISE: | 1 IN 6 |
| TO HIT ARMOR CLASS ZERO: | 20 |
| ARMOR CLASS: | 3 |
| HIT POINTS: | 8 • 14 • 20 |

| SAVING THROWS | |
|-------------------------|----|
| PARALYZATION/POISON: | 10 |
| PETRIFICATION/POLYMRPH: | 13 |
| ROD/STAFF/WAND: | 14 |
| BREATH WEAPON: | 16 |
| SPELL: | 15 |

BACKGROUND:

As is customary of all elves of his clan, a geas was placed on Keblier as a child, which compels him to change his hair color once per month. Years later, a traveling priest visiting Scandels befriended the young elf and introduced him to the God of Light. Now recently released from cloister for initial studies (with a few **Potions of Healing**), Keblier longs to experience new places and cultures and has joined a band of explorers out of Stoynk, to re-establish contact with a mining guild in the village of Wyndere.

RACIAL ABILITIES:

90% RESISTANT TO SLEEP & CHARM SPELLS
 2 IN 6 CHANCE TO FIND SECRET DOORS
 3 IN 6 CHANCE TO FIND CONCEALED DOORS
 +1 TO HIT WITH SHORT/LONG BOW/SWORD

CLASS ABILITIES:

PATRON DEITY: GOD OF LIGHT
 SPECIAL ABILITIES: +4 HIT POINTS TO TO ALL HEALING SPELL ROLLS

COMMON SPELLS BY SPELL LEVEL:

1ST LEVEL: COMMAND, CREATE WATER, CURE LIGHT WOUNDS, REMOVE FEAR
2ND LEVEL: HOLD PERSON, SLOW POISON, RESIST FIRE, SILENCE/15'R., SPIRIT HAMMER

| CLASS LEVEL | SPELL LEVEL 1 | SPELL LEVEL 2 |
|-------------|---------------|---------------|
| 1 | 3 | - |
| 2 | 4 | - |
| 3 | 5 | 1 |

| | | |
|---------------------------|---|-----------------------------|
| LANGUAGES: | ELVEN/HIGH, GNOMISH, HALFLING, GOBLIN, HOBGOBLIN, HUMAN/COMMON, ORCISH, GNOLL | |
| NON-WEAPON PROFICIENCIES: | HEALING (12), HERBALISM (9), SWIMMING (14) | |
| WEAPON PROFICIENCIES: | CESTUS, QUARTERSTAFF | |
| WEAPON IN HAND: | CESTUS, QUARTERSTAFF | NON-PROFICIENCY PENALTY: -3 |

| WEAPON | TYPE | SIZE | SPEED FACTOR | # ATTACKS | RANGE | ROF | AMMO | DAMAGE |
|--------------|------|------|--------------|-----------|-------|-----|------|---------|
| CESTUS | B | S | 2 | 2 | | - | | 1d4/1d3 |
| QUARTERSTAFF | B | L | 4 | 1 | | - | | 1d6/1d6 |

| | |
|--------------------|------------------------------|
| ARMS: | CESTUS, QUARTERSTAFF |
| ARMOR: | PLATE MAIL |
| OTHER POSSESSIONS: | 3 POTIONS OF HEALING, |

TOURNAMENT CHARACTER 6 • KRANDOR

| | | |
|-----------------------|------------------|---------------|
| CLASS: FIGHTER | RACE: DWARF/HILL | AGE: 54 |
| LEVEL: 1 • 2 • 3 | SEX: MALE | HEIGHT: 4' 0" |
| ALIGN: LAWFUL NEUTRAL | MOVE: 6" | WEIGHT: 150# |



ABILITIES

| | | |
|---------------------|-------|--|
| STRENGTH | 18.66 | +2 TO HIT, WA +160#; OPEN DOORS 1-4; BEND BARS 25% |
| INTELLIGENCE | 14 | |
| WISDOM | 7 | -1 MAGICAL ATTACK ADJ |
| DEXTERITY | 14 | |
| CONSTITUTION | 16 | +2 HIT POINT ADJ; 95% SYSTEM SHOCK; 96% RESURRECTION |
| CHARISMA | 13 | MAX 5 HENCHMEN; +5% REACTION ADJ |

| | |
|--------------------------|------------------|
| HANDEDNESS: | RIGHT |
| VISION: | INFRAVISION, 60' |
| SURPRISE: | 1 IN 6 |
| TO HIT ARMOR CLASS ZERO: | 20 • 20 • 18 |
| ARMOR CLASS: | 3 |
| HIT POINTS: | 12 • 20 • 28 |

| | |
|--------------------------|----------------------|
| SAVING THROWS | |
| PARALYZATION/POISON: | 14/10 • 14/10 • 13/9 |
| PETRIFICATION/POLYMORPH: | 15 • 15 • 14 |
| ROD/STAFF/WAND: | 12 • 12 • 11 |
| BREATH WEAPON: | 17 • 17 • 16 |
| SPELL: | 13 • 13 • 12 |

BACKGROUND: Krandor was born and raised among the steep peaks of Steric and lives to serve his noble countryman, Prince Delos Otterknot. The prince had Krandor brought back from beyond the grave, after perishing in a recent desert exploration.

RACIAL ABILITIES: +1 TO HIT GOBLINS, HALF-ORCS, HOBGOBLINS & ORCS
 -4 AC vs GIANTS, OGRES, OGRE MAGI, TROLLS & TIANS
 75% CHANCE TO DETECT GRADE/SLOPE, NEW CONSTRUCTION/EXCAVATION
 67% CHANCE TO DETECT SHIFTING/SLIDING ROOMS/WALLS
 50% CHANCE TO DETECT STONEMASONRY/PIT TRAPS
 50% CHANCE TO DETERMINE DIRECTION UNDERGROUND

CLASS ABILITIES: WEAPON SPECIALIZATION: WARHAMMER

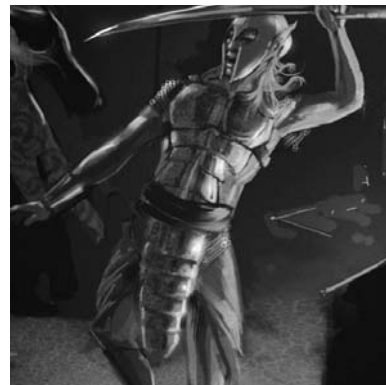
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|---------------------------|--|
| LANGUAGES: | DWARVEN, HUMAN/COMMON, GNOMISH, KOBOLD, ORCISH |
| NON-WEAPON PROFICIENCIES: | ARMORER (12), WEAPONSMITHY (11) |
| WEAPON PROFICIENCIES: | AXE/BATTLE, MILITARY PICK/FOOTMAN'S, WARHAMMER |
| WEAPON IN HAND: | MILITARY PICK/FOOTMAN'S NON-PROFICIENCY PENALTY: -2 |

| WEAPON | TYPE | SIZE | SPEED FACTOR | # ATTACKS | RANGE | ROF | AMMO | DAMAGE |
|-------------------------|------|------|--------------|-----------|-------|-----|------|-----------|
| AXE/BATTLE | S | M | 7 | 1 | | - | | 1d8/1d8 |
| DAGGER | P | S | 2 | 1 | 1/2/3 | 2 | 2 | 1d4/1-3 |
| MILITARY PICK/FOOTMAN'S | P | M | 7 | 1 | | - | | 1d6+1/2d4 |
| WARHAMMER | B | M | 4 | 3/2 | | 1 | 1 | 1d4+1/1d4 |

| | |
|--------------------|---|
| ARMS: | AXE/BATTLE, DAGGER, DAGGER/SILVER, MILITARY PICK/FOOTMAN'S, WARHAMMER |
| ARMOR: | PLATE MAIL/DWARVEN |
| OTHER POSSESSIONS: | POTION OF HEALING , BACKPACK/LEATHER, BELT, BLANKET/WINTER, BOOTS/LOW&SOFT, CLOAK/FINE, GLOVES/LEATHER, LANTERN/HOODED, POUCH/LARGE BELT x2, ROPE/50' HEMP, SCOTCH/PINT, TENT/PUP, WATERSKIN |

TOURNAMENT CHARACTER 7 • SIR SOLSTRUM OF SELENE

| | | |
|--------------------|----------------|---------------|
| CLASS: CAVALIER | RACE: ELF/GREY | AGE: 125 |
| LEVEL: 1 • 2 • 3 | SEX: MALE | HEIGHT: 6' 0" |
| ALIGN: LAWFUL GOOD | MOVE: 12" | WEIGHT: 168# |



| | | |
|---------------------|--------|--|
| STRENGTH | 15/16* | +1 DAMAGE (2 nd LEVEL); WA ??#; OPEN DOORS 1-3; BEND BARS 10% |
| INTELLIGENCE | 11 | |
| WISDOM | 15 | +1 MAGICAL ATTACK ADJ |
| DEXTERITY | 16 | +1 REACTION/ATTACKING ADJ, -2 DEFENSIVE ADJ |
| CONSTITUTION | 17 | +3 HIT POINT ADJ, 97% SYSTEM SHOCK, 98% RESURRECTION SURVIVAL |
| CHARISMA | 11 | MAX 8 HENCHMEN; +20% LOYALTY BASE; +25% REACTION ADJ |

| | |
|--------------------------|------------------|
| HANDEDNESS: | RIGHT |
| VISION: | INFRAVISION, 60' |
| SURPRISE: | 4 IN 6 (2 IN 6) |
| TO HIT ARMOR CLASS ZERO: | 20 • 19 • 18 |
| ARMOR CLASS: | 1 |
| HIT POINTS: | 12 • 19 • 26 |

| SAVING THROWS | |
|-------------------------|-----------------------|
| PARALYZATION/POISON: | 14 • 14 • 13 |
| PETRIFICATION/POLYMRPH: | 15 • 15 • 14 |
| ROD/STAFF/WAND: | 16 • 16 • 15 |
| BREATH WEAPON: | 17 • 17 • 16 |
| SPELL/ILLUSION: | 17/15 • 17/15 • 16/14 |

BACKGROUND: Solstrum recently joined an exploration out of Stoynk, a company of a half a dozen men, on behalf of the Trader's Guild. They have traveled to Wyndere to determine what has become of the mines north of town.

RACIAL ABILITIES: 90% RESISTANT TO SLEEP & CHARM SPELLS
2 IN 6 CHANCE TO FIND SECRET DOORS, 3 IN 6 CHANCE TO FIND CONCEALED DOORS
+1 TO HIT WITH SHORT/LONG BOW/SWORD

CLASS ABILITIES: IMMUNE TO FEAR
RADIATES PROTECTION FROM EVIL, 1' RADIUS
90% RESISTANT TO MIND-AFFECTING MAGIC
HEALS +1-4 HIT POINTS/WEEK (BEYOND STANDARD)
CAN FUNCTION DOWN TO -13 HIT POINTS
+1 TO HIT WITH LANCE & SWORD/LONG
ATTACK AS 1 LEVEL HIGHER WHEN MOUNTED
PARRY W/ PROFICIENT WEAPON: SUBTRACT TO HIT BONUSES FROM OPPONENTS TO HIT ROLL
PARRY W/ SHIELD: SUBTRACT 1 + MAGICAL BONUSES FROM OPPONENTS 2ND TO HIT ROLL
85% • 86% • 87% CHANCE TO AVOID BEING THROWN FROM THE SADDLE OR TO BE INJURED THUS
CAN CHOOSE MOUNT WITH +2 HIT POINTS PER DIE

| | | |
|---------------------------|---|-----------------------------|
| LANGUAGES: | ELVEN, HUMAN/Common, GNOME, HALFLING, GOBLIN, HOBGOBLIN, ORCISH, GNOLL | |
| NON-WEAPON PROFICIENCIES: | READING/WRITING (12), ETIQUETTE (11), SWIMMING (15), HERALDRY (11), RIDING (18) | |
| WEAPON PROFICIENCIES: | LANCE, MACE/HORSEMAN'S, SWORD/LONG | |
| FAVORED WEAPON: | SWORD/LONG | NON-PROFICIENCY PENALTY: -2 |

| WEAPON | TYPE | SIZE | SPEED FACTOR | # ATTACKS | RANGE | ROF | AMMO | DAMAGE |
|------------------------|------|------|--------------|-------------------------------|-------|-----|------|-------------------|
| LANCE/HEAVY, MOUNTED | P | M | 8 | 1•3/2 (3 rd LEVEL) | | - | | (1d6+1/3d6)+LEVEL |
| LANCE/HEAVY, UNMOUNTED | P | M | 8 | 1 | | - | | 1d6+1/1d12+1 |
| MACE/FOOTMAN'S | B | M | 7 | 1 | | - | | 1d6+1/1d12+1 |
| SWORD/LONG | S | M | 5 | 3/2 | | - | | 1d8/1d12 |

| | |
|--------------------|---|
| ARMS: | LANCE/HEAVY, MACE/FOOTMAN'S, SWORD/LONG |
| ARMOR: | PLATE MAIL & SHIELD/LARGE |
| OTHER POSSESSIONS: | |

TOURNAMENT CHARACTER 8 • SPAARTUK MORDENCRAAD

| | | |
|---------------------|-------------|---------------|
| CLASS: MAGIC-USER | RACE: HUMAN | AGE: 34 |
| LEVEL: 1 • 2 • 3 | SEX: MALE | HEIGHT: 6' 0" |
| ALIGN: CHAOTIC GOOD | MOVE: 12" | WEIGHT: 180# |



| | | |
|---------------------|----|---|
| STRENGTH | 12 | WA +55#; OPEN DOORS 1-2; BEND BARS 7% |
| INTELLIGENCE | 16 | 65% KNOW SPELL, MIN/MAX SPELL/LEVEL 7/11 |
| WISDOM | 14 | |
| DEXTERITY | 14 | +1 REACTION/MISSILE ADJ, -2 DEFENSIVE ADJ |
| CONSTITUTION | 15 | 55% SYSTEM SHOCK, 60% RESURRECTION SURVIVAL |
| CHARISMA | 12 | MAX 4 HENCHMEN |

| | |
|--------------------------|------------|
| HANDEDNESS: | RIGHT |
| VISION: | STANDARD |
| SURPRISE: | 1 IN 6 |
| TO HIT ARMOR CLASS ZERO: | 20 |
| ARMOR CLASS: | 8 |
| HIT POINTS: | 5 • 9 • 12 |

| SAVING THROWS | |
|--------------------------|----|
| PARALYZATION/POISON: | 13 |
| PETRIFICATION/POLYMORPH: | 12 |
| ROD/STAFF/WAND: | 9 |
| BREATH WEAPON: | 15 |
| SPELL: | 10 |

BACKGROUND:

Born in the small village of Wide Plain in central Bissu, Spaartuk's parents were killed by goblins when he was but a toddler. He was then raised by the wizard Selwyn Sawin, who taught Spaartuk the art of the craft and bequeathed to him a magic ring. Spaartuk recently joined an exploration out of Stoynk, a company of a half a dozen men, on behalf of the Trader's Guild. They have traveled to Wyndere to determine what has become of the mines north of town.

RACIAL ABILITIES:

CLASS ABILITIES:

SPELLS BY SPELL LEVEL:

1ST LEVEL: DETECT MAGIC, LIGHT, MAGIC MISSILE, SLEEP
 HOLD PORTAL (@2nd LEVEL)
 ENLARGE (@3rd LEVEL)

2ND LEVEL: KNOCK, WEB

| CLASS LEVEL | SPELL LEVEL 1 | SPELL LEVEL 2 |
|-------------|---------------|---------------|
| 1 | 1 | - |
| 2 | 2 | - |
| 3 | 3 | 1 |

LANGUAGES:

HUMAN/ANCIENT BAKLVNISH, HUMAN/CHIPENGESSE, HUMAN/COMMON, HUMAN/OLDE ÆRIDEAN, HUMAN/KEOLANISH, GOBLIN, RUNIC/GRAYHAWK

NON-WEAPON PROFICIENCIES:

READ&WRITE:HUMAN/ANCIENT BAKLVNISH (17), READ&WRITE:HUMAN/CHIPENGESSE (17), READ&WRITE:HUMAN/COMMON (17), READ&WRITE:ELVEN/HIGH (17), SPELLCRAFT (14), SWIMMING (12)

WEAPON PROFICIENCIES:

QUARTERSTAFF, SLING

FAVORED WEAPON:

QUARTERSTAFF

NON-PROFICIENCY PENALTY: -5

| WEAPON | TYPE | SIZE | SPEED FACTOR | # ATTACKS | RANGE | ROF | AMMO | DAMAGE |
|----------------|------|------|--------------|-----------|---------|-----|------|-------------|
| QUARTERSTAFF | B | L | 4 | 1 | | - | | 1d6/1d6 |
| SLING & BULLET | B | S | 6 | 1 | 5/10/20 | 1 | 10 | 1d4+1/1d6+1 |

ARMS:

QUARTERSTAFF, SLING

ARMOR:

RING OF PROTECTING +2

OTHER POSSESSIONS:

SCROLL: HOLD PORTAL, MAGIC MISSILE, WEB (@ 2nd LEVEL),
 BACKPACK/LEATHER, BLANKET/WOOL, BOOTS/LOW&HARD, DAY GLASSES, GLOVES/LEATHER,
 ROPE/50' HEMP, SPELL COMPONENTS, THIEVES' TOOLS, WATERSKIN, 12 GOLD COINS, PONY

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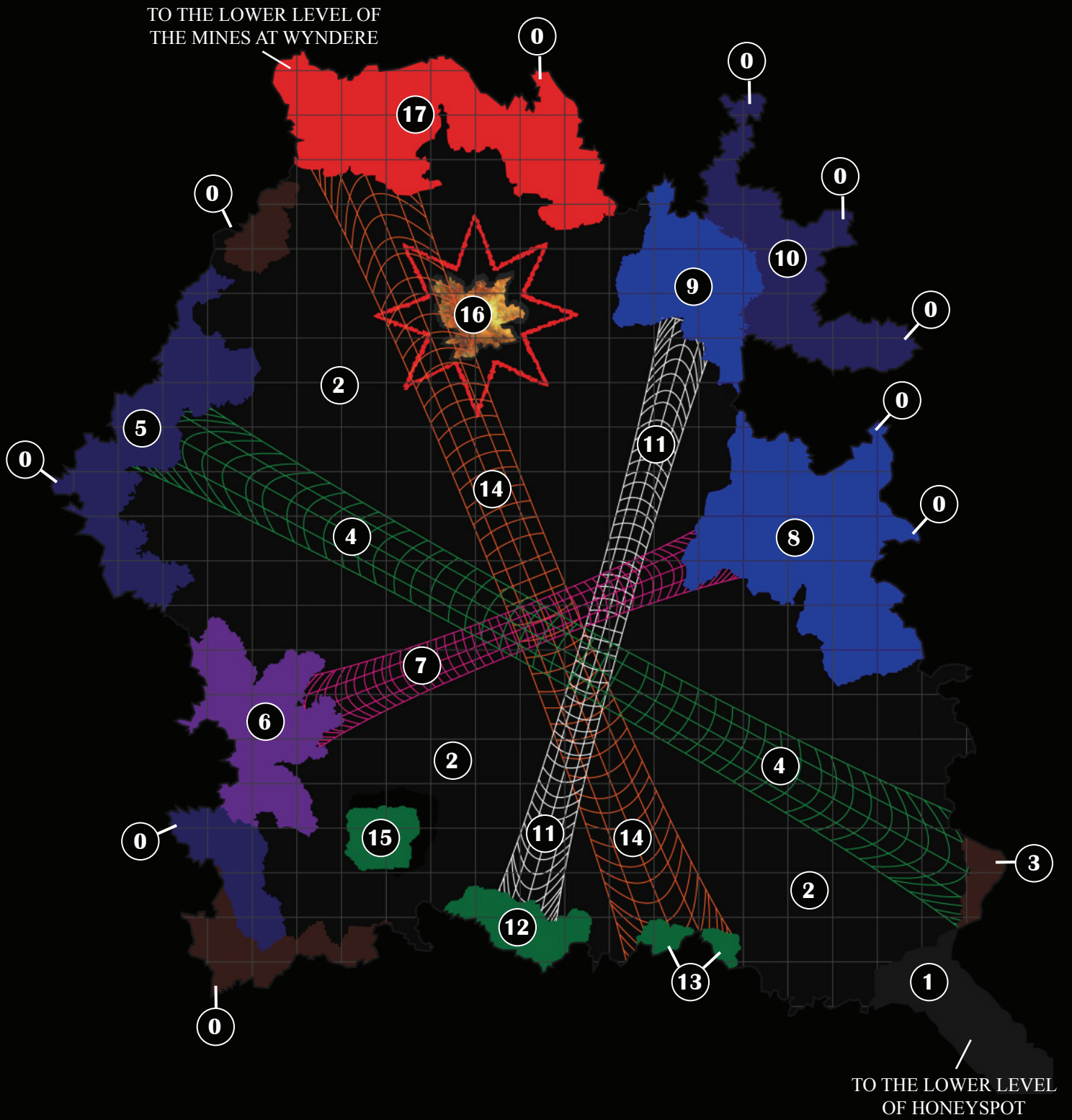
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MAP 8: DEN OF SPIDERS





E. Gary Gygax
1938 - 2008

This adventure module is dedicated to E. Gary Gygax and was designed in support of the annual Gary Con gaming convention.

If you would like to give thanks for the greatest game of all time, please consider making a donation to a memorial in Gary's honor.

**Gail Gygax
316 Madison Street
Lake Geneva, WI 53147**

www.gygaxmemorialfund.com

Long live the king.

