

Grave of the Green Flame

Written by Bill Barsh
Illustrated by Walt Robillard



Grave of the Green Flame is an adventure module for the First Edition Game, compatible with OSRIC™, and designed for a single 2nd level character. This module introduces Pacesetter's **SoloSystem™** rules for enhanced individual play.

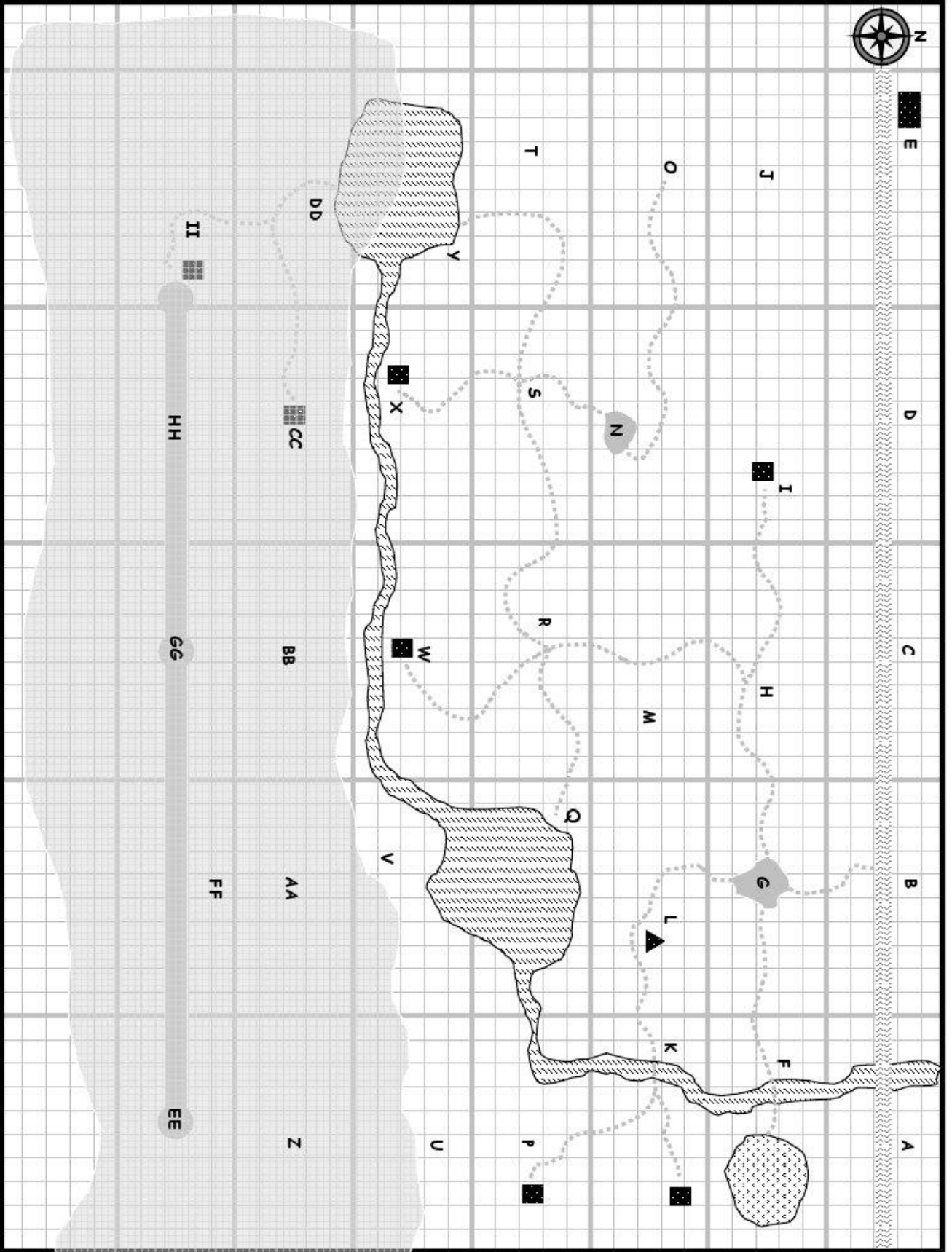
It was the oldest trick in the book. A man on a dark road asked for directions and you let your guard down. You awake in a nearby inn with a bruised skull and ego. All your possessions are gone, but your courage endures. Helped by the kindly and concerned innkeeper, you are equipped and the chase is on. The bandits fled into the forest, but you will have your vengeance.

*Yet there is more to the old forest than some petty bandits. Somewhere inside lies the secret of the **Grave of the Green Flame**.*



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2004
©2012, Pacesetter Games & Simulations
Second Printing, February 2012





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Credits

Designer: Bill Barsh

Illustrator: Walt Robillard

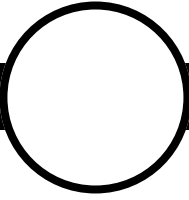
Author's Notes

Solo dungeons are nothing new in the world of RPGs and many companies have created numerous memorable adventures for the single player. And for as many companies that produced solo adventures it seems there was an equal number of systems. Some worked and some did not. Yet the demand for these products has always been very strong.

To that end, I have created the SoloSystem™ in order to play the First Edition Advanced Game. Previous products for the game have used invisible ink markers or red lens viewers. None of which worked particularly well. But playing without maps is not practical or preferable. After all, who doesn't like a good map? The problem has always been the same: how do you make mapping a dungeon viable in solo play without giving away the farm? My solution is to provide map segments for each encounter that become stitched together as you progress through the adventure. Not the easiest thing to do, but I think it adds to the fun. Of course, you are the ultimate judge of how well this system works. Let me know!

This module is the first in a six-part series of solo adventures that can be played as an on-going solo campaign (something else that has never been done before), or independently. This series starts with a second level character and will advance one level per module through seventh level. Your character will advance approximately one level per adventure. That may sound fast, and it is, but I think you will have some fun. The series will stop at seventh level as at that point the game system becomes too "bulky" to make a solo adventure work smoothly. Of course, I may change my mind on this.

Again, I hope you have enjoyed this adventure and look forward to playing the next in the series.



Grave of the Green Flame

Grave of the Green Flame is a solo module for use with the First Edition Advanced game system and is fully compatible with the OSRIC rules system. This adventure uses the Pacesetter Games & Simulations' SoloSystem™ for enhanced individual gaming. The scenario is designed for a single second level player character (PC) and the character class is not important. Any character class may successfully navigate the dangers in this module. You may play this adventure with a first level character, but be sure to review the **Getting Started** section for help.

The adventure begins with the PC returning to consciousness in a small roadside inn. The PC was ambushed several hours earlier and has lost nearly all his possessions. The PC has two motivations to pursue his attackers: first, retrieve his possessions, and secondly, payment for the innkeeper who is equipping the PC.

This module can be played as a solo dungeon as intended or run as a standard adventure module with a DM and single player or multiple players. If used with multiple player characters, the PC level range should be reduced to first level.

Each encounter in this adventure has an attached section letter. For example, the introduction encounter with the innkeeper is labeled as section E. The section number corresponds to that encounter's map location. Each encounter has a map section that is labeled with the appropriate section number. There is a master map matrix on the inside back cover. By placing each map section in the matching location on the master map matrix, the player can map as he moves through the adventure. The more encounters that are completed, the more the overall map is completed. A complete map is located on the inside front cover. By mapping your progress, you can track your progress and where you can still explore.

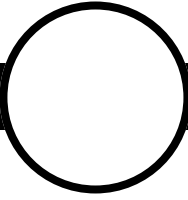
When your character enters a new section, there will be an introductory description for that area. When you finish reading the description, you will have one or more

options. Read each option and determine the course of action you wish to follow. Each course of action has a reference letter and number corresponding to your PC's current location. For example, if you are at location A (there is no location A in this module) and you are given two courses of action, they will be labeled A1 and A2. Simply look down the page (in section A) and go to either A1 or A2 depending on your choice.

Combat is handled like that of any regular gaming session. The only difference is that you as the player make all the die rolls. Actions of the monster (term used to describe any opponent of the PC) are generally described in each encounter. Monsters will, unless noted, fight to the death, but some may flee after certain parameters are met. Monsters that flee are removed from the adventure and the PC receives full experience for defeating that monster. Each monster is described with the customary statistic block. Additionally, all specific actions are included in the statistic block (i.e. monster will retreat if it sustains X or more damage). A very few monsters will surrender during the course of this adventure. A monster may be charmed; however, the monster has no information to convey to the PC.

The adventure booklet includes all of the encounters in this adventure listed in alphabetical order. Every encounter area has at least one page devoted to player description and action options. **Please note that not every letter of the alphabet has a described encounter area, though it will have a map area.** To avoid potential confusion each page only contains information for one encounter, though some encounters may take up more than one page.

In the event you require a character to play this adventure, several pre-generated characters can be found at pacesettergames.com. You will note that the pre-generated characters have equipment. Finally, in order to play this module you will need a second level character,



A NEW ADVENTURE

though a third level character may be acceptable if it is not a fighter-type, paper, a sheet of graph paper (optional), and dice (and hopefully, some good luck). When you are ready, turn to **Section E** and start your adventure on the path to the *Grave of the Green Flame*.

Special SoloSystem™ rules

Because this is not standard dungeon module set for group play, there are some special rules governing play.

Mapping: You will want to map your character's progress by mapping the adventure as you progress through each encounter. Each encounter is located in a section of the overall map. The map sections are labeled with a letter identifier (A, B, C, etc). There are two master maps; one only includes the sections with letter identifier, so you can locate the encounter your character has experienced, and a second map includes all information included in the adventure (DM's map). The DM's map should only be reviewed if you are having problems mapping. Reviewing it prior to completing the adventure will reduce the enjoyment of the solo adventure.

To start the adventure, map Sections A, B, C, D and E are included on the Section G page. In most location encounters you will be provided with that area's map section. You can add it to your map at that time. Generally, you will receive one map section to add to your map. There are some locations that include two or more map sections and others are not complete until you move to another location within that same map section.

Resting in the Field: Your character may find it necessary to rest in the field rather than returning to the inn. If your character rests at a detailed location (any numbered location), you must roll for wandering monsters a total of three times. Checks are at dusk, midnight and dawn. For purposes of this adventure, encountering wandering monsters during the rest period will not interfere with the benefits of resting (regaining hit points and spells).

Encumbrance: In this scenario there are no pack animals and your character will have to carry all of his equipment, supplies and treasure. It is important to track the weight carried. You may store as much equipment or treasure at the inn.

NPCs, Hirelings, and others: Your character will not start this adventure with a hireling or henchman. There is opportunity to gain help during play. There are also opportunities for magic-users to charm an opponent. These NPCs should be handled as in a normal game.

Experience and Treasure: Experience points for defeating monsters are included in their statistic blocks. Any additional experience awarded in an encounter is included in the text description. Treasure is fully described in each encounter. Magic items are also indicated and in every case the character will know what they have found. This is simply a necessary mechanic in solo play.

Character Death: It is always a possibility. But the beauty of an rpg is that a new character is only a few dice rolls away. Begin where you left off or start fresh.

Adventure Points: Your character will start with a new "stat" called Adventure Points (AP). Your PC will have a number of APs equal to his character level: A second level character will have AP 2. Each time you gain a level, you add an amount of APs equal to your new level. For example, a second level character starts with AP 2. He advances to third level and gains 3 APs. If he had not used any APs he would now have a total of AP 5. APs are not regenerated by rest. When used, they are gone until you gain more by level advancement.

APs are used as a mulligan. If your character failed a specific die roll, he can spend one AP to change the die roll to equal a successful result. This can be done for saving throws, attack rolls, skill checks, find a secret door, etc. Also, an AP can be used to grant a re-roll at any time, such as damage rolls, hit point generation, etc. Furthermore, you can use an AP to alter a described result. For example, an encounter asks if indicates two options based on your intelligence score (3-15, go to X, 16-18, to to Y). You can spend an AP to select either option regardless of your intelligence score.

In general, APs are used to improve a bad situation. Some encounters offer the opportunity to spend an AP to create an additional option for your PC. Spend them well.

Now turn to Section E on page 4 and read the player introduction.

Slowly, a dark fog clears from your brain and your eyes focus. You are in a large room and a roaring fire burns in a fireplace. You sit up on the couch and quickly realize you are in a tavern. A long bar sits opposite the fireplace and there are several tables scattered around the room. It must be late as no patrons share the room with you. The light of the full moon shines through the windows confirming your suspicions.

Reaching for your belt, you notice it is gone. Your gold, your weapons, your clothes, everything is missing. The fog in your brain is gone now but you can't seem to recall how you came to this place. The last thing you can recall is that you were travelling to the borderlands in search of adventure. The road was long and night had come upon you. A light in the distance gave you hope. The merchants you passed earlier in the day mentioned a tavern lay ahead and you should arrive shortly after nightfall. Their definition of "shortly after nightfall" is certainly not the same as yours, but regardless, it was not far off. Then there was a man asking for directions...

"Ho there," says a gravel-filled voice. A thin, old man sits in the chair across from you. He passes you a mug filled with steaming tea. "Nasty little lump you got there. My man, Kel, found you on the road a short way back. Naked as the day you born, I should say. Kel was coming back from his monthly supply run when he startled off your attackers. They heard him approaching and ran off, to the south and into the Greenwood. There were three of them. Kel couldn't see much more, but he didn't need light to see what they were doing.

Now, I have to figure that you normally don't go traipsing about the world like that, so that means bandits. And that, my friend, is something that I just can't abide. There was a time when travelling the road was not so safe. Bandits of all kinds used the forest to hideout. But the army cleared them out five years ago. I built this tavern here after that because I was sick of the city and road was safe. If the bandits have returned, word will get out and my business will be ruined.

As I see it, we have a common interest that needs solving. You have the look about you of an adventurer. I have met your kind before and I know your type well enough. I am sure they have stolen more than one thing that is dear to you, and they are trying to steal my dream.

I can equip you. More than one of your kind has left here drunk and in stupor, leaving certain items here and there. I keep them in that trunk over there." He points to a large, wooden chest near the window opposite the entry door.

"I can't tell you if any of it is of particular use or value. Even though it was left here, it does not belong to me. Best leave it alone in case the owner decides to come back and claim what is his. You won't catch me on the wrong side of your type, no offense. But most of it has remained in the chest for years.

"Go ahead and take what you need. Dire times call for dire choices. Go back down the road to the east and look for a large rock on the south side of the road. There will be a spot of blood on it where your head paid a visit. Kel said that whatever happened, you must have fell and hit your head on the rock. If you need to come here and rest, I will keep a room set aside. And when the bandits are dead, I think I may have a small reward as well. Now good luck to you!"

The Chest: At this point you are about to start the adventure. The following list includes all the items found in the chest. You can equip your character as you deem appropriate. Items removed from the chest should be removed from the list and cannot be replaced.

Chest Contents: Pack (empty), 50' rope, oil flask (2), lantern, torch (5), tinderbox, large sack (2), pouch, quiver w/20 arrows, short bow, broad sword, long sword, short sword, dagger (2), scimitar, club, mace, suit of chainmail, clothing, boots, shield, four pouches containing spell components for first and second level spells matching those memorized by player character +1d6 random other first or second level spells). The tavern keeper will supply food and water for three days.

Start: When you are ready, turn to **section G on page 8** and read the section description paragraph. If you want to return to the inn, you may do so at any time. At each numbered encounter, you must roll for wandering monsters. You are not required to roll for wandering monsters at locations A, B,C, D, or E. Your character may return to any previously visited location in the same manner. Simply roll for wandering monsters at each section along the path to your desired destination. The Wandering Monster Table and additional instructions are located on the next page.

E

THE INN—THE CONCLUSION

You have survived! That in itself is worth of celebration. But your character can't rest on his laurels for too long. He has discovered the existence of special gem, the Green Flame! Now it is time to find the gem and become wealthy beyond measure and immortalized in songs of adventure for centuries uncounted.

If you have not completed all of the adventure sections, you may take your character back in and complete the entire module.

Your character may advance to the next module in

this series, I2 Beyond the Black Wall. Your character, if he started at second level, should be third level at this time. Remember, you can add the value (in gp) of the treasure your character found as experience points. Additionally, if you completed the section EE, your character gains 500 experience points.

If you wish to repay the innkeeper for his hospitality, you can return the equipment your borrowed and/or pay him 150 gp. For each gold you pay him, you gain one experience point (150 maximum).

New Magic Item

Glow Stick

These soft, clear tubes contain a yellow-colored liquid. When shaken rapidly, a reaction takes place and the tube will glow with the power of a light spell. The glow stick will function for a period of 1d4 +4 turns. They can only be used one time. They cannot be recharged.

Value:150 gp

Wandering Monster Chart

Wandering monsters have no information regarding this adventure. If intelligent, they are simply raiders from the nearby mountains. During the day roll a 1d8 and if the result is an "8", a wandering monster has been encountered. At night, roll a 1d12 and a "12" indicates a wandering monster. Roll a 1d4 to determine monster type.

Orc (1d2) AC 6; HD 1; hp 4 each # AT 1; Dmg spear 1d6; SA None; SD None; MV 9"; Size M; AL CE; THACO 18; EXP 10 +1/hp; Each orc carries 1d6 gp and 2d6 sp.

Wolf (1) AC 7; HD 2+2; hp 11; # AT 1; Dmg bite 1d4+1; SA None; SD None; MV 18"; Size M; AL N; THACO 16; EXP 35 +3/hp; wolf carry no treasure.

Hobgoblins (1d2) AC 5; HD 1+1; hp 6 each; # AT 1; Dmg Scimitar 1d8 or javelin (6) 1d6; SA None; SD None; MV 9"; Size M; AL LE; THACO 18; EXP 20 +2/hp; each hobgoblin carries 2d8 gp and 3d8 ep.

Elf (1) AC 5; HD 1+1; hp 6; # AT 1; Dmg long sword 1d8 or long bow 1d6; SA +1 to hit with bow/sword; SD None; MV 12"; Size M; AL NE; THACO 18; EXP 20 +2/hp; this evil elf carries 2d8 gp and 3d8 ep. He has 20 arrows.

F

STREAM & SWAMP

The path here is overgrown and very hard to follow. The gurgle of a rushing water gives you ample warning and as you move through some thick scrub the path is split by a quick running stream. It is only about ten feet wide and it looks shallow. The stream bed is filled with gravel and small stretches of sand. Larger rocks and trees create pools up and down the stream. The water runs to the south. Looking to the south you see a small trout break the water and snatch an insect that strayed too close to the surface. The path continues on the opposite side of the stream.

Options:

If you wish to investigate the stream area, go to F1

If you wish to cross the stream and follow the path to the east, go to F3

If you wish to follow the path to the west, go to G.

Ranger Only: If you wish to attempt to track the most recent visitors to this area make a tracking roll. If you were successful, go to F2. If you failed, simply choose an option from above.

F1 The Stream

Moving around the stream proves fairly difficult. The vegetation is thick at its banks and it is simply easier to walk in the water. The stream is generally less than a foot deep, other than some pools that are no more than three feet deep. The water is very cold and your investigation is proving fruitless. Other than spooking the occasional trout, you find nothing other than the fact this would be an excellent stream to fish. However, your splashing may have attracted a wandering monster. Please consult the Wandering Monster Chart. You may return to F, after the wandering monster check is completed.

F2 Tracks

In the soft sand on the banks of the stream you see a single track that can only belong to some bipedal creature. It has an elongated tread with claws. Your best guess is a lizard man!

Return to F

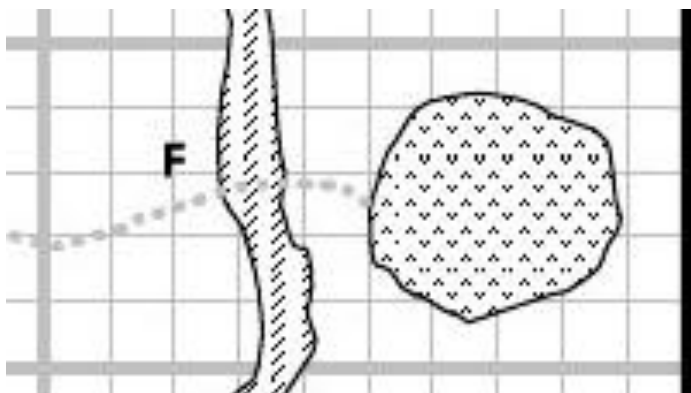
F3 The Swamp

You have noticed that the path is slowly descending into a lower area of the woods. The ground is growing soft and the trees are beginning to thin. Marsh grass and tall reeds are getting thick. Ahead you see the path disappears into a swamp-like area several hundred feet wide and deep. The land all around the swamp rises back into the forest. The swamp sits in low depression. In the center of the swamp, you see a mound made of mud and tree branches. There do not appear to be any other paths leading out of the swamp.

If you wish to move to the mound, go to F4

If you wish to follow the path to the west, go to G

Ranger Only: If you wish to attempt to track the most recent visitors to this area make a tracking roll. If you were successful, go to F6. If you failed, simply choose an option from above.



F

STREAM & SWAMP

F4 Ambush

The swamp is the lair of an insane lizard man. As you approach the hut, the lizard man suddenly emerges from the swampy water and attacks.

If you defeat the lizard man, you may investigate the mound, go to F5

If you wish to leave this area after the battle, return to F

Lizard Man (1) AC 6; HD 2; hp 8 # AT 3; Dmg 1d3 claw / 1d3 claw / 1d6 bite ; SA None; SD None; MV 12"; Size M; AL NE; THACO 17; EXP 35 +2/hp

F6 Tracks

The ground around the swamp has turned from sand to mud. You notice many tracks in the soft earth, but the most notable is a clear set of lizard man tracks.

Return to F3

F5 The Mound

The lizard man's mound has a single opening and small chamber inside. Various animal bones and skins cover the floor. A single clay pot contains 22 gp and 45 sp. Otherwise, the lair contains nothing else of interest.

If you wish to rest in this location, go to F7

If you wish to leave, go any previously visited location.

F7 Rest

Staying the night in the lizardman's mound was both a good and bad idea. The good side is that nothing has entered the swamp to bother you. Clearly, the lizardman's presence warded off other predators. The bad side is that you have been bitten by a myriad of insects all night long. You only heal half the number of hit points as normal and there is a 20% chance that each spell you may have studied/prayed for failed.

If you wish to rest in this location, go to F7

If you wish to leave, go any previously visited location.

G

THE CLEARING

Moving down the road you arrive at the spot of last night's ambush. A narrow path leads south from the road into the woods. The path, more a game trail than proper trail, is overgrown but not difficult to follow. The trees in the forest are large and the undergrowth is limited due to the all-encompassing canopy of trees.

Following the thin forest trail you quickly arrive at a small clearing. The area is no more than 50' wide at any point and it is covered with a layer of knee-high grass. The grass near the center of the clearing has been trampled. You quickly notice some of your possessions are laying about the trampled area. There are four paths leading away from the clearing, including the one that leads back to the road and the inn.

Options:

If you wish to investigate the trampled area, go to G1

If you wish to follow the path to the east, go to F

If you wish to follow the path to the south, go to L

If you wish to follow the path to the west, go to H

Ranger Only: If you wish to attempt to track the most recent visitors to the clearing make a tracking roll. If you were successful, go to G2. If you failed, simply choose an option from above.

G1 Inventory

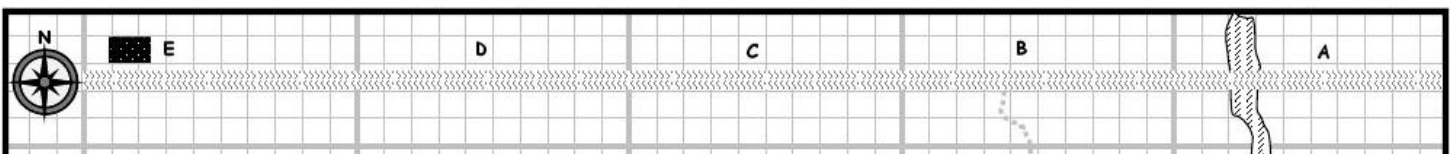
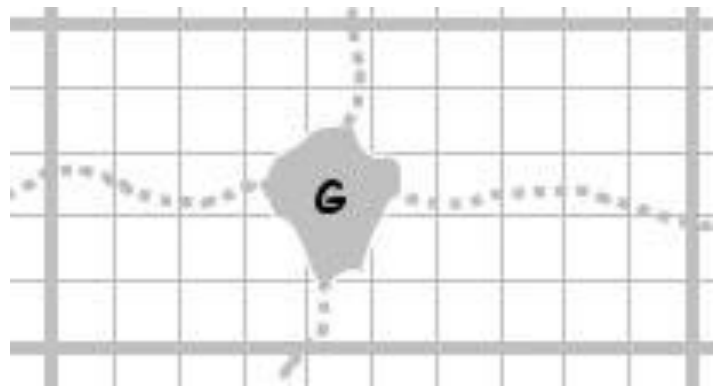
Scattered about the area are most of your more mundane items and equipment. Your attackers were apparently selective and only took your weapons, armor and money. At this time you can re-equip your character with any items from your character's original inventory (prior to starting this module) with the exception of the following: Weapons, Armor, Magic Items, Treasure (including jewelry, coins and gems). All other items are in the area including holy symbols, holy water, spell components, spell book, etc.

Return to G

G2 Tracks

The area is severely trampled but you pick three distinct footprints. They look to be human, or possibly other bipedal creature that wears boots. The tracks lead off toward the west.

Return to G



H

FORK IN THE ROAD

Following the path is not difficult in this section of the wood. The trees are large and very little undergrowth is present. The path, once well-travelled, is worn clearly into the forest floor. Just ahead the path splits and you will have to make a decision.

If you wish to follow the path to the west, go to I

If you wish to follow the path to the south, go to R

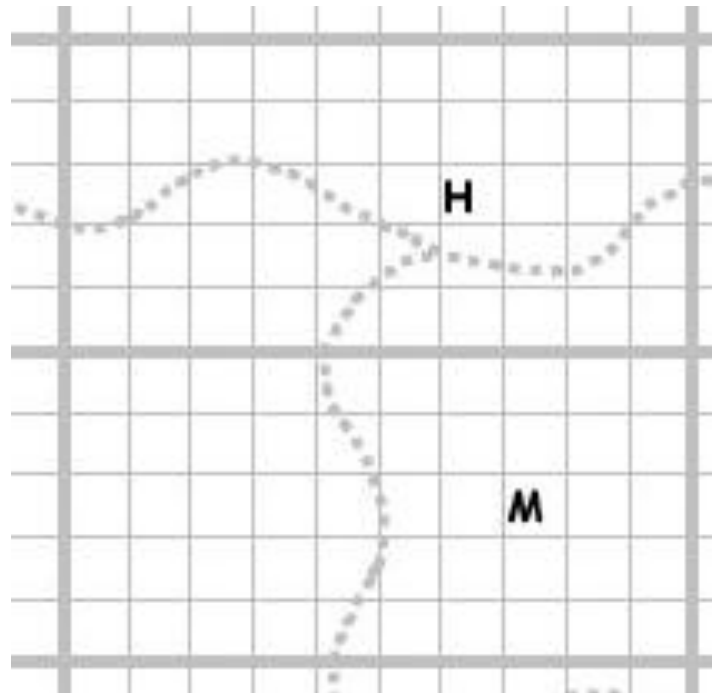
If you wish to follow the path to the east, go to G

Ranger Only: If you wish to attempt to track the most recent visitors to this area make a tracking roll. If you were successful, go to H1. If you failed, simply choose an option from above.

H1 Tracks

Again you have found the tracks of the three men. You can only assume they are the same bandits that attacked you. They turn to the south without hesitation.

Return to H



I

THE TOWER

You can see ruins through the trees and you slow your pace in caution. An old and quite decrepit stone tower is clearly visible through the trees. The tower is no more than 30 feet tall, which is considerably shorter than most of the trees in the area that reach upwards of 80 feet. You do not see any movement around the tower. The tower itself, though quite aged, appears solid enough. It has lost a few stones that rise from the ground like headstones. A single, arched portal is the only entrance. If there was a door, it has long since decayed.

If you wish to circle the tower and investigate the grounds, go to I1

Enter the tower, go to I4

If you wish to follow the path to the east, go to H

Ranger Only: If you wish to attempt to track the most recent visitors to this area make a tracking roll. If you were successful, go to I2. If you failed, simply choose an option from above.

I1 Investigating the Tower Grounds

You furtively move through the trees that surround the tower. There is very little undergrowth among the trees and you find yourself darting from tree to tree. As you reach the opposite side of the tower from the path, you see three open graves marked with crude headstones. There is writing on the headstones and you can make out names and dates – dates that are not so old. It appears that a few soldiers died here while clearing out the forest brigands just a few years past. The sound of snapping twig alerts you just in time. Turning around you see three zombies only ten feet away. All three are dressed in ragged military uniforms. They attack!

Zombie (3) AC 6; HD 2; hp 8; # AT 1; Dmg 1d8 ; SA None; SD standard undead; MV 6"; Size M; AL N; THACO 17; EXP 50 +2/hp

If you engage the zombies, roll for initiative and resolve combat.

If you flee, the zombies are too slow to catch you. Go to H

If you defeat the Zombies, go to I3

I2 Tracks

It takes all your skill and even then the tracks you discover are old. It looks like several people have been here in recent days. Your best estimate puts the number at almost a dozen.

Return to I

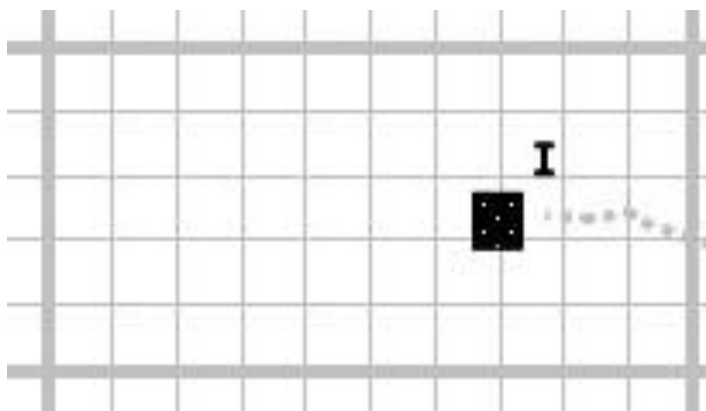
I3 Defeat the Zombies

As the last zombie sinks to the ground, your attention is drawn back to the tower and graveyard. There is no movement within the tower. You can clearly see the zombies emerged from their graves within the last few days and the earth is still fresh.

If you wish to inspect the graves, go to I5

If you enter the tower, Go to I4

If you wish to follow the path to the east, go to H



I

THE TOWER

I4 Enter the Tower

The tower is not very large and has only a small chamber inside. The entry level is bare, though a flight of stone stairs follow the outer wall and spiral to platform near the ceiling. A trap door in the ceiling is set directly over the platform. The trapdoor has fallen inward and only small portions remain. The sky above is clearly visible through the trap door.

If you wish to search this level of the tower, go to I6

If you wish to climb the stairs, go to I8

If you wish to leave, go to I

I5 Graves

Looking in the graves you see simple pine coffins. Some dirt has fallen inside. It is clear the zombies did not claw their way out. Someone has dug up the coffins as there is a pile of dirt stacked next to each grave. A wooden shovel lies next to the tower. The coffins are empty.

If you wish to put the soldiers back in their coffins, go to I7 (You cannot choose this option if you did not slay the zombies [i.e. they were turned]).

If you enter the tower, Go to I4

I6 Inspecting the Tower

The floor of the tower is bare earth and very little of interest is evident. A recent rain has entered through the open trap door and a pool of dirty water stands near the center of the chamber. The soft breeze outside has caught the damaged trap door and it swings back and forth.

If you wish to climb the stairs, go to I8

If you wish to leave, go to I

I7 Bury the Dead

Fortunately each of the soldiers has his dog tags and their names are easy to match to the headstones. You drag them to their coffins and after an hour you have again interned the soldiers. As you set the shovel down a blustery wind comes out of the north. As you stare in disbelief, three amorphous images appear next to the freshly covered graves. The transparent figures resemble the soldiers, but they are younger and full of life. One of them steps forward and you hear his words but you know he has not made a sound.

“We are in your debt. You have honorably returned our bodies to the grave and we will repay your selfless act. Call out our names, either one or all, and you will be aided.”

The soldier finishes and all three figures fade as the wind again dies to a soft breeze.

Your character may summon one or all of the soldiers at any time. When the name is spoken, the shadowy figure of that soldier will appear and fight by your side until the danger has past (one encounter only). The soldier will appear on the same round it is summoned. Each soldier can only be summoned one time.

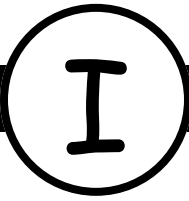
The soldiers have the following statistics:

Soldier (3) AC 5; HD 2, hp 10 each; #AT 1; Dmg 1d8 by spectral sword; SA None; SD Immune to all mind-based spells including sleep, charm or hold; MV 12"; SZ M; AL N; THACO 17; EXP N/A. The soldier's spectral sword will act as a +2 weapon but it has no combat bonus.

Your character receives 200 experience points for burying the soldiers.

If you enter the tower, Go to I4

If you wish to follow the path to the east, go to H



I8 Climbing Stairs

As you climb the stairs you notice something like bird droppings on the top few stairs. Clearly a bird has nest in the tower ruins. As you reach the platform an ear-shattering squeak breaks the silence. Suddenly two birds break from a concealed nest in the loose stone of the tower near the ceiling. The birds dart inside the cramped tower and as they cross the light of the open trapdoor, you see they are not birds at all, but stirges! You are under attack.

You can roll initiative and conduct combat as normal. When combat is complete, select from the options listed below.

Stirge (2) AC 8; HD 1+1, hp 6, 4; #AT 1; Dmg bite 1d3; SA blood drain for 1d4, attack as 4 HD monster; SD None; MV 3" / 18"; AL N; Thaco 16; Exp 36 +2/hp

Options:

Climb up to the roof level of the tower, go to I9

Search for the stirge nest, go to I10

Return to the ground level of the tower, go to I4

I10 The Stirge Nest

In the darkness it is difficult to find, but soon you discover the fetid thing that is the stirge nest. Inside, amidst the feces you notice a tarnished silver necklace. As you clean off the necklace you see it is a thick herring-bone chain that holds a beautiful emerald. The necklace is worth 250 gp.

Climb up to the roof level of the tower, go to I9

Return to the ground level of the tower, go to I4

I9 The Tower Roof

At one time the view from the tower roof must have commanded an unparalleled panorama of the surround lands. Now, all you can see are the trees that surround the tower. It is even difficult to see the ground through the overhanging tree limbs.

Return to the ground level, to I4

K

THE BEAR'S HEAD

The path here is overgrown and very hard to follow. The gurgle of stream gives you ample warning and as you move through some thick scrub the path is split by a quick running stream. It is only about ten feet wide and it looks shallow. A pole is embedded in the middle of the stream. The rotting remains of what looks like a bear head is impaled on the top of the pole.

If you wish to cross the stream and follow the path to the east, go to K1

Investigate the area around the stream, go to K8

If you wish to follow the path to the west, go to L

Ranger Only: If you wish to attempt to track the most recent visitors to this area make a tracking roll. If you were successful, go to K2. If you failed, simply choose an option from above.

K1 The Fork in the Road

Following the path is not difficult in this area of the wood. The trees are large and very little undergrowth is present. Just ahead the path splits and you will have to make a decision.

If you wish to follow the path to the northeast, go to K4

If you wish to follow the path to the south, go to P

If you wish to follow the path to the west, go to L

Ranger Only: If you wish to attempt to track the most recent visitors to this area make a tracking roll. If you were successful, go to K3. If you failed, simply choose an option from above.

K2 Tracks

Finding the tracks was easy and identifying them even easier. Orcs! It appears at least two orcs have frequented this area.

Return to K

K3 More Tracks

The tracks of at least two orcs are evident at this intersection. They appear to traffic the area frequently but they never take the path south.

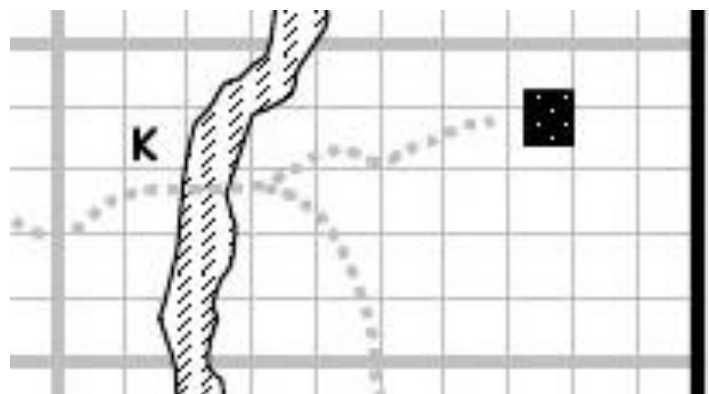
Return to K1

K4 The Encampment

The smell of something cooking drifts through the wood. It is not something you would describe as pleasant. As the trees open ahead, you see three figures hunched around a cooking fire. They appear to be orcs and they are cooking something on spits. The carcass of a bear hangs from a nearby tree.

Attack the orcs, go to K5

If you wish to follow the path to the west, go to K1



Section K is continued on the next page.

K

THE BEAR'S HEAD

K5 Attack the Orcs

These orcs are oblivious to your approach and you gain surprise. Clearly, they assumed the bear's head on the pike would deter any intruders. You gain one surprise round and then you must roll for initiative. If two or the orcs are slain, the remaining orc will attempt to surrender (go to K6).

When combat is complete, you search the camp and find 88 gp and 42 ep. One of the orcs has a gold ring worth 50 gp. Otherwise, the orcs appear destitute.

Orc (3) AC 6; HD 1, hp 7, 5, 4; #AT 1; Dmg 1d8 by weapon; SA None; SD None; MV 9"; SZ M; THACO 18; Exp 10 +1/hp.

Return to K1 when combat is complete.

K6 The POW

The orc speaks just enough common tongue so that you can understand him. He explains that he and his cohorts became separated from their raiding party several days ago and they entered the forest to avoid patrols. They stumbled upon the bear carcass and decided to use it for food and a deterrent. Otherwise, the orc knows nothing of the woods except something dark and evil resides to the south.

Options:

Free the orc, go to K9

Kill the orc, go to K7

Depart and return to K1

K7 Killing the Orc

You slay the orc without much trouble, but as it dies, it curses you! You lose 100 experience points immediately.

Go to K1

K8 The Stream

Moving around the stream proves fairly difficult. The vegetation is thick at its banks and it is simply easier to walk in the water. The stream is generally less than a foot deep, other than some pools that are no more than three feet deep. The water is very cold and your investigation is proving fruitless. Other than spooking the occasional trout, you find nothing other than the fact this would be an excellent stream to fish. However, your splashing may have attracted a wandering monster. Please consult the Wandering Monster Chart. You may return to K, after the wandering monster event is completed.

K9 Free the Orc

The orc thanks you and prays briefly on your behalf. You gain 100 experience points.

Go to K1





THE TENT

The path here is clear and there is very little undergrowth beneath the forest canopy. The trees, mostly 100 foot tall jack pines have dropped pine needles for decades, creating a carpet of brown that is only disrupted by the occasional green fern. The path, which is well worn, is only distinguishable because it has formed a slight depression in the ground. Your eye catches a strange feature just off the path. The remnants of a campsite are clearly evident. A tent, mostly rotted and collapsed, is the most obvious feature. A ring of stones and empty hearth are also clearly evident. The fire pit is covered with several years of pine needles.

If you wish to investigate the fire pit, go to L2

If you wish to investigate the tent, go to L1

If you wish to follow the path to the east, go to K

If you wish to follow the path north, go to G

Ranger Only: If you wish to attempt to track the most recent visitors to this area make a tracking roll. If you were successful, go to L4. If you failed, simply choose an option from above.

L1 Investigating the Tent

As you move the canvas to reveal the inside of the tent three monstrous black centipedes emerge and attack! The centipedes are almost two feet long and black fluid drips from their fanged mouths.

Black Centipede (3) AC 9; HD 1/2, hp 3, 2, 2; #AT 1; Dmg 1 point; SA poison bite, save vs. poison at +4 or suffer 1d2 damage and slow for 1d4 rounds; SD None; MV 15"; AL N; Thaco 20; Exp 25 +1/hp

After combat select from the following:

If you wish to further investigate the tent, go to L3

If you wish to investigate the fire pit, go to L2

Return to path, go to L

L2 Investigating the Fire Pit

The fire pit has clearly not been used in several years. Moving the pine needles around you can see the fragments of bone. The bones are impossible to identify. Otherwise, the pit is empty.

If you wish to investigate the tent, go to L1

If you wish to leave, go to L

L3 In the Tent

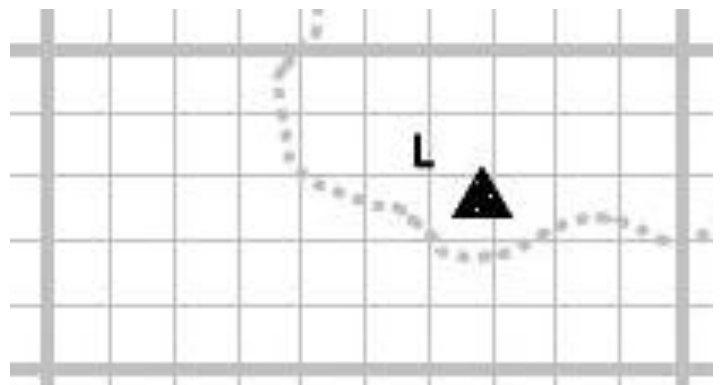
Having survived the attack of the black centipedes you carefully inspect the tent. A rotting bedroll and some other camp items are decayed beyond use. But under the bedroll you find thin tube that is six inches long. The tube, which is clear as glass, but soft as leather is filled with a bright yellow liquid. As you handle the tube, you notice it begins to glow. You have discovered a *Glow Stick* (see New Magic Items).

If you wish to investigate the fire pit, go to L2

Return to L

L4 Tracks

You easily discover at least two sets of orc tracks leading down the path. The tracks stick to the path. Return to L



N

THE STRANGE BIRD

The trees thin ahead and you can see a clearing. As you approach you can see a very strange wingless bird devouring the carcass of a small deer. The bird is nearly seven feet tall and has talons on its powerful legs and a very large, bloodied beak. You can see a path on the opposite side of the clearing.

Attack the strange bird, go to N1

Try to skirt the clearing and find the other path, go to N3

If you wish to follow the path to the south, go to S

If you wish to follow the path to the north, go to O (*only if you have dealt with the bird*)

Thief Only: Try to skirt the clearing and find the other path using *move silently* skill, go to N2

N1 Attack the Axe Beak

The bird is surprised by the sudden attack. Clearly, it must be one of the top predators in the area and it certainly was not prepared for an attack. Your character gains one surprise round. Roll for initiative on the second round. The axe beak will fight to the death. When combat is complete, go to N

Axe Beak (1) AC 6; HD 3, hp 12; #AT 3; Dmg talon 1d3, talon 1d3, beak 2d4; SA None; SD None; MV 18"; SZ L; THACO 16; Exp 35 +3/hp

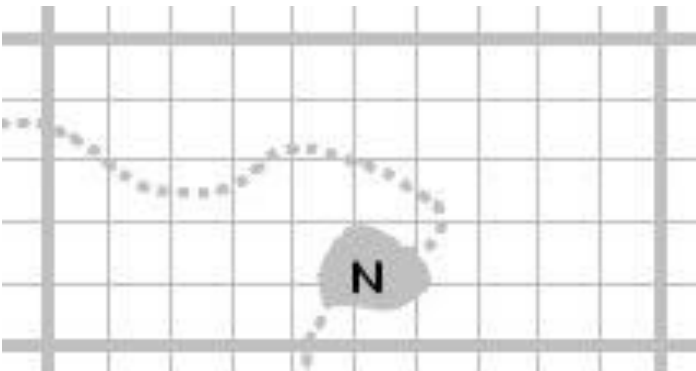
N2 Avoid the Axe Beak / Ranger Skills to Find Tracks

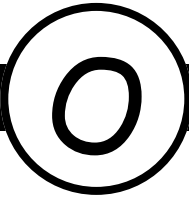
A thief character may attempt a move silently roll. If successful, you may follow the other path to location O and you gain 100 experience points. If you fail, the axe beak hears you and attacks. Go to N1, but the axe beak is not surprised. Simply roll for initiative as normal.

N3 What was that?

You try to work your way around the clearing and not alert the animal in the clearing. In order to make it without sound, add your wisdom and dexterity scores and divide by two rounding down. Roll a d20 and add +4. If the result is less or equal to your averaged ability score, you have successfully managed to avoid the creature. Note, you must do this again if you return.

If your check failed, go to N1 but the monster is not surprised. If successful, go to O and you gain 50 experience points.





THE ALTER

The meandering path stops as it passes beneath two massive pine trees. A circle of giant pines enclose a small area dominated by a flat stone altar. The altar is supported by two short, stone columns. A thick layer of pine needles covers the altar and no writing or inscriptions are evident.

Clear off the pine needles, go to O2

If you wish to follow the path to the east, go to N

Ranger Only: If you wish to attempt to track the most recent visitors to the area make a tracking roll. If you were successful, go to O1. If you failed, simply choose an option from above.

O1 Tracks

After a thorough search you are confident this area has not been visited by anything larger than a raccoon in quite some time.

Return to O

O2 The Altar

Sweeping away the pine needles, several carvings gradually take shape on the top of the altar. The figures of men battling strange and horrific beasts cover the entire stone. In one scene, a warrior is clearly placing his sword upon a stone altar resembling this one.

Place your weapon on the altar, go to O3

If you wish to follow the path to the east, go to N

O3 The Gamble

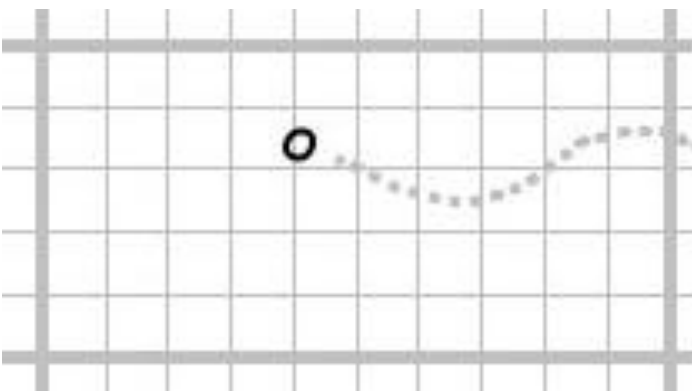
The altar is indeed magical and your weapon glows upon contact with the device. The effects of the altar are based on the alignment of your character. The altar will only function once per character.

Good: The weapon glows with a brilliant green light. The weapon gains a +1 magic bonus (this will stack with any previous enchantment). Additionally, the weapon gains an additional +2 bonus versus a select foe of your choice from the following list: giants, dragons, humanoids, insects, or summoned creatures. For example, if you placed your normal long sword on the altar and selected giants, the weapon would become **+1 / +3 vs. giants**. The enchantment is permanent.

Neutral: The weapon will gain the ability as per *flame weapon* spell once per day. As per 10th level spell caster.

Evil: The weapon disappears and is gone forever.

If you wish to follow the path to the east, go to N



P

THE BARROW

P4 Search the area

Moving about the area is tedious and difficult. But after a complete search, you have found nothing of interest. Go to P1

P5 Inspect the Brazier

Initially the braziers appeared empty. But a thick layer of dirt and dust cover coins within each. One contains 48 gp and the other 90 gp. Return to P1.

P6 Take the Sword

The sword is fragile and it comes apart in your hands. However, you notice that the pommel was hollow and three small rubies fall out. Each ruby is worth 100 gp. Return to P3.

P7 Take the Helmet

The helmet comes off the skeleton without much problem. It appears solid and you notice it is probably made from brass. It is fully functional.

Put on the Helmet, go to P9

Other action, go to P3

P8 Take the Ring

The ring is plain silver and it is inset with a single ruby. As you inspect it, a voice enters your head and tells you that it will protect your from harm. It is a *ring of protection +1*. Return to P3.

P9 Put on the Helmet

The helmet easily slides on your head. There is a blinding flash of light and suddenly the memories of the previous owner fill your mind. The man was a king and you are aware he was a kind and wise man. In mere seconds the memories end and you are wise beyond your years. Add +1 to your wisdom score. This is a permanent addition and you need not retain the helmet.

Return to P3

P10 Leave the Barrow

On emerging from the barrow, you notice the sky has gone dark and the sun has disappeared behind an ominous cloud. A chill rolls through your body as the slight breeze increases steadily. Then you realize the wind is not the reason for your chill. A dark shadow, man-like in appearance, stands on the path only a few feet away. The shadow points to the barrow, but otherwise does not move. Behind the shadow, the forest appears obscured and hazy.

Attack the shadow, go to P11

Try to flee up the path away from the barrow, go to P12

Return any items you took from the barrow, go to P13

P11 Battle with the Shadow

You may roll for initiative with the shadow. If you attempt to flee at any time, go to P12. If you defeat the shadow, go to P13.

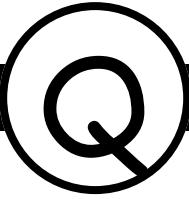
Shadow (1) AC 7; HD 3+3, hp 17; #AT 1; Dmg 1d4+1; SA Strength drain on hit; SD Undead, immune to sleep and charm spells, +1 weapon or better to hit; MV 12"; SZ M; THACO 16; Exp 255 +4/hp

P12 Flee from the Shadow

The shadow will gain one attack as you attempt to flee the barrow area. The creature receives a +4 to hit as you flee. As you reach the path, your progress is stopped abruptly. An invisible force holds you from gaining the path an escape from the shadow. Roll for initiative. You must defeat the shadow in order to survive this encounter. If you survive, go to P.

P13 Defeating the Shadow

If you return all the items from the barrow or defeat the shadow, the clouds break and the wind ceases. All has returned to normal and you can return to K.



The forest gives way to a sandy beach. A small lake is formed by the cold water stream that flows from the north. To the south the stream continues again. The beach is mostly sand but a fine layer of gravel is mixed in near the water. The lake appears fairly shallow as several large boulders break the surface. A grove of tall reeds grow in the lake on the north side of the beach. What appears to be the remains of a canoe are partially concealed by the reeds where it lays near the shore.

If you wish to investigate the canoe, go to Q2

If you wish to set a up camp and rest for the night, go to Q3

If you wish to follow the path to the west, go to R

Ranger Only: If you wish to attempt to track the most recent visitors to this area make a tracking roll. If you were successful, go to Q1. If you failed, simply choose an option from above.

Q1 Tracks

It looks like this not a very popular water hole. There are few tracks in the area. But apparently there are some very large frogs in this lake. By the size of their tracks, you think some frog legs would be in order.

Return to Q

Q2 Investigate the Canoe

As you move toward the canoe two large frogs leap from their concealed hiding spots in the reeds. The frogs are as large as a cat. Disturbingly, the frogs have fanged mouths and clawed forearms. They attack.

At this time, you must engage in combat with the frogs. Roll initiative and begin combat. If you are ranger and you successfully discovered the large tracks, you may add +1 to your initiative roll.

Killer Frog (2) AC 8; HD 1+1, hp 9, 6; #AT 3; Dmg 1d2 claw, 1d2 claw, 1d4+1 bite; SA None; SD None; MV 6" / 12"; SZ S; Thaco 18; EXP 20 +2/hp

If you defeat the frogs and investigate the canoe, you find nothing of interest. The canoe is damaged beyond repair. Return to Q.

Note: You can only encounter two frogs in this encounter. Once dead, there are no others.

Q3 Frog Attack

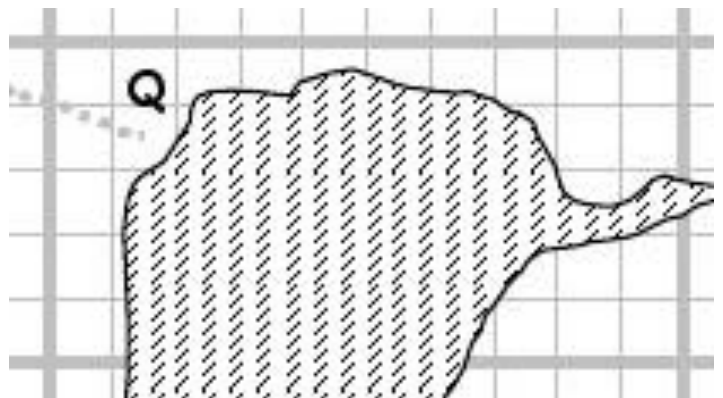
No sooner do you set up camp than two massive frogs leap from the water. The frogs are as large as a cat. Disturbingly, the frogs have fanged mouths and clawed forearms. They attack.

At this time, you must engage in combat with the frogs. Roll initiative and begin combat.

Killer Frog (2) AC 8; HD 1+1, hp 9, 6; #AT 3; Dmg 1d2 claw, 1d2 claw, 1d4+1 bite; SA None; SD None; MV 6" / 12"; SZ S; ThThaco 18; EXP 20 +2/hp

If you defeat the frogs and investigate the canoe, you find nothing of interest. The canoe is damaged beyond repair. You stay the night on the beach without further incident. You can camp here without checking for wandering monsters for the duration of the adventure.

If you wish to follow the path to the west, go to R



R

THE INTERSECTION

Following the path is not difficult in this section of the wood. The trees are large and very little undergrowth is present. The path, once well-travelled, is worn clearly into the forest floor. Just ahead the path splits and you will have to make a decision.

If you wish to follow the path to the west, go to S

If you wish to follow the path to the south, go to W

If you wish to follow the path to the east, go to Q

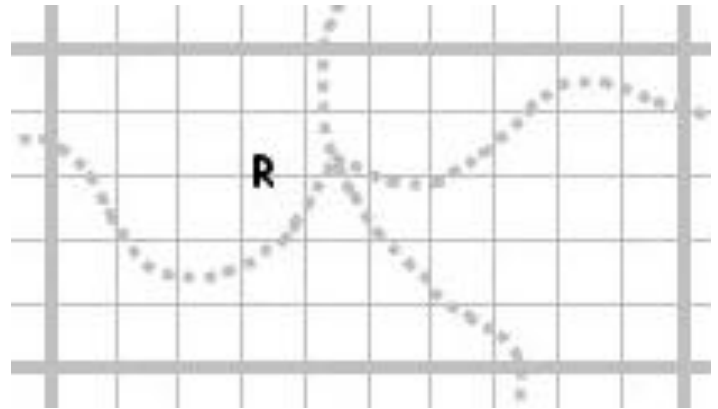
If you wish to follow the path to the north, go to H

Ranger Only: If you wish to attempt to track the most recent visitors to this area make a tracking roll. If you were successful, go to R1. If you failed, simply choose an option from above.

R1 Tracks

The tracks of three men follow the path from the north to this intersection. Their tracks move on westward from here. No other traffic is evident.

Return to R



S

CROSSROADS

Following the path is not difficult in this section of the wood. The trees are large and very little undergrowth is present. The path, once well-travelled, is worn clearly into the forest floor. Just ahead the path splits and you will have to make a decision.

If you wish to follow the path to the west, go to T

If you wish to follow the path to the south, go to X

If you wish to follow the path to the east, go to R

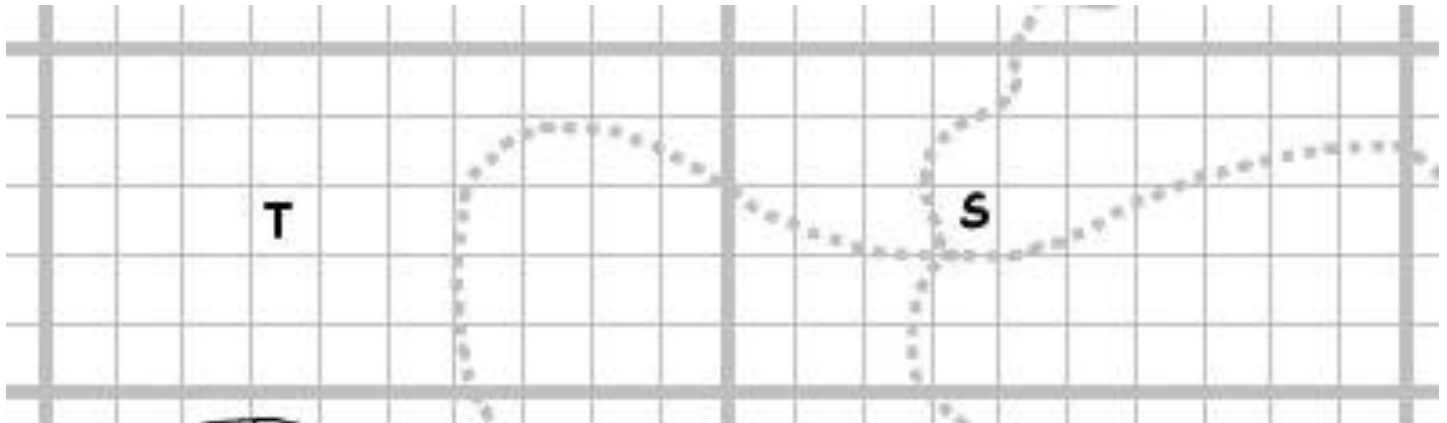
If you wish to follow the path to the north, go to N

Ranger Only: If you wish to attempt to track the most recent visitors to this area make a tracking roll. If you were successful, go to S1. If you failed, simply choose an option from above.

S1 Tracks

This intersection has seen some traffic, but it appears to be at least a day old. Booted feet have tread both east and west.

Return to S





THE COTTAGE

You can hear the gurgling sounds of the stream not far up the path. But of more interest is the dilapidated cottage that comes into view. The structure is clearly very old and weather-worn. The roof has collapsed and the walls look very unsteady.

If you wish to investigate the area around the cottage, go to W1

If you wish to enter the cottage, go to W3

If you wish to follow the path to the north, go to R

Ranger Only: If you wish to attempt to track the most recent visitors to this area make a tracking roll. If you were successful, go to W3. If you failed, simply choose an option from above.

W1 Investigate the Cottage Area

Moving around the cottage and making sure to stay concealed in the forest, you can see the stream runs directly behind the building. The cottage appears in total ruin and no movement is evident inside its walls. But the cottage is no longer your focal point. On the south side of the stream, a heavy, green, fog forms a 20' high wall running east and west as far as you can see. The fog does not seem to move at all, and for some reason you know it has been there for ages. You notice birds avoid entering the fog as they flitter from tree to tree.

Cross the stream and enter the fog, go to W2

Enter the cottage and investigate, go to W4

Follow the path to the north, go to R

W2 The Fog

As you approach the fog, your lungs begin to burn and your eyes sting and tear. A feeling of nausea seeps into your mind and your stomach begins to turn.

If you wish to enter the fog, go to W5

Enter the cottage and investigate, go to W4

Follow the path to the north, go to R

W3 Tracks

There are no tracks here to find. Return to S

W4 Pushing your Luck

As you move some fallen planks aside, you hear a sickening crack of wood and the walls of the cottage come crashing down. Make a dexterity skill check. If you succeed you suffer 1d4 damage, but dive out of the cottage before it completely collapses. If you fail the check, you suffer 2d4 damage and crawl out of the ruins bloodied and battered. There is nothing to gain by searching the collage. Go to W.

W5 Challenge the Fog

With a feeling of revulsion but determination you step into the fog. Immediately your skin burns and noxious vapors seep into your nose. Disorientation clouds your brain and you cannot open your eyes to look forward. You know that if you were to take a breath, you would fall dead on the spot. The acidic and poisonous fog burns you for 1d6 damage. If you do not turn around immediately, you will surely die.

Leave the fog, go to W7

Brave the fog, go to W6

Section W is continued on the next page.



THE COTTAGE

W6 The Green Death

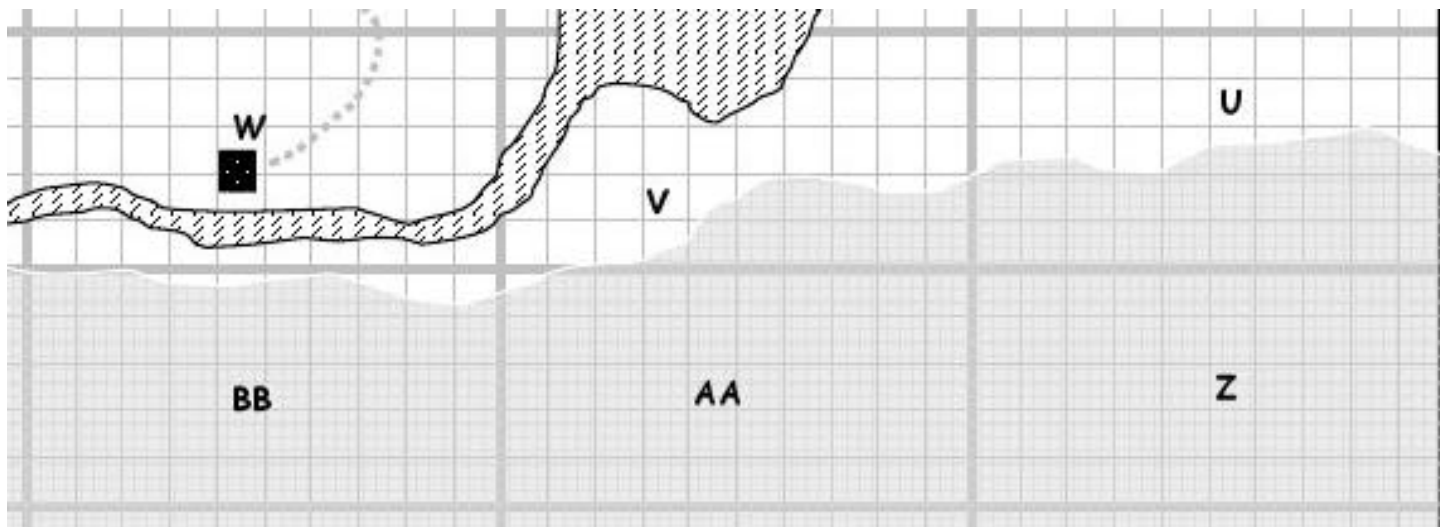
Fighting revulsion, pain and sickness, you move forward only to realize the fog is grows thicker. The severe pain of burning skin is near unbearable. The fog seeps through your skin and even penetrates your throat and stabs at your lungs. You suffer 2d6 damage (no save). In order to attempt escape from the fog, make a saving throw vs. poison. If you fail, your character dies in the fog immediately. If you succeed, your character suffers an additional 2d6 damage but you may go to the last location your character occupied. On escaping, your character realizes they only managed to enter the first 10' of the deadly fog. Note, the fog is magical and protection from poison or acid will not protect your character.

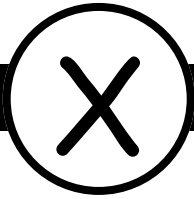
W7 Escape the Fog

Wheeling about you take a few short steps and trip over some undergrowth. You fall into the stream and the cold water brings you back to reality. The nausea and disorientation quickly fade and the burning stops. You know that if you chose to brave the fog, you would most likely be dead.

Enter the cottage and investigate, go to W4

Follow the path to the north, go to R





THE GANG OF THREE

The smell of smoke first alerts you to potential danger ahead. A small cabin is outlined beyond the trees farther down the path. Smoke rises from a stone chimney and you can hear raised voices, as if an argument is in full swing. Behind the cottage you can see the forest stream that flows swiftly from east to west. On the opposite side of the stream a strange green fog obscures the forest beyond. The fog is extremely thick and forms a 20' high wall that stretches as far as the eye can see from east to west.

Assault the cabin, go to X2

Investigate the fog, go to X6

Try and peak in a cabin window, go to X4

If you wish to follow the path to the north, go to S

Ranger Only: If you wish to attempt to track the most recent visitors to the area make a tracking roll. If you were successful, go to X1. If you failed, simply choose an option from above.

X1 Tracks

The tracks of three men lead to this cabin.

Return to X

X4 A Sneak Peak

If you are a thief character, roll to *move silently*. If you succeed, go to X3. If you fail, or cannot move silently, go to X5.

X2 Assault the Cabin

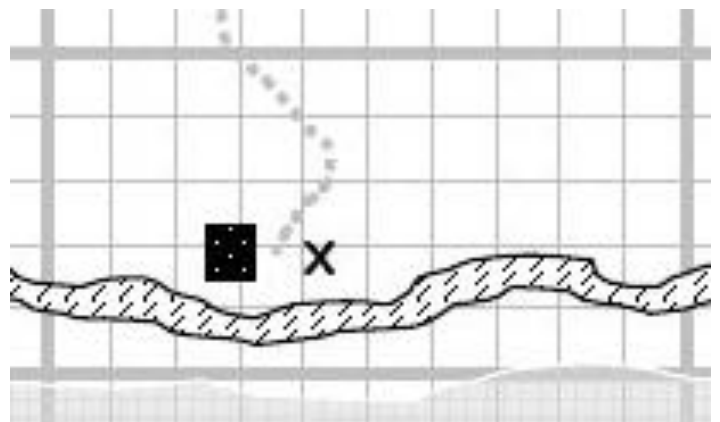
You take a few moments to prepare. You may cast any spells or take actions to prepare for the assault. When ready, you crash through the unlocked door and surprise the bandits within. The men are huddled around a table. You can see your possessions are set in three piles. The bandits are clearly surprised by your appearance. You gain a surprise round. After the surprise round, roll for initiative and conduct combat.

When combat is complete you find all of your missing possessions on the table. A search of the bandits and the cottage yields 110 gp, 85 sp, a gem worth 200 gp, a magic-user *scroll with two first level spells: magic missile and read magic*, and a *potion of healing* (labeled). When you have completed this encounter, go to X.

Bandits (3) AC 8; HD 1, hp 6, 4, 3; #AT 1; Dmg short sword 1d6; SA None; SD None; MV 12"; SZ M; THACO 19; Exp 10 +1/hp

X5 There went Surprise

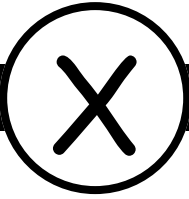
As you approach the cabin and step on the side porch to look into the window, a board snaps beneath your feet. Immediately the arguing is replaced by a quick shout of alarm and several bandits emerge from the cabin. Roll for initiative and conduct combat. Go to X2 for the battle, but ignore the surprise round.



X3 The Cabin

Inside the cabin you can clearly see several bandits standing over a table. The bandits are obviously arguing over the spoils on the table – your equipment. Go to X.

Section X is continued on the next page.



THE GANG OF THREE

X6 The Fog

Moving around the cabin, you do not find anything of interest. The shouting still resonates from within the cabin. As you approach the fog, your lungs begin to burn and your eyes sting and tear. A feeling of nausea seeps into your mind and your stomach begins to turn.

If you wish to enter the fog, go to X6

Assault the cabin, go to X2

Try and peak in a cabin window, go to X4

If you wish to follow the path to the north, go to S

X6 Challenge the Fog

With a feeling of revulsion but determination you step into the fog. Immediately your skin burns and noxious vapors seep into your nose. Disorientation clouds your brain and you cannot open your eyes to look forward. You know that if you were to take a breath, you would fall dead on the spot. The acidic and poisonous fog burns your for 1d6 damage. If you do not turn around immediately, you will surely die.

Leave the fog, go to X8

Brave the fog, go to X7

X7 The Green Death

Fighting revulsion, pain and sickness, you move forward only to realize the fog is even thicker. The severe pain of burning skin is near unbearable. The fog seeps through your skin and even penetrates your throat and stabs at your lungs. You suffer 2d6 damage (no save). In order to attempt escape from the fog, make a saving throw vs. poison. If you fail, your character dies in the fog immediately. If you succeed, your character suffers an additional 2d6 damage but you may go to the last location your character occupied. On escaping, your character realizes they only managed to enter the first 10' of the deadly fog. Note, the fog is magical and protection from poison or acid will not protect your character.

X8 Escape the Fog

Wheeling about you take a few short steps and trip over some undergrowth. You fall into the stream and the cold water brings you back to reality. The nausea and disorientation quickly fade and the burning stops. You know that if you chose to brave the fog, you would most likely be dead.

Assault the cabin, go to X2

Try and peak in a cabin window, go to X4

If you wish to follow the path to the north, go to S

Y

THE CANOE

You can feel a slight downward slope to the path as you move deeper into the wood. Through the trees you see a lake directly ahead. The path ends at a narrow gravel shoreline. A canoe is beached on the shore and a pair of paddles lie inside. The lake looks to be fairly shallow as boulders penetrate surface at various locations. But the entire scene is dominated by a wall of green fog that stretches from the east to the west, bisecting the lake. The fog is impenetrable and reaches 20 feet above the surface of the lake.

Take the canoe into the lake, go to Y1

Attempt to cross the lake by swimming, go to Y2

If you wish to follow the path to the north, go to S

Ranger Only: If you wish to attempt to track the most recent visitors to this area make a tracking roll. If you were successful, go to Y5. If you failed, simply choose an option from above.

Y1 A one way canoe trip

You get into the canoe and it is surprisingly easy to navigate. It is almost as if it drives itself. Moving out into the lake you approach the wall of fog. Despite your attempts to direct the canoe in another direction, you are heading directly for the fog.

Jump out of the canoe, go to Y4

Hold on and enter the fog, go to Y7

Y2 The Long Dive

You are very close to the fog and the lake is still only a little more than four feet deep.

Dive under the water and attempt to swim under the wall of fog, go to Y6

Swim and/or wade but not avoid the fog, go to Y7

Return to the shore, go to Y

Y3 Out for a swim

As you wade into the lake, you see what looks like a muskrat swimming towards the fog near the west side of the lake. The muskrat nears the fog then dips down under the water and disappears.

Swim/wade toward the fog, go to Y2

Swim/wade back to shore, go to Y

Y4 Abandon Ship

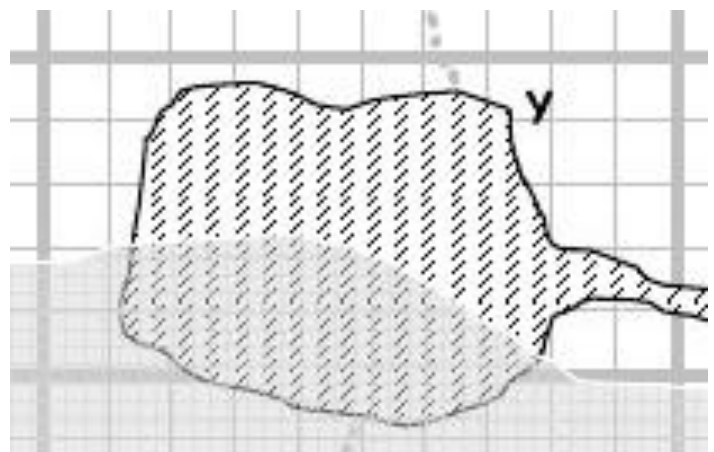
Leaping out of the canoe, you are shocked by the cold water. The canoe continues forward and disappears into the wall of fog. Your feet quickly find the gravel bottom of the lake and you realize the water is only about four feet deep.

Swim/wade back to the shore, go to Y

Swim/wade toward the fog, go to Y2

Y5 Tracks

The tracks of many men line the shore of the lake. It is clear that much traffic has passed this way lately. Return to Y



Section Y is continued on the next page.

Y

THE CANOE

Y6 The Other Side

Using every second of air your lungs can hold, you swim as hard as you can, but finally have to surface for air. Coming up you realize you have made it past the wall of fog. It now lies behind you. The lake's shoreline is not far off and you can see a path leading from a gravel beach. Go to DD.

Y7 The Fog

On entering the fog a wave of burning pain and nausea assaults your body and mind. The air tastes of poison and acid burns at your skin and eyes. You take 1d6 damage.

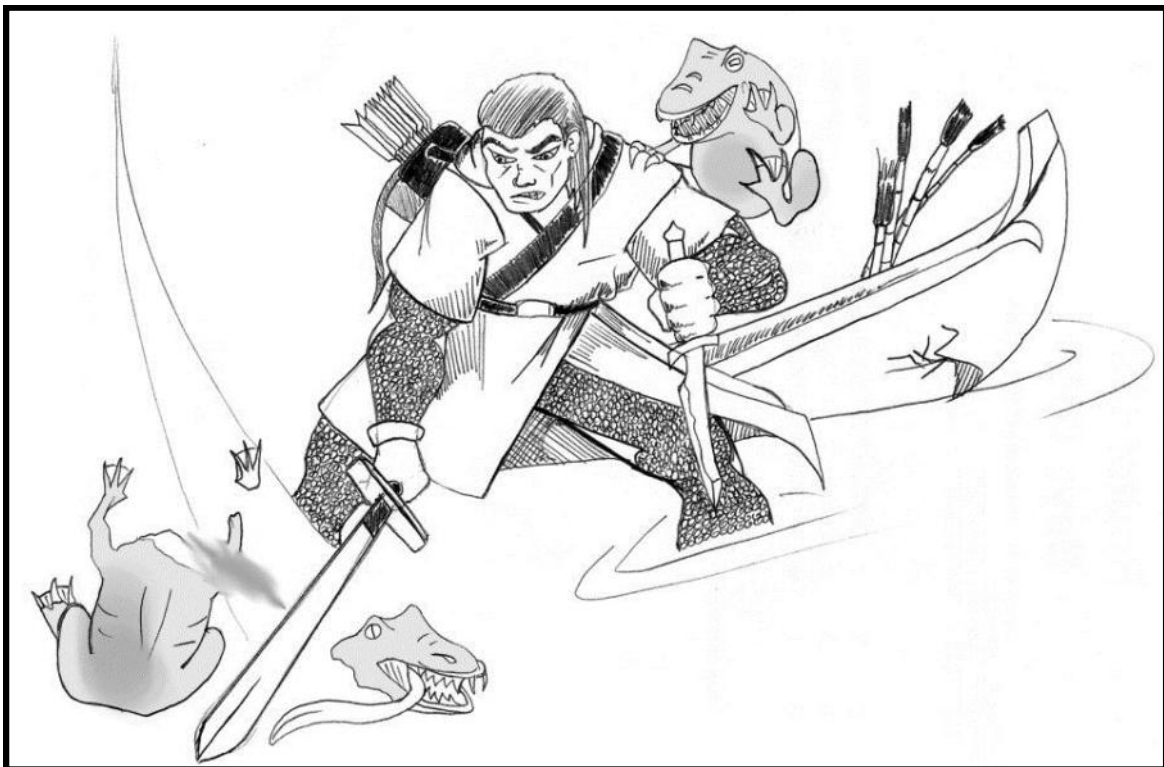
If you attempt to continue, go to Y8

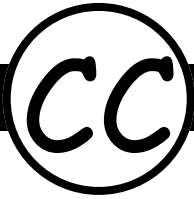
If you completely submerge yourself in the water and return the way you came, go to Y

If you completely submerge yourself and attempt to cross beneath the wall of fog, go to Y6

Y8 The Green Death

Fighting revulsion, pain and sickness, you move forward only to realize the fog is even thicker. The severe pain of burning skin is near unbearable. The fog seeps through your skin and even penetrates your throat and stabs at your lungs. You suffer 2d6 damage (no save). In order to attempt escape from the fog, make a saving throw vs. poison. If you fail, your character dies in the fog immediately. If you succeed, your character suffers an additional 2d6 damage but you may go to the last location your character occupied. On escaping, your character realizes they only managed to enter the first 10' of the deadly fog. Note, the fog is magical and protection from poison or acid will not protect your character.





The path, only a hundred yards from the split, is now barely visible. The only reason you can even follow it, is that the ancient trees to either side give you nowhere else to go. It is a struggle to move forward, but you are quickly adapting to travel in the forest. With a start you hear voices ahead. Cautiously moving forward you step off the trail and move among some trees until you find the source of the sounds.

An encampment of three tents surrounds a small fire pit. Two of the tents can sleep at least six men and the third tent while larger, looks to be reserved for a singular person of importance. Three men sit by the fire talking. Each holds a large mug. You can hear one of them clearly.

"Where are those idiots. All they had to do was get some wine from that tavern and get back here. I'm willing to bet they had their fill at the tavern and have been sleeping it off. The master will surely take it up with them." The other two men nod and grunt in agreement.

Attack the bandits, go to CC1

Sneak around the site and enter the six-man tent to the north, go to CC4

Sneak around the site and enter the six-man tent to the south, go to CC5

Sneak around the site and enter the opulent tent to the east, go to CC6

Leave and return to the intersection, go to DD

CC1 Attack the bandits

Your attack completely surprises the bandits. You gain one surprise round to act and then you must roll initiative. Three rounds after combat starts, a fourth bandit emerges from the tent in the south. He will immediately attack. The bandits will fight to the death and refuse to surrender. If you survive the battle, go to CC. At this point you do not need to sneak around the site, but you can simply enter the tents.

Bandit (3) AC 7; HD 1, hp 7, 5, 4; #AT 1; Dmg short sword 1d6; SA None; SD None; AL CE; MV 12"; SZ M; THACO 20; Exp 10 +1/hp

Note: After five rounds, each surviving bandit must make a saving throw vs. poison at -4. Failure indicates death. This will be explained later in the adventure.

CC2 Cracking branches

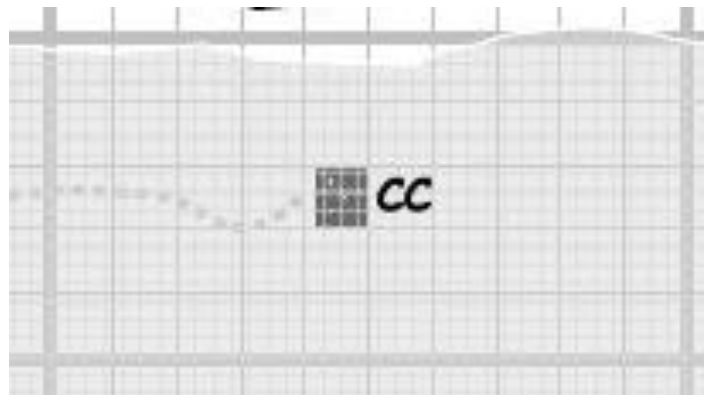
As you move around the campsite through the trees, the sudden snap of a branch alerts the bandits. They look up and see your intrusion. They are still in some shock and you automatically have initiative on the first round. Three rounds after combat starts, a fourth bandit emerges from the tent in the south. He will immediately attack.

The bandits will fight to the death and refuse to surrender. If you survive the battle, go to CC. At this point you do not need to sneak around the site, but you can simply enter the tents.

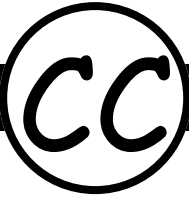
To resolve the battle, go to CC1

CC3 Attack

Use the text at CC17, but ignore the initiative note.



Section CC is continued on the next page.

**CC4 Sneak into the North Tent**

If you are a thief, make a move silently roll. If you succeed, you easily enter the tent. If you fail, go to CC2. Inside the tent you see six bedrolls and some other personal camp items. After a thorough inspection, you do not find anything of interest.

CC5 Sneak into the South Tent

If you are a thief, make a move silently roll. If you succeed, you easily enter the tent. If you fail, go to CC2. Inside the tent you see six bedrolls and some other personal camp items. A single bandit is sleeping but he is apparently a light sleeper. He awakes with your entrance and screams in alarm. You hear the response of the men outside. The bandit reaches for his short sword and gathers himself for attack.

You automatically win initiative for the first round. If you choose to retreat, go to CC2. If you stay and fight, you have won initiative and many act. The three bandits that were outside the tent will arrive at the start of round three of combat (they automatically lose initiative on round three)[see CC1]

If you defeat the bandits, you will discover a total of 44 gp on their bodies. They have nothing else of interest. Return to CC to make a selection after the battle.

Bandit (1) AC 7; HD 1, hp 4; #AT 1; Dmg short sword 1d6; SA None; SD None; AL CE; MV 12"; SZ M; THACO 20; Exp 10 +1/hp

CC6 A Trap!

As you approach the footlockers, the woman exclaims that the key is in the one to the right. She warns that the footlocker on the left is trapped.

Open the footlocker on the right, go to CC12

Open the footlocker on the left, go to CC17

CC7 Sneak into the Opulent Tent

This tent is decorated like something out of a sultan's palace. Tapestries hang in front of all the outer walls and plush rugs cover the floor. A pile of pillows and blankets form a bed of sorts in the center of the room. Two small tables are pushed together to form a larger platform. There are two chairs at the table. A massive map is unrolled on the table. A pair of small footlockers rest near the back of the tent. You take it all in but that is not the focus of your attention. A scantily clad woman, with a bandaged arm and numerous bruises, cowers behind the make-shift bed. She is tethered to the tent's central pole by a thin chain. She is clearly waiting for your reaction.

Try and talk to the woman, go to CC8

Attack the woman, go to CC3

Cast a spell, go to CC11

Leave the tent, go to CC

CC8 Pillow Talk

Beyond the tangled hair and battered body, it is clear the woman is indeed beautiful. She notes your hesitation and she attempts to straighten herself. Her eyes are asking for help. She tells you that she is a slave to an evil wizard and that he has beaten her badly. The wizard and most of the men have left to steal treasure from a nearby dragon's horde and they may be back at any time. The key to her tether is in one of the footlockers. She begins to sob and begs for your help.

Ask her more details about the wizard, go to CC9

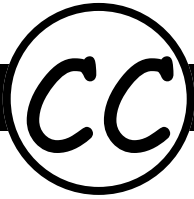
Ask her about the dragon horde, go to CC10

If you go to the footlockers, go to CC6

Use thief ability to open locks on her chain, go to CC21

Investigate the map, go to CC15

Leave the tent, go to CC

**CC9 About that wizard...**

The woman shutters when you reference the wizard. She curses his name, Har-Assad. She explains he is from the east and he is barbaric and cruel. But he is also devilishly smart and he should not be underestimated or trusted. But for all his evil and intelligence, he is not very successful. From what she has gleaned, Har-Assad is not the most powerful of wizards, far from it. She has seen some displays of his magic, but he depends heavily upon his brigands to do all the heavy and dirty work. Return to CC7 for further options.

CC10 About that dragon horde...

The woman seems at a loss on this topic. The wizard, one Har-Assad, has shared little with her and the only information she has overheard was when the wizard bargained with the brigands. She believes the wizard has stumbled upon the lair or grave of a dragon that died many years ago. He used the old map on the tables, but since she cannot read, it is of little concern to her. The wizard and six brigands left to loot the horde only a few hours earlier. It cannot be far off as the wizard said he would be back before nightfall. Return to CC7 for further options.

CC11 Cast a spell or perform an action

You may cast any spell that is not offensive in nature. Resolve the effects and go back to CC7. If you attempt to cast an offensive spell on the woman, you must go to CC3. You may cast as many spells as you wish (not offensive). You may also perform other actions that are not included in the CC7 option list such as drink a potion, read a scroll, etc.

CC12 The Right footlocker

You open the footlocker and see that it contains some clothing and personal items. Also inside you find a pouch containing 34 pp and four gems worth 50 gp each. Underneath all the contents is a large sack, neatly folded to fit in the footlocker. The sack is black and made of a very sturdy canvas-like material. A shadow over your back breaks your attention on the footlocker. Go to CC17.

CC13 The Right footlocker

You open the footlocker and see that it contains some clothing and personal items. Also inside you find a pouch containing 34 pp and four gems worth 50 gp each. Underneath all the contents is a large sack, neatly folded to fit in the footlocker. The sack is black and made of a very sturdy canvas-like material. You recall seeing a sack like this before, though it was smaller. From what you recall, it can hold a 100 times its actual space and remain nearly weightless. The sack is a large *bag of holding* (20,000 gp weight capacity).

Search the left footlocker, go to CC14

Investigate the map, go to CC16

Return to CC

CC14 The Left footlocker

Inside the footlocker you find clothing for a woman. A leather item you initially thought was a small book is clearly thieves' pick tools. A pouch holds 24 gp, a silver necklace (100 gp) and a silver ring inset with an opal (150 gp). You notice a some items behind the footlocker including bloodied leather armor, a short sword, and a pouch that contains a vial of poison (one application remaining – 3d4 damage unless poison save is successful, one application will work twice).

Search the right footlocker, go to CC13

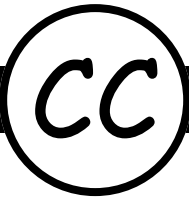
Investigate the map, go to CC16

Return to CC

CC15 The Map I

Moving to the tables and the map, you can see that the thing is very old. It does not look like parchment, but some sort of animal skin. The writing is not like any you have seen before (unless you speak/read green dragon). Before you have time to review it in detail, a shadow crosses your back. Go to CC17.

Section CC is continued on the next page.

**CC16 The Map II**

Moving to the tables and the map, you can see that the thing is very old. It does not look like parchment, but some sort of animal skin. The writing is not like any you have seen before (unless you speak/read green dragon). Most of the map displays the forest, but it somehow seems different. However, the main landmarks are there including the stream and two lakes. The strange writing appears in many places. But one passage appears to point to a location close to your position. It is just to the south. You know the map has some value and a sage will surely pay you 100 gp for it.

Search the right footlocker, go to CC13

Search the left footlocker, go to CC14

Return to CC7

CC18 Spilling the beans

The woman explains that she is the wizard's "partner." His name is Har-Assad and he has discovered a special map. The wizard has deciphered the inscriptions on the map and learned that it depicts the location of a dead dragon's lair or grave. It also speaks of a vast horde and magical green flame. In some circles, the green flame is known as the legendary Eye of the East, a jewel of value beyond all others. It has been lost for centuries, but rumors that it was stolen by a dragon have persisted. She scornfully says that you are too late as Har-Assad is not returning to the camp. After a battle with some kobolds, she returned to the camp to kill the remaining brigands and meet the wizard in a location she will not divulge. She has poisoned the brigands by the fire (location CC1) and they will be dead in minutes (unless they are dead already). With that, she exits the tent and leaves the camp. Go CC20 to continue your search of the

CC17 The Shadow at your back

In a flash you see the woman is untethered and holding a dagger. She calls you a fool and attacks. You may roll for initiative, but with a -2 penalty. The woman is a 3rd level thief.

Tar-Gallin (1) Thief Level 3 AC 8; HD 3, hp 11; #AT 1; Dmg dagger 1d4; SA Poison on dagger, save vs. poison or take 3d4 damage, two uses; SD None; AL CE; MV 12"; THACO 21; Exp 125 +3/hp

She is armed with a normal dagger but the blade is poisoned. A hit requires the target to make a save vs. poison or suffer 3d4 damage. The poison is oil-based and will adhere to the blade for two strikes before it needs to be reapplied.

Attributes: Strength 9, Intelligence 11, Wisdom 10, Dexterity 16, Constitution 9, Charisma 13

Tar-Gallin will surrender if she sustains at least 50% hit point loss. In exchange for her freedom, she will tell you all she knows. She swears she will be of no further trouble.

Make the bargain with Tar-Gallin, go to CC18

Do not deal with Tar-Gallin, go to CC19

CC19 Denial

Your denial of surrender clearly angers the woman. She attacks in full rage. Roll for initiative, but you receive a +2 bonus. The thief will now fight to the death. If you survive, go to CC17.

CC20 Victory

The woman is gone (dead or fled).

Search the right footlocker, go to CC13

Search the left footlocker, go to CC14

Investigate the map, go to CC16

Return to CC

CC21 Freedom

Bending over to inspect the tether around the woman's ankle you are shocked to see it does not appear to be locked in place. A quick shadow forces you into action. Go to CC17.

Crawling out of the cold water you welcome the dry land and sun. The forest on this side of the fog wall looks much like it did on the other side. There is a quiet that pervades the area. Few birds seem to be about and even the constant chatter of insects is diminished. A path leads away from the lake and into the woods to the south.

Cross the lake by swimming, go to Y

If you wish to follow the path to the south, go to DD2

Ranger Only: If you wish to attempt to track the most recent visitors to this area make a tracking roll. If you were successful, go to DD1. If you failed, simply choose an option from above.

DD1 Tracks

No effort has been made to hide the activity on this side of the lake. Boot tracks are everywhere and they lead to the south.

Return to DD

DD3 Tracks

There has been heavy traffic in this area. Tracks lead in all directions, but you notice a very small spattering of blood leading to the east.

Return to DD2

DD2 Crossroads

The path on this side of the fog is certainly less worn and travelled. However, the trees seem older and the forest is ancient by any standard. There is an acrid smell in the air, though it is faint. Just ahead, the path splits with one branch continuing south and the other heading off to the east.

Options:

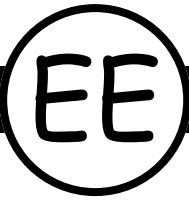
If you wish to follow the path to the east, go to CC

If you wish to follow the path to the south, go to II

If you wish to follow the path to the north, go to DD

Ranger Only: If you wish to attempt to track the most recent visitors to this area make a tracking roll. If you were successful, go to DD3. If you failed, simply choose an option from above.





After the harrowing battle at the fountain you are almost relieved to take to the road once more. It continues twisting and turning through the wood. The green fog overhead is thick and you can't see the sun. But when the trees break you can feel the warmth of the sun's rays. Somehow, the sun's rays penetrate the fog providing illumination and life to the wood. At last you see what appears to be the end to the long road.

The road again forms a circular platform, only this time it is twice as large as the previous two you have found. The north and south sides of the platform are lined slabs of green marble. The slabs are 20 feet tall and 10 feet wide and spaced a 10 feet apart. All of the slabs have etched markings. Some have many lines of markings while others have only a few.

At the east end of the platform you see a massive valley that falls away from the platform. The valley is lined by towering cliffs that stretch miles into the distance. From the edge of the platform, the valley floor must be a 1,000 feet below where you now stand. The ever-present fog cloud enshrouds the valley like a blanket. Not a single bird or animal can be seen in the valley.

Take a closer look at the granite markers, go to EE1

Move to the edge of the platform and take a better look into the valley, go to E10

EE1 The Markers

If you have investigated the map at the bandit camp (CC), go to EE3

If you have not investigated the map at the bandit camp (CC), go to EE4

EE2 The Truth

You finish your story and the dragon pauses and digests it.

"A grand adventure for someone so young. I suppose you are wondering what this is," says the dragon as it sweeps a wing toward the slabs and valley. I will tell you if you give the map to me.

You quickly realize the dragon is not asking for the map. His tone is more of a demand.

If you give the dragon the map, go to EE9

If you refuse to give the dragon the map, go to EE6

EE3 Recognition

The writing on the granite slabs is almost alien. But then something about it strikes a chord in your memory. Some of the symbols match those on the map you found in the bandit camp. You gain 100 experience points.

As you stare at the slabs you suddenly feel as if you are being watched. With a slow turn, you are frozen with shock. Not 50 feet from where you stand, a massive apparition begins to take shape. A giant green dragon, clearly an ancient creature, appears. The dragon stares at you while wisps of green vapor float from its nostrils. The monstrosity moves with a deliberate motion that reminds you of your venerable grandfather. This dragon is very, very old.

"Do you see anything you like, young adventurer?" says the dragon as more of a statement than a question. "I have watched you while invisible and I can see you are no threat, but as you are curious about what you have found, I am curious as to what has brought you here. Tell me your story, and do not leave out a thing!" commands the dragon with powerful, but cracking voice.

Tell the dragon the entire story of your adventure in the wood, go to EE2

Lie to the dragon and falsify or leave out key parts of your adventure, go to EE5

EE4 Strange Markings

Staring at the green slabs you decide that the markings are clearly some form of writing. There is distinct nature to the writing and an involuntary shiver races through your body. Some internal instinct tells you the writing is ancient and most likely evil.

As you stare at the slabs you suddenly feel as if you are being watched. With a slow turn, you are frozen with shock. Not 50 feet from where you stand, a massive apparition begins to take shape. A giant green dragon, clearly an ancient creature, appears. The dragon stares at you while wisps of green mist float from its nostrils. The monstrosity moves with a deliberate motion that reminds you of your venerable grandfather. This dragon is very, very old.

“Do you see anything you like, young adventurer?” says the dragon as more of a statement than a question. “I have watched you while invisible and I can see you are no threat, but as you are curious about what you have found, I am curious as to what has brought you here. Tell me your story, and do not leave out a thing!” commands the dragon with powerful, but cracking voice.

Tell the dragon the entire story of your adventure in the wood, go to EE7

Lie to the dragon and falsify or leave out key parts of your adventure, go to EE5

EE5 The False Account

You finish your story and the dragon pauses. “An intriguing story, but I sense that you have not been honest. Lying to a dragon is simply never a good idea, young adventurer. I will chalk it up to your inexperience and give you one more chance to tell me the WHOLE story. No go on...”

Tell the dragon the truth and your entire adventure, go to EE2

Lie to the dragon but add some other colorful elements to your story, go to EE6

EE6 The second, and last, false account.

You finish the story and wait for the dragon’s reaction. The ancient creature makes no comment or move, but you can tell by its eyes that you may have made a terrible error. The dragon stares at you in silence for the briefest second. Suddenly you feel paralyzed with fear. The dragon’s entire demeanor has changed from unguarded and curious to angry. You try to move in order to escape, but your muscles are stiff with a primal fear that makes your legs feel like stone. With a massive bellow, the dragon breathes a noxious cloud of poisonous acid. As your skin burns and your lungs disintegrate, you know that refusing the dragon’s request was not a good idea. The adventure is over and your character has died.

EE7 Your Story

You finish your story and the dragon pauses and digests it. “A grand adventure for someone so young. I suppose you are wondering what this is,” says the dragon as it sweeps a wing toward the slabs and valley. I will tell you, but first you must perform a task for me. There are some intruders, other than you, in this most sacred place. Go back to the start of this road and follow the path to the north. Find the path to the east and you shall find the camp of the wizard. Search it thoroughly and I think you will find a map. Bring it to me.

If you go to the camp, go to CC. When you complete the mission, go to EE9

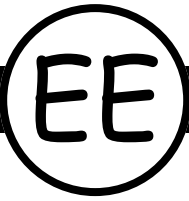
If you leave, but return to the inn, go to EE8

If you refuse, go to EE6

EE8 Retreat

You have decided that the opportunity to escape from the dragon is too good to pass up. You make it back to the tavern safely. You may continue this adventure, but you may NOT move to any encounter lettered beyond Y, which will bring you through the fog.

Section EE is continued on the next page.



EE9 Give up the Map

You place the map in the dragon's enormous taloned claw the creature grunts with approval.

"This has been lost for far too long. It was a certain inevitability that someone would find it and make their way here. You have discovered, though purely by chance, the Grave of the Green Flame. A grand title for a graveyard. This is where we green dragons come to die. You see, we are not like our brethren dragons who die on their mounds of treasure. Green dragons preserve our history and lineage. That is what you see on the slabs. Each slab represents the entire history of each of clans. The name of every green dragon in each clan, barring the occasional accident or banishment, is recorded on the family stone. There are more details, but I will not share that with you. When we are close to death, we come here. We record what is needed and then take our final flight into the valley. As you can see, there are tall cliffs with innumerable perches and ledges large enough to accommodate a dragon of my size. I will find one to my liking and that will be my grave. This has been the way of the green dragon since the first our kind hatched.

From what I understand of your story, the wizard you battled thought the map led to an unguarded lair filled with treasure. I suppose it was simply a matter of misinterpretation. While some of us do bring an item or two of sentimental value, we do not bring our horde. That is typically disbursed among our offspring prior to our departure. And the valley, I assure you, it is not unguarded. You know of the green cloud and fog. But there are other hidden defenses in the valley itself.

But my time draws near, and as much as I have enjoyed our conversation, I must leave and so must you. As I have said, there are guardians in the valley and they do inspect the last road from time to time. If they discover you after I leave, you will perish. I thank you for sharing your story with me. It gives an old dragon some comfort. Here is a gift. Now be gone as fast as your feet can carry you."

The dragon turns and strides slowly to the edge of the platform overlooking the valley. He spreads his massive wings and takes flight. The grace of his flight is intoxicating but then his words of warning awaken your sense of self-preservation. Go to page 5, the conclusion.

EE10 The Valley

Moving to the edge of the platform you can see that the valley below is enormous. You can see that it cuts several miles to the east and widens out to at least mile. The ragged cliffs are no less than 1,000 feet tall. The valley floor is covered with trees. The green fog continues over the entire valley.

As you stare at the valley you suddenly feel as if you are being watched. With a slow turn, you are frozen with shock. Not 50 feet from where you stand, a massive apparition begins to take shape. A giant green dragon, clearly an ancient creature, appears. The dragon stares at you while wisps of green mist float from its nostrils. The monstrosity moves with a deliberate motion that reminds you of your venerable grandfather. This dragon is very, very old.

"Do you see anything you like, young adventurer?" says the dragon as more of a statement than a question. "I have watched you while invisible and I can see you are no threat, but as you are curious about what you have found, I am curious as to what has brought you here. Tell me your story, and do not leave out a thing!" commands the dragon with powerful, but cracking voice.

Visited CC encounter: Tell your story, go to EE2.

Have Not Visited CC encounter: Tell your story to the dragon, go to EE7

Lie to the dragon and falsify or leave out key parts of your adventure, go to EE5

The road makes another turn, but this time it levels out and straightens. About 150 feet ahead the road approaches a platform nearly identical to the one at the start. At the center of the circular platform is a bowl-shaped fountain that is easily 20 feet in diameter. A statue of a dragon is in the center of the fountain and it faces the sky. A steady stream of green smoke – not unlike the green fog – erupts from its open maw. The statue faces away from you and slightly upward. Not very far up the road the green smoke forms a low cloud, just over the tops of the trees, that blocks the sky as far as you can see. It is like a blanket covering everything to the east.

The fountain and statue made of some sort of green stone, and most likely granite or marble. Standing next to the fountain is the eastern wizard. He seems pre-occupied with something in the bowl of the fountain. With an uncanny deliberateness he turns to face you. “It is time for us to work together,” says the wizard.

Talk to the wizard, go to GG3

Attack the wizard, go to GG5

GG1 A sight to behold

Moving to the fountain, you look into the water within the bowl. The water is clear. Just a foot under the surface hundreds of green gems – most likely emeralds – shimmer brightly. The emeralds are in many sizes and shapes.

“There is the treasure of the dragon – the dragon statue,” exclaims Har-Assad. It is ours for the taking. “There are more gems here than you or I could carry or hope to use in a thousand lifetimes. I propose we simply take what we please and be on our way. I am a fair man and I have waited long to find this treasure. My treacherous comrades have betrayed me out of greed and avarice. They have attacked you without regard and for that I must share some responsibility. Therefore, you may select first. Take what you will and be on your way with my best wishes for a long and healthy life.”

Reach in and take the largest emeralds you can find, go to GG6

Decline the offer and let Har-Assad select first, go to GG2

Attack the wizard, go to GG18

GG2 An act of courtesy

The wizard’s offer is tempting and seemingly honest. But something about his demeanor triggers suspicion and you decide it would be best for him to take what he wants and leave. You decline his generous offer and step back from the edge of the fountain.

“That is most generous, responds the wizard with a wry smile. But I see the charade is nearing its end.” In a flash the wizard pulls a jar from his robes. The jar is filled with what looks to be water. “I took this water from the fountain before your intrusion, dog. Now taste what you have declined.” He hurls the jar.

At this point combat has started. While Har –Assad has the jump on you, his soliloquy has given you the opportunity to avoid his attack. His THACO is 19, but you receive a +2 bonus to your AC on the first round. If the attack hits, you suffer 2d4 acid damage with no save allowed. If the attack misses, the jar explodes at your feet and the acid splash inflicts 1d2 damage with no save allowed.

After the attack is resolved, roll 1d20 and add +4 to the result. You may also add your Wisdom bonus if you have one. Consult your save vs. spell and determine if you have successfully made the saving throw.

If your save is successful, go to GG4.

If you failed the save, go to GG17



GG3 Questions are Answered

“You seem like a reasonable man,” begins the wizard with a bow. “My name is Har-Assad and I am from the land called Mal-Yishan.”

Your mind races to digest the name, Mal-Yishan. You have heard that name, but only in dark stories. It is an arcane city of black magic and sinister men. Of the remaining cities on the Fallen Isle, it is the furthest inland and far from the sea. You know it is an evil place full of evil men.

“I see you know the name. Do not fear adventurer, the dark reputation of the city and its citizens is vastly exaggerated, I assure you. When I was yet a young apprentice I came upon a map, a map lost and forgotten in one of the lost libraries within the Acaeum.”

The Acaeum – that name stirs more dire memories. It is the formal name of the Citadel of Lost Knowledge. Before the cataclysm that engulfed the Fallen Isle, it was the gathering place of sages, wizards, and priests. It was the depository of knowledge and located in the heart of Mal-Yishan. As the cataclysm engulfed the Fallen Isle and its peoples fled the continent, the gates of the Acaeum were closed. It is said that none have entered its chambers and vaults in more than 100 years. Even the dark people of Mal-Yishan fear what stirs within the citadel. Now, Har-Assad claims to have entered the Acaeum and lived to tell the tale.

“Again, you know of the Acaeum. Whatever you think you know, it is nothing compared to the secrets and darkness that stirs within that black citadel. The young fool that I was then was lucky to have survived the endeavor.

But survive I did and with a map that I thought useless. It was only years later that I truly discovered what I had found. The map is a guide to the grave of a great dragon and its treasure horde. The horde is protected by a wall of death. Yes, the green fog. No living thing can penetrate it. Yet no wall is perfect, as you and I have discovered.

This fountain is inspiring, is it not? Somehow the water in the bowl is converted into the death fog. I can only assume it is fed by an underground stream. But I care not for that curiosity. Come and look into the water and see the treasure of the dragon.”

Move to the fountain, go to GG1

Attack the wizard, go to GG18

GG4 The illusion of Har-Assad

As the pain of the acid ebbs, you suddenly realize the jar did not come from the direction of the wizard. Almost in disbelief, the image of the wizard flashes and disappears. It was an illusion! A slight movement catches your eye and you see the wizard on the opposite side of the fountain. A devious smile crosses his face.

“Ah, you have seen through the veil of my illusion. It matters not. You shall fall at my feet, dog!” With that exclamation, Har-Assad attacks. You may roll for initiative.

If you win, go to GG7

If you lose, go to GG8

GG5 The battle at the fountain

You reflexes are better than the wizard and you leap into action. You have the initiative this round.

If you engage in hand-to-hand combat, go to GG18

If you attack the wizard in another fashion using missile weapons, spells, etc., go to GG17

If you take another action, resolve it and go to GG8

GG6 Emeralds of the Green Dragon

You quickly spot a huge emerald. It is as large as your fist and you decide that it will be the first of many to find its way into your possession. Reaching into the water, you discover it is indeed very cold. The water is as frigid as a mountain stream. But then, to your horror you realize it is not cold that attacks your skin, but a burning and excruciating pain. Pulling your arm out of the water, you see the flesh of your arm dissolve as if it was dipped in acid. In mere seconds every spot of flesh is gone and only the bleached bones of your lower arm and hand remain.

You hear the wizard laugh as if a casual joke has been uttered. Looking at him you see a sly and malevolent grin spread across his face. "Fool, did you honestly think it could be that easy?" The wizard pulls a wicked, curved dagger from his robes.

You have suffered 1d8 damage from the acid. Roll 1d10 to determine which arm has been destroyed. A result of 1-5 indicates it is your dominant arm. If you receive a wisdom bonus, you may add the bonus to the result of the die roll. If your dominant arm has been destroyed, you may still attack with a one-handed weapon, but suffer a -2 to hit. You may not use a two-handed weapon. Spell casters may cast spells but those that require somatic movement have 50% chance of failure. You may roll for initiative to start combat, but you suffer a -2 to your roll.

Go to GG7 to fight the wizard.

GG7 Close combat

You may attack the wizard normally. The wizard will cast *hold person* as part of his first act, go to GG8 to resolve. After the *hold person* spell, he will fight with a dagger as he is out of offensive spells. If he has already cast his *hold person* and you made the save, continue the battle until it is resolved. If you defeat Har-Assad, go to GG14 (ignore the text about his bones).

Har-Assad 6th Level Wizard (1) AC 8; HD 6, hp 16; #AT 1; Dmg dagger 1d4+1; SA Spells; SD Spells; MV 12"; AL CE; SZ M; Thaco 19; Exp 500 +6/hp.

GG8 The last spell: Close Combat

The wizard casts a *hold person* spell and you must save vs. spell at -3 because you are the only target.

If you fail the save, go to GG11

If you succeed, go to GG10

GG9 The last spell: At Range

The wizard casts a *hold person* spell and you must save vs. spell at -3 because you are the only target.

If you fail the save, go to GG11

If you succeed, go to GG18

GG10 Saved

You shake off the spell the wizard has attempted.

Attack the wizard, go to GG21

Flee the area, go to II



GG11 Held!

The wizard gestures and shouts an incantation. Suddenly, your arms and legs become stiff. Every muscle in your body is frozen and you cannot move. With a clear sigh of relief, the wizard relaxes.

“You have fallen to my obvious superiority! But I shall deal with you soon enough.” The wizard turns his attention back to the fountain. He casts a spell and you see a barely visible figure form at the edge of the fountain. The figure reaches into the water and pulls forth a small emerald. It shakes off the excess acid and the wizard pours a small amount of water from a skin over the gem. He takes it holds it up to the sky to examine its facets.

What you see next is horrifying. The wizard is oblivious to the movement. The green dragon statue stops emitting the fog. With a surprising suppleness it turns to face the wizard. The wizard suddenly becomes aware of the movement and he looks up just in time to see the dragon open its mouth and emit an intense cloud of the green vapor. In an instant the wizard is consumed by the deadly cloud and he disintegrates to the bone while screaming in agony. His skeleton falls to the ground as the scream echoes through the wood. The dragon returns to its previous stance and the fog resumes.

A few minutes later, you feel the sensation of life enter your muscles. You are free.

Examine the fountain, go to GG12

Examine the remains of the wizard, go to GG14

Take the emerald that has fallen near the remains of the wizard, go to GG15

Leave the area and proceed east, go to DD

GG12 The Fountain

Moving to the fountain, you look into the water within the bowl. The water is clear. Just a foot under the surface hundreds of green gems – most likely emeralds – shimmer brightly. The emeralds are in many sizes and shapes.

Reach in and take an emerald, go to GG13

Examine the remains of the wizard, go to GG14

Take the emerald that has fallen near the remains of the wizard, go to GG15

Leave the area and proceed east, go to DD

GG13 The emerald and the dragon

You quickly spot a huge emerald. It is as large as your fist and you decide that will be the first of many to find its way into your possession. Reaching into the water, you discover it is indeed very cold. The water is as frigid as a mountain stream. But then, to your horror you realize it is not cold that attacks your skin, but a burning of excruciating pain. Pulling your arm out of the water, you see the flesh of your arm dissolve as if it was dipped in acid. But your attention is ripped from the gruesome scene in time to the dragon statue. In something out of a nightmare, the statue has twisted its body and head to face you. A rush of the green fog erupts and enfolds you completely. You feel your body disintegrate as the noxious fumes simultaneously melt your lungs. Your skeleton falls to the ground and the adventure is over.

GG14 The remains of Har-Assad

Looking down upon the remains of the wizard, you can see not much survived the deadly fog. The bones are white, but a tinge of green laces through the pile. Nothing looks to have survived with the exception of a small pile of coins from a disintegrated pouch, a silver ring which dangles from a skeletal finger and a curved dagger. There are 23 pp and 18 gp. The ring is etched with arcane runes. A wizard will recognize it as a *ring of spell storing*: 3 first level spells (currently empty). The dagger is a +1 magic weapon.

Take an emerald from the fountain, go to GG16

Take the emerald that has fallen near the remains of the wizard, go to GG15

Leave the area and proceed east, go to DD

GG15 The emerald

The emerald that the wizard removed from the fountain lies on the ground. You have decided to take the risk and pick it up. With an eye to statue, you stoop and carefully pick it up. The statue does not move. Standing motionless the anxiety slowly erodes and you realize the emerald is yours. It is worth 500 gp.

Examine the fountain, go to GG12

Examine the remains of the wizard, go to GG14

Leave the area and proceed east, go to DD

GG16 Acid

You reach for the huge emerald but as you touch it, pain attacks every nerve in your body. In horror you watch as your hand dissolves in acid. Take 2d4 damage.

Return to GG14

GG17 Fire away

You launch your attack on the wizard.

If you are firing a missile weapon, go to GG18

If you target him with an offense spell that will inflict damage, go to GG19

If you cast a spell that will not inflict physical damage, go to GG20

GG18 Target: Wizard

The wizard's AC is 8. If you hit, go to GG19

If you miss, go to GG20

GG19 A hit

Your attack strikes the wizard, but the result is wholly unexpected. The wizard's image flashes and disappears. It was an illusion. You now see the real wizard standing, partially concealed, on the opposite side of the fountain.

He casts a spell – go to GG8

GG20 A miss

Your attack goes awry and the wizard gestures. Go to GG9. Note: This is the result if you cast a spell that does not physically harm the wizard such as *hold person*. Your spell simply does not work on the wizard (you will find out why later in this encounter).

GG21 Last stand of Har-Assad

The wizard snarls and he draws a curved dagger from the folds of his robes. You may attack. If you win, go to GG14 (ignore the text about his bones).

Har-Assad 5th Level Wizard (1) AC 8; HD 5, hp 14; #AT 1; Dmg dagger 1d4+1; SA Spells; SD Spells; MV 12"; AL CE; SZ M; Thaco 19; Exp 500 +6/hp



THE BANDITS

The road rises and falls with the topography and twists and turns just enough that you can never see more than 100 yards to your front. Massive trees, gnarled by hundreds of years of growth flank the road and restrict your vision. The forest seems more ancient here and something dark and sinister claws at your mind. You feel that you do not belong here, but your curiosity is winning the battle over fear. Coming around a particular sharp turn, you see six men in what appears to be a heated argument. The men notice your approach and weapons are drawn in a flash. Five of the men carry short swords and wear black leather armor. The sixth man, clearly from the east, wears colorful red and purple robes. The largest of the bandits slashes at the wizard, but his strike only cuts the wizard's robes. The wizard runs eastward, while the brigands turn their attention on you. They charge.

Stand and fight, go to HH1

Run from the bandits, go to HH2

HH1 Attack!

The bandits attack with little discipline or order. Clearly, they are more adept at the sneak attack. You automatically win initiative and may make an action prior to their attacks.

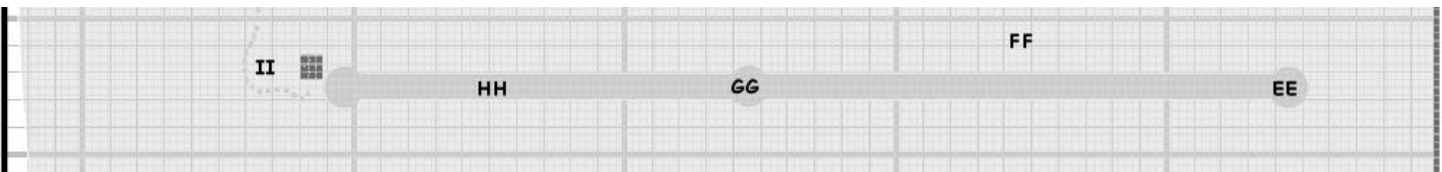
Bandit (5) AC 8; HD 1, hp 6, 4, 3, 3, 2, 2; #AT 1; Dmg short sword 1d6; SA None; SD None; AL CE; MV 12"; SZ M; THACO 20; Exp 10 +1/hp

Each bandit carries a pouch with 10 gp and 20 sp. If three of the bandits are killed, the remaining bandits will flee.

If you succeed you may follow the road east; go to GG.

HH2 Flee!

You somehow manage to stay just ahead of the bandits. They chase you all the way back to lake and you barely escape by swimming. You may continue the adventure, but you may not return to any encounter after the letter Y. Or you may start over.



II

THE TOWER

The smell of charred wood and fire drifts up the path. Just ahead you can see a very old stone tower. It is charred in many places and smoke rises from its center. Several corpses lie about the tower and all but one appear to be kobolds. The larger corpse is that of a man dressed in leather armor. A short sword lies near his outstretched arm. An arrow is embedded in his chest. Just to the south of the tower, within 50 yards is a strange sight. A large 100' wide circular area is inset with stones forming a platform that is no more than six inches above the forest floor. A 20' wide road stretches eastward from the platform. The road is cobbled with stone and is also set about six inches higher than the ground. No trees overhang the platform, but the road is covered by the long branches of nearby trees. The road follows the contour of the hilly ground and you can only see about 100 yards beyond the platform.

If you wish to circle the tower and investigate the grounds, go to III

Enter the tower, go to II2

If you wish to follow the path to the north, go to DD

Investigate the platform, go to II3

Follow the road, go to HH

II1 Investigating the Tower Grounds

Moving around the tower, you see more signs of battle. Blood and broken arrows litter the area. There a total of eight dead kobolds around the tower. Each kobold has a short sword and short bow. None have any arrows on their person. Go to II.

II2 The Tower

If there was anything of interest within the tower it has been incinerated. The remains of a staircase lead to the burnt out roof. The roof must have collapsed and burned. Here and there you can see shards of glass. Someone may have used oil flasks to burn the tower. The embers and ash at your feet are still very hot and smoke drifts up the tower like a chimney. There is nothing of interest in the tower. As you exit, you are confronted by several kobolds that look extremely angry.

With a screech the kobolds leap to attack. They must blame you for the carnage. Roll for initiative. The kobolds will fight to the death. After the battle, return to II.

Kobold (3) AC 7; HD 1, hp 3, 2, 2; #AT 1; Dmg short sword 1d6; SA None; SD None; AL CE; MV 6"; SZ S; THACO 20; Exp 5 +1/hp

II3 The Platform

The stone platform is 100' in diameter and looks to be a perfect circle. The stones are weather worn and smooth. Near the center of the platform you find what looks to be an oblong green plate. It is incredibly strong, yet somewhat pliable. You swear it looks like a fish scale, but the fish would have to be gigantic. You toss it in your pack thinking it is worth 50 gp.

If you wish to circle the tower and investigate the grounds, go to II1

Enter the tower, go to II2

If you wish to follow the path to the north, go to DD

Follow the road, go to HH

Map Note:

For Map of Area EE through II, see page 42

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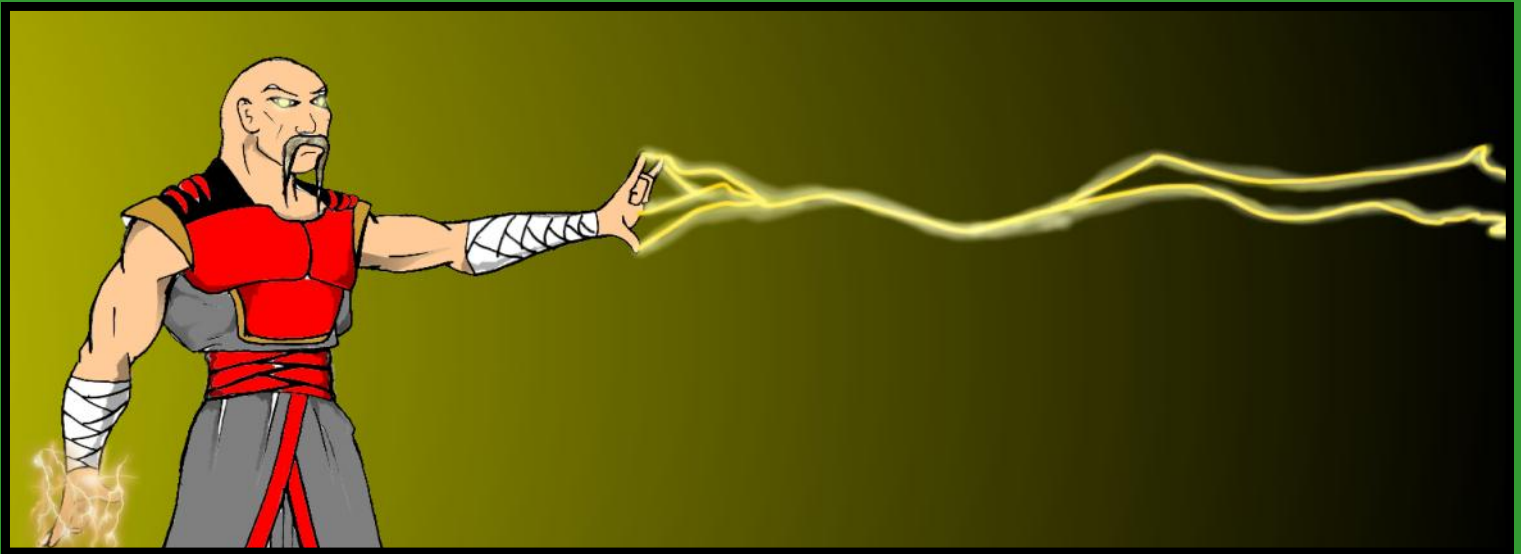
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