

TM1

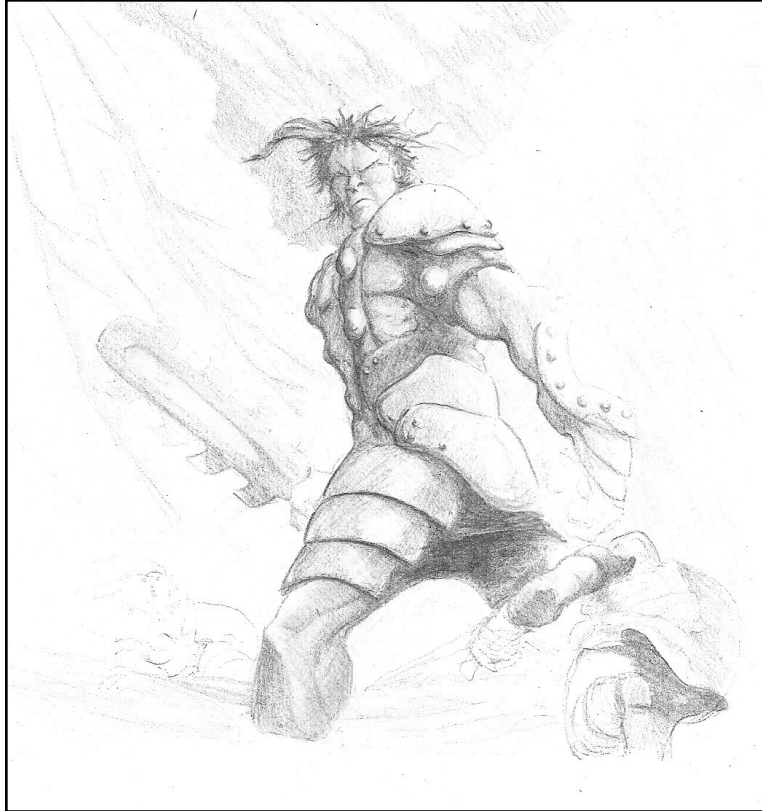
# The Lost Caravan

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Cover Illustrated by Nathan Nada  
Back Cover by Chris Curtin

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## Accessory Book



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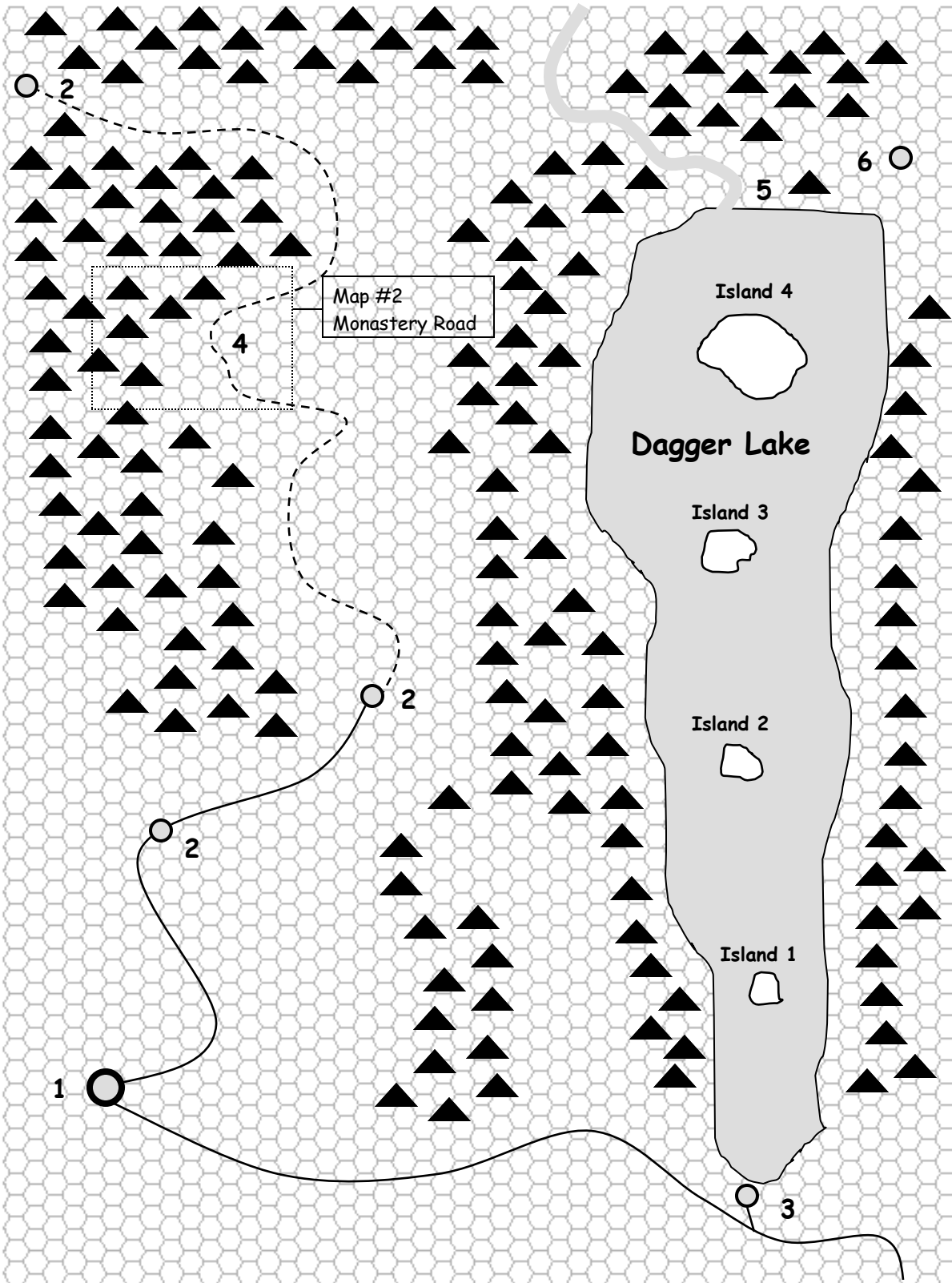
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# The Kingdom and Surrounding Lands

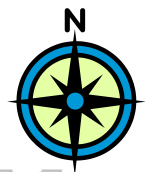


One Hex = 3 miles

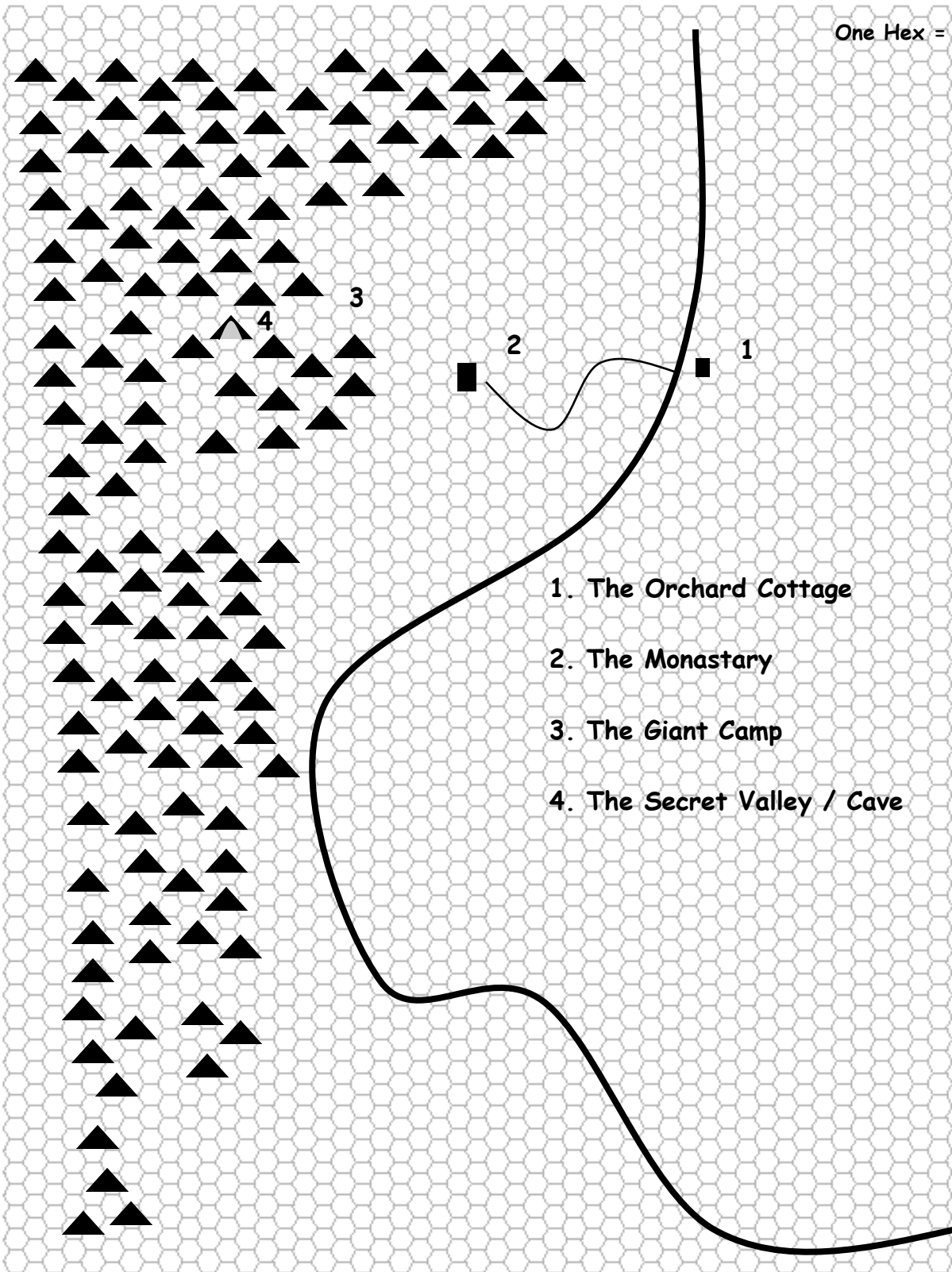
- 1. Start-Player Introduction
- 2. Village
- 3. Greenway Inn/Laketon
- 4. Monastery/Cottage
- 5. Landing Area
- 6. Outland Keep



# The Mountain Road







One Hex = 1 mile



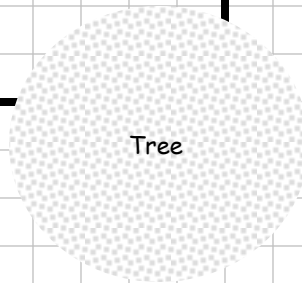
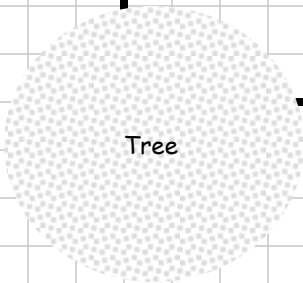
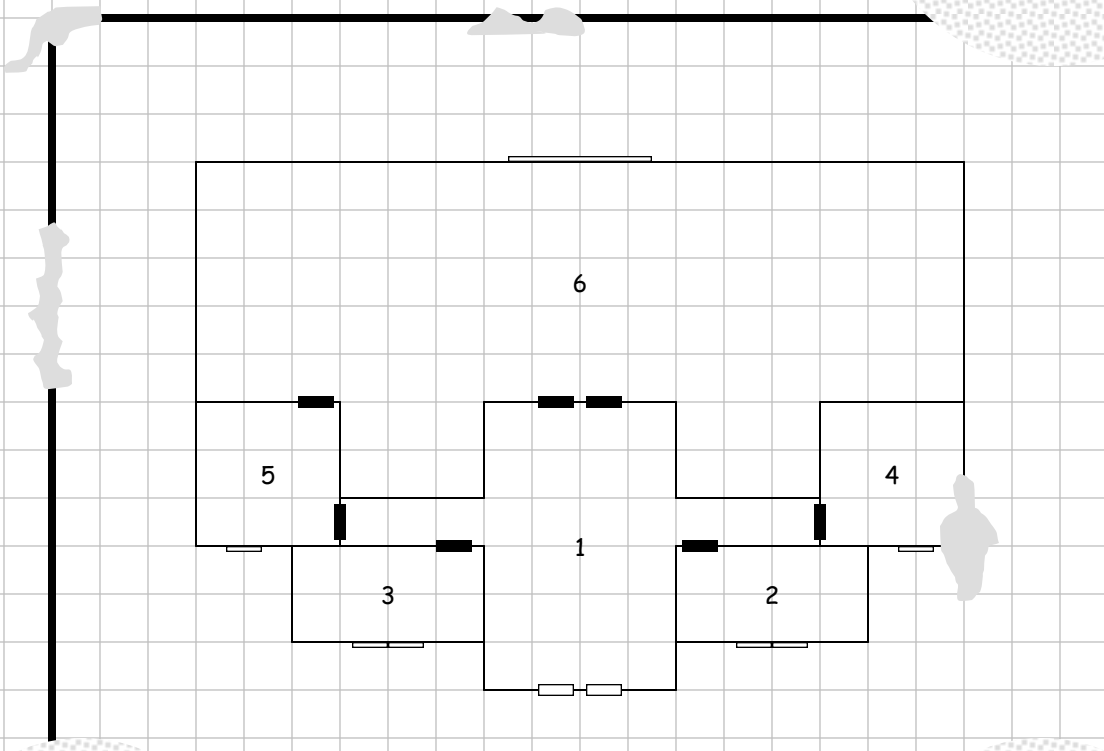
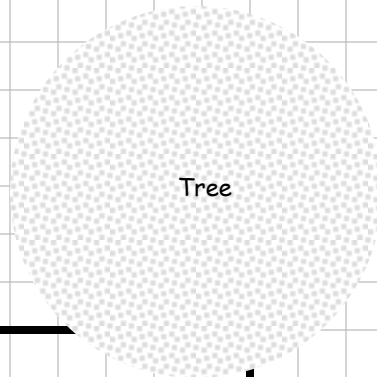
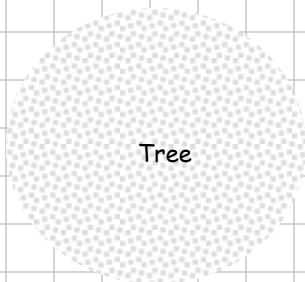
1. The Orchard Cottage
2. The Monastery
3. The Giant Camp
4. The Secret Valley / Cave

# The Monastery

-  Closed Door
-  Open Door
-  Window
-  Collapse



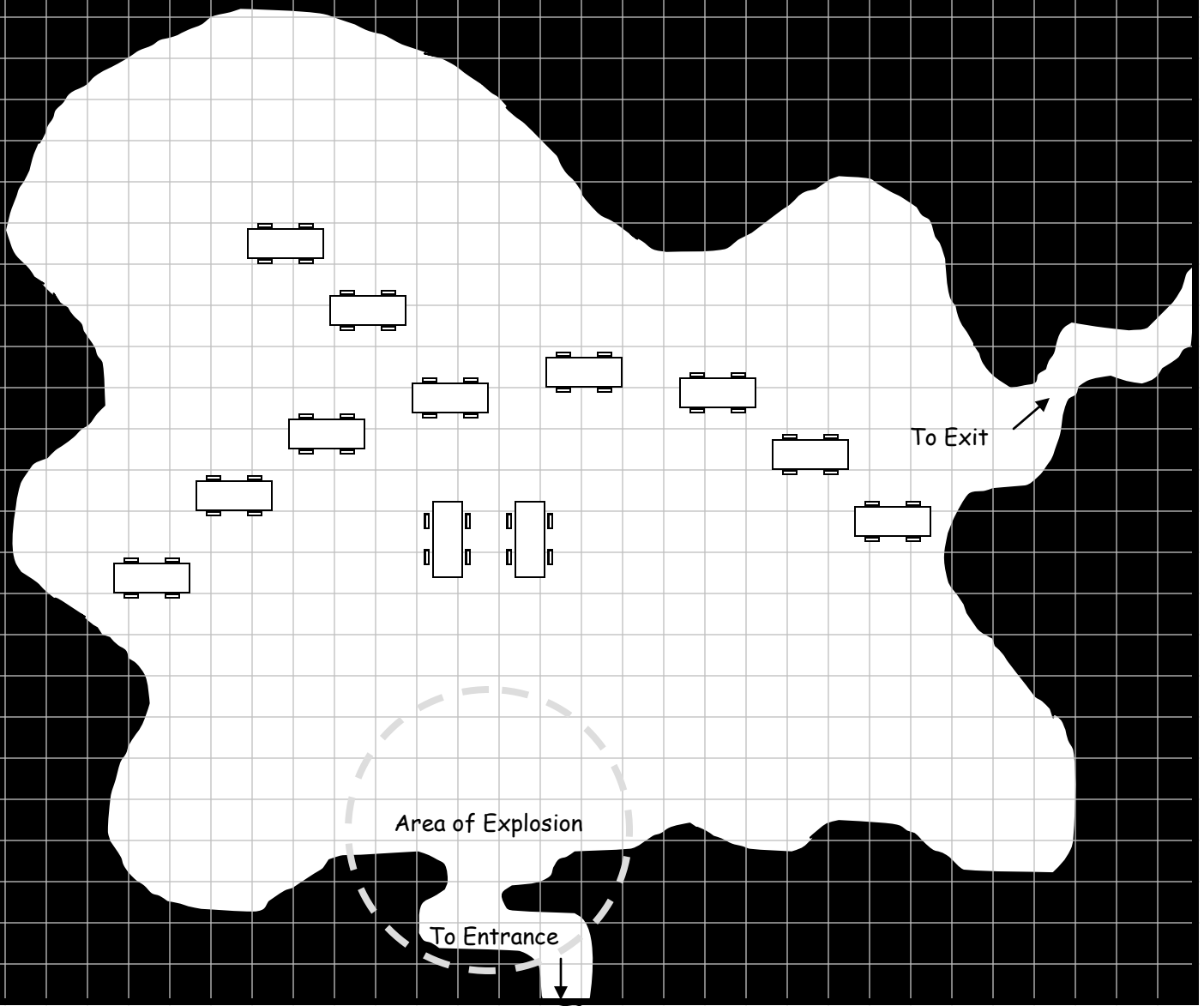
Each square = 10 Feet



# Cavern map — Caravan and Ambush




Each Square = 10 Feet





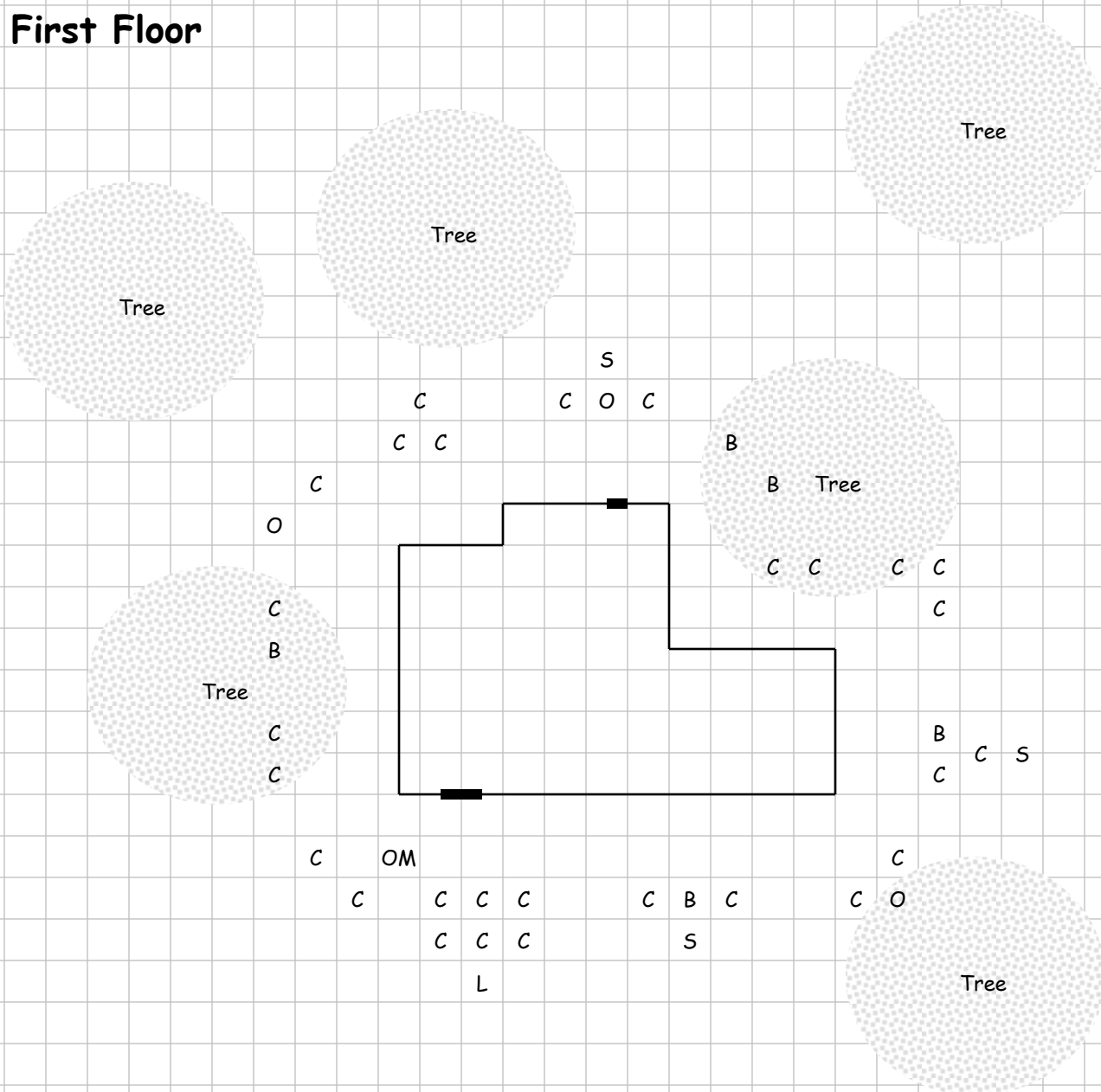
# Greenway Tavern Siege Diagram

-  Door
- OM = Ogre Mage
- C = Cultist Orc
- O = Cultist Ogre
- B = Cultist Bugbear
- S = Cultist Sergeant
- L = Cultist Leader








Each Square = 10 Feet

## First Floor

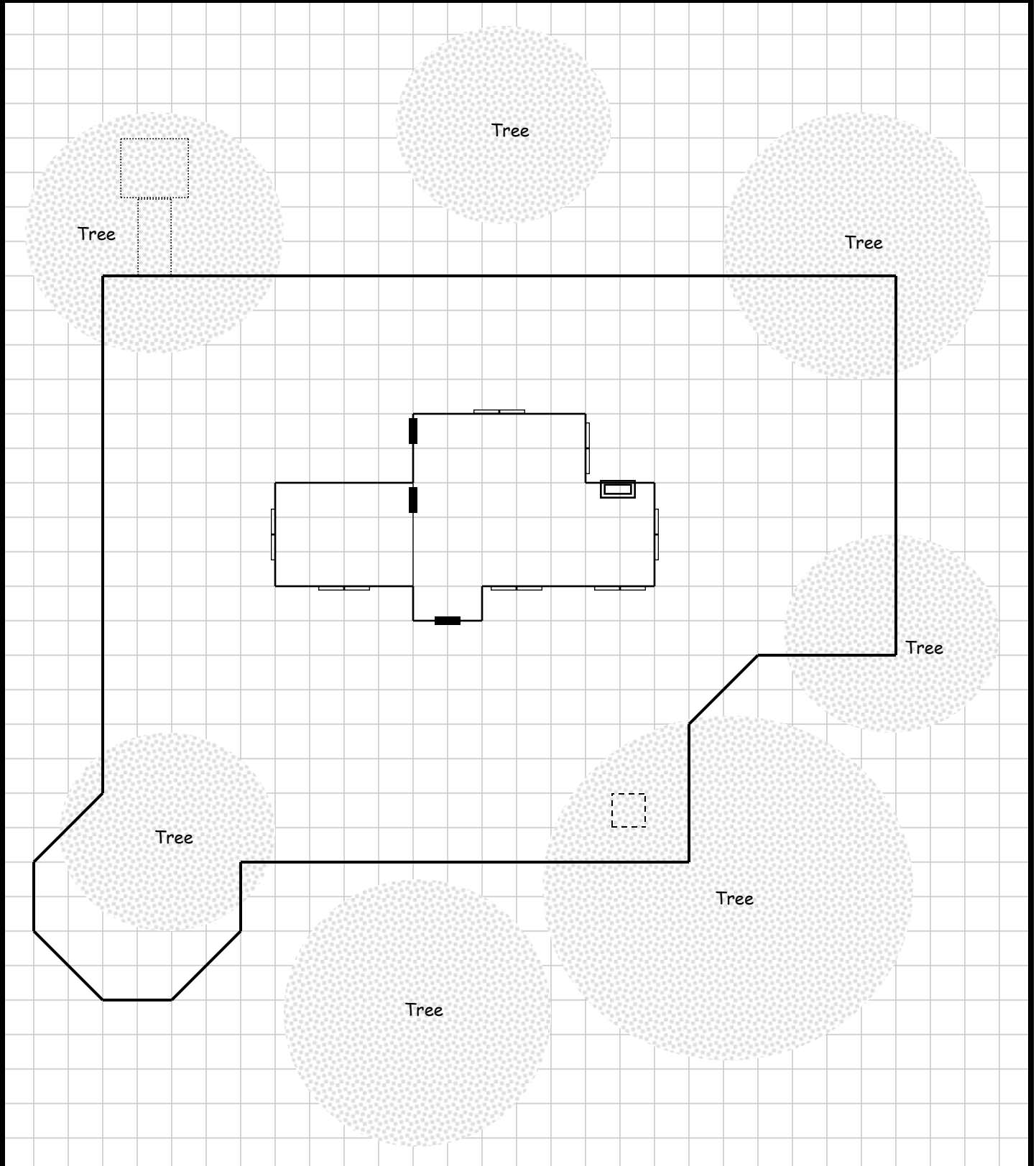


# Architect's Tree House And Platform

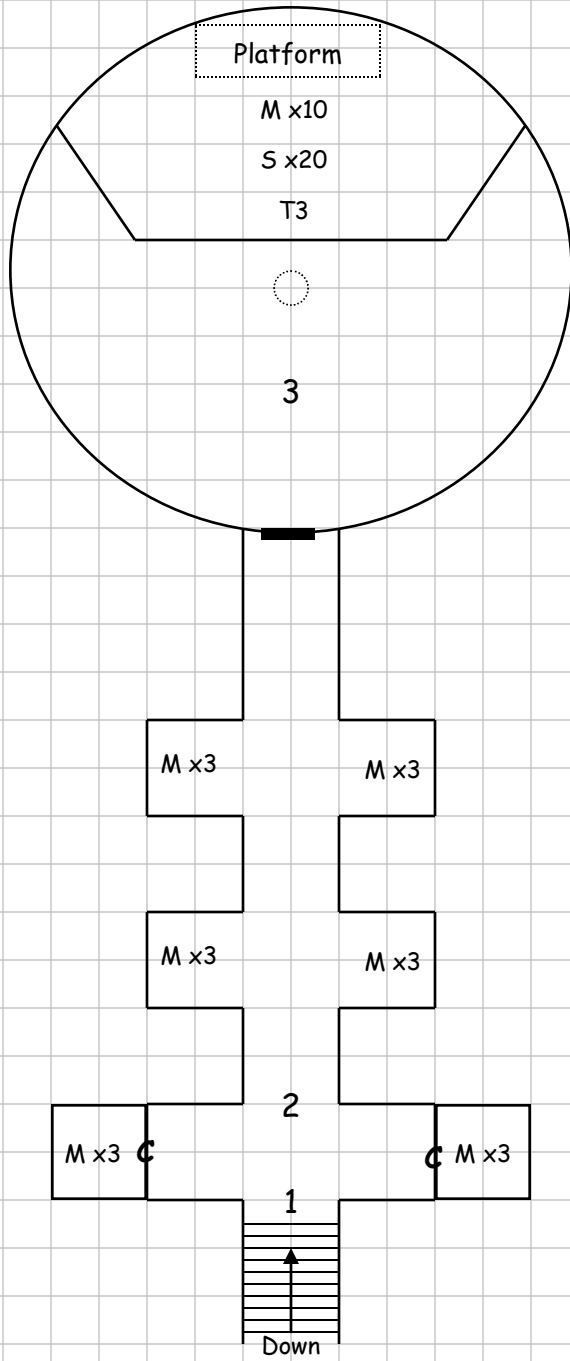
-  Door
-  Window
-  Fireplace
-  Secret Platform
-  Elevator



Each square = 10'



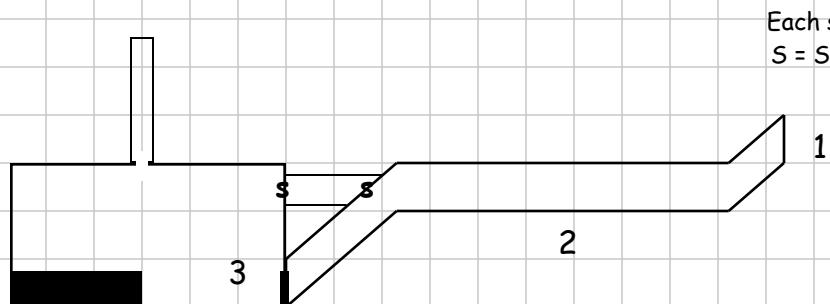
# Temple Dungeons



- Door
- Concealed Door
- Water Tube, Ceiling
- M = Manes
- S = Skeleton
- T3 = Type III Demon







Each square = 5'

## Side View



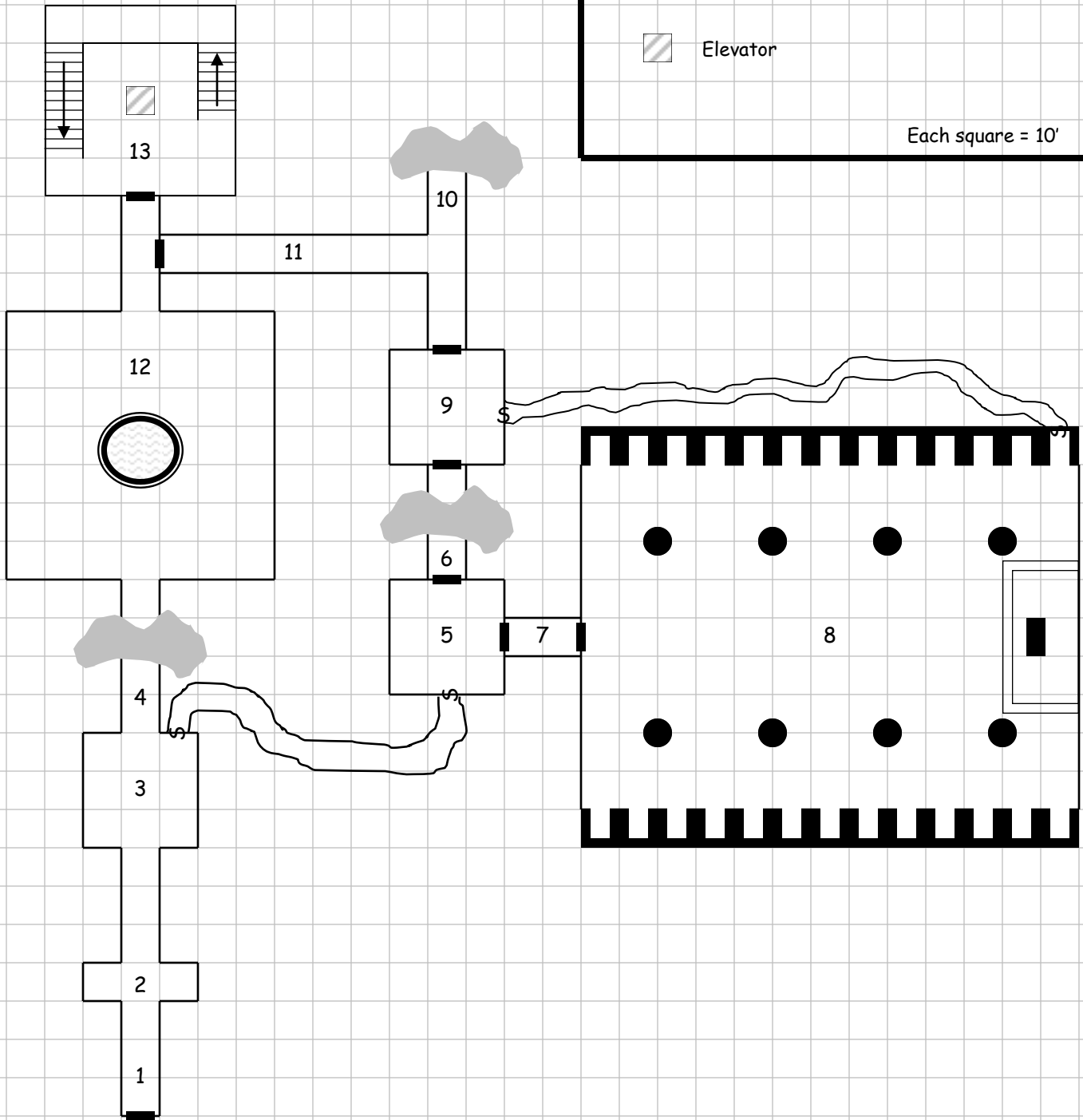
Each square = 10'  
S = Secret Door

# Crypt Complex (Outland Keep)

-  Door
-  Secret Door
-  Rubble
-  Column
-  Well
-  Elevator



Each square = 10'



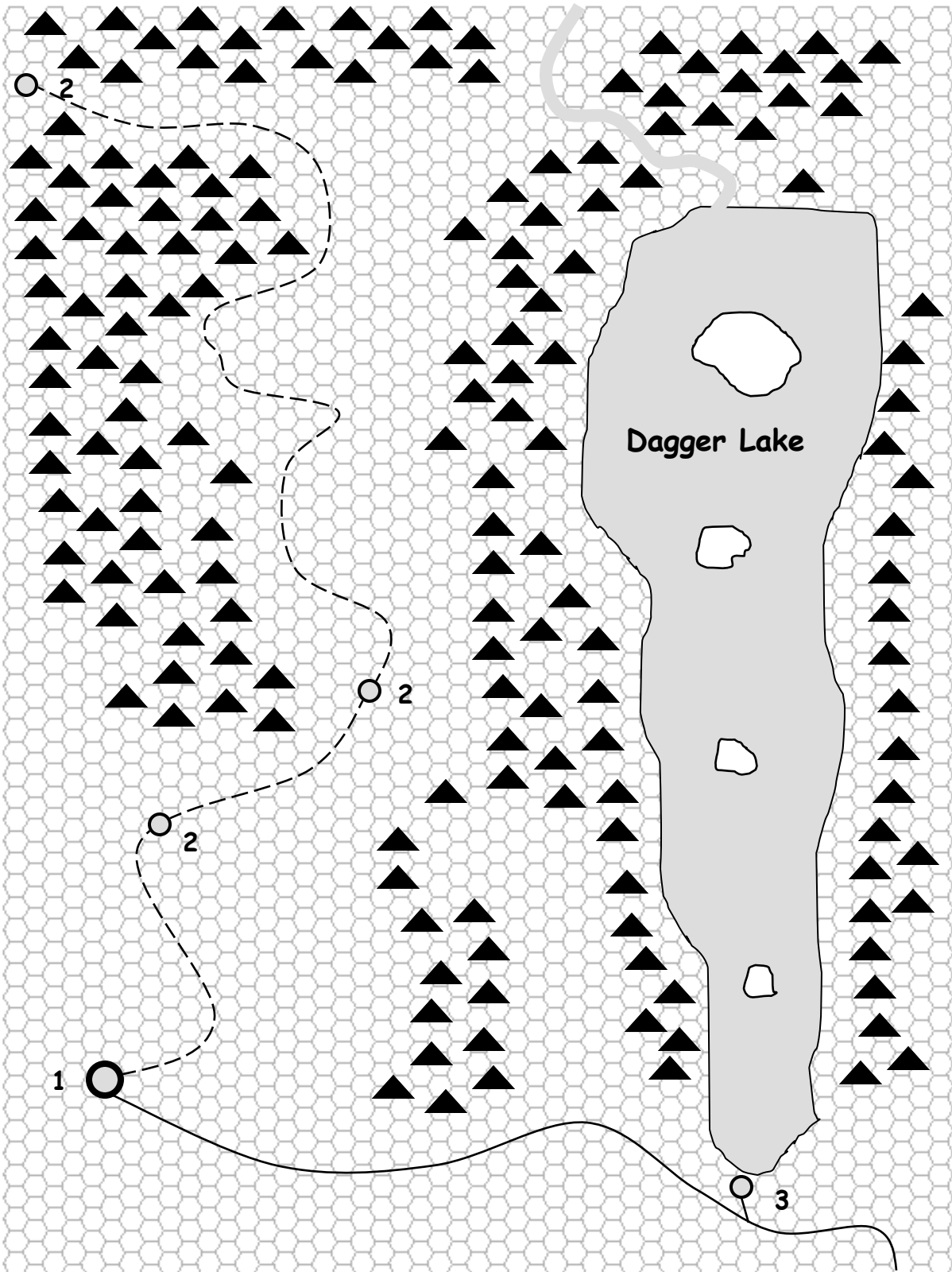
# The Kingdom and Surrounding Lands



1. Start-Player Introduction
2. Village
3. Greenway Inn/Laketon

----- = Caravan Route

One Hex = 3 miles





# Tournament Score Sheet

Each encounter in this tournament is scored. There are set points available based on the actions of the players and their characters. Use the following to award points after each encounter. Also, there is a space for Discretionary points. These are awarded based on the complexity of each encounter and how well the DM judges the players performed. Discretionary points are awarded as follows: Failure = 0; Minimum Accomplishment = 1; Average Accomplishment = 2; Perfect Encounter = 3. All encounters have a maximum Discretionary value noted.

Finally, when combat is involved, the DM must use the tournament combat point system to determine how many combat points are earned. It is possible to achieve negative combat points.  
Combat Points = [Total Creature HD/4 - PC damage sustained/10]. Always round damage down and points up.  
Example: PCs take a total of 77 damage in an encounter and kill eight ogres and two giants (total HD 48):  $48/4 = 12 - 77/10 = 7 = 12 - 7 = 5$  total combat point awarded.

## ROUND ONE

### Player Introduction

Q. Where is Tabitha Stonetower? +2  
Discretionary Points \_\_\_\_\_ (1 max)  
Total Points Gained \_\_\_\_\_

### The Orchard Cottage

PCs purchase a pie: +3  
Discretionary Points \_\_\_\_\_ (1 max)  
Total Points Gained \_\_\_\_\_

### The Monastery Room #2

Searching ceiling from crates: +5  
Discretionary Points \_\_\_\_\_ (1 max)  
Total Points Gained \_\_\_\_\_

### The Monastery Room #5

Combat Points Gained \_\_\_\_\_  
Surprising Ogres: +3 points  
Thief backstab while sleeping: +5 points  
Discretionary Points \_\_\_\_\_ (1 max)  
Combat Points \_\_\_\_\_  
Total Points Gained \_\_\_\_\_

### The Monastery Room #5

Solving the magnetic wall: +5  
Noticing the smoke in the mountains: +2  
Discretionary Points \_\_\_\_\_ (1 max)  
Total Points Gained \_\_\_\_\_

### Raider Camp

Surprising the Raiders: +2 points  
Immediately chasing raiders: +3 points (only from encampment)  
Tracking raiders: +1 points (only from encampment)  
Combat Points \_\_\_\_\_  
Discretionary Points \_\_\_\_\_ (2 max)  
**Special Note:** No combat points are awarded if the PCs failed to discover the journal in the Monastery regarding the sacred valley.  
Total Points Gained \_\_\_\_\_

### Cave of the Caravan

Party is ambushed: -5 points  
Sapphire is discovered: +2  
Journal is discovered: +2  
Ambush is foiled: +2  
Combat Points \_\_\_\_\_  
Discretionary Points \_\_\_\_\_ (2 max)  
Total Points Gained \_\_\_\_\_

### Cave of the Wraith

Igniting the ammonia gas: -3  
Each character avoiding bat guano: +1  
Combat Points \_\_\_\_\_  
Discretionary Points \_\_\_\_\_ (1 max)  
Total Points Gained \_\_\_\_\_

### Tabitha

Discretionary Points \_\_\_\_\_ (1 max)  
Total Points Gained \_\_\_\_\_

### Ambush at the Greenway

Foil ambush: +5  
Stop cultists from reaching horses: +3 (does not combine with foil ambush)  
Cultists to reach horses and escape: -5  
Show Guardians or ask about princess' journal: +5  
Show Guardians sapphire: +3  
Ask about Outland Fort: +3  
Bonus for each Guardian that survives: +1  
Penalty for each Cultist that escapes: -1  
Combat Points \_\_\_\_\_  
Discretionary Points \_\_\_\_\_ (1 max)  
Total Points Gained \_\_\_\_\_

### Flames at the Greenway

Each character avoiding fire/smoke damage: +2

Each character caught in Inn collapse: -3

Combat Points \_\_\_\_\_

Discretionary Points \_\_\_\_\_ (3 max)

Total Points Gained \_\_\_\_\_

For Round One add the number of total encounter points and total number of remaining PCs to get round total.

Total Encounter Points: \_\_\_\_\_

Total Number of PCs Remaining: \_\_\_\_\_

**Total Points Round One** \_\_\_\_\_

## ROUND TWO

### Island #1: Giant Things

Wandering around island interior: -1 per wandering monster encounter

Combat Points \_\_\_\_\_

Discretionary Points \_\_\_\_\_ (1 max)

Total Points Gained \_\_\_\_\_

### Island #2: The Architect

Use Ranger ability to locate tree house: +3

Leave hermit alone: +5

Climb rope ladder: -5

Use elevator: -5

Climb trees: -3

Use ropes to climb: -3

Reach tree house platform undamaged: +1 per character

Fall from tree house platform: -1 per character

Kill Mazuk: -8

Players cannot gain combat points in this encounter.

Discretionary Points \_\_\_\_\_ (3 max)

Total Points Gained \_\_\_\_\_

### Island #3: The Dwarves

Make pact with dwarves to retrieve treasure: -3

Discovering secret alcoves (prior to manes attack): +2

Discovering secret exit from treasure vault: +2

Escaping treasure vault via water route: +5

Avoiding dwarf ambush: +2

Combat Points Gained \_\_\_\_\_

Discretionary Points \_\_\_\_\_ (3 max)

Total Points Gained \_\_\_\_\_

### Island #4: The Obelisk

Discover purpose of the Obelisk: +5

Discover use of the spherical rocks: +5

Use the Obelisk to reach landing point: +3

Use the Obelisk to return the princess: +10

Use Obelisk and get stuck: -10

Discretionary Points \_\_\_\_\_ (3 max)

Total Points Gained \_\_\_\_\_

### #5: The Landing

Arrive in time to save the messengers: +3

Find the tunnel in the cliff: +3

Save messenger: +2 per messenger saved

Arrive after messengers are killed: -5

Combat Points \_\_\_\_\_

Discretionary Points \_\_\_\_\_ (2 max)

Total Points Gained \_\_\_\_\_

### Outland Keep (Outside Secret Entrance)

Combat Points \_\_\_\_\_

Discretionary Points \_\_\_\_\_ (2 max)

Total Points Gained \_\_\_\_\_

### Outland Keep: Room #2

Combat Points \_\_\_\_\_

Discretionary Points \_\_\_\_\_ (1 max)

Total Points Gained \_\_\_\_\_

### Outland Keep: Room #3

Combat Points \_\_\_\_\_

Discretionary Points \_\_\_\_\_ (1 max)

Total Points Gained \_\_\_\_\_

### Outland Keep: Room #5

Combat Points \_\_\_\_\_

Discretionary Points \_\_\_\_\_ (1 max)

Total Points Gained \_\_\_\_\_

### Outland Keep: Room #8

Detecting Cryptstalker: +2

Enter Portal: -1 per character

Loot tombs: -2

Combat Points \_\_\_\_\_

Discretionary Points \_\_\_\_\_ (3 max)

Total Points Gained \_\_\_\_\_

### Outland Keep: Room #11

Avoid Trap: +2

Discretionary Points \_\_\_\_\_ (0 max)

Total Points Gained \_\_\_\_\_

**Outland Keep: Room #13**

Engage guards in combat: -5

Discretionary Points \_\_\_\_\_ (0 max)

Total Points Gained \_\_\_\_\_

**Tournament Champion**

Total Points Round One \_\_\_\_\_

Total Points Round Two \_\_\_\_\_

Total Tournament Points \_\_\_\_\_

**The Battle of Two Armies**

Combat Points \_\_\_\_\_

Discretionary Points \_\_\_\_\_ (3 max)

Total Points Gained \_\_\_\_\_

For Round Two add the number of total encounter points and total number of remaining PCs to get round total.

Total Encounter Points: \_\_\_\_\_

Total Number of PCs Remaining: \_\_\_\_\_

Total Points Round Two \_\_\_\_\_

# Notes

# Pre-Generated Characters

**Jak** Human Fighter 6th Level Lawful Good

Strength 18/21  
Intelligence 9  
Wisdom 10  
Dexterity 9  
Constitution 15  
Charisma 11  
Hit Points 41

Armor Class: 2 Armor: Chainmail +2 and Shield +1

Weapons: *Two-Handed Sword +2*, *Short Sword +1*, Heavy Crossbow, Quarrel (20)

Equipment: Pack, Large Sack, Torch (5), Iron Spike (6)

Magic: *Potion of Extra Healing*, *Potion of Speed*, *Potion of Fire Resistance*

**Inhinaus** Human Cleric 7th Level Lawful Good

Strength 10  
Intelligence 12  
Wisdom 18  
Dexterity 10  
Constitution 11  
Charisma 12  
Hit Points 31

Armor Class: 0 Armor: Platemail and *Shield +2*

Weapons: *Flail +2*, Hammer (3)

Equipment: Pack, Lantern, Flask of Oil (2), Silver Holy Symbol, Holy Water (2)

Magic: *Scroll: Cure Serious Wounds and Tongues*, *Potion of Extra Healing*

Spells: Cure Light Wounds x2, Light, Bless, Detect Magic, Chant, Hold Person, Resist Fire, Silence 15' Radius, Spiritual Weapon, Dispel Magic, Create Food and Water, Prayer

**Estivil** Elf Fighter/Magic User 5th/4th Level Chaotic Good

Strength 14  
Intelligence 17  
Wisdom 9  
Dexterity 15  
Constitution 11  
Charisma 14  
Hit Points 24

Armor Class: 3 Armor: Chainmail

Weapons: *Long Sword Frost Brand*, Long Bow, *Arrow +1* (9), Arrow (10)

Equipment: Pack, Pouch, Spell Components, Water Skin

Magic: *Scroll of Levitation*, *Wand of Lightning* (5)

Spells: Magic Missile, Detect Magic, Feather Fall, Knock, Strength

**Clerg** Dwarf Fighter 6th Level Chaotic Good

Strength 17  
Intelligence 9  
Wisdom 9  
Dexterity 9  
Constitution 18  
Charisma 9  
Hit Points 50

Armor Class: 2 Armor: Platemail

Weapons: *Battle Axe +2*, *Hand Axe +1*, Hand Axe (3)

Equipment: Pack, Tinder Box, Torch (3), Iron Spike (4), Large Sack (3), Rope 25'

Magic: *Potion of Healing*, *Ring of Protection +1*

# Pre-Generated Characters

## Savaren Human Magic User 6th Level Neutral Good

Strength 9  
 Intelligence 18  
 Wisdom 12  
 Dexterity 15  
 Constitution 10  
 Charisma 11  
 Hit Points 18  
 Armor Class: 4 Armor: *Bracers of AC 5*  
 Weapons: *Dagger +2*, Dagger (3), Darts (12)  
 Equipment: Pack, Candle (3), Pouch (2), Spell Components  
 Magic: *Scroll: Read Magic, Burning Hands, Detect Magic, Wand of Missiles (16)*  
 Spells: Magic Missile x2, Sleep, Burning Hands, Levitate, Mirror Image, Scare, Fireball, Slow

## Wisteron Human Monk 6th Level Neutral Good

Strength 17  
 Intelligence 12  
 Wisdom 14  
 Dexterity 17  
 Constitution 16  
 Charisma 14  
 Hit Points 34  
 Armor Class: 3 Armor: None  
 Weapons: Dagger (3), Darts (12)  
 Equipment: Pack, Candle (3), Pouch (2)  
 Magic: *Ring of Protection +3, Spear +2*  
 Open Locks 52%, Find Traps 50%, Remove Traps 50%  
 Climb Walls 92%, Hide in Shadows 42%  
 Hear Noise 20%, Move Silently 57%

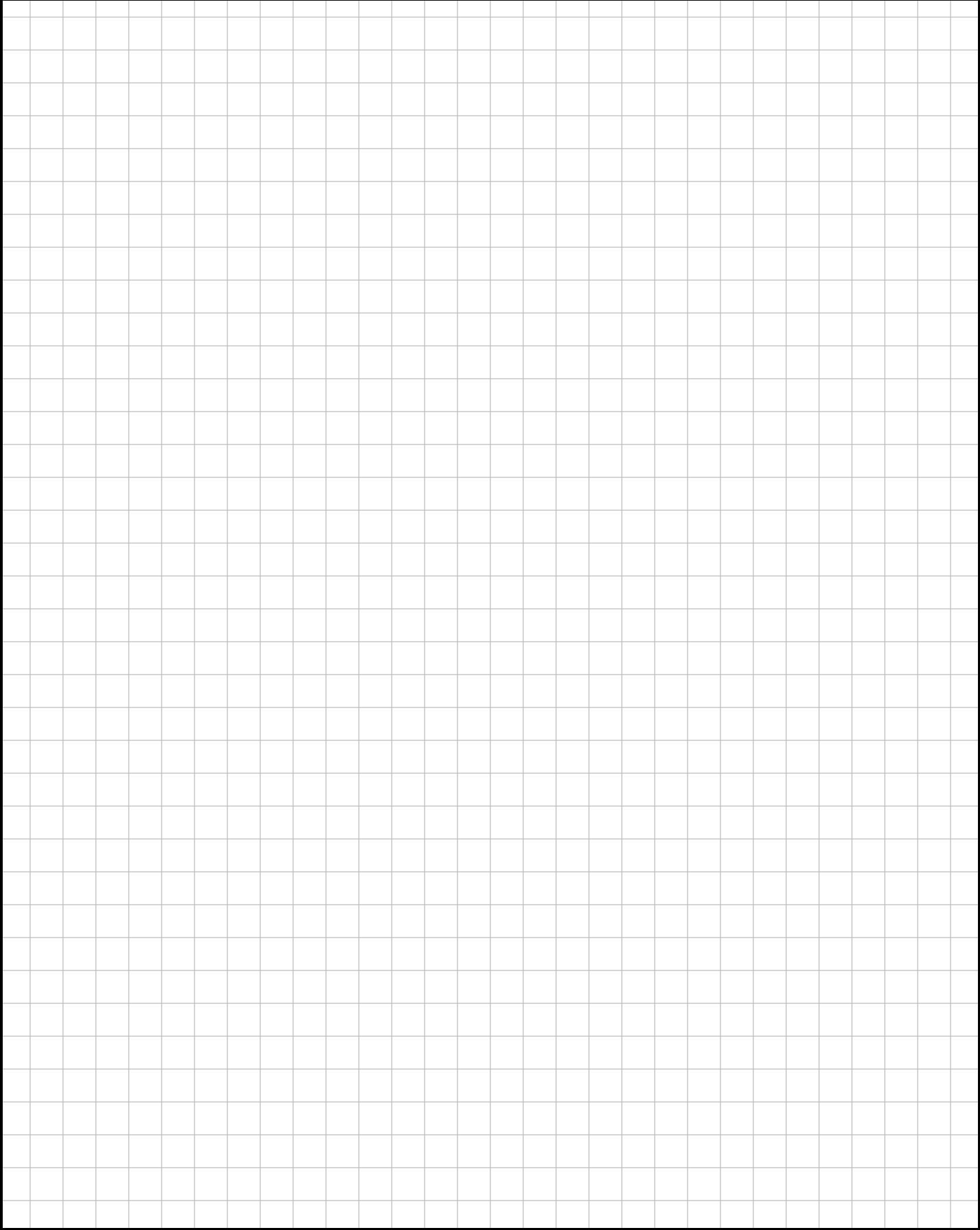
## Grestfel Human Ranger 5th Level Lawful Good

Strength 17  
 Intelligence 14  
 Wisdom 14  
 Dexterity 16  
 Constitution 15  
 Charisma 12  
 Hit Points 32  
 Armor Class: 4 Armor: Leather  
 Weapons: *Long Sword +1/+3 (Giant Slayer)*, Short Bow, *Arrow +1 (10)*, Arrow (20)  
 Equipment: Pack, Waterskin, Blanket  
 Magic: *Potion of Herosim, Cloak of Protection +2*

## Tegrel Halfling Thief 7th Level Neutral Good

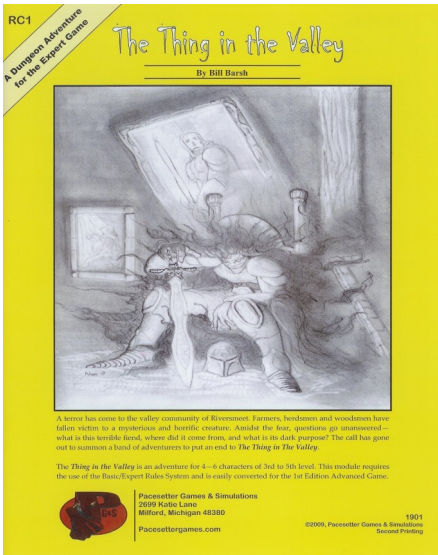
Strength 11  
 Intelligence 11  
 Wisdom 10  
 Dexterity 18  
 Constitution 12  
 Charisma 10  
 Hit Points 26  
 Armor Class: 4 Armor: *Leather +2*  
 Weapons: *Short Sword +2, Dagger +1*  
 Equipment: Pack, Tinderbox, Torch (2), Thieves Tools  
 Magic: *Potion of Neutralize Poison, Potion of Invisibility*  
 Open Locks 69%, Find Traps 59%, Remove Traps 59%  
 Climb Walls 76%, Hide in Shadows 75%, Pick Pockets 69%  
 Hear Noise 33%, Move Silently 75%, Read Languages 25%

# The Lost Caravan—Player Map Sheet





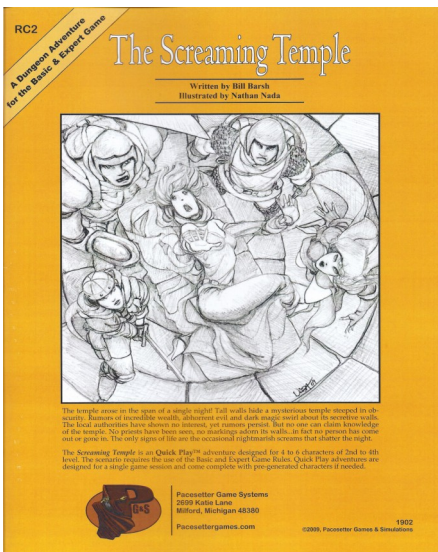
# Three New Modules for your Old School Game



## RC1 The Thing in the Valley

A terror has come to the valley community of Riversmeet. Farmers, herdsman and woodsmen have fallen victim to a mysterious and horrific creature. Amidst the fear, questions go unanswered — what is this terrible fiend, where did it come from, and what is its dark purpose? The call has gone out to summon a band of adventurers to put an end to *The Thing in The Valley*.

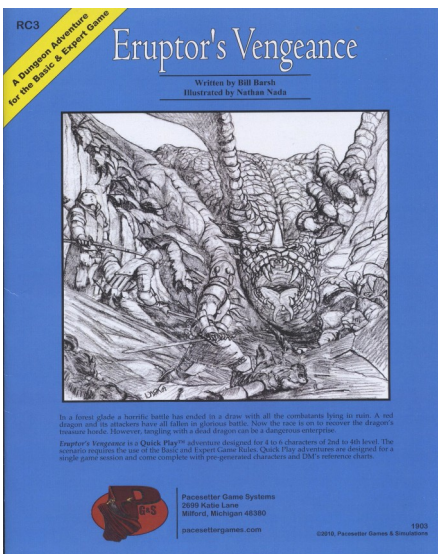
*The Thing in the Valley* is an adventure for 4–6 characters of 3rd to 5th level. This module requires the use of the Basic/Expert Rules System and is easily converted for the 1st Edition Advanced Game



## RC2 The Screaming Temple

The temple arose in the span of a single night! Tall walls hide a mysterious temple steeped in obscurity. Rumors of incredible wealth, abhorrent evil and dark magic swirl about its secretive walls. The local authorities have shown no interest, yet rumors persist. But no one can claim true knowledge of the temple. No priests have been seen, no markings adorn its walls...in fact no person has come out or gone in. The only signs of life are the occasional nightmarish screams that shatter the night.

*The Screaming Temple* is a **Quick Play™** adventure designed for 4 to 6 characters of 2nd to 4th level. The scenario requires the use of the Basic and Expert Game Rules. **Quick Play** adventures are designed for a single game session and come complete with pre-generated characters and DM's reference charts.



## RC3 Eruptor's Vengeance

In a forest glade a horrific battle has ended in a draw with all the combatants lying in ruin. A red dragon and its attackers have all fallen in glorious battle. Now the race is on to recover the dragon's treasure horde. However, tangling with a dead dragon can be a dangerous enterprise.

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**ADV1 The Vampire's Curse** — An adventure for characters 4th to 6th level. June 2010.

**ADV2 Circle of Fire** — Trapped at a desert oasis, the PCs must escape the closing ring of fire that destroys all in its path. 3rd to 5th level. July 2010.

**TM1 The Lost Caravan** — A Michicon 1982 tournament module for characters 4th to 6th level.



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