

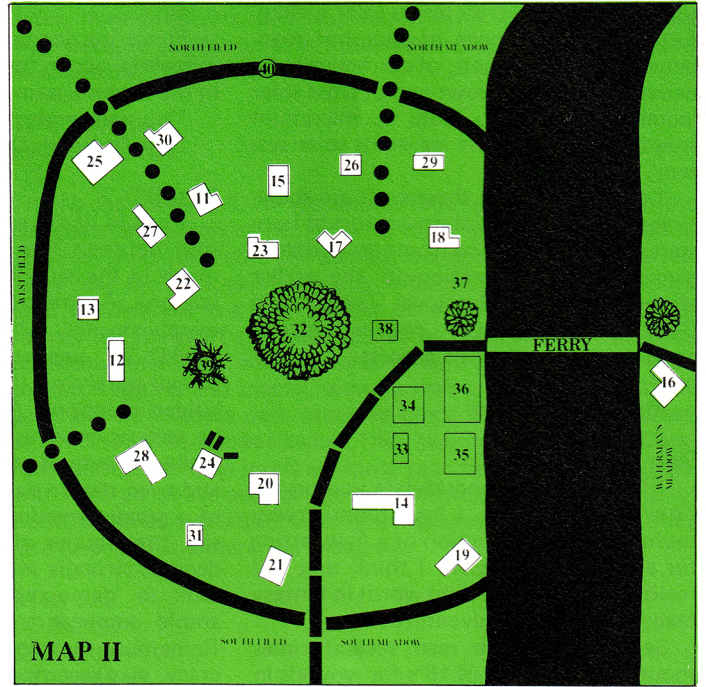
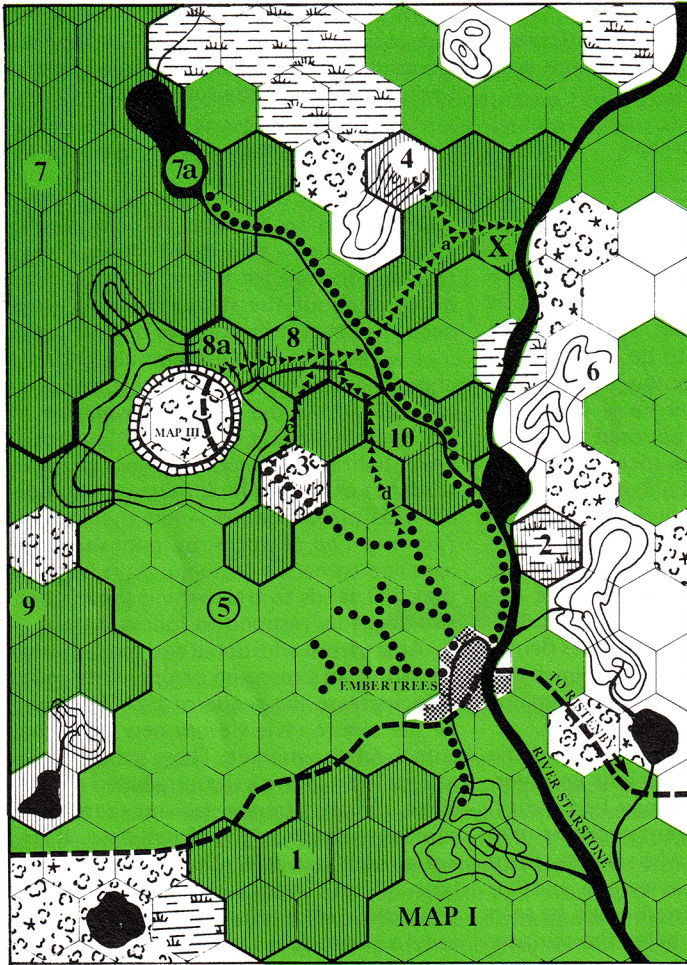


AN AD&D MINI-CAMPAIGN FOR
EXPERIENCED PLAYERS WITH
5-8 CHARACTERS OF LEVEL 1-2.

by PAUL VERNON



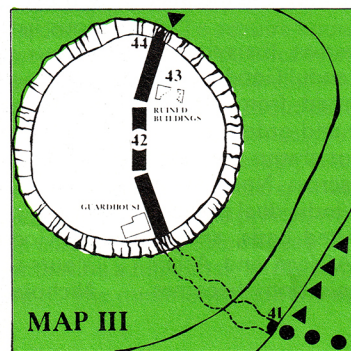
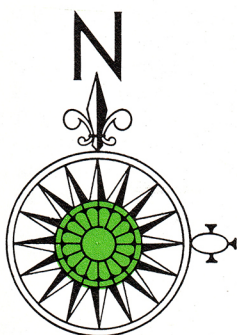
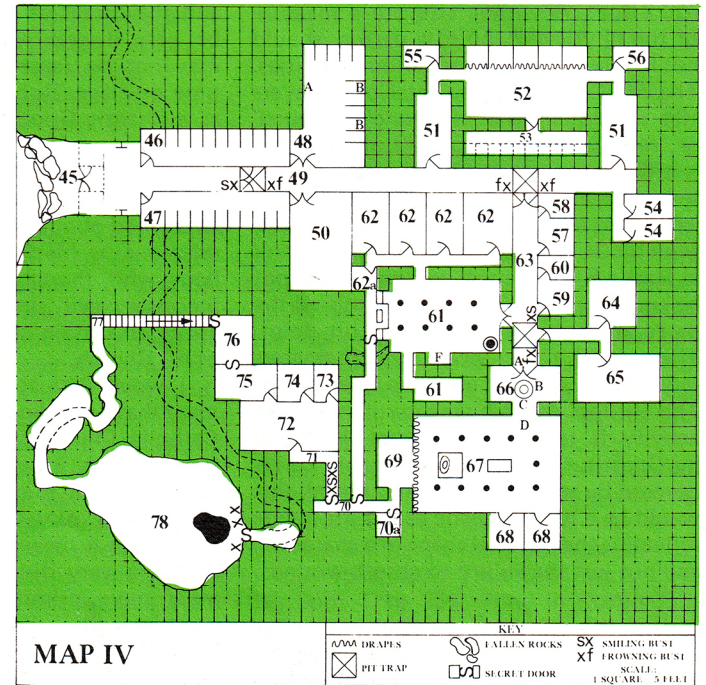
TROUBLES AT EMBERTREES



MAP I: WILDERNESS
MAP II: VILLAGE OF EMBERTREES
MAP III: VALLEY OF EMBERTREES
MAP IV: TEMPLE OF PELLARN

KEY

	LAKE		ROAD/TRACK		HILLS (contours 50')		WOODS		MARSH
	RIVER		PATH		CLIFFS		SCRUB		PLAIN
	STREAM		ANIMAL TRACKS (inc human)		HUNTING RANGE	SCALE: 1 HEX = 1/2 MILE			



KEY

	DRAPES		LALLEN ROCKS		SMILING BUSH
	PIT TRAP		FROWNING BUSH	SCALE: 1 SQUARE = 1 MILE	
	SECRET DOOR				



DMs NOTES

MM indicates a monster described in the *Monster Manual*.
 FF indicates a monster described in the *Fiend Folio*.
 WD indicates a monster described in an issue of *White Dwarf*.
 NPCs are described in the following way: Age; wealth (in property)/(in moveable goods, cash etc); (class) level (Hit dice); Armour Class; Hits to Kill; Alignment. Where characteristics are given they are in the order S/I/W/D/Con/Ch. There is no DMs introduction as such to save duplication. Notes will be found in the relevant sections. A thorough reading by the DM is necessary before play begins. Numbers in brackets refer to the relevant areas in the text.

PLAYERS' INTRODUCTION

The party has spent the last three weeks guarding a merchant carrying dyestuffs to Ristenby in the northern county of Starstone, and their employer mentioned that his friend Tomkin Knott, a master woodcarver, might have more lucrative work for them if approached first thing tomorrow morning. When they arrive at Tomkin's prosperous-looking residence, and are then ushered upstairs to be addressed by Tomkin from his sickbed, he will explain that he is recovering from a poisoning attempt which could have proved fatal but for a clerical friend and that a previously loyal servant, Martin Fairacre, disappeared two days ago after serving him wine later found to contain a slow-acting poison. Martin, a sickly youth of 17 was from the village of Embertrees.

Growing only near Embertrees, 15 miles to the west, is the emberwood from which Tomkin's most valuable work is carved. He has a running contract for the emberwood which is coveted by a Ristenby merchant named Dalkor, who would cut all the trees at once. At the village itself livestock has disappeared, villagers have died in mysterious circumstances, and a young girl named Emma Longfurrow (12) has vanished. Strange animals have been seen, especially by Findar Hopwood (24), a hunter.

Dalkor has offered to send mercenaries to clear the area at his own expense, and certain villagers, led by Bardon Hardhand (25) are eager to accept. Broombush (17), the village elder, has refused so far, but feels that any more deaths could lead to his being replaced by Bardon by decision of the village moot. Last night a message from Broombush arrived saying that three villagers who had been cutting wood to the north of the village failed to return in the evening, and that a search party was to leave at first light. Should they accept Tomkin's commission the party must go to Embertrees immediately.

Tomkin will pay the party 600gp to put an end to the troubles at Embertrees. In addition, a scribe acquaintance of Tomkin's will pay 100gp for news of his only son Raldo (56) who is believed to be hunting in the area.

THE VILLAGE OF EMBERTREES

As the party reach the river, a taciturn middle-aged man (Alf Waterman) emerges from the house on their left (16) and offers to ferry them to the village for 2cp each. The villagers are huddled together in small groups, both outside the doorways of the timber-framed thatched houses and upon the green which surrounds a huge oak standing in the village centre. Broombush (17), the village elder, a hirsute, vigorous-looking man in his mid twenties, is waiting by the river, to greet the newcomers. He will quarter the party in 31 and over a jug of ale from Ilsa's (24) will tell them:

Eight of the village men have gone in search of the woodcutters who failed to return from cutting alderwood yesterday. They are expected to return any moment. The troubles began three months ago when Oaknott, then village elder, was killed by a wild beast of some kind. The villagers who found his body say that human footprints were in evidence around, but it rained before Broombush could check.

About two weeks after this old man Fisher and his son (29) were killed whilst hunting with Findar (24), who reported that a huge bear with razor sharp claws was the slayer. Around this time the village pig pen was raided during the heaviest rainstorm the village remembers. Following this nightly village patrols were organised, the village militiamen taking it in turns to make up the 3 man watch.

Two months ago Findar's wife and Kate Greenleaf (15) were found dead and horribly mutilated in the woods where they had gone gathering nuts. The bodies had been robbed. Five weeks ago Burney (24), the village oxherd, lost an ox and his guard dog to a large, fur-covered beast. Around this time two village girls (25) disappeared whilst playing by the river a mile upstream, some tattered bits of bloodstained clothing being all that was found of them. On the same day two hunters were killed by a beast that Findar was too shocked to describe whilst hunting with him. It was suspected that Findar had killed them himself (he's been acting a little strange lately), but a couple of days later a strange winged humanoid was seen carrying the body of Myrtle Longshanks (28) to the NE. Findar confirmed that this was the beast which killed the hunters, and was attacked by it himself a week ago. Twelve days ago Emma Longfurrow disappeared from the village. A search of the area revealed nothing.

Some of the villagers feel that Raldo (56), a stranger from the south who used the village as a base for two hunting expeditions, has disturbed some ancient source of evil. He seemed very pleased with himself, and paid for ale and supplies with seemingly new minted coins bearing the head of Daretta

the Fair (see village notes) before going to Starstone Bridge. When he returned four months ago he was very richly dressed, but he never returned from his second hunting trip. His brother, Tarok (59), arrived seven weeks after Raldo's disappearance, but has yet to find him. Tarok's current whereabouts are unknown.

Whilst Broombush is answering the party's questions, the searchers return to the village. Stephen and Howard Woodcock (27), Robert Longshanks (28), and Bardon, Dickon, Perkin, and Toby Hardhand (25) are haggard and wounded to a man, and Howard is unconscious. Bardon will call a village Banemoot where he will reveal that henceforth this day will be known as Black Tuesday because: the bodies of the 3 woodcutters were found 3½ miles upriver (X) and the tracks of both human-types and insects led away from the spot. The tracks were followed to 8 when suddenly the woods became strangely silent and the party were fired upon from all sides. Their assailants were unseen, but the arrows were those used by the elves to the west, and it must be they who are behind the troubles (a couple of elvish arrows will be produced). The searchers retreated beneath the hail of arrows, but Much Hardhand (30) was killed. (The elves were under the influence of Tarok's *monster summoning* spell).

Bardon will call for the replacement of Broombush as Elder, and the acceptance of Dalkor's offer. Broombush, however, will introduce the party to the villagers as the people Tomkin has sent to end the troubles, and the vote will go narrowly in his favour, though from now on there is a cumulative 15% chance per villager death that Broombush will be replaced at the resultant Banemoot. If so Dalkor's men will arrive 3 days later (a 3rd level lieutenant, 2 sergeants and 20 men-at-arms).

Before the moot breaks up Alf Waterman (16) will ask for 3 volunteers to help him take his barge (the ferry) upriver to collect the bodies. If approached he will transport the party to X at the same time.

VILLAGE NOTES

Risten the Paladin delivered the County of Starstone from the short but bloody rule of Daretta the Fair thirty-four years ago. Unfortunately, a party of her routed minions destroyed the village of Oakmerton during their flight to the Northern Wilds. Most of the surviving villagers, led by Oaknott the druid, emigrated south to enjoy Risten's protection and benign rule, and founded the village of New Oakmerton, commonly known as Embertrees. Instead of performing feudal obligations, Risten allowed the village the right to govern itself, grow crops, raise livestock, cut wood and hunt game in return for an annual rent of 10,000sp. The males of the hunting families (25-29), have a base chance of tracking equal to their age, and Oaknott discovered the Valley of Embertrees. Once every 3 years, 10 members of the village militia, led by the constable and the elder, have cut down an ember tree to pay the village rent — the village is prosperous as a result. The entrance to the valley is a closely guarded secret, and the penalty for unauthorised felling of ember trees is death. Broombush, Bardon, and 10 men from the militia will go to the valley to cut an ember tree next Tuesday night, at the new moon.

The Village Moot, made up of males aged 18+ and in the village militia, elects an elder, a constable (responsible for the upkeep of law and the village militia) and a hayward (in charge of agricultural affairs). These offices are usually held for life, unless the holders step down or are voted out by the moot. The elected officials are the only ones empowered to call a moot, Banemoots (called in the event of untimely death) having been most common recently. The village religion is druidic, though the hunting families generally have less conviction than others. The village militia are armed with short bows, long swords and spears.

The Village Calendar

The party arrives on Tuesday evening. The 'Burning of the Dread Queen', a festival to celebrate the end of the siege of Rykarsburg (whence Daretta retreated after losing the Battle of Rockbury) will be held on Thursday night (see 39). Rykarsburg is the citadel of Starstone Bridge.

Weekly events

Thursday — Market Day in Ristenby. The carter (16) and 1-2 members of 1-4 households attend. Friday — Religious ceremony at sunset. Sunday — Dancing and merrymaking on village green in evening to celebrate the end of the week's work. Monday — Religious ceremonies at dawn (not very well attended) and sunset. No work in fields or woods. Militia train for two hours in afternoon. Market Day in Ristenby attended by 1-5 members of 2-7 households (usually back before sunset). It is June, the haymaking is almost over, the west (fallow) field is being ploughed, and flax gathered.

Daily events

Each day throw 1d10 1-4 = 1 event; 5-7 = 2 events; 8-9 = 3 events; 10 = 4 events from events table.

Daily Events Table

(d20)

- 1-2 Raft begun by woodcutting family (ies) (16-28). Each takes 9 man days to complete.
- 3 Findar (24) strikes person of good alignment in attempt to kill.
- 4-6 Monster from 1-4(5) visits village area, 1 = seen only; 2-4 = attacks livestock; 5-6 = attacks villager (on d6).
- 7 Martin Fairacre found by villagers and Trial moot called (occurs once only).
- 8-20 Visitor arrives at village (see visitors table).

Village Encounters Table

Throw 1d10 then 1d20 to determine type of encounter. There is a 10% chance that a visitor (if any are available) will be involved, otherwise only villagers (1d20 + 10 to find specific one[s]).

d10

- 1-2 Party member(s) approached:
- 1-3 Offer of work; 4 Mistaken identity; 5 Amourously; 6-7 Offer of lodging; 8-9 For favour; 10-11 Offered help; 12-14 Offer of sale; 15-16 Told false rumour; 17 Told true rumour; 18 Wrongly accused; 19 Justly accused; 20 Robbed.
- 3-5 Enquiry made of party member(s):
- 1-7 General news; 8-10 Lost person; 11-13 Lost things; 14-16 Lost animal; 17-20 Length of stay or intentions.
- 6-8 Party Observe:
- 1-2 Suspicious behaviour; 3-6 Argument; 7 Fight; 8 Theft; 9-11 Bargain struck; 12-15 Unruly animal; 16 Drunk; 17-18 Accident; 19-20 Breakeage of something or effects of.
- 9-10 Party Overhear:
- 1-4 False information; 5-14 Previously unknown common knowledge; 15-17 False accusation; 18-19 True accusation (of villager); 20 Plot.



Visitors Table

- 1 Shire constables looking for, 1, Martin Fairacre(20); 2, Wart (18); 3, Hunters.
- 2-5 Hunters. Orand (FM 3), Andra and Dozy (FM 1) are wanted for various misdemeanours in Ristenby. They stay with Sirma and Lasla (11) when in the village (for 2-5 days) and trade through Drak Hardhand, though they sometimes go to Starstone Bridge if they have been particularly successful. They sometimes meet with Tarok to sell him pelts, and Dozy may allude to this if drunk (before being kicked by the others). Orand has 2 hunting dogs (AC 7, HD 1+1, Att 1-4, HTK 6, 9). Tarok pays them in Daretta's coins. They will not hunt with Findar.
- 6-8 Tarok (59). Stays 2-3 days with Drak Hardhand (27).
- 9 Bram the Swordsman (FM/TH Lvl 4/4, ½E, 14[18/80]/13[10/17/8]18[12], 2 attacks each round with short-sword or bow, HTK 18[34], CN) and Gorba [Lvl 4, barbarian Hu, 17/9/5/16/15/8, HTK 19,N) with AC of 4 and 6 respectively. Bram is wanted in Starstone Bridge for killing the son of a rich merchant (although it was in a duel). He is known for his short and fiery temper (due to an armet which acts as a reversed Ring of Weakness [DMG]). They stay with Sirma and Lasla whilst in the village for 3-12 days.
- 10 John the Smith, of Ristenby. Mends metal implements and takes commissions for larger works.
- 11 Jules Gordony, cobbler. Mends boots and shoes and makes them to order. Also mends other leather items.
- 12 Simon the Tailor. Mends clothes and takes orders to make them.
- 13-14 Pedlar, Percy Panner. Hawks pots and pans. He also has a vial for Robin Fleetfoot.
- 15-16 Pedlar, Franklyn Dustyfoot, sells beads, pins, ribbons, knives, bangles, etc.
- 17-20 Assassin, Lvl 2, posing as charlatan selling medicines. His target is Broombush, and he intends to strike as he goes to the aid of the person to whom the assassin will have sold a slow-acting poison. Although he doesn't know it, the assassin's paymaster is Dalkor. AC 6, 16[12/6/16/9/11, HTK 7. Treat as no visitor when assassination attempt has been made.

OUTDOORS ENCOUNTER TABLE 1

There will be a 1 in 4 chance per hour of meeting one of the following, in addition to those monsters already mentioned.

	Within ½ mile of Village (d20)	Elsewhere (d20)
1-4 village farmers (11-24).	1-4	—
2-7 village women & children (11-30)	5-11	—
1-4 village hunters (25-29)	12-13	1-2
3-5 village woodcutters (16-28)*	14-18	3
2-20 deer (AC 9, 1d4).	—	4-8
1-4 Badgers (MM).	—	9-10
Flock of birds takes flight suddenly.	—	11-13
Berbalang (from 6) 60%, or	—	14
Animal setters 40% (appear once only).	—	—
Hunters (10% chance of being with Tarok, see village visitors).	19	15-16
Tarok (10% chance of being with hunters, see 59).	20	17
Elves.	—	18-19
Bram & Groba (see village visitors).	—	20

* Not found more than 1½ miles from village. The number in brackets refer to the village key.

The deer will flee as soon as the party appears. Each will fetch 10-15sp at Ristenby market. The animal setters are trying to force the villagers to leave the area for reasons of their own, and placed the inhabitants of 1-4. They are unconnected with either Tarok or Dalkor (of whom they know nothing) but if captured by the party and led along these lines they will admit a connection. They are far more frightened of their masters (see Valley & Temple introduction) than the party, and will reveal nothing whilst attempting to escape or suicide. They will appear to the party as a group of four hunters (3 x FM1, 1 x FM2) carrying a drugged and bound jaguar (see 5) on a carrying pole, which they are ostensibly taking for sale in Starstone Bridge having just captured it. They will in fact have a boat moored at the NE corner of the map. They will be heading towards 5 to place the jaguar, however, and will thank the party if they point this out (though they will carry on when the party leaves). They are led by a GE 3rd level cleric (initially under an *invisibility* spell) and will not attack unless threatened. The fighters are AC 6 and carry swords and bows, whilst the cleric is AC 4 and carries a mace and a *Potion of Invisibility*. All carry 1-5sp. They are responsible for the deaths of Oaknott (17) (whilst setting the weasels) and the woodcutters (X).

The elves a FM/MU of level 4/5, FM/MU/CL of level 2/2/2, and 10 ordinary elves, have been subject to a *monster summoning* spell and are looking for the MU responsible and trying to find out their actions whilst subject to the spell.

KEY TO WILDERNESS, MAP 1

1. Weasels. Lair and hunting range of 2 giant weasels (AC6, HD 3+3, Att 2-12 + blood drain, HTK 15, 16, MM). Pelts worth 150-250gp each. There is a 10% chance of encoun-



tering them per hex entered (1d6, 1-5 one only, 6 both). In the lair, an underground set, there is an 86% chance that one or both (as above) will be guarding the two cubs (HTK 2, 3). The weasels mutilated Oaknott, and killed the village pigs, oxen, and Burney's (24) dog.

2. **Killer Frogs.** This marsh is the hunting range of six killer frogs (AC 8, HD 1+4, Att 1-2/1-2/2-5, HTK 11, 5, 10, 11, 1, 9 MM). There is a 60% (10% if in boat) chance per hour that 2-4 will be encountered, and a 10% chance per hour that a frog-sized carrying cage will be found (left by the animal setters). The frogs killed two village children (25) and have reduced the catches of fish in the area (29).

3. **Giant Ants.** Lair and hunting range of 15 giant wood ants. There is a 30% chance per hex that 1d8+1 will be encountered. The entrance to the Valley of Embertrees (see Map III and 41) leads through their lair.

GIANT WOOD ANTS

No Appearing: 6 - 30
Armour Class: 6
Movement: 9"
Hit Dice: 1d8+1
Treasure: Nil
Attack: Bite for 1-4 + 2 per round due to acidic digestive juices until removed.

Alignment: Chaotic Evil
Intelligence: Semi

Said to be the result of selective breeding experiments with giant ants and giant beetles. Giant wood ants eat fungus which grows on dead trees and fell them for this purpose. They fell far more trees than are necessary for this, however, and attack other life forms indiscriminately in the same spirit of wanton destruction. Legend has it that they were first bred by a CE cleric to aid him in his struggle with a group of druids.

The ants attack by biting, and secrete acidic digestive juices on their prey. They have a very strong grip, and once held in their mandibles a character can only break free if he throws under the strength on percentage dice. Even after death the ant's juices will continue to affect a character for three rounds unless neutralised with wine (negates effect) or water (half effect). They are 6" long and 3" high, and cannot climb trees but their secretions are particularly effective against them, which is how they are felled in such numbers.



4. **Gorilla Bears.** Lair and hunting range of two gorilla bears (AC 4, HD 4, Att 1-8 + hug 1-12 on paw hit of 18 or better, HTK 18, 23, FF). There is a 10% chance per hex of meeting 1-2. Their lair, a 20' diameter cavern at the end of a natural 30' long, 5' wide passage leading in from the hillside, contains straw and two stout poles with severed leather thongs attached (carrying poles left by the animal setters).

5. If the poles setters (see outdoor encounter table) are encountered this will become the lair of a jaguar (AC 6, HD 3+1, Att 1-3/1-3/1-8 plus 2 rear claws for 2-5 each if both front paws hit, HTK 18 MM). For each hex entered in a 5 hex diameter circle around 5 there will be a 5% chance of encountering it.

6. **Berbalang.** It has temporary lair in a small cave in the hillside. (AC 6, HD 1+1, Att 1-4/1-4/1-6, HTK 7, FF). It has a leather sack containing 106gp and a chalcedony worth 50gp in its lair. It was driven off by Findar (24) 1 week ago and is still 'hungry'.

7. **Wolves and Black Bears.** Hunting range. There is a 5%

chance per hex entered that 1-2 black bears (AC 7, HD 3+3, Att 1-3/1-3/1-6 plus 2-8 hug on 18 or greater, HTK 17, 18, MM) will be encountered. Their pelts are worth 1d10 + 10gp each. There is also a 10% chance per hex of meeting 2-5 wolves (AC 7, HD 2+2, Att 2-5, HTK 11, 7, 8, 14, 9, MM). A bounty is paid on wolves by the county authorities: bitch - 6gp, dog - 5gp, cub - 2gp, collectable at Ristenby, though Broombush does not approve. If both wolves and bears are encountered the latter will be under attack. For the purposes of this scenario the numbers of both are unlimited.

7a. **The Lake.** Home of a large lumber of beavers (AC 8, 1d4, Att for 1-2). They are killed (usually trapped) for their fur by hunters, and will attack only if cornered or threatened. Their pelts are worth 2-3gp each.

8. **Brothers of the Pine.** There is a 30% chance per hex of encountering 1-2 Brothers (AC 5, HD 3, Att 1-8, HTK 11, 16, have *entangle* and *faerie fire* spells respectively, *WD21*). These are the bodies of 2 of the woodcutters from X which Tarok (59) has animated to guard 8a.

8a. **Entrance** (down chimney) to 61 in the temple complex. A rope tied round a tree (disguised with earth and leaves leads to a hole beneath it. There is a 5% chance/hour/character of finding it, though Tarok's tracks from X will lead there. The hole is hidden by a frame of leaf-strewn branches (50% chance of character falling down hole if not found by tracking).

9. **Wild Pigs** (AC 7, HD 1, Att 1-3) who will not attack unless threatened or cornered. There is a 25% chance per hex of 2-8 being encountered, though not all will be visible immediately. They are sometimes hunted by the villagers for food, their tusks being worth 10sp each.

10. **Temporary hideout** of Martin Fairacre (20). There is a 30% chance per hex of encountering him.

X. **Spot where Bardon and search party found bodies** of the 3 dead woodcutters. The bodies are no longer there. The tracks leading away from the spot belong to a) the gorilla bears; b) Tarok; c) humans and insects; d) the search party.

VILLAGE KEY

11. **Keenbow.** Sirma and Lasla (27 and 28, wealth 231/154, HTK 4, 3, CN) are the widows of two brothers killed whilst hunting three years ago. They now 'service' the non-resident hunters and are not generally liked by the village women. No-one is openly hostile, however, as they are great friends of Bram and Gorba (see visitors). Their charges are 6sp (and 20sp for a full night). Staying with them is Robin Fleetfoot (31, FM 2, AC 7, HTK 13, CN), a hunter and former companion of the 2 hunters killed by Findar. He knows of the weasels (1) and is waiting for Percy Panner to fetch some sleep venom from Ristenby whilst he makes sure that no-one else finds them. If Bram and Gorba return he will hunt the weasels with them without waiting for the venom. He may hunt with the party, offering them a 1/3 share, if they prove competent. Otherwise he may offer to track for the party to keep them away from the weasels. Carries 23gp.

12. **Longfurrow.** Robin (24, wealth 195/130, Lvl 0, AC 6, HTK 7, N). His wife of 24, Hilda nee Hayward (14) is ill following the kidnap of their 7-year old daughter Emma by Tarok (59). Have sons aged 5 and 4.

13. **Longfurrow.** Ned (19, wealth 13/9, Lvl 0, AC 7, HTK 7, CN) and his wife Alice, nee Fairacre (20) have a daughter of 1. Ned is lazy, a drinker, and a poor farmer. He *thinks* he knows how to cut embertrees, having memorised the chant the druids use to mystify the villagers at the felling ceremonies, and will suggest an illegal falling to the party if he approaches/is approached by them.

14. **Hayward.** Will (48, wealth 356/243, Lvl 0 [2d10], AC 5, HTK 11, LN) and his wife Matilda, 47, have a son Walt (30, wealth 146/97, Lvl 0, AC 5, HTK 4, LN) and daughters Mildred, 15, and Maty, 8. Walt and his wife Hazel, 32, nee Waterman, have daughters aged 4, 5 and 6. Will is the village Hayward responsible for the agricultural activities of the place.

15. **Greenleaf.** Tom (37, wealth 231/154, Lvl 0 [2d10], AC 5, HTK 11, NG) has a son Gareth (19, wealth 12/8, Lvl 0, AC 8, HTK 7, CG) and daughters of 4, 11 and 14. His late wife Kate, nee Broadaxe (22) was killed by Findar (24). Gareth wants to be a hunter and marry Ingrid Woodcock (27). He will offer to join the party, to prove himself, if encountered.

Also living here is Gregory Broadaxe, Tom's brother-in-law, (26, wealth 30/15, MU 1, spells *light*, *shield*, *mending*, AC 8, HTK 2, NG) who makes a living as a scrivener and mender as well as in helping on the land. He is in love with the wife of his brother Ralph (22), they were sweethearts before he began his arcane studies but she was married when he returned. He has a *sleep* scroll for use if the village is in danger.

16. **Waterman.** Alf (40, wealth 356/238, Lvl 0 [2d10], AC 4, HTK 7, N) and his wife Elanor, nee Greenleaf (23), have a son Nigel (18, wealth 16/11, Lvl 0, AC 5, HTK 6, N), sons of 10, 11 and 13, and a daughter of 8. Alf runs the ferry (small barge, 1cp/foot, 1sp/wheel) which also sails to Starstone Bridge occasionally. His son Nigel is the village carter. The family owns the only 2 horses and 3 cows in the village, which they graze on their own meadow. In addition, their 2 guard dogs are the envy of the village (HD 2+2, AC 7, Att 2-8, HTK 16,15). Alf also has a small boat; which he will hire out for 8sp/day. The cart and carter hire out for 15sp/day. On Sunday night the boat mysteriously got to the far bank on its own (20).

17. **Broadaxe.** Broombush (26, wealth 432/288, DR 3, 9/14/15/13/11/16, AC 7, HTK 14, N) and Rowanberry (19, DR 1, 7/10/14/11/13/17, AC 10, HTK 4, N) are the son and daughter of Oaknott, the late village elder, Broombush now holding this post. Only he and his sister know the true details of the embertrees, but an elaborate ceremony is performed to mystify the villagers and prevent more felling than is needed. Broombush carries a *Staff of Returning* with the word 'return' carved on the head in druidic. When this word is uttered, and a dead being struck with it, the object immediately turns to soil. The staff has charges to 'return' up to 15 trees, 5 persons, or 5 HD of undead per day, and acts as a +1 staff in the hands of a druid. To be recharged it must be planted in soil overnight. Broombush puts it underneath the Skyrack (32) in which spot it is permanently *firetrapped*. He will not accompany the party on adventures.

Broombush grows saplings with which he replaces those (non-ember) trees cut down. He will help the party with *cures* etc, and defer payment. Should the party be successful (no unhappy events for 10 days) he will sponsor them as honorary mootmen of the village. He will offer to 'return' dead party members. He has a friendly sparrowhawk (which runs messages for him) and friendly black bear (with a green collar) at 7. Rowanberry has a friendly owl.

18. **Woodcock.** Turnon (47, wealth 422/305, Lvl [2d10], AC 4, HTK 16, LN) is the village carpenter, raftbuilder, and suitor of Ilsa (24). He lives with his daughter Elanor, 17, and his apprentice Wart, 19, his son Fredegard, 23, being away at the wars. Wart, a runaway serf from a village to the SW, is the brother of Tawny Greenleaf's wife (23), though Turnon passes him off as the nephew of a friend from Ristenby. Turnon is related to the Greenleaves through his late wife.

19. **Burgess.** Darro (21, wealth 65/43, TH 1, 11/12/10/16/8/13 AC 5, HTK 4, N) lives here with his wife Poppy, 20, (daughter of Turnon Woodcock) and son aged 1. Darro is a retired thief from Starstone Bridge and met his wife whilst she was in service there. As well as farming, he is the village thatcher and has a small boat in which he cuts sedge. Also living here is Marik (25, wealth 234/156, TH 3 12/13/12/18/12/15, AC 4, HTK 14, CN) brother of Darro, who lent him the money to build the house. Marik often uses the boat to travel to Starstone Bridge, where he uses the disguise of a fisherman as cover for his thieving activities (he is wanted by The Guild). He rarely steals in the village, but couldn't resist an 80gp broach belonging to Drak Hardhand (27). He is a regular visitor to Sirma and Lasla's and takes advantage of other village women at every opportunity. He plays mandolin at village events and has a +1 *dagger* and *Potion of Flying*.

20. **Fairacre.** Ted (38, wealth 365/243, Lvl 0 [2d10], AC 4, HTK 11, CG) and his wife Rosamunda, 36 (nee Greenleaf), have sons Ralph (20, Lvl 0, AC 7, HTK 4) and Wilcome, 12, a daughter Primrose, 16, and 2 young sons of 7 and 4. Primrose is pregnant by one of the hunters killed by Findar, and is looking for a charismatic male to blame it on (she is, CN). Martin Fairacre, 17, (10) is Ted's son. A *suggestion* spell was cast upon him to make him give the poisoned wine to Tomkin Knott and then return to the caster (an associate of Dalkor) to say how he liked it. Whilst performing the latter Martin overheard that 'Findar will give Broombush more trouble than he can handle'. A further *suggestion* was then placed upon him and he set off to visit his family in Embertrees as a result. The spell wore off before he got there, but whilst returning to Ristenby he heard of Tomkin's poisoning and that he was being sought by shire constables. He went to Embertrees, crossed the river in Waterman's boat, and sought help from his family. Only Ted and Ralph know of Martin's whereabouts (they smuggle food to him using Alf's boat) but the others in the house know they're 'up to something'.

21. **Fairacre.** Harold (36, wealth 219/146, Lvl 0 [2d10], AC 6, HTK 5, NG), his wife Anne, 28, nee Longfurrow have daughters of 12 and 4 and sons of 8 and 9. Anne was forced to marry Harold as her father was in debt to her. She wanted to marry Henry Fisher (29) but he refused her, so she will tell the party that he has nocturnal dealings with strange folk. She is not averse to dallying with males of high (12+) charisma. Harold plays the fiddle at village events.

22. **Broadaxe.** Regnard (59, wealth 413/275, Lvl 0 [2d10], AC 4, HTK 5, NG), his son Ralph (31, wealth 158/105, Lvl 0, AC 6, HTK 4, N), Ralph's wife Peggy, 25, (nee Longfurrow) and their 6-year old daughter live here. Ralph's sister Kate, wife of Tom Greenleaf (15) was killed by Findar, whereupon Ralph bought a guard dog (HD 2+2, AC 7, Att 2-8, HTK 8).

23. **Greenleaf.** Toby (66, wealth 413/275, Lvl [2d10], AC 5, HTK 9, NG), father of Tom (15) lives here with his son Tawny (28, wealth 121/81, Lvl 0, AC 6, HTK 5, CG) and daughter-in-law Marie, 26, (sister of Wart [18]). Also living there is Beelsa Addeplate, an ex-slave of the temple (used to be called Bee Slave) whose experiences there drove him insane. Toby found him wandering in the woods soon after the village was founded, and he is now the village bee-keeper. He will not go near the temple on any account, and will discourage anyone else, even embertree fellers, from doing so. His answers to any questions about the place will be incoherent mutterings of pain, torture and death, though the party may notice him run into hiding when Tarok is around.

24. **Hopwood.** Ilsa the alewife (43, wealth 303/202, HTK 5, CN) and her sons Findar 'Friendsbane' (23, wealth 62/41, FM 1, AC 6, HTK 7, CG) and Burney (19, FM 1, 18-78/3/4/7/17/8, AC 8, HTK 12, N). Findar is in the control of an enslaver (AC 6, HD 2+4, attacks through host, HTK 14, CE) (*WD21*) which was in a small sack of provisions given to him by a servant of Dalkor. Only a thorough search of Findar will reveal it (as a grey, flattened ball, 9" in diameter). Findar has killed all his hunting companions, his wife and Kate Greenleaf (15) as a result. He blames the deaths on strange monsters, and has himself been attacked by the Berbalang (6).

Ilsa saw Findar kill his wife and Kate, and is convinced that he is suffering from some mental disease or possessed by a demon (which would also explain his unconcern with his wounds or welfare). Broombush, at her insistence, has cast a *cure disease* on him to no effect. Ilsa is still seeking help for him, for he would be hung if his actions were generally known, and now spends most of her time getting drunk.

Burney is the village idiot and oxherd. He has seen the back of one of the weasels after it killed his dog and ox, and would do anything for another dog. He goes hunting



39. Bonfire on which an effigy of Daretta the Fair will be burned to celebrate the end of the siege of Rykarsburg (see village calendar).
40. Village Ditch.

THE VALLEY OF EMBERTREES AND TEMPLE OF PELLARN

The Temple of Pellarn was built by Pelnar, a NE black priest (WD22), who led his followers and undead minions to aid Daretta at the battle of Rockburg — only he and a half-orc cleric/assassin surviving the defeat. Pelnar and his henchman returned to the Temple with the object of collecting some objects of value and concealing the entrance (in the hope of an eventual return) whilst Risten's forces were occupied with the siege of Rykarsburg.

The religion of Pellarn is not popular with other evil beings, as according to its doctrines all evil gods are manifestations either of Pellarn himself or his minions. The whereabouts of the Temple, the master of the animal setters (a CE cleric who does not appear in this scenario) decided to kill two birds with one stone and establish the giant wood ants inside it, thus desecrating the place and causing trouble for Embertrees at the same time. The animal setters disobeyed his orders, however, and ventured farther than the stables after setting the first batch of ants. As a result they were frightened to return, and set the rest of the ants in the valley entrance instead.

EMBERTREES

No Appearing: 2-200
Armour Class: 8
Movement: Nil
Hit Dice: 5d8+4
Treasure: Special
Attack: 1d6+2 fireseeds for 1-4 damage each.
Alignment: Neutral
Intelligence: None

Embertrees were first produced by a sect of Mage-Priests much taken to human sacrifice. They are magical in nature, and can only be grown by placing a seed between two bound humans or humanoid of opposite sex who are then buried alive. The departing life forces of the unfortunate couple cause the seed to germinate. The trees have a ruddy glow, like the embers of a fire (hence their name), which is especially spectacular at night. For this reason the wood is highly prized by woodworkers and jewellers, and is worth 1500gp per fully grown tree (30+ years old).

When the trees are struck, however, they release 3-8 fireseeds doing 1-4 damage each to anything they strike. Those which fail to hit a target, however, have a chance of striking further embertrees in the vicinity, causing them to release fireseeds in turn. The chance of this happening is (100 - distance from next tree in feet)%. The fireseeds have a range of 100'. In addition, embertrees are immune to fire. On nights when there is a new moon, however, they are unable to release any fireseeds. The reason for this is unknown.



KEY TO VALLEY MAP

41. **Valley Entrance.** The entrance is concealed. It passes through 3 caverns in each of which will be found piles of fungus-covered rotting wood (close inspection will reveal that some of the wood was hewn with axes) and 2-8 giant wood ants. A disused guardhouse stands at the valley end of the tunnel.

42. **Temple Road,** paved and wide enough to fit 2 horses riding abreast. The road is flanked by two lines of 44 embertrees planted at 20-yard intervals, though only the stumps of the first eleven remain. Three dead wood ants lie under the first few trees standing, (scorch marks upon their bodies).
43. **Bare Ground** upon which 7 skeletons (AC 7, HD 1-1, Att 1-6, HTK 6, 3, 2, 7, 6, 5, 4, MM) are making the motions of cutting hay with rusty, broken scythes. These are the last orders given them by Pelnar, to which they returned after carrying out the orders of the leader of the animal setters (see outdoor encounters table and 44).

44. **Temple Entrance.** Rocks cover most of the entrance, though the skeletons (43) have cleared a path over the rockpile. There are signs of fairly recent camping (1-2 months) nearby, where the animal setters stayed whilst the skeletons did their work.

KEY TO TEMPLE OF PELLARN

45. **Main Gate.** The heavy iron gates are slightly ajar, but bear the marks of a pounding. Behind them arrow slits (from the alcoves at each side) line the walls until a raised and rusty portcullis is reached. It is noticeably higher on the right hand side, and beyond it can be seen, on each wall, the windlasses by which it is raised and lowered. (If the left hand windlass is turned so that the portcullis is even, a rockfall will occur outside the main gates effectively sealing the party in the temple complex.) The double doors 55'



when the oxen are in use, but has yet to catch anything as he never hits with the bow. He has, however, seen Tarok buy pelts from the hunters in the forest (see visitors).

25. **Hardhand.** Bardon (57, wealth 631/422, FM 3, 18-20/12/7/12/15/14, AC 4, HTK 23, LE) and his sons Dickon (30, wealth 146/97, FM 2, AC 5, HTK 18, LN), Perkin (23, wealth 85/57, FM 1, AC 6, HTK 9, NE), and Toby (23, wealth 61/40, FM 1, AC 7, HTK 5, N). Dickon and his wife Daisy, 29, nee Fisher (29) have a son of 11 and daughters of 6, 7, 9 and 10, the last two having been killed by the giant frogs (2). Bardon is the village constable and trains the militia on Mondays. He has given his sons further training, and feels that in these dangerous times the village should be under the feudal system rather than a vacillating democracy. Dalkor has promised to use his influence to get Embertrees given to Bardon as a fief, and to help him with the construction of a small castle, if Bardon will ensure that Dalkor gets the embertrees. He knows of Findar's enslaver, and has told his sons to keep away from him; he also suspects Dalkor of being behind the other troubles but feels they are justified if they are to result in his becoming Squire of Embertrees. Has *Sword* +2.

Perkin has been befriended by Tarok, who sees him as a possible convert. Toby is the only one who doesn't wish to see Bardon and Dalkor running Embertrees. He knows of their schemes but will keep quiet unless something happens to Rowanberry (17) with whom he is infatuated. Family has 3 dogs (AC 7, HD 1+1, Att 1-4, HTK 4, 6, 9).

26. **Fisher.** John (22, wealth 49/32, FM 1, AC 6, HTK 7, CG), his wife Myrtle, 21, nee Longshanks (X) and their twin 3-year old boys live here. Used to be friend of Findar until he saw him accept something from a servant of Dalkor and his father and brother were killed whilst hunting with him soon afterwards. Has a dog (AC 7, HD 1+1, HTK 5).

27. **Hardhand.** Drak (76, wealth 595/397, FM 1 (3d10), AC 4, HTK 15, LN), the father of Bardon, lives here with his daughters Elsa, 53 (husband killed 34 years ago) and Inga, 45. Inga's husband, Stephen Woodcock (48, wealth 356/243, FM 2, AC 5, HTK 16, LE) has given her sons, Howard (21, wealth 36/24, FM 1, AC 6, HTK 10, LN) and Hugh (19, one of 3 dead woodcutters at X) and a daughter Ingrid (18, N). Also has 2 dogs (AC 7, HD 1+1, HTK 5, 2). Drak is the village bowyer/fletcher and provides provisions for the village hunters, buying pelts etc from those unable to sell them elsewhere. His daughters spin and weave, selling to Simon the Tailor. Ingrid is very 'close' to Marik Burgess (19), which is how he got the chance to steal Drak's broach.

28. **Longshanks.** Robert (49, wealth 377/251, FM 2, AC 5, HTK 15, NG) lives here with his daughters of 18 (Kate) and 13 and sons of 12 and 14. Robert's wife Myrtle (nee Waterman) was carried off by the Berbalang (6) whilst his eldest son was one of the dead at X. He saw Findar drive off the Berbalang when it attacked him. Robert plays the whistle at village events, and has 2 dogs (AC 7, HD 1+1, Att 1-4, HTK 9, 3).

29. **Fisher.** Henry (27, wealth 267/178, FM 2, 16/15/5/16/14, AC 5, HTK 17, CN) used to work on the ships patrolling the river until his father died and he came back to claim his inheritance. The patrols are to prevent illegal trade by a northern route with the state with which Starstone's suzerain is at war. These restrictions are not popular and much smuggling occurs. Henry informs one group of smugglers to the north of the whereabouts of the patrol ships using messenger pigeons. He has meetings occasionally in the marsh to get fresh birds. In addition he hunts, fishes from his boat (same terms as Waterman's for hiring) and catches birds. He is a regular visitor to Sirma and Lasla and is friendly with the hunters and Marik Burgess. Will complain that fishing is bad in marsh area (2).

30. **Hardhand.** Joan (32, wealth 183/122, HTK 4, LN, nee Longshanks (28) and her daughter Rosie, 16, are grieving over the death of her husband Much, eldest son of Bardon (25) just killed by Tarok's elves, and her son Bardon who is one of the three dead woodcutters. Rosie has been rebuffed by Gregory Broadaxe, (15) and will say that the troubles are being caused by the demons which he summons if she is encountered.

31. **Empty Cottage.** Formerly the house of Findar and his wife, now at the disposal of the party. Buried in the SW corner are a jewelled dagger worth 24gp, a broach worth 13gp and a gold pin worth 9gp which belonged to the people that Findar has killed. If he strikes again this cache will be dug out and added to. There is a 5% cumulative chance of finding Findar here when the party return from a foray, and a 12½% cumulative chance of noticing the disturbed earth.

32. **Skyrack** or meeting oak. There are piles of soil around the roots as this is where Broombush 'returns' the dead. Wrongdoers are left tied to the Skyrack (as though it were a pillory), or hung from it if their crime is judged to be serious enough and they were caught in the act.

33. **Pig Pen.** Contains 29 pigs overnight.

34. **Ox Pen.** Contains 17 oxen overnight.

35. **Woodpile.** Contains twigs (sold as fuel) and bark (sold to tanners).

36. **Woodpile.** Contains logs to be made into rafts.

37. **Raft-Building Area.**

38. **Communal Shed** where the village's 3 ploughs and 3 ox

beyond the portcullis are closed but unlocked. Just before the doors, in an alcove in the south wall, is the bust of a grinning man. These busts have a frowning face on their opposite sides and are used to deactivate the pit traps. If the busts on each side of the pit are turned so that they display the same expression then the traps are made safe, otherwise they activate when subjected to a weight of 80lbs or more.

46. **Stables.** Dull, rotted straw, hay and dung litter the floor. A trough filled with brackish water stands in the NW corner. Old rusty, rotted and unusable horse trappings hang on the walls.

47. **Stables.** As the other stables, though the debris on the floor looks recently disturbed. These stables contain 6 giant wood ants (HTK 4, 9, 7, 7, 5, 4) in addition to a queen (AC 6, HD 2+2, Att 2-3 +4 each round following a hit until slain, HTK 14) 30 pupae (adults in 2-3 weeks), 10 larvae and 40 eggs. The 8 easternmost stalls contain rotting wood and fungus.

48. **Officers' Stables.** Same general description as 46, though the equestrian equipment seems to be of much better quality, especially the saddle with macabre decoration in silver and gold which hangs on the western wall at A. The two stalls marked B each contain animated skeletons of medium warhorses (AC 7, HD 2+2, Att 1-6/1-6/1-3, HTK 8, 14). The complete saddle is worth 50gp, the fitments (if prized off) only 10gp.

49. **Passage.** The doors open easily to reveal a 10' deep pit, at the bottom of which, impaled on large spikes, are two bodies wearing studded leather armour and carrying shields. On the far side of the open pit is an alcove containing a frowning bust, and similar alcoves and busts are set at intervals along the passage. When the animal setters had prepared 47 for the ants, they went exploring on their own account, the first two falling into the pit. One of them was killed outright, the other by the sheet phantom (FF) which was lurking above. He is now a sheet ghoul (AC 4, HD 4+2, Att 1-3/1-3/1-6 plus 2-7 automatic damage from acid, HTK 15) and will attack anyone entering or crossing the pit. The sheet ghoul is unable to get out of the pit and can only spit acid at characters who have not fallen into it. Those that have will be subject to *both* types of attack. In addition to armour and weapons, the body carries 8sp and a still usable hooded lantern. The sheet ghoul has a sheathed +1 longsword and 3gp. The far trap is safe unless the busts are moved, as the busts are both frowning. The doors to 63 are locked.

50. **Armoury.** Weapon racks contain lances and both horseman's and footman's varieties of mace, flail, hammer (only 10% are usable) together with various pieces of rusty and/or damaged armour. In the middle of the room stand two rows of wooden upright stakes bearing the marks of many weapons.

51. **Barracks.** Each contains 10 beds which have not been used for many years, empty weapon racks, and various unusable bits and pieces.

52. **Recreation Room.** Contains couches, chairs and tables on which stand 3 sets of draughts and 2 sets of chess, the games having stopped half way. A skeleton hangs in chains on the west wall, before which stands a brazier and various instruments of torture. 2 barrels of stale beer stand in the southern corner, and 5 curtains hang from the northern wall. The chess sets are worth 7gp, the draughts 2gp. Behind the curtains are cushioned alcoves, once finely decorated but now faded and worn. Four of them contain zombies (AC 8, HD 2, Att 1-8, HTK 7, 10, 15, 10) which will attack if the curtains are moved. After 3 rounds of melee the skeletons from 53 will join the attack. Both the zombies and the skeletons wear tattered silk female clothing and various trinkets (total value 57gp). If the skeletons are disturbed first the zombies will join them after 3 rounds.

53. **Cells.** Empty part from 6 skeletons (AC 7, HD 1, Att 1-6, HTK 1, 4, 5, 3, 8, 6).

54. **Guests' Bedchambers.** Contain nothing of value.

55. **Sergeant's Quarters.** Contains bed, broken chest (empty), a clothes chest full of musty garments, desk and chair. On the desk are unusable writing implements, a book of prayers and hymns to Pellarn written in NE, and an account book containing 11 names (the sergeant's and those of his men). There is a 12" x 6" recess in the west wall (and chips of stone on the bed beneath) as though something has been forcibly pulled from it.

56. **Sergeant's Quarters.** As 55 except on the east wall, mounted on a wooden plaque, is a silver symbol of a skeletal hand holding a sphere in its palm, the unholy symbol of Pellarn, and the motif occurs frequently in the temple complex, carved on keystones above arches etc. The chest is locked but has had a hand-sized hole knocked out. It contains 86gp, 3,859sp and a 10gp gem in addition to an argonian wormkin (AC 5, HD 1+1, Att 1-4 plus nausea, HTK 4, WD29), which will attack anyone who puts a hand through. In front of the chest lies a semi-skeletal body, by the side of which lies a hammer, a dark stain, and a bulseye lantern. The body carries a short bow, long sword, quiver, pouch (contains 3gp and 8sp), backpack and wears a silver signet ring with the symbol of the scribes guild on it. The backpack contains rations, wineskin, blankets, 2 large sacks, 3 flasks of oil and a piece of parchment on which is written 'At the hole follow the pole for 78 paces to the tree bole.' in scholarly hand. The hole refers to the top of the chimney in 61. 78 paces due north of this, buried at the foot of a tree,



are 4,213sp wrapped in a cloak. If the body is disturbed the 2 argorian wormkin lying beneath it will attack (HTK 3, 3).

The body is that of Raldo, son of Tomkin's scribe acquaintance from Starstone Bridge. Raldo decided that he didn't want to become a scribe (after being trained as one), his father threw him out, and he came to Embertrees to hunt. He found the temple by falling down the chimney, looted room 55, stashed most of it, then went to Starstone Bridge to sell the unholy symbol. On his second visit he wasn't so lucky, but his father will still pay 100gp for news of his death.

57. Gatran's Lounge. The door is locked, and needle-trapped, though the poison is no longer effective. The room contains a couch, chairs, table, clothes chest, desk and locked bookcase. On the table are a silver goblet (4gp) an empty bottle and an open book (written in NE it is called 'The Way of Pellarn' and has a section to the effect that it is permissible to replace those who have failed in their duty to the god heavily underlined) with a pen beside it. The bookcase contains five books written in Common with titles 'Finger Points of the Garotte', 'Great Murders of Our Times' etc. Two weeks' study of these, repeated at 6-month intervals, increase the chances of successful assassination by 10% for assassins only. On the shelf above are four ceramic bottles containing ingestive poisons types A and B, insinuating poison type B, and a *slow poison* scroll. In the SE corner a silver candlestick stands before a mounted unholy symbol (10gp and 25gp). On the east wall hangs a collection of daggers, whilst on the south wall hangs a tapestry showing a wiry, dark-haired man in various grisly scenes - committing murders, sacrificing a child in a temple (67) etc. In a secret compartment behind this is a *Potion of Healing*.

58. Gatran's Bedchamber. Contains a bed, clothes chest, and more grisly wall hangings. Chained to the bottom of the bed is an iron chest containing 1,126sp, 134gp and a gem worth 15gp. In a secret compartment in the lid of the chest is a +2 *Dagger*, 5 lpp, 3 pieces of jewellery, total value 732gp and 2 gems, 20gp each. The chest is locked (-10% from chance to open) and trapped with sleep gas (save vs poison or sleep for 20 - Con turns). The secret compartment is poison needle-trapped (save vs poison or die).

59. Alchemist's Lounge. If Tarok is in the temple complex there is a 30% chance of him being here, in which case he will claim that he has just found the chimney entrance (61). Contains couch, chairs, table, desk, chimney bookcase, and clothes chest. On the east wall is a tapestry patterned with various magical/alchemy symbols. On the table is a platter of food (radiates magic), a bowl of meat (human flesh), and a silver goblet (3gp). The room is lit by a *continual light* spell and the doors locked.

In the bookcase are various alchemical tomes and 3 potion bottles (poison, flying, healing). The clothes chest has a secret compartment containing a spellbook (*detect magic, read magic, light, identify, hold portal, magic mouth, fool's gold, monster summoning I, fly, enchanted weapon*). Sown into the tapestry is a scroll (*Prot Evil 10' radius, Comprehend Languages*) written at 7th level.

If Tarok is in the temple his backpack will be in this room, containing a copy of 'The Way of Pellarn', iron rations, sweetsmeats, an unholy symbol (from 55), a vial of unholy water, blanket, 2 oilflasks, wineskin and 50' rope. Tarok is a black priest (WD22), age 29, Lvl 4, 11/12/15/16/9/14, AC 5, HTK 15, spells - *silence 15' radius, cause fear, cause light wounds, Move Silently 30%, Hide in Shadows 20%*. His chances for successfully casting a *monster summoning I* spell decrease as follows - 100%, 75%, 60%, 50%, 43%. He is armed with a +1 *Dagger*, strangling chord, throwing knife, and sword, and has a *Talisman of Create Food and Drink* (chance of operation/disintegration 30% (WD29) and unholy symbol of Pellarn.

He came across the unholy symbol that Raldo (56) sold in Starstone Bridge and followed him to Embertrees, saying that he was Raldo's brother when he was found to be missing. After 5 weeks of searching he found the chimney entrance (61) a fortnight ago, and in 66 found keys to rooms 59, 60, the north doors of 63, 64 and 65. He was unable to enter the temple, however, as he is a Priest of Pellarn who has yet to make his first sacrifice there (see 66). To rectify this he befriended the children of the village and kidnapped Emma Longfurrow (60). It was he who happened upon the bodies of the woodcutters (X on Map 1), and he managed to get 2 of them back to (65) (see 8). When the search party followed his tracks he *summoned* the elves to prevent them finding the chimney entrance.

If surprised he will attempt to bluff his way out (killing Emma Longfurrow if necessary) and point the party towards the temple, saying that he heard footsteps going that way (he knows how the *teleport* works). If he has time, or is caught in 65 or 60 he will fight, first by attempting to cast as many *monster summoning I* spells as are necessary to deal with the intruders. He will attempt to bring any evil characters over to his side. Tarok is the only wanderer in the dungeon, and will only appear in those rooms noted and the corridors between.

60. Alchemist's Bedchamber. The door is locked and there is a 20% chance of finding Tarok here. Contains bed, more wallhangings as in 59 and a clothes chest. On the bed is a young girl (Emma Longfurrow). The clothes chest contains a further chest with 413sp and 37gp inside. Also in the

room is Tarok's familiar (AC 9, HD ½, Att for sleep if save vs poison not made, HTK 4). If the party hammer down the door to 59 or are heard in that room the familiar will send Emma to sleep, change to human form to strangle her, and then change back into a cat. It will be friendly to the party, but try to warn Tarok if there is opportunity to do so.

61. Great Hall. Dusty benches and tables, on which are the remains of a long past meal, stand in the spaces between the pillars. Cooking utensils can be seen in the fireplace (F). There is a well in the south east corner of the room. On a dais at the west end of the room is a table, covered by a once-resplendent cloth, behind which stand two thrones and four ornately carved chairs. The room is lit by a spell. Up the chimney, on a ledge, is the coiled end of a rope. If climbed this leads to a passage which snakes its way upwards to the bottom end of the rope from 8a. The secret door at the south end of this dais is one way only. The passage behind it leads to the one-way secret door to 71, and is guarded by a zombie (AC 8, HD 2, Att 1-8, HTK 15, MM).

If characters spend more than 5 rounds in the hall they will be attacked by 11 jaculi (AC 6, HD 1, Att/2 rounds 1-6, HTK 2, 4, 7, 3, 8, 5, 1, 1, 4, 7, 8 FF), which are wrapped around the pillars. 6 will attack in the first round, 5 in the second, and so on. They rest in the hall after feeding on the surface, using a hole near the floor in the south west corner as entrance and exit. There is a 5% chance of finding Tarok here.

61a. Latrines.

62. Storerooms. Contain barrels of rotted food, stale drink, chests of clothes emblazoned with Pellarn's symbol, etc. The only thing usable is a barrel of oil in the westernmost room.

62a. Cook's Bedchamber. Contains nothing of interest.

63. Passage. The northern doors are locked, and there is a 5% chance of finding Tarok here if he is in the temple complex. The pit trap will be set unless Tarok is in rooms 64 or 65.

64. Council Chamber. 5% chance that Tarok is here. Two thrones and four ornate chairs stand around a marble table. A large, padlocked chest stands in the north east corner. The chest contains books and records concerning the history and running of the temple complex, but contains no maps or plans of the area.

65. Alchemist's Laboratory. 35% chance that Tarok is here if he is in the temple complex. The room contains various benches and slabs upon which stand alchemical equipment of all kinds. Of especial interest is a working still containing pine sap, and a tome which tell how to bring a Brother of the Pine into being. Also in the room is a Brother of the Pine (AC 5, HD 3, Att 1-8, HTK 14, WD21) with a wooden cudgel and a *shillelagh* spell.

66. Fountain Room. The walls are covered with macabre carvings from ceiling to marble floor. In the centre of the room stands a fountain filled with brackish water. The water in the fountain is unholy and will radiate accordingly. A selective *teleport* is in operation in this room, and the following table shows its affects, and where characters will end up.

	Moving from
Good and Neutral characters	A-B C-D C-D B-A
Evil characters and any character carrying a Pellarnic symbol	B D C D
As above and annoy themselves with unholy water	B A - A
	B D C A

Priests of Pellarn who have not yet sacrificed at the temple may only enter on a new moon with a suitable sacrificial victim, which is why Tarok has been unable to enter yet. The next new moon is one week after the party enter the village; the same day that a party will leave the village to cut an embertree.

The room is bathed in an eerie blue light (magical), and will radiate evil if this is searched for. Spells cast by good or neutral clerics whilst in this room have only a 50% chance of working.

67. The Temple of Pellarn. This room is also bathed in an eerie blue light (with the same effects as that in 66) except for the ruddy glow which emanates from a hole 1' wide in the marble altar at the western end of the room. The hole lies between the feet of the 12' tall bronze statue of a skeletal human holding an orb in its right hand which stands on the altar. On a bier in the centre of the room lies a long-dead, richly dressed corpse with magical symbols on its tattered robes. The ceiling is supported by pillars 30' high and the floor is marble. The walls are decorated with macabre carvings with the exception of the western wall which is completely covered with black velvet drapes. The body of the alchemist is now a coffer cover (AC 8, HD 2, Att 1-6 plus automatic 1-6 on same target thereafter, hit only by magical weapons, HTK 6, FF) which will attack if tampered with. It wears rings etc worth a total of 60gp.

The statue is magical (AC -3, HD 5d8+4, HTK 32, Att every other round for 2-20, move 3", always loses initiative) and will radiate magic but not evil as it is neither undead nor alive. One turn after the party enter the temple a *magic mouth* will cause it to say: 'Pellarn is waiting to receive your offering.' Unless a child is sacrificed on the altar the statue will say: 'Pellarn wishes to drink the blood of innocence'. If this is not complied with the statue will step down from the altar and attack all who are in the room. At the same time an earth tremor will cause the roof of the main entrance to collapse (if this has not already occurred) as well as the chimney in room 61. Should the statue's wishes be complied with, or the statue be 'killed', a panel in its chest will open to reveal a *Wand*. The first person to touch this may summon an invisible stalker a maximum of one per week until it is killed.

68. Acolytes' Rooms. Each contains a bed, clothes chest, and table. On the table stands a book (The Way of Pellarn) and a silver candlestick (15gp). The clothes chests contain black robes and 101-200sp. A mounted unholy symbol hangs on the south wall.

69. Robing Room. There is a *glyph of blindness* at the eastern entrance of this room. A pillar stands on the southern side of the eastern entrance, its mate lies shattered on the floor. Also on the floor lies the body of a man next to a suit of brass-coloured armour, surrounded by more blood, more or less dried, than could possibly have come from one human being. Five sets of tattered vestments hang on the west wall. The pillar is a caryatid column (AC 5, HD 4, HTK 14, Att 1-8. Normal weapons do half damage and have a 25% chance of breaking, FF). Its instructions are to kill those carrying effects of Pellarn and to eject all others from the room. The 'body' is that of Gatran (57-8), and if the party ask about

his appearance they will be told that he bears a strong resemblance to the man shown in the tapestry in 57. Gatran is a half-orc cleric/assassin, age 29, Lvl 4/4, 12/13/14/15/8/6, AC 4 (studded), HTK 5 (18), spell - *cause fear*. He killed Pelnar (70) after they returned from the defeat of Darretta, but has been unable to get past the column with his effects, in fact it has 'killed' him many times over the years. He has a long sword, a +1 *Flail*, a broken +2 *Dagger*, a *Ring of Protection +2* and a *Ring of Regeneration* which works in reverse for those who are not priests of Pellarn. A small sack at his belt holds a chalice worth 150gp, two gold candlesticks worth 180gp and a *Potion of Fire Resistance*. Gatran will try to slip away and out of the main entrance if he can, telling the party that he was *teleported* to the temple by a curse if they prevent him from doing so. If he is unable to leave he will follow the party at a discreet distance and try to dispose of them when they have cleared an alternative exit. His armour is leather, made from the hide of a brass dragon (AC 5), and gives the wearer +1 on saves vs gas. It used to belong to Pelnar.

70. Passage. Halfway down this passage are the long-dead bodies of a human in black robes and a cat. The body was Pelnar, the cat his familiar. The false door at the west end of the passage is locked and will not open even if 'successfully' picked, though the thief will have an inkling that it is not supposed to. If an attempt is made to break the door down the secret one-way door from 70a will open and those in the passage will be attacked by the hell hound within (AC 4, HD 4, Att 1-10 plus breath weapon, HTK 14). Due to its long confinement the hound will be able to use its breath weapon only once. Its jewelled collar is worth 75gp.

71. Passage. Two smiling busts are set into the east wall of this passage. These are pivoted as those in 45, and unless they have different expressions the passage will become filled with sleep gas when any weight is placed on the area of floor between the busts (save vs poison or sleep for 1-4 turns, elves and half-elves having their usual resistance). At the same time a *magic mouth* will laugh demonically and the two ghouls from 72 will attack.

72. Pelnar's Lounge. The room is sumptuously furnished with tables, couches, chairs, statues, wall hangings etc. There is, however, nothing of value which is small/light enough to be carried away. Also in the room are two ghouls (AC 6, HD 2, Att 1-3/1-3/1-6 plus paralysis, HTK 10, 10, MM).

73. Chapel. On the door to this room is a *glyph* giving 2-12 damage. The room is bathed in a bluish light with the same effects as before. An unholy symbol hangs from the north wall (electrum, worth 50 gp) before which stands a small altar. On the altar stands a chalice (100gp), two candlesticks (45gp each), and an ivory scroll case (20gp). A scroll with the clerical spells *cure blindness, hold person, neutralise poison, and cure light wounds (x2)* is in the case.

74. Study. Contains a desk, chair and bookcase. On the desk stands a wooden box. The room is lit by a *continual light* spell. The books are all religious and historical, except for one dealing with embertree cultivation. The wooden box contains embertree seeds.

75. Pelnar's Bedchamber. Contains bed, clothes chest, chairs, small table etc, of good quality but now tarnished and faded. A lifelike portrait of a demonically handsome man dressed in brass-coloured armour hangs at the west end of the north wall. In the chest, under clothes, is a small iron box with a poison needle trap (save vs poison or take 6pts of damage curable only by time) containing 100pp and 200gp. The portrait of Pelnar is a concealed door.

76. Familiar's Bedchamber. Contains bed, clothes chest and dressing table. On the table are brushes and combs (worth 30gp) and a jewellery box (75gp). A full length mirror hangs at the north end of the west wall. The clothes chest contains various trinkets worth a total of 250gp. The mirror is another concealed door.

77. Stairs. Stone stairs hewn from the living rock lead downwards. In an alcove at the top of the staircase is a ceramic flask. The flask contains a *Potion of Fire Resistance*. The stairs go down 60' to a winding passage leading to...

78. The Fire Grotto. This naturally-formed cave is lit by the ruddy glow coming from a fiery pool of lava. In the ceiling 30' above the lava pool a circular hole, 1' in diameter, can be seen. Chained to the wall by the lava pool are three gaoling, emaciated men, who are pleading for help and water. The lava pool is the haunt of two firesnakes (AC 6, HD 2, Att 1-4 plus paralysis for 2-8 turns unless save vs poison is made, HTK 5, 9, FF) who will attack if anyone attempts to aid the chained men. These are in fact manes (AC 7, HD 1, Att 1-2/1-2/1-4, hit only by magic weapons, HTK 5, 3, 2, MM) covered by an *illusion*, and will attack the round after the firesnakes do.

If a *potion* is drunk the lava pool may be entered for 10 melee rounds with no damage being taken (otherwise 1-8/round). When in the pool a character will have a 10% chance per round of finding a) an iron box containing 40 x 50gp gems; b) a *Potion of Extra Healing*; c) a *Potion of Fire Resistance* (equal chance of each but only one of each to be found). The secret door will close automatically 3 rounds after being opened and cannot be spiked. When it closes the lava will erupt, making the room impassable thereafter. The door opens to a long snaking passage which eventually leads to a one-way door in the north west tongue of the hills in which the Valley of Embertrees is situated. ■