

A1

FOR ADVANCED
DUNGEONS & DRAGONS® GAMES

Adventure Module A1

A Forgotten Evil

by Alex Karaczun

AN ADVENTURE FOR CHARACTER LEVELS 1-3



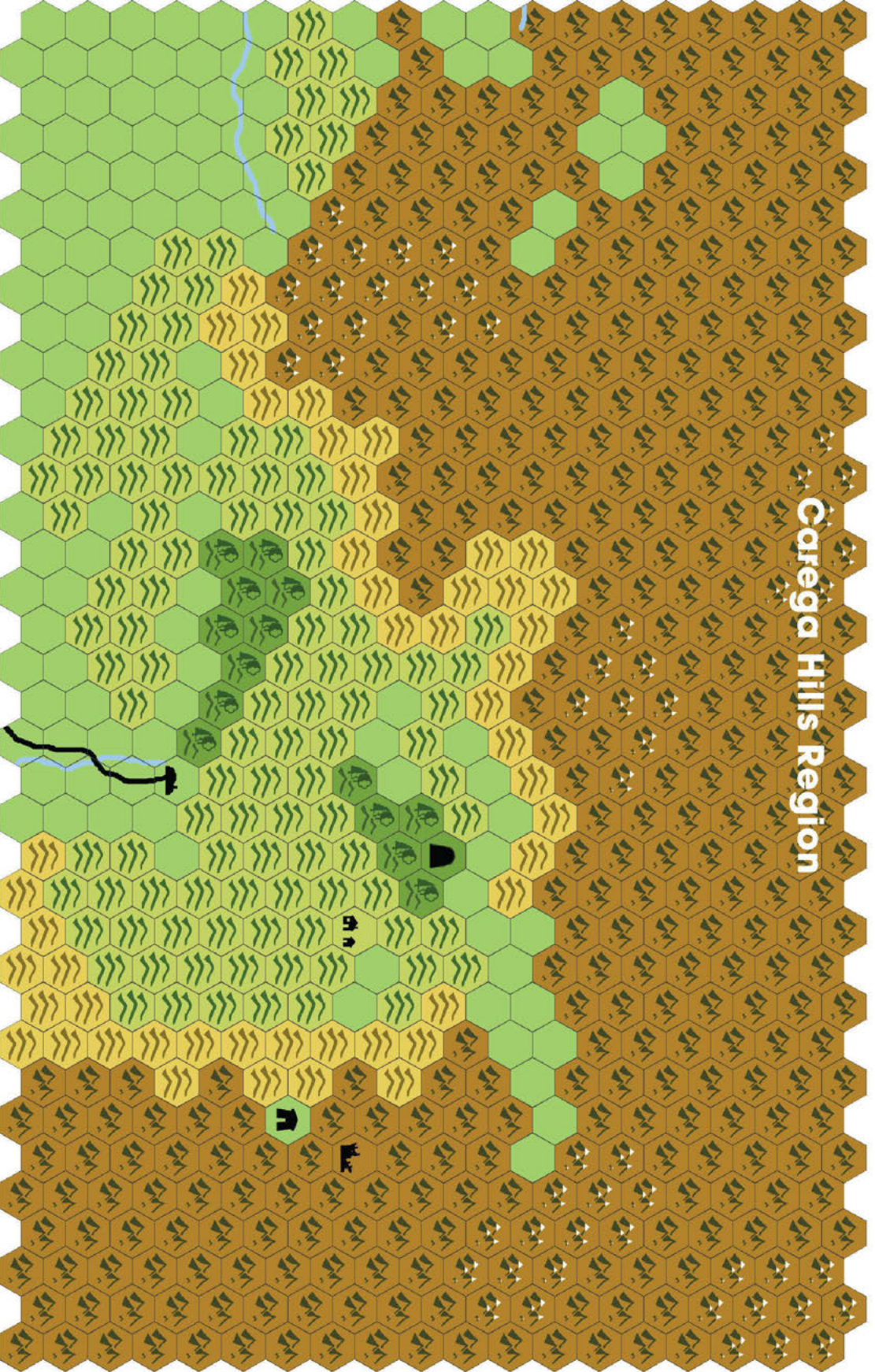
In ages past, nations fought great wars with the aid of terrible powers from fiendish allies. Much has been forgotten since then, but sometimes that which is forgotten can be the greatest danger of all.

Goblins are raiding the small villages near Caer Carega. Is it just the depredations of a few desperate tribes, or is there something more sinister behind the night raids?

For use with Advanced Dungeons & Dragons®

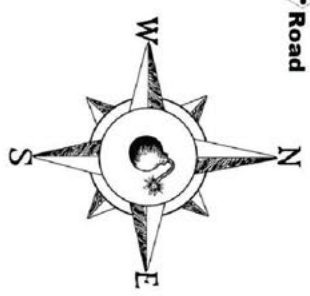


Carega Hills Region



Map Key
1 Hex = 9 Miles

- Grassy Hills
- Hills
- Mixed Forest Hills
- Mountains
- Snowcapped Mountains
- Plains
- Caer Carega
- Granite Spring
- Ogre Den
- Hermit Dwelling
- Ruined Tower
- River
- Road



THE FIRST MODULE IN THE
ANCIENT EVIL ADVENTURE SERIES

Adventure Module A1

A Forgotten Evil

by Alex Karaczun

AN ADVENTURE FOR CHARACTER LEVELS 1-3



In ages past nations fought great wars with the aid of terrible powers from fiendish allies. Much has been forgotten since then, but sometimes that which is forgotten can be the greatest danger of all.

Goblins are raiding the small villages near Caer Carega. Is it just the depredations of a few desperate tribes, or is there something more sinister behind the night raids?

Copyright © 2016 Mischief, Inc., All Rights Reserved
First Digital Printing, May 24th 2016

Advanced Dungeons & Dragons and AD&D are trademarks of Wizards of the Coast, and are used without permission. Mischief, Inc. and this product are not affiliated with Wizards of the Coast.

Log on to www.mischiefinc.net for freebies, news, special offers, and more.



www.mischiefinc.net

PREFACE

Welcome adventurers! Come in! Kick off the dirt, sit down and have an ale!

We at Mischief, Inc. feel incredibly lucky to be able to bring old school gamers new adventures, and the sketching of a new world. As with any new endeavor, we have been trying to find our way in an unfamiliar landscape. Much like a group of adventurers trekking across the wilderness to discover the final resting place of an ancient general, we have made some missteps, but always we have tried to right our course and venture on.

This adventure, A1 A Forgotten Evil, represents such a course adjustment. Instead of supplying stat blocks for monsters that try to address all OSR rule sets and their clones, we have opted for a simpler listing directly compatible with **Advanced Dungeon & Dragons®**. Individual Dungeon Masters can either use this information as written, or in the spirit of a rules agnostic product, look up the specifics of the creatures in their favorite system and notate the differences.

In addition, some encounters will have a special section titled **Lore**. When an encounter offers magical or special treasure, there will be information about the background of the item. In the **Twelve Kingdoms™**, even the least powerful of magic items are special and adventurers with knowledge of history will have some chance to recognize these items and know their lore.

This adventure was the first adventure I wrote for a **Dungeons & Dragons®** campaign I began in 2003. Our group's major personalities consisted of a stuffy Cavalier, a slightly crazy Barbarian, a shifty Thief, and a Magic-user who was a former harem slave. Several others rounded out the party and you can find those characters at the back of this adventure. Originally the dungeon crawl was a much more claustrophobic affair with little space to fight and nowhere to run, but the group slogged through and eventually completed their charge of putting an end to the goblin raids.

While the main plot and personalities have remained the same, the dungeon map has changed dramatically. It has been enlarged and expanded, and should provide many more hours of play than the original. I hope you will enjoy playing this final version as much as I have enjoyed creating it.

I feel it is important to note that it has been mainly through customer feedback that we continue to improve our craft and products. Please don't remain silent to us about this adventure or our others. Join us on the **OSRGaming.org** forums and let us know what you like, and where you think we can do better. Our ears are always open.

Finally, if you haven't already, please check out our other offerings. As of this writing they are **The Tomb of Rakoss the Undying** and **The Inheritance**. I think you will find something to enjoy in each.

May Seren's light shine upon you!

Alex Karaczun

February 16, 2016

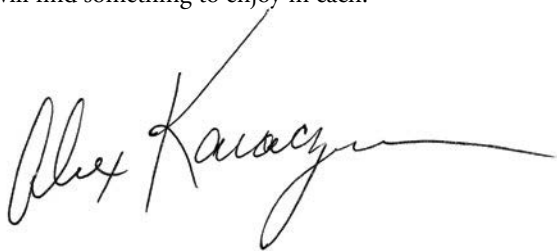


Table of Contents

Introduction	3	Ruined Tower Ground Level.....	13
Adventure Background	3	Ruined Tower Second Floor	16
Getting The Players Involved	3	Tower Dungeon Level 1	17
The Default Narrative	4	Tower Dungeon Level 2	25
Alternate Plot Hooks	4	The Returning Warband	28
Carega Hills.....	5	Ending The Adventure	30
Ogre Den	6	New Magic Items	30
Granite Spring	8	New Monsters	30
Hermit Dwelling	10	Pre-Generated Characters.....	31
The Ganlaw Mountains	11	Dungeon Master Notes	36
Arriving At The Tower.....	12	Credits	36

ADVENTURE MODULE A1

A FORGOTTEN EVIL

INTRODUCTION

This adventure has been designed for 6-8 characters of levels 1-3 with about 14-15 total levels being ideal. It is suggested that the average character level should be 2nd although with some alteration this adventure is useable as an introduction to a campaign. A mix of character classes is strongly suggested with at least two fighters, two clerics, and one or more of wizard and thief to round out the adventuring party. The adventure deals mostly with goblins, and a small mix of related creatures that are often found in the company of goblins.

Before commencing with play, it is recommended that the Dungeon Master read the adventure thoroughly and become familiar with the information given. The Dungeon Master must also decide whether to use this adventure as part of a campaign, or to run players through this as a stand-alone adventure. Certain considerations throughout the adventure, especially the ending, rely heavily on this decision.

This module is OSR Compatible and can be used with any old school RPG or modern clones. It was designed for Advanced Dungeon & Dragons®, but with minimal changes can be used with original, basic, or modern rules or their clones.

Encounters are listed in the following format:

Orc (4): AC 6; MV 9"; HD 1; hp 8, 7, 3, 1; #AT 1; Dmg 1-8 or by weapon; AL LE; SIZE M; XP 59; MM p.76. They wield axe (1-8) and spear (1-6). Their treasure is a total of 33 ep.

Armor Class is given in descending values. If needed, ascending values are calculated using the following formula.

20 - (Descending AC) = Ascending AC

Movement is given based on Advanced Dungeon & Dragons®. DMs should consult the monster entry or character movement rules of the version of the game they will use to run this adventure, or use the following conversions.

1" = 10 feet

10 feet = three 1" squares (at combat scale)

ADVENTURE BACKGROUND

Centuries ago, when legends stalked the earth, a time of great war arose between the then young **Kingdom**

of **Cadarn** and the **Maere Empire**. The Maere Empire, ever ruled by greedy and power hungry men, in an attempt to engineer some advantage over their neighbor and rival, began treating with abyssal fiends. As is usually the case, these relations gave rise to half human, half demon spawn. Over the years the empire recruited these half-demons to their cause, wreaking havoc on battlefields across the region. **Begnornian Aglaeca** was a notable fiend who wrought terror in Cadarn and beyond.

The King of Cadarn, **Eurion II**, looking for allies to help turn the tide in a war he felt was all but lost, turned to the elves of the **Hened Forest** and the **Elf Queen Eruanniel** answered his request. During a climactic battle near **Caer Carega**, the two sides clashed with powerful magicks launched from both sides of the field. What actually happened few sages could explain, and even fewer truly understood. With the clashing and admixture of so many powerful spells something unexpected occurred. Powerful combatants on both sides became stuck in time. Appearing outwardly to be immobilized, most were soon slain and the battle concluded with Cadarn winning a pyrrhic victory. But some combatants engaged in skirmishes along the fringes of the main battle remained in stasis and were never found.

Begnornian Aglaeca is one of those survivors. Engaged with a small force in a watch tower in the **Ganlaw Mountains**, Begnornian managed to kill his foes before becoming stuck in time, and there he remained for centuries until a tribe of goblins unknowingly freed him. Thinking Begnornian to be a god, the goblins imprisoned him in the remains of the tower dungeons and worshipped him as their captive patron. Begnornian, too weakened by his long stasis, was unable to free himself from their rapt attentions. Over the course of several months, he was able to devise a plan that he hoped would eventually free him. He began issuing edicts to the goblins to go out and raid the villages in the surrounding countryside. His hope was that someone would come to put an end to the goblin depredations, and would free him as well.

Dungeon Master's Note: Because of powerful magicks unleashed during the battle centuries ago, there are certain areas in the adventure that have unusual effects. The unique effect, if present, will be detailed in the encounter.

GETTING THE PLAYERS INVOLVED

A Forgotten Evil can be used in numerous ways. This section should help the DM tailor the adventure for her group's needs. For many, the adventure will be part of an ongoing story; this is the default presentation. In other situations, the adventure can be tailored to run

as a standalone adventure. Still others might raid this product for ideas and/or maps to use in an existing campaign – all are encouraged and accepted.

For those running the module as a standalone adventure, their task is simple—give the characters an appropriate plot hook and get them to the dungeon. To help with this task we have provided a few plot hooks that serve as alternatives or additions to the main narrative. Since this is your game, choose what suits you best and run with it. In fact, if the plot hooks presented here do not fit your style we encourage you to craft one that best suits your group. The main narrative and the included alternative plot hooks are crafted to complement the history and setting of the adventure and therefore require less alteration to the material presented here.

For those running or starting an ongoing campaign, A Forgotten Evil is an excellent adventure for beginning a new campaign. It provides an ongoing narrative that begins with this adventure, and continues through several others in this series (A2 What Lies Beneath, and A3 Weapon of War), culminating in an epic climactic battle. This product roughly sketches The Twelve Kingdoms City of Caer Carega, but is not a final authority on that city. Web based features at <http://www.mischiefinc.net> will detail the city and important NPCs in more depth.

THE DEFAULT NARRATIVE

Thane Grigor Einon of Caer Carega is worried. The goblin tribes of the nearby hills have become increasingly bold, and attacks on towns and villages under his protection have become weekly occurrences. What's more, the attacks seem to be random, having no discernable goal.

Parties of riders have gone out in search of the goblin's lair, but so far have failed to track them down. The Thane, worried that new attacks are imminent, has pulled the riders back to positions where they can more easily respond to an attack when it occurs, but he still needs to seek the goblins out in their lair and put an end to their depredations one way or another.

To this end, the Thane has authorized the hiring of mercenary adventurers to seek out and destroy the goblins. A sign has been posted in the town square of Caer Carega and criers have gone out to spread the news. A reward of 200 gold forges (gp) has been offered to anyone who can clear out the goblins and bring back proof they are no longer a threat.

The party, once hired, will have to find their way to an old abandoned and ruined tower of the old Kingdom of Cadarn located in the Ganlaw Mountains. How they find the tower is up to the Dungeon Master,

and several suggestions will follow in the text of this adventure.

On the way there the Dungeon Master will have several opportunities to challenge the characters with encounters of small groups of goblins, and they can assist in saving a thorp that comes under attack while the characters are in the vicinity.

The tower is located on a stone spire, split off from the surrounding mountainside and accessible only by a stone span. The tower itself has been destroyed by the battle that occurred there during the events described in the **ADVENTURE BACKGROUND**, however the tower dungeons are mostly intact and house the goblin tribe and their "god."

A note about coins: The narrative above refers to "gold forges". Each city of the Twelve Kingdoms mints their own coins. In Caer Carega the names of these coins have a forge theme due to Caer Carega's mining operations and close relations with the Ganlaw dwarves. They do not mint platinum coins, so the coinage of the city are gold forges, electrum anvils, silver chisels, and copper hammers.

Likewise the coins found in the tower are of ancient Maere and Cadarn mint. The Maere coins are named platinum wyrms, gold dragons, electrum drakes, silver wyrmings, and copper eggs, while the Cadarn coins are platinum crowns, gold lions, electrum scepters, silver regents, and copper commons.

The Dungeon Master can use these descriptions to add detail and historical significance to the treasure found.

ALTERNATE PLOT HOOKS

The following plot hooks can be used in place of the default narrative described above.

- While travelling through the mountains, the party is attacked by a group of goblins bearing a strange sigil on their equipment. When the combat is finished they spot another goblin fleeing from the edge of the combat area. If tracked, he leads the characters to the ruined tower.
- The characters, all residents of the same town, are present for the attack of a significant force of goblins. They must fight to save their town. When the fighting is over, a surviving goblin is questioned about the location of his lair and gives "mostly" accurate directions to its location. The party investigates at the behest of the mayor to stop further attacks.
- A character begins having nightmares about being both imprisoned underground and worshiped by small ragged creatures. She wakes with a clear

mental picture of the ruined tower, and instinctively knows if she is travelling toward it. By means of this, the party will know how to arrive at the tower. The character can simply be psychically sensitive, or may be a distant relative of Begnornian for an added twist.

CAREGA HILLS

From Caer Carega the party must travel approximately 80 miles over rough hills and into the mountains. Since the location of the tower is initially unknown to the characters, it is likely they will wander around in the hills until clues present themselves. During this time it is possible for them to have several random encounters. A random encounter chart is provided below for this purpose. There is a chance of an encounter once every 12 hours, but the Dungeon Master may choose to make them more or less frequent depending on the desired challenge level. Encounters occur on a roll of 1 on a d8. All of the encounters may be repeated if the same one is rolled. As an added, yet admittedly vague, clue as to the direction of the goblin lair, Dungeon Masters could decrease the frequency with which goblins are encountered the further the adventurers travel away from the ruined tower, and increase the frequency the closer they travel to the ruined tower.

Carega Hills Encounters (2d6)

- 1 Hippogriff
- 1 Goblin Worg Rider
- 1-2 Black Bears
- 2-8 Human Bandits
- 2-5 Mountain Dwarf Scouts
- 4-9 Goblins
- 2-4 Stirges
- 3-6 Wolves
- 2-4 Orcs
- 1-4 Wild Boars
- 1 Giant Worker Bee

Most of the encounters above are standard random encounters, and provide no treasure; however, some require a little further description. These are given more detail below.



Hippogriff: AC 5; MV 18"/36"; HD 3+3; hp 20; #AT 3; Dmg 1-6(x2)/1-10; AL N; SIZE L; XP 140; MM p.52.

Goblin Worg Rider: This goblin rider is forward scouting for a small goblin band in the area. The Dungeon Master can follow up this encounter with encounter result 7 from the table above. Adventurers, if alert, should be able to sneak up on this group and achieve surprise. If the worg proves too difficult, the goblin band may move out of the area without encountering the adventurers.

Goblin: AC 6; MV 6"; HD 1-1; hp 4; #AT 1; Dmg 1-6 or by weapon; AL LE; SIZE S; XP 13; MM p.47. He wields a morning star (2-8). The goblin's treasure is 3d6 silver chisels (sp).

Wolf, Worg: AC 6; MV 18"; HD 4+4; hp 21; #AT 1; Dmg 2-8; AL NE; SIZE L; XP 200; MM p.101.

Bear, Black: AC 7; MV 12"; HD 3+3; hp 15 each; #AT 3; Dmg 1-3(x2)/1-6; SA hug (2-8); AL N; SIZE M; XP 133 each; MM p.9.

Human Bandits: These human bandits are desperate locals driven from their homes by the goblin raids. They have taken up banditry as a means of survival in a harsh and unforgiving wilderness. While the adventurers might be within their rights to fight these bandits to the death, give the adventurers opportunity to subdue or cow the brigands who will lose their taste for a fight if even one of their number is slain.

Bandits: AC 7; MV 12"; HD 1-6hp; hp 4 each; #AT 1; Dmg by weapon; AL N; SIZE M; XP 16 each; MM p.66. These bandits have simple piecemeal leather armor, crude circular wooden shields, and wield clubs (1-6). Each bandit has 2d4 gold pieces (gp).

Mountain Dwarf Scouts: These dwarves of the **Ganlaw Rockhammer** clan are out hunting goblins. This encounter is unlikely to result in combat, but if both parties are surprised at night they might fight a few rounds before realizing the others are not goblins. If parlayed with, they can direct the characters in the general direction of the tower. They have no knowledge of the tower itself, but have noted the movements of the goblins and suspect their lair lies in that direction.

Dwarf, Mountain: AC 4; MV 6"; HD 1+1; hp 5 each; #AT 1; Dmg by weapon or 1-8; SD saving throws at 4 levels higher vs magic or poison; AL LG; SIZE S; XP 79 each; MM p.35. Each dwarf wields axe (1-8 or hammer (2-5), and carries 10d4 dwarven gold pieces (gp).

Goblins: These goblins are a small scouting or raiding

party. As in the alternate plot hooks above, they can be tracked back to the ruined tower, or survivors of a fight can give "mostly" accurate directions.

Goblin: AC 6; MV 6"; HD 1-1; hp 4 each; #AT 1; Dmg 1-6 or by weapon; AL LE; SIZE S; XP 13 each; MM p.47. The goblins each wield a morning star (2-8) and have a mixture 3d6 silver chisels, wyrmings, and regents (sp).

Stirge: AC 8; MV 3"/18"; HD 1+1; hp 2 each; #AT 1; Dmg 1-3; SA drains blood after 1st hit for 1-4/round until 12 pts is reached; AL N; SIZE S; XP 40 each; MM p.92.

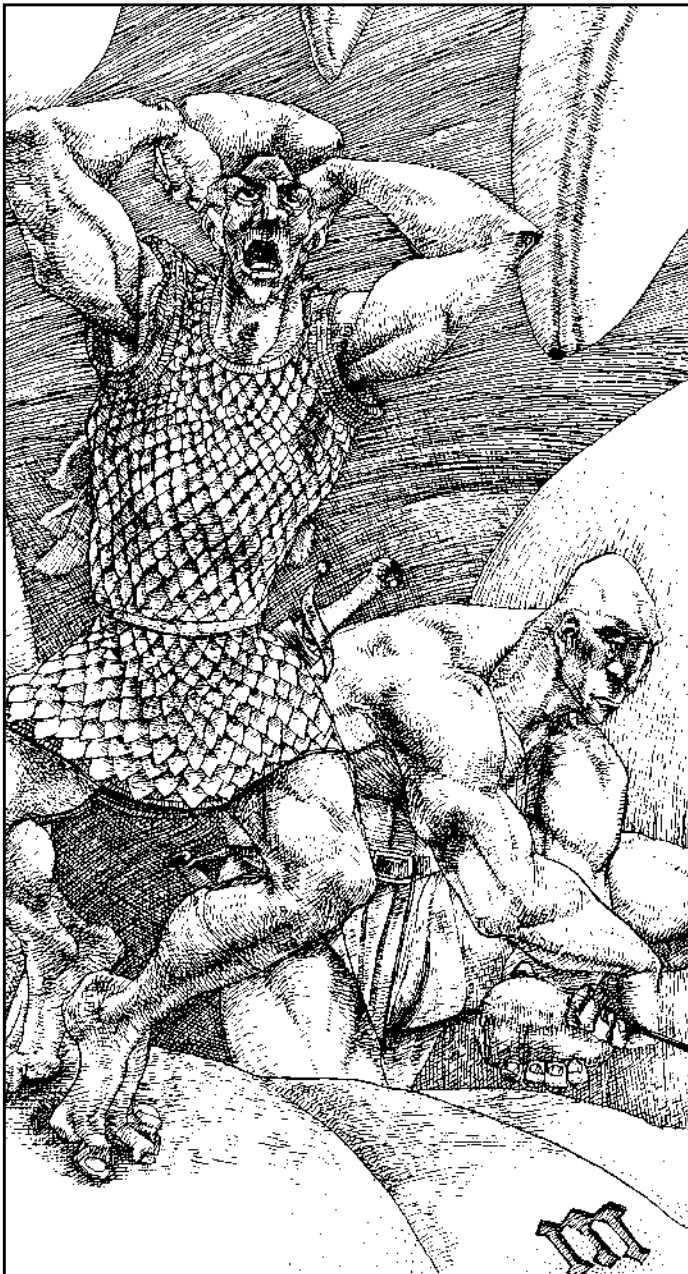
Wolf: AC 7; MV 18"; HD 2+2; hp 11 each; #AT 1; Dmg 2-5; AL N; SIZE S; XP 68 each; MM p.101.

Orcs: This is a well-armed and organized band of orcs. They are far from their lairs in the north, and fight intelligently. If they are outmatched they will attempt an organized retreat.

Orc: AC 6; MV 9"; HD 1; hp 7 each; #AT 1; Dmg 1-8 or by weapon; AL LE; SIZE M; XP 59 each; MM p.76. They wield axe (1-8) and spear (1-6). Each orc carries 2d6 electrum anvils (ep).

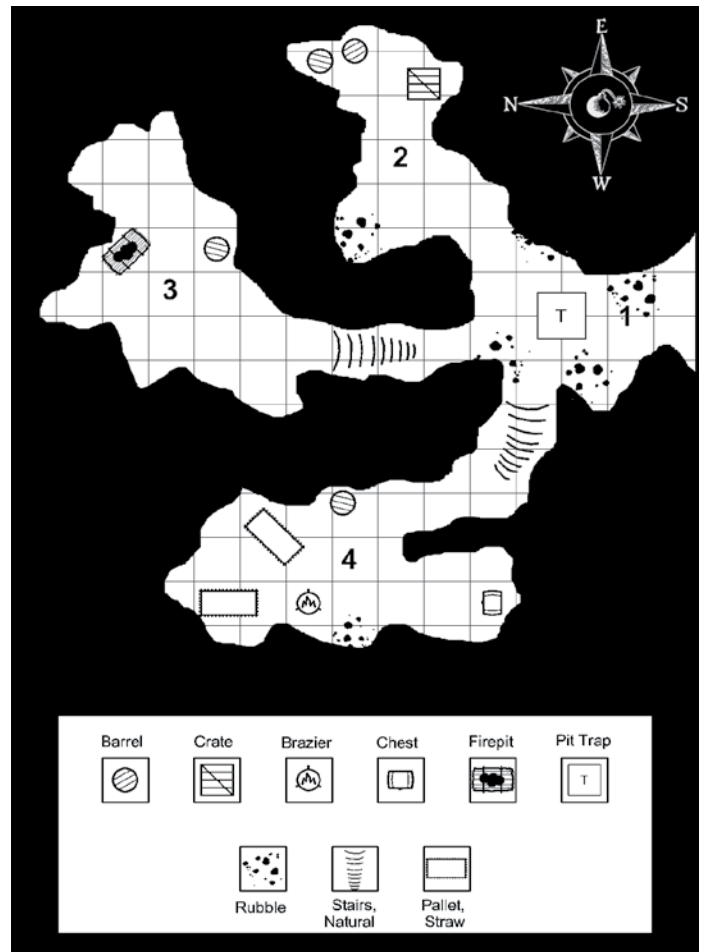
Boar, Wild: AC 7; MV 15"; HD 3+3; hp 15 each; #AT 1; Dmg 3-12; AL N; SIZE M; XP 153 each; MM p.11.

Bee, Giant Worker: AC 6; MV 9"/30" (MC:D); HD 3+1; hp 11; #AT 1; Dmg 1-3; SA 1 poison sting; AL N; SIZE M; XP 230; MM2 p.17.



OGRE DEN

Two ogres, **Groot** and **Karig**, have settled in a small complex of caves in the wooded hills in this area. They range about waylaying travelers, and stealing livestock. If the adventurers are searching for the goblin lair in this general area they may come across the ogres' den. A small amount of smoke escaping from **3. FIREPIT** shaft can be seen from up to a distance of about 1,000 yards from the cave.



From the outside, the cave entrance is fairly well hidden by a small pine thicket almost directly in front of it. However, for any characters well versed in hunting, survival or tracking lore it will be quite obvious that one or more large creatures move through the thicket regularly, thus revealing the cave entrance.

Below are the keyed encounter entries for the ogre den. The walls, floor and ceiling are natural rock, unaltered except for the passage of large, heavy feet. The ceilings range from twelve feet to twenty-five feet in height. Sound travels and echoes throughout the complex, making it impossible to engage in a fight in one room without creatures in any other room or passageway hearing the ruckus. The echoes, however, do make it difficult to determine the actual direction or location of any sounds. An ogre attempting to find and join battle in another room may spend several rounds exploring another area of the caves before realizing that the fight is elsewhere. This makes it unlikely that the adventurers will have to face both ogres at the same time.

O1.CAVE ENTRANCE

The entrance to this cave is a tunnel of bare rock. Bits of stone rubble cover the floor near the walls, and moss and vines dangle from the ceiling out of reach above. The light entering the tunnel is filtered by the pine trees growing near the entrance, and is dim at best.

The vines hanging from the ceiling are normal.

About thirty-five feet down the tunnel is a pit trap set up by the ogres. It consists of a hole dug into the rock of the floor, covered by a large gray canvas, held in place with stones. The lighting in the tunnel makes this trap well concealed.

Adventurers falling into the pit will take 1d6 in falling damage. The noise will be enough to alert both ogres to the presence of intruders.

O2.STORAGE

This cave contains a crate and a couple of barrels.

The crate contains various kinds of vegetables. The barrels contain potable water. There is nothing else here.

O3.FIREPIT

If the ogres have been alerted to the presence of the adventurers by the noise of the pit trap, or another combat in the complex, do not read the

last sentence of the boxed text below.

At the top of the stairs, this tunnel opens into a large chamber. Across from the stairs is dug a large firepit, in which are glowing embers. A large pig lies roasting on the metal grate. Smoke rises and escapes through a natural shaft in the ceiling of the cavern. A barrel rests against the south east wall. A large yellow-skinned creature stands, back to the stairs, poking at the roasting pig with a long, crude spear.

The ogre Karig will attack anyone, even a superior force of foes. He attempts to bull rush adventurers down the stairs if at all possible. His obsession with the roasting pig will make him rush to **2. STORAGE** room if noise erupts in the caves, thinking that someone is stealing the food.

Ogre (Karig): AC 5; MV 9"; HD 4+1; hp 16; #AT 1; Dmg 1-10 or by weapon; AL CE; SIZE L; XP 215; MM p.75. He carries a large spear (1-6), and a crude club (1-6). He carries 47 gold forges (gp) in a dirty leather pouch on his belt.

O4.BED CHAMBER

If the ogres have been alerted to the presence of the adventurers by the noise of the pit trap, or another combat in the complex, do not read the last sentence of the boxed text below.

At the bottom of the stairs is a large cavern being used as a bed chamber. In the northern end of the cave are two large straw pallets and a crude stone brazier with glowing coals inside. In the southern end is a large iron bound chest. A large yellow-skinned ogre lies on one of the pallets.

The ogre Groot will leap to his feet and grab a spear leaning against a nearby wall. He shouts loudly to his partner, and charges headlong into battle. He will knock over the brazier if he stands a chance of catching an adventurer with the coals. Anyone hit with the coals, or standing in them after the brazier is tipped, take 2-5 points of damage. The brazier is too heavy for adventurers to easily knock over; a bend bars/lift gates roll is required to do so with a -25% penalty. More than one adventurer can combine to tip the brazier, adding their chance of success together and making one roll to tip it.

The chest is locked, but Groot has the key. It is not trapped. Inside are 103 gold forges (gp), two **potions of extra-healing**, a **potion of growth**, and a **+1 shield**.

Ogre (Groot): AC 5; MV 9"; HD 4+1; hp 24; #AT 1; Dmg 1-10 or by weapon; AL CE; SIZE L; XP 215;

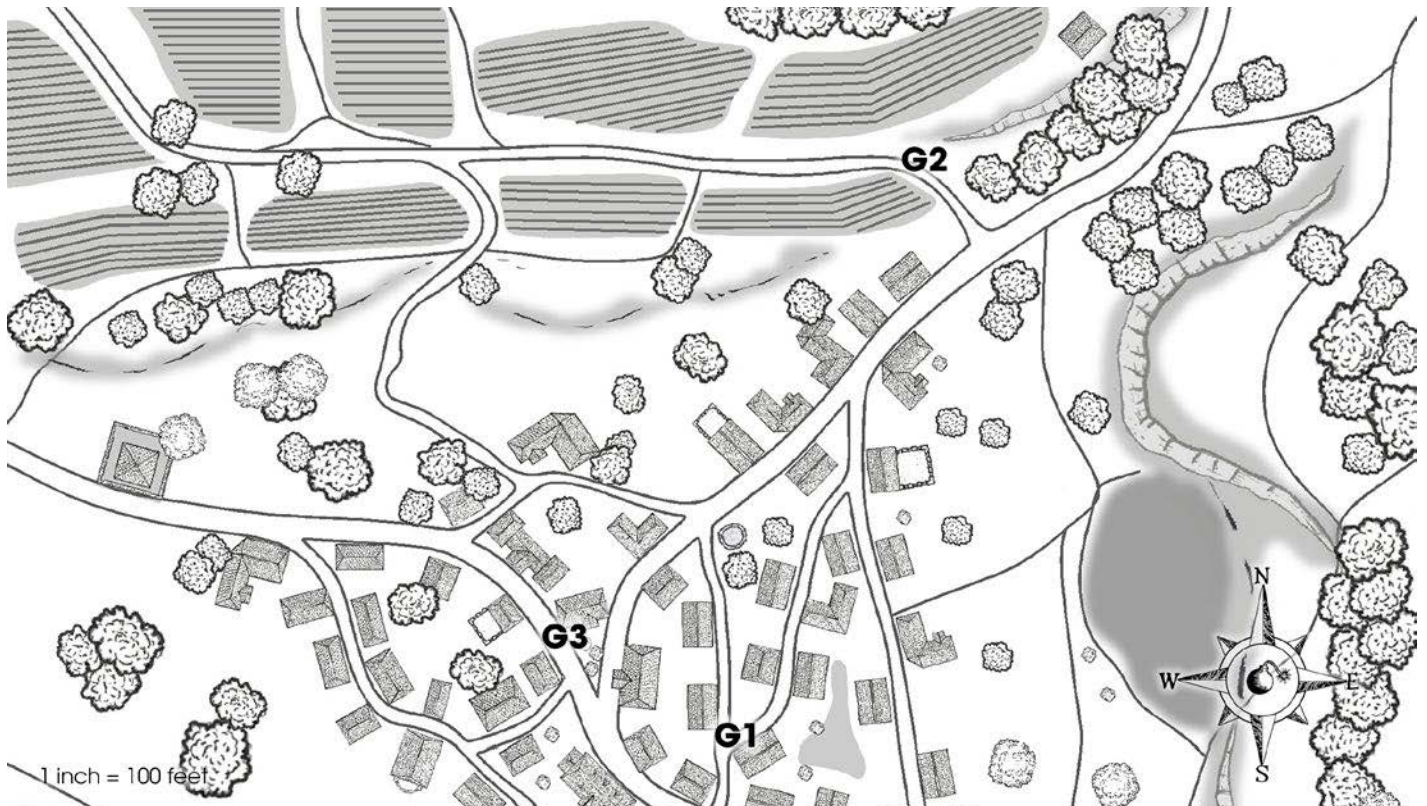
MM p.75. Groot carries a large spear (1-6) and a simple club (1-6). 28 gold forges (gp) are tucked away in a fold of his crude garment, along with an iron key.

Lore: This **+1 shield** is known as **Astalch**. It is a large circular buckler with the head of a mountain lion etched and burned into the wooden face of the shield. This shield was once used by a local legend, a ranger by the name of **Rhys Lloyd**. He was known as a protector of the folk of the **Carega Hills** some 60 years ago. Often he would show up when a local was in trouble, just in the nick of time to avoid disaster. Many years ago, he simply disappeared and local peasants suspected foul play. It is possible he met his end at the hands of these ogres.



GRANITE SPRING

If the characters enter the vicinity of **Granite Spring**



they will have the opportunity to aid in the defense of the thorp against goblin raiders.

The Dungeon Master can set this up in any of several ways depending on the type of players and characters that comprise her group. Probably the easiest way to begin this segment of the adventure is when the characters are looking for a place to rest, or replenish supplies. Granite Spring, though small, does have a small general store where characters can get basic common supplies, and foodstuffs. There is no inn, but if the characters need to rest, the community is friendly enough that a local will offer a barn loft or storm cellar as an overnight resting place. It is up to the Dungeon Master to determine if there is any charge for this, or if the local is willing to offer the accommodations for free.

Granite Spring will come under attack either while the characters are in residence, or as they approach the thorp for the first time. The goblin force is sizable, and the residents of Granite Spring are no match for them. The characters will bear the bulk of the burden of turning back the attack.

It is unlikely that the characters will be able to face the entire force of the goblins head-on. Allow the characters a short time to plan how they will approach the defense. The force of goblins presented below should be broken into smaller, easier to handle units as they spread out into the buildings of Granite Spring. Unless the goblins are aware of the whittling down of their numbers, individual groups are no more likely to

flee from combat than normal morale checks would indicate and the adventurers will probably need to kill or capture nearly all of the goblins to thwart the attack.

The goblin force consists of 32 goblins and 4 worgs. Four of the goblins could be encountered riding the worgs.

The attack will commence from the south-eastern edge of the map, and the goblins will spread out breaking into small groups. A few suggestions for encounters are listed below.

G1. STREET FIGHT

As you round the corner of a building, you spot a small force of goblins down the dirt lane ahead. One is mounted on the back of a huge black furred wolf whose eyes burn with a malevolent intelligence. A deep growl comes from the beast as it leaps toward you at the urging of its rider.

The six goblins should begin at least 120 ft. from the adventurers. The goblin worg rider will close much faster than the others are able, giving the adventurers at least a round to focus their attacks on the much more dangerous worg.

Goblin (6): AC 6; MV 6"; HD 1-1; hp 6(x2), 5, 3, 2; #AT 1; Dmg 1-6 or by weapon; AL LE; SIZE S; XP 102; MM p.47. They are armed with morning stars (2-8) and short swords (1-6). The goblins carry a combined treasure of 58 silver regents (sp).

Wolf, Worg: AC 6; MV 18"; HD 4+4; hp 18; #AT 1; Dmg 2-8; AL NE; SIZE L; XP 200; MM p.101.

G2. FIELD BATTLE

Passing by a cottage with a low fieldstone wall separating it from a fallow field, you notice a dozen goblins sprinting across the field toward the cottage. The doors to the cottage are closed and the windows shuttered. You hear calls for help and sobs coming from inside the cottage.

The goblins are filled with bloodlust and focused on the cottage. If the characters are able to hit the goblins from a concealed position on the flank or from the rear of the advancing group, they will be able to get a round of surprise and many of the goblins furthest from where the characters attack may still remain unaware of the characters as they charge headlong at the cottage.

The family in the cottage consists of a widow and her four children. **Rhona Melin** will only fight to

directly defend her children; **Arwel** (14), **Deryn** (9), **Nerys** (7), and **Tomos** (4). Rhona's older son Arwel will rush out and help fight the goblins when their number has been reduced by half. Arwel wields a pitchfork (treat as trident). The two girls Deryn and Nerys are non-combatants as is Tomos, Rhona's younger son.

The Melin's have little to offer in the way of repayment for their rescue, but they do have a root cellar accessed by an outside storm door that they will offer should the adventurers need to rest following the defense of the village.

Goblin (12): AC 6; MV 6"; HD 1-1; hp 7(x2), 5(x3), 4, 3(x3), 2(x3); #AT 1; Dmg 1-6 or by weapon; AL LE; SIZE S; XP 176; MM p.47. They are armed with short swords (1-6) and slings (2-5). The combined treasure of the goblins is 127 silver regents (sp).

Rhona Melin: AC 10; MV 12"; HD 2-5hp; hp 3; #AT 1; Dmg knife (1-3); AL NG; SIZE M; XP 26; DMG p.88.

Arwel Melin: AC 10; MV 12"; HD 2-7hp; hp 7; #AT 1; Dmg pitchfork (2-7); AL NG; SIZE M; XP 34; DMG p.88.

G3. GENERAL STORE FRACAS

As you near the center of town, you see the door to the general store wide open and can hear the sounds of jars being smashed and shelves being broken. Following each of these sounds you can also hear guttural laughter and the words "Zetor tobb! Zetor tobb!" followed by more smashing and breaking.

There are several goblins who have broken into the general store and are smashing it up. For those that speak goblin, one of them, probably a leader, keeps shouting "Smash more! Smash more!"

Three of them are normal goblins, and the fourth is a goblin leader.

The characters can either enter the shop, or wait for the goblins to emerge. If the characters wait, most of the stock of the store will be destroyed and the store owner will have very little to sell to the characters. To make up for his losses he will be forced to charge 125% of list price for any given item. However, if the characters enter the shop and thwart the goblins before they can do much damage, the shop owner Crandal Array, will sell items to the characters at 80% of the listed prices.

Goblin (3): AC 6; MV 6"; HD 1-1; hp 6(x2), 2; #AT 1; Dmg 1-6 or by weapon; AL LE; SIZE S; XP 48; MM

p.47. They are armed with short swords (1-6) and spears (1-6). Their treasure amounts to 26 silver regents (sp).

Goblin Leader: AC 5; MV 6"; HD 1; hp 7; #AT 1; Dmg 1-6 or by weapon; AL LE; SIZE S; XP 425; MM p.47. He is armed with a short sword (1-6), a military pick (2-7) and a single spear (1-6) which he will hurl at opponents before closing for melee. He has 15 silver regents (sp) in a small leather pouch on his belt.



Dungeon Master's Note: Should your players attempt to take on several groups of goblins at one time, or meet the entire raiding party head on, the situation can become desperate in short order. Should the tide of battle turn decisively against the adventurers an acceptable method of pulling the characters out of the fire would be the timely arrival of Thane Eion's riders. A single squad of twelve riders should be sufficient to turn the tide of battle in favor of the characters. The riders wear chain mail and use a shield.

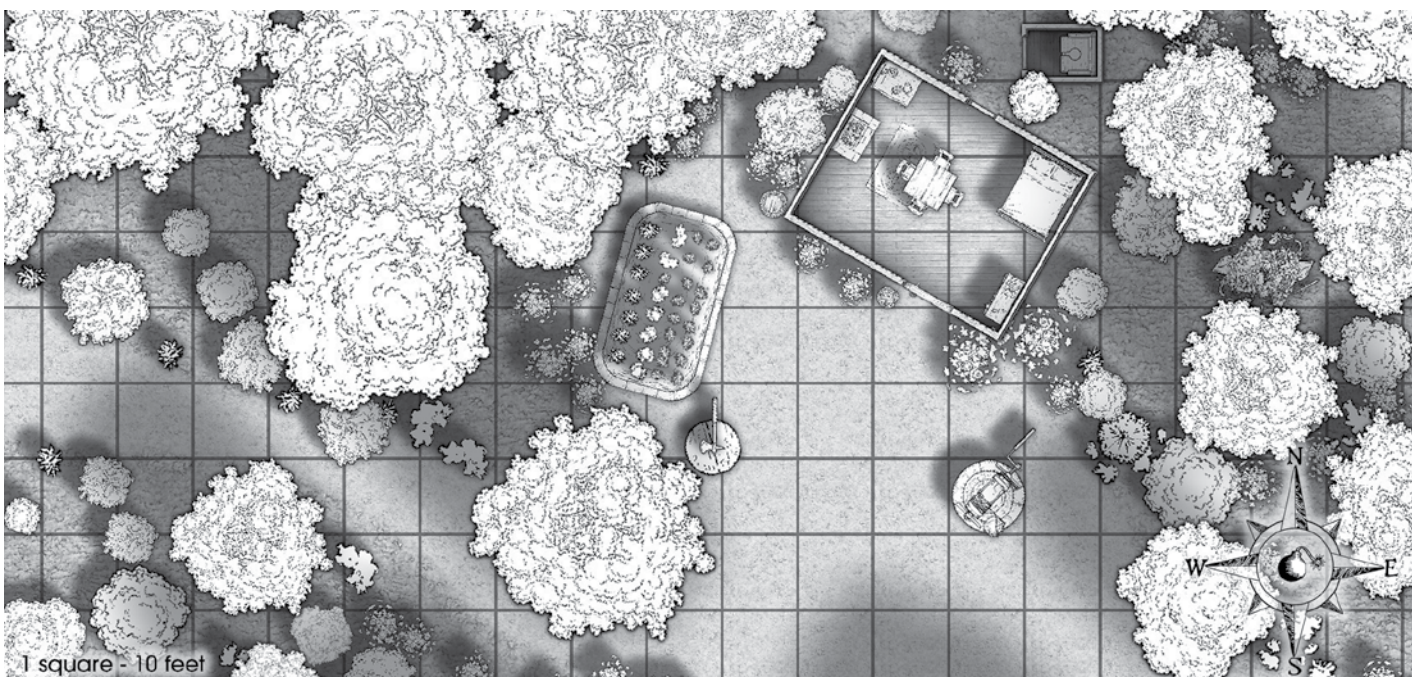
Fighter, Human (12): AC 4; MV 9"; Lvl Fighter 3; HP 14 each; #AT 1; Dmg by weapon; AL VAR; SIZE M; XP 116 each; PH p.22. They each carry a spear (1-8) and longsword (1-6).

Horse, Light (12): AC 7; MV 24"; HD 2; hp 8 each; #AT 2; Dmg 1-4(x2); AL N; SIZE L; XP 59 each; MM p.53.

HERMIT DWELLING

Some eleven miles from the ruined tower lies the dwelling of an old hermit, a small wood cabin. He has lived at the foot of the Ganlaw Mountains for over thirty years, and travelled the surrounding countryside extensively. Over the years his travels have become less frequent and he has stayed closer to home. Recently his sanity has begun to slip away, and his moods can change rapidly with little provocation. He is perhaps the only person, outside of tribe members, who knows the location of the goblin lair. Should the adventurers stumble upon his simple dwelling, they can attempt to learn what he knows.

Geralt Lechen is actually a 5th level druid who protects a grove in the foothills of the Ganlaw Mountains not far from the location of the ruined tower lair of the goblins. Years of isolation, and perhaps the close proximity of both Begnornian and the **abishai devil** in that location have slowly driven him mad. Although he begins any encounter with a kind, if somewhat eccentric demeanor, it takes little provocation to start him down a path of distrust, paranoia, and eventually violence. Although lucid and easy to understand initially, his words become confused and laced with paranoid delusion once he begins to lose his grip on reality. Once this occurs the adventurers will have to



pick carefully through his words for grains of truth and useful information.

Geralt has a pet mountain lion, **Hanad**, that is his animal companion. Hanad is most often away from the grove hunting, but usually doesn't stray too far. If he senses trouble, or Geralt calls for his help, he can be back to the grove in a matter of minutes. Geralt, being paranoid, will call for Hanad well before any situation escalates to violence regardless of who starts it.

If Geralt and Hanad are killed or driven off, a search of the hut will reveal a small cache hidden in a small pit in the earthen floor, covered by a mat of woven grass. In this pit is the following from Geralt's days as an adventurer:

348 gold forges (gp)
186 electrum anvils (ep)
26 silver chisels (sp)
24 copper hammers (cp)
2 potions of healing

Geralt Lechen: AC 4; MV 9"; Lvl Druid 5; hp 32; #AT 1; Dmg scimitar (1-8); S 15; I 13; W 15; D 12; C 11; Ch 16; AL N; SIZE M; XP 353; PH p.20. Geralt carries a **+1 scimitar**, and a **potion of healing**, and he wears leather armor and a wooden shield in combat. He has the following spells memorized:

First Level: **detect magic, engangle (x2), faerie fire, pass without trace, shillelagh**

Second Level: **cure light wounds (x2), heat metal, warp wood**

Third Level: **snare, protection from fire**

Lion, Mountain (Hanad): AC 6; MV 15"; HD 3+1; hp 19; #AT 3; Dmg 1-6/1-3(x2); SA rear claws (1-4/1-4); SD surprised only on a 1; AL N; SIZE M; XP 186; MM p.61.

Lore: Geralt's **+1 scimitar** is named **Streic**. It has not been wielded by any others in known history, but it does appear in local lore in tales of Geralt. One tale tells of how Geralt defeated a local **Hill Giant Chief** named **Glupi**. Glupi's band of Hill Giants were harassing a village called **Pine Bough**, and Geralt challenged the Chief to single combat. Glupi foolishly accepted and was killed. The Hill Giants left the vicinity and never bothered Pine Bough again.



THE GANLAW MOUNTAINS

The adventurers will eventually climb into the Ganlaw Mountains in search of the ruined tower. Random encounters may occur while the party searches out the goblin lair. A chart is provided below for this purpose. There is a chance of an encounter once every 8 hours, but the Dungeon Master may choose to make them more or less frequent depending on the desired challenge level. Encounters occur on a roll of 1 or 2 on a d10. All encounters may be repeated except for the white dragon wyrmling. This dragon is **Scéam** from **2. COLLAPSED TOWER** below.

Ganlaw Mountains Encounters (2d8)

- 1-2 Giant Stags
- 1 Brown Bear
- 1-2 Giant Eagles
- 1 Hippogriff
- 1 Mountain Lion
- 1-2 Black Bears
- 1-10 Mountain Dwarves
- 3-12 Goblins
- 12-5 Orcs
- 1-2 Worgs
- 1-2 Bugbears
- 1 Ogre
- 2-5 Skeletons
- 1-2 Poisonous Snakes
- 1 White Dragon Wyrmling (Scéam)

Most of the encounters above are standard random encounters, and provide no treasure, however some require a little further description. These are given more detail below.

Stag, Giant: AC 7; MV 21"; HD 5; hp 19 each; #AT 1 antler attack/round or 2 hoof attacks/round; Dmg antler (4-16), hoof (1-4); AL N; SIZE L; XP 185 each; MM p.92.

Bear, Brown: AC 6; MV 12"; HD 5+5; hp 23; #AT 3; Dmg 1-6(x2)/1-8; SA hug (2-12); AL N; SIZE L; XP 438; MM p.9.

Eagle, Giant: AC 7; MV 3"/48"; HD 4; hp 17 each; #AT 3; Dmg 1-6(x2)/2-12; SA diving attack: +4 to hit & double claw dmg (no beak); SD only surprised in lair or at night; AL N; SIZE M; XP 218 each; MM p.36.

Hippogriff: AC 5; MV 18"/36"; HD 3+3; hp 17; #AT 3; Dmg 1-6(x2)/1-10; AL N; SIZE L; XP 128; MM p.52.

Lion, Mountain: AC 6; MV 15"; HD 3+1; hp 13; #AT 3; Dmg 1-6/1-3(x2); SA rear claws (1-4/1-4); SD surprised only on a 1; AL N; SIZE M; XP 162; MM p.61.

Bear, Black: AC 7; MV 12"; HD 3+3; hp 24 each; #AT 3; Dmg 1-3(x2)/1-6; SA hug (2-8); AL N; SIZE M; XP 181 each; MM p.9.

Mountain Dwarves: These dwarves are travelling from a mine to a settlement, or between settlements. They have a cart or two of raw ore, or finished goods for sale. If the party wishes, they can bargain for some of the finished goods which would be either metal tools, or weapons. There is a low chance (5%) that they are carrying metal armors that they would sell or trade.

Dwarf, Mountain: AC 4; MV 6"; HD 1+1; hp 4 each; #AT 1; Dmg axe (1-8), mace (2-7); SD saving throws at 4 levels higher vs magic and poison; AL LG; SIZE S; XP 77 each; MM p.35. The dwarves have 4d10 gold forges (gp) each. These are stored communally in a lock box or chest in the cart. The chest will be locked, but one of the dwarves (probably a leader) will have the key.

Goblins: This is a scouting party of goblins. They are protecting the approaches to the ruined tower that they use as a lair. As in the alternate plot hooks above, they can be tracked back to the ruined tower, or survivors of a fight can give "mostly" accurate directions.

Goblin: AC 6; MV 6"; HD 1-1; hp 6 each; #AT 1; Dmg 1-6 or by weapon; AL LE; SIZE S; TREAS 3-18 sp each; XP 20 each; MM p.47. They attack with short sword (1-6) and sling (2-5). The goblins carry 3d6 silver chisels (sp) each.

Orcs: This group of orcs are residents of one of the lost dwarven holds in the area. They will flee back to their lair if they lose more than a quarter of their original numbers in a fight. They are unaware of the goblin lair, but have noticed more goblins moving through the area lately.

Orc: AC 6; MV 9"; HD 1; hp 2 each; #AT 1; Dmg 1-8 or by weapon; AL LE; SIZE M; TREAS 2-12 ep each; XP 16 each; MM p.76. Each orc carries an axe (1-8) and bow (1-6). Their treasure amounts to 2d6 dwarven electrum hammers (ep) each.

Wolf, Worg: AC 6; MV 18"; HD 4+4; hp 27 each; #AT 1; Dmg 2-8; AL NE; SIZE L; XP 225 each; MM p.101.

Bugbear: AC 5; MV 9"; HD 3+1; hp 16 each; #AT 1;

Dmg morning star (2-8), spear (1-6); SA surprises on 1-3; AL CE; SIZE L; TREAS 3-24 cp, 3-18 sp, 2-12 ep, 2-8 gp each; XP 199 each; MM p.12.

Ogre: AC 5; MV 9"; HD 4+1; hp 23; #AT 1; Dmg 1-10 or by weapon; AL CE; SIZE L; XP 205; MM p.75. The ogres each have 20-80 dwarven gold forges (gp). They each wield an axe (1-6) as well as one or more spears (1-6).

Skeleton: AC 7; MV 12"; HD 1; hp 4 each; #AT 1; DMG 1-6; SA attack until destroyed; SD ½ dmg from sharp or edged weapons; immune to sleep, charm, cold or hold spells; AL N; SIZE M; XP 18 each; MM p.87.

Snake, Poisonous: AC 6; MV 15"; HD 2+1; hp 12 each; #AT 1; Dmg 1; SA poison bite forces save; AL N; SIZE S; XP 291 each; MM2 p.111.

White Dragon, Very Young: The adventurers may encounter Scéam as they either approach or leave the area around the ruined tower. It is not recommended that they face Scéam too early in the adventure unless they have several magic items in the party including magic weapons for at least the front line fighters. Scéam will swoop out of the sky and attempt to pick off stragglers, or attack the least armored adventurers. If the adventurers are near a precipice, he will attempt to knock combatants over the edge. If the Dungeon Master thinks it would be too early to face Scéam, roll again on the Ganlaw Mountains table and ignore rolls of 16.

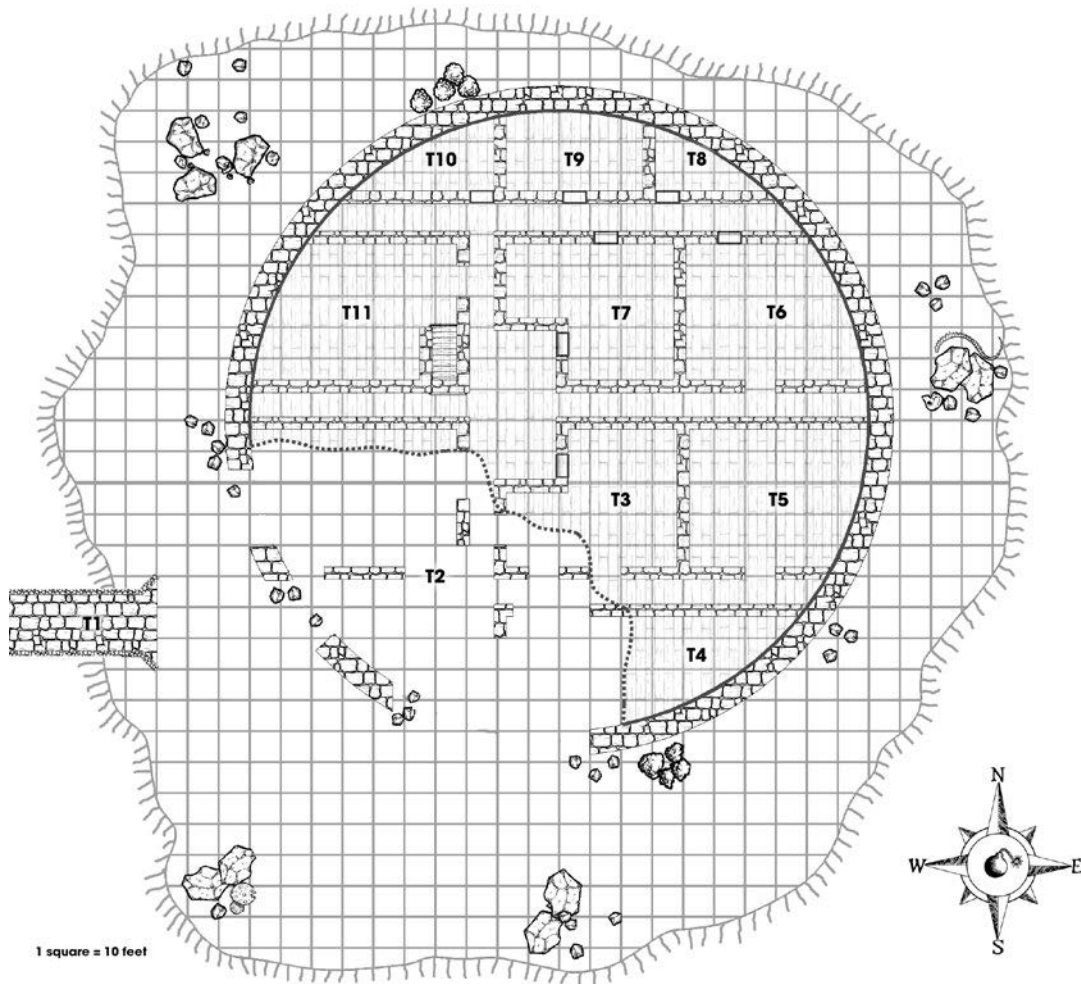
Dragon, White, Very Young (Scéam): AC 3; MV 12"/30"; HD 12; hp 12; #AT 3; Dmg 1-4(x2)/2-16; SA breath weapon (cold); AL CE; SIZE L; XP 1544; MM p.34.

ARRIVING AT THE TOWER

As noted previously the tower stands on a flat topped spire of rock split off from the rest of the mountain side and accessible by an ancient bridge of dwarven construction.

The time suspension field that once surrounded Begnornian was quite large, encompassing the entire tower and both levels of the dungeons as well as the bridge. Much of the ruins are in relatively good shape given the passage of centuries. All of these areas have only begun aging at a normal rate a few months ago. Thus the wood is still intact, foodstuffs are rotted, and corpses have had enough time given the climate to decompose to bones.

The animated undead in the tower dungeons are the result of a strange combination of magical effects. The time suspension field magic is still slowly fading from



the area, and the pervasive evil of both Begnornian in **26. PRISON** and the devil in **29. A FORGOTTEN CAVERN** have admixed to animate the bones in **13. COLLAPSED ROOM** and **14. DEAD MEN**. The goblin skeleton in **11. CISTERN** has not animated because the time suspension field had already dissipated sufficiently so the combined effect was not strong enough for animation. Likewise, freshly killed corpses in the area will also not animate.

RUINED TOWER GROUND LEVEL

Unless the adventurers have already dealt with him, DMs should remember that any fighting in the ground level of the tower will attract the attention of Scéam if he has returned to his nest.

T1. STONE BRIDGE:

The mountain path leads to a huge gap between the mountain side, and a stone column split off from the rest. Spanning the gap, across which you can see the tumbled ruins of an ancient watch tower, is an arch bridge of ancient dwarven design. The sides of the arch are carved with intricate dwarven runes and knotwork. Although the

bridge looks sturdy enough, there are parts that are in obvious disrepair, and one section along the right side has partially collapsed into the chasm below.

The bridge is actually perfectly safe to cross, but the Dungeon Master can play up the element of danger. There are dangerous cross winds and updrafts, and anyone foolish enough to get close to the edge could potentially lose their balance and plummet to their death below.

T2. COLLAPSED TOWER:

Although a story and part of a second of this tower still stands, the remainder has collapsed and the stones and timbers that once comprised those levels lie strewn about the ground.

For the knowledgeable, this tower is of human construction. The first floor is mainly intact and a portion of the second story remains as well. The staircase leading up to the second floor has collapsed, so access to that level would have to be achieved through other means.

The ground is strewn with broken stones and dry-rotted or petrified timber from the upper stories. A search reveals nothing of interest.

If the party lingers in this area they can be subject to the attack of the white dragon Scéam nesting on the second level of the tower. See **12. DRAGON NEST** below for more on the options for encountering Scéam.

Dragon, White, Very Young (Scéam): AC 3; MV 12"/30"; HD 12; hp 12; #AT 3; Dmg 1-4(x2)/2-16; SA breath weapon (cold); AL CE; SIZE L; XP 1544; MM p.34.

T3. SOUTHWEST BARRACKS:

This room was a barracks for the tower defenders. Now open to the elements, the place is a shambles. What furniture was here succumbed to age and decay, lying broken and strewn about the place.

There is nothing further of interest here.

T4. CENTIPEDE NEST:

Almost nothing remains of this room and there is no clue to its former use. Many years of wind-blown, dead leaves have gathered into the far corner and heaped up. The smell of mildewed, damp, dead leaves is strong. The stone walls are worn and pitted.

Hidden in the pile of leaves is a nest of three giant centipedes. They will not harass the adventurers unless the pile of leaves is disturbed. They have no treasure.

Centipede, Giant (3): AC 9; MV 15"; HD ¼; hp 2, 1(x2); #AT 1; Dmg NIL; SA poison +4 to saving throws; SD -1/die for saving throws; AL N; SIZE S; XP 94; MM p.14.

T5. SOUTHEAST BARRACKS:

This large room was once one of several barracks for the soldiers of this tower. There are a dozen bunk beds around the perimeter of the room. A few tables and a dozen chairs litter the middle of the room.

The bunks are in very poor repair, and many of the beams comprising the frames and supports have dry rotted. Any mattresses or other bedding materials have long since decayed to dust. The tables and chairs are in much the same condition.

This room is empty and can be used as a resting place for pack animals, hirelings, or for the adventurers between forays into the dungeon. It is, however, not the safest place, though it does provide good shelter from the elements. For as long as Scéam lives, anyone resting here runs the risk of attack from the dragon.

T6. NORTHEAST BARRACKS:

This large room was one of the barracks of the tower. There are a dozen bunk beds around the perimeter of the room, and a few tables and a dozen chairs are clustered in the middle of the room.

The wooden items in this room are in better repair than any of the other barracks. Some bedding, flea ridden, remains on about half of the frames. The tables and chairs are still usable.

This room is empty and can be used as a resting place for pack animals, hirelings, or for the adventurers between forays into the dungeon. It is however not the safest place, though it does provide good shelter from the elements. For as long as Scéam lives, anyone resting here runs the risk of attack from the dragon.

T7. NORTHWEST BARRACKS:

This room was a barracks. A dozen bunk beds have been pushed into the northwest corner of the room, and the mattresses leaned against them to make a wall separating that part of the room from the rest. A few tables and a dozen or so chairs have all been pushed into the eastern end of the room.

Hiding out in this room are four frightened goblins. Against the advice of **Raluzolgak**, they left the dungeon to explore the tower. While poking around, Scéam returned to his nest and either smelled or heard them. Scéam found and took one of the goblins to his nest to eat. The remaining four goblins holed themselves up in this room and have been here for several days. They are hungry, tired, and fearful.

Adventurers entering the room will be watched by the hiding goblins. If they leave again without disturbing, or approaching too closely, the walled off area of the room the goblins will not harass them. However, if they approach the walled off area within about 5 feet the goblins will attack. They wield slings and morning stars.

Once this room is empty it can be used as a

resting place for pack animals, hirelings, or for the adventurers between forays into the dungeon. It is perhaps the safest place anywhere near the tower, and it does provide excellent shelter from the elements. For as long as Scéam lives, however, anyone resting here runs the risk of attack from the dragon, though with two stout doors it is the least likely place for Scéam to explore unless the inhabitants are careless.

Goblin (4): AC 6; MV 6"; HD 1-1; hp 7, 6, 2(x2); #AT 1; Dmg 1-6 or by weapon; AL LE; SIZE S; XP 61; MM p. 47. The wield slings (2-5) and morning stars (2-8). They have no treasure with them.

T8. EAST LARDER:

This room is lined with wooden shelves. A few have collapsed and bits of broken wood litters the floor. Some have small sacks, or pottery jars still resting on them. A few small crates lie smashed in the middle of the floor.

Once one of two larders for food storage in the tower, this room no longer contains anything edible. Careful inspection of the remaining containers may reveal that they once held various kinds of foodstuffs. The sacks held grains, the jars liquids or food normally stored in liquids like pickles, and the crates once held vegetables.

There is nothing further of interest here.

T9. KITCHEN:

The door to this room is ajar, leaving about three feet of open space.

A fire-blackened chimney and fireplace dominate the north wall of this room. Once the tower kitchen, there are two large tables for preparing food, a stone basin for water, a wooden cutting block and several sets of shelves. Hanging suspended from the ceiling are pot racks holding a small variety of iron cookware. A couple of the racks have fallen from one end and the pots once hanging from them are strewn about the reed covered floor. Some of the hanging racks still hold cutlery, or other cooking implements. Most of the knives are rusted.

The knives are worthless, as are the other cooking implements here. The fireplace is clear, but the chimney is blocked with stone rubble from when the rest of the tower collapsed. Lighting a fire in the fireplace would only serve to fill the room with smoke (and alert the dragon of the party's presence!).

Living in the rather spacious fireplace is a family of giant rats. They will attack anyone poking around near the fireplace. They have no treasure.

Rat, Giant (8): AC 7; MV 12"/6"; HD ½; hp 4(x3), 3, 2(x3), 1; #AT 1; Dmg 1-3; SA 5% chance/wound to cause disease; AL N; SIZE S; XP 78; MM p.81.

T10. WEST LARDER:

The door to this room is slightly ajar.

This room appears to have been a storage room or larder. The walls are lined with shelves and a couple of barrels stand in the middle of the room. Sacks and jars rest on the shelves. Several very large black ants are rooting around the room.

There are five giant ants here searching for food. They will attack adventurers entering the room, but can be easily sealed in the room by simply closing the door. This can be a tough fight for very low level characters, but if the characters have gained a level or two it shouldn't prove to be too difficult.

The sacks contain some dried grains, and the jars contain rotted foods. The barrels contain vinegary wine.

Ant, Giant (5): AC 3; MV 18"; HD 2; hp 13, 11(x2), 10, 3; #AT 1; Dmg 1-6; AL N; SIZE S; XP 196; MM p.7.

T11. DINING HALL:

This spacious chamber was once a dining hall. Several large tables and perhaps two dozen chairs are arranged around the room. Hanging from the north and south walls are a set of crossed swords covered by a shield. On the western wall hangs a tapestry depicting a battle between two armies. It is faded and moth eaten. In the south east corner a stone staircase descends into darkness.

The swords are normal longswords and are a bit rusty, but with some care could be cleaned up and used. The shields are likewise in need of maintenance, but are also serviceable. The tapestry is in very poor shape, but for its historical value would fetch around 15 gold forges (gp) to the right buyer.

The stairs lead to **Tower Dungeon Level 1 1. ENTRANCE.**

Lore: The shields have two different heraldic devices. The one on the north wall is of **House Blaid** and depicts a white wolf passant on a blue and white counter-potent background. The

one on the southern wall is of **House Morthel** and depicts a hammer on a chequy brown and white background. The tapestry depicts a battle between The Kingdom of Cadarn and the Maere Empire known as the **Winter War**. An historian or tapestry maker would pay the listed price for the tapestry which is large and quite heavy, but it is otherwise worthless in its current state. If somehow repaired it would be worth as much as 250 gold forges (gp).

RUINED TOWER SECOND FLOOR

The shaded area of the **RUINED TOWER** map is meant to represent the second floor of the tower. The stairs have long since collapsed and adventurers will have to find some other way to access that level. This entire level of the tower is the lair of the white dragon wyrmling Scéam. Scéam is a little out of his element as this is neither the frozen north, or high enough in the mountains to be in a snow capped region. Scéam was drawn down from the north and the mountain heights by the pervasive evil emanating from this place.

T12. DRAGON NEST:

The second floor of the tower is in worse shape than the first. Much of the floor has collapsed to the ground below, and the remaining boards are cracked and weak looking. Tucked away near a sturdy looking section of the remaining outer wall

a small nest appears to have been created out of a pile of coins and a few other metal trinkets. The bones of a goblin lie nearby.

Depending on how you want to run the encounter with Scéam, he has either already been encountered and driven off or defeated, or the adventurers have yet to face him. If Scéam has not yet attacked, there are two further possibilities. First he is here, either in his nest or lurking nearby, or he is away hunting.

If Scéam is here, he will attack at a time he deems most advantageous. This includes being able to attack a character from the air while they are near the edge of the floor in an attempt to knock them to the ground 20 feet below. If he is in his nest he will attack immediately.

If Scéam is off hunting; the Dungeon Master has three options. He can have the dragon return while the characters are looting his nest, use him to attack any henchmen or hirelings the party leaves in a camp outside the dungeons, or save him for the final battle against the returning goblin raiders and Raluzolgak. Leaving Scéam for the later battle will make it much harder, but also has the advantage of giving the characters more items and possibly added class levels with which to combat this tough opponent.



trapped. The trap is a non-lethal alarm consisting of several small strips of metal attached to the far side of the door. Rogues have a chance to detect the trap before setting it off.

A twig jammed into the masonry wall in the hallway holds the rope and metal strips away from the door. When the trap is sprung, the twig falls to the ground and must be manually replaced to reset the trap.

D2. HALLWAY:

This hallway is very dark.

The masonry in this hall is in better repair than in the previous room, and the smell of mildew is much reduced.

A low wall of stones separates the southern ten feet of the hallway from the rest. The stones are those missing from the debris in **1. ENTRANCE**.

Six goblins are stationed at the southern end of this hallway as guards. They are not very diligent in their duty and will only gain advantage over intruders if the trap in **1. ENTRANCE** is sprung, or if intruders enter the hallway with a bright light. Otherwise the two groups have an equal chance of surprising each other.

The goblins will use the low masonry wall as cover while they fire arrows at intruders. The wall provides them with half cover (+4 AC) to range and melee attacks originating from the other side of the wall (making them AC 2). Once the archers run out of arrows, or if they are engaged in melee, they will switch from short bows to their morning stars.

If the party sets off the trap in **1. ENTRANCE**, two goblin guards will arrive through the open eastern door from **3. EAST GUARDROOM** at the bottom of the second round of combat and be able to fully act in the third.

Goblin (6): AC 6; MV 6"; HD 1-1; hp 6, 5, 4(x2), 3, 2; #AT 1; Dmg 1-6 or by weapon; AL LE; SIZE S; XP 88; MM p.47. Each goblin wields a morning star (2-8) and a short bow (1-6). The six goblins here have a total of 63 silver chisels (sp) in treasure.

D3. EAST GUARDROOM:

The door to this room is open wide.

This cramped room is well lit by several torches on torch stands. Several small straw pallets cover most of the floor space. The warm air stinks of sweat.

This is a guardroom. The personal effects of the goblin guards are strewn about.

There are nine goblins stationed here at all times. They attack any intruders entering the room, or passing the door to the room in the passageway. Either on their persons, or scattered around the room hidden in their pallets, are a total of 82 silver chisels (sp).

If the party sets off the trap in **1. ENTRANCE**, two goblin guards from this area will come to the aid of the defending goblins in **2. HALLWAY**. If this occurs deduct two of the goblins from this encounter.

Goblin (9): AC 6; MV 6"; HD 1-1; hp 7(x3), 5, 4(x2), 3(x2), 2; #AT 1; Dmg 1-6 or by weapon; AL LE; SIZE S; XP 136; MM p.47. They carry short swords (1-6) and spears (1-6).

D4. EMPTY ROOM:

This room is bare except for a broken wooden chair and a fine layer of undisturbed dust. It appears to be unused.

The room is empty, and is unused by the goblins. If any goblins flee **8. COMMON ROOM** they might possibly flee to this room.

The Dungeon Master is free to use this room as she chooses. An additional encounter can be added for greater challenge, or the adventurers could use the room to rest.

D5. EAST STOREROOM:

This crowded room is dark and musty. Barrels line the walls, and crates cover most of the remaining floor space.

The barrels contain brackish water and the crates contain food (mostly fresh meat and vegetables).

Three goblins guard this storeroom. Raluzolgak has set guards in each of the storerooms to make sure his rationing orders are followed. He has little trust that the non-combatant goblins will follow his orders, especially when he is away with raiding parties. The guards will gesture threateningly toward any intruders, but will be happy if the intruders leave.

Goblin (3): AC 6; MV 6"; HD 1-1; HP 7, 6, 5; #AT 1; Dmg morning star (2-8); AL LE; SIZE S; XP 48; MM p.47. They are armed with morning stars. Each has a belt pouch with silver chisels (sp) in it. Their total treasure is 66 silver chisels (sp).

D6. LOCKED ROOM:

The door to this room is locked; attempts to pick the lock suffer a -5% penalty due to the mechanism being rusted. Once the door is open, read the following:

Dust lies thick on the floor of this room, and is undisturbed. A desk is placed centrally along the eastern wall. A comfortable looking but thinly stuffed sitting room chair is placed at the desk. Centrally on the southern wall is a bookshelf. The western wall is dominated by a large but plain looking bed. The mattress appears to have been slashed open and some of the stuffing removed.

There is nothing living or undead in this room, but with some searching the characters can find a few things of interest.

The desk has a single drawer located centrally. It too is locked, but can be picked or forced easily. Inside are several blank sheets of fine vellum, a **wand of magic missiles** (5 charges), and a small pouch containing a dozen gold lions (gp).

The bookshelf contains many old volumes concerned with history (pre-Twelve Kingdoms), philosophy, astrology, and other mundane topics. Two of the books are of particular interest. One is a spellbook containing 1st through 3rd level spells, the other is a diary. The diary is written in the common language of the Kingdom of Cadarn, and the Twelve Kingdoms. The following entries are of particular note:

Undated

It's strange, but I feel a sense of terrible foreboding in the lower marshalling hall. It is as if something horrible had happened there in the past, or will happen there. Frankly it makes my skin crawl to be in that hall for even just a few minutes. I must start by researching the history of this place.

Undated

My research has turned up nothing specific, but this tower has been the target of attacks by Maere, and fiendish enemies alike over its long history. I refuse to enter the lower marshalling hall any longer. The effect on me is just too overwhelming.

Hadu 12, 249 BR

We've had a messenger from the King. Apparently there is to be a large military engagement with the forces of Maere in the hills just outside of Caer Carega. The commander is to send all non-essential personnel to aid in this

battle. It seems the commander considers the only wizard on hand essential to the defense of this post, so I am to stay.

Hadu 17, 249 BR

Our scouts have reported the movement of a small force of enemy soldiers travelling the mountain paths in this direction. I may yet get to test my magic against Maere steel. Rumors abound that some sort of demon-man leads our attackers. Perhaps this explains the sense of dread I've felt in the marshalling hall. I must prepare for the coming battle.

The spell book contains the following magic-user spells:

First Level: charm person, dancing lights, friends, jump, Nystul's magic aura, protection from evil, read magic, shocking grasp, sleep, unseen servant, melt, taunt, wizard mark

Second Level: detect evil, ESP, mirror image, strength, deep pockets, preserve

Third Level: flame arrow, protection from normal missiles, detect illusion, Melf's minute meteors, secret page, wind wall

D7. KENNEL:

The door to this room is barred from the outside. The characters may remove the bar and enter.

This room smells of wet dog, urine, and feces. The floor is covered with straw and bits of broken bone. This appears to be a kennel. Two large furry heaps are visible near the far corner of the room. A deep low growl rises from them as the fur bristles and the forms rise to their feet.

The forms are two worgs. They are the only two of nearly a dozen that remain in the kennel. The rest are off with war parties, or guarding other parts of the dungeon.

They will attack immediately, unless the characters close the door and bar it. Even if the characters avoid fighting the worgs, the beasts will continuously throw themselves at the door and loudly howl for several minutes. Any goblins in the area are likely to hear the din and move to investigate. Only goblins in **5. EAST STOREROOM** and **8. COMMON ROOM** have any chance of hearing the ruckus.

Wolf, Worg (2): AC 6; MV 18"; HD 4+4; HP 26, 23; #AT 1; Dmg 2-8; AL NE; SIZE L; XP 425; MM p.101.

D8. COMMON ROOM:

This large room is well lit with many torches. There are straw pallets scattered around the room. Junk is strewn about and several piles of fallen masonry stones litter the floor. The air is heavy with the stench of rotting garbage and stale sweat. There are three exits from the room; one each in the western, northern and eastern walls. Several small humanoids are living in this room.

These goblins represent the remaining balance of the tribe. They are mostly females, some children and elderly. They look obviously frightened in the face of any intruders.

The children and elderly are non-combatants. The females and a few remaining males acting as guards will attempt to get intruders to leave. If they are unsuccessful, they will defend the children and elderly. They only speak goblin. They are armed with short swords, spears, and slings.

The tribe's wealth, totaling 1,169 silver chisels, regents, and wyrmlings (sp) is hidden in dozens of small caches throughout the room, under piles of garbage or debris.

Goblin (12): AC 6; MV 6"; HD 1-1; hp 7, 5(x3), 4(x4), 3(x2), 2(x2); #AT 1; Dmg 1-6 or by weapon; AL LE; SIZE S; XP 168; MM p.47. Each goblin wields either a short sword (1-6), spear (1-6) or sling (1-4).

D9. CHIEFTAIN'S ROOM:

This small room is dark. It appears to be the bed chamber of a single humanoid creature. A bed is against the far wall, a weapons rack and armor tree are against the northern wall. A table on the south wall is covered with maps and map making materials. A large wolf hide covers the center of the room acting as a rug.

This is the room of the tribe's chieftain/war leader, a hobgoblin named **Raluzolgak**. He is currently away with a war party.

The maps are crude sketches of the Carega Hills region showing many of the nearby villages and farms. Several are circled and have an 'X' through them. Included among these is Granite Spring. One other is simply circled.

There is a small chest under the table that contains some of Raluzolgak's riches. The chest is trapped

with a poison needle as Raluzolgak does not trust the goblins, and contains 393 copper hammers (cp), 294 gold forges (gp), and a **+1 dagger**.

Lore: This **+1 dagger** is **Agyar**, a foul goblin forged blade. Its shape is jagged and cruel, and it seems to be slick with ichor at all times. Wounds made by this blade require a save vs. poison to be made. On a failed save the victim takes an additional 1-4 points of damage for 1d4 rounds. The effects of these wounds are cumulative. Agyar was forged by the goblins of **Hazza** some three centuries ago, and has appeared in the hands of various goblinoid heroes since that time. All have met gruesome ends. How Agyar came to be in the possession of Raluzolgak is a mystery that can only be answered by the hobgoblin himself. He is aware of the dagger's unfortunate history and is loath to use it except in dire circumstances.



D10. SHAMAN AND ACOLYTES:

Several torches illuminate this small and cluttered room. The smell of strong bitter incense is heavy in the air.

This room is cluttered with strange items. In one corner is a wooden perch. Atop the perch is a stuffed, partially rotted raven. In another is a second perch with a small viper coiled on it. Other junk of a vaguely religious nature is cluttered on the floor and on several low tables. These are the mainly worthless trappings of the tribe's new religion. The shaman has named their new god **Kozotode**, which loosely translates as "god among us."

These goblins are the tribe's shaman **Kedvelt**, and his three acolytes. They will rush and attack intruders on sight with their morning stars hoping one of them can slip past and warn the rest of the tribe. If any of the goblins in this room escape combat they will head to **8. COMMON ROOM** and warn the tribe. If they make it that far they will be

an additional combatant in that encounter. If **8. COMMON ROOM** has already been encountered by the adventurers then the acolyte or shaman will seek escape from the dungeon.

Goblin Shaman (Kedvelt): AC 5; MV 6"; HD 1; hp 8; #AT 1; Dmg 1-6 or by weapon; AL LE; SIZE S; XP 22; MM p.47. Kedvelt wields a **+1 morningstar**. His ragged robes conceal a secret pocket holding 25 silver wyrmlings (sp).

First Level: command

Goblin (2): AC 6; MV 6"; HD 1-1; hp 7, 2; #AT 1; Dmg 1-6 or by weapon; AL LE; SIZE S; XP 37; MM p.47. They both attack with morning stars (2-8). The treasure of these goblins is a total of 46 silver wyrmlings (sp).

Lore: This **+1 morningstar** was created by the church of **Gormail**. His symbol, a gauntleted and clenched fist, is etched into the metal fittings of the handle. The weapon is named **Orthrim, the Oppressor**. It was once wielded by the **High Priest of the Shrine of Gormail in Caer Arlais**. What befell him, and how this weapon travelled to this location, is not recorded. The church might pay handsomely for the return of this item (up to twice its worth).



D11. CISTERN:

The doors to this room have expanded from the damp and are swollen shut. They are difficult to bash open (all attempts to bash are at 1 less than normal, though never less than 1 in any case).

The air in this room is damp and musty. The sound of trickling water can be heard softly. Lightly phosphorescent lichen grows on some of the masonry stones effusing the room in a faint green glow.

The skeletal remains of a goblin lie on the floor just

a couple of feet inside the door. The walls and floor of this area are slightly damp. A catch basin can be found on the north wall. Water spouts near the ceiling empty into the basin. The water in the basin is fresh and drinkable. The level is a few inches from the top of the basin.

Hanging from the stone lintel of one of the doors (Dungeon Master's choice) is a green slime. It is likely if the door is bashed in that the slime will fall on whomever comes crashing into the room.

If the basin is searched, a **ring of cold resistance** (see **NEW MAGIC ITEMS**) can be found under a calcium deposit in the southeast corner.

Green Slime: AC 9; MV NIL; HD 2; hp 14; #AT 0; DMG NIL; SA eats through wood & metal; SD immune to most spells except heat & cold (cure disease kills it); physical attacks do not harm; AL N; SIZE S; XP 638; MM p.49.

D12. EMPTY ROOM:

This room is empty except for a table and a single chair. Those and the floor are covered in a thick layer of dust.

There is nothing in this room, unless the Dungeon Master wishes to add another encounter to the adventure.

D13. COLLAPSED ROOM:

The south-western corner of this room has collapsed at some point in the past. The skeletal remains of several humans and elves are strewn about the floor. Some are partly buried under the rubble of the collapse. Everything is covered in a thick layer of dust.

The characters may enter this room and begin searching it. After a few moments the nine skeletons will animate and attack (this has the effect of a **scare** spell on all those able to see the skeletons). The remains pinned by the collapse will animate too, but cannot get free. The characters can "kill" them, but should not get any experience for it. Scattered throughout the room is a total of 18 gold crowns (gp), 36 silver regents (sp), and 12 copper commons (cp).

Skeleton (9): AC 7; MV 12"; HD 1; hp 8, 7, 6(x3), 4(x2), 1(x2); #AT 1; Dmg 1-6; SA attack until destroyed; SD ½ dmg from sharp or edged weapons; immune to sleep, charm, cold or hold spells; AL N; SIZE M; XP 169; MM p.87.

D14. DEAD MEN:

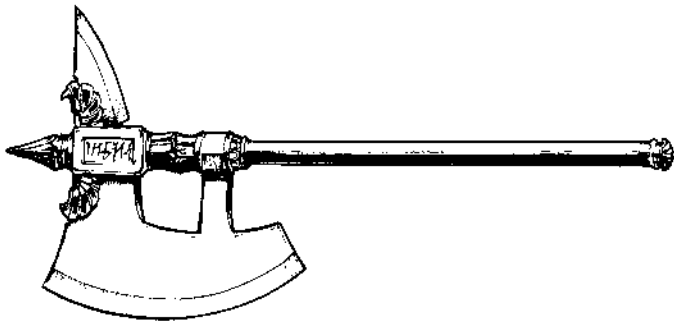
The air is dry and dusty in this room. The floor and all objects on it are covered with a thick layer of dust. Even so, it is obvious that most of the objects are the skeletons of men, elves, and dwarves who died defending this tower centuries ago. There is a table and several chairs as well.

The seven skeletons are garbed in ancient armor and still have their weapons nearby. The skeletons will remain immobile until the characters have entered into the room and begin searching it, and then they will animate and attack (this has the effect of a **scare** spell on all those able to see the skeletons).

The skeletons carry the treasure they did before they died. It amounts to a total of 49 gold crowns (gp), and one of the dwarves carries a **+1 dwarven battle axe**.

Skeleton (7): AC 7; MV 12"; HD 1; hp 7, 4, 3(x2), 2(x3); #AT 1; Dmg 1-6; SA attack until destroyed; SD ½ dmg from sharp or edged weapons; immune to sleep, charm, cold or hold spells; AL N; SIZE M; XP 121; MM p.87.

Lore: **Rifa** is a magical **+1 dwarven battle axe** of some renown. Forged in **Kaza Gul** by the dwarven smith **Sverrir Fireforge**. Rifa is a single bladed battle axe with wing-like decorations on both ends of the haft. The extremely sharp blade glows a faint green color when goblinoids are near (within 40 feet). The humming sound it makes when swung is uncannily like a dwarven funeral dirge. It was wielded by a dwarven hero named **Dalli Fireforge**. He was known to have been engaged in the battle mentioned in the **ADVENTURE BACKGROUND**. He must have met his end defending this tower.



D15. WEST GUARDROOM:

This room smells of stale sweat and wet dog. A few torches burn around the room. Scattered around the floor are several straw pallets. Seven goblins

loungue about the room. In the north-western corner a huge dark heap of fur suddenly bristles and a worg lurches to its feet as you enter.

The worg will rush the characters while the seven goblins ready a defense. One of their number will attempt to open the western door and shout "Betolakodok!" (goblin for "intruders") down the hall. This will have the effect of making **16. WEST STOREROOM**, **17. BARRACKS** and **18. CHAMPION'S ROOM** a running battle. If the Dungeon Master feels this could be disastrous for the adventurers, give them plenty of opportunities to stop the goblin from opening the door.

The guards from **16. WEST STOREROOM** will arrive at the top of the second round after the alarm is raised. The guards from **17. BARRACKS** will not immediately seek to join a combat in this room, but will awaken the bugbear in **18. CHAMPION'S ROOM** and prop the southern door to the barracks ajar to better hear the battle. If the sounds of battle abate and the barracks themselves are not entered within a few minutes, they will start sending scouting parties of two or three goblins to ascertain what happened. They will check both this room and **16. WEST STOREROOM**.

If the adventurers do not bring a fight to the barracks, and the scouts can determine their whereabouts, they will assault the characters where they are with the entire compliment of the barracks and the bugbear champion.

Goblin (7): AC 6; MV 6"; HD 1-1; hp 7, 6, 5, 4(x3), 3; #AT 1; Dmg 1-6 or by weapon; AL LE; SIZE S; XP 107; MM p.47. They wield short swords (1-6) and spears (1-6). The goblins here have a total of 60 silver chisels (sp) among them.

Wolf, Worg: AC 6; MV 18"; HD 4+4; hp 21; #AT 1; Dmg 2-8; AL NE; SIZE L; XP 195; MM p.101.

D16. WEST STOREROOM:

This small room is crammed with crates and a single barrel. Two goblins sit atop some of the crates, their weapons resting across their knees. The immediately jump to their feet, weapons in hand, and grimace menacingly.

If the goblins here have joined the fight in **15. WEST GUARDROOM**, then only read the first sentence of the read-aloud text.

If the two goblins are here, they will only attempt to get the characters to leave. However, if the characters continue on to **17. BARRACKS**, the

two goblins here will attack from the rear when the characters are engaged in that combat.

The crates are full of vegetables and dried foodstuff. The barrel is three-quarters full with potable water. There is nothing else here.

Goblin (2): AC 6; MV 6"; HD 1-1; HP 7, 6; #AT 1; Dmg 1-6 or by weapon; AL LE; SIZE S; XP 37; MM p.47. They attack using short swords (1-6) and spears (1-6). These two goblins have a total of 23 silver chisels (sp) between them.

D17. BARRACKS:

This room is obviously a barracks. Dozens of small beds and bunks are scattered haphazardly about the room. Two small round tables are situated centrally. There are piles of dirty rags in each of the corners. About a dozen goblins are lounging about the room, sleeping in the beds or seated at the tables. The stench is overwhelming. Sweat is only part of what makes up the foulness of the air.

Unless the alarm was sounded by the goblins in **15. WEST GUARDROOM**, the thirteen goblins here stand a good chance of being surprised, and caught unprepared. There is enough noise in this room at most times to mask all but the loudest of adventurers.

However, if the alarm was raised the goblins here will be ready for the characters. Their relaxation is only a ruse to draw in the characters. Each goblin has a weapon within reach, and if characters are very observant they will notice that even the sleeping goblins are wearing armor. The bugbear from **18. CHAMPION'S ROOM** is just inside the door to his room, and has the door slightly ajar. He is ready to charge out when the goblins spring the trap. Characters that enter the room should have the opportunity to use about half of their movement before the goblins and bugbear spring into action.

A secret door can be found in the east wall of the barracks. It operates on a central pivot point by simply pushing one side or the other. It leads to a short passage ending in another secret door. This is a one-way door that also operates simply by pushing on the southern end of the door. The pivot point for this door is on the north edge of the door. The door is weighted to swing shut unless held open. Once closed it cannot be opened from **1. ENTRANCE** without destroying the door entirely.

Goblin (13): AC 6; MV 6"; HD 1-1; hp 7, 5(x2), 4(x5), 3(x4), 2; #AT 1; Dmg 1-6 or by weapon;

AL LE; SIZE S; XP 185; MM p.47. They wield some combination of short swords (1-6), slings (2-5), spears (1-6) and morning stars (2-8). Hidden in the goblins' belongings, in filthy mattresses, or on the goblins themselves can be found a total of 128 silver chisels (sp).

D18. CHAMPION'S ROOM:

If you thought the smell of the barracks was bad, remarkably, this room smells even worse. A large wooden bed lies against the far wall, but the frame rests on the floor. The legs have all splintered and lie in pieces near the corners of the frame. A large pile of rags is heaped up on the filthy mattress. Bits of food and discarded bones are strewn about, concentrated mostly near the bed.

If the alarm was sounded by the goblins in **15. WEST GUARDROOM**, there will be no combat encounter here.

This is the room of the tribe's champion, a bugbear named **Buzhos**. If he is here, he will be sleeping on the bed and part of the large pile of rags. Buzhos is a very light sleeper and unless adventurers entering this room are perfectly silent he will awaken. Buzhos doesn't like to be woken from sleep and will be virtually berserk. The bugbear champion always sleeps in his armor and his mace is next to him under the rags.

Bugbear (Buzhos): AC 5; MV 9"; HD 3+1; HP 17; #AT 1; Dmg 2-8 or by weapon; SA surprises on 1-3; AL CE; SIZE L; XP 203; MM p.12. He wields a mace (2-7). Buzhos carries 20 copper hammers (cp), and 10 silver chisels (sp) in a small pouch tucked into his armor.

D19. ARMORY:

The walls of this room are lined with wooden weapon racks and armor trees. The weapons and armor don't seem to be organized in any logical way, and are in varying stages of disrepair. Two goblins busy themselves maintaining the equipment on a small work bench against the western wall. A worg rests on the floor in the north east corner.

When the adventurers enter the room, the worg will leap to its feet and growl menacingly, while the two goblins will grab the nearest weapons to defend themselves.

The two goblins would probably rather avoid a fight, but the worg will attack unless the adventurers leave immediately.



The weapons and armor here are mostly worthless, but if the room is thoroughly searched a silver dagger can be found.

Goblin (2): AC 6; MV 6"; HD 1-1; hp 7, 3; #AT 1; Dmg 1-6 or by weapon; AL LE; SIZE S; XP 34; MM p.47. Each attacks with a short sword (1-6). The goblins have a combination of 22 silver regents and wyrmlings (sp) between them.

Wolf, Worg: AC 6; MV 18"; HD 4+4; hp 19; #AT 1; Dmg 2-8; AL NE; SIZE L; XP 185; MM p.101.

D20. FOUNTAIN HALLWAY:

Some beautiful stonework and mosaic tiles still remain in this hallway, but most have been damaged or defaced by age and goblin vandalism. Several pillars are situated centrally down the hall east to west, and an ornate fountain and catch basin are located in the middle of the northern wall. A faint trickle of water echoes throughout the hall.

Two worgs guard this hallway and the means of access to the lower level. They tend to stay away from the fountain as it makes them vaguely uneasy to be near it. This will however not affect their ability to fight savagely and quickly. They

attack any non-goblinoid intruders on sight.

Adventurers of any good alignment will feel invigorated just being in this room. In combat good aligned characters gain a +1 to hit, and +1 damage while in the room (as delineated on the DM's map).

The fountain is beautifully wrought from red marble in the shape of a lion's head (the symbol of the ruling **Brudd** family of ancient **Cadarn**). A steady stream of water issues from the lion's open mouth and into a basin made of bronze marble. There is a drain in the back of the basin about 2 inches from the lip that keeps the basin from overflowing.

The source of the fountain's waters is otherworldly. Depending on what type of cosmology you use, appropriate planes of origin would be the **positive material plane**, the **kingdom of faerie**, or **Arvandor**. The Dungeon Master is free to choose to best suit her campaign world.

The waters of the fountain have unusual restorative properties for creatures of good alignment. If you do not use alignment in your campaign, the Dungeon Master is free to judge the recent actions of her player's characters and adjudicate as she sees fit.

For creatures of good alignment a drink from the fountain will restore 1d8 hit points once every 24 hours. The waters also have the effect of totally refreshing the drinker as if they had just slept for 8 hours. It cannot erase magical fatigue effects, and does not take the place of 8 hours of rest for any other purpose (memorizing or praying for spells for instance). Creatures of neutral, or evil alignment receive no benefit from the waters other than the refreshment and hydration that normal water would provide.

The water from the fountain can be removed in waterskins, vials or other appropriate containers, but only maintains its wondrous properties for 24 hours and then becomes normal water in every sense.

Wolf, Worg (2): AC 6; MV 18"; HD 4+4; hp 25, 15; #AT 1; Dmg 2-8; AL NE; SIZE L; XP 380; MM p.101.

TOWER DUNGEON LEVEL 2

D21. CENTRAL HALL:

This hallway looks like it has seen better days. Masonry is crumbling from the walls in several places, and heaps of garbage and filth lie scattered about the floor. A few flagstones are loose, displaced, and even missing from the floor.

This hallway is empty of creatures or anything else of note.

D22. UNUSED ROOM:

The doorway to this room is slightly ajar, and opens to reveal a large room apparently unused by the goblins, or perhaps used for their refuse. Bits of splintered wood, heaps of dirty rags, and pieces of broken bone litter the floor. Amid the debris can also be seen a few glints of metal.

Apart from the debris there is also a small nest of five giant centipedes. They will attack anyone who enters the room and begins disturbing the detritus. They have no treasure per se, but a thorough search through the room will uncover a total of 27 copper commons (cp), and 2 silver regents (sp).

Centipede, Giant (5): AC 9; MV 15"; HD ¼; hp 2(x2), 1(x3); #AT 1; Dmg NIL; SA poison +4 to saving throws; SD -1/die for saving throws; AL N; SIZE S; XP 157; MM p.14.

D23. PRISON STOREROOM:

This is another storeroom. It is rather untidily kept, and several sacks and crates are open, and the stench of rotting vegetable matter is strong.

This storeroom is used to keep food for prisoners. There are barrels of water, sacks of grain and fruits, and crates of vegetables. Most of the water is brackish, and the fruits are over ripe and heading toward rotten. Many of the open crates of vegetables have already rotted.

Hidden among the supplies near the back of the room (and inaccessible without moving a lot of the crates) is a small nest of six giant rats. They are well fed and unlikely to attack, but if the adventurers start moving the contents of the room around to search for something of value the rats will defend their lair.

If the nest is found and the rats defeated or driven off, there is some small amount of treasure to be found. The rats have gathered together some shiny things from their surroundings, including some green glass from a broken bottle, a 10 GP Amethyst, and 11 copper commons (cp).

Rat, Giant (6): AC 7; MV 12"/6"; HD ½; hp 4(x2), 3(x2), 1(x2); #AT 1; Dmg 1-3; SA 5% chance/wound to cause disease; AL N; SIZE S; XP 58; MM p.81.

D24. GAOLER'S ROOM:

This small room is dimly lit. Its single humanoid occupant is here sharpening a cruel looking scimitar. A raised pallet is in the far southern corner and personal effects are strewn over a couple of low tables.

This is the room of the tribe's sergeant/gaoler. He will attack any intruders who enter his room. He has the key to **26. PRISON** on a leather strap attached to his belt.

Ganak is large for a goblin, but is quick for his size. He is a cagey, dirty fighter. He will attempt to gain any advantage he can when fighting intruders. If he can get past attackers, he will flee toward the exit hoping that he can join up with Raluzolgak and the warband as they return.

Ganak has a pet large spider that lives in his room with him. He keeps the pet to keep other goblins out of his room as they are terrified of it. He also trained it to follow simple hand signals. Ganak will direct the spider to attack before engaging enemies himself. The spider, whose web is near

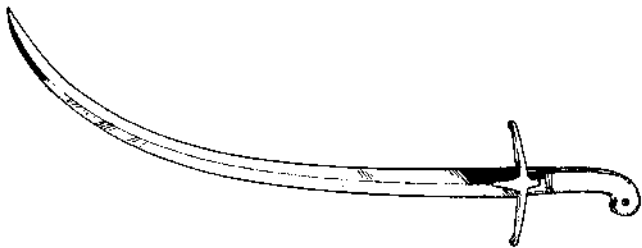
the ceiling of the northwest corner of the room, will scuttle along the ceiling and drop down in the midst of, or behind, enemy attackers.

Hanging from a hook on the wall just under the spider's web is a dirty cloth sack, with the drawstring knotted to keep it closed. Inside are 13 copper eggs (cp), 23 silver wyrmlings (sp), 7 electrum drakes (ep), and 54 gold dragons (gp).

Goblin Chief/Bodyguard (Ganak): AC 4; MV 6"; HD 2; hp 14; #AT 1; Dmg 1-6 or by weapon; AL LE; SIZE S; XP 24; MM p.47. His sword is a +1 scimitar (1-8).

Spider, Large: AC 8; MV 6"*15"; HD 1+1; hp 7; #AT 1; DMG 1; SA poison bite (save at +2); AL N; SIZE S; XP 79; MM p.90.

Lore: Ganak's +1 scimitar is **Lobator**, a foul orc blade. Nothing is known of the forging of this blade, but it likely travelled south into Cadarn with the orc hoard that brought that kingdom low. Ganak likely found the blade while scavenging one of the old battle fields of that ancient war. Though it is very plain and the blade often appears to be rusty, the edge is very sharp. In addition, wounds inflicted by the sword only heal for half the roll result when magical healing is used (spells, wands, potions, etc.) Non-magical healing (herbs, time, etc.) has no effect. Wounds left untreated will eventually fester, and become infected.



D25. PRISON GUARDROOM:

This short hallway ends in a sturdy, iron bound oak door. A metal bar slid through iron brackets mounted to both the door and the wall to either side of it is padlocked in place. To either side of the hallway are openings from which dim light issues. The sound of low talking can be heard coming from both openings.

This is the guardroom leading to the prison. The key to the padlocked door is held by the head gaoler, Ganak in **24. GAOLER'S ROOM**.

To each side of the hallway is a separate guardroom. Each room would normally hold half a dozen goblins, but there are no prisoners to

guard so Raluzolgak has only posted a skeleton crew of guards here (2 per guardroom). They are speaking in goblin in hushed tones so as not to disturb their "god" being held in one of the cells. Though likely outnumbered by the adventurers, these guards will fight with the fury of religious fanaticism to protect Begnornian from capture (release) by the adventurers.

With the four goblins is a single worg sleeping in the eastern guardroom. If the adventurers linger too long in the hallway, the worg will catch their scent and begin growling, thus alerting the goblins to the presence of intruders.

Goblin (4): AC 6; MV 6"; HD 1-1; hp 4(x2), 3(x2); #AT 1; Dmg 1-6 or by weapon; AL LE; SIZE S; XP 54; MM p.47. They are armed with short swords (1-6) and spears (1-6). The goblins have a total of 44 silver wyrmlings (sp) among them.

Wolf, Worg: AC 6; MV 18"; HD 4+4; hp 28; #AT 1; Dmg 2-8; AL NE; SIZE L; XP 230; MM p.101.

D26. PRISON:

This damp room is poorly lit by flickering candle light. The floor slopes slightly toward a drain in the center of the floor. Rusty manacles are attached to the walls by equally rusted chains. Several doors around the room lead to cramped cells.

The only creature in the cells is a proud but disheveled looking man. His once rich clothing is now torn and wet. It hangs loosely over his very thin frame. He is tall, with pale skin and long, straight, black, stringy hair. His face is quite handsome in spite of the gaunt look of hunger that covers it, and his eyes sparkle with the hint of a smile. Despite his ragged appearance, he exudes an air of nobility.

The man's name is Begnornian Aglaeca, which he will offer to any friendly seeming intruders. If asked he will relate the following information. He was imprisoned here by the goblins after they discovered him held in stasis on the upper level of the dungeons. Something the goblins did interrupted the stasis, but he was left weak and unable to flee. The goblin shaman declared him a god, and the tribe began worshiping him as their captive patron. Begnornian is quite happy to see the adventurers, and will plead with them to help him escape his captivity. He will offer to do a service for the adventurers once he is reestablished in this time period, if they will only help him escape.

What Begnornian will not reveal is that he is actually a half-demon general of the Maere

Empire. He was stuck here during the events detailed in the **ADVENTURE BACKGROUND**, and since he was discovered by the goblins, he has been trying to find a way to escape. In fact, he will attempt to flee from the adventurers as soon as it is relatively safe to do so. If he feels he can slip away, and the route to the dungeon entrance is clear of obstacles, he will wait until the adventurers are distracted or otherwise occupied and simply leave them.

Begnornian's true form is that of a tall humanoid male, with black scales instead of skin, cruelly clawed hands, and gigantic black bat-like wings spanning some thirteen feet when fully extended. His face is fiendishly handsome and also covered with black scales. His eyes burn like two glowing embers. He continuously maintains the image of a handsome young man using his polymorph self ability. He is thoroughly evil, and has genius level intelligence along with the cunning of a fiend. He will not easily be duped into revealing anything he wishes to keep hidden.

Begnornian is responsible for sending the goblins out raiding in the hopes that a force of soldiers would be dispatched by the local ruler to put an end to the raids, and coincidentally free Begnornian from his captors in the process. Begnornian will not reveal this to adventurers if he thinks it will turn their perceptions against him. He can still help them regarding the goblins plans by simply saying that he overheard talk of a war party leaving, and believes that they should be returning soon.

Begnornian plays the role of innocent captive to a tee, and any attempts to detect his lies or alignment will be thwarted by his only remaining possession, a **ring of mind shielding** (see **NEW MAGIC ITEMS**), which his polymorphed form hides.

For more on Bengornian's plans and behavior, see **ENDING THE ADVENTURE** below.

Half-Demon (Begnornian): AC 3; MV 12"/16"; HD 5; hp 37; #AT 2; Dmg 2-5(x2)/BY WEAPON; SA fear (by touch) 5/day; SD polymorph self 5/day, infravision; AL CE; SIZE M; XP 390; See **NEW MONSTERS**.

D27. ORNATE HALLWAY:

This hallway must have once been grand. The pillars down both sides of the hall are spaced approximately every ten feet, arches span the ceiling between them, and the masonry walls still bear flecks of paint. The pillars appear to have

been sculpted to look like strong human warriors, but the faces have all been marred, and many of the protruding extremities have been broken off. Remains of the pillars still lay on the floor. Foul and obscene goblin vandalism covers the once noble sculptures.

The door at the end of the hallway was apparently once ornately carved hard wood. It too has been defaced and bits of wood splinters cover the area around the door.

Two worgs roam this hall. They attack any intruders who are not goblins, or hobgoblins.

Wolf, Worg (2): AC 6; MV 18"; HD 4+4; hp 23, 19; #AT 1; Dmg 2-8; AL NE; SIZE L; XP 390; MM p.101.

D28. TEMPLE TO KOZOTODE:

This ornate hall was once a feast hall or audience chamber, but it has been converted into a temple to some unnamed god. The pillars carved to look like fierce human warriors have all been defaced. The smell of strong bitter incense is infused on the air. Lit torches burn in sconces attached to each pillar. At the far end of the hall can be seen a strange statue. The hall, though lit, seems dark and foreboding.

The statue is that of a regal looking human noble. Tied to the back of the statue is a pair of bat-like wings fashioned from twigs and black cloth.

The statue is a depiction of **King Aelhaeran II** of Cadarn. The goblins have added the wings.

Guarding this temple are nine goblins. They fanatically attack any non-goblins (apart from Begnornian Aglaeca) who enter the room. They will fight to the death.

This chamber is affected by the devil in **29. A FORGOTTEN CAVERN**. Torches seem to burn less brightly, and sputter throwing off sparks and embers. A sense of ancient, brooding evil can be felt by all who enter here. Good clerics or paladins are slowed in this chamber as the spell of the same name.

Most of the goblins in the dungeons have never seen Begnornian, but if he is with the party when they encounter this area, the goblins here (temple guards) have seen him. They will initially be confused if he is attacking them, but they will fight for their lives. If the adventurers capture any of these goblins they can reveal Begnornian's true nature. He is well aware of this, and will pressure

the party not to take prisoners. If they insist, Begnornian will act as though he is searching the area at the north end of the hall for secret doors, and try to slip out of the hall, and if the way is clear, the dungeons themselves before his cover is blown.

Goblin (9): AC 6; MV 6"; HD 1-1; hp 7(x2), 6, 5(x2), 3, 2(x3); #AT 1; Dmg 1-6 or by weapon; AL LE; SIZE S; XP 137; MM p.47. They use a combination of short swords (1-6), spears (1-6), slings (2-5), and morning stars (2-8) in combat. Once defeated they have a total of 84 silver wyrmlings (sp) among them.

D29. A FORGOTTEN CAVERN:

The entrance to this cavern is a well concealed secret door in **28. TEMPLE TO KOZOTODE**. Once the characters have opened it read the following:

The faint drip of water can be heard echoing from somewhere further into the recesses of this natural cavern. Faintly luminous lichen clings in small clumps to the walls, ceiling and floor giving off a soft reddish glow. Stalactites cover the ceiling, some of them quite large, while the floor is rough and uneven with a few small stalagmites. One stalactite and stalagmite pair have even grown into a natural pillar near the center of the chamber. The air smells lightly of brimstone.

Long before the events detailed in the **ADVENTURE BACKGROUND**, a small force of fiends attacked this tower and were defeated by the contingent of Cadarn soldiers stationed here. All were destroyed with the exception of the red abishai devil that was trapped in this cavern.

The Dungeon Master should endeavor to play this encounter as the climax to the adventure, and indeed it should be a challenging encounter. It can be difficult for some players to keep themselves from metagame thinking if they know the name of the adventure. Begnornian is the forgotten evil referenced in the title, but it is important that he survive to challenge the characters in later adventures, so the Dungeon Master should do everything in her power to make the players think this devil is the eponymous forgotten evil.

If Begnornian is with the adventurers when they enter this area, and the adventurers somehow know of his complicity in the goblin raids, he will try to suggest that his behavior was somehow affected by the proximity of the evil in this cavern.

Abishai, Red: AC 1; MV 18"/18" (MC:C); HD 4+2; hp 29; #AT 2; Dmg dagger (4-7)(X2); SA tail strike does 1-2, converse with any intelligent creature;



SD half dmg from: cold and gas; no dmg from: magical or dragon fire, regen 1pt/round (except dmg from silver, holy water or holy magic); MR 40%; AL LE; SIZE S; XP 465; MM2 p.45.

Spells: change self, command, produce flame, pyrotechnics, summon 1 abishai (20%).

THE RETURNING WARBAND

When the adventurers leave the dungeon they will encounter the returning war party. The battle will take place on the bridge connecting the tower to the mountain path.

The war party consists of a dozen goblins, the hobgoblin chieftain Raluzolgak and his hobgoblin lieutenant **Hadnagy**. The goblins will fight fanatically to keep their god from leaving them, and assume that their women and children are all dead.

Raluzolgak and Hadnagy will fight from the rear, ordering the others and lending cover fire. If the goblins are reduced to half their original number Raluzolgak sends Hadnagy into the fray. Raluzolgak



will attempt to escape if the goblins are reduced to one quarter of their original number.

The number of opponents makes this a tough fight, but for added challenge for players that enjoy impossible odds Dungeon Masters can add Scéam as suggested in **12. DRAGON NEST** from the **RUINED TOWER SECOND FLOOR** section. Although Scéam kills and eats the occasional goblin from the tribe, he is very much an ally of the tribe in any fight with outside forces. Scéam will not be present at the beginning for the combat, but can come swooping in to aid the goblins in the second or third round of combat. His presence in this battle bolsters the morale of the goblins and hobgoblins and makes them less likely to run, even when the tide of battle turns against them.

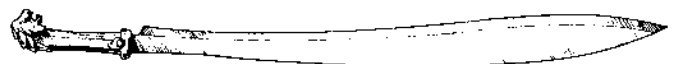
The warband is pulling a crude cart with them. This cart contains the spoils of their most recent raid. There are many different kinds of foodstuffs, such as different kinds of cured meats, fruits and vegetables, some wooden and iron tools like shovels, picks, and pitchforks, and a sack containing 118 silver chisels (sp).

Goblin (12): AC 6; MV 6"; HD 1-1; hp 6, 5(x5), 4(x2), 3, 2(x3); #AT 1; Dmg 1-6 or by weapon; AL LE; SIZE S; XP 168; MM p.47. The goblins use a mix of weapons such as short sword (1-6), slings (2-5), spears (1-6) and morning stars (2-8).

Hobgoblin Chief (Raluzolgak): AC 2; MV 9"; HD 4; hp 22; #AT 1; Dmg 2-11 or by weapon; AL LE; SIZE M; XP 282; MM p.52. Raluzolgak wears plate mail and fights with a composite long bow (1-6), and a +2 long sword (1-8). He uses a shield when in melee.

Hobgoblin Subchief/Bodyguard (Hadnagy): AC 3; MV 9"; HD 2; hp 16; #AT 2; Dmg 3-10 or by weapon; AL LE; SIZE M; XP 60; MM p.52. Hadnagy wears splint mail and shield, and uses a long bow (1-6), long sword (1-8), and whip (1-2) in combat.

Lore: Raluzolgak's blade is a fine Cadarnian **+2 long sword** called **Egnion**. Forged in **Caer Brenin** by the master smith **Braith Sayer** several years before the battle of **Broken Crown**, Egnion was wielded by **Gareth March**, a member of the **King's Guard**. He is known to have perished in the battle of Broken Crown. It is possible that a surviving orc claimed the blade, and later lost it to Raluzolgak, but that story is not recorded.



ENDING THE ADVENTURE

Once the returning warband is defeated or disbursed, the adventurers may return to Thane Einon for their reward. Acceptable proof that the goblins are no longer a threat include such things as thumbs severed from dead goblins, heads, scalps, etc., or if the party brings Thane Grigor the head of Raluzolgak. That in itself is sufficient to show that their leadership has been neutralized. See **THE DEFAULT NARRATIVE** above for more details on the reward.

As mentioned in the **26. PRISON**, Begnornian will try to escape from the adventurers as soon as it is relatively safe to do so. He will most certainly attempt to flee sooner rather than later if the adventurers are taking him back to Caer Carega to face justice for his role in the goblin raids. If you can justify an "off stage" death of a henchman, or hireling during the escape, so much the better. Begnornian will play a large role in other adventures in this series, and it won't hurt things at all if the players/characters are motivated by hatred going forward.

Once he escapes, Begnornian will head for **Caer Golorion** where he hopes to find information regarding the whereabouts of a powerful weapon that was the object of his attack on the outpost tower so many centuries ago. Caer Golorion is the city of scholars and boasts dozens of libraries full of books and scrolls containing ancient knowledge. It is said that all that is known, or was once known, is recorded somewhere in Caer Golorion. The trouble, the punch line goes, is in finding it.

HERE ENDS A FORGOTTEN EVIL, THE FIRST MODULE IN THE ANCIENT EVIL ADVENTURE SERIES. THE ADVENTURE CONTINUES WITH WHAT LIES BENEATH.

NEW MAGIC ITEMS

Ring of Cold Resistance: The wearer of this ring is totally immune to the effect of normal cold. Intense cold such as temperatures below -40° F (-40° C), or an **ice storm**, or **wall of ice** spell will cause 10 hit points of damage per round (1 per segment) if the wearer is actually within such effects. Exceptional cold such as white dragon breath, or a **cone of cold** are saved against at +4 on the die roll, and all damage dice are calculated at -2 per die, but each die is never less than 1 in any event. **XP Value:** 1,000; **GP Value:** 5,000

Ring of Mind Shielding: This ring is usually of fine workmanship and wrought from heavy gold. The wearer is continually immune to any attempt to detect thoughts, discern lies, and to magically discern their alignment. **XP Value:** 2,000; **GP Value:** 10,000.

NEW MONSTERS

HALF-DEMON

FREQUENCY: Uncommon
NO. APPEARING: 1
AC: 3
MOVE: 12"/16"
HD: 5
% IN LAIR: 15%
TREASURE TYPE: D
NO. OF ATTACKS: 2
DAMAGE/ATTACK: by weapon type, or claws 2-5
SPECIAL ATTACKS: see below
SPECIAL DEFENSES: see below
MAGIC RESISTANCE: 5%-20%
INT: Exceptional — Super-Genius
ALIGNMENT: Chaotic Evil
SIZE: M-L (6'-7 ½' tall)
XP: 205 + 5/hp



Half-demons are the result of demons mating with human females. The result is almost always a male half-demon (90%), the rest of the time they are either female half-demons (5%) or stillborn (5%).

Half-demons have infravision. Half-demons can instill **fear** (by touch), and they may **polymorph self** (each 5 times a day) as the spells.

Half-demons tend to be tall, and many have demonic features such as red or gray colored skin, scales, pointed or otherwise misshaped ears, fangs or small horns. Those with these features will use their polymorph self ability to appear normal when in the company of non-demons.

PRE-GENERATED CHARACTERS

The following pre-generated characters are designed on an experience point base of 3753 XP. Multi-class characters with two classes have 1876 earned experience points per class. The only multi-class character with three classes has 1251 earned experience points per class.

Bardaen Laer – Elf Fighter 1/Magic-User 1 – Male

STR	16	to hit:+0 damage:+1	Alignment:	Chaotic Good
INT	17	spells:75% min:8 max:14	Movement Base:	12" (9")
WIS	12	magical attack adj:+0	Armor Class:	5
DEX	16	react/attack:+1 defense:-2	Hit Points:	7
CON	11	hits:+0 sys:75% res:80%	Height:	5'0"
CHA	10	reaction adj:+0%	Weight:	100 lbs



Items: longsword, spear, longbow, studded leather armor, spell components, spellbook, leather backpack, waterskin, cloak, rations, leather boots, bedroll, tinder box, 10' pole, iron spikes, wooden mallet & stakes, 3pp, 80gp, 42ep, 20sp, 15cp.

Other: 90% resistance to sleep/charm spells, +1 to hit with bow and sword, infravision 60', detect secret doors on a 2 in 6, detect concealed doors on a 3 in 6, surprise on 4 in 6 if unarmored.

Weapon Proficiencies:

Languages:

Spells (1):

Saving Throws:

Paralyzation/Poison/Death	14
Petrification/Polymorph	13
Rod/Staff/Wand	11
Breath Weapon	15
Spells	12

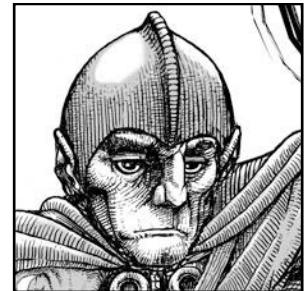
dagger, rapier, longbow, spear.

common, chaotic good, elvish, gnomish, halfling, goblin, hobgoblin, orcish, gnomish, uncommon, silent tongue, ogreish, lizard man.

First Level: alarm, detect magic, enlarge, firewater, message, read magic, sleep, taunt, tenser's floating disk.

Bardo Slywit – Gnome Illusionist 1/Thief 2 – Male

STR	14	to hit:+0 damage:+0	Alignment:	Neutral
INT	17	spells:75% min:8 max:14	Movement Base:	12" (9")
WIS	11	magical attack adj:+0	Armor Class:	6
DEX	16	react/attack:+1 defense:-2	Hit Points:	7
CON	16	hits:+2 sys:95% res:96%	Height:	3'6"
CHA	12	reaction adj:+0%	Weight:	85 lbs



Items: staff, shortsword, padded armor, spell components, thieves picks & tools, spellbook, leather backpack, waterskin, cloak, rations, leather boots, bedroll, mirror, coil of rope, tinder box, needle & thread, 3pp, 80gp, 42ep, 25sp, 28cp.

Other: 2x damage with backstab, infravision 60', detect grade or slope 80%, detect unsafe surfaces 70%, determine approximate depth 60%, determine direction 50%, +1 to hit kobolds/goblins, -4 on AC vs. giant monsters, +4 on saving throws vs. rods, staves, wands, and spells.

Weapon Proficiencies:

Languages:

Spells (1):

Saving Throws:

Paralyzation/Poison/Death	13
Petrification/Polymorph	12
Rod/Staff/Wand	11
Breath Weapon	15
Spells	12

staff, shortsword.

common, neutral, thieves cant, dwarvish, gnome, halfling, goblin, kobold, burrowing mammals, elvish, brownie.

First Level: audible glamor, change self, color spray, dancing lights, detect illusion, phantom armor, read illusionist magic, spook.

Thieving skills:	Pick Pockets:35%	Open Locks:39%
	Find Traps:35%	Move Silently:26%
	Hide/Shadows:20%	Hear Noise:20%
	Climb Walls:71%	Read Languages:0%

Biarmazal Mokvar– Half-Orc Cleric of Hanras 2/Fighter 1 – Female

STR	17	to hit:+1 damage:+1	Alignment:	Chaotic Neutral
INT	13	spells:85% min:9 max:18	Movement Base:	12"(9")
WIS	14	magical attack adj:+0	Armor Class:	4(5)
DEX	13	react/attack:+0 defense:+0	Hit Points:	10
CON	14	hits:+0 sys:88% res:92%	Height:	5'0"
CHA	12	reaction adj:+0%	Weight:	113lbs



Items: club, broadsword, banded mail, spell components, holy symbol(wooden), leather backpack, waterskin, cloak, rations, leather boots, bedroll, shield, needle & thread, iron spikes, wooden mallet & stakes, lantern, oil flask, 6pp, 147gp, 78ep, 17sp, 27cp

Other: turn undead, infravision 60'

Saving Throws:

Paralyzation/Poison/Death	10
Petrification/Polymorph	13
Rod/Staff/Wand	14
Breath Weapon	16
Spells	15

Weapon Proficiencies: club, broadsword, trident, lance

Languages: common, chaotic neutral, orcish, gold dragon, ettin

Spells (4): First Level: cure light wounds x3, remove fear

Turn Undead: skeleton:7, zombie:10, ghoul:13, shadow:16, wight:19, ghast:20

Dermid Payne – Human Barbarian 1 – Male

STR	18/57	to hit:+2 damage:+3	Alignment:	Chaotic Good
INT	12		Movement Base:	15"
WIS	11	magical attack adj:+0	Armor Class:	5(8)
DEX	15	react/attack:+0 defense:-2	Hit Points:	14
CON	15	hits:+2 sys:91% res:94%	Height:	6'0"
CHA	15	reaction adj:+15%	Weight:	113lbs



Items: two-handed sword, club, leather armor, leather backpack, waterskin, cloak, rations, leather boots, bedroll, shield, sack, belt pouch, 10' pole, coil of rope, 2pp, 73gp, 38ep, 12sp, 29cp.

Other: +4 on saves vs. poison; +3 on saves vs. paralyzation, death magic, petrification, polymorph; +2 on saves vs. rod, staff, wand & breath weapons; able to climb cliffs & trees; able to hide in natural surroundings; surprise others - 3 in 6, only surprised 10%; in familiar terrain surprise others - 4 in 6, only surprised 5%; back protection; leaping & springing; detect illusions; detect magic; leadership; survival; first aid; outdoor craft; tracking.

Saving Throws:

Paralyzation/Poison/Death	10
Petrification/Polymorph	11
Rod/Staff/Wand	14
Breath Weapon	15
Spells	17

Weapon Proficiencies: hand axe, dagger, spear, club, bow, two-handed sword

Languages: common, tribal, chaotic good

Eirian Morower – Human Cavalier 1 – Male

STR	18/27	to hit:+1 damage:+3	Alignment:	Neutral Good
INT	12		Movement Base:	12"(6")
WIS	16	magical attack adj:+2	Armor Class:	0(2)
DEX	15/60	react/attack:+0 defense:-1	Hit Points:	15
CON	16/65	hits:+2 sys:95% res:96%	Height:	6'0"
CHA	16	reaction adj:+25%	Weight:	198lbs



Items: lance, longsword, field plate mail, horse, saddle, leather backpack, waterskin, cloak, rations, leather boots, bedroll, shield, iron spikes, mirror, sack, lantern, oil flask.

Saving Throws:

Paralyzation/Poison/Death	14
Petrification/Polymorph	15
Rod/Staff/Wand	16
Breath Weapon	17
Spells	17

Other: bonus damage with lance; special parry ability; mounted attacks as if 1 level higher; determine worth of steed; immune to fear; 90% resistance to mind attacks; +2 on saves vs. illusions; weapons of choice; 85% unlikely to be thrown from saddle; protection from fear 10' radius; able to function at neg. hit points.

Weapon Proficiencies: lance, longsword, broadsword

Languages: common, neutral good, brass dragon, copper dragon, sylph

Elain Jernigan – Half Elf Fighter 2 – Female

STR	16	to hit:+0 damage:+1	Alignment:	Neutral Good
INT	11		Movement Base:	12"(9")
WIS	10	magical attack adj:+0	Armor Class:	3(4)
DEX	14	react/attack:+0 defense:+0	Hit Points:	14
CON	15	hits:+1 sys:91% res:94%	Height:	5'2"
CHA	12		Weight:	89lbs



Items: dagger, morning star, banded mail, leather backpack, waterskin, cloak, rations, leather boots, bedroll, shield, tinder box, belt pouch, sack, iron spikes.

Saving Throws:

Paralyzation/Poison/Death	14
Petrification/Polymorph	15
Rod/Staff/Wand	16
Breath Weapon	17
Spells	17

Other: 30% resistance to sleep.charm spells; infravision 60'; detect secret doors on a 2 in 6; detect concealed doors on a 3 in 6.

Weapon Proficiencies: dagger, morning star, trident, lance

Languages: common, neutral good, elvish, gnome, halfling, goblin, hobgoblin, orcish, gnoll

Fran Fairbarn – Halfling (Stout) Thief 3 – Female

STR 8 to hit:+0 damage:+0 Alignment: Neutral
 INT 16 Movement Base: 12"
 WIS 12 magical attack adj:+0 Armor Class: 4(8)
 DEX 18 react/attack:+3 defense:-4 Hit Points: 10
 CON 11 hits:+0 sys:75% res:80% Height: 2'9"
 CHA 17 reaction adj:+30% Weight: 43lbs



Items: shortsword, longsword, leather armor, thieves picks & tools, leather backpack, waterskin, cloak, rations, leather boots, bedroll, 10' pole, wooden mallet & stakes, pocket knife, needle & thread, lantern, oil flask.

Other: 2 x damage with backstab, determine grade or slope 75%, determine direction 50%, surprise on 4 in 6 if unarmored, +3 on saving throws vs. rods, staves, wands, spells, and poisons, infravision 60'.

Thieving skills: Pick Pockets:55% Open Locks:53%
 Find Traps:40% Move Silently:47%
 Hide/Shadows:45% Hear Noise:20%
 Climb Walls:72% Read Languages:0%

Saving Throws:

Paralyzation/Poison/Death 13
 Petrification/Polymorph 12
 Rod/Staff/Wand 14
 Breath Weapon 16
 Spells 15

Weapon Proficiencies: shortsword, longsword

Languages: common, neutral, thieves cant, dwarvish, elvish, gnome, goblin, halfling, orcish

Jólin Hammerfall – Dwarf Cleric of Fadirinn 3 – Female

STR 12 to hit:+0 damage:+0 Alignment: Lawful Good
 INT 10 Movement Base: 12"(6")
 WIS 18 magical attack adj:+4 Armor Class: 5(6)
 DEX 10 react/attack:+0 defense:+0 Hit Points: 18
 CON 17 hits:+2 sys:97% res:98% Height: 3'10"
 CHA 13 reaction adj:+5% Weight: 120lbs



Items: staff, mace, scale mail, spell components, holy symbol(wooden), leather backpack, waterskin, cloak, rations, leather boots, bedroll, shield, coil of rope, tinder box, iron spikes, mirror, pocket knife, 9pp, 207gp, 110ep, 20sp, 29cp.

Other: can't use edged weapons; turn undead; infravision 60'; detect slope 75%; detect new construction 75%; detect sliding walls 66%; detect stonework traps 50%; determine depth 50%; +1 to hit half-orcs/goblins/hobgoblins/orcs; -4 on ac vs. giant monsters; +4 on saving throws vs. rods, staves, wands, spells, and poisons.

Saving Throws:

Paralyzation/Poison/Death 10
 Petrification/Polymorph 13
 Rod/Staff/Wand 14
 Breath Weapon 16
 Spells 15

Weapon Proficiencies: mace, staff

Languages: common, lawful good, dwarvish, gnome, goblin, kobold, orcish, dryad, pixie

Spells (4/3): First Level: bless, cure light wounds x2, detect evil

Second Level: aid, hold person, spiritual hammer

Turn Undead: skeleton:4, zombie:7, ghoul:10, shadow:13, wight:16, ghastr:19, wraith:20

Maedion Canneth – Half Elf Fighter 1/Magic-User 1/Thief 2 – Male

STR	17	to hit:+1 damage:+1	Alignment:	Neutral Good
INT	16	spells:65% min:7 max:11	Movement Base:	12" (9")
WIS	11	magical attack adj:+0	Armor Class:	5(8)
DEX	16	react/attack:+1 defense:-2	Hit Points:	12
CON	14	hits:+0 sys:88% res:92%	Height:	5'1"
CHA	10	reaction adj:+0%	Weight:	121 lbs

Items: morning star, longsword, padded armor, spell components, thieves picks & tools, spellbook, leather backpack, waterskin, cloak, rations, leather boots, bedroll, shield, grapnel, mirror, tinder box, lantern, oil flask.

Other: 2 x damage with backstab; 30% resistance to sleep/charm spells; infravision 60'; detect secret doors on a 2 in 6; detect concealed doors on a 3 in 6.

Weapon Proficiencies:

Saving Throws:

Paralyzation/Poison/Death	13
Petrification/Polymorph	12
Rod/Staff/Wand	11
Breath Weapon	15
Spells	12

staff, longsword, morning star, lance

Languages:

common, neutral good, thieves cant, elvish, gnome, halfling, goblin, hobgoblin, orcish, gnoll

Thieving skills: Pick Pockets:45%
Find Traps:25%
Hide/Shadows:20%
Climb Walls:86%

Open Locks:34%
Move Silently:21%
Hear Noise:10%
Read Languages:0%

Spells (1):

First Level: armor, burning hands, magic missile, read magic, spider climb, ventriloquism, mount.

Ysbail Gaethas – Human Magic-User 2 – Female

STR	9	to hit:+0 damage:+0	Alignment:	Chaotic Good
INT	18	spells:85% min:9 max:18	Movement Base:	12"
WIS	9	magical attack adj:+0	Armor Class:	10
DEX	14	react/attack:+0 defense:+0	Hit Points:	6
CON	12	hits:+0 sys:80% res:85%	Height:	5'10"
CHA	15	reaction adj:+15%	Weight:	110 lbs

Items: staff, robe, spell components, spellbook, leather backpack, waterskin, cloak, rations, leather boots, bedroll, sack, iron spikes, mirror.

Saving Throws:

Paralyzation/Poison/Death	14
Petrification/Polymorph	13
Rod/Staff/Wand	11
Breath Weapon	15
Spells	12

Weapon Proficiencies:

staff

Languages:

common, chaotic good, gnoll, dryad, gnome, lizard man, elvish, water naga, orcish

Spells (2):

First Level: burning hands, dancing lights, feather fall, find familiar, friends, magic missile, read magic, sleep, spider climb.

DUNGEON MASTER NOTES

Credits

Writer: Alex Karaczun

Front Cover Illustration: Jordan Worley

Rear Cover Illustration: Jeff Dee

Interior Illustration: Tamás Baranya; Paweł Dobosz;
Karen Henery; Karina MacGill; Matt Ray; Jordan
Worley

Cartography: Ken Gatzemeyer; Alex Karaczun

Cartography Software: Inwell Ideas; ProFantasy

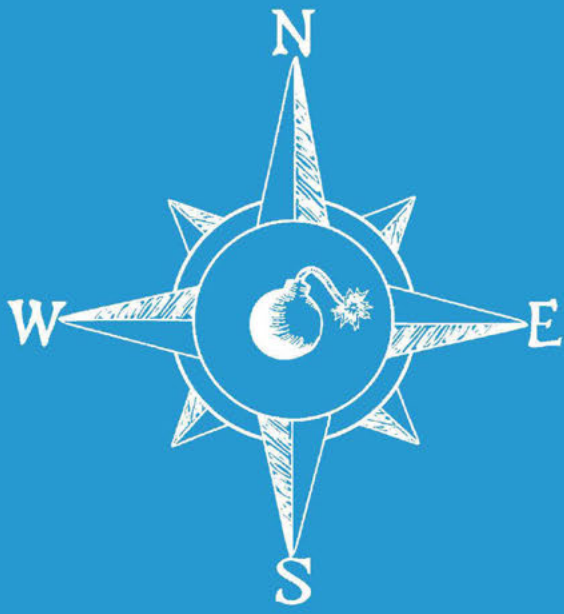
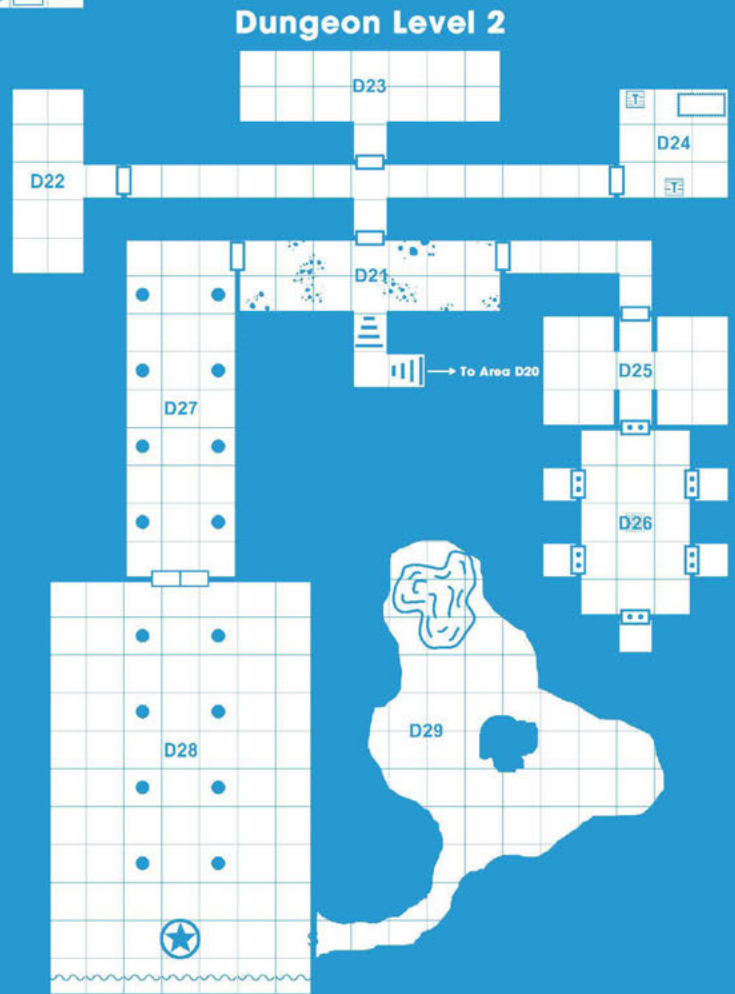
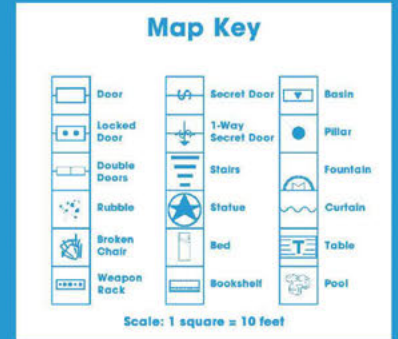
Graphic Design: Karen Henery; Alex Karaczun

Editors: Nicole Molinaro Karaczun; Matt Ray

Line Editor: Nicole Molinaro Karaczun

Playtesters: Rich Brown; Jim Cropelli; Brian Dorio;
Alex D. Karaczun; Dale Kunz; Kurt Mericili; Blake
Pennington; Bob Pennington; James Pennington;
Joe Pennington; Ron Russitano

Tower Dungeons



This product was designed for Advanced Dungeons & Dragons®, but with minimal changes can be used with original, basic, or modern rules and their clones.



This is only one of many products from Mischief, Inc. Other adventure modules include:

Available!

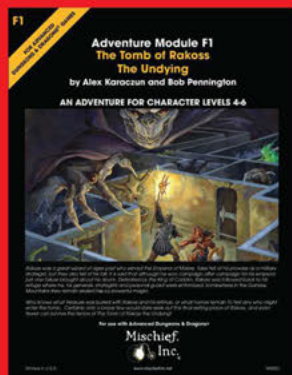
Available!

Coming Soon!

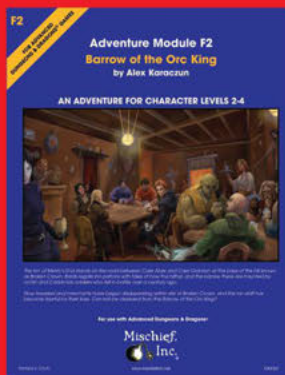
Coming Soon!



B1 The Inheritance
Levels: 1-3



F1 The Tomb of Rakoss
the Undying
Levels: 4-6



F2 Barrow of the
Orc King
Levels: 2-4



M1 Haunted Mines
of Veikur
Levels: 8-10

Mischief,
Inc.®

www.mischiefinc.net

Mischief, Inc.
P.O. Box 113584
Pittsburgh, PA 15241



\$9.99 US