

RISE OF THE BLOODWOLF

Designed for use in the Altus Adventum, 2nd edition game.
Also includes a version for the OSRIC RPG



Treacheris have been revealed. A desperate quest is needed to save the kingdom...with the benefit of a nice dish of vengeance served along with it.

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A4 Rise of the Bloodwolf

And adventure for level 6-8 characters in the OSRIC system, or for Hero characters in the Altus Adventum 2nd edition system.



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OSRIC Version

Guidelines

Rise of the Blood Wolf is an adventure designed for 5-6 characters of level 6-8. Anything outside of this recommendation may require adjustments to the adventure in order to maintain balance.

This adventure is designed to be a follow up to *Hunt for the Ogre Lord*, as the main antagonist and game background relies upon the characters' actions in that Adventure Module. If the characters have not reached at least level 6, then you may wish to have them complete other adventures until they do so.

If you are a player, stop reading now. All of the information below is for the GM only.

Player Background:

Through brave deeds and superhuman actions, you have gained the reputation of heroes in the Kingdom of Andrimar. The residents of Kelmar and Marshall Westin himself owe you a great deal.

It is because of this that Westin has literally put his neck on the block for you. The High Inquisitor Helman Rall has put a bounty on you as traitors to the throne. The Inquisitors are not a large group, but they are very powerful and have the ear of the king himself.

They are also feared among the populous, and are renowned for their excessive liberty with torture to gain confession. This is why, despite having defeated Ketchek and in essence saving Kelmar, the people treat you like lepers. They offer you no aid and refuse service to you, for they know the penalty for aiding a fugitive.

However, Westin is a courageous man, and offers to help you. He has long suspected that the Inquisitors are a sinister group that is only out for its own greater power, and not for the good of the king.

But Westin's influence is weak, and he is very limited in what he can do to help. He offers refuge for you, and a potential solution. One fraught with danger of course.

You must sneak into Peorth and into the Inquisitor stronghold itself. If you can find any solid evidence to convince the king to denounce the Inquisitors, then you can regain your reputation.

GM Background

The characters cannot show themselves in Peorth or will be almost immediately arrested. Even the king's own Homeguard has been alerted to capture them. If they are captured, they will be brought to the Inquisitor stronghold where Helman will execute them in two day's time.

No, the characters must disguise themselves if they plan on entering Peorth. Stealth must overcome brawn for this mission to be a success.

How the party gains entrance to the stronghold is up to them. They may be able to purchase some information from the thieves' district, or may scout the tower themselves. Or perhaps they have another creative option. Regardless of the how, the true challenge is in finding the information.

Scenario I: Infiltration

The first step for the party is to find a way into the city undetected. This can be done many ways, and may include disguises or entry at night or be otherwise hidden. Once the party is inside the city, their first order of business is to establish a place to hideout while they find an entry way into the compound.

If disguised, the party can move freely within the city as long as they don't draw suspicion to themselves.

They may also want to take up operations in the thieves market. This isn't an official name for the area next to the docks, but it is the common name used by residents as this area consists of the slums and ghettos of the city.

Due to the nature of the markets, the party can find a place to stay and won't have to worry about being discovered—for a price. Everything can be gained here if one has enough gold.

Naturally it is still dangerous for characters to simply outright ask about a way into the stronghold. If they do so, they expose themselves to great risk. Not only risking being arrested by spies that frequent here, but by the heads of the Thieves' Guild themselves, who guard this information closely.

Rather, the party will have to be vague in their initial inquiries. Like all information, this can be purchased through gold. Use the below to give the party clues and information about the stronghold. Each rumor costs a certain amount of gold, and the more spent, the more information the party will have. I.e. if the party spends 5 gold, they will hear one rumor from the 5 Gold Rumor table.

Note that not all of these rumors may be true.

5 GP Rumors

- * The guards at the main entrance are ever vigilant and cannot be corrupted.
- * The leader of the Inquisitors is Helman Rall
- * The Inquisitors have spies everywhere
- * People have been taken by the inquisitors and have never returned.
- * Food shipments into the stronghold have only been meat. No other food.

25 GP Rumors

- * Helman Rall is very rarely ever actually in the city
- * Most of the activity in the stronghold can be heard only at night.
- * A beggar swears that he had seen a hooded and cloaked visitor arrive at the stronghold two weeks ago, and says that he got a glimpse of his—or its—face. It was an orc!
- * The Inquisitors have a pact with demons and will steal you away in the dead of night.
- * The king is under the spell of some great necromancer.



* The party (the characters) are in league with demons from the Untamed Lands.

100 GP Rumors

- * Helman Rall often likes to stand on the roof of the stronghold at night to admire the moon and stars. There must be a doorway or hatch in that way.
- * My cousin's sister's brother swears the sewer grate from the kitchen area can be reached by traveling the sewers underneath the city.

If the characters scout the stronghold on their own, they will see what appears to be an impenetrable fortress. There are no widows in the circular building all the way up its roof, 60 feet up from the ground. No other surrounding buildings are taller than 40 feet, so it's impossible to get a view of the roof this way.

If the party finds a way to get an aerial view, they can see a trap door on the roof itself. The guards do shift changes every 4 hours, with each rotation consisting of two guards each. The shift change at the front gate is very rigid and professional, and the guards will stand at attention, ignoring all around them unless someone approached the door.

Prolonged observation of the guards will reveal that there are a total of 6 guards who do this duty; 4 hours on and 8 hours off.

Inquisitor guards:

AC: 2, HD: F7, HP: 38, 41, AT: 3/2, Dmg: 1d8+3, XP: 550

They are armed with magical **long swords +2**, and also wear plate armor and heavy steel shields. Each carries 5d10 gp.

Entering the Stronghold

Depending on how and where the party enters the stronghold, reference the stronghold maps at the entry points. During the evening, all of the inhabitants will be awake. During daylight hours, all of the guards not on duty will be asleep.

Also note that the purpose of this mission is stealth, and if the party makes enough commotion, they will attract inhabitants from other rooms.

Roof Entrance:

This hatch is locked from below. If a character attempts to unlock it, they can attempt, but will suffer a -25% penalty to his or her chance of success. The hatch will open to a stairwell heading down, which is marked just to the right of room #2 on the Level 3 map.

Main Entrance:

If for some reason the party manages to gain entrance through the main doors, they will find themselves just south of the room marked #5 on the Ground Level map.

Sewer Entrance:

The closest sewers in which the party can gain entrance are several blocks away from stronghold, and the party will have to make their way through the sewer to their location. Unless they prepared themselves with distance and direction, they may not

know which sewer grate leads to the stronghold, and which leads to another location.

Also note that the sewer itself is fraught with danger and the characters may be subject to attack from creatures. Reference the Sewer Map for this entry way.

When the characters do find the proper sewer grate, they will emerge in the kitchen in room #4 in the Ground Floor map.

Ground Floor

1: Training Room

This large room is full of military training equipment. Man-shaped dummies are mounted on poles in the center of the room, which you guess are used for parrying exercises. Straw targets are along the north wall, which seem to have been used for crossbow practice. In racks along both west and east walls are various weapons, both functional and practice.

The weapons in this room are not magical, and consist of wooden versions and combat ready versions of daggers, short and broad swords, spears, halberds, and crossbows.

If the party is entering here at night, there will be a 25% chance that a couple of Inquisitors will be here practicing. They will not be wearing armor, but as soon as the party enters, will revert to hybrid werewolf forms (1 round) and attack with weapons. Like all werewolves, they are immune to any non-silver weapon.

Inquisitors

AC: 8, HD: F7, HP: 36, 38, AT: 3/2, Dmg: by wpn +3, XP: 750

2: Storeroom

Both doors to this room are locked.

This 30'x40' room is stacked with various crates, barrels, and sacks. It seems much colder than what you would expect, and large meat hooks are mounted on rafters in the ceiling. Various slabs of meat hang from these hooks, including what appear to be human carcasses.

The carcasses are various animals, including dogs and beef, but a few of them are human. These were humans who were arrested and disappeared for one reason or another.

If the party searches, they will find that the supplies consist of wine, ale, water, and spices. There is no grain or vegetables here. An observant party might think this odd. This is because the entire regiment of the Inquisitors are actually werewolves, and they do not eat any of those items.



3: Sergeant's Quarters

This large room is well furnished. Oak cabinets and a desk line the east wall, while a lavish bed is up against the west. In the far north is an alcove with a private latrine.

During the day, the sergeant of arms will be sleeping here. At night he will be patrolling the tower randomly. If he is asleep and is awakened by intruders, he will change to hybrid form and attack (1 round). While patrolling, he will fight in human form as he will be in his armor.

Human Form

AC: 2, HD: F8, HP: 51, AT: 2, Dmg: 1d8+4, XP: 1200

He wears plate armor, a shield, and wields a **broad sword** +2. On his person is also a golden necklace worth 1000 gold. In either form he is only affected by silver or magical weapons.

Hybrid Form

AC: 4, HD: F8, HP: 51, AT: 2, Dmg: 2d4/2d4

Locked within his desk (he has the key) are various documents re: the logistics of the tower, including guard rotation duties. There are also 2 star sapphires worth 550g each, 125 platinum, 253 gold coins, 449 silver coins, a **potion of extra-healing**, and a **greater book of skill**, that will immediately grant the reader a +1 permanent bonus to dexterity. This book can only be read once before disappearing.

4: Kitchen

Along the north wall of this room are two huge ovens with some sort of cooking meat within. A thick oak prep table is in the center, and a sewer grate is along the center west wall.

If the party is here at night, the cook will be here making meals for the Inquisitors. He is a normal human male slave, who has sworn loyalty to the inquisitors and thinks it a great honor to serve them. He is never allowed out of the building.

If the party is here at night, he will be here as well, but will be sleeping on a makeshift cot on the east wall.

Cook

AC: 9, HD: 1, HP: 4, AT: 1, Dmg: 1d4, XP: 15

If forced into combat, he will attack with a large kitchen knife, but otherwise will try to run and sound an alarm. He wears an **amulet of protection against lycanthropy**.

5: Grand Hall

The archway leads into a very large room, at least 80 feet by 100 feet by your guess. Doorways are situated in the NE and NW corners, as well as the east wall.

In the center of the room is a large table with no less than a dozen chairs around it. On the north wall is a huge stone chair so elaborate that it could almost pass as a throne. Behind that chair and to either side are large tapestries depicting various scenes of wolves on the hunt.

If the party had completed the previous adventure, *Hunt for the Ogre Lord*, then they would recognize this room as the room in which Helman Rall gave them their briefing.

During the day, this room will be empty, but at night there is a 50% chance of guards patrolling. Each guard wears plate mail armor, shields, and attacks with a broad sword. They are also immune to non-magical or non-silver weapons.

Guards:

AC: 2, HD: F7, HP: 30, 39, AT: 3/2, Dmg: 1d8+3, XP: 850

6: Guard Quarters

In this room are 6 large bunks, 3 on either side of the room, with large wooden footlockers at the foot of each.

This room is the quarters for the 6 guards who rotate at the front door. At any given time there will be 2 of them here at all times. Two others will be on guard duty, and the other 2 will be training or eating and will not be here.

The east side passage has a latrine at both north and south end. In each footlocker are personal effects and 50 gold.

If this is day time, and the sergeant is in his room and fighting takes place, the sergeant will show up in 1 round with his sword (no armor), and if he sees the party fighting, will change to hybrid form (1 round) and attack.

These guards wear plate armor, shields, and attack with broad swords.

Guards:

AC: 2, HD: F7, HP: 36, 40, AT: 3/2, Dmg: 1d8+3, XP: 850

Level 2

1: Vault

Both doors to this room are locked (only Helman has the key) and the west door is trapped with a poison needle trap.

When you are able to enter this room, you see several chests lined up against the north and east walls. This appears to be a treasure room.

Each chest is locked and trapped (Helman has the key). In each are the following:

Chest 1: 875pp, 2,384gp

Chest 2: 11,928sp

Chest 3: 23 various gems worth 25 gold each, 17 various gems

worth 50 gold each, and 8 various gems worth 100 gold each

Chest 4: silver flatware worth 200 gold, gold chalice worth 75 gold

Chest 5: 3ea potions of healing, 2ea potions of extra healing, cloak of protection +2.

Chest 6: Gauntlets of the Beast, 455gp, Cleric Scroll: Cure Disease

2: Temple

The door opens into a very large room. The entire walls, floor, and ceiling are covered in murals depicting various acts of violence and decadence of wolfs and wolf-men upon helpless humans.

On the center north wall seems to have been built what appears as large cave that extends out into the room more than a dozen feet. This man made cave has an interior roughly 40' wide, and the floor is lined with thick furs.

On the far west wall there are shackles mortared into the wall.

The cave is actually a sacred place of worship for the Inquisitors, where they change into wolf form and engage in large orgies. The shackles are used to hold prisoners who are sacrificed and eaten during these rituals.

If the party has managed to infiltrate this far without being discovered during a full, half, or quarter moon, there will be a ritual going on and in addition to the priest (described below), there will be a dozen werewolves, both female and male (as described in the Bestiary in the core rulebook).

If they enter during the day, then the priest and two females will be sleeping in the cave. At night and they will be awake. In either case, the two females will change into wolves and attack while the priest casts spells.

Females (wolf form)

AC: 4, HD: 4+4, HP: 18, 22, AT: 1, Dmg: 1d6, XP: 500

Priest

AC: 3, HD: C6, HP: 19, AT: 1, Dmg: 1d6+2, XP: 1500

His spells

1st level: cause light woundsx2, cure light woundsx2, darkness

2nd level: spiritual weapon, hold personx2, chant

3rd level: curse, feign death.

The priest wears a suit of **chain mail+2** and attacks with a **mace+2**. If defeat is certain, he will cast feign death.

Inside the “den” is a locked chest that holds 275 gold and several bottles of very potent wine.

3: Guard Room

As soon as you open the door to this room, you are immediately beset upon by a huge black wolf. You barely have time to register that the beast is the largest wolf you have ever seen.

This is the watchdog for the treasure room beyond. It will have smelled the party long before they enter the room, and will attack with surprise to the closest party member.

Huge Wolf

AC: 5, HD: 8, HP: 33, AT: 1, Dmg: 1d8, XP: 450

At the far north end of the room is a pile of straw in which the beast makes its bed. Other than the bed, the room is empty except for bones littering the floor.

4: Records Room

Rows of bookshelves line the walls, and standalone bookshelves run lengthwise in this room. Tombs and scrolls are stacked all throughout each shelf.

This is the library and records room of the tower. The Inquisitors have collected not only a detailed history of the kingdom itself along with the royal bloodlines that go back generations, but they also have records of every citizen in the cities in the kingdom.

5: Private Records Room

The door to this room is locked, and only Helman has the key. The lock is very well made, and any attempt open it will result in a -25% penalty to the character's check. The lock is also immune to any opening spells unless the caster has an intelligence of at least 16.

Similar to the room you just left, this large room also has the walls lined with bookshelves. A large desk and huge oak padded chair sit in the middle. Three pewter candle holders also sit atop the desk, along with pen and inkwell.

Inspection of the scrolls and books gives you the impression that they are very old indeed—perhaps hundreds of years.



This room houses the really important and critical documents for the Inquisitors. It would take days to go through them all, but they contain the history of the Bloodwolf pack, which goes back to the first werewolf Arackmar the Wild who was created via a pact with a god more than 500 years ago.

If the party spends 3 man hours quickly going through the documents, they will come upon documents showing an alliance between the Inquisitors and Ketchek's forces (see Adventure Module, *Hunt for the Ogre Lord*). This is the proof the party needs to implicate Helman Rall and the Inquisitors to the king.

They will also see that there are plans for Helman to take over the throne by slowly poisoning the king and convincing him that Helman should rule through magic and manipulation. The alliance with Ketchek was a huge part of this plot. Helman's plan was to use the attack to accuse anyone who was against the Inquisitors that they were in league with the Ogre. After Ketchek invaded Kelmar, Rall would lead a counterforce and retake the city, making him a hero.

This combination of subterfuge, manipulation, and false heroism would place Helman as the natural successor to the king.

There are also documents that place the Inquisitors in some sort of close relationship or alliance with the Bloodwolf Clan, who are the current occupiers of Fortress Gulthana.

If any of the players have detect magic, they will also detect that some of the scrolls are magical. Anyone with a read magic skill can read the scrolls and invoke the magic, and then the scrolls would disintegrate once read. They are:

Scroll #1: resurrection

Scroll #2: cure disease

Scroll #3: cone of cold

Scroll #4: polymorph self

6: Den

As you enter this dimly lit room, the smell of canines nearly overwhelms you. Thick fur bedding covers almost the entirety of the floor.

If the party is here during the day and is stealthy, then read the following:

Lying on the bedding are several women, nearly a dozen. Intermixed with them are a few males as well. All are nude, and haven't sensed you as of yet.

There are 9 women here and 3 men. Once they awaken, they will immediately begin to change into wolves and attack (taking one full round).

If the party enters at night, or otherwise is noisy enough to wake them, then read the following:

Alerted to your presence, the inhabitants of this room—nearly a dozen wolves—attack immediately.

Like all werewolves, they are immune to non-magical or non-silver weapons.

Werewolves:

AC: 4, HD: 4, HP: 14 ea, AT: 1, Dmg: 1d6, XP: 275

If the party searches the room, they will find a total of 128pp and 339gp. In the hallway to the east is a large closet in which there are dozens of sets of clothing and Inquisitor cloaks, as well as a dozen suits of mail armor, swords, and shields.

7: Reading Room

In the center of this room is a large 20'x20' square table. A chandelier hangs from the ceiling, lit by dozens of candles. A few scrolls lie upon the table.

This is the reading room, where the Inquisitors will actually read when they take a book or scroll out of the library. There is a 50% chance that the librarian will either be in this room or in the library itself. If the party enters, he will attempt to teleport and warn the werewolves in room 6.

Librarian

AC: 8, HD: MU9, HP: 19, AT: 1, Dmg: 1d4+1, XP: 1500

Spells known:

- 1st: magic missle, 2, shield, sleep
- 2nd: invisibility, levitate, mirror image, web
- 3rd: feign death, lightning bolt, hold person
- 4th: ice storm, wall of fire
- 5th: teleport

On his person he wears a **ring of protection +2**, a **dagger+1**, and a **ring of spell storing**: monster summoning II. If the library is searched, the players will find his spellbooks, which include all of the spells he has memorized, as well as the following:

- 1st: floating disk, feather fall
- 2nd: rope trick, strength, wizard lock
- 3rd: fly, haste
- 4th: fumble
- 5th: feeblemind



Level 3

1: Personal Guard

As you enter this long, large room, you notice that it appears to be completely empty with the exception of another doorway at the far NE corner of the room.

If the players go into the room and search, they will find that there is in fact nothing here. No magic can be detected either.

However, the room is not empty, but is the lair of Helman's guard for his personal treasure. The creature is a young trapper, and blends into the floor perfectly. Because it is young, it only is 10'x10' in size, and may only capture one or two party members at most. Trapped victims will suffocate in 6 rounds, as well as taking 1d4 points of damage each round.

Trapper

AC: 3, HD: 7, HP: 29, AT: special, Dmg: special, XP: 2100

The passage behind the locked NW door is where Helman keeps his personal treasure. In locked and trapped chests (exploding into flame—2d8 pts of damage), are these items:

Chest 1: 503pp, 1200ep, 3499gp

Chest 2: 12,934sp, 25,390cp

Chest 3: Various gems. 4@50 gold, 5@1000 gold, and 2@5000 gold.

Hanging on the walls are 8 rich exotic tapestries worth 500 gold each. And behind a glass encased rack is a full suit of **gothic plate armor** of ancient origins. This is the armor of Helman's forefathers, and its properties are unknown even to him. He views it as a sacred piece of history rather than a suit of armor to be worn.

The armor is ornate and inlaid with gold and platinum patterned in the form of a wolf, and holds an enchantment that makes the wearer immune to the effects of undead, including but not limited to charm, paralyzation, and life stealing.

2: Sage's Quarters

This darkened room has a strong scent of musk. Wafts of multicolored smoke dances in the dim candlelight, nearly obscuring the shadowy figure sitting in a large plush chair in the northwest corner.

The figure is known as the sage. He is a very elderly man, blind from glazed cataracts and long white hair covers most of his upper body. He is sitting in the chair doesn't make an effort to move when the party enters.

If the party comes up to him, or makes their presence known, he will move only a little, and address the party in a very raspy voice. No matter what the party says, he will repeat the same thing over and over again:

"Ah...so you finally have come. I am old, and my time is almost done. For ages I have seen men come and go. But as foretold, our bloodline will soon be no more. A new clan shall rise."

He will repeat the last sentence a few more times, and will then begin a slow transformation into an old grizzled wolf. He's not actually a werewolf, but a man cursed with extreme longevity that was given a prize two hundred years ago when he swore alliance with the original Bloodwolf pact and only thinks he's a werewolf. He can change into wolf form due to his amulet, and not due to lycanthropy.

Sage Werewolf
AC: 4, HD: 7, HP: 32, AT: 1, Dmg: 1d6, XP: 550

Around the sage's neck is a **necklace of the wolf**. Other than that and tattered clothing, he carries nothing else of value.



3: Helman's Room

All of the doors to this room are locked. Helman alone has the key.

This room is extremely lavish. Antique and well-made furniture furnishes this room, which includes a large bed, armoire, desk, and dresser. Tapestries of victorious wolves ripping apart humans hang from the wall.

Luckily for the party, Helman is not here. He is at Fortress Gulthana at this time, so his personal chambers are empty.

If the party searches his room, they will notice that nothing out of the ordinary is here. There are tapestries, sets of clothing, Inquisitor insignia, and mundane items, but nothing special. There are no items that would implicate him or the Inquisitors kept in his room.

4: Art Room

When you enter this room, you notice that it is covered in tapestries and several statues and other pieces of art are on display here. The tapestries seem to be of much higher quality than what you may have seen prior.

It is no secret that Helman Rall is a lover of art, and this room is where he displays his most prized pieces. There are dozens of various types of art here, with a total value of 50,000 gold.

5: Guard Room Quarters

When you enter this room, you notice that two dozen bunks and footlockers are organized in an orderly fashion along the walls. This definitely appears to be the sleeping quarters.

This is the main barracks area for the majority of the Inquisitor guards. Luckily for the party, this room will be empty as the guards are all out on duty or dispatched to other areas.

If the party searches the footlockers, they will find personal effects for two dozen soldiers, but nothing of value.

6: Prison

A large table sits along the north edge of this room, and two chairs sit empty next to it. Along the south wall are several sets of shackles. At this time they are empty, but there is no questioning the dried blood that still stains the floor.

This is the room where anyone detained by the Inquisitors is brought, tortured, and killed.

7: Meeting Room

This room has a large lacquered table in the center, and several leather bound chairs around it. The entire room is lavish, with the furniture being extra large than usual.

This is the private meeting room of Helman. Any special guests that he has where he doesn't want the discussions to be heard by others are held in this room.

In the alcove to the south is a large liquor cabinet. Dozens of bottles of wine, brandy, and other exotic liquor sit on the shelves. A crystal set of drinking glasses rest on another shelf. All total, it is worth 1500 gold in booze.

Scenario II: The Hunt for Rall

By now the party has acquired the documents from the tower that implicate Rall and have escaped the tower. However, danger has not passed, as the party must present the documentation to the King before the Inquisitors get a hold of them first. Remember, the party still is wanted by the home guards and the Inquisitors themselves.

The party must either find a way to the king himself (an extremely difficult task), or return Westin with the evidence. If they get to Westin first, he will take the party, along with his personal guard, to Peorth to have a personal meeting with the king. He will have sent a messenger ahead of time advising the king of the urgency for a private meeting to be kept secret from all, including the Inquisitors.

The party will then be escorted into the main castle itself and into the great hall where the king and his home guard await. It is here that they are to present the evidence.

The king will be enraged and will send his entire home guard to search the tower. Rall will not be there however, as he will still be in Fortress Gulthana.

Once again, the party will be asked for aid. This time not for the safety of the kingdom, but out of vengeance and justice. The

king cannot send an army to find Rall as he doesn't know exactly where Gulthana is. The party may know if they came across it in the previous Adventure Module. Otherwise they will need to scout for it.

As is, the only information the king has is that it lies somewhere to the west deep within the Untamed Lands. The king cannot send an army because this isn't a national threat, and therefore can't justify it to his people. As is, things are chaotic enough with the downfall of the inquisitors.

That is why the party will be asked to scout, find, and bring back Helman's head. Doing so will elevate them to lord status in the kingdom, and they will be granted "huge tracts of land" as a reward.

In the interim, they will be given full support and will not have to worry about paying for basic supplies, lodging, or food while on their mission. Every town is ordered to give the party refuge if they so choose it. Party members will also not have to worry about training costs for learning new skills as they will be recognized heroes.

Journey through the Untamed Lands

Even though the forces of Ketchek have been destroyed, wandering bands of orcs, ogres, and other monsters prowl the Untamed Lands. Most have reverted back into isolated tribal clans, warring against each other. Reference the Outlands Map handout to see where most of these clans have taken establishment.

Details for these towns are given within the *Hunt for the Ogre Lord* Adventure Module. If you do not have that adventure, feel free to flesh out the details on your own.

Travel through the Untamed Lands is as follows:

Mode	Terrain	Miles per day
Foot	Grassland	10
Foot	Hills	5
Foot	Swamp	3
Foot	Mountains	3
Foot	Forest	5
Horseback	Grassland	20
Horseback	Hills	10
Horseback	Swamp	5
Horseback	Mountains	7
Horseback	Forest	10

For each day of travel, there is a 50% chance of encountering a random encounter. This chance may be reduced depending on how the party travels.

Random Encounter Table

Die Roll	# Appearing	Creature Type
1-4	-	No result
5	1d4	Manticore
6	1	Basilisk
7	1	Cyclops
8	1d2	Troll
9	2d4	Ogre
10	1	Cave bear

Manticore

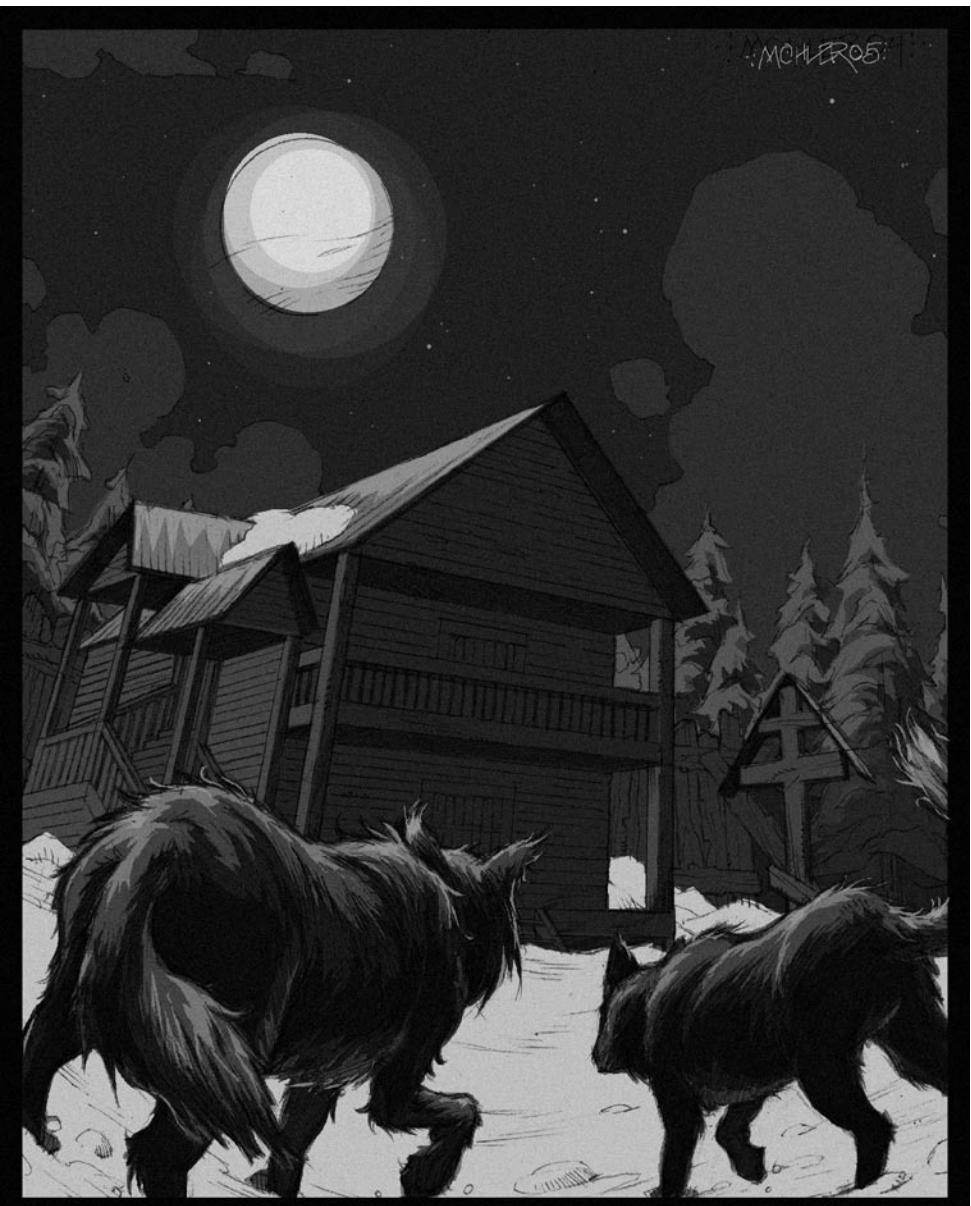
AC: 4, HD: 6+3, HP: 22, 25, 26, 29, AT: 3, Dmg: 1d3/1d3/1d8, XP: 575

Basilisk

AC: 4, HD: 6, HP: 22, AT: 1, Dmg: 1d10, XP: 1100

Cyclops

AC: 2, HD: 13, HP: 47, AT: 1, Dmg: 6d6 or 4d10, XP: 3500



Will throw boulders first until in melee, then will use a club. Has 750pp

Troll

AC: 4, HD: 6+6, HP: 21, 27, AT: 3, Dmg: 1d4+4/1d4+4/2d6, XP: 725

Ogre

AC: 5, HD: 4+1, HP: 14, 18, 18, 20, AT: 1, Dmg: 1d10, XP: 110

Wear scaled armor and 2-handed clubs. Each carries 2d6x10pp.

Cave Bear

AC: 6, HD: 6+6, HP: 28, AT: 3, Dmg: 1d8/1d8/1d12, XP: 350

Scenario III: Fortress Gulthana

After days of hard and weary travel through some of the most dangerous lands you've ever traversed (again if they completed the last adventure), you see what appears to be a slate black silhouette of a large structure jutting out of the side of a mountain cliff.

As you get closer, you see the dark stone walls of the fortress seem to be growing out of the barren cliff face in some sort of twisted manipulation of the stone itself, as the walls are solid stone; not a single mortar line or separation of stone block is evident. Two huge, blackened doors face the east, taunting you to dare enter.

Piercing the darkness are tiny red lights flickering from within windows in the upper levels of the fortress, but darkness seems to have leeched out from every corner to envelope the keep.

This is the fortress itself. The terrain around the fortress is rocky and barren, and it is built into the rock face of one of these mountains. Nothing living can be seen, but the occasional howl of a beast can be heard. Even during the day, dark clouds always seem to persist here, and during the night, the fortress seems to loom like a wraith.

For most of the fortress's history, a large garrison has typically been stationed here by the current occupiers as any sign of weakness usually had led to another invading force taking over.

However, this is not the case currently. Because many of the warring tribes of humanoids who would normally try to lay siege to this fortress are trying to recuperate after suffering a major loss at the hands of Marshall Westin's army (see *Hunt for the Ogre Lord* Adventure Module), the fortress now does not keep a large garrison.

Because of that war, and the loss of the unifying force of Ketchek, most of the humanoids have splintered back into individual tribes and can't afford to launch an attack upon the fortress itself.

These events play into the party's favor, as many of the inhabitants of the fortress will not be here when they attack. They will have had been sent to various parts of the world in exploratory missions, and will have only been recalled recently after the events of the battle. If the party hurries, they can attack the fortress before these troops return and catch Helman Rall off guard and unprotected.

However, this does not mean that the fortress is completely empty or that the party can just waltz right in. Helman will be

here with his personal guard, and there are many other dangerous things that can threaten the lives of a careless party.

If the party observes the fortress, they will see no movement for most of the time with the exception of an occasional guard on one of the towers where the ballistae are located at. But other than that, no one enters and no one leaves.

The party will also note that the perpetual darkness always seems to hang over the fortress, even during the middle of the day.

The fortress wall is 30' high all around the main western outer courtyard, and 60' for the inner courtyard.

1: Main Gates

Looming before you are the thick ironbound gates that lead into the fortress itself. The darkened oak doors are bound and reinforced by thick black iron, and a steel portcullis is lowered in front of the doors, preventing all entry.

Two gatehouse rooms are situated on either side of the main gate. The south gatehouse mechanism runs the portcullis, while the north gatehouse runs the great wooden doors. Presently there are no guards in either room.

If the party tries to lift the portcullis, it will not be able to be lifted unless the locking mechanism is first removed. Even then, it would still require a combined strength of 50 to lift it.

Once inside, you see a large outer courtyard of packed stone and gravel. Directly across from the gate are two more small gatehouses that operate the portcullis into the inner courtyard and keep. To your left and right are two raised battlement platforms with large ballistae on either one.

2: Battlements

Wooden ladders lead up to platforms along the keep wall. On each of these platforms is a large ballista. Additional supplies of bolts are kept below the platform.

Manning each ballista is a crew of 2 guards.

These guards appear to be human, and aren't paying all that much attention to their duties as no one has ever approached the keep unannounced in the years that the clan has had control over it. However, if intruders are detected, they will sound an alarm and attack. In five rounds, the guards from section 5 will have been able to put on their armor and will come out to assist.

The ballistae are too large and unwieldy to rotate around into the courtyard, but any creature between 50'-1000' away from the fortress walls can be targeted.

Guards:

AC: 4, HD: F6, HP: 28, 33, AT: 3/2, Dmg: 1d8+3, XP: 550

They are armed with **broad swords+1** and long bows, and wear **chain mail armor+1**. Each carries 55 gold.

When attacking with the ballista, it requires both guards to man it.

Ballista: Dmg: 3d10, ROF: 1/2



Underneath the platform are barrels containing a total of 50 bolts.

3: Inner Gate

In each of these granite gatehouses are mechanisms that control the great iron portcullis to the inner courtyard.

As with the other gatehouses, these will be currently empty of guards, even though the gate will be lowered.

4: Storage

The doors to these two buildings are locked.

These low roofed buildings are filled with various crates and barrels. Close inspection reveals tepid water and grains make up the bulk of the material here, although there are a few crates with folded canvases and furs packed within as well.

5: Outer Barracks

This room is lined with more than a dozen bunks along each wall. Small footlockers sit at the foot of each bunk, and disheveled blankets lay atop each bunk.

In this room are 4 guards who rotate with the guards who man the ballista in section 2 and 6. If taken by surprise, they will be unarmored but otherwise will attack.

Guards:

AC: 4, HD: F6, HP: 29, 31, AT: 3/2, Dmg: 1d8+3, XP: 550

They are armed with **broad swords+1** and long bows, and wear **chain mail armor+1**. Each carries 50 gold.

6: Ballista towers

These tower platforms are exactly like those in section 2, except they are situated midway up the wall (30') and fire out of a huge slot. Above this level is another almost identical (section 11 on the Gulthana 2nd level map).

7: Inner Courtyard

Almost immediately the first thing that draws your attention is the huge fountain in the center of this cobblestone courtyard. The fountain seems to be made from black granite, and a dark crimson liquid pours from the top, falling into a pool below.

The liquid is in fact blood, but is not magical.

8: Outhouse

This small building is nothing more than an outhouse for the guards who patrol the courtyards.

9: Stables

Each of these stable buildings is well kept, and contains nearly a dozen stalls. However, only 5 riding horses are in the south stall, while 4 are in the north stall. Judging by the tack, you estimate that normally every stall is filled.

The rest of the horses are gone with the respective guards out doing patrols or other missions away from the fortress. They are normal riding horses, and the walls are lined with enough tack to fully equip them.

10: Outer Storage

The large double doors open to a storage room filled with barrels, crates, and sacks. Inspection reveals the barrels to be filled with oil, the sacks with oat grain, and the crates with torches.

11: Clerk's Office

The two large oak double doors open into a large room with single doors exiting north, west, and south. In the center of the room is a large table with several sturdy oak chairs around it. On the table is a thick leather-bound book.

Unless the party has made themselves known in the fortress, this room will be empty. No one here was expecting guests, so the clerk would not be on duty. If they party has made themselves known, then an alarm would be sounded in the fortress and the guards will be on full alert and positioned in the fortress hunting for the party. Their exact locations would be up to GM discretion.

If the party studies the book, they will find the names of various visitors and their escorts, along with dates and times. Recent guests will have been Ketchek and his envoys, as they had

struck an alliance with Helman previously. But the most recent will be two guests that checked in just a few days ago, by the names Hiroshi Ngata and Su Lin.

12: Weapon's Room

The door to this room opens up to what appears to be the armory. Tables and racks of weapons fill the room. Dozens of spears are stored in barrels, and various other weapons are on racks.

Further inspection and inventory of this room will reveal the following items:

- 48 spears
- 12 broad swords
- 10 shields
- 8 long bows
- 288 arrows
- 6 halberds
- 24 daggers
- Various upkeep items (oil, whetstones, etc)

None are magical.

13: Bathhouse

When you open this door, a humid smell of perfume and hot water assails you. The door opens up into a tiled room that has two large copper bath tubs situated within. Gallons of steaming water reside in a stone cistern that seems to be built into the floor. On a shelf are various cleaning powders and perfumes.

This room is in fact the main bath area that the guards use. The cistern is constantly heated by a magical warming stone that is set into the mortar directly below it. An iron grated drain is situated in the center of the room.

14: Outer Stable

These wooden double swinging doors lead into a very large stable. Dirty straw litters the entire floor, and you estimate nearly two dozen stalls are situated in the middle of the building. There are no horses here, although you see various tack hanging on the walls, along with sacks of grain and bales of straw. You estimate that this building has seen recent use.

This stall has been used recently, but all of the horses have been sent out on patrols or other missions at the time the party arrives here.

15: Stairway

The door from the armory opens up into a room with a large circular stairway leading upwards to the next level of the fortress.

There is nothing else of interest here.

16: Dining Area

In the center of this large room is a long dining table with more than a dozen chairs around it. Various silverware settings have been placed on the table, and the room is lit by two large candelabras.

If the party has remained stealthy, there will be two human slaves here setting up the table and ensuring that everything is clean. If the party has already made themselves known in the keep, the slaves will have fled to their rooms (section 18).

If the slaves are here, and the party acts like they belong, they will ignore them. If the party acts suspicious, the slaves will question them, but are not hostile. They will say they need to report the intruders unless the party can convince them otherwise.

Slaves

AC: 9, HD: 1/2, HP: 2, AT: n/a

They are not armed. The silverware set is worth a total of 150 gold.

17: Captain's Chambers

If the party has made their presence known, then the captain will not be in here and will have already engaged in combat with the party if he knows where they are. Otherwise, he will be here, drafting the next day's routines.

The door opens to large, well furnished bedroom. A double sized bed sits directly across from the door, and cherry furniture consisting of a desk, table, and dresser are against the walls. A large copper bathtub is along the west wall.

If the captain is here and is surprised, he will not have his armor on and will change to a werewolf (one full round) and attack immediately. If the party has alerted the guards of their presence, it will take a full six rounds for him to don all of his armor.



The Captain, human form with armor
AC: 3, HD: F9, HP: 55, AT: 2, Dmg: 1d10+7, XP: 1200

In werewolf form:
AC: 4, HD: F9, HP: 55, AT: 2, Dmg: 2d4/2d4

He wears non magical plate armor and attacks with a **battle axe+2**. He wears a **pendant of luck** (+1 to Saving Throws when worn).

In his dresser are various sets of well made clothing. In his desk are various journals regarding training of the guards, duties, etc.

Through the locked (he has the key) door to the west is his personal treasure room. Two locked (he has the key) and trapped chests are here. Failure to disarm the traps will result in sprays of corrosive acid, causing 2d10 points of damage to anyone within 5' of the chests. The contents are as follows:

#1: 1355 gold, 2622 silver, 8 gems @ 150 gold each, 2 diamonds at 2000 gold each

#2: 2ea **potions of extra healing**, and an **instant tent**.

18: Slaves' Quarters

The door opens into a long room full of more than a dozen crude bunks. Dim lighting and the smell of sweat and grime fill the air. In this room are several human slaves.

This is the slave quarters, where the servants stay when not on duty. They will not attack the party, but once they recognize that the party is not part of the fortress, will inquire as to what they are doing here. If they sense an opportunity for freedom, they will help the party. At any time, there will be 2d4 slaves in this room.

19: Lavatory

As soon as you open the door, a horrid smell of feces assaults your senses despite the obvious attempt of trying to filter the air from the two vents built into the upper wall. Along the south wall are three lavatories built on wooden benches.

The two small vents on the wall are only 6" in diameter, and only lead directly outside. Inside each of the lavatories is exactly what you would expect.

These are the lavatories that are used by the slaves and by the guests who may occupy the rooms just north of this room.

20: Storage

Inside this room are various bags, sacks, crates, and barrels containing all the various foodstuffs that a kitchen would require.

There is nothing else of note in this room.

21: Kitchen

Along the west wall of this room is a huge wood stove oven. A vent in the wall leads the smoke out of the room, and a prep table sits in the center. A human slave female is here prepping food.

The slave will not attack, and will act like the other slaves in this fortress. That is, if she thinks there is an opportunity to escape, she will help the party.

22: Chapel

When you open the door, you see a large reversed triangle shaped room, with you at the apex. In front of you are several rows of oak benches that face an upraised portion of the room. A pentagram with lit crimson candles blaze at each point of the pentagram. Just behind it is a humanoid figure clad in heavy robes with hood drawn who has just finished incanting a spell. Immediately the smoke from the candles swirls together and in the center of the pentagram is a terrifying demonic beast, which attacks immediately.

This is the temple, and the high priest will have known about the party before they enter here, and will have cast a successful summoning spell for the succubus demon.

The succubus will first try to charm the most powerful looking male character before resorting to melee combat. The high priest will target enemy spell casters first.

Succubus

AC: 0, HD: 6, HP: 19, AT: 2, Dmg: 1d3/1d3+level drain, XP: 2200

High Priest

AC: 6, HD: C7, HP: 28, AT: 1, Dmg: 1d6+2, XP: 2500

He is wearing **wizard's adventuring robes** (-2 AC bonus), a **scarab of magic protection**, a **mace+2**, and a **magical ring of deflection** (deflects level 1 spells).

His spells:

1st: cause light wounds x2, cure light wounds, darkness

2nd: hold person x2, silence 15' r, slow poison

3rd: prayer, speak with dead

The succubus will be instantly banished if the priest dies, or if the pentagram is destroyed.



Gulthana Fortress, 2nd level

1: Stairway

The stairs lead up into this room, which is empty of all furniture and items. A door leads west out of the room.

2: Guest Room 1:

The door opens up into a lavish room. Top end furniture and a gold inlaid bathtub are positioned along the walls. Marble tiled floors and a huge plush bed also decorate this room. Along the opposite wall is a portal leading into a large walk-in closet. Startled by your appearance is a human guest, dressed in fine silks of foreign style. His almond shaped eyes and porcelain powdered skin does not remind you of any humans you have met before.

This is Hiroshi Ngata. If one of the party members has history, or is skilled in marital arts, they will recognize him as a foreigner from the lands of Iksan. As soon as the party enters, he will seem to be extremely insulted if the party doesn't appear to submit at once. If the party refuses to submit, he will become extremely upset and try to leave the room, heading for Su Lin in room 6 and then to alert Helman in his room (8).

If the party attacks, they will be surprised at just how quick Hiroshi is for someone who appears to be unarmed and unarmored.

Hiroshi Ngata

AC: 4, HD: F8, HP: 44, AT: 2, Dmg: 1d4+4/1d4+4, XP: 1750

He is wearing a **kimono of deflection** (-2 AC) and **gloves of the assassin** (+2 to hit and damage for unarmed attacks).

Locked in a trunk in the walk-in closet are his personal belongings:

- 250 gold
- **Figurine of Wondrous Power: griffon**
- Several sets of clothing
- Calligraphy set

3: Library

The door opens into a large well ventilated room. Aisles of shelves that reach to the ceiling are packed with various books and scrolls. Quick inspection reveals many old documents, histories of the lands both familiar and unfamiliar to you, and several maps.

This is the fortress library, and personal collection of Helman Rall. Most of the books here are collections of stories and histories of the various lands, as well as his own clan history. All of the information here is worth well over 100,000 gold if sold to the wealthy nobles and collectors of the land.

If the party does do an extensive search, they will find some of these to be magical in nature. These books are:

- **Blessed Book**
- **Golem Manual: Stone**
- **Manual of Bodily Health**
- **Manual of Gainful Exercise**



- **Manual of Quickness**

4: High Priest's Chambers

When you enter this room, the smell of incense fills your nostrils. Dim light barely illuminates smoky wafts rising from crimson candles. In the very center of this room is a large stuffed silk pillow.

This is the private chambers of the high priest. He is not here, as he was in the temple area preparing for the party. If the party searches the room, they will find a false stone block under the pillow. Inside a small niche below it are three scrolls with the following spells: **prayer**, **cure serious wounds**, **speak with dead**.

5: Main Treasure Room

The door to this room is locked, and only Helman has the key. Any attempt to pick the lock must be made at a -25% penalty. Any attempt to magically unlock the lock will fail unless the caster has an intelligence of 16 or greater.

When you open this door, you can scarcely believe your eyes. Several chests are here, along with many valuable artifacts and finery.

As soon as the party enters the room, they will disturb the treasure's guardians: 2 basilisks. These creatures have been trained to attack anyone who enters.

Basilisks:

AC: 4, HD: 6, HP: 22, 24, AT: 1, Dmg: 1d10, XP: 1100

Like all basilisks, any person making eye contact with the creature must make a saving throw or be turned to stone. Eye contact will be inevitable in melee combat unless the character specifically states they are avoiding the gaze, in which case a -4 penalty to his or her attack would be enforced.

The actual treasure in the room consists of:

- 4ea tapestries worth 50 gold each
- Platinum dining ware worth 1000 gold
- Gold statue worth 750 gold
- 1 pink diamond worth 10000 gold
- Chest 1: 3500gp, 2000gp
- Chest 2: 5000sp, 9 gems @ 200 gold each
- Chest 3: bottles of brandy @ 500 gold each
- **Bag of holding**
- **Lyre of Building**

6: Guest Room 2

This guest quarters room is the mirror image of room #2, and the same description can be read to the characters. The primary difference is that when the party enters, they will have interrupted a lady practicing Tai Chi, provided she hasn't already been alerted to the party by her partner beforehand.

When the party first enters, she will scream with rage, "Insolent intruders! Bow before your mistress!" If the party refuses, she will instantly pull two long spikes with trailing silk ribbon out of her hair and attack. The party will note that her style is a mixture of dance and twirling of the deadly blades.

Sun Li

AC: 3, HD: F8, HP: 47, AT: 2, Dmg: 1d4+4/1d4+4

Each of her **spikes** is enchanted with a +3 bonus.

She is also wearing a **belt of leaping**, and her **kimono** gives her a base AC of 6 (Dex bonus is used for final AC of 3). In her velvet trunk are her personal belongings, which consist of several sets of high quality silk clothes, and 3 ivory and jade statuettes worth 50 gold each.

7: Guardian's Room

You open the door to this 20'x30' high ceilinged room to see an ornate door directly across from you, and a huge 8' tall stone statue of some barbaric warrior to your left. The statue is covered with dust, and is positioned along the west wall.

If the characters touch the opposite door without saying the command word, "Lupis", the statue will come to life and attack the nearest party member. The door will also remain locked. Helman is in the room beyond, and at the first sign of battle, will begin to put on his armor and get ready for battle. In five full rounds from the start of combat, his door will open and he will join the fray.

Stone Golem

AC: 5, HP: 60, AT: 1, Dmg: 3d8, XP: 4100



8: Helman's Room

This room is extremely well furnished and fashioned. The floor is speckled black marble, and this exotic furs and tapestries line the walls. A large bed with a frame of carved ivory sits against the east wall with thick mink furs as bedding. A gold inlaid bathtub is along the west wall, and a mahogany desk is to the left of the bed.

More than likely the party will have already fought Helman in the previous room. If not, then he will be here and will fight. If he doesn't have time to put on his armor, he will revert to wolf form and attack. At the sounds of battle, he will try to put on his armor if the PCs haven't entered the room. This will take 5 rounds.

Helman Rall

Human form:

AC: -1, HD: F10, HP: 59, AT: 2, Dmg: 1d8+5, XP: 2700, S-17, I-12, W-13, D-11, C-15, Ch-14

He wears **plate mail+1** and wields a **longsword+3** and a **shield +2**.

Wolf form:

AC: 3, HP: 59, AT: 3, Dmg: 1d6/1d6/1d8

The furs and tapestries are worth a total of 5000 gold, and his bed frame is worth 1200 gold. Searching the desk will reveal only personal effects and various paperwork that has outlined his alliances with Ketchek and his overall plan to overthrow the King and take his place. He seems to have frequently scribbled in his journal about being the most powerful clan to have ever existed once his plans are complete.

If the party searches the room, they will find the secret door to the west. Each player who is searching has a 1 in 6 chance of finding it.

When opened, a small doorway will lead to a 10'x10' room with a large ironbound chest within. If not detected and disarmed, a pressure plate directly in front of the chest will set off a trap. Long steel spears will plunge out of the ceiling, striking anyone in the room for 2d10 points of damage.

The chest itself is heavy (200 lbs), and locked. Helman of course has the key. It contains:

- 7250 gold
- 2350 platinum
- 5930 electrum
- 2500 silver
- 2 star sapphires @ 2500 gold each
- Pink diamond @ 10,000 gold
- **3 potions of extra healing**
- **A potion of resurrection**
- **1 potion of longevity**
- **Staff of healing (27 charges)**
- **Wand of ice (9 charges)**

9: Soldier's rooms

Each of these rooms is plainly furnished, containing a single bed and a small footlocker. Nothing else of interest seems to be here.

Each of these private rooms is for the soldiers who happened to be werewolves. Helman did not think it wise to have his elite soldiers room in common rooms like the human guards below.

However, each of these rooms is currently empty at the moment. Helman had sent each of his elite soldiers out, trying to recover his other envoys he had previously dispatched on various missions. His hope was to bring them all back to here, and rehash a new plan on regaining power and killing the party for their actions in the previous Adventure Module.

10: Balcony

The hallway opens up into a balcony that overlooks the temple chamber below. Two thick, plush chairs sit facing the temple, with the backs toward you.

This is where Helman and his favorite concubine of the moment would watch the various rituals performed by the high priest. Previous owners would watch various religious services here.

11: Battlements

These battlements are exactly like the other two sets, with 2ea guards manning them at all times.

Scenario IV: The Finale!

The characters have successfully defeated Helman Rall and his Inquisitors. The first step is deciding where to go from here. If the party leaves the fortress unmanned and unguarded, various bands of humanoids will soon take occupancy.

Then there is also the matter of the returning guards. After a few weeks, they will begin to reappear. Typically it will be between 2-5 werewolves—the messenger sent out to find them, and the ambassadors they were sent to find. If the fortress is hostile to them (either being owned by the party or by other bands), the guards will stop returning after the first few, and will have sent word to recover and revisit at a later date in a secret location.

The party does have the option of taking over ownership of the fortress themselves. With the weakened clans of humanoids in the Untamed Lands, and the fortress now in friendly hands, it is a perfect opportunity to expand the Kingdom of Andrimar. The armies will be sent forth to clean up any remaining clans.

The king will be more than willing to make the party stewards of this new claimed lands. After all, to the west and north are still very hostile, and who better to protect the new lands than the heroes who liberated them.

If the party agrees to this, once they officially become Lord status, the king will also build small keeps for each one, spread throughout the new territory.

In any event, both the king and the people will be glad for the elimination of the inquisitors. A holiday will be planned in the party's honor, and they will be treated as heroes.

Also, within a few days of the liberation of the fortress and the destruction of the demonic alter within, the weather will begin to regain a normal weather pattern as opposed to being dark, gloomy, and rainy all the time.



New Magic Items

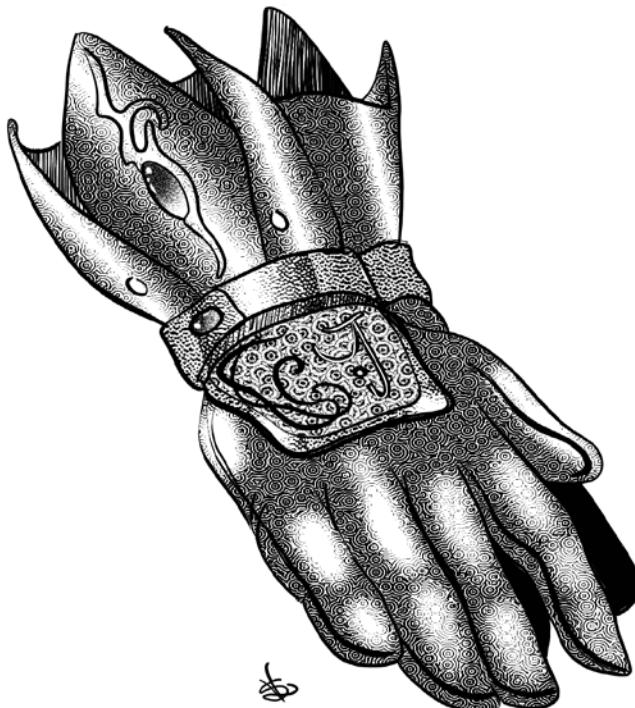
Amulet of Protection Against Lycanthropy: These items, when worn, will protect the wearer from all forms of lycanthropy. It will not cure a character of lycanthropy, but only protect them from contracting it.



Belt of Leaping: The wearer of this silk belt can gracefully leap up to 15' away from a standing position or 30' away with a running start. In either case, maximum vertical leap is 10'.

Circlet of Power: These thin gold headbands will increase the damage of all spells cast by the character by +1 per level.

Gauntlets of the Beast: These thick leather gloves are covered in wolf hair, and the fingertips end in 2" claws. When worn, they will have a base damage of 1d6 and will grant a +2 bonus to hit.



Instant Tent: This magical item appears as a normal canvas billfold. However, when unsnapped, it will spring forth to the size of an 8 man tent. It can also be folded down easily into its billfold size for transportation.

Necklace of the Wolf: The wearer of this necklace gains several special abilities. The first of these are passive abilities which are present as long as the necklace is worn. They are: smell and hearing of that of a wolf, allowing the character to track as such.

The other ability is that at will, the wearer can transform (1 round) into the form of a dire wolf.

Ring of Deflection: This plain looking ring will grant the wearer immunity to all hostile 1st level spells directed towards him.



Scarab of Magic Protection: These rare and highly sought out magical items will make the user immune to any hostile magic directed at them from a caster of level 4 or lower.

Ready To Play Characters

Kelt Ironhammer
NG F7 Dwarf
Str:17 Int:10 Wis:9 Dex:11 Con:17 Chr: 8
HP: 57 AC: 1
Armor: chain mail+2, shield+1
Weapons: war hammer+1 of throwing
Items: potion of haste



Jaelastris Arramar
CG MU7 Human
Str:8 Int:16 Wis:12 Dex:10 Con:9 Chr:14
HP: 16 AC: 6
Armor: robes
Weapons: 4 darts+1, quarterstaff
Items: ring of protection+2, bracers of AC8, wand of fire (12 charges)
Spellbook: 4/3/2/1
1st: magic missile, light, sleep, charm person
2nd: web, stinking cloud, fool's gold
3rd: Melf's acid arrow, fly
4th: polymorph self



Andraus Galifil
LG P6 Human
Str:15 Int:12 Wis:15 Dex:12 Con:15 Chr:17
HP: 35 AC: 1
Armor: plate mail+1, shield
Weapons: longsword +1, 4 throwing daggers
Items: holy symbol



Jax Blackboot
CG T8 Halfling
Str:9 Int:12 Wis:10 Dex:18 Con:12 Chr:13
HP: 20 AC: 2
Armor: leather armor+2
Weapons: short sword+1, +2 vs humanoids, short bow, 24 arrows
+1
Items: elven boots, potion of healing, thieves tools
Thief skills:
CW:78% FT:63% HN:36% HS:80% MQ:80% OL:73%
PP:73% RL:30%



Pietrius Swiftwind

NG R7 Elf

Str:15 Int:12 Wis:13 Dex:15 Con:15 Chr:13

HP: 36 AC: 4

Armor: elven chain mail

Weapons: long bow+1, 24 arrows+1, long sword+1

Items: rope of climbing



Zomar The Pure

LG C8 Human

Str:9 Int:12 Wis:16 Dex:10 Con:13 Chr:15

HP: 25 AC: 3

Armor: chain mail+1, shield

Weapons: mace+1, sling, 30 bullets

Spells: 5/5/3/2

Items: potion of extra-healing, holy symbol



Kendrix Margon

CG F5/T4 Human

Str:16 Int:11 Wis:9 Dex:15 Con:15 Chr:11

HP: 31 AC: 3

Armor: leather armor+2, shield +1

Weapons: long sword+1, dagger of venom, 4ea throwing
daggers

Items: ring of invisibility, thieves tools

Thief Skills:

CW:91% FT:37% HN:19% HS:35% MQ:35% OL:47%

PP:47% RL:15%



Altus Adventum Version

Guidelines

Rise of the Blood Wolf is an adventure designed for 5-6 Hero characters. Anything outside of this recommendation may require adjustments to the adventure in order to maintain balance.

This adventure is designed to be a follow up to *Hunt for the Ogre Lord*, as the main antagonist and game background relies upon the characters' actions in that Adventure PAK. If the characters have not reached Hero status and are still Veterans, then you may wish to have them complete other adventures until they are at Hero status.

If you are a player, stop reading now. All of the information below is for the GM only.

Player Background:

Through brave deeds and superhuman actions, you have gained the reputation of heroes in the Kingdom of Andrimar. The residents of Kelmar and Marshall Westin himself owe you a great deal.

It is because of this that Westin has literally put his neck on the block for you. The High Inquisitor Helman Rall has put a bounty on you as traitors to the throne. The Inquisitors are not a large group, but they are very powerful and have the ear of the king himself.

They are also feared among the populous, and are renown for their excessive liberty with torture to gain confession. This is why, despite having defeated Ketchek and in essence saving Kelmar, the people treat you like lepers. They offer you no aid and refuse service to you, for they know the penalty for aiding a fugitive.

However, Westin is a courageous man, and offers to help you. He has long suspected that the Inquisitors are a sinister group that is only out for its own greater power, and not for the good of the king.

But Westin's influence is weak, and he is very limited in what he can do to help. He offers refuge for you, and a potential solution. One fraught with danger, of course.

You must sneak into Peorth and into the Inquisitor stronghold itself. If you can find any solid evidence to convince the king to denounce the Inquisitors, then you can regain your reputation.

GM Background

The characters cannot show themselves in Peorth or will be almost immediately arrested. Even the king's own Homeguard has been alerted to capture them. If they are captured, they will be brought to the Inquisitor stronghold where Helman will execute them in two day's time.

No, the characters must disguise themselves if they plan on entering Peorth. Stealth must overcome brawn for this mission to be a success.

How the party gains entrance to the stronghold is up to them. They may be able to purchase some information from the thieves' district, or may scout the tower themselves. Or perhaps they have another creative option. Regardless of the how, the true challenge is in finding the information.

Note on Lycanthropy

The chances are very high that the party will at some point engage in combat with werewolves in the Adventure PAK. After all, the beasts are crawling all over the place. It is equally as likely that the werewolves will at some point damage the party with bite attacks at some point.

If this is the case, after each combat encounter (not every attack), any character that was bitten at some point in that combat encounter has a 15% chance of contracting lycanthropy. He or she will change into a wolf during the next full moon, and will have an insatiable appetite for raw flesh. He or she will also be unable to resist the calling of any greater werewolf and will have to succumb to its wishes. Otherwise, he or she is just like any other werewolf as described in the Creature Catalog.

If this happens, there are several ways in which it can be cured:

- Purge Toxin (3rd degree Reiki)
- Cure Magical Disease (Mental)
- Vial of Curing

Scenario I: Infiltration

The first step for the party is to find a way into the city undetected. This can be done many ways, and may include disguises or entry at night or be otherwise hidden. Once the party is inside the city, their first order of business is to establish a place to hideout while they find an entry way into the compound.

If disguised, the party can move freely within the city as long as they don't draw suspicion to themselves.

They may also want to take up operations in the thieves market. This isn't an official name for the area next to the docks, but it is the common name used by residents as this area consists of the slums and ghettos of the city.

Due to the nature of the markets, the party can find a place to stay and won't have to worry about being discovered—for a price. Everything can be gained here if one has enough gold.

Naturally it is still dangerous for characters to simply outright ask about a way into the stronghold. If they do so, they expose themselves to great risk. Not only risking being arrested by spies that frequent here, but by the heads of the Thieves' Guild themselves, who guard this information closely.

Rather, the party will have to be vague in their initial inquiries. Like all information, this can be purchased through gold. Use the below to give the party clues and information about the stronghold. Each rumor costs a certain amount of gold, and the more spent, the more information the party will have. I.e. if the party spends 5 gold, they will hear one rumor from the 5 Gold Rumor table.

Note that not all of these rumors may be true.

5 Gold Rumors

* The guards at the main entrance are ever vigilant and cannot be corrupted.

* The leader of the Inquisitors is Helman Rall

- * The Inquisitors have spies everywhere
- * People have been taken by the inquisitors and have never returned.
- * Food shipments into the stronghold have only been meat. No other food.

25 Gold Rumors

- * Helman Rall is very rarely ever actually in the city
- * Most of the activity in the stronghold can be heard only at night.
- * A beggar swears that he had seen a hooded and cloaked visitor arrive at the stronghold two weeks ago, and says that he got a glimpse of his—or its—face. It was an orc!
- * The Inquisitors have a pact with demons and will steal you away in the dead of night.
- * The king is under the spell of some great necromancer.
- * The party (the characters) are in league with demons from the Untamed Lands.

100 Gold Rumors

- * Helman Rall often likes to stand on the roof of the stronghold at night to admire the moon and stars. There must be a doorway or hatch in that way.
- * My cousin's sister's brother swears the sewer grate from the kitchen area can be reached by traveling the sewers underneath the city.

If the characters scout the stronghold on their own, they will see what appears to be an impenetrable fortress. There are no widows in the circular building all the way up its roof, 60 feet up from the ground. No other surrounding buildings are taller than 40 feet, so it's impossible to get a view of the roof this way.

If the party finds a way to get an aerial view, they can see a trap door on the roof itself. The guards do shift changes every 4 hours, with each rotation consisting of two guards each. The shift change at the front gate is very rigid and professional, and the guards will stand at attention, ignoring all around them unless someone approached the door.

Prolonged observation of the guards will reveal that there are a total of 6 guards who do this duty; 4 hours on and 8 hours off.

Inquisitor guards:

ADP: 14 DDP: 15 DRL: 12 RR: 6

DA (incl armor):

14-	12-	10-	7-
14-	12-	10-	7-

They are armed with magical broad swords that grant a +2 bonus to ADP/DDP, and DRL (included in the stats above). They also wear plate armor and heavy steel shields.

The guards are also skilled in backswing, so they will inflict one additional minor wound in addition to the wound type rolled.

Entering the Stronghold

Depending on how and where the party enters the stronghold, reference the stronghold maps at the entry points. During the

evening, all of the inhabitants will be awake. During daylight hours, all of the guards not on duty will be asleep.

Also note that the purpose of this mission is stealth, and if the party makes enough commotion, they will attract inhabitants from other rooms.

Roof Entrance:

This hatch is locked from below. If a character attempts to unlock it, they can attempt, but will suffer a -35% penalty to his or her attempt. The hatch will open to a stairwell heading down, which is marked just to the right of room #2 on the Level 3 map.

Main Entrance:

If for some reason the party manages to gain entrance through the main doors, they will find themselves just south of the room marked #5 on the Ground Level map.

Sewer Entrance:

The closest sewers in which the party can gain entrance are several blocks away from stronghold, and the party will have to make their way through the sewer to their location. Unless they prepared themselves with distance and direction, they may not know which sewer grate leads to the stronghold, and which leads to another location.

Also note that the sewer itself is fraught with danger and the characters may be subject to attack from creatures. Reference the Sewer Map for this entry way.

When the characters do find the proper sewer grate, they will emerge in the kitchen in room #4 in the Ground Floor map.

Ground Floor

1: Training Room

This large room is full of military training equipment. Man-shaped dummies are mounted on poles in the center of the room, which you guess are used for parrying exercises. Straw targets are along the north wall, which seem to have been used for crossbow practice. In racks along both west and east walls are various weapons, both functional and practice.

The weapons in this room are not magical, and consist of both wooden versions and combat ready versions of daggers, short and broad swords, spears, halberds, and crossbows.

If the party is entering here at night, there will be a 25% chance that a few Inquisitors will be here practicing. They will not be wearing armor, but as soon as the party enters, will revert to hybrid werewolf forms (RR 5) and attack. Like all werewolves, they are immune to any non-magical or non-silver weapon.

ADP: 12, DDP: 11 RR: 4, DRL: 10, WP: 60, L: 58

14	11	10	4
14	11	10	4
14	11	10	4

2: Storeroom

Both doors to this room are locked.

This 30'x40' room is stacked with various crates, barrels, and sacks. It seems much colder than what you would expect, and large meat hooks are mounted on rafters in the ceiling. Various slabs of meat hang from these hooks, including what appear to be human carcasses.

The carcasses are various animals, including dogs and beef, but a few of them are human. These were humans who were arrested and disappeared for one reason or another.

If the party searches, they will find that the supplies consist of wine, ale, water, and spices. There is no grain or vegetables here. An observant party might think this odd. This is because the entire regiment of the Inquisitors are actually werewolves, and they do not eat any of those items.

3: Sergeant's Quarters

This large room is well furnished. Oak cabinets and a desk line the east wall, while a lavish bed is up against the west. In the far north is an alcove with a private latrine.

During the day, the sergeant of arms will be sleeping here. At night he will be patrolling the tower randomly. If he is asleep and is awakened by intruders, he will change to hybrid form and attack (RR: 5). While patrolling, he will fight in human form as he will be in his armor.

Human Form

ADP: 16, DDP: 16, DRL: 12, RR: 6, WP: 75, L: 67

18	15	12	10
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He wears plate armor, a shield, and wields a broad sword +2 to ADP, and DRL. On his person is also a golden necklace worth 1000 gold. In either form he is only affected by magical or silver weapons.

Hybrid Form

ADP: 14, DDP: 13, DRL: 11, RR: 4, WP: 75, L: 67

18	14	12	6
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Locked within his desk (he has the key) are various documents re: the logistics of the tower, including guard rotation duties. There are also 2 star sapphires worth 550g each, 253 gold coins, 449 silver coins, a **potion of healing**, and a **greater book of skill**, that will immediately grant the reader the improved critical skill. This book can only be read once before disappearing.

4: Kitchen

Along the north wall of this room are two huge ovens with some sort of cooking meat within. A thick oak prep table is in the center, and a sewer grate is along the center west wall.

If the party is here at night, the cook will be here making meals for the Inquisitors. He is a normal human male slave, who has sworn loyalty to the inquisitors and thinks it a great honor to serve them. He is never allowed out of the building.

If the party is here at night, he will be here as well, but will be sleeping on a makeshift cot on the east wall.

Cook

ADP: 5, DDP: 5, DRL: 6, RR: 4, WP: 35, L: 45

4	3	2	0
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If forced into combat, he will attack with a large kitchen knife, but otherwise will try to run and sound an alarm. He wears an **amulet of protection against lycanthropy**.

5: Grand Hall

The archway leads into a very large room, at least 80 feet by 100 feet by your guess. Doorways are situated in the NE and NW corners, as well as the east wall.

In the center of the room is a large table with no less than a dozen chairs around it. On the north wall is a huge stone chair so elaborate that it could almost pass as a throne. Behind that chair and to either side are large tapestries depicting various scenes of wolves on the hunt.

If the party had completed the previous adventure, *Hunt for the Ogre Lord*, then they would recognize this room as the room in which Helman Rall gave them their briefing.

During the day, this room will be empty, but at night there is a 50% chance of guards patrolling. Each guard wears mail armor, shields, and attacks with a broad sword. They are also immune to non-magical or non-silver weapons.

Guards:

ADP: 13, DDP: 15, DRL: 10, RR: 6, WP: 50, L: 50

14	13	10	6
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6: Guard Quarters

In this room are 6 large bunk, 3 on either side of the room, with large wooden footlockers at the foot of each.

This room is the quarters for the 6 guards who rotate at the front door. At any given time there will be 2 of them here at all times. Two others will be on guard duty, and the other 2 will be training or eating and will not be here.

The east side passage has a latrine at both north and south end. In each footlocker are personal effects and 50 gold.

If this is day time, and the sergeant is in his room and fighting takes place, the sergeant will show up in 1 cycle with his sword (no armor), and if he sees the party fighting, will change to hybrid form and attack.

These guards wear plate armor, shields, and attack with broad swords.

Guards:

ADP: 13, DDP: 15, DRL: 10, RR: 6, WP: 50, L: 50

14	13	10	6
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Level 2

1: Vault

Both doors to this room are locked (only Helman has the key)

and the west door is trapped with a poison needle trap.

When you are able to enter this room, you see several chests lined up against the north and east walls. This appears to be a treasure room.

Each chest is locked and trapped (Helman has the key). In each are the following:

Chest 1: 2,384 gold

Chest 2: 11,928 silver

Chest 3: 23 various gems worth 25 gold each, 17 various gems worth 50 gold each, and 8 various gems worth 100 gold each

Chest 4: silver flatware worth 200 gold, gold chalice worth 75 gold

Chest 5: 3ea potions of healing, 2ea potions of curing, cloak of deflection (wounds are reduced by one category).

Chest 6: Gauntlets of the Beast, 455 gold

2: Temple

The door opens into a very large room. The entire walls, floor, and ceiling are covered in murals depicting various acts of violence and decadence of wolfs and wolf-men upon helpless humans.

On the center north wall seems to have been built what appears as large cave that extends out into the room more than a dozen feet. This man made cave has an interior roughly 40' wide, and the floor is lined with thick furs.

On the far west wall there are shackles mortared into the wall.

The cave is actually a sacred place of worship for the Inquisitors, where they change into wolf form and engage in large orgies. The shackles are used to hold prisoners who are sacrificed and eaten during these rituals.

If the party has managed to infiltrate this far without being discovered during a full, half, or quarter moon, there will be a ritual going on and in addition to the priest (described below), there will be a dozen werewolves, both female and male (as described in the Bestiary in the core rulebook).

If they enter during the day, then the priest and two females will be sleeping in the cave. At night and they will be awake. In either case, the two females will change into wolves and attack while the priest casts spells.

Females (wolf form)

ADP: 13, DDP: 12, DRL: 10, RR: 4, WP: 50, L: 49

10	9	6	3
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Priest

ADP: 9, DDP: 9, DRL: 6, RR: 4, WP: 87, L: 63, PR: 9

10	9	6	3
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His spells

- advanced cell repair
- charm mind
- guide strike
- telekinesis (1000 lbs)
- stop missile
- minor suggestion
- stop assailant (9 segments)

- paralyze
- energy form
- choke (deep wound/5 segments)

The priest wears an **amulet of the mind**, which grants him a +10 bonus to willpower, and if forced into combat, will revert to wolf form (ADP/DDP: 10, DRL: 10, RR: 5). He also wears a **gold ring** that grants a +10 bonus to luck when worn.

Inside the “den” is a locked chest that holds 275 gold and several bottles of very potent wine.

3: Guard Room

As soon as you open the door to this room, you are immediately beset upon by a huge black wolf. You barely have time to register that the beast is the largest wolf you have ever seen.

This is the watchdog for the treasure room beyond. It will have smelled the party long before they enter the room, and will attack with surprise on segment 1 to the closest party member.

Wolf

ADP: 12, DDP: 10, DRL: 12, RR: 5, WP: 50, L: 60

14	11	10	4
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At the far north end of the room is a pile of straw in which the beast makes its bed. Other than the bed, the room is empty except for bones littering the floor.

4: Records Room

Rows of bookshelves line the walls, and standalone bookshelves run lengthwise in this room. Tombs and scrolls are stacked all throughout each shelf.

This is the library and records room of the tower. The Inquisitors have collected not only a detailed history of the kingdom itself along with the royal bloodlines that go back generations, but they also have records of every citizen in the cities in the kingdom.

5: Private Records Room

The door to this room is locked, and only Helman has the key. The lock is very well made, and any attempt open it will result in a -25% penalty to the character's check. The lock is also immune to any opening spells unless the caster has a PR of at least 12.

Similar to the room you just left, this large room also has the walls lined with bookshelves. A large desk and huge oak padded chair sit in the middle. Three pewter candle holders also sit atop the desk, along with pen and inkwell.

Inspection of the scrolls and books gives you the impression that they are very old indeed—perhaps hundreds of years.

This room houses the really important and critical documents for the Inquisitors. It would take days to go through them all, but they contain the history of the Bloodwolf pack, which goes back to the first werewolf Arackmar the Wild who was created via a pact with a demon more than 500 years ago.

If the party spends 3 man hours quickly going through the documents, they will come upon documents showing an alliance

between the Inquisitors and Ketchek's forces (see Adventure PAK, *Hunt for the Ogre Lord*). This is the proof the party needs to implicate Helman Rall and the Inquisitors to the king.

They will also see that there are plans for Helman to take over the throne by slowly poisoning the king and convincing him that Helman should rule through magic and manipulation. The alliance with Ketchek was a huge part of this plot. Helman's plan was to use the attack to accuse anyone who was against the Inquisitors that they were in league with the Ogre. After Ketchek invaded Kelmar, Rall would lead a counterforce and retake the city, making him a hero.

This combination of subterfuge, manipulation, and false heroism would place Helman as the natural successor to the king.

There are also documents that place the Inquisitors in some sort of close relationship or alliance with the Bloodwolf Clan, who are the current occupiers of Fortress Gulthana.

If any of the players have magic sense, they will also detect that some of the scrolls are magical. Anyone with a read magic skill can read the scrolls and invoke the magic, and then the scrolls would disintegrate once read. They are:

Scroll #1: resurrection

Scroll #2: acid mist (lvl 2)

Scroll #3: summon army

Scroll #4: reader learns novice mystic fortitude. Does not require read magic.

6: Den

As you enter this dimly lit room, the smell of canines nearly overwhelms you. Thick fur bedding covers almost the entirety of the floor.

If the party is here during the day and is stealthy, then read the following:

Lying on the bedding are several women, nearly a dozen. Intermixed with them are a few males as well. All are nude, and haven't sensed you as of yet.

There are 9 women here and 3 men. Once they awaken, they will immediately begin to change into wolves and attack (RR 6).

If the party enters at night, or otherwise is noisy enough to wake them, then read the following:

Alerted to your presence, the inhabitants of this room—nearly a dozen wolves—attack immediately.

Like all werewolves, they are immune to non-magical or non-silver weapons.

Werewolves:

ADP: 11, DDP: 10, DRL: 10, RR: 4, WP: 50, L: 55

9	7	5	2
9	7	5	2
9	7	5	2
9	7	5	2
9	7	5	2
9	7	5	2

If the party searches the room, they will find a total of 128 gold and 339 silver. In the hallway to the east is a large closet in which there are dozens of sets of clothing and Inquisitor cloaks, as well as a dozen suits of mail armor, swords, and shields.

7: Reading Room

In the center of this room is a large 20'x20' square table. A chandelier hangs from the ceiling, lit by dozens of candles. A few scrolls lie upon the table.

This is the reading room, where the Inquisitors will actually read when they take a book or scroll out of the library. There is a 50% chance that the librarian will either be in this room or in the library itself. If the party enters, he will attempt to teleport and warn the werewolves in room 6.

Librarian

ADP: 8, DDP: 8, DRL: 6, RR: 5, WP: 88, L: 39, PR: 8

9	7	5	2
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He is skilled in advanced channeling and will attempt to cast spells if cornered or when he joins the other wolves.

Spells known:

- drowsy
- energy bolt (ADP: 12, DRL: 11)
- silence (40m)
- stone fist (ADP 6, DRL 7)
- adamantine skin (+2 WT)
- enhanced magic shield (+6 DDP)
- dome of shielding
- energy ball (ADP/DRL/Rad: 8)
- teleport

On his person he wears a robe of the mage, a ring of protection +2 DDP, and a circlet of power +2.

Level 3

1: Personal Guard

As you enter this long, large room, you notice that it appears to be completely empty with the exception of another doorway at the far NE corner of the room.

If the players go into the room and search, they will find that there is in fact nothing here. No magic can be detected either.

However, the room is not empty, but is the lair of Helman's guard for his personal treasure. The creature is a ceiling creeper, and blends into the ceiling perfectly. As soon as any party

member ventures to the center of the room, it will drop from the ceiling, enveloping them and up to 4 other man sized creatures.

Creeper

ADP: 12, DDP: 10, DRL: 10, RR: 6, WP: 60, L: 72

16	12	11	5
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The passage behind the locked NW door is where Helman keeps his personal treasure. In locked and trapped chests (exploding into flame—DRL 11), are these items:

Chest 1: 5039 gold

Chest 2: 12,934 silver

Chest 3: Various gems. 4@50 gold, 5@1000 gold, and 2@5000 gold.

Hanging on the walls are 8 rich exotic tapestries worth 500 gold each. And behind a glass encased rack is a full suit of **gothic plate armor** of ancient origins. This is the armor of Helman's forefathers, and its properties are unknown even to him. He views it as a sacred piece of history rather than a suit of armor to be worn.

The armor is ornate and inlaid with gold and platinum patterned in the form of a wolf, and holds an enchantment that makes the wearer immune to the effects of undead, including a vampire's charm.

2: Sage's Quarters

This darkened room has a strong scent of musk. Wafts of multicolored smoke dances in the dim candlelight, nearly obscuring the shadowy figure sitting in a large plush chair in the northwest corner.

The figure is known as the sage. He is a very elderly man, blind from glazed cataracts and long white hair covers most of his upper body. He is sitting in the chair doesn't make an effort to move when the party enters.

If the party comes up to him, or makes their presence known, he will move only a little, and address the party in a very raspy voice. No matter what the party says, he will repeat the same thing over and over again:

"Ah...so you finally have come. I am old, and my time is almost done. For ages I have seen men come and go. But as foretold, our bloodline will soon be no more. A new clan shall rise."

He will repeat the last sentence a few more times, and will then begin a slow transformation into an old grizzled wolf. He's not actually a werewolf, but a man cursed with extreme longevity that was given a prize two hundred years ago when he swore alliance with the original Bloodwolf pact and only thinks he's a werewolf. He can change into wolf form due to his necklace, and not due to lycanthropy.

Sage Werewolf

ADP: 9, DDP: 8, DRL: 10, RR: 8, WP: 82, L: 72

12	10	8	3
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Around the sage's neck is a **necklace of the wolf**. Other than that and tattered clothing, he carries nothing else of value.

3: Helman's Room

All of the doors to this room are locked. Helman alone has the key.

This room is extremely lavish. Antique and well-made furniture furnishes this room, which includes a large bed, armoire, desk, and dresser. Tapestries of victorious wolves ripping apart humans hang from the wall.

Luckily for the party, Helman is not here. He is at Fortress Gulithana at this time, so his personal chambers are empty.

If the party searches his room, they will notice that nothing out of the ordinary is here. There are tapestries, sets of clothing, Inquisitor insignia, and mundane items, but nothing special. There are no items that would implicate him or the Inquisitors kept in his room.

4: Art Room

When you enter this room, you notice that it is covered in tapestries and several statues and other pieces of art are on display here. The tapestries seem to be of much higher quality than what you may have seen prior.

It is no secret that Helman Rall is a lover of art, and this room is where he displays his most prized pieces. There are dozens of various types of art here, with a total value of 50,000 gold.

5: Guard Room Quarters

When you enter this room, you notice that two dozen bunks and footlockers are organized in an orderly fashion along the walls. This definitely appears to be the sleeping quarters.

This is the main barracks area for the majority of the Inquisitor guards. Luckily for the party, this room will be empty as the guards are all out on duty or dispatched to other areas.

If the party searches the footlockers, they will find personal effects for two dozen soldiers, but nothing of value.

6: Prison

A large table sits along the north edge of this room, and two chairs sit empty next to it. Along the south wall are several sets of shackles. At this time they are empty, but there is no questioning the dried blood that still stains the floor.

This is the room where anyone detained by the Inquisitors is brought, tortured, and killed.

7: Meeting Room

This room has a large lacquered table in the center, and several leather bound chairs around it. The entire room is lavish, with the furniture being extra large than usual.

This is the private meeting room of Helman. Any special guests that he has where he doesn't want the discussions to be heard by others are held in this room.

In the alcove to the south is a large liquor cabinet. Dozens of bottles of wine, brandy and other exotic liquor sit on the shelves. A crystal set of drinking glasses rest on another shelf. All total, it is worth 1500 gold in booze.

Scenario II: The Hunt for Rall

By now the party has acquired the documents from the tower that implicate Rall and have escaped the tower. However, danger has not passed, as the party must present the documentation to the King before the Inquisitors get a hold of them first. Remember, the party still is wanted by the home guards and the Inquisitors themselves.

The party must either find a way to the king himself (an extremely difficult task), or return Westin with the evidence. If they get to Westin first, he will take the party, along with his personal guard, to Peorth to have a personal meeting with the king. He will have sent a messenger ahead of time advising the king of the urgency for a private meeting to be kept secret from all, including the Inquisitors.

The party will then be escorted into the main castle itself and into the great hall where the king and his home guard await. It is here that they are to present the evidence.

The king will be enraged and will send his entire home guard to search the tower. Rall will not be there however, as he will still be in Fortress Gulthana.

Once again, the party will be asked for aid. This time not for the safety of the kingdom, but out of vengeance and justice. The king cannot send an army to find Rall as he doesn't know exactly where Gulthana is. The party may know, if they came across it in the previous Adventure PAK. Otherwise they will need to scout for it.

As is, the only information the king has is that it lies somewhere to the west deep within the Untamed Lands. The king cannot send an army because this isn't an army or national threat, and therefore can't justify it to his people. As is, things are chaotic enough with the downfall of the inquisitors.

That is why the party will be asked to scout, find, and bring back Helman's head. Doing so will elevate them to lord status in the kingdom, and they will be granted "huge tracts of land" as a reward.

In the interim, they will be given full support and will not have to worry about paying for basic supplies, lodging, or food while on their mission. Every town is ordered to give the party refuge if they so choose it. Party members will also not have to worry about training costs for learning new skills as they will be recognized heroes.

Journey through the Untamed Lands

Even though the forces of Ketchek have been destroyed, wandering bands of orcs, ogres, and other monsters prowl the Untamed Lands. Most have reverted back into isolated tribal clans, warring against each other. Reference the Outlands Map handout to see where most of these clans have taken establishment.

Details for these towns are given within the *Hunt for the Ogre*

Lord Adventure PAK. If you do not have that adventure, feel free to flesh out the details on your own.

Travel through the Untamed Lands is as follows:

Mode	Terrain	Miles per day
Foot	Grassland	10
Foot	Hills	5
Foot	Swamp	3
Foot	Mountains	3
Foot	Forest	5
Horseback	Grassland	20
Horseback	Hills	10
Horseback	Swamp	5
Horseback	Mountains	7
Horseback	Forest	10

For each day of travel, there is a 50% chance of encountering a random encounter. This chance may be reduced depending on how the party travels.

Random Encounter Table

Die Roll	# Appearing	Creature Type
1-4	-	No result
5	1d4	Manticore
6	1	Basilisk
7	1	Cyclops
8	1d4	Troll
9	2d4	Ogre
10	1	Cave bear

Manticore

ADP: 12, DDP: 13, DRL: 11 or 8, WP: 60, L: 55, RR: 4

16	12	11	5
16	12	11	5
16	12	11	5
16	12	11	5

Basilisk

ADP: 12, DDP: 10, DRL: 6, RR: 8, WP: 30, L: 73

12	10	8	3
----	----	---	---

Cyclops

ADP: 15, DDP: 12, DRL: 16, RR: 8, WP: 62, L: 58

24	20	18	9
----	----	----	---

Will throw boulders (DRL: 12) first until in melee, then will use a club. Has 150 gold

Troll

ADP: 14, DDP: 10, DRL: 17, RR: 9, WP: 50, L: 50

11	9	7	4
11	9	7	4
11	9	7	4
11	9	7	4

Wear scaled armor and large axes. Will only attack at night. Each has 1d6x50 gold.

Ogre

ADP: 10, DDP: 9, DRL: 14, RR: 10, WP: 40, L: 65

11	9	7	4
11	9	7	4
11	9	7	4
11	9	7	4
11	9	7	4
11	9	7	4
11	9	7	4
11	9	7	4

Wear scaled armor and 2-handed clubs. Each carries 2d6x10 gold.

Cave Bear

ADP: 15, DDP: 13, DRL: 17, RR: 4, WP: 75, L: 45

20	16	14	7
----	----	----	---

Scenario III: Fortress Gulthana

After days of hard and weary travel through some of the most dangerous lands you've ever traversed (again if they completed the last adventure), you see what appears to be a slate black silhouette of a large structure jutting out of the side of a mountain cliff.

As you get closer, you see the dark stone walls of the fortress seem to be growing out of the barren cliff face in some sort of twisted manipulation of the stone itself, as the walls are solid stone; not a single mortar line or separation of stone block is evident. Two huge, blackened doors face the east, taunting you to dare enter.

Piercing the darkness are tiny red lights flickering from within windows in the upper levels of the fortress, but darkness seems to have leeched out from every corner to envelope the keep.

This is the fortress itself. The terrain around the fortress is rocky and barren, and it is built into the rock face of one of these mountains. Nothing living can be seen, but the occasional howl of a beast can be heard. Even during the day, dark clouds always seem to persist here, and during the night, the fortress seems to loom like a wraith.

For most of the fortress's history, a large garrison has typically been stationed here by the current occupiers as any sign of weakness usually had led to another invading force taking over.

However, this is not the case currently. Because many of the warring tribes of humanoids who would normally try to lay siege to this fortress are trying to recuperate after suffering a major loss at the hands of Marshall Westin's army (see *Hunt for the Ogre Lord Adventure PAK*), the fortress now does not keep a large garrison.

Because of that war, and the loss of the unifying force of Ketchek, most of the humanoids have splintered back into individual tribes and can't afford to launch an attack upon the fortress itself.

These events play into the party's favor, as many of the inhabitants of the fortress will not be here when they attack. They will have had been sent to various parts of the world in exploratory missions, and will have only been recalled recently after the events of the battle. If the party hurries, they can attack the fortress before these troops return and catch Helman Rall off guard and unprotected.

However, this does not mean that the fortress is completely empty or that the party can just waltz right in. Helman will be here with his personal guard, and there are many other dangerous things that can threaten the lives of a careless party.

If the party observes the fortress, they will see no movement for most of the time with the exception of an occasional guard on one of the towers where the ballistae are located at. But other than that, no one enters and no one leaves.

The party will also note that the perpetual darkness always seems to hang over the fortress, even during the middle of the day.

The fortress wall is 30' high all around the main western outer courtyard, and 60' for the inner courtyard.

1: Main Gates

Looming before you are the thick ironbound gates that lead into the fortress itself. The darkened oak doors are bound and reinforced by thick black iron, and a steel portcullis is lowered in front of the doors, preventing all entry.

Two gatehouse rooms are situated on either side of the main gate. The south gatehouse mechanism runs the portcullis, while the north gatehouse runs the great wooden doors. Presently there are no guards in either room.

If the party tries to lift the portcullis, it will not be able to be lifted unless the locking mechanism is first removed. Even then, it would still require a combined strength of 500 to lift it.

Once inside, you see a large outer courtyard of packed stone and gravel. Directly across from the gate are two more small gatehouses that operate the portcullis into the inner courtyard and keep. To your left and right are two raised battlement platforms with large ballistae on either one.

2: Battlements

Wooden ladders lead up to platforms along the keep wall. On each of these platforms is a large ballista. Additional supplies of bolts are kept below the platform.

Manning each ballista is a crew of 2 guards.

These guards appear to be human, and aren't paying all that much attention to their duties as no one has ever approached the keep unannounced in the years that the clan has had control over it. However, if intruders are detected, they will sound an alarm and attack. In three cycles, the guards from section 5 will have been able to put on their armor and will come out to assist.

The ballistae are too large and unwieldy to rotate around into the courtyard, but any creature between 50'-1000' away from the fortress walls can be targeted.

Guards:

ADP: 13, DDP: 13, DRL: 12, RR: 6, WP: 50, L: 45

12	10	5	3
12	10	5	3

They are armed with broad swords and long bows, and wear mail armor. Each carries 15 gold.

When attacking with the ballista, it requires both guards to man it:

Ballista: ADP: 12, RR: 12, DRL: 35

Underneath the platform are barrels containing a total of 50 bolts.

3: Inner Gate

In each of these granite gatehouses are mechanisms that control the great iron portcullis to the inner courtyard.

As with the other gatehouses, these will be currently empty of guards, even though the gate will be lowered.

4: Storage

The doors to these two buildings are locked.

These low roofed buildings are filled with various crates and barrels. Close inspection reveals tepid water and grains make up the bulk of the material here, although there are a few crates with folded canvases and furs packed within as well.

5: Outer Barracks

This room is lined with more than a dozen bunks along each wall. Small footlockers sit at the foot of each bunk, and disheveled blankets lay atop each bunk.

In this room are 4 guards who rotate with the guards who man the ballista in section 2 and 6. If taken by surprise, they will be unarmored (-2 to each WT), but otherwise will attack.

Guards:

ADP: 13, DDP: 13, DRL: 12, RR: 6, WP: 50, L: 45

12	10	5	3
12	10	5	3
12	10	5	3
12	10	5	3

They are armed with broad swords and wear mail suits of armor. In each of the footlockers are 2d10 gold.

6: Ballista towers

These tower platforms are exactly like those in section 2, except they are situated midway up the wall (30') and fire out of a huge slot. Above this level is another almost identical (section 11 on the Gulthana 2nd level map).

7: Inner Courtyard

Almost immediately the first thing that draws your attention is the huge fountain in the center of this cobblestone courtyard. The

fountain seems to be made from black granite, and a dark crimson liquid pours from the top, falling into a pool below.

The liquid is in fact blood, but is not magical.

8: Outhouse

This small building is nothing more than an outhouse for the guards who patrol the courtyards.

9: Stables

Each of these stable buildings is well kept, and contains nearly a dozen stalls. However, only 5 riding horses are in the south stall, while 4 are in the north stall. Judging by the tack, you estimate that normally every stall is filled.

The rest of the horses are gone with the respective guards out doing patrols or other missions away from the fortress. They are normal riding horses, and the walls are lined with enough tack to fully equip them.

10: Outer Storage

The large double doors open to a storage room filled with barrels, crates, and sacks. Inspection reveals the barrels to be filled with oil, the sacks with oat grain, and the crates with torches.

11: Clerk's Office

The two large oak double doors open into a large room with single doors exiting north, west, and south. In the center of the room is a large table with several sturdy oak chairs around it. On the table is a thick leather-bound book.

Unless the party has made themselves known in the fortress, this room will be empty. No one here was expecting guests, so the clerk would not be on duty. If the party has made themselves known, then an alarm would be sounded in the fortress and the guards will be on full alert and positioned in the fortress hunting for the party. Their exact locations would be up to GM discretion.

If the party studies the book, they will find the names of various visitors and their escorts, along with dates and times. Recent guests will have been Ketchek and his envoys, as they had struck an alliance with Helman previously. But the most recent will be two guests that checked in just a few days ago, by the names Hiroshi Ngata and Su Lin.

12: Weapon's Room

The door to this room opens up to what appears to be the armory. Tables and racks of weapons fill the room. Dozens of spears are stored in barrels, and various other weapons are on racks.

Further inspection and inventory of this room will reveal the following items:

- 48 spears
- 12 broad swords
- 10 shields

- 8 long bows
- 288 arrows
- 6 halberds
- 24 daggers
- Various upkeep items (oil, whetstones, etc)

None are magical.

13: Bathhouse

When you open this door, a humid smell of perfume and hot water assails you. The door opens up into a tiled room that has two large copper bath tubs situated within. Gallons of steaming water reside in a stone cistern that seems to be built into the floor. On a shelf are various cleaning powders and perfumes.

This room is in fact the main bath area that the guards use. The cistern is constantly heated by a magical warming stone that is set into the mortar directly below it. An iron grated drain is situated in the center of the room.

14: Outer Stable

These wooden double swinging doors lead into a very large stable. Dirty straw litters the entire floor, and you estimate nearly two dozen stalls are situated in the middle of the building. There are no horses here, although you see various tack hanging on the walls, along with sacks of grain and bales of straw. You estimate that this building has seen recent use.

This stall has been used recently, but all of the horses have been sent out on patrols or other missions at the time the party arrives here.

15: Stairway

The door from the armory opens up into a room with a large circular stairway leading upwards to the next level of the fortress.

There is nothing else of interest here.

16: Dining Area

In the center of this large room is a long dining table with more than a dozen chairs around it. Various silverware settings have been placed on the table, and the room is lit by two large candelabras.

If the party has remained stealthy, there will be two human slaves here setting up the table and ensuring that everything is clean. If the party has already made themselves known in the keep, the slaves will have fled to their rooms (section 18).

If the slaves are here, and the party acts like they belong, they will ignore them. If the party acts suspicious, the slaves will question them, but are not hostile. They will say they need to report the intruders unless the party can convince them otherwise.

Slaves

ADP: n/a, DDP: n/a, DRL: n/a, WP: 30, L: 40

4	3	1	0
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They are not armed. The silverware set is worth a total of 150 gold.

17: Captain's Chambers

If the party has made their presence known, then the captain will not be in here and will have already engaged in combat with the party if he knows where they are. Otherwise, he will be here, drafting the next day's routines.

The door opens to large, well furnished bedroom. A double sized bed sits directly across from the door, and cherry furniture consisting of a desk, table, and dresser are against the walls. A large copper bathtub is along the west wall.

If the captain is here and is surprised, he will not have his armor on and will change to a werewolf (RR 6) and attack immediately. If the party has alerted the guards of their presence, it will take a full six cycles for him to don all of his armor.

The Captain, human form with armor

ADP: 16, DDP: 17, DRL: 18, RR: 6, WP: 68, L: 82

14	12	10	7
----	----	----	---

He wears non magical plate armor, a medium **steel shield +1 DDP**, and a **broad sword +3 ADP/DRL**. He wears a **pendant of luck** (+10 to luck when worn).

When fighting in human form, he has the *improved critical and backswing* skills.

In wolf form (immune to non-magical or non-silver weapons)

ADP: 13, DDP: 14, DRL: 12, RR: 4, WP: 68, L: 52

12	10	8	6
----	----	---	---

In his dresser are various sets of well made clothing. In his desk are various journals regarding training of the guards, duties, etc.

Through the locked (he has the key) door to the west is his personal treasure room. Two locked (he has the key) and trapped chests are here. Failure to disarm the traps will result in sprays of corrosive acid, causing damage equal to a DRL of 20 to anyone within 5' of the chests. The contents are as follows:

#1: 355 gold, 622 silver, 8 gems @ 150 gold each, 2 diamonds at 2000 gold each

#2: 2ea **potions of healing**, and an **instant tent**.

18: Slaves' Quarters

The door opens into a long room full of more than a dozen crude bunks. Dim lighting and the smell of sweat and grime fill the air. In this room are several human slaves.

This is the slave quarters, where the servants stay when not on duty. They will not attack the party, but once the recognize that the party is not part of the fortress, will inquire as to what they are doing here. If they sense an opportunity for freedom, they will help the party. At any time, there will be 2d4 slaves in this room.

5	3	2	0
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19: Lavatory

As soon as you open the door, a horrid smell of feces assaults your senses despite the obvious attempt of trying to filter the air from the two vents built into the upper wall. Along the south wall are three lavatories built on wooden benches.

The two small vents on the wall are only 6" in diameter, and only lead directly outside. Inside each of the lavatories is exactly what you would expect.

These are the lavatories that are used by the slaves and by the guests who may occupy the rooms just north of this room.

20: Storage

Inside this room are various bags, sacks, crates, and barrels containing all the various foodstuffs that a kitchen would require.

There is nothing else of note in this room.

21: Kitchen

Along the west wall of this room is a huge wood stove oven. A vent in the wall leads the smoke out of the room, and a prep table sits in the center. A human slave female is here prepping food.

The slave will not attack, and will act like the other slaves in this fortress. That is, if she thinks there is an opportunity to escape, she will help the party.

22: Chapel

When you open the door, you see a large reversed triangle shaped room, with you at the apex. In front of you are several rows of oak benches that face an upraised portion of the room. A pentagram with lit crimson candles blaze at each point of the pentagram. Just behind it is a humanoid figure clad in heavy robes with hood drawn who has just finished incanting a spell. Immediately the smoke from the candles swirls together and in the center of the pentagram is a terrifying demonic beast, which attacks immediately.

This is the temple, and the high priest will have known about the party before they enter here, and will have cast a successful summoning spell for the succubus demon.

The succubus will first try to charm the most powerful looking male character (RR 6, -10 WP check) before resorting to melee combat. The high priest will cast dome of shielding, then adamantine skin and enhanced magic shield, then will attack targeting spell casters first.

Succubus

ADP: 12, DDP: 10, DRL: 10, RR: 5, WP: 70, L: 65

18	14	12	6
----	----	----	---

High Priest

ADP: 9, DDP: 11, DRL: 8, RR: 6, WP: 82, L: 57, PR: 12

11	9	6	4
----	---	---	---

He is wearing **wizard's adventuring robes** (+2 DDP), a **scarab of magic protection**, and a **magical ring of deflection** (+1 WT to each category).

His spells:

- energy whip (ADP/DDP: 13, DRL: 12)
- minor illusion
- darkness
- drowsy
- silence
- enhanced magic shield (+6 DDP)
- adamantine skin (+2 WT)
- dome of shielding
- energy ball (ADP/DDP, DRL: 15, 12'r)
- Shower of Swords (4ea, ADP: 15, DRL: 10)
- Energy Bolt (ADP: 19, DRL: 12)

The succubus will be instantly banished if the priest dies, or if the pentagram is destroyed.

Gulthana Fortress, 2nd level

1: Stairway

The stairs lead up into this room, which is empty of all furniture and items. A door leads west out of the room.

2: Guest Room 1:

The door opens up into a lavish room. Top end furniture and a gold inlaid bathtub are positioned along the walls. Marble tiled floors and a huge plush bed also decorate this room. Along the opposite wall is a portal leading into a large walk-in closet. Startled by your appearance is a human guest, dressed in fine silks of foreign style. His almond shaped eyes and porcelain powdered skin does not remind you of any humans you have met before.

This is Hiroshi Ngata. If one of the party members has history, or is skilled in marital arts, they will recognize him as a foreigner from the lands of IIsan. As soon as the party enters, he will seem to be extremely insulted if the party doesn't appear to submit at once. If the party refuses to submit, he will become extremely upset and try to leave the room, heading for Su Lin in room 6 and then to alert Helman in his room (8).

If the party attacks, they will be surprised at just how quick Hiroshi is for someone who appears to be unarmed and unarmored.

Hiroshi Ngata

ADP: 16, DDP: 15, DRL: 14, RR: 3, WP: 63, L: 48

18	14	12	6
----	----	----	---

He is wearing a **kimono of deflection** (+1 DDP) and **gloves of the assassin** (+2 ADP to unarmed attacks). He is skilled in advanced kung fu, with the following maneuvers:

- backfist
- arm block (+2 RR, +5 DDP)
- break hold
- chi mastery
- deflect arrows (57%)
- iron skin (immune mnr wounds)

- knife hand strike
- palm strike
- spinning kick (+2 DRL)

Locked in a trunk in the walk-in closet are his personal belongings:

- 250 gold
- **Owl jade figurine**
- Several sets of clothing
- Calligraphy set

3: Library

The door opens into a large well ventilated room. Aisles of shelves that reach to the ceiling are packed with various books and scrolls. Quick inspection reveals many old documents, histories of the lands both familiar and unfamiliar to you, and several maps.

This is the fortress library, and personal collection of Helman Rall. Most of the books here are collections of stories and histories of the various lands, as well as his own clan history. All of the information here is worth well over 100,000 gold if sold to the wealthy nobles and collectors of the land.

If the party does do an extensive search, they will find some of these to be magical in nature. These books are:

- **Book of Skill: heavy armor**
- **Book of Skill: needlestorm**
- **Book of Skill: swimming**
- **Book of Skill: dancing**
- **Thorne's Book of Confusion**

4: High Priest's Chambers

When you enter this room, the smell of incense fills your nostrils. Dim light barely illuminates smoky wafts rising from crimson candles. In the very center of this room is a large stuffed silk pillow.

This is the private chambers of the high priest. He is not here, as he was in the temple area preparing for the party. If the party searches the room, they will find a false stone block under the pillow. Inside a small niche below it are three scrolls with the following spells: energy bolt, enhanced magic shield, and teleport.

5: Main Treasure Room

The door to this room is locked, and only Helman has the key. Any attempt to pick the lock must be made at a -25% penalty. Any attempt to magically unlock the lock will fail unless the caster has a PR of 10 or greater.

When you open this door, you can scarcely believe your eyes. Several chests are here, along with many valuable artifacts and finery.

As soon as the party enters the room, they will disturb the treasure's guardians: 2 basilisks. These creatures have been trained to attack anyone who enters.

Basilisks:

ADP: 12, DDP: 10, DRL: 6, RR: 8, WP: 30, L: 73

12	10	8	3
12	10	8	3

Like all basilisks, any person making eye contact with the creature must make a luck check at a -25% penalty or be turned to stone. Eye contact will be inevitable in melee combat unless the character specifically states they are avoiding the gaze, in which case a -5 penalty to their ADP would be enforced.

The actual treasure in the room consists of:

- 4ea tapestries worth 50 gold each
- Platinum dining ware worth 1000 gold
- Gold statue worth 750 gold
- 1 pink diamond worth 10000 gold
- Chest 1: 3500 gold, 2000 silver
- Chest 2: 5000 silver, 9 gems @ 200 gold each
- Chest 3: bottles of brandy @ 500 gold each
- **Neverfull sack**
- **Belt of Endless Action**

6: Guest Room 2

This guest quarters room is the mirror image of room #2, and the same description can be read to the characters. The primary difference is that when the party enters, they will have interrupted a lady practicing Tai Chi, provided she hasn't already been alerted to the party by her partner beforehand.

When the party first enters, she will scream with rage, "Insolent intruders! Bow before your mistress!" If the party refuses, she will instantly pull two long spikes with trailing silk ribbon out of her hair and attack. The party will note that her style is a mixture of dance and twirling of the deadly blades. She is very skilled in dual weapons and gains two attacks per turn.

Sun Li

ADP: 18, DDP: 16, DRL: 13, RR: 3, WP: 69, L: 48

10	9	7	5
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Each of her **spikes** (base DRL 3) is enchanted with a +3 ADP and +3 DRL.

She is also wearing a **belt of leaping**, and her **kimono** acts the same as a ring of deflection. In her velvet trunk are her personal belongings, which consist of several sets of high quality silk clothes, and 3 ivory and jade statuettes worth 50 gold each.

7: Guardian's Room

You open the door to this 20'x30' high ceilinged room to see an ornate door directly across from you, and a huge 8' tall stone statue of some barbaric warrior to your left. The statue is covered with dust, and is positioned along the west wall.

If the characters touch the opposite door without saying the command word, "Lupis", the statue will come to life and attack the nearest party member. The door will also remain locked. Helman is in the room beyond, and at the first sign of battle, will begin to put on his armor and get ready for battle. In 2 full cycles from the start of combat, his door will open and he will join the fray.

Stone Golem

ADP: 14, DDP: 12, DRL: 15, RR: 9, WP: nil, L: nil

24	20	18	9
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8: Helman's Room

This room is extremely well furnished and fashioned. The floor is speckled black marble, and this exotic furs and tapestries line the walls. A large bed with a frame of carved ivory sits against the east wall with thick mink furs as bedding. A gold inlaid bathtub is along the west wall, and a mahogany desk is to the left of the bed.

More than likely the party will have already fought Helman in the previous room. If not, then he will be here and will fight. If he doesn't have time to put on his armor, he will revert to wolf form and attack.

Hellman Rall

Strength: 81 (100 in wolf form)

Endurance: 77

Agility: 48 (77 in wolf form)

Intellect: 56

Willpower: 71

Luck: 59

PR: 5

Skills: heavy armor, Adv WG large blades, Skilled armor maximization, Skilled weapon focus-broad sword, parry, Improved critical strike, backswing, Adv shield, defense of thorns, Spirit of the soldier, Spirit of the Barbarian, Spirit of the Warrior, counterattack

DA (human form /w armor)

18-	15-	11-	8-
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DA (wolf form)

22	18	16	8
----	----	----	---

Weapons:

Sunblade, broadsword (+2 to ADP, DRL. Bursts into flame on command, inflicting one extra wound of the type rolled, 2x vs. undead)

ADP: 19, DDP: 20, DRL: 19, RR: 6

Claws/Bite (in wolf form):

ADP: 18, DDP: 18, DRL: 15, RR: 3

Armor:

Gothic Plate, immunity to minor wounds

Large steel shield +2 DDP

The furs and tapestries are worth a total of 5000 gold, and his bed frame is worth 1200 gold. Searching the desk will reveal only personal effects and various paperwork that has outlined his alliances with Ketchek and his overall plan to overthrow the King and take his place. He seems to have frequently scribbled in his journal about being the most powerful clan to have ever existed

once his plans are complete.

If the party searches the room, they will find the secret door to the west. Each player who is searching has a 1 in 6 chance of finding it.

When opened, a small doorway will lead to a 10'x10' room with a large ironbound chest within. If not detected and disarmed, a pressure plate directly in front of the chest will set off a trap. Long steel spears will plunge out of the ceiling, striking anyone in the room for a DRL of 20.

The chest itself is heavy (200 lbs), and locked. Helman of course has the key. It contains:

- 7250 gold
- 2500 silver
- 2 star sapphires @ 2500 gold each
- Pink diamond @ 10,000 gold
- **3 potions of healing**
- **A potion of resurrection**
- **1 vial of liquid of the gods**
- **Ring of the Wizard**

9: Soldier's rooms

Each of these rooms is plainly furnished, containing a single bed and a small footlocker. Nothing else of interest seems to be here.

Each of these private rooms are for the soldiers who happened to be werewolves. Helman did not think it wise to have his elite soldiers room in common rooms like the human guards below.

However, each of these rooms is currently empty at the moment. Helman had sent each of his elite soldiers out, trying to recover his other envoys he had previously dispatched on various missions. His hope was to bring them all back to here, and rehash a new plan on regaining power and killing the party for their actions in the previous Adventure PAK.

10: Balcony

The hallway opens up into a balcony that overlooks the temple chamber below. Two thick, plush chairs sit facing the temple, with the backs toward you.

This is where Helman and his favorite concubine of the moment would watch the various rituals performed by the high priest. Previous owners would watch various religious services here.

11: Battlements

These battlements are exactly like the other two sets, with 2ea guards manning them at all times.

Scenario IV: The Finale!

The characters have successfully defeated Helman Rall and his Inquisitors. The first step is deciding where to go from here. If the party leaves the fortress unmanned and unguarded, various bands of humanoids will soon take occupancy.

Then there is also the matter of the returning guards. After a few weeks, they will begin to reappear. Typically it will be between 2-5 werewolves—the messenger sent out to find them,

and the ambassadors they were sent to find. If the fortress is hostile to them (either being owned by the party or by other bands), the guards will stop returning after the first few, and will have sent word to recover and revisit at a later date in a secret location.

The party does have the option of taking over ownership of the fortress themselves. With the weakened clans of humanoids in the Untamed Lands, and the fortress now in friendly hands, it is a perfect opportunity to expand the Kingdom of Andrimar. The armies will be sent forth to clean up any remaining clans.

The king will be more than willing to make the party stewards of this new claimed lands. After all, to the west and north are still very hostile, and who better to protect the new lands than the heroes who liberated them.

If the party agrees to this, once they officially become Lord status, the king will also build small keeps for each one, spread throughout the new territory.

In any event, both the king and the people will be glad for the elimination of the inquisitors. A holiday will be planned in the party's honor, and they will be treated as heroes.

Also, within a few days of the liberation of the fortress and the destruction of the demonic alter within, the weather will begin to regain a normal weather pattern as opposed to being dark, gloomy, and rainy all the time.

Awarding of XP points

Upon completion of Scenario I, each character should receive 2 XP points if they were able to get the documents without being discovered by the entire city guard. If they were discovered and had to find a way to escape, only 1 XP point should be given.

Upon completion of the Fortress in Scenario III, the party should be awarded 2 XP points. If they manage to keep the fortress and help expand the kingdom, another bonus XP point should be awarded.



New Monsters

Ceiling Creeper

DA:	13
ADP:	12
DDP:	10
DRL:	10
Int:	40
Str:	B
Luck:	55
WP:	67
PR:	5
RR:	6
Movement:	1

Description: A ceiling creeper can best be described as a giant manta ray, only up to 30' in diameter. It's underbelly is camouflaged to look just like the stone ceiling of a dungeon or room. Hundreds of tiny hooks grow from the top of the creature, allowing it to move and grasp vertical surfaces with ease.

In the center of it's belly, camouflaged while closed, is a huge maw lined with razor sharp teeth.

Habitat: Ceiling creepers make their homes naturally in dungeons, attached to the ceiling waiting for prey to walk underneath to ambush.

Abilities: Ceiling creepers are 95% undetectable when laying in ambush, as their underbellies provides excellent camouflage. When a prey item walks underneath, the creeper will drop, enveloping them. The target creature right under the mouth of the creeper will suffer damage automatically every 6 segments as described above. Any other creature will not be bitten, but will suffer suffocating damage of one moderate wound every six segments.

Any creature caught by creeper will be unable to move as he or she will be completely enveloped by the creature's huge cloak. Due to the thick, hard outer scales, the creature has a high DDP rating despite it's lack of movement.

Treasure: Ceiling creepers care not for treasure, and the only kind found will be that of previous victims lying about on the ground.

New Magic Items

Amulet of Protection Against Lycanthropy: These items, when worn, will protect the wearer from all forms of lycanthropy. It will not cure a character of lycanthropy, but only protect them from contracting it.

Belt of Leaping: The wearer of this silk belt can gracefully leap up to 15' away from a standing position (RR 1), or 30' away with a running start. In either case, maximum vertical leap is 10'.

Circlet of Power: These thin gold headbands will increase the PR rating of the wearer by an amount typically between 1 and 5.

Gauntlets of the Beast: These thick leather gloves are covered in wolf hair, and the fingertips end in 2" claws. When worn, they will increase the DRL when engaged in unarmed combat by +2.

Instant Tent: This magical item appears as a normal canvas billfold. However, when unsnapped, it will spring forth to the size of an 8 man tent. It can also be folded down easily into its billfold size for transportation.

Jade Figuring, Owl: This jade idol is about four inches tall, made from flawless green jade. When the command word is spoken, it will animate into a giant owl. This owl will stand 8 feet tall with a wingspan greater than 30 feet. It can carry up to 200 pounds of extra weight, and can communicate telepathically with the owner of the figurine.

The owl can only be summoned at night, and as soon as the first rays of sun hit it, it will revert back to a statuette. If the owl is killed, it will revert to the figurine and instantly shatter.

The owl: ADP: 10, DDP: 11, DRL: 13, DA: 14, RR: 5, WP: 55, L: 50

Necklace of the Wolf: The wearer of this necklace gains several special abilities. The first of these are passive abilities which are present as long as the necklace is worn. They are: smell and hearing of that of a wolf, allowing the character to track as such.

The other ability is that at will, the wearer can transform (12 RR) into the form of a dire wolf.

Neverfull Sack: This ordinary appearing sack is extremely rare and even more sought out. Whenever an item is placed within the sack, it is put into an extra-dimensional space. The sack does not get heavier, and never gets full. The character only needs to call forth the item they placed in the sack to retrieve it.

Ring of Deflection: This plain looking ring will grant the wear a +1 bonus to each WT category.

Ring of Protection: These highly sought rings will grant a bonus to DDP between 1 and 5.

Robe of the Mage: When worn by someone skilled in one of the magic skills (channeling, rune, totem, or mental), it will grant both a +1 bonus to DDP and a +1 bonus to PR.

Scarab of Magic Protection: These rare and highly sought out magical items will make the user immune to any hostile magic directed at them from a caster who has a PR level of 5 or less.

Ready To Play Characters

Maraxl of Rosemount

Human Hero

Str: 55
Agil: 52
End: 72 (DA: 7)
Int: 88
WP: 84
L: 73
PR: 8

Magic Items:

potion of healing
vial of curing
adventurer's pack

DA: 7

6	5	3	1
---	---	---	---

Armor:

6	6	5	4
---	---	---	---

Total:

12	11	8	5
----	----	---	---

Skills:

Adv WG, large blades-10
Adv Mental-10
Medium Armor-3
First Aid (75%)-1
Master's Degree-4
Skilled WG, thrown-6
Adv shield-4

Armor:

Mail suit+1 WT
medium shield +1 DDP

Weapons:

Scimitar +1 ADP/DRL
ADP: 13, DDP: 16, DRL: 11, RR: 6
2ea throwing axes
ADP: 10, DDP: 14, DRL: 9, RR: 5

Mental Magic:

1st:
comprehend
cell repair
ESP
Resist hunger
2nd:
cure minor disease
leap
telekinesis
3rd:
cell repair, moderate
charm mind
earth to mud
4th:
cell repair, advanced
flight
paralyze



Andrea Illishin

Elf hero

Str:	68	+1 DRL
End:	77	DA: 7
Agil:	84	+1 DP
Int:	52	
WP:	64	
L:	59	
PR:	4	

DA: 11

12	10	8	5
----	----	---	---

Armor:

3	3	2	2
---	---	---	---

Total:

15	13	10	7
----	----	----	---

Skills:

adv WG: small blades-10
skilled WF: short sword-4
light armor-1
adv dual weapons-6
adv fortitude-10
roll with the punches-4

Armor:

hard leather +1 WT

Weapons:

2ea short swords
ADP: 15, DDP: 13, DRL: 13, RR: 5

Magic Items:

magic rope
potion of invisibility (2 doses @ 10 min each)



Kalidor Granitehelm

Dwarf Hero

Str:	84	+2 DRL
End:	100	DA 10
Agil:	43	
Int:	39	
WP:	63	
L:	38	
PR:	4	

DA: 14

18	14	12	11
----	----	----	----

Armor:

8	6	5	4
---	---	---	---

Total:

26	20	17	15
----	----	----	----

Skills:

adv WG: axe/club-10

heavy armor-8

adv shield-4

adv fortitude-10

counterattack-4

Armor:

plate mail

heavy steel shield +1 DDP

Weapons:

1-handed axe+1 ADP/DRL

ADP: 12, DDP: 17, DRL: 16, RR: 6

Magic Items:

Amulet of protection against poison



Quentin Talon

Human Hero

Str: 42
End: 38 DA 4
Agil: 47
Int: 88
WP: 76
L: 62
PR: 16

DA: 4 +2 WT

5	4	3	2
Armor:			
2	2	2	2
Total:			
7	6	5	4

Skills:

adv WG: thrown-10
adv channeling-10
adv PR enh-10
master's degree-4
adept mystic fort-3

Armor:

Wizard Robes (+2 WT)

Weapons:

8ea throwing daggers
ADP: 12, DDP: 12, DRL: 8, RR: 3

Spells:

1st:

create water
minor illusion
heat object
drowsy
light

2nd:

silence
levitate
energy bolt (ADP: 17, DRL: 17)
feast

3rd:

minor blizzard
adamantine skin
blade shower (5ea, ADP: 13, DRL: 15)

4th:

meld stone
fire shower (ADP: 18, DRL: 23)



Kaelimdall Swiftfoot

Halfling Hero

Str: 47
End: 66 DA 6
Agil: 78 +1 DP
Int: 59
WP: 70
L: 92
PR: 4

DA: 6

5	4	2	1
---	---	---	---

Armor:

4	3	3	2
---	---	---	---

Total:

9	7	5	3
---	---	---	---

Skills:

adv WG: bows-10
adv WG: small blades-10
lockpicking (78%)-1
disarm traps (80%)-1
hiding (72%)-1
silent walk (82%)-1
skilled backstab-4
light armor-1
escape bonds (55%)-2
disarm-3
master dodge-6

Armor:

soft leather +2 WT

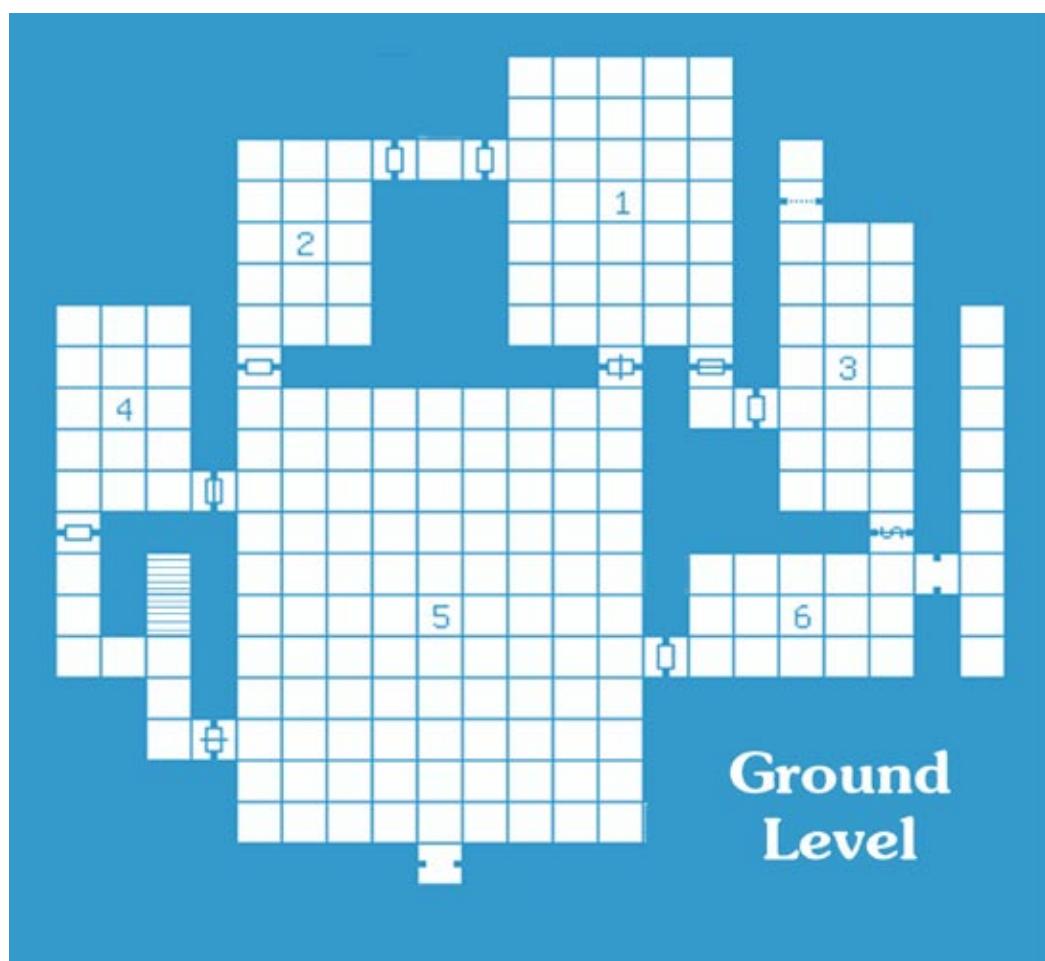
Weapons:

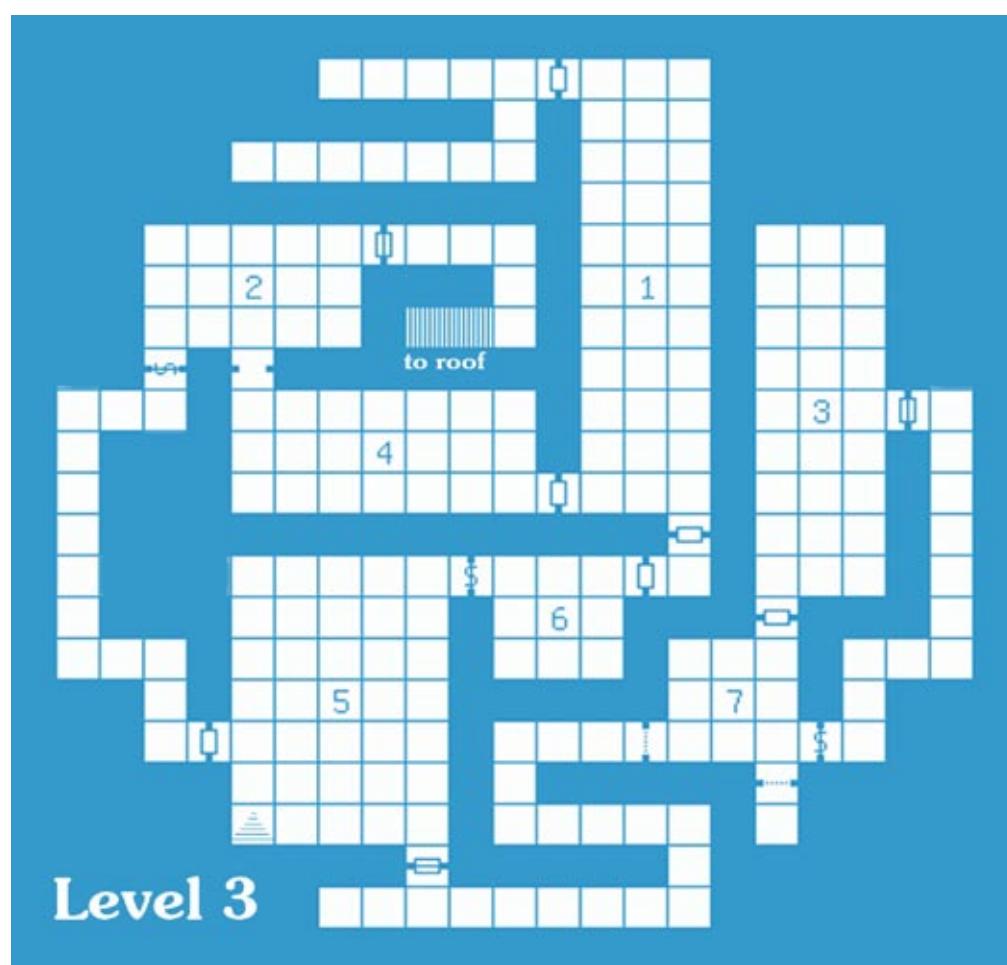
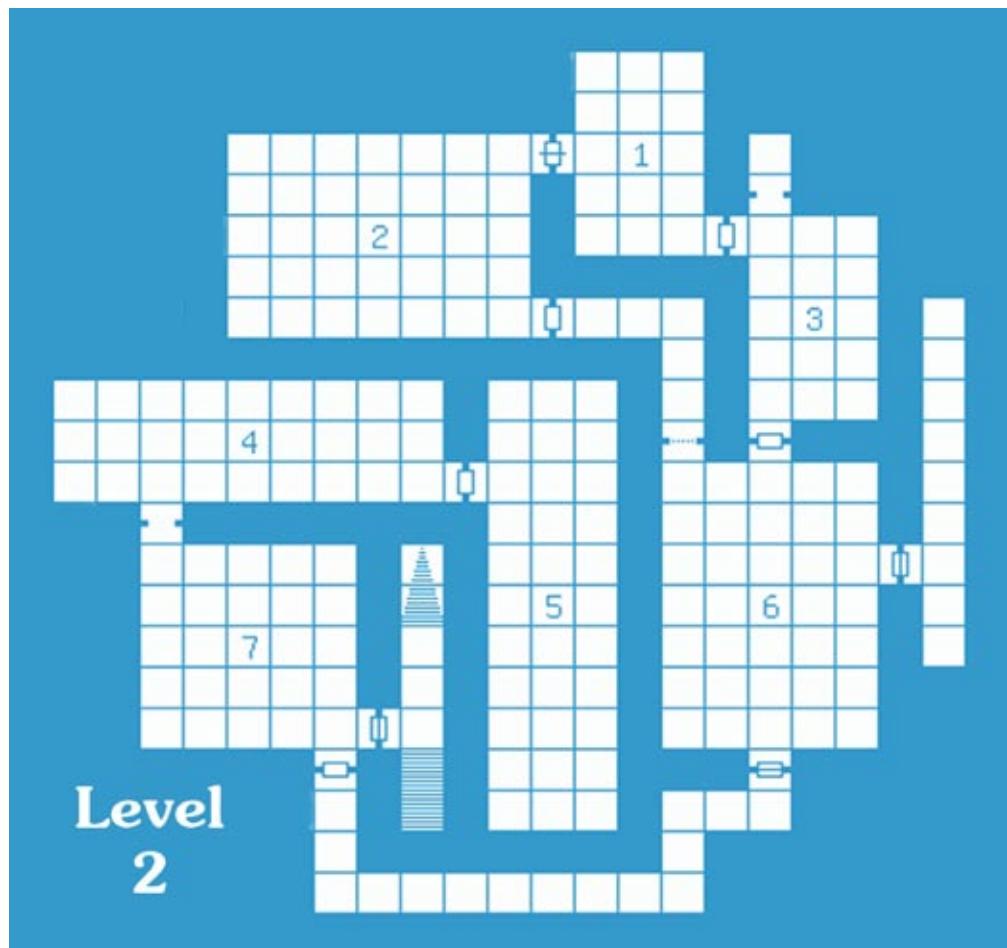
short bow +1 ADP/DRL
24 standard arrows
ADP: 14, DDP: 13, DRL: 14, RR: 6
short sword +2 DRL
ADP: 13, DDP: 13, DRL: 13, RR: 5

Magic Items

potion of healing
magic rope



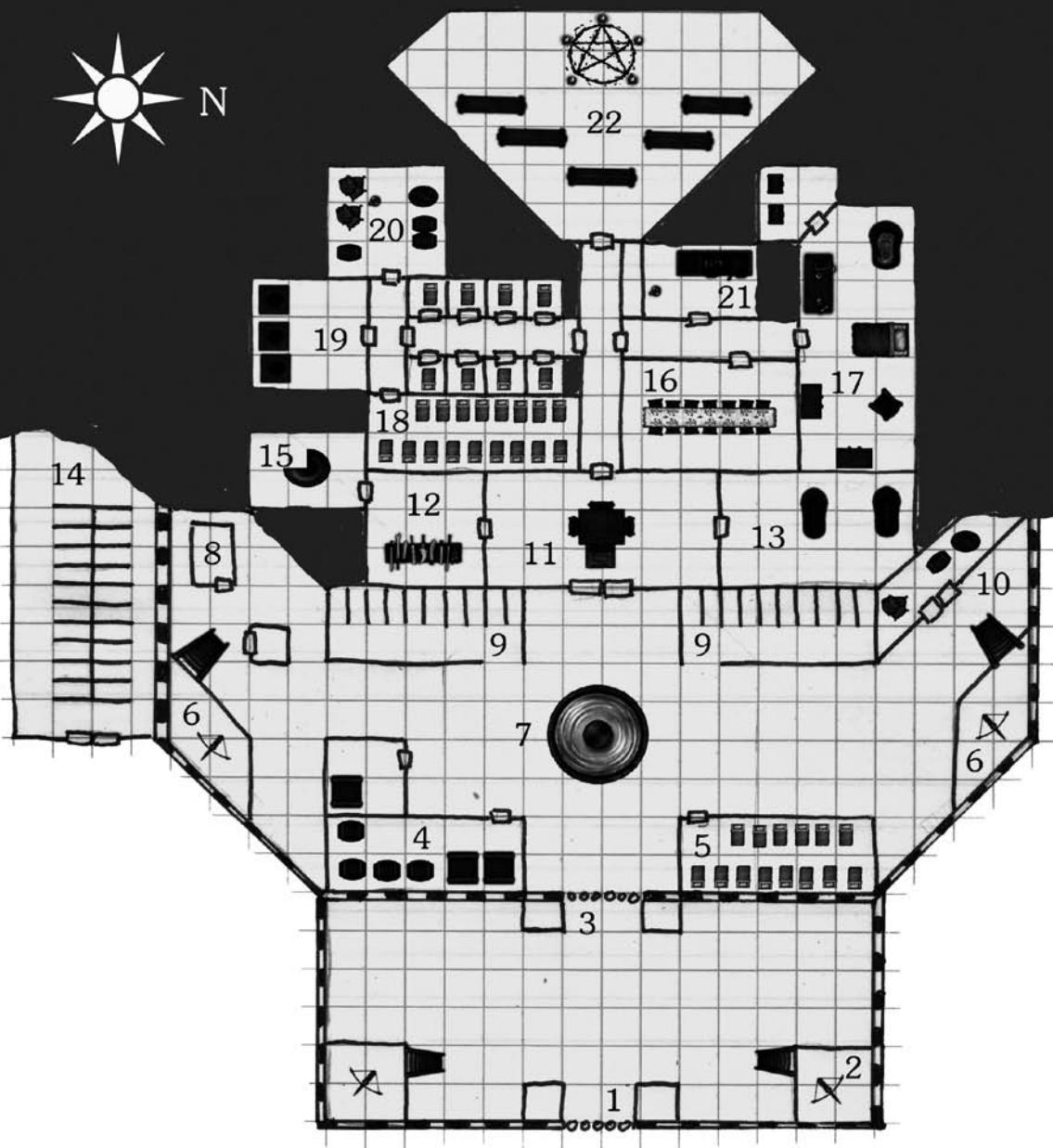




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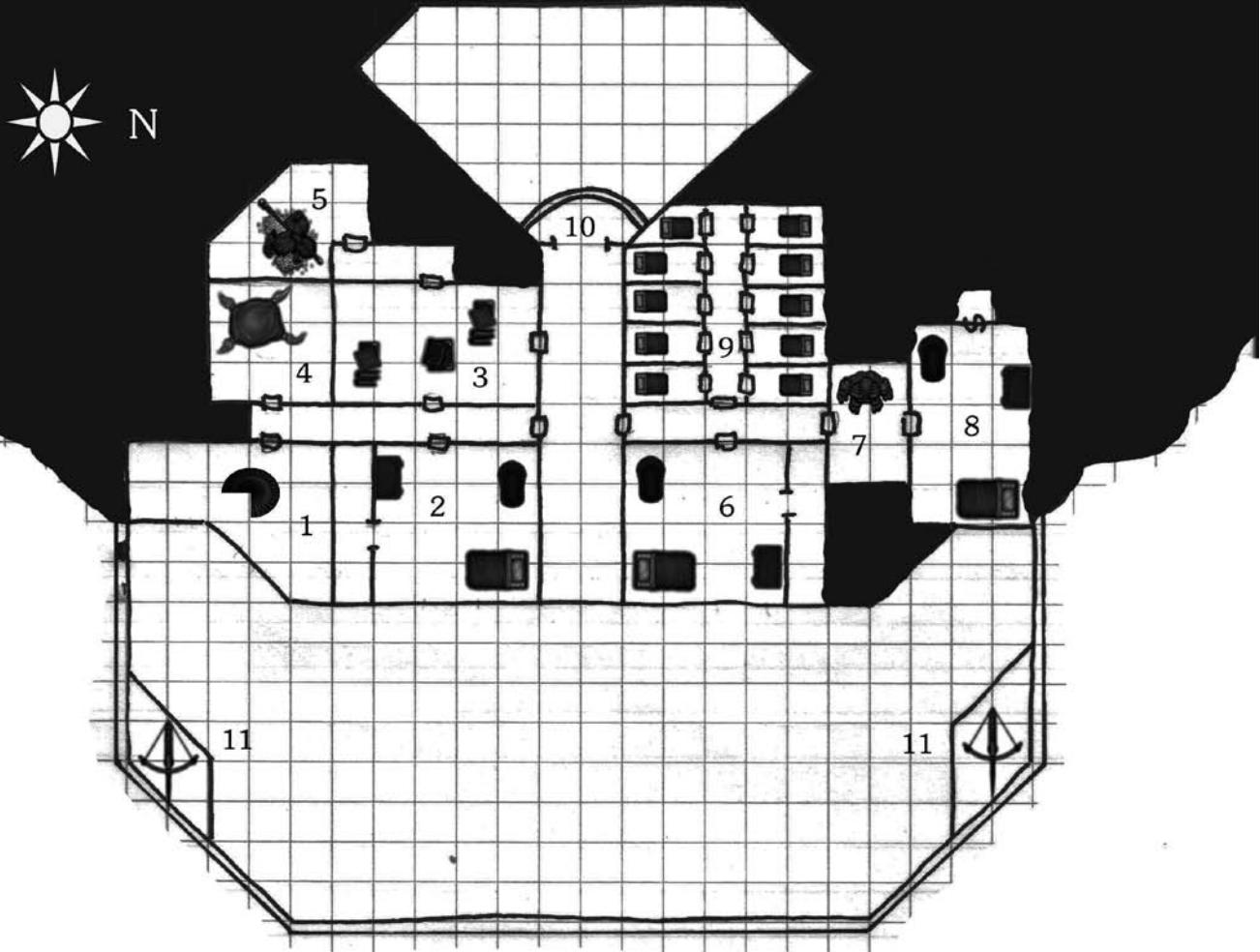


Fortress Gulthana
Ground Level



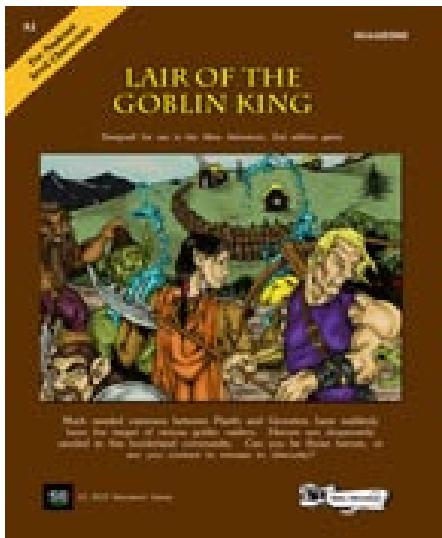
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Fortress Gulthana
2nd level

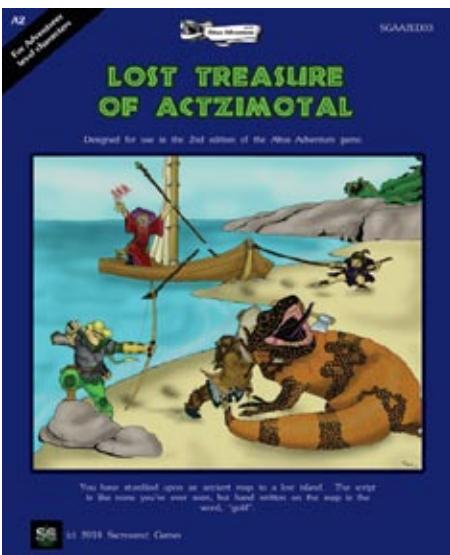


Scale: 1 sq = 10'

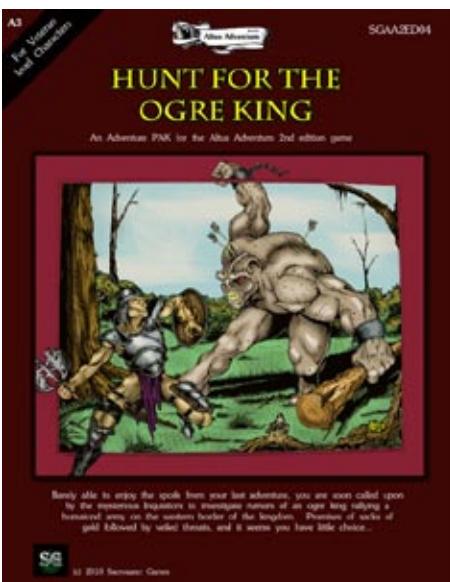
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