

B1

A Dungeon Adventure
for the 1st Edition Game

Legacy of the Unknown

Designed by Bill Barsh

Illustrations by Chris Letzelter, Walt Robillard
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The wizard and warrior disappeared, leaving their vast underground complex behind. Years later, a band of adventurers discovered the abandoned fortress and cleared out the evil that had taken up residence. But what happened to the mysterious owners and what was their fate. A single clue has been discovered and it will surely reveal the **Legacy of the Unknown!**

Legacy of the Unknown is an adventure designed for four to six characters of 2nd to 4th level.

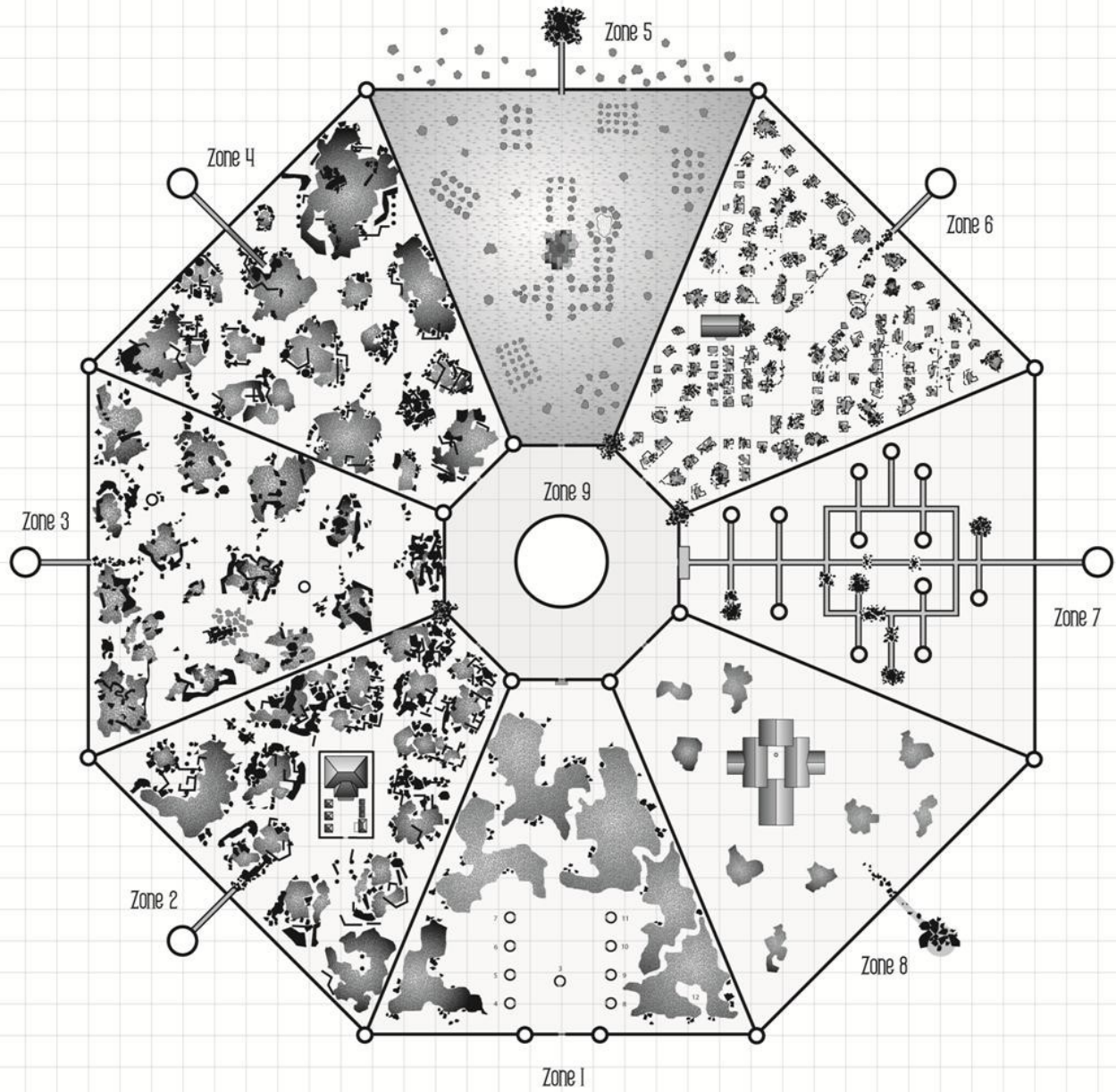
The scenario requires the **First Edition Advanced** rules system.

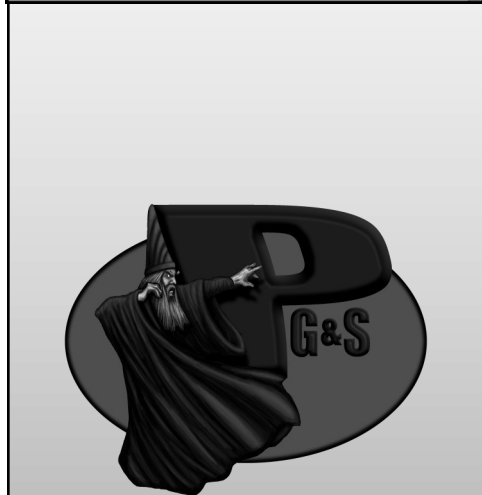


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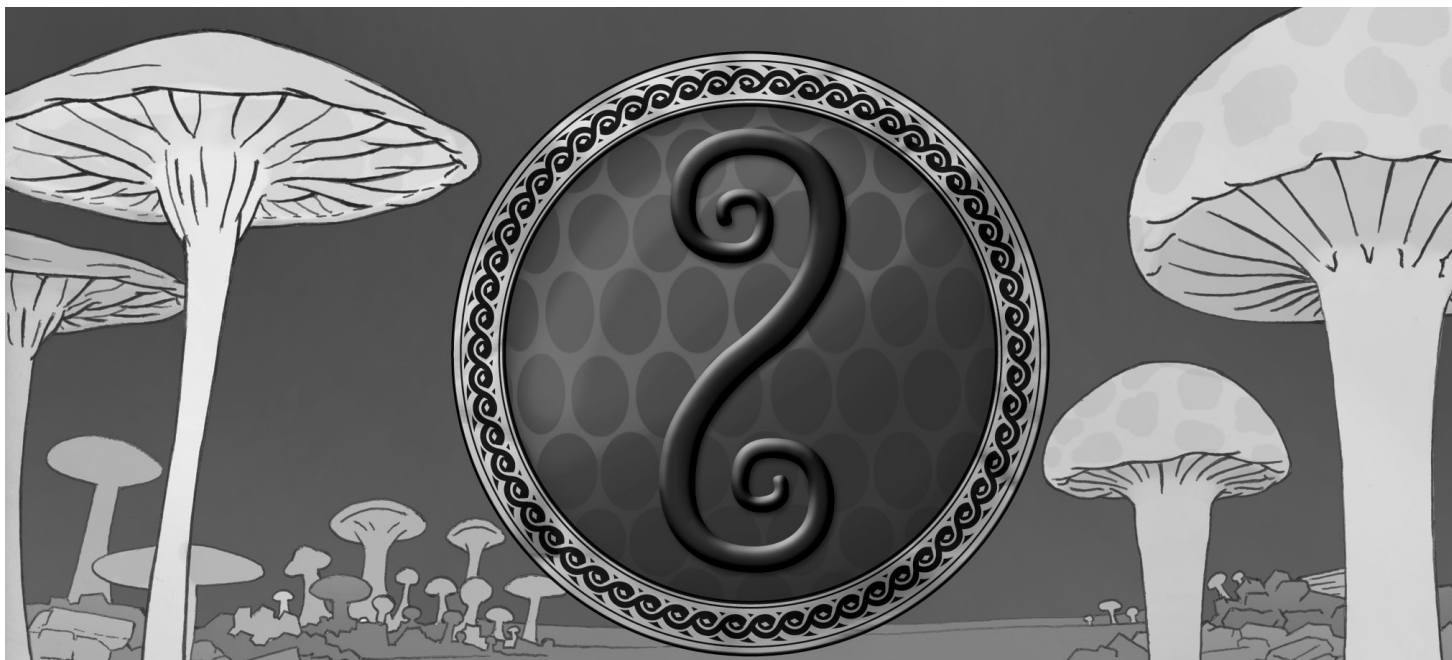
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The City of Shard: Then and Now

Shard, or the Ruined City as it is commonly known, is more than 3,000 years old and its original inhabitants have been gone for 2,700 years. It was built by a race of people that worshipped magic and craved arcane knowledge in all its forms. Shard is a satellite of the City of Spire. Shard has four other sister cities that are also scattered around the campaign world. Shard and its sister cities have the ability to transport (via teleportation) to any location throughout the world. The builders of the cities are called the “Arcane” by contemporary scholars. These people were devoted to the study of magic and searched the world for any source of magic. While the City of Spire is in a fixed location, the satellite cities could (and still can) teleport to any location whereupon its inhabitants would scour nearby lands for all things magical. For more information on The City of Spire, see the C-series modules from Pacesetter Games & Simulations. A primer on the module series can be found at pacesettergames.com and at the conclusion of this module.

Shard currently sits on the ruins of a more ancient city – called the Forgotten City. It was the exploration of that city that originally drew Shard to this location. However, before the Forgotten City could be fully explored, a cataclysm befell the City of Spire and all of its satellite cities. Access to the Forgotten City can be found within the Great Tower in Zone Nine.

A thousand years after the cataclysm, a barbarian horde came to Shard. The tribe believed that its gods lived within the Great Tower (a structure the barbarians would not enter). The barbarian chieftain and shamans discovered that the *rings of the great tower* could be used to enter the tower, but respect for their gods restrained their curiosity. These barbarians lived for generations within the ruins of the city but were eventually destroyed when a rather ambitious chieftain ordered an incursion to the lands in the south (see module introduction). The cultists in Zone Eight include some descendents of the barbarian tribe.

Currently, Shard is nothing more than ruins with only a relative few surviving structures. However, it is strategically

located and currently home to several humanoid groups. The humanoids have a truce, albeit strained, and do not intermingle, other than to occasionally trade slaves or goods. The city is large and the current inhabitants maintain significant distance between encampments. Unless the city is under a general attack (from an army), the inhabitants will not defend one another from attack – and it is most likely that small incursions on neighboring camps will go unnoticed.

Shard, as originally constructed, is segregated into nine subsections, called zones, including the large central tower. The humanoids send a contingent of troops to monitor the front gates in Zone One. The Shard Cultists in Zone Eight were the first to occupy Shard and they are loosely considered the “owners” of the city. The cultists, knowing the city was much too large for them to defend, came up with the idea to lease the empty zones. There are currently two zones that are unoccupied and available for lease. The fee to lease a section of city is 400 gp per month with no questions asked. However, the PCs will be warned that Zone Six is generally overrun by several “un-neighborly” monsters and not recommended for lease. There are only two rules: 1) Help in common defense if city is attacked by a large force, and 2) Zone Nine is off limits to all but the cultists. However, the PCs will be advised against stealing from their neighbors and that they should avoid the Lady Druid (Melissa in Zone Five).

The occupants of Shard include the Black Horn Orcs, Death Spear Gnolls, Red Stone Goblins, the Shard Cultists and Melissa the Druid. A wererat resides in Zone Six as do several other monsters. The wererat is not a member of the leasing populace. The humanoids and the cult genuinely fear Melissa but make it a point to trade with her on a monthly basis to generate good will. All the city inhabitants are fiercely independent and will violently react to any intrusion on their territory. Conflicts within the walls of the city are generally handled internally; the other zone inhabitants do not interfere.

Wandering Monsters in Shard

There are wandering monsters in the city. They can be encountered in all sections except Zone Five (Melissa's compound). Consult the Shard Wandering Monster Chart for details. Wandering monster encounters may occur at any time. Also, the wandering monsters may set an ambush for the PCs, or alternatively, be ambushed by the PCs. Wandering monsters have no connection with the inhabitants of the city.

Zones within the City of Shard

1. Neutral Zone (Front Gates)
2. Death Spear Gnolls
3. Vacant (some minor monsters)
4. Red Stone Goblins
5. Melissa the Druid
6. Vacant (Wererat)
7. Black Horn Orcs
8. Shard Cultists
9. The Great Tower

The dynamics of the city are fairly simple. Live and let live is the code of conduct. The inhabitants of each zone rarely come into contact other than a monthly trade day (not unlike a farmer's market). The trade day is the first day of the full moon and is held in Zone One. It is not likely this event will occur during the normal progression of this module.

The humanoid inhabitants generally avoid contact with each other, but all go out of their way to avoid Melissa with the exception of trade day. They genuinely fear her and choose to avoid her potential wrath. For her part, Melissa avoids the humanoids and turns a blind eye to their activities. However, she actively spies on all the inhabitants. The city is home to a colony of giant rats who are subjects of an insane wererat that lives in Zone Six. The wererat is convinced that it is the reincarnation of the ruler of the city. His goal is to topple all the other inhabitants and seize absolute control. Melissa is aware of the wererat's desire, but she believes he is basically harmless.

Melissa uses her druidic powers to communicate with the rats and spy on humanoid inhabitants. The rats have tunnels throughout the city. Entrance and exit locations of the rat tunnels are not noted but are generally abundant and well hidden. All lead back to Zone Six and specifically, area 1. The tunnels are very small and only a small-sized creature can navigate the tunnels, and even then they must crawl. There is no light in the rat tunnels. Crawling through a rat tunnel to reach area 1 will take many hours, and possibly a full day if moving from Zone One, Two or Three.

Zone One is controlled on rotation by troops from each humanoid group. The guards generally stay in Zone One for two day shifts and then they are relieved with fresh groups.

When the PCs arrive, the gnolls will be manning the gates and controlling Zone One. The sequence of control is as follows: gnolls, goblins, cultists, and orcs. If there is any trouble at the gates, an alarm is sounded and all the Zone One guard groups will answer the call. The alarm, a horn, will also alert the entire city. Each group will send a squad of troops (six humanoids/cultists) to support the gate and determine the level of the threat. This will only happen if Zone One is attacked.

The PCs can easily approach the city and will only be stopped at the actual gates. The gnoll guards will ask them their business. Mercenaries frequently arrive at the city. The PCs will be directed to the appropriate zone. If they have no direct answer ("We are here to see X"), the gnolls will simply dismiss them. The Zone One guards have no desire to start a conflict and they will simply keep the gates closed. However, if attacked, they will immediately sound the alert horn and use missile weapons to attack the PCs.

The terrain surrounding the city is fairly thick with pines and oaks. There is little undergrowth, but copses of small trees are everywhere. The city's inhabitants have, with the help of Melissa, cleared a 200' perimeter around the entire city. Some larger trees remain (per Melissa's request), but otherwise only tall grasses grow within 200' of the outer walls. There is enough cover to approach any of the zones without being detected by neighboring zones (most lookouts are lazy and do not seriously monitor the outer walls).

Of the eight outer zones, only Zone Two, Seven and Eight have significant standing structures remaining. Most of the structures throughout the city have collapsed and deteriorated. In particular, Zone Three and Four have only a few small, standing structures remaining. Note that all the zones are strewn with debris from the fallen buildings. Streets that can still be identified are covered with weeds and other minor plants. Larger trees have sprouted up in all zones. The city's denizens do not harm the trees as they fear retribution by Melissa. The inhabitants simply gather firewood from the nearby woods.

The outer and inner walls of the city are solid and show very little decay. None of the walls have been breached, with the exception of a hidden section in Zone Five (Melissa's Zone). The walls are a uniform 20' high. Several of the guard towers have collapsed and they are marked on the map. The only way to enter Zone Nine without scaling the wall is through individual gates within each zone. The gates are not locked and they will open without much effort.

The courtyard area in Zone Nine is completely free of debris and it is maintained meticulously by the cultists (Zone Eight). The cultists maintain a watch (from a guard tower in their zone) and if the PCs intrude on Zone Nine, they will quickly organize a group to attack the PCs. The cultists have rope ladders that lead down into Zone Nine. The other humanoid inhabitants avoid Zone Nine as does Melissa. No wandering monsters will be encountered in Zone Nine.

A massive 100' wide and 60' tall tower is connected to each zone via an elevated walkway. The outer towers are located 150' from the outer wall. Some of the towers have collapsed. The towers are uniformly identical with three stories (each 20' high). The third level is open and capped with slate roof held aloft by six evenly spaced pillars.

Each outer tower has a single entrance in the form of massive stone doors that are 10' wide and 15' tall. The only windows are on the second floor. Each window had wooden shutters that have long since rotted away. However, each window also has a barred grate that can be operated from the interior of the tower. The fallen outer towers share the same description.

1. Ruined Tower

Shards of stone wall reach for the sky among fallen blocks and timbers. Remnants of the six-story tower stubbornly resist sun, wind, rain and time. On close examination it is evident that the tower was once strongly built. The wall stones are thick and many remain sharply edged, revealing the skill and precision of their builders.

DM's Description: Nothing of importance remains in the tower ruins. Anything that could have been easily scavenged is long since gone. However, the PCs may elect to camp in the ruins as they do offer good protection and concealment. However, there is no overhead cover as only portions of the outer walls remain.

Zone 1: Entry to the Great City of Shard

DM's Description: The main entrance to the city is guarded on rotation by the inhabitants of the various zones. When the PCs approach Shard, the gnolls from Zone Two are currently on duty. There are eight gnolls on duty; seven standard gnolls and their sergeant. Four of the gnolls are manning the outer wall and guard towers (areas 1 and 2), the sergeant and two others are at the main guard shack (area 3), and the final two gnolls are checking the gates to Zone Nine (area 13).

This zone is completely filled with debris. All of the cities original structures in this area have collapsed into ruin. The humanoid denizens of the city have constructed nine huts from materials found in the debris. They humanoids occupy their specific huts when they are on duty in Zone 1.

There are several massive debris piles that are generally avoided by the humanoids. The piles are very unstable and climbing on them can be very dangerous. There is a 1-2d6 chance that a landslide of debris will occur. Any PCs caught in a landslide will suffer 1d6 damage.

1. Outer Wall Gate Tower

DM's Description: The gates leading into city are flanked by two identical towers. Each tower can operate the gates. The towers have arrow slits on the second level which starts at the top of the outer wall (20' high). The first level of each tower simply contains a stair leading to the second level. The second level also has a door leading to the parapet atop the outer wall.

Two gnolls are stationed in this tower, but they will frequently take to the parapet and walk to the guard tower (area 15). They will do so in opposite shifts from the two gnolls in the other gate tower (area 2).

There are numerous weapon racks along the tower walls. Each rack is specific to the humanoids that occupy the city. There also four barrels of javelins (30 each) and 10 crates of arrows (50 each). A total of eight weapon racks line the walls: four hold spears, two hold scimitars, one holds a combination of short swords and broad swords, and the last holds hand axes.

Hanging on a peg near the door is a bull's horn that is used to sound a general alarm. In the event of attack, the horn is sounded with one long blast. This is the universal signal that Zone one is under attack. The alarm will be heard throughout the city and each occupied zone will send troops to support Zone 1. The troops will use the outer wall parapet to approach

Zone 1. For more information on the community defense, see the City of Shard introduction.

Gnoll (2) AC 6; HD 2; hp 14, 11; # AT 1; Dmg spear 1d8 or great bow 1d8; SA None; SD None; MV 12"; Size L; AL CE; THACO 16; EXP 28 +2/hp; Each gnoll carries one spear and a great bow with 20 arrows. They wear animal skins. Also, each carries a pouch with 2d6 gp and 3d6 sp.

2. Outer Wall Gate Tower

DM's Description: The gates leading into city are flanked by two identical towers. Each tower can operate the gates. The towers have arrow slits on the second level which starts at the top of the outer wall (20' high). The first level of each tower simply contains a stair leading to the second level. The second level also has a door leading to the parapet atop the outer wall.

Two gnolls are stationed in this tower, but they will frequently take to the parapet and walk to the guard tower (area 14). They will do so in opposite shifts from the two gnolls in the other gate tower (area 1).

There are numerous weapon racks along the tower walls. Each rack is specific to the humanoids that occupy the city. There also four barrels of javelins (30 each) and 10 crates of arrows (50 each). A total of eight weapon racks line the walls: four hold spears, two hold scimitars, one holds a combination of short swords and broad swords, and the last holds hand axes.

Hanging on a peg near the door is a bull's horn that is used to sound a general alarm.

Gnoll (2) AC 6; HD 2; hp 12, 9; # AT 1; Dmg spear 1d8 or great bow 1d8; SA None; SD None; MV 12"; Size L; AL CE; THACO 16; EXP 28 +2/hp; Each gnoll carries one spear and a great bow with 20 arrows. They wear animal skins. Also, each carries a pouch with 2d6 gp and 3d6 sp.

3. Guard Shack

This stone hut is roughly circular in form and constructed of mismatched pieces of stone. A single doorway is covered with a tarp. Two glassless windows face the gates in the outer wall. The windows have tarp drapes, but they are pulled to the side. Hanging on a peg near the door is a bull's horn.

DM's Description: Inside the shack a gnoll sergeant and two standard gnolls are passing the time rolling dice at a large table. There are 114 cp on the table. Other than the sparse furniture, the shack is not decorated.

In the event of attack, the horn is sounded with one long blast. This is the universal signal that Zone one is under attack. The alarm will be heard throughout the city and each occupied zone will send troops to support Zone 1. The troops will use the outer wall parapet to approach Zone 1. For more information on the community defense, see the City of Shard introduction.

Gnoll Sergeant (1) AC 6; HD 2; hp 16; # AT 1; Dmg spear 1d8 or great bow 1d8; SA None; SD None; MV 12"; Size L; AL CE; THACO 16; EXP 28 +2/hp; Each gnoll carries one spear and a great bow with 20 arrows. He wears animal skins and carries a

pouch with 2d6 gp and 3d6 sp. He also carries a key to location 13, Zone 2.

Gnoll (2) AC 6; HD 2; hp 12, 9; # AT 1; Dmg spear 1d8 or great bow 1d8; SA None; SD None; MV 12"; Size L; AL CE; THACO 16; EXP 28 +2/hp; Each gnoll carries one spear and a great bow with 20 arrows. They wear animal skins. Also, each carries a pouch with 2d6 gp and 3d6 sp. One of the gnolls carries a key to location 14, Zone 2.

4. Prison Hut

Constructed of mismatched stones held together by a brown mortar, this small structure has no windows and a single wooden door. The door is unique in that the upper section is open, but covered with a series of metal bars. The door is secured by a heavy bolt lock.

DM's Description: This hut is rarely used but serves to hold prisoners. In the unlikely event that trespassers are captured, they are held in this hut on a very temporary basis. Typically, those that captured the offender take the prisoners to their zone. Alternatively, the prisoners are stripped of their possessions and fed to the spider in area 12. The hut is currently empty.

Areas 5 – 11 Huts: There are seven virtually identical stone huts in this area. They are designed as temporary barracks for use of the appropriate guards. The huts were built by the cultists (Zone 8). Each hut has a single door and window. Inside, the huts have no real furniture other than some stools or chairs. The guards typically bring sleeping mats or bedrolls for the duration of their one week stay. A small fire place is the only other item of note.

5. Zone 2 Hut – Black Spear Gnolls

DM's Description: The gnolls are currently on duty and they occupy this hut when not patrolling the walls. During daylight hours, all of the gnolls are on duty, but at night they split shifts. However, at meal times, 50% of the gnoll guards will be in the hut eating and resting.

6. Zone 3 Hut – Empty

DM's Description: Zone 3 is currently unoccupied (by an organized group) and this hut is empty.

7. Zone 4 Hut – Red Stone Goblins

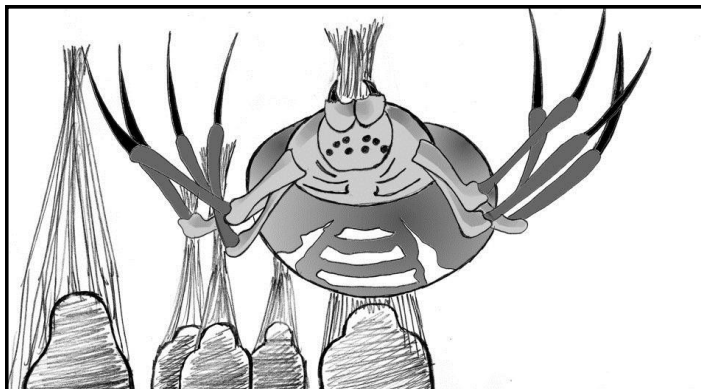
DM's Description: This hut is used by the Red Stone Goblins when they are on duty in Zone 1. The hut is currently empty.

8. Zone 5 Hut – Melissa

DM's Description: Melissa does not take part in guard duty, but this hut is designated for use by the inhabitants of Zone 5. The hut is currently empty.

9. Zone 6 Hut – Wererat

DM's Description: The wererat does not take part in guard duty, but this hut is designated for use by the inhabitants of Zone 6. There is a rat tunnel in one corner of the hut and the wererat will sometimes come here to spy on the guards. He is



not above stealing a prisoner from the prison hut (area 4). Otherwise, the hut is empty.

10. Zone 7 Hut – Black Horn Orcs

DM's Description: This hut is used by the Black Horn Orcs when they are on duty in Zone 1. The hut is currently empty.

11. Zone 8 Hut – Shard Cultists

DM's Description: This hut is used by the Shard Cultists when they are on duty in Zone 1. Unlike the other huts, this one is well furnished and even comfortable. There are 10 cots, a large table with 10 chairs and some other minor pieces of furniture. Wood is neatly stacked by the fireplace. However, with cultists off duty, the hut is unoccupied.

12. Spider's Lair

DM's Description: A giant spider took up residence in this area of the ruins many years ago. Webs cover the area and the skeletons of its victims litter the ground. Most of the skeletons are rats, but some human-like skeletons are evident. The spider is now very old but also very large. It will not venture out of its webbed lair during daylight hours, and only seldom at night.

Hanging in a bundle of webs at the back end of the lair is the husk of an orc. The orc wears dark green bits or armor and a short sword lies at its feet. The orc is from a rival tribe of the Black Horn Orcs and was sent to spy on the operation. The orc was caught by the giant spider and dragged back to the lair. The orc has a pouch with 25 gp and a gem worth 100 gp (to be used as a bribe if necessary). The short sword is a normal weapon.

Huge Spider (1) AC 6; HD 2 +2; hp 12; # AT 1; Dmg bite 1d6 +poison; SA Poison save at +1, fail deals 2d4 damage; SD None; MV 12"; Size M; AL N; THACO 15; EXP 145 +3/hp

13. The Gates

DM's Description: The gates that lead to Zone 9 from Zone 1 are sealed from the Zone 1 side by a massive wooden block. It will take at least three PCs to lift and move the wooden block. Currently, two gnolls are inspecting the gate, but they will move off after a couple turns. The gnolls and other humanoids know that something lives in Zone 9 and they agree it is undead (see Zone 9). None have seen the creature other than an occasional stealthy shadow moving about the ruins. Therefore, the humanoids have no desire to see the gates opened.

The humanoids are aware that the Shard Cultists worship the tower and they are very distrustful of the cult. The city in-

habitants also know that the cult is powerful and crossing them is not advised. The city is also too lucrative and secure, so they tolerate the cult.

Gnoll (2) AC 6; HD 2; hp 10, 7; # AT 1; Dmg spear 1d8 or great bow 1d8; SA None; SD None; MV 12"; Size L; AL CE; THACO 16; EXP 28 +2/hp; Each gnoll carries one spear and a great bow with 20 arrows. They wear animal skins. Also, each carries a pouch with 2d6 gp and 3d6 sp.

Zone 2 – The Death Spear Gnolls

The most vicious and bloodthirsty of all the known gnoll tribes are the Death Spear Gnolls. The band that occupies Zone 2 of the city is the tip of the spear for the notorious tribe. This group is led by Salthrap, a particularly devious and murderous gnoll. Under his leadership, this band not only raids and pillages but murders and burns everything in its path. No depravity is too much for Salthrap and his gnolls are obedient to the point of fanaticism.

The gnolls barely tolerate the other inhabitants of the city. If Salthrap had more numbers, he would betray the others and take the city for his own. His request for more soldiers has been denied, simply because the gnoll hierarchy fears giving Salthrap too much power. The Shard Cult is aware of Salthrap's plans and they watch him carefully. The cult captured one of the gnolls and they have charmed him through the spirit naga that serves as their god (see Zone 8; location 35).

The majority of Zone 2 lies in ruin. At its center a compound has survived. The compound is surrounded by a low five



foot tall wall. Where the wall has previously collapsed, the gnolls have made repairs. Inside the wall there are several small buildings that serve as barracks, a hyena pen and slave shacks. Discipline in the compound is fairly lax as the gnolls do not fear the other inhabitants. A pair of hyenas constantly move about the compound. They will be easy to spot if the PCs take the time to watch the area prior to entering. There is only a single gate in the south wall of the compound and it is unlocked, but closed.

The gnolls are much less active in the daytime than at night. During daylight hours a pair of hyenas move through the compound. A gnoll will occasionally move from one building to another then return to its own barracks. The hyenas will attack any intruders but give little notice to anything beyond the walls. With the large numbers of giant rats in the city, the hyenas are accustomed to movement beyond the wall. If the hyenas attack intruders, the gnolls in the barracks (location 2, 3, and 4) will be alerted. A single gnoll from location 4 will run into the main building to alert the other gnolls and Salthrap. Another gnoll from location 4 will run to the hyena pen (location 5) and release the hyenas to help repel the attackers.

Hyena (2) AC 7; HD 3; hp 16, 9; # AT 1; Dmg bite 2d4; SA None; SD None; MV 12"; Size M; AL N; THACO 16; EXP 35 +3/hp

1. The Gate

A large compound is surrounded by a five foot tall stone wall. The wall appears to have been repaired sloppily in several locations. A single wooden gate serves as the only entrance to the structures behind the wall. Three spears, each with a black shaft, are secured onto the gate with their tips facing skyward. The center spear is placed higher on the gate than the spears to its flanks. The two outside spears impale what appear to be rotting human heads. Large, black flies swarm around the gate.

DM's Description: The gate is unlocked and unguarded. The gnolls have no fear of the city's other inhabitants. Two large hyenas patrol the grounds and will attack any non-gnolls that enter the compound (see initial Zone 2 description if the PCs are attacked by the hyenas).

The heads are indeed human but they are not recognizable. They are simply the latest victims of a gnoll raid to the south. The spears are normal and can be removed with some work.

2. Gnoll Barracks

This stone building is roughly 20 foot square and covered with a slate roof. There is a single door but a window in each wall. The windows have wooden shutters which are currently in the closed position.

DM's Description: This building houses four gnolls. There are four large cots, a single table and four chairs. The table is covered with what looks to be food, but suspiciously appears to be body parts. Next to each cot is a wooden wall locker. Each is closed and secured with a simple pad lock. Each gnoll has a key to his locker.

Leaning against the wall lockers are 1d4 black-shafted spears, a great bow and a quiver with 30 arrows.

The wall lockers contain some personal items and each has 2d10 gp and 4d10 sp.

Gnoll (4) AC 6; HD 2; hp 10, 9, 7, 7; # AT 1; Dmg spear 1d8 or great bow 1d8; SA None; SD None; MV 12"; Size L; AL CE; THACO 16; EXP 28 +2/hp; The gnolls must secure their individual weapons (see description above). Each gnoll carries one spear and a great bow with 20 arrows. They wear animal skins. Also, each carries a pouch with 2d6 gp and 3d6 sp.

3. Gnoll Barracks

This stone building is roughly 20 foot square and covered with a slate roof. There is a single door and a window in each wall. The windows have wooden shutters which are currently in the closed position.

DM's Description: This building houses four gnolls. There are four large cots, a single table and four chairs. The table is covered with roasted appendages from some sort of humanoid or demi-human. There are also four goblets on the table. The goblets are actually made of silver and worth 50 gp each. They are very tarnished and must be cleaned. Next to each cot is a wooden wall locker. Each is closed and secured with a simple pad lock. Each gnoll has a key to his locker.

Leaning against the wall lockers are 1d4 black-shafted spears, a great bow and a quiver with 30 arrows.

The wall lockers contain some personal items and each has 2d10 gp and 4d10 sp.

Gnoll (4) AC 6; HD 2; hp 9, 9, 6, 6; # AT 1; Dmg spear 1d8 or great bow 1d8; SA None; SD None; MV 12"; Size L; AL CE; THACO 16; EXP 28 +2/hp; The gnolls must secure their individual weapons (see description above). Each gnoll carries one spear and a great bow with 20 arrows. They wear animal skins. Also, each carries a pouch with 2d6 gp and 3d6 sp.

4. Gnoll Barracks

This stone building is roughly 20 foot square and covered with a slate roof. There is a single door and a window in each wall. The windows have wooden shutters which are currently in the closed position.

DM's Description: This building houses four gnolls. There are four large cots, a single table and four chairs. The table is covered with what looks to be food, but suspiciously appears to be body parts. Next to each cot is a wooden wall locker. Each is closed and secured with a simple pad lock. Each gnoll has a key to his locker. Leaning against the wall lockers are 1d4 black-shafted spears, a great bow and a quiver with 30 arrows.

The wall lockers contain some personal items and each has 2d10 gp and 4d10 sp. The locker owned by the largest gnoll also has a small wooden box that holds 10 gems worth 10 gp each and a silver *ring of the great tower* (2).

Gnoll (4) AC 6; HD 2; hp 12, 10, 8, 6; # AT 1; Dmg spear 1d8 or great bow 1d8; SA None; SD None; MV 12"; Size L; AL CE; THACO 16; EXP 28 +2/hp; The gnolls must secure their individual weapons (see description above). Each gnoll carries one spear and a great bow with 20 arrows. They wear animal skins. Also, each carries a pouch with 2d6 gp and 3d6 sp.

5. Hyena Pen

A wire fence supported by irregular posts is connected to a shabby wooden shed. The fence is no more than six feet high and only a single wooden gate serves as an entrance. Four openings in the shed wall provide access to the building from the pen. The only door to the shed is barred shut just outside the pen area.

DM's Description: This building houses the gnolls' hyenas. There are a total of six of the beasts. Two are always outside patrolling the compound grounds. The remaining four are sleeping in the shed. Unless the PCs enter the shed or the hyenas are alerted, they will not notice the PCs.

Hyena (4) AC 7; HD 3; hp 14, 11, 10, 8; # AT 1; Dmg bite 2d4; SA None; SD None; MV 12"; Size M; AL N; THACO 16; EXP 35 +3/hp

6. Slave Hut

This small hut is nothing more than a jumble of mismatched stones held in place by disintegrating mortar. A misfit door has no lock or bar. There are no windows or decorations on the exterior of the structure.

DM's Description: This hut is used by the slaves that serve the gnolls. This building is currently unoccupied as the gnolls have not captured any slaves recently.

7. Slave Hut

This small hut is nothing more than a jumble of mismatched stones held in place by disintegrating mortar. A misfit door has no lock or bar. There are no windows or decorations on the exterior of the structure. A wisp of grey smoke exits a clay pipe protruding from the roof.

DM's Description: This hut is occupied by four human slaves. They are all men and have been severely mistreated. They are malnourished and getting weaker by the day. The men were caravan guards, but they are too weak to fight or help the PCs. The men are not shackled or restricted. The hyenas have been trained to ignore the men unless they approach within 20' of the outer wall. The men know the layout of the compound and each building. They can give basic descriptions of each room including the inhabitants. They will exchange all the information they know for safe passage out of the city. The men have no possessions.



8. Slave Hut (Locked)

DM's Description: This hut is identical to the huts in locations 6 and 7 except the door is barred shut from the outside. This location can serve as an opportunity to add new PCs to the party in the event that some were lost in previous play. In this case, the PCs were captured recently and they are confined to this hut. Otherwise, the hut is home to Rin Kantau, a human monk.

Rin will be glad to join the PCs in their adventure in return for his freedom. He will ask for a fair share of any treasure found, but he will accept 10% of the total if the PCs drive a hard bargain. Rin is lawful good and is a man of his word. He will be faithful and never retreat if comrades are in danger. He is unarmed but proficient with a spear or crossbow.

Rin Kantau AC 8; 3rd Level Monk, hp 19; #AT 1, Dmg 1d6 open hand +1; Str 17, Int 11, Wis 15, Dex 17, Con 16, Chr 10. See Players Handbook for more information.

9. Entry

A wide set of stone stairs rise six feet to massive iron door set in the stone building. The door is slightly ajar. The building is massive and made of uniform stone blocks. It appears to have a single story. Windows are set ten feet from the ground and all have wooden shutters, which are closed.

DM's Description: The door to the building was damaged when the gnolls first arrived. They pried the door open and have not repaired it. The door will not close completely. The hall inside is lit by two large braziers set next to the main doors leading to location 20. Tiny holes in the ceiling pull the smoke out of the room. The holes open to a network of pipes that eventually connect to the main chimney. This room is typically unoccupied, but if the PCs linger too long there is a 10% chance per round that a gnoll will enter.

10. Storage Room

DM's Description: This room holds stolen merchandize that the

gnolls have obtained from their raids. Included in packing crates are some fine silks (100 gp), 20 bottles of fine wine (10 gp each), grain, dried fruits, dried fish, and some farming tools. The gnolls consider these materials as "general" loot and of little value. They are not aware of the value of the silk or the wine.

11. Storage Room

DM's Description: This storage room is used for holding merchandize captured by the gnolls. It is currently empty.

12. Barracks

DM's Description: The door to this room is locked and key is held by one of the gnolls in location 13, Zone 1. The gnolls that occupy this room are on guard duty in Zone 1.

Inside the room there are four cots, four wall lockers (locked) and a table with four chairs. The room is organized and surprisingly clean. It was cleaned by the human slaves in location 7.

The wall lockers contain some personal items and each has 2d10 gp and 4d10 sp.

13. Sergeant's Room

DM's Description: The door to this room is locked and the key is held by the gnoll sergeant at location 3, Zone 1. Inside the room is clean and organized; again, thanks to the human slaves in location 7. A cot, wall locker, table and two chairs are the only furniture. A stack of three wooden crates sits next to the wall locker.

The wall locker holds personal items, a spare set of gnoll armor (equivalent to studded leather armor), and small bag containing 68 gp and 121 sp. Two of the three crates are sealed but the third has been opened. Each of the unopened crates contains six bottles of extremely fine wine (50 gp each bottle) and the open crate holds two bottles.

14. Barracks

DM's Description: The door to this room is locked and key is held by one of the gnolls in location 3, Zone 1. The gnolls that occupy this room are on guard duty in Zone 1.

Inside the room there are four cots, four wall lockers (locked) and a table with four chairs. The room is organized and surprisingly clean. It was cleaned by the human slaves in location 7.

The wall lockers contain some personal items and each has 2d10 gp and 4d10 sp. Mixed in with some personal items in one of the wall lockers is a silver *ring of the great tower*.

15. Sergeant's Room

Sitting at a table in the center of the room is a large gnoll. He is counting coins and barely looks up to notice your presence. He mutters something and waves a hand as if to dismiss you from the room.

DM's Description: This gnoll is very experienced and fairly quick. He knows that there are no other gnolls nearby to help him. He is hoping the PCs will simply turn around and leave. Otherwise, he is prepared to throw the table at them. If he hurls

the table, he must make a successful attack roll to hit any and all PCs in the door area. Note, he will not let more than two PCs in the room before throwing the table. Any PC hit by the table will be stunned for one round and take 1d4 damage. Leaning against the wall behind the gnoll is a two handed sword and the sergeant will use it in combat.

The room also holds a cot, wall locker and a set of three spears. The wall locker contains some personal items and an empty bag. The locker is open. The table is covered (unless it is thrown) with 89 gp and 144 sp.

Gnoll Sergeant (1) AC 6; HD 2; hp 14; # AT 1; Dmg two handed sword 1d10 or spear 1d8; SA None; SD None MV 12"; Size L; AL CE; THACO 16; EXP 28 +2/hp

16. Assembly Hall

The walls of this room are covered with weapon racks holding spears with black shafts. In the center of the room is a massive table that is almost 20 feet long and eight feet wide. The table is covered miniature figures of trees, mountains, hills, river and road sections and even buildings. There are also dozens of human and human-like figures. Some of the figures have been used to depict a small settlement of about a dozen buildings. A stream runs next to the village and road splits the village in half. The village resembles one that you know lies about 75 miles to the southeast.

DM's Description: The gnolls found this table and all the pieces in this building. Salthrap quickly realized that he could use it to display targets of upcoming raids. He then uses the table to



stage the attack and review battle plans and war game potential threats. If carted back to a larger city, the PCs could sell the set for 1,000 gp. The spears in the racks are all normal spears. There are 60 spears in the room.

17. Personal Guard

DM's Description: The door to this room is closed, but not locked. The room's occupant is currently in location 25 with Salthrap.

The room contains a cot, wall locker, small table and a chair. A lamp and some food (dwarf leg) is set on the table. The wall locker is not locked and holds personal items and a box holding 88 gp, 129 sp and 203 cp, and a silver *ring of the great tower*.

18. Personal Guard

DM's Description: The door to this room is closed, but not locked. Resting inside is one of Salthrap's personal guard (also see locations 17, 19 and 20). This gnoll has been charmed by the spirit naga in location 35 Zone. The gnoll is spying on Salthrap for the Shard Cult. So long as Salthrap makes no aggressive moves against the cult, they are not interested in the gnolls' activities. However, if the PCs break in, the gnoll will attempt to flee and warn the cult.

The room contains a cot, wall locker, small table and a chair. A lamp and some food (dwarf leg) is set on the table. The wall locker is not locked and holds personal items and a bag holding 45 gp, 79 sp and 117 cp.

Gnoll Body Guard (1) AC 5; HD 2; hp 14; # AT 1; Dmg two handed sword 1d10 or spear 1d8; SA None; SD None; MV 12"; Size L; AL CE; THACO 16; EXP 28 +2/hp; This gnoll wears a chain jacket. He also carries a pouch with 2d6 gp, and 3d6 sp.

19. Personal Guard

DM's Description: The door to this room is closed, but not locked. Resting inside is one of Salthrap's personal guard (also see locations 17, 18 and 20). This gnoll is fanatically loyal to Salthrap and it will fight to the death to either warn him or protect him.

The room contains a cot, wall locker, small table and a chair. A lamp and some food (dwarf leg) is set on the table. The wall locker is not locked and holds personal items and a small, iron strongbox. The box has no obvious lock, but a secret catch will open the iron box. Any PC searching for the catch will have a 5% chance per round of finding it. PCs with thieving abilities can use their find traps check to find the catch. However, the box is trapped. (Note, a thief must specifically check for traps to find the trap; using the skill to find the catch does not apply). A PC holding the strongbox and not disarming the trap will receive an electrical shock for 3d4 damage (save vs spells for half damage). The trap will recharge after 12 hours. The box holds 44 pp, 21 gp and a *ring of protection +2*.

Gnoll Body Guard (1) AC 5; HD 2; hp 12; # AT 1; Dmg two handed sword 1d10 or spear 1d8; SA None; SD None; MV 12"; Size L; AL CE; THACO 16; EXP 28 +2/hp; This gnoll wears a chain jacket. He also carries a pouch with 2d6 gp, and 3d6 sp.

20. Personal Guard

DM's Description: The door to this room is closed, but not locked. The room's occupant is currently in room 25 with Salthrap.

The room contains a cot, wall locker, small table and a chair. A lamp and some food (dwarf leg) is set on the table. The wall locker is not locked and holds personal items and a bag holding 43 gp, 99 sp and 432 cp.

Gnoll Body Guard (1) AC 5; HD 2; hp 10; # AT 1; Dmg two handed sword 1d10 or spear 1d8; SA None; SD None; MV 12"; Size L; AL CE; THACO 16; EXP 28 +2/hp; This gnoll wears a chain jacket. He also carries a pouch with 2d6 gp, and 3d6 sp.

21. Shaman

DM's Description: The door to this room is locked. The chamber is occupied by a gnoll shaman and he takes his privacy seriously. The shaman not a permanent member of Salthrap's troop and is only here on a temporary basis.

The room holds a cot, wall locker, two tables and several chairs and a small altar topped with skulls. Large red candles burn on top of the skulls, dripping wax down the facial section. The shaman will be at the altar when the PCs arrive.

If attacked, the shaman will call for the troll in location 22 to come to his aid. The shaman will attempt to avoid combat at all costs. He will use his defensive spells and attempt to flee. The shaman is not aware of the secret door in location 23. If combat takes place in room 21, 22 or 23, Salthrap will become aware and use the secret door to investigate.

The wall locker contains some personal items belonging to the shaman and it is not locked. There is also a pouch containing 12 gp, 33 sp and four 50 gp gems. There are four other pouches that contain various spell components for each clerical spell at first through third level.

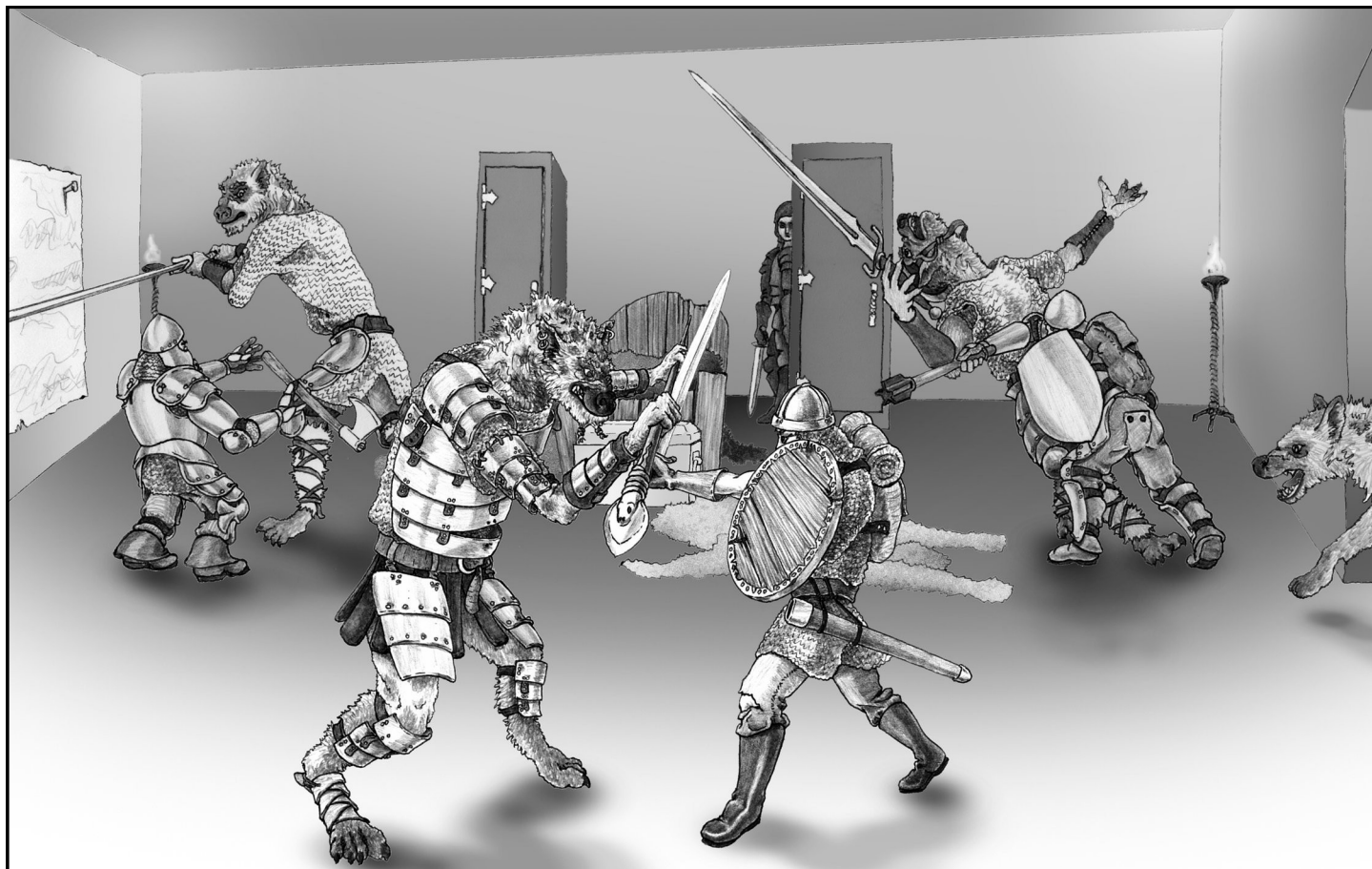
The altar and tables contain nothing of interest.

Gnoll Shaman (1) AC 6; HD 3; hp 11; # AT 1; Dmg morning star 2d4; SA Spells; SD Spells; MV 12"; Size L; AL CE; THACO 16; EXP 200 +5/hp; The shaman wields a morning star and wears some tattered red robes. He can cast spells as a fifth level cleric. Spells: *Cure Light Wounds*, *Bless*, *Sanctuary*, *Hold Person*, *Silence 15' Radius*, *Chant*, *Bestow Curse*.

22. Troll

The smell of death and rotting flesh fills the air in this room. Various body parts of undistinguishable human-like creatures cover the floor. Piles of skulls are heaped in all four corners. A large pile of straw, forming some sort of nest is located in the center of the room.

DM's Description: This room was used as the garbage dump and "cleaning" station by the gnolls prior to the arrival of the shaman. The gnolls brought their victims into the room for meal preparation and disposal of the unwanted parts. The troll has taken residence within the chamber. If combat erupts in location 21 or if the shaman calls, the troll will immediately move to defend the shaman. The troll has no treasure.



Troll (1) AC 4; HD 6 +6; hp 34; # AT 3; Dmg claw 1d4+4, claw 1d4+4, bite 2d6; SA None; SD Regeneration; MV 12"; Size L; AL CE; THACO 13; EXP 525 +8/hp

23. Meat Locker

Hanging from metal hooks suspended from the ceiling are dozens of appendages from various races. A large block table is set in the middle of the room. A blood-stained cleaver lies on the block. Two barrels are set next to the block and both appear to be filled with blood. A single brazier is set close to the only door and it burns with a low purple fire. Purplish smoke rises from the fire and a bitter smell is in the air, masking the nauseating smell of rotting flesh. Amazingly, not a single fly is present.

DM's Description: This room is used by the gnolls to "clean" and store their food. The gnolls discovered the brazier in this room and when filled with simple fuel oil it burns with a purplish flame which creates a purple smoke. The smoke masks nearly all odors but also kills any insect within the confines of the room. The brazier is magical and will operate with standard oil. The brazier can create enough smoke to fill a 30 x 30 foot room with a standard 10 foot ceiling. It can be sold for up to 500 gp. The cleaver can be used as a hand axe. The barrels contain nothing but blood. The secret door in the east wall leads to Salthrap's chamber. There is nothing else of interest in this room.

24. Treasure Horde

Crates and barrels fill nearly all the floor space of this room. Three large chests are set apart against the north wall. A pair of braziers flank the door in the western wall.

DM's Description: The gnolls store the more valuable items from their raids in this room. Sleeping in the alcove area (east wall, north section) behind a few crates is a hyena that acts as a guard dog. The hyena will not act unless a PC attempts to open any container in the room. The hyena has been trained to ignore anyone that simply moves through the room. There are 16 crates and 12 barrels in the room. Consult the following chart to determine the contents of the container. The chests hold actual treasure. Two of the chests (#1 and #2) are used too transport loot to

the gnoll tribe. The third chest (#3) is used to hold payroll. The chests are locked, but not trapped. Salthrap has the key (which opens all three chests).

Chest #1: 43 pp, 211 gp, 10 gems - 10 gp each, 18 gems - 5 gp each, and 5 gems - 100 gp each.

Chest #2: 541 sp and 1,289 cp

Chest #3: 958 sp, 640 gp, (2) gold goblets (35 gp each), (3) silver *rings of the great tower* (one ring has 3 charges), one gold *ring of the great tower* (8), and (2) *potions of healing*.

Crate (roll 1d10 to determine contents):

1-2 = hand axes

3-4 = wood working tools

5-6 = arrows

7-8 = furs (low quality)

9 = mining tools

10 = a mix of long swords, broad swords and short swords

Barrel (roll 1d4 to determine contents)

1 = 30 javelins

2 = 8 two-handed swords

3 = grain (in bags)

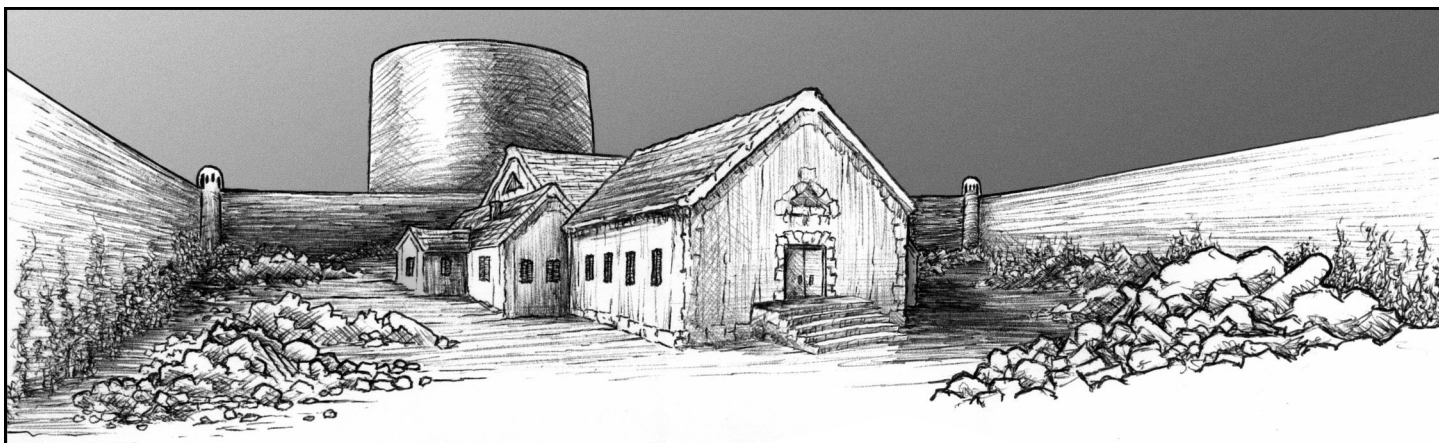
4 = ale

25. Salthrap's Quarters

The furs of numerous animals cover the floor of this large chamber. Tall braziers burn in the corners casting a reddish light throughout the room. A bed covered with furs is set against the north wall. The bed is flanked by two wall lockers and an iron chest is at its foot. A table with six chairs occupies the south section of the room. A section of canvas covers most of the west wall. The canvas has been painted and depicts the entire northern region around the city for at least 100 miles. On first glance, the map appears very accurate.

DM's Description: If Salthrap has not been warned of attack, he will be in this chamber with two other gnolls discussing an upcoming raid. If combat goes poorly for Salthrap, he will attempt to flee through the secret door and get help from the shaman and troll.

One of the wall lockers holds Salthrap's personal items and nothing of value. The second wall locker holds his personal treasure: a *cloak of elvenkind*, a bag containing 150 gp, a bag



containing 340 sp, a pouch containing 10 – 25gp gems, a great bow (which allows fighters to use their strength bonus to hit and damage), a quiver with 30 arrows (four of which are *arrows of undead slaying*). The iron chest is not locked and holds a collection of furs (low quality).

Salthrap, Gnoll (1) AC 4; HD 4; hp 23; # AT 1; Dmg +2 *spear* 1d8 +4; SA None; SD None; MV 12"; Size L; AL CE; THACO 15; EXP 85 +4/hp; Salthrap wears banded mail and carries a +2 *spear*. Salthrap is very strong and receives +2 to hit and damage with melee or hurled weapons. He also carries a pouch with 11 pp, 26 gp, and 31 sp. He wears a gold ring inset with emeralds (200 gp).

Gnoll Body Guard (2) AC 5; HD 2; hp 14, 13; # AT 1; Dmg two handed sword 1d10 or spear 1d8; SA None; SD None; MV 12"; Size L; AL CE; THACO 16; EXP 28 +2/hp; This gnoll wears a chain jacket. He also carries a pouch with 2d6 gp, and 3d6 sp.

Zone 3: Vacant

Zone 3 is not occupied by any organized group. The area is mostly in ruin but a few structures are still standing. The outer tower has collapsed but the elevated platform leading into the city is still in place. The platform extends a few feet past the wall then is no more as it has collapsed. The gates to Zone 9 are completely blocked by debris. Most of the zone is covered with tall grasses and numerous small trees, many of which bear fruit. Giant rats often move through the area in search of food.

The zone has four upright structures. Two of the structures have occupants (carriage crawlers and a pair of young perytons). The PCs could potentially occupy one of the empty structures and not be bothered by the city's inhabitants. However, the wererat will learn of their presence and mount an attack. If the PCs spend more than one night in any single location in this zone, they will be attacked on the second night by 20 giant rats. The wererat will only mount one such attack while the PCs are in the city and only if they are in Zone 3 or Zone 6.

1. Shelter #1

Surrounded by ruin this structure has stubbornly resisted the effects of time and weather. The single story building has a single entry point and several windows that no longer hold glass. The doorway is open and no door can be seen.

DM's Description: This building has but a single room and the interior is bare. There is nothing of interest in the structure, but it would make a good place to spend the night and rest.

2. Shelter #2

Lying on its side, like a child's toy, the remnants of a tower lies among a grove of apple trees. The tower, once at least 100 feet tall, is now reduced to a 40 feet section. One end is open while the other is covered with a pile of rubble.

DM's Description: The tower section is 30' in diameter and roughly 40' long. It is stable and can provide shelter.

3. Crawlers

A single cave-like opening is the only feature of the huge pile of rubble. What appears to be an arched opening is clearly visible just inside the cave mouth. It appears that some form of structure has survived beneath the mountain of rubble.

DM's Description: The cave mouth leads to the remains of a building that has survived the ruin of the city. The structure is occupied by a pair of very old carriage crawlers and it has not been explored by any of the city's inhabitants.

A. Entry

DM's Description: This room contains the remnants of furniture but none of it is recognizable. Several skeletons lie amidst the debris and several are clearly not that old. One of the skeletons (that is clearly ancient) has a silver *ring of the great tower* (5) on its hand. The skeleton is nearly eight feet long and has an elongated head and long, claw-like hands.

B. Main Room

DM's Description: This room contains more unrecognizable furniture and two carriage crawlers. The monsters will attack any who enter the room. There are more skeletons in this room and many appear to be giant rats. The crawlers are very old and they suffer -2 on all attack rolls and any PC struck by a crawler receives a +4 to his save vs. paralysis. There is no treasure in this room.

Carriage Crawler (2) AC 3/7; HD 3 +1, hp 11, 9; #AT 8; Dmg 0; SA Paralysis on touch (save at +4); SD None; MV 12"; THACO 18*; EXP 580 +4/hp. *THACO has been modified due to age of crawlers with a -2 to hit.

C. Bedroom

DM's Description: This room is again filled with ruined furniture, but the outlines of a bed are barely evident. A single skeleton lies in the bed as if asleep. Shards of cloth adorn the skeleton. The skeleton was an original inhabitant of the city but is otherwise not important. Under a pile of debris next to the bed is a small silver box. The box has no obvious lid or lock and no seems are evident. It can only be opened in two ways: first, by placing it the hand of the skeleton, or two, by use of a *knock* spell. The box (worth 100 gp) contains an *ioun stone* (vibrant purple and will store five levels of spells).

4. Broken Tower

Standing starkly amidst the ruins is the remains of a tower. Broken just above the second story, the fallen portion of the tower lies in complete ruin. The standing section is severely weather-worn and aged. The stone door leading into the tower has fallen off its hinges and lies flat on the ground. There are no windows on the first floor, but there is a window at each compass point on the second story.

DM's Description: The tower is occupied by two young pery-

tons. The creatures are only using the tower as a temporary lair as they are looking for a safer aerie in the mountains. They have avoided the humanoids in the city and have only killed a few giant rats. The perytons reside on the second floor of the tower which is mostly covered by the remains of the third floor of the tower. The first floor contains nothing of interest, but a set of stairs rises to the second level. The tower is 30' in diameter.

The perytons have some treasure in their nest which includes 112 gp, three 50 gp gems, two gold rings worth 75 gp each, and a jeweled necklace worth 200 gp. The treasure is stored in a helmet that the perytons use as a bucket of sorts. The helmet is a *helm of underwater action*.

Peryton (2) AC 7; HD 4, hp 21, 17; # AT 1; Dmg 4d4; SA None; SD +1 or better to hit; MV 12"/ 21"; Size M; AL CE; THACO 15; EXP 150 +4/hp. Perytons receive +2 to hit (THACO has not been adjusted).

Zone 4: Red Stone Goblins

The Red Stone Goblin tribe maintains a continual presence in the city. The goblins, like the other inhabitants of Shard, use it as a base of operations for raids. The goblins are at war with the forest elves to the west. These goblins are soldiers and discipline is excellent among the ranks. The goblins are led by Yigzin the Bloody, a particularly vicious, but also very organized. The goblins



lins have only recently returned from a successful raid on an elven village.

Entrance to the goblin stronghold is very obvious. The elevated platform as failed as it clears the outer wall of the city. But instead of falling into rubble, a long section has remained intact and runs like a ramp into Zone 4. Where the platform meets the ground a cave-like opening descends into the rubble that fills the entire zone. The goblins maintain a small contingent of soldiers in the outer tower and have some guards stationed (location 1) in the entry cave approximately 30 feet from the surface. If the guards manage to sound the alarm, the entire garrison will be mobilized and come to investigate the intrusion. If the PCs are repulsed, the goblins will double the guard and send runners to request more troops (this will take at least three days).

1. Tower of the Red Stone Goblins

It is inconceivable that this squat tower still stands, yet its walls look solid. At least 1,000 years old it appears as if it could withstand another 1,000 years. At sixty feet tall and 100' wide the tower has two massive stone portals that must serve as an entrance. However, a stone bridge stretches from a wide, arched opening at the 20' mark and reaches across 100' of open ground to the wall of the city. At the same level there are several window openings, but if there was glass at one time, it is long gone. It appears there are bars on the inside of the windows, but it is difficult to make out from below.

Instead of a continuous wall and roof, the tower is open at the top and thick pillars support a black slate roof. You can clearly see humanoids moving about on the bridge and the exposed top level. The humanoids appear very short, not unlike a gnome or a dwarf in size.

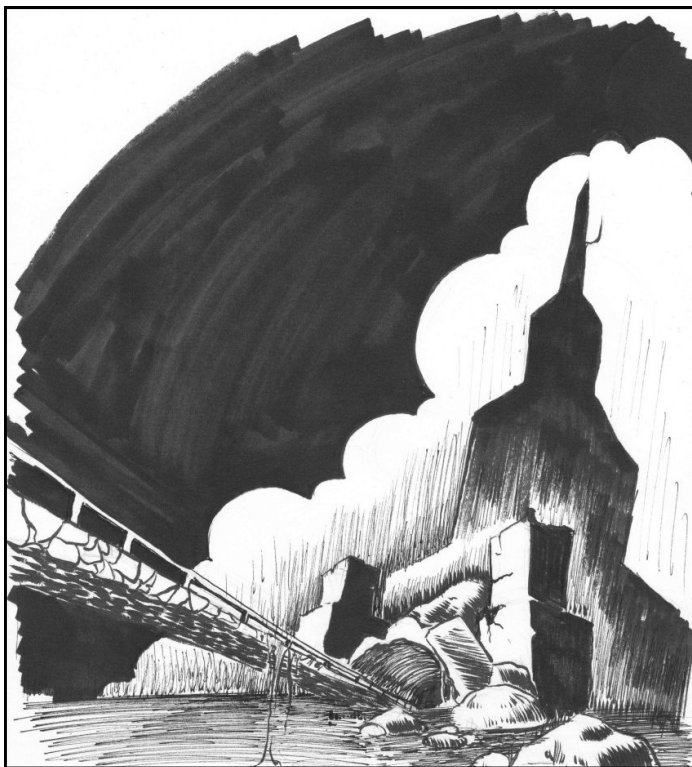
DM's Description: The tower is occupied by the Red Stone Goblins. The goblins use the tower as a look out post and do not maintain a large force inside its walls. The only windows in the tower are on the second level and they are all barred shut.

If the PCs attempt to get the attention of the goblins, they will be rebuked and told to be on their way. The goblins will only give a single warning. If the PCs do not comply, they will attack, but not exit the tower. They will use missile weapons and fire from the roof level (1h) and from any window that gives them a field of fire. One of the goblins will exit to warn the main stronghold.

The tower is illuminated on the interior by lanterns on the first level. The second level is illuminated by the open windows during daylight hours and by lanterns in the evening.

1a. Entrance

The lowest level of the tower is unremarkable but for two massive stone doors. The doors are shut and no handles or markings are evident. A stone slab serves as a threshold. The tower is made of stone, which displays varying shades of gray from nearly black to dusty white. The stones are very large and but fit together with only miniscule seams. Only in the halls of dwarvish mountain cities have you seen such perfect construction.



DM's Description: The doors are barred from the inside. They cannot be moved or forced without a massive battering ram or magic. If the PCs knock at the door, a goblin will eventually yell from the second floor window directly over the door for them to leave. If the PCs do not leave, the goblins will attack with missile weapons.

The goblins will not open the doors under any circumstance. All visitors are greeted at the entrance at Zone 1 and then brought forward. There are four guards stationed inside the doors. They will attack any intruders and raise the alarm..

Goblins (4) AC 6; HD 1-1; hp 4, 3, 3 2; # AT 1; Dmg short sword 1d6 or light crossbow 1d4; SA None; SD None; MV 9"; Size S; AL CE; THACO 19; EXP 10 +1/hp; Each goblin carries one short sword and a light crossbow with 20 bolts. They wear animal skins. Also, each carries a pouch with 1d4 gp, and 2d4 sp. The 4 hp goblin carries a horn to warn in the event of attack.

1b. Empty Room

DM's Description: The goblins store all their supplies and treasure in the stronghold inside Zone 4. This room is empty.

1c. Ramp

A wide, stone ramp leads to the second level of the tower. The ramp is very steep and rises 20' above the first level. The ramp levels out on the second floor and forms a large landing area. A metal ladder leads 20' up to an open trapdoor in the ceiling. A pair of large, stone doors in the outer wall are closed, but not barred.

DM's Description: The stone ramp leads up to a large landing. The ramp is very steep, gaining 20' of height in only 30' of actual distance. Characters that attempt to run up the ramp will move

at ½ speed. Conversely, characters running down the ramp will gain ¼ of their speed; however, if running, the character must make a dexterity skill check or fall and suffer 1d4 damage. A falling character will land at the bottom of the ramp and will automatically lose initiative and suffer a -2 to their armor class.

1d. Empty Room

DM's Description: This room is empty and holds nothing of value.

1e. Empty Room

DM's Description: This room is empty and holds nothing of value.

1f. Rest Area

DM's Description: This room contains a low table with eight small chairs. A single barrel of water sits next to the table. Numerous mismatched mugs are spread out on the table. The goblins use this room for meals while on duty in the tower. Lying against the inside wall are 12 backpacks filled with goblin personal items and one days worth of rations. There are typically four goblins in this room at any given time.

Goblins (4) AC 6; HD 1-1; hp 5, 4, 3 2; # AT 1; Dmg short sword 1d6 or light crossbow 1d4; SA None; SD None; MV 9"; Size S; AL CE; THACO 19; EXP 10 +1/hp; Each goblin carries one short sword and a light crossbow with 20 bolts. They wear animal skins. Also, each carries a pouch with 1d4 gp, and 2d4 sp. The 5 hp goblin carries a horn to warn in the event of attack.

1g. Walkway

Beyond the stone doors a 20' wide walkway leads directly into the ruined city. Just after the walkway crosses over the 20' high outer wall it descends at a gentle slope to a 20' wide tunnel that leads into a massive pile of rubble.

DM's Description: The platform has collapsed but miraculously survived in one piece and now serves a ramp from the tower to the goblins' stronghold beneath the surface of Zone 4. The slope is very gentle and moving along it is safe. A guard station (location 2) is located 20' beneath the surface.

1h. Tower Roof

DM's Description: Four goblins are sitting at a table in the center of this level. They are simply talking to pass the time. Occasionally, one of the goblins will get up and walk the perimeter of the roof area.

Goblins (4) AC 6; HD 1-1; hp 7, 5, 4, 3; # AT 1; Dmg short sword 1d6 or light crossbow 1d4; SA None; SD None; MV 9"; Size S; AL CE; THACO 19; EXP 10 +1/hp; Each goblin carries one short sword and a light crossbow with 20 bolts. They wear animal skins. Also, each carries a pouch with 1d4 gp, and 2d4 sp. The 7 hp goblin, who is the leader of the tower goblins, carries a horn to warn in the event of attack.

Goblin Stronghold

The Red Stone Goblin stronghold is an underground military encampment. The goblins are regimented and military discipline is exercised and expected by all the inhabitants. Moral is also very high as these goblins are the elite of their tribe and they have recently returned from a successful raid against their sworn enemies, the forest elves to the west. The goblins are also fairly confident in their fortification and they are at ease in the stronghold. Therefore, there are no active patrols within the stronghold, though some goblins do move about. Consult Wandering Monster Chart X while the PCs are in the stronghold.

The stronghold is illuminated by the use of oil lanterns hanging in all the corridors and rooms. Four squads of two goblins each fuel the lanterns at dawn and dusk. The lanterns are spaced at 30' intervals in all the corridors. The underground complex was discovered initially by the Shard Cult, but the goblins took the time to excavate and clean up the tunnel system. Most of the chambers are basements from structures that collapsed on the surface but none have access to upper floors as they are all filled with rubble and stone. The goblins either removed or destroyed anything they found in the ruins. They discovered the secret doors in the large chamber that now serves as Yigzin's room (location 20). The goblins have not discovered the secret door leading to location 21.

In the event an alarm is issued within the stronghold, the entire complex will be mobilized within two rounds. The third round after the alarm is sounded, the goblins will move toward the source of the alarm. Goblin leaders will take charge as they arrive and attempt to surround any invaders. The goblins will bring their wargs from area 16 and 17 to help repel invaders. The goblins will not surrender but they will retreat if 50% of their number is slain or if all their leaders are slain. Goblin leaders are any goblins with 1 +1 or more hit dice (a standard goblin soldier has 1 -1 hit dice). Retreating goblins will attempt to reach the outer tower and then mount a counter attack within 12 hours. The goblins will only counter attack if at least one leader remains alive, otherwise they will evacuate the city and return to their tribal lands. They will not ask the other city inhabitants for help. If the counter attack fails and the goblins are reduced by another 50% of their number, they will evacuate and head for their tribal lands in the mountains to the east. In this event, a large goblin force of 100 strong will arrive seven days later.

Whenever the PCs encounter a group of four or more goblins, the largest goblin (most hit points) will have access to a horn (to sound the alarm). If the goblins are encountered within a chamber, it will take the goblin one round to secure the horn (this should be enough warning for the PCs to intercede, if they can). When encountered in their individual locations the goblins do not pose a significant threat to a well-organized party of adventurers. However, if the alarm is sounded early on, the PCs may be in some trouble.

2. Guard Post

DM's Description: The entry tunnel to the goblin stronghold descends into the rubble of Zone 4 at an easy grade. The floor is flat and smooth. The walls and ceilings are supported by a network of wooden supports and stone columns. A guard station is located 40 feet from the surface and it is always manned

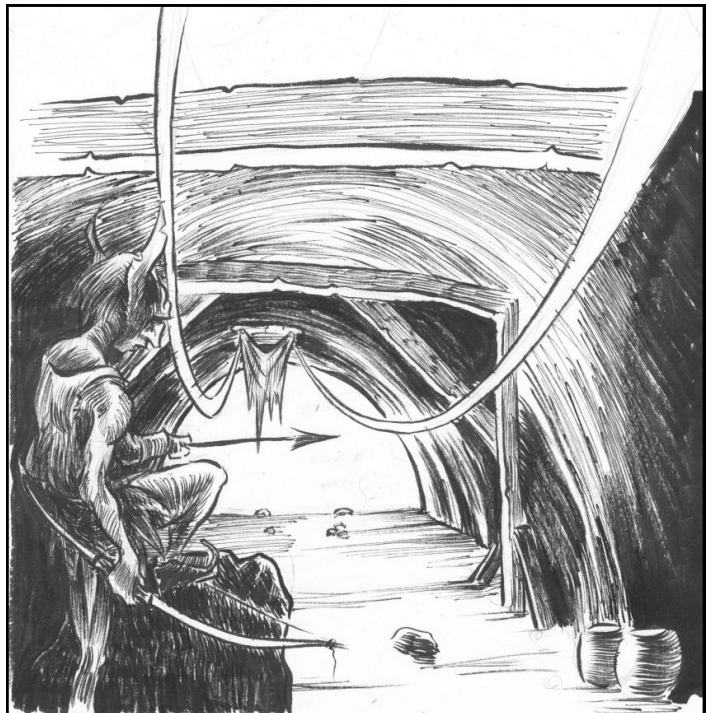
by four goblins. The guards are generally alert but they tend to rely on the tower guards for early warning. If the PCs take no precautions, the goblins will detect them soon after they enter the corridor from the platform (location 1g). The goblins will immediately assume it is an incursion and they will engage the PCs with missile weapons. One of the guards will sound a horn to alert the stronghold. In the event of alarm, the entire stronghold will mobilize to repel the invaders. It will take two rounds for the goblins within the stronghold to gather weapons and start to move toward this location. The alerted goblins will move at full speed toward the guard post after the two round delay.

Goblins (4) AC 6; HD 1-1; hp 6, 4, 4, 2; # AT 1; Dmg short sword 1d6 or light crossbow 1d4; SA None; SD None; MV 9"; Size S; AL CE; THACO 20; EXP 10 +1/hp; Each goblin carries one short sword and a light crossbow with 20 bolts. They wear animal skins. Also, each carries a pouch with 1d4 gp, and 2d4 sp. The 6 hp goblin carries a horn to sound the alarm in the event of attack.

3. Ready Room

This chamber is bare of all furnishings with the exception of a massive stone located in the exact center of the room. The stone is red in color and it appears to have darker streaks of red flowing from the top to the floor.

DM's Description: This room is used by the goblins as an assembly area prior to making a raid. The stone is nothing special but it is used to motivate the goblins. The dark streaks are blood (from victims) that is splashed on the stone when the goblins are successful. If the goblins battle the PCs in this chamber, all goblins within 30' of the stone receive the same benefits of a *bleed* spell. These effects are not magical and are bestowed simply because of high moral.



4. Barracks

DM's Description: The goblins have recently returned from a very successful raid on their sworn enemy, the elves of the western forest. Yigzin, the goblin commander, has given the goblin troops a full day of leave (which they must spend within the stronghold). The goblins have been celebrating and many are either sleeping or otherwise resting. If the PCs enter this room, the goblins will be automatically surprised and lose any actions on the first round. They will move normally on the second round based on initiative.

There are eight goblins in this chamber, but it holds bunk beds for 16. The eight missing goblins are on duty in the tower. The goblins will attack any intruders and the largest goblin (7 hp) will attempt to sound the alarm by blowing a horn lying on a table in the center of the room.

The room contains eight bunk beds (can sleep 16), 16 footlockers, and a large table with 16 stools. The footlockers are all locked (each goblin has his own key). They contain personal items and clothing. Also, each footlocker contains 2d6 gp and 3d6 sp. The table contains various dining implements and several empty wine bottles. The wine is of elvish make (a wine connoisseur may make an intelligence check at -2).

Goblins (8) AC 6; HD 1-1; hp 7, 6, 5, 5, 4, 4, 2, 2; # AT 1; Dmg short sword 1d6 or light crossbow 1d4; SA None; SD None; MV 9"; Size S; AL CE; THACO 20; EXP 10 +1/hp; Each goblin carries one short sword and a light crossbow with 20 bolts. They wear animal skins. Also, each carries a pouch with 1d4 gp, and 2d4 sp.

5. Barracks

DM's Description: The goblins have recently returned from a very successful raid on their sworn enemy, the elves of the western forest. Yigzin, the goblin commander, has given the goblin troops a full day of leave (which they must spend within the stronghold). The goblins have been celebrating and many are either sleeping or otherwise resting. If the PCs enter this room, the goblins will be automatically surprised and lose any actions on the first round. They will move normally on the second round based on initiative.

There are 12 goblins in this chamber, but it holds bunk beds for 16. The four missing goblins are on guard duty at location 2. The goblins will attack any intruders and the largest goblin (7 hp) will attempt to sound the alarm by blowing a horn lying on a table in the center of the room.

The room contains eight bunk beds (can sleep 16), 16 footlockers, and a large table with 16 stools. The footlockers are all locked (each goblin has his own key). They contain personal items and clothing. Also, each footlocker contains 2d6 gp and 3d6 sp. The table contains various dining implements and several empty wine bottles. The wine is of elvish make (a wine connoisseur may make an intelligence check at -2 to determine this fact).

Goblin (12) AC 6; HD 1-1; hp 7, 6, 5, 5, 5, 4, 3, 3, 3, 2, 2, 2; # AT 1; Dmg short sword 1d6 or light crossbow 1d4; SA None; SD None; MV 9"; Size S; AL CE; THACO 20; EXP 10 +1/hp; Each goblin carries one short sword and a light crossbow with 20

bolts. They wear animal skins. Also, each carries a pouch with 1d4 gp, and 2d4 sp.

6. Sergeants' Barracks

DM's Description: This room is occupied by two goblin sergeants. They are currently sitting at the table in the center of the room sharing war stories. Both goblins are experienced veterans. If given the chance, they will flip over the table and use it for cover. Both have alarm horns hanging on their bed posts and one goblin will attempt to reach a horn to sound the alarm.

The room is furnished with two beds, a footlocker at each, and a table with two chairs. The table holds some dining implements and a carafe of hot tea. Each footlocker is locked and the goblin sergeants hold their individual key. The footlockers contain 4d6 gp and 4d10 sp. One footlocker has a *potion of healing* and the other has a gold *ring of the great tower*.

Goblin Sergeant (2) AC 5; HD 1 +1; hp 9, 8; # AT 1; Dmg short sword 1d6 or light crossbow 1d4; SA None; SD None; MV 9"; Size S; AL CE; THACO 20; EXP 20 +2/hp; Each goblin carries one short sword and a light crossbow with 20 bolts. They wear animal skins. Also, each carries a pouch with 1d6 gp, and 2d6 sp.

7. Gambling Room

DM's Description: The goblin sergeants run a gambling game on occasion and they use this room to hide it from the goblin officers. There are four tables, each with six chairs. An unlocked footlocker at the south wall holds dice and cards. This room is unlit, but two lanterns do hang from the ceiling.

8a. Mess Hall

Two massive tables with accompanying benches occupy the majority of this room. There is room for at least 40 at the tables. Dining utensils are neatly placed on both tables. A dozen decorated clay containers hold some sort of clear liquid on each table.

Two arched openings in the west wall of the room give access to what may be a kitchen. The sound of work echoes from that area.

DM's Description: The goblins are served meals in this room three times a day. While lunch and dinner are attended irregularly, all the goblins with the exception of the tower and location 2 guards attend breakfast. Yigzin uses breakfast to brief the troops on upcoming plans, though he is generally not very specific.

There is nothing of interest in the mess hall with the exception of one of the clay pots. The pot has a faded illustration of a man standing in front of a pair of silver doors (Zone 9). The man appears to place his right hand on a silver panel next to the doors. In the next scene the doors are open and the man is passing through the portal. Close inspection will reveal the man is wearing a silver ring on his right hand. The clay pots are filled with clean water.

8b. Kitchen

DM's Description: The kitchen features a massive stone oven and plenty of cooking equipment. The area is organized in military fashion and remarkably clean. A tall set of cabinets reach from floor to ceiling along the south wall. Working in the kitchen is the head cook and three assistants. They will attack any intruders immediately. The goblins do not have any way to warn the stronghold unless one of them escape and can reach other goblins.

Goblin Cook (1) AC 6; HD 1 +1; hp 9; # AT 1; Dmg *long knife of sharpness* 1d4; SA None; SD None MV 9"; Size S; AL CE; THACO 18; EXP 20 +2/hp; The cook owns a *long knife of sharpness* (+3 to hit and +1 to damage) which acts exactly as a *sword of sharpness* but the weapon cannot sever limbs of creatures that are size class L. A L sized creature will instead suffer double damage on the appropriate to hit roll. A long knife inflicts 1d4 vs S and M / 1d3 vs L and is considered a dagger for purposes of proficiency. He wears animal skins and carries a pouch with 1d4 gp, 2d4 sp and a key to location 12.

Goblin (3) AC 6; HD 1-1; hp 7, 3, 2, 2; # AT 1; Dmg long knife 1d4; SA None; SD None MV 9"; Size S; AL CE; THACO 20; EXP 10 +1/hp; Each goblin carries a long knife (dagger). They wear animal skins. Also, each carries a pouch with 1d4 gp, and 2d4 sp. The largest assistant (3 hp) has a silver *ring of the great tower* and wears it as an ear ring.

8c. Cook's Quarters

DM's Description: This room contains four cots and a footlocker near each. A small table with four stools is set in the center of the room. The head cook and his assistants use this room as their barracks. The footlockers contain personal equipment, 1d6 gp and 2d6 sp. The head cook's footlocker has an additional 1d6 gp and a cookbook featuring poultry recipes.

9. Barracks

DM's Description: The goblins have recently returned from a very successful raid on their sworn enemy, the elves of the western forest. Yigzin, the goblin commander, has given the goblin troops a full day of leave (which they must spend within the stronghold). The goblins have been celebrating and many are either sleeping or otherwise resting. If the PCs enter this room, the goblins will be automatically surprised and lose any actions on the first round. They will move normally on the second round based on initiative.

The room is currently empty as four of the goblins are working in location 15 with the worgs and four are stationed at the guard post at location 17.

The room contains four bunk beds (can sleep eight), eight footlockers, and a large table with eight stools. The footlockers are all locked (each goblin has his own key). They contain personal items and clothing. Also, each footlocker contains 2d6 gp and 3d6 sp. The table contains various dining implements and several empty wine bottles. The wine is of elvish make (a wine connoisseur may make an intelligence check at -2 to determine this fact).

10. Barracks

DM's Description: This group of goblins has just come off guard duty from the tower. They are all sleeping and it will take some disturbance to wake them up.

There are eight goblins in this chamber. The goblins will attack any intruders and the largest goblin (5 hp) will attempt to sound the alarm by blowing a horn lying on a table in the center of the room.

The room contains four bunk beds (can sleep eight), eight footlockers, and a large table with eight stools. The footlockers are all locked (each goblin has his own key). They contain personal items and clothing. Also, each footlocker contains 2d6 gp and 3d6 sp. The table contains various dining implements and several empty wine bottles. The wine is of elvish make (a wine connoisseur may make an intelligence check at -2 to determine this fact).

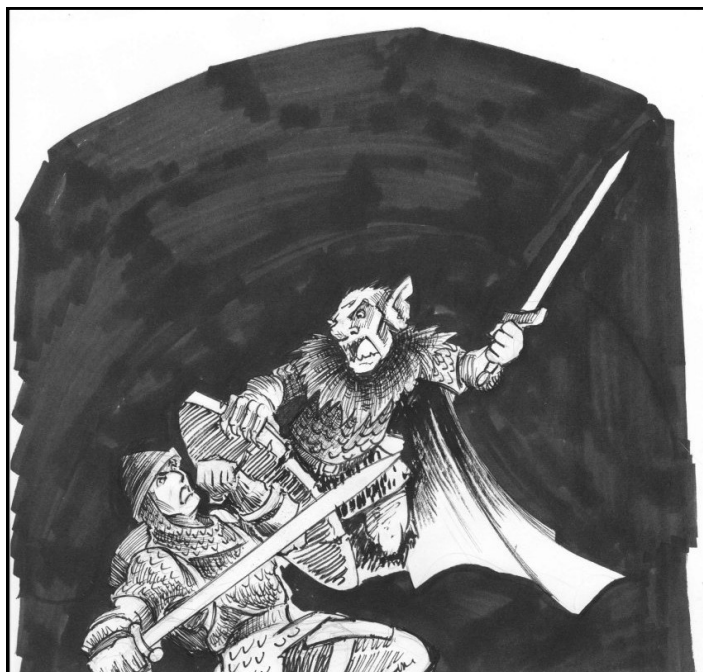
Goblin (8) AC 6; HD 1-1; hp 5, 4, 4, 3, 3, 2, 2, 2; # AT 1; Dmg short sword 1d6 or light crossbow 1d4; SA None; SD None; MV 9"; Size S; AL CE; THACO 20; EXP 10 +1/hp; Each goblin carries one short sword and a light crossbow with 20 bolts. They wear animal skins. Also, each carries a pouch with 1d4 gp, and 2d4 sp.

11. Sergeant's Room

DM's Description: This room is occupied by a goblin sergeant. He just came off duty from the tower and is currently sleeping.

The room is furnished with one bed, a footlocker, and a table with two chairs. The table holds some dining implement. Each footlocker is locked and the goblin sergeant has the key. The footlocker contains 4d6 gp and 4d10 sp.

Goblin Sergeant(1) AC 5; HD 1 +1; hp 8; # AT 1; Dmg short sword 1d6 or light crossbow 1d4; SA None; SD None; MV 9"; Size S; AL CE; THACO 20; EXP 20 +2/hp; The goblin carries one short sword and a light crossbow with 20 bolts. He wears animal skins. Also, he carries a pouch with 1d6 gp, and 2d6 sp.



12. Storage Room

DM's Description: The door to this room is locked. Each officer (locations 18 and 19), Yigzin (location 20) and the Cook (location 8b) has a key. This room contains all the food for the stronghold. There are dozens of crates, barrels and boxes filled with all sorts of food. Unlike many goblin tribes, the Red Stone Goblins do not eat humanoid or demi-human flesh. They prefer animal meat and many have a sweet tooth for fruits. Yigzin has a trade deal with Melissa (Zone 5) and he exchanges various items for fresh fruit.

13. Armory

DM's Description: The door to this room is locked. Each officer (locations 18 and 19) and Yigzin (location 20) has a key. The room is filled with weapon racks holding short swords, light crossbows and crates filled with crossbow bolts. The room is well organized and clean.

14. Storage Room

DM's Description: The door to this room is locked. Each officer (locations 18 and 19), Yigzin (location 20) and the Cook (location 8b) has a key. This room contains empty 80 backpacks, rope, torches, several barrels of fuel oil, and other general equipment. Before a raid, the goblins are issued equipment from this room. The fuel oil is used to keep the lanterns lit throughout the stronghold. The goblins purchase the oil from the Shard Cult (Zone 8).

15. Worg Kennels

DM's Description: The occasional yipping or growl of a worg will be heard by the PCs as they approach this chamber. The room has riding harnesses for the 20 worgs that are housed within. At this time, there are four goblins on duty in the chamber. They have just finished feeding the worgs taken all but two of them to location 16 for a run.

There are ten worg kennels in the chamber and each holds two worgs. There is nothing else of interest in the room. The goblins and worgs will attack the PCs on sight. If possible, one of the goblins will run to location 16 to summon the rest of the worgs. It is unlikely the PCs would survive an attack by the entire worg horde, and they should be given some sort of opportunity to avoid that conflict.

Goblin (4) AC 6; HD 1-1; hp 5, 4, 2, 2; # AT 1; Dmg short sword 1d6 or light crossbow 1d4; SA None; SD None; MV 9"; Size S; AL LE; THACO 20; EXP 10 +1/hp; Each goblin carries one short sword and a light crossbow with 20 bolts. They wear animal skins. Also, each carries a pouch with 1d4 gp, and 2d4 sp.

Worg (2) AC 6; HD 3 +3; hp 15, 15; # AT 1; Dmg bite 2d4; SA None; SD None; MV 18"; Size L; AL NE; THACO 16; EXP 60 +4/hp.

16. Worg Room

DM's Description: The sound of barking, yipping and growling will clearly be heard by the PCs as they approach this room. Inside, 18 worgs are running about. The goblins use this room to let the worgs stretch out. From time to time, and only at night,

the goblins will let the worgs run loose in Zone 4 to hunt giant rats and bark at the moon.

Worg (18) AC 6; HD 3 +3; hp 15 each or roll individually; # AT 1; Dmg bite 2d4; SA None; SD None; MV 18"; Size L; AL NE; THACO 16; EXP 60 +4/hp.

17. Guard Post

DM's Description: The guards at this post are always alert. If the PCs take no precautions, the goblins will detect them soon after they enter the corridor. The goblins will immediately assume it is an incursion and they will engage the PCs with missile weapons. One of the guards will sound a horn to alert the stronghold. In the event of alarm, the entire stronghold will mobilize to repel the invaders. It will take two rounds for the goblins within the stronghold to gather weapons and start to move toward this location. The alerted goblins will move at full speed toward the guard post after the two round delay.

Goblins (4) AC 6; HD 1-1; hp 5, 3, 3, 3; # AT 1; Dmg short sword 1d6 or light crossbow 1d4; SA None; SD None; MV 9"; Size S; AL CE; THACO 20; EXP 10 +1/hp; Each goblin carries one short sword and a light crossbow with 20 bolts. They wear animal skins. Also, each carries a pouch with 1d4 gp, and 2d4 sp. The 5 hp goblin carries a horn to sound the alarm in the event of attack.

18. Officer's Quarters

DM's Description: The door to this room is locked. The occupant, a goblin officer, is currently meeting with Yigzin and conducting a review of the successful raid against the elves and assisting with the interrogation of a captive.

The chamber contains a bed, a desk and chair, and a wooden chest. The chest is locked, but the key is in a drawer in the desk. The chest contains some personal items, spare uniform, a bag with 51 gp and 88 sp. The desk has a few documents that deal with supplies for the stronghold.

19. Officer's Quarters

DM's Description: The door to this room is locked. The occupant, a goblin officer, is currently meeting with Yigzin and conducting a review of the successful raid against the elves and assisting with the interrogation of a captive.

The chamber contains a bed, a desk and chair, and a wooden chest. The key to the chest is held by the goblin officer. Inside the chest are some personal items, a spare uniform and a box containing 44 gp, 12 sp and four 50 gp gems.

20. Yigzin's Hall

DM's Description: As the PCs approach the door to this chamber, they will hear pain-filled screams coming from within. Yigzin and his officers are interrogating an elf prisoner in the northern-most alcove in the west wall. Yigzin has a large bed and chest in the southern alcove in the east wall. His desk is located in the northern alcove in the east wall. The alcove in the west wall (south) contains four massive iron chests.

Yigzin's worg is also in the room and it will notice the PCs entrance without fail. It will growl to alert the goblins. One of

the officers (14 hp) will sound his horn to alert the stronghold of attack. Any goblins remaining will take two rounds to gather equipment and then move at full speed to this room. Yigzin and his officers will engage the PCs as will the worg. If Yigzin is killed, the officers will flee. The worg will fight to the death unless Yigzin flees. Yigzin will only flee if both officers are slain. The goblins may use the secret door in the north to attempt to flee. It is unlikely they will use the secret door in the south. When the goblins excavated these ruins, they did not discover the secret door that leads to location 21.

The chest in Yigzin's quarters is not locked and contains his personal items, an extra uniform, a bag containing 130 gp, a bag containing 322 sp, and a small ivory box (worth 50 gp) that contains 10 – 10 gp gems.

Three of the iron chests contain plunder from the recent raid on the elves. The fourth chest contains payroll for the goblin stronghold.

Chest #1: 256 gp, 10 silver goblets worth 20 gp each

Chest #2: 944 sp, four pieces of jewelry worth 100 gp each, *wand of missiles* (14)

Chest #3: 2303 cp

Chest #4: 400 gp and 1200 sp

Goblin Officer (2) AC 4; HD 2 +2; hp 17, 16; # AT 1; Dmg short sword 1d6 or light crossbow 1d4; SA None; SD None; MV 9"; Size S; AL LE; THACO 16; EXP 35 +3/hp; Each goblin carries one short sword and a light crossbow with 20 bolts. They wear animal skins with chainmail jackets. Both goblins are very skilled and receive +1 to hit and damage on all attacks. Also, each carries a pouch with 3d6 gp, and 2d6 sp.

Yigzin (1) AC 2; HD 3 +3; hp 22; # AT 3/2; Dmg +2 *short sword* 1d6 +4 or light crossbow 1d4 +2; SA None; SD None; MV 9"; Size S; AL LE; THACO 16; EXP 60 +4/hp; Yigzin is masterfully trained in combat and he receives +2 on all to hit and damage rolls. Additionally, he can make three attacks every two rounds. He wears chainmail armor under his furs. Yigzin wields a +2 *short sword* and wears a +2 *cloak of protection*. He does not carry any coins.

Worg (1) AC 6; HD 3 +3; hp 21; # AT 1; Dmg bite 2d4; SA None; SD None; MV 18"; Size L; AL NE; THACO 16; EXP 60 +4/hp.

Cinderin, Elf 2nd Level Fighter AC 9; hp 14 (2); #AT 1, Dmg by weapon +1; Str 16, Int 11, Wis 9, Dex 15, Con 16, Chr 11. See Players Handbook for more information. Cinderin is proficient with a long sword, short sword, long bow and spear. He will join the PCs for the duration of the adventure in exchange for healing. He will expect an equal percentage of all treasure gained, but will accept less if given equipment.

21. Secret Chamber

Standing in the center of this chamber, a maiden of pure silver holds her cupped hands in your direction. The statue has a silver crown bejeweled with what appear to be hundreds of tiny gems of every variety. The detail of the statue is spectacular and she appears as life-like as any you have seen.

While the floor is covered with an inch-thick layer of dust, the statue is clean.

DM's Description: This statue is very magical. If a PC places a gem(s) valued at 100 gp or more in the cupped hands a stream of silver light will erupt from the statues eyes and strike the PC. Consult the following chart for effects. A PC may repeat the offering and the stream of silver light will emanate each time, but no benefit will be bestowed. The DM should roll each time, but indicate, "Nothing happened this time." The gem offering will disappear as soon as it is placed in the statue's hands.

If a PC touches the statue, in any way, the silver light will strike the PC and the PC will suffer the reverse effect on the table below. Unlike the beneficial aspect of the statue, the negative effects can be repeated.

Roll 1d10 for effects:

1 = Strength +1

2 = Intelligence +1

3 = Wisdom +1

4 = Dexterity +1

5 = Constitution +1

6 = Charisma +1

7 = Attribute of Player's Choosing +1

8 = PC gains 2,000 Experience Points Immediately (can level up)

9 = PC gains 1d4 hit points permanently

10 = PC gains +2 to specific save category permanently (player's choice).

Zone 5 – Melissa's Grove

Melissa the maiden lives in an elaborate tree house in the center of this zone. She has waited all these years for the return of Rogahn. Melissa accompanied the doomed expedition into the Forgotten City and was an instrumental part in Saugrem's plan to ambush Zelligar and Rogahn (see module introduction). She witnessed much of the carnage, though she did not see Rogahn's defeat. Somehow, she managed to flee from the Forgotten City while all others were destroyed. The guilt of succumbing to Saugrem's charm spell and leading her beloved Rogahn to his demise shattered her sanity. To this day, she clings to the desperate sliver of a hope that Rogahn will come for her.

Melissa's insanity was focused and she prayed for days without rest or food until she passed out. In her delirium she had visions of the forest and her long, solitary walks. She recalled the lessons of her father, a shaman. Melissa focused her grief and anguish on using nature to slowly destroy the city and ever-present reminder of her pain. Melissa is now a druid and commands great power in and around Shard. She has fashioned a small temple dedicated to nature and its denizens inside her zone of control.

The outer tower attached to Zone Five has collapsed and is now covered with vines. The outer wall is likewise covered with flowering vines. Several trees grow close to the wall. A section of the wall at ground level has been excavated forming an arched entry to Zone Five. The entry is concealed by the hanging vines. A ranger can easily discover numerous animal tracks (wolves, a bear, and other smaller creatures) near the entry.

Zone Five is patrolled by a pack of wolves and a very old grizzly bear. The wolves have a den at location E. There is a 75%



chance that the wolves are in Zone Five at any given time. Otherwise, they are out hunting in the nearby forests. The PCs will be approached by the wolves within one turn of entering the zone. The wolves will not attack the PCs but lead them to the great tree in the center of the zone. If the PCs attack the wolves, the entire pack will flee to the great tree to defend Melissa.

A very large and very old grizzly bear also lives in the zone. The bear will become aware of the PCs' presence within one turn of their entry to Zone Five. It will stalk the PCs, but not attack or approach the group. If Melissa is attacked or calls for the bear, it will come to her aid within one round.

Melissa's final early warning system are birds that nest in the Zone. She will be aware of the PCs as soon as they approach the outer wall. Melissa will wait for the PCs at location B.

Zone Five is unique as there is a complete absence of anything resembling a city. The entire area is thick with plant growth. The ground is slightly hilly and nearly a foot of soil covers the ruins of Shard. Melissa spends most of her time tending to several orchards. There are several fruit orchards including apple, plum, peach, pear and cherry. The orchards surround a central grove of trees and a massive oak tree. The tree is nearly as tall as the Great Tower in Zone Nine. An expansive house has been built into the tree's lower branches. A set of stairs wraps around the trunk and leads from ground level to the house.

Wolf (6) AC 7; HD 2 +2; hp 16, 13, 11, 10, 9, 9; # AT 1; Dmg bite 1d4+1; SA None; SD None; MV 18"; Size S; AL N; THACO 16; EXP 35 +3/hp

Grizzly Bear (1) AC 6; HD 6 +6; hp 44; # AT 3; Dmg claw 1d8, claw 1d8, bite 1d12; SA Hug on claw hit of 18 for 2d8; SD fight for 1d4 rounds after reaching 0 to -8 hps; MV 9"; Size L; AL N; THACO 13; EXP 475 +8/hp

Melissa (1) 6th level Druid AC 8; HD 6; hp 31; # AT 1; Dmg staff 1d6 +1; SA Spells; SD see below; MV 12"; Size M; AL N; THACO 16;

Str 8, Int 11, Wis 15, Dex 9, Con 9, Chr 12.

Spells Available: *Detect Magic*, *Entangle* x2, *Faerie Fire*, *Predict Weather*, *Speak w/Animals*, *Barkskin*, *Cure Light Wounds*, *Heat Metal*, *Obscurement*, *Produce Flame*, *Call Lightning*, *Summon Insects*, *Water Breathing*, *Plant Door*

Equipment: *ring of protection +2*, *staff +1*, *cloak of elvenkind*, *keoghtom's ointment (2 jars)*.

A. Entrance to the Grove

Stepping into this section of the city is like stepping into a serene woodland. Tall trees ring the perimeter of the entire zone. Several well-kept orchards grow in neat rows. A massive tree reaches skyward in the center of the zone. What looks to be a elven-style tree house rests on the central tree's lower branches.

DM's Description: If the PCs enter Zone Five from this location, they will be met by the wolves (see zone introduction) if they are inside the city. Otherwise, they will be free to move around the zone. They will be stalked by a very large and very old grizzly bear. The bear will not attack the PCs unless they threaten Melissa.

B. The Tree House

The massive tree looms before you. A classically elven tree house is supported on the lowest branches of the tree only 10 feet above the ground. A set of stairs is formed around the base of the tree and leads from the ground to the house. A small vegetable garden is set in elevated boxes to the north of the stairs.

DM's Description: If the PCs have not met Melissa, she will be waiting for them here. As the PCs approach her, the old grizzly bear will emerge from the surrounding trees and stand at her side. Melissa is now very old and leans on a staff. She may look old and feeble but she is extremely formidable if threatened. When the PCs eventually meet Melissa she will be cautious. She distrusts wizards as she never liked Zelligar and she equates them with Saugrem. If a magic-user attempts to converse with her, she will ignore him and warn against speaking in her presence. She will be most amiable to a fighter-type or druid.

Melissa will politely ask the PCs what they are doing in Shard. A lifetime of living with her evil human and humanoid neighbors has given her the ability to discern lies with amazing

accuracy. If the PCs disclose their plans, she will invite them into her home for a cup of tea. If the PCs lie continually or are overtly secretive, she will ask them to leave the zone. She will not answer any questions if she feels she cannot trust the PCs.

If the PCs were truthful, they will be invited for tea. Melissa will take them to location B7. She will make some tea and provide a refreshing meal. PCs who eat and drink will heal 1d4 hit points if they are injured.

Melissa will ask the PCs about their adventure and how it is they have come to Shard (she will use the name). She will indicate that she is Melissa and Rogahn was her lover. However, she will not share any further information unless the PCs perform a task for her. Melissa wants the PCs to exterminate the wererat in Zone Six. Melissa uses the giant rats to spy on the other inhabitants of the city, but the wererat has been giving her trouble as of late. Also, the wererat seeks to become king of the city wherein Melissa's ultimate goal is to see the city retaken by nature.

If the PCs agree to perform the task, Melissa will allow the PCs to encamp beneath her tree (she will not let them stay in her home). She will let them stay until the next morning. In that time, she will feed the PCs and each PC will heal another 1d4 plus regular rest rate. The PCs must enter Zone Six from a direction other than Zone Five. They are to bring back proof the wererat is dead – his head will do. If the PCs succeed in killing the wererat, Melissa will again meet them at this location. Melissa will tell the PCs of Saugrem's treachery and that Zelligar and Rogahn were ambushed by the barbarians and then a horde of undead. She will go on to tell them that they need find the rings (silver or gold) of the great tower in order to safely enter the tower. She will further tell them of the shaft and that the men went into the temple in the Forgotten City.

B1. Stair

DM's Description: These stairs lead from the ground beneath the tree to the house. A large trapdoor can be closed to secure the house. The door is never locked and typically left open.

B2. Kitchen

DM's Description: This kitchen includes a stone oven and several cabinets. Several net-type bags hang from the ceiling and hold various fruits and vegetables. There are spice containers. One of the cabinets holds dried meat and fish. There is nothing of further interest in the kitchen.

B3. Storage

DM's Description: This room contains more fruit and dried meats. There are also many shelves filled with canned (glass jars) fruits. There is nothing of particular value in this room.

B4. Library

DM's Description: This room contains several book shelves, a large table and a comfortable chair. The books deal with the natural world though some various titles are included. Melissa trades fruits and vegetables to some of the humanoids and in return she requests books among other things.

B5. Paintings

DM's Description: Several stands hold canvas paintings. A small table holds various painting implements. Most of the wall space is in the form of windows. There are four completed paintings; three deal with nature and the fourth is of a gallant warrior walking in the woods with a beautiful girl (Rogahn and Melissa). Melissa trades the paintings to some of the Shard Cultists who are art collectors. The painting of the lovers is her pet project and she plans on mounting it somewhere in the house.

B6. Seedlings

DM's Description: Obviously a plant nursery, Melissa has many potted plants and trees in this room. Most are very small and she cares for them meticulously. Tall windows line the walls of the room.

B7. Dining Area

DM's Description: A table is set close to the wall length windows in the east wall. Melissa can put together enough chairs and stools to seat up to eight in this area.

B8. Bedroom

DM's Description: This room is unlike the rest of the house. The bed is ornate and several paintings cover the walls. Nightstands on each side of the bed hold oil lamps and candles. A desk is set against the south wall next to two wall-length windows. A large wardrobe cabinet is set against the west wall. The paintings are of Melissa and Rogahn in various forest locations. The desk holds nothing of particular interest. The wardrobe holds clothes and an iron box. The box is not locked and contains 312 gp, 211 sp and a jeweled necklace worth 1,200 gp (a gift from Rogahn). A door in the north wall leads to a small deck.

C. Shrine

A simple slab of stone is supported by several smaller stones. Seven potted plants rest on the slab. The plants, which appear to be trees are still quite small. There are no markings on any of the stones.

DM's Description: The stone altar is simply where Melissa comes to pray. It marks the spot where she became enlightened after escaping from the Forgotten City. The plants are seedlings from the massive oak. Melissa plans on placing one at each zone (except Zone Nine). The small trees will grow quickly and magically spur on the growth of trees and plants in each zone. In a matter of just a few years, each zone will become transformed and the city will disappear with the exception of Zone Nine – which will forever be a shrine dedicated to the legacy of Rogahn.

D. Pond

DM's Description: This pond is nothing more than a spring fed pool of clean water. An underground stream (about 30' below the surface) runs under Zones Five and Eight. A PC (assuming he can breath water) could enter the pool and find the stream. The stream flows toward Zone Eight and passes beneath the Shard Cultist stronghold. The cultists have a well (location 21)

that leads to the stream and a PC could enter the stronghold this way. Melissa used the stream to enter the stronghold and knows that they worship a Spirit Naga. She detests the naga as she knows it can charm its victims. See Melissa's Story on page X for more details).

E. Wolf Den

DM's Description: The wolves that live in this zone have a large den here. There are six wolf cubs in the den and the wolves will defend the den if it is approached. The wolves will not attack first, but will ring the entrance and bark and howl loudly. This will bring Melissa in three rounds. There is nothing of interest in the den.

Zone Six: The Wererat

Hundreds of crumbling structures dot Zone Six. More than any other zone in the city, this area resembles a ruined and ancient city. The area is completely barren of vegetation of any kind. The giant rats have scoured the zone and continually eat anything that grows therein. This is a major irritant to Melissa in Zone Five.

The majority of the buildings are small and appear to have been homes. All have had their roofs fall in and partial wall collapses are everywhere. A single temple-like building has resisted the effects of time much better than the other buildings.

The giant rats are led, loosely, by an insane wererat. The wererat has delusions of grandeur and believes he is the reincarnation of the city's original king (not that the city ever had a king, but he does not know that). The temple is used by the wererat and he considers it his future palace. The wererat uses his rat army to spy on the other inhabitants of the city, and only Melissa is aware of his existence.

If the PCs enter this zone, the wererat will immediately become aware of their intrusion and form giant rat raiding parties. The only creatures within Zone Six are the giant rats and the wererat. The colony has warrens beneath this zone and they can be accessed by the temple (location 1).

As the PCs move through this zone they will be sporadically attacked by giant rats (8) sent by the wererat. The wererat will stop sending giant rats if the PCs have defeated four such attacks. He will keep his rats in reserve in the temple (location 1).

If the PCs attempt to rest in this zone, they will be attacked by a massive horde of giant rats (24). The DM should keep a running total of giant rats that are killed. This total is only modified by giant rats killed in Zone Six.

Giant Rat (8) AC 7; HD 1d4; hp 4 x 3 hp, 4 x 2 hp; # AT 1; Dmg bite 1d3; SA bite causes disease 5% of the time; SD None; MV 12"; Size S; AL N; THACO 20; EXP 7 +1/hp.

Giant Rat (24) AC 7; HD 1d4; hp 6 x 4 hp, 6 x 3 hp, 6 x 2 hp, 6 x 1 hp; # AT 1; Dmg bite 1d3; SA bite causes disease 5% of the time; SD None; MV 12"; Size S; AL N; THACO 20; EXP 7 +1/hp.

1. Temple

This tall building resembles a temple, but no obvious markings or statues are evident. A wide set of stairs lead up almost ten feet to a massive pair of stone doors. The doors are not sealed and are open enough for man to enter. Tall, smooth columns surround the outer wall on all sides of the building. A tall, steep pitched roof is made of black slate. There are no windows and only the stone doors look to give access to the building's interior.

DM's Description: The purpose of this building has been lost in time. The interior is completely empty with exception of a stone throne set against the east wall. The wererat has set up a throne in the east wall of the building. There are two tunnel entrances that lead to the wererat's main warrens. The wererat will be sitting on his throne and he will be guarded by 24 giant rats. The wererat will appear in rat man form. He will order the rats to attack any intruders. If the giant rats are clearly losing the battle, the wererat will signal retreat. He, and any remaining giant rats, will flee into the tunnels and move to location nine. The wererat will not engage in combat in this area.

The giant rat tunnels are larger here than in other areas of the city. The tunnels in this are larger than others in the city. The larger tunnels are necessary so the rats can transport stolen goods. A human character can crawl through these tunnels. The PCs will be attacked twice while moving through the rat complex prior to reaching location 9. The remainder of the giant rats will wait in location 9. The wererat will lead his giant rats in combat in this chamber. He will not retreat from this room as he simply cannot believe that he can be defeated (since he is the second coming of the great king!). If the wererat is killed, the remaining giant rats will flee through smaller tunnels that branch out from location 9.

There are no light sources within the rat tunnel complex and the PCs must provide their own illumination.

Wererat (1) AC 6; HD 3 +1; hp 19; # AT 1; Dmg *broad sword* +1 2d4+1; SA bite causes lycanthropy 50% of the time; SD hit by +1 or better weapon; MV 12"; Size S; AL LE; THACO 16; EXP 160 +4/hp. The wererat carries the magic *broad sword* +1 and wears a golden crown (250 gp). He also wears two *silver rings of the great tower* (one ring has 3 charges) and one *gold ring of the great tower*.

Giant Rat (24) AC 7; HD 1d4; hp 6 x 4 hp, 6 x 3 hp, 6 x 2 hp, 6 x 1 hp; # AT 1; Dmg bite 1d3; SA bite causes disease 5% of the time; SD None; MV 12"; Size S; AL N; THACO 20; EXP 7 +1/hp.

2. Intersection Ambush

DM's Description: The PCs will be attacked twice while investigating wererat's lair. The first ambush will take place at this location. There are 12 giants in this location and they will attack the PCs on sight.

Moving through the two access tunnels is very difficult for a human-sized PC. They can do little more than crawl and suffer a -4 to AC. Additionally, only thrusting/piercing type weapons can be employed such as a spear or long sword. The tunnel is

much larger at and after the intersection and is large enough for one PC to fight normally. PCs moving through the two access tunnels will have to fight their way into the intersection in order to fight normally and allow following PCs to enter combat. Spell casting in the access tunnel is subject to a 35% failure chance due to conditions.

The rats will fight until their number is reduced to 50% or lower. The rats will then flee to location 9.

Giant Rat (12) AC 7; HD 1d4; hp 3 x 4 hp, 3 x 3 hp, 3 x 2 hp, 3 x 1 hp; # AT 1; Dmg bite 1d3; SA bite causes disease 5% of the time; SD None; MV 12"; Size S; AL N; THACO 20; EXP 7 +1/hp.

3. Weapons

DM's Description: This chamber serves as a storage room for various weapons the rats have stolen from the city's inhabitants. The weapons are in poor condition and many were simply cast-offs. The high moisture level in the cave system has also contributed to the decay and rust. The weapons are not organized and are simply lying on the floor. There are spears, short swords, broad swords, arrows, bolts and some other miscellaneous weapons. A single dagger lies in a pool of mud with only its pommel exposed. It is a *flaming dagger* (see New Magic Items) and the blade will become engulfed in a pale yellow flame when the weapon is grasped (it automatically extinguishes if sheathed).

4. Utensils

DM's Description: Piles of eating utensils cover the floor of this room. Plates and mugs are also included. The rats have gathered hundreds of pieces, but nearly all of them are damaged and valueless. For every turn spent searching the piles, there is a 25% per PC chance the PCs will discover gold utensil (value 1d4 x 10 gp). No more than 10 of such pieces can be found regardless of how long the PCs search. Additionally, there is a 10% chance the PC will be accidentally punctured by a sharp implement for 1 hp of damage.

5. Empty

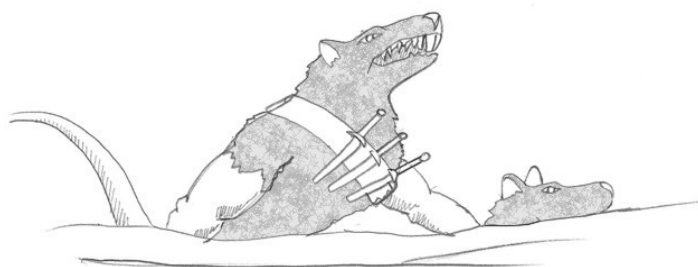
DM's Description: This chamber is empty.

6. Food

DM's Description: This chamber contains piles of rotting or decayed food. Most of it is not recognizable and covered with mold. Small flies buzz about the room and maggots crawl from anything resembling meat. The smell is nauseating and the PCs must make a save vs. poison for each turn spent in the room. Failure indicates immediate sickness and vomiting. The stricken PC will suffer 1 hp damage and must leave the room or the hp point loss will continue at a rate of 1 hp per round until the PC is dead. There is nothing of value in this room.

7. Wine

DM's Description: This room has 50 small alcoves built into the walls. In 27 of the alcoves there is a bottle of wine. The wine is ancient and is no longer fit to drink and it has turned into near 100% alcohol. The bottles can be used as Molotov cocktails. The effects are identical to a flaming flask of oil, but there is no damage on subsequent rounds. The bottles have a value of 5 gp each.



8. Pool

DM's Description: This chamber is actually six feet lower than the rest of the complex. It is filled with water that drips from the ceiling. This is the location of the second rat ambush. The rats are lurking the dark shadows of the chamber near the north and south walls. They will swim and attack any PCs that attempt to cross the room. The rats can swim as easily as they run and they have no attack penalties.

Armored PCs will not be able to swim and the water is too deep for them to walk across the chamber. PCs that fight the rats while in the water suffer a -4 to their attack rolls and spell-casting is not possible while in the water. The rats will fight until they are reduced to 50% in number and then will retreat to location 9.

Giant Rat (12) AC 7; HD 1d4; hp 3 x 4 hp, 3 x 3 hp, 3 x 2 hp, 3 x 1 hp; # AT 1; Dmg bite 1d3; SA bite causes disease 5% of the time; SD None; MV 12"; Size S; AL N; THACO 20; EXP 7 +1/hp.

9. The Last Stand

DM's Description: This chamber is the wererat's main lair. The delusional wererat will defend this room to the death. It will command all its remaining giant rats to attack the PCs and it will attack the most imposing PC. The number of rats in the chamber is 12 plus however many retreated from locations 1, 2 and 8.

The chamber is very large but contains very little of interest. The wererat has a nest in the northwest section of the room. There are dozens of one to two foot radius holes in all the walls. The holes give access to the network of tunnels leading to all the zones of the city with the exception of Zone Nine. The giant rats also have breeding chambers under all the zones.

The wererat's nest contains the following treasure loosely spread about: 180 gp, 210 sp, 340 cp, five 10 gp gems, three 25 gp gems, a *wand of lightning* (5) and *incense of meditation* (2).

Wererat (1) AC 6; HD 3 +1; hp 19; # AT 1; Dmg *broad sword* +1 2d4+1; SA bite causes lycanthropy 50% of the time; SD hit by +1 or better weapon; MV 12"; Size S; AL LE; THACO 16; EXP 160 +4/hp. The wererat carries the magic *+1 broad sword* and wears a golden crown (250 gp). He also wears two *silver rings of the great tower* and one *gold ring of the great tower*.

Giant Rat (12) AC 7; HD 1d4; hp 6 x 4 hp, 6 x 3 hp, 6 x 2 hp, 6 x 1 hp; # AT 1; Dmg bite 1d3; SA bite causes disease 5% of the time; SD None; MV 12"; Size S; AL N; THACO 20; EXP 7 +1/hp.

Giant Rat (varies based on encounters in locations 1, 2 and 8).

Zone 7: The Black Horn Orcs

Zone 7 is controlled elements of the Black Horn Orc Tribe. This is a large tribe of orcs with a settlement in the mountains to the east. They have established a forward operating base in Shard and fall under the general operating agreement set forth by the inhabitants. The orcs use this base to stage raids on the dwarves that live far to the east as well as raiding the barbarians that live to the north. The seldom travel south as the goblins and gnolls frequent those lands.

There are approximately 50 orcs stationed in Zone 7. These orcs are a particularly vicious group and will tolerate no intrusion. However, during daylight hours they will pay very little attention to the PCs, so long as the PCs stay out of the tower (area 1) or their zone of the city. The PCs can approach the tower undetected if they stick to the underbrush and trees. There is an unsecured and open window on the second floor which provides access to the tower (room 1d).

Black Horn orcs wear individually decorated helmets featuring various animal horns. The horns and helmets are painted black. Ruthlessness is the tribe's most redeeming quality and they do not share the cowardly nature of most orcs. They are led by Gilfrag, who looks more like a small ogre more than an orc. Gilfrag is not on good terms with any of the other inhabitants of Shard, and he openly threatens violence against Melissa (Zone 4), but knows that attacking her would bring the wrath of the city down on his head.

The tower (area 1) has an intact bridge that reaches into Zone 7. The bridge walkway is 20' above the ground. This area is completely controlled by the Black Horn orcs. This section is very unique as all the structures are tall towers that are connected by a series of bridges. The towers are used by the orc tribe as housing and for storage. At one time there were stair systems that led to the ground level of this zone, but they have all collapsed. The only way down to street level is via the towers. Otherwise, the PCs must use a rope or magic. All of the ground level entrances to the towers are barred from the inside. The orcs avoid the ground level as several monsters from Zone 6 will occasionally make raids in that area.

1. Tower of the Black Horn Orcs

It is inconceivable that this squat tower still stands, yet its walls look solid. At least 1,000 years old it appears as if it could withstand another 1,000 years. At sixty feet tall and 100' wide the tower has two massive stone portals that must serve as an entrance. However, a stone bridge stretches from a wide, arched opening at the 20' mark and reaches across 100' of open ground to the wall of the city. At the same level there are several window openings, but if there was glass at one time, it is long gone. It appears there are bars on the inside of the windows, but it is difficult to make out from below.

Instead of a continuous wall and roof, the tower is open at the top and thick pillars support a black state roof. You can clearly see humanoids moving about on the bridge and the exposed top level. Strangely, all the humanoids have horns – some like deer and others like goat and other still are very alien.

DM's Description: The tower is occupied by the Black Horn orcs. They do not patrol or watch the grounds outside the tower. The stone doors on the first floor are barred shut. The window that faces directly south (room 1d) is not barred shut; all the other windows have their bars in place.

If the PCs attempt to get the attention of the orcs, they will be rebuked and told to be on their way. The orcs will only give a single warning. If the PCs do not comply, the orcs will attack, but not exit the tower. They will use missile weapons and fire from the roof level (1h) and from any window that gives them a field of fire.

The tower is illuminated on the interior by lanterns on the first level. The second level is illuminated by the open windows during daylight hours and by lanterns in the evening.

If combat erupts inside the tower, the orcs will mobilize and counter-attack the PCs. However, the orcs will fail to alert the orcs in Zone 7. Orcs on the roof (level 3) will descend to the lower levels to assist their comrades.

1a. Entrance

The lowest level of the tower is unremarkable but for two massive stone doors. The doors are shut and no handles or markings are evident. A stone slab serves as a threshold. The tower is made of stone, which displays varying shades of gray from nearly black to dusty white. The stones are very large and but fit together with only miniscule seams. Only the halls of dwarvish mountain cities have you seen such perfect construction.

DM's Description: The doors are barred from the inside. They cannot be moved or forced without a massive battering ram or magic. Any efforts to knock will be ignored. If the PCs persist, a female orc will stick her head out of the window directly above the door and dismiss them, rudely.

The orcs on the inside cannot be fooled into opening the doors. All visitors are greeted at the entrance at Zone 1, then brought forward. There are four guards stationed inside the doors. They will attack any intruders and raise the alarm if they detect intruders. However, the alarm will go unheard 75% of the time (check each round of combat). The orcs will also come to the aid of any orcs attacked on the upper floors.

Orcs (4) AC 6; HD 1; hp 7, 5, 5, 4; # AT 1; Dmg Scimitar 1d8 or javelin (6) 1d6; SA None; SD None; MV 9"; Size M; AL CE; THACO 18; EXP 10 +1/hp; Each orc carries one scimitar and six javelins. They wear animal skins and a horned helmet. Also, each carries a pouch with 1d6 gp, and 2d6 sp.

1b. Storage

The walls of this area of the tower are lined with crates, barrels and sacks. They are stacked evenly and many look to be labeled in orcish.

DM's Description: There is nothing of value in this room. Each crate, barrel or sack contains basic foodstuffs, valueless animal skins, water or bitter ale, and other rudimentary supplies.



DM's Description: The orcs that occupy this room are currently on duty (4 at 1a and 4 at 1h). The weapons rack holds non-magical weapons including: 20 javelins, two heavy crossbows and a total of 80 quarrels. The footlockers all hold various articles of clothing which is mostly made from animal skins. One of the footlockers has a small silver box under the clothing. The box is locked (the key is held by one of the orcs at 1h). The box is worth 50 gp. It contains two *silver rings of the great tower* (both have 2 charges). If the lock is forced, the value of the silver box will be reduced to 25 gp.

1e Barracks

This room is sparsely filled with furniture and a weapons rack. Eight cots line the inner walls and each has a footlocker at its end. A large table with eight chairs, of various design, occupies the center of the room. Eight large orcs are sitting at the table loudly consuming a foul-smelling meal.

DM's Description: Unless the PCs take precautions, the orcs will see them in the entrance. One of the orcs will shout at them in orkish: "You mercenary scum, get out of here!"

The orcs will assume the PCs are mercenaries from within Zone 7 as Taghur frequently employs mercenaries as scouts. If the PCs do not leave immediately, the orcs will shout epithets and point weapons at the PCs. If the PCs do not leave, the orc who first accosted the PCs will ask for the password (Taghur). Failure to respond correctly will result in the orcs attacking and sounding the alarm.

Orcs (8) AC 6; HD 1; hp 7, 6 5, 5, 4, 4, 3, 3; # AT 1; Dmg Scimitar 1d8 or javelin (6) 1d6; SA None; SD None MV 9"; Size M; AL CE; THACO 18; EXP 10 +1/hp; Each orc carries one scimitar and six javelins. They wear animal skins and a horned helmet. Also, each carries a pouch with 1d6 gp, and 2d6 sp.

1f Tower Commander

Large drapes hang over the entrances to this chamber. Inside, a large bed and two smaller beds line the inner wall. Each bed is accompanied by a footlocker. A single table occupies the center of the room. There are six mismatched chairs at the table. Three windows line the outer wall; each has a set of bars that can be swung into place, barring intrusion. Two lanterns sit on the table, but only one is lit.

DM's Description: The tower commander and his two female orc concubines occupy this room. The commander is second in command of the orcs in Zone 7. He is very loyal to Gilfrag (#7). If the tower is attacked, the commander and both female orcs will move to attack intruders. The females will attack any PC that threatens the commander. The females are both well-trained and receive a +1 to all combat rolls (to hit and damage). If attacked in this room, the commander will call for assistance from room 1e.

Orc Tower Commander (1) AC 4; HD 2+2; hp 14; # AT 1; Dmg Scimitar 1d8 +2; SA None; SD None MV 9"; Size M; AL CE;

1c. Ramp

A wide, stone ramp leads to the second level of the tower. The ramp is very steep and rises 20' above the first level. The ramp levels out on the second floor and forms a large landing area. A metal ladder leads 20' up to an open trapdoor in the ceiling. A pair of large, stone doors in the outer wall are closed, but not barred.

DM's Description: The stone ramp leads up to a large landing. The ramp is very steep, gaining 20' of height in only 30' of actual distance. Characters that attempt to run up the ramp will move at ½ speed. Conversely, characters running down the ramp will gain ¼ of their speed; however, if running, the character must make a dexterity skill check or fall and suffer 1d4 damage. A falling character will land at the bottom of the ramp and will automatically lose initiative and suffer a -2 to their armor class.

1d. Barracks

This room is sparsely filled with furniture and a weapons rack. Eight cots line the inner walls and each has a footlocker at its end. A large table with eight chairs, of various design, occupies the center of the room. The table is covered with half-eaten food and dirty dishes and mugs. Broken crockery is littered on the floor around the table. A weapons rack is set against the outside wall and holds numerous javelins, two heavy crossbows four quivers filled with quarrels.

THACO 17; EXP 35 +3/hp; The commander wears chainmail and carries a shield. He wields a scimitar at receives +2 to all attack rolls because of his strength. The commander wears a silver necklace inlaid with six emeralds worth 300 gp. He carries a pouch that contains 19 gp and 32 sp.

Orc Concubines (2) AC 6; HD 1; hp 6, 5; # AT 1; Dmg short sword 1d6 +1; SA None; SD None; MV 9"; Size M; AL CE; THACO 18; EXP 10 +1/hp; Each concubine carries a short sword. They receive +1 to hit a damage rolls. Also, each carries a pouch with 2d6 gp, and 3d6 sp. The smaller of the two (5 hp) also has a *potion of healing* in her pouch. The potion is labeled in orcish.

1g. Walkway to Zone 7

Beyond the stone doors a 20' wide walkway leads directly into the ruined city. The walkway crosses over the 20' high outer wall. On both sides of the walkway, numerous towers reach into the sky. All the towers look to be the same general size and height. Several have collapsed to the ground below. The ground level area beneath the walkway and towers is littered with the ruins of collapsed towers and other debris. There are many trees of all sizes as well as underbrush throughout the ground area.

DM's Description: The walkway is completely stable. However, it is damaged in several sections where a tower has collapsed. No support is evident and the walkway seems to be magically supported (which it is). There are no access points to the ground beneath the walkway. PCs can easily lower themselves by rope or other such devices (the ladder in area 1c). A PC falling off the walkway will suffer 2d6 damage. A PC hangs off the edge and drops to the ground will suffer 1d6 damage. If combat occurs on the walkway, any combatant that is stuck by four or more to hit on an attack roll, will be sent over the edge and will fall to the ground level and suffer 2d6 damage or make a dexterity save for ½ damage.

1h. Tower Roof

Emerging from the trapdoor, you see the roof level of the tower is mostly bare of furnishings. A dozen black stone pillars support a slate roof that covers the open space. A low, 3' parapet encircles the roof level. Small crates are evenly stacked around the parapet wall. It appears they hold crossbow quarrels. A heavy crossbow is leaning against the wall at each compass point. A single, small table with four mismatched chairs is located at the center of the roof area. Four orcs are sitting at the table, apparently playing some sort of game.

DM's Description: There are four orcs on duty at this time. They are heavily engrossed in a dice game and only have a 50% chance of noticing the PCs as they climb onto the roof. An orc does get up every 10 minutes to peer over the wall and look for intruders.

The orcs will be oblivious to any noise from the levels below. However, if the PCs exit on the walkway toward Zone 7,

the orcs will see them and demand they stop. The orcs will attack the PCs with only a small amount of provocation. The orcs will use the heavy crossbows for all ranged attacks.

The orcs have a set of bone dice (valued at 2 gp) and a pile of coins on the table (9 gp and 21 sp).

Orcs (4) AC 6; HD 1; hp 7, 5, 4, 3; # AT 1; Dmg Scimitar 1d8 or javelin (6) 1d6; SA None; SD None; MV 9"; Size M; AL CE; THACO 18; EXP 10 +1/hp; Each orc carries one scimitar and six javelins. They wear animal skins and a horned helmet. Also, each carries a pouch with 1d6 gp, and 2d6 sp.

Encounter Areas 2 – 17: Zone 7 The Black Horn Orcs

Zone 7 was formally a residential area of the city. The towers are nearly identical and each has two levels. The first level is at ground level. The orcs have sealed the entrances to the each tower at ground level by filling in the doorways with brick and mortar. The ground level of each tower is unoccupied and is generally filled with trash and refuse deposited by the orcs. However, the giant rats that inhabit the city have tunneled into many of the towers and occasionally scavenge for food. For each turn spent on the ground level roll 1d6 with a result of "1" indicating that giant rats are present. The rats will attack intruders. The ground level of each tower is accessed by a trap door on level two (that are always bolted shut from the second level). A set of wooden stairs connected the two levels in the past, but the orcs have dismantled them completely and have used the wood for their fires and ovens. The ground level is 20' beneath the floor of the second level.

The second level of each tower is a single room (unless otherwise noted on the map section or tower description). Every tower has a large stone oven and a chimney at its center. The oven has removable panels which allow for an open fire to illuminate the chamber. The second level has a domed roof rising 20' from the floor. Each tower has three windows (at compass points) and a single door.

The orcs will attack any intruders within Zone 7 as no one is allowed past the tower (1) or gate (15). If an alarm is raised, the entire zone will mobilize to repel intruders. If the PCs retreat to the ground level, the orcs will not follow, but will attempt to attack with missile weapons from above. At any given time, a patrol of two orcs will be on the walkway. For each turn spent on the ground level roll 1d6 with a result of "1" indicating that the orc patrol has spotted the PCs. The PCs can take precautions to move in a stealthy manner to avoid the orcs; this must be determined by the DM.

Giant Rats (1d6) AC 6; HD 1/2; hp 2 each; # AT 1; Dmg bite 1d4; SA Disease; SD None; MV 12"; Size S; AL N; THACO 20; EXP 5 +1/hp

Orcs (2) AC 6; HD 1; hp 5, 4; # AT 1; Dmg Scimitar 1d8 or javelin (6) 1d6; SA None; SD None; MV 9"; Size M; AL CE; THACO 18; EXP 10 +1/hp; Each orc carries one scimitar and six javelins. They wear animal skins and a horned helmet. Also, each carries a pouch with 1d6 gp, and 2d6 sp. These orcs are from the barracks (#9).

2. Guard Tower

DM's Description: This tower is used by the orcs as a guard shack. The door is not locked and is normally open so the orcs can see the walkway from inside the tower. There are two orcs on duty in the tower at any time. The orcs have a pair of chairs and small table set close to the door. Four weapon racks hold a dozen spears each. Also, two barrels are full of javelins (50 each).

A stone oven is set into the center of the tower. A chimney rises 20' to the domed roof. A neatly stacked pile of wood is set close to the oven.

Orcs (2) AC 6; HD 1; hp 6, 4; # AT 1; Dmg Scimitar 1d8 or javelin (6) 1d6; SA None; SD None; MV 9"; Size M; AL CE; THACO 18; EXP 10 +1/hp; Each orc carries one scimitar and six javelins. They wear animal skins and a horned helmet. Also, each carries a pouch with 1d6 gp, and 2d6 sp.

3. Orc Barracks

This chamber is sparsely filled with furniture and a weapons rack. Six cots line the walls and each has a footlocker at its end. A large table with six mismatched chairs occupies the center of the room.

DM's Description: The orcs will be active during the daytime; cleaning weapons, training, eating, etc. The door to the tower will be unlocked during daylight hours but locked at night. They will attack any intruders on sight – only Black Horn orcs are allowed in the zone.

Each footlocker is locked (key held by appropriate orc). The footlockers contain mundane items such as clothing, sharpening stones, rags, etc. Additionally, each footlocker will contain 1d20 gp and 2d20 sp. One of the footlockers contains a *potion of heroism*. The weapon racks each hold six spears and 20 javelins. Various dining implements are scattered across the table. A keg of ale rests at the center of the table; it is half empty.

A small table next to the oven holds various pots. Two crates under the table hold some dried meats and not-so-fresh vegetables. Two large barrels hold wood for the oven and another smaller barrel holds foul-smelling water.

Orcs (6) AC 6; HD 1; hp 6, 5, 4, 4, 3, 3; # AT 1; Dmg Scimitar 1d8 or javelin (6) 1d6; SA None; SD None; MV 9"; Size M; AL CE; THACO 18; EXP 10 +1/hp; Each orc carries one scimitar and six javelins. They wear animal skins and a horned helmet. Also, each carries a pouch with 1d6 gp, and 2d6 sp.

4. Stable

DM's Description: The doors to this tower are always locked. The chamber is used as a stable for the Black Horn orcs' horses. There are 10 horses in the stable. The chamber has an oven and chimney at its center and a pile of wood is stacked very close. Numerous bales of hay are stacked along the outer walls. Six large barrels hold feed and three more hold water. Two shovels (for cleaning manure) lean against the wall near the door. The stables are cleaned by the goblin slaves (tower 6). The horses are in fair condition and are only used to haul supplies. No saddles or riding gear are present.

5. Orc Barracks

This chamber is sparsely filled with furniture and a weapons rack. Six cots line the walls and each has a footlocker at its end. A large table with six mismatched chairs occupies the center of the room.

DM's Description: The orcs will be active during the daytime; cleaning weapons, training, eating, etc. The door to the tower will be unlocked during daylight hours but locked at night. They will attack any intruders on sight – only Black Horn orcs are allowed in the zone.

Each footlocker is locked (key held by appropriate orc). The footlockers contain mundane items such as clothing, sharpening stones, rags, etc. Additionally, each footlocker will contain 1d20 gp and 2d20 sp. One of the footlockers contains a pouch with four gems valued at 25 gp each. The weapon racks each hold six spears and 20 javelins. Various dining implements are scattered across the table. A keg of ale rests at the center of the table; it is half empty.

A small table next to the oven holds various pots. Two crates under the table hold some dried meats and not-so-fresh vegetables. Two large barrels hold wood for the oven and another smaller barrel holds foul-smelling water.

Orcs (6) AC 6; HD 1; hp 8, 6, 5, 4, 3, 3; # AT 1; Dmg Scimitar 1d8 or javelin (6) 1d6; SA None; SD None MV 9"; Size M; AL CE; THACO 18; EXP 10 +1/hp; Each orc carries one scimitar and six javelins. They wear animal skins and a horned helmet. Also, each carries a pouch with 1d6 gp, and 2d6 sp. The largest orc carries a *potion of healing* (labeled in orc).

6. Goblin Slaves

This tower appears on the verge of collapse. The outer wall is cracked and several large sections of stone have collapsed. The interior chamber is in equal disrepair. A small portion of the domed roof has caved in and a pile of rubble has been pushed into a pile. A ragged piece of canvas has been draped over the opening.

Nine individual straw beds are placed close to the stone oven at the center of the room. A low table, made from a slab of fallen stone, holds mismatched mugs and cups and other dining wear. A small keg sits on the floor next to the table.

DM's Description: The door to this tower is barred shut from the outside during the night. The orcs' goblin slaves are housed in this tower. They will be in the tower unless working some menial task or cleaning the stables. There is nothing of value in the tower.

These goblins were captured several months ago and are not members of the Red Stone goblins (Zone 4). There are only eight goblins left of the nine that were captured. One of the goblins attempted to escape via the trap door. The goblin was attacked by several giant rats and was killed.

If the party attempts to befriend the goblins, they will listen to all offers. The goblins will help the PCs battle the orcs in Zone 7. They will offer their services for the duration of the PCs' explo-



ration of the Black Horn orcs. When the PCs exit Zone 7, the goblins will leave the city. The goblins are unarmed.

Goblins (8) AC 6; HD 1-1; hp 6, 5, 5, 4, 3, 3, 3, 2; # AT 1; Dmg by weapon or hand 1d6; SA None; SD None; MV 6"; Size S; AL CE; THACO 18; EXP 10 +1/hp; The goblins have no possessions.

7. Orc Leader

A large flag hangs above the door to this tower. The flag is yellow with symbol of a black horned helmet at its center. The tower and walkway approach look almost new and clearly maintained.

DM's Description: This tower is the residence of the orc's leader, Gilfrag. A massive orc by any standard, Gilfrag is also very intelligent. He has led his troops to numerous successful raids. Gilfrag's ultimate goal is to lead the entire Black Horn tribe, but he is not of the noble house or related to any within the hierarchy. To that end, Gilfrag is using his position to improve his standing within the tribe. Gilfrag's success has not gone unnoticed within the tribe's inner circles and the chief has hired a half-orc assassin (#10) to eliminate Gilfrag.

The door to the tower is generally unlocked. The small room beyond the entry door is always manned by two orc guards. The room holds two chairs and a small table. A single weapon rack holds four spears and 12 javelins. Sitting on the table is finely crafted bull horn that will be sounded to alert the

zone of attack.

The chamber beyond the guard area is Gilfrag's residence. The chamber is very well appointed with an actual bed, a matched pair of iron footlockers, a desk and chair and other furniture. A large canvas depicts a map of the area around the city including numerous towns and villages to the south. Gilfrag uses the map to plan raids in the civilized lands.

Both foot lockers are locked and the keys are hidden in a secret compartment in the desk. If a PC searches the desk, he will have a 15% chance of discovering the secret compartment. A thief will have a 25% of discovering the compartment. Each iron footlocker is trapped and contains the following:

Iron Footlocker #1: 112 gp, 267 sp, a bag with 10 – 5 gp gems, three silver *rings of the great tower* (one ring has 1 charge).

Trap: Poison gas cloud within 5' of the footlocker; save or suffer 1d8 damage.

Iron Footlocker #2: 740 cp, 22 pp, bone scroll tube inlaid w/ silver (50 gp) containing a magic user *scroll of three spells: magic missile, jump, strength* (all at 5th level), two *potions of healing* (labeled in orc), and a *potion of fire resistance* (not labeled).

Trap: Electrical charge will do 2d4 damage to anyone touching footlocker as it is opened. Save vs. spells for ½ damage.

Gilfrag, Orc Leader (1) AC 2; HD 3+3; hp 19; # AT 1; Dmg Scimitar 1d8 +3; SA None; SD None; MV 9"; Size M; AL CE; THACO 16; EXP 60 +4/hp; The commander wears chainmail and carries a *shield* +2. He wields a *scimitar* +1 at receives +2 to all attack rolls because of his strength. The leader wears *boots of striding and leaping* and a *helm of protection* +1 (see **New Magic Items**). He carries a pouch that contains 11 pp and 21 gp.

Orcs (2) AC 6; HD 1; hp 7, 5; # AT 1; Dmg Scimitar 1d8 or javelin (6) 1d6; SA None; SD None; MV 9"; Size M; AL CE; THACO 18; EXP XX; Each orc carries one scimitar and six javelins. They wear animal skins and a horned helmet. Also, each carries a pouch with 1d6 gp, and 2d6 sp. These orcs are from the barracks (#9).

8. Orc Sergeant

The door to this tower is flanked by two skeletons that hang inverted by chains. The door is open and the smell of something cooking billows out of the chamber.

DM's Description: This tower is occupied by a single, but extremely large, orc. He is the sergeant of the troop and it is his job to keep the "boys" in line. The skeletons are that of a pair of elves the orcs ambushed several months prior. The orc sergeant hung the elves as trophies but soon realized they also make great symbols to keep the orcs motivated.

The chamber is remarkably clean and organized. It is clear the sergeant has a military philosophy and he maintains that discipline in his own life. Furnishings include a cot (perfectly made), an iron footlocker, a table with three mismatched chairs, a weapon rack and other minor pieces of unmatched furniture.

A large pantry cabinet holds various foodstuffs, spices and cooking equipment.

The sergeant is currently cooking a chicken. He is chopping some potatoes with a massive cleaver. The sergeant will hurl the cleaver at the first PC he detects.

The footlocker is locked and sergeant has the key hidden in the pantry cabinet. The contents of the footlocker include some clothing and other personal items, a small, fist-sized golden chest, a bag that contains 89 gp and four gems worth 25 gp each. The golden chest is a *Chest of Secrets* (see **New Magic Items** section). It has two charges remaining. The sergeant is unaware of the chest's magical properties.

Orc Sergeant (1) AC 5; HD 1+3; hp 10; # AT 1; Dmg Cleaver 1d4+1 or Scimitar 1d8 +1; SA None; SD None; MV 9"; Size M; AL CE; THACO 18; EXP XX; The sergeant wears chainmail. He wields a scimitar and receives +1 to all attack rolls because of his strength. He carries a pouch that contains 18 gp and 14 sp.

9. Orc Barracks

This chamber is sparsely filled with furniture and a weapons rack. Eight cots line the walls and each has a footlocker at its end. A large table with eight mismatched chairs occupies the center of the room.

DM's Description: The orcs will be active during the daytime; cleaning weapons, training, eating, etc. The door to the tower will be unlocked during daylight hours but locked at night. They will attack any intruders on sight – only Black Horn orcs are allowed in the zone. Currently, four of the orcs are on duty; two are patrolling and two are working security at Gilfrag's tower (#7)

Each footlocker is locked (key held by appropriate orc). The footlockers contain mundane items such as clothing, sharpening stones, rags, etc. Additionally, each footlocker will contain 1d20 gp and 2d20 sp. One of the footlockers contains a silver *ring of the great tower*. The weapon racks each hold six spears and 20 javelins. Various dining implements are scattered across the table. A keg of ale rests at the center of the table; it is nearly full.

A small table next to the oven holds various pots. Two crates under the table hold some dried meats and not-so-fresh vegetables. Two large barrels hold wood for the oven and another smaller barrel holds foul-smelling water.

Orcs (4) AC 6; HD 1; hp 6, 6, 4, 3; # AT 1; Dmg Scimitar 1d8 or javelin (6) 1d6; SA None; SD None MV 9"; Size M; AL CE; THACO 18; EXP 10 +1/hp; Each orc carries one scimitar and six javelins. They wear animal skins and a horned helmet. Also, each carries a pouch with 1d6 gp, and 2d6 sp.

10. The Assassin

This tower looks as if it is about to collapse at any moment. It appears to move slightly and the sound of cracking stone is almost continuous. The door hangs on a single hinge.

DM's Description: This tower, despite its appearance, is actu-

ally quite sturdy. The decay is quite real but it is limited to non-structural areas of the tower. The orcs, wary of the apparent danger, do not occupy the tower and none enter the chamber within.

The chamber is cluttered with ruined furniture including tables, chairs, beds, a pair of desks and other smaller pieces. There is nothing remarkable about the furniture, but one of the desks holds a *Ring of the Tower* inside a drawer.

A half-orc assassin, Novruk, is hiding within the tower. He is on assignment from the chieftain of the Black Horn tribe to assassinate Gilfrag. The job must be delicately handled and Novruk has spent the last few days learning about the city's inhabitants. Novruk has decided to frame the cult (Zone 8). He has stolen a dagger and clasp from the cultist compound. The dagger is poisoned (4d8 damage or save vs. poison for half damage).

Novruk will hide amongst the debris and will only attack if the PCs begin searching the chamber. He will attempt to backstab a random PC. It is very likely that Novruk will notice the PCs as they move about the zone. He will watch them with great interest, and if he deduces they are attacking the orcs, he will aid them discretely by using his bow to attack patrolling orcs. He is not above letting the PCs do his dirty work for him. The only obstacle to this idea is that Novruk must bring back Gilfrag's helmet. If the PCs take the helmet, Novruk must make a plan to recover it.

Novruk, Half Orc Assassin (1) HD 4; hp 16; # AT 1; Dmg broad sword 2d4 (poisoned) or short bow 1d6 (poison arrows); SA Backstab, poisoned weapons; SD Thieving abilities; MV 12"; Size M; AL LE; THACO 20; EXP 150 +4/hp; Novruk is very adept at the use of poison. His long sword and 10 arrows (he has 20) are poisoned. The poison will inflict 2d6 damage or save vs. poison for half damage. He carries a dagger (standard) and broach (5 gp) that was stolen from the cult in Zone 8. The dagger is poisoned. Novruk's other possessions include a *vial of poison* (three applications; 2d6 damage or save for half); a pouch with 32 gp, and a *cloak of elvenkind*.

11. Orc Barracks

This chamber is sparsely filled with furniture and a weapons rack. Eight cots line the walls and each has a footlocker at its end. A large table with eight mismatched chairs occupies the center of the room.

DM's Description: The orcs will be active during the daytime; cleaning weapons, training, eating, etc. The door to the tower will be unlocked during daylight hours but locked at night. They will attack any intruders on sight – only Black Horn orcs are allowed in the zone. Currently, all eight of the orcs are on duty; two are stationed at the gates to Zone 9 (area 15), two are in each guard tower (areas 14, 16, 17).

Each footlocker is locked (key held by appropriate orc). The footlockers contain mundane items such as clothing, sharpening stones, rags, etc. Additionally, each footlocker will contain 1d20 gp and 2d20 sp. The weapon racks each hold six spears and 20 javelins. Various dining implements are scattered across the

table. A keg of ale rests at the center of the table; it is nearly full.

A small table next to the oven holds various pots. Two crates under the table hold some dried meats and not-so-fresh vegetables. Two large barrels hold wood for the oven and another smaller barrel holds foul-smelling water.

12. Animal Pen

The sounds and smells of farmyard animals emanates from this tower. The door to the tower is missing and a ramshackle gate seals the entry. A large, gutted, and skinned, goat hangs from a wooden A-frame structure just outside the tower.

DM's Description: This tower serves as a pen for the orcs' domesticated animals. Inside the tower are a dozen goats and more than 20 chickens. Hay is spread across the entire floor and bags of feed hang from the walls. The goblin slaves also have the duty of cleaning out this tower from time to time. The animals are stolen from farms when the orcs venture out on a raid. There is nothing of interest in the tower.

13. Prison

DM's Description: This tower is used by the orcs as a prison for those they capture on their raids. There is a heavy iron bar across the door. The interior of the tower is empty and even the stone oven has been removed. Chains hang from the outer walls. Typically, the prisoners are quickly transferred to the Black Horn orc tribe as Gilfrag prefers not to deal with prisoners. At this time the prison holds two men. The men are merchants and they were captured just two days ago. They have been beaten and mistreated, but both are capable of travel. They are not trained in combat and cannot help the PCs fight the orcs. The men have no information about the city or the orcs as they were blindfolded upon their capture. For their freedom, the merchants will promise to leave a reward at an inn of the PCs choice. The merchants will leave a total of 200 gp in two weeks time. Consider the merchants zero level for statistic purposes. Each is down to 1 hit point.

14. Inner Wall Guard Tower

DM's Description: The inner wall guard towers are all identical. Each has been modified with a barrier wall that splits the towers down the middle. There is no door connecting the two halves of the tower. Ten foot tall open arches ring the tower allowing full views of the city just above the inner wall that separates Zone 9 from the rest of the city. There is no lower or upper level to any of these towers.

The towers are manned by the appropriate Zone occupant. The towers are accessed by a parapet that runs along the inner wall. The orcs maintain this tower for no other reason than to keep an eye out for the cult in Zone 8. The guards rarely look into Zone 9.

Two weapon racks are set into the partition wall and each holds 12 spears. Four large barrels contain 30 javelins each.

Orcs (2) AC 6; HD 1; hp 5, 5; # AT 1; Dmg Scimitar 1d8 or javelin (6) 1d6; SA None; SD None; MV 9"; Size M; AL CE; THACO

18; EXP 10 +1/hp; Each orc carries one scimitar and six javelins. They wear animal skins and a horned helmet. Also, each carries a pouch with 1d6 gp, and 2d6 sp.

15. Gate to Zone 9

The elevated platform leads to a wider area that serves as an entry to the center of the city. Two massive stone doors are closed and a thick iron bar acts as a lock. The inner wall that separates the outer zones from the inner zone is 40' tall which is twice that of the outer wall. A wooden stair case leads from the platform to the parapet area of the inner wall.

DM's Description: The gates are never opened and the iron bar must be removed to allow entrance. Amazingly, the doors will swing open with ease. There are two orc guards on duty at the gate at all times. The orcs have desire to enter Zone 9 and consider it haunted.

Orcs (2) AC 6; HD 1; hp 3, 3; # AT 1; Dmg Scimitar 1d8 or javelin (6) 1d6; SA None; SD None; MV 9"; Size M; AL CE; THACO 18; EXP 10 +1/hp; Each orc carries one scimitar and six javelins. They wear animal skins and a horned helmet. Also, each carries a pouch with 1d6 gp, and 2d6 sp.

16. Outer Wall Guard Tower

DM's Description: The outer wall guard towers are all identical. Each has been modified with a barrier wall that splits the towers down the middle. There is no door connecting the two halves of the tower. Tall arrow slits ring the tower and the occupants have full view of the outlying lands and the city. There is no lower or upper level to any of these towers.

The towers are manned by the appropriate Zone occupant. The towers are accessed by a parapet that runs atop the outer wall. The orcs man the tower without fail. The guards will sometimes take a walk along the parapet along the outer wall. A short set of stairs rises from the parapet to the platform that connects the outer tower to Zone 7.

Two weapon racks are set into the partition wall and each holds 12 spears. Four large barrels contain 30 javelins each.

Orcs (2) AC 6; HD 1; hp 6, 5; # AT 1; Dmg Scimitar 1d8 or javelin (6) 1d6; SA None; SD None; MV 9"; Size M; AL CE; THACO 18; EXP 10 +1/hp; Each orc carries one scimitar and six javelins. They wear animal skins and a horned helmet. Also, each carries a pouch with 1d6 gp, and 2d6 sp.

17. Outer Wall Guard Tower

DM's Description: The outer wall guard towers are all identical. Each has been modified with a barrier wall that splits the towers down the middle. There is no door connecting the two halves of the tower. Tall arrow slits ring the tower and the occupants have full view of the outlying lands and the city. There is no lower or upper level to any of these towers.

The towers are manned by the appropriate Zone occupant. The towers are accessed by a parapet that runs atop the outer wall. The orcs man the tower without fail. The guards will sometimes take a walk along the parapet along the outer wall. A short

set of stairs rises from the parapet to the platform that connects the outer tower to Zone 7.

Two weapon racks are set into the partition wall and each holds 12 spears. Four large barrels contain 30 javelins each.

Orcs (2) AC 6; HD 1; hp 7, 4; # AT 1; Dmg Scimitar 1d8 or javelin (6) 1d6; SA None; SD None; MV 9"; Size M; AL CE; THACO 18; EXP 10 +1/hp; Each orc carries one scimitar and six javelins. They wear animal skins and a horned helmet. Also, each carries a pouch with 1d6 gp, and 2d6 sp.

18. Ground Level of Zone 7

DM's Description: The ground level inside Zone 7 is littered with broken stone from fallen towers and other platforms. However, tall grasses (three to five feet tall) grow throughout the area. Several small trees have also taken root. Gilfrag, when he took occupation of Zone 7 made a point of killing any threatening creatures the orcs could see from their elevated platforms. To that end, the area is barren of animal or monsters. Not even the giant rats that have access to all parts of the city come into this area.

Zone Eight: The Shard Cult

With the exception of Zone Nine, Zone Eight is the only section of Shard that is not in ruin. There is only one large structure which serves as the stronghold of the Shard Cult. It is a massive building and there is only one entrance (see location 1). The grounds around the building are bare stone and maintained meticulously. No weeds grow in the cracks and there is absolutely no debris.

The outer tower and elevated walkway collapsed centuries ago and the material was used to repair the stronghold and outer walls. There are four security towers (two at the outer wall and two at the inner wall. These towers are always staffed by Shard Cultists. Each tower has three cultists on duty at any time. One cultist is always in each tower and the remaining two take turns sleeping or patrolling the parapets. A map for the towers can be found on page X.

If the PCs enter the zone, they will be warned to leave by guards from the nearest tower. Failure to heed the guards warning will result in attack. The guards carry whistles that can be heard from anywhere in the complex. However, there is only a 20% chance per round that anyone in the stronghold will hear the whistle.

The Shard Cultists are a mix of descendents from the barbarian tribe that venerated the city and men from some illicit background that have found sanctuary in the city. The cult maintains a strong presence in the stronghold, but their main village lies 50 miles to the east on the shores of a mountain lake where the cultists can hunt, fish and farm.

The duty rotation in the city is 30 days. There are enough cultists that each member need only serve once per year. The only creature to take up permanent residence is the spirit naga in location 35.

The spirit naga successfully charmed several of the cult's high-ranking members and it has convinced them to worship the naga. The cultists believe the naga is god-like being that has always lived in Shard. This is, of course, a complete falsehood,

but it serves the purpose of the naga. She does not have to use here charm powers to enslave the entire cult as they believe, without question, that she is a real citizen of Shard.

The naga seldom leaves the security of the stronghold, but occasionally she will visit Zone Nine. Her activity is strictly limited to night time "walks" and she takes care to be seen by guards from the other city inhabitants. This creates an aura of fear and none would dare enter Zone Nine; therefore, her deception is safe.

The naga is aware that a *ring of the great tower* is required to enter the great tower. The cultists have no idea how to enter the tower and the naga has told them that only "sacred ones" such as herself can enter. If a cultist were to enter the tower, they would learn that the naga has perpetrated a fraud and she has no connection whatsoever to Shard.

The cult stronghold has only one entrance (location 1), but there are windows (barred and shuttered) in several locations (see map). The roof of the building has a very steep pitch and it is covered with black slate. From the roof, a character could gain access to the center courtyard and enter the stronghold from that location.

Corridors and most rooms within the stronghold are fully illuminated. The cult priest has used continual light spells on ceilings of all the corridors and locations 1, 26, 27, 32, 33 and 34. Otherwise, a room is illuminated by oil lamps or candle lamps. The complex is well-maintained and generally clean. The stronghold is not patrolled but there is a 1 in 1d6 chance per turn that a pair of cultists will be moving about. The cultists will be talking and not paying particular attention and the PCs should have ample warning to avoid an encounter.

If combat breaks out in any locations, there is a 20% chance that residents neighboring rooms will come to investigate. This can be avoided if the PCs close doors behind them or make use of spells such as *silence 15' radius*. If the PCs leave and return or the stronghold is alerted that an intrusion is on-going, there will be active patrols watching for them. A patrol consists of four cultists who are actively searching for intruders. The chance of encountering such a patrol is 1-2 1d6 per turn. Cultists throughout the complex will be prepared for action. The DM may alter room descriptions and move the cultists to sensible locations in order to defeat the threat posed by the PCs.

Other occasions of activity include meal times, prayer hours and training sessions. A standard daily schedule of events in the stronghold are as follows:

Meals: 7 a.m., Noon and 6 p.m. Meals last one hour.

Prayer: 5 p.m. and lasts for one hour.

Training: Varies based on individuals.

During meal times, all the cultists will be in the main dining hall (location 32) for one hour. At prayer time, the cultists will be in location 35 for one hour.

The location descriptions assume the stronghold has not been alerted of an attack and the residents are not at a meal, prayer or training unless otherwise described.

Shard Cultist (4) AC 8; HD 1; hp 6, 5, 4, 3; # AT 1; Dmg broad sword 2d4 or light crossbow 1d4; SA None; SD None; MV 9"; Size M; AL CE; THACO 18; EXP 10 +1/hp; Each cultist wears leather armor dyed with green scales. Weapons include a broad sword and light crossbow with 20 bolts. They also carry a pouch with 1d6 gp and 2d6 sp.

1. Entry

DM's Description: A pair of thick stone doors provides the only entrance to the stronghold. During the day, the doors are not locked. They are locked during the hours of darkness. This area is not typically guarded but if the PCs are repelled, four shard cultists will be stationed here and the doors locked at all times. The cultists must be subtracted from one of the barracks locations (locations 4-15).

2. Armory

DM's Description: The door to this room is locked. The walls inside the room are covered with weapon racks and a dozen crates are stacked in the center of the floor. The racks hold a total 60 broad swords and 20 light crossbows. Each crate holds 100 crossbow bolts. The current occupants of the stronghold are already armed. This equipment is meant for future operations.

3. Armory

DM's Description: The door to this room is locked. There walls of this room are covered with multiple levels of shelving and ten large crates are stacked in the center of the floor. The shelves hold helmets with a snake insignia on each side. There are a total of 80 helmets in the room. The crates hold a total of 80 sets of leather armor dyed with green scales (much like a snake skin). There are various sizes of armor and helmets, but all are designed for humans or human-sized creatures.

4. – 15. Barracks

DM's Description: These rooms are all basically the same. Each holds sleeping accommodations for four cultists. There are four cots, four footlockers, a table with four chairs and some other minor furniture such as a stool or couch. The footlockers are always locked and the keys are held by the appropriate cultist. Each room is individually detailed as follows:

4. This room is currently empty. The cultists are on duty in the outside guard towers. Each footlocker contains personal items and 1d6 gp and 2d6 sp.

5. This room is currently empty. The cultists are on duty at location 34. Each footlocker contains personal items and 1d6 gp and 2d6 sp.

6. This room is currently occupied by four cultists. They are resting and can easily be surprised. Each footlocker contains personal items and 1d6 gp and 2d6 sp.

Shard Cultist (4) AC 8; HD 1; hp 7, 4, 4, 3; # AT 1; Dmg broad sword 2d4 or light crossbow 1d4; SA None; SD None; MV 9"; Size M; AL CE; THACO 18; EXP 10 +1/hp; Each cultist wears leather armor dyed with green scales. Weapons include a broad

sword and light crossbow with 20 bolts. They also carry a pouch with 1d6 gp and 2d6 sp.

7. This room is currently occupied by four cultists. They are resting and can easily be surprised. Each footlocker contains personal items and 1d6 gp and 2d6 sp.

Shard Cultist (4) AC 8; HD 1; hp 7, 4, 4, 3; # AT 1; Dmg broad sword 2d4 or light crossbow 1d4; SA None; SD None; MV 9"; Size M; AL CE; THACO 18; EXP 10 +1/hp; Each cultist wears leather armor dyed with green scales. Weapons include a broad sword and light crossbow with 20 bolts. They also carry a pouch with 1d6 gp and 2d6 sp.

8. This room is currently empty. The cultists are on duty in the outside guard towers. Each footlocker contains personal items and 1d6 gp and 2d6 sp.

9. This room is currently occupied by four cultists. They are resting and can easily be surprised. Each footlocker contains personal items and 1d6 gp and 2d6 sp.

Shard Cultist (4) AC 8; HD 1; hp 7, 4, 4, 3; # AT 1; Dmg broad sword 2d4 or light crossbow 1d4; SA None; SD None; MV 9"; Size M; AL CE; THACO 18; EXP 10 +1/hp; Each cultist wears leather armor dyed with green scales. Weapons include a broad sword and light crossbow with 20 bolts. They also carry a pouch with 1d6 gp and 2d6 sp.

10. This room is currently empty. The cultists are on duty in the outside guard towers. Each footlocker contains personal items and 1d6 gp and 2d6 sp.

11. This room is currently occupied by four cultists. These men have been drinking and two empty wine bottles are lying on the table. In combat, they will fight with a -2 modifier to all attack rolls. They have AC 10 due to slow reaction time. However, each has a temporary hit point boost of +4 hp. Finally, they automatically lose initiative each round. Each footlocker contains personal items and 1d6 gp and 2d6 sp.

Shard Cultist (4) AC 8; HD 1; hp 5, 4, 3, 3; # AT 1; Dmg broad sword 2d4 or light crossbow 1d4; SA None; SD None; MV 9"; Size M; AL CE; THACO 18; EXP 10 +1/hp; Each cultist wears leather armor dyed with green scales. Weapons include a broad sword and light crossbow with 20 bolts. They also carry a pouch with 1d6 gp and 2d6 sp.

12. This room is currently empty. The cultists are moving about in the complex. See introduction to Zone Eight. Each footlocker contains personal items and 1d6 gp and 2d6 sp.

13. This room is currently occupied by four cultists. They are resting and can easily be surprised. Each footlocker contains personal items and 1d6 gp and 2d6 sp.

Shard Cultist (4) AC 8; HD 1; hp 7, 4, 4, 3; # AT 1; Dmg broad sword 2d4 or light crossbow 1d4; SA None; SD None; MV 9";

Size M; AL CE; THACO 18; EXP 10 +1/hp; Each cultist wears leather armor dyed with green scales. Weapons include a broad sword and light crossbow with 20 bolts. They also carry a pouch with 1d6 gp and 2d6 sp.

14. This room is currently empty. The cultists and one cultist captain have made the trip back to the cultists' village in order to provide the chief with a status report. This reports are made on 15 day intervals. Each footlocker contains personal items and 1d6 gp and 2d6 sp.

15. This room is currently occupied by four cultists. They are resting and can easily be surprised. Each footlocker contains personal items and 1d6 gp and 2d6 sp.

Shard Cultist (4) AC 8; HD 1; hp 7, 4, 4, 3; # AT 1; Dmg broad sword 2d4 or light crossbow 1d4; SA None; SD None; MV 9"; Size M; AL CE; THACO 18; EXP 10 +1/hp; Each cultist wears leather armor dyed with green scales. Weapons include a broad sword and light crossbow with 20 bolts. They also carry a pouch with 1d6 gp and 2d6 sp.

16. The Captain

DM's Description: This room is occupied by one of two cultist captains that have the responsibility to manage the cultists. The captain maintains guard duty and training operations. Typically the captains share duty, but the captain in location 17 is currently away to the cultist village. This captain is normally in this room working at his desk. As well as maintaining his staffing duties, the captain is also responsible for payroll.

If the PCs enter the room in a nonthreatening manner (weapons sheathed), he will ask the normal questions (who are you, why are you here, etc.). The captain will pretend to believe whatever lies the PCs may come up with while discretely opening a desk drawer that contains a whistle. He will sound the alarm by blowing on the whistle in two short bursts. The whistle is loud enough, even with the door closed, to alert any cultists within 100 feet of this room. In turn, the entire complex will be alerted and an organized reaction will take place.

The room contains a bed, table and two chairs, a footlocker, an iron chest and a desk with a chair. The footlocker contains the captain's personal possessions and 2d6 gp and 4d6 sp and a *potion of healing*. The iron chest is locked and contains 300 gp and 600 sp. The captain carries the keys to the footlocker and chest. The desk holds various papers and journals that deal exclusively with day to day operations of the cultists (there is no mention of the stronghold commander, shamans or spirit naga. There is also a key to the bar cabinet in location 18.

Shard Captain (1) AC 7; HD 2; hp 14; # AT 1; Dmg broad sword 2d4 or light crossbow 1d4; SA None; SD None; MV 9"; Size M; AL CE; THACO 18; EXP 20 +2/hp; He wears leather armor dyed with green scales, a broad sword and light crossbow with 20 bolts. The captain has a dexterity score of 15 and receives a -1 to his AC (adjusted). He also carries a pouch with 2d6 gp and 3d6 sp.

17. Shard Captain (Away)

DM's Description: The door to this room is locked. This room is normally occupied by a Shard Cultist Captain but he is away with the troops from location 14 to their home village.

The room contains a bed, table and two chairs, a footlocker, and a desk with a chair. The footlocker contains the captain's personal possessions and 2d6 gp and 4d6 sp and a *potion of heroism*. The desk holds various papers and journals that deal exclusively with day to day operations of the cultists (there is no mention of the stronghold commander, shamans or spirit naga. The captain carries the key to the footlocker.

18. Recreation Room

This room is filled with several large tables and numerous mismatched chairs. The chairs are currently upside down and resting on the edges of the tables. A long bar is set against the south wall. A dozen bar stools are flipped on their seats and sitting on the bar. There are three dartboards attached to the west wall. At the center of each table is a small wooden box.

DM's Description: This room is used by the cultists on Friday and Saturday nights for recreations. The room has recently been cleaned and the floor was mopped but it is now dry. The boxes on the tables hold one or two decks of cards. Shelves behind the bar hold numerous mugs and glasses. A cabinet built under the bar is locked and contains four small kegs of ale and various bottles of wine and spirits of low quality. The key to the cabinet is in the desk in location 16.

19. Statue

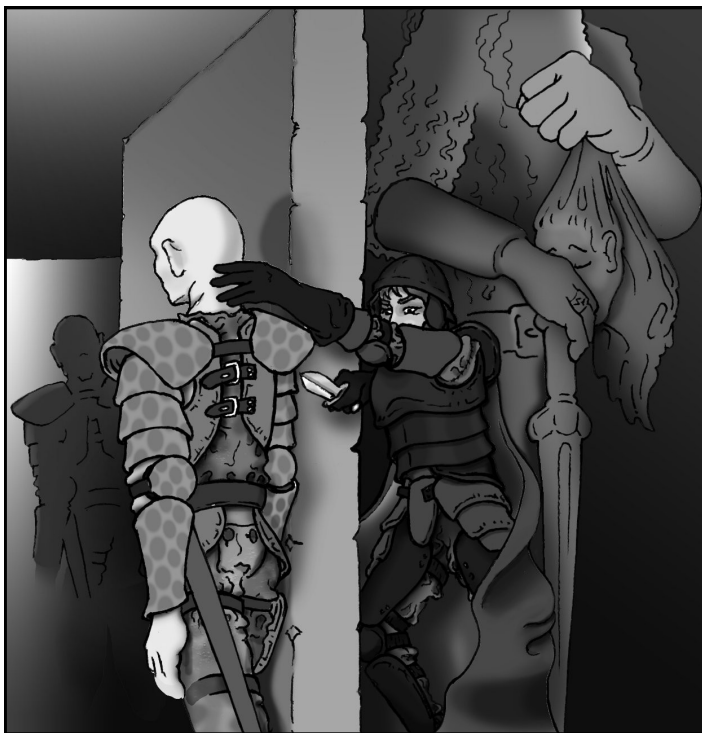
A tall, stone statue of a fur-clad barbarian occupies this alcove. The statue is very detailed and even the age lines of the statue's face are clear. In one hand the statue holds a broad sword and in the other he holds two heads. The heads are not nearly as detailed as the statue, but both appear human and one has a long beard.

DM's Description: This statue is a dedication to the chieftain that ambushed Zelligar and Rogahn. While no barbarian (that survived and escaped back to the surface) actually saw Zelligar and Rogahn defeated, it was assumed so. The chief was immortalized and the heads of his nemesis proudly displayed. No accurate description of Zelligar and Rogahn was available so the sculptor omitted as much detail as possible.

A sharp-eyed PC may notice that the statue wears a ring with a strange symbol on its sword hand. The ring matches a **ring of the great tower**.

20. Statue

A tall, stone statue of a fur-clad barbarian occupies this alcove. The statue is very detailed and even the age lines of the statue's face are clear. In one hand the statue holds a broad sword and in the other he holds two heads. The heads are not nearly as detailed as the statue, but both appear human and one has a long beard.



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A sharp-eyed PC may notice that the statue wears a ring with a strange symbol on its sword hand. The ring matches a ring of the great tower (see New Magic Items and/or Zone Nine).

21. Courtyard

DM's Description: This area of the stronghold is completely overgrown with trees, weeds and other plants. The cultists do not maintain the area and avoid it other than to gather water from the well. The doors are not locked. If the stronghold is under attack the doors will not be locked. Moving through the area is slow and difficult due to the heavy undergrowth.

The well is fed by an underground stream that flows under the entire city. The stream can be accessed in the pond in Zone Five.

22. Food Storage

DM's Description: This chamber contains crates, barrels and sacks filled with various types of food. There are dried and cured meats, vegetables, spices, fruits and grains. Most of the food is imported from the cultists' village, but the fruits are from trades with Melissa in Zone Five.

23. Shaman's Office

DM's Description: This room is the working chambers of the stronghold's shaman. A cult shaman is the only occupant. He is typically praying or tending to a sick or injured cultist. The room holds four cots, a small stool and a wooden altar. The altar

is covered with a green silk cloth inlaid with a silver scale pattern. Three black candles burn at all times.

Shard Cult Shaman (1) AC 8; HD 3; hp 12; # AT 1; Dmg staff 1d6; SA spells; SD spells; MV 12"; Size M; AL CE; THACO 20; EXP 150 +3/hp; Spells: *cure light wounds, darkness, chant*. He wears leather armor dyed with green scales, and wields a staff. The shaman wears a necklace with a gem in the shape of a snake's black eye (a pearl) worth 50 gp.

24. Shaman's Quarters

DM's Description: The shaman typically locks the door to his room and he has the only key. The room holds a bed, a small table and chair and a footlocker. The footlocker is not locked (as the shaman lost the key) and it holds some personal items and 23 gp, 48 sp and bone scroll tube with a *clerical scroll of two spells: remove fear, resist fire*.

25. Kitchen

A massive stone oven dominates this room. The oven is located in the center of the room and a brick chimney rises through the ceiling. All four walls are lined with tables and preparations stations. Cabinets, without doors, are built into the south wall and contain various cooking implements. Many pots and pans hang from ceiling racks.

DM's Description: This room is only occupied before meal times. There will be eight cultists working in the room. Otherwise the kitchen is not occupied.

26. Mess Hall

Six long tables, flanked by dozens of chairs, marks this room as a dining hall. The tables are set with plates, bowls, cutlery and mugs.

DM's Description: This room only occupied just before, during, and just after regular meal times.

27. Chapel

Long rows of benches run almost the entire length of this room. A wooden altar is set against the south wall. A green, silk cloth is draped over most of the altar. The cloth is inlaid with a silver thread in the form of scales. Three tall, black candles burn with a dull light.

DM's Description: This is the prayer room for the stronghold. Services are held every night (see Zone Eight Introduction). The service is led by the shaman who dwells in location 24. The cultists are devoted to a pantheon of evil gods. The scaled cloth is simply in reverence to the naga in location 35.

28. Storeroom

DM's Description: This room is empty and there is nothing of particular interest in this room.

29. Commander's Office

DM's Description: This room is occupied by the stronghold commander. The door is generally unlocked, unless the commander is out of the room. He will be in location 35 when the PCs enter the stronghold. This room contains a desk and comfortable chair. Three chairs are set in front of the desk. There are papers on the desk but they deal exclusively with stronghold operations and various equipment and food logs.

30. Commander's Quarters

DM's Description: The door to this room is always locked. The commander's quarters are simple and include a bed, a small table and chair, a plush couch and a pair of footlockers. Both footlockers are locked and the commander carries the key. One foot locker contains personal items and clothing. The second footlocker contains 112 gp, 300 sp, and a *potion of extra healing*.

31. Prison Chamber

DM's Description: The door this room is locked. Keys are held by the commander and captains. When the cult does capture an infiltrator, the offender is immediately lodged in this room. It is also used to temporarily house cultists who may have committed some sort of offense. The room is completely empty of furniture.

32. Empty Room

DM's Description: This room is not used by the cultists. The room is not illuminated. The walls, floor and ceiling are covered in obsidian tiles. The room is otherwise unremarkable. However, the barbarian cultists are superstitious and they avoid this chamber.

33. Training Room

DM's Description: This room contains numerous targets (for crossbows) and wooden dummies used in sword practice. A straw-filled matt is located in the southeast corner of the room for hand-to-hand combat training. Typically, the room is only used once a week for mass training, but occasionally some cultists will use it when they are bored.

There is nothing of particular interest to the PCs in this room.

34. Alcove

DM's Description: There are always four cultists stationed here to guard the doors. None are permitted to enter unless accompanied by the commander, a captain or the shaman. Any confrontation in this area will alert the naga and commander in location 35.

Shard Cultist (4) AC 8; HD 1; hp 5, 4, 3, 3; # AT 1; Dmg broad sword 2d4 or light crossbow 1d4; SA None; SD None; MV 9"; Size M; AL CE; THACO 18; EXP 10 +1/hp; Each cultist wears leather armor dyed with green scales. Weapons include a broad sword and light crossbow with 20 bolts. They also carry a pouch with 1d6 gp and 2d6 sp.

35. The Spirit Naga

DM's Description: This chamber is the home to a spirit naga that has come to be worshipped by the Shard Cultists. The cult-

ists believe that the naga is the only remaining citizen of Shard. The naga has charmed the leaders of the tribe and all the leaders within the stronghold.

The Cultists have no reason to doubt the naga's claim and they are awed by her power. The naga is simply a creature of greed. She uses her power to gain wealth from the cultists. Some of the gold received by the cult for leasing the various zones is sent to the village, but most is retained by the naga.

The naga knows that if the cultists ever enter the tower, her false claim of lineage will be discovered. Therefore, she demands that all rings (silver or gold) that are found in the city be given to her as tribute. She has claimed that the rings can only be possessed by the descendants of the Shard.

If the PCs enter this chamber, the naga will attempt to cast spells while the stronghold commander engages in direct combat. The naga will cast her defensive spells first and then attempt offense. When she has exhausted her spells she will engage in combat or attempt to charm a PC. If the naga is in danger of losing a battle with the PCs, she will attempt to bargain her way to safety.

The naga will reveal how the PCs can enter the great tower. She will also agree to leave the city. Of course, she will attempt to ambush the PCs at some later date during the course of the adventure. She will even follow them into the Forgotten City.

This room is bare of all furnishings. Piles of bones are stacked in the northwest and southwest corners of the room. The bones are of various species including all those that dwell in the city. Near the center of the west are four large chests. The chests are not locked and the contents are as follows:

Chest #1: 742 gp

Chest #2: 1,490 sp

Chest #3: Trapped – three darts THACO of 20 that inflict 1d3 damage each. Inside the chest is a small silver box (value of 50 gp) that holds *12 silver rings of the great tower* (four hold charges of 4, 3, 2 and 2) and four *gold rings of the great tower* (two have charges of 9 and 5).

Chest #4: *bracers of defense AC 5*, *potion of climbing*, *boots of elvenkind*, *staff of striking* (11).

Spirit Naga (1) AC 4; HD 9; hp 38; # AT 1; Dmg bite 1d3 + poison; SA poison, charm, spells; SD spells; MV 12"; Size L; AL CE; THACO 12; EXP 2,700 +14/hp; spells: command, cause light wounds, spiritual hammer, shield, comprehend languages, detect magic, protection from good, ESP, Mirror Image, Haste. The naga will use the haste spell to escape if necessary.

Shard Cultist Commander (1) AC 6; HD 3; hp 17; # AT 1; Dmg broad sword 2d4+1 or light crossbow 1d4; SA None; SD None; MV 12"; Size M; AL CE; THACO 18; EXP 35 +3/hp; the commander is very strong (17) and gains +1 to hit and damage with his broad sword. He wears studded leather armor and a shield. He carries a pouch with 11 pp, 19 gp and 11 sp.



Zone Nine – The Great Tower

At the center of the City of Shard is Zone Nine. This area formed by the interior wall sections of the eight exterior zones and is in the shape of an octagon. A massive 200 foot tall tower dominates the zone and it is the only structure. The exterior of the tower is featureless with the exception of a pair of stone doors that face south.

Zone Nine is monitored by the Shard Cult and they will react to any who trespass. The cultists will attack in force to repel any invaders within Zone Nine. The other city inhabitants will only observe in casual interest, but otherwise will not interfere.

The spirit naga from Zone Eight, location 35, occasionally patrols this area at night. She will attack intruders on sight.

The tower can only be accessed by the doors in the south façade. The doors are stone and one foot thick. On each side of the doors are two plates that are one foot square. One plate is gold and the other silver. Anyone wearing a *ring of the great tower* (silver or gold) that places the ring-bearing hand on the matching plate, will activate the doors. On activation, the doors will open and anyone wearing a *ring of the great tower* may enter. There are matching plates on the inside of the tower. The doors will remain open for three turns, unless a plate on either side is activated which will cause the doors to close. While open, anyone wearing a *ring of the great tower* may enter.

Those not wearing a *ring of the great tower* can enter the tower, but will immediately be racked in pain. Characters that do not wear a ring and enter the tower will suffer 1d3 damage

per round until dead or they leave the tower. There is no way to prevent this damage other than to wear a *ring of the great tower*. No damage will be inflicted if a PC leaves the tower including descending into the Forgotten City.

On entering the great tower the PCs will immediately notice that it is completely illuminated. This is a magical effect of the tower. A massive mural that is 20 feet high and rings the entire tower depicts men in colorful robes performing acts of magic and wielding magical items of all description.

The area immediately beyond the entry doors is a half circle platform. There is no floor beyond the platform and the area below slopes away into darkness. A series of flat, circular stones form a bridge to a larger stone at the center of the tower. From the central stone platform, four small stone bridges lead to four large stone platforms (see map). The platform stones permanently levitate and cannot be moved.

A wooden frame has been built on the center platform. The frame supports a thick beam that hangs over the shaft below. There are several pulleys attached to the beam. Ropes descend into the darkness below. Two of the ropes are attached to a ruined basket that lies in the cavern beneath the tower. The ropes failed some years ago and the basket fell to the ground and sustained heavy damage. The PCs can pull the basket back up, but it will need repairs and the ropes are frayed severely. Replacing the ropes and repairing the basket will take eight hours, but it will be safe at that point. The PCs can use their own rope to descend to the Forgotten City with no chance of falling. However, climbing back up will take a long time (which they may not

have). The basket will hold four people and can ascend in one turn. It descends in half that time.

In order for Zelligar and Rogahn to move all of their men into the tower, they had to move in shifts. Zelligar noticed that many of the barbarians that they destroyed in the months before wore the same type of ring. He discovered they were magical, and correctly deduced they were important. Zelligar was able to gather 25 rings (all silver and all without charges).

There are four large circular platforms. Each platform has a different purpose as described below:

Southeast Platform: There are two carved circles on this platform. One circle is black and the other is white. A PC standing on any of the platforms may recharge or refill any magic item. In order to recharge or refill a magic item, another must be sacrificed. The item to be recharged must be set on the white circle and the sacrificial item on the black circle. Use the following chart to determine the effects of recharging. Furthermore, a magic-user that rests on any of the large platforms, including the center platform, will regain any spells cast that day after one turn.

Charges for a wand, rod or staff:

Sacrificial Item	Charges Gained
Potion	3
Scroll	2 per spell/level (i.e. a scroll of 2- 2 nd level cleric spells = 8 charges)
Ring	4
Misc. Magic Item	10
Magic Weapon	10 per + bonus
Magic Arrow*	1 per + bonus per arrow (*includes all magic ammunition)
Magic Armor	15 per +bonus (+2 leather = 30 charges)
Rod	10
Wand (w/charges)	1 per charge
Staff	10
Staff (w/charges)	1 per charge

Refill Magic Potion

Any magic item will refill a used potion

Scrolls

Cannot be recharged or refilled

Rings of the Great Tower cannot be sacrificed.

Southwest Platform: There are two carved circles on this platform. One circle is black and the other is gold. This platform grants the user the ability to identify any magic item and gain complete knowledge of that item including its history, name, activation words or methods, charges, and effects. To perform this task, another item must be sacrificed. The sacrificial item must be placed on the black circle and the item to be identified must be placed on the gold circle. Any magic item can be sacrificed with the exception of a *ring of the great tower*.

Northeast Platform: This platform features a small, one foot di-

ameter pedestal that is red in color. The pedestal has a flat top and is featureless. The pedestal is used to recharge *rings of the great tower*. No sacrifice is necessary, but a ring must be placed on the pedestal for one hour.

Northwest Platform: This platform is used to control the transport of the great tower. If a PC inspects the platform, he will notice a map covers the entire space. It is a map of the world. Close inspection of the map will reveal six colored dots. The dots represent the City of Spire and its five satellite cities. The PCs will recognize that a green dot marks the City of Shard and their current location. There is no way to determine which city is associated with the other colored dots.

At the conclusion of the scenario, the return teleport function will be initiated (see *Forgotten City*, location X). If the PCs take the time to inspect this platform, they will notice that the green dot will begin to glow and pulse in an ever increasing manner. They will also see that a blue dot (located in the Great Waste if using the *Pacesetter Games Campaign Setting*) is also glowing, but not pulsing.

The Forgotten City and Temple

The Forgotten City lays exactly 200 beneath the city of Shard. The only access to the city (for the purpose of this module) is by descending a shaft within the Great Tower in Zone Nine of Shard. The shaft tapers from the outer walls of the tower to a much smaller 40 foot radius in ceiling of the cavern above the Forgotten City. The remains of the city are inside a cavern with a ceiling height of 60 feet. The shaft is marked on the Forgotten City map on page X.

There is very little remaining of the Forgotten City. There are numerous structures but all that remains are partial walls. Only the outlines of the structures remain.

The cavern is very large and several tunnels descend further into the earth. These are not detailed in this scenario. There are no permanent occupants within the city but several wandering monsters do frequent the area (see *Forgotten City Wandering Monster Chart* on page X).

The only real item of interest is the massive set of brass doors at the western wall of the cavern near the city's outskirts. The doors are closed and several skeletons lie nearby (location 2). The skeletons are the remains of some barbarians and their chieftain.

A. Shaft's End

DM's Description: The ropes hanging from the central platform in the Great Tower end here. If the basket has not been retrieved it will be lying here. Water drips from numerous locations in the ceiling and forms small pools within the ruins of the city. The pools feed small streams that descend down all of the large tunnels that lead down into darkness. Large colonies of cave mushrooms grow throughout the city. These mushrooms are occasionally harvested by monsters and creatures that live in far away caverns.

The only light in the city comes from the shaft and it barely illuminates an area 100 feet from the ruined basket. The PCs will need a light source. The creatures that do visit the city will immediately notice the PCs' light and most will investigate.

The Dead Temple

The Dead Temple is the where the PCs will finally discover what happened to Zelligar and Rogahn. The duo and their mercenaries descended into the Forgotten City in search of a vast treasure that was hidden within the Dead Temple. The group moved through the city without incident and came upon the Dead Temple. At that time, and without warning, Melissa bolted from the group and entered the temple (the doors were open). Rogahn, ignoring Zelligar's pleas for caution, chased Melissa into the temple. Zelligar and the mercenaries quickly followed.

The group worked their way through the temple to location 22. At that time, Saugrem launched his ambush. A horde of barbarians swept from locations 23 and 24 and attacked. The combat was fierce and Zelligar pressed further into the temple in search of an escape. He quickly entered the main hall (location 26) and confronted Saugrem. The magic-user and necromancer engaged in battle, but Saugrem had yet another surprise. Wielding the *bone staff of death* (see **New Magic Items**), Saugrem summoned the undead from their resting places throughout the temple. The undead attacked the mercenaries and barbarians alike. Men fled and small battles erupted throughout the entire temple as the undead separated and slowly destroyed all those who had entered the temple.

Saugrem's plan had worked perfectly and Zelligar was nearing his own destruction. Rogahn fought to his end at the doors of the location 26, stopping any undead from reaching the main hall and helping Saugrem defeat Zelligar. Rogahn eventually fell, but not before destroying nearly all of the undead left in that area of the temple.

Inside the main hall, Zelligar knew the end was near. Saugrem, armed with the magic staff, was just too powerful. Zelligar then pulled forth a scroll inscribed with a powerful spell. The spell was *time stop*; a spell well beyond Zelligar's capability to cast. But time was about to expire on Zelligar and he attempted to cast the spell. The *time stop* spell worked, but it was miscast. Instantly, Zelligar, Saugrem and his minions became frozen in time. But the spell neither faded nor worked as it should. Those trapped within its power still aged, but were held in a stasis. Zelligar, Saugrem and several undead remain under the power of the *time stop* to this moment. The spell will fail when the area of effect is breached by a living creature.

During the battle several groups of mercenaries and barbarians attempted to flee the temple. Several groups became lost and were eventually destroyed by the undead raised by Saugrem. One group of barbarians, led by the chieftain, found Melissa and managed to reach the outer doors (location 1). The chieftain, recognizing the ruin of his vengeance, managed to hold off the undead long enough for Melissa to escape.

There is no light within the temple and the PCs must provide a light source. The temple is devoted to the god of death and the undead within are protected by his power. Clerics may attempt to turn undead, but all attempts will end in failure. The undead within the temple cannot be turned. Holy water does function as normal.

1. Brass Doors

Two massive brass doors greet all those who may approach. The doors are covered with bas relief carvings of skeletons. The skeletons are more than eight feet tall with misshapen heads and claw-like hands. Lying in a massed jumble are the skeletal remains of what appear to be men in furs. Another skeleton, wearing the same furs, but also clad in chainmail, rests with its back to the closed door.

DM's Description: The doors are unlocked and the PCs can enter the temple without obstruction. The dead men, now just skeletons, are the remains of four barbarians and their chieftain that were the last to fall when Saugrem awoke the dread (see **New Monster Section** and location 26). The chieftain found Melissa as he fled the temple, but a group of undead barred their escape. Realizing that his thirst for vengeance had destroyed his tribe, the chieftain decided that his last act would be to help Melissa escape. He and his men battled the undead to their deaths, but Melissa did manage to escape.

The furs and equipment carried by the barbarians has rotted in the corrosively wet cavern. The chainmail worn by the chieftain is in remarkable good condition as is his broad sword. The chainmail is +1 armor and the broad sword is a +2 weapon. The chieftain wears a *gold ring of the great tower* and the four other barbarian corpses each have a *silver ring of the great tower* (one ring has one charge).

2. Skull Chamber

The walls of this room are pock-marked with more than a hundred small alcoves. Each alcove holds a skull and most appear to be human, though they are larger. While all skulls appear sinister, these have what can only be described as an evil taint. The floor of the room is made of red-colored granite.

DM's Description: The skulls are from the race of evil men that originally inhabited the Forgotten City. There is nothing else of interest in this room.

3. Hallway

DM's Description: When the PCs enter this hall they hear a ghostly whisper in a strange language that cannot be comprehended. Also, soft echoes of something moving can be heard.

The undead that remain in the temple became alert when the PCs entered location 2. The undead will not move around, but they will be fully alert at their current location. If combat takes place, all undead within 60 feet will move to investigate.

4. Priest's Quarters

DM's Description: This room was once the living space for a pair of temple priests. Nothing has survived the thousands of years of decay. There are several piles of unrecognizable debris and dust. Otherwise, there is nothing of interest in this room.

5. Priest's Quarters

DM's Description: The door to this room is jammed shut. It can

be opened by bashing it down. Inside there are two dread. They were awakened by Saugrem but could not escape through the jammed door. The dread will attack the PCs immediately. Otherwise, there is nothing of interest in this room.

Dread (2) AC 7; HD 2; hp 11, 8; # AT 2; Dmg claw 1d4, claw 1d4; SA Experience drain 1d4 x10 per hit; SD per skeleton; MV 12"; Size M; AL CE; THACO 16; EXP 73 +2/hp; dread do not carry treasure.

6. Priest's Quarters

DM's Description: This room was once the living space for a pair of temple priests. Nothing has survived the thousands of years of decay. There are several piles of unrecognizable debris and dust. Otherwise, there is nothing of interest in this room.

7. Priest's Quarters

DM's Description: This room was once the living space for a pair of temple priests. Nothing has survived the thousands of years of decay. There are several piles of unrecognizable debris and dust. Otherwise, there is nothing of interest in this room.

8. Preparation Chamber

DM's Description: This room was once used by the temple priests to prepare the dead for the afterlife. There are four large, stone tables in the center area of the room. Two of the tables hold the skeletal remains of a citizen of the Forgotten City. Both skeletons are missing their skulls (which are now in location 1). There were other items in the room but thousands of years of decay have rotted them beyond recognition.

9. Preparation Chamber

DM's Description: This room was once used by the temple priests to prepare the dead for the afterlife. There are four large, stone tables in the center area of the room. Four of the tables hold the skeletal remains of a citizen of the Forgotten City. These skeletons are complete and they are also animated and will attack the PCs as soon as the PCs approach any of the tables. There were other items in the room but thousands of years of decay have rotted them beyond recognition.

Skeleton (4) AC 7; HD 1; hp 6, 5, 3, 3; # AT 1; Dmg claw 1d6; SA None; SD ½ damage from edged weapons; MV 12"; Size M; AL CE; THACO 18; EXP 14 +1/hp; The 5 hp skeleton wears a gold ring inset with rubies worth 200 gp.

10. Skeletal Statue

A 10' tall statue of a skeleton fills this alcove. The skeleton is very human-like but its head is slightly elongated and it has clawed hands.

DM's Description: This statue is not animated and has no real function other than to glorify the god of death.

11. Crypt

DM's Description: The door to this room is brass and the same carvings that appeared on the outer doors at location 1 appear

here. The room is the crypt of high priest of the temple. Inside the PCs will find the walls covered with bas relief depictions of ritualistic sacrifices (of humans by the sinister people of the Forgotten City). A large sarcophagus rests in the center of the room. The lid is partially open. Inside the sarcophagus a ghoul waits to attack the PCs. When the ghoul emerges from the sarcophagus the led will fall to the ground and alert the undead in locations 12 -14. They will immediately come to investigate.

Inside the sarcophagus is a small copper box containing ten 50 gp gems.

Ghoul (1) AC 6; HD 2, hp 13, 11, 9; #AT 3, dmg 1d3 claw, 1d3 claw, 1d6 bite; MV 9"; SA Paralyzation; AL CE; XP 70 + 2/hp; THACO 18.

12. Crypt

DM's Description: This room contains six stone coffins that hold the remains of lesser priests. All have been animated as skeletons and they will attack the PCs on contact.

Skeleton (6) AC 7; HD 1; hp 7, 6, 5, 4, 4, 2; # AT 1; Dmg claw 1d6; SA None; SD ½ damage from edged weapons; MV 12"; Size M; AL CE; THACO 18; EXP 14 +1/hp

13. Crypt

DM's Description: This room contains six stone coffins that hold the remains of lesser priests. All have been animated as skeletons and they will attack the PCs on contact. One of the coffins contains a necklace made of silver worth 75 gp.



Skeleton (6) AC 7; HD 1; hp 7, 6, 5, 4, 4, 2; # AT 1; Dmg claw 1d6; SA None; SD ½ damage from edged weapons; MV 12"; Size M; AL CE; THACO 18; EXP 14 +1/hp

14. Crypt

DM's Description: The door to this room is brass and the same carvings that appeared on the outer doors at location 1 appear here. The room is the crypt of high priest of the temple. Inside the PCs will find the walls covered with bas relief depictions of ritualistic sacrifices (of humans by the sinister people of the Forgotten City). A large sarcophagus rests in the center of the room. The lid is partially open. Inside the sarcophagus a ghast waits to attack the PCs.

Inside the sarcophagus is a small copper box containing 20 pp and a *ring of protection* +2.

Ghast (1) AC 4; HD 4, hp 21; #AT 3, dmg 1d4 claw, 1d4 claw, 1d8 bite; MV 150; SA Paralyzation, Stench; AL CE; XP 195 + 4/hp; THACO 16.

15. Mass Crypt

Standing against every inch of wall space in this room are stone coffins. Many of the coffins contain a skeleton that matches the sculptures you have seen in the temple. They are all at least seven feet tall with elongated skulls and talon-like, clawed hands. In the center of the room, lying in a heap are at least a dozen figures. Their bodies are nothing but husks. The remains of furs, armor and weapons is clearly evident. The floor around the corpses is splattered with dark stains.

DM's Description: A group of barbarians and mercenaries accidentally entered this room while trying to flee the undead masses of Saugrem. They were trapped and slaughtered here. There are 20 skeletons standing in the coffins. Four of the skeletons are dread and the remaining are animated skeletons. They will not move until the PCs either investigate the corpses or if the PCs exit. If the PCs exit, the undead will gather and follow them in an attempt to ambush the PCs.

If the PCs search the corpses of the barbarians and mercenaries they will discover decayed armor and weapons, four *silver rings of the great tower* (one ring has two charges), a *gold ring of the great tower* (5 charges), 87 gp and 113 sp.

Dread (4) AC 7; HD 2; hp 12, 10, 8, 7; # AT 2; Dmg claw 1d4, claw 1d4; SA Experience drain 1d4 x10 per hit; SD per skeleton; MV 12"; Size M; AL CE; THACO 16; EXP 73 +2/hp; dread do not carry treasure.

Skeleton (16) AC 7; HD 1; hp 4 x6, 4 x4, 8 x3; # AT 1; Dmg claw 1d6; SA None; SD ½ damage from edged weapons; MV 12"; Size M; AL CE; THACO 18; EXP 14 +1/hp

16. Mass Crypt

Standing against every inch of wall space in this room are stone coffins. All the coffins appear empty.

DM's Description: A shadow lives in this room and it is very weak having not fed since the incursion by the barbarians and mercenaries. It will attack the first PC to enter the room. In its weakened state, the shadow suffers a -2 to all attack rolls.

Shadow (1) AC 7; HD 3+1, hp 17; #AT 1, dmg 1-6 by hand + attribute drain; AL CE; XP 250 + 4/hp; THACO 17. No treasure.

17. Corridor of the Dead

DM's Description: This area is occupied by 12 skeletons and 2 dread. They will attack any who enter this space. The skeletal remains of 10 barbarians and eight mercenaries are located at the base of the statue in the alcove. Each barbarian wears a *silver ring of the great tower* (two have charges of 3 and 1, respectively). Two of the mercenaries wear *silver rings of the great tower*.

Dread (2) AC 7; HD 2; hp 14, 7; # AT 2; Dmg claw 1d4, claw 1d4; SA Experience drain 1d4 x10 per hit; SD per skeleton; MV 12"; Size M; AL CE; THACO 16; EXP 73 +2/hp; dread do not carry treasure.

Skeleton (12) AC 7; HD 1; hp 4 x5, 4 x4, 4 x2; # AT 1; Dmg claw 1d6; SA None; SD ½ damage from edged weapons; MV 12"; Size M; AL CE; THACO 18; EXP 14 +1/hp

18. Empty Hallway

DM's Description: There is nothing of interest in this hallway.

19. Dining Hall

DM's Description: This room once served as a dining hall but all the furniture has long since rotted and decayed. The temple did not have a kitchen as food and drink were delivered daily.

20. High Priest's Chambers

DM's Description: None of the original furniture has survived in this room. However, the undead form the high priest has survived as a wight. The creature is extremely weak as it has not fed since the barbarians and mercenaries entered the temple. Therefore, the wight suffers a -2 on all attack rolls.

Wight (1) AC 5; HD 4+3, hp 17; #AT 1, dmg 1-4 by hand; SA level drain; AL LE; XP 590 + 4/hp; THACO 15. No Treasure.

21. Battle Royale

Dozens of corpses litter the floor of this room. An epic battle must have taken place here. Clearly, barbarians, soldiers and the undead met a grisly end in this chamber.

DM's Description: There are 10 skeletons and two dread hiding in this room. They are located around the corners from the doors. The undead will attack the PCs on sight.

Searching the corpses will take a long time but the following loot will be found: 18 *silver rings of the great tower* (three hold charges of 4, 2 and 2), two *gold rings of the great tower*, 341 gp, 544 sp, a +1 *long sword*, +1 *flail*, and a +2 *shield*.

Dread (2) AC 7; HD 2; hp 10, 8; # AT 2; Dmg claw 1d4, claw 1d4; SA Experience drain 1d4 x10 per hit; SD per skeleton; MV 12"; Size M; AL CE; THACO 16; EXP 73 +2/hp; dread do not carry treasure.

Skeleton (10) AC 7; HD 1; hp 3 x5, 3 x4, 4 x2; # AT 1; Dmg claw 1d6; SA None; SD ½ damage from edged weapons; MV 12"; Size M; AL CE; THACO 18; EXP 14 +1/hp

22. The Ambush

The corpses of barbarians and soldiers are everywhere in this hallway. It seems clear that the soldiers were attacked from the north and the south. Only a relative few skeletons are mingled in with the dried and decayed bodies. The double doors to the west are open and more bodies lie in the hall.

DM's Description: Zelligar, Rogahn and their mercenaries were ambushed by the barbarians in this location. The barbarians were hiding in locations 23 and 24. When the adventurers opened the doors to location 25, the Saugrem, the barbarian chieftain and some of his men were waiting. The signal was sounded and the battle erupted.

During the battle Saugrem managed to slip into location 26 and secure the object of his desire, the *bone staff of death*. Zelligar witnessed the departure of the necromancer and he quickly followed. Rogahn and his men battled the barbarians but the horde was too great and defeat was close. It was then that Saugrem used his new-found staff and animated the undead within the temple. The barbarians and mercenaries now battled the common foe. The undead were too many and too powerful and the men attempted to retreat. The only group to make it to the exit was the barbarian chieftain and four of his men. During their retreat they stumbled upon Melissa and escorted her to the exit (see location 1).

Rogahn stayed along to defend his friend Zelligar. He witnessed the early part of the wizards' duel, but he swore to himself that he would buy Zelligar the time he needed to defeat the necromancer. Zelligar had always come through, and Rogahn knew that defending Zelligar was his best chance of survival and of finding Melissa.

There are dozens of corpses in this hall and all are near the doors that lead to location 25. If the PCs search the corpses they will find 23 *silver rings of the great tower* (two have charges of 3 and 1), and one *gold ring of the great tower* (9 charges). Additionally, they will discover 212 gp and 454 sp.

23. Minor Chapel

DM's Description: This chamber was designed as a minor chapel to perform smaller functions and less important rituals. Very little has survived the ages. A relief sculpture on the west wall depicts a skeletal god reaching out to accept an unseen tribute.

The chamber is occupied by eight skeletons and one dread. They will attempt to surprise the PCs when, or if, the PCs enter location 26.

Dread (1) AC 7; HD 2; hp 11; # AT 2; Dmg claw 1d4, claw 1d4;

SA Experience drain 1d4 x10 per hit; SD per skeleton; MV 12"; Size M; AL CE; THACO 16; EXP 73 +2/hp; dread do not carry treasure.

Skeleton (8) AC 7; HD 1; hp 3 x5, 3 x4, 2 x2; # AT 1; Dmg claw 1d6; SA None; SD ½ damage from edged weapons; MV 12"; Size M; AL CE; THACO 18; EXP 14 +1/hp

24. Minor Chapel

DM's Description: This chamber was designed as a minor chapel to perform smaller functions and less important rituals. Very little has survived the ages. A relief sculpture on the west wall depicts a skeletal god reaching out to accept an unseen tribute.

The chamber is occupied by 11 skeletons and two dread. They will attempt to surprise the PCs when, or if, the PCs enter location 26.

Dread (2) AC 7; HD 2; hp 13, 7; # AT 2; Dmg claw 1d4, claw 1d4; SA Experience drain 1d4 x10 per hit; SD per skeleton; MV 12"; Size M; AL CE; THACO 16; EXP 73 +2/hp; dread do not carry treasure.

Skeleton (11) AC 7; HD 1; hp 4 x6, 4 x3, 3 x2; # AT 1; Dmg claw 1d6; SA None; SD ½ damage from edged weapons; MV 12"; Size M; AL CE; THACO 18; EXP 14 +1/hp

25. Rogahn's Last Stand

The floor of this corridor is covered with the remains of skeletons. Many of the skeletons are missing limbs or heads. A pair of brass doors, matching those at the entrance of the temple, stand closed at the west end of the hall. Sitting against the doors is the corpse of an armored man. One of the man's hands rests on a helmet that sits next to him. The other hand is draped over a sword lying across the man's lap.

DM's Description: The body of the man is Rogahn the Bold. He made his way to the doors and held off the dozens of undead swarming to help Saugrem, who was battling Zelligar in location 26. Rogahn sustained mortal wounds in his last stand, but not a single undead survived. In the end, he simply sat down, took off his helmet and died. Rogahn had succeeded in protecting Zelligar but failed to find Melissa.

With the thought of failing Melissa, a phantom formed when Rogahn died. The phantom will appear when the PCs, or anything else, approach within 10 feet of the Rogahn. Unlike other phantoms, this one does not generate fear in those of any "Good" alignment. However, evil and neutral creatures must save vs. fear at -2 or flee as per *fear* spell. The remaining undead in the temple avoid this location.

The phantom depicts Rogahn in as he was just before he died. He is severely wounded, but he stands erect. The phantom will draw a silver necklace out from his armor and open a locket attached to the chain. Inside the locket, the PCs will recognize a small painting of Melissa. The phantom will then point to the locket and then the PCs. It will then fade away. The phantom will reappear after one turn if the PCs are still in the corridor.

Rogahn's possessions include: +2 *chainmail*, a *helmet of resistance* +2 (see New Magic Items), *long sword of sharpness*, *two javelins of piercing*, and *ring of free action*. Rogahn also wears the silver necklace (300 gp) with the locket. The phantom will be released if the PCs return the necklace to Melissa (and each PC gains 100 exp).

26. Legacy of the Unknown

A massive statue of the skeleton god that has been so prevalent throughout this temple dominates the north end of this enormous room. The ceiling of this room soars to 20 feet and the grotesque statue uses nearly every bit of that space. Oddly, the statue appears to be made of real bone. But the statue is dwarfed by the scene directly to its front.

A dome of translucent yellow light encases several figures within the confines of its 30 foot. A man, nearest to the entry doors, in green robes holds a scroll that is in the process of disintegrating. Directly in front of him, another man, clad in black, is flanked by a dozen skeletons. Two of the skeletons have misshapen heads and clawed hands. Next to the man in black, a pedestal holds a red-colored sundial. All of the figures in the glowing dome are motionless. They seem caught in motion as if frozen in time.

DM's Description: The scene before the PCs is that of Zelligar in battle with Saugrem and some of his minions. Zelligar attempted to use a *time stop* spell from a scroll, but he miscast the spell. While time has indeed stopped in the area of affect, the other mechanics of the spell have not functioned correctly. Consult the diagram on page X to determine locations within the *time stop* dome. The spell has no duration and will last for all eternity unless the domed area is disturbed. Additionally, all the creatures within the dome have aged 30 years (that is how long it has been since the spell was cast). The aging only affects living creatures – spell effects and material items are unaffected). The undead are not affected by the aging, but Zelligar and Saugrem will suffer greatly from the aging process. Both can function, but most of their spell casting ability is either gone (previously used in combat or weakened greatly).

The time stop dome will vanish upon contact with any outside force (i.e. touched, a missile weapon is fired into the dome, a spell targets anything inside the dome, etc.). Those inside the dome will immediately return to motion and can complete any action thereafter. The PCs can set up an all out blitz attack (i.e. everyone target the guy in black on the count of three...). Saugrem has several protection spells in place and all are still functioning (see below). Zelligar will continue to attack Saugrem until one or the other has been defeated.

Saugrem will battle the PCs and Zelligar with everything at his disposal. However, he has achieved his goal in obtaining the bone staff of death and he will exit if his life is significantly threatened. Saugrem has activated the red sun dial which will create a massive earthquake that will bury the temple and the Forgotten City. Consequently, the earthquake will force an automatic teleportation sequence to commence in the Great Tower of Shard. Saugrem will fight for exactly one turn and then attempt to exit.

If the PCs and Zelligar are successful and defeat Saugrem, or Saugrem retreats, Zelligar will approach the PCs and thank them for the assistance. He is a very smart man and he quickly understands what has happened. He will ask the PCs if they have any information regarding Rogahn. Zelligar is now more than 80 years old and his end is very near. If the PCs lead Zelligar to Rogahn's body, Zelligar will thank the PCs. He will then sit down next to the Rogahn and await the destruction of the temple. He will give the PCs his backpack and tell them to leave quickly. When they are safe, they are to read the journal inside the backpack. The backpack holds a potion of healing, a scroll of three spells: shocking grasp, detect magic and light, a wand of secret door and trap detection (5), and Zelligar's journal (see epilogue).

One turn after the *time stop* is disrupted the earth will begin to shake. Zelligar, if he is still alive, will tell the PCs that the sun dial has set in motion the destruction of the temple and Forgotten City. Saugrem initiated the device at that start of the battle in hopes of trapping his attackers. The cavern will collapse five turns later. The great tower will automatically detect the threat and it will teleport back to its position at the City of Spire. The inhabitants of Shard will begin to evacuate the city when the shaking begins.

The PCs will have plenty of time to escape the Forgotten City and Shard. Just as the PCs escape the City of Shard, the entire city will begin to fade and a high-pitched sound will pierce the air. The sound will increase in volume and pitch for a few seconds and then the city will simply vanish. Shard has teleported back to its home base next to the City of Spire. All that is left is the shaft to the Forgotten City. Minutes later the ground will heave and then collapse as the cavern beneath Shard will collapse. The forgotten city and the death temple are now buried under millions of tons of rock and earth.

Melissa will leave Shard with her animals and the PCs will have no trouble finding her. She will be relieved at any news of Rogahn and she will profusely thank the PCs for their help. She will set up a camp for the PCs in a nearby wood and heal them as best she can. In exchange for bringing her the locket (if the PCs offer it to her), she will produce a golden necklace laden with diamonds and emeralds. It was an engagement gift from Rogahn and Melissa prefers that the PCs take it in exchange for putting Rogahn's spirit at ease and giving her closure. The necklace has a value of 3,000 gp.

Saugrem (1) 7th level magic-user AC 3; HD 7; hp 29 (35); # AT 1; Dmg dagger +2; SA spells; SD see below; MV 12"; Size M; AL CE; THACO 19; EXP 73 +2/hp; he has taken six points of damage prior to the *time stop* spell.

Str 11, Int 17, Wis 13, Dex 11, Con 16, Chr 11.

Spells Cast (duration remaining): *Shield* (30 rounds), *Protection from Good* (11 rounds), *Minor Globe of Invulnerability* (5 rounds), *Ironblood* (29 rounds, see New Spells)

Spells Cast (expired/used): *Magic Missile*, *ESP*,

Spells Available: *Burning Hands*, *Invisibility*, *Mirror Image*, *Fly*, *Slow*

Equipment: *bracers of AC 4*, *ring of fire resistance*, *silver ring of the great tower*, *dagger +1*, *cloak of protection +1*, *wand of missiles (9)*, *bone staff of death*.

When the time stop ceases, Saugrem will immediately cast his *mirror image* spell. He will then cast *slow*. He will attempt to use his *wand of missiles* to engage spell casters. After one turn of combat, he will flee the area using *invisibility* or his other spells. He has not had time to fully learn the powers of the *bone staff of death* beyond its animate dead ability and he will not use it further in this scenario. However, he will benefit from its defensive benefits during the battle. Saugrem's AC and hit points are not adjusted to reflect the benefits of the spells he has previously cast or the benefits of the bone staff of death. These benefits are applied as the situation dictates (i.e. the *shield* spell will help against frontal attacks, his AC improves vs. evil or good creatures due to the *protection from good* spell, etc.)

Dread (2) AC 7; HD 2; hp 15, 9; # AT 2; Dmg claw 1d4, claw 1d4; SA Experience drain 1d4 x10 per hit; SD per skeleton; MV 12"; Size M; AL CE; THACO 16; EXP 73 +2/hp; dread do not carry treasure.

Skeleton (8) AC 7; HD 1; hp 4 x6, 4 x3; # AT 1; Dmg claw 1d6; SA None; SD ½ damage from edged weapons; MV 12"; Size M; AL CE; THACO 18; EXP 14 +1/hp

Zelligar (1) 8th level magic-user AC 3; HD 8; hp 25; # AT 1; Dmg staff 1d6 +1; SD see below; MV 12"; Size M; AL CN; THACO 19; Str 9, Int 18, Wis 14, Dex 10, Con 11, Chr 10.

Spells Cast (duration remaining): *Minor Globe of Invulnerability* (6 rounds)

Spells Cast (expired/used): *Magic Missile*, *Levitate*, *Stinking Cloud*, *Fireball*, *Dispel Magic*, *Ice Storm*

Spells Available: *Magic Missile*, *Identify*, *Unseen Servant*, *Knock*, *Haste*

Equipment: *bracers of AC 5*, *staff +1*, *ring of protection +2*, *potion of healing*, *wand of secret door and trap detection (5)*, *scroll of three spells (shocking grasp, detect magic, light)*, *gold ring of the great tower (5)*.

Zelligar will cast *haste* as his first action. He will conclude the PCs are there to help him and the *haste* spell will benefit them also. Zelligar will then attempt to use his remaining magic missile on some of the skeletons. Zelligar used most of his spells prior to engaging Saugrem.

New Magic Items

Spear of Slaying

A spear of slaying is a weapon of magic design that specifically targets a certain class of creature. Typically, these spears are +1 weapon but are +3 against their target creature. Additionally, all damage dealt by these spears against their target creature is doubled including all bonuses. For example, a fighter with a +1 strength bonus hits a hill giant with a spear of slaying (giants) and rolls 5 for damage. The total damage to the giant would be 18 (5 + 1 + 3 = 9 x2 = 18).

A spear of slaying maybe one of several types (roll % to determine):

1-20% = Giant Slaying

21 – 30% = Dragon Slaying

31 – 50% = Undead Slaying

51 – 75% = Humanoid Slaying

76 – 90% = Construct Slaying

91 – 100% = Animal Slaying

Helm of Sight

This magical helmet has a special retractable visor which grants its user infravision up to 120' and *trueseeing* (as per 5th level clerical spell). The infravision may be used at will and has no restriction. The *trueseeing* feature may be used three times per day with a duration of five rounds. A *helm of sight* is always silver in color and will fit any wearer from gnome to giant. The helm can only be worn by character classes that can use helmets.

Ring of Onyx

This magical ring is a defensive item that protects its wearer from all forms of damage. Each ring has several color bands (2d4). The band colors range from black to white and typically include shades of brown and red. When the ring is activated the wearer is "covered" with a protective skin that mimics a color on the band. The protective skin will absorb 2d10 hit points of damage and then disappear. The protective skin will remain for 24 hours or until its hit point absorption is reached. Once activated, the color band will fade from the ring. When the last color band has faded the ring crumbles to dust. Activation of the ring is instantaneous. Only one band can be activated at a time and the effect cannot be canceled. These rings cannot be recharged.

Ring of the Great Tower, Silver

These rings have two powers. The first is to grant its wearer access to the Great Tower of Shard. The second power grants its wear ability to cast *detect magic* as per spell. The detect magic is cast at 5th level. Each time the *detect magic* function is used the ring uses one charge. The ring has a maximum of five charges.

Value: 25 gp +50 gp per charge

Ring of the Great Tower, Gold

This ring function as a silver ring of the great tower, but its maximum number of charges is 10. Additionally, the wearer can cast *locate object* as per spell. This spell is cast as at 5th level. The *locate object* function requires five charges.

Value: 75 gp +100 gp per charge

Chest of Secrets

This chest acts as a bag of holding, but it can only be opened with a command word.

Flaming Dagger +1

This weapon appears as a normal dagger but the pommel is decorated with flame patters. A red ruby is inset at the base of the pommel. This weapon is normally a +1 weapon. The weapon's blade can be commanded to ignite in flame. When the weapon is in flame mode, it inflicts an additional +2 damage and will light an area in the same manner as a torch. The weapon, while flaming, gains an additional +1 to hit (same as a +2 weapon) and gains an additional +2 to damage (+5 overall).

Normal Mode: +1 to hit and +1 damage

Flame Mode: +1 to hit and +3 to damage

Flame Mode vs. Undead: +2 to hit and +5 to damage

Value: 600 Exp and 3,000 gp.

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Dead Temple



← N →



Mushrooms



Water



Wall



Doors



Sundial



Saugrem



Zelligar



Skeleton



Statue



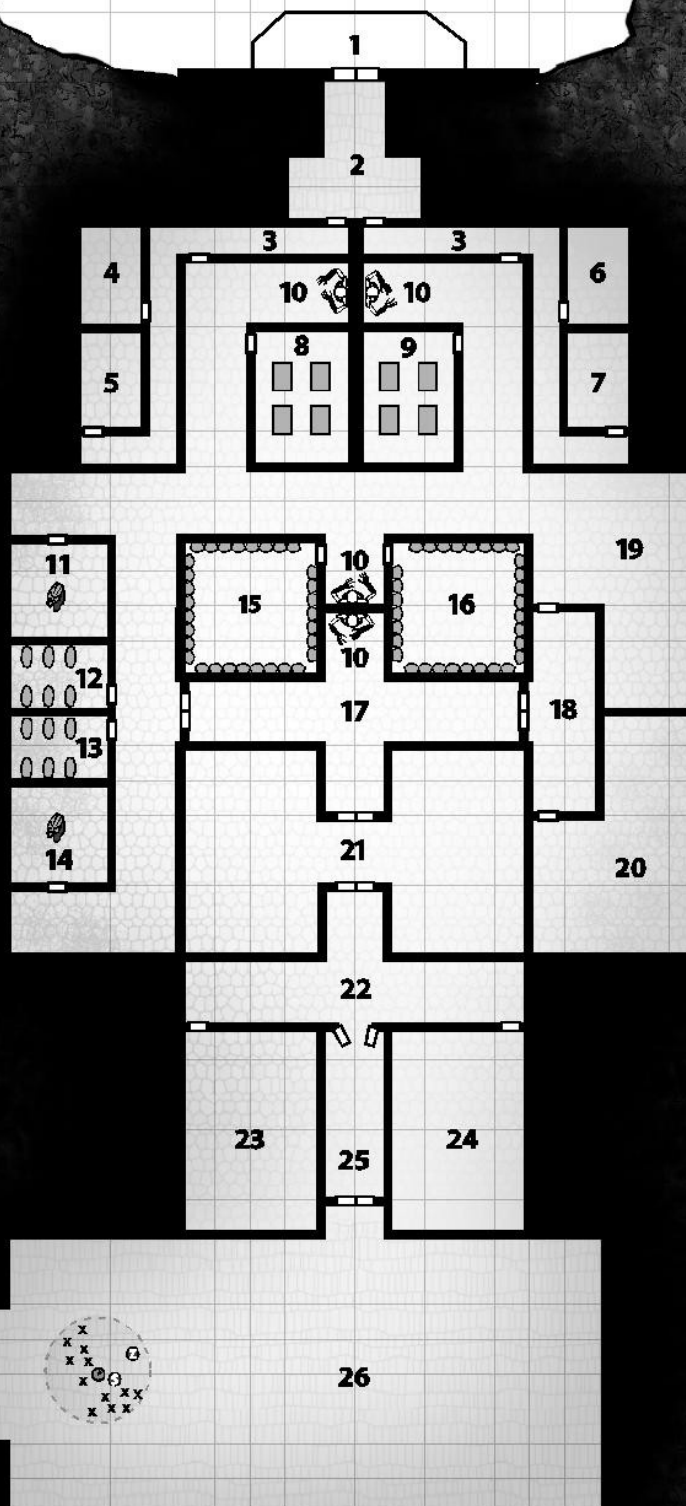
Stone Table



Open Sarcophagus

Stone Coffin

Standing Stone Coffin





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