

BR1-3

Fantasy Adventure for 6-8 Characters Levels 1-3

1st Edition Advanced

The Adventures of Black-Ridge Island

BR1: Adventurer's Wanted

BR2: Xvarts-Silent but Deadly

BR3: Revenge is Best Served Cold



DARK CULT



GAMES

By Ben Burns

A Fantasy Adventure Game Aid

The Adventures of Black-Ridge Island

A compilation of the first three in the
Black-Ridge Island Series

Written By: Ben Burns

Art By: Mike Bauer

Thanks to all the players
that played and died in
these modules.

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Introduction: "The Adventures of Black Ridge Island" is a beginning level AD&D first or second edition adventure designed for 6-8 characters of first or second level. This is a very dangerous adventure, so the players should be prepared for a very difficult challenge. It is also designed for the characters to advance in level between each adventure, so that by the time they reach BR3, they will already be third or fourth level.

The contents of this module are for the Dungeon Masters Eye's only. If you are not going to be the Dungeon Master for these adventures you should stop reading now.

These are all unique modules that I have written and run a number of times in different campaigns over my 35 years of being a DM. I run very high risk, high reward dungeons. If you enjoy this module series, look for more from myself and Dark Cult Games in the future. Good luck and happy Adventuring.

Island Information: The Island is populated with different tribes of creatures. The East side of the island, where the adventure begins, is the weakest area. The danger on the island gets stronger and nastier as the adventurers travel west. This module only covers the very first few encounter areas on the East side of the island and towards the middle of the island. If the players insist on traveling into other areas, it can be discouraged with any number of nasty beasts. The jungles and woods seem to always be pushing the PC's towards the East at first. The different tribes on the island are the Kobolds in the far South East. A colony of Lepers live in the central East. A Griffon controls the North East part of the island. West of the lepers is a lair of Xvarts & Giant Ants, and then at the center of the island by the river is the slavers mining camp. Across the river is a thick jungle & swamp that covers many miles and is home of a race of dreaded Ratmen. (refer to BR-4, "Oh Rats!" for more details) On the far west is the civilized city of Black Ridge, which should be the goal of the adventurers after the encounter with the Leper colony.

complex or as simple as you like. The Player characters can already know each other or be completely on their own, it makes no difference. You should read the entire module through at least once before beginning.

A higher level NPC group travels around small towns and captures unwary adventurers to sell as slave miners on a small island. The player characters are their next target. They will try to lure them in with promises, then capture them one by one. If the PC's fail to take the bait, they will set up an ambush to capture them. Once captured the players will be stripped of all gear, branded and chained to a ship.

On the way to the island a horrible storm drives the ship onto some rocks and the ship will begin to sink. This is where the adventure begins, stripped of all gear or money, chained together, seasick in the dark, and abandoned for dead. They must get off the sinking ship, gathering what gear they can, and make it to the island. Once there they will have to gather their senses and figure out how to survive as hunger creeps up on them.

After being discovered by a nearby tribe of Kobolds they will be led into a trap to be sacrificed to the great MAW, a god of the Kobolds in the area. If they fail to take the bait the Kobolds will attack directly to capture the PC's and then sacrifice them to the MAW. The MAW leads to an ancient temple long abandoned by the living. It will take all their wits, courage and ingenuity to make it out alive.

Ship Information: While running the sinking ship portion of the scenario, some players will panic and try to get off the ship right away. It should be stressed early on, that the ship is going down slowly. They should have time to search 1/2 to 2/3 of the cabins on the ship before they need to abandon ship. If the players fail to search most of the ship it will leave the adventurers with too little equipment to succeed in the challenges they will soon have to face.

Good Luck and
Happy Adventuring

Introduction & Background For Adventurers

Wanted: The characters begin the campaign in a small town of your choice. Feel free to make it as

Part I: The Town

The characters begin the campaign in a small coastal town and easily find notices posted that read as follow:

"Hardy adventures seeking excitement and gain. No experience needed. Come one; come all to the Angry Griffon at sunrise tomorrow morning. Ask for Garath."

If the characters ask around they will find out that the notices were posted that day at noon. They can also find out that a group of six people: 1 human, 2 half-elves, 1 half-orc, 1 dwarf and 1 gnome posted the notices. If they search around for the group, they will find them at the Angry Griffon Inn, but will be asked by Garath to please be patient and come back in the morning. The NPC's are enjoying an evening relaxing. Once they have captured their prey they will want to leave town almost immediately.

Garath is the main spokesman for the group and will always be the one to talk to the party as a whole. He is a Half-Elf Duelist, wears flashy clothes like a gypsy, and has a bastard sword and dagger on his side. If asked for information, he will hint that for hard working adventurers, there could be a lot of treasure on a very lightly explored island nearby and that the group should come prepared to leave immediately the next morning if they want this chance.

Allow the party to check out the town, the docks, bars, etc... The Angry Griffon has no rooms left, as the NPC group has rented all the rooms for their evil plans. But the party can easily find rooms at other nearby inns. If the party hangs around the Angry Griffon bar, it is an average bar that serves hot food and strong drinks for a reasonable price. The tavern will be full of Humans, but there will also be a few Elves, Dwarfs, and others mixed in. They will notice one barmaid is going up and down the stairs with a large amount of food and drink through most of the evening. If the players try to go up the stairs or break into the NPC's rooms later, they will find the upstairs magically protected and trapped, far beyond their abilities. There is also a 20% chance each party member will be the victim of a pick-pocket if they hang around the bars all evening.

The next morning any PC's who show up at the

Angry Griffon will be greeted by the barkeep. He will ask the players to have a seat and offer a free breakfast and drinks to anyone who wants them, compliments of Garath. After a few minutes Garath comes down the stairs and thank everyone for coming. He will go on to tell them of a great island that his group has discovered. They would like to hire each of them to form an adventuring party to go to the island, scout it and clear out portions as needed. He will go on to say that it is just too big for his group to handle. He states that your group will work independently and will only have to pay a small tribute to his group after each adventure. At this point Garath says that he can say no more until the rest of his group has met and approved of you. We have big plans for this island and we don't want bad apples in the group causing problems later. He will then ask who wants to go first.

If the characters don't want to go upstairs alone, he replies with: "It's only because we want to get a good look at each individual and that we are also paying a small tribute to each of you before we go, according to each persons worth. And we wouldn't want to be sharing that now would we." If the players still refuse, he will concede to allowing them to go up two at a time. If they still refuse, he calls them pansies and says to get out. "We want real men and women who can fight for themselves not a bunch of skirt hanging wimps who can't even wipe their own noses." He will continue this till the players leave, agree to his terms or attack him.

If attacked the other NPC's in Garath's party will join in, first throwing a sleep spell and then several hold person spells. Garath will hold off whoever is still up, trying to just knock them below zero. The clerics will then run down to heal them and take them captive. If the PC's look like they actually might win, Garath will run upstairs where they have a net trap set up in one of the rooms. The module is designed for the characters to be captured, there is no way they should defeat this NPC group. If the PC's leave the bar then George will use a change self spell to look like an old gypsy lady and lure them into an alley-way where the NPC's will ambush them. Be creative. If the PC's agree to go upstairs then George will be there looking like a Paladin or fighter if the PCs are evil. The spell users will try a sleep, hold person or paralyze spell on them from the next room. If that does not work, Killdro will attempt to

assassinate them to knock them out only. He is hiding in the room behind the player. He will be invisible when they enter. If that fails, then Killdro will just try to pummel them down, with George's help. After a PC enters the room, Carna will place her 'stone of silence' in the hall, and retrieve it after that PC is secured. This will prevent any players from hearing what is going on in the case of a scuffle.

If Garath is asked where the other PC's are at, they will be told, they are in the next room getting ready to go, being briefed on where the island is and when they are leaving.

If they capture the entire PC group they will take all their possessions as well as their horses and any money they have. They will leave that night on their boat with the PC's chained down. While the characters are unconscious they will brand all the players with an 'S' on their right forearm. (Branding is optional, depending on who is in your group.)

NPC's:

Carma is the leader of the group. She is a 10th level Cleric of Dionysus. AC -6; HP 73. Hammer +3: Human S: 18 I: 12 W: 17 D: 17 C: 16 Ch: 15 Spells: 1. CLW*6, Hold Person*6, Prayer*2, Glyph*2, CSW*2, Divination, Raise Dead*2. She is wearing Plate Mail +2 and a Shield +3

Garath is 2nd in command. 6th level Dualist. Half-Elf AC: -7; HP 93; Bastard Swd +4, Dagger +2; Atts: 3/2; +2/+3 vs same weapon. S:18(73) +2/+3 I:16 W:13 D:19 C:16 Ch:17. Bracers AC0, ring of protection +3.

Killdro is an 8/8 Fighter Assassin Half-Orc AC: -5; HP 59; Long Sword+4; Special: Can knock people out instead of killing them, knocks them down to 0 hp. He has 5 sleep & paralyze poisons. S:18(91) +2/+5 I:14 W:14 D:15 C:16 Ch:10. Wearing studded leather +4, shield +2, Ring of Protection +4.

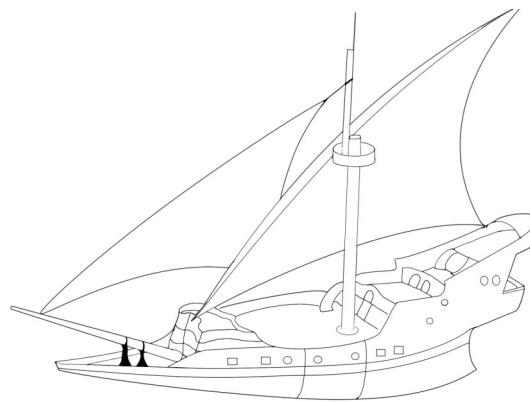
Gumli: A 4th level cleric of Hades. Dwarf AC: 2; HP: 28; Flail +1 S:14 I:14 W:17 D:14 C:18 Ch:14 Spells: CLW*5, Hold Person*4; Chain mail +2, shield +1.

Carna: A 6/6 Cleric/Wizard Half-Elf AC: 0; HP: 35; Mace +2; Special: Men suffer -1 ST vs spells she casts. S:10 I:18 W:15 D:12 C:16

Ch:13 Spells: CLW*5, Hold Person*4, Sleep*4, Paralysis*2, Web, Knock, Hold Person, Dispel Magic; Bracers AC 4, gloves of dexterity 18, Stone of silence 5x per day. Cleric of Dionysus, she is Carma's assistant.

George: A 7/8 Illusionist/Thief Gnome. AC: 4; HP: 41; Short Sword+1, dagger+2, Invisibility Ring 4/day, Wand of Illusions(21), Boots of striding & springing. Spells: Change Self*2, Color Spray*2, Phantasmal Force, Blindness, Hypnotic Pattern, Improved Ph. Force, Hold Person, Spectral Force, Suggestion.

The DM should pull each player or pairs of players aside and tell them how they meet with a Paladin in a sparse room. He will ask them their race and class; ask if they have any resistances to spells, etc... Once he feels comfortable, he will nod. This is the key for Carma, Carna, and Gumli to throw spells at the PC's from the adjoining room. If they make any saves allowed, Killdro will jump in to knock them out or hit them with a sleep or paralyze poison on his weapons. The NPC's know not to hit any Elves with sleep spells or poisons.



Part II: The Sea Voyage

Introduction: After the PC's have been captured they are stripped of all belongings, unless they hid any items before the interview. They are wearing only loin clothes, females are wearing enough to cover their tops. Each has a metal band around their ankle, with a loop attached. A single chain is attached to the floor of the ship by a large lock at each end and the chain runs through the loops of all the players. The metal bands need a small key to unlock. A thief must use lock picks, no dagger will fit the small holes.

The ship is rocking violently back and forth as they awake. Have each player roll a d20, on a 10+ they wake up. Roll every round until they do. If another player actively shakes them they will automatically wake up. One round after they wake up, have each player make a constitution check. If they fail they are violently seasick and their strength will be reduced by half until 2 rounds after the ship has wrecked. Any checks while sick should be cut in half. And any combat will be -4 to hit and damage.

"As you awake, it is dark and you feel the floor moving back and forth under you. If you have infra-vision, you can see several other people sitting or laying on the floor next to you. You feel pain in your right fore-arm, and it feels scarred and burnt there. A cold metal band is on your right ankle, and as you move your leg a clanking of a chain can be heard."

Allow the players to awaken and find out who is seasick and who is not. Extremely strong players can have a chance to break the chains outright. If they work together they can easily pull it up from the floor. The large lock will still be attached as the floorboard will give out before the lock does. The lock will not go through the loops. Working together they should be able to muster enough strength to break the chain or pick one of the large locks. One round after the chain is broken or pulled up off the deck, the ship will wreck on the reefs. The players should hear the crash and feel a sudden lurch. Each player must pass a dexterity roll at -4 to keep from being thrown across the room suffering 1d4 damage. The floor will stop swaying from side to side. Two rounds after the wreck, allow each seasick player to make a constitution check every round until they are no longer sick. The crew of the ship

and NPC's take their gear and lifeboats and leave in 3 rounds. The players have 12 rounds before the ship sinks all together. If a player is still on the ship, below decks at this time he must roll under his constitution each round to stay alive. On the first round he rolls 4d6, then 3d6, then 2d6 and finally 1d6. After that they will drown. In addition, if a player cannot swim or are not assisted by a swimmer, then they must make a dexterity roll on 4d6 or drown. Each swimmer may only assist one non-swimmer. The bottom deck will be under water in 6 rounds, the next in 8, main deck in 10, and finally the gun decks in 12. There are barrels and wood that float to help out those PCs who cannot swim.

1st Deck:

A: Elevated aft (gun deck). There are 2 mounted and immobile ballista's here with 10 bolts for each. There is one mast here as well as the wheel for the rudder.

B: Main Deck: The main mast is here as well as 2 mobile light ballista's on wheels that lock. They have 5 bolts each. There is a set of large cargo doors that lead to area M on the 2nd deck. Stairs here lead up to Area A, and 2 ladders lead up to area C.

C: Elevated Bow: There is 1 mast here as well as 30 barrels tied together. Inside the barrels is seed for food except for 2 which have mining tools with 5 picks, 5 shovels, 2 crowbars and 10 sticks of dynamite. All but 2 of the sticks of dynamite will be wet & ruined. All the barrels are sealed and will float.

2nd Deck:

D: Chow Hall: The eating area for the ship's crew. 2 large tables and 6 chairs are in here.

D1: Galley: Various cooking knives (do 1d3 in combat) and other cooking and serving utensils, no food. Also a trap door down to I is locked.

E: Crew Quarters: Hammocks and trunks. If searched will find clothes for 1 person and 1d3 oranges each round. Max 4 sets of clothes and 10 oranges. There is also a Stairway that leads down to area J.

F. Garath's cabin: leather vest (AC 9) in a closet. In one corner, a dagger is under some cobwebs. Nicely furnished room, bed & trunk that is empty.

G. Carma's office: Room has a desk with a large chart of the island on the wall. Locked in the desk is a prayer book, holy symbol to Dionysus & cure wounds potion. On the desk is ink, paper and a quill.

H: Carma's Cabin: Bed and trunk. In her trunk is a normal mace. In a secret compartment in the top is a scroll with 'cure light wounds'*3 on it. the only life boats and leaving. It will take them 3 rounds to get into the river opening and disappear. Allow players to search each room in about a round. Moving to another room should take about a half a round. And searching for secret compartments, bashing locks, etc., should take about half a round.

3rd Deck:

I: Food Storeroom: Trapdoor from D1 is only way down to this room. It has 10 weeks of rations and 3 barrels fresh water, and 4 water skins filled with water.

J. 2nd Crew Quarters: Same as E.

K. Sea bag locker: Door is locked. Inside are 20 bags with clothes and various other random non-weapon items.

L. Store Room: For spare mast, sails and ropes.

M. Store Room: Store of grain for horses, large sacks, some plain tabards, and 2 large chests. In one chest are 10 lanterns. In the other are 2 sets of flint and steel and 2 sacks of lamp oil. There is also the trap door down to area T.

N: NPC's Chow Hall: Empty except for 1 table and 6 chairs. (Nice furnishings)

O. NPC's Galley: Same as D1 except nicer.

P. Killdro's Quarters: Bed and trunk. In the trunk are some lock picks and a dagger. In a secret compartment in the chest are 2 vials of poison: (1 is 4d6 damage & 1 is sleep)

Q. Gumli's Quarters: Bed and trunk. It looked like he left in a rush. On the bed is a necklace with an unholy symbol to Hades on it. On floor is a vial of unholy water & potion of water breathing, both labeled. Unholy water is labeled as Holy water (will heal undead).

R. Carna's Quarters: Bed and trunk. In the trunk is a robe, cloak & a spell book (Read magic, sleep & ventriloquism).

4th Deck:

S. Gear Room: Rudder housing and gears are here. Nothing useful.

T. Store Room: This is where the PC's start. A trap door in the ceiling leads to area M. Several chain rings are fastened to the floor. Otherwise it is empty.

U. Anchor Room: There are 2 huge pulley gear mechanisms in here, with ropes that lead out of the ship through holes too small for a person to fit through. Nothing useful is in here, but there are 3 large hungry rats trapped in here.

3 Rats: No. 3; HD 1/2; HP 2, 3, 4; AC 7; Attacks 1; Dam 1-3 Special: Each wound has a 5% chance of causing disease.

If the PC's make it to the top deck by round 3, they will see the NPC's and ship's crew taking

Be lenient on players as they try to improvise weapons. Give creative players extra experience points. As the ship goes down, PC's with swimming will be able to keep afloat, while players, who do not, will need to grab some wood or a barrel to stay afloat. The current in the bay will push the players to the North East side of the bay, along with about half the barrels from the top deck. Roll randomly to see what gets pulled over there. If any attempts are made to return to the sunken ship, a large group of sharks (10) can be seen circling the area.

As the PC's close in on shore, 2 Sea Lions will attack, but only 1 at a time. Roll randomly which party member it will go after. They can come up out of the water to attack players on top of small rafts or barrels. If a PC is in the water, the Sea Lions gain +2 to hit them. The sea lions will not bite the characters until they are in the water, but instead try to knock them into the water with their paws. If the Sea Lions hit, a character must make a dexterity check or fall off their barrel and into the water.

2 Sea Lions: HD 6, Hp: 30, 27; AC 5/3; attacks 3: 1-6, 1-6, 2-12. Size L.

Note: For a cleric to turn undead, they must have their holy symbol. So allow clerics to improvise one out of rough materials. But unless their god is of Nature, the cleric will suffer -1 to turn any undead with an improvised holy symbol.

Part III: The Island

The shore here is sandy and warm; the sandy beach goes 20-30 feet before becoming woods.

The storm is passing and the sun is coming out.

The players will start to realize how hungry they are as it has been several days since eating anything. If the players did not get any food from the ship, they will begin to suffer the adverse affects of hunger. Any PC who does not eat in the next two hours will suffer -1 to all stats and -1 to hit and damage for the next day. They will continue to suffer an accumulative -1 everyday until they do eat.

The adventurers will find it impossible to cross the river to the western side of the island. They will now be left with 3 choices, try and follow the river into the heart of the island. Follow the coast line, or just delve into the woods. No matter which they choose, 2 hours after the PC's land on the shore, one player will see a single kobold holding 2 dead rabbits and a small spear. After the character has seen the kobold, the kobold will throw his spear at the PC, yell at them, make an obscene gesture then turn and run into the woods. He will be trying to keep just in sight of the character if they chase him.

If the PC's chase, they will come upon a clearing and see the kobold standing on the far side of it, he will again turn and run away. If the PC's run into the clearing, a trap will be sprung. A large 30' area circle will collapse under 3 PC's weight, or the kobolds can set it off whenever they want to. Afterward, 25 kobolds will come running out of the woods and encircle the area. They will begin chanting "MAW, MAW, MAW."

MAW is the god that they worship. It is a large crater that the players are now in. The sides are covered in slick rocks that make it almost impossible to climb out of. The thin grass and branches are all falling into a dark hole at the bottom of the crater. The rocks look like teeth and the entire crater looks like a giant round mouth. Any players attempting to climb out of the crater must first make a dexterity & strength check at -2 each. If they manage that, they will be attacked by 1D6 staffs to force the character back onto the slick stones. The kobolds will only need to hit AC 10 to strike the characters trying to climb out. For each time struck they must make the same dexterity and strength check. If they ever fail even one,

they will slide down and into the dark hole at the bottom. If they make it to the top, the kobolds will attempt to throw a net on them and then throw them back into the MAW.

Any characters that were not in the area when the pit collapsed will be attacked later by the kobolds, captured and thrown into the pit. If the PC's did not take the bait and chase the kobold into the woods, the kobolds will wait until they are asleep and attack in the night to capture them.

25 Kobolds, HD 1/2, Hp 2 to 4, AC 7, Atts 1, Dam 1-4. All armed with small spears and nets. They will throw their net on the characters first. If hit, PC is tangled until freed by another PC (2 rounds), or makes a bend bars roll to rip the nets. Each kobold has 1 sp.

1 Kobold shaman, HD 1, Hp 7, AC 6, Atts 1, Dam 1-4. Armed with spear. Will stay at very back and not fight except to cast his sleep spell, then heal any players hurt after battle.

Spells: Sleep, CLW *2. Can bandage to bring PC's to 0. Has 1 gp & 12 sp.

1 Kobold Leader, HD 2, Hp 15, AC 4, Atts 2; Dam 1-6+1. Armed with short sword +1, leather armor and shield. Bag with 20 silver pieces and 2 gold. (Armor will only fit Halflings, gnomes and very small elves.

After the players are forced down the throat of the Maw, they will find themselves, sliding down a man-made tunnel that seems to stretch for a very long time. It is dark and eventually, drops into a small room where they land on a pile of dirt and grass and suffer 1d3 points of damage.



Part IV: The Lost Temple

Background: The Lost Temple is what remains of an ancient magical cult that lived on this island, centuries before. They built this underground temple to protect themselves from the numerous creatures that wandered this area at the time. They also built the MAW and convinced the savages that lived in the area, they needed to feed the MAW with live victims.

This supplied the cult with a ready fresh supply of sacrifices to their dark gods without having to do the dirty work themselves. In return they would secretly bless or curse the savage's crops and hunting depending on the number of sacrifices supplied. No one is sure what happened to the inhabitants of this area, some rumors say they killed themselves off, others say they simply packed up and moved on. Others claim they still live in these parts. Either way, they cleaned the Temple one last time, set up some zombies to protect the entrance and skeletons to guard the chapel and deal with any sacrifices that went into the Maw, and left.

For a few years, the locals still threw people into the MAW, but that fell out of use, when they saw there was no change when they put in sacrifices or not. Now a tribe of kobolds, described earlier, worship the MAW and have restarted the practice of making sacrifices to the MAW. The PC's are their latest gift to their god. They feel they need to appease their god who is obviously angry and sent the large storm their way.

A. The Cell: The PC's will find themselves in a small room roughly 30' by 30' with a 12' high ceiling. Obviously man made and smells very bad in here. There is a hole in the SW corner that they came out of. On the floor under the hole is a pile of dirt and branches that broke their fall. They can easily climb up to the top of the hole, but climbing the slide is almost impossible. The slide is over 300 feet long, smooth, slick and has no hand holds. Anyone trying to climb the shaft needs to make dexterity check every 10' or fall back into the room for a 1d3 damage. Any thieves can make a climb walls check at -40% every 10' or fall back into the room, suffering 1d3 points of damage.

Also in the room in the North wall there are four vertical and four horizontal bars going across.

The bars go into the walls on the sides, the top and the bottom. The bars are not locked, but the lever to raise and lower the bars has broken and the bars are stuck down. Even if a bend bars check is made, only a Halfling, Gnome or very small Elf will be able to squeeze out. To raise the bars, either a PC must make a lift gate roll, or a combined strength of 40 from several PC's can lift the gate. Lifting the gate will be noisy.

The room also has 3 other bodies in here and it smells like rotten meat. The first body is a kobold that looks like he has been dead about 4 days. He and 2 other kobolds fell into the MAW while building the trap the players fell into. The other 2 are in area 'D', room A. You can tell this one had a broken leg. All he has on him is a small spear. The other two bodies are nothing but skeletons and have been in here for several years. The first looks about the size of a human and is wearing some rusted chain mail (counts as AC 7) with a broken crossbow bolt sticking out of it, a rusted Long sword (will break on any roll to hit of 1-5 on a d20) and a pouch. In the pouch is a potion of Fire Giant strength (23) that is not labeled and will last for 4 rounds. The final body is the size of an elf, and is wearing rotted leather (count as AC 9), and a rusted short sword (break on 1-5 on d20 to hit). In his pouch is a single gold coin that has a heads on both sides. The two kobolds that lived when they slid down were afraid to touch these 2 bodies.

If the PC's make too much noise a magic mouth from down the hall will yell out, "Be quiet in there." After 5 minutes, the magic mouth will reset and say it again if they are still making noise. This will go on every 5 minutes for 21 more times. Then the spell will be exhausted and stop. If after the first warning, players continue to make noise, a crossbow bolt will shoot in through the bars and either stick a PC in front of the gates or break against the back wall. The crossbow bolts always hit on a 12+ on a d20, and do 1-4 points of damage. The skeletons can shoot in 1 bolt per round till they are out of bolts. They have 37 bolts total. They will only shoot at people in front of the bars or in the hall.

B. The Hall: On the other side of the bars is a 10' wide, 10' tall corridor that stretches for 30' and into darkness. The walls are slick but obviously man-made. After the PC's are past the bars, they can journey down the corridor. If they are able to make a light source, they will see the

corridor goes 30' and opens into a large room. weapons like spears. They can see wooden pews in the room ahead.

The middle 10' of the 30' hall is a pit trap. If the weight of 2 PC's is on it at the same time, it will open up for a 10' drop (1d6 of damage). At the bottom of the pit is 1' of smoke. Any PC who spends a whole round with his head in the gas will suffer 1d6 of damage. Also in the gas are 2 centipedes. Describe it to the players that they hear hundreds of small feet running at them.

2 Centipedes: HD 1/4, Hp 2, 2, AC 9(5) -4 to be hit because in the smoke. Centipedes are +4 to hit the PC's due to being hidden. Damage is 1 point + poison. If hit a character needs to make poison save or fall asleep and fall into the smoke. If the players search the smoke they will find an old skeleton with 5 silver. Inside his boot is a dagger in an oiled sheath in really good shape. It is actually a dagger +1.

C. The Temple: At the end of the hall it opens into a 50' wide and 40' deep room. There are 3 rows of wooden pews in the room. At the front of the room on the far side is a wooden pulpit engraved with silver (enough for 5 sp worth). On either side are 2 brass candlesticks (5 sp ea). When the players enter the temple the 2 candlesticks magically light and cannot be put out until everyone leaves the room and they will go out on their own in 2 rounds, if the players remove them from the room they act as normal candles. All of the wood is very rotten.

On the East wall is a small wooden door. On the North wall are 2 large Doors. There is also a secret door on the West wall directly opposite the East door. In the room are 4 skeletons, 2 have swords and 2 with crossbows. The skeletons are blessed and so any clerics suffer a -1 to turn them. This will combine with the -1 for improvised holy symbols, if the PC's have those. If the PC clerics never bothered to fashion a holy symbol they may not attempt to turn the undead. The skeletons will shoot their Light crossbows 1 more time, hit as normal, then all 4 will attack the party.

4 Skeletons: HD 1, Hp: 5,5,6,7; AC 7, # Atts 1, Damage 1d6. Each is carrying a rusted short sword (they will break on a 1-5 on d20 roll.) If successfully turned, the skeletons will crumble. They take 1/2 damage from sharp weapons (swords & daggers) & 1/4 damage from thrusting

D. The Trap Room: When a player opens the door, they will see a small 10'x10' room with 3 other doors. One on the North, South and East, they are standing in the West door. Every door looks the same. No door may be opened while any other door is open. There are actually 9 small rooms, that all look identical with 4 doors in each one. And it loops around, if you open the North door in room B, you will be looking through the south door into room H. See Map 3 area D. If you are in Room I and open the East door, you will be looking through the west door into room G. PC's may mark the rooms, but any marks on a door, floor, wall or ceiling, will disappear after 6 rounds, so keep track of when they mark each room, and when they disappear. If they leave items in a room, those will remain.

When they first enter, they are entering into Room E. If they shut the door, a magic mouth will appear on the ceiling and say, "**Remember, the way out is always opposite the way in.**" This has 2 meanings. The first is how to get out of the trap. To leave you must be in room F, and open the West door. This will open back into the main Temple. It is opposite the door they entered to get into the trap. The second gives a clue as to where the secret door is out of the temple. If they immediately reopen the door they just came through, they will be looking into room D. Any rope, string, etc... the PC's try to use to go from one room to another when a door is shut, will be severed.

In Room A are 2 kobolds. They fell into the MAW with the dead kobold found earlier. They slipped through the bars, past the trap and wandered into the Temple. When the skeletons attacked, they fled into here. Now they are lost, out of food and very hungry. They will not attack but want to trade for food and a way out. But they only speak kobold. If the players taunt them, or refuse to give them food, they will attack.

2 Kobolds: HD 1/2, Hp 2, 3; AC 7, Attacks 1, Dam 1-4 & 1-6. One armed with spear, one armed with short sword, in good condition. Both have 3 sp.

E. The Sacrifice Room: The two large doors in the temple appear to be made of gold, and are engraved with carvings of people in various lewd

and obscene poses. As the doors are opened, the players can see the following:

A large room approximately 50 foot square lies before you. A large black marble table is in the center of the room. 4 large candlesticks made of gold with black candles stand at each corner of the table. A line of ash runs between each candlestick. Against the far wall is a small table with a black silk table cloth. Sitting on top of it is a gold bowl. And covering every inch of the wall are black velvet curtains with silver figures moving to some unheard rhythm. The room glows with an eerie black light.

As soon as the first PC enters the room a voice from above (magic mouth hidden on the ceiling) will say, "**Leave a sacrifice, or die.**" This will not be repeated unless everyone leaves the room and then someone goes back in. If a PC attempts to leave the room before giving a sacrifice, they will be struck with a 5d6 lightning bolt, save for half. This comes from a permanent glyph also hidden on the ceiling. To qualify as a sacrifice, a person must have been killed on the table, drawn into the curtain or at least 1 silver piece value item placed in the gold bowl. The sacrifice counts for everyone until the room is empty. If a PC is drawn into the curtain completely, and retrieved, it still counts.

The curtains are the walls and are attached to the floor, so the PCs cannot go behind the curtains. Nor will the curtain cut. If a blade is pushed into the curtain, it will go in the curtain, not through it. The curtains go up into the shadows. If a player looks closely at the figures moving they must make a saving throw versus spells (all Clerics & Paladins receive a +2 for this save) or be drawn into the curtain to join the eternal dance. This takes 4 rounds and if other PC's notice this they can still grab the victim and pull him out, if their combined strength is higher than his. Once a PC has entered the curtain, the only way to be saved is for a cleric or paladin to voluntarily enter the curtain, grab the PC, then make his save (at +2) and lead the other PC out. If anyone tries to climb the curtains, they will also be drawn in. They must then make a save to let go of the curtains.

The gold bowl is empty. Any coins placed into the bowl will drop through a hole in the bottom and into the table. An illusion is on the bowl to make it

look whole. If the bowl is removed from the room, the illusion will end. The bowl is worth 100 gp. The black silk covering (worth 10 gp) has a hole in it for the coins to pass through. The small table is really a wooden box. The top has a small hole in it about 2" in diameter. There is a door on the back side that will open into where the sacrifice money is at. There are 125 silver pieces, 55 gold pieces and a ruby worth 25 gold.

If any player touches, the ash, the candlesticks or attempts to touch the table in the middle of the room, they will be teleported onto the table. Their hands and feet will be held down by invisible bonds and only a bend bars roll at -10% by the victim will free himself. Each candle will now be burning with a black flame. A wall of force surrounds the area between the candlesticks so no one can grab a candle or candlestick. A player may touch the flame however and will find it is very, very cold, and they will suffer 1 point of damage from touching it. There appears to be no top to the walls of force. Each candle represents the bond that holds the victim on the table. If you put out a flame, that associated bond is released. If all 4 are released, the victim is teleported off the table and back outside the line of ash. To put out a flame a drop of holy water, magical potion, or blood must be placed on it. It can also be snuffed out with a magic item or holy symbol.

Two rounds after the sacrifice is on the table, a silver dagger appears above the victim's chest. During rounds 3 & 4 any armor or clothing over the victim's chest rips apart making it useless. On the 5th round the silver dagger will lower and cut a circle in the skin around where the victim's heart is located. His skin there will now become translucent and everyone will be able to see his heart inside his or her chest beating. On the 6th turn the dagger will plunge into the victim's heart and kill them.

If either the victim grabs the dagger, by freeing a hand, or is killed he will be teleported off the table and outside the ash rectangle. If he grabbed the dagger, he will still be holding it afterward. If he was killed, the dagger disappears. (No reward for stupidity.) Really draw this drama out and allow the players to try many different things. Also, while a PC is on the table, the glyph above the door will not activate.

If one player gets the silver dagger, and another

player is placed on the table, no dagger appears until just as it is plunging into his heart. So the only way to free them is to put all 4 flames out.

F. The Exit Hall: The secret door leads into a hallway approximately 10' wide and 8' high. It goes 10 feet and turns to the North. This hall is much dirtier than the temple and is filled with dust and cobwebs. As the PC's turn the corner they will see the hall stretches 30'. On each side of the hall is a dead person wearing ancient clothing and standing perfectly still. There are six in all, 3 on each side. They are zombies, placed here to protect the entrance from above. The magic to animate them has weakened significantly over the years. They will turn as skeletons, and if turned, will simply crumble to dust. They will begin to move as soon as the first PC gets half way down the hall, someone touches or attacks one of them. At the end of the hall are stairs that go up, and then a ladder. It ends in a door hatch that opens up into ancient ruins.

6 Zombies: HD 2; Hp: 8,9,10,11,12 & 16. AC 8; Attacks 1, Dam 1-8. Special: These zombies are very slow and will always attack last every round of combat and turn as skeletons. Any turn result will destroy them.

G. Outside: The hatch leads to the middle of an ancient ruined city. Crumbled stones lay all around making it difficult to walk. The city was on top of a row of hills. At the bottom of the hills the players can see a small village with 20-25 straw huts and fields of corn and tobacco between them and the village. A few minutes after the players reach the surface a trembling can be felt as the magic protecting the temple gives way and it collapses. This also disturbs the small Griffon that was feeding just on the other side of a small hill out of site. The Griffon will squawk and swoop at the players, attacking a random player during each flyby.

1 Griffon: HD: 5+2, Hp: 40; # Attacks 3; 1-3/1-3/2-12; Special: Strength +1 to hit, +3 damage with all attacks.

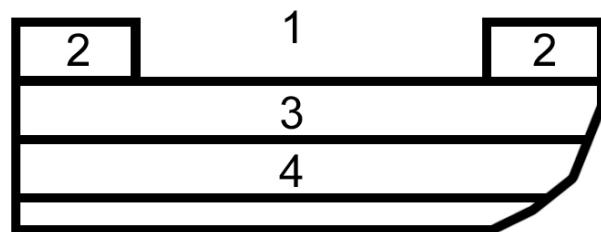
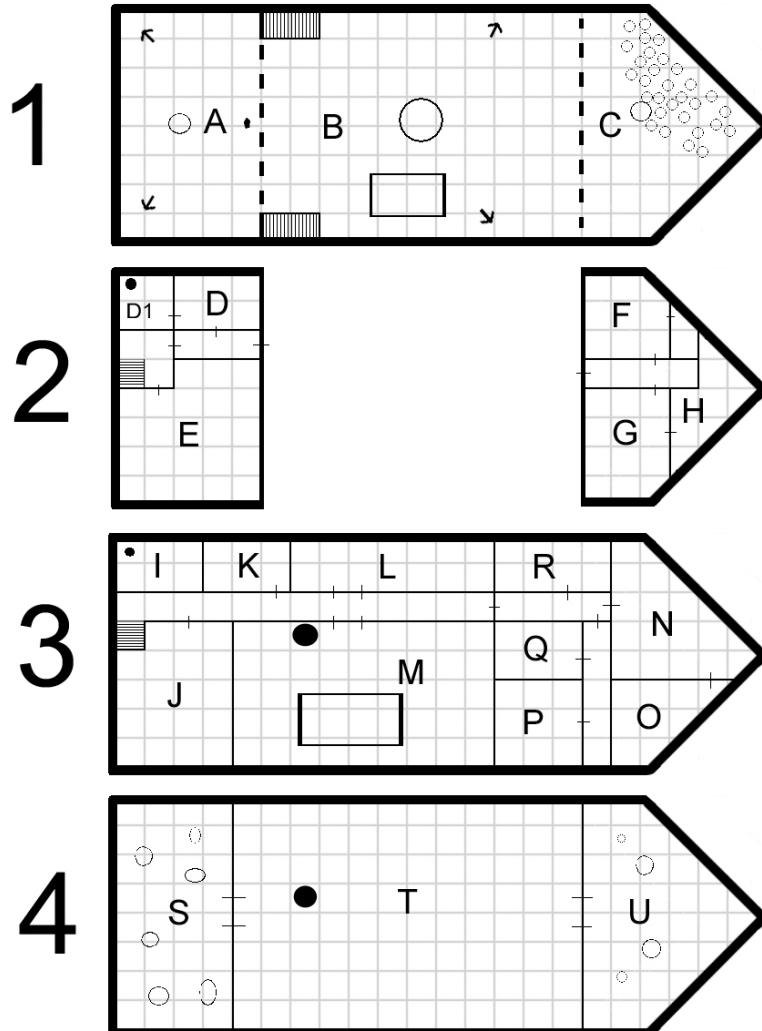
If the players do over 20 points of damage to the Griffon, he will fly back to his nest on the other side of the hill. If the players find it's nest they will find: 1 suit chain mail, 2 shields, 1 bastard sword, 1 short sword, 2 daggers, 1 suit leather, a pair of bracers AC 4 and 4 magic-user scrolls, 2-2nd

The villagers are friendly and will feed, clothe and heal the adventurers, thanking them for slaying the griffon. If the PC's did not slay the griffon they will ask them to do so as payment of the food, clothes & healing. They can also remove the slave bands on their legs.

This ends BR-1 of the Black-Ridge Island Series.



MAP 1-1: The Ship



1 square = 5 feet

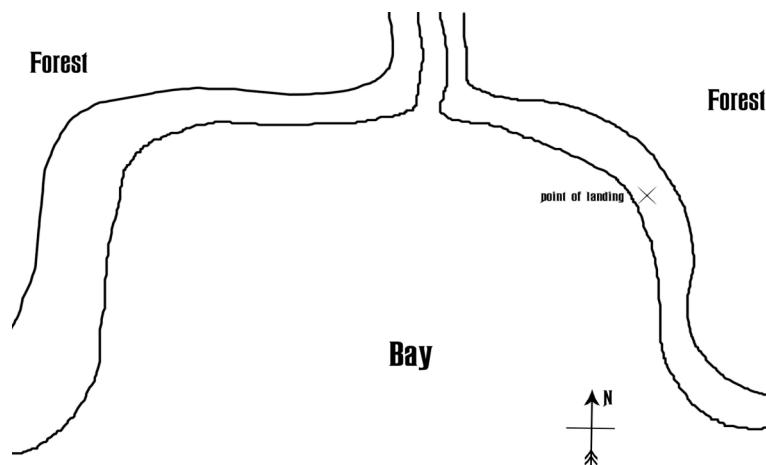
Random Encounter Table for Woods

Roll a d6 at the beginning of each turn the players are wandering in the woods. If you roll a 1, they have encountered something. Roll a further d6 to determine what it is.

1. Kobold scout w/spear & net. He will attempt to lure the party towards the MAW.
- 2-8 Kobold hunting party with spears & nets. They will attempt to capture one party member and take them to the MAW.
3. Random woodland animal. 1-2: squirrels, 3-4: rabbits, 5: a deer, 6: DM's choice
4. A brown bear.
5. Pack of d4 + 4 wild dogs. HD 1, Hp: 5 ea; Atts: 1; Dam: 1-3.
6. The Young Griffon from G. Outside, above.

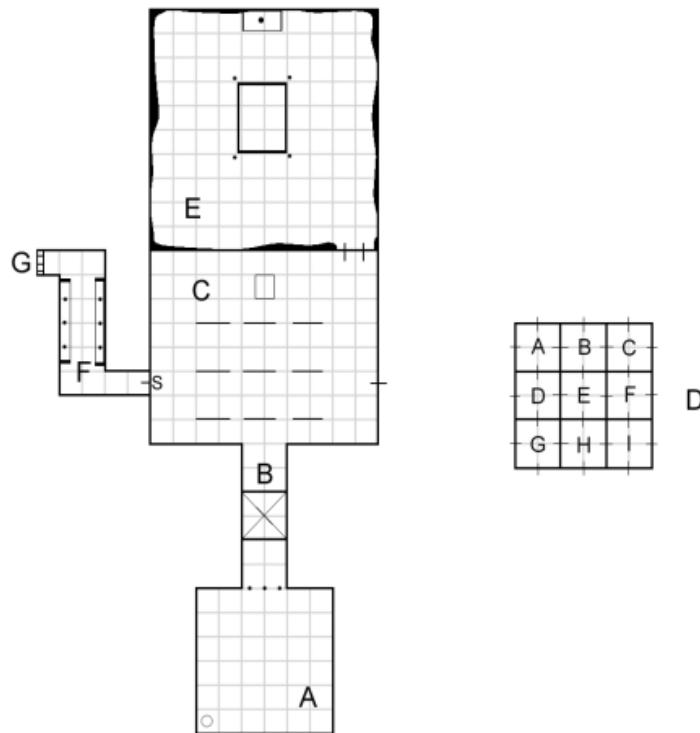
Map 1-2:

The Bay



Map 1-3:

The Temple



1 square = 5 feet

Full Monster/NPC List

Town NPC's

Carma: The leader of the group. She is a 10th level Cleric of Dionysus. AC -6; HP 73. Weapons: Hammer +3: Human S: 18 I: 12 W: 17 D: 17 C: 16 Ch: 9 Spells: 1. CLW*6, Hold Person*6, Prayer*2, Glyph*2, Divination, CSW*2, Raise Dead*2. She is wearing Plate Mail +2 and a Shield +3.

Garath: 2nd in command. He is a 6th level Dualist. Half-Elf AC: -7; HP 93; Weapon, Bastard Sword +4, Dagger +2; Atts: 3/2; +2/+3 vs same weapon. S:18(73) +2/+3 I:16 W:13 D:19 C:16 Ch:16. He has Bracers AC0, ring of protection +3. He will stay at the bottom of the stairs bantering to the players remaining.

Killdro: An 8/8 Fighter Assassin. Half-Orc AC: -5; HP 59; Weapon: +4 L.Sword; Special: Can knock people out instead of killing them, knocks them down to 0 hp. He has 8 sleep & paralyze poisons. S:18 (91) +2/+5 I:14 W:14 D:15 C:16 Ch:14. Wearing studded leather +4, shield +2, Ring of Protection +4

Gumli: A 4th level cleric of Hades. Dwarf AC: 2; HP: 28; Weapon: +1 Flail S:14 I:14 W:17 D:14 C:18 Ch:10 Spells: CLW*5, Hold Person*4; Chain mail +2, shield +1.

Carna: A 6/6 Cleric/Wizard Half-Elf AC: 0; HP: 35; Weapon: Mace +2; Special: Men suffer -1 ST vs spells she casts. S:10 I:18 W:15 D:12 C:16 Ch:13; Spells: CLW*5, Hold Person*4, Paralysis*2, Sleep*4, Web, Knock, Hold Person, Dispel Magic; Bracers AC 4, gloves of dexterity 18, a Stone of silence 5x per day. Carna is also a cleric of Dionysus, she is Carma's assistant.

George: A 7/8 Illusionist/Thief Gnome. AC: 4; HP: 41; Weapon: S.Sword+1, dagger+2, Invisibility ring 4/day, Wand of Illusions(21), Boots of striding & springing. Spells: Change Self*2, Color Spray*2, Phantasmal Force, Blindness, Hypnotic Pattern, Improved Phantasmal Force, Hold Person, Spectral Force, Suggestion.

Ship & Sea

3 Rats: No. 3; HD .; HP 2,3,4; AC 7; Atts 1; Dam 1-3; Special: Each wound has a 5% chance of causing disease.

2 Sea Lions: HD 6, Hp: 30, 27; AC 5/3; attacks 3: 1-6, 1-6, 2-12. Size L.

Woods

25 Kobolds: HD 1/2, Hp 2 to 4, AC 7, Atts 1, Dam 1-4. All armed with small spears and nets. They will throw their net on the characters first. If hit, PC is tangled until freed by another PC (2 rounds), or makes a bend bars roll to rip the nets. Each Kobold has 1 sp.

1 Kobold shaman: HD 1, Hp 7, AC 6, Atts 1, Dam 1-4. Armed with spear. Will stay at very back and not fight except to cast his sleep spell, then heal any players hurt after battle. Spells: Sleep, CLW *2. Can bandage to bring PC's to 0. Has 1 gp & 12 sp.

1 Kobold Leader: HD 2, Hp 15, AC 4, Atts 2; Dam 1-6+1. Armed with short sword +1, leather armor and shield. Bag with 20 silver pieces and 2 gold. Armor will only fit Halflings, gnomes or very small elves or half-elves.

Temple

2 Centipedes: HD 1/4, Hp 2, 2, AC 9(5) -4 to be hit because in the smoke. Centipedes are +4 to hit the PC's due to being hidden. Damage is 1 point + poison. PC needs to make poison save or fall asleep and fall into the smoke when hit.

4 Skeletons: HD 1, Hp: 5,6,7,5; AC 7, # Atts 1, Damage 1d6. Each is carrying a rusted short sword will not break with the skeletons; afterwards will break on a 1-5 on d20 roll. If successfully turned, skeletons will crumble. They take 1/2 damage from sharp weapons (swords & daggers) & 1/4 damage from thrusting weapons like spears. -1 to be turned.

2 kobolds: HD 1/2, Hp 2, 3; AC 7, Attacks 1, Dam 1-4 & 1-6. One armed with spear, one armed with short sword, in good condition.

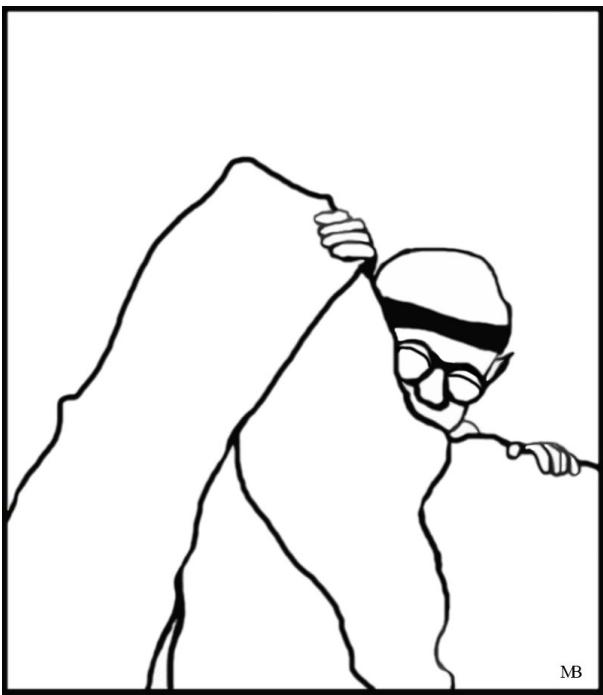
6 Zombies: HD 2; Hp: 9, 10, 12, 8, 11 & 16. AC 8; Attacks 1, Dam 1-8. Special: These zombies are very slow and will always attack last every round of combat.

1 Griffon: HD: 5+2, Hp: 40; # Attacks 3; 1-3/1-3/2-12; Special: Strength +1 to hit, +3 damage with all attacks.

XVARTS: Silent

But Deadly

Part II of the “Adventures On Black-Ridge Island” Series



“Xvarts: Silent But Deadly” is the second in the modules that take place on Black Ridge Island. This low level adventure is intended for 6-8 characters of 2nd to 4th level. If you enjoy this module, look for more in this series coming soon.

Author’s Note: The BR series are all unique modules that I have developed and run a number of times in different campaigns over 25 years as a DM. I run very high risk, high reward dungeons that I find most players enjoy. This module can be run as a stand alone or as part of an ongoing campaign.

Introduction & Background: The characters begin the adventure in a small village. If you ran BRI-1, this is the village at the end of the module. You need to read the entire module through at least once before beginning the game.

The players started BR-1 being captured and abandoned on a sinking ship. They escaped death, only to be sacrificed to the great MAW of the kobolds. They fought their way out of the ancient temple to this village. Here the villagers will befriend the party and help them in exchange for killing the nearby Griffon. This is the mother of the young Griffon killed at the end of BRI-1.

While the party is away, a group of Xvarts enter the village and kidnap a young girl. The town will hire the players to save the girl. The adventurers will discover an entire cave of Xvarts and Giant Ants. The Xvarts and Ants live separately, but are allies. The party needs to act swiftly to come out victorious.

Cave Information: If players are not familiar with Giant Ants and Xvarts, the players may try to tackle the Ant cave first. This is a big mistake. They should enter the Xvarts cave first, then heal and train before attempting to tackle the Ant cave. It should be stressed to the players that the Ants look much stronger than the Xvarts.

Xvarts: Xvarts are a light blue complexioned goblin race. They are generally smaller than your average goblin and extremely evil. They love nothing more than to torture and eat just about anything they can find. They are also extreme cowards. Anytime they do not outnumber their adversaries, they will almost assuredly run away or beg for their life. They speak the language of the goblins and most know a spattering of broken common. Most use small knives in combat, slightly larger than a dagger. These are crude, unwieldy and will break on a natural roll of ‘1’ to hit with them.

Giant Ants: The Ants here are peaceful as most have animal intelligence with the exception of the Queen. She directs their actions and controls them with a hive mind. If she is attacked or her lair invaded, she will defend herself and the lair. The Xvart Shaman is the only one allowed into the nest without earning her wrath.

Island Information: The Island is populated with different tribes of creatures. The Far East side, where the party begins is the weakest area of the island while growing stronger and nastier as they travel west. This module only covers the second encounter areas on the East side of the island.

There are Kobolds in the far South East. A colony of Lepers live in the East, hounded by a Griffon. West of them is a lair of Xvarts & Giant Ants, and then the slavers mining camp. Across the river is a thick swamp that is home of a race of Vermin. On west is the city of Black Ridge.

Part I: The Village

The characters begin the module in a small village of around 60 human lepers with around 30 grass huts. Most of the monsters in the area leave the lepers alone because of the way they taste. The villagers are very quiet and go about farming and their daily chores. Most will not speak to a PC unless asked specific questions but will be polite when responding. The average villager can tell the party about the baby griffon, the adult griffon, the kobolds to the south and a race of Xvarts the West. Most of these villagers have been born here and have never traveled more than a mile outside the village.

The leprosy these villagers have is innate to their race and cannot be cured by any magic or healing, but it is also not contagious. The well water has healing properties that keep them alive. If they were to leave the area, they would die in a few weeks or months. There are four leaders in the village. The village chief is a man named Qual. Qual is a 4th level fighter and will welcome the PC's to the village. If the PC's have not already slain the young Griffon in BRI-1, he will welcome them, and offer to heal them if they promise to kill the young Griffon. If the players have already killed it, he will offer to heal them, clothe them and feed them at no cost. The three other leaders in the village are Qunam, keeper of the well, a 3rd level cleric. Qaikk, a 3rd level wizard and Quiff a 5th level rogue.

Qual: 4th lvl fighter: Str 17, Dex 15, Hp: 25. Long Sword, wears leather armor, has chain and shield in hut. Qual is the village leader; he will not trust the PC's if they show revulsion towards the town's leprosy. He will often have half a cigar in his mouth, and will offer it to the first PC to talk to him. If the PC accepts, Qual will welcome them.

If the PC's politely refuse but do not act repulsed, he will still welcome them, but will not trust them. If the party makes jokes or looks disgusted by the villagers, he will heal them, clothe them and send them on their way.

Qunam: 3rd level cleric of Apollo: Str 15, Wis 16, Hp: 15. Qunam uses a mace and has chain mail & shield in his hut. In his hut is the village well. He distributes the water to the village. Spells: CLW * 2, Bless, Protection from Evil, Know Alignment, Speak w/Animals.

Qaikk: 3rd level wizard: Int 17, Hp 10. Qaikk uses

a dagger. He has 2 starter spell books if the PC's are willing to help with the Griffon. Though Qaikk keeps to himself, he would be willing to train any PC wizards, if they are on friendly terms. Spells: Mending, Hold Portal, Strength

Quiff: 5th level rogue: Dex 16, Hp 24, he wears leather and uses a short sword and dagger. Quiff knows the way to the Griffon lair and will help the party slay him if they go. He will also help train any rogues in the party and has a spare set of lock picks he would be willing to give to the party.

Well of Healing: This special well is why the Lepers settled here to begin with. Minerals in the ground cause the water act as healing water if drank within 1 hour of withdrawing it from the ground. After that it is just normal water. It allows the Lepers to live a normal life. Anyone drinking the water will be healed to their maximum hit points, but it will only work on a person 1 time per day. This water is so potent, it will even act as a raise dead if it is given to a person within 1 hour of them dying.

After the PC's have healed, been clothed, rested and are fed, Qual will ask for the players help. In exchange for training and equipment, he would like the players to slay a Griffon that has been terrorizing the area. It is the mother of the young Griffon they killed earlier. If the players refuse, he will ask them to leave. If they accept, he will allow the other village leaders to train and equip the players. The village can provide up to 2 sets of chain mail and 3 sets of leather armor. Long, short, bastard and broad swords, as well as flails, daggers, staffs & bows to any who desire them. Each adventurer will be offered a hand weapon, dagger and bow.

Qaikk can provide 1 spell book to any wizards who need them. In his own spell book he has the following spells that could be copied: Identify, Read Magic, Mending, Protection from Evil, Hold Portal, Burning Hands, Forget, Knock, Strength, Rope Trick and Slow. Qnam can teach a cleric how to make a proper holy symbol (as long as they are good or neutral) and how to bless it.

If the PC's take the quest, Quiff will lead the PC's to the Griffon's lair. If the PC's refuse the quest, and leave the village, the Griffon will attack them anyway as revenge for killing her youngling. If the Griffon drops one party member, the Griffon will grab that person and fly back to her lair. To save their party member, the adventurers must return to the village and have Quiff lead them to the

Griffon's lair. The party must then slay the Griffon and return the dead character back to the village for healing, within 1 hour of his death.

The Lair is approximately 1 mile from the village and takes 10 minutes jogging to go one way. It will take 20 minutes, both ways, leaving the PC's little time to save their comrade.

The dead character and the Griffon's treasure will be lying in its nest.

1 Griffon: HD: 7, Hp: 48; #Attacks 3: 1-4/1-4/2-16; Special: Strength +2 to hit, +4 damage with all attacks. This Griffon will fight to the death. Inside the Griffons nest they will find the following:

Mace +1, quiver of 12 arrows +1, Scroll with 2 random Wizard spells (1:1st, 1:2nd), 200 silver. 2 random potions, 50'rope, a lantern, 1 flask of oil & some flint & steel.

Part II: The Xvart Cave

Upon returning to the village, healing water will be ready for the players and the villagers will be in urgent need of the players' assistance again. While the characters were gone, a young girl named Quillam was captured by a Xvart raiding party. She was picking berries in the woods just to the West of the village. They fear she will be killed or worse. All Qual can tell them of the Xvarts is that they are a blue skinned goblin that are extremely evil. They live in a cave just a few miles west of the village. He will also tell them that they deal with the slavers that enslaved and branded the players.

If pressed for payment, Qual will agree to give the players the only magic item he possesses. A ring of Resist Cold with 10 charges left on it. Quiff can again lead the party to the Xvart cave. He will stay back and out of the way. As soon as Quillam is rescued he will take her back to the village. If the players did not ask for payment, Quiff will give the ring to the party after the girl is rescued.

The Xvart Cave: It is a 3 mile trek to the Xvart cave and will be uneventful. A full Xvart hunting party had come this way just a half-hour earlier and all wildlife for the area has scattered for the next couple of hours. Only birds can be seen or heard. Tracking the Xvarts is easy to do as they did not try to hide their trail. They have captured villagers in the past and the village has never sent a rescue party before.

The ceiling is only 6' high throughout most of the

Xvart cave, so any tall characters will have difficulty using large weapons. Such weapons will suffer a -1 to hit and -1 to damage while in the caves. Trying to swing anything in an overhand manner will be impossible.

The trail opens into a small valley. The valley has 2 cave openings in it. The one on the East end is 6 foot high and has 2 Xvarts gambling in front of the opening. The cave on the West side of the valley is only 4 foot high and has no one outside. If the players watch for more than 15 minutes they will see 2 large ants, exit the west cave and head into the woods. If they wait 10-15 more minutes, they will see 2 large ants return from the woods carrying food. If they attack the Xvart guards they will surprise them on a 1-4 (d6), unless they make a lot of noise beforehand.

1. 2 Xvart guards are gambling outside the cave opening here. Otherwise it is unremarkable. If allowed 1 or both Xvarts will give the alarm. This would involve them yelling and running into the caves and into room 4.

2 Xvarts: HD 1-1; Hp: 4; Atts: 1; Dam 1d4+1; AC 7. Each has 2 sp on them and a Xvart knife. On the ground are 3 sp and a crude 6 sided dice.

2. A long entrance hall approximately 70-75' long and roughly 20' wide. The hall was obviously carved out and the walls are rough and slick with moisture. The hall is lit by 1 sputtering torch about half way down the hall. Trash, bones, and debris litter the hall in random locations. No one is in here.

3. At the locations marked with an 'x' is a trap. Characters not taking precautions will step on it on a 1-3 of d6. If players look at the floor closely, they can notice the floor is worn into a path around both of the trap areas where the Xvarts walk around the traps daily. If a trap is set off it will shoot out a dart, hitting the character who stepped on it doing 1d4 points of damage. There is also a sleep poison on it. Save verse poison or fall asleep for 1d6 rounds. If a trap is stepped on, it will also sound an alarm in rooms 4 and 7.

A group of 6 Xvart warriors from area 4 and the sub-chief from 7 will come to investigate in 2 rounds. If a combat breaks out, 5 more Xvart warriors will show up in 2 more rounds, then 5 more 2 rounds later.

4. This is the male Xvart's sleeping area. There are 20 sleeping mats made of straw scattered throughout the room. There are a total of 20

Xvart warriors. 16 should be in here now unless the alarm (3) was set off, or if the 2 guards from the cave entrance got away. If no alarm is raised, 12 of the Xvarts are sleeping and the other 4 are sitting around talking about their adventure to capture the girl. They are easily surprised. If the players attack, it will take 2 rounds for the other Xvarts to awake enough to attack in combat. Each Xvart carries 2-4 sp and a Xvart knife. If they are outnumbered and can get away they will attempt to run to area 7. If they cannot get out, and are outnumbered, they will beg for their lives and offer to help the PC's. Of course they will backstab the players at the first chance they get.

16 Xvart Warriors: HD 1-1; Hp: 4; Atts: 1; Dam 1d4+1; AC 7. Each has 2-4 sp and a Xvart knife.

5 & 6. These areas are scattered with 50-60 straw sleeping mats of various sizes as well as several barrels with crude food stuff in them. This is the living quarters for the Xvart females and younglings. They will not fight unless they are attacked. They will run into area 6 and try to block the entrance with barrels of food.

38 Xvart Females: HD 1/2; Hp 2; Atts: 1; Dam 1d3; AC 9. Each has 0-1 sp and small knife.

17 Xvart Younglings: HD 1/4; Hp 1; Atts: 0; AC 10. Nothing on them.

7. Sub-Chiefs cave: This is the living quarters of the 2 sub-chiefs for the tribe. There will be 1 in here if no alarm was sounded. There is a solid wooden door to this room, so the sub-chief will not hear any fighting coming from rooms 2 through 6. The room has 2 small beds made of sacks with hay stuffed in them. There are also 2 wooden boxes in here as well as a barrel of food and water. The sub-chief will only be surprised on a 1 on a d6 and will attempt to rush the door so he can fight the intruders just 1 or 2 at a time. The sub-chief has a hand axe, shield and 3 sleep bombs on him. He will throw the sleep bomb first and then charge in. Sleep bombs affect anyone in a 5' radius of where the bomb lands. Save verse poison or go to sleep for 4-6 rounds (1d3+3). Xvarts are unaffected by the gas. The sub-chief will drop them at his feet if he starts to lose the combat. If he is out of sleep bombs and is still losing he will beg for his life.

Box 1 has clothes, 13 sp and 2 sleep bombs.

Box 2 has clothes, Xvart knife, 11 sp and 3 sleep bombs.

1 Sub-Chief Xvart: HD 2; Hp 10; Atts: 1;

Dam: 1d6 +1; AC 6. Special: +1 damage from strength, 3 sleep bombs he can throw. He has a set of keys to the torture chamber.

8. Torture Chamber: There is a set of locked bars for this room. The other sub-chief is in this room, preparing to torture the girl villager who is chained to the wall. This sub-chief carries a mace, shield and has 2 smoke bombs on him. He will taunt anyone outside the bars, feeling he is safe inside. There is also a spear inside, he will attack with it through the bars to anyone trying to bend the bars or pick the lock. He also has a set of keys for the room. If the characters find the secret door, he will be waiting at the other end so he can fight you 1 or 2 at a time. Also in the room are various torture devices including a blood stained table, several whips, brands and cutting tools, all very crude and dangerous looking. The ceiling here is 8' high so weapons can be used normally.

1 Sub-Chief Xvart: HD 2; Hp 8; Atts: 1; Dam: 1d6 +1; AC 6. Special: 2 sleep bombs he can throw. He has a set of keys to the torture chamber.

9. This small room is a storage room. There are several barrels of rotten food, 1 barrel of decent rations and one of a nasty tasting liquid. 3 Xvart knives, a net, 2 coils of rope (40 feet & 30 feet), and 5 sleep bombs in a box, 3 hand axes and 3 empty sacks.

10. Meeting hall: This is the main hall for the Xvart clan. In here the ceiling is 9' high. This is where the chieftain or shaman will talk to the other Xvarts. At the North end of the cave is a step up about 1' high. On this raised portion there are 2 equal sized stone chairs in here. There is a door on the West wall, with 2 Xvarts standing there. A rope is tied to the wall next to them.

As soon as the 2 guards realize the intruders are not Xvarts, they will cut the rope. This will release the net directly above the entrance just inside the Southern door. If any of the intruders are not caught in the net they will then run through their West door into room 11. Releasing the net also sounds an alarm for the Chief in room 12 and the Shaman in 14. If this happens the chief and 2 guards will join the Shaman in room 14 for their final stand.

2 Xvart Warriors: HD 1-1; Hp: 4; Atts: 1; Dam 1d4+1; AC 7. 4 sp each and an Xvart knife.

11. In this room are 2 doors, one to the North and one to the South. There is a table in the middle

of the room with 2 chairs. On the table is a crude map of the valley and surrounding area, including directions to get to the slavers camp. See Map 2.

12. Chieftain's quarters: If the alarm in 10 was sounded the chief will not be here but in the Shamans quarters (14). If it did not sound, the players will surprise him on a 1-3 on a d6. This room has a small bed in it with plush pillows and a small table with fresh fruit on it. There is a chest in here that will be open if the alarm sounded. Otherwise it will be closed. There is also 2 female Xvarts in here. In the chest is 1 sleep bomb, 2 gp, 14 sp, 1 random potion. The females will only defend themselves if attacked. If the chief is still here, he will have 2 sleep bombs and a potion of defense on him.

2 Xvart Females: HD ½; Hp 2; Atts: 1; Dam 1d3; AC 9. Each has 1 sp and small knife.

13. Trap hall: The door to this hallway is trapped if the alarm in room 10 was set off. When opened a stone block will fall from the ceiling, hitting anyone in front of the door for 2d6 points of damage. Otherwise the hallway is small and only leads to another door. The door to room 14 is locked. The players will have to either pick the lock or bash it down. If they make a successful bend bars roll, the door will bust open, otherwise they will have to hack it down. They could use the hand axes found in room 9 above. Doing so will take a total of 5 rounds. While this is going on, the shaman can be shooting magic missiles through the opening in the door after round 2. The chieftain will throw a sleep bomb through the door opening in round 4.

The door will not be trapped and the door to 14 not locked if the alarm in 10 did not sound.

14. Shaman's Quarters: This room belongs to the tribes Shaman and spiritual leader of the Xvart clan. He has befriended the queen ant and uses them as protection when needed. He has a small tunnel that runs to the queen's nest out of the back of his room. If he feels threatened he will flee to that room. If the alarm sounded there will be the shaman, chieftain and 2 guards in this room. In the room is a nice bed, table with a book, small chair, and a chest. In the chest is 2 gp, 30 sp and a scroll of darkness 15' radius.

The book is his spell book. It has the following spells: Read Magic, Magic Missile, Friends, Spook, Light and Detect Undead.

If the alarm in 10 did not sound the Shaman will

be in here studying his spell book. He will be surprised on a 1-2 on a d6. He will immediately cast friends and then run for his tunnel if the party just comes in.

Xgart Shaman: HD 2; Hp 11; Atts: 1; Dam 2d4+1; AC 7. He uses a dagger +1.

Spells: Friends & Magic Missile. Has a Wand of Magic Missiles with 21 charges in it. He will also have 1 sleep bomb. If the battle is going badly he will flee for the secret door.

Xgart Chieftain: HD 3; Hp 16; Atts: 2; Dam 2d4+3; AC 6(3). He uses a Morningstar +1. He also has very high strength and gains a +1 to hit and +2 damage, so total of (+2, +3). He wears Leather armor. The round before the party breaks through the door, the chieftain will drink his potion of defense lowering his AC from 6 to 3 for 10 rounds.

If the players bust down the door or pick the lock, he will drink it the first round of combat.

He will also have 1 or 2 sleep bombs depending on if he threw one through the door.

2 Xgart Warriors: HD 1-1; Hp: 4; Atts: 1; Dam 1d4+1; AC 7. 4 sp each and an Xgart knife.

This is the end of the Xgart cave portion of the Adventure. What the players do next is up to them.

Part III: The Ant Caves

The Ant caves are all natural caves. It is a much smaller complex and the caves themselves are only 6 feet high, while the tunnels are only 4 feet in height. There are a total of 73 ants that live in the caves. 53 are normal worker ants, 19 are warrior ants and the Queen ant. The ants are continually foraging for food so the workers will ignore the players unless they are attacked, they see another ant attacked or are ordered to attack by the queen.

The front entrance is not guarded and 1/3 to 1/2 of the workers and warrior ants are out of the cave at any time. The warrior ants will attack if the players are seen inside the cave complex. If the players kill the Queen ant, the rest of the ants will only defend themselves and then leave the cave in search of another queen.

15. The Queens Chamber: One section of this

room has 22 eggs. Ant eggs have no commercial value. There is also the queen, 3 warriors and 6 worker ants. If the Players enter the chamber the queen will have all the ants attack and send out a call to the other ants for reinforcements. Ants will arrive at the rate of 1 warrior and 2 workers every round. The Queen will move as far away from the battle as possible, only fighting if approached. In addition, if the Xgart Shaman from area 14 lived, he will be in here. If he lived and the players left and returned, there is only a 30% chance he will be in here. Also in the room is a pile of remains here. If the players pick through the pile they can find: +1 Long Sword, suit of chain mail, set of pick locks, potion of extra healing, suit of studded leather, long bow, quiver with 12 arrows, 5 gp, 25 sp and a gem worth 12 gp.

Queen Ant: HD 4; Hp: 25; Atts: 2; Dam 1-12/2-16; AC 2

Warrior Ants: HD 3; Hp: 14; Atts: 1+1; Dam 2-8/3-12; AC 3 Special: May only attack with the 2nd attack (stinger) if the bite first hits.

Worker Ants: HD 2; Hp: 8; Atts: 1; Dam 1-6; AC 4

16. Ant Chambers: These 3 chambers are where the ants bring in food, sleep and wait for the queen to give them new orders. In any one chamber there will be 2 warriors and 5 workers.

A. In this chamber are several mounds of edible food stuff, fruits, fresh meat, etc... Amongst the mounds are the remains of 3 humanoids. A Ranger might recognize them as being Orcs. They are wearing studded leather, and have crude swords, count as broad swords and each has a dagger. They also have a total of 3 gp and 12 sp total.

B. This chamber is similar to A above. If searched the players will find a suit of Banded mail armor, a medium shield +1 and a ring. The ring is a ring of protection from fire usable 2x per day.

C. This chamber is the same as caves A & B. In this room the players can find a total of 8 gp and 6 sp, and a cloak of protection +1.

17. Entrance and tunnels: The entrance to the ant cave is unguarded and is only 4' in height. One to three ants will be entering or leaving the entrance every 10-15 minutes. There is a 70% chance they are worker ants and a 30% chance

they are warriors if the players see 1 or 2. If it is a group of 3, it will be 2 workers and 1 warrior. Every round spent in the ant tunnels there is a 20% chance to run into a group of 1 to 3 ants with the same odds as above. The workers will try to go around the players and not attack unless a warrior attacks first, or the players attack.

This ends the Ants Cave portion of the adventure.



MB

Part IV: The Kobold Village

Background: The Kobold village is the same kobolds that the players ran into in BRI-1, who should have captured the party and sacrificed them to the Great Maw. Since then the kobolds have noticed the Great Maw is closed and no longer accepting their sacrifices, since the Temple has been collapsed. So they will instead try to simply kill the PC's to be eaten.

The Village: The kobold village is a set of 23 grass huts scattered about a clearing. If the PC's follow the map of the valley found in area 11 above they can find the valley. The kobolds do

have lookouts, but if these can be dispatched or avoided then the village can be easily surprised. In addition to the kobold warriors listed in BRI-1, there are 21 female kobolds and 15 younglings. These all have only 2 and 1 hit point each and will flee from any intruder.

In addition to the treasure listed in BRI-1, the players can find an additional 3 gp and 26 sp if the village is searched. There are also some nets, kobold spears, and several baskets of fish, fruits and freshly killed rabbits.

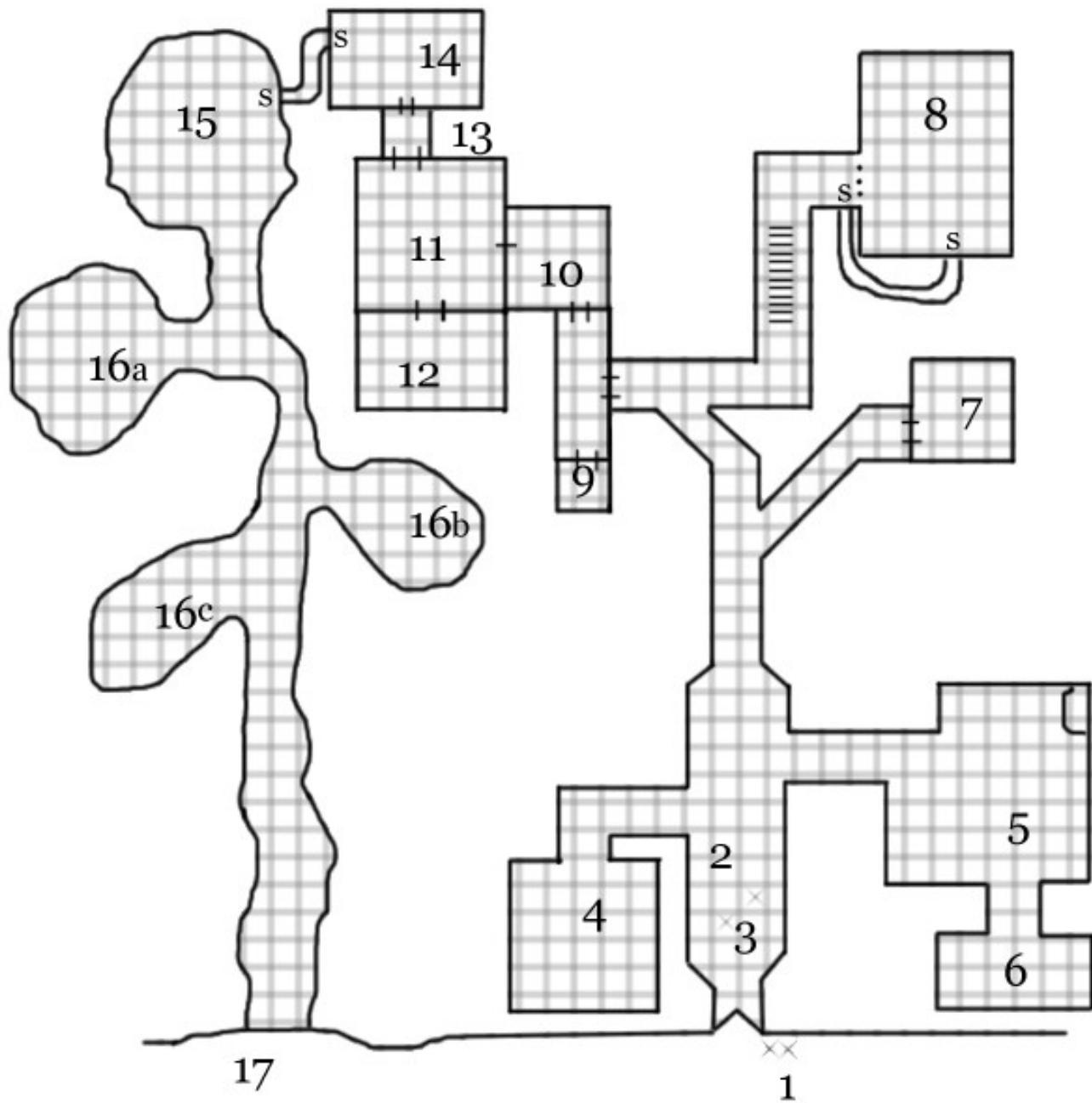
Random Encounter Table for Woods

Roll a d6 at the beginning of each turn the players are wandering in the woods. If you roll a 1, they have encountered something. Roll a further d6 to determine what it is.

1. 8+d8 Bats, HD: $\frac{1}{2}$; Hp: 2; AC 5; Atts: 1; Dam 1-2.
Special: 2% chance each time bitten to catch rabies
2. 5+d8 Wild dogs, HD: 1+1; Hp 5; AC 7; Atts: 1; Dam 1-4.
3. 4+d4 Large Spiders, HD: 1+2; Hp 6; AC 8; Atts: 1; Dam 1 + poison.
Special: Save vs. poison at +2, 1d4 points if you save, 2d8 if you fail.
Poison does 1 pt per round after inflicted until full damage is done.
4. 3+d3 Wild cats, HD: 1; Hp 4; AC 5; Atts: 3; Dam 1-3/1-3/1-3+1
5. 4+d6 Wolves, HD 2+2; Hp 10; AC 7; Atts: 1; Dam 1d4+1.
6. 1+d3 Large scorpions, HD: 2+2; Hp 12; AC 5; Atts: 3; Dam 1-3/1-3/1-6 + poison.
Special: If first 2 attacks hit, 3rd attack hits at +2. Save vs poison or suffer 2d10 points of damage at 1 point per round. No extra poison damage if save made.



Map 2-1: The Caves

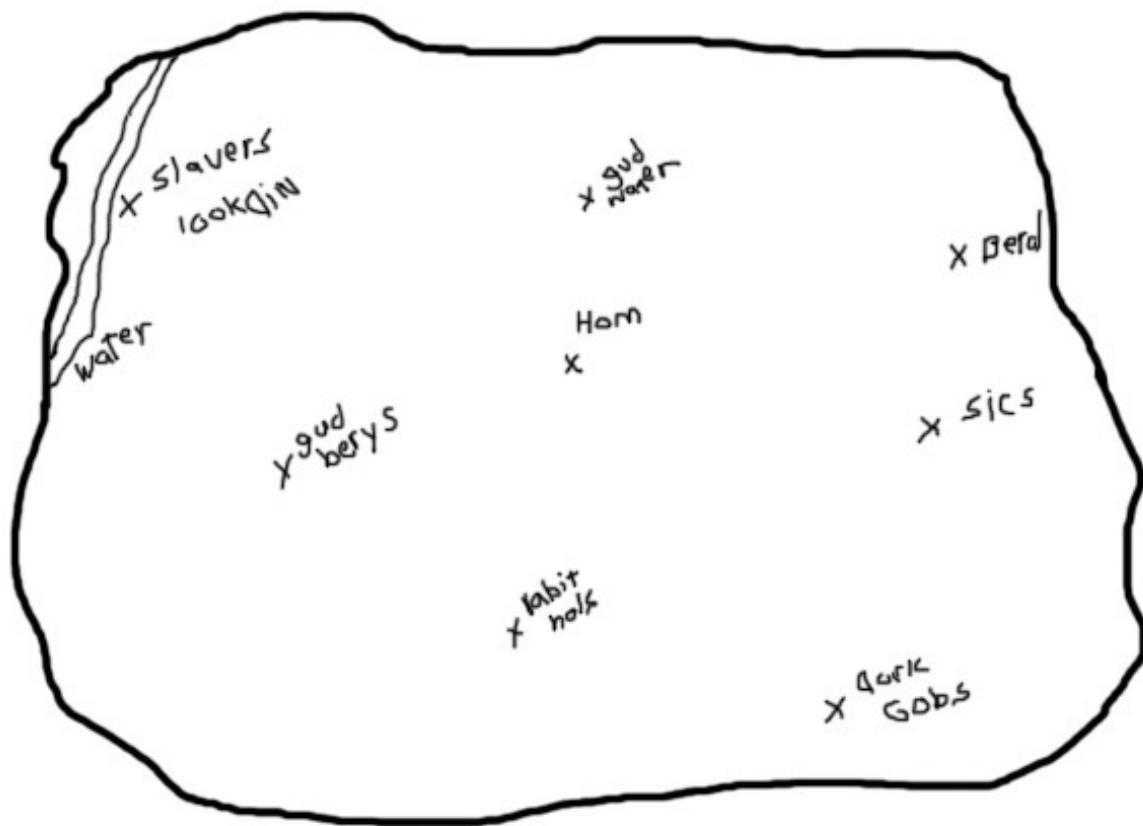


Xgart And Ant Lair

1 square = 5 feet

Map 2-2: The Xgart Map of the local area found in room 11.

Valley Of The Xgarts



Make a copy of the map above to give to the players when they find it. While the Xgarts write very crudely, the map is pretty easy to translate. The following is for the DM, not for the players.

Hom = Xgart caves, where the players currently are at.

Dark Gobs = The location of the Kobold village.

Berd = Griffon Lair

Sics = The Leper village

Slavers = The slavers mine. This is the location for the next module BRI-3.

Look Din = This is also the slavers mine. It is actually a vague warning, for the baby dinosaur the slavers have as a watch dog.

If questioned, either the Xgart Shaman or Chief can tell the players all the above information. They can also tell the players the baby dinosaur stands about 6-8 feet high and has long spears sticking out of its head.

Full Monster/NPC List

Village NPC's

Qual: 4th lvl fighter: Str 17, Dex 15, Hp: 25. Long Sword, wears leather, has chain and shield in hut.

Qunam: 3rd level cleric of Apollo: Str 15, Wis 16, Hp: 15. Qunam uses a mace and has chain mail & shield in his hut. Spells: Cure Light Wounds * 2, Bless

Qaikk: 3rd level wizard: Int 17, Hp 10. Qaikk uses a dagger.

Spells: Mending, Hold Portal, Strength

Quiff: 5th level rogue: Dex 16, Hp 24, wears leather. He uses a short sword and dagger in combat.

Griffon: HD: 7, Hp: 48; #Attacks 3: 1-4/1-4/2-16; Special: Strength +2 to hit, +4 damage on all of his attacks.

Xvarts

Xgart Warriors: HD 1-1; Hp: 4; Atts: 1; Dam 1d4+1; AC 7. Xgart knife.

Xgart Females: HD ½; Hp 2; Atts: 1; Dam 1d3; AC 9. Small knife.

Xgart Younglings: HD ¼; Hp 1; Atts: 0; AC 10.

Xgart Sub-Chief 1: HD 2; Hp 10; Atts: 1; Dam: 1d6 +1; AC 6. Special: +1 damage from strength, 3 sleep bombs.

Xgart Sub-Chief 2: HD 2; Hp 8; Atts: 1; Dam: 1d6 +1; AC 6. Special: 2 sleep.

Xgart Shaman: HD 2; Hp 11; Atts: 1; Dam 2d4+1; AC 7. He uses a dagger +1. Spells: Friends & Magic Missiles. Has a Wand of Magic Missiles with 21 charges. 1 sleep bomb.

Xgart Chieftain: HD 3; Hp 16; Atts: 2; Dam 2d4+3; AC 6(3). He uses a Morningstar +1. He also has very high strength and gains a +1 to hit and +2 damage bonus, so total of (+2, +3). Chieftain wears leather armor. Has potion of defense and 2 sleep bombs.

Ants

Worker Ants: HD 2; Hp: 8; Atts: 1; Dam 1-6; AC 4

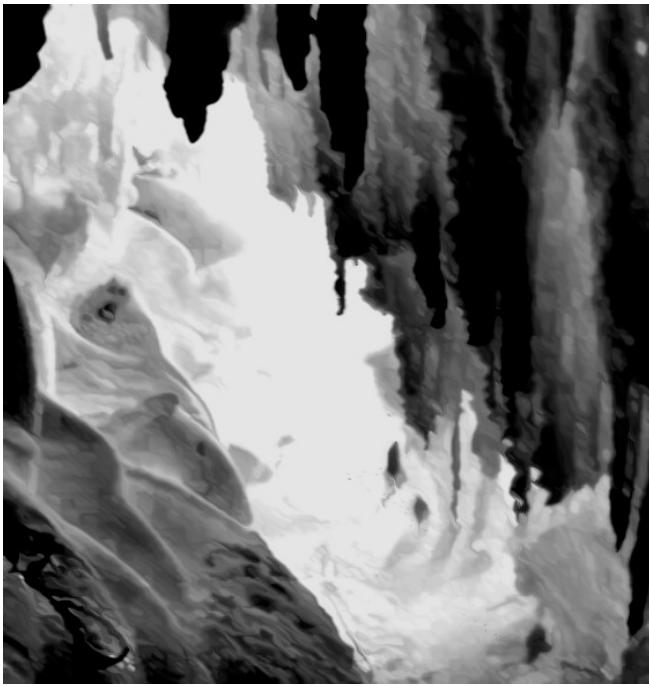
Warrior Ants: HD 3; Hp: 14; Atts: 1+1; Dam 2-8/3-12; AC 3 Special: Can only attack with the stinger if the bite first hits.

Queen Ant: HD 4; Hp: 25; Atts: 2; Dam 1-12/2-16; AC 2

Revenge Is Best

Served Cold

Part III of the “Adventures On Black-Ridge Island” Series



“Revenge Is Best Served Cold” is the third in a series of modules that takes place on Black Ridge Island. This low to mid-level adventure is intended for six to eight characters of 3rd to 5th level. If you enjoy this module, collect the whole Black Ridge Island Series.

Author’s Note: The BR series are all unique modules that I have developed and run a number of times in different campaigns over 25 years as a DM. I run very high risk, high reward dungeons that I find most players enjoy. This module can be run as a stand alone adventure or as part of an ongoing campaign.

Introduction & Background: If you ran BRI-2, then the players should have retrieved a map of the valley that shows the way to the slavers camp. If you also ran BRI-1, then the players should all be branded as slaves and are probably ready for a little revenge against the slavers. You should read the entire module before beginning the game. If you did not run BRI 1 or 2, go back and run those first.

Island Information: The Island is populated with different tribes of creatures. The Far East side of the island where the adventures began

are the weakest areas. Encounters grow stronger as the adventurers travel west. This module covers the slavers mine in the middle of the map. If the PC’s insist on traveling into other areas, it should be discouraged with any number of nasty beasts. The jungles and woods will seem to always be pushing the PC’s towards the slavers mine.

The different tribes on the island are the Kobolds in the far South East. A colony of Lepers lives in the East, hounded by a Griffon. West of them is a lair of Xvarts & Giant Ants, (covered in BR-2) and then at the main island river is the slavers mining camp. Across the river is a thick jungle & swamp that covers many miles and is home of a race of Vermin. The Vermin are covered in BR-4 “Oh Rats!”. Finally, on the far west end of island is the city of Black Ridge, which should be the goal of the adventurers.

Note on Gla’aki: Gla’aki is a lesser god of the Cthulhu mythos, who has been imprisoned in the ice caves under the mountain. Gla’aki followers have diminished from the world, draining Gla’aki of most of his power. While he is weak outside of this area, he still has power and influence in the area where he is imprisoned.

In the module Gla’aki will forcefully persuade a party member to become his follower. If you do not believe your players will enjoy this, then simply leave it out. The module stands alone without it, and was inserted into the module for a particular player in one of my latest games. The players enjoyed it so much, I have left it in.

Part I: The Slavers Caves

This module begins in the woods approaching the slavers camp. The rushing sound of the river nearby gives the impression of a peaceful area. The very southern tip of a range of hills marks the entrance to the slavers cave. Here they have recruited a band of Orcs to keep the slaves in line. They also hatched a dinosaur and raised it from a hatchling to be a watchdog for them.

Over the years the orcs have begun to steal large portions of the gold that is being mined by the slaves. What the Orcs don’t realize is that the gold is really fools gold. A dwarf among the slaves knows about the fools gold, but is afraid if he says anything, the slavers and Orcs will kill them all. The slavers themselves only recently discovered this, but plan on trying to pass the fools gold off as much as possible while they

can. Fools gold will be denoted as 'fg' in the module.

The city of Black-Ridge is aware of the fools' gold and there is only a 20% chance any fg coins will work there. Off the Island at the mainland there is a 60% chance any merchant will accept the fools gold. When the players first see the gold, only a Dwarf or Gnome should notice it is not real gold without a very careful examination.

Area 1-1: A large cave opening 30' wide and 20' high leads into the southern tip of the mountain range. The area outside the cave is dirt, with only small tufts of grass left here and there. The trees end approximately 50 yards from the entrance to the cave. Another 30 yards past the opening a large river flows by and disappears around the corner of the mountain range. Several small boats are beached here. Outside the cave a small dinosaur is laying still, possibly asleep. It is brown and gray with 2 large horns protruding from its head, and a smaller horn on its nose. It has the bony shield around the back of its head.

Tri-tops: HD 8; Hp: 52; Atts: 3 or 1; Dam 1d6/1d8/1d8 +2 or 2d10; AC 5/2. Special: Strength bonus +2 to hit & damage if using the 3 attacks. Bull charge: The Tri-tops can opt to do a bull charge instead of his normal attacks if he has at least 20 feet between him and his target. When he does so, anyone in the path must take a fear test or be paralyzed. If the Players pass the fear test they may try to dodge out of the way testing against their dexterity. If a player passes his fear test, but wishes to try and attack he can get in one swing but will still be run down. The bull charge will always hit unless the player dodged. Tri-tops is AC 2 anywhere on his head and AC 5 if the players can get to his sides or back.

The Triceratops is trained to attack anyone with the exception of the Orcs or Slavers who enter the camp area in front of the cave. The Tri-tops appears to be sleeping but is fully aware of anyone in the area due to his acute sense of smell. He will wait until anyone is half-way across the area before springing to his feet and charging.

Area 1-2: The large cave opening goes north for about 20' when it opens into an even larger 50' semi-circular room. This is the sleeping area for the Tri-tops. Some hay has been piled here for a sleeping mat. There is nothing of interest in the area. If the players spend too long searching this area, an Orc from area 3 will spot them and notify the orcs in area 4 and the shaman from area 8.

This will allow the orcs to set up a defense and eliminate any element of surprise. If this happens the orcs will force all the slaves down into the mineshaft and set up in area 4.

Area 1-3: This large sleeping area has 19 mats in it. The sleeping mat at the very end is twice as large as the rest. In the room is a box with rope, chain and torches in it, a barrel of ale and a table with some rotted meat and moldy bread on it. Standing next to the table, playing a game that involves hitting each other, are 2 Orcs. There is a pile of 37 fg (fools gold) on the table. Each Orc has a pouch. One Orc was winning and has 12 fg and the other orc's pouch is empty.

2 Orcs: HD 1; Hp: 6; Atts: 1; Dam 1d8; AC 6. They are using crude swords that count as broad swords. The swords will break on an attack roll of '1', to hit.

Area 1-4: This is the main working area and the entrance into the mine. This large rectangle room is 50' deep and 70 to 80' wide. In this room are approximately 20 slaves, working with shovels and picks and are chained in groups of 4. Most of the slaves are men, but there are some dwarfs, elves, and women in the group as well. There are 10 carts full of rocks, and crystal. Also in the room are 16 Orcs, 1 larger Orc and 1 Ogre. The Orcs will attack by throwing rocks at the players trying to draw them into the cave, so they can bring their greater numbers to bear. If the players start to use magic or missile weapons on the Orcs, they will grab some of the slaves to use as human shields.

Once the players enter the main area, the Orcs and Ogre will attack. Once the players drop a couple of Orcs, the slaves will join in and attack the Orcs. It is easiest to assume the slaves can take out 8 of the Orcs. They will not attack the Ogre or the larger Orc.

16 Orcs: HD 1; Hp: 6; Atts: 1; Dam 1d8/1d6; AC 6. They are using crude swords that count as broad swords. The swords will break on an attack roll of '1', to hit. They may throw rocks for 1d6 points of damage. 1-6 fg each.

1 Large Orc: HD 2; Hp: 12; Atts: 3; Dam 1d8/1d8/1d4 (+1, +1); AC 4. He uses a Long Sword and dagger for fighting. He can swing his sword twice per melee round. He gains +1 to hit and damage due to his strength and he has leather armor. The large orc will hide in the back and pick his moment to charge in, picking on the

weakest of the party. In a pouch he will have 1 gp, 20 fg, 5 sp, set of keys. The keys are for the slaves' chains and trunk #1 in room 7.

1 Ogre: HD 4+1; Hp: 25; Atts: 1; Dam 1d10 (+3, +6); AC 5. The Ogre gains +3 to hit and +6 to damage due to his strength. If the players won't enter the room, he will hurl entire carts of rocks at the players. If they hit, they will do 4d10+6 points of damage. In his pouch is 15 fg.

NOTE: This is a good spot to introduce a new player into the group, or for a player to pick up a follower. All slaves will be branded with an 'S' similar to the PC's.

After the Players have defeated the Orcs, the slaves will thank them, then flee the caves, take all the boats and try and make it to the City of Black Ridge on the West side of the Island.

Area 1-5: This is the mine shaft. There is a series of ropes and pulleys that the players can use to descend 40 feet into the cave. In here are 20 more slaves. If they hear the PC's have defeated the Orcs, they too will flee the cave, climbing up the ropes.

The cave complex here is rather small with picks, shovels and buckets lying around. If a PC looks closely at the wall, veins of crystal run through the rocks here.

Area 1-6: This is where the slaves slept. There is straw spread around but fleas and lice are infest the area. There is nothing of value here.

Area 1-7: The Large Orcs room. This area is the sleeping area of the 2 Large Orcs for the tribe. There will be 1 in here; the other was in room 4. The Orc will be hiding behind a tapestry on one wall. He will surprise the party on a d6 roll of 3-6. Also in the room are 2 very nice looking sleeping mats and 2 trunks, both locked.

Trunk 1: Dagger, rope, rotted food, skin of Orc ale, 80 fg, gem worth 15 gp.

Trunk 2: Banded armor, 76 fg, 2 oil skins, flint & steel.

1 Large Orc: HD 2; Hp 16; Atts: 2; Dam 1d8/1d8 (+2, +3); AC 3. He uses a Long Sword and shield for fighting and is wearing leather armor. He can swing 2x per melee round and gains +2 to hit and +3 damage due to his strength. On him is 2 gp, 12 fg, 8 sp, keys. Keys will open the chains to the slaves and trunk #2.

Area 1-8: Gaflang's Quarters: This room's door is

locked. Inside is a lavish room with a very nice bed, tapestries on the walls, a table, chairs, and a large trunk. In the room are 2 Orc guards and the Tribal shaman, Gaflang, a Cleric of Gla'aki. If any combat has happened in rooms 4 or 7, then the shaman will be aware of it and will be prepared. Just as the players open the door, the shaman will be finishing his Prayer spell.

2 Orcs: HD 1; Hp: 6; Atts: 1; Dam 1d8; AC 6. They are using crude swords that count as broad swords. The swords will break on an attack roll of '1', to hit. They will have from 1-6 fg each.

Half-Orc Cleric: Lvl 5; Hp 31; AC: 2; Atts: 1; Dam 1d8 (+1/+1) Magic Long sword +1. S:14, I:12, W:16, D:15, C:12, Ch: 15. Spells: 5/5/1:

1st level: Cure Light Wounds x3, Faerie Fire, Command.

2nd level: Hold Person x2, Slow Poison, Heat Metal, Obscurement.

3rd level: Prayer (will have just cast this when players open door.)

He is wearing chain mail, shield, has the +1 L.Sword and an Unholy symbol of Gla'aki. In his trunk is Prayer book to Gla'aki, 2 clerical scrolls, 2 bottles unholy water, 12 gp, 200 fg, 25 sp, and one random potion.

Remember, the Orcs and Gaflang gain +1 to all rolls, and the Players are -1 to all rolls. He will try and turn any Paladins or control any undead in the party. Then cast his hold person, heat metal, faerie fire, command and then obscurement.

Area 1-9: David's Room: David is a 5th level magic-user. David and Gaflang together control the Orcs and the gold mine. David is aware of the fools gold but is still on so he can further explore the cave system through the secret door in his room. He has built a concealed partition in front of the secret door to keep anyone from seeing him going in and out of it. This room is lavishly decorated with tapestries. There is a large bed in the center and a chest in one corner. There are several book shelves on the walls full of books.

There is a writing table also with some papyrus and an ink and quill there. David has created the Flesh Golem in the next section with the help from his familiar. If anyone casts read magic on the writing on the papyrus, it is partial instructions on creating a flesh golem. When the PC's enter the room, David will be hiding in the concealed area but will be able to see the players through

his Imp's eyes who is in the room, invisible.

David won't do anything and will allow the players to rummage through his room. He is hoping they will leave. If they begin to tear it up too much or begin to search for secret doors he will begin by casting Hold Portal on the concealed door then reading his scroll of Telekinesis for his dagger. If successful, he will have his Imp begin attacking by backstabbing a player, then disappearing again. When the players turn to look, he will fly his dagger out of the concealed room through a small hole near the ceiling. He will then attack with the dagger till the players have stopped that, or the spell wears off.

David: Lvl 5; Hp 14; AC: 3; Atts: 1 or 2; Dam 1-4 (+2/+2) Uses Dagger +2. Spells: 4/2/1

1st level: Charm Person, Sleep, Detect Magic, Hold Portal, Armor

2nd level: Ray of Enfeeblement, Acid Arrow, Blindness

3rd level: Hold Person, Dispel Magic.

Special: David may cast his spells through his Imp, if the Imp does not attack that round. The Imp will become visible when the spell goes off but can then go invisible again at the end of the round. The Imp provides David 25% Magic Resistance.

David: Dagger +2, Cloak Protection +1, Armor spell on for 13 hit points, key to chest.

David's Imp: The Imp is a servant to Gla'aki. If the Imp is killed, it will kill David. If David is killed, the Imp will follow the players. HD: 2+2; Hp: 15; AC 2(-2 when invisible); Atts: 1; Damage 1d4 + poison. Poison will do 1d6 of damage for 3 rounds, unless a save is made, then nothing. The Imp may turn invisible at will, Suggestion once per day, and is only hit by silver and magic. He has magic resistance 25%, Polymorph self into spider at will, and regenerates 1 hp/round.

The chest is locked and trapped. If opened or if the lock is smashed it will break a gas vial in the chest. Gas will cover a 20' area radius. Anyone in the area make save vs poison. If within 10' of the chest make it at -2. If 10-15' save normally, if 15-20', save at +2. If save is passed take 1d6 points poison damage. If failed take 1d10 points for 3 rounds.

Inside the chest is: 25 gp, 10 fg, 44 sp, Spell book, 2 random potions and 3 magic user scrolls levels 1-4. There is a false bottom. In there is

small bag of appearance.

Spell book:

1st level: Read Magic, Charm Person, Sleep, Detect Magic, Hold Portal, Armor

2nd level: Ray of Enfeeblement, Acid Arrow, Blindness

3rd level: Hold Person, Dispel Magic

This ends part 1 of "Revenge is Best Served Cold." If the players have slain David but the Imp is still alive, he will begin to follow the players while staying invisible. He will give clues to the players to find the secret door and encourage them to go down.

Gla'aki had a mission for David & Gaflang, and if the players have killed them, he is now looking for a new follower to complete the mission. So pick out whatever PC is in desire of power and begin passing him notes, promising wealth and power. Start with Necromancers, neutral, chaotic or evil clerics and then whichever PC acts the closest to chaotic neutral or evil. If every PC is pure Lawful good (like that would ever happen), just pick one to begin to corrupt.



Part II: The Ice Caves

Introduction: In this area it is very cold. Any characters not dressed at least a little will begin to suffer from hypothermia. A character with no thick clothing at all will suffer 1 hp per turn from cold. If they are wearing nothing more than a loin cloth, then they suffer 2 hp per turn. The PC picked to be the next follower of Gla'aki will suffer double until as such time as they call for help. At which time, they will be completely warm and suffer no ill affects. At a minimum the chosen will suffer 1 hp per turn from the cold even if dressed in furs and other warm clothing.

This entire area is controlled by Gla'aki. He is Chaotic Neutral and will do whatever it takes to get one of the PC's to follow him. He is a lesser deity with all the abilities of a lesser god in the Deities and Demi-gods. He is looking to increase his sphere of control by gathering more followers even by force or coercion. One of his books is being destroyed very soon, in a temple near the city of Black Ridge. He wants someone to save the book. It is also the key to his imprisonment. In this module he will appear as a White Dragon. He does not want to kill the players, but will do so if they continually want to attack him. You should not let the players defeat the dragon. He will just leave if it is even close.

Gla'aki is the one making it so cold. He has also created the staircases etc... to lead David and now the players down to him. David never made it all the way. But now with time running short Gla'aki is getting desperate. Gla'aki will cause the chosen one to suffer badly and fail any test he needs to make. Bad luck will follow him. All the while, whispers and promises of help, power and fortune are his for the asking. All he needs to do is say yes one time. If the player accepts any help from Gla'aki, then the chosen one will have the 'Dream of Gla'aki.'

If the character chosen refuses help to the point of dying, then Gla'aki will shift his attention to the next best candidate for the job.

The 'Dream of Gla'aki': The PC will find himself alone on the shore of a lake. A figure is standing beside him, but the sun shines so bright in his eyes, he can only glimpse the figure of metal and tentacles. The figure beside him gives off a glow of security and warmth.

Gla'aki will call the player by name and say. "I am the one who saved you in your time of need. Many of my followers call me Gla'aki. I can see in

you strength not found in many and I may have a use for you in my plans. Before I accept you as a true follower, I need you to prove yourself. A quest I believe is in order. There is a small item I wish for you to retrieve for me." The PC can now see that Gla'aki is holding a small vial. To the PC's horror, blood flows out of his body and into the vial. A small bronze cap appears and seals itself over the top. "Inside the vial is your life blood. While this vial is intact, you are immortal and cannot die. But if the vial should ever break, and the blood of the vial should drain away, so shall your own life blood." The characters soul will then belong to Gla'aki who will turn him into a Servant of Gla'aki, an undead horror, that is an extension of Gla'aki, but he'll leave that part out.

After the PC takes this in for a second, the creature begins to fade away. It says "Prove yourself worthy of me. Find your vial and my book. Once you have found them, wear the vial over your heart. Do not disappoint me." The PC realizes he can finally speak and says "Where should I look?" The answer comes into the Players mind. "Follow your heart. It knows the way to your blood. Hurry for your time without your blood is short indeed."

The player will then come out of his dream fully healed, and any skills and spells he has will be refreshed. This all happened in a split second. All the other PC's will notice is that the chosen will be healed. The Imp will now be that character's familiar and the chosen will also become chaotic neutral. (make all adjustments as necessary for gaining a familiar and changing alignments.) If at this point the chosen one dies to the point that a raise dead is needed. He will become a Servant of Gla'aki before any spells can be cast upon him.

Area 2-1: Steep stairs lead down into the depths of these caves. They have walls on both sides, but cracks and fissures seem to lead into untold depths. The cracks are too small for anyone to fit into. The stairs descend down sharply for 50 feet and then turn and continue for another 40 feet down.

The third stair from the bottom of the 2nd set of stairs is trapped. Anyone on the 2nd set of stairs will be hit by spikes for 1-8 points of damage. A dex check can be made for half that. The chosen will always fail the dex check and suffer the full 8 points, unless he has already converted.

Area 2-2: The stairs turn again and continue down another flight. Half way down this set of

steps is another trap. If pressed it will turn the stairs into a slide and the floor at the bottom will open up. Anyone on the stairs must make a dex check at $\frac{1}{2}$ their dexterity or slide down and fall in. The chosen one will fail and step on the trapped step unless he has converted.

The pit goes down 30 feet but is filled with 15' of ice cold water. If a PC falls in and is holding anything, he must take a Dexterity check cut in half or drop whatever was in his hand. If the PC is wearing any kind of metal armor, he will begin to sink and must try to remove the armor. Any PC in the water will suffer 1d4 hit points per round while they are in the water.

At the bottom of the pit is a small mirror, potion of extra healing, potion of stone giant strength, slightly rusted scale mail armor, a medium shield, a short sword +1 and a quiver of 8 arrows +1.

Area 2-3: After the players open the door, they will see the hall goes 30' and ends in a false door. In front of the door is a 7 foot tall humanoid wearing only a loin clothe. If the handle for the door #3 is pulled the floor beneath the door will open into a chute that will take the players down to area #4 below.

Flesh Golem: HD 8; Hp 40; Atts: 2; Dam 2-16/2-16; AC 9; Special: need magic weapons to hit him. If the players try to stay back, he will back them up into the pit, shut the door and go back to stand in front of door #3.

Area 2-4: The chute becomes covered in ice about half way down and drops the players out into cave #4. After 5 minutes, the trap door at the top will close cutting any ropes that are still going through the opening. The players do not suffer any damage going down the chute but the players will find they cannot climb back up the ice chute. The room is 40' wide and 30' deep with a passageway going out the opposite side. A small pool of water fills up the East half of the room. An elfish skeleton lies against the western wall. Next to it is a long bow and a quiver with 12 arrows.

Inside the pond just under the water are 2 ice toads, who are very displeased with the sudden amount of heat that the intruders have brought into the room with them. They will attack any warm blooded creatures in the room. In the pond under some gravel about 5-6 feet down are 4 gp, 22 sp, 3 gems. All 3 gems will be valued at 20-30 gp. If a detect magic is cast on the gems, they will discover that 1 is magical. It will cast a Cure

Serious Wounds, 3x per day.

2 Ice Toads: HD 5; Hp 25, 30; Atts: 1; Dam 3-12; AC 4; Special: Every other round can radiate cold to fill entire room for 3-18 points of damage. Note: The Chosen one will not suffer the cold damage caused by the Toads if he has already converted.

Area 2-5: This tunnel opens into a oval shaped cave 30'x40'. In it are several ice columns and shadows can be seen quickly flashing through the corners of the adventurers' eyes. The sound of running water can be heard at the back end of the room. In the cave there are 3 Ice Trolls. They will surprise the party on a roll of 4+ on a d6.

In the river at the back of the cave is a 2-Handed Sword +1, 25 sp, 14 gp and a gem worth 100 gp. The cave openings for the river are too small for a person to fit into.

3 Ice Trolls: HD 2; Hp: 8, 10, 13; Atts: 2; Dam 1-8/1-8; AC 8; Special: Need Magic weapons to hit them, regenerate 2 hp/rnd.

Area 2-6. Dead End Cave: This cave ends in a dead end. A dwarf can tell this area is unstable. Any loud noises in here have a 70% chance to cause a cave in doing 3-30 points of damage. Save verse dexterity for $\frac{1}{2}$ damage.

Area 2-7: The Ice Lizard's Room: This is a large cavern 70' in diameter and is over 100' tall. The Ice Lizard knows the party is here and has cast his illusion to look like a white dragon. He will cast fear on the first 2 players who look in the room. If they fail their test, they will flee into a random corridor, towards 4, 5, or 6, yelling and screaming. If they go into room 6, this can cause another cave in.

Afterwards, the Lizard will try to convince them he is a mighty dragon and tell the party to leave him alone. Smart party members will be aware, that he doesn't radiate fear to all of them. If they attack, he will try to sleep them and use his breathe before resorting to combat. He will fly up into the air to avoid hand to hand attacks, before swooping down.

In the pile of treasure the Ice Lizard uses as his bed is: 1000 cp, 200 sp, 20 gp, A bastard sword called Troll-Slayer (see end of module), Dagger +1, a suit of chain mail +1, a suit of scale mail, Bracers of AC 8 and a wand of Magic Missiles with 15 charges left.

Ice Lizard: HD: 3+3; Hp: 24; AC 1; Atts 3; Dam 1-

3/1-3/1-6; Special: 80% magic resistance, Cast fear 2x per day, cast sleep 2x per day, Illusion to look like White Dragon at will.

Area 2-8: In this room is where Gla'aki is resting awaiting the party. He has taken the form of a White Dragon. The room itself is over 100' deep and you cannot see the ceiling. A small passage goes out from the side. All the players must make a fear test upon entering, or be paralyzed with fear for 2-8 rounds, when they must test again until they pass.

If the Chosen one has converted, he will not feel the fear and will know Gla'aki for who he is and Gla'aki will congratulate the group for passing his test and will now help the party to go save his book. He will heal everyone to maximum hit points. Return everyone's spells to them and will then send them down the corridor that will lead to the teleport gate. If the players want to do some trading, Gla'aki has a few random magic items, he is willing to trade for.

If the chosen one has not converted yet, Gla'aki will attempt to force any of the players to accept him. He will kill off each party member 1 by 1, in an effort to force anyone to convert to his will. Torturing the other party members if need be. If all of this fails, he will concede and raise the party back up to full, and tell them he will allow them to leave in exchange for the sword Troll slayer from the previous room. If they give him the sword he will heal them to full and allow them to leave down the corridor. He will just hope the players save his book by accident.

If you are playing without using Gla'aki, run this encounter as a Neutral White Dragon. He is not particularly hungry but does want his sword back. He will allow the players passage in payment for the Troll Slayer sword.

White Dragon: HD 9; Hp: 126; AC 0; Atts: 5; Damage 1-8/1-8/1-8/1-8/3-24 +5 to hit and +8 damage on all attacks. Breathe Ice for 8 d20 damage. Magic Resistance: 90%.

Gla'aki is a Demi-god. He can heal players at will, and can heal himself to max 5 times a day. He can also go invisible 5x day, polymorph himself at will, teleport, has ESP, Clairvoyance, exceptional hearing as a dragon and the powers of a lesser god as described at the beginning of Deities and Demi-gods. The players should have no chance of killing this being. If it even gets close, he will teleport himself away into another cave in this Ice

area. Gla'aki may do all 5 attacks and still do a special ability that he wishes.

Area 2-9: After the players have passed into this area, they will see the tunnel dead ends, but has a fuzzy look to it. There is a teleport door directly on the cave wall. All a player must do, is touch the wall to be teleported to Area 3.

Part III: The Temple

Introduction: The huge cavern is very warm and dark, players with infra-vision can see nothing except large piles of rocks. No walls or ceiling is visible. Several miles away a small orange glow appears. The chosen one will feel that is the way to go. Everyone in the party will get a feeling of dread from this place.

The players have been teleported into a Stone Giants lair. This is as far as Gla'aki's power could take them. They will need to race to the exit where they will climb over a fiery pit of lava, into an old temple. There they will face impossible odds to save the Book of Gla'aki and the Chosen One's vial of life blood.

Area 3-1: The Rock Giants Hall. The players have ended up in a large sports hall for a clan of Rock Giants. They could walk for over a day in all but one direction. If they do so, they will run into 2 Rock Giant Guards. If they do, the sound will draw more until all 50 in the clan eventually show up. This is very, very bad for the players.

If they move quietly towards the glow they will have only a single encounter. Next to one pile of rocks is a large brown sack. If a thief successfully pickpockets the sack, while everyone else is very quiet, they can get the contents. But if anyone makes any noise, the pickpocket attempt is failed or someone simply picks up the sack, it will awaken the dozing Rock Giant.

If the players immediately take off running for the glow they will beat the Rock giant there. If they instead try to fight the rock giant, they will find themselves in for some serious problems. 5 rounds after the players begin a fight with the rock giant, 2 guards will show up.

Give the PC's every clue that this fighting here is a very bad idea and that they will have almost no chance to win this battle. Give them a chance to flee. Even to the point of the rock giants stopping and laughing at their puny attempts to fight. Have the rock giant give chase to the glow, which is a small crack in the wall, only big enough for the players.

If the PC's did not steal the giant's sack, then the rock giant will go back to his nap, having run off the pests. If they did steal his possessions, have him begin to knock holes in the wall to get at the PC's. It will take him 10 rounds to get through the wall.

Rock Giant: HD 10+4; Hp: 85; AC -2; Atts 2 or 1; Dam 3-18/3-18 or 3-30: Special: Strength bonus of +4 to hit and +9 damage for all attacks; 30% magic resistance. Rock Giants are larger cousins to Stone Giants. They stand almost 20' tall and attack either with their fists or feet if things are too small to hit. They can also throw rocks like Stone Giants. If they are hit with non-magical bladed weapons there is a 50% chance of the weapon breaking.

Inside the Rock Giant's sack is a suit of chain mail, a shield +1, and a magic user's spell book with 20 random spells from 1st to 5th level.

The guards have similar stats and will have equivalent treasure on them.

Area 3-2: The Lake of Lava: This room is over 70 feet around and almost 50 feet high. A small shelf of rock gives the players a very small area to stand next to the blazing hot lava. All PC's will suffer a point of damage every round until they make it out of this room. A resist fire spell or item will prevent the heat damage. A chain ladder runs from the shelf to a small hole in the ceiling 30' out over the lava.

Players must climb the angled ladder. A player may use strength or dexterity for this climb. To fall into the lake is certain death. Players must climb the 60' ladder making either a dexterity or strength check every 20 feet. If a player fails their check, he or she has slipped but is still holding onto the ladder. He must regain his balance and hold to continue. Allow him a 2nd check. If he fails this one as well, he will fall. If he makes the 2nd one, he has completed that section.

Example: Toren the thief has a strength of 12 and a dexterity of 16, so he chooses to use his dex for these checks. The first 20' he passes his first roll and moves onto the 2nd section. He then fails his second roll, hanging out over the lava he rolls again passing and pulling himself back onto the chain ladder. He is now 40' up the ladder. He passes his next check and has made it to the top. If Toren had failed the 2nd roll in the middle section, he would have fallen into the lava and died.

If there are players on both the top and bottom, and hold the ladder steady, the player climbing gains a +2 bonus to his rolls.

If a player falls into the lava they suffer 1d6 points of damage every second. So in 1 round they will suffer 60d6 damage. If a player is resistant to fire they will still suffer 1/2 damage. If a player has a rope tied around them and they hit the lava it will burst into flames as well.

Area 3-3: The Sacrifice room. This room is 50' round and had 4 exits. Two of the exits are blocked off from cave-ins and one of the doors is sealed shut. Any attempts to open it will be futile including spells that would open it. Any attempt to smash the sealed door open will lead to a cave-in doing 2d6 points of damage to anyone in the room. The fourth door is already slightly opened.

The room has carved runes and pictures that cover every wall and the floor. They are pictures of death, decay and destruction. Several pictures show a priest throwing a sacrifice down the well and into the lake of lava that the players just climbed out of.

Area 3-4: The Mummy's tomb: This 40' square room is a burial chamber. There is broken pottery scattered around the room. There is a 2nd door that leads out of the room. A few gold pieces (34) are scattered about the room as are several gems (5 worth 20-25 gp each). There is a large sarcophagus on a pedestal in the middle of the room. On the north wall is a long sword with matching scabbard hanging on the wall. There is a hold portal on sarcophagus and it is locked from the inside.

Also in the room are two skeletons. The first has rotted leather armor that has been chewed to pieces. His weapons are badly rusted but he does have a set of lock picks that give the user a +10% chance to open locks. The 2nd skeleton is wearing rusted chain that has several holes in it from cuts. He has nothing worth of value on him except for a single ring on his hand. It is a ring of protection +1. These are dead grave robbers. Their partners already took most of the treasure and fled when the mummy was awakened.

The players may take anything except the long sword on the wall. If the sarcophagus is opened or the long sword removed from the wall the mummy will awaken and attack. He will attack whoever is holding the sword. If it is dropped he will put it back on the wall and return to his tomb

as long as no one is attacking him. If so, he will go after them.

Since this is the mummy's tomb, any attempts to turn the mummy suffer a -2 to turn/control the mummy. And if the cleric fails a check, he will suffer a 3d6 mind blast back.

The long sword is a +2 sword that can become flame on command (+d4 flame damage) and the user can gain stone giant strength as the potion 1 time per day . Inside the Sarcophagus is another 123 gold and set of 5 random magic user scrolls & 5 clerical scrolls.

Mummy: HD 6+3; Hp 45; AC: 3; Atts 1; Damage: 1-12+ mummy's rot; Special: Causes Fear on site. Save or be paralyzed. Magic weapons to hit and those only do 1/2 damage round down.

Area 3-5: The door leads into a hall that is 40 feet long and 10 feet high. At the end of it is a stone circular stair case. The hall is dusty and full of cobwebs. If the players look closely they will see the tracks from the last grave robbers stayed on the West side of the hall. If they fail to look, they will set of the trap.

The trap causes the stairs at the end of the hall to rise into the ceiling while the hall fills with a poison gas. Any PC in the area will suffer 1d6 damage every round. If they go into the mummy room it will be half this and none if they go all the way back to the sacrifice room.

The trap will reset after one hour and the stairs will descend. There is also a trip lever at the top of the stairs that can reset it. If the trap goes off it will alert the people in the temple to the player's presence.

Area 3-6: The Temple Room of Olan: The spiral stairs lead to a portion of a large 120' square room that is out of sight from everyone in the room. There are over 2 dozen people dressed in a strange array of colors, feathers and weapons. They are in the middle of a ceremony to destroy the Book of Gla'aki thus permanently imprisoning him inside the ice caves.

They are expecting an attack from the front door, but not from downstairs. If the players do not set off the trap in the hallway below they can easily surprise the people in the Temple Room.

At the North end of the Room is an alter. Lying on the alter is a large book and a vial of blood (if you are using the Gla'aki plot line). At the center of the roof is a large Crystal.

The light from the moon is coming through a hole in the roof, focused through a crystal hanging from the ceiling and shining down on the floor. Every round the moon beam will move closer to the alter. When it is on the book then the Olan priest behind the alter can destroy it and the vial. But not until that time.

The players will have ten minutes (or 10 rounds) to win the combat. I represent the moonbeam by placing a bead on the playing mat 50' away from the alter. I then move it 5' every round. This gives the whole battle a feeling of urgency.

Just remember if the vial is busted or the book destroyed all hope is not lost. It just changes things. Especially the follower of Gla'aki. The book takes 3 full rounds to destroy. The vial takes only a single round to destroy.

In the room are 7 bowmen, 8 low level warriors, 10 non-combat NPC's, the priest of Olan, who is behind the alter, and a high level warrior standing next to the alter. The 10 non-combat NPC's are in front of the alter with the warriors closest to the front door. The front door has been shut and locked. As soon as the players are discovered, the warriors will run towards the players, while the archers move to one side in an attempt to shoot arrows at the players.

The 10 non-combat NPC's will run in front of the PC's in an attempt to slow them down.

7 Archers of Olan: HD 1; Hp 5; Atts: 1; AC 8; Dam: 1-8/1-4. Special: Olan archers are trained to shoot into close combat. They will shoot into close combat but only get 1 bow shot per round. They shoot as a 4th level archer. If engaged in close combat they will use a dagger. They can detect followers of Gla'aki automatically and gain +2 to hit and +2 damage to them and will always aim for any followers of Gla'aki.

Long bow, quiver with 12 arrows, dagger, 1-3 gold, Leather armor.

7 Warriors of Olan: HD 1; Hp 7; Atts: 1; AC 6; Dam: 1-8 +1. Special: Warriors of Olan are sworn enemies to any followers of Gla'aki. They detect them automatically and receive +2 to hit and +2 damage to any followers of Gla'aki . If given the choice of targets, they will always target them. Once they detect a follower, they will call them 'Defiled' and make sure everyone knows what he is. Long Swords, chain mail, shields, d6+2 gp ea.

10 Faithful of Olan: HD 1/2; Hp 3; Atts: 1; AC 10; Dam 1-2. If they know someone is a follower of

Gla'aki, they will attempt to tackle them down and beat them up. Robes, 1 gp ea.

Olan's Chosen: Fighter 7th level. HP: 74; AC: -3; Weapon: Long Sword +2; Dam 1-8 (+5,+8) Str: 18(76) (+2,+4); Int: 14; Wis: 15; Dex: 15; Con 17; Chr: 15 Specialized in Long Swords (+1,+2) Plate Mail +1, Shield +2, Scarab of Protection +1, Decanter of Endless water. 52 gp, 64 sp, 5 pp.

Olan's Priest: 9th level Cleric: Hp: 60; AC: -2; Weapon: Hammer +1; Dam: 2-7 (+1,+2) Str: 16 (+0,+1); Int:14; Wis: 18; Dex: 17; Con 16; Chr: 15

Spells: 6/6/4/3/1

1st: Cure Light Wounds x3, Bless x2, Faerie Fire;

2nd: Hold Person, Spiritual Hammer, Heat Metal, Obscurement, Resist Fire, Silence;

3rd: Cure Disease, Prayer, Summon Insects, Dispel Magic;

4th: Cause Serious Wounds, Giant Insect, Protection from Lightning;

5th: Flame Strike

Items: Scale Mail +1; Shield +3, Potion of Ex. Healing, Hammer +1, Staff of Curing 22 charges, Unholy symbol of Olan, 3 vials unholy water and a prayer book to Olan.

On the back of the alter is a secret door that holds 350 gp, 500 sp, and 100 pp. On top of the alter is the Book of Gla'aki.

Book of Gla'aki: This artifact is sealed shut and can only be opened with the Amulet of Gla'aki. While in the hands of a follower of Gla'aki it acts as a ring of Protection +2. Any attempts to open the book without the amulet will result in either the destruction of the book or the death of the one attempting it, most likely the later.

Life Blood: This small crystal vial holds the life blood of the chosen one. If it is ever smashed the chosen one will die and become a Servant of Gla'aki. While it is intact the follower must wear the vial on a chain around his neck. It gives him the ability to cast Death 1x per day and Create Undead 1x per day.

Olan is an evil Daemon who has battled with Gla'aki for centuries and the two hate each other.

This battle can be difficult but if the players get surprise and can get off a spell that will shut down most of the smaller NPC's, they should be able to handle the fighter and cleric.

Part IV: The City of Black-Ridge

Background: The City of Black-Ridge is on the far Western edge of the island. It is a walled port city, with only a few farming fields separating it from the swamp and woods that cover the west



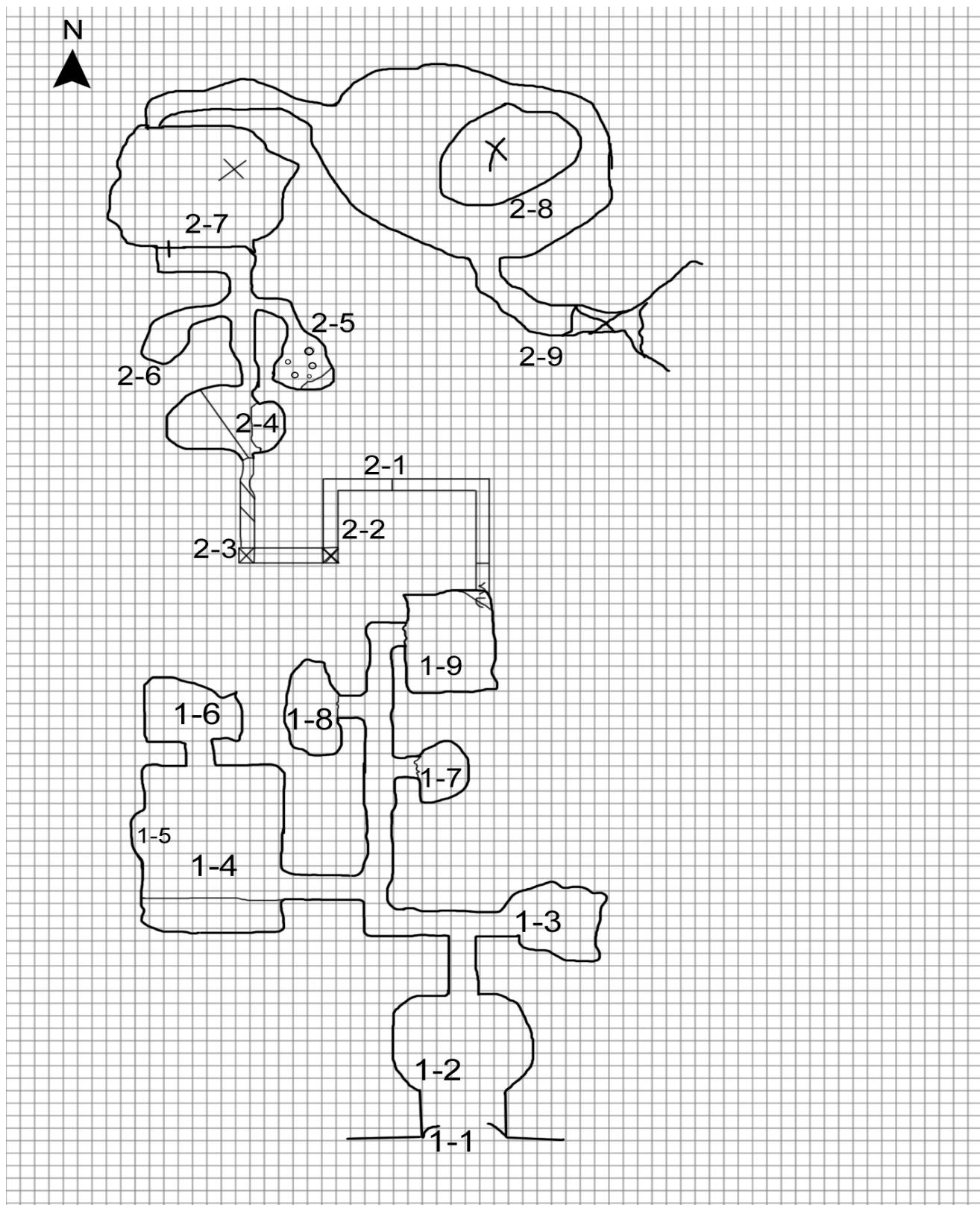
half of the island. After the players leave the Olan Temple, they will find a trail that leads out of the woods and into the City of Black-Ridge.

Specials

Troll-Slayer: Troll-Slayer is a Bastard Sword with runes on the blade. The runes spell out Troll-Slayer and are written in trollish. Troll-Slayer has the following abilities.

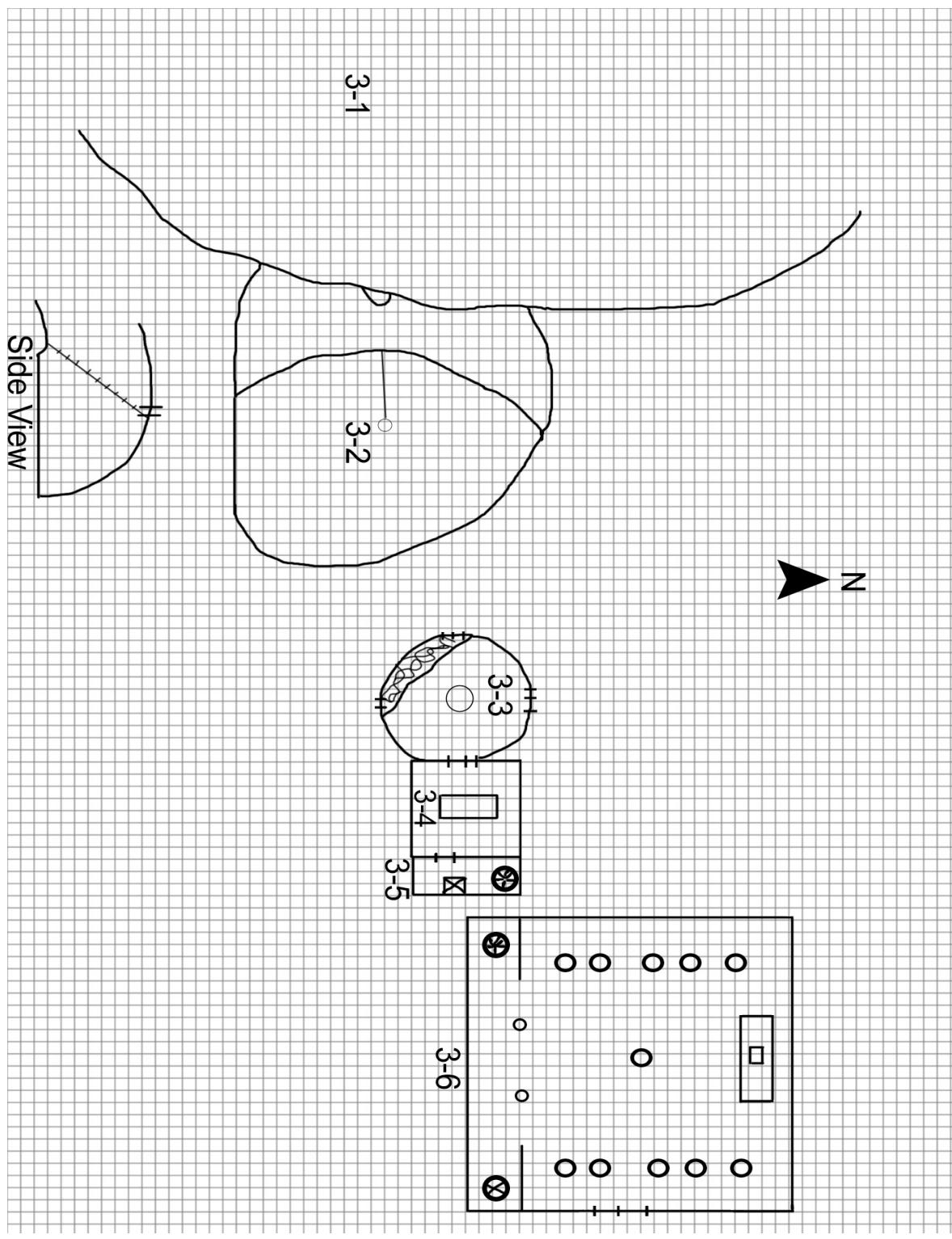
1. +2 normally
2. +3 if fighting any creature with regeneration.
3. +6 if fighting trolls.
4. Any creature wounded by this blade cannot regenerate for 1 hour.
5. Wielder also cannot regenerate wounds through magic or resting. Only magical healing works. This applies as long as Troll-Slayer is in their possession.
6. Once someone picks Troll Slayer up, they will not lay it down, and will use no other weapons, until a Remove Curse is thrown.
7. Any troll that sees Troll-Slayer will go berserk and attack the wielder of this weapon exclusively if possible. And then try to destroy the blade.
8. If the wielder of Troll-Slayer sees any trolls, he must attack the trolls ignoring all others, until all the trolls are dead.

Map 3-1: The Slavers Caves



1 square = 5 feet

Map 3-2: The Caves to The Olan Temple



1 square = 5 feet

Servants of Gla'aki: If the chosen one dies or his vial of life blood is broken, he or she will become a Servant of Gla'aki. They are undead with the following abilities:

1. May be turned as a special on the turning chart
2. Is harmed by holy water and curing spells
3. Cause wounds spells heal on a 1 for 1 point bases.
4. Retains all his abilities from his life and can still learn and gain further experience to raise levels, but an experience earned is cut in half. (50%)
5. At the time of his becoming undead he will gain 1 special ability per 2 levels he has attained before his death, up to a maximum of 6. (ie. 3 at 6th level, 4 if 8th, etc..) The player cannot gain any more of these abilities; it is a one time thing. Undead abilities will be rolled up at the time of death from the Necromancers ability charts in the Necromancers guide or DM's choice
6. He or she will no longer age.
7. A servant of Gla'aki will take no damage from normal cold and magical cold is always cut in half. If a save is allowed, and made, the servant of Gla'aki takes no damage.
8. If the Servant of Gla'aki cannot already control/turn undead he may do so now at 2 levels below his current level.



Notes