

HM-2

The Hunt for Istan

An AD&D adventure for 4-8 characters Level 2-4

By Todd Hughes
Editing and Maps by Greg Covey
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Background

This adventure begins in the hamlet of Rashtan near the Lonely Wood. Rashtan is in a small hamlet surrounded by farmland. It is in a temperate climate and Rashtan is populated by mostly humans and a few demi-humans.

This module is the continuation of HM-1 (The Disappearance of Harold the Hedge Mage). In that module it was discovered that the local false alchemist Istan had conspired with a Hobgoblin lieutenant in the Forgotten Hills to do away with his rival Harold who is a hedge mage living in the Lonely Wood.

Istan was eventually arrested for this act and escaped prison. He is now on the run and there is a bounty offered for his return.

Notes for the Dungeon Master

This module is designed for novice and intermediate level players. The number of player characters should be between four and eight. The recommended level of character experience is from second to fourth level. Magical items available to the party at the start of the adventure should likewise be restricted. Players may either bring in existing characters of the appropriate level with the DM's approval, or roll up new characters as suggested in appendix P of the **Dungeon Masters Guide**, or use the pre-generated party included at the end of this module.

A random encounter chart is given below. All monsters encountered are considered passers-by and are not inhabitants of the specific area being investigated. This chart is applicable to most encounters on open grassland, in forests, or on smaller hills.

The chance for a random encounter is one out of six (i.e., a 1 on d6). A check should be made once each day and night.

Random Wilderness Encounter Chart

<u>Die Roll</u>	<u>Encounter</u>
1-5	Stirge (2-8)
6-14	Wolves (2-5)
15-17	Worg (1-4)

18-20	Ant, giant, workers (2-8)
21-24	Brown Bear (1-4)
25-27	Giant Cave Spider (1)
28-30	Hobgoblins (2-5)
31-35	Goblins (3-12)
36-40	Centipede, giant (2-5)
41-50	Rat, giant (2-12)
51-57	Snake, giant constrictor (1-3)
58-60	Snake, giant poisonous (1-3)
61-67	Spider, giant (2-5)
68-70	Bug Bears(1-3)
71-77	Elf (2-8)
78-81	Orcs (2-8)
82-85	Ogres (1-3)
86-95	Bandits (2-7)
96-00	Brigand (2-8)

Rumors and facts: The following list is a compilation of various stories, rumors, and facts concerning Rashtan, Istan, and the surrounding area. Any resident of the area might know one or more of these tales. The chance that any encountered NPC will know one or more rumors depends on the NPC level.

0-Level – 40%
1st-Level – 50%
2nd-Level-75%

If a NPC has been determined to know rumors roll to see how many they know using the chart below.

0 level – 1-2(1d4/2)
1st Level – 1-3(1d6/2)
2nd Level – 1-4(1d4)

Once the number of known rumors is determined roll on the chart below to determine which ones are known. Each rumor is marked as either true or false those in italics are partially true.

1. There is an evil mage in the forest gathering a army of undead to attack the village (false)
2. Istan was extremely jealous of Harold. (true)
3. Istan and Harold grew up together and went to the same magic school. (false)
4. Istan was more than just a potion peddler he is also a powerful mage. (false)

5. *There are humanoids gathering in the forest intent on destroying Rashtan*
6. Korec is in league with the evil powers in the forest. (false)
7. A party of travelers was attacked by humanoids while traveling through the pass in the forest. (true)
8. There is a large pack of wolves just outside of town to the south. They are the pets of some evil giant and do his bidding. (false)
9. The town priest is really a devil worshiper. (false)
10. Isten escaped to a near by kingdom. (false)
11. Isten was innocent of the charges, and the sheriff conspired with Korec and Harold to frame him. (false)
12. *Isten escaped to join an evil army that is planning to attack Rashtan.*

Hamlet of Rashtan

As you enter the hamlet you see a small village with only seven buildings laid out neatly on either side of the main street, running through town. The largest is the first building on your right and above the door hangs a sign that reads "Wayfarers Place". There are a handful of people walking beside the street going into the various buildings.

#1 Wayfarers Place

Description: As you enter you see a moderately lit tavern directly to your right is a bar with a man wearing an apron standing behind it cleaning a glass with a towel. He has an upturned nose and a long scar running from his forehead across his nose and down his jaw, he looks at you wordlessly as you enter. There are several tables laid out in a haphazard manner. There are a few people sitting at the tables eating and drinking. A sign above the bar reads "Ask us about our potions"

DM Note: Wayfarers Place is the only Inn and tavern in Rashtan. While not extravagant the Inn is fairly clean and comfortable. The bartender is the Inn owner Korec the half-orc, he is a gruff individual who will generally answer question in the least possible amount of words. He is a former adventurer who put all of his money into building Wayfarers Place.

There is a small kitchen through the door behind the bar, players can get a drink, or food, or a room for the night.

If the players ask about potions Korec will relay the following.

"I got three potions right now, they are all healing elixirs made by my friend Harold."

3 Harolds Healing Potion (single use potion heals 1-8 HP)
Cost: 350 g.p. each.

If the players ask about Istan or the bounty, Korec will respond:

"I never trusted that Istan, anyone who would work with hobgoblins to capture and kill someone deserves no better themselves in my book. I don't know where he went, or even where he originally came from, but I hope someone finds him. You'll have ta talk to the sheriff about the reward."

#2 Jord's Forge

Description: As you approach this stone building, you see a smoke coming from a chimney and a sign hanging above the door reading "Jord's Forge". When entering you see a large dark-skinned man hammering away on an anvil near a fit pit

DM Note: This is the blacksmith shop run by Jord Hammerlin, Jord is a local whose father ran the shop before him. Jord will always know at least two rumors from the table above if the characters engage him in conversation about the area.

Characters can purchase goods here. Jord sells typical items that would be made by a blacksmith. Jord is also a weaponsmith and can repair damaged normal weapons.

Jord (lvl:0, HP:6, S:17, I: 11, W: 12, C: 13, D: 14, CH: 11)

If asked about Istan, Jord will reply:

"I never trusted him. He always came off as underhanded to me. I hope someone catches him soon, he could do a lot of bad for a lot of people."

#3 Minter's Marvelous Maps and Things

Description: Above the door of this shop is a sign that reads "Minter's Marvelous Maps and Things" with a picture of folded map. You see dusty bookshelves lining the walls filled with books and scroll cases, much of which seems to have been thrown about haphazardly. There is a door in the back of the room, and sitting at a desk is a man with long brown hair and a long thin mustache.

DM Note: Minter fancies himself a sage and librarian. In truth he is a 1st level magic user who has read extensively about travel and different parts of the world. He has many maps some of the local area with towns, villages, and roads. He has other maps as well of far away places. He has lots of books on mundane subjects such as anatomy and flora and fauna, and if asked he has two magic user spell scrolls for sale.

1 Dancing Lights (300gp)
1 Detect Evil (600gp)

He also has an abundance of leather and bone scroll/map cases.

Minter will also offer to identify if any items the characters have found are magical in nature for 25 gp/item. He does this with a pair of magical glasses that tells him if an item he is looking at is magical.

When identifying items he will not do so in front of the characters, instead, insisting he must take the items alone into the backroom so his “spell” will not be interrupted. He does this to hide the fact that his glasses are magical from everyone, he will not try to steal any items.

Minter does not get out much and is not up on the latest gossip, but he will know one rumor from the above table. He knows the story of Isten and Harold. He, like others, hopes Istan is found soon, but doesn't really know much about him.

#4 Sheriffs Station

Description: Above the door to this building is a sign reading simply “Sheriff”.

As you enter you see a man in studded leather armor talking to another one in leather armor. In the back of the room are 2 jail cells, both unoccupied.

“Can I help you folks” the man says.

DM Note: The man in studded leather is sheriff Talon, a large clean cut man with a small scar on his right cheek. The man in leather is his deputy, Warren.

If asked about Istan and the bounty:

“We had him in the jail, but he managed to pick the lock and escape. We tried to track him down but we lost him in the Lonely Wood. He was headed south, but that's all we know. You can go look at his shop and through his things if you want. The reward is 500 g.p. alive and 100 g.p. dead.”

#5 Silo's General Store

Description: Above the door hangs a sign with a depiction of a horse eating from a feed bag it reads “Silo's General Store”. As you enter you see shelves stacked with goods of all kinds. A portly man wearing an apron and a big smile waves to you from behind a counter “Well met travelers, how can I be of service today.”

DM Note: Silo is a pleasant man eager to help the party spend their coin in his shop. He has stock in the following equipment tables from the Players handbook (clothing, Misc equipment and supplies, provisions, and tack and harness)

Silo likes to gossip and as a result will know four rumors from the table above. He will gladly share these with the PC's even to the point of talking about town goings on without be prompted.

When prompted about Istan Silo will tell the PCs:

“The night he escaped he broke into my store and I was missing almost 2 weeks worth of rations and a rope and grapple. If I ever get my hands on him I'll take it from his hide.” He says angrily.

#6 Istan's Extraordinary Elixirs

Description: Above the door a sign reads “Istan's Extraordinary Elixirs”.

The door has been left open to this shop, as you enter you can still smell the stench of what smells like burnt hair. There are several tables littered with broken glass from beakers that were once used to concoct some noxious potion. A door in the back of the room leads to a small living quarters where the players will find a bed that has been stripped bare and a desk against the wall.

DM Note: Under a secret floorboard is a small hidden space. (Treat as secret door.) Inside is Istan's journal. Mostly it is complaints about town folk, but the last few entries read:

“I contacted Isensan today; he is sending one of his lieutenants named Balgor to the lonely wood on an ambush mission. He has agreed to have me meet him and discuss my proposal.”

“Met with Balgor. I gave him the magic axe and other treasures I promised. He said he would have to return to Isensan to see what he wanted to do. I convinced him that Harold had a large pile of magical treasures hidden, and that with them Balgor would no longer need to follow the orders of Isensan. He seemed to accept this and we struck a deal. Goodbye, Harold!”

“Blasted travelers came through today and were convinced by Korec to go check on Harold. I will have to get word to Balgor that these meddling fools are running about in the Lonely Wood.”

“I have been unable to contact Balgor. Harold has not been around, but I am beginning to wonder if Balgor double crossed me. I may have to make a trip soon to meet this Isensan face to face.”

#7 Temple of Mielikki

Description: As you approach this dark wooden building you see a statue out front of a beautiful woman wearing a tunic and wielding a bow. When you enter you see a man in green robes cleaning a short line of pews facing an altar. “Hello, and may Mielikki bless you”

DM Note: The man is Cariwin priest of Mielikki. He will be friendly to the PC's and invites them in. He will take the opportunity to speak about Mielikki and the harmony of nature if given the chance.

If asked about Istan he will smile and say:

"I would see him sneaking around the temple at night sometimes, he was a strange fellow, but I have not heard or seen him since the incident. However the elves in the Lonely Wood tell me they have been having problems as of late with humanoids coming from the Forgotten Hills. I understand that Istan was conspiring with humanoids in his plot against Harold."

If anyone in the party is wounded Cariwin will offer to heal them for a tithe (75 gp) and cast cure light wounds.

Cariwin (Cleric, lvl: 2, S:12, I: 13, W: 17, D:15, C: 12, CH:15, HP: 13, AC: 8, robe, staff)

The Trail of Istan

By now the PC's should have realized Istan has headed towards the Forgotten Hills. He is traveling, hoping to meet up with Isensan, but instead will meet with one of his generals (Balgor's commander).

The fastest way to the Forgotten Hills is Travelers Way road through the Lonely Wood. It will take 3 days to pass through the wood if the PC's stay on the road. There is a 1 in 6 chance for an encounter once each day and once each night using the chart above.

Once through the wood the PC's will see the tops of the Forgotten Hills off in the distance several days ride away. The end of the first day outside of the Lonely wood the PC's will come upon a small shanty town.

Quarrytown

Description: As evening approaches you see just off to the east a small village. There is a small dirt road leading off the main road to the town, which seems to be a mix of haphazard shanty homes erected in a disorderly fashion. As you travel down the dirt road you come to a small wooden building with hitching posts out front and a sign hanging from the roof that says "INN&TAVERN", you see a large manor house up on the hill above the town.

DM Note: This small shanty town is run by Corvair Similan. He owns the quarry pit that is 1 mile from town. The people living in the town all work for Corvair in the granite quarry. He keeps them in his grasp by charging them almost their entire salary for food & shelter, so they cannot gather enough money to leave. The people are poor, dirty, and their spirit broken. They will shy away from the party as they do all outsiders. The "INN&TAVERN" has only 2 rooms for rent at the price of 1 gp/night. The rooms are small and cramped and the cots are uncomfortable.

The barkeep is Jansen, he is in the employ of Corvair who built the bar for the quarry workers to drown their sorrows in cheap liquor to help keep them inline. The bar only offers 2 drinks. A cheap ale for 1 s.p. and a rot gut whiskey for 1 c.p. a glass. If asked about the town Jansen will shrug and just say it's a hard life, he will not bad mouth Corvair, and if asked if he had seen Istan he will say he doesn't remember, but the PC's should talk to the town mayor (Corvair).

Corvair lives in the manor house on the hill. If the PC's go to see him the trail going to the house will lead to an iron gate. There will be two guards wearing leather with clubs, each holding a dog on a leash. They will stop the PC's to ask them their business, after the PC's tell them one of the guards will go to get Corvair.

Corvair will exit the house and walk to the PC's, he has seven bodyguards, the two with the dogs, two more with leather armor, two with studded leather, and one with scale mail who will be walking just in front of him. He will ask the PC's how he can help them.

If they ask about Istan he will relay the following:

"My men have seen someone fitting your description holed up in a hillside cave not far from here. We have never bothered to check up on it since he has never come to town. Isn't that right, Johnston?"

He will say to the man in scale who will nod affirmative.

He will then give directions to the PC's. He will first insist the PC's join him for dinner before they go.

If the PC's join him he will make small talk and avoid any questions about the condition of the people in the town. He will talk about the quarry and how the people mine it and ship the granite by caravan.

Unbeknownst to the PC's Corvair and Istan are old acquaintances. On his way through, Istan met with Corvair and concocted a plan to stop anyone trying to trail him. While Corvair does not care about anyone but himself, there is one thing he responds to: treasure. Istan gave him a magical +1 dagger to help him.

There is an Ogre lair not far from the town, and Corsair has a deal with the Ogres. They don't attack the town or quarry, and Corvair will send them a tasty snack and a small amount of gold from time to time.

He will sometimes direct travelers who stop through to the Ogres, and when there are no travelers a villager will mysteriously disappear. Corvair will have sent a warning to the Ogres in the form of a carrier pigeon letting them know people are on the way.

The Cave

Description: The grass on the plain has begun to thin as winter approaches. You move down a slight incline until you see the cave you were told about in a small grassy hillside. The only sound is that of the wind blowing into the small gulch you are standing in, and the smell of burning wood drifts from the cave.

DM Note: The Ogres will be waiting to ambush the PC's when they enter the cave (roll surprise for the PC's)

There are 2 Ogres
(AC: 4, HP: 24, 25 A/DAM: 1/1-10)

There is a fire pit in the middle of the cave, and the bleached bones of past victims are piled in one corner. Among the remains are rusted and corroded armor, shields and weapons. These are all useless except for a quiver with six blue-fletched arrows that appear to have been unaffected by the elements. These are +1 arrows. There is a large locked chest in the cave containing the gold Corvair has given the ogres along with a few gems they got from victims:

200 gp
5 gems
1. Bloodstone (50 gp)
2. Onyx (50 gp)
3. Tiger Eye (10 gp)
4. Peridot (100 gp)
5. Topaz (100 gp)

Corvair will have had one of his men following the PC's at a safe distance using a spy glass to keep an eye on them. If they live he will ride back to the manor to warn Corvair

Return to the Manor

If the PC's realize that Corvair set them up this is the scene they will encounter.

"As you ride to the gate of the manor house you see it is closed and locked tight."

To force it open the lock must be picked, or a bend bars lift gate roll must be made. Else they PC's will have to climb over it. They will need to make a dexterity check (climb walls for thief) of else fall from the top, which is a ten-foot drop. The falling character will take 1d6 damage.

Once they get past the gate and to the door it will be locked as well, a open doors roll will need to be made to beak it down, or the lock picked.

Once the door is open

"You enter the large parlor and sitting in the back of the room in a chair is Corvair nonchalantly flipping a dagger and catching it. On each side of him is one of the leather clad body guards and standing between you and him are the other five body guards holding the two dogs. Johnstan is tapping his club against his shield and says "I think it's time for you boys to be headed back the way you were goin." The others guards all chuckle and tighten the grips on their clubs.

As combat starts Corvair and the two leather armor clad guards run to his study where he locks the door

Johnston lvl 2 fighter
(AC: 5 HP: 14, A/DAM: 1/1-6+2)
He has scale mail, a small shield, and a club which he is specialized in (+1 to hit +2 to damage)

2 Studded leather guards 1 lvl fighters
(AC: 6 HP: 10, 10 A/DAM: 1/1-6)
The both have studded leather, wooden shields, and clubs

2 Leather armor guards 0 lvl men at arms
(AC: 7 HP: 3, 6 A/DAM: 1/1-6)
They have leather armor, shields, and clubs

2 war dogs (no armor)
(AC: 8 HP: 8, 12 A/DAM: 1/2-8)

If the PC's win the fight Corvair will still be locked in his study with the remaining two guards. The door is reinforced and there will be a -1 to any open doors roll, there will also be a -3% to pick locks.

If the PC's get the door open the remaining two guards will attack.

Two Leather armor guards 0 lvl men at arms
(AC: 7 HP: 5, 6 A/DAM: 1/1-6)
They have leather armor, shields, and clubs

When the remaining guards go down Corvair will fall to his knees and plead for his life. He will offer to tell them everything he knows about Istan, if he feels the PC's still will not let him go he will offer them money.

He has a hidden combination safe behind a book case the safe is trapped with a poison needle, and anyone trying to open it without the correct combination has a 4 in 6 chance of being pricked and taking 2-5 points of poison damage. Inside is 200g.p. in a sack, and Corvair will offer this to the PC's claiming it is all he has.

What Corvair knows about Istan.

He will tell the PC's Istan paid him 100 gold to send them to the ogres if they came after him. He will tell them Istan is headed to the Forgotten hills to meet up with some

humanoid leader who he is working with. All he knows about where in the hills is that it is southwest of Travelers Way in the valley. He will swear that is all he knows and has. However, hidden in a secret compartment in his desk is a small bag with 4 emeralds (50 gp each) but he will not give that information to the PC's.

Whether or not the PC's let Corsair live once they leave the manner and go back into the village they will encounter the following scene:

"The quarry workers are out and running in the streets. You see them breaking the windows of the Inn and dragging out kegs of ale and whiskey, they are waving around picks and shovels and screaming 'Down with the Tyrant.' The have drug Jansen from the bar and are beating him in the street. As you watch, someone throws a flaming flask of oil into the bar and it bursts into flame as a full scale riot breaks out."

The villagers will watch the PC's somewhat wearily, but will not mess with them in any way unless attacked then they will swarm them.

"You watch a number of the villagers light torches and yell for everyone to storm the manor."

The mob will proceed up the hill and will ransack the manor house and when they are done set it on fire. If Corsair is still alive they will have drug him from the house and he will be screaming for help as he is beaten. Once the ransacking is done they will toss him into the burning home.

If for some reason the PC's try to attack or forcibly stop the mob they will be swarmed by 30 villagers (AC: 10 HP: 3 A/DAM 1/1-3 picks, shovels, torches)

Back on the Trail

It will be another 2 ½ days journey before the PC's reach the base of the Forgotten Hills. You should roll for random encounters one time each day and one time each night (1 in 6 chance).

The Forgotten Hills

When in the hills random encounters should be checked for using the chart below once each day, and twice each night. The chance for encounter is 1 in 6 during the day and 2 in 6 during the night.

Random Hills Encounter Chart

<u>Die Roll</u>	<u>Encounter</u>
1– 4	Orc Patrol (3-8)
5-7	Trade Caravan (4-7)*

8-12	Hobgoblin Patrol (2-7)
13-14	Ogres (1-2)
15-16	Giant Cave Spider (1)
17-18	Grimlocks (2-5) **
19-20	Ogrillion (1-4) **

* Number of guards. These may be human, elf, or dwarf.

** these creatures are from the fiend folio

The road moves over to tall large hills. It takes 1 days travel to reach the summit of the first hill, and another day to reach the valley between the hills. It takes another full day to reach the summit of the second hill and another day to reach the bottom and back into the plains. Total travel straight through the hills is four days time.

Once the PC's reach the valley between the two hills a ranger or someone with tracking proficiency may attempt to track Istan. A ranger will have a 70% chance of success because of the rough terrain and someone with tracking proficiency must make a check at -2.

If the PC's are unable to follow the trail they head south. (The only viable direction since the road runs over the north of the hills.) They will not be able to take mounts more than a mile from the road as the terrain is too rough.

Leaving the Road

The trail will lead the PC's into the hills for a full day. During this time, there is a 2 in 6 chance for a random encounter, once during the day and once at night. The next day, after 2 hours of traveling, the PCs encounter:

The Crater

"100 yards ahead you hear guttural sounds of yelling coming from over what appears to be a cliff edge"

If the PC's approach cautiously they will not be heard. If they do not, there is a 1 in 8 chance they will be noticed.

"You quietly approach the edge of what appears to be a great crater, as if some angry god slammed his fist into the ground. The crater appears to be 80 yards across and 20 feet deep. The side you look over has a steep incline, but the other side is not as steep and would be much easier to negotiate. 20 feet to your right is a large outcropping of loose rock hanging over the edge of the crater. Down at the bottom of the crater you can see many tents set up and wandering around the encampment is a small army of orcs and hobgoblins."

This is Rokgor's company. Istan has already made it here and spoken with Rokgor and moved on to meet his commander, Gelx. There are 16 orcs and nine hobgoblins in the crater, not counting Rokgor or his personal guard.

The rock outcropping can be broken away to cause a landslide. This requires a bend bars/lift gates roll. There is plenty of room for PC's to work together to move so their rolls can be combined. If the PC's manage to break away the outcropping they must make a dexterity check or will be caught in the landslide, taking 2d6 points of damage and ending up at the bottom of the crater.

The landslide will crush 2d4+8 of the orcs and 1d4+5 of the hobgoblins, killing them instantly. Rokgor and his body guards are at the back end of the crater near the slight slope and will not be harmed.

If the PC's engage in missile fire all of the remaining orcs and hobgoblins can take cover behind rocks gaining 50% cover and return fire with light crossbows (6 quarrels each). The PC's can take 25% cover behind remaining rocks.

If they move down the steep slope for melee they must make a dexterity check or suffer 1d6 damage while sliding down the hill.

The regular orcs:
AC: 8, short swords, and 1d8 hit points.

The regular hobgoblins:
AC: 7, spears, and 1d8+1 hit points.

Rokgor's guards, four hobgoblins:
(AC: 7 HP 8, 8, 9, 8 A/DAM – 1/1-8)
Each of these bodyguards has a battleaxe and 5 gp.

Rokgor:
(AC: 5 HP: 13 (treat as 2 HD monster) A/DAM: 1/2-8+1)
Rokgor is armed with a shield and broad sword. He receives +1 to damage because of his great strength. He has 20gp and 20 sp in a pouch on his belt.

The orcs do not know anything about Istan, and the hobgoblins will not cooperate.

ALTERNATIVE: If the players have been through the first module (Disappearance of Harold the Hedge mage) and Balgor escaped, then he can be here in place of Rokgor.

Balgor
(AC: 5 HP: 16 (treat as 2 HD monster) A/DAM: 1/1-8+2)
Balgor is a large very strong hobgoblin (+1 to damage), he carries a shield and a magical battle axe +1 that was given to him as a bribe by Istan. He has 20gp and 20sp in a pouch on his belt.

After the encounter in the crater the PC's should continue south. After another 3 hours of travel, they will encounter:

The Nest

From around the bend you hear a great screech echo through the valley, then suddenly you hear the word "HELP" loud and clear but you cannot tell from where it came. As you round the corner you see ahead of you a large human-looking figure over 10 feet tall and an ogre being attacked by two large eagles. The giant looks as if he is attempting to reach into the eagles nest as the ogre swings a great club at them.

2 giant eagles:
(HP: 17, 20 AC: 5 A/DAM: 3/1-6, 1-6, 2-12)

Ogre:
(HP: 19 AC: 5 A/DAM: 1/1-10)

Hill Giant:
(HP: 38, AC: 4, A/DAM : 1/2-16 throws boulders for 2-16)

If the characters attack with missile weapons to avoid melee, the hill giant will begin throwing large rocks at them while the eagles fight the ogre. If the characters attack in melee the ogre will engage them first while the eagles attack the giant. If the PC's win the combat and the eagles are still alive the PC's will hear "Thank you" in their minds. There is a single egg in the eagles nest. The hill giant has a large sack containing 95gp.

The PC's will continue on and night will fall. There is a 2 in 6 chance for a random encounter at night.

The next day just after midday the PC's will find an opening leading down into a cavern on the hill side. This is Gelx's command center.

"You see an opening to a cavern. The rock around the opening has a symbol of a broken spear carved around it, and a set of stairs lead down. There is a coverless wagon sitting outside the opening. As you travel down the staircase you end up in a tunnel 10' wide and 15' high with torches lining the wall."

Gelx's Lair

Room #1 Dining Hall

Description: As you move down the corridor you hear loud voices coming from up ahead. You approach a swinging door, and the voices seem to be coming from behind it.

DM Note: This is the dining hall used by Gelx's unit. It is filled with tables, benches, and barrels of dried food and kegs of ale. Inside are seven orcs and four hobgoblins, all eating.

Orcs (HP: 2, 1, 2, 5, 8, 3, 3 AC: 8 A/DAM: 1/1-6)

The orcs all have short swords and 1 gp each.

Hobgoblins (HP: 5, 7, 8, 4 AC: 7 A/DAM: 1/1-6)
The hobgoblins have maces and 2 gp each.

#2 Orc Barracks

Description: Carved into the face of the wooden door you see a symbol of a sword hitting a skull.

DM Note: If the PC's listen they maybe hear the orcs talking to each other (1 in 6). This is a barracks room for an orc footman platoon. Currently there are nine orcs inside, some sitting and some standing talking to each other.

Orcs (HP: 3, 5, 5, 4, 2, 6, 4, 3, 6 AC: 8 A/DAM-1/1-6)
Each orc carries 4 s.p. and uses a club.

When combat is engaged there is a 10% chance that the orcs from room #3 will hear and four of them will come to investigate. The room itself contains 10 small cots with dirty blankets and small foot chests with some ratty clothes. There is nothing more of value in this room.

Room #3 Orc Barracks

Description: Carved into the face of the wooden door you see a symbol of a sword hitting a skull.

DM Note: If the PC's listen they maybe hear the orcs talking to each other (1 in 6). This is a barracks room for an orc footman platoon. Currently there are eight orcs inside, some sitting and some standing talking to each other.

Orcs (HP: 3, 4, 5, 4, 3, 5, 4, 3 AC: 8 A/DAM-1/1-6)
Each orc carries 3 s.p. and uses a spear.

When combat is engaged there is a 10% chance that the orcs from room #2 will hear and five of them will come to investigate. The room itself contains 10 small cots with dirty blankets and small foot chests with some ratty clothes. There is nothing more of value in this room.

Room #4 Orc Barracks

Description: As you approach the wooden door, you see it is slightly ajar. You see a symbol of an eye with an arrow through it carved on the door.

DM Note: This is the barracks room for an orc archer platoon. There is a 1 in 6 chance they will hear the PC's approach. The archers are preparing to leave and meet up with Rokgor's Platoon for a raiding mission.

10 orcs (HP: 3, 7, 2, 4, 5, 2, 5, 6, 3, 4 AC:8 A/DAM 1/1-4)
Each orc is armed with a heavy crossbow and 1 dozen bolts. They carry daggers as backup weapons which they will use in melee. Each orc has 2 sp.

When combat starts one orc will attempt to escape and run to the orc footman barracks (room #2) for help. The room itself contains 10 small cots with dirty blankets and small foot chests with some ratty clothes. There is nothing more of value in this room.

Room #5 Training Ground

Description: You approach a large set of swinging doors. From behind them you can hear the sounds of shouting and metal hitting metal. Just then the doors open and an orc comes walking out.

DM Note: The orc will shout out a warning upon seeing the PC's. Roll for surprise.
Orc (HP: 4 AC:8 A/DAM 1/1-6) The orc has a short sword.

This is a training room 70'x40' inside are orcs and hobgoblins engaged in weapons training. The walls are lined with weapons and shields. Inside are six orcs and three hobgoblins. They will not be surprised as they will hear the other orcs shouts or the ensuing melee.

Six orcs (HP: 4, 3, 3, 5, 4, 2 AC: 8 A/DAM: 1/1-6)
The orcs are practicing with spears. Each carries 4 sp.

Three hobgoblins (HP: 5, 4, 7 AC: 6 A/DAM: 1/1-6)
The hobgoblins are practicing with a shield and a mace. Each carries 2 gp.

Hanging on the walls are 4 spears, 4 maces, 4 broadswords, and 5 short swords.

Room #6 Jail

Description: The hallway narrows to about 5' wide so you can only move down the hall 1 person at a time, and unlike the other halls that are no torches mounted on the walls. The hall is damp, and water drips from the ceiling in places.

DM Note: 10' before the door there is a pressure switch in the middle of the floor that is disguised as a loose stone. There is a 4 in 6 chance the pressure switch will be triggered for each PC that walks over it. The switch triggers an arrow trap. Six arrows will fire from the walls (three from each side). The person who triggered it and the two players behind him will be targets of the arrows. The arrows attack as a 2 hit-die monster, and there will be two arrows fired at each of the three targeted areas.

Inside the room is a damp musty jail. There are four 10'x10' metal cages. In one is a scrawny human, naked and shivering. In another is a larger bearded human, also naked, who looks to have been badly beaten.

There are two hobgoblin guards in the room. One is jingling keys in front of the cell that holds the bearded

human, taunting him.

Hobgoblins (AC: 7 HP: 6, 7 A/DAM 1/1-6)

Each guard has a club and 7sp. One of the guards has a potion of healing in his pouch.

The first human is Qwan. He was a caravan driver that was captured after the hobgoblins attacked and destroyed the caravan:

Qwan (Human Lvl: 0, HP: 4, AC: 10)

Qwan is just a driver and does not know how to use a weapon.

The second human is Wilbur. He was a guard for the caravan that was attacked. He was badly beaten and knocked unconscious. He is currently at 1 H.P.

Wilbur (fighter Lvl: 1 HP: 10 AC: 10 Str:16 Int:10 Wis:9 Dex:12 Con:13 Chr: 12)

Wilbur is proficient with a spear and a long sword. If the characters heal him and arm him he will gladly help them fight, but will not want to take the lead. He prefers a spear and shield combination. He receives a +1 to damage because of strength.

He will tell the PC's "There were five of us guarding the caravan. It started as we headed through a pass. Johnny took a crossbow bolt to the neck and next thing we know 20 orcs and hobgoblins popped up out of nowhere. They had these false rocks they were hiding under and they swarmed us. I was knocked out and when I woke up there was three of us here: me, Qwan, and the merchant. They came and got the merchant a few days ago and took him away. We haven't heard anything of him since. They were telling me I was going next to see the big ones."

Room #7 Armory

Description: As you open this wooden door you see a 30'x20' room with weapons and shelves lining the walls.

DM Note: this is an armory for the hobgoblins where they store extra weapons.

All of the weapons are normal (non-magical).

- 10 short swords
- 10 spears
- 8 broad swords
- 10 light crossbow
- 5 long swords
- 6 battle axes
- 5 maces
- 8 clubs
- 4 daggers

On the shelves are stacked

- 7 wooden shields
- 6 quivers each with 12 light crossbow bolts.
- 5 suits of leather armor

5 small helms

Room #8 Hobgoblin Barracks

Description: As you approach the door you see it begin to swing open.

DM Note: This is a Hobgoblin footman barracks. There are eight hobgoblins inside preparing to leave with the orc archers:

8 hobgoblins (HP: 8, 5, 3, 4, 5, 4, 7, 6 AC: 7 A/DAM: 1/1-8)
Each is armed with a long sword and carries 2gp.

Carved on the door is a symbol of a sword sticking through a skull

Room #9 Hobgoblin Barracks

Description: You approach the wooden door and see carved on the door is a symbol of a sword sticking through a skull.

DM Note: There are 7 hobgoblin footmen in this room. The platoon is sitting around their room relaxing. There is a 1 in 8 chance they will hear the PC's outside their door, otherwise there is a 2 in 6 chance they will be surprised when the PC's enter. If the hobgoblins in room 8 are still alive then there is a 2 in 6 chance they will hear a commotion and 4 of them will come to investigate.

7 hobgoblins (HP: 4, 3, 7, 5, 4, 6, 4 AC: 7 A/DAM: 1/1-6)
Each is armed with a spear and carries 5gp.

Otherwise the room only contains cots and small trunks with ratty clothes.

Room #10 Hobgoblin Sergeant Barracks

Description: As you walk up to this door you can see a symbol of a whip hitting a back carved into it.

DM Note: This is the barracks room for the hobgoblin sergeants there are 5 of them in the room and each attack as a 2 HD monster.

5 Sergeants (HP: 9, 8, 9, 8, 8 AC: 6 A/DAM: 1/1-8)
Each carries a shield and long sword and has a small pouch with 12gp.

Each has a foot chest at the end of his bunk, in one of these wrapped in a ragged cloth is a vial of liquid. (Potion of Healing)

#11 Cyclopskin Lair

Description: In front of you are 2 very large wooden double doors. As you open them you see standing in the center of a large room next to an iron cauldron are two creatures humanoid in appearance and over 7 feet tall. Both have moldy, yellow-color skin and shaggy blue hair. Each has a

single large eye. Around the room you see skeletal remains strewn about.

DM Note: These two cyclopskin work for Gelx. He feeds them prisoners and gives them treasure to keep them on his side. Each has a large club that acts as a morningstar, and strike for +2 damage because of their great strength.

2 Cyclopskin (HP: 26, 25 AC:3 A/DAM: 1/2-8+2)

In one corner is a chest containing 300gp and a ruby (200gp)

Inside the boiling cauldron is the bloated human remains of what is left of the merchant (including his head).

#12 Gelx's War Room

Description: As you round the corner of the corridor it widens to 20'. Up ahead is a pair of large iron doors. Etched into the doors is a symbol of a broken spear outlined in gold.

DM Note: Gelix is in the midst of a conference with his lieutenants on what forces to send and destroy Rashtan. The Iron doors requires a bend bars lift gates roll to open, up to three characters can combine strength to open it. The attempt however will alert those within and they will be ready for the PC's.

Ogmoor Orc Lieutenant

Ogmoor was chief of an Orc tribe conquered by Gelix, and he now serves as one of his lieutenants.

(HP: 12 (treat as 2 HD monster) AC: 6 A/DAM: 1/1-8)

Ogmoor wears studded leather armor and carries a shield and long sword. He has 20gp in a pouch.

Hacksmar Hobgoblin Captain

Hacksmar is one of Gelx's long time captains from before Isensan conquered the hobgoblin tribe.

(HP: 16 (treat as 2 HD monster) AC: 5 A/DAM: 1/1-6)

Hacksmar wears scale mail and carries a shield and spear. He has 28gp in a pouch.

Fulgart Hobgoblin lieutenant

Fulgart is a new lieutenant promoted under Gelx.

(HP: 12 (treat as 2 HD monster) AC: 7 A/DAM 1/1-6+1)

Fulgart wears leather armor and carries a spear and shield. He does +1 to damage for his great strength.

Bonepin Hobgoblin lieutenant

Bonepin is a long time lieutenant and is the commander of hobgoblin Archers

(HP: 15 (treat as 2 HD monster) AC: 6 A/DAM: 1/1-6)

Bonepin carries a heavy crossbow which he will have loaded and fire at the first PC through the door (+1 to hit). He also carries a short sword and wears studded leather. He is nimble enough to receive a -1 to his armor class.

Grak Orc Sergeant

Grak is Ogmoor's 2nd in command

(HP: 8 AC: 8 A/DAM: 1/1-8)

Grak wears leather armor and carries a battle axe.

Istan Level: 2 Human Thief

Istan is here helping the hobgoblins plan. He is giving up all the information he knows about Rashtan and in particular Harold the Hedge mage.

(HP: 10 AC: 5 Int: 16 Dex: 17 A/DAM 1/1-4)

Istan has leather armor and a dagger. He will run to the back of the room when the PC's enter, and once they are distracted in melee, attempt to backstab the closest one.

Gelix Hobgoblin General

Gelix was once the chief of the Broken Spear tribe.

However his tribe along with two others were conquered by Isensan. Gelix became one of Isensan's regimental generals and now his former tribe along with the orc tribe it conquered serve Isensan.

Gelix (HP: 19 (treat as 3 HD monster) AC: 5 A/DAM 1/1-6+2)

Gelix wears scale mail and carries a shield and a magical +1 spear. He gains an additional +1 to damage from his great strength.

Hidden in the fake heel of his boot is a iron key. This is the key to the trapped chest in room #13. If the characters specify they search his boots they will find the key automatically, otherwise they have a 3 in 6 chance of finding it during a general search.

All of the humanoids will fight to the death here in their lair. If they are all killed and Istan remains alive he will beg and plead for the PC's to let him go, and even offer them a magic item. (His ring of protection +1 is hidden outside the lair so the hobgoblins wouldn't take it.) If he thinks there is a chance (and only if he truly believes it will work) that the PC's will go for this, he will lead them from the caverns and take them to where he hid it under a rock.

If the PC's take him prisoner he will try to flee. If he is unsuccessful then on the entire journey back he will try to escape whenever there is an opportunity. He has a hidden razor and lock pick in the hollow sole of his boot. He will try to escape while the PC's are engaged in a random encounter, or when most are asleep.

Whether or not the PC's refuse to let him go he will not talk about Isensan. He will save that information for when he is back in custody and try to exchange it to save his neck.

#13 Gelx's Chambers

Description: You walk into a large room containing a large soft bed covered in dirty linen. A large wooden dresser is against a wall, and a metal chest sits at the foot of the bed.

DM Note: These are Gelx's quarters. The dresser contains nice regular clothes that were taken from raids on caravans. The chest contains Gelx's personal treasure. It is locked and trapped with a needle with poison from a giant spider. If the key is used the trap will not spring. If someone attempts to pick the lock without the trap being disarmed then the needle will spring roll to hit against armor class 10 as a 1 HD monster. If successful, the person picking the lock will be pricked. He must then make a saving throw versus poison or die. If the chest is forced or broken open then the damage being done has a 40% chance to break each potion in the chest (roll for each potion)

In the chest are:

200gp

3 gems (ruby worth 50 gp, pearl worth 50 gp, emerald worth 100 gp)

1 potion of healing

1 potion of treasure finding (if used this will direct the PC to the treasure hoard in room #14)

#14 Treasure hoard

Description: As you pass through the secret door you enter a large dark room. There are three large chests that stand open with coins overflowing. Stacked along the walls are rugs, clothes, and various pieces of pottery.

DM Note: The treasure hoard is hidden behind a secret door. If the characters find it and enter they will discover the bounty the hobgoblins have stolen in various caravan raids.

2000cp

1000sp

500gp

2 gems (Amethyst worth 400gp, and ruby worth 600gp)

There are 15 rugs rolled up tight (worth 10gp each)

A large pile of clothes (20gp worth)

And 13 pieces of pottery (2gp each)

Follow Up

If the PC's decide to use the wagon to haul the treasure back to the main road it will take them twice as long to reach it, due to the difficulty of moving the wagon over rough terrain (5 days 4 nights rather than 3 days 2 nights). There will be a 1 in 6 chance for a random encounter each day and a 2 in 6 chance for a random encounter each night.

If the PC's had mounts that were left behind there is a 35% chance they are gone: either stolen (75%) or killed (25%).

If the PC's have Istan alive he will try to escape at the most opportune time.

Aftermath

Description: News of your arrival proceeded you, because as you enter the hamlet of Rashtan you see Sheriff Talon, Korec, and Harold all standing in front of the sheriff's office waiting for you.

"Good to see you have returned" Talon says.

DM Note:

If Istan is alive the sheriff will move immediately to take custody and shackle him. Harold will walk up to him and say:

"I cannot believe your actions, that you would put the lives of the entire hamlet and surrounding area on the line for your own jealous insecurities. I cannot wait to see you hang."

Istan will turn red in the face and begin to shake, he will suddenly spit in Harold's face and scream

"This is not over hedge mage! I'm not done yet! I will see you all pay!"

Harold will begin to chant a spell when Korec will grab his arm:

"He ain't worth it. Let his neck stretch"

Harold will pause for a moment and deciding Korec is right will turn and walk away. Korec will nod at the PC's and tell them he will give them a free room for a week so they can recover, he will then turn and go with Harold.

Talon will thank the PC's for a job well done and give them their 500gp.

If Istan is dead, the sheriff will ask to see the body. As all three look on Korec will exclaim:

"Well he got what he deserved, you fellas can have a free room for the week to recover."

Harold and Korec will walk away and Talon will hand the PC's their 100gp reward. He will then have his deputy help him remove the body.

Appendix

NPC's

Harold

Human
Magic-User
Level: 6
AC: 5
HP: 17
Align: Chaotic Good

St: 12
Int: 17
Wis: 13
Dex: 15
Con: 13
Chr: 12

Description: Harold is an older man who is slightly balding and has a long handlebar mustache. His hair has turned white with age, and he has a friendly disarming smile.

Equipment: Bracers of defense AC: 6, Wand of Magic Missiles.

Spells

1st – Identify, Read Magic, Magic Missile, Detect Magic, Friends, Feather Fall, Shield, Unseen Servant, Tenser's Floating Disk

2nd – Locate Object, Web, Continual Light, Mirror Image

3rd – Lightning Bolt, Dispel Magic, Hold Person

Harold is a friendly man, but he enjoys his solitude, which is why he moved to the cottage in the forest. He has a great love of potions and enjoys trying to create his own. So far his healing potion has been his only success and he is very proud of it.

Korec

Half-orc
Fighter
level: 2
HP: 18
AC: 10
Alignment: Lawful Neutral

Str: 16
Int: 13
Wis: 11
Dex: 14
Con: 15
Chr: 7

Description: Korec has crooked teeth and a long scar running across his face.

Equipment:
+1 club

Korec is a bit surly and is very self conscious about his heritage. He takes offense at anyone referring to him as an orc.

Sheriff Talon

Human
Fighter
level: 3
HP: 26
AC: 5
Alignment: Lawful Good

Str: 16
Int: 11
Wis: 12
Dex: 13
Con: 15
Chr: 14

Description: Talon is a large handsome man with short brown hair and brown eyes.

Equipment:
Studded Leather +1, Long sword, dagger, wooden shield

Talon is friendly to everyone he meets, but is very much a stickler for law and order and takes his job serious.

Wilbur

Human
Fighter
Lvl: 1
HP: 10
AC: 10
Align: Lawful neutral

ST:16
Int:10
Wis:9
Dex:13
Con:14
Chm: 12

Description: A large bearded man. When the PC's find him he will be badly beaten.

Equipment: None (he will be naked locked in a cell when he is found)

Pre-Generated Party

Instead of rolling new characters, you may allow your players to use any/all of the pre-generated characters below. Only basic equipment is given, with a few minor magic items, and you may allow players to add any other equipment you deem acceptable.

Barnett Brody

Thief Human
Level: 3 Alignment: Neutral
X.P.: 3,001

Str: 13
Int: 14
Wis: 13
Dex: 16
Con: 15
Chm: 9

HP: 16 AC: 5 Gold: 75

Proficiencies: Short sword, Sling

Equipment: Cloak of Protection +1, Leather Armor, Short Sword, Sling, 20 Bullets

Skills: PP: 40%, OL: 38%, F/RT: 30%, MS: 27%, HS: 20%, HN: 15%, CW: 87%

Hallis the Broad

Fighter Human
Level: 2 Alignment: Neutral Good
X.P. 3,001

Str: 17
Int: 8
Wis: 11
Dex: 15
Con: 14
Chm: 12

HP: 16 AC: 3 Gold: 90

Proficiencies: Battle Axe (Specialized +1 +2), Light Crossbow, Dagger

Equipment: Chain Mail, Shield, Battle Axe, Dagger, Light Crossbow, 12 Bolts w/ Quiver

Valkoren Stormhammer

Cleric Human
Level: 3 Alignment: Chaotic Good
X.P.: 3,001

Strength: 14
Intelligence: 10
Wisdom: 16
Dexterity: 13
Constitution: 13
Charisma: 14

HP: 17 AC: 3 Gold: 65

Proficiencies: Hammer, Mace

Equipment: Hammer +1, Splint Mail, Shield, Flask of Holy Water, Holy Symbol

Flandry the Lucky

Fighter/Cleric Half-Elf
Level: 1/2 Alignment: Neutral Good
X.P.: 1,501/1,501

Str: 14
Int: 9
Wis: 15
Dex: 14
Con: 15
Chm: 11

HP: 13 AC: 4 Gold: 85

Proficiencies: Broad Sword, Short Bow, Dagger, Mace

Equipment: Chain Mail, Shield, Broad Sword, Short Bow, 12 Arrows w/ Quiver

Hanford Snowplain

Fighter/Mage Elf
Level: 2/1 Alignment: Chaotic Good
X.P.: 2,001/2,001

Str: 14
Int: 14
Wis: 12
Dex: 17
Con: 12
Chm: 13

HP: 11 AC: 1 Gold: 100

Proficiencies: Short Sword, Short Bow, Dagger, Spear

Equipment: Chain Mail, Shield, Short Sword, Short Bow, 20 Arrows w/ Quiver, Dagger

Spells: Read Magic, Enlarge, Feather Fall, Write

Gallis Woodsman

Ranger Human
Level: 2 Align: Chaotic Good
X.P: 3,001

Str: 18 46%
Int: 13
Wis: 14
Dex: 15
Con: 16
Chm: 12

HP: 24 AC: 5 Gold: 45

Proficiencies: Long Sword (Specialized +1 +2), Short Bow

Equipment: Long Sword, Short Bow, 20 Arrows w/ Quiver, Studded Leather, Shield

Thadies Harkin

Magic-User Human
Level: 2 Align: Lawful Good
X.P.: 3,001

Str: 7
Int: 17
Wis: 12
Dex: 15
Con: 15
Chm: 10

HP: 9 AC: 8 Gold: 75

Proficiencies: Dart

Equipment: 12 Darts, Robes, Staff, Potion of Climbing

Spells: Read Magic, Sleep, Jump, Detect Magic, Light

Map

Gelx's Lair

