

THE ICE KINGDOMS



THE LAIR OF THE WHITE WYVERN

ROLE PLAYING ADVENTURE

BY
RYAN LYNN

THE LAIR
OF THE
WHITE WYVERN
AN ICE KINGDOMS ADVENTURE



An adventure for 4–6 characters levels 3–5

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CHAPTER 1: INTRODUCTION

BACKGROUND

As the adventure begins, the characters are travelling across Thanegard heading toward the Vanir Mountains when they encounter some farmers in need of rescuing. By talking with the farmers, the characters learn of Ainhild, a small village that has been stricken with a rash of unexplained deaths and illnesses. Unknown to the characters, this unexplained plague is being caused by Ainhild's water supply being tainted with wyvern poison. Eventually the characters may be poisoned themselves and must find a cure. Their only clue is a stream of water that is discovered which flows into the village's water supply. The characters must follow the stream to its source, discover the source of the poison, and find a cure. Once the quest begins it isn't long before the characters face off against orcs of the White Wing and a pair of ogres before they find themselves in the Lair of the White Wyvern and must confront the villain behind it all.

The GM may wish to ask for a certain number of saves to be rolled prior to beginning the adventure. These rolls are not just for poison but a number of things they may encounter along the way. Doing these rolls in advance will help to not raise the player's out-of-game knowledge of the plot.

ADVENTURE HOOKS

Relative in Need: One of the characters is related to a blacksmith who lives in the remote village of Ainhild. While traveling through the region looking for adventure they decide to visit the town to ensure the safety of their relative after hearing from traveling merchants to avoid Ainhild because of rumors of a plague.

A Rumor in Arfhrdeim: While visiting the imposing capital of the Thanegard, one of the characters overhears tavern talk about bandits near the town of Ainhild. According to the local rumor mill, Ainhild's elder is offering big money to anyone who can help him defeat the bandits.

Friend of the Animals: This hook is suitable for rangers, druids, and other nature-loving characters. Recently, a group of rangers, druids, and their allies gathered from

neighboring tribes to discuss matters of importance to their communities. The gathering was notable because of the absence of the famous Fenrir ranger Hal Jothason who resides near the community of Ainhild. His absence sent troubling currents through the circles of leadership. Volunteers have already been sent from the moot to get to the bottom of the mystery in Ainhild.

Fortune and Glory! Few locales in the Ice Kingdoms offer many dangers, but rumors suggest that the retinue of an ancient chieftain can be found in the mountains with countless gold and priceless gems for the taking. Travel to Ainhild reveals no suggestions as to the location of the fallen chief, but it does introduce the characters to the trouble in Ainhild. Though not as lucrative as discovering the trove of a fallen chieftain, saving the residents of a troubled village might be easier, and is as good of a chance as any for a character to make their name worthy of a saga song.

THE VILLAGE OF AINHILD

While visiting the village, the characters will have a chance to learn more about the history of the area, either by role playing with the residents of the town, spending coin, making threats, or with successful dice rolls.

THE ABANDONED HAERTON KEEP

The Lords of Haerton Keep were duty and honor bound by the local thane to defend the area and keep the giants in check. By the time the Keep faced destruction and abandonment a few years ago, the forest giant problem had been solved. The hill giants have since remained in the Vanir Mountains.

The last lord of the keep, Arnor Haerton, sought to rid his lands of all giants. The brash young lord gathered together an impressive group of mercenaries and adventurers, then on one summer day he led his forces against the last of the forest giant enclave. The battle was furious but in the end Arnor's men carried the day. The soldiers burned the enclave to the ground and returned to Haerton Keep, victorious.

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Their victory, however, was short-lived. One month later, one of the surviving forest giants returned with his Hill Giant cousins. They attacked Haerton Keep during a terrible thunderstorm. The only known survivor told a tale of giants hurling massive boulders until the walls gave away and then the giants rushed the keep. No one knows what really happened to Arnor Haerton.

DEMONS!

Many residents of Ainhild believe the illnesses and deaths to be the work of O'Mawj, upset by the anniversary of the genocidal war against the Varyag clans and so the village has been cursed because they sent many warriors to the crusade. Is O'Mawj merely toying with them by causing only some to die, others to merely fall ill, and by leaving still others completely unaffected? This has caused tension to grow in the village because the ones that have suffered loss or illness suspect the ones that are untouched are secretly O'Mawj worshippers. The fishermen and their families suspect this more than other villagers since they are the hardest hit.

ORCS, ORCS AND MORE ORCS!

The last major orc incursion near Ainhild was some 20 years ago. The tribe called themselves the White Wing. The orc incursion was beaten back near a large temple to Thrar that included a mausoleum. The human forces had taken refuge within the temple grounds in hopes reinforcement would arrive in time. Reinforcements did come but were too late to prevent the orc forces from breaching the temple's defenses. No human survived inside the temple.

The dead were buried but the stain on the temple remained. Some say the place is haunted. Some say that it's hog wash. Until recently, the only orcs in the area were in the stories that children were told which would come for them if they misbehaved. Recently, though, news of a major orc raid has reached Ainhild. So far, no orc raiders have been spotted near the village. But, that's when the sickness started.

White Wing Background: This orc tribe used to make its home in this part of Thanegard until they were pushed out centuries ago. The White Wings have a long memory and the tribe has been gathering its strength to make incursions back into their ancestral homeland looking for revenge.

STRANGE BEAST

Some farmers report having seen a strange creature on the periphery of their lands. According to their tales, the creature was as big as a horse, though much wider, with powerful claws and fierce teeth. In some reports, it stood as a

man. Descriptions of the beast vary from witness to witness.

WILD WYVERN TALES

A common story in the village is that of a wyvern that had been sighted about a year earlier by travelers and farmers upriver near where the Vanir Mountains begin. At the time it caused a great commotion in the village because of the feared attacks. Grindol even hired a wandering adventuring group to look into the matter, but they only encountered orcs and were instead paid for the orcs they killed. Most of the villagers wish that it was a wyvern attacking the village rather than this cursed plague. At least they could fight a wyvern.

RANGER

If the missing ranger is asked about, the only information given is that when the illness and deaths started, he packed up things at his abode just outside of the village and was spotted traveling upriver along the river road.

Ranger Background: "The Ranger," as most of the village knows him, has been in the area for 20 years, having been assigned this region of Thanegard when the previous ranger died during the last time there was a major orc incursion in the area. His given name is Hal Jothason. He is a protector of the innocent and a foe of those that want to do evil. Hal has become a legend among rangers and druids. He has befriended the Witch of the Keep and wishes that she would learn that responsibly and power go hand-in-hand.





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THE WITCH OF THE HAERTON KEEP

One traveler who is staying at the Halls of Anders Arneson tells a tale that during a driving storm he sheltered in an abandon keep where an obsessive woman made her home. Anders can confirm that this former villager took up residency in Haerton Keep after she was driven out of the village by jealous women who claimed she was beguiling their spouses. If the characters ask other villagers about this traveler's tale, most will curse her as "the witch" or worse. If asked if this witch could be responsible for the blight now affecting the village, the response will be along the lines of "Yes. She is a witch and that is what witches do, right?" and "We should have killed her when we had the chance!"

The Witch's Background: Her given name was Stephania Hellem. She is the sister of the village's blacksmith, and it is true that she was using charm spells to supplement her natural beauty. She would use the charm spells when her obsessive nature would begin to sour her latest love affair. She fled to Haerton Keep and now ensnares lone travelers along the road, playing an innocent farm girl lost on the road, using her magic for a short time. She is not intentionally evil; she just doesn't understand why the normal rules apply to her. She occasionally interacts with Hal Jothason when any orcs of the White Wing venture too close to the keep.

NOTE: Keeping in mind that one of the hooks is that a character could be related to the village blacksmith, that would mean that this character would also be related to Stephania.

THE ABANDONED SILVER MINE

Years ago, Ainhild supplied a silver mine in the Vanir Mountains when Haerton Keep was able to keep the roads clear of bandits and other dangers. However, with the Keep's destruction, the danger to the miners and the traveling caravans became too much for the Iron Rings Trading Company, so they shut down operations. A few of the villagers may mention the mine in passing as it was hoped that the mine would propel Ainhild from a sleepy backwater village into something greater. Alas with its closure that was not to be.

DM Note: The mine itself does not play a part in this adventure. If the PCs are set on visiting the mine, it is located beyond Haerton Keep, the orc encampment, and the Lair of White Wyvern. If they are still set on visiting the mine, they will find it deserted and filled only with random encounters.

RANDOM ENCOUNTER CHART

Unless otherwise noted use Table 1.1 guidelines for random encounters in or near Ainhild. Parts 1 and 4 of chapter 2 have their own special tables. Roll a 1d6 every 8 hours of travelling with encounters happening on a 5 or 6.

Table 1.1: Random Encounter Chart

Roll a 1d6 every 8 hours travelling with encounters happening on a 5 or 6. If an encounter happens, roll a 1d8 on this table and apply a -1 modifier in wooded areas and a +1 modifier in mountainous areas.

Result	Encounter
0	Bandits (2d4): AC 8, Move 12, HD 1 (d6, 3 hit points each), THACO 20, Attack 1 (1d6), Size M, Morale 12, XP 7, 1st level thief abilities).
1	Boars (1d4): AC 7, Move 15, HD 3 + 3 (18 hit points each), THACO 17, Attack 1 (3d4), Size S, Morale 9, XP 120.
2	Villagers (1d6): AC 10, Move 12, HD 1 - 1 (3 hit points each), THACO 20, Attack 1 (1d4), Size M, Morale 9, XP 15.
3	Bandits (1d4): AC 8, Move 12, HD 1 (d6, 3 hit points each), THACO 20, Attack 1 (1d6), Size M, Morale 12, XP 7, 1st level thief abilities).
4	Orcs (1d4): AC 6, Move 9, HD 1 + 1 (6 hit points each), THACO 19, Attack 1 (1d8), Size M, Morale 12, XP 15.
5	Worgs (1d2): AC 6, Move 18, HD 3 + 3 (15 hit points each), THACO 17, Attack 1 (2d4), Size M, Morale 11, XP 120.
6	Orcs (1d6): AC 6, Move 9, HD 1 + 1 (6 hit points each), THACO 19, Attack 1 (1d8), Size M, Morale 12, XP 15.
7	Orcs (2d6): AC 6, Move 9, HD 1 + 1 (6 hit points each), THACO 19, Attack 1 (1d8), Size M, Morale 12, XP 15.
8	Owlbear (1): AC 5, Move 12, HD 5 + 2 (21 hit points), THACO 15, Attack 2 claws (1d6), bite (2d6), Size L, Morale 12, XP 975.
9	Mountain Apes (1d2): AC 6, Move 12, HD 5 (28 hit points), THACO 15, Attack 3 (1d4, 1d4, 1d8), Size L, Morale 12, XP 175, +2 on surprise rolls.

CHAPTER 2: THE ADVENTURE

PART 1: THE ROAD TO AINHILD

Cool spring winds cut across the river road leading from the relatively low moors of Thanegard into the lower hills of the Vanir Mountains. It has been hours since you passed any sign of civilization, and only a handful of rustic but often abandoned farmsteads suggest that this is an inhabited country. It is nearing evening.

As your party rounds a bend in the road, you hear a shrill scream come from the direction of a farmstead about a quarter of a mile away. As you rush toward the shouts of chaos and terror you can see in the distance an overturned wagon near a standard longhouse and barn. A strange four-legged feathered creature is threatening an elderly man and a young woman who are trapped with their backs to the overturned wagon. The elderly man stands between the beast and the young woman, attempting to fend off the creature with a pitchfork.



Creature: The feathered creature is a starving owlbear. Very old and nearly blind, it attacks by sense of smell. The beast rushes around wildly, hoping to catch prey in its powerful grasp. Though intent upon eating the old man, it will turn its attention to another potential meal if attacked by the PCs (The owlbear has not eaten for days).

Owlbear: AC 5, Move 12, HD 5 + 2 (15 hit points), THACO 15, Attack 2 claws (1d6), bite (2d6), Size L, Morale 12, XP 450.

Because of a combination of poisoning, injury, and age, the owlbear has 15 hit points, suffers -2 to all attacks and saves, and is worth less than half the standard XP value.

NPCs: The old man, Karet Aramus, owns both the barn and longhouse. He was going to escort his granddaughter, Caren Aramus, to Ainhild when the owlbear attacked, overturning the wagon in its initial rush. Both Caren and Karet have become infected already from the poison from the river but are not yet showing any signs of infection.

Karet Aramus: AC 10, Move 9, HD 1 (d4), THACO 20, Attack 1 (1d4 - 1), Size M, Morale 9, XP 7.

Karet, a human man of 71 years, is devoutly religious. He was once one of the area's most prosperous crop farmers but arthritis and age have forced him from a life behind the plow to a less physically-intensive existence, eking out a modest living raising cattle. He rarely complains about his knotted hands and sore joints, though his wincing and his sharp breathing tell a different story from that of his cheery, self-confident demeanor.

Caren Aramus: AC 10, Move 12, HD 1 (d6), THACO 20, Attack 1 (1d4), Size M, Morale 9, XP 7.

Caren, a comely young human woman of 17, is a refugee from the south, where many farms have fallen into the



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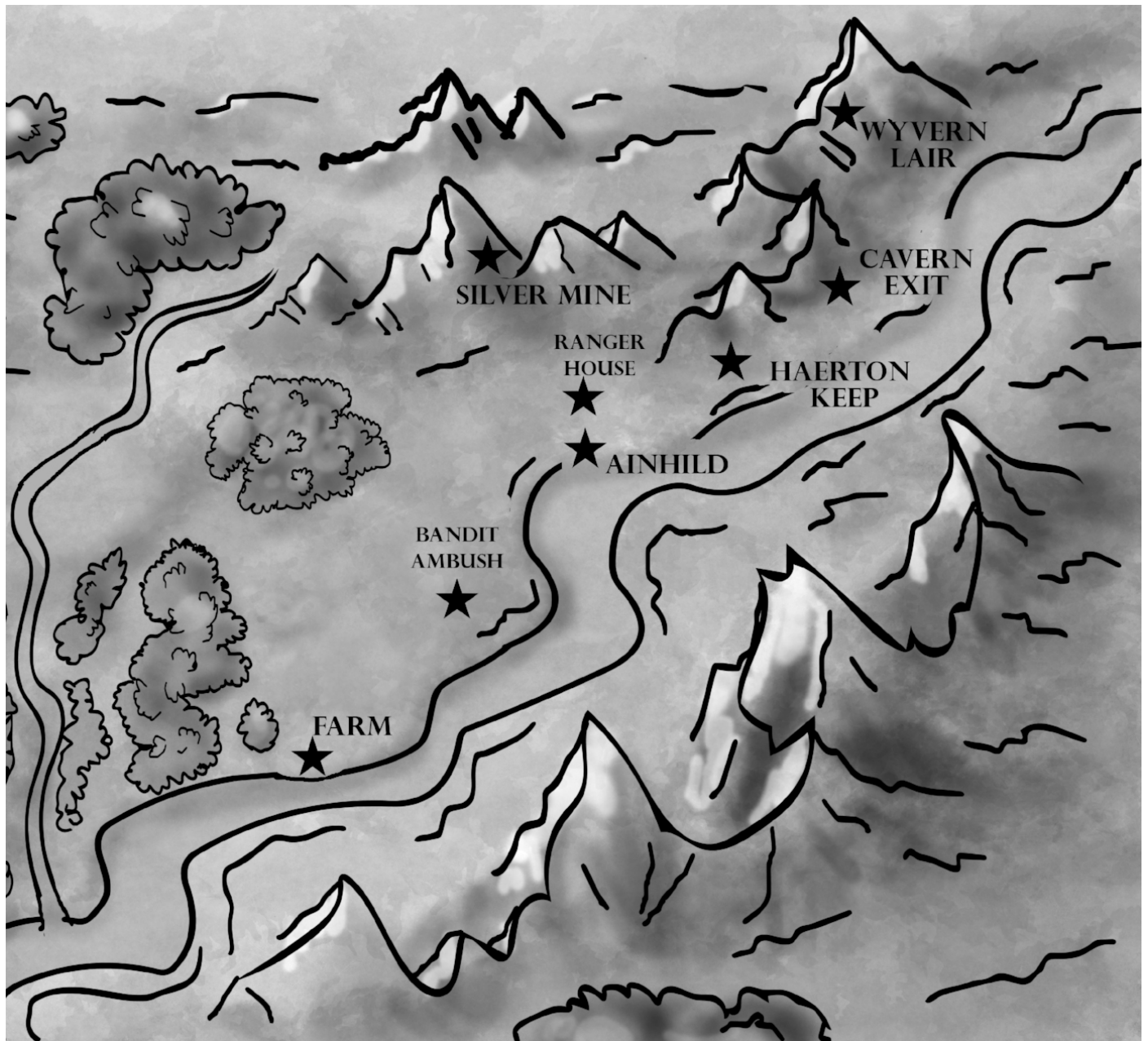


Figure 2.1: The Road to Ainhild

hands of bandits. Her own family's farm was destroyed three months ago, leaving her the sole survivor of a family of six. After barely escaping with her life, she ventured north to the protection of her grandfather. She is grateful if rescued, and is not above a little character worship if one of her rescuers is a particularly good-looking character, especially if he showed bravery while fighting the owlbear.

Development: Assuming one or both of the owlbear victims survive, they invite the characters to spend the night in the farmhouse. Karet believes that travel is not safe now that it is dark. If the PCs agree to stay the night, continue to the passages below. If they decide to press on, jump ahead to the next part: The Village of Ainhild.

If the characters spend the night in the house of Aramus,

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they find their hosts cheery and pleased for the company. Karet sends Caren to cook up a nice steak dinner for the characters, explaining that his favorite cow died last night and he doesn't want the meat to go to waste. He's not sure what caused the cow to die.

Karet tells the party that he had planned to take Caren to Ainhild to stay with his son Randell (Caren's uncle), the village's herbalist.

Since the wagon was destroyed, however, he's content to wait a few more days, figuring that the worst has already occurred. Unless the players volunteer to escort Caren to her uncle in Ainhild, he plans on leaving as soon as the wagon is fixed.

Caren is an excellent cook and prepares a delicious meal. She is very polite, though it is clear that she is having a difficult time with the developments of the past few months. She does not like to talk about her family or the bandits who killed them, and she begins to weep when asked about it.

Neither Caren nor Karet know much about Ainhild and they prefer to keep the dinner conversation focused on the PCs. They are curious about where the characters are from, what sort of skills they have, and what they plan to accomplish in their adventuring careers. This is the first chance for the poison to affect the PC's during dinner. Those who eat the meat must make the appropriate tests against poison, as detailed in the sidebar titled "The Poison" on page 9.

THE POISON

Characters who encounter the poison's taint must make a save against poison. Failing means they will begin to show side effects and may eventually die from the poison. There is no immediate effect, but the characters who fail this initial save must make a save at the beginning of each subsequent part in this adventure. Failure of these subsequent saving throws result in the loss of 1 hit point that cannot be recovered until cured. Every 2 hit points lost in this way will result in a -1 (-5%) penalty on all dice actions.

Furthermore, those affected by this poison suffer a -1 to any save against any poison for the duration of this adventure.

Note: The characters suffer a far less severe version of this poison as they are the "heroes" of the story and they should not die in the first encounter just because they fail a saving throw.

After the meal, Caren cleans the table while flirting with one of PCs that caught her attention during the owlbear fight. If the PC returns the flirting and does well, she passes her room key to the PC. While Karet enjoys a brief

smoke from an old pipe, he invites the characters to sleep in the sitting room, providing some old sleeping pallets to help the PCs feel more at home. Both Caren and Karet keep rooms on the opposite ends of the old house. They leave the PCs with wishes for good sleep and promise them a grand breakfast in the morning.

Poor farmers don't typically have locks on their doors, but because of the recent bandit problems, Karet has installed a lock on the main door of the longhouse as well as on both his and his granddaughter's rooms. If the player that received the key wishes to make their way to Caren's room they will need to make a roll to silently enter and then later leave her room. If the player fails their move silent roll, Karet hears the PC but is starting to become feverish and does not intercept the player; he will, however, raise a fuss in the sitting room with the rest of the characters.

In the morning, both Caren and Karet's poisoning begin to show physical signs. Caren has rashes and Karet has a fever. Karet will accuse the players of causing this if the player failed his stealth to his granddaughter's room. He demands they cure them by repenting of their offense against Hefreya at the temple in Ainhild and then collapses. Caren is crying in pain from the rash but insists that her uncle can cure them. Players can attempt to stabilize them with any reasonable skill with a successful check.

If the player was not noticed or did not go then in the morning Caren screams when she goes to wake her grandfather. He is already in a coma, and so she asks the players to help them travel to Ainhild to see her uncle and the priests at the temple.

Development: As the characters travel to the village of Ainhild they will encounter bandits.

Bandits: AC 8, Move 12, HD 1 (d6, 3 hit points each), THACO 20, Attack 1 (1d6), Size M, Morale 12, XP 15 (These bandits are all 1st level thieves).

The bandits have set up an ambush using the terrain to give themselves the advantage of surprise and a superior position that has worked previously on merchants and other travelers. The merchants and travelers have thus far surrendered their gold and valuable wares to the bandits in exchange for their lives.

The bandits are hiding at the eastern edge of a small stretch of woods, keeping an eye on the road. They have the advantage of cover and concealment.

The road crests at a small rise and then descends into a dusty grove of trees in a large shallow dell. An-



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Table 2.1: Random Encounter Chart: Chapter 2, Part 1

Roll a 1d6 every 8 hours travelling in Part 1 with encounters happening on a 5 or 6. If an encounter happens, roll a 1d8 on this table.

Result	Encounter
1	Boars (1d4): AC 7, Move 15, HD 3 + 3 (18 hit points each), THACO 17, Attack 1 (3d4), Size S, Morale 9, XP 120.
2	Mountain Ape (1): AC 6, Move 12, HD 5 (28 hit points), THACO 15, Attack 3 (1d4, 1d4, 1d8), Size L, Morale 12, XP 175, +2 on surprise rolls.
3	Owlbear (1): See "This Time it's Personal", below.)
4	Fleeing Villagers (1d6): AC 10, Move 12, HD 1 – 1 (3 hit points each), THACO 20, Attack 1 (1d4), Size M, Morale 9, XP 15.
5	Bandits (1d4): AC 8, Move 12, HD 1 (d6, 3 hit points each), THACO 20, Attack 1 (1d6), Size M, Morale 12, XP 7, 1st level thief abilities).
6	Abandoned Wagon*
7	Worgs (1d3): AC 6, Move 18, HD 3 + 3 (15 hit points each), THACO 17, Attack 1 (2d4), Size M, Morale 11, XP 120.
8	Orcs (2d6): AC 6, Move 9, HD 1 + 1 (6 hit points each), THACO 19, Attack 1 (1d8), Size M, Morale 12, XP 15.

*This event can only happen once. The wagon only contains a +1 dagger, three potions of healing, a scroll of blade barrier, and a scroll of fireball. The wagon was being used by the bandits to haul their ill-gotten treasure to their hideout. It was abandoned when the one of the wagon wheels broke and was not easily repairable. The bandits were able to take the jewels and coinage away in heavy-laden sacks using the horses, but the items left in the wagon were overlooked when the bandits were loading the draft horses.

This Time it's Personal: This owlbear is the mate of the owlbear that the characters killed at the beginning of the adventure. It has been tracking the players looking for the opportune moment to get revenge on its mate's killer. As such, it begins the battle enraged, gaining +1 to hit and to damage and has its morale treated at 16.

Owlbear: **AC** 5, **Move** 12, **HD** 5 + 2 (21 hit points), **THACO** 15, **Attack** 2 claws (1d6), bite (2d6), **Size** L, **Morale** 12, **XP** 975

other abandoned farmhouse, partially visible through the trees, stands on one side of the road. You feel like you have passed a dozen spots much like this already on your journey to Ainhild since you left Arfhrdheim.

If the characters are aware of a possible ambush continue reading to them:

But this one feels wrong. Suddenly you glimpse the glint of metal through the brush by the side of the road. Highwaymen are lying in wait.

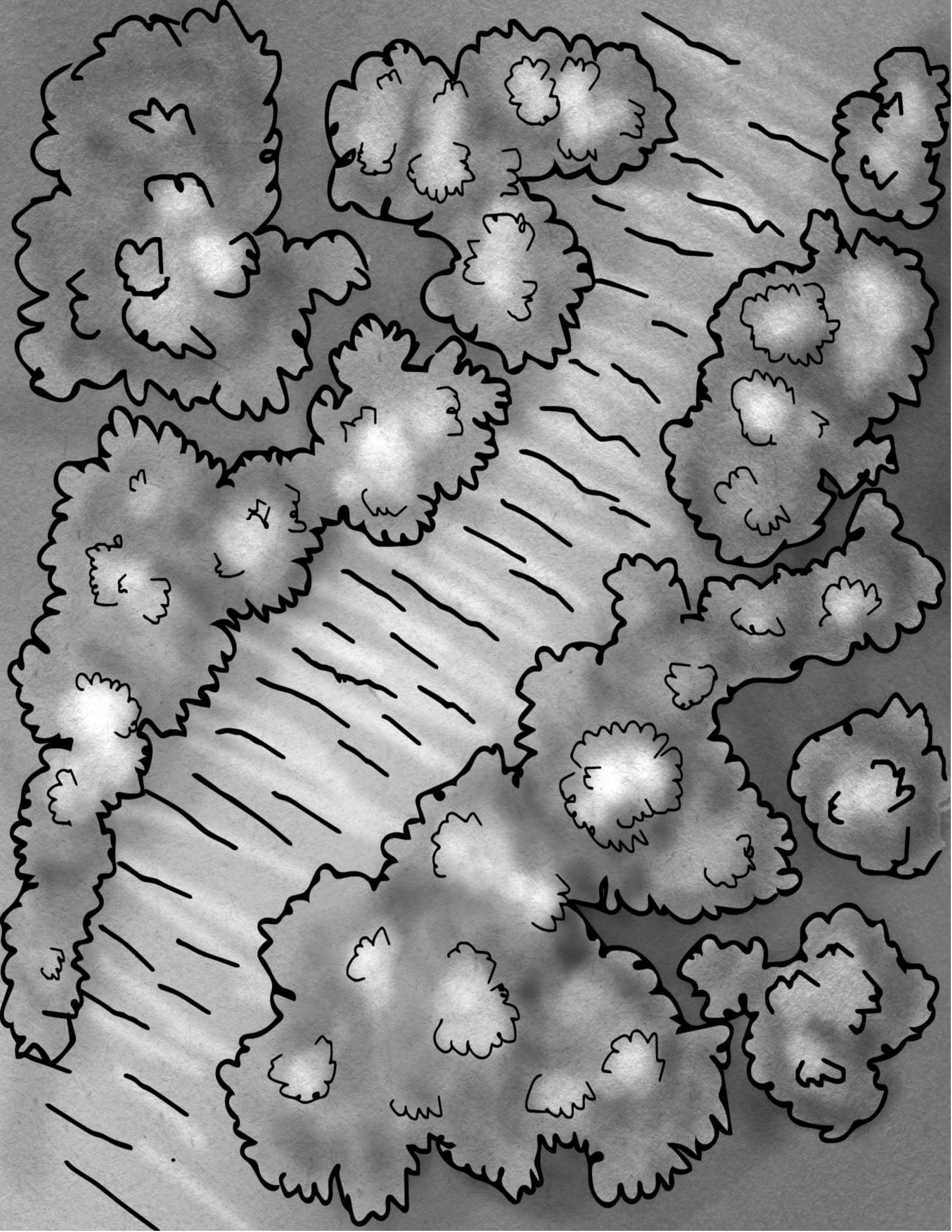
Roll for surprise and initiate the encounter.

If the characters are surprised the highwaymen waste their free round of actions to quickly surround the PCs. The leader will confidently demand the party surrender all their worldly possessions in exchange for their lives.

"Hand over all your worldly possessions before you enter the cursed village! Once there it is of no use to you anyway. Better the living kill you to take it than have it be wasted on the dead."

If the party complies, the bandits will allow the party to continue on to Ainhild in exchange for all of their gold and valuable possessions on hand. If not, roll for initiative.

Figure 2.2: Opposite Page: Bandit Ambush





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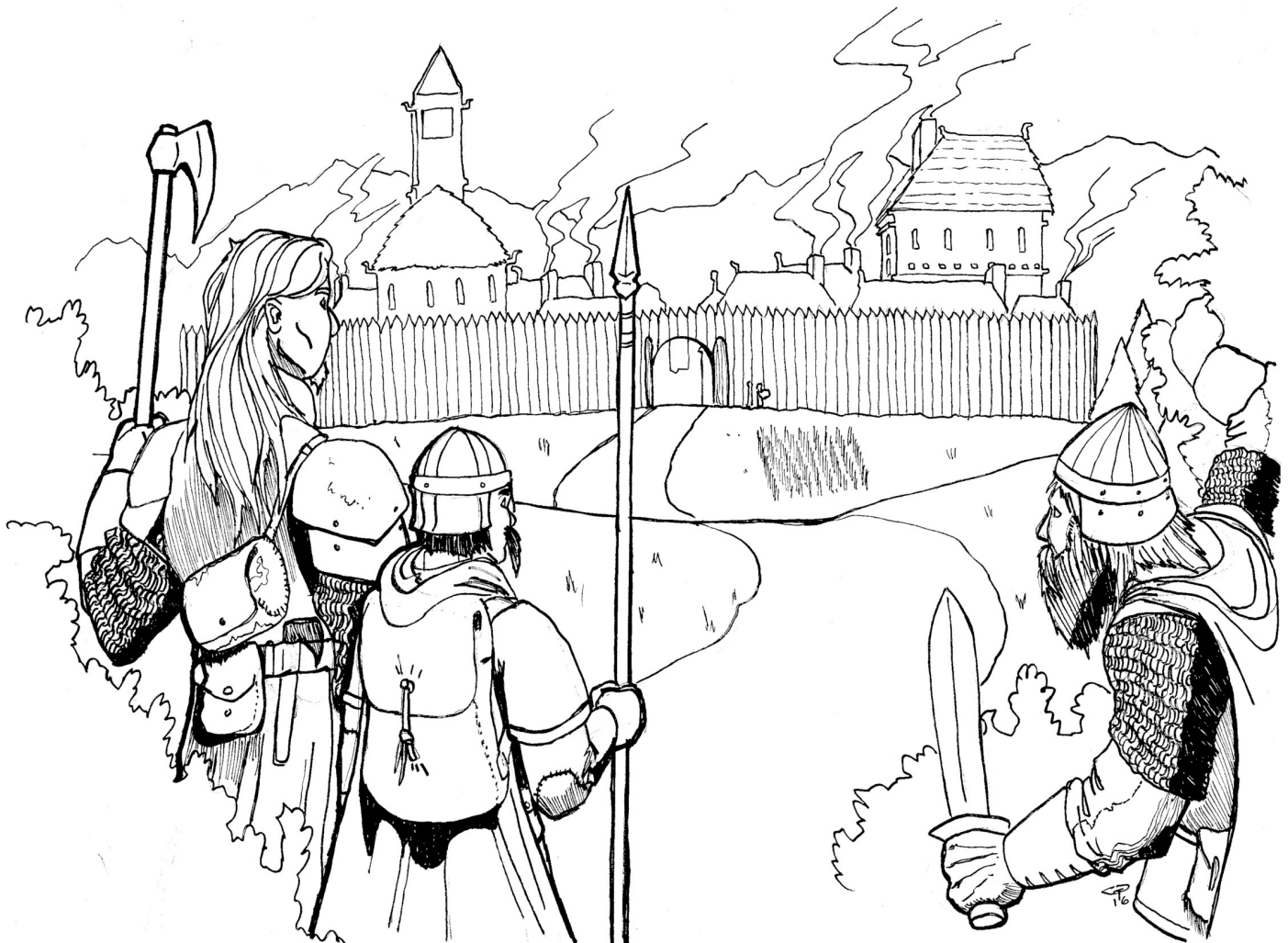
PART 2: THE VILLAGE OF AINHILD

At last the village of Ainchild comes into view. Perhaps thirty wooden thatch-roofed structures stand protected by a simple wooden stockade on all four sides. The buildings are dominated by two tall structures: a three-story peak-roofed dwelling that appears to be an inn, and a large wooden temple with a tall steeple. A slow-moving river flows through the village, entering from the north and emerging out the eastern wall. The road to Ainchild winds down a small hill to the town gate. Due to the illness, the folks of Ainchild are not dispatching guards outside the stockade.

Under normal circumstances, the village of Ainchild is welcoming even if they are a somewhat superstitious people. The recent slew of unexplained deaths and illnesses have made the village very leery of strangers approaching the town.

The lone guard on duty will open the gate immediately if:

- The players mention one of them is related to the town's blacksmith.
- One of the characters mentions their mission of locating the Fenrir ranger from the area.
- They are escorting Caren and/or her grandfather; Caren demands to see her uncle, the village's herbalist.
- They succeed with a Charisma Check/Role Playing Interaction.



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If they do not do any of the above, they will have to wait for the town's elder to return from the latest burnings of the dead.

MEETING THE TOWN'S ELDER

The following happens if the characters wait at the gate for the town's elder:

Uthrul Grindol approaches with a funeral party and an empty wagon. The funeral party contains little more than enough men to carry the bodies off of the wagon.

Uthrul Grindol: AC 10, Move 12, HD 1 – 1 (3 hit points), THACO 20, Attack 1 (1d4), Size M, Morale 9, XP 7.

Uthrul Grindol is a worn out old man. His wife has just died from the "illness," and he fears for the rest of his family and the village as a whole. He desperately wants to end this affliction. He himself is starting to feel the effects of the poison. He has had a fever dream of the adventurers and claims to have been given a vision that the visitors will be the village's saviors. He welcomes them into the village very publicly, trying to give hope to Ainhild. In private he will offer to hire the adventurers to find the cause and the cure for this terrible blight that has befallen his village.

AINHILD LOCATIONS

THE GATEHOUSE

A tall gatehouse constructed from the same lumber as the village's stockade walls marks Ainhild's main gate. To each side of the gate, the Ainhildans have painted a symbol. The paint is fresh, its scent carried to you in the crisp spring air.

Civilized PCs will recognize it as the symbol of Thrar, the god of Humanity, Strength, and Storms. Currently only one lone guard stands watch on the roof of the gatehouse.

THE GARRISON

A large thatch-roofed building peeks above a 20-foot-tall wooden stockade. The massive wrought-iron gate stands open, revealing an open yard in which about a 6 warriors in padded armor spar with short swords.

Guards: AC 8, Move 12, HD 1 (d10, 7 hit points), THACO 20, Attack 1 (1d6), Size M, Morale 12, XP 15, (1st level fighters).

A large man in chainmail directs their maneuvers, loudly shouting orders. "That's not the proper way to thrust! Keep your head up, man! Do not look at the ground! Look your opponent in the eyes!"

Sergeant: AC 5, Move 12, HD 2 (d10; 12 hit points), THACO 19, Attack 1 (1d8), Size M, Morale 12, XP 35, (2nd level fighter).

The Ainhild garrison complex is walled on the south and west with the village's stockade wall (20 feet tall) and on the north and east with a sturdy wooden wall (15 feet tall).

Two buildings stand within the structure: the garrison barracks, and Ainhild's modest jail.

The gate stands open during the day and remains closed from dusk until dawn. When closed, two guards stand watch in the yard.

THE HALL OF ANDERS ARNESON

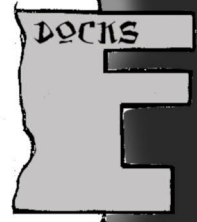
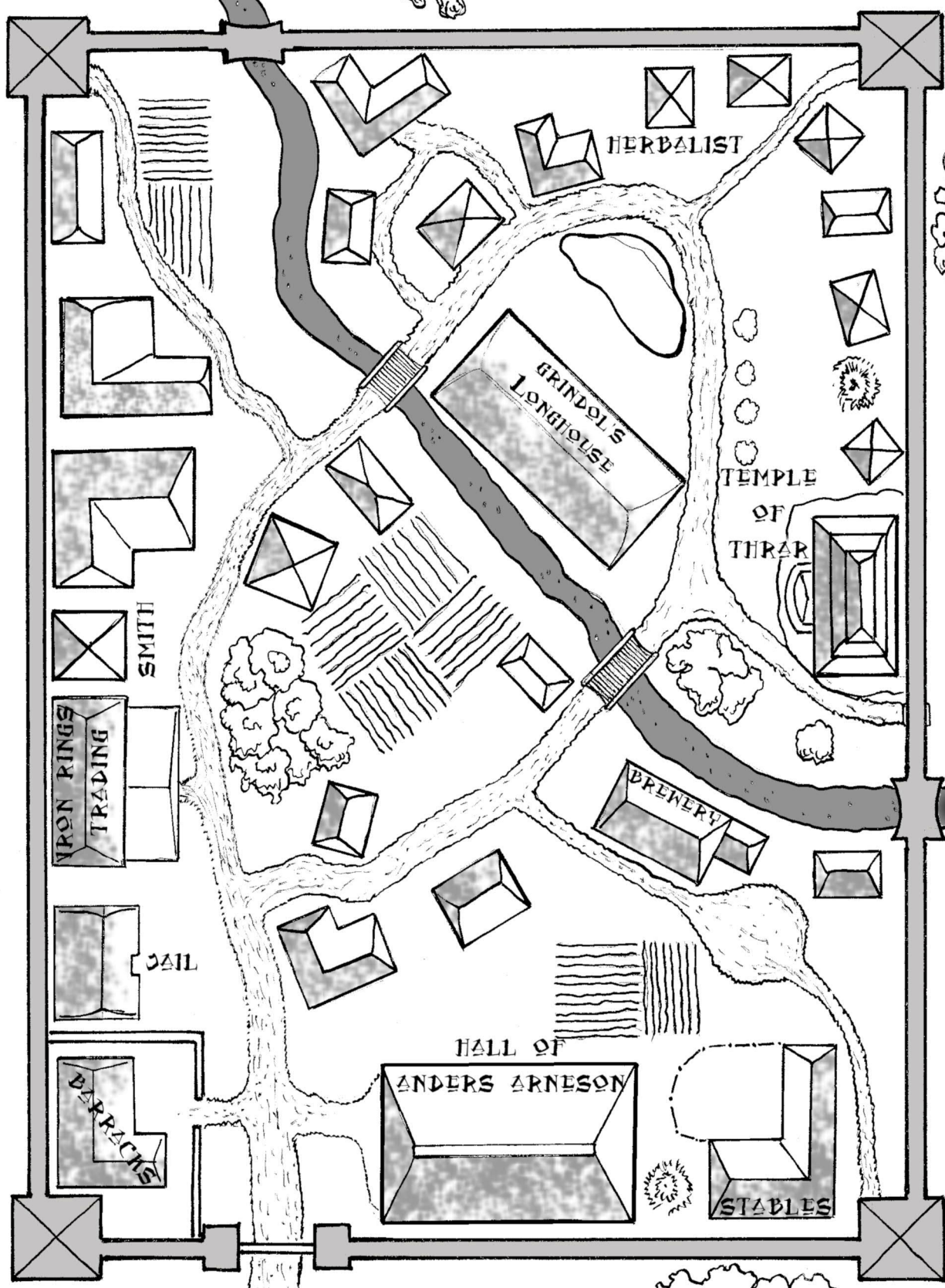
A three-story stacked long house with black shutters surrounding round windows stands just inside Ainhild's main gate. Sounds of conversation beyond two large double doors can be heard. Thick wooden posts adorned with genuine war-damaged round shields bearing the heraldry of the northern barbarian clans support a tall ceiling.

Read the following when the characters enter the hall:

Inside, two well-stoked fireplaces heat the room. A slight blonde human girl of fifteen is busy waiting tables while an older girl takes orders from the kitchen to the customers. A hulking man of friendly demeanor tends the bar.

The bartender is Anders Arneson the girls are his daughters, Angrid and Gretchin.

Anders Arneson: AC 9, Move 12, HD 1 + 1 (9 hit points), THACO 19, Attack 1 (1d6 + 1), Size M, Morale 12, XP 35.



← ARAMUS FARM

LAIR OF THE WHITE WYVERN



If any of the PCs has the look of a spell caster, Gretchin approach will approach them and ask about her birthmark. It is magical and has an aura of protection from evil. Any reasonable successful skill usage (Ancient History, Astrology, Religion, or Spellcraft for example) will also reveal the design and color of it is associated with the Goddess Syf. This girl has been marked by Syf for some purpose. Gretchin will give them 10 silver pieces as payment.

As Anders is something of a central hub of local gossip and history, if the players ask him he will tell them the following:

"There are some strange things going on around Ainhild, but I've learned to mind my own business and not cause problems. I don't believe it's evil spirits, but people are dying and becoming deathly ill. It all started about two months ago after the spring thaw when the river started to rise. The fishermen started getting ill, some of them with the rashes like you've seen."

"Oh where are my manners? Let me take your orders." He insists on offering the food for free if they stay in the hall. He specifically mentions Baulog's Brew, a very potent dwarven spirit.

"Most of the town did not notice when it was just the fishermen, but then the common folk really starting getting ill after the spring festival. When the deaths started happening, the local ranger finally noticed but all he did was pack up and leave. The village's herbalist had been trying to find a cure until he got sick and is now bedridden."

If the players do order food or drink, another poison save is needed at a high save value since the poison has been in the area longer and is at a higher concentration. If the players order some of Baulog's Brew the saves will be even higher. If the players stay in the hall, he will continue offer free food to insure the players stay at the inn. He needs the business.

IRON RINGS TRADING POST

A large two-story building stands just off the western edge of Ainhild's main road. The door has been propped open, revealing several shelves within. A large sign depicting an axe and a wheel of cheese dangles by a chain from the overhanging second floor.



Continue if they enter the trading post.

The interior of this shop is lined with shelves containing a number of oddments geared toward the needs of farmers, townsfolk, and travelers. General items can be purchased from the elderly trader.

The elderly trader is "Grandma" Pekaël.

"Grandma" Pekaël: AC 10, Move 12, HD 1 (d6, 2 hit points), THACO 20, Attack 1 (1d2), Size M, Morale 9, XP 7.

"Grandma" Pekaël will ask the PCs a riddle and if they solve it, she will grant them a 50% discount while in the store.

Riddle: Often held but rarely touched, always wet but never rusts, often bites but seldom bit, to use me well you must have wit. What am I? **Answer:** Your tongue.

Figure 2.3: Opposite Page: The Village of Ainhild



LAIR OF THE WHITE WYVERN

If the Characters ask questions about what is affecting the village, she directs them to Arneson Hall for the best gossip.

BLACKSMITH

This low brick building is covered with black soot and dirt. The front doors stand wide open and the sounds of clanging metal can be heard from within.

Continue if they enter the building.

The interior of the cramped shop pulses with heat from the large hearth against the back wall. The walls of the structure's single room are covered with horseshoes, metal wagon wheels, and weapons. A powerfully-built blacksmith stands behind the forge, seeing to the needs of his rural clientele.

Baris Hellem: AC 10, Move 12, HD 1 (5 hit points), THACO 20, Attack 1 (1d3 + 1), Size M, Morale 10, XP 15.

GM Note: You can change the name to match if you have a character related to Baris.

If you used the "Relative in Need" hook to get the characters involved in the adventure, one PC will be on the lookout for the town's blacksmith. Baris has not been poisoned and is in a good health. He is, however, worried and has been thinking about packing up and leaving town before he does contract this disease.

BAULOG'S BREWERY

The smell of hops and malt wafts over the low stone wall of a large, wooded yard. Beyond the open gate, two stout dwarves roll a barrel from the front door of a one-story structure to a wagon parked nearby. The dwarves shoulder the barrel into the wagon and head back into the building. This large low-ceilinged building is the home, warehouse, and brewery of Trebor Baulog, one of Ainhild's few dwarf residents.

Baulog and his assistant Vergun spend most of their day at work in the brewery, loading up the wagon for deliveries as needed. Anders is of course Baulog's best customer but his recipe is justly famous throughout the region. Baulog sells his stuff wholesale for 3 sp per gal-

lon, though customers interested in a single serving are referred to the Arneson's hall. Baulog and Vergun are not ill due to dwarven resistance. (GM Note: Baulog's Brewery is a major source of poison due to the secret refinement process used to make it.)

Baulog premiered his latest batch at the spring festival, hence the poisoning increasing at that time.

Baulog is very paranoid, believing that everyone is out to steal his recipe for homemade ale. If the PCs do not place an order for his ale immediately, he becomes suspicious of them, thinking they are after his recipe. If the characters start questioning the dwarf about anything, he only gets more suspicious. He may even get violent if the characters accuse the dwarf of knowingly poisoning the town.

Those who drink Baulog's latest batch of beer must test against poison as per the sidebar "The Poison" on page 9.

Trebor Baulog: AC 4, Move 6, HD 3 (d10; 20 hit points), THACO 18 (17 with axe), Attack 3/2 axe (1d8+2) or 1, Size M, Morale 14, XP 120, (3rd level fighter).

Vergun: AC 7, Move 6, HD 4 (d6; 15 hit points), THACO 19, Attack 1 short sword (1d6), Size M, Morale 12, XP 120, (4th level thief).

THRAR'S TEMPLE

A set of stairs leads up to a small hill dominated by one of the largest structures in Ainhild. Obviously a temple, the lowest level of the building is comprised of stone masonry. The rest of the temple, including a thin steeple nearly 60 feet tall, has been constructed from planks of whitewashed wood. The massive double doors at the front of the temple stand closed and have been painted with a large symbol of Thrar. The post bears a sign which reads "Please ring before entering." You recognize the holy symbol of Thrar on the door.

The congregation of Ainhild gathers at this church every Nuendag to hear the prayers of the temple's influential priests. The church's interior includes a large gathering room capable of seating 100 parishioners in uncomfortable, straight-backed pews; a robe room; a storage space; a small library; and living quarters for the resident clerics. On Nuendag, all but a few of the remaining Ainhildans flock to the church, leaving the rest of the town virtually deserted.

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The clerics at the temple are a good source of magical healing, a service they gladly provide for a small donation to the temple, as best as they are able to (see below). If a member of the party behaves rudely to them or, worse, blasphemes against Thrar, they will not heal that person and may ban them from entering the temple on threat of imprisonment.

NPCs: The two clerics, Arim and Abbot Bartho, serve the townspeople and areas friendly to the PCs as if the characters had lived in the village for years.

Arim: AC 10, Move 12, HD 1 (2 hit points), THACO 20, Attack 1 (1d4), Size M, Morale 9, XP 35, (1st level cleric).

Priest spells

1st level spells: *Cure Light Wounds*

Abbot Bartho: AC 10, Move 12, HD 2 (11 hit points), THACO 20, Attack 1 (1d4), Size M, Morale 10, XP 65, (2nd level cleric).

Priest spells

1st level spells: *Augury*, *Cure Light Wounds*

The most senior of the clerics, Abbot Bartho, is a Huirdu of fifty years with severe features, piercing eyes, and a straight beard on his chin. Bartho runs the temple in an efficient manner.

Arim shares a devotion to Thrar, if not to Bartho. Arim, a bald muscular thirty-eight-year-old human, follows Thrar closely. Arim follows his faith with good-hearted zeal and is a great source of pride in the community.

A few trustees see to the day-to-day upkeep of the church.

Trustees: AC 10, Move 12, HD 1 (d6, 3 hit points each), THACO 20, Attack 1 (1d2), Size M, Morale 9, XP 7.

The deaths have caused a great deal of worry in the church as the clerics instantly began to worry that this sickness is not natural. Divinations cast by Bartho recently suggested the cause to be a hex cast from the old witch located in the old hill keep as she has not been seen anywhere near the village in a long time. Bartho believes that it must have some symbolic meaning.

The spell components for another Divination are not currently available.

Both Bartho and Arim currently spend their days treating the ill and the dying. When the players talk to the clerics they will only have 1d4 – 1 cure light wounds spells

(spells, scrolls, potions) available to cast on the characters (if needed). They tend to cast as many as they can on the sick and ill early in the morning and use their normal healing skills and proficiencies to tend other ailments and victims.

Abbot Bartho is a 2nd level cleric while Arim is a 1st level cleric. Neither one is exceptional nor a specialty priest of Thrar (they are of the standard cleric class).

TOWN HERBALIST

Randell Aramus keeps shop near the northern wall of Ainhild. He has recently become poisoned due to his attempts to find the source and cure to the malady that has befallen his village. He was naturally gifted with herbalism from a young age, and given time and a little luck he may have discovered the source of the village.

If Caren and/or Karet accompanied the Characters, Randell will make room for his family in his home, but there is not room for the PCs. He can, however, become a source of information for the party.

Randell: AC 10, Move 12, HD 1 – 1 (4 hit points), THACO 20, Attack 1 (1d4), Size M, Morale 9, XP 7.

What Randell knows or suspects: That the illness is not caused by the supernatural. If it was indeed a curse, why are some people able to recover from it? He believes it's not a typical disease as he has observed how it's spreading and it is not following typical disease patterns. He believes that it was contained to the fishermen and dock workers until the spring festival when it broke into the general population.

UTHRUL GRINDOL'S LONGHOUSE

The largest building in the village is as tall as Hall of Anders Arneson. The first two stories are stone masonry while the third floor appears to be similar lumber as the stockade.

It doubles as the home for the Elder of the Ainhild and the village governmental center.

If players enter the village prior Uthrul's return from the latest funeral, the only occupants are Uthrul's two daughters, Elsa (9) and Greta (6). They will not unlock the door. Once Uthrul returns, he will send one of the village's guards to ask the players to see him.

He will tell the players that he fears for his village and desperately wants to end this affliction. His wife has just



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died from the "illness," and he fears for the rest of his family and the village as a whole. He desperately wants to end this affliction. He himself is starting to feel the effects of the poison. He has had a fever dream of the adventurers and claims to have been given a vision that the visitors will be the village's saviors. He welcomes them into the village very publicly, trying to give hope to Ainhild. In private he will offer to hire the adventurers to find the cause and the cure for this terrible blight that has befallen his village.

Uthrul can tell the players that outbreak started with the fishermen but once the spring festival occurred, villagers other than fishermen contracted the illness.

RANGER'S COTTAGE

A footpath leads from Ainhild's main gate to a copse of trees northwest of town. The path twists and turns through the trees until it ends at the base of a small knoll surrounded by stone pillars. In the center of this clearing rests a small cottage made of stone. A worn path leads to the front door. This is the home of the Hal Jothason, the area's resident Fenrir ranger. He keeps to himself and only enters town on rare occasions.



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Characters investigating the ground near the cabin may notice a large number of animal tracks.

The cottage is well-maintained. A letter is nailed to the door: "Sorry brothers. I have gone upriver to the keep of Haerton to seek Stephania's counsel on the cause of the recent rash of animal deaths which are now affecting a nearby village. Walk with the path, my brothers." It is dated a week ago.

If the players search the premises they will find a letter requesting presence for what sounds like a gathering of rangers that was supposed to happen a few weeks ago.

The ranger's herbal stores are depleted but characters with the related skills like healing or knowledge of herbalism will get a roll to be able to draw the conclusion that the ranger was hastily preparing some type of anti-venom.

THE DOCKS

Several large log structures east of Ainhild normally store the goods of merchants doing business in the town and people would be bustling about the area, transferring barrels and crates between the storehouses and trade ships. However, news of the "plague" in Ainhild has spread up and down the river so that today the only vessels are local fishing boats. The docks are small and allow only a limited number of ships to moor which leaves smaller fishing boats to vie with larger ships for space along the docks.

Developments: If the players investigate the docks during the day, they find it mostly deserted except for a few old sailors that are tending to their boats. These sailors are more than willing to talk if the characters are willing to part with some coin. The local fishing industry has bottomed out due to the plague and a lack of fish in the waters

due to waters being the source of plague.

For ~5 silver pieces: They learn that the fishing in these waters has soured since the spring thaw that raised the river to its summer levels, and that is when the plague started according to the fishermen.

For ~10 silver pieces cumulative: They learn the same information as above plus that the local ranger was recently spotted down by the river and was asking questions about the plague before he was seen departing the village.

For ~15 or more silver pieces cumulative: They learn everything at the 5 and 10 silver piece level plus that the ranger was asking about which areas did the fish go missing first, who noticed it, and if they were the first to fall victim to the plague. The answers are: The tributary river that heads back into the mountains, and yes the boats that usually fished that area were the first to catch the plague and were among the first deaths.

If the players travel to the docks at evening, the docks will be empty.

Resourceful players can come up with additional ways to procure information.

A charismatic character may try to wordsmith the information out of fishermen and other townsfolk. This is a charisma check in which each point the character succeeds by counts as 2 silver pieces.

Those who think they are tough may try to intimidate, bully, or even torture the information out of villagers. If the characters actually harm any villager (i.e. cause hit point damage), the villager harmed or another villager that witnesses it will report the character to the town guard. Add a confrontation between the PCs and the town guards if you as the GM deem the injury serious enough to warrant it.

Those with a magical mind may use their magic to loosen the lips of town folk.



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PART 3: YE OLDE FASHION EVENING MOB JUSTICE

Run this encounter when the players have exhausted all investigation avenues as it is nearing evening, have become stumped, just as they mounting up to leave the village to head upriver after concluding the source of the plague lies that way, or when they have settled down in the Halls of Anders Arneson for the evening.

The sound or sight of villagers congregating by Baulog's Brewery will be noticed by the PCs. The shouting is easily noticed along with the pitchforks and torches.

You can hear a loud chorus of voices coming from across the town. Looking out into the streets you can see people gathering from all other and forming into a mob heading toward the brewery. The people of Ainhild are carrying pitchforks and torches and several of the garrison troops are with them.

When the characters arrive on the scene read the following:

The area near the Brewery is crowded with townspeople. The body of a young human boy has been carried there by his father. The father stands at the center of the throng. He does his best to keep his cool while surrounded by the villagers, and relates the following tale:

"My boy is dead because of the dwarves. He was alive and well, but then an hour ago I allowed him to have a drink of their damnable brew. They have poisoned us all with this witch's brew. I demand justice!"

Arim shouts from inside of the crowd, *"The Grugni have brought this curse upon us! We must make atonement!"*

Another villager yells, *"Get' em!"*

At this point: The crowd will surge forward towards the brewery thanks to the urging of Arim and begin to break down the door with hand axes. It will take them 1d6 plus 3 rounds to hack enough of the door to get it open.

If they do get the door open, they will rush into the brewery to take the Grugni to the temple of Thrar for, as Arim said, "Atonement." They will then take to destroying the Brewery.

Trebor and Vergun were working on another batch of Baulog's Brew and so are taken by surprise and easily apprehended by the mob.

They will be taken to the Temple to be killed by the mob before the town guards can organize and contain the mob.

The PCs can intervene at any point during this encounter but the longer they wait the more the situation unravels.

There are a total of 20 villagers and 4 guards in the mob.

Villagers: AC 10, Move 12, HD 1 – 1 (4 hit points each), THACO 20, Attack 1 (1d4), Size M, Morale 9, XP 7.

Guards: AC 8, Move 12, HD 1 (d10, 7 hit points), THACO 20, Attack 1 (1d6), Size M, Morale 12, XP 15, (1st level fighters).

Possible player options: The Character options range from various skill checks and role-playing the encounter. An especially stoic speech or impassioned plea will gain a +2 to the character's charisma score for the check. All bard modifiers apply as normal if a bard is the one making the plea. Even without a great speech, the character with the highest charisma can try to calm the crowd. Each point the charisma check succeeds by will convince one member of the mob to depart from the scene.

GM NOTE: Charisma checks and other related skills or proficiencies should never replace role-playing.

The crowd can be more easily persuaded to go home prior to them dragging the Grugni to the Temple of Thrar. In game terms this means that for each round the players delay getting involved, the odds of success decrease. Charisma checks suffer a –1 penalty per round that the players delay. If you are unsure how long the players delay roll 1d6. On a 1 or 2 they delay for 1d4 rounds, on a 3 or 4 the delay is for 1d6 rounds on a 5 or 6 the delay is for 1d8 rounds.

The Characters can also draw weapons or use magic to threaten the crowd with adventurer's steel more easily than with a Charisma check since the crowd truly wants someone or something to blame, but they have not yet reached the point where they will rush well-armed adventurers in order to do so. This intimidation is easier as the characters gain a +4 bonus to their check, but only persuade 1 member of the mob to disband per 2 points they succeed by.

They may choose to initiate combat with the four guards who are trying to breach the door with hand axes. This will anger the crowd and the PCs will have to explain their actions to Uthru Grindol. Each character that participates in the combat with the four guards will draw additional 1d6 villagers to the mob after the first round of combat. After that, each round will draw 1d6 more (only a single d6, not 1d6 for each PC in the combat).

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It is possible the players will take a wait-and-see attitude. The two Grugni will be tied up with rope and dragged to the temple. The shouts of Arim and the crowd have grown more bloodthirsty, and the characters should be aware that the atonement is going to consist of a blood sacrifice.

If still no action is taken by the PCs at this point, the town guard lead by Uthrul Grindol will break into the temple

just as Arim has finished killing both Trebor and Vergun. Arim will be arrested along with several of the villagers. Grindol will be angry with the characters for their lack of moral fiber and conviction because they did nothing but watch the events unfold before them.





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PART 4: ON THE ROAD AGAIN

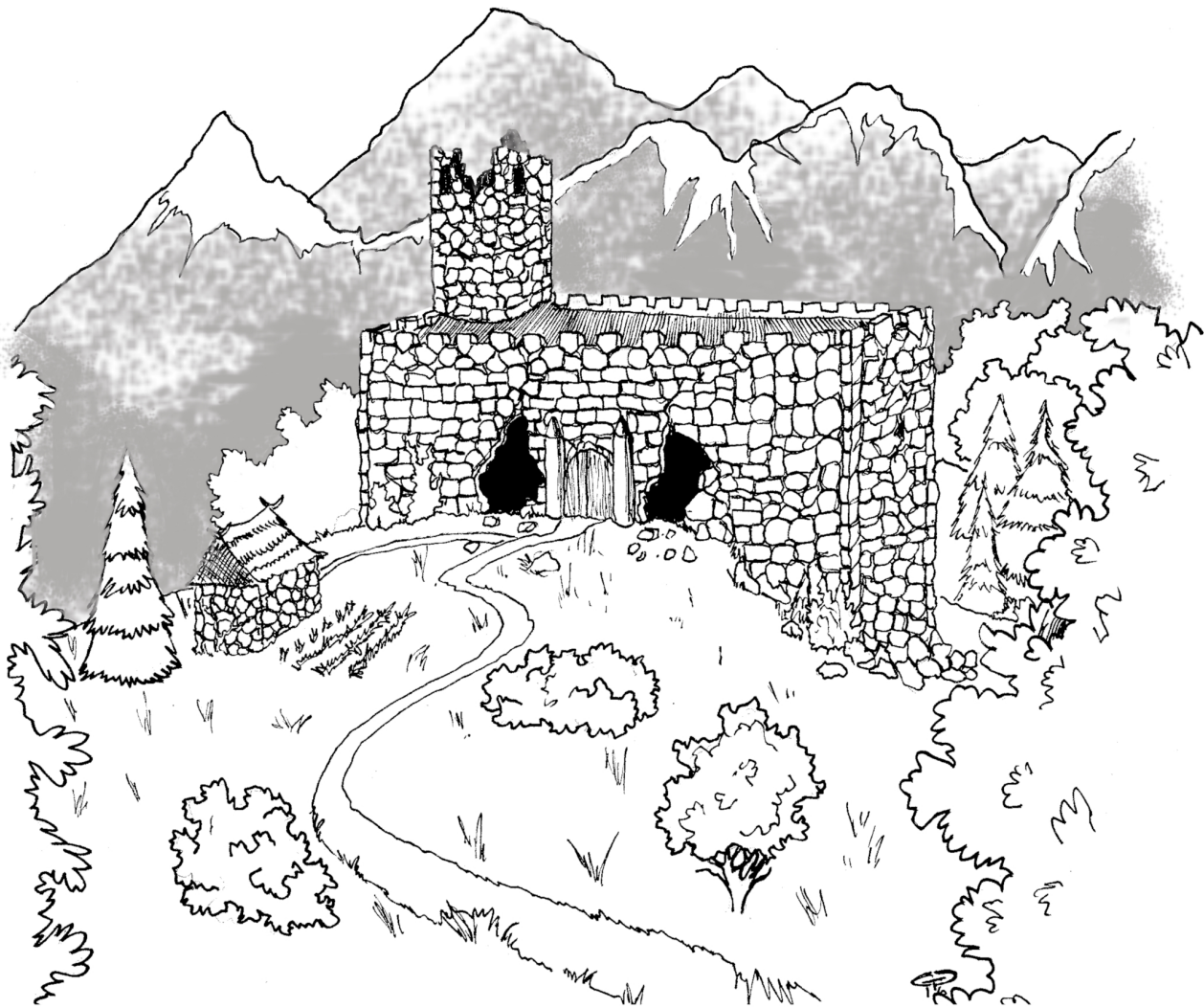
APPROACHING HAERTON KEEP

The Characters have set out to discover the source that is tainting the river and poisoning the village of Ainchild.

The river road passes several more abandoned farmsteads. If the characters investigate any of these, there are clear signs of violence having occurred on the farms, though no dead bodies are present.

Roll a d6 every 8 hours travelling to, around or from the village with encounters happening on a 5 or 6. If an encounter happens, roll a second d6 on table 2.2.

Looming out of the shadowy woodlands, the river has become a stream. Up ahead you can catch glimpses of a broken tower between the trees. As you pass through the forest you approach a crumbling, ruined keep. The old keep sits on a small rocky hillock, and a moss-covered stone on the side of the road you are following marks a footpath that looks like it leads up to the keep.



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Table 2.2: Random Encounter Chart: Chapter 2, Part 4

Roll a 1d6 every 8 hours travelling in Part 4 with encounters happening on a 5 or 6. If an encounter happens, roll a second 1d6 on this table.

Result	Encounter
1	Owlbear (1): See "This Time it's Personal", below.)
2	Worgs (1d3): AC 6, Move 18, HD 3 + 3 (15 hit points each), THACO 17, Attack 1 (2d4), Size M, Morale 11, XP 120.
3	Orcs (2d6): AC 6, Move 9, HD 1 + 1 (6 hit points each), THACO 19, Attack 1 (1d8), Size M, Morale 12, XP 15.
4-6	Bandits (2d4): AC 8, Move 12, HD 1 (d6, 3 hit points each), THACO 20, Attack 1 (1d6), Size M, Morale 12, XP 7, 1st level thief abilities).

This Time it's Personal: This owlbear is the mate of the owlbear that the characters killed at the beginning of the adventure. It has been tracking the players looking for the opportune moment to get revenge on its mate's killer. As such, it begins the battle enraged, gaining +1 to hit and to damage and has its morale treated at 16.

Owlbear: **AC** 5, **Move** 12, **HD** 5 + 2 (21 hit points), **THACO** 15, **Attack** 2 claws (1d6), bite (2d6), **Size** L, **Morale** 12, **XP** 975

The easiest path to the keep from the road is the overgrown path. A character who asks about tracks can make a check to determine that numerous medium-sized humanoids and a few large creatures have been using this path recently. The keep itself is a 5-minute hike up the path or a 20-minute scramble up the forested hillside if they wish to avoid the path. When they reach the place, read the following description:

The keep is in poor repair. The gatehouse is partially collapsed as is a section of the wall to the south. A small wooden building sits next to a tended garden in front of the structure. The walls surrounding the keep are about fifteen feet high with a two-story tower looming over the southwest corner of the courtyard. Large boulders lie strewn amid the ruins of the two watch towers and massive humanoid body can be found amid the ruins of the northern tower. This body is wearing hide armor, and sounds of fighting can be heard from within the keep.

A: RUINED GATEHOUSE

The keep's gatehouse appears to have been destroyed recently. The watchtowers on either side have partially collapsed and several large boulders lie about. The remains of two sets of large wooden gates lie in a heap on the ground.

B: COURTYARD

This courtyard of hard-packed earth is the site of an ongoing fight between two ogres and what appears to be a woman. Two other ogres lie at the opposite end of the courtyard, one propped up by the watchtower and the other sprawled out at the far end by a building that could have been a stable. To the south, where a section of the keep's outer wall has collapsed, a giant skeleton lies partially buried in the rubble.

Ogres (2): **AC** 5, **Move** 9, **HD** 4 + 1 (22 and 16 hit points), **THACO** 17, **Attack** 1 (1d10 or weapon +6), **Size** L, **Morale** 12, **XP** 175.

Stephania: **AC** 8, **Move** 12, **HD** 5 (d4, 13 hit points), **THACO** 17, **Attack** 1 (1d4), **Size** M, **Morale** 14, **XP** 420, (5th level Wizard).

Wizard spells

1st Level: *Charm*, *Jump*, *Message*, *Shocking Grasp*

2nd Level: *Acid Arrow*, *Misdirection*

3rd Level: *Blink*

The characters have several options here. They could watch the fight and wait to see who wins (Stephania will die but in the process she will seriously wound one ogre and kill the second on, leaving a single 15 hit point ogre left for the characters to deal with).

D



[REDACTED]

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The could decide to join the fight and help Stephania fight the ogres. If she survives this fight she will assist the characters however she can, but she will not journey with them to the source of the poison. She will tell the characters that Hal Jothason came to see her earlier in the day and before they knew it ogres and orcs were attacking the castle. Jothason went to fend off the orcs who somehow got into the keep through the vaults.

Stephania will show the characters the secret door in area F.

C: BARRACKS

The interior of this stone room is open and spacious. Wooden timbers support the roof above. A large bed, a kitchen area, and other typical living space items adorn this area.

D: MAGICAL LABORATORY

Several tables fill this room along with a scrying mirror, a crafting table, and other magical apparatuses.

A character schooled in magic or spellcraft can try to use the scrying mirror. If they attempt to use the mirror to view the last thing the witch was scrying and are successful, they see orcs loading barrels of liquid onto wagons and taking treasure chests back into a cave.

Spellcraft checks on the crafting table reveal that she was trying to construct a periapt of health.

E: THE OLD HALL

At one time the old hall was a magnificent site, host to banquets and guests of all manner. Now it is a pale mockery of this former glory. A long table lies at the center of the room. The legs have been snapped off and the table lies on the ground, broken chairs and tarnished silverware strewn about. The old tapestries on the walls are rotted, molded, and half-burnt. The very stones of the room seem to ache and many are cracked in unnatural manners.

F: STEPHANIA'S QUARTERS

This circular chamber has been outfitted with a mixture of furniture that includes a large desk, an overstuffed chair, a massive four-post bed, and a large easel that holds a sizable canvas covered with a sheet. A flight of stairs arcs up along the south wall to the upper floor and a fair amount of rubble from a hole in the ceiling lies heaped on the base of these stairs.

There is a secret door in this chamber that leads to the keep's vault below. It is located along the wall near the floor and since the keep is in such bad repair it is easy to notice (25% chance for anyone to find, those with special secret door detection abilities can reroll their attempt if they initially fail).

G: KEEP'S VAULT

This small vault is located beneath the Keep. It can be reached via a formerly hidden stairway from what is the Witch's Quarters. The stairway descends 40 feet down.

Figure 2.4: Opposite Page: Haerton Keep



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The walls of this small vault are of worked stone, the ceiling eleven feet overhead. The air is humid. There are 3 dead orcs and a man you assume is Hal Jothason, the missing ranger, lying on the floor. Jothason is near death from the poison and many wounds. Three alcoves have been cut into the walls, two to the north and one to the east. Between the alcove on the east and the second

northern alcove, the vault's wall has been collapsed and a crude tunnel has been dug into the vault. This is how the orcs gained entrance into the keep.

The ranger feebly looks up at you. "*Its wyvern poison. Follow the orcs to stop the wyvern!*" is all he can say between clenched teeth and with a raspy voice before he dies.

LAIR OF THE WHITE WYVERN



If the characters stay to explore the room read the following descriptions. Otherwise move on to Part 5.

The two alcoves to the north are sealed by an iron gate and locked with chains and a large padlock (+10% to pick). The east alcove's iron-gate appears to have been ripped from this hinges. This alcove has several shelves bearing no less than ten small iron coffer. All of the coffer have been broken into.

Beyond the second alcove are a small desk and a chair, the desk piled high with papers and books. Beyond the third sits a single large trunk. A human skeleton lies slumped against the northern alcove's gate. Still dressed in tattered chainmail and feebly gripping a sparkling bastard sword, the skeleton has 5 arrows protruding from its ribs.

If the PCs first came to the region seeking the reputed riches from the Fortune and Glory story hook, they have found them, or, more accurately, where they were a few hours ago. The orcs have recently tunneled into the vault from the natural caves cut out of the mountain by streams. They had tried repeatedly to storm the keep but the witch used her magic to repel them, so this was their latest plan: to use the ogres to distract the witch while they finished tunneling into the vault.

The skeleton still wears one gauntlet of ogre power. The other gauntlet is not in the vault. A +1 Bastard Sword lies at the skeleton's side.

The first alcove that contains the 10 iron coffer contains a total of 1000 sp, 50 gp, 10 pp, three notes of credit (long since expired), and a rune brand with the family seal of the local thane. This is a writ that established the bearer with being the marshal of this area of Vanir Mountains, provided the marshal keeps the forest giants at bay.

Once the orcs and the poisoning of the river have been stopped, the adventurers might be inclined to claim the keep as their own, and this Rune Branded Scroll could make that claim a reality provided they pledge to uphold the duties as the marshal to the current thane.

The second alcove was used by the previous owner as a private place to relax, read and keep the books. Characters who sort through the pages here can piece together most of the information given about the keep's history with obvious exception of the details of the final tragic assault on the by the hill giants (ironically, the final entry contains a gloating note about having permanently solved the problems of the giants).

The third alcove contains only one large trunk. This trunk was used to store trophies of the keep. Within are two dozen forest giant teeth on a thick string and a +1 suit of mythal chainmail adorned with the same rune as on the Branded Scroll.

H: THE STABLES

This was once the home of the proud animals of the lords of Haerton Keep. Now this empty area is full of shattered wood and foul smells.

I: THE OLD GUARD ROOMS

These two rooms once served as the key station for guards and troops during sieges. The areas have long since been deserted and looted so that only broken stone and splintered wood remains.

J: GARDENER'S SHACK

A small wooden shack sites to the east of the keep itself, near a garden.



LAIR OF THE WHITE WYVERN

PART 5: THE CAVERN

You follow the path of the backtracking orcs who are carrying the Keep's loot. Unlike most caverns, this one is almost too well-lit and you have to squint to keep your footing on the crystalline floor.

fore requiring an ability check. Three orcs were waiting here for the orcs that the ranger dispatched in the vault. They are willing to sacrifice themselves so the rest of the orcs can escape with the treasure. If the players were not taking care to move silently, they are waiting behind the columns throughout the room. If the players were moving silently, they will catch the orcs in a group talking in Orcish about what they will do with their share of the treasure.

A:

This area is filled with many stalactites and stalagmites. The walls of this area are pocked with hundreds of small holes from which flow trickles of water. The entire floor is covered in water, making running very tricky and there-

B:

The passage splits here. The right-hand passage seems to have seen recent construction, which is discernable by an intelligence check or another type of roll, such as appropriate skill or racial ability. The ground here is covered with loose pieces of shale which makes it somewhat difficult to traverse.

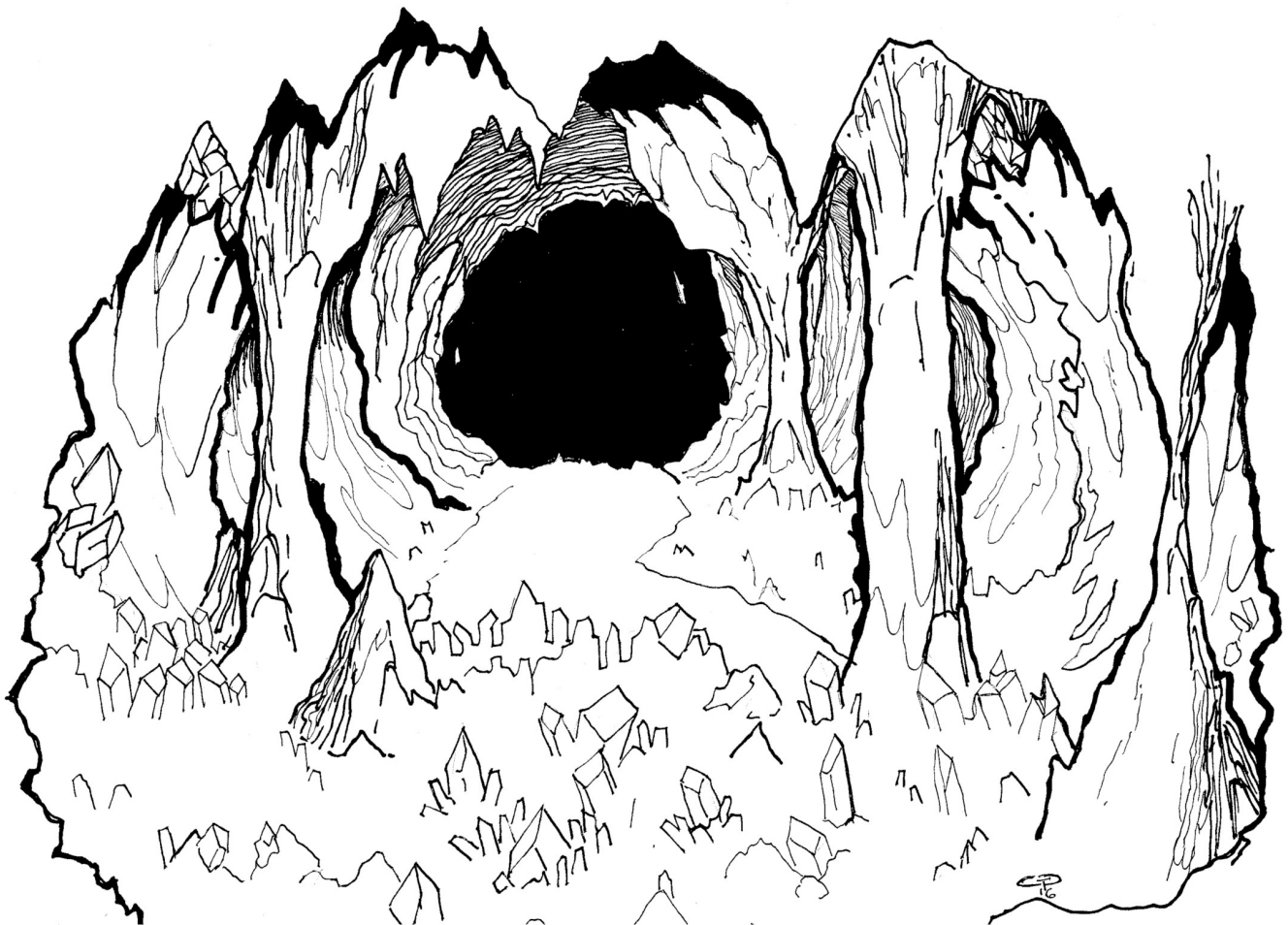


Figure 2.5: Opposite Page: The Cavern





LAIR OF THE WHITE WYVERN

C:

This large nearly circular area is mostly empty, though debris indicates that this room is occasionally used by the orcs as a place to rest, eat and otherwise relax. If smells of urine, rotted meat and feces.

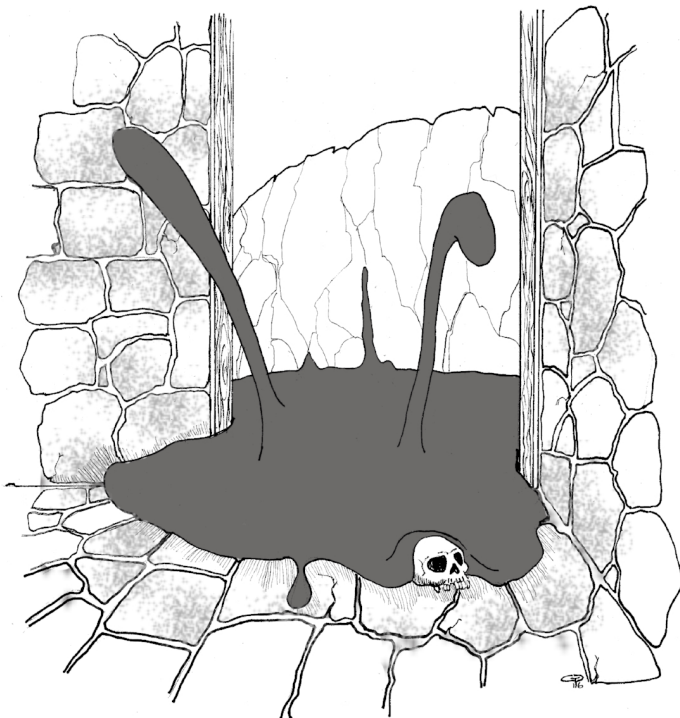
D:

This larger cave area is split in the middle by a stone wall allowing the characters to go into two directions. To the left toward area J or to the right toward area E.

E:

This is a small rough tear-shaped natural cavern. Here the stream has widened out into a pool at the base of a small fall (a 6-foot drop) in the southeast wall. Floating through the water is ooze. The orcs encountered and attacked the ooze but lost some of their war party to it. The remains of at least two orcs (although with the ooze damage who can really tell what was what?) are also on the floor. Thus the orcs decided to tunnel into the keep elsewhere.

Gray Ooze: AC 8, Move 1, HD 3 + 3 (17 hit points), THACO 17, Attack 1 (2d8), Size M, Morale 10, XP 650.



Gray oozes resemble outcroppings of wet gray stone. At rest, they spread out into puddles around six inches deep and several feet wide. When active, they can form themselves into more compact shapes and lash out with whip-like tendrils. Gray oozes reproduce by leaving small egg-like shells in damp places; after a few days the small oozes devour their leathery shells to hunt for themselves.

Gray oozes can digest metal in addition to organic material. Armor struck by a gray ooze dissolves in a matter of minutes—chain mail corrodes to uselessness in one round, plate armor in two rounds, and enchantment slows the decay by one round per plus of enchantment. Metal weapons which strike the ooze also decay within a round as well, though enchantments delay the corrosion as per enchanted armor. Gray oozes are immune to fire, cold, and all spells.

F:

The cave is damp, but is not water-filled. There is a thick vein of iron ore that runs through this cave and out into the hallway. Inhabiting this cave is a solitary rust monster which is nesting here. It has laid its eggs against the ore vein and will protect them with its life. They appear as calcified nodules which sparkle in nearby sources of light.

The rust monster comes from out of the shadows if the characters approach her nest of eggs. It tries to scare the adventurers and her growls and barks will summon the Carnivorous Worm in Area G to her aid in the fourth round of combat and the Worm will join the combat. It will attack at the start of round 5.

Rust Monster: AC 2, Move 18, HD 5 (20 hit points), THACO 15, Attack 2 (see below), Size M, Morale 12, XP 650.

A rust monster can “smell” metal 90 feet away, and will move toward this source of food as quickly as possible, attacking twice with antennae at the largest piece of metal it can sense. A successful attack causes the metal instantly to crumble into digestible rust and the creature will immediately cease attacking to begin its meal. Magical metal has a 10% base chance plus 10% per bonus of not being harmed. A successful hit against a rust monster with a metal weapon automatically subjects that weapon to this effect.

LAIR OF THE WHITE WYVERN



G:

This area is inhabited by a carnivorous worm which exists in a strange symbiotic relationship with the rust monster in Area F. Normally, the worm lies curled in a corner of this chamber, until the need to feed or something resembling food comes close. It will respond to the calls of the rust monster and if the party passes by the rust monster's abode, the ruckus caused by fighting the worm will summon the rust monster in a very similar way and with a very similar response as fighting the rust monster in area F summons the carrion caller. Obviously if the worm is killed before encountering the rust monster (and vice versa) or is killed in area F prior to the adventurers entering area G then this monster is absent in this area.

Carnivorous Worm: AC 3 (head, 7 for body), **Move** 12, **HD** 3 + 1 (16 hit points), **THACO** 17, **Attack** 8 tentacles (paralysis), **Size** L, **Morale** N/A, **XP** 420.

Anyone struck by the worm's tentacles must save against paralysis or be paralyzed for 2d6 turns. Paralyzed targets will be eaten alive by the worm suffering 1–2 points of damage for every round the creature can eat them unhindered.

H:

Much of the limestone in this narrow tunnel was naturally worn through by the flow of a stream that ran through it long ago. The rest of this hastily-constructed tunnel has been brutally hacked away. It now serves as a connection between two of the natural caverns. The tunnel is 7 feet high and averages 3 feet wide. The orcs were in a rush as they were digging so they tunneled around the iron ore deposits, seeking to dig the tunnel out of the clay and limestone instead. It runs approximately 200 feet, is 5 feet high by an average of three feet wide, and goes dark shortly beyond the first bend. The walls and roof here are slick pale limestone and drip water continuously.

I:

The walls of this room are distinctly similar in appearance to Area A. The floor is covered by about 6 inches of water. The rear of the orc treasure train spilled their riches while trying to lower it from the drop, and now eight orcs are cleaning up the possessions. Half of the orcs will engage the characters in combat while the remaining four will run ahead to warn the rest of the tribe that adventurers are following them.

The far end of this area has a makeshift slave pen with a rickety iron gate held closed by a wretched lock (+15% to open locks). The orcs have been using captured humans from the surrounding farmsteads to dig to the keep from the natural caverns. Four humans are still alive but very malnourished along with suffering from the poisoned water. There's a thin crevasse that winds up to the surface above which provides ventilation for the fire the orcs occasionally set here. Next to the fire is a cauldron in which some kind of stew was being made.

J:

Following the stream out of the caverns the characters appear on the surface. Continue on to Part 6.

A NOTE ABOUT THE POISONING

While the premise is that the wyvern poison is the main cause of the sickness, in truth it is only part of the problem. The Orc Shaman has been helping the poison out with his spells of *putrefy food & water*, *create water* and *slow poison* (used in reverse to speed the poison up). But even this is a minor issue. The true problem is coming from the mines, with the orcs mining the silver and discarding tainted rocks and dirt in the rivers and streams in the area. Add to this the environmental impact of the rust monster and the gray ooze and they all compound to create the illnesses in the village. By the end of the adventure all of these elements should be removed and therefore the village will recover and history will blame it all on our little wyvern friend.



LAIR OF THE WHITE WYVERN

PART 6: ORC ENCAMPMENT

After defeating the orcs that stayed behind to fight, the adventurers should follow the other orcs. The orcs ran towards the passage that will take them and the adventurers to the surface.

Once on the surface, they will notice that it's nearly nightfall. If they continue, read or paraphrase the following:

As the twilight fades from the sky, you see the tents and fires of the orc camp. As you approach, you notice that many of the tents are empty and most of the orcs are near the central fire. You see the orc chieftain address his tribe along with the tribe's shaman. As you get closer, he finishes his speech and begins to head out of the camp along with what is left of the treasure trove.

If one of the characters understands Orcish, the speech that the chieftain and shaman were giving his people was to congratulate them on amassing this treasure. They also announce that with this treasure horde have been provided with the means to finally wipe out the humans along the river so the tribe can reclaim their lands.

If the characters manage to remain silent and hidden, they can attempt to follow the orc chieftain and the treasure wagon to the Lair of the White Wyvern, or they can attempt to ambush the wagon train on the way to the Lair of the White Wyvern. The wagon train consists of three wagons, animals, and the orcs that are needed to drive the train (two per wagon). Also coming along with the wagon train is the chieftain, the shaman, and 6 of his finest warriors. If the players attempt to ambush the wagon train, the chieftain and his 6 warriors will attempt to delay the adventurers while the shaman continues to drive the wagon train to the lair, hoping to make it to the protection of the Lair of the White Wyvern.



LAIR OF THE WHITE WYVERN



Players that are not attempting or fail to hide and/or remain silent or those who decide to charge into battle will find themselves up against the chieftain, the shaman, the 6 orc warriors, the 6 wagon drivers, and another 6 orc warriors that arrive after 4 rounds of combat as the sound of battle summons some of the orc sentries that were on the other side of the camp.

If combat breaks out at the orc encampment and the adventurers defeat the orcs, they will clearly hear the cries of more captive farmers and their families in other slave pens.

If the adventurers free the captured families, they will be told of the orcs' plan to poison the entire region using the poison from a wyvern. The orcs talked openly of the plan, but the families were not certain if the orcs were deliberately trying to break their spirits with lies or if they were telling the truth. The strong farmhands were taken to what the orcs called the Wyvern's Lair.

Things learned from surviving captives:

1. The location of Wyvern's Lair.
2. The next dose of poison is due to be dumped into the

river soon.

3. There are others farmers located in the lair.

Orcs (as many as needed): **AC** 5, **Move** 9, **HD** 1 + 1 (6 hit points each), **THACO** 19, **Attack** 1 (1d8), **Size** M, **Morale** 12, **XP** 35.

Orc Chieftain: **AC** 2, **Move** 9, **HD** 4 (18 hit points), **THACO** 17, **Attack** 1 (1d8 + 3), **Size** M, **Morale** 12, **XP** 120.

Orc Witch Doctor: **AC** 5, **Move** 9, **HD** Special (1d8 + 2d6 + 1; 10 hit points), **THACO** 17, **Attack** 1 (1d6), **Size** M, **Morale** 12, **XP** 175.

The shaman is a 3rd level cleric/2nd level wizard.

Priest spells

1st Level: *Create Water, Putrefy Food & Drink*

2nd Level: *Slow Poison*

Wizard spells

1st Level: *Magic Missile, Wall of Fog*



LAIR OF THE WHITE WYVERN

PART 7: THE LAIR OF THE WHITE WYVERN

Following the orc caravan to the lair then attacking the orcs will result in a fight similar to the orc caravan fight from Part 6.

Otherwise, from the information learned from the captives in the encampment, they will have enough details to find the Lair of the White Wyvern.

A: ENTRANCE INTO THE LAIR

The swift stream passes near a steep slab of bedrock. A cave mouth becomes visible as you approach the entrance. The cave beyond is perhaps 40 feet wide and 30 feet deep with an uneven ceiling about 20 feet high. In the southern end of the room, a gathering of orc warriors is playing dice for the valuables of the homesteaders that the wyvern did not want.

Players should have the advantage and surprise unless they are overtly loud or for some reason call out to the orcs. Eight orcs are huddled around a makeshift gaming area.

Orcs (8): AC 5, Move 9, HD 1 + 1 (6 hit points each), THACO 19, Attack 1 (1d8), Size M, Morale 12, XP 35.

Only one passage leads from this large high-ceilinged cavern. To the north, a 15 feet wide square-mouthed tunnel shows that someone or something has been at work in these caves.

This passage is rigged with a poison dart trap using concentrated wyvern poison, not the watered down version. The trap is crude and can easily be detected (+20% Find/Remove Traps) and disarmed (+25%). However, if it is sprung it will target a random character as if it had a THACO of 19, inflict 1 point of damage, and require a save against poison or death.

B: THE TOMBS

After following the solitary passage, you gaze into an extremely large chamber faintly lit by natural phosphorescence. It must be 200 or more feet in length, and almost half as wide with a ceiling 50 feet high in

places. Bright crystals glimmer softly in the faint light that pierces the darkness. Structures of delicate stone grace the chamber. In the western portion of the great chamber where you stand now, you can see that a couple dozen large stone sepulchers line the cavern walls, each painstakingly carved with intricate reliefs and designs. Runes mark each one.

Twenty-two sarcophagi stand along the chamber's left wall. Behind these sarcophagi, between the eleventh and twelfth tomb, stands a large iron door. Opposite of this iron door on the other side of the chamber stands another metal door, this one appearing to be bronze. The northeastern portions of the chamber are collapsed, as if a mighty earthquake has destroyed the rest of this hidden temple. On the northern end of the right-hand wall a small tunnel has been dug out of this tomb.

If the players investigate the tombs at greater length, continue with the text below.

Each sarcophagus consists of a stone vault of marble 6 feet long, 4 feet high, and 3 feet wide. The lids are carved in the likeness of grim humans in armor. The runes proclaim the occupant's name and the names of ancestors are on the front of the tomb. Dire curses threaten doom and retribution on any who dare to defile the honorable dead. Only three sepulchers appear to have been used.

Only readable by those who are able to decipher ancient runes: Bóri Vanska the Tall, Arnor Heraldsson the Brave, and Thorgrim Vikarsson the Builder. Each of these three lists a date of death and describes their fate. Vanska died of old age, Arnor died in the battle of (stone too worn to read), and Thorgrim died during the construction of (stone too damaged to read).

The sepulchers were locked and wired with traps, but the locks have been smashed and the traps sprung. Any items of obvious material wealth have already been taken and the bodies are skeletons. However, in Bóri Vanska the Tall's resting place is a map with no names.

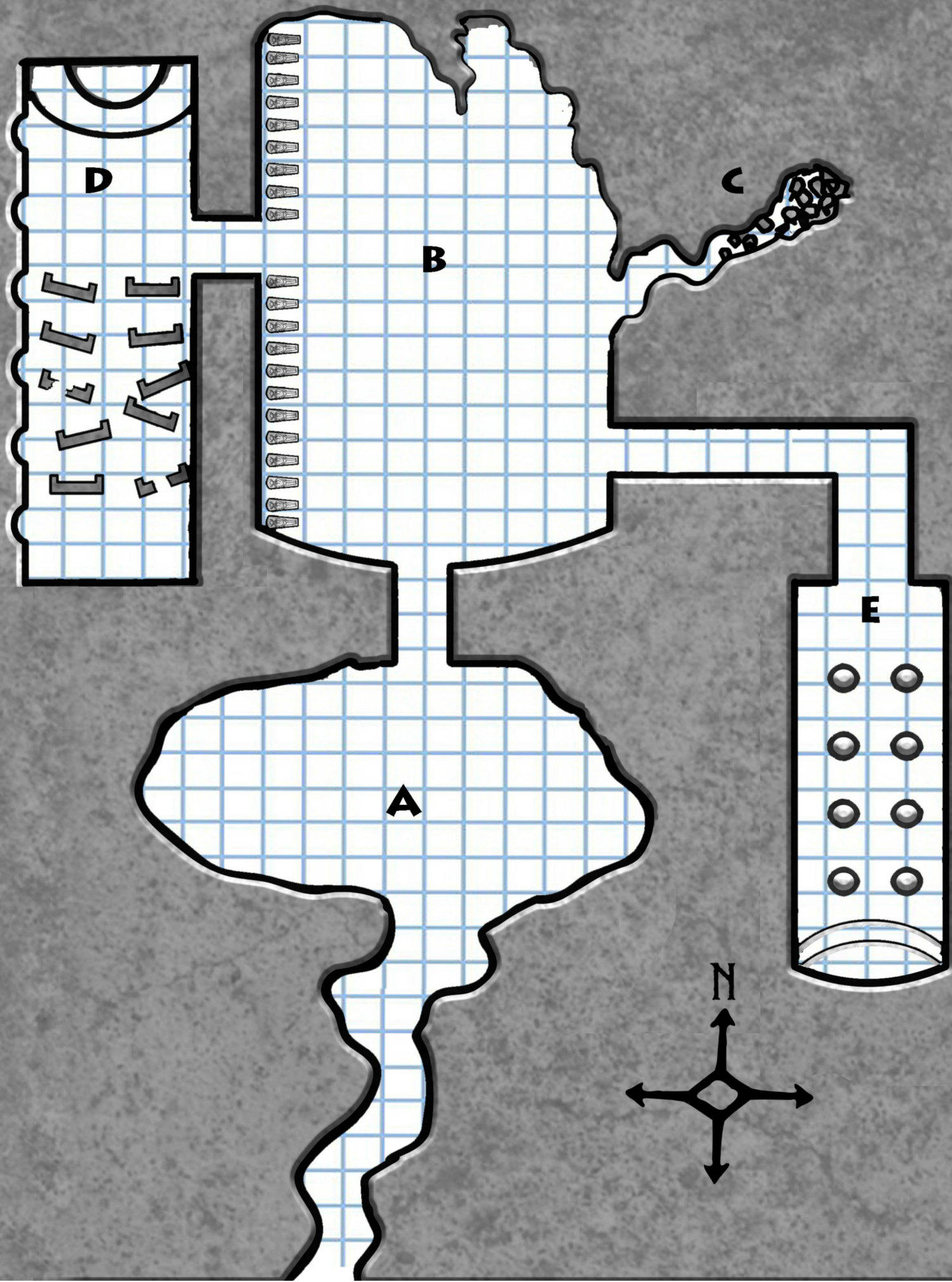
There are three passages leading out of this cavern

The first passage is the tunnel, but it is caved in about 20 feet down the passage.

The second passage lies behind the iron door and leads to a desecrated shrine. Orcish runes on the door leading into the area read "Do not go into this room."

The third passage, behind the bronze door, leads to another chamber once called "The Fountain of the Devoted" wherein the adventurers finally meet the white wyvern.

Figure 2.6: Opposite Page: The Lair of the White Wyvern





LAIR OF THE WHITE WYVERN

C: THE FIRST PASSAGE: THE CAVED-IN TUNNEL

Anyone venturing down this tunnel will be mercilessly attacked by giant ants attempting to protect their nest buried deeper beneath the ancient temple now lying under the collapsed mountain.

Giant Ants (8): AC 3, Move 18, HD 2 (8 hit points each), THACO 19, Attack 1 (1d6), Size S, Morale 12, XP 35.

Initially there are only 8 giant ants, but with each round the characters stay another ant will crawl out from under the rubble and join the attack.



D: THE SECOND PASSAGE: THE HAUNTED SHRINE

The large iron door is locked. The door, unlike the rest of the surfaces in this tomb is featureless. Not etchings or carvings decorate the portal. However, orcish curses and runes seem to forbid entrance into this chamber.

The lock is easy to pick (+20%) and the door is not trapped.

With only a slight creak and the some shifting of dust the door opens. As the door opens it reveals a hall that leads about thirty feet into another large chamber. Entering the chamber, you quickly realize this room was once a shrine to the gods. The walls are carved in their images along with ancient runes and a low stone altar stands at the western end of the room. Wooden benches once stood in even rows on the floor but the pews have been smashed and thrown askew and the icons of the gods have been defaced. Atop the altar, arms folded over his chest, lies the corpse of an old warrior in half plate armor. Bones lie scattered around the altar's base and the leathery remains of an orc in half plate armor crouches at the foot of the altar.

Once the adventurers get a quick look around the shrine, the next encounter will start.

If there are more characters of good alignment than evil, the evil contained in the room will raise a Wight and two large skeletons (the former orc champion and his two ogre followers).

You sense an evil presence in this room—a cold whisper of death and dark magic. Suddenly the bones at the altar's base begin to stir, rising up and forming into two towering skeletons standing nearly eight feet tall. Both skeletal giants wield bronze maces in their bony grasps. The dead orc warrior looks up at you and grins with green fire burning in its hate-filled eyes as it rises up, axe in hand, exuding an evil aura!

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Wraith Warrior: AC 3, Move 9, HD 7 (38 hit points), THACO 13, Attack 3/2 (1d10), Size M, Morale 20, XP 975.

The orc spirit is a Wraith Warrior. Each hit from a Wraith Warrior drains the target of 1 point of strength (if reduced to 0 strength, death occurs). They can only be hit by +2 or better magical weapons. Immune to sleep, charm and other mind affects. The Wraith Warrior can be turned as a vampire.

Ogre Skeletons (2): AC 6, Move 9, HD 3 (20 and 8 hit points), THACO 17, Attack 1 (1d10), Size M, Morale N/A, XP 175.

The giant skeletons are similar to normal undead skeletons save for their size. They therefore are slower, and have a better AC and more hit points. They can be turned as undead with 2 HD.

If there are more evil-aligned than good alignments, the good contained in the room will summon the ghost of the heroic paladin that was defeated defending this shrine and the ghost of his faithful friend.

You sense a holy presence in this room. A mist begins to swirl as the pious souls of a Valagard paladin and his ghostly friend are summoned into existence on this plane. The paladin looks at you with righteous fiery anger in his eyes.





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Wraith Warriors (2): AC 3, **Move** 9, **HD** 7 (41 and 36 hit points), **THACO** 13, **Attack** 3/2 (1d10), **Size** M, **Morale** 20, **XP** 975.

The paladin (41 hit points) and his companion (36 hit points) are Wraith Warriors.

Each hit from a Wraith Warrior drains the target of 1 point of strength (if reduced to 0 strength, death occurs). They can only be hit by +2 or better magical weapons. Immune to sleep, charm and other mind affects. They can be turned as vampires.

There is no treasure in the shrine area.

GM Note: It is possible to restore the balance of law vs. chaos and good vs. evil. If a spellcaster can repair the Rune of Communion on the wall in the shrine, the balance will be restored. Also a cleric can use turn undead to cleanse the shrine. Treat the room as a 7 Hit Die undead.

E: THE THIRD PASSAGE: THE FOUNTAIN OF THE DEVOTED

The bronze door is not locked and seems to be well-used with no sign of the cumulative dust or other debris you have found near the other doors and chamber areas. In fact, as the door swings open to reveal a long hallway, you can see obvious signs of torches as the hallway on the other side of the door is well lit with the flickering of fire. This flickering light comes from about 100 feet down the hall where the hall turns to the right.

There are no traps or other interesting details in this area. However, tracking skill tests will reveal that something large comes through this hallway on a regular basis. No exact size can be discerned as these tracks are crossed with what seem to be the footprints of many orcs and possibly ogres. Most of them seem to be carrying heavy loads.

Rounding the corner to the right you enter what appears to be a fountain room that is 100 feet in length, 50 feet wide, and lined with 8 great pillars with fantastic images carved into them, telling the Legend of Thrar. The pillars strain to support the massive vaulted ceiling 35 feet above. Torches set into the wall 10 feet above the floor illuminate the room and along the southern wall is a fountain. Along the walls are carved intricate images of Thrar battling giants, dragons, and monsters. A shattered statue of Thrar fighting a giant is strewn across the floor.

Dust and bits of stony debris and rubble lie scattered on the floor amidst the eight great pillars. The walls were once covered with tile frescoes but these have been smashed into tiny fragments and replaced by Orcish graffiti. There are many barrels and flasks around the entire room. An ornate fountain is built into the southern wall and a small fire smolders on the floor in front of the Fountain. Though cracked, stained, and dry, the fountain's carving of Thrar remains inspiring. The other exits from this room have been closed off by rocks and debris, possibly by the same cave-in event that closed off earlier passages.

Across the chamber, in front of the fountain, sleeps a white wyvern. The Wyvern is chained at the neck, at the tail, and by its feet, all shackled solidly to the ground, with barely any room to move. It has obviously been nearly starved to death and looks very sickly. It has been repeatedly injured and likely tortured. Its wings have been shredded, and it is missing an eye. It has a compound fracture on its right leg. The scorpion stinger on the beast's tail has been repeatedly cut and cracked open to get to the poison so that now the poison is oozing out of the wounds. The many flasks and barrels around the cave show just how long the beast's captor has been milking the wyvern for its poison.

In this chamber, a hill giant has been abusing the wyvern and collecting his poison and selling it to the orcs. The wyvern is only alive today because of an orc beastmaster caring for it. The wyvern is a shadow of its former self and likely wishes a quick death.

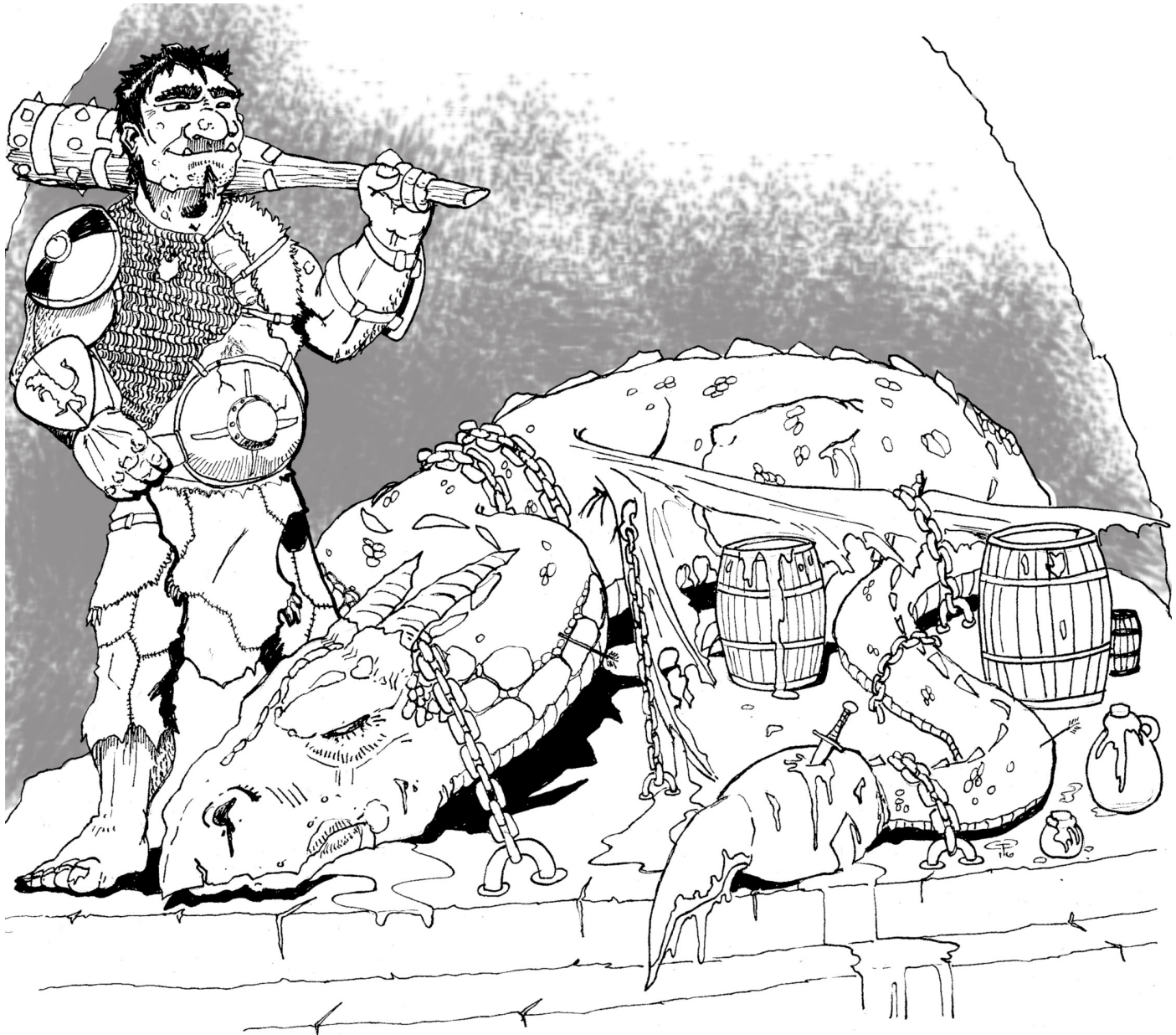
The hill giant who captured the wyvern is the real villain of this story, whom the orcs are bribing with treasure to poison the river.

Hill Giant: AC 3 (5), **Move** 12, **HD** 12 + 1d2 hp (55 hit points), **THACO** 9, **Attack** 1 slam (1d6) or 1 club (1d8 + 7), **Size** H, **Morale** 14, **XP** 6000.

Orc Beastmaster: AC 5, **Move** 9, **HD** 1 + 1 (5 hit points), **THACO** 19, **Attack** 1 spear (1d8), **Size** M, **Morale** 12, **XP** 35.

The White Wyvern (current): AC 6, **Move** 0, **HD** 7 + 7 (15 hit points), **THACO** 13, **Attack** 1 bite (1d8) and sting (1d3) or 2 talons (1d3) (see below), **Size** G, **Morale** 14, **XP** 270.

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In its current state the White Wyvern has only 15 hit points, an Armor Class of 6, attacks and saves at -4 and has no poison. All damage the White Wyvern inflicts is halved. These modifiers are already calculated in the above stats. Killing the White Wyvern in its current state is only worth a fraction of its normal experience point value (270 XP).

The White Wyvern (normal): AC 3, Move 6, fly 24 E, HD 7 + 7 (45 hit points), THACO 13, **Attack** 1 bite (2d8) and sting (1d6) or 2 talons (1d6) (see below), **Size** G, **Morale** 14, **XP** 4000.

At full strength the White Wyvern is a terrifying foe (45 hit points). Wyverns take advantage of their flight and mobility in combat, and rarely land unless



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they must to defend their lairs. They are aggressive and direct, and give little thought to strategy other than ambush. They are remarkably quiet when on wing, and incur a -2 penalty to opponents' surprise rolls.

A wyvern's stinger is venomous, and carries type F poison (causing immediate death if save is failed). When airborne, a wyvern can snatch up a man-sized or smaller creature with a successful talon attack; large creatures can be snatched up if both talon attacks succeed. A wyvern gains a +4 bonus to all bite and sting attack rolls against caught victims. Caught victims may break free with a successful strength—bend bars/lift portcullis check. After making an attempt to snatch up a foe, a wyvern requires 1 round to circle back for another attack.

THE TREASURE HORDE OF THE HILL GIANT!

The hill giant's personal cave is a crude tunnel carved by the brute several years ago. In this extra chamber the hill giant keeps all of his valued possessions, mainly those he has received as bribes from the orcs.

His chamber reeks of awful smells and the walls and floor are unnaturally sticky with animal fat, feces, blood, and other fluids. The floor is covered with furs and decomposing bodies of orcs, animals, and other beasts. These poor souls seem to not only be the source of food for the giant, but are also being used as his bedding.

The walls have crude paintings on them, mainly depicting giant lore and religions. A section of the wall displays several images that anyone with history or religion skills can decipher as a chronicle of the fire giant Hadel of Mount Surtur. It seems that the ancestors of this hill giant were servants of Hadel before Arfhird killed the fire giant king.

In one corner stand two large but busted barrels that have all sorts of coins flowing from their broken frames. The treasure of the hill giant includes the following:

2000 gp, 2000 sp, 4 pearls worth 10 gp each, 1 pearl worth 50 gp, a gold crown worth 5000 gp, 2 blood-stones worth 50 gp each, and 2 amber stones worth 100 gp each.

The crown is the Crown of the Lord of Haerton Keep.

GM note: Wedged into the wyvern's scales is a coin. This coin is covered in runes of a style unknown to all (no matter how skilled they are in runes, they cannot decipher it at this time). It is made of an alloy of gold, silver, and platinum and is inlaid with mythral designs of a ship at sea on one side and a crown on the other side. The coin is unnaturally heavy and who ever finds the coin will not let anyone else know about it or trade it for anything. The bearer of the coin gains a +1 on all saves.

THE FATE OF THE WYVERN

After the battle with the giant, the characters have a choice to make. The following are just some suggestions:

- Give the Wyvern a quick clean death.
- Leave the Beast to die slowly chained to the floor.
- Release the Beast where it will likely die but...
- Try to Nurse it back to Health?!? And try to tame it?!?
 - (GM Note: This is not recommended; the Wyvern cannot be tamed and when it reaches 50% recovery it will attack anyone trying to train, ride, or otherwise "abuse" it.)

LAIR OF THE WHITE WYVERN



PART 8: RETURN TO AINHILD

THE RESCUE OF GRETCHIN ARNESON

While the Adventurers were solving the mystery of the poisoning of the village another kind of evil stole in the village and kidnapped Gretchin Arneson, the youngest daughter of Anders Arneson. While the village continued to be stricken with the Wyvern poison, the Cult that wor-

ships the Wyvern has abducted Gretchin under the orders of its charismatic leader called Eap.

The Rescue of Gretchin Arneson is a side adventure for The Lair of the White Wyvern. It is not part of the main plot but provides the GM a chance to elaborate on the adventure, design some of their own maps and expand on the areas that are near Ainchild. What follows is a rough guideline for the encounter with the Wyvern cult and their leader, Eap.





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Cult: The Wyvern (Nevermore). This is a small group of individuals who have begun to worship the Wyvern in an attempt to appease it to save their village. They have no real connection or contact to the Wyvern. In their hopes to stave off the Wyvern's curse they kidnap the niece and attempt to sacrifice her to the Wyvern in the abandoned silver mine.

(If the players travel to the silver mine before encountering the hill giant and his white wyvern, the silver mine will still be abandoned. The cult will only appear at the silver mine after Chapter 7 as they are still in the mist of kidnapping Gretchin.)

Eap: AC 7, Move 12, HD 5 (d6, 18 hit points), THACO 18, Attack 1 sword (1d6), Size M, Morale 12, XP 270.

Eap is a 5th level Bard (NE, Dex 12, Int 13, and Cha 15 everything else 8–9). His sword is coated in a poison created from the waters of Ainhild (individuals struck by his sword must make a save against poison at +1 or suffer an additional 1d3 damage).

Bard Skills

CW 65%, DN 40%, PP30%, RL 30%, Lore 30%.

Bard Spells

1st level spells: *Alarm, Magic Missile, Sleep*

2nd level spells: *Invisibility*

Eap also has *Alter Self, Armor, Cantrip, Change Self, Comprehend Languages* and *Phantasmal Force* in his spell book.

Eap is served by five cultists who are actually converted from local bandits.

Bandits: AC 8, Move 12, HD 1 (d6, 3 hit points each), THACO 20, Attack 1 (1d6), Size M, Morale 12, XP 15. (These bandits are all 1st level thieves.)

The Adventurers will meet a group traveling from the village along the trail, Anders Arneson, along with the Sergeant of the Village guard and 2 other guardsmen. They are in the early stages of the wyvern poison.

Anders will besiege the adventurers if they have seen Gretchin or anyone else traveling northwards. When the players say no, he will cry out and then sink to his knees beginning to cry. He begins telling the adventurers that people broke into the Inn after the adventurers left the village to rid the village of the curse.

He gives a teary eyed tale of another band of travelers who came to the Inn saying they too were seeking to cure this curse that has been afflicting the land. "I told

them what I told you, and I thought it was my words that brought smiles to their faces. If I have known what they planned to do..." Anders grief overwhelms him.

The Sergeant steps in and continues. "The kidnappers rented room in the Inn. According to Angrid, she was awoken by the muffle scream of her sister. She grabbed a knife from her dinner plate and defended herself. She wounded one of the cultists while the other cultist made good with their escape on horseback. My men were able to catch the wounded one. Under intense 'questioning' he told us that 'They were the only hope for the land. Their master would cure the land with a sacrifice to the Wyvern.' Before he died from his wounds he did finally tell us where they were to meet their master, the abandoned silver mine."

While the players are deciding what to do next, they are interrupted by either the Owlbear that has been tracking the players since its mate was killed by the party near the beginning of the adventure or a Mountain Ape.

Tactics: The Owlbear will focus on nearest party member. The Mountain Ape will focus on the Men from Ainhild.

Owl Bear: AC 5, Move 12, HD 5 + 2 (21 hit points), THACO 15, Attack 2 claws (1d6), bite (2d6), Size L, Morale 12, XP 975.

Mountain Ape: AC 6, Move 12, HD 5 (28 hit points), THACO 15, Attack 3 (1d4, 1d4, 1d8), Size L, Morale 12, XP 175, +2 on surprise rolls.

Once the creatures have been defeated, the players should be heading to the silver mine. If the Men of Ainhild survived relatively undamaged they will accompany the players to the silver mine. If they did not survive or are seriously wounded they will head back to the village. Only Anders will continue on with the players if wounded unless he is convinced to return home.

The rest of the journey to the Silver mine will be uneventful. The wilderness is eerily quiet now.

THE SILVER MINE

The signs along the road still give good directions to the mine. When the players arrive it will be night with a "blood" moon.

Players may want to sneak in or give the noble charge. The players can interrupt at anytime but if they wait too long, Eap and his cult will stab Gretchin and then set her aflame.

It does not matter the cultists and Eap are too involved with elaborate ceremony that Eap has created. It is very

LAIR OF THE WHITE WYVERN



clichéd; Eap has taken from many sources on how to conduct a Ritual Sacrifice. The cult has been gathering everything Eap asked, candles, incense, dragonic chants, white robes, a new silver dagger, the phases of the moon have been tracked. Really play up the clichés. Eap loves the attention that his cult gives him.

The cult even managed to construct a crude altar for Gretchin to be murdered upon.

Eap will be overseeing the “ritual” while another one of the cultist carries out his orders. Eap is carrying a torch. The others will be chanting random words in dragonic that Eap thought sounded pretty. The words are meaningless, but the cultists do not know it. Eap has the cultist with the silver dagger pouring “holy dragon fire water”, aka strong liquors, on to Gretchin while the players arrive. Gretchin has been bound to the altar. Once she has been properly dosed with the “holy dragon fire water” Eap will begin his “epic” speech.

“My dear friends, tonight we right what is wrong, we sate the anger of the Wyvern. We cure the land. This girl has been chosen. The Wyvern spoke of the girl with the mark.” He then will give a nod to his acolyte to begin.

The acolyte will approach Gretchin, and proceed to make ritualistic cuts to bleed the helpless girl. Once that is done, Eap will approach and set her on fire.

HOPEFULLY the players have already jumped into save Gretchin.

Note: Eap will do everything he can to escape. He will bargain for his life, he will run, he will use his invisibility to elude the player characters. There is a good chance of him surviving to plague the adventurers another day.

THE TRIUMPHANT OR TRAGIC RETURN TO AINHILD

The Adventure is over and the Adventurers have finally returned back to Ainhild.

If Adventurers are lucky to be alive and did not end the threat of the Giant, his captured Wyvern, and the Orc Tribe of the White Wing. Hopefully they did save Gretchin at the very least. They will be met by forces of the Jarl upon entering village. The Jarl has sent a small scouting force when reports of the White Wing tribe reached his court. These forces will return to the Lair of The White Wyvern to find that the Giant and his Wyvern have escaped, many barrels of wyvern poison will be missing from the lair, and they will put the remaining orcs to the sword.

The village will survive but approximately one fourth of the village will have succumbed to the wyvern poison because the latest dose was delivered to the river.

If the Adventurers achieved a partial victory, where they defeated the orc tribe, and attempted to end the threat of the Giant and his pet. Perhaps they were forced to retreat

from the Giant’s Lair after charging into battle. Perhaps they killed the Wyvern but the Giant escaped. Again hopefully Gretchin will be saved.

The Jarl’s scouting force will retrace the adventurer’s steps and find that the Giant is no longer in the lair, but did not have the time to escape with the barrels of the Wyvern poison.

The village will survive but approximately one eighth of the village will have died from the wyvern poison, but mostly the elderly and those without stout constitutions.

The village celebrates the end of the “curse” with a small feast.

If the Adventurers return the conquering heroes, the orcs have been defeated, Gretchin has been saved from the cult, the Giant’s nefarious plan has been smashed and the source of the poison has been neutralized.

The villagers will thank the adventurers and children will look in awe at the saviors of their village. Uthrul Grindol will gladly pay any negotiated payment. He will call for a feast of Thanksgiving to Thrar and his providence for sending the adventurers to save Ainhild. The Adventurers will be the guests of honor. The jarl will send no forces, though he will personally take an interest in these “heroes of Ainhild” which could be a good thing, or a bad thing.

DM note: The above examples are given to give a general theme of three possible endings: A good, a bad, and a mixed ending.

POSSIBLE SEEDS FOR LATER ADVENTURES

Did one of the players flirt with Caren from Farmhouse? Did she survive the trip to Ainhild? Was it more than innocent flirting? She could become a strong reason for one of the players to remain in the region.

Was the adventure hook Friends of the Animals used? Perhaps now that Hal Jothason has passed away, the leadership of the rangers has named the party’s Ranger or Druid as the new protector of the region.

If Gretchin is still alive, she still has that magical birthmark that denotes that she is destined for something special.

The adventurers may have found the Rune Branded Scroll from Haerton Keep and they may wish to claim the keep for a base of operations. They must find the Jarl, secure an audience and win his favor.

The Jarl feels threaten by the success of the adventuring party and decides he needs to either control or destroy them. This could set up a series of tests and adventures for the characters as the jarl tests their resolve and skill.

CHAPTER 3: BESTIARY

BANDIT

Climate/Terrain:	Any
Frequency:	Common
Number Appearing:	1d6 (4d6)
Organization:	Gang
Activity Cycle:	Any
Intelligence:	9-11
Treasure:	I; Q
Alignment:	Neutral (Evil)
Armor Class:	8
Movement:	12
Hit Dice:	1 (d6, 4hp)
THACO:	20
Attack:	Weapon (1d6)
Saving Throws:	Thief 1
Special Traits:	Thief skills
Magic Resistance:	None
Size:	Medium (5-6 feet tall)
Morale:	12
Experience:	15

Bandits are thuggish thieves that live off the fruits of their raids. They live in gangs in any location sensibly feeding their opportunistic appetites (cities, villages, wilderness areas, and sewers alike). Most bandit groups live in areas that provide easy access to and from major trade routes. Bandit gangs of 10-20 usually follow a leader that is a thief of levels 3-6 or a 3rd-level fighter. Bandit clans of over 100 have a much stronger leader that is a thief of levels 6-8th or a 6th-level fighter.

Bandits speak the common tongue of the area they terrorize and they may speak additional languages.

Bandits take advantage of the element of surprise and use their terrain to help launch an assault. They usually begin an ambush with a round of missile shots and then storm down upon their quarry in a wave. They never fight alone and usually attack in bands of at least ten. Unless compelled by a fate more frightful than death, bandits are required to roll morale if the fight seems hopeless.

Bandits have standard thief skills with the following abilities of note: Move Silently 35%, Hide in Shadows 35%, Climb Walls 65% and back stab (×2 damage).

BOAR

Climate/Terrain:	Any
Frequency:	Common
Number Appearing:	1d6
Organization:	Colony
Activity Cycle:	Any
Intelligence:	Animal
Treasure:	None
Alignment:	Neutral
Armor Class:	7
Movement:	15
Hit Dice:	3+3 (17 hp)
THACO:	17
Attack:	1 bite (3d4)
Saving Throws:	Fighter 3
Special Traits:	See below
Magic Resistance:	None
Size:	Small (1-2' long)
Morale:	12
Experience:	175

Boars are the larger wild relatives of the domesticated pig. They can be aggressive and dangerous when cornered or hunted. If more than two are indicated, they will consist of a mated pair and young. All will fight for 1-2 rounds below 0 hit points, or to -6 hp. Young have the following stats: 1 - 2 HD, 1d4 - 1 or 1d4 + 1 damage.



CARNIVOROUS WORM

Climate/Terrain:	Subterranean
Frequency:	Uncommon
Number Appearing:	1d6
Organization:	Solitary
Activity Cycle:	Any
Intelligence:	0
Treasure:	B
Alignment:	Neutral
Armor Class:	3 body, 7 belly
Movement:	12
Hit Dice:	3 + 1 (14 hp)
THACO:	17
Attack:	8 tentacles (special) and bite 1d2
Saving Throws:	Fighter 3
Special Traits:	Paralyzation
Magic Resistance:	None
Size:	Large (9' long)
Morale:	Special
Experience:	420

Carnivorous Worms are monstrous vermin commonly found infesting subterranean environments. Combining the body of a grub, the many legs of a centipede, and the tentacles of a cuttlefish, Carnivorous Worms are horrifying to most. Although they normally feeds on carrion, Carnivorous Worms kill and eat living creatures without hesitation. Carnivorous Worms are unintelligent and act only on instinct for survival. Hatching from clutches of dozens to hundreds of eggs, they feed voraciously and grow quickly. Few survive to adulthood, and those that do have likely feasted on their less hardy clutch-mates.

Despite the danger that they pose to other living beings, Carnivorous Worms are sometimes cultivated or used by creatures who find their ability to dispose of carrion or unwanted intruders useful. This is especially true in humanoids, like orcs, giants and trolls who also see the Carnivorous Worm as a source of meat in tough times. Creatures that do so are wise to protect themselves from their beasts, as the Carnivorous Worms will attack them as readily as any other creature.

Carnivorous Worms are capable of climbing walls and ceilings with ease, and often do so to ambush their prey. They attack with their tentacles, a strike from which paralyzes the victim unless it makes a successful save vs. paralyzation. Paralyzed creatures remain so for 2d6 turns, and a Carnivorous Worm may automatically bite a paralyzed creature. If no further threats remain, a Carnivorous Worm will devour its paralyzed victims alive.

GRAY OOEZ

Climate/Terrain:	Any underground
Frequency:	Rare
Number Appearing:	1d3
Organization:	Solitary
Activity Cycle:	Any
Intelligence:	1
Treasure:	None
Alignment:	Neutral
Armor Class:	8
Movement:	1
Hit Dice:	3+3 (17hp)
THACO:	17
Attack:	touch (2d8)
Saving Throws:	Fighter 3
Special Traits:	Attack type immunities, corrosion, spell immunity
Magic Resistance:	None
Size:	Medium (4-7 foot diameter)
Morale:	10
Experience:	650

Gray oozes resemble outcroppings of wet gray stone. At rest, they spread out into puddles around six inches deep and several feet wide. When active, they can form themselves into more compact shapes and lash out with whip-like tendrils. Gray oozes reproduce by leaving small egg-like shells in damp places; after a few days the small oozes devour their leathery shells to hunt for themselves.

Gray oozes can digest metal in addition to organic material. Armor struck by a gray ooze dissolves in a matter of minutes—chain mail corrodes to uselessness in one round, plate armor in two rounds, and enchantment slows the decay by one round per plus of enchantment. Metal weapons which strike an ooze also decay within a round as well, though enchantments delay the corrosion as per enchanted armor. Gray oozes are immune to fire, cold, and all spells.



BESTIARY

GIANT ANT

Climate/Terrain:	Subterranean
Frequency:	Uncommon
Number Appearing:	
Organization:	Colony
Activity Cycle:	Any
Intelligence:	Animal
Treasure:	See below
Alignment:	Neutral
Armor Class:	3
Movement:	12
Hit Dice:	2 (9 hp)
THACO:	19
Attack:	1 bite (1d6)
Saving Throws:	Fighter 2
Special Traits:	None
Magic Resistance:	None
Size:	Small (1-2' long)
Morale:	12
Experience:	35

Giant ants are hardy and adaptable. Workers are about 6' long, but the queen may be immense. Giant ants eat almost anything, since they are omnivores, and will never retreat if defending the nest. They will tend to only have a small amount of treasure around, from past opponents, but in some rare instances giant ants will inexplicably mine precious metals. This occurs in about 30% of nests, and there will be as much as 1d10x1000 gold pieces worth of raw gold nuggets.

HILL GIANT

Climate/Terrain:	Any hills or mountains
Frequency:	Rare
Number Appearing:	1d6
Organization:	Tribe
Activity Cycle:	Any
Intelligence:	5-7
Treasure:	D
Alignment:	Chaotic evil
Armor Class:	3 (5 unarmored)
Movement:	12
Hit Dice:	12 + 1d2 (55 hp)
THACO:	9
Attack:	By weapon +7 or slam (1d6)
Saving Throws:	Fighter 12
Special Traits:	Hurl Boulders
Magic Resistance:	None
Size:	Huge (16'tall)
Morale:	13-14
Experience:	6000

The smallest of the true giants, hill giants are hulking humanoids with long arms and stooped postures. Their features are human but brutish, with heavy brows, beady eyes, and protruding jaws. Their skin, hair and eye colors span the normal human range. Adult hill giants stand around 16' tall and weigh around 2½ tons.

Though belligerent and territorial, hill giants may form alliances with other creatures—whether for trade or mutual protection. These alliances are usually with other evil creatures such as ogres or orcs. More often, though, their relations with their neighbors are hostile.

Though they prefer to lair in caves, hill giants may build crude shelters or dig out dens for themselves in areas where caves are rare. Their lairs are 50% likely to be guarded by beasts or humanoid allies.

Hill giants usually attack with little thought for strategy. They like to ambush their prey, and often hurl boulders at range. A hill giant can hurl a boulder up to 200 yards, and catch boulders hurled by other giants or siege engines 30% of the time. A boulder hurled by a hill giant inflicts 2d8 points of damage on a successful hit.

A hill giant's weapon inflicts twice as much damage as an equivalent man-sized weapon.



MOUNTAIN APE

Climate/Terrain:	Any
Frequency:	Uncommon
Number Appearing:	1d6
Organization:	Tribe
Activity Cycle:	Any
Intelligence:	6
Treasure:	None
Alignment:	Chaotic Neutral
Armor Class:	6
Movement:	12
Hit Dice:	5 (23 hp)
THACO:	15
Attack:	3 (claw/claw/bite, 1d4/1d4/1d8)
Saving Throws:	Fighter 5
Special Traits:	Rending, Surprise
Magic Resistance:	None
Size:	Large (8'-10')
Morale:	11-12
Experience:	270; 420 (two headed or four armed); 650 (two headed and four armed)

A curious creature that does not seem to belong to the Ice Kingdoms, the great white mountain ape. Standing nearly 8 feet high, the mountain ape is a carnivorous, cave dwelling beast that has been known to eat bears, wolves and travelers (human, orc, goblin and more). They live in small families and are quite dangerous, but rare living only in the Grugnifal region of the Ice Kingdoms. They are a pain for the dwarves who actively send out hunting parties to trap and kill the apes. The apes seem to be perfectly natural with no magical or unique special enchanted powers.

However a few sightings of larger mountain apes with four arms have been reported by skalds across the Ice Kingdoms as well as a two headed variety. One can only imagine if two headed, four armed mountain apes exist. Each of these mutant sub species have only be "seen" deeper into the mountains past the Grugnifal as one heads close to Dargogran.

Mountain apes impose a -2 penalty to surprise rolls against Opponents and better their own surprise rolls by 2. If it hits one opponent with both claws in the same round, it will do an additional 1d6 damage as it rends its victim. Two headed mountain apes better their surprise by an additional 1 (3 total), while four armed mountain apes receive a +1 to hit with their claw attacks.

OGRE

Climate/Terrain:	Any
Frequency:	Uncommon
Number Appearing:	1d6
Organization:	Tribe
Activity Cycle:	Any
Intelligence:	8
Treasure:	B, (Q), (S), M
Alignment:	Chaotic Evil
Armor Class:	5
Movement:	9
Hit Dice:	4 + 1 (19 hp)
THACO:	17
Attack:	1 slam (1d10) or 1 by weapon (+6)
Saving Throws:	Fighter 4
Special Traits:	None
Magic Resistance:	None
Size:	Large (9')
Morale:	11-12
Experience:	175; 420 (leader, chieftain)

Ogres are brutish humanoids of Orcish blood, not quite the size of true giants but towering above lesser humanoids. They are ugly by human standards, with dull earth-toned skin covered in warts, thick oily hair, and heavy features. Though they have impressive physiques, ogres have hunched postures and knuckle-dragging gaits.

Though they are prone to fighting amongst themselves, ogres live in crude tribal societies. These tribes are led by the strongest member, who bullies the rest of the tribe into doing his bidding.

Typical tribes have 14 + 4d8 members, one-quarter of which are children. Few tribes grow beyond these numbers, as only the most brutal and canny chieftains are able to control the infighting that comes with additional tribe members. Most chieftains have 7 HD, an AC of 3, and inflict 2d6 + 6 point of damage per hit with their fists. Smaller factions of each ogre tribe have their own leaders, who have 7 HD, an AC of 4, and inflict 2d6 + 3 points of damage per hit with their fists.

Ogres often capture other humanoids for slaves and food, and make little distinction between the two. They occasionally ally themselves with tribes of other savage humanoids or hire themselves out as mercenaries, and get along well with hill giants and trolls. Ogres speak guttural orc dialects and can learn tribal languages of other humanoid. Only rarely do ogres learn the tongue of men.

Hardy and adaptable, ogres are found everywhere. They rarely build cities or towns, and more often make do with crude camps as they roam the countryside for plun-



BESTIARY

der and battle.

Ogres love battle, and rush headlong into a fight given any chance. They fight with little organization, but make up in brutality and enthusiasm what they lack in strategy.

ORC

Climate/Terrain:	Any
Frequency:	Common (Uncommon)
Number Appearing:	2d10 (3d10x10)
Organization:	Tribe
Activity Cycle:	Night (Any)
Intelligence:	8-9 (10)
Treasure:	D, (Q × 5), J, M
Alignment:	Lawful evil
Armor Class:	5 (10 unarmored)
Movement:	9 (12 unarmored)
Hit Dice:	1 + 1 (6 hp)
THACO:	19
Attack:	By weapon
Saving Throws:	Fighter 1 or by class level/hit die
Special Traits:	None
Magic Resistance:	None
Size:	Man-sized (6-61/2' tall)
Morale:	11-12
Experience:	35; 65 (orog, subchief, shaman levels 1-2); 120 (chief, orog subchief), 175 (shaman levels 3-4, orog chief), 420 (shaman level 5)

Orcs (also known as hobgoblins or goblin men) are man-sized humanoids. They tend to be tall and muscular, although their stooped postures tend to disguise their full height. They have bristly hair and dull eyes, prominent brows, and flat upturned noses. Great tusks protrude from their lips. Orcs are accustomed to darkness and suffer a -1 penalty to attack rolls in bright sunlight, but have dark vision out to 60 feet.

Orcish culture is brutal and savage, and prizes strength above all else. The strong dominate the weak, who are seen as fit only to serve the wishes and whims of their betters. Orcish tribes are led by the strongest warriors. Each tribe is led with an iron fist by a 4 HD chief with AC 2 and a +3 bonus to damage rolls. The chief's commands are unquestioned and carried out by subchiefs with 3 HD, AC 3, and a +2 bonus to damage rolls. These subchiefs are further served by champions with 2 HD, AC 4, and a +1 damage bonus who enforce their will.

Orcs are aggressive and expansionist, bringing them into conflict with all other humanoids. They especially de-

spise elves, and will go to extraordinary lengths to attack them. Large tribes may have shamans equivalent to clerics and mages of up to 5th level. Although not strong in the physical sense, the magical might of the shamans is accorded the same respect as the strength of the chiefs and sub-chiefs.

Due to their warlike nature, orcs are often in conflict with other creatures. Orcs fight one another as readily as they fight others, but hold a special hatred for dwarves and elves. Orcs occasionally ally themselves with other savage humanoids. Pragmatic orc leaders, especially those of tribes living near strong civilizations, understand the necessity of alliances for survival. Orcs speak their own languages, and smarter individuals may learn the tongues of men and other races if need be.

Although orcs are found everywhere, they prefer to make their lairs underground to protect themselves from the light of the sun, although a minority of tribes build heavily fortified towns on the surface. Accustomed to life underground, they have become skilled miners, and receive a 35% chance to detect new or unusual constructions underground and a 25% chance to detect sloping passages. They are also skilled craftsmen, manufacturing fine (if not beautiful) weapons and armor.

Orcs are aggressive and skilled in battle. They fight with tactics honed through centuries of conflict and passed down from generation to generation. They follow the civilized rules of engagement only when they are advantageous, and are quick to break them when they are not. When led into battle by a tribal chief or subchief, all orcs within 60 feet of their leader's battle standard gain a +1 to all attack and morale rolls.

Orogs (also known as bugbears or half ogres) are the rare half-breeds of orcs and ogres (AC 4, 3 HD, Morale . Although they greatly resemble their orcish parents, they have some of the stature of their ogre ancestry, as they stand a foot taller and are much more muscular than their pure-blooded kin.

Although orogs are most commonly found in orcish tribes in close alliances with nearby ogre tribes, ogre blood can persist in tribes who have had no recent contact with ogres for generations. Orogs are present in 10% of orcish tribes; when present, they make up 10% of the tribe's population. Sub-chiefs with 4 HD lead bands of up to 20 orog warriors, and all orogs in a tribe are led by a chief with 5 HD who may also be the chief of the greater tribe. As strong warriors, they are afforded great respect by their kin. Orogs produce no shaman.

Orogs often act as an orcish tribe's elite warriors and shock troops. As they lack some of the discipline of their lesser kin, they rarely act as commanders or tacticians. Some tribes have warriors that are exceptionally stealthy and incur a -3 penalty to opponent's surprise rolls.



OWLBEAR

Climate/Terrain:	Temperate forests
Frequency:	Rare
Number Appearing:	2d8
Organization:	Pack
Activity Cycle:	Night
Intelligence:	5–7
Treasure:	C
Alignment:	Neutral
Armor Class:	5
Movement:	12
Hit Dice:	5 + 2 (24 hp)
THACO:	15
Attack:	2 claws 1d6, bite 2d6
Saving Throws:	Fighter 5
Special Traits:	Hug
Magic Resistance:	None
Size:	Large (8' tall)
Morale:	11–12
Experience:	975

Almost certainly the result of dragon elf sorcerous experiments, owlbears are bizarre patchwork creatures with a bear's body and an owl's head. Their heads and backs are feathered with yellowish-brown to dusky black plumage, and their bodies are covered in shaggy brown or black fur.

Owlbears are naturally vicious and aggressive. They view most other creatures as prey and hunt them ferociously. Though they are intelligent, they cannot be reasoned with as their hunger knows no bounds. Adult owlbears live as mated pairs; together, they raise their hatchlings until they're large enough to fend for themselves. Owlbears speak a crude language of screeches and roars.

Territorial in the extreme, each pair of owlbears protects their territory from all intruders. They are often found living in the tangled depths of ancient forests. Rare owlbears sometimes make their lairs in ruins or dungeons; these are often bound there to guard treasures or discourage intruders.

Owlbears attack without provocation and know nothing of fear. Their hunger makes them incredibly ferocious, and owlbears do not retreat even if they fail a morale check.

An owlbear may draw victims into a deadly hug if it succeeds on a claw attack with an attack roll of 18 or higher. Hugged creatures automatically take 2d8 points of damage each round. While hugging, an owlbear cannot attack with its claws, but may still bite opponents. Hugged creatures may break free with a successful strength—bend bars/lift portcullis check.

RUST MONSTER

Climate/Terrain:	Any
Frequency:	Rare
Number Appearing:	1d2
Organization:	Pack
Activity Cycle:	Any
Intelligence:	Animal
Treasure:	None
Alignment:	Neutral
Armor Class:	2
Movement:	18
Hit Dice:	5 (23 hp)
THACO:	15
Attack:	See below
Saving Throws:	Fighter 5
Special Traits:	Rust effect
Magic Resistance:	None
Size:	Man-sized (4'–6' long)
Morale:	12
Experience:	650

The body of this monster resembles a giant armadillo, and it has a long scaly tail. The hide of these creatures varies in color from a yellowish tan underside to a rust-red upper back. A rust monster's prehensile antennae can rust metals on contact, as can their hide when struck with metal weapons. All ordinary metal armor and weapons either struck by antennae or contacting a rust monster's hide (when it is attacked with a sword, for instance) instantly becomes utterly and permanently useless from severe rusting. Due to this effect, ordinary metal weapons do not harm rust monsters. Magic items will first lose their magical bonuses, 1 at a time, until they are ordinary items of their type. Any subsequent contact will then rust the item. Each plus grants the item a 10% probability of surviving contact unscathed. For instance, if a character strikes a rust monster with a dagger +2, it has an 80% chance of becoming a dagger +1. If it does, any subsequent hit has a 90% chance of making the dagger an ordinary dagger. If it becomes an ordinary dagger, a hit after that renders the dagger useless. A rust monster feeds upon the rust it creates in this manner.



BESTIARY

SKELETON OGRE

Climate/Terrain:	Any
Frequency:	Rare
Number Appearing:	1d6
Organization:	None
Activity Cycle:	Any
Intelligence:	0
Treasure:	None
Alignment:	Neutral
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Armor Class:	6
Movement:	9
Hit Dice:	3 (14 hp)
THACO:	17
Attack:	1 slam (1d10)
Saving Throws:	Fighter 3
Special Traits:	None
Magic Resistance:	None
Size:	Large (9')
Morale:	N/A
Experience:	175

Skeleton ogres are the reanimated skeletal remains of ogres, reinforced with negative energy. They bear no flesh, musculature, or ligaments, and are instead held together through magical force. A Skeleton ogre is an animated undead ogre comprised of bones. They function the same as any standard animated skeleton with the exception of their improved abilities listed above.

As they lack flesh and blood, slashing and piercing weapons inflict only half damage against skeleton ogres. As undead creatures, they are immune to charm, fear, hold person, and sleep spells, and take no damage from cold-based attacks. They are vulnerable to holy water, and suffer 2d4 points of damage per vial that strikes them. Skeleton ogres never check for morale.

WORG

Climate/Terrain:	Any forest
Frequency:	Rare
Number Appearing:	3d4
Organization:	Pack
Activity Cycle:	Any
Intelligence:	5-7
Treasure:	None
Alignment:	Neutral evil
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Armor Class:	6
Movement:	18
Hit Dice:	3 + 3 (16 hp)
THACO:	17
Attack:	Bite 2d4
Saving Throws:	Fighter 3
Special Traits:	None
Magic Resistance:	None
Size:	Man-sized (4'-7' long)
Morale:	11
Experience:	120

Worgs are gigantic relatives of normal wolves which possess an unusual cunning. They resemble hulking, muscular wolves the size of ponies, with flat snouts and wary, calculating eyes. Like normal wolves, worgs form packs led by the strongest and meanest individual. Packs of worgs are most often on poor terms with other packs, and fighting often erupts when rival packs meet.

Although worgs consider most humanoids as prey, they get along well with goblins. Worg packs often ally themselves with goblin tribes, providing each other with mutual protection. Worgs often serve as mounts for goblins, and are always willing to assist them in combat. Worgs speak their own language, but can often understand goblin (orc) speech.

When not lairing with goblins, worgs make their homes in dank, dark forests. They usually dig dens or claim existing caves as their own, driving off their previous occupants if necessary.

Combat: Worgs fight and hunt in packs, much like normal wolves.



WRAITH (WARRIOR)

Climate/Terrain:	Any
Frequency:	Very Rare
Number Appearing:	1d6
Organization:	None
Activity Cycle:	Night (Darkness)
Intelligence:	8-10
Treasure:	None
Alignment:	Lawful evil
Armor Class:	3
Movement:	9
Hit Dice:	7
THACO:	13
Attack:	3/2 (as 7th level fighters, 1d10)
Saving Throws:	Fighter 7
Special Traits:	Strength drain, +2 or better weapons to hit
Magic Resistance:	None
Size:	Medium (6 feet tall)
Morale:	20
Experience:	975

Warrior Wraiths are a type of undead created from warriors killed battle, and kept from the dissolution of death by their desire to fight.

Warrior Wraiths inhabit the regions immediately surrounding their deaths and return to unlife on a regular basis, though the conditions of this return can be based on many different factors. Common factors include a certain time of day, a certain condition that is met (such as disturbing of their grave) or other activating incident. Usually seen only at night (or another location where the sun is never seen), Warrior Wraiths appear as they did in life, garbed in armor and armed with weapons. Their weapons and armor are fairly mundane, But a Warrior Wraith appears to be insubstantial. In certain lighting all that can be seen are their glowing eyes hidden beneath a helmet.

The armor and weapons of a Warrior Wraiths carry a scent of mold and decay. Warrior Wraiths create an aura of cold—while uncomfortable, this aura not enough to cause damage.

When a Warrior Wraith appears it immediately refights the last battle it was in, treating any humanoid or monster as if it were the foe they battled. Once these foes are defeated the Warrior Wraith is free to wander around until such time as their summoning expires and then they repeat this process every time they reappear.

Warrior Wraiths are hardened warriors, and retain their knowledge of strategy and tactics. They are intelligent, and speak the common tongues of humanity, and therefore they can parlay...but only to a worthy foe (someone usually a fighter of 7th or greater level or another character

with a natural THACO of 14 or better before bonuses).

No matter what weapon is used, Warrior Wraiths attack as normal warriors would and the damage is always: 1–10 hp. A successful hit drains 1 point of strength from the target. If a strength reaches 0, the target dies. This lost strength can only be regained by complete rest of total inactivity (1 point per day), or with a wish, limited wish or comparable magic.

Warrior Wraiths can only be hit by +2 or better weapons. They are totally immune to sleep, charm and other mind-affecting magic and any other resistance standard undead possess. They can be turned as vampires.



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