

LG1

1st Edition of AD&D

Terror in the Forest of Gizzick

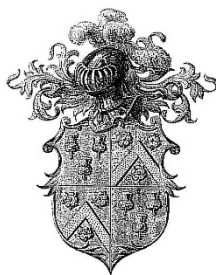
Dungeon Module LG1

By Claude M. LeBrun

An adventure for Characters Levels 3 – 5



Something has been terrorizing farms and houses that lie in or near the Forest of Gizzick. People are being killed, livestock is being killed or stolen, and buildings are burning down. Even though no one has seen the cause of this terror, rumors abound. Some believe goblins or other creatures are to blame. Others think a demon is involved, yet other people worry this is the beginning of an invasion from some unknown evil. Does your party have what it takes to find and stop the terror?



Terror in the Forest of Gizzick

An adventure for 3 – 6 characters of Levels 3 – 5

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Background

Many years ago Ronan Haverstack was an apprentice to the count's personal wizard Jax Narhl. Ronan was an excellent student, working as hard as he could to learn all the tricks of spell casting. Ronan with a large thirst for knowledge would spend hours reading and studying all the tomes and spell books in Jax's library. Jax kept one tome magically locked in a strongbox and would not allow Ronan to look at it. "I keep that tome locked away to prevent its evil from ever seeing the light of day", Jax would say. Ronan coveted that book, and eventually figured out how to break the magical seal. Jax caught Ronan removing the book from the strongbox and tried to take it away. A fight ensued which ended in Ronan killing Jax. It wasn't long before Jax's murder was discovered and Ronan had to flee the kingdom. To avoid discovery Ronan Haverstack changed his name to Gandilor. Gandilor wandered for several months and eventually found refuge in a fishing village on the southern coast.

Gandilor settled down and began his study of the stolen book. The tome detailed how one could summon a demon from the Abyss and get assistance from that creature. After spending several years perfecting the magic and rituals found in the book, Gandilor successfully summoned the demon Gader'el. For a price to be paid at a later date, Gader'el granted to Gandilor knowledge of magic that normally takes many years to learn. With his newly acquired knowledge,

Gandilor, went in search of a place to apply his magical skills.

That search led him to the Forest of Gizzick. Gandilor took control of a Hobgoblin tribe living in the forest by killing the hobgoblin's leaders. He controls the tribe through fear and intimidation. The hobgoblins are also motivated by the mayhem they and Gandilor are creating. Once Gandilor took control of the tribe, he forced them to build the chambers that he now occupies. Gandilor and the hobgoblins are now raiding the countryside, killing, looting, and burning houses and farms. Nobody knows that the hobgoblins are being controlled by Gandilor. All the citizens of the realm want the hobgoblins eradicated.

Notes to the Dungeon Master

This adventure was originally written for my kingdom of Sandidar, but the adventure can be inserted into any world. Locate the hobgoblin's lair in any forest in a non-populated area near a rural community, farmland, or village. Place in this area a few farms and settlements that have been raided by the hobgoblins.

Descriptive text is written in *italics*. This information is to be read or otherwise communicated to the player characters.

Gandilor is a 9th level wizard (His stats are in the appendix) who has sold his soul to the demon Gader'el in exchange for knowledge and power. As such, Gandilor's thrives on causing chaos and turmoil, and enjoys the misery of others. Having no ethics or morals, Gandilor will do anything he can to

create chaos and mayhem. There is no limit to Gandilor's evilness, so play him as vicious as possible.

Gandilor allows the Gizzick hobgoblins to go about their normal daily activities, living, hunting, and rearing their young, but little else. When the whim strikes him, Gandilor will take the adult male hobgoblins with him and go raiding. Raids will only occur on nights when there is no visible moon. During the raids the hobgoblins kill every living creature they encounter. Only one witness was ever found alive. A girl of six was found hiding in the crawl space beneath a shed. Although traumatized by her experience, the child was able to describe how the hobgoblins appeared out of nowhere, killed her family, torched the buildings, and disappeared as quickly as they came.

If the party defeats the hobgoblins but does not discover Gandilor, wait a month of game time then have more raids occur. During that month Gandilor will enslave another tribe of hobgoblins, goblins, bugbears, or whatever and renew his reign of terror.



Adventure Hooks

Battle Evil: This is a classic good vs evil adventure, and this may be all the incentive some characters need.

Monetary Reward: Have the local Baron offer a reward of 2000 gp (or whatever amount fits into your world) for exterminating the hobgoblins. Proof will be required before the baron pays any reward money.

Revenge: A friend or relative of one of the player characters is killed by the hobgoblins and the character is seeking revenge.

Perhaps the home village of one of the characters is destroyed by the hobgoblins, and that character wants retribution.

Finding the Hobgoblin's Lair

There are several ways the characters can discover the location of the hobgoblin's lair. The hobgoblins don't do anything to mask their tracks or disguise the signs of their movement. Therefore any ranger or druid will be able to track the hobgoblins from the site of their latest raid. All other characters have a 35% chance of locating and tracking the hobgoblins. Roll for success each hour the party spends tracking. If any character can communicate with plants or animals using magic or another ability then the character can learn some basic information as to the direction the hobgoblins traveled to and from the location of their latest raid. The lair is approximately 5 ½ miles from the location of the last raid.

For every hour the party spends in the Forest of Gizzick there is a 1 in 6 chance for a random encounter. If a random encounter occurs use the random encounter table in the appendix.

If the party wishes to investigate any places that have been raided by the hobgoblins, send them to a burnt out village or farm. (Make up a location) Describe to the party appropriate damage to the area: buildings burnt down, houses ransacked and trashed, animals either dead or missing, and corpses of those killed laying around. **It is important to describe the following to the party:** *Leading to every burnt building is a trail burnt onto the ground. The burnt*

ground appears like a fire was started at one spot and travelled directly to the building. The fire trail does not emit any magical aura.

The Hobgoblin's Lair

After passing through the forest for some time the trail gives way to a wide ravine with steep walls. The slopes contain scrub brush and stunted trees. About 150 yards away, on the south wall of the ravine the mouth of a cave can barely be seen among a clump of trees.

If the party chooses to lie in wait to catch the hobgoblins heading out for a raid, the player characters must hide and wait until the next night without a visible moon. During this time the party may be discovered by the hobgoblins when going about their normal activities.

1. ENTRANCE. The cave entrance is consists of an 8 ft high x 10 ft wide opening among a clump of trees. Two hobgoblins are always on guard, stationed among the trees. If any danger is spotted the guards alert two additional guards just inside the cave entrance. One of these hobgoblins will run inside to alert the hobgoblins in area 2. The remaining three hobgoblins will hide behind the trees to ambush the party. If any hobgoblins cannot make it to the trees they will hide behind the boulders just inside the cave entrance and use their bows to attack the party.

Hobgoblin guards: AC 5, hp 8, broadswords 2d4 dmg, long composite bows 1d6 dmg, 12 arrows each. Two guards have 6 gold pieces each in belt pouches.

If the party dispatches the outside guards very quickly or quietly the inside guards might not be alerted. In this case these two guards will not be too alert as they are relying on the outside guards to warn them of any danger.

2. MAIN CAVE. The first impression of this complex is the horrible stench, which comes from hobgoblin musk and rancid food. This chamber contains many stalagmites and stalactites, and a few large boulders. The racks on the north walls hold weapons; 20 broadswords, 25 spears, and 5 morning stars. If the tribe is surprised all weapons will be in these racks. On the floor are 3 scorch marks, long and narrow, approximately 10 ft x 2 ft in size. Scattered around the chamber is trash, debris, and sleeping furs.

If the hobgoblins have been alerted all females and young will be hiding in chambers 6 and 7. All of the males will arm themselves and attempt to ambush the party. The hobgoblins will split into three groups, with each group hiding around the corner at the end of one of the three corridors from the main entrance. When one group engages the party the other two will attempt to sneak behind the party and attack from the rear. The hobgoblins will each be armed with a spear and either a sword or a morning star.

If the tribe has not been alerted there will be 8 hobgoblins in the chamber. They will rush to the weapon racks to grab some weapons for the battle. Hobgoblins: hit points; 9, 8, 7, 7, 6, 5, 4, 4. In their belt pouches will be a total of 30 copper pieces, and 16 gold pieces.

3. SLEEPING CHAMBER. This alcove holds sleeping furs and assorted debris. If the tribe has not been alerted there will be two hobgoblins here, a male, 8 hp, and a female, 4 hp.

4. SLEEPING CHAMBER. One male occupies this room, 6 hp. Trash and sleeping furs are on the floor. Under one fur is a small leather pouch containing 2 gems, worth 50 gold pieces each.

5. SECONDARY CAVERN. This chamber is much like the main cave, with sleeping furs and trash scattered about. 5 males, hit points; 9, 8, 7, 6, 6. 3 females, hit points 6, 4, 4, and 4 young, 2 hp each.

6. NURSERY. 3 adult females, 4 young. hp; adults; 6, 4, 4, youth 2 hp each

7. NURSERY. 2 adult females, 2 young. hp; adults; 4, 4, youth 2 hp each

8. STORAGE. This area stores the following: a pile of tattered furs, 3 sacks of wheat, 2 sacks of corn, a small wooden crate with 6 crystal goblets, worth 20 gp each, a rolled up 6 ft x 6 ft tapestry worth 100 gold, and a medium sized barrel full of coins. Copper, silver and some gold coins are visible. Total 1830 copper pieces, 509 silver pieces and 18 gold pieces. At the bottom is a leather bag holding 5 gems, worth 100 gold pieces each.

9. UNDERGROUND STREAM. Against the wall on the right are two empty wooden buckets, and one bucket full of water. The stream is 2 feet deep. The cave past the stream looks unused, with a thick layer of dust covering the floor. A large cobweb stretches halfway across the corridor. A

secret door is at the end of the cul-de-sac, normal chances of discovery. If the area is searched a single booted footprint is seen in the dust just in front of the secret door.

10. GANDILOR'S LAIR. This corridor has been created by the hobgoblins under the direction of Gandilor. Dwarf and gnome characters can tell that the stone work was completed by the hobgoblins. When the party comes around the first bend they will see standing off in the distance what appears to be a burly man-sized figure. This is Gandilor's Stone Guardian. The stone guardian will walk towards the party but it will stop at the edge of the pit. It will attack anything that ventures onto its side of the pit. If anyone falls into the pit the guardian will immediately jump in and attack.

Stone Guardian; AC 2, 28 hp, 2 attacks, dmg 1d8 + 1

There is a 20' deep pit in the middle of the corridor. A permanent illusion has been cast that makes this pit appear as a normal floor. At each end of the pit, 4 feet up on the wall, there is a niche hidden behind a loose stone. If anyone is searching for secret doors use normal chances to discover the loose stone. Behind each stone is a Scroll of Levitation and a Scroll of Jumping.

If the party gets this far Gandilor's quasit familiar will start spying on the adventurers. The quasit will initially be polymorphed into a giant centipede and hiding in a corner of the wall and ceiling. The quasit will try to hide as best as possible while spying on the party. If any player characters notice and attempt to attack the centipede, the quasit will polymorph into a bat and fly back to Gandilor. Gandilor can see, hear, smell, etc. everything the quasit can.

Quasit; AC 2, 11 hp, 3 attacks, dmg 1-2, 1-2, 1-4

11. STONE STEPS. The 10th step from the bottom is a pressure plate that when stepped on causes the steps to fold up creating a ramp, and 10 metal spikes will spring out from the west wall at the bottom. At the same time oil will sprinkle down from the ceiling onto the ramp. Everyone on the steps will slide down and must make a saving throw vs dexterity at -4. If anyone misses their saving throw they will hit the wall and hit 1d4 spikes for 1d4 damage per spike. The trap will reset after 30 minutes. The secret door on the south wall opens to Gandilor's entrance. This is the direction he takes when going to and from his chamber.

11. CHAMBER OF THE MIRROR.



Mounted on the east wall is a large mirror with an intricately carved wooden frame. Magic runes are carved along the bottom of the frame, and are made of gold leaf. The mirror is 5 ft high, 3 ft wide, weighs 40 pounds and is mounted with the bottom 2 ft above the floor. At this time show the player characters Figure 1. A full

description of the Magic Mirrors of Gader'el is in the appendix.

If any character reads the magic runes in the normal manner, which is left to right, read the following:

As you stare in the mirror you see your reflection go fuzzy and fade away and a new image fades in. The new image shows a chamber that looks like a wizard's laboratory. (Show the player characters Figure 2) In the back of the room on the left is a table holding flasks, books, decanters and such. To the back right is a set of wooden shelves holding some books and flasks. In the center of the image is a brazier on a small table. Next to this table a crude pentagram is drawn on the floor and a man wearing a robe is standing in the center of the pentagram. The man waves a wand and 6 orcs appear next to him. The human points in your direction and the orcs begin running towards you and are getting bigger and bigger in the mirror. Suddenly the orcs burst out from the mirror right in front of you and attack.

Orcs; AC 6, hp 8, 7, 5, 5, 4, 3; 1 attack, dmg 1d8

If the party finishes off the orcs and look into the mirror again they see the man waving his wand again and 3 gnolls appear, which then run through the mirror and attack the party.

Gnolls; AC 5, hp 9, 9, 6; 1 attack, dmg 2d4

If the party finishes off the gnolls they will see the man wave his wand another time, 2 ghouls will appear, run through the mirror and attack.

Ghouls; AC 6, hp 11, 11, 3 attacks, dmg 1-3, 1-3, 1-6

At this time the image in the mirror will revert back to a normal reflection. If all three sets of monsters have been conjured, Gandilor's wand of conjuring will be out of charges.

If any player characters step into the mirror while it is activated, they will come out in area #13.

If someone reads the magic runes from right to left, the mirror will show the image of the laboratory, as described earlier, and anyone entering the mirror will exit in area #14.

If the mirror is destroyed by the adventurers, Gandilor will become enraged. He will take the brazier of commanding fire elementals, go through his secret entrance to ambush the party from behind. If possible Gandilor will attempt to trap the party in area #12 as he sends a fire elemental up the stairs. Another tactic Gandilor will try is to have a fire elemental chase the party down the corridor and into the pit at area #10. The quasit will keep Gandilor updated on the status of the player characters.

13. TRAPPED DEMON. If anyone enters this chamber through the mirror they will see that the area is just bare walls and ceilings, with an unholy reeking stench permeating the air. A pentagram is drawn on the wall around the mirror. A pentagram is also drawn around the secret door on the south wall. Hiding behind the bend is a Dretch (minor demon). This demon will immediately be seen by anyone entering the chamber from area #14. The dretch will attempt to kill and eat anything that enters this room.

Dretch (Minor Demon); AC 2, 18 hp, 3 attacks, dmg 1d4, 1d4, 1d4+1, special

attacks (see MMII) Note: Because of the magic surrounding this chamber, the dretch's special abilities of teleport and gate will not work as long as the dretch is here.



14. GANDILIR'S LABORATORY.

Painted on the floor is a pentagram. Next to the pentagram is a small table with a Brazier Commanding Fire Elementals on it, unless Gandilor took the brazier to ambush the party. Along the south wall is a set of shelves, containing books, flasks, and papers. Along the east wall is a workbench with a full complement of alchemy tools, a retort, decanters, flasks, and beakers. A bed is in the northwest corner and a wardrobe sits along the north wall.

If Gandilor is caught here by the party he and his quasit will fight. The quasit will go invisible, then hit the characters with a blast of fear. The quasit will also ambush characters from behind by being invisible and then attempting to rake them with its claws.

Gandilor's first act will be to go invisible then call forth a fire elemental from the brazier. During the ensuing chaos he will cast his most deadly spells, aiming at any magic users or fighters. If possible Gandilor will free the dretch from area #13 to add to the chaos. He may polymorph into a rhinoceros to ram and gore the characters, or a lion, etc. Be creative and vicious. If the party looks too strong, or if the fight starts going against him, Gandilor will polymorph himself into something for a quick retreat. He may change into a small bird or bat to fly away.

If the player characters kill Gandilor read to them the following:

As soon as Gandilor dies you hear all around you a buzzing sound that grows in volume until it becomes a loud roar. This is followed by a smell of rotten eggs which gets stronger and stronger. You cannot move as you realize that you are paralyzed in place. On the floor next to the dead wizard you see the air swirling as if a whirlpool was forming. You hear a deep demonic laugh reverberating inside your head. Rising out of the whirlpool is a huge, 15 foot tall, hideous being. It has a head of a ram with curved horns, a humanoid looking upper torso, while very large leathery wings sprout out of his back. The lower body is covered in fur, cloven hoofs serve as feet, and you see a long barbed tail swish slowly to and fro. The beast thrusts one clawed hand into the body of Gandilor and pulls out a 1 foot long, sickly yellow worm. The worm's head resembles a distorted face of Gandilor. The worm squirms as it emits high pitched squeals, screaming No! No! No! The demon looks each of you in the eye, saying, "I will be seeing all of you again". The creature emits more demonic laughter as it sinks down into the abyss. The whirlpool vanishes and your paralysis is gone.

Contents of the room:

Shelves:

Tome of Stone Guardian Creation
Book on the lore of goblins, bugbears and other goblinkind
Book on the lore of demons
Book on the lore of elementals
Gandilor's spell book, with Explosive Runes on the cover, locked with a Wizard Lock level 9
2 scrolls of levitation
3 potions of extra healing
10 empty flasks
4 flasks of water
Scroll protection from fire elementals

Wardrobe:

2 robes
Leather pouch at the bottom containing 30 gems, each one valued at 50 gold pieces



Here ends the Terror in the Forest of Gizzick

Appendix

Random Encounters in the Forest

For every hour the party spends in the Forest of Gizzick there is a 1 in 6 chance for a random encounter. If a random encounter occurs roll a 1d8 and a 1d12, add the totals together and consult the following table:

Dice roll	Encounter	Dice roll	Encounter
2	Gargoyle	12	Giant Ants
3	Dryad	13	Boar, Warthog
4	Choke Creeper	14	Wolf
5	Shadow	15	Giant Hornet
6	Mountain Lion	16	Giant Porcupine
7	Poisonous Toad	17	Lycanthrope, Wereboar
8	Giant Skunk	18	Displacer Beast
9	Hobgoblin	19	Worg
10	Bombardier Beetle	20	Ghost
11	Black Bear		

Gandilor (Ronan Haverstack)

Race: Human

Class: Magic User

Level: 9

Align: CE

HP: 26

AC: 7

ST: 11

INT: 16

WIS: 12

DEX: 15

CON: 12

CHR: 7

Equipment: Dagger, +1 Robe of Protection, +1 Bracers, Wand of Conjunction 6 charges, Ring of Stone Guardian Protection (useful only for the stone guardian in area #10, worth 200 gold), Ring of Fire Resistance

Spells (Those with an * are memorized and ready to cast)

1st level: Charm Person*, Feather Fall, Identify, Magic Missile*, Read Magic*, Shield*, Write

2nd level: Detect Invisibility*, Invisibility*, Magic Mouth, Mirror Image, Pyrotechnics*, Stinking Cloud*, Wizard Lock

3rd level: Explosive Runes, Fireball*, Hold Person*, Lighting Bolt*, Phantasmal Force,

4th level: Ice Storm*, Polymorph Self*

5th level: Transmute Rock to Mud*

Magic Mirrors of Gader'el

These magical mirrors were created by the demon Gader'el and given as a gift to Gandilor. The Magic Mirrors of Gader'el consists of three mirrors; a primary mirror, and two secondary mirrors. The mirrors are 5 ft high by 3 ft wide which includes the wooden frame. The frame is made of a reddish-brown mahogany and is intricately carved. Gold leafed magic runes have been carved into the frames. The primary mirror has runes along the top and the bottom, while the secondary mirrors have the runes carved along the bottom. All three mirrors act as normal mirrors until the magic runes are read aloud.

Using the secondary mirrors: When the runes of the secondary mirrors are read from left to right the reflection in the mirror will fade out and one can see through the primary mirror as if it were a window. The image in the primary mirror will change such that one can see through the activated secondary mirror. If something stepped into the secondary mirror they will exit out of the other secondary mirror. If the magic runes of a secondary mirror are read from right to left the reflection in the mirror will fade out and one can see through the primary mirror as if it were a window. If something stepped into the secondary mirror they would now exit out of the primary mirror.

Using the primary mirror: Reading the runes along the top from left to right one can see through the first secondary mirror as if it was a window, but the secondary mirror will still function as an ordinary mirror. Reading the runes along the top from right to left means the primary can see out the secondary, and the secondary can see out the primary. Reading the runes along the bottom has the exact same effect to the other secondary mirror. Reading either set of runes in any direction will allow one to step into the primary mirror and exit out of the respective secondary mirror.

If either secondary mirror is activated the primary mirror will emit a soft glowing light around the edges. A blue light indicates one mirror is activated, while a green light indicates the other mirror is activated. In this fashion one knows which secondary mirror has been activated.

The mirrors must be within one half a mile of each other in order to work. If any mirror were to be destroyed all magical effects are permanently lost.



Figure 1

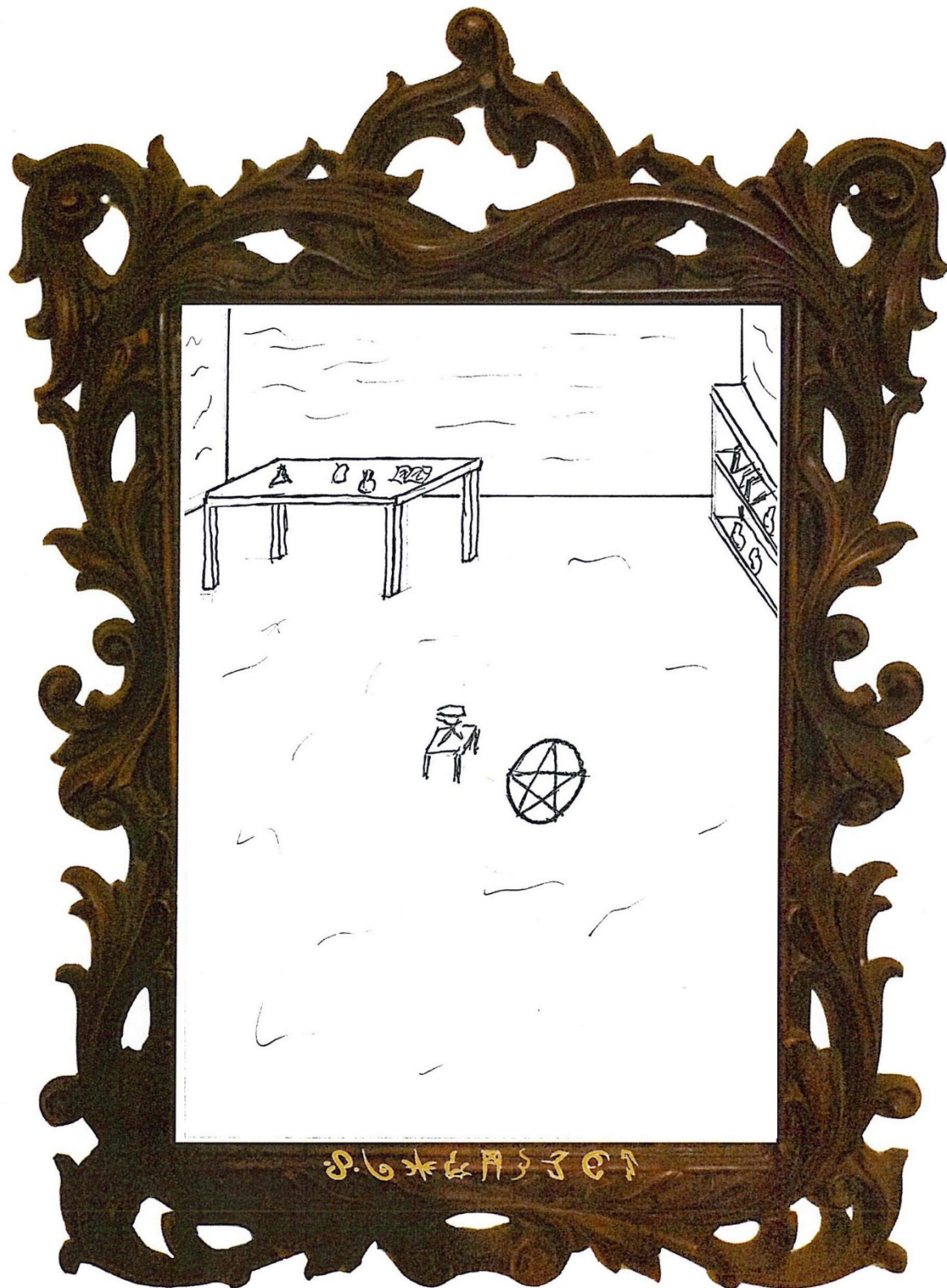


Figure 2

