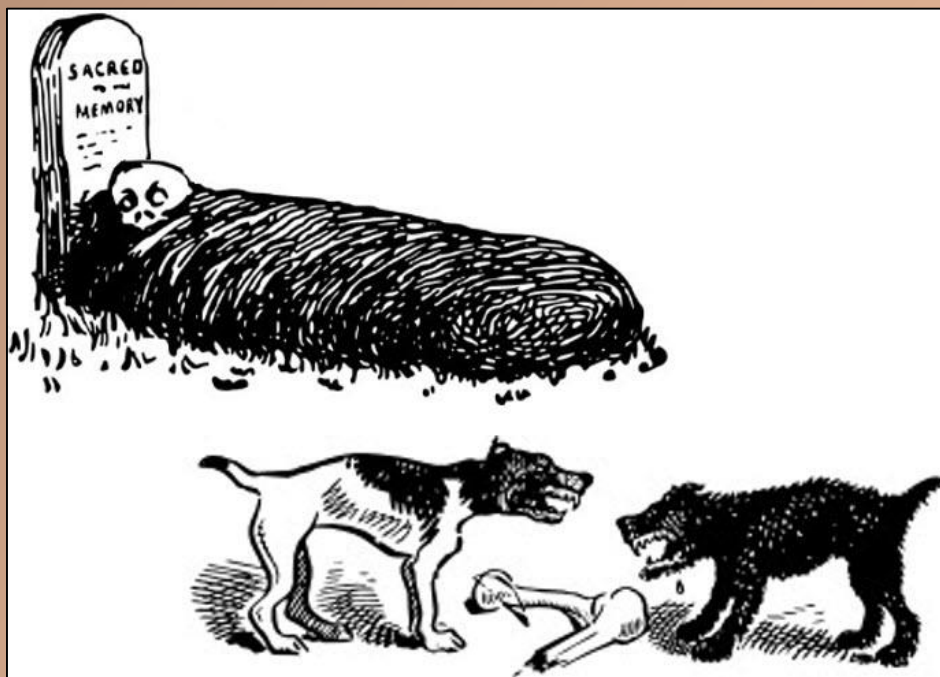


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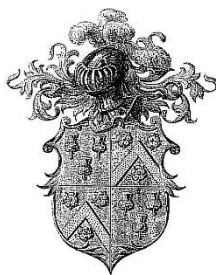
Dungeon Module LG2

By Claude M. LeBrun

An adventure for Characters Levels 5 – 9



The people living in and around Fort Kraken are starving. Something is killing off all the livestock and wild game in the area. All the crops have been destroyed. The Baron of Fort Kraken is importing meat and other food to feed his people. The citizens need your help in determining the cause of this famine so it can be stopped. Do your player characters have the mettle to end this tragedy?



The Famine at Fort Kraken

An adventure for 3 – 6 characters of Levels 5 – 9

Written By Claude M. LeBrun

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Background

Gandilor has returned! Five years ago he was defeated in Module LG1 - Terror in the Forest of Gizzick. At the end of that adventure Orcus took Gandilor's soul when he was killed. Orcus then traded Gandilor's soul to Asodilh, a Night Hag, in return for some forgotten favor. Gandilor suffered as a larva in Hades for some time. Asodilh was bored one day and decided to have some fun. Asodilh restored Gandilor's life so he could his continue with his favorite activities, creating chaos and destruction. Gandilor is now working for Asodilh.

Fort Kraken is a fortified town in the northwestern region of the kingdom and is in the midst of a horrible famine. The famine is not due to any natural causes. All the livestock in the area has been killed, and wild game is very scarce. The crops in all the fields have been destroyed. The plants were cut off at the bottom as if some giant blade was swept across the fields. Meat and other foodstuffs are now being transported to Fort Kraken by merchants, using heavily guarded merchant trains.

Notes to the Dungeon Master

This adventure was originally written for my kingdom of Sandidar, but the adventure can be inserted into any world. This adventure is the second module in my LG series. Completing the previous module, Module LG1 - Terror in the Forest of Gizzick, is not required in order to run this adventure. If your player characters completed Module LG1 make sure plenty of game time has passed before you run Module LG2.

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

Gandilor is a 15th level wizard (his stats are in the appendix) who has sold his soul to the devil and is now working for the vicious Night Hag, Asodilh. As such, Gandilor 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.

Asodilh gave to Gandilor the secret to controlling giant ants using ant pheromones. She taught Gandilor how to distill the different pheromones that control ant behavior. Gandilor set up an alchemy lab and discovered five different pheromones. Each one controls different behaviors among the ants. Gandilor has placed his pheromones into small glass vials mixed with some water. If a vial is broken or the contents poured out, the included pheromone will cause the appropriate behavior among the ants. The vials are color coded for easy identification.

<u>Vial Color</u>	<u>Ant Behavior</u>
Blue	Calm down, no danger present
Green	Forage and gather food
Orange	Defensive mode, protect the nest
Red	Enemy, attack immediately
Black	Friend, member of the nest



To help him with his evil plans, Gandilor has coerced some verbeegs, hill giants, and ogres to his cause. He rules through fear and intimidation. Any creature that is out of line will receive a visit from

Gandilor and his ants. Gandilor will throw a red pheromone vial onto the errant creature and the ants will attack and kill the victims slowly and painfully. Gandilor keeps several red vials with him at all times.

The verbeegs, giants and ogres have been trained to fight as a unit using the pole arms and two-handed swords stolen from Fort Kraken. The verbeegs, because of their higher intelligence, will act as leaders. If the giants have time to organize a fight, the ogres will form a phalanx of pole arms in front, the hill giants will be between the ogres with the two-handed swords. If rocks are available the hill giants will station themselves behind the ogres and throw rocks at the attackers. The verbeegs also carry red pheromone vials in case they feel the need to bring giant ants into the fight. During a heated battle the ogres may forget their training (50% chance) and revert to fighting as individuals.

All the giants and verbeegs have strapped on various pieces of the human size armor stolen from the armory, giving them an effective armor class of 2. The ogres keep forgetting their armor and don't usually wear any, unless otherwise noted.

Since the giants are being controlled through fear and violence, a party of smart player characters may be able to convince the giant kind to either forget about Gandilor and leave the area or even help to defeat him.

Beginning the Adventure

The party will need to be at Fort Kraken to start this adventure. They could arrive while travelling to somewhere else, or perhaps they were hired as armed guards for a merchant train that is taking supplies to Fort Kraken. Either way, the adventure starts the day after they arrive. The following events occur while the party is in town:

On the morning after the party arrives Lord Dreue, the Baron of Fort Kraken, locks down the entire town, closing all gates, allowing no unauthorized travel to or from the town. Lord Dreue's 16 year old daughter, Lysceria, is missing, and the guards are turning Fort Kraken inside out looking for her. By nightfall it became apparent Lysceria was not in town. A mounted patrol, sent to search the countryside returned after dark without finding any sign of the missing noblewomen.

The next night the fort's armory was robbed. The thieves stole all the pole arms and two-handed swords, and some armor. The armory guards were overwhelmed and all were killed in the raid. Among the bodies of the guards lay a dead elf, who came from the Elven village of Elerdhen located in the Myrr Forest to the northeast of Fort Kraken.

At about the same time the baron received a ransom note via carrier pigeon. The note, written in Elven, demanded 50,000 gold pieces for the safe return of Lysceria.

Lord Dreue sent an emissary to Elerdhen but the party never returned. A mounted patrol found the remains of the party. Every member was dead, their clothing and armor intact with only skeletons inside. No flesh at all! Two dead elves were found at the scene, their bodies intact, except for the mortal wounds caused by edged weapons.

The baron dispatched a second party of emissaries to the Elerdhen, containing twice as many troops as the first party. This group did not return. Two days later a patrol found the entire party exactly like the first; clothing and armor intact, no flesh, just bones inside the clothing. The intact bodies of three elves were found among the dead.

The entire town of Fort Kraken is now in fear of the elves and their death magic. Some residents are screaming for the arrest of all elves and half-elves in town, while others just want to lynch all the elven kind in the area. (If any of the player

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characters are elves or half-elves they should stay hidden or the townsfolk will attack them)

Lord Dreue is awaiting reinforcements before he strikes at the Elves of Elerdhen.

Early one evening a small hooded figure quietly approaches the player characters and asks them to discuss important business with him in a safe house. (If the party balks or seems uninterested he will offer to the party a ruby worth 100 gold pieces as payment just to talk.)

When at a safe location the figure will take off his hood, reveal himself as an elf, and introduce himself as Falael Ermaer of Elerdhen. Falael explains the village of Elerdhen is not behind the attacks. The elves are facing the same problems as the humans, poor hunting because of scarce game. Several elf hunting parties have been found dead around the countryside, just bones with all the flesh gone. The elves that were found dead at the armory raid, and those found with the dead human emissaries were from various elf hunting parties that went missing. A few days ago two elf emissaries were sent to Fort Kraken to talk to Lord Dreue, but they were arrested and imprisoned. The elves know nothing of the disappearance of Lysceria. Falael will implore the player characters to help. (If needed the elves will pay the party a reward if they are successful in eradicating the evil that plagues the land.) If the party agrees to help, Falael will show them on a map the locations of the various dead elf and human parties. (Show the PCs Map 1, use Map 2 to properly mark on Map 1 the locations of the dead parties)

The player characters will need permission to leave Fort Kraken. They can obtain it by talking with Landgrave Druettus, the Captain of the Guards, and explaining their intentions. If the party talks to Lord Dreue (who will grant them an audience if requested) he will offer a reward of 1500 gold pieces for the safe return of Lysceria.)

Gandilor has established hill 1014 (see Map 3) as his base of operations. This hill includes a lair for the giants, a lair for Gandilor and four different giant ant nests. Other giant ant nests are located on hill 810, hill 762, and the valley in between. If the party gets within 300 feet of a giant ant nest they will encounter 4d6 number of giant ants. When encountered ants will not necessarily attack, it depends on where the encounter occurs. If the encounter is within 50 feet of the ant nests as shown on Map 3 they will attack in defense of their nest. If the ants are encountered outside any tunnels or outside their nesting areas they will not attack unless threatened. In these cases the PCs will just see the ants walking around doing typical ant things.

The countryside around the hills, within 5 miles of hill 1014, is devoid of most living creatures, especially mammals, reptiles and some birds. Ranger and druid characters will notice this after about 1 hour in the area. Because of this the only random encounters will be either a giant patrol or a 1d6 giant ants, of which one is always a warrior. For every 12 hours spent in the area a random encounter may occur. A roll of a 1 on a d6 indicates an encounter. If an encounter occurs, there is 75% chance to be giant ants and a 25% chance a giant patrol. A giant patrol will consist of 1 verbeeg, 3 hill giants, and 3 ogres. The verbeeg and hill giants will be armed with a human size two-handed sword, the ogres will wield wooden clubs.



Ants, Worker, AC 3, HP 5, 7, 9, 10, 12, 1 attack, 1d6 dmg

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Ant, Warrior, AC 3, HP 15, 1 attack, 2d4 dmg bite, if bite successful sting 3d4 dmg (1d4 if a save vs poison is successful)

Verbeeg: AC 2, HP 32, 1 attack, 1d10 + 3 dmg

Hill Giants: AC 2, HP 32, 49, 1 attack, 2d8 dmg throwing rocks, or 1d10 dmg two-handed sword

Ogres: AC 5, HP 12, 13, 19, 1 attack, 1d10 dmg

If a patrol gets a warning of the player characters the verbeeg will arrange the ogres in a line in the front with the hill giants in the back. The hill giants will throw rocks until the party gets within melee distance, at which time they will use their swords. The verbeeg will stand wherever he can best direct the fight.

A. Lookout post on Hill 1014

On top of hill 1014 is a lookout post. This position is ringed with dead tree trunks and large rocks creating a fortified position. Everything is camouflaged with natural bushes and vines. Several large broadleaf trees grow around the hilltop. The camouflage is sufficient enough to make detection of the post difficult. Only 1% chance of detection when within ¼ mile of the hill, and 10% chance from above.

The post is always manned with 1 verbeeg, 3 hill giants and 3 ogres, all the giants are armed with two-handed swords, while the ogres wield halberds. If the PCs move through the grassland in daylight without any stealth they will be spotted when they come within 1 mile of the hill. If this occurs one ogre will run down the hill and alert the giants in their lair, another ogre will run down the other side of the hill to alert Gandilor. If the giants in the tunnels are alerted they will take up arms as described below and go seek out the party with the intent of eliminating everyone in it.

Verbeeg: AC 2, HP 29, 1 attack, 1d10 +3 dmg

Hill Giants: AC 2, HP 32, 51, 1 attack, 1d10 dmg

Ogres: AC 5, HP 10, 27, 16, 1 attack, 1d10 dmg

B. The Giants' Tunnels

The giants' tunnels are 18 feet tall, with rounded ceilings, smooth walls and hard packed dirt floors. Timbers are used to shore up the ceilings to prevent cave-ins. Dwarf and gnome characters will not be able to determine how these tunnels were crafted. Rangers or druids have a 40% chance to determine the tunnel's construction. The tunnels were dug out by the giant ants at the bidding of Gandilor. Giant ants roam these tunnels, but do not attack any of the giant kind.

Some of the giants carry vials of the ant pheromones, orange and red. If a fight starts to go against the giants they will throw an orange vial which will cause ants to rush out of the nearest tunnel and swarm, ready to fight. If a red vial is thrown the ants will attack whomever is splashed by the pheromones.

1. Entrance – The entrance of the giants' lair is hidden behind a group of evergreen trees. Three hill giants guard the entrance. Hill Giants: AC 2, HP 31, 29, 46, 1 attack, 1d10 dmg. Hanging from one of the trees is a metal pipe. If any guard sees a threat he will bang on this pipe as a warning signal to the other giants.

2. Arms Room – This chamber contains three large columns made from tree trunks to shore up the ceiling. Piles of rocks are located on the north and south walls. These are giant sized throwing rocks. The hill giants will either throw these rocks or roll them down the tunnel (same damage as if thrown) during an attack. The weapon racks store halberds, spears and two-handed swords.

If the giants are alerted by the warning signal they will take up defensive positions as follows:

Male ogres will grab halberds from the weapon racks and line up in front of the support columns.

The male hill giants will strap on two-handed swords, grab two rocks, and station themselves between the ogres. They will throw rocks as long as they can. When the player characters get within close range the giants will fight with their swords.

Male verbeegs will strap on two-handed swords, grab 3 spears each and then line up behind or between the male hill giants. They will throw their spears first and then fight with two handed swords. Verbeeg spears do 1d6 + 6 dmg.

All the females will station themselves behind the males where they will replenish the rocks and spears as needed. If the fight goes against the giants the females will throw their orange pheromone vials to alert the ants, and then throw the red vials at the party.

If any orange vials are broken 5 – 10 ants will immediately take up defense positions, facing the direction where orange vials were broken. Every 1d4 rounds thereafter 2d6 giant ants will run into the area, and do the same.

If any red vials are broken the same number of giant ants will show up with the same frequency, but these will immediately attack anyone who has the red pheromones on them.

3. Ogre Sleeping Quarters – 3 male ogres, 2 female ogres are here. Wooden sleeping pallets, straw mattresses and furs are scattered about the room. A gunny sack in under one fur, contains 134 gold pieces, three white rock with black veins in them, (worthless, but pretty to look at) and three elven arm bones.

Male ogres: AC 5, HP 23, 27, 21, 1 attack, 1d10 dmg

Female ogres: AC 5, HP 10, 11, 1 attack, 2d4 dmg

4. Verbeeg Sleeping quarters – 3 male verbeegs, 1 female verbeeg. Wooden sleeping pallets straw mattresses and furs are scattered throughout the chamber. A small leather bag tied with a leather thong is hidden under one pallet. Total contents are: 3 silver necklaces with diamonds, each worth 350 gold; two topaz gems, each worth 75 gold; and a small gold figurine worth 265 gold.

Male verbeegs: AC 4, HP 37, 25, 26, 1 attack, 2d8 + 3 dmg

Female verbeeg: AC 4, HP 20, 1 attack, 2d8 + 3 dmg, 1 orange pheromone vial, 1 red pheromone vial

5. Giant Sleeping Quarters – 2 male hill giants, 2 female hill giants. More pallets, straw mattresses and sleeping furs. Under a pile of vile smelling furs is a cloth sack containing 147 gold pieces, three emeralds worth 100 gold each, and a human skull.

Male hill giant: AC 4, HP 32, 34, 40, 1 attack, 2d8 dmg

Female hill giant: AC 4, HP 29, 1 attack, 1d10 dmg, 1 orange pheromone vial, 1 red pheromone vial

6. Dining – Large giant sized table and chairs. Along the east wall is a wooden cupboard with wooden plates, bowls and eating utensils. Three baskets full of smoked meats are lined up along the west wall. 3 male verbeeg and 2 hill giants are sitting at the table, they are armed with two-handed swords.

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Verbeegs: AC 4, HP 27, 28, 26, 1 attack, 1d10 + 3 dmg

Hill giants: AC 4, HP 32, 38, 1 attack, 1d10 dmg

7. Sleeping Chamber – wooden pallets, straw mattresses and ratty furs

8. Sleeping Chamber – wooden pallets, straw mattresses and ratty furs

9. Sleeping Chamber – wooden pallets, straw mattresses and ratty furs

10. Sleeping Chamber – Head verbeeg and his mate. Scattered around the room are various pieces of plate armor, furs, and trash. On the bottom of the south wall is a loose stone that conceals a smaller chamber. Inside is a medium size strong box with an iron lock.

The contents of the box: 8 gems, worth 500 gp each; 4 gold jewelry pieces, each worth 400 gp and three potions; levitation, fire resistance and an oil of fumbling disguised as an oil of poison resistance.

Male verbeeg: AC 4, HP 40, 1 attack, 1d10 + 3 dmg, 2 orange pheromone vials, 3 red pheromone vials

Female verbeeg: AC 4, HP 27, 1 attack, 2d8 + 3 dmg, 1 orange pheromone vial, 1 red pheromone vial

C. Gandilor's Tunnels

The tunnel opening is hidden behind a grove of hemlock trees, and cannot be seen until one is inside the grove. This tunnel is similar to the giants' tunnels, 18 feet tall, with rounded ceilings, smooth walls and hard packed dirt floors. Timbers are used to shore up the ceilings to prevent cave-ins. Dwarf and gnome characters will not be able to determine how these tunnels were crafted.

Rangers or druids have a 40% chance to determine the tunnel's construction. The tunnels were dug out by the giant ants at the bidding of Gandilor.

The tunnel terminates at a blank smooth wall. A pile of leaves obscures the trapdoor to Area #1. The wooden trapdoor is a 4' x 4' in size and has a small loop of rope that is used to lift the door open. Inside is a 20' ladder leading down into a hallway.

The first thing noticed when the trapdoor is opened will be a dank, rotten odor. This odor permeates the entire complex. The entire complex looks extremely old and is constructed using rough stone blocks. The mortar is very old and crumbly, leaving many of the stones loose, especially those underfoot. Moss and ordinary mold covers about a third of the surface area. In some places repair work (some old, some recent) is evident.

1. Long Hallway – One end is blocked due to an ancient cave-in. In the other direction the hallway extends several hundred feet, without any distinguishing features. The hidden door is cleverly concealed, with the edges tracing the edges of the stone blocks of the wall. The mortar between these blocks looks exactly like any other mortar. The west wall has an illusion cast upon it such that it appears as if the corridor extends for hundreds more feet without any change.

The entire west wall is also push plate that activates an alarm in Gandilor's chamber and activates a magic mouth on the south wall. The mouth utters:

"My, my, my, looks like we have visitors. You are welcome to visit my chambers, but only if you can prove yourself worthy. You see, my pets are a little grouchy and they don't like your kind. Try to keep them from eating you if you can? Oh, by the way, if you run into Spot, please give him a kiss for me. BWAAA! HA! HA!"



After the magic mouth is finished the PCs will hear rock grinding on rock and the hidden door will swing open into the hallway.

2. Lever Room – This room is empty except for a wooden lever on the floor near the west wall. A portcullis on the south wall is down, beyond the bars is nothing but blackness. The lever has three positions, 1st position (pointing toward the hidden door) drops both portcullises, (this is the current position) the 2nd position (straight up) opens the portcullis between this room and Spot’s room, and the 3rd position (pointing towards the south wall) opens the portcullis between Spot’s room and the area #3.

3. Spot’s Room – This room is enchanted with permanent darkness spell. It can only be negated with either a light or a continual light spell. Inside is Spot, Gandilor’s giant slug.

“Spot” – giant slug: AC 8, HP 58, bite 1d12 dmg, special attack spits acid, 3d4 dmg

4. Troll Cell – A giant two-headed troll is imprisoned here and is not very happy about it. If the troll hears the PCs and the slug fighting, or if the portcullis in this room opens the troll will hide behind the corner farthest from the door and prepare to ambush anything that enters the room. The door is wizard locked which keeps the troll from escaping.

Giant two-headed troll: AC 4, HP 47, 4 attacks, claw 1d6, claw 1d6, bite 1d10, bite 1d10, regenerates 1 HP per round, but cannot re-bond severed limbs.

5. False Door – Booted footprints are seen in the dirt coming from area #6 and terminating at this door. This short corridor ends at a heavy wooden door that is bound with iron bands. The door, and the stone wall where it is installed, appear to be construction that is much newer than the rest of the dungeon. The door has a clasp with a large heavy lock, and a key hole is below the doorknob.

This door includes multiple, layered traps. Only the outer trap can be detected when one attempts to detect traps. Once one trap is sprung or disabled the next one is armed, and only then can that trap be found. The traps are layered thusly:

- a. If touched or picked the lock will release four needles on each side that spring out will hit some part of the PC who touches the lock. If sprung, the needles cause 1d4 damage plus a sleeping poison. The affected character goes to sleep for 1d8 turns, and can only be revived with cure poison.
- b. Once the lock is picked or broken, any metal on the door (clasp, doorknob, keyhole, hinges, or iron bands) if touched will cause 2d4 electric damage to whomever touches it.
- c. The keyhole if probed with anything, lock pick, key, etc. it will release a stinking cloud, per the magic users spell, for 7 rounds.
- d. The doorknob, if turned, will explode in the hand that turns it. This will cause 1d10 damage to the hand, making that hand useless until fully healed.
- e. When the door is opened, it pushes outward under its own power with enough force and speed as to trap the door puller against the wall, causing 2d8 damage. To free the character the door must be forced back with a combined strength of 35. The door must be held away from the wall in order for the trapped person to escape.

If all these traps are deactivated or sprung, the open door reveals an old cave-in that completely blocks the corridor.

6. Garbage Dump – When any character looks towards this room they will see a carrion crawler standing amongst piles of garbage and munching on what appears to be some humanoid's leg. The carrion crawler ignores the party. An invisible, one-way force field holds this creature in the room. One can enter into the room or throw items into it, but cannot move from the room into the corridor. Only a dispel magic spell (the force field is cast at the 15th level of experience) or a dispel field of force spell will negate the force field.

Carrion Crawler: AC 3 – head, 7 body, HP 18, 8 attacks, if hit save vs paralyzation or be paralyzed until cured.

7. Secret Room – This room is hidden behind a 'secret' door. Actually the door is not too secret, it just appears that way, anyone searching the area or wall will find the door. The room contains an illusion that shows piles of gold coins, gems and jewelry. The pile starts 3' from the door. If the floor or piles are probed from outside the room the illusion will be revealed. If anyone enters this room they will fall through the illusion and into an 8' deep pool of acid. The acid causes 2d8 + 2 HP of damage every round to anything that touches the acid. A savings throw vs breath weapon for ½ damage. If anyone falls into the acid a savings throw for all items in their possession will be required.

8. Hidden Shrieker – Sitting in this alcove is an invisible shrieker. Its noise will alert the hell hounds in area #9.

Shrieker: AC 7, HP 19, -4 to hit because of its invisibility.

9. Hell Hounds – When the shrieker is heard these creatures will start to stalk the party. If the party goes to area #10 before going to area #9 the hell hounds will ambush from behind. If the party first moves toward area #9 the hell hounds will hide around a corner and suddenly burst out, achieving full surprise, and attack.

Hell Hounds: AC 4, HP 30, 30, (6 hit die), bite 1d10 dmg, breathe fire for 6 dmg or 3 dmg if save vs breath weapon is successful.

10. Anti-gravity Chamber – This oval shaped room is 40 feet wide on its long axis, and 20 feet wide on its short axis. The ceiling is 30 feet high. Sitting in the center of the room is an illusion of a large open wooden chest overflowing with gems, gold coins, and jewelry. The anti-gravity field begins 2 feet from the walls. Once anything enters into this area it will 'fall' upwards and hit the ceiling for 3d6 damage (the same as if they fell downward for 30 feet). A dispel magic spell is required to negate the anti-gravity field. The anti-gravity spell is cast at the 9th level of experience.

11. Pinched Corridor – This 10 foot long section of the corridor has been recently modified to make it only 4 feet wide. If the verbeeg in area #12 have been alerted, (from the alarm in hallway #1 or from noises and/or combat elsewhere) they will grab halberds and two-handed swords and meet the party at this pinch out.

Using their pole arms the verbeegs will attempt to keep the player characters trapped in the pinch out so no one can maneuver and outflank them. If the verbeegs trap the party here Gandilor will show up and stand behind the verbeegs and throw a delayed blast fireball spell. He won't care if the verbeegs are harmed or not. After throwing the spell Gandilor will turn and run to his chamber where he will be waiting for the adventurers.

Verbeeg: AC 2, HP 24, 28, 37, 1 attack, halberd 2d6 dmg, sword 3d6 dmg

12. Verbeeg Quarters – This is a living area for three verbeeg. It contains three verbeeg size beds, a large round table and 4 verbeeg sized chairs. On the table is a small ale cask, and three tankards half full of ale. Under one bed is a small wooden chest with a regular lock. Inside is a scroll – protection from demons. Under another bed is a leather pouch containing 5 gems, value of 100 gold pieces each.

13. Gandilor's Chamber – This area is Gandilor's private chamber. A wooden table in the northwest corner holds alchemy apparatus, decanters, flasks, empty glass bottles, retorts etc. Another table holds the remains of a meal, a full tankard of ale, and two books. One book is about the lore of giants, and the other has instructions on how to perform alchemical experiments. A bed is in one corner while a closed wardrobe is on the west wall. In the bottom of the wardrobe, under a pile of very stinky, dirty clothes is a small chest. The chest is guarded with a fire trap, 1d4 +15 dmg, and contains gems and jewelry worth 3000 gold pieces, 1037 gold coins and a Wand of Fear with 2 charges.

In the north corner of the room is a 4' tall ant mound, teeming with giant ants; in the center is a huge ant queen, surrounded by 60 worker ants and 25 warrior ants.

Standing very still near the ant mound is a comely teenage human female (Lysceria). Directly behind her is a human male holding a dagger to her throat. Gandilor's face is so ugly that it looks like it was on fire and someone tried to put it out with a rock. Apparently his nasty disposition is not the only reason for his lack of charisma.

Lysceria is held in place by a hold person spell, so Gandilor does not have to physically restrain her, leaving his hands free. He will always keep Lysceria between himself and the PCs, hiding

behind her as much as possible. Lysceria is an inch taller and 20 pounds heavier than Gandilor so he can hide behind her fairly well.

Gandilor will threaten to kill Lysceria, unless the ransom is paid by the PCs. If the PCs claim to have the ransom money they will be instructed to put it on the table in the northwest corner, at which time Gandilor will turn it invisible, and make his escape.

Gandilor has no regard for anything except his own skin so he will not hesitate to kill Lysceria, or any of the player characters. He will not spend much time talking to the PCs, just enough to determine if they will be paying any ransom or not. No matter what the PCs attempt to do, Gandilor's actions always will be the same:

1. He will throw red pheromone vials at the party causing the ants in the chamber to immediately attack.
2. He will cut Lysceria's throat, with a 75% chance of hitting her jugular vein. She won't fall down because of the hold person spell. If her jugular is cut, Lysceria will pass out in 2 rounds, and she will bleed out in 1d4 +3 rounds.
3. In the resulting chaos, hiding behind the bleeding Lysceria, Gandilor will use his necklace of polymorph self to polymorph into a giant ant, mingle with the other ants and escape into the ant's tunnel.

Note to the DM: Gandilor is supposed to escape so he can return in the next module of this series; LG3 - Evil in the Borderlands.

The player characters must act fast when they first encounter Gandilor, for he is primed for his escape. He will spend no more than 2 or 3 minutes in the

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chamber before he takes the above three actions. Gandilor may have to throw a spell or two to distract the player characters, but he will attempt to escape as fast as possible. He knows that if the player characters have gotten this far they are formidable adversaries. As such he is not interested in a grandiose fight to the death, for Gandilor learned that hard lesson years ago.

Fast acting characters may be able to save Lysceria if they ignore the biting and stinging ants and attempt to heal her wound.

Lysceria: Human female, 16 years old, Strength 9, Dexterity 12, Constitution 10, Intelligence 10, Wisdom 9, Charisma 14.

D. Completing the Adventure – If Lysceria is saved the party can return her to the Baron for their reward. If the player characters entered an agreement with Falael Ermaer, he will find the party and provide them with whatever reward he promised to them. Even if Gandilor escapes, the mission is a success for Gandilor will travel away from the area and won't be a threat any more. If any giants remain after dispatching Gindolar, the party could go after them with the intent of eliminating them or talking to them and convincing them to leave the area.



Here ends The Famine at Fort Kraken

Appendix

Gandilor (Ronan Haverstack)

Race: Human

Class: Magic User

Level: 15

Align: CE

HP: 37

AC: 5

ST: 11

INT: 16

WIS: 13

DEX: 15

CON: 11

CHR: 4

Equipment: +2 Dagger, +2 Robe of Protection, +3 Bracers, Ring of Healing with 15 charges, Necklace of Polymorph Self with 6 charges, Gloves of Missile Snaring

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

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

2nd level: Darkness 15' Radius, Detect Invisibility*, Invisibility*, Magic Mouth, Mirror Image, Pyrotechnics*, Stinking Cloud*, Wizard Lock

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

4th level: Confusion, Ice Storm*, Polymorph Self, Wall of Ice*

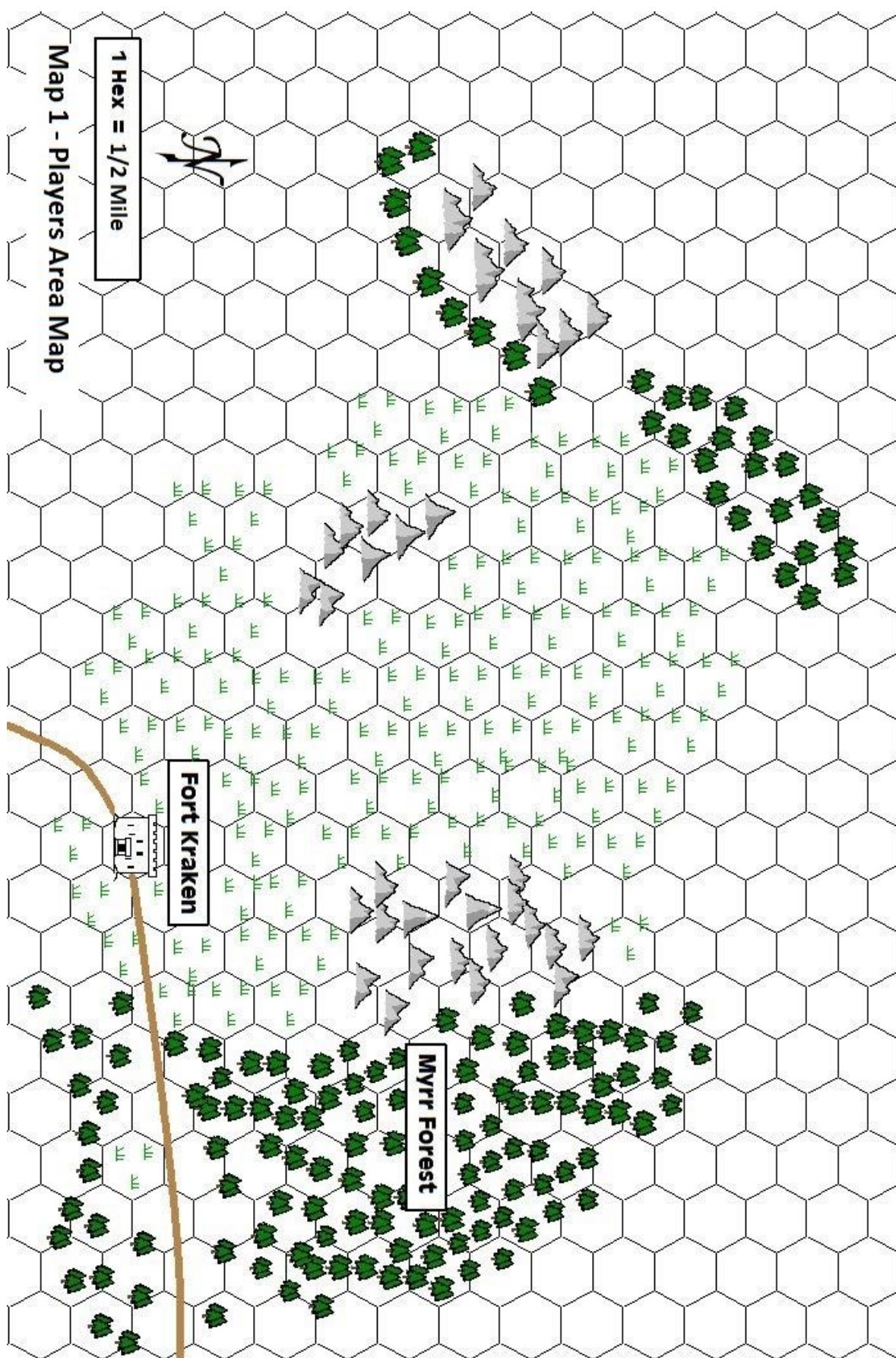
5th level: Passwall, Transmute Rock to Mud*, Wall of Force

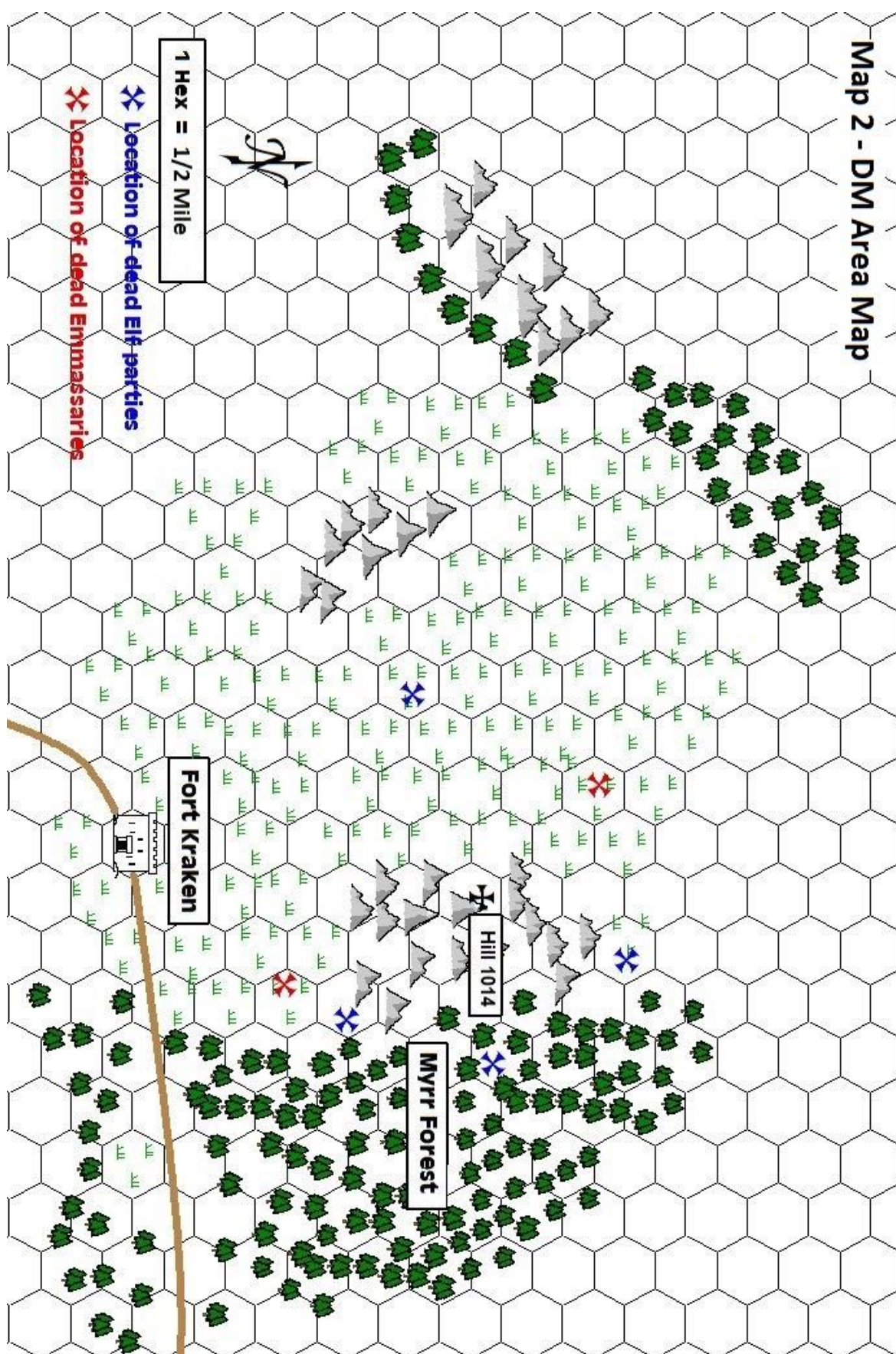
6th level: Death Spell*, Geas*

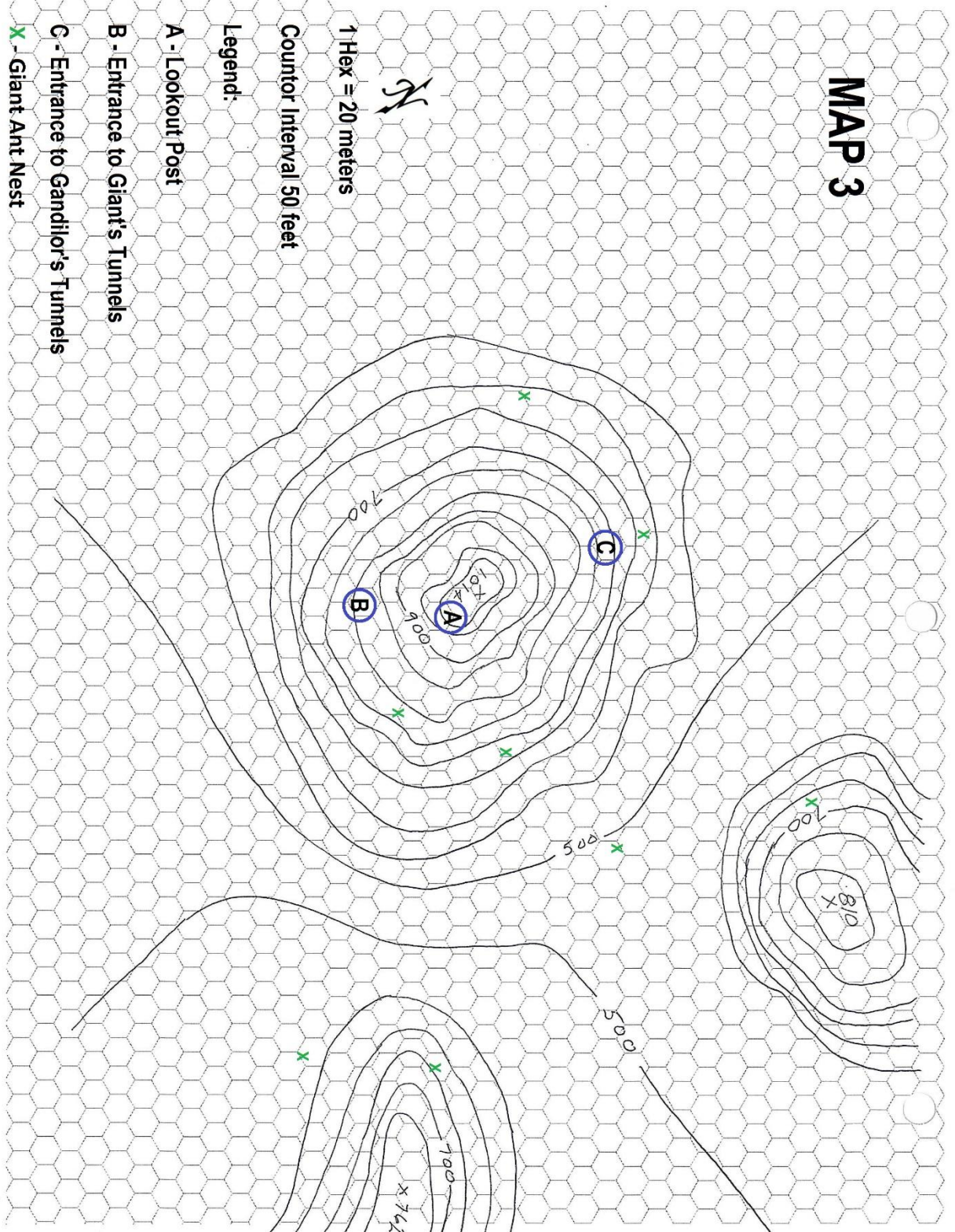
7th level: Delayed Blast Fireball*

Gloves of Missile Snaring

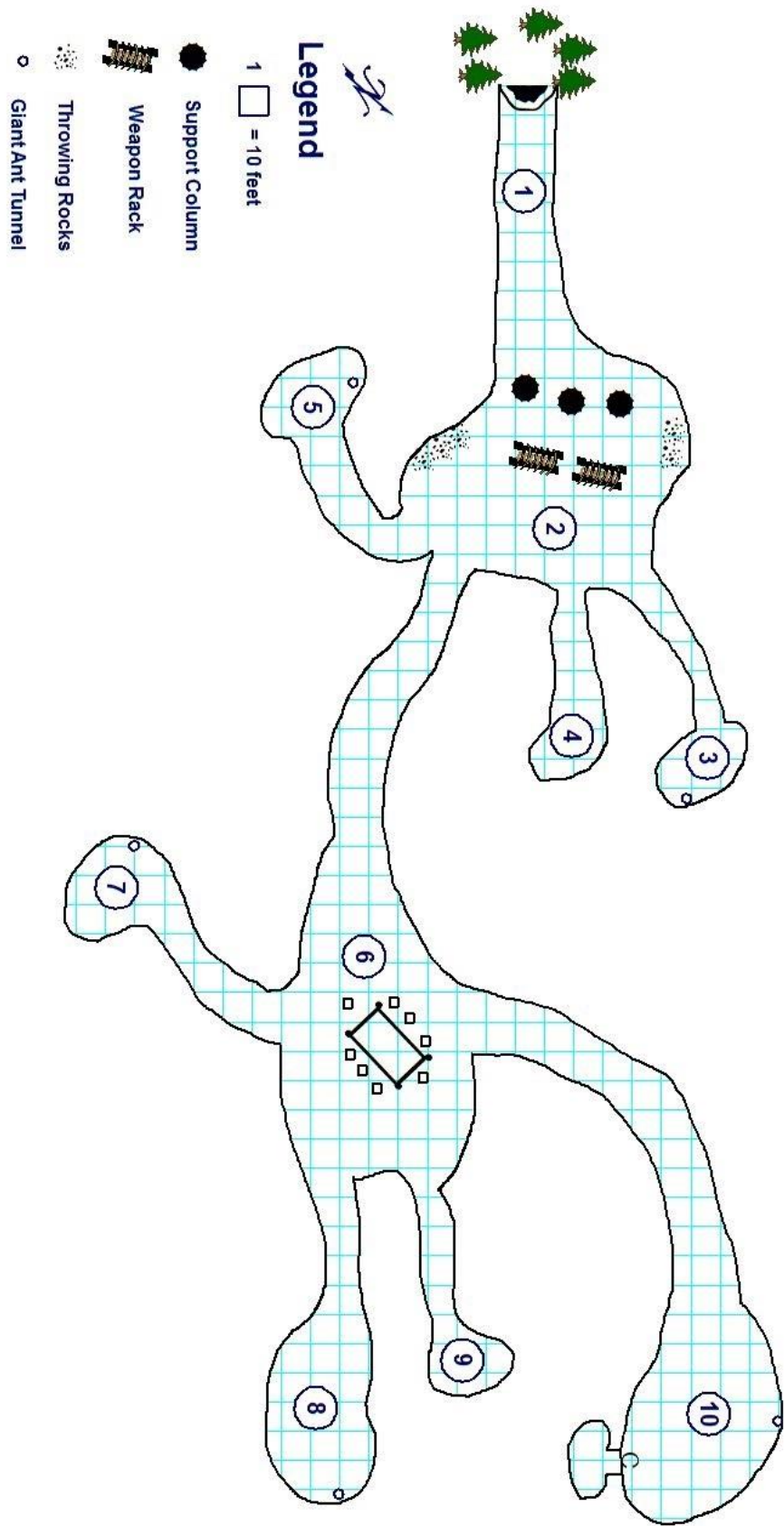
These soft leather gloves radiate a slight enchantment and alteration dweomer if a detect magic spell is cast. Once worn, they seem to meld with the hands, becoming almost invisible (undetectable unless within 5 feet of the wearer). Either one or both hands so clad, if not already holding something, can be used to actually pick many sorts of missiles out of the air. Preventing possible harm, and possibly enabling the wearer to actually return the missile to its sender as an attack. All forms of small, hand-hurled or weapon propelled missiles (arrows, bolts, darts, bullets, javelins, axes, hammers, spears, and the like) can be caught. If the weapon magically returns to the attacker, then catching it simply prevents damage, and returning the weapon does not result in an attack. XP 1,000.







Map 4 Giant's Tunnels



Map 5 Gandilor's Tunnels

