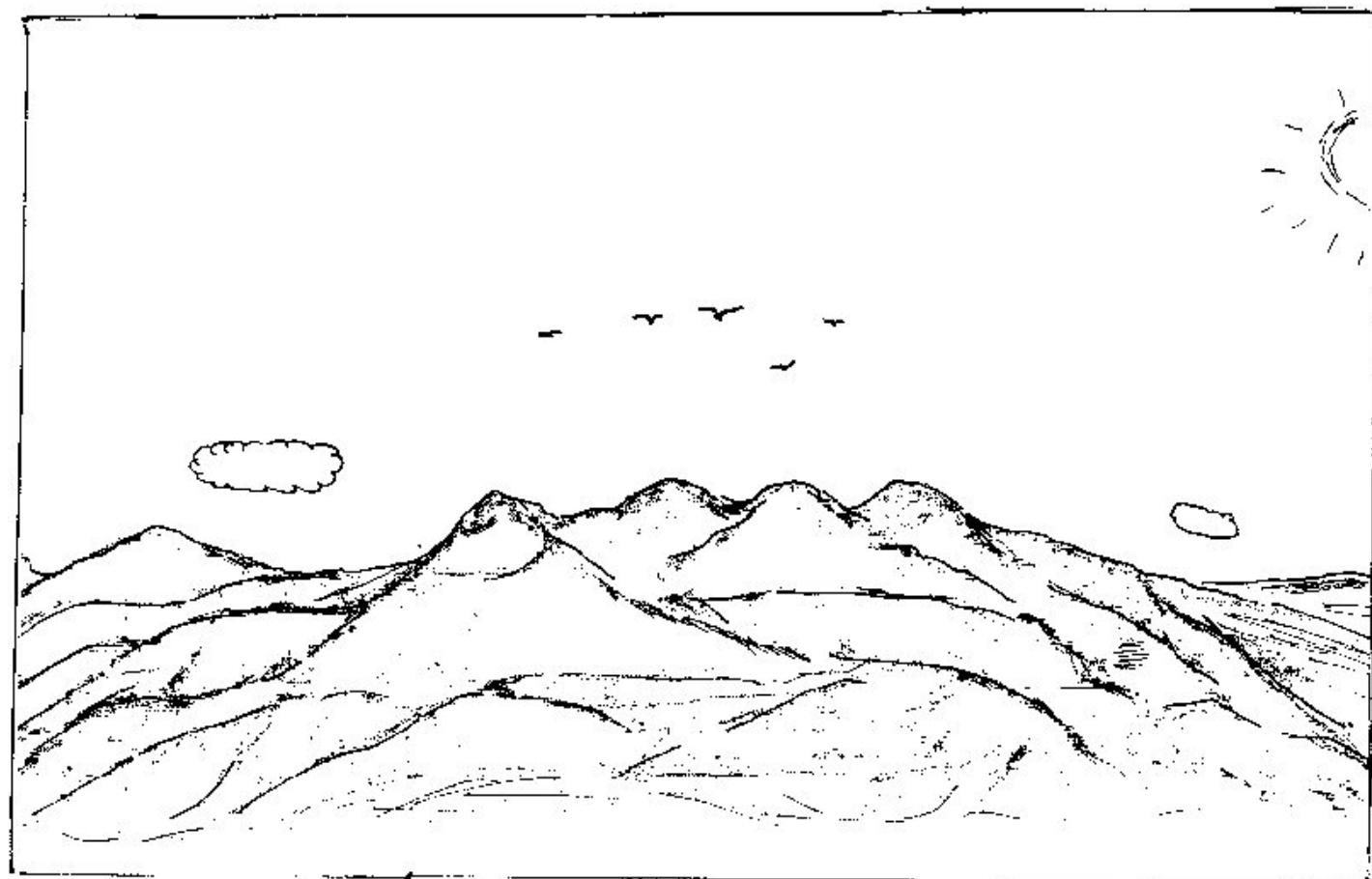


# MYSTIC MOUNTAIN



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RETRO OLD SCHOOL EDITION  
FANTASY ADVENTURE

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by RC PINNELL

FOR 6 TO 9 CHARACTERS, LEVELS 5 - 10

The merchant guilds are losing money. Caravans crossing the Mythnor mountains have failed to reach their destinations. The druids in charge of protecting the pass are at a loss to explain the unchecked animal attacks on the wagon trains. The road has been shut down until an investigation can reveal the cause.

# RETRO OLD SCHOOL EDITION

## ADVENTURE MODULE RP-1

### MYSTIC MOUNTAIN

FOR 6-9 CHARACTERS, LEVELS 5-10

by RC PINNELL

#### INTRODUCTION

The challenges ahead for both DM and players are, in all likelihood, nothing that unusual for the levels suggested for the characters. Experienced players will quickly recognize the majority of the encounters within, and likely facilitate all the skills and abilities of their characters to over come obstacles that appear.

This adventure is adaptable to most FRPG systems that use swords and sorcery as their foundation-mechanics. It is intended that "advanced" character types will be challenged to their limits, thus, those of lower skills and levels should not undertake the mission without some kind of support to assist them; be it magical, or in the form of hirelings and henchmen.

Wilderness and sylvan-setting type characters will do well in the adventure. This suggests, then, that parties which include an elf, or druid, or ranger, stand a better chance of success while on the mountain. In no case should a party begin the expedition without a cleric, a magic-user, and a fighter.

The table to follow illustrates the recommended level cap per class according to the party size. Use of it is optional, as long as the parameters mentioned above are followed.

Party Size:	CLR*	FTR**	MU	THF
5	10 <sup>th</sup>	9 <sup>th</sup>	9 <sup>th</sup>	10 <sup>th</sup>
6	9 <sup>th</sup>	8 <sup>th</sup>	8 <sup>th</sup>	9 <sup>th</sup>
7	8 <sup>th</sup>	7 <sup>th</sup>	7 <sup>th</sup>	8 <sup>th</sup>
8	7 <sup>th</sup>	6 <sup>th</sup>	6 <sup>th</sup>	7 <sup>th</sup>
9	6 <sup>th</sup>	5 <sup>th</sup>	5 <sup>th</sup>	6 <sup>th</sup>

\* druids should be one level below that stated for clerics.

\*\* paladins should be the same as that stated for fighters, while rangers should be one higher.

#### BACKGROUND

For countless millennia the MYTHMOR mountains have stood like a towering wall, dividing the southern lands, and their peoples. Trade between the east and west was limited to journey by sea, arranged by the shipping merchants on each coast. But when a land route was laid across the top of the mountains, commerce on each side quickly prospered as merchants were able to send their wares and goods by land, and quicker. This resulted in more profits which, in turn, encouraged more spending and growth within the communities of men. And while shipping companies continued to make smaller and smaller profits, caravan guides, wagon masters and guards and other industries related to the land route, became lucrative.

The mountain pass, however, was not taken easily, or without risk. Creatures native to the high altitudes soon developed a taste for human flesh, and the cost in lives eventually forced the merchant-guilds to solicit the aide of local druids. And in exchange for control of the mountain, the druids' council agreed. So it has been, for the past century or two, that a druid recluse has dwelled upon the mountain, and used his or her skills and abilities to assist caravans across the treacherous peaks, by controlling the local animals, and warding off inclement weather.

All has been fine, until the last autumn equinox, when a large caravan attempted to cross the mighty Mythmor. The sole survivor, barely alive when he reached the base of the mountains, described only the merciless attack on his troop by flying creatures, and one-eyed giants. He died not long after, unable to elaborate on what had killed those in the caravan. And since that time, several large parties of armed soldiers and mercenaries have tried to ascend the mountain and to learn what happened, and if the druid is dead or alive. So far, none have returned, save a few injured and bleeding horses and mules.

Eager to put the caravans back on the road, the merchant guilds have posted offers of great reward to any who will ride up the mountain track and get to the bottom of the mystery.

#### GETTING STARTED

You should arrange for the party to begin their task in the seaport town of VALUVIA, on the western coast of the continent. If you are placing the adventure within

your own world, simply arrange for the mountain range to divide a section of the continent, creating the areas needed as described in the "background." (You can alter the name of the town or replace it with one you have already designed.)

Payment for undertaking the quest will amount to 1,000 gold pieces plus 100 per their level for each member of the party; 250 as a down payment, and the remainder upon completion of the task. The definition of that being the following:

1. Reaching Misty Lake vale and locating the druid.
2. Clearing the mountain trail of potential threat.
3. Assisting the druid in returning the mountain to order.

If the party is to discover something amiss, that the druid is missing or, worse, dead, they are to discover where he might have gone--and why--and seek to return him to his duties, if the former; if the latter, they are to bring back evidence of the druid's demise so the merchant-guilds can arrange for a replacement.

## THE JOURNEY

Travel from VALUVIA to the MYTHMOR will be along a well establish road. This allows the party to reach the western trailhead in one day if using *medium* mounts, or  $\frac{3}{4}$  of a day if using *light* mounts. The surface of the road, for the most part, is flat and without furrows and has a slow but steady incline as it winds its way toward the mining town of GULE, and the mountains. About six miles from the mining community a clear and distinct trailhead will be discovered turning south. (GULE is not described within the adventure and should not come into play unless you--the GM--wish to incorporate it. If such is the case, simply base the community on a small population of humans, dwarves and gnomes, no greater than 1,500. About 1/3<sup>rd</sup> of these will be actual miners, with the remaining serving as family and support personnel. NPC types can be included, possibly to assist the party if such necessity becomes reality.)

Once the party turns on to the trail the incline will begin to grow quickly steeper. As they go from the flat land into the mountains themselves, movement will fall to a maximum of **5 miles per day** as their mounts struggle to make the climb bearing their weight. The "track" will vary from 8' to 12' wide. On the first "leg" the valley below will always be to their right, up to and slightly beyond **wilderness encounter 1** (See map), while upon turning into the second "leg" it will be to their left. It will

remain thus until they begin their 3<sup>rd</sup> "leg" as they close upon **wilderness encounter 2**, where it will return to being on their right, and will remain this way until they crest the summit line and begin to descend the east side of the mountains toward **wilderness encounter 3** -- the goal of their trip -- where it will appear on their left due to the geographic shift of the terrain. Once over the ridge, past #2 and heading for #3, the angle of the trail becomes a decline for the party, allowing the animals to breath easier and make swifter time; this amounts to an increase to **7 & 1/2 miles per day**. In any event, discounting time spent resting, sleeping, or dealing with encounters, the party should reach area #3 in 12 days once they begin the trek up the mountain.

## WANDERING ENCOUNTERS

With the druid's disappearance the animal populations in the MYTHMOR have become aggressive, returning to their former habits. Thus, they are likely to be on the prowl when the party encounters them. In such cases the animals will attack with no quarter given once combat occurs. If they appear in large numbers (more than the party) and are reduced by  $\frac{1}{2}$  before they can engage the party, their morale can be checked to see if they continue. (**You should devise whatever system to determine this as you prefer. Referring to other editions should they be helpful.**) Make a "wilderness check" twice each day for the monster table, and for the odd event, with 1 in 6 indicating such has occurred.

## Wandering Monsters

Die Roll	Type of	HD	#Appearing
2.	Bear, Brown	5+5	1-2 (6)
3.	Bear, Cave	6+6	1-2 (2)
4.	Dragon, Red	9-11*	1 (1)
5.	Elf, mountain	2-9	6-30 (45)
6.	Ettin	10	1-4 (4)
7.	Lion, cave	6+2	2-8 (8)
8.	Owl, giant	4	2-5 (5)
9.	Peryton	4	2-8 (8)
10.	Ram, giant	4	2-8 (16)
11.	Roc	18	1 (1)
12.	Sasquatch	6-12	1-6 (6)
13.	Treant	7-12	1-20 (20)
14.	Wolf, timber	2+2	2-20 (20)
15.	Wolf, dire	3+3	3-12 (12)
16.	Wolverine	4+4	1 (1)

\* Age category 3 or 4 only

(#) is the total available during the adventure

Not all encounters are with animals. The MYTHMOR are known for their beauty, but are prone to violent earth tremors, and eruptions of toxic gases seeping up from below, or strange, hypnotic sounds and sights caused by the terribly thin atmosphere of the higher altitudes.

**Odd event or occurrence** Check to see what the party might witness or experience. A roll on a d8 indicates what has happened (see below)

### Daytime

1. Small earthquake, lasts 1:00 (minute)
2. Animal roaring, echoes 3 times
3. Shadowy figure darts through underbrush
4. Foul aroma fills party's nostrils for 1 minute
5. Nearby tree topples over for no reason
6. Small avalanche, spooks horses
7. Smell of smoke reaches their lungs
8. Shadow passes overhead

### Nighttime

1. Loud hooting sound erupts for 30 seconds
2. Sound of scraping, like claws on stone
3. Sound of rustling tree limbs
4. Smell of rotten eggs reaches campsite
5. Someone sees "glowing eyes" in trees
6. Drops of smelly liquid splatter upon someone
7. Crunching sound nearby, lasts 20 seconds
8. Strange footprints appear in camp

### TIME OF ENCOUNTERS

Since two checks are suggested for "monster" and "odd-event" occurrences, exactly **when** these might appear must be determined. You can, of course, simply have the "event" happen when you want, based on the party's behavior. This implies that you have some sort of intention behind having such happen when it does. If you have no such intentions, and prefer to allow the dice to determine "time" of events, simply roll two 12-sided die of different colors, with one being for day and the other, night. Daytime should encompass the hours of 6 AM to 6 PM, with night being 6 PM to 6 AM. This will allow the full range of the die to determine occurrences down to the nearest hour.

The purpose of the "wandering" encounters is not to wear down the party, or deplete its provisions or equipment, but to add flavor and texture to the

experience. The animals should be portrayed as snarling, crafty, aggressive, hungry, mad-like, indicating there is something wrong with them, while those that clearly qualify as "monsters" are simply acting as they do, having been drawn to the mountains by some force they do not understand.

The mountain elves are different. Appearing here for the first time, the players will be encountering a sub-race of the beings never before seen. Larger, more rugged, and not quite as shy as might be expected, the individuals that appear are on a quest of their own. Sent to investigate the recent veil of gloom that has covered the entire mountain range, of which their home far to the north has been affected, they seek the same answer as the players. It is as likely as not that they might even join forces temporarily with the party, given the proper reception, and incentive. And then they might not, being leery of the humans in the group. You should play them as standard NPC types. (More information regarding them appears in the appendices at the end of the adventure.)

### SET ENCOUNTERS

In addition to the possibility of encountering animals wandering about the mountains, or experiencing odd and dismaying events, the party will reach certain areas that are certain to be confrontations. These are called, *Set Encounters*, because the details of them are more defined. These are designed to challenge the group, and push them to the limits of their abilities and skills; as well as the players' cooperation and tactics. It is possible such encounters may severely damage the party to the point of even causing the death of one or two. It is remotely possible that half or more could lose their lives. If such happens, it is suggested you let things stand as they conclude, and do not allow some device to "save" the victim (s) at the last moment. Players should know, by now, that death is part of the game, and even experienced characters perish from time to time.

1. **The Demon Dogs** As large as a small pony and from 10' to 12' in length from nose to extended tail, these creatures are not native to the MYTHMOR. The source of their origin is unknown currently in the land, but sages and scholars suspect they come from a *nether-plane* that connects to the prime-world. How these got to the mountains might very well have something to do with the druid's apparent "disappearance." Regardless,

when the party encounters them (See Player's Map Piece I) the creatures will pounce upon them from the higher ground, attacking savagely in an attempt to rip the characters' throats out.

To provide a fair encounter according to the size of the party and its levels, use the following table to determine the details of the creatures.

# of Party:	HD of dogs:	# of dogs:	HPS of dogs:	Damage of dogs:
5	10	6	45	2-12
6	9	7	39	2-10
7	8	8	33	2-9
8	7	9	27	2-8
9	6	10	21	2-7

All the creatures are AC6, Move 15" SA Yes; if a 20 is rolled the dog has locked its jaws on the victim's throat, doing an auto-double damage the following round and thereafter. While so engaged, its AC is essentially 10, as it cannot attempt to avoid being struck by others. They are CE and considered large.

They have no treasure, but their coats are quite valuable if not cut or punctured badly. Thus, if 50% of the damage they died from was by blunt weapons, if skinned, the coats will fetch 1000 GP on the open market; if taken to a tanner and treated properly, their value increases to 7500 GP.

**2. Flying Serpents** When the party reaches this point in their journey (See Player's Map Piece II) the trail will widen slightly, creating a ledge that hangs out over the east side of the mountain. From this vantage point any one standing here will be able to see for fifty miles to the east. The vista will include the river flowing down this side of the MYTHMOR, and the large, dark forest that hugs to its southern bank for most of its journey, all the way to the coast line. While it is a spectacular view, it is not wise to stand here long, for those who do will attract the attention of a clutch of flying beasts that nest above the trail here. Two Turns after the party has reached this point, a group of **Wyvern** will swoop down from above and attack. Like the encounter before, this, too, is designed to fit the size and strength of the party, and the following table should be considered.

# in Party:	# of wyvern:	HPS of each:	Damage by size:
5	2	63	2-24/2-11*
6	3	59	2-22/2-10*
7	4	52	2-20/2-9*
8	5	45	2-18/1-8*
9	6	38	2-16/1-6*

All the creatures are AC3, Move 6"/24", 8 HD, Large, NE and have 2 attacks. Their bite does the most physical damage, but the sting of their tail is poisonous, and those who fail to make a Save throw will die; while those who do, still take the stinger damage as noted.

These creatures, like those before, have no discernible treasure. However, the largest among them happened to have swallowed the hand of an explorer a few weeks back, and upon the skeletal finger remains a **magic ring!** While it did not seem to protect its former owner from destruction, it is nonetheless a useful item, allowing the wearer to blend into nearly any surrounding; thus the name: *Ring of the Chameleon*. (Something similar is described in a fantasy game text that should be familiar to most seasoned players; if you find "arcane" magic fascinating.)

### 3. Misty Lake Vale

This location is reached when the party ends its second south ward leg of their ascent. But the winding trail actually goes slightly past it, and turns back north, before angling off to the east and into the vale itself. Passing between two prominent peaks, the party will discover a large, relatively level valley situated between three mountain peaks. The area here is somewhat flat, save for the bowl like form of the lake found near its center. Several large wooded copses cling to the three peaks at varying elevations (See Player's Map Piece III) with a fourth tucked away between the two most eastern ones. A wide stream at the north end of the lake appears dammed, though a narrow trickle of water about 3' wide and inches deep seeps through and down the north slope of the mountain before turning east. Several shallow channels cut into the mountains from higher above feed into the lake, but are dry this time of year, save for the most western one, which barely trickles.

As the party approaches the vale the nearer they get to location "A" the louder will they hear the sound of music and singing. Following the trail, they will arrive at the south end of the lake and an unusual sight: three shaggy haired little men with the legs and feet of some cloven-footed beast, with long braided beards and sparkling eyes are in the middle of a joyous sounding song, as one plays fiercely on a fiddle.

The three creatures are known as **KORRED** (HPS: 32, 30, 28). Whether day or night they will be dancing about a large fire, and pausing occasionally to grab large steins made of wood off the ground to guzzle the contents. If the party surprises them, the creatures will take at least one round to compose themselves, and gather up their nearby weaponry; a set of sheers or a cudgel will be nearby for each. However, should their dance be

halted, and interrupted by the party, the characters will have other things to deal with immediately. (**Note:** such things are similar to what are described in a fantasy game text most players and DM should be familiar with, concerning "Monsters")

If approached in a friendly manner the creatures are as likely as not to provide only the following information, being that they are chaotic by nature and neutral about humankind.

*They came to the MYTHMOR about 9 years ago, drawn by some force they could not resist. Upon finding the vale they found it ideal to their wants and needs and settled in. Upon first arriving they would occasionally see a strange old hermit walking about, talking to trees and plants. They tried to befriend him, but the man was so paranoid at the sight of them that he would flee each time they met. They think he resides to the south, in the "cave of darkness," but have never gone in to confirm such. They have never met a caravan in all the time they have resided here, but once in a great while they will entertain the mountain elves who pass through.*

They will warn the group of the ladies of the lake, who dwell at the north end, advising them not to approach too closely, less they be ensnared. They will not join with the party under any circumstances.

Each resides in one of the copses marked "B", and hides his personal treasure there in which consists of :

5% chance of 1000-10000 CP; 25% chance of 1000-12000 SP; 25% chance of 1000-6000 EP; 25% chance of 1000-8000 GP; 15% chance of 1-12 gems (base value 50 GP each); 10% chance of 1-8 pieces of jewelry (base value of 500 GP each); 25% chance of any 3 items plus 1 scroll.

If not surprised, or the creatures are approached aggressively and feel threatened by the party, they will scatter in three directions and await to see how the characters behave. If the group acts hostile in any way the creatures will use their inherent abilities first, holding off from engaging the party until forced to.

The fourth copse of woods (marked, "C") rest between the two most eastern peaks surrounding the vale. The KORRED avoid this area, for good reason, a strange plant-like creature has established itself in the copse. It is light-green appearing in the spring and summer and turns to a yellow by fall, then brown in winter. It has leaves like ivy, with dark green buds, and orchid like flowers of bright yellow color, some with splashes of

purple mixed in. A heavy scent of musk fills the air within 10' of the plant from which it derives half of its name, while its tendrils creep along, grasping tree trunks and limbs. (Something like it is described in a fantasy game manual pertaining to "fiends" familiar to most players).

Partially covered by its vines and leaves and hidden unless the area is thoroughly searched are the following items: +1 magic-sword, Elfin plate mail, and a silver horn of summoning.

The trail leading from the south end of the lake divides into a 'Y' with the east track leading to this location and the other continuing southward.

#### THE LADIES OF THE LAKE

At nearly 500' from north to south and 400' from east to west, this small body of water is cool and refreshing and drinkable. It is also of ample volume to house the three, strange beings that dwell near the north end and the great dam (location 'D'). These alluring females will not be spotted easily by chance, being the shy creatures that they are. But should the party brazenly approach the banks of the water, they will instantly become aware of the intruders and move to investigate.

These 3 lake-sirens have only recently arrived at the vale (a mere 9 weeks past) and found the location idyllic. They do not know of the "old hermit" but have ventured once or twice to the south and near the dark cave; they avoided entering fearing the strange "sensation" they experienced emanating from within it.

Though they behave precociously, there is nothing apparently chaotic or organized in their manner. But they do come across as benevolent, and kind.

Quite capable of defending themselves (HPS: 31, 27, 25) they carry small daggers which they hide in their flowing hair, but wear no armor or protective garments; in fact, they wear nothing at all! Their only treasure is a fine necklace that allows the wearer to adapt to whatever the environment may be.

#### THE CAVE OF POWER

The trail south (location "E") leads from the vale and down a gentle slope for nearly 10 miles before turning back and heading north. Upon making the turn the trail begins to climb again, until it nearly reaches the ridge of the mountains (at location "4" on the wilderness map.) Here it ends at the mouth of a large, dark cave.

Approaching the cave, the party will immediately feel a strange sensation envelope them. It will begin at the back of their neck and travel down their spine. The hair on their heads, and arms will rise quickly but briefly, and a ringing will begin in their ears and increase as they go enter and go deeper into the tunnel. Should they attempt to discern the cause by use of spells they will yield no result, as if some force is blocking the magic.

The tunnels and caves are not unique in any way, and appear of standard fare; the walls reach heights of 6' - 8' before arcing upwards to ceilings well above 18'. Torches will be easy to light and will remain lit as usual. And while the air is easy enough to breath, it is rather thick, and sound does not carry far.

After about 120' the party will reach the first large chamber (#1 on Players' Map Piece IV) A platform like area on the north side of the cavern rises about 4' from the floor of the cave, an upon it rest two chairs, and 3 rock columns. There is a 15% chance that when the party arrives, the hermit/druid will be sitting at one of the chairs, apparently lost in deep thought. If he is not, he will be in his private chamber (#2).

A smaller cavern (#2) is the druid's personal quarters. In here stands a bed, and a footlocker. A natural stone ledge with a hole in it is incorporated into the east wall that serves as his excrement station; a 1' wide hole in the stone deposit's the druid's waste to a chamber deep within the mountain.

Unless approached with hostility (which is not very likely, and is explained later) the druid will respond calmly, answering any and all questions put to him in as rational a manner as possible. (**Note:** the following bits of information will be revealed only if the party asks him direct questions. General inquiries will result in general responses.)

1. His name is Lon Sandwood.
2. He was assigned to the mountains by the druid's council 5 years ago and has resided in the vale since then.
3. He is not aware of the sirens now dwelling there.
4. He came upon the cave last autumn and, upon exploring it, has been unable to leave it. For some reason, he feels content to remain, though he has often thought of leaving, and even attempted to.
5. A strange group of creatures provides him with the food and water he needs, though he does not know why. On occasion, when one of them becomes injured, they call upon him to cast spells to aide them. Oddly, they never seek healing spells; which is good, since he is running out of them has not been able to regain his spells when he attempts to.

6. The creatures dwell in a large cavern to the south east. He does not know what they are, but they are small.
7. A large reptile dwells in the cavern to the west, though it makes no attempt to leave, or attack him.

Lon is a level 9 druid (HPS: 54). He wears a fine robe tied about his waist with cord, and sandals. He appears to be middle-aged, about 5' 9", with sandy-brown hair and hazel eyes. He sports a long, shaggy beard. His personal possessions (consisting of extra clothes and shoes, a cape, hat, and gloves) are stored in the foot locker in his quarters. He does not appear to own any magical items.

As the party continues to question him, they will begin to feel overwhelming feelings of conflict. If at first they are weary of him, soon they are absolutely fearless of him. If they feel compelled to escort him from the place they quickly begin to feel as if doing so might not be a good idea. If they were afraid upon entering, they are not, by now. And, if they were fearless, they are now beginning to feel fear unlike anything they can recall. It soon becomes apparent that they are experiencing the opposite of what they intend. Each character should be allowed a Check roll to see if he understands this; a die roll of his or her intelligence or less on a d20 will enlighten him or her to this.

Regardless, should the party decide to attempt to leave they will immediately stay put, and become confused, thinking it might not be wise to do so.

#### THE CREATURES OF THE CAVE

The party is free to explore the caves, but should they decide to investigate the "reptile" and head west, they will, instead, turn east and make for the other cave. If they decide to do the reverse, the same will happen, with them, instead, going to the reptile's cave rather than the one of the little creatures'. In either event, the order of the following encounters is simply for the ease of placing the material within the adventure.

**Cave 3** This large chamber is home to 2 scores of tiny beings (about 4' in height) that resemble a common humanoid of goblin-like features. They are a mixture of male and female and young, and appear to congregate in small clusters of 5 to 8 around hearths spread about the cavern. Any attempt to cast "detect" like spells upon them will fail as the caster will begin his attempt and simply abandon it. Warriors wanting to charge and attack them will find themselves standing fast, pondering on sheathing their

weapons.

Any character who has made a successful Check will realize that whatever the party attempts, they end up doing the opposite. Thus, those who entered feeling the desire to question and possibly befriend the beings will yell at them belligerently and possibly charge to attack them.

The creatures will not be amicable toward the intruders, fearing that the group is there to remove the druid, whom they have "adopted" as their mystic. (A broader explanation of their abilities is described in a fantasy game text commonly associated with "fiends" and one with which the DM and players should be familiar.) It is their unusual *distortion* of normal thought--a "spatio-temporal reversal"-- that has entrapped the druid and the reptile within the caves; and now, possibly, the party. And while none of them have more than 6 HPS, should anyone in the party successfully strike one, it will suffer no damaging-effect.

The DM should become familiar with these creatures (as described in the referred text) in order to smoothly run the encounter, and provide clues to the party as to why they are behaving so detrimentally. The potential of a total-party-kill is high, and players need to be at their strategic peak or find their characters in dire straits.

Should the party manage to resolve the encounter, or to escape, it should become clear to them now exactly why the druid has appeared to have abandoned his post and duties. His inability to reason his way out of this affect is the cause of the mountains resorting back to their former state, and for caravans to fall prey to the attacks of creatures, and affects of violent weather. But how they are to rectify the matter, is a challenge they have likely never faced.

#### **Cave 4**

Residing in this cavern is a large, dark dragon (HPS: 42). It is large, and very old, and often referred to as a Shadow-serpent. (Detailed information regarding it is found in a fantasy game text commonly referred to as "monsters" that the DM and players should be familiar with.) Like the druid, it wandered into its chamber long ago and became unable to leave. Content to remain in its lair, it will respond to the characters just as they do as it is under the same effect of the little creatures. Its

only treasure consists of 6 gems (6x10 GP; 1x50 GP; 1x100 GP; 1x500 GP; 1x1000 GP)

#### **CONCLUDING THE ADVENTURE**

Should the party somehow free the druid of the influence of the creatures, he will return to the vale and resume his duties, slowly regaining his memory and purpose.

The party, however, could , simply try to escape, and return to VALUVIA with a detailed report for the merchants. This would not fulfill requirement #3 of their contract, however. Thus, doing so would greatly reduce their reward.

Clearly many of the creatures are not the reason behind the current dilemma (the sirens, the Korred, etc.) and wholesale slaughter of these beings might bring into question the party's methods. You (the DM) should monitor this as you see fit.

*This concludes the expedition to the Mystic Mountains.*

Designed & written by R.C. Pinnell  
Maps and drawings by R.C. Pinnell

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#### **Mountain Elf**

Armor Class: 7 or better  
Move: 12"  
Hit Dice: 2 (or better)  
% In Lair: 25%  
No. Of ATKs: 1 or better  
Damage/ATK: 1-10 or by weapon type  
Special Attacks: +1 with bow or spear  
Special Defenses: Traps ( see below)  
Magic Resistance: 90% to charm and sleep only  
Intelligence: High to genius  
Alignment: Neutral (good/evil/chaotic)  
Size: M (5 & 1/2' + tall)

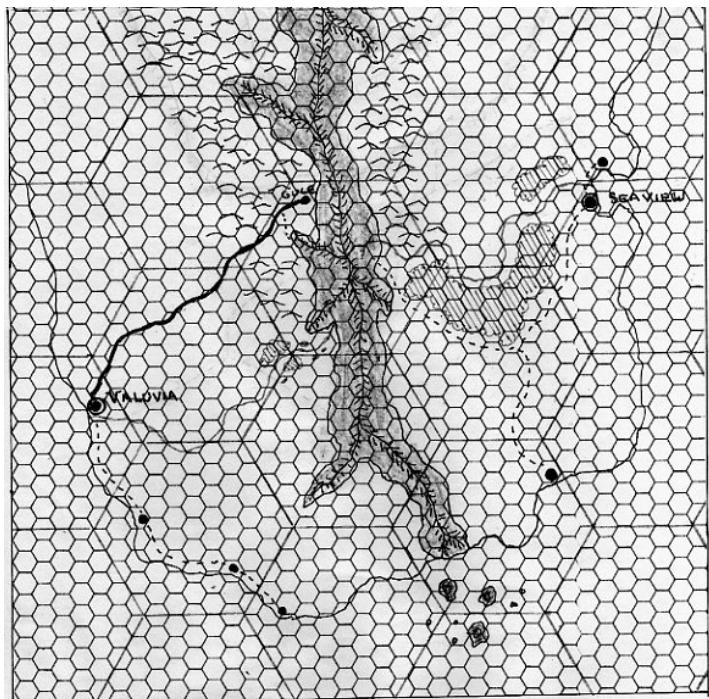
Mountain Elves are very similar to their kin, and the closest to GRUGACH. Like their "wild" cousins, they do not have an interest in magic-use and prefer the natural powers of the world around them; thus most are fighters, druids (limited to 9<sup>th</sup> level), or both.

Leader types (2<sup>nd</sup> level and higher) have all the tracking skills of the ranger, and even the bonuses to damage the so called "giant-class" humanoids. (These abilities never rise above 8<sup>th</sup> level of efficiency, regardless how much higher the

elf gains in levels.)

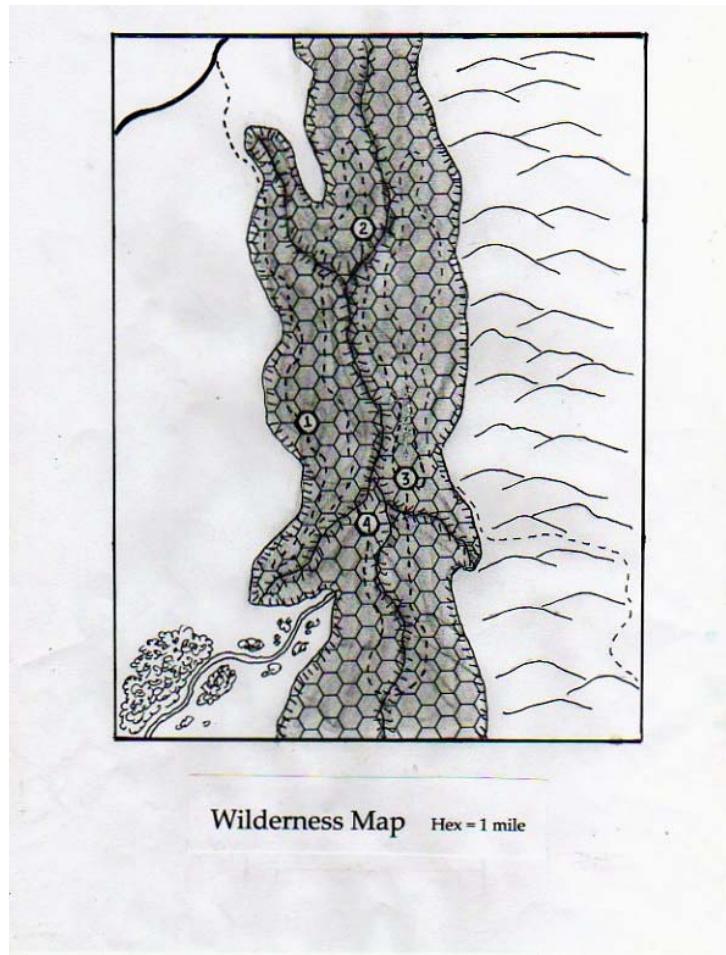
They are equal in skill regarding pits & traps as their "wild" kin.

Leaders:	HD:	Chance of magic items:
L2 (1/12)	3	bow
L3 (1/36)	4	bow
L4 (1/72)	5	bow, hide armor
L5 (1)	6	bow, hide armor
L6 (1)	7	bow, hide armor, spear
L7 (1)	8	bow, hide armor, spear
L8 (1)	9	bow, hide armor, spear



Large Hex = 32 miles Small Hex = 4 miles

World Map

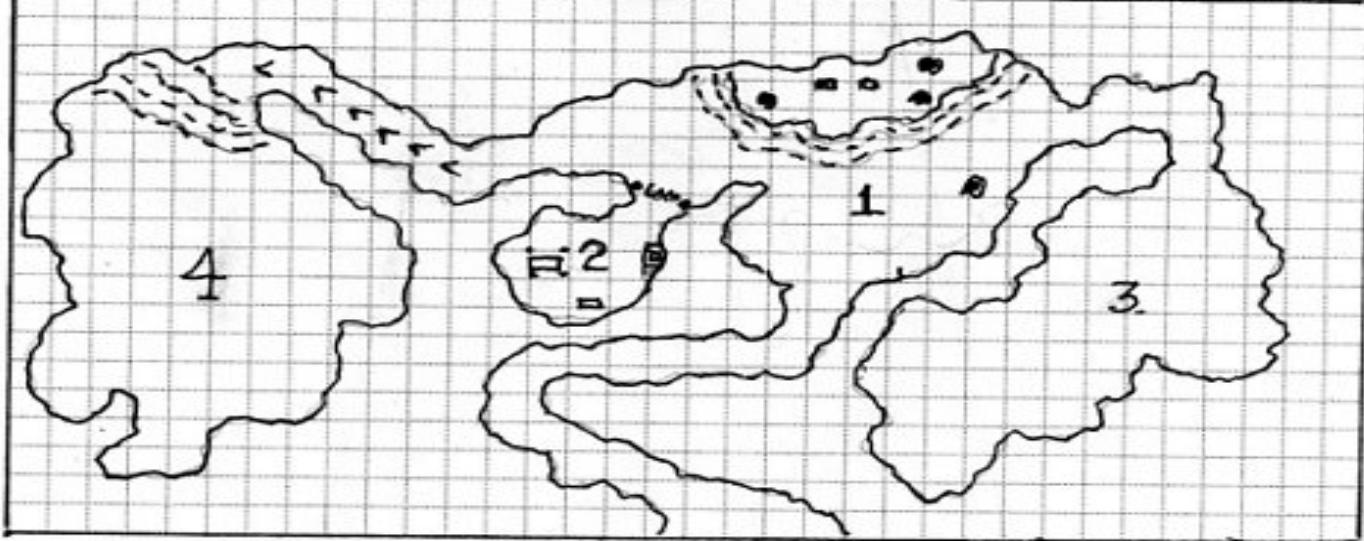
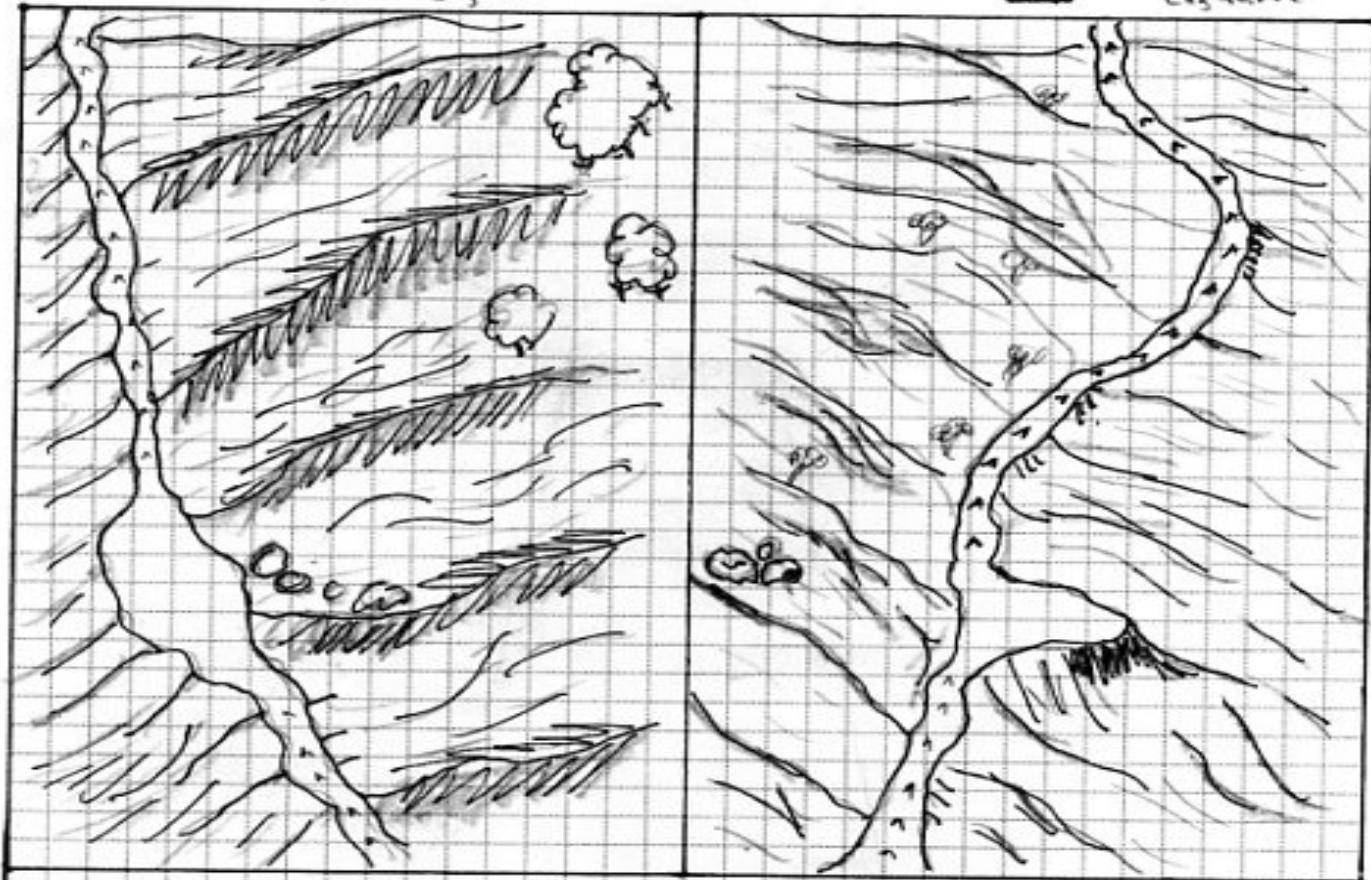


Wilderness Map Hex = 1 mile

# Players' Map

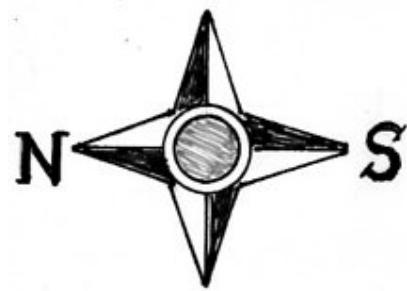
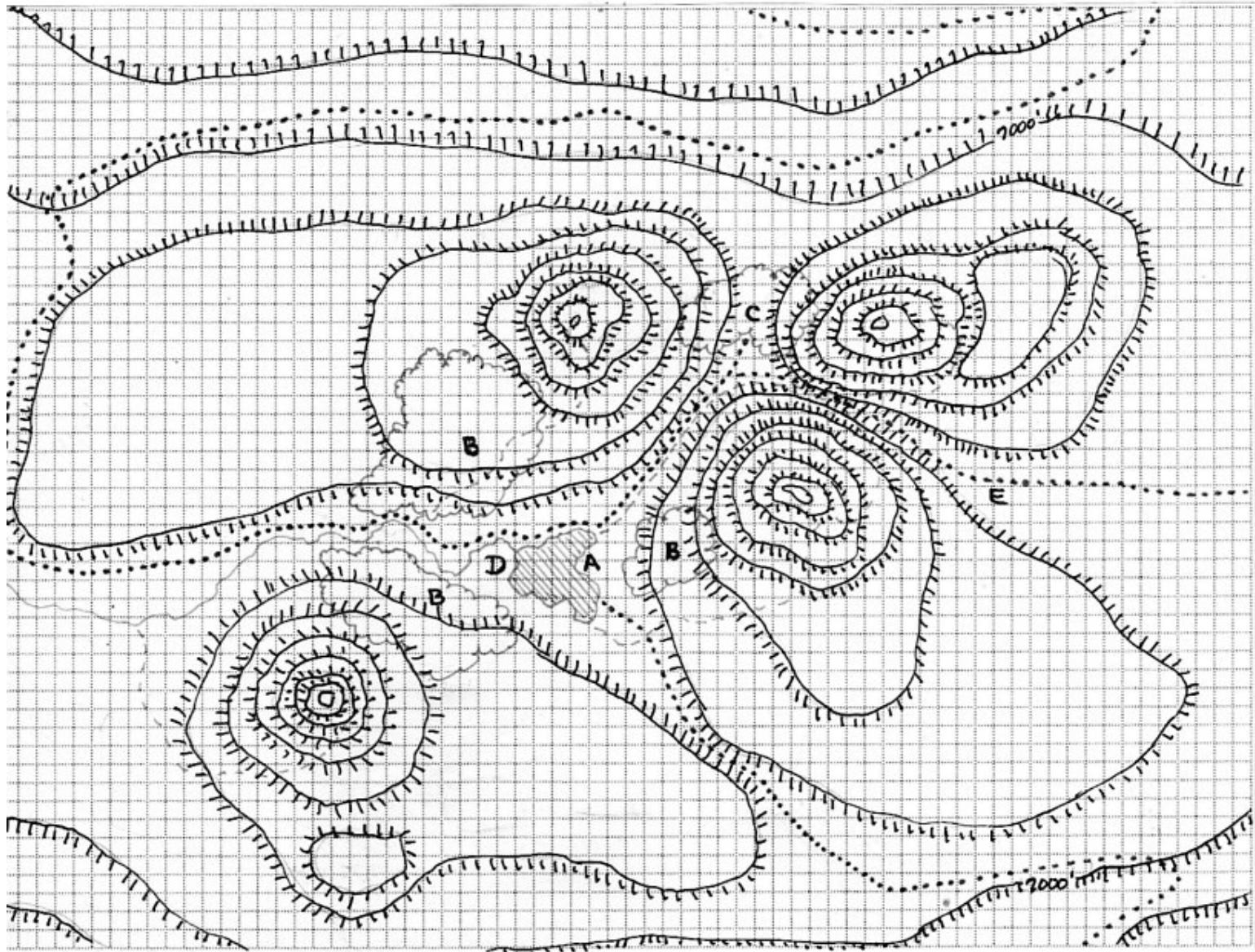
I

II



IV

# III



Players' Map