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FIRST
EDITION

The Screaming Temple and Other Deaths



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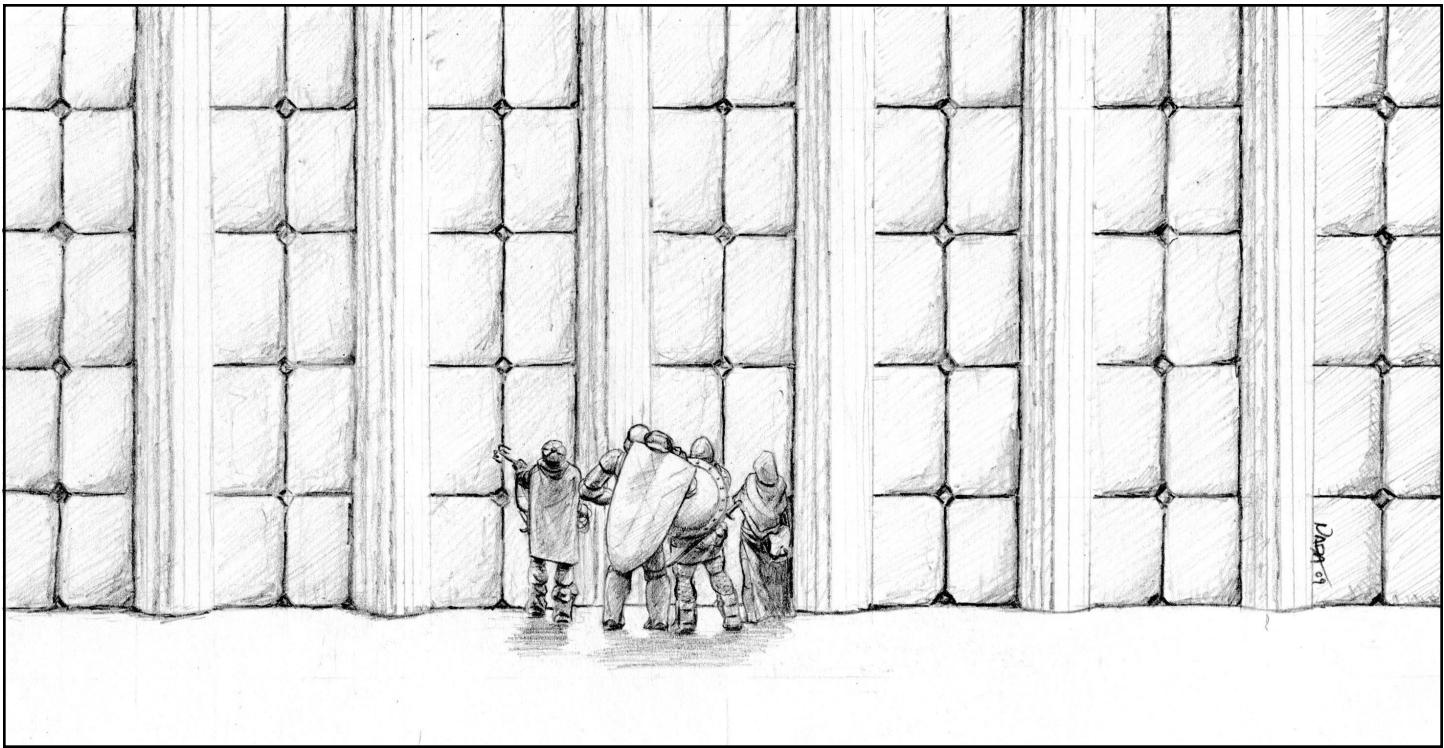
Credits

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This **Quick Play** adventure is designed for use with the OSRIC Game System. Character levels should range from second to fourth level, with a total of ten total character levels (example: three – third level characters = nine character levels). No specific character class is required, but a thief would be of use.

There is only one map provided, that of the temple, and any peripheral maps may be originated by the DM. This scenario may take place in any urban or city environment.

DM's Introduction

The Screaming Temple is a relatively short scenario in which the adventuring party will investigate an enigmatic temple that literally surfaced over night. The temple is surrounded by 20' high stone wall, hiding the grounds within. The gate is wood. There are no structures close to the temple that offer a good vantage point to see beyond the wall. There are no markings or signs on the exterior wall or gate to identify the temple or its deity.

The temple complex is located in the middle of the poorest district in the city. In reality, the temple is a front for a massive fencing operation. A very powerful NPC in some other far off city has made arrangements with the local thieves' guild. The thieves' guild enjoys the arrangement, as stolen

goods are sold at the temple and then transported to other cities, virtually eliminating any chance of tracing stolen items back to its members. The temple operatives pay 'extra' taxes to the city authorities to avoid investigation. Additionally, vagrancy around the temple has been reduced.

The temple and complex were assembled in the dark of night by a huge force of laborers. The entire complex was pre-built in another location and simply moved to the current location for assembly. The walls, while appearing to made of stone, are wood covered with plaster.

On seemingly random nights horrific screaming emanates from the temple and therefore the local inhabitants have named it The Screaming Temple. Conversely, the local inhabitants have little other information as they never see anyone enter or leave.

Currently a group of six mercenary soldiers and a thief (the fence) operate within the temple walls. The fence buys stolen goods from local thieves at pre-arranged locations throughout the city. He then returns to the temple via a secret sewer entrance. On prescheduled nights a huge bat under the command of a petty wizard arrives to pick up the stolen goods. The screaming sound is emanated from a huge bat. The captives are usually captured vagrants from the vicinity of the temple.

On occasion the captive may be a kidnap victim

whose ransom was not paid, or similar prisoner of some sort. There is even a remote possibility that a prisoner may be a PC.

PC Involvement

Typically this adventure will occur while the PCs are visiting a large city. The PCs will immediately hear rumors regarding the Screaming Temple that appeared "out of nowhere" several months earlier. Information, both true and false, is circulating throughout the city. Consult the rumor table below. Roll 1d6 for each character. (T) indicates the rumor is true and a (F) indicates it is false. The PCs will not be able to discern truth from fiction at this point.

Rumor Chart

1. Two men went over the wall and never came back. (T) [The lizard ate them].
2. A dragon lurks behind the walls. (F) [It is actually a giant chameleon.]
3. The Eye of Ag-Jir is in the temple. (F) [The Eye is a gem of enormous value.]
4. A strange creature flies into the temple after dark. (T) [The bat.]
5. Any who climb the wall explode when they reach the top. (F)
6. People have been disappearing since the temple has been built. (T)

Note: A thief character will learn that there is a new fence in town but no connection to the temple will be made. This information will only be available from guild members.

The Temple Grounds

The temple is situated in the poorest district of the city, often referred to as the slums or thieves district. No one lives within a 100 yards of the temple, and few venture within that boundary. The temple complex was built on the grounds of a derelict warehouse that burned down under mysterious circumstances several weeks earlier. The outer wall is 20' high and appear to be solid stone. However, close inspection will reveal that the walls are stucco on timber framing and not particularly thick. The wall is scalable with a rope and grapnel. A thief may simply climb walls with no penalty.

The temple within the outer wall is T-shaped

(inverted) and approximately 30' tall. It is very plain and built out of the same material as the outer wall. It has few windows and the large double entry doors are made of plain wood. No markings or decorations are evident. Both the walls and temple have a wooden frame.

The temple is patrolled by 12 mercenaries who work in shifts. While on duty, six mercenaries are within the temple complex and the six off duty mercenaries are lodged in a nearby house. The mercenaries are on 48-hour shifts and sleep at the temple while on duty. The mercenaries change shifts at midnight (which may occur if the PCs choose to infiltrate the temple at night).

Patrolling the outer grounds, between the temple and wall, is a partially trained giant horned chameleon lizard. It hides in tall grasses (3' high) that have grown since the temple was constructed. The lizard will not attack the mercenaries but will challenge all other intruders. The entire courtyard area is not maintained and tall grass and other vegetation have grown unchecked.

There are three ways to enter the temple. The first is to use the large double doors which are never locked – and do not have a locking mechanism. The doors are usually open and the mercenaries frequently congregate just inside the doorway. The second is through a window or the roof which has a 30' diameter hole where the giant bat enters (see location 10). The third method of entry would be via the sewers which give access to location 10.

Primarily constructed of wood and plaster, the temple is not very structurally sound. A strong character (13 strength or more) can punch a hole in any wall without much problem. Characters with a lower strength score must use a weapon to make a hole. Additionally, the entire complex is susceptible to fire. If the structure is on fire, it will only take a few turns for the entire building to burn to the ground. The only solid portion of the structure is the temple floor which previously belonged to another building. The stone floor is thick and has a metal grate and tunnel that leads to the sewers below.

Several of the temple rooms have light sources that are lit at night. They give off very little light, forcing the mercenaries carry lanterns. During daylight hours, locations 1, 2, 5 and 10 have windows or



exterior doors and a light source is not necessary. locations 3, 4, 6, 7, and 8 do not have access to daylight and a light source is required. At night locations 1, 5 and 10 have artificial light sources.

There are several locked doors in the temple. The mercenary guards have keys to all of the rooms with the exception of Room #4. The fence has keys to all rooms including Room #4.

It is important that the DM keep track of the mercenaries. They patrol in pairs; two of the mercenaries will be sleeping in location 2 at the start of the scenario. The remaining four mercenaries will be patrolling the temple and grounds. One pair will always be around location 1, or in the courtyard. The other pair will be taunting the halfling in location 8, or leering at the girl in location 10. If combat occurs anywhere in the temple or grounds, the mercenaries will all be alerted and will rush to the scene. Also, the fence will arrive to assist the mercenaries.

Mercenary Fighter (6) AC 7; HD 1, hp 6 each; #AT 1, dmg 1d8 long sword or 1d6 javelin; MV 120; AL NE; XP 10 +1/hp

Outer Courtyard – Player Description

Tall, green grass surrounds the temple on all sides. Within the field of green are several dead trees and a variety of scrub bushes. The grass and weeds reach an almost uniform three feet high and sway gently in the breeze. The courtyard is com-

pletely unkempt. The vegetation even threatens to climb the short stairs that lead to the temple. At the top of the stair a pair of large wooden portals hang open.

DM Description: Hiding in the tall grass is a giant horned chameleon that has been partially trained to attack all intruders (other than the mercenaries or fence). The lizard was spotted by a pair of boys who scaled the wall and spread their fantastic tale of the dragon guarding the temple. There is no treasure to be found in the courtyard.

Giant Lizard (1) AC 5; HD 3+1, hp 26; #AT 1; Dmg bite 1d8+1; SA 2x damage on attack roll of 20; SD None; MV 150; AL N; EXP 120 +4/hp.

1. The First Clue

The temple's greeting chamber is relatively bare. A single brazier is set in the northwest corner and illuminates the room. A wall of multicolored glass beads, strung together by thin string, hangs from ceiling to floor across the 30' wide archway in the north wall.

DM's Description: The brazier barely illuminates the room and alternate light sources are needed to clearly see the room. If the PCs take time to investigate the room, they will notice that all the walls are constructed of thin wood covered on the exterior by equally thin stucco. A dwarf or gnome will quickly realize that the temple is not very solid and it was built in haste. A cleric may notice the absence of any holy (or unholy) decoration.

2. A Place of Rest

Six unkempt cots line the two outside walls of this sparsely furnished chamber. Lying at the foot of each cot is a pack. A long table and six chairs occupies the center of the room. A pile of dirty plates and mugs sit on the table, along with two fat candles that are almost completely burnt down.

DM's Description: Although the PCs may not notice immediately, two of the cots are occupied with

sleeping mercenaries. They will not wake up unless the party disturbs them or makes excessive noise. If combat erupts anywhere in the compound they will gather their weapons and join their comrades.

Each pack contains the personal equipment of one of the mercenaries. Inside are clothes, weapon cleaning tools, and other personal items. Each mercenary also has a pouch with 25 gp. See Temple Grounds for statistics.

3. Storage

Crates, some open, but most closed, cover nearly the entire floor of this otherwise unremarkable room. The open crates hold leather sacks and rope, some of which lie sprawled on the floor.

DM's Description: The crates, 20 in all, hold rope or large sacks. These supplies are used by the fence to hold and transport stolen goods. A number has been sewn onto each sack to track inventory.

4. The Vault

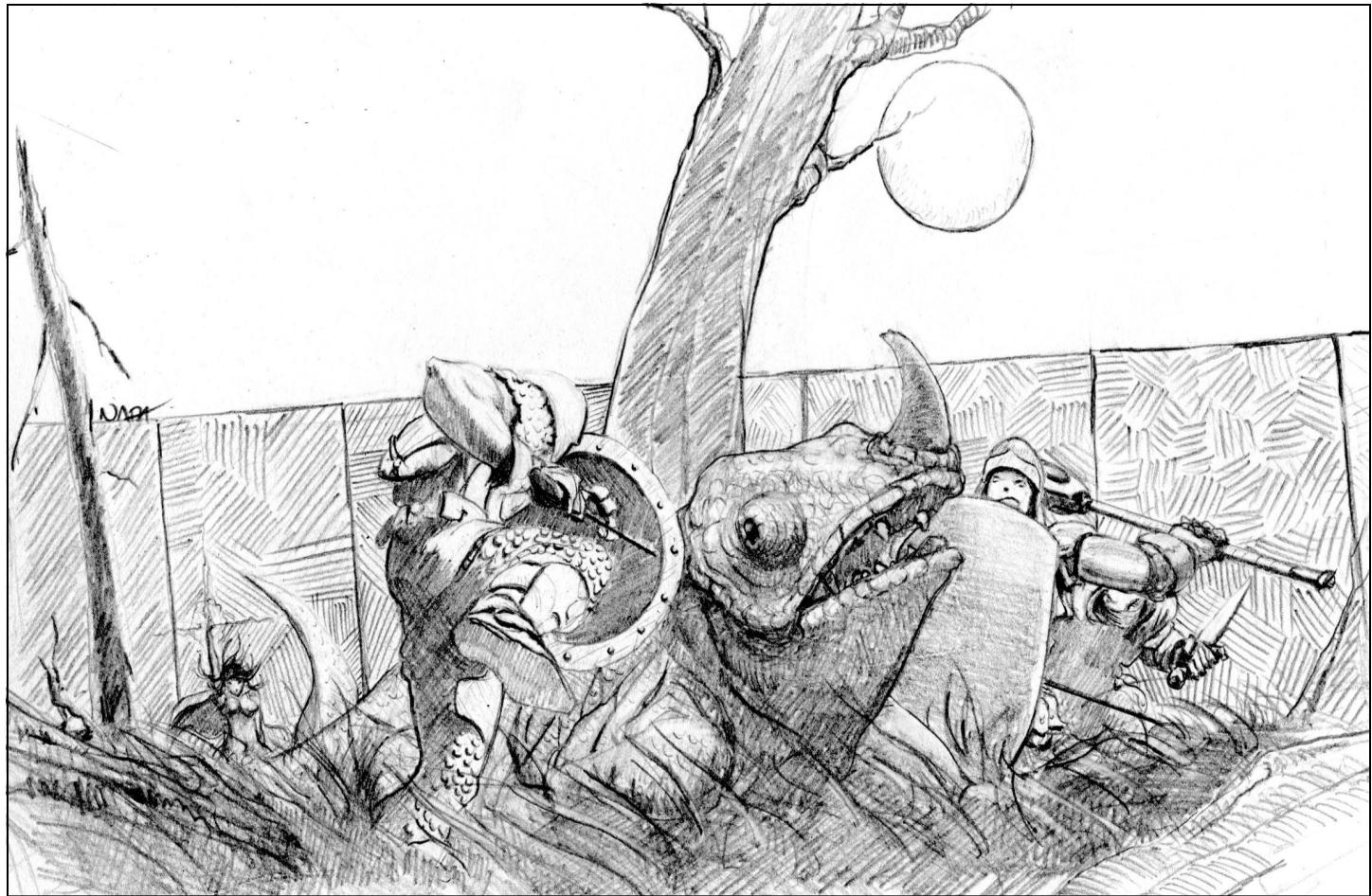
Four sacks are neatly placed against the west wall. The sacks have been fastened shut and each rope that is used to secure the sack has an extra length of cord tied into a loop. Another three sacks lie against the south wall, but these are not tied shut.

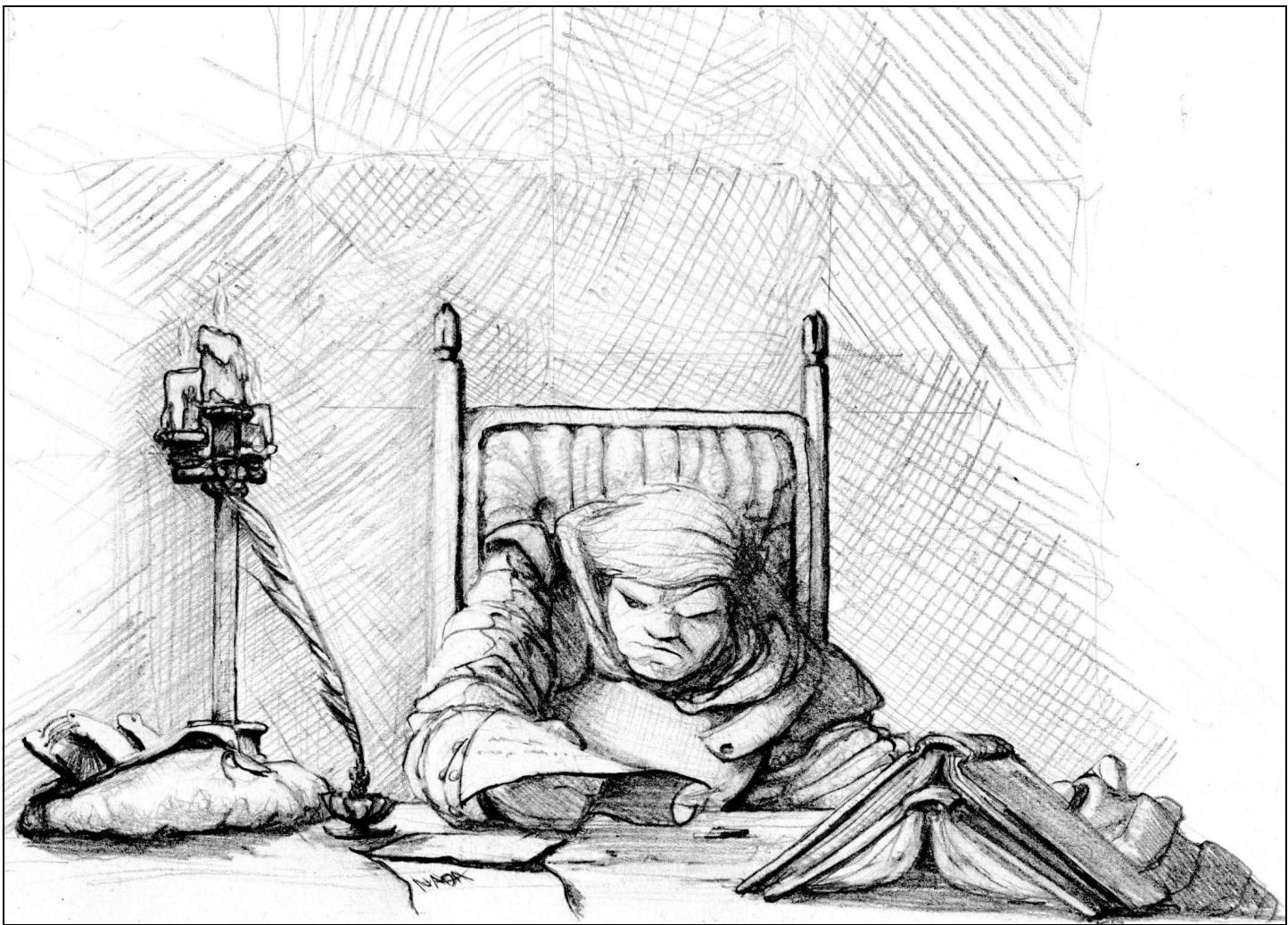
DM's Description: The slip-loops are used to secure the sacks to the giant bat that comes to carry away the fenced goods. The sacks hold the following: Sack #1 – four gold goblets at 100 gp each; Sack #2 – a silver candelabra at 200 gp; Sack #3 – a gem embroidered tapestry at 350 gp; Sack #4 - a gem encrusted dagger at 400 gp and ten vials of holy water.

The three unsecured sacks hold rags and large pieces of cloth.

5. The Fence

DM's Note: Only read the following description if the fence has not yet been encountered by the PCs.





Two small braziers burn at opposite ends of a long table set against the southern wall of this room. An uncomfortable looking cot and an open chest are the only other furnishings in the room. At the table, sitting with his back to the door, is a man in gray and black clothing, working over a pile of scrolls.

DM's Description: The man at the table is the fence who actually runs the operation at the temple. He is currently going through his records, which he is not particularly good at maintaining. The scrolls contain tracking information for all (or most) of the items that he has purchased from his "suppliers" since the temple opened for business.

The chest contains clothing and a worn dagger in a fraying leather scabbard. The fence keeps most of his personal belongings in a house on the edge of the city. The fence is not very brave or loyal, and if he encounters significant danger, he will seek to flee.

He will not surrender as he knows the punishment from his employer would be severe. If possible, he will go to location 6 and initiate the doomsday device.

The Fence (4th Level Thief) (1) AC 3; HD 4, hp 20; #AT 1; Dmg short sword 1d6 +2 ; MV 120; AL NE; EXP 175 +3/hp. Thief abilities, *short sword +2, ring of protection +2, leather armor, potion of invisibility* (for escape or setting off doomsday device). S 10, I 13, W 11, D 17; C 13, Ch 12

6. Doomsday Device

Six small barrels are all that occupy this small room. The barrels are neatly stacked and have no markings. Leaning against the barrels are two hand axes. A shelf over the barrels holds a flint and stone.

DM's Description: The fence and mercenaries have been instructed that in case of imminent capture or defeat, the temple is to be burned to the ground. To expedite this fail-safe the six barrels are filled with highly flammable oil. The axes are to be used to break them open. The oil can be spread about the temple, if time permits, or lit in place. If spread about, the temple will burn to the ground in three turns. If the barrels are lit in place it will take five turns to fully engulf the structure. The oil has a value of 50 gp per barrel. The fence or mercenaries will take a barrel to the entrance / brazier if they can and trap the PCs inside the burning temple.

7. Empty Cell

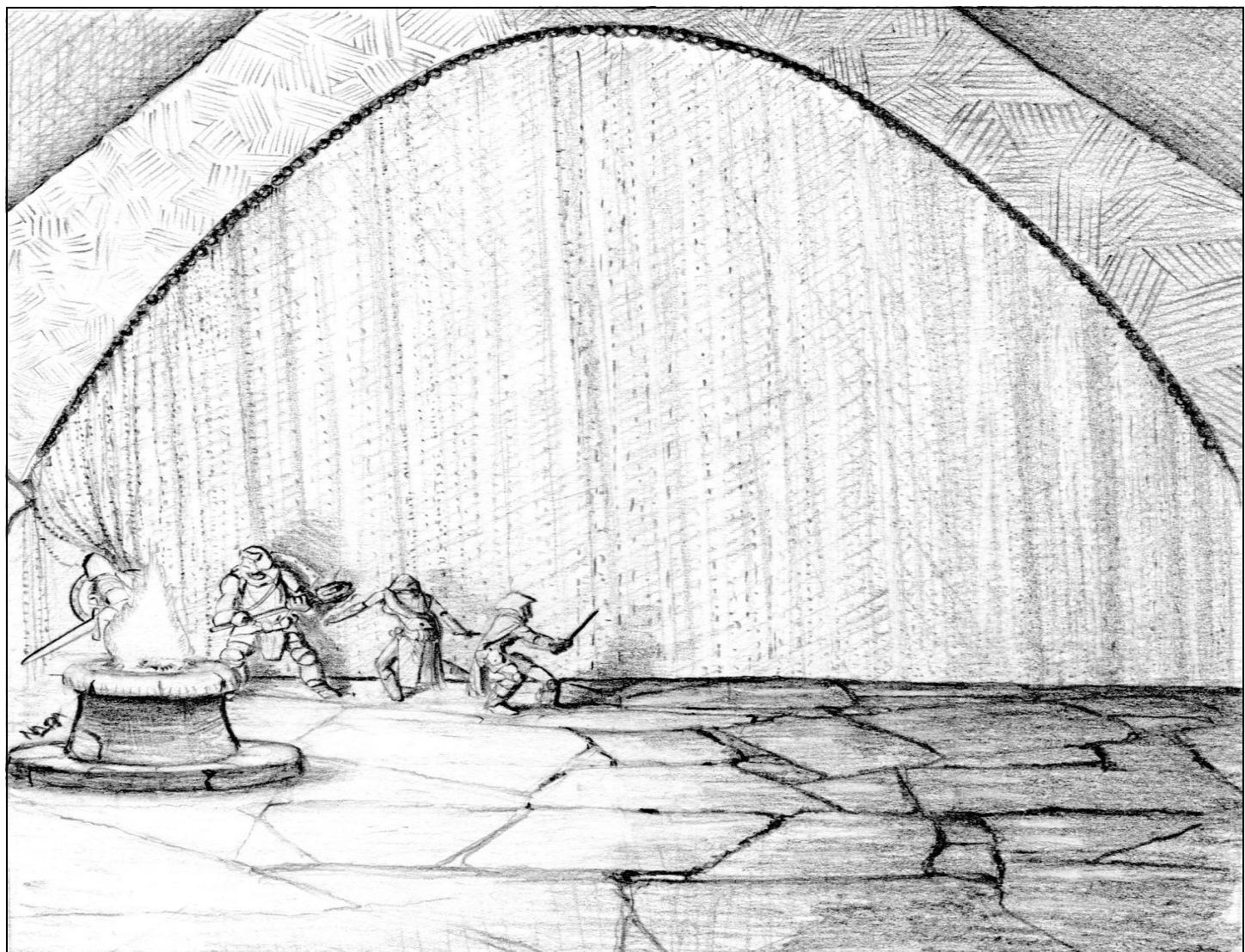
This small chamber is bare and completely empty. The door is noticeably thick and a small panel has been cut in its center.

DM's Description: This is a holding cell for kidnap victims, either for ransom or bat food. There is nothing of interest in the chamber. If the PCs are captured, they will be placed in this room, and their equipment will be taken by the mercenaries.

8. Occupied Cell

A young halfling female clad in tattered leather armor lies motionless on the floor of this otherwise empty cell.

DM's Description: This halfling, Niri, let her curiosity get the better of her. She heard a rumor that the temple held the fabulous Eye of Ag-Jir and could not resist the temptation to steal the gem. Niri posed as a member of the thieves guild and sold some items to the fence. She then followed him through the sewers and into the temple but was then cap-





Night Description

This vast room obviously takes up most of the temple's space. Two rows of wooden pillars support the ceiling which has a 30' diameter hole at its center. The moon's weak rays pass through the hole illuminating a small stone altar and an unconscious girl. The girl's right leg is shackled to the base of the altar.

A five foot square metal sewer cover waits rain water directly beneath the hole in the ceiling. The floor, in a 40' diameter, is sloped beneath the hole to collect the rain water and funnel it to the drain.

tured by the wary fence. Niri is feigning death in a hopeless attempt to trick the mercenaries into opening her cell.

Niri will aid the PCs in the temple if asked. She will assist in any way she can, but needs equipment. If the PCs dismiss her, she may stick around looking for an opportunity to steal some loot.

Niri, Halfling 2nd Level Fighter (1) AC 4; HD 2, hp 10 (4); #AT 1 by weapon; Dmg by weapon; MV 60; AL NG; EXP 90 +1/hp. She has no equipment other than her leather armor.

S 13, I 12, W 9; D 18; C 11; Ch 11

9. Empty Cell

This small chamber is bare and completely empty. The door is notably thick and a small panel has been cut in its center.

DM's Description: This is a holding cell for kidnap victims, either for ransom or bat food. There is nothing of interest in the chamber. The door to this cell is locked and the mercenaries have lost the key.

10. Mock Chapel

DM's Note: There are two descriptions for this room. The first description assumes a night encounter and the second during daylight hours.

Day Description

This vast room obviously takes up most of the temple's space. Two rows of wooden pillars support the ceiling which has a 30' diameter hole at its center. The sun's strong rays pass through the hole illuminating a small stone altar and an unconscious girl. The girl's right leg is shackled to the base of the altar.

A five foot square metal sewer cover waits rain water directly beneath the hole in the ceiling. The floor, in a 40' diameter, is sloped beneath the hole to collect the rain water and funnel it to the drain.

DM Description: The girl on the altar looks to be in her young teens. She has fainted from fright and exhaustion. The PCs can awaken her without much problem. The chain holding her is not particularly strong and can be broken with sufficient force. The girl is Kally and she is simply a kidnap victim whose ransom was not paid.

If the PCs have come at night, read the following:

Kally continues to thank you for her rescue but then her gaze turns toward the open roof of the chapel. She screams in horror and faints. Looking skyward you see a huge bat enter the chamber. Riding the bat is a man in flowing purple robes. He leaps off the bat as it swoops in your direction.

The man is a young wizard and has come to collect this week's takings. The wizard will command

the bat to attack and will immediately cast spells. He will first cast a *sleep* spell (the girl is 1 HD, 3 hp, AC 10) and then target remaining PCs with his *magic missile*. If the battle goes badly, he will cast *invisibility* and flee. **Note:** the wizard can also use his *ring of animal control* to command the chameleon in the courtyard should the opportunity present itself.

The bat will use its sonic attack on the first round. It will then attack the nearest PC. The bat will fight until destroyed or until the wizard flees.

Gargantuan Bat (1) AC 5; HD 6, hp 29; #AT 1; Dmg bite 1d8; SA Sonic attack; SD None; MV 30/180; AL N; Exp 350 +6/hp

Riderin, Wizard 3rd Level (1) AC 8; HD 3, hp 10; #AT 1; Dmg 1d4 dagger; MV 120; AL CE; Exp 110 +2/hp. Spells: *sleep*, *magic missile*, *invisibility*. He carries a *ring of animal control* and a *bag of holding* (500 gp inside).

The Silent Temple

The conclusion of the adventure may be anything but final. After the PCs have cleared the temple, they may occupy it as a base, if it is still standing. They may also wish to investigate who funded the temple. It is also possible they will be marked men as the NPC who built The Screaming Temple will likely seek revenge. A bounty may be placed on their heads.

If either the fence or the magic-user have survived, they may seek retribution. In any case, it is likely that the PCs have gained the attention, possibly unwanted, of a nefarious villain with a long memory.



New Monsters

Gargantuan Bat (Screamer)

Frequency	Rare
No. Encountered	1d8
Size	L
Move	30 crawl or 180 flying
AC	5
Hit Dice	6
Attacks	1
Damage	1d8 bite
No. Appearing	1
Special Attack	Sonic Scream
Special Defense	None
Magic Resistance	Standard
Lair Probability	50%
Intelligence	Low
Alignment	N
EXP Value	350 +6/hp

Gargantuan Bats, also known as Screamers, are massive creatures with some limited intelligence. They are sometimes used as beasts of burden or servants by powerful wizards and druids. They are not aggressive by nature and like other bats are generally nocturnal. They hunt at night and prefer prey such as birds, small mammals or large insects.

These bats can fly so quietly that they can surprise their victims 50% of the time. Also called Screamers, these bats can emit a violent sonic attack—which sounds like a high-pitched scream—that can stun and damage its victims. Gargantuan Bats may use their sonic attack once every turn. The sonic attack affects all creatures within a 15' radius of the bat. Creatures within the area of affect must save vs. petrification at +2 or be stunned for 1d2 rounds and suffer 1d4 damage. Those that successfully make their save suffer 1d2 damage (no stun).

Gargantuan Bats are large creatures that are 8-10' long with a wingspan of more than 20'. They are capable of carrying a single rider as well as a 1,000 coin load.

Terrain: Caverns, Jungle, Forest.



Monster Combat Chart

Giant Lizard (1)	2	26	15	1	1d4+2	Courtyard
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Chameleon

The Fence (1)	3	20	20	1	1d6+2 short sword	Area #5
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4th Level Thief

Riderin (1)	8	10	20	1	1d4 dagger	Area #10
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3rd Level Magic-User

Monster Saving Throw Chart

Giant Lizard	13	14	15	16	16
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The Fence	13	12	14	16	15
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Riderin	14	13	11	15	12
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Eruptor's Vengeance

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Eruptor's Vengeance

This module is designed for the First Edition game system or the OSRIC™ game. The recommended player character (PC) level range is second to fourth level and a quantity of four to six characters is optimal. The adventure is designed, though not exclusively, for novice players, as it contains role-playing, problem solving and combat situations.

In *Eruptor's Vengeance* the players will learn that tangling with a dragon, even if it is dead, can be a dangerous endeavor. Specifically, this adventure presents low level characters with an opportunity to interact in an environment based on the game's most fearsome creature without actually encountering one – a red dragon.

Each location within this scenario contains a description for the players and DM. This scenario can be placed in any forested area of the campaign in use. This is a short adventure and can be threaded into a larger adventure or played on its own.

DM's Background

The scenario starts as the PCs stumble onto the site of a horrific battle. A large party of young adventurers battled an equally young red dragon, Eruptor, to the death. The band of adventurers was attempting to surprise the young dragon in its lair, but had the tables turned on them. Eruptor detected their approach and immediately attacked. The battle was fierce and ended in a draw. Unfortunately for both sides, none survived.

When the PCs search the battlefield, they will find a bone scroll case that contains a map to Eruptor's lair. As the PCs continue to scavenge through the battlefield they

will be approached by a group of kobolds led by Aagdrip, a huge gnoll. Aagdrip will parley with the PCs in hopes of splitting the loot from the battlefield. However, he will not initiate a battle. Aagdrip and his kobolds will secretly follow the PCs to the dragon's lair, wait for them to leave, and set an ambush when the PCs emerge from the lair.

The dragon's lair is an abandoned mine, not far away from the battle field. Long ago an earthquake destroyed most of the mine and created deep chasms across the few tunnels that remained. Eruptor discovered the mine and decided it would make an excellent lair because of its natural defenses. The dragon captured a group of fire beetles and laid several traps for those that dared enter.

Finally, a group of gnomes that have been spying on Eruptor have noticed he has been gone much longer than normal. They have engineered a raid on his lair. Unfortunately for them, a white drake has infiltrated their ranks and plans to betray them. Then the PCs arrive...

Player Introduction

For the past few hours a nauseous odor has been carried on a warm summer breeze. Your party has followed the vile smell even though all your senses warn of danger. It is the smell of death that you follow. As the forest gives way to a small glade, horror fills your eyes. Charred and mutilated bodies litter the ground. In the center of the carnage a small dragon, feathered by arrows and cloven by many blades, lies motionless. All know what happened here; a heroic battle of epic proportions, wherein the participants were rewarded with death.



DM's Description: Indeed this battle had no winners. The dragon, Eruptor, managed to fry the few remaining adventurers in his death throes. The PCs will be able to determine the fight took place several days earlier.

Searching the corpses is an easy task as only a few items have survived the conflagration. The first item found will be a bone scroll case containing a map that clearly leads to the dragon's lair. However, just after the PCs discover the map, a group of kobolds led by Aagdrip the gnoll will arrive on the scene. Aagdrip's troop will not come close enough for hand-to-hand combat, but will utilize the cover of the forest to disguise their true numbers. Aagdrip will come forward with two kobolds and parley with the PCs. He will demand equal scavenging rights or a finder's fee of 100 gp. Under no circumstances will he start a fight. If the PCs refuse to comply, Aagdrip will inform the PCs that his elite troops have targeted one PC with their bows. If this ruse fails, Aagdrip will exit.

Regardless of the outcome, Aagdrip will stealthily follow the PCs to the dragon's lair. Stats for Aagdrip and his kobolds can be found on page 10.

The following loot can be recovered from the battle field: 210 sp, 95 gp, a jeweled necklace worth 50 gp, two normal swords, four *+1 arrows*, a *+1 shield*, and two bone scroll cases (one contains the map and the other has two magic user spells – *magic missile* and *levitate* (at 5th level).

Eruptor consumed a *potion of regeneration* prior to the ill-fated battle. However, due to his large size the potion is working very slowly. Eruptor is regenerating, unperceptively, at a rate of 1 hp per 12 hours. He will awaken 24 hours from the time the PCs enter the glade. He will return to his cave at that time. It is unlikely that the PCs will encounter the live Eruptor in this adventure (the dragon will avoid any contact due to his severely weakened state). See conclusion for further information.

Eruptor's Lair

The PCs will have no trouble finding the dragon's lair by using the map. There is no chance of encountering a wandering monster as Eruptor has killed virtually every living thing around his cave. The PCs may notice there is a disturbing lack of wildlife as they approach the lair.

1. The Lair

Your map was accurate. Standing alone in a large clearing a low hill marks the entrance to the dragon's lair. A wide cave mouth breaks the smooth, green hillside and darkly descends into the earth. Several trees have been knocked over at the cave entrance. A sign identifies this place as Deepwell Mine. However, the word "Deepwell" has been crudely crossed out and the word "Eruptor" has been placed above it.

DM's Description: At this time the players must decide on a marching order and determine what light source they will use to navigate the mine. The mine complex, or what is left of it, may be mapped by the players. There is no natural light in the complex beyond location 2, and artificial light will be required.

2. A Dangerous Crossing

Not 100 feet into the mine the dragon's defenses have become evident. A gaping chasm completely bisects the tunnel and disappears into darkness below. The chasm is 20 feet wide.

DM's Description: Crossing the chasm can be very dangerous or very safe. There is no specific method the PCs need employ to make the crossing. A thief may attempt to climb walls; however, a 15% penalty will be applied as the walls are not particularly solid or safe. For example, the PCs may use a fallen tree as a bridge. The players should be encouraged to solve the problem and every reasonable solution should have a fair chance of success. The first character that falls into the chasm will strike a

ledge and suffer 3d6 damage from the fall. The character will be safe on the ledge which is approximately 30' from the upper cavern. Any subsequent character that falls will miss the ledge and fall to his death.

3. Run for Your Life

Branching to the west a wide tunnel leads immediately into a large cavern. The cavern looks to be approximately 20 feet wide but the depth is impossible to determine. A small patch of light at the far end must indicate another entrance to the cavern. The light is almost a mile away and the light does not illuminate the cavern in the least.

DM's Description: Eruptor used this cavern for sport. He would occasionally capture a human or humanoid and offer them freedom if they could traverse the cavern to the exit on the other side. What the victim did not know is that the cavern holds two distinct dangers. The first is a colony of droppers (see new monster description) that will attack any creature entering the cavern. The second danger is a massive chasm that splits the cavern at its midpoint. Without light, the chasm will not be visible until it is too late. The chasm is more than 100 feet across and cannot be traversed without the aid of magic.

Additionally, the light that can be seen across the cavern is not an exit. It is a small colony of luminescent fungi. The fungi is harmless but glows a bright yellow.

Dropper (8) AC 3; HD 2, hp 9 each; #AT 1; Dmg 1d4+2; MV 30; AL N; EXP 40 +/hp; THAC0 18.

If the PCs enter the cavern area they will be attacked by the droppers. The droppers are within 20' of the cavern entrance. There are several skeletal remains in random locations throughout the cavern. There is no treasure in the cavern.

4. Curious Webs

A thick layer of spider webs span the tunnel blocking all passage. Lying face down on the opposite side of the web is an armored man.

DM's Description: This web is a trap devised by Eruptor. If the webs are disturbed a large section of the ceiling will collapse in the general area (see marked area on map). Those PCs in the area will suffer 2d6 damage or save vs. dragon breath for $\frac{1}{2}$ damage. The trap cannot be detected by a thief. The armored man is nothing more than a skeleton in tattered clothing and rusted armor. However, on

one finger is a *ring of dexterity +1*. The collapse will also warn all the cavern occupants that something is moving in the complex.

5. The Red Menace

Mounds of bones rise and fall throughout this cavern. Even more noticeable are three dull red lights that illuminate most of the chamber with their pale aura. The lights seem to move slowly through the chamber and occasionally shifting the bone mounds.

DM's Description: This room was used by Eruptor as a dining chamber. The red lights are exuded by three fire beetles. The bones cover nearly every inch of the floor and are piled in heaps. PCs moving through the chamber will find it impossible to avoid making noise as bones snap under their feet. The beetles will attack the PCs as soon as they enter the chamber. There is nothing of value in the chamber.

Fire Beetles (3) AC 4; HD 1+2, hp 12, 10, 9; #AT 1; Dmg 2d4; MV 120; AL N; EXP 30 +1/hp; THAC0 18.

6. The Fountain

The incessant sound of gurgling water echoes throughout this chamber. A small pool is fed by a trickle of water falling from the ceiling. The pool is shallow and the water is noticeably clear. A narrow stream of water runs from the pool to a huge chasm at the east side of the room. The water falls over the edge into the chasm and disappears into the darkness below.

DM's Description: The crystal clear water of the pool is sanitary and cool. In fact, the water is so refreshing that any who drink will heal 1d3 hp. The healing effects will only function once per character every 24 hours.

There is no treasure in this chamber. However, if the PCs take the time to listen, they will hear faint noise coming from across the chasm. Characters that make a successful wisdom check (roll 1d20 less than their wisdom score) will identify several noises including jingling coins, soft footfalls, and muffled cursing in a strange language (gnomish).

The noise is made by a group of gnomes (and a disguised cold drake). The group is making a final trip to steal the remaining pieces of Eruptor's treasure. They have previously looted most of the treasure and taken it to their camp miles away in the deep caverns beneath the mine. The gnomes have detected the PCs and are trying to gather up the remaining loot and retreat using their



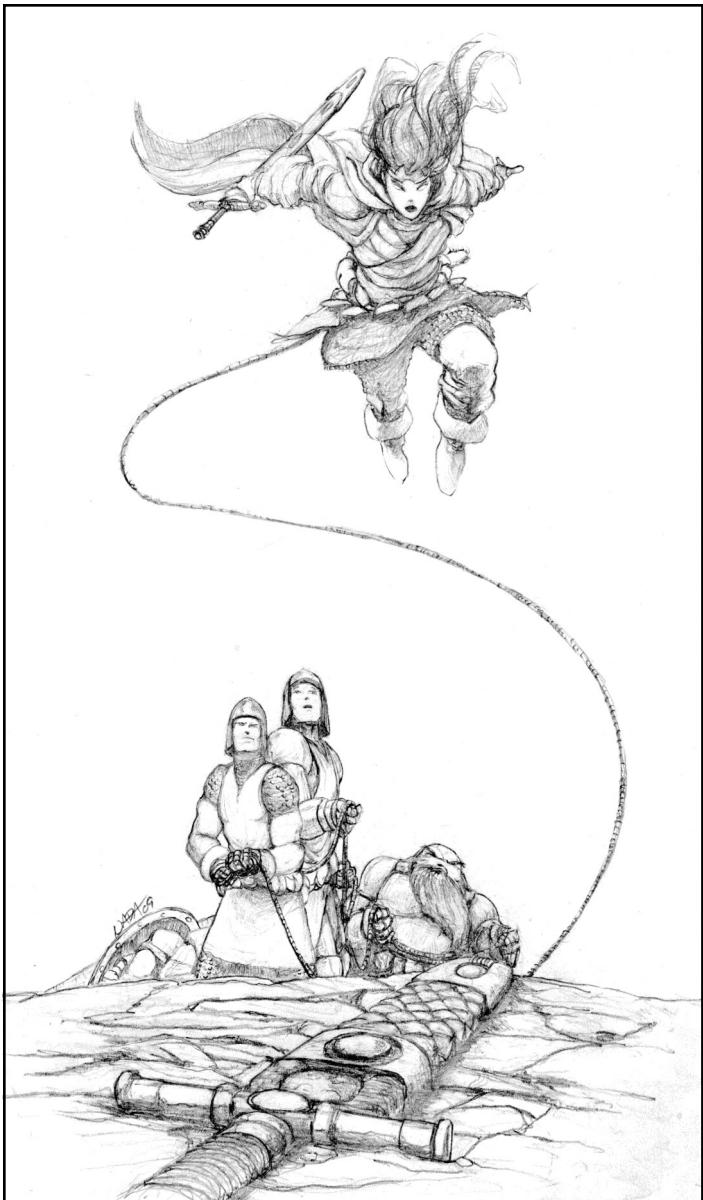
rope elevator. If the PCs manage to illuminate location 8, the gnomes will engage them with their missile weapons. The cold drake will take cover behind some large boulders and avoid combat.

If the battle goes bad for the gnomes, the cold drake will sound the retreat and they will flee by using their rope elevator. When all the gnomes have boarded the elevator and descended out of site, the cold drake will cut the rope sending them to their doom 1,000' below. As they fall, the cold drake will polymorph back into its normal form and fly back up to a ledge below cavern location 8. The drake will watch the party and attack when they are most vulnerable. The attack could come when the PCs are attempting to cross the chasm (at location 2) or even much later when the PCs are dealing with Aagdrip as they attempt to leave the complex.

7. Look Out Below

A pinnacle of stone rises from the unfathomable darkness to create a small island in the center of the chasm. Lying on the stone island is a sheathed short sword.

DM's Description: The small stone island (see map) is at the maximum of a human's jumping range from the tun-



nel. Of course the island has been trapped by Eruptor. It will collapse as soon as any additional weight is added. Therefore, if a PC jumps to the island, it will begin to collapse into the chasm. A PC may attempt to jump to location 8. The PC must make a dexterity check (roll 1d20 under dexterity score) or he will fall into the chasm and be lost forever. If the PC attempts to grab the sword, the dexterity check is made at +4 to the roll. The weapon is a (short sword) *dragonslayer +1, +3 versus dragonkind*.

8. The Dragon's Ledge

Dozens of large red scales litter the large ledge that hangs over the chasm. A horrible stench fills the air even as a cool breeze rises from the depths below. The ledge is primarily bare with several large boulders near the back wall. A few coins litter the floor but little else remains to mark the lair of the dragon.

DM's Description: In Eruptor's absence a group of gnomes has been raiding the dragon's treasure. The gnomes have been infiltrated by a white drake bent on stealing Eruptor's treasure horde. The gnomes have made several trips in the past day since Eruptor has been gone. They have stored the dragon's horde in a cave at the bottom of the chasm (several miles away).

The gnome raiding party is hiding behind the boulders and will fire missile weapons at any PCs they can see. The white drake (currently polymorphed as a gnome) will remain hidden and avoid combat at this time. If the battle goes bad for the gnomes, the white drake will sound the retreat and they will flee down their rope elevator. However, once all the gnomes have boarded the elevator, the white drake will cut the rope sending them to their doom 1,000' below. As they fall, the drake will polymorph back into its normal form and fly back up to a ledge below cavern location 8. The drake will then watch the party and attack them when they are most vulnerable.

The drake will wait for an opportune time to attack the PCs, and most likely when they have to cross the chasm at location 2. Coincidentally, the PCs will again have to deal with Aagdrrip the gnoll.

In their haste to retreat the gnomes will leave the remaining loot hidden behind the boulders. If the PCs retrieve the unclaimed loot, the drake will stalk the PCs in order to steal the treasure.

There are two sacks of treasure containing the remainder of the dragon's treasure: 380 sp, 410 gp, four gems worth 100 gp each, a gold ring worth 75 gp, a *potion of regeneration*, a *mace +1* and *leather armor +2* (fit for a halfling).

Gnomes (2) AC 4; HD 2, hp 15, 12; #AT 1; Dmg 1d6 short sword or 1d4 light crossbow; MV 60; AL NE; EXP 30 +1/hp; THACO 18. Each of these gnomes carries 20 quarrels for their crossbow. One of the gnomes (15 hp) has a *potion of healing*.

Gnomes (6) AC 5; HD 1, hp 6 each; #AT 1; Dmg 1d6 short sword or 1d4 light crossbow; MV 60; AL NE; XP 10 +1/hp; THACO 19. Each of these gnomes has 20 quarrels for their crossbow.

Drake, White (1) AC 0; HD 5, hp 28; #AT 3; Dmg 1d3/1d3/1d6; SA Breath Weapon 2d8 cold; MV 120'/240'; AL CE; EXP 235 +4/hp; THACO 15.

Aagdrrip's Ambush

DM's Description: When the PCs have secured their treasure they must exit the mine complex the way they entered. However, when they reach area #2, they will find

Aagdrip and his minions. Aagdrip will have severed whatever bridge the PCs used to cross the chasm. He has set up some hasty bunkers and his kobold archers are using them for protection. Aagdrip will demand the PCs hand over some of the treasure.

Based on how the PCs handled Aagdrip in the first encounter will determine how he handles the PCs this time around. If they were cordial in the first meeting, Aagdrip will return the favor and be true to his word. If the PCs toss over some loot, Aagdrip will throw them a rope that is securely tied off on his end. He will instruct

the PCs to wait until he and his elite troops have withdrawn before they cross. By the time the PCs cross the chasm, Aagdrip will be long gone.

If the PCs were argumentative or even combative in the first encounter with Aagdrip, he will have little enthusiasm for debate and haggling. He will demand all the treasure and will order his kobolds to open fire at the slightest provocation. Aagdrip will remain until the PCs eventually surrender their treasure. There is no food available in the caverns, and the PCs will have to eventually attempt to exit. The entrance at area #1 is the only



method of escape. In either case, Aagdrip has no idea how much treasure the PCs have collected. He will not accept any amount less than 350 gp.

Aagdrip the Gnoll (1) AC 3; HD 3, hp 21; #AT 1; Dmg 1d8+2 w/sword (for strength) or 1d6+1 w/huge crossbow; MV 120/40; AL LE; EXP 65 +2/hp; THACO 17 (+2 to hit with sword and +1 to hit with crossbow). Aagdrip carries a normal sword and a huge crossbow (30 quarrels). He is incredibly strong and receives +2 to hit and damage in combat. His crossbow deals +1 damage due to its size and power. Aagdrip wears an menagerie of armor granting him AC 3. He carries a *potion of invisibility* and a *potion of healing*. He also has a pouch containing 35 gp and two gems valued at 25 gp each.

Kobolds (14) AC 7; HD 1/2, hp 4 each; #AT 1; Dmg 1d6 short sword or 1d6 short bow; MV 60; AL LE; EXP 5 +1/hp; THACO 20. Each kobold has 30 arrows. They wear improvised leather armor. Each kobold has 2d6 gp.

Conclusion

When the PCs have completed the adventure there may be some loose ends. The PCs may not be rid of Aagdrip, the drake or Eruptor. Aagdrip can make a good nemesis for low level PCs and could consistently show up

at the "worst" time to be thorn in the PCs' side. Similarly, Eruptor may follow the exploits of the PCs and take his time in exacting revenge for the theft of his treasure. He will blame the PCs solely for looting his horde – after all, he knows nothing of gnomes or the devious cold drake. Furthermore, when the PCs do make it back to civilization, rumors of their conquest will spread like wildfire. Regardless of how they relate the story, people are only likely to hear: "dragon's treasure horde." That may attract all sorts of unsavory attention.

New Magic Items

Potion of Regeneration

A very powerful elixir, these potions bestow regeneration of 1 hp per turn. The potion has no duration, but will only regenerate a fixed number of hit points. The strength of the potion varies from 21-40 (1d20 + 20) hit points total. The potion will immediately begin the regeneration process even if the imbiber was damaged prior to drinking the potion. The regeneration will replace or re-attach lost limbs and will regenerate those who are killed due to damage. The effects of the potion can be negated by a *dispel magic* spell. Note, if a PC is healed and regeneration points remain, the regeneration will continue until next time the PC is injured and all the regeneration points from the potion are used.



New Monsters

Drake

Frequency	Very Rare
No. Encountered	1
Size	Medium
Move	120 / 240 Flying
AC	0
Hit Dice	5
Attacks	3 claw/claw/bite
Damage	1d3/1d3/1d6
Special Attacks	Breath Weapon
Special Defense	None
Magic Res.	Standard
Intelligence	Very
Alignment	Chaotic Evil
XP Value	varies based on HD

Drakes have some relation to dragons, but much smaller, though no less vicious. Completely evil in every regard, drakes desire treasure with an unquenchable desire. They will go to extremes to steal treasure and no depravity is too low if the end result is more wealth.

Drakes appear normally as dragons but are man-sized. They come in several forms and colors; only as evil dragons. Additionally, drakes can shape change at will to any demi-human or humanoid form per a doppelganger. They often travel this way to avoid attention and solicit information. Some drakes have even been known to infiltrate adventuring groups only to turn on their comrades at the most inopportune time (for the adventurers!)

The type of drakes include black, blue, green, red, and white. All drakes have a breath weapon attack that corresponds the appropriate type of dragon. For example, a red drake breathes fire in the same manner as a red dragon. The drake's breath weapon is less powerful than a traditional dragon and inflicts 2d8 damage with a saving throw for half damage applicable. All drakes have breath weapon range of 5' wide and 20' in length.

Dropper

Frequency	Rare
No. Encountered	2d4
Size	Small
Move	30
AC	3
Hit Dice	2-4
Attacks	1
Damage	1d4 +1 per hit dice
Special Attack	None
Special Def.	None
Magic Res.	Standard
Intelligence	Non
Alignment	N
XP Value	varies based on HD

A dropper is a strange creature that only lives in caves and caverns. They have the same general shape as stalactite and hang from the ceilings of caves waiting to drop on unsuspecting victims. Their color ranges from grey to a dark brown and they are nearly indistinguishable from cavern rock formations. They have skin that is very dense and stone-like. Droppers surprise on a 1-5d6.

Droppers may only make a single attack unless they hit with their first attack. Initial damage from a dropper is 1d4 +1 per hit dice (a 4 HD dropper does 1d4+4 damage). They have no ability to engage in melee. However, if a dropper strikes its victim it will become lodged in that victim and inflict 1d4 damage per round until the victim is killed or the dropper is forced to retreat. Droppers that miss with their initial attack will retreat and climb the nearest wall. Droppers move and climb at the same rate.

Droppers that surprise their victim gain all the benefits of attacking with surprise. Also, victims that are surprised lose dexterity bonuses to their AC and any bonuses from the use of a shield.



Monster Combat Chart

Droppers (8) 3 9 each 18 1 1d4+2 Area #2

Surprise 1-5d6

Gnomes (2) 4 15, 12 18 1 1d6 short sword Area #8

1 1d4 light crossbow

Drake, White 0 28 15 3 1d3/1d3/1d6 Area #8

Kobolds (14) 7 4 each 20 1 1d6 sword Varies

1 1d6 short bow

Monster Saving Throw Chart

Dropper 12 13 14 15 16

Gnome 12 13 14 15 16

Aagdrip (Gnoll) 12 13 14 15 16



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Death on Signal Island

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Death at Signal Island is a Quick Play adventure designed for four to six characters of second to fourth level or about 12 character levels total. No particular character class is required. This module uses the First Edition Advanced rules system and is completely compatible with the OSRIC™ game system rules.

The player characters (PCs) are recruited to investigate the apparent disappearance of troops stationed at Signal Island. The location of this adventure is a small tropical island near a major port city. The island is strategically located just outside the harbor of a major port city and serves as both a beacon for incoming vessels as well as an early warning station in the event of attack. The island's main feature is a small fort located on the windward side of the island. The fort is designed to garrison no more than a dozen soldiers. The island is located within two miles of the city's harbor.

The island's land features are fairly generic. There is a small lagoon on the leeward side of the island. A small, spring-fed stream originates on a craggy hill near the center of the island and drains into the lagoon. The island is completely surrounded by a reef and safe access is only possible via small boats at two points.

This adventure can be located in virtually any campaign setting. The only requirement is that a large harbor city is present. The island, as described, is located in a tropical or subtropical environment. The location can be an ocean, inland sea or even a massive lake. There are no specific names associated with this adventure.

DM's Plot Summary

Signal Island is currently a main topic of conversation at the highest levels of local government. More accurately, the cost of maintaining the fort and soldiers is the focus of the debate. Many high-ranking government officials have determined that the money could be better spent elsewhere (not necessarily more efficiently!). Several prominent government leaders have defended the staffing of Signal Island as a matter of critical importance. The politicians in favor of demilitarizing the island are secretly in the pockets of area pirates and smugglers who want a less vigilant island staff. The debate went public and the island's supporters have won the debate, though considerable resistance and opposition is still present.

As fate would have it, only days after the political fight concluded, something has happened at the island. All communications with the fort have ceased. Fearing a renewal of debate, the issue has been hidden from all but a select few.

The local military commander has decided that hiring some mercenaries to conduct an "unofficial" investigation was the best and quickest way to deal with the situation. This is how the PCs become involved in the scenario.

Two days prior to the PCs involvement a small but powerful storm roared through the area. These storms are typical for the season and none thought much of it. However, a merchant ship sailing from southern waters was approaching the island and harbor and was caught in the storm. The ship was thrown against the outer reef of the

island at its closest point to the island. In fact, the ship is run aground and hidden from view (seaward) as it is partially submerged and its masts have collapsed.

The ship was under commission of a local wizard who funded an expedition to capture various beasts and creatures from a far off jungle to the south. As the ship fought the storm, it sustained damage and one of the creatures escaped. The creature is a red ape – a massive, carnivorous gorilla (see **New Monster** section). The red ape was taunted and tortured by the crew of the ship during the voyage and it attacked with malice. The red ape killed several crewmen as it made its way to the deck and the remaining either died fighting the ape or attempted to flee in a life raft. The ship, out of control, miraculously survived the outer reef, but was dashed against a series of rocks just off the island's north windward shore.

The red ape survived, as did a few other dangerous creatures, and it fled the ship to the island. On the island, the red ape attacked the small garrison of soldiers. This effectively ended all communication with the nearby city. A single member of the doomed ship survived the storm and wrath of the ape. That man is hiding on the island.

To complicate matters, the secret of the island's problem has found its way to a politician who opposes the island's mission. This politician, a devious man, quickly formed a plan to land a band of cutthroats on the island and make sure that whatever has occurred will benefit his argument.

Player Introduction

The Seaside Tavern was closing when the mysterious man approached your table. Though disguised, it was obvious he was a military man – most likely a naval officer. The man's offer of employment soon confirmed your suspicions.

The nameless man offered you 500 gp each to perform a delicate mission requiring the utmost secrecy. The job was simple, at least according the man. A small naval outpost on a nearby island had mysteriously ceased all communications. No "official action" could be advanced due to a delicate political matter. The man would only say that there would be severe criticism if the incident was related to negligence on behalf of the garrison.

That was last night.

The early morning air is warm and heavy. A deep fog prevails as the sun has yet to rise. Only the sound of bells and creaking wood betrays the presence of numerous ships in the harbor and at the docks. A pair of navy sailors has guided you to the correct dock. The

mystery man emerges from the fog, this time wearing a naval military uniform.

He addresses you quickly, "I am glad that you have accepted my offer. We will transport you to Signal Island immediately. We can only get within a half mile of the island and you will have to take a longboat to reach the beach. You will have two days to complete your investigation. This ship will rendezvous with you in exactly 36 hours. Do not miss this appointment." The man finishes as the ship, under oars, leaves the dock.

"There is a small outpost on the island," continues the officer. "It is located near the windward side of the island – that would be the side that faces the ocean. You will land on the leeward side – the side facing the harbor. There is a small lagoon which is easily approachable and there is little danger of hitting the reef that surrounds the island. You can follow the beach to the outpost, which will take you about four hours, or you can follow the overland trail that will cut your travel time in half.

It is my opinion that the outpost was attacked by smugglers or pirates. By "disabling" the outpost, a ship could easily enter the harbor unnoticed. You see, the island uses smoke by day and fire by night to signal approaching ships and notify the harbor master that a vessel is approaching. There is a light located on the top of the outpost's tower to warn ships of the reef.

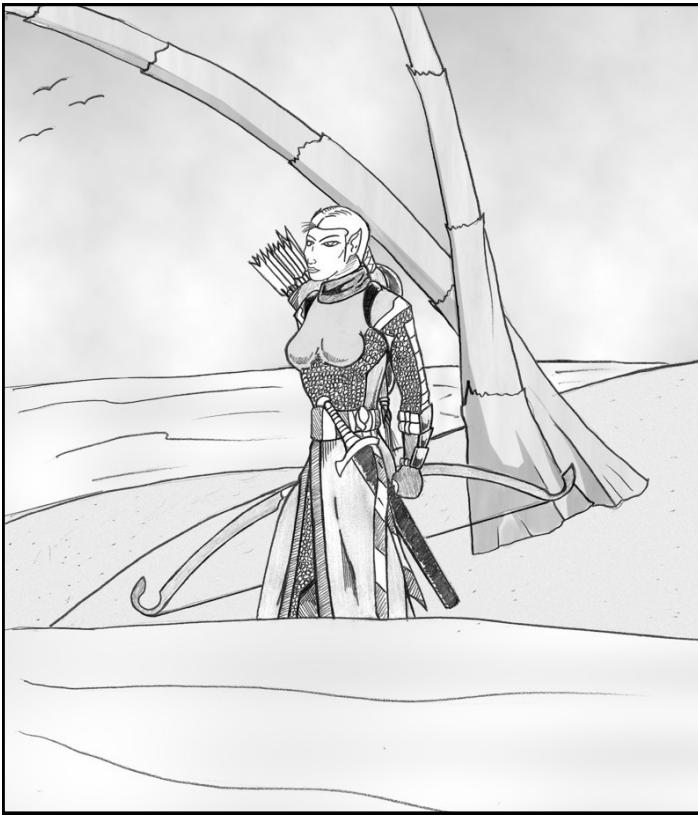
My superiors do not agree with my assessment and surmise that a disease or some other tragedy has befallen the outpost. Either way, you must investigate the island and find the soldiers. If you can determine the cause of the problem, so much the better.

I have placed several packs on your longboat. They contain food and water. There are also a number of vials equal to your number. Each vial contains a single draft that will protect you from any sort of disease for two days. I suggest you drink the potions before you land on the island. The alchemist tells me the potion is useless if you have already contracted a disease.

Good luck and safe voyage."

DM's Description: The officer will answer some general questions, but he has no specific information about the mystery on the island. He also is not privy to the political machinations that are in play. He knows the garrison is comprised of 12 men; 11 are soldiers and one is a junior officer. The men are rotated every two weeks. Resupply occurs at the same time as the troop rotation. He will give the PCs a general map of the island (see PC Island Map on page 18).

Two hours later the PCs will be loaded into a longboat. The fog has lifted and the PCs can clearly see the



lagoon. They can also see the surf crashing on the reef on the east and west sides of the island. The players may wish to have their PCs row their boat around the island, but this should be discouraged. The reef is a dangerous place and once out of the harbor, the seas are churning with some ferocity. The PCs would run aground on the reef and their boat become battered. Drowning would be a real possibility. There is a narrow channel that leads through the reef to the lagoon. It is easy to follow and marked with buoys. The PCs will arrive on the island at approximately 8 a.m. They will be picked up at 8 p.m. the following night.

Signal Island

This adventure takes place within the confines of Signal Island. The island is approximately two miles wide and four miles long. There are five low hills, one of which produces a freshwater spring. The spring forms a small stream that runs the course of the island (north to south) and empties into the lagoon.

Vegetation on the island is fairly dense and movement off the foot path is slow. Due to the dense undergrowth, visibility is limited to 100' in the interior of the island. Visibility along the path is 200' (but still 100' if looking into the jungle growth). Visibility along the beach is not limited. Movement off the path is reduced by 50%. The movement penalty only applies to PCs, NPCs and the smugglers. Creatures such as the red ape, giant snake and other animals suffer no penalty to their movement rate.

There are numerous trees on the island and the tallest are palm trees. Climbing a palm tree is not overly difficult (5% chance of falling; 1d6 damage per 10' fallen with a maximum fall distance of 30'). The view from the top of a palm tree will only offer the PC a general position. The jungle canopy is too thick and even the trail cannot be detected. However, the fort and lagoon can be seen from virtually any location. The shipwreck can be detected from the northern-most hill (if a tree is climbed).

The only indigenous creatures that pose a hazard to the PCs are the giant crab (location 3) and the giant trap door spider (location 5). There are no wandering monsters on this island. The weather for the duration of this scenario is left to the DM. The DM may wish to warn of an impending storm on the horizon to add some tension. Also, if the island is located in a tropical environment, the air temperature is brutally hot. While this will not have a significant effect on the PCs, it will slow any overland march as they will need to take more frequent rest breaks and drink more water.

The PCs' central mission is to discover what has happened to the men that are garrisoned on the island. There are several additional encounters including a group of sahaugin, a giant trap door spider, a giant snake, the lacedons and the smugglers.

The PCs are only required to stay on the island for one night. The most comfortable location for an overnight rest is the fort. There is no danger of attack by the red ape or giant snake if the PCs remain in the fort. If the PCs stay the night anywhere but the fort, they will either be attacked by the red ape (location 8) or the giant snake (location 2) in the middle of the night.

1. The Lagoon

This sheltered lagoon is the perfect place to harbor a boat. The water is fairly deep and without obstruction. All sides of the lagoon feature a sandy beach that stretches 50' from shore to tree line. A small, clear stream flows from the jungle into the lagoon. A large, stone-lined fire pit is located close to the stream. Only 50' from the stream, a longboat rests upside down on the sand. A pair of jagged holes are located in the front hull of the boat.

DM's Description: The lagoon is a safe harbor for boat anchorage or beaching. The area is protected from seaside winds and rough surf. The depth of the lagoon is approximately 30' and it drops rapidly from the shoreline. The fire pit is unremarkable and only used periodically. The longboat was used by the current garrison. The red ape has visited the lagoon and recognizing the boat as some-



thing man-made, it attacked and punched two great holes in the bow. A close investigation will reveal several red hairs stuck in the jagged wood.

A path leads from the lagoon to the fort at the north end of the island. The path is located near the fire pit. The path is narrow and the PCs must traverse it single file or suffer a 50% reduction in their movement rate. If the PCs decide to stay the night at the lagoon beach, the red ape (location 8) or giant snake (location 2), if still alive, will attack in the middle of the night.

2. The Giant Snake

DM's Description: A giant snake has recently made its way to the island from the wrecked ship. The snake hunts at night. It has found a lair at the base of the island's southern-most hill where a thick grove of mango trees flourish. Small island animals frequent the area in search of the mango fruit, and the snake has found easy hunting in the general vicinity. If the PCs make their way through the trees, the snake will attack from above. It will generally gain surprise (1-4d6) and the victim will not receive dexterity or shield bonuses to their AC. If the snake strikes by four or more to hit, the target PC has been constricted by the snake's tail section and raised into the tree canopy. The PCs on the ground will have to climb into the tree to help the constricted PC. The snake can still attack with its bite while it constricts. If a PC is killed by constriction, the snake will attempt to constrict another PC.

At night the snake roams the island in search of food. It generally feeds on small rodents and land crabs. The ape is aware of the snake and avoids it. If the PCs encamp at the lagoon, or anywhere outside the fort, the snake will attack them at night. If the snake is reduced to less than

50% of its base hit points, it will flee. The snake will retreat to its lair where it will remain for the duration of the scenario.

Giant Snake (1) AC 6; HD 6 +1, hp 34; #AT 2; Dmg 1d4 bite, 2d4 constriction; SA None; SD None; MV 90; AL N; SZ L; EXP 225 +8/hp; THAC0 13. The giant snake has no treasure.

3. The Sahuagin

DM's Description: As the ship carrying the red ape approached the harbor and signal island, it was detected by a group of sahuagin. While not enough in number to overtly attack the ship, the sahuagin were aware of the approaching storm. They waited and watched for an opportunity to attack the ship. The sahuagin witnessed the carnage exacted by the red ape, and determined that attacking the creature would be perilous. But all was not lost as several crewman of the doomed ship escaped the carnage and fled the ship in a life boat. The sahuagin attacked the boat, but a single sailor escaped their notice and swam for the island. It was not until the sailor was climbing out of the raging surf and onto the beach did the sahuagin become aware of their mistake. The sahuagin have watched the island, waiting for the sailor to reappear. They witnessed the slaughter of the garrison by the red ape, but noticed the sailor was not among the dead. Finally, they discovered the sailor as he moved along the beach.





The sahuagin have captured the sailor and will be making their way out of the jungle back to the ocean when the PCs arrive. If the PCs are walking along the beach, a giant crab will emerge from the surf and attack. The sahuagin, who are just inside the tree line, will attempt to attack the PCs by surprise if they are engaged with the crab. The sahuagin will drop their prisoner on the sand as they engage the PCs. The sahuagin wish to keep their presence in the area a secret and will fight desperately to silence any and all witnesses.

The sailor, Jed, is battered and bruised. He made his way to the fort, but before he could raise the alarm of the sahuagin attack, the red ape attacked. Jed fled and remained hidden in the jungle for two days. Finally, he decided to go back to the beach and follow it around the island in hopes of finding salvation from either a passing ship or discovering the garrison's boat. Jed will give the PCs a good description of the red ape, though he may exaggerate its size. He will tell the PCs that it was on his ship and the red ape escaped and killed the crew in a frenzy. He assumes the ship was lost and the red ape swam ashore.

Giant Crab (1) AC 3; HD 3, hp 16; #AT 2; Dmg 2d4 per claw SA None; SD None; MV 90; AL N; SZ L; EXP 35 +3/hp; THACO 16.

Sahuagin (6) AC 5; HD 2 +2, hp 17, 14, 13, 12, 11, 10; #AT 1; Dmg 2d4 trident; SA None; SD None; MV 120 / 240 water; AL LE; SZ M; EXP 35 +3/hp; THACO 16. Each sahuagin wears a gold ear ring inset with a black pearl worth 50 gp (which is their tribal symbol).

Sahuagin Leader (1) AC 5; HD 3 +2, hp 21; #AT 1; Dmg 2d4 trident; SA None; SD None; MV 120 / 240 water; AL LE; SZ L; EXP 60 +4/hp; THACO 16. The leader wears a gold ear ring inset with a black pearl worth 50 gp. He wears a silver belt inset with black pearls worth 150 gp.

Sailor Jed (1) AC 10; HD 1, hp 4 (1); #AT 1; Dmg by weapon; SA None; SD None; MV 120; AL NG; SZ M; EXP 10 +1/hp; THACO 20.

4. The Spring

Bubbling up through a circle of stones, a clear spring rushes forth and forms a small pool in the sandy ground before running to the south. The water is completely clear and cold to the touch.

DM's Description: The spring is quite natural and its water safe to drink. On close inspection, the PCs may realize (intelligence check) that the ring of stones that form the small pool are too well organized to be a natural phenomenon. Indeed, the stones were set by a band of pirates almost 100 years ago. They used the island as a resupply point and safe harbor. The pirates buried a small brass box under the sand that forms the pool. The box is water tight and locked. It holds 25 emeralds worth 50 gp each and a silver scroll tube (which is also water tight). The tube holds a map of the coast with several notations. This map can be used to set up further adventures of the DM's own design. Alternatively, the scroll could be a message or some other communication. The scroll tube is worth 75 gp and the box is worth 50 gp.

5. Giant Trapdoor Spider

DM's Description: Located on the far end of this hill, away from the spring, is the lair of a giant trapdoor spider. The spider arrived on the island several years ago, riding a piece of flotsam. The garrison soldiers are aware of its presence, but decided to leave it alone as the spider has put a nice dent in the local rat population. The spider has grown very large over the years and it will not hesitate to attack a PC that stumbles too close to its lair.

Giant Trap Door Spider (1) AC 4; HD 4 +4, hp 28; #AT 1; Dmg 2d4 bite; SA Poison (save or take 3d8 damage); SD None; MV 120; AL CE; SZ L; EXP 165 +6/hp; THAC0 15. This creature has no treasure.

6. The Smugglers

DM's Description: Unbeknownst to the garrison or the harbor authority, a small group of smugglers uses Signal Island to fence stolen goods. The smugglers off-load illegal cargo from incoming vessels and transport them to the island via longboats. Later, the goods are loaded onto departing ships. The smugglers mostly deal in expensive wine and liquors. The transfers always take place at night. The smugglers have found a second gap in the reef and use it to access the island.

The garrison never conducts island patrols; after all, who would dare land on a government-owned island garrisoned with troops? The smugglers take great care to hide their movements and keep the beach raked so no signs of activity are evident. The smugglers have a small hut located inside the tree line. They have excavated a cave to hide their illicit product and keep it safe from the oppressive heat. The smugglers have a longboat, but keep it hidden inside the tree line. The smugglers do not maintain a constant presence on the island as this would increase the chance of discovery by the garrison. In any event, the smugglers rarely spend more than a day at the secret island camp.

The smugglers arrived on the island just hours prior to the PCs. They are aware of the current events on the island and have been paid to harass the PCs.

The smugglers' hut contains some basic furniture including a dozen cots, chairs and tables. The smugglers always bring food and water with them.

Located within 100' of the hut is a covered pit that is very well hidden. Unless the smugglers reveal its presence, the PCs are not likely to discover it. An active search has a 10% chance of success. The pit is 10' deep and is empty. Inside the pit, a thick, wood door leads to a storage chamber. The chamber holds several large wine racks and stacks of small kegs. Currently, the wine racks hold 100 bottles of fine wine worth 20 gp each. There are 20 kegs of expensive liquor worth 50 gp each. If the PCs declare the find, the government will allow them to keep the loot, but they will have to pay a tax of 50% (this is what motivates the smugglers). The PCs can attempt to secretly retrieve the loot at a later date, but there is a chance they will be discovered!

Smuggler (8) AC 8; HD 1, hp 8, 7, 7, 6, 5, 4, 3, 3; #AT 1; Dmg 1d6 cutlass or 1d4 dagger; SA None; SD None; MV 120; AL CE; SZ M; EXP 10 +1/hp; THAC0 19. Each smug-

gler carries a pouch with 1d8 gp, 2d6 sp and 3d12 cp. They wield a cutlass and carry several daggers and wear leather armor.

Smuggler Leader (1) AC 7; HD 2, hp 15; #AT 1; Dmg 1d6 cutlass or 1d4 dagger; SA None; SD None; MV 120; AL CE; SZ M; EXP 20 +2/hp; THAC0 16. The leader carries a pouch with 2d8 gp, 3d6 sp and two 10 gp gems. He also wears a *ring of protection +1* (he is unaware of its magical properties). Also, the leader carries a cutlass and three daggers and wears leather armor.

7. The Fort

DM's Description: Each area of the fort has its own description. The fort map is on page 12. The morning after the ship ran aground, a soldier spotted it from the tower. The officer took seven men and left to investigate the shipwreck. The red ape ambushed the group as they returned from the wreck to the beach.. The red ape then made its way to the fort and killed the remaining soldiers. It then sought out more men in the compound, but found none remaining. The red ape has found a lair on the hill at the north end of the island. The ape has a good view of the shipwreck area from his new lair.

The PCs can spend the night in the compound without fear of attack by the red ape. However, if the smugglers have not yet been encountered, they will attempt to surprise the PCs in the middle of the night.

7a. The Courtyard and Patio

A low hill slowly rises above the tall jungle growth as the land clears. No palms grow on the hill and it is clear that they have been cleared to make way for a small fort and compound. The 10' tall walls of the compound are formed from palm tree logs. A single gate, again made from split palm tree logs, hangs open. A three-story tower, with open walls, rises at the northwest end of the compound. Inside the walls are two structures and an open air raised patio.

A sickly smell drifts from the compound and flies are getting thick in the air.

DM's Description: The fort compound includes an outer wall made from palm logs. The wall is 10' high. The open gate can be barred from within. The two interior structures are a barracks for the soldiers and an officer's hut. A raised wood platform serves as a dining area for the garrison. The raised patio has a thatch roof, but no walls. There are several tables and a dozen chairs on the patio. The tables have been turned over and many chairs are broken into pieces. Plates and mugs litter the patio, some still

holding the remains of a morning meal. Four soldiers lie dead on the patio. All have been badly beaten, mauled and torn. Some are missing limbs, which can be found scattered around the courtyard area.

7b. The Barracks

This squat building has several windows and a single door. Like the rest of the compound, it has been constructed with palm tree logs. It has a thatched roof. The door to the barracks is heavily damaged and hangs from a single hinge.

DM's Description: The barracks building houses the garrison soldiers. The furniture in the house is basic and functional. Five sets of bunk beds and a lone cot line the walls. There are two small tables and six chairs. At the foot of each bunk there are two footlockers. A single footlocker rests at next to the cot. Hanging on the walls of the room are 11 shields and 11 leather armor jackets. The soldiers do not typically wear the armor or shields as it is simply too hot. A weapons rack holds 11 light crossbows and 250 quarrels – none of which are magical. The room is clean and well-organized.

The footlockers are locked. The keys to each are held by the soldiers. Each footlocker contains a spare uniform and some other light-weight clothing. Each has a pouch containing 2d4 gp, 4d6 sp and 6d8 cp. Two of the footlockers hold a deck of cards. The footlocker by the cot contains the same contents (though the uniform is that of a sergeant). The sergeant's pouch contains 19 gp, 21 sp and 84 cp and a pair of dice. The sergeant is not among the dead at the compound. In fact, he is the lone survivor of the red ape's ambush of the patrol that went to investigate the shipwreck. The sergeant will be found on the shipwreck (location 10).

7c. The Officer's Quarters

The door to this small hut has been torn from its hinges and it lays broken in a heap 10' from its previous mount. The hut has a single window, which is open but undamaged.

DM's Description: This hut belongs to the officer on duty. The hut holds a single cot, a table and two chairs, and a footlocker. Hanging from one wall is a suite of studded leather armor. The officer, like his troops, rarely wears the armor. The room appears undisturbed. The table holds an inkwell and quill and several sheets of parchment. Each piece of parchment holds various notes on daily operations and a log of ships passing by the is-

land. The footlocker is locked; the key is held by the officer who is at location 9. Inside the footlocker is a spare uniform (officer), some light-weight clothing, a journal (officer's personal notes), and a pouch containing 27 gp, 31 sp and 41 cp.

7d. The Watch Tower and Light House

A tall, open air tower rises from the northwest section of the fort. There are no outer walls and each of the three levels is supported by tall palm tree logs and planked floor. The roof of the tower is flat and serves as a platform for a square structure that resembles a tall glass cabinet. Each level is accessed by a fixed wooden ladder in the center of each floor.

DM's Description: There is nothing of interest on the first three levels of the tower. They are merely look out platforms. A single chair and small table are located on the third level of the tower.

The fourth level, which is not covered, holds a glass paneled device that is used to signal approaching ships. The panels have covers which are folded down and are latched to the base of the device. The device is made in two sections. The base is made of brass and is four feet tall. A glass cube, which is two feet square, is mounted directly on top of the brass base. The top of the cube is covered with a brass plate. There are brass plates that can be raised (they are held in place by a track) and lowered to signal approaching vessels. Inside the cube are a series of mirrors; the mirrors forming a squared "c" with the open end facing outward. In front of each mirror "c" is a small globe is suspended from the top panel. The globe has been enchanted with a continual light spell. The mirrors reflect the light forming a powerful spotlight that can be seen for ten miles on a clear night and two miles in the thickest fog.

From the third and fourth level of the tower, the PCs will have a clear view of the island and its surroundings. The wrecked ship (location 10) is clearly visible. A further look around the island will reveal nothing of particular interest, but the PCs may notice that a clear view of the far southeast corner of the island is obstructed by the hill (southeast corner). The hill also obscures the portion of the reef that is passable.

8. The Red Ape

DM's Description: The red ape has found large copse of sugar cane. The cane is dense and moving through it is very difficult and slow. The ape has made a nest in the middle of the sugar cane grove. At the center of the grove is an ancient palm that towers over all others in the area.

The ape will occasionally climb the tree to search for more victims to satiate its bloodlust. There is a 50% chance the ape will detect the approaching PCs from some distance. If this is the case, the ape will leave its nest and lay in ambush outside the grove. When some of the PCs enter the grove, the ape will attack those who have not yet entered. The ape will go into a berserk rage the moment it sustains damage. It will fight to the death.

If the ape does not see the approach of the PCs, it will hear them approach the grove. The ape will climb partially up the ancient palm and hide just above the canopy of small trees. It will wait for the opportune time and leap down to attack, gaining surprise on a 1-4d6.

The PCs will notice that the trunk of the palm tree is scratched and damaged (they can only see up 20' as the tree then penetrates the ceiling of the grove).

If the PCs investigate the wreck prior to finding the red ape's lair, there is a 50% chance the ape will ambush the PCs as they emerge from the shipwreck and swim back to the beach.

Red Ape (1) AC 4; HD 7+7, hp 39; #AT 3; Dmg 1d6+1 claw, 1d6+1 claw, 1d4+1 bite; SA Rend attack, additional 1d4 damage if to hit roll is +4 over required score; SD None; MV 150; SZ L; AL NE; EXP 550 +10/hp; THAC0 12.

9 & 10. The Bloody Beach and Shipwreck

As you approach the beach a foul odor fills the air. Lying in disjointed and mangled heaps are the bodies of seven men. All look to have been severely beaten and mauled. They wear the uniform of the garrison soldiers. Approximately 100' from the beach, lying in shallow water, is the remains of a merchant ship. The ship's masts have fallen and debris lines the beach. Large pieces of the vessel appear to be missing where the rocks and reef ravaged the ship as it came to rest near the beach.

DM's Description: All of the garrison soldiers (including their officer) are dead. They were ambushed by the red ape as they returned from the ship. The PCs may notice that none of the soldiers are wearing boots or their top coats. They will find them neatly arranged near the tree line. Additionally, no weapons are evident. The red ape threw them into the water. A search has a 10% chance per round per character of finding a long sword. There are a total of seven in the water. One of the swords (formerly belonging to the officer) is a *+1 long sword*. A discerning PC will notice that there are eight sets of boots and eight shields, but only seven bodies. The garrison sergeant managed to escape back to the ship as the last of his men



and the officer were destroyed by the red ape. The ape bellowed and stomped on the beach, but would not swim to the ship. The ape, having escaped the cage on the ship will never return. The sergeant attempted to swim back to the shore after the ape had disappeared into the woods. However, before he could make the shore, the red ape returned and nearly caught the sergeant. The sergeant has remained on the ship assuming troops will soon arrive to investigate. However, he has just recently become aware that something is moving below decks.

The PCs will not immediately be attacked while on the beach by the ape. The ape has a 50% chance of noticing the PCs on the beach from its lair. However, unless the PCs hang around for some time, the ape will arrive after they have left to investigate the wreck (if they do so). It will take the ape three turns to reach beach once it spots the PCs.

After the PCs have spent at least five rounds on the beach, the sergeant will notice their presence. He will shout for help, but the crashing of the ocean surge behind him will drown out his words. The PCs must be within 50' of the sergeant before he can be clearly heard. He will, of course, warn the PCs of the great red ape.

The PCs will be able to climb aboard the remains of the ship without trouble. The sergeant will greet them exuberantly. He will tell the PCs that the ape ambushed his men as they returned from the ship. He barely es-

caped back to the ship. He is not aware that the remaining soldiers at the fort are dead. The sergeant explains that it appears the ship held numerous cages, but all appear empty. He also suggests that something is moving in the hold, but it could just be the water and debris. The sergeant is armed with a long sword but nothing else. He is wounded from the battle with the red ape.

A search of the upper portion of the ship will not reveal much. The storm and surf did a near complete job of eliminating any treasure that was onboard. The sergeant managed to find a secret stash of treasure in the captain's quarters. The sergeant has hidden the loot in a small barrel which he has tied to rope and hung over the side of the ship facing the ocean. The barrel and rope are mixed in with some rigging from the main mast that fell over that side of the ship.

The treasure consists of 39 pp, 120 gp, and a fine silver necklace inset with three large rubies worth 750 gp.

The ship has been discovered by a pair of lacedons. They are feeding on the corpses of the trapped creatures that were killed during the ship wreck. If the PCs enter the submerged hold area, the lacedons will attack.

Sergeant (1) AC 10; HD 2, hp 12 (3); #AT 1; Dmg 1d8 long sword; SA None; SD None; MV 120; AL CG; SZ M; EXP 20 +2/hp; THACO 20.

Lacedon (2) AC 5; HD 2, hp 12, 11; #AT 3; Dmg 1d3 claw, 1d3 claw, 1d6 bite; SA Paralyzation on successful hit; SD None; MV 120; AL CE; SZ M; EXP 81 +2/hp; THACO 16. The lacedons have no treasure.

Concluding the Adventure

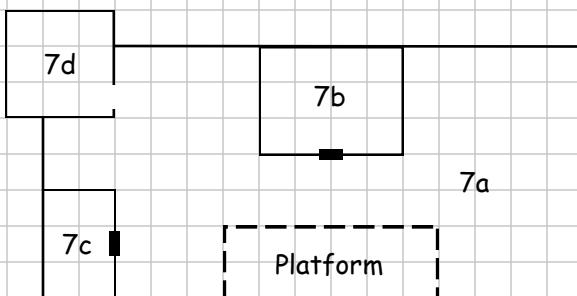
The adventure is concluded when the PCs rendezvous with the ship after the 36 hour time period. The officer will debrief them. If they have rescued the sergeant, he will verify the story of the red ape. The assumption will be that it escaped from the ship. This can be corroborated by sailor Jed. The PCs will be awarded 100 gp each with a bonus of 50 gp each if they dispatched the red ape.

If the PCs encountered the smugglers, the officer will agree to let them keep the spoils of the operation but a 50% tax must be enforced. If the PCs are not forthcoming, they will have to make a plan to retrieve the contraband. This will mean obtaining a boat. They must also find a buyer. All things considered, they might be better off paying the tax.

The local government will act quickly to send new troops to the island clean up the mess left by the red ape. The government will publicly report that the island was attacked by pirates and the brave defenders repulsed the attack at a horrible cost. The sergeant will confirm the story and receive a commission as an officer. The people

The Fort: DM's Map

Each Square = 10'



of the harbor city will be quick to react positively to the bravery displayed by the garrison soldiers and no more talk of demilitarizing the island will be tolerated.

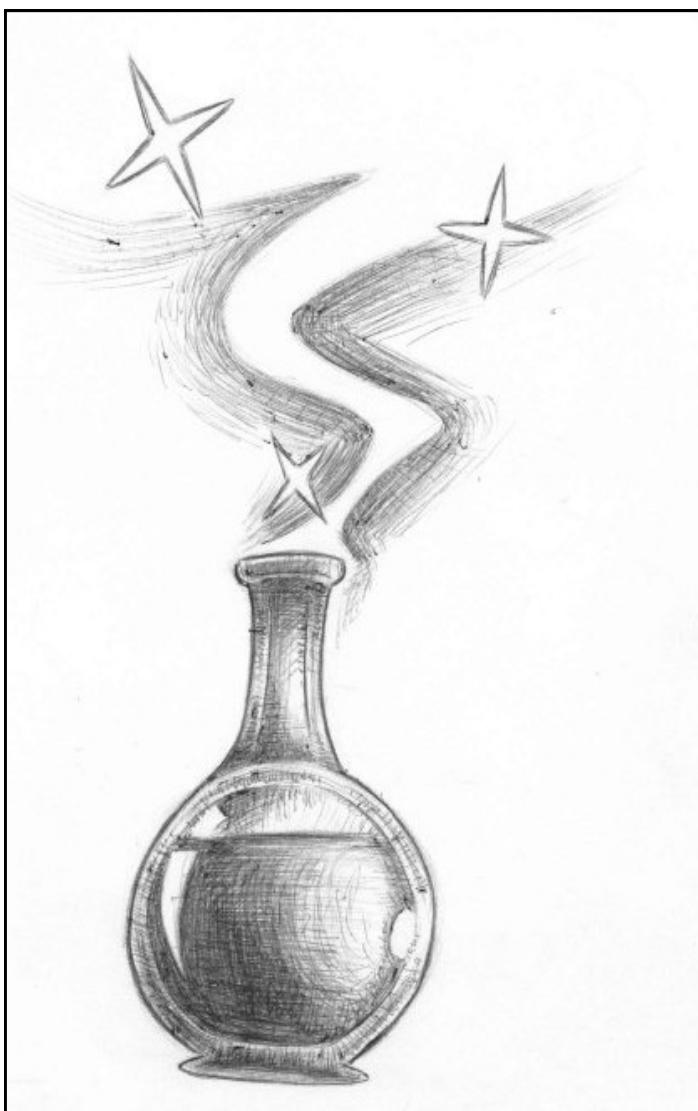
The wizard that originally contracted the operation to obtain the red ape will not be pleased with the results of the PCs mission if the ape is killed. It will take several weeks for him to put all the facts together. When the wizard learns that the PCs killed his red ape, he may decide on a little pay back. Conversely, he may want to hire the PCs to get a new ape, since they seem so capable.

New Magic Items

Potion of Disease Resistance

This magical elixir, when consumed, will protect the imbiber from all forms of disease. The protection will last for 48 hours. This protection repels both magical and natural forms of disease. The potion will not remove a disease that is present prior to consumption.

Value: 200 gp



New Monster Section

Red Ape

Frequency: Very Rare

No. Appearing: 1 or 2d4 in lair

% in Lair: 25%

Armor Class: 4

Hit Dice: 7+7

Movement: 120

No. of Attacks: 3

Damage: 1d36+1/1d6+1/1d4+1 claw/claw/bite

Special Attacks: Berserk, Rend

Special Defense: None

Treasure Type: B, T

Intelligence: Very Low

Alignment: Neutral Evil

Experience: 550 +10/hp

Red Apes are related to other apes, but have some intelligence. They also have a propensity toward evil and delight in destroying anything that is not red ape. They are generally solitary, but sometimes they can be found in ancient ruins forming a loose family structure.

These brutes are generally 8' to 10' tall and extremely strong. They are clever and prefer to ambush their targets. When wounded as a result of combat, a red ape will enter a berserk state until it has killed its opponent. A berserk red ape will receive an additional +2 to hit and damage, but will suffer a -3 to its AC. While berserk, a red ape will often attack more than one opponent per round (50% chance). The ape can attack a maximum of two opponents per round; splitting its claw attacks between two targets. If the ape attacks two targets in a round, it may not use its bite attack.

Whenever a red ape makes an attack and successfully strikes its target by four or more to hit, the ape adds 1d4 damage to the attack. Red apes are extremely stealthy and can surprise opponents on a 1-4d6.

Quick Reference Chart – Monster Statistics

Giant Snake (1)	6	34	13	2	1d4 bite 2d4 constriction	Area 2
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Sahuagin (6)	5	17, 14, 13 12, 11, 10	16	1	2d4 trident	Area 3
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Giant Spider (1)	4	28	15	1	2d4 bite w/poison	Area 5
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Smuggler (1) Leader	7	15	16	1 1	1d6 cutlass 1d4 dagger	Area 6
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Lacedon (2)	5	12, 11	16	3	1d3 per claw (2) +par. 1d6 bite + paralyzation	Area 10
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Quick Reference Chart – Monster Saving Throw Chart

Giant Snake	11	12	13	13	14
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Sahuagin**	14	15	16	16	17
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* Sahuagin Leader, Giant Spider

** Smuggler, Smuggler Leader, Lacedon



The Final Chapter

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THE FINAL CHAPTER



This AD&D scenario is designed for a single fighter type character of 3rd - 5th level. It can be run without modification in virtually any campaign setting. The exact location is not important, although the setting is within a large forest. Designed specifically for a fighter-type character, other character classes may be used. However, several encounters require the character be involved in direct combat. Characters that have low hit points or high armor class (i.e. a magic-user or thief) will be at a serious disadvantage.

Alternatively, this adventure can be used, without modification, in traditional play with a party of first level characters.

DM's Overview

The PC, while traversing a large forest, arrives at a rather famous, but very recently abandoned inn. After inspection, the PC will find several important clues as to what has gone before.

The PC will find a diary of a long dead army captain which reveals that the inn was previously a fort. It goes on to describe a battle against a small orc tribe that formerly inhabited the forest. The diary also explains that the captain succeeded in stealing a magical lamp - a lamp that was home to a powerful and evil efreeti - from the orcs, and then in turn they besieged the fort. The captain was killed in the battle, but the orc tribe was also destroyed. In the last entry, a lieutenant explains that the lamp was not found after the battle and the captain was buried nearby.

A second diary, this one by the hand of the dwarf who owns the inn, makes reference to the soldier's diary and locates the captain's graveyard. The third clue is the magical lamp. The PC will find it lying in the wine cellar next to a loosened floor stone and broken keg of ale.

From these clues, the PC may discern that the magical lamp was found and the efreeti was released. However, the efreeti cannot become attain physical form until three



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gems are recovered and set back into the lamp (the dead captain removed the three gems set into the lamp as a precaution). The efreeti was able to hypnotize the dwarf's slowwitted assistant, Loog, and together they are looking for the gems (they are hidden near the inn). The efreeti's presence filled the inn's patrons and owner with mortal fear and they fled for their lives. Just minutes later, the PC arrives on the scene.

Sequence of Play

The PC will arrive at the Green Grizzly and have the opportunity to piece together what has happened. There is no specific course of action, but the PC will have time to search the inn and barn. While doing so, a group of thugs (bandits) will arrive to loot the inn. These men have been staking out the inn and they will see the PC as a bonus.

The PC may also decide to investigate the orc lair – possibly searching for the efreeti. The orc lair was not much more than an encampment. Most of it is in complete ruin but a small cave system still exists. The cave is now the home of a small group of twisted myconids. These creatures, unlike most myconids, are very aggressive.

Eventually, Loog and the efreeti will return to the inn and collect some digging tools and a mule. They will move to the graveyard (south of the inn) to dig up the captain's coffin and search for the emerald. A mass grave, used to inter the orc bodies, is near the graveyard. A skeletal horror patrols the area and it will attack the PC.

If the PC recovers the emerald and smashes it to dust, the efreeti will be destroyed. Loog will be free of its grasp.

Adventure Start: The Forgotten Altar

A cold wind and dark sky bite at your heels. The road you have been following is scarcely more than a hunter's trail that cuts through the thick forest. A stream accompanies the path and both lead toward the famous Green Grizzly Inn.

The stream splits then joins to create a small island. A perfectly square, blue-tinted stone rests on the center of the small island. The stone, roughly five foot square, occupies half the island's space. Tall grass grows at the base of the stone.

DM's Description: This stone is a blessed altar to a forgotten god of war. The altar was originally the center of a holy shrine dedicated to those warriors that dared to make the forest safe for travelers. However, after the warriors left, the shrine fell into disrepair and altar lay barren. The shrine was nothing more than a few carved timbers that have long since rotted away. However, the altar endures. Tall grass hides carvings (engraved in common language) that read, "Bold of heart, Brave in deed, Bare thy wound, Those in need!" The encryption refers to the altar's healing ability. Any character of any GOOD alignment that is wounded in battle against an EVIL-aligned creature will be healed if they lay their hands on the altar. The altar will heal but one time per 12 hours per encounter. It heals $3d8+3$ hit points.

The altar has no other powers and otherwise the area is unremarkable. Obviously, the unhurt character starting this adventure will find the altar of no use. However, they may need its healing power soon enough ...

If the PC deduces the magical ability of the altar, whether he uses it or not, he will gain 100 experience points at the conclusion of the adventure.

Chapter I: The Green Grizzly

Rounding one last hill your destination is in sight. The stream falls down several steps into pools and then reforms to snake around the Green Grizzly Inn. On approach, you are suddenly aware of an uncertain quiet. The inn is ominously still.

The structure is a strange building, looking more like a fort than an inn. A ramp rises ten feet above the forest floor to a gaping portal. Great oaken doors lie sprawled in heap a dozen paces from the portal. A broken rake lies amid the shattered doors.

DM'S Description: The Green Grizzly is a two story structure and a favorite of those who traverse the wood. The inn was previously a fort that was used as a patrol base when the forest was cleansed of a minor orce tribe (see Introduction).

After the forest was considered safe, an entrepreneurial dwarf, Kirok, purchased the fort and converted it into the Green Grizzly Inn. He hired several security guards to patrol the path through the wood. Soon after, traffic in-



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creased (it is a faster route than any other) and the Green Grizzly Inn became widely known.

The Green Grizzly Inn is now empty of all inhabitants. Only 30 minutes before the PC's arrival a terrible event occurred. The inn's owner, a dwarf named Kirok, was serving dinner with the help of his assistant, Loog. Suddenly, the ale keg was empty and Kirok dispatched the slow-witted, but incredibly burly, Loog to fetch a new keg from the wine cellar. Loog, dropped the keg, and while mopping up the ale he noticed the liquid ran down several channels in the floor, formed a pool, and drained beneath an odd-shaped stone. Loog's curiosity - much like that of a child - forced him to remove the stone and he discovered a strange lamp. He wiped it clean. There was a flash of light and the air became acrid. As Loog's eyesight cleared he looked upon a fearsome creature. Then Loog's mind was no longer his own.

Kirok, enraged by the delay entered the kitchen in time to see Loog exit the wine cellar. Kirok immediately sensed something was amiss. Then the efreeti emerged from the wine cellar and Kirok fled in panic. He warned his guests frantically and raced out the door. The guests turned their gaze toward the kitchen to see Loog and the efreeti enter the hall. Pandemonium followed and a young rogue was the last to exit. With a clear presence of mind, he slammed the heavy inn doors shut. The rogue noticed several gardening tools lying near the door, and he promptly slid a rake through the handles, effectively barring the door. Then, he took to the path with no further delay.

The PC will notice the inn is completely vacant. The main room is a mess, with tables and chairs scattered about and overturned. Mugs and plates, if not lying on the floor, contain drink and food, and swarms of flies have come to feast. A weak fire burns in the hearth. A glass display case hangs over the hearth. A matching display case hangs over the bar. The display case over the bar contains a very old map of the forest.

At this time, the PC may search the inn for clues. The PC will find four important items: the lamp and the diaries of Sven Hyarkski and Kirok Rediron, the map of the forest.

The Lamp: The lamp is a simple oil lamp that was obviously manufactured in some far off land. It is made of

solid silver though fairly tarnished. Close inspection will reveal several lines of writing indicative of a distant culture. Also, there are three empty slots that hold gems: ruby, emerald and a sapphire (See The Efreeti). The lamp is located in the wine cellar where Loog dropped it. The lamp is worth 300 gp.

The Captain's Diary: The captain's (Sven Hyarkski) diary is located in the main room in a display glass case over the fireplace. The display case is Kirok's idea of decoration. He found the diary when he renovated the keep. He also found some spear heads and broken weapons. These items are also in the display case. The diary is fairly thick, and has daily entries. The last entry in Sven's journal is clearly composed by a different hand than those that come before. This entry was written by Sven's executive officer:

By my hand, that of Georg Voldheim, Lieutenant, Royal infantry, I enter the final mark of Sven Hyarkski, Captain. His plan to destroy the Orcs of the Gnawed Bone has ended with the optimum result - the clan is broken. Not a single orc shaman or warrior has escaped. As the morning sun rose they threw themselves at our stout wall in frenzied bloodlust. In minutes they crashed into our yard and the battle raged - man against monster. It was the captain that led the counter-attack and he who felled the great shaman. It was only after the battle was finished that I discovered he had been mortally wounded. His final order to me was to hide three small gems that he held in his bloody hand. I carried out his order but I must admit I did not travel far, though I did hide them separately.

The clan is vanquished as the captain foretold, and now my remaining troop will be relieved. We laid the captain at the head of graveyard before the fallen troops he has so gallantly led. I leave this journal in the keep as the captain has no family. The next commander may wish to examine it. I wish I had the time to read it, but we must be on our way.

On the page prior to the above entry is the following:

My plan to destroy the Orcs of the Gnawed Bone comes to fruition. Late this night the hired swords re-



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turned ... and with the lamp. At first, I was suspect. The lamp was battered and seemingly little more than a trinket from a distant sand-swept land. Yet, on close inspection and scrutiny I found the inscriptions that lay hidden from the casual eye. Carefully scraping a thick layer of tarnish, as not to waken the hell-spawned efreeti from within, I uncovered the tell-tale sapphire, ruby and emerald that symbolize the creature's soul, spirit and body!

Oh, how this discovery has revitalized my battle weary bones. In the morning, the orc shaman will discover the theft. He will correctly conclude that the lamp is within these very walls. He will take a day - maybe two - to raise all of his forces and infuse them with vengeance and malice. Of the depravity these ceremonies may hold I cannot guess; then they will come. The orcs will hurl themselves at our wall and spear in frenzied madness. But our fort will hold, and the orcs will be destroyed. Then the forest will be safe and my mission will be accomplished. All that will be left to do is to inspect the orc lair. I need to let my second in command know my wishes in case I fall as he will most likely not think to go to the orc lair.

(Hyarkski's lieutenant hid the gems after the battle).

Kirok's Journal: Kirok's journal is hard to follow and dates are often jumbled. There has not been an entry in several years, but one of the latest discusses Kirok's purchase of the fort, and his plans to convert it into the Green Grizzly. Several entries later, Kirok mentions the discovery of Sven's journal and its contents. Kirok even laments about Sven's demise. Again, several entries later, Kirok talks about his fruitless search for the mysterious lamp. Also, he has found an old graveyard several hundred yards south of the fort and he has found Sven's grave. Kirok goes on to state that he will not desecrate the grave in search of the missing gems or lamp.

The Forest Map: The forest map is intricately drawn on the hide of some large animal. The map is very detailed. It was used by Captain Hyarkski when he led the campaign to clear the forest of monsters and humanoids. The orc lair is noted on the map. The lair is located about two miles north of the keep, deep in the forest.

The Gems: The three gems from the lamp are hidden in separate locations. One gem, a ruby, is buried with the captain (in the pommel of dagger). The emerald is hidden in the throne within the orc lair. The sapphire is set into the dead orc shaman's jaw as a tooth (in the front and very obvious).

The Barn

West of the inn, and about 50 yards from the main path, a large barn and animal pen sit quietly on the bank of the stream. Five horses, two cows and two mules wander in the yard as if nothing is amiss. The barn is made of wood, and near its gate a few dozen chickens peck at the ground. To one side of the barn, a large pen holds several huge pigs and ten piglets.

Inside the barn there are ten stalls, all of which are empty, though two have riding gear, and two are lined with bundled packages (these correspond to two of the horses and both mules). Also inside, is a chicken coop, bags of feed, bales of hay, tools and a cart. The bundled packages hold fine silks (10 rolls valued at 100 gp each).

Near the large barn door is a work bench and tool storage area. Many garden utensils hang from pegs, but two are missing; a rake and shovel. Also hanging on the wall is 50' length of rope and several empty sacks. Next to the bench lie an anvil and hammer. A cart is parked close to the bench.

Of the animals in the yard, four are owned by guests (who fled without them), and the rest are the property of Kirok. They are easily differentiated as Kirok's animals are branded with a "K."

Loog's quarters are located on the second story of the barn, opposite additional stores and hay bales. He has a cot, chest (filled with scrubby clothes and personal items), table and chair, and a lantern. The lantern has a false bottom (even Loog has had moments of genius) that hides 12 gp, 7 sp, and 4 cp. Of course, anyone carrying the lantern will hear the distinct sound of jingling coins.

The Thugs

Three of Kirok's recently hired patrolmen have been planning to rob the inn. They encountered the fleeing owner and guests, and pledged to help some stragglers. The patrolmen know where the dwarf hides the cashbox and have returned to take it, if the creature is not lurking



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about. This is their chance to get rich quick and they will not let a lone adventurer get in their way.

Thug (3) AC 8; HD 1, hp 7, 5, 4; #AT 1; Dmg 1d8 with long sword; SA None; SD None; MV 120; AL NE; EXP 10 +1/hp; Thaco 19. Each thug carries a long sword. They also have 1d10 sp each.

Chapter II: The Search

After the PC has searched the inn and read (presumably) the journals, he will use the map to search



for the missing gems. The gems are located at the captain's grave, the orc lair and mass grave of the orcs. There is no particular order required for this search. When the PC has acquired all three gems, he will most likely return to the inn. At that time Loog and efreeti will return. They attempted to chase down Kirok but failed. They then went to one or more of the notable locations (orc lair, graves) and then returned to the inn.

The Soldiers' Grave

The grave of the captain and his men is located on a hill about a half mile from the inn. The graves are on the crest of a low hill that is covered with tall grass and a single willow tree. The tree is actually a killer tree that is just moving through the area. The graves are directly beneath the tree. The tree will attack anyone who comes within range.

The graves are all marked, though difficult to read as weather and aging have taken their toll. The captain's grave is at the head of the group of graves. So long as the PC has shovel (there are two in the barn), he can dig up the coffin without much difficulty. The coffin is wood and rotting. Inside the coffin the remains of captain lay undisturbed. The two items of note are a dagger that is in a scabbard, though not quite fully seated. Inside the pommel is the ruby (see The Lamp). The dagger is rusting and beyond use. A broad sword lies on the captain's chest. It is clearly magical as not a single bit of tarnish or rust is evident. The weapon is a *broadsword of humanoid slaying* (see New Magic Items).

Just as the PC prepares to leave this area and apparition of the captain will appear. The apparition will tell the PC to destroy the gems; it is the only way to defeat the efreeti. The PC may try to destroy the gems, but the only tools available to break them are in the barn (anvil and hammer).

Killer Tree AC 5; HD 6, hp 25; #AT 10 (2), dmg 1; SA Poison; MV 0; AL N; XP 230 +6/hp; THACO 14

A Vengeful Spirit

After the battle at the keep all of the orc carcasses were hauled off and buried in a mass grave. The powerful shaman that led the tribe was included in the grave. However, the shaman, before perishing, cursed his very



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bones and those closest to him. The shaman's bones later fused with those in the mass grave to create an enormous, deformed skeleton. The skeleton wanders the forest in search of victims, but always returns to the grave on the event of full moon cycle. The skeleton then deposits various items it has collected from victims as evidence to its fallen brethren that vengeance lives. The skeleton avoids the Green Grizzly as that area is a battleground where many an orc gave his life; therefore, sacred ground.

If the PC approaches the mass orc grave, the shaman's skeleton will attack. The skeleton is very large and it leers at the PC displaying its sharpened teeth including one that is clearly a dark blue gem. The sapphire is set into the skeleton's jaw (see The Lamp).

The skeleton has collected the following treasure at the mass grave: 183 gp, 233 sp, 482 cp, three gems worth 10 gp each, two gems worth 50 gp each, one gold necklace worth 200 gp, a *ring of shooting stars*.

Skeleton (1) AC 8; HD 2, hp 12; #AT 1; Dmg 1d6 by claw; SA None; SD Half damage from edged weapons, cannot be turned; MV 120; AL CE; EXP 100 +2/hp; Thaco 16

The Orc Lair

The orc lair lies about two miles directly north of the Green Grizzly. Not much remains of the lair as most of it was simple huts. In the center of the lair is a low hill with a single cave entrance. The cave leads to two chambers. These chambers were once used by the orc shaman as his palace. When the orc force was destroyed at the keep, the remaining orcs, mostly females and juveniles, packed up and left the forest. Now, the chambers are used by a small group of evil myconids. The myconids are very aggressive and they will attack any who enter their lair. Use the orc lair map for this encounter area.



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1. Alcove

DM's Description: Two small myconids occupy this alcove. They generally tend to the fungus growing on the walls. They will attack any intruders. There is no treasure here.

Myconid (2) AC 10; HD 1, hp 5, 3; #AT 1; Dmg 1d4 touch; SA None; SD distress spores; MV 90; AL LE; EXP 14 +1/ hp; Thaco 19

2. Store Room

DM's Description: This room was used by the orcs to store food and weapons. There are a few broken and empty crates lying around the floor. Most of the floor is covered with mushrooms and fungal patches. There are several weapon racks mounted to the walls. All of the racks are empty with the exception of one which still holds three javelins. Two of the javelins are normal but the third is a *javelin of piercing*.

If the PC crosses the floor they will disturb the mushrooms and other fungi. A cloud of pollen will then be released. The PC must make a saving throw vs. poison at +2 or suffer 1d3 damage. Also, the PC will cough uncontrollably for one round. This will bring the myconids from location 1 (if they are still there).

3. Throne Room

DM's Description: The floor of this room is similar to that of location 2. However, there are clear areas so the PC can walk without disturbing the fungus. This room is occupied by the myconid leader and two other myconids. They will attack any intruders. Lying on the seat of a rotting wooden throne is a pouch which contains ten small pieces of jade worth 25 gp each. Hidden within a small hollow space on the back side of the throne is the emerald from the lamp.

Myconid (1) AC 10; HD 3, hp 11; #AT 1; Dmg 3d4 touch; SA None; SD distress spores; MV 90; AL LE; EXP 50 +3/ hp; Thaco 15

Myconid (2) AC 10; HD 1, hp 4, 2; #AT 1; Dmg 1d4 touch; SA None; SD distress spores; MV 90; AL LE; EXP 14 +1/ hp; Thaco 19

Chapter III: The Efreeti

Truly an evil creature, the efreeti will do everything possible to regain its body via the missing the three gems from the lamp. Having been locked within the lamp for so long, the efreeti has become even more twisted than its basic nature. The efreeti was aware of the vacant gems the moment the captain removed it from the lamp. It also knew it could not physically interact with the physical world until the gems were replaced. But, it could still use certain magical powers. When Loog accidentally released the efreeti, the creature used *hypnotism* to take control of the dim-witted man.

The efreeti closely resembles most of his kind, but there are some distinctions. First, the efreeti was enslaved by a powerful wizard and forever linked to the lamp. The wizard used the lamp to control the efreeti. In the years that followed, the efreeti secretly learned several tricks from the wizard. The most powerful was a *hypnotism* ability that is in some ways more powerful than a *charm person* spell. The efreeti used the *hypnotism* on an orc king who sieged and destroyed the wizard's tower.

However, an orc shaman realized the efreeti's weakness and found the lamp; now the shaman controlled both the king and efreeti. Soon, the king died (mysteriously) and the shaman named himself ruler, using the efreeti to his destroy enemies. Then the lamp stolen by mercenaries hired by Sven, the captain.

The efreeti can only use its *hypnotism* power at this time. He can only use it on one victim at a time and only when the victim is not considered in combat – the victim must be unaware of the initial *hypnotism* attempt.

The efreeti has only one option to defeat the PC and that is Loog. He will order Loog to attack the PC. If that fails, he will attempt to bribe the PC with false promises of wishes and/or treasure. The efreeti will only request that the PC put the gems back into the lamp.

Loog's Return

When the PC has all three gems and he returns to the inn, Loog and the efreeti will return. They attempted to catch Kirok, but failed. This encounter assumes that the PC will return to inn at some time during the adventure at which point Loog makes his rather noisy return.



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With no regard for stealth, a man crashes through the forest and into the courtyard. The man, large of build, moves toward the inn. He carries a shovel. A devilish creature with red skin and bright colored clothing follows the man. The creature resembles a human, but is larger and strangely translucent. Stranger still, the creature hovers a foot above the earth.

The efreeti and Loog will stop just outside the inn doors. Loog will shout for the PC to reveal himself if the PC is hiding or out of sight. The efreeti will command Loog to attack. The PC will realize almost immediately that Loog moves just a bit slow and his face has no expression. Also, it is plainly evident that Loog has no training in combat.

Loog will attempt to attack the PC, but his first attack will automatically miss. The PC may attempt nonlethal combat to subdue Loog.

After Loog is defeated, the efreeti will attempt to bar-gain with the PC. He will offer a wish or a vast treasure if the PC would only put the gems back in the lamp. Of course, the efreeti will kill the PC if this occurs. If the PC refuses, the efreeti will threaten to stalk the PC to the end of his days.

All the PC needs to do is take the gems into the barn and smash them on the anvil. This will destroy the efreeti. The efreeti will evaporate in a massive pillar of fire. However, it will curse the PC as it disappears.

Loog (1) AC 10; HD 1, hp 7; #AT 1; Dmg 1d6 hovel; SA None; SD None; MV 120; AL CG; EXP 10 +1/hp; Thaco 19

Chapter IV: The Siege

If the PC destroys the gems and consequently the efreeti, another event will be initiated. Assuming the adventure takes the better part of the day, Chapter III will take place just before dark. As the sun drops the PC will suddenly hear movement coming from the woods. You may give the PC time to return to the altar (from the start of the adventure) for healing prior to this event.

The efreeti's curse has awakened the skeletons from the orc mass grave. As soon as the skeletons arrive, a massive wall of fire will surround the inn and skeletons. The wall of fire will remain until the last skeleton is destroyed. The PC will see the skeletons coming from the

wood. If Loog still lives, he will try to escape by running into the inn. If the PC follows, or retreats to the inn, the skeletons will continue to attack.

A total of 12 skeletons will attack. If the PC is in the inn, only a few skeletons at a time will gain access. These skeletons cannot be turned. Loog will help fight the skeletons, if he is still alive.

Skeleton (12) AC 7; HD 1, hp 4 each; #AT 1; Dmg 1d6 by claw; SA None; SD Half damage from edged weapons, can't be turned; MV 120; AL CE; EXP 14 +1/hp; Thaco 19

Conclusion

Kirok will return two days after the efreeti's first appearance. He will be accompanied by a troop of soldiers from a garrison outside the forest, as well as the guests who were staying at the inn. If the PC remains, or is encountered while leaving, Kirok will insist on rewarding him. Of course, if the PC is in obvious possession of items not appropriately belonging to him, Kirok, and the guests, will ask for those items back.

Kirok will reward the PC with 250 gp, and the PC can keep the silver lamp. The PC will also receive 1,000 experience points for defeating the efreeti.

New Magic Item

Broadsword of Humanoid Slaying

This magic weapon has +1 bonus in combat against any creature. Against humanoids, the weapon has +2 bonus and the wielder gains an additional attack each round (only against humanoids).

Quick Reference Chart – Monster Statistics

Thug (3)	8	7, 5, 4	19	2	2d4 each claw	Green Grizzly
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Skeleton (1)	8	12	17	1	1d6 claw	Orc Graveyard
--------------	---	----	----	---	----------	---------------

Myconoid (1)	10	11	16	1	3d4 claw Distress spores	Orc Lair
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Skeleton (12)	8	4 each	19	1	1d6 claw	Green Grizzly
---------------	---	--------	----	---	----------	---------------

Quick Reference Chart – Monster Saving Throw Chart

Thug*	14	15	16	17	17
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Killer Tree	11	12	13	13	14
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Character Record

CHARACTER NAME: Brade Quiklaren

ALIGNMENT Lawful Good

CLASS Paladin

LEVEL 3

STRENGTH 17

BONUS TO HIT/DAMAGE +1/+1

OPEN DOORS 1-3d6

BEND BARS/LIFT GATES 13%

INTELLIGENCE 14

MAX. SPELLS N/A

PERCENT KNOWN +0

BONUS LANGUAGES +4

WISDOM 15

SPELL ADJ. +2/+1/+0/+0

SAVE BONUS +1

DEXTERITY 15

REACTION BONUS +0

DEFENSE BONUS -1

CONSTITUTION 15

HIT DIE ADJ. +1

SYSTEM SHOCK RESURRECTION 91% / 94%

CHARISMA 17

REACTION ADJ. +30%

HIT DICE 3d10

HIT POINTS 24

MOVEMENT BASE 12"

ARMOR TYPE Chain/Shield

MAGICAL BONUS +0

DEXTERITY BONUS -1

ARMOR CLASS 4/2

WEAPON #1 +1 Long Sword

DAMAGE 1d8 / 1d12

BONUS TO HIT/DAMAGE +2/+2

WEAPON #2 Flail

DAMAGE 1d6+1 / 2d4

BONUS TO HIT/DAMAGE +1/+1

WEAPON #3 Javelin of Piercing

DAMAGE 1d6 / 1d6

BONUS TO HIT/DAMAGE +7 / +7

WEAPON ATTACK CHART

Weapon	AC	10	9	8	7	6	5	4	3	2	1	0
#1: +2 Long Sword	6	7	8	9	10	11	12	13	14	15	16	
#2: Flail	7	8	9	10	11	12	13	14	15	16	17	
#3: Javelin of Piercing	1	2	3	4	5	6	7	8	9	10	11	

MAGIC ITEMS

Javelin of Piercing (1)

Potion of Healing

EQUIPMENT CARRIED

ABILITIES

Protection from Evil

Lay on Hands (6 hp)

All Saving Throws at +2

Detect Evil 60' Distance

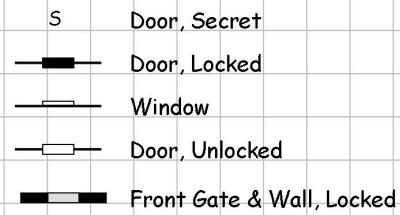
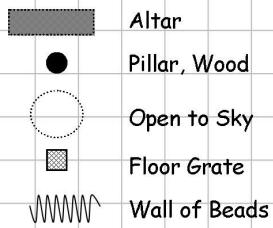
Immunity to Disease

Cure Disease Once Per Week

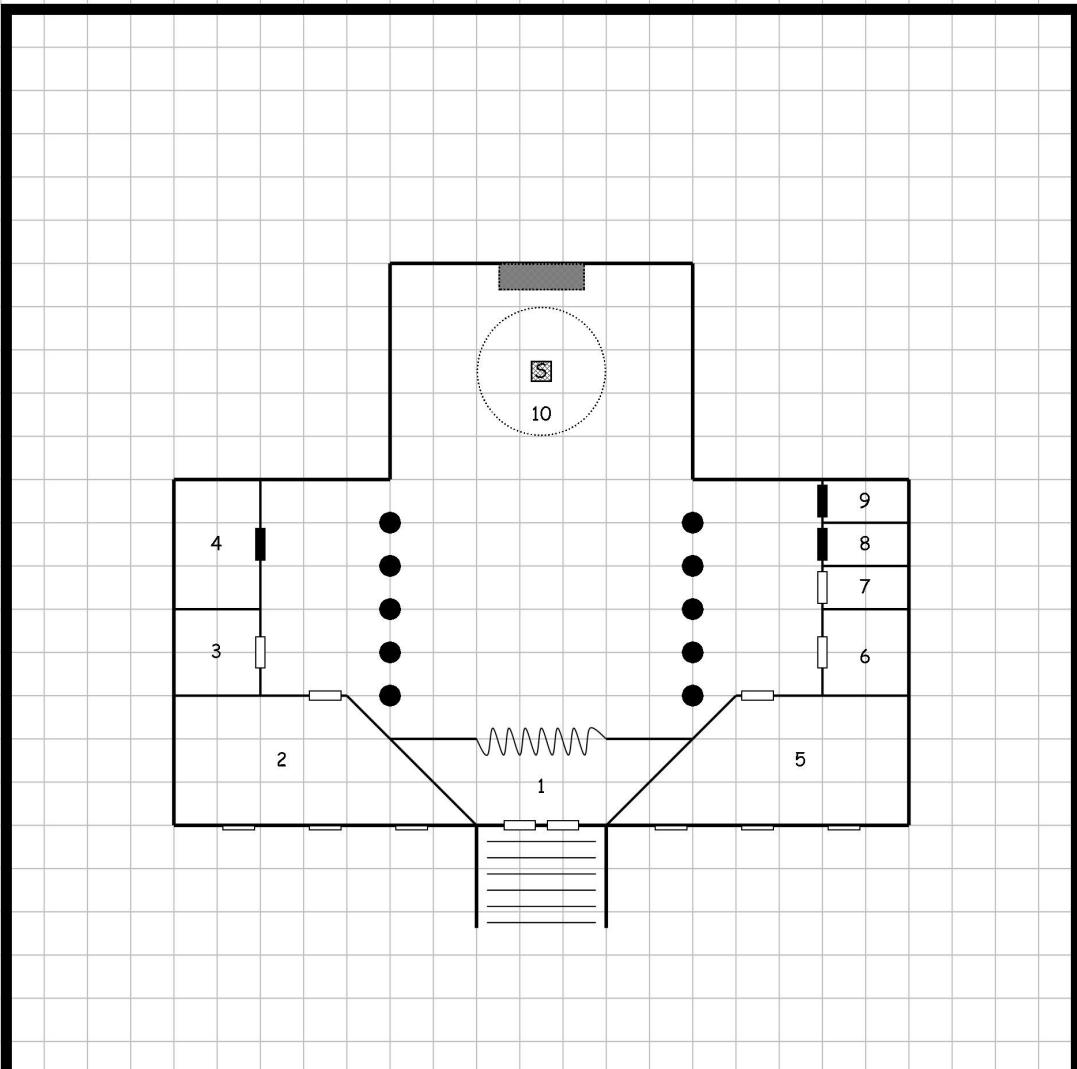
Turn Undead as a 1st Level Cleric

NOTES

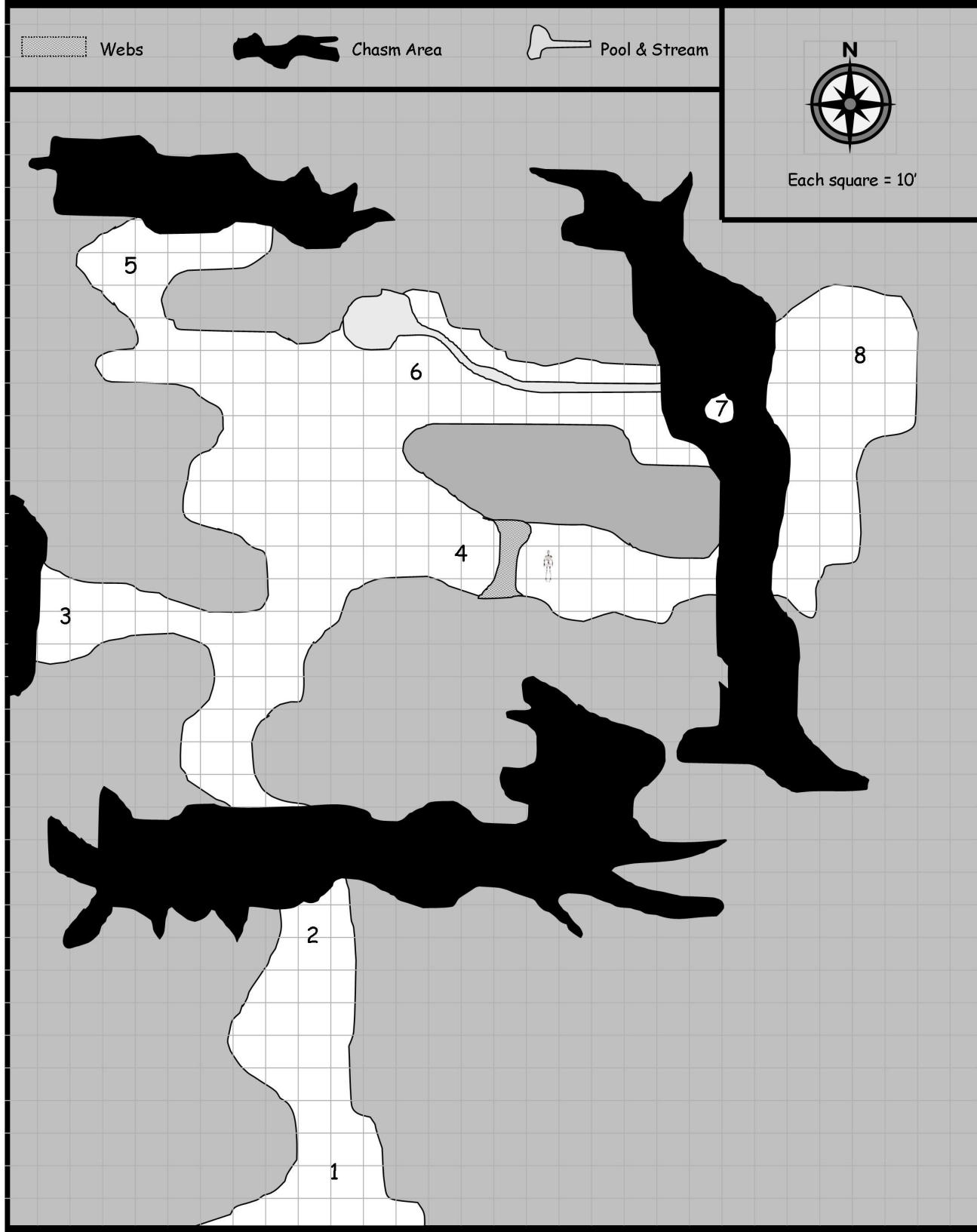
The Screaming Temple



Each square = 10'

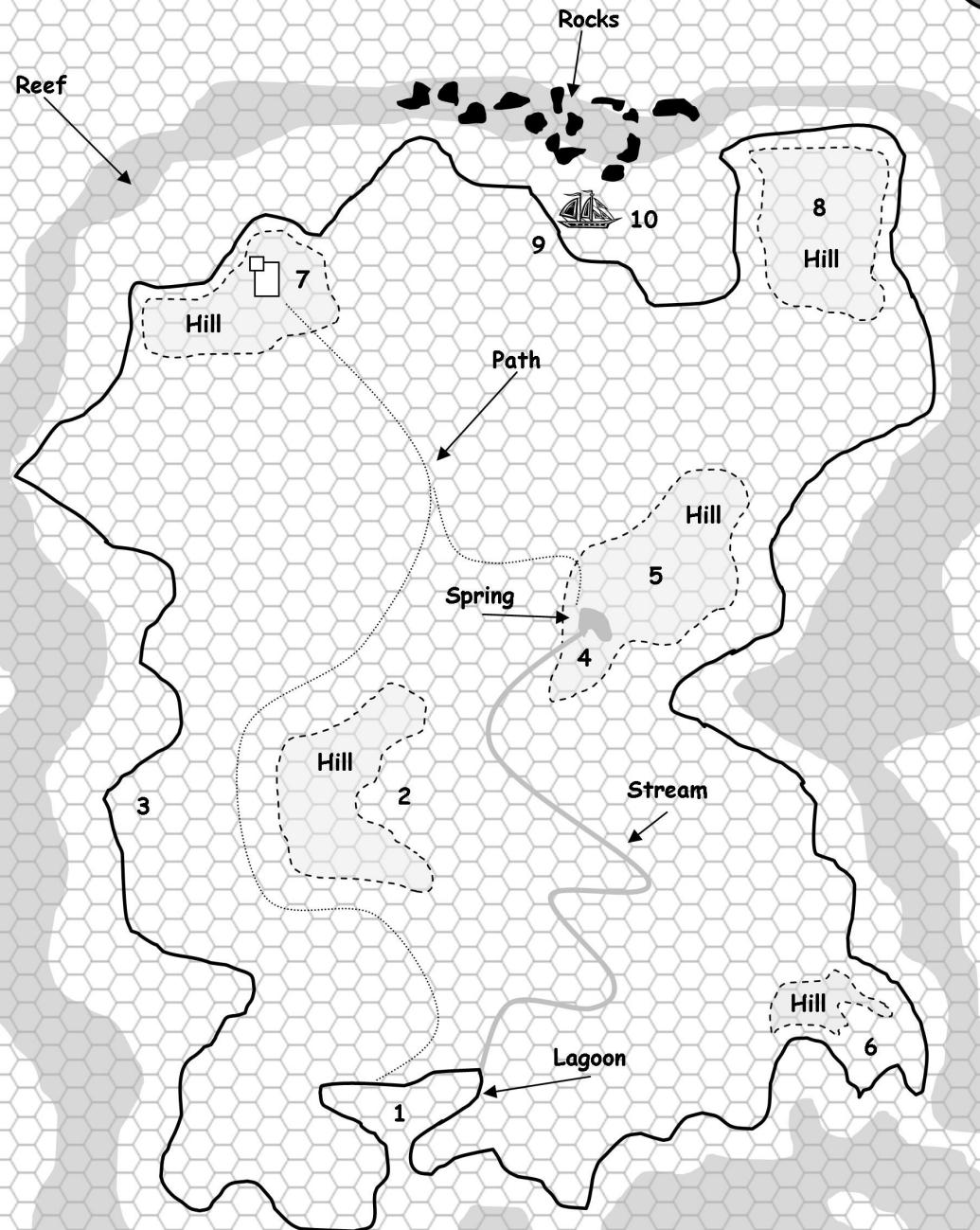


Eruptor's Lair



Signal Island: DM Map

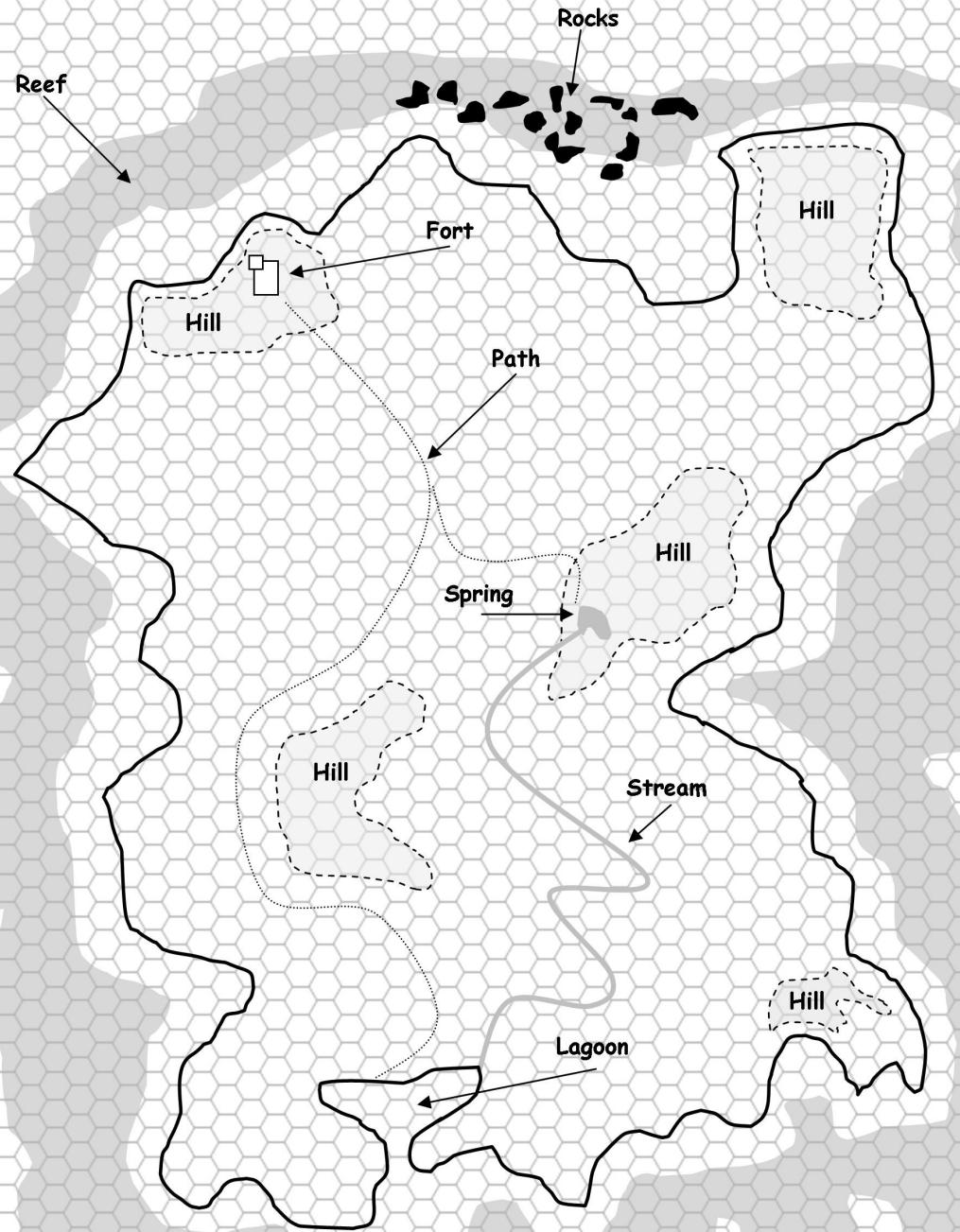
Each Hex = 500'



Free Hexagonal Graph Paper from <http://incompetech.com/graphpaper/hexagonal/>

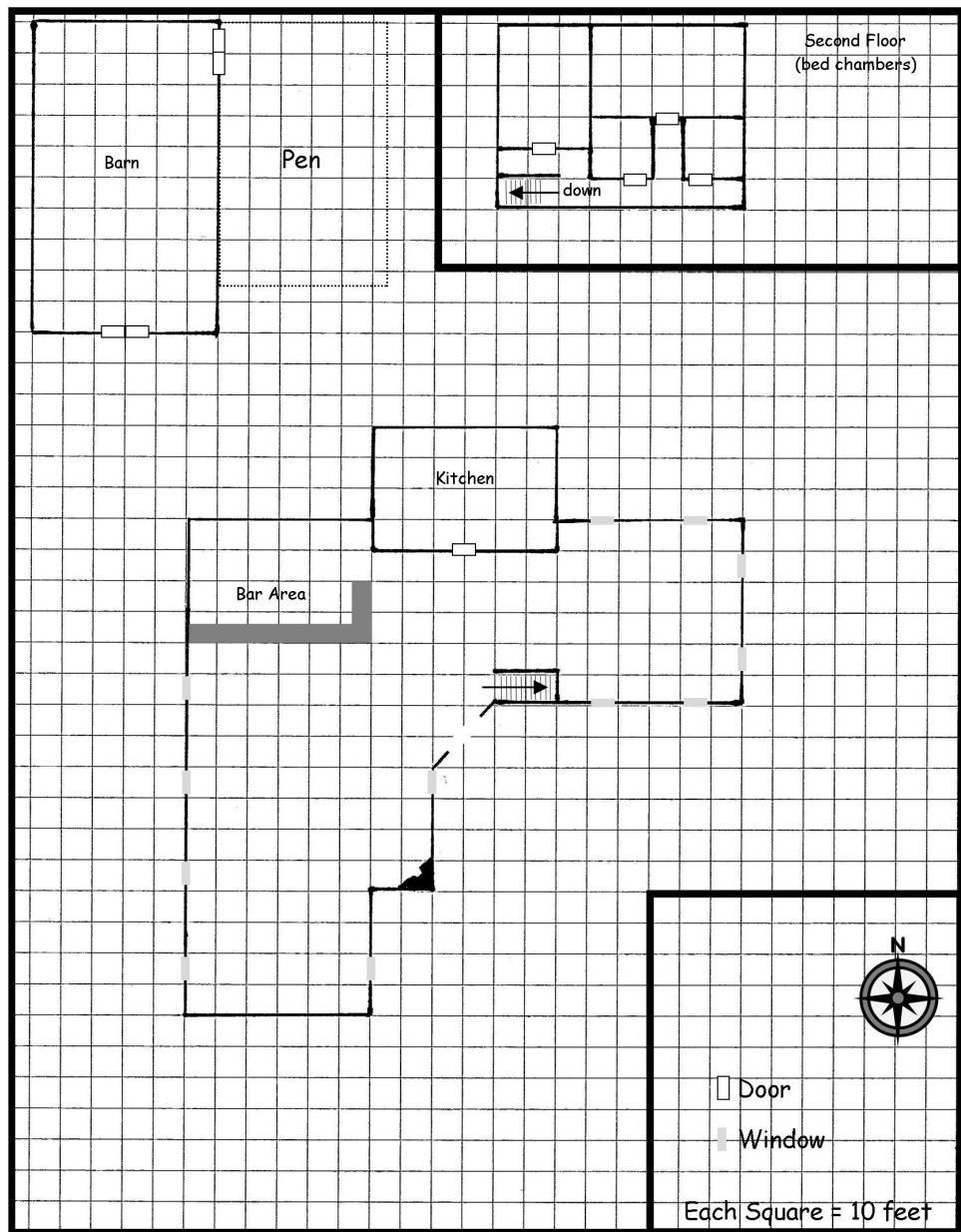
Signal Island: Player Map

Each Hex = 500'



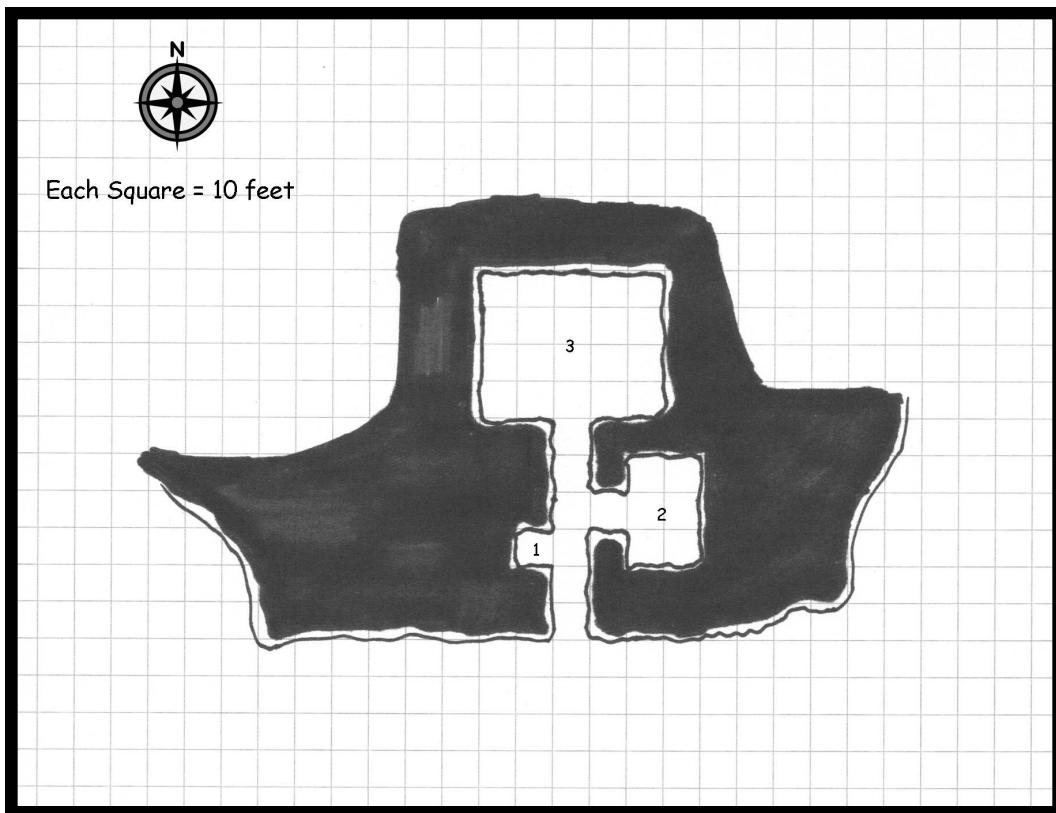
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THE FINAL CHAPTER: THE GREEN GRIZZLY





THE FINAL CHAPTER: THE ORC LAIR



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Pre-Generated Characters

Ravnir	Human	Fighter	2nd Level	Lawful Good
Strength	17			
Intelligence	9			
Wisdom	11			
Dexterity	12			
Constitution	13			
Charisma	10			
Hit Points	15			
Armor Class:	4	Armor: Chainmail and Shield		
Weapons:	<i>Long Sword +1</i> , Heavy Crossbow, Quarrel (20)			
Equipment:	Pack, Large Sack, Torch (5), Iron Spike (6)			
Magic:	<i>Potion of Healing</i>			

Krieger	Human	Cleric	3rd Level	Lawful Good
Strength	11			
Intelligence	10			
Wisdom	18			
Dexterity	13			
Constitution	11			
Charisma	10			
Hit Points	12			
Armor Class:	2	Armor: Platemail and Shield		
Weapons:	Mace, Hammer (3)			
Equipment:	Pack, Lantern, Flask of Oil (2), Holy Water (2)			
Magic:	<i>Scroll: Bless, Light, and Cure Light Wounds</i> (2)			
Spells:	Cure Light Wounds x2, Protection from Evil, Hold Person, Silence 15' Radius, Speak with Animals			

Sarandise	Elf	Fighter/MU	2nd Level	Lawful Good
Strength	13			
Intelligence	15			
Wisdom	10			
Dexterity	16			
Constitution	10			
Charisma	12			
Hit Points	9			
Armor Class:	3	Armor: Chainmail		
Weapons:	<i>Long Sword</i> , <i>Long Bow</i> , <i>Arrow +1</i> (6), Arrow (10)			
Equipment:	Pack, Pouch, Spell Components, Water Skin			
Magic:	<i>Ring of Feather Falling</i>			
Spells:	Burning Hands, Detect Magic			

Astare	Human	Magic User	3rd Level	Neutral Good
Strength	9			
Intelligence	17			
Wisdom	10			
Dexterity	15			
Constitution	9			
Charisma	11			
Hit Points	8			
Armor Class:	7	Armor: <i>Bracers of AC 8</i>		
Weapons:	Dagger (3), Darts (12)			
Equipment:	Pack, Candle (3), Pouch (2), Spell Components			
Magic:	<i>Scroll: Read Magic, Burning Hands</i>			
Spells:	Magic Missile, Sleep, Mirror Image			

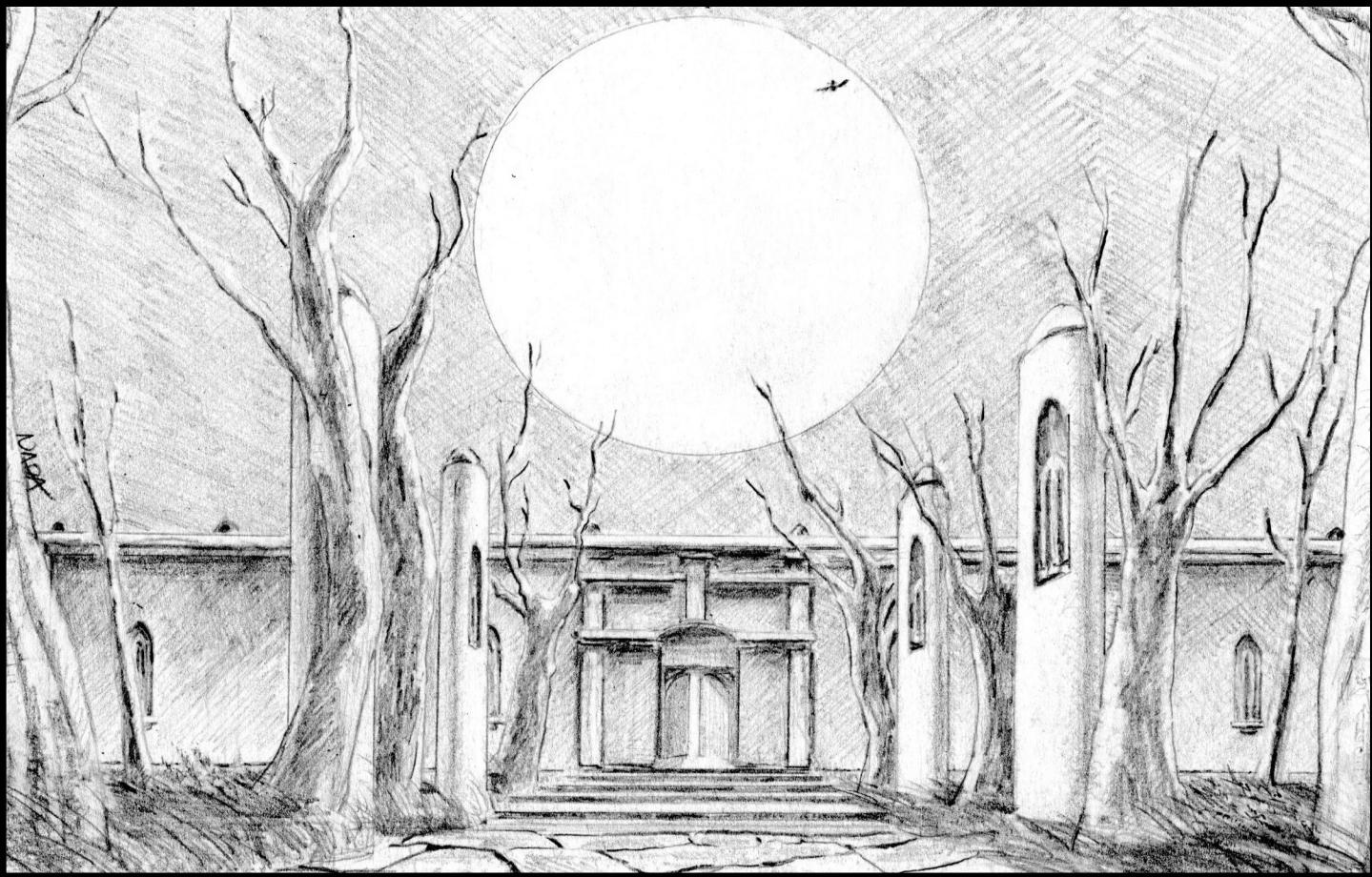
Vakk	Dwarf	Fighter	2nd Level	Chaotic Good
Strength	14			
Intelligence	9			
Wisdom	9			
Dexterity	10			
Constitution	18			
Charisma	9			
Hit Points	21			
Armor Class:	3	Armor: Platemail		
Weapons:	<i>Battle Axe</i> , <i>Hand Axe +1</i> , Hand Axe (3)			
Equipment:	Pack, Tinder Box, Torch (3), Iron Spike (4), Large Sack (3), Rope 25'			
Magic:	<i>Potion of Healing</i>			

Gami	Halfling	Fighter	2nd Level	Chaotic Good
Strength	13			
Intelligence	10			
Wisdom	10			
Dexterity	17			
Constitution	11			
Charisma	10			
Hit Points	13			
Armor Class:	3	Armor: Scalemail		
Weapons:	<i>Short Sword</i> , <i>Short Bow</i> , <i>Arrow +1 (10)</i> , Arrow (10)			
Equipment:	Pack, Waterskin, Blanket			
Magic:	<i>Potion of Heroism</i>			

Tegrel	Human	Thief	4th Level	Neutral Good
Strength	10			
Intelligence	11			
Wisdom	10			
Dexterity	18			
Constitution	9			
Charisma	12			
Hit Points	14			
Armor Class:	3	Armor: <i>Leather +1</i>		

Weapons: Sword, *Dagger +1*
 Equipment: Pack, Tinderbox, Torch (2), Thief's Tools
 Magic: *Potion of Neutralize Poison*

Open Locks 67%, Find Traps 47%, Remove Traps 47%
 Climb Walls 91%, Hide in Shadows 45%, Pick Pockets 52%
 Hear Noise 19%, Move Silently 45%, Read Languages 15%



The Screaming Temple: The temple arose in the span of a single night! Tall walls hide a mysterious temple steeped in obscurity. Rumors of incredible wealth, abhorrent evil, and dark magic swirl about its secretive walls. The authorities have shown no interest, yet rumors persist. No priests have been seen, no markings adorn its walls...in fact no person has come out or gone in. The only signs of life are the occasional nightmarish screams that shatter the night.

Eruptor's Vengeance: In a forest glade a horrific battle has ended in a draw with all the combatants lying in ruin. A red dragon and its attackers have all fallen in glorious battle. The race is on to recover the dragon's treasure horde. But tangling with a dead dragon can be a dangerous enterprise.

Death on Signal Island: The easiest assignment in the navy! Simply man the small fort and watch the ships go by. Nothing to do but sit back and enjoy the sun. Until now. Without warning, communication from the island has ceased. The investigation must be quick and discrete. Only the bravest adventurers can defeat certain **Death on Signal Island!**

The Final Chapter: The orcs threw themselves in against the wall of the small woodland keep in a berserk rage. The small contingent of soldiers fought with equal ferocity and in the end, not a single orc remained. Years later, a dwarf entrepreneur bought the old fort and converted it into an inn and tavern, the now famous Green Grizzly. Your long trek through the woods has brought you to the inn but something is clearly wrong as not a soul can be found!

These four scenarios are **Quick Play™** adventures designed for 4 to 8 characters of 2nd to 4th level. The scenarios require the use of the First Edition game rules or OSRIC rules system. Quick Play adventures are designed for a single game session and come complete with pre-generated characters if needed. They monster reference charts for ease of use for the DM.



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