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FIRST
EDITION

Raid on the Acaeum





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Raid on the Acaeum

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IN THE BELLY OF THE BEASTERBROOK

DM's Introduction

Raid on the Acaeum is a short two-part tournament adventure that was held at the fourth annual North Texas RPG Convention in Bedford, Texas in June 2012. This version has been adjusted to run as a non-tournament adventure.

Both scenarios were designed for use with the First Edition Game. The players should use characters of fifth to seventh level. A balanced party is optimal and no particular character class is required.

This adventure includes two scenarios and they can be played in any order. It is not critical that both adventures be completed, though the more that is completed, the more points are possible. The adventures are titled "In the Belly of the Beasterbrook" and "The Cursed White Box of Prufrock."

Each adventure includes a map and adventure text. There are several encounters in each adventure and a point schedule was used to score the progress of the group in the original tournament version. Points were earned through problem solving and progression. The more encounters completed, the

higher the possible team score. The entire tournament introduction are included in this adventure packet.

Cataclysm Notes

Raid on the Acaeum includes two adventures based on the Acaeum complex that is completely presented in the *Cataclysm at the Acaeum* boxed set produced by Pacesetter Games & Simulations. While these scenarios take place at the Acaeum, they need not be part of the Cataclysm campaign and each can be run independently as a stand-alone adventure.

If used as part of the Cataclysm campaign, you do not need to alter the adventures in any way. Simply, add them to the list of "hot spots" within the Acaeum complex during the Cataclysm.

Please note, this PDF is presented as a sample of the upcoming Cataclysm project. There will be changes to this module before it is printed. Some of those changes include revised maps produced by our cartographer, general editing and full descriptions of new magic items and new monsters.



IN THE BELLY OF THE BEASTERBROOK

In the Belly of the Beasterbrook (Synopsis)

A group of thieves has penetrated the vault of the great sage Beasterbrook. This particular vault contains a vast collection of scrolls, journals and books detailing the experiences of adventurers throughout the ages. The documents include personal diaries, adventure summaries, hand-drawn maps, and more.

Recently, Beasterbrook auctioned a very special journal. However, a losing bidder has hired a band of drow mercenaries to steal the journal. The drow are searching for particularly rare journal that includes a map to the lost city of drow. The PCs must enter the vault and stop the drow. They must also recover the journal and return it to the Archlord of the Acaeum.

In this scenario, a group of drow have invaded the vault of Beasterbrook, a master sage of the Acaeum. The drow are aware of the current cataclysm and they are taking advantage of the confusion to conduct their raid. The drow are searching for a journal entitled *The Complete History of the Keep on the Borderlands*. A powerful drow mage attempted to purchase the book as he believes there is a secret map in the book that reveals the route to the lost birthplace of the drow. The drow mage lost the auction and the cataclysm is the perfect opportunity for him to take a more direct route to obtain the journal.

The vault is guarded by a few traps and monsters. The drow have only managed to reach location 4 as they were slowed by an invisible stalker (destroyed). The drow have set an ambush in location 3.



The entire vault is illuminated by *continual light*.

This group of drow is a special operations group that is accustomed to working in lighted conditions and they suffer no penalties from artificial light.

1. The Ramp

DM's Description: The entry corridor ends in a 40' x 40' room. A ramp leads into the floor of the room and down 100' to another 40' x 40' room (location 2).

2. Entry Room

DM's Description: This room is covered in darkness (magic from drow). Otherwise, the room is empty. If the darkness is dispelled, the drow in location 3 will be alerted.

3. Ambush

DM's Description: The drow have brought a cockatrice with them and it is held in a cage. The cage is located in the middle of the hallway. The entire hall is covered in darkness (magic from drow). The drow have rigged the cage with a wire and they can release the cage door (facing location 2). The cockatrice, starved and angered, will emerge from the cage and attack anyone to its front. Two drow soldiers will fire hand crossbows from the doorway to location 4. If battle occurs, the remaining drow in location 4 will assist.

Cockatrice (1) AC 6; HD 5, hp 30; #AT 1; Dmg 1d3 bite; SA petrification; SD none; MV 6"/18"; AL N; Thaco 14

Drow Soldier (2) AC 4; HD 3, hp 22, 17; #AT 1; Dmg 1d6 *short sword* +1, 1d3 hand crossbow; SA poison darts on hand crossbow, spells; SD 50% magic resistance, +2 to all saves; MV 12"; AL CE; Thaco 16 (15 w/sword). Spells: *dancing lights*, *faerie fire*, *darkness*. Poison darts cause sleep (per spell) and save is at -4.

4. Lounge

DM's Description: The remaining members of the drow raiding party are in this room. They have ran-



IN THE BELLY OF THE BEASTERBROOK



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sacked it and furniture and books lie all over the floor. The books deal with general topics of geography and contemporary history (last 50 years).

Drow Leader (1) AC 0; HD 7, hp 34; #AT 1; Dmg 1d6 **short sword +2**, 1d3 hand crossbow; SA poison darts on hand crossbow, spells; SD 50% magic resistance, +2 to all saves; MV 12"; AL CE; Thaco 12 (10 w/sword). Spells: *dancing lights, faerie fire, darkness, clairvoyance, detect lie, suggestion, dispel magic*. Poison darts cause sleep (per spell) and save is at -4. This drow is a female cleric. Spells: *detect magic, protection from good, sanctuary, hold person, silence 15' radius, find traps (used), blindness, locate object (used), cure serious wounds*. She used the *find traps* spell to get past a lightning trap in location 3. She cast the *locate object* spell, but the journal is still out of range.

Drow Soldier (4) AC 4; HD 3, hp 21, 19, 16, 15; #AT 1; Dmg 1d6 **short sword +1**, 1d3 hand crossbow; SA poison darts on hand crossbow, spells; SD 50% magic resistance, +2 to all saves; MV 12"; AL CE; Thaco 16 (15 w/sword). Spells: *dancing lights, faerie fire, darkness*. Poison darts cause sleep (per spell) and save is at -4.

5. Bedroom

DM's Description: This room is used by Beasterbrook on the occasion he is deep in study. He also has a mountain chateau in the residential district of the Acaeum complex. The room is very sparse with just a bed, footlocker, end table and a single chair. There is nothing of particular interest in the room. The footlocker contains a change of clothes and two large towels.



IN THE BELLY OF THE BEASTERBROOK

6. Secret Chamber

DM's Description: This small chamber contains nothing but a few shelves. The shelves are lined with a total of 16 *potions of water breathing* and two *potions of poison (6d6 damage or save for half damage)*. The potions appear identical, but on the bottom of the poison potions, there is a small mark that is very difficult to detect (unless you know it is there).

7. Storage Room

DM's Description: This room is packed with containers that are filled with bone scroll tubes and brass boxes. All are water tight.

8. Pool

DM's Description: This room is dominated by a 15' deep pool of water. A ledge follows the walls of the room and lead to location 9. The ledges are trapped (see map for locations). If triggered (pressure plate), a massive spiked club swings out from the wall and inflicts 2d4 damage and the PC must make a dexterity check at -4 or fall into the pool.

The pool of water is actually larger than the room. The pool extends 10' under each ledge. Lurking in this area are two great white sharks. They will attack anyone who enters the pool.

Great White Shark (2) AC 4; HD 7, hp 40, 35; #AT 1; Dmg 2d4; SA None; SD None; MV 24"; AL N; Thaco 12.

9. Secret Gate

DM's Description: At this location a secret panel hides a lever. The lever operates a gate that seals the pool in location 8 from location 10. The sharks cannot get past the gate. The gate is only under water.

10. Small Pool

DM's Description: This room is similar to location 9 but there are no sharks in this area. Also, the pool does not extend beneath the ledge. A secret door is located under the water on the east wall (inside the

pool). The secret door conceals a corridor that leads to Beasterbrook's vault. A PC cannot swim from this location to the vault without some sort of magic aid or breathing apparatus.

11. False Vault

DM's Description: This chamber is lined with wooden bookshelves. The shelves are lined with hundreds of books. The books have blank pages. Three rounds after the doors to this room are opened, they will close and lock.

This room is occupied by an invisible stalker and it will attack the PCs after the doors to the room close.

Invisible Stalker (1) AC 3; HD 8, hp 52; #AT 1; Dmg 4d4; SA None; SD 30% magic resistance, -2 to hit; MV 12"; AL N; Thaco 11.

12. Vault

DM's Description: This chamber holds the collection of Beasterbrook. There are vast numbers of journals, books and scrolls. All of these volumes deal with adventurers and their conquests and failures. The PCs will find the vault very well organized and they can easily discover *The Complete History of the Keep on the Borderlands*.



THE CURSED WHITE BOX OF PRUFROCK

The Cursed White Box of Prufrock (Synopsis)

The great collector Prufrock maintains a mountain-side chateau at the Acaeum. He occasionally visits the chateau though he sometimes stores his new finds there until he catalogs and sends them down to his vault. A new acquisition is a *White Box*—a magical device used to store documents of a rare nature. These boxes magically protect anything placed inside. Unfortunately, the particular box found by Prufrock is cursed. It contains a host of monsters that emerge on the event of a full moon. The full moon arrived on the eve of the Cataclysm and the monsters emerged. Now the Archlord of the Acaeum needs the creatures removed and the *White Box* retrieved for disposal.

The Acaeum complex includes a large number of chateaus. These structures are built into the mountainside and offer excellent views of the surrounding mountains and valleys. In general, the homes are rarely used and serve as vacation residences for the members of Acaeum. Typically, an Acaeum member will visit for several weeks at a time to inspect their vaults, hold forums and trade items. During that time the members stay in their chateaus.

Recently, Prufrock visited the Acaeum with a few recent finds. He did not have time to study them properly, or even take them to his vault. Prufrock left the magical *White Boxes* in his chateau, unaware that one was cursed.



The cursed *White Box* released a horde of monsters on the event of the first full moon (just as the Cataclysm began). The chateau was not occupied (Prufrock brings his servants with him when he visits). The monsters within the *White Box* have escaped and they are bent on vengeance. They have formed an alliance and will work together to defeat any who enter the chateau.

1. Stairs

DM's Description: The wide stairs lead from the corridor (Acaeum main hall) to the heavy iron doors of the chateau. The doors are not locked but the hinges have been removed. They will fall on any PCs that attempt to open them. A thief may use a find traps roll to discover the trap. A falling door will inflict 1d6 damage and the noise will alert the monsters in the chateau.

2. Entry Hall

DM's Description: This beautiful room is ornately furnished. A plush carpet covers the floor and comfortable furniture is plentiful. Paintings line the walls. Each painting depicts a group of adventurers facing some sort of danger within the dreaded **Tomb of Horrors**. There are two statues in the room of gargoyles (real statues).

3. Servant's Room

DM's Description: Four giant weasels are hiding in this room. They will attack any who enter or attempt to surprise any PCs that pass this room. This room has a pair of bunk beds and some rudimentary furniture.

Giant Weasel (4) AC 6; HD 3+3, hp 23, 19, 16, 14; #AT 1; Dmg 2d6 bite; SA blood drain for 2d6; SD None; MV 15"; AL N; Thaco 16.

4. Servant's Room

DM's Description: This room has a pair of bunk beds and some rudimentary furniture. Otherwise, it is empty.



THE CURSED WHITE BOX OF PRUFROCK

5. Kitchen

DM's Description: This fully functional kitchen is well stocked and furnished. All of the equipment is state of the art and in fantastic condition. An ogre mage and four ogres are rummaging through the pantry. If the PCs fight the weasels, the ogres will join the battle. The ogre mage will use its cone of cold if he catches the PCs in the hallway.

Ogre Mage (1) AC 4; HD 5+2, hp 34; #AT 1; Dmg 1d12 by weapon; SA spells; SD spells; MV 9"; AL LE; Thaco 14.

Ogre (4) AC 5; HD 4+1, hp 20 each; #AT 1; Dmg 1d10 by weapon; SA None; SD None; MV 9"; AL LE; Thaco 15.



5a. Pantry

DM's Description: This pantry is well-stocked but the ogres in location 5 have eaten most of the food. Very little remains, but what is left is of the highest quality.

6. Parlor

DM's Description: This room is used to entertain guests and to show off new pieces of Prufrock's ever-growing collection. Large windows in the west wall offer a breath-taking view of the mountains around the Acaeum. Several other mountainside chateaus are visible from here.

Currently, two red salads are hiding in this room. They will attack any who enter, but they will not help the other creatures in the home.

Red Slaad (2) AC 6; HD 7, hp 32, 29; #AT 3; Dmg 1d4 claw / 1d4 claw / 2d8 bite; SA poison claw, power word stun 1/day; SD 35% magic resistant, regenerate 3 hp/round; MV 6"; AL N; Thaco 12.

7. Corridor

DM's Description: This corridor is complete encased with glass walls facing the west and overhead. There are several pieces of outdoor-style furniture as well as a large umbrella located in the corner area.

8. Living Room

DM's Description: Similar to the corridor at location 7, the west and north walls of this room are made of clear glass. The ceiling is not. Various pieces of lounge-style furniture fill the room. Paintings of adventurers line the walls. The paintings are of individuals.

Sitting in a luxurious recliner is a mummy. It will attack any who enter.

Mummy (1) AC 3; HD 6+3, hp 37; #AT 1; Dmg 1d12 claw; SA fear, disease; SD only hit by magic weapons, half damage from weapon attacks, undead; MV 6"; AL LE; Thaco 13.



THE CURSED WHITE BOX OF PRUFROCK

9. Bedroom

DM's Description: Opulent by the most rigid of standards, this bedroom features a massive wood-frame bed and accompanying furniture. A line of wall-closets line the east wall. Several large windows are set in the west wall. Two mummies are in this room. They will investigate any disturbance in location 8.

A *White Box* rests on an end table next to the bed. This lid is ajar. It is a magical *White Box*, but not the cursed *White Box* the PCs are looking for. Any items placed in the box are immune from all forms of attack or damage. The box is 12 inches square and three inches tall. It is seemingly made of thick paper but it cannot be damaged.

Mummy (2) AC 3; HD 6+3, hp 43, 29; #AT 1; Dmg 1d12 claw; SA fear, disease; SD only hit by magic weapons, half damage from weapon attacks, undead; MV 6"; AL LE; Thaco 13.

10. Secret Chamber

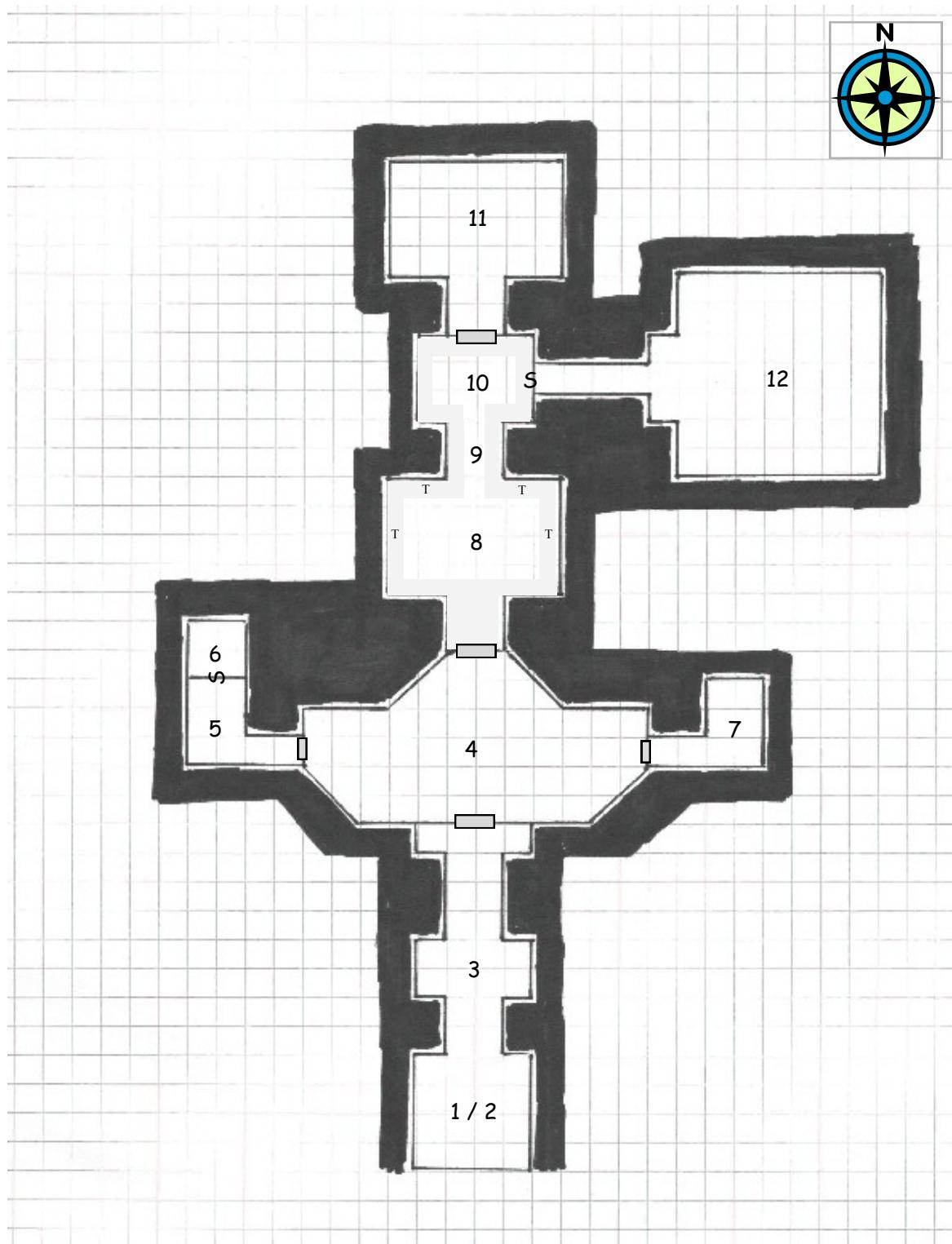
DM's Description: This room is used by Prufrock to temporarily store new additions to his collection. A single pedestal near the east wall is the only obvious piece of furniture. A *White Box* rests on the pedestal, its lid lying on the floor. This is the *White Box* that must be returned to Foulfoot, Archlord of the Acaeum. There are two alcoves in each the north and south walls. At one time, each held a gargoyle, but the monsters that emerged from the cursed *White Box* destroyed them.

Floating in the center of the room is a large beholder. It will attack any intruders but it will not leave the room.

Beholder (1) AC 0/2/7; HD 12, hp 75; #AT 1; Dmg 2d4 bite; SA eye stalks; SD anti-magic ray; MV 3"; AL LE; Thaco 7.

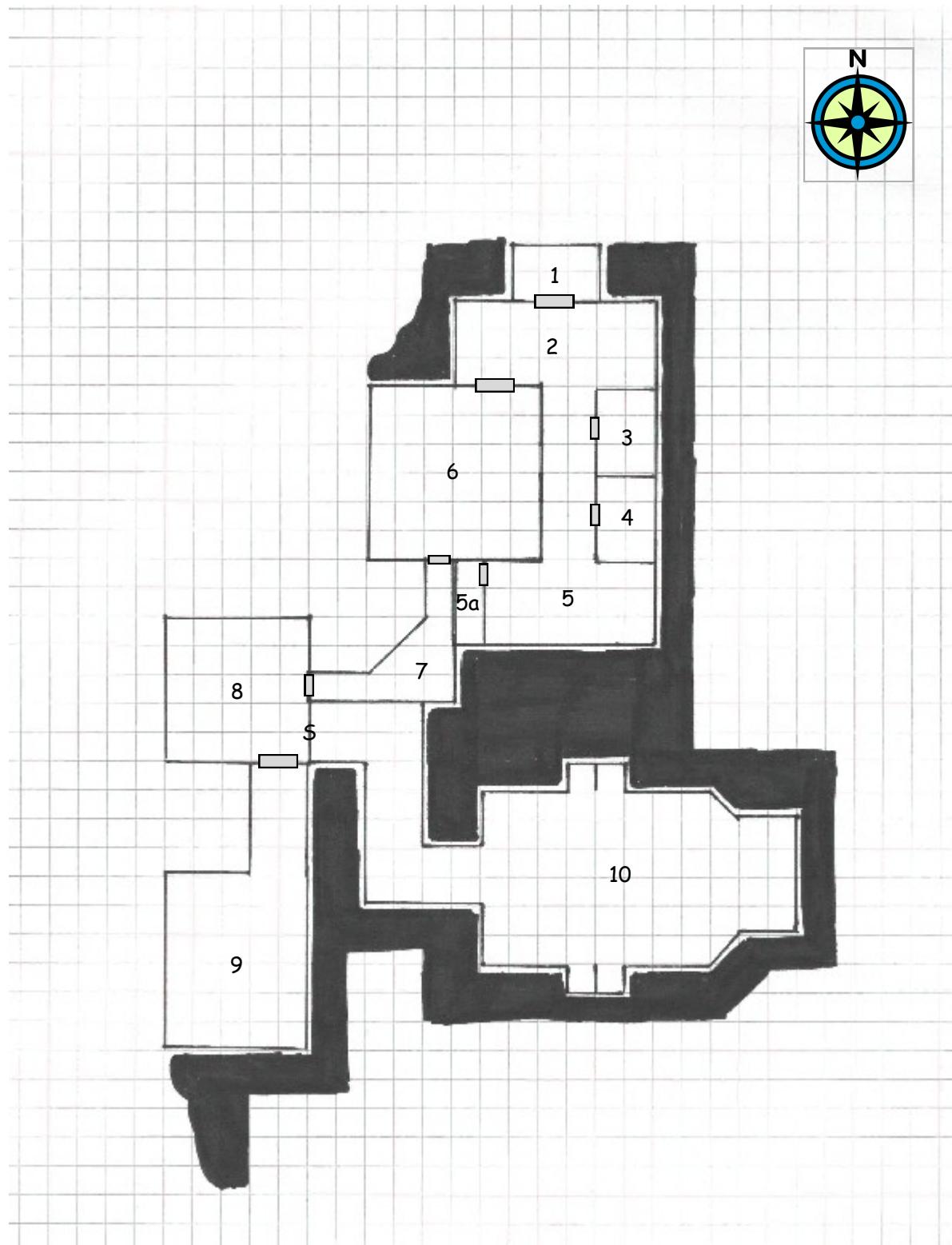


MAP - IN THE BELLY OF THE BEASTERBROOK





MAP - THE CURSED WHITE BOX OF PRUFROCK





TOURNAMENT NOTES

Tournament Information and Introduction

Raid on the Acaeum is a tournament adventure for use with the First Edition Advanced game system and compatible with the OSRIC™ system. The scenario is designed for six to eight characters of fifth to seventh level. A balance of character classes is suggested but no particular class is required. Particular emphasis on at least three fighter types is recommended. In tournament play, the party consists of eight pre-generated characters.

This event was held at fourth annual (2012) **North Texas RPG Con** held in Bedford, Texas.

This tournament version of the scenario follows a pre-set course in which the player characters are presented with an overall mission, but must overcome numerous minor encounters to achieve their ultimate goal.

Because this is a tournament, there is little opportunity for actual role-playing. Additionally, the scenario follows a fairly rigid progression of events and encounters. The players may vary the course of the adventure, but only as outlined by the scenario. In short, each group must follow the basic script of the adventure and proceed through pre-set encounters to receive points. This tournament has one round and each group will receive points based on their progress. The group with the highest point total will be the winners of the tournament.

It is important to note that this version of *Raid on the Acaeum* is the tournament version. It is solely designed for tournament use. It will not translate very well to your campaign and standard play. You must make significant alterations to play this in a standard campaign. A revised version of this adventure will be included in Pacesetter's upcoming super module, *Cataclysm at the Acaeum* (May 2013).

Tournament Rules

Equipment: At the start of the tournament, the players will have **30 minutes** to select their characters and equip them. The players may select equipment from the *Players Handbook*. They may not acquire any magical items or exchange magical items with

other players.

Spells: Spell casters cannot change their spell selection at any time during the scenario. Players must use the pre-selected spells that are indicated on the character sheet.

Rest: Unless otherwise indicated, the PCs may rest for the night. They will regain spells and up to 2 hit points per rest period. However, each time the group rests, a deduction of 15 minutes of game time is applied.

Game Time: This tournament has a duration of **3.5 hours**. The players have a maximum of 30 minutes to select characters and equipment. If they complete preparations in less than 30 minutes, they can start immediately and add the unused time to the game time. When the players are ready to start, a timer is set for three hours. When the **three hour time limit** is reached, the round is over for that group. If a group is in the middle of an encounter, the round still ends at that time.

Character Death: If a character dies, the player must leave the table. He may not assist for the duration of the first round. However, if the group advances to the second round, all players resume play. At the start of the second round, the **entire group** of PCs are included and they are considered to be at full hit points and spells. In the second round, the players may help even if their character has died in round 2.

How to DM a Tournament: General Advice

Running a tournament adventure is much the same as running any adventure. The only difference is that the players are being scored as they progress through the adventure. Your skill as a dungeon master will be tested. No matter how narrow a particular encounter may be structured, an ingenious player will discover a loophole. Your job is to minimize loopholes, but remain fair. By their very nature, tournament adventures are very narrow in scope. There are a number of encounter areas, some more important than others, which give the players opportunities to score points by having their PCs make the "correct" decisions or actions.



TOURNAMENT NOTES

Maintaining a tight control is the hardest thing for a DM to do in a tournament setting. In a regular game, all options are open to the players. They can dictate the direction of the adventure as much as the DM. In a tournament, that is not the case. A tournament is a group of encounters – typically set in a particular order – that provide the players with opportunities to score points. There is very little role-playing as a tournament is designed to challenge the skill of the player, not the role-player. That is not to say some role-playing is unimportant because it can be. But it is impossible to score a team on how well they role-play.

As a DM you must keep the play moving along. If the group stumbles around, let them. But not for too long. It is okay to prod them in a direction from time to time. Do not give them answers, but give them direction. In general, the more encounters a group completes, the higher their potential score.

Tournament Scoring

Points are awarded for each encounter the players complete. For every location completed, the group receives five (5) points. For each section completed the group receives a bonus of 15 points.

Location completed – 5 points

Section completed – 15 points

Per Surviving Character – 3 points

Special Point Awards:

In the Belly of the Beasterbrook

Discovering the secret door to the vault – 10 points

The Cursed White Box of Prufrock

Finding correct white box – 10 points

With that in mind, you do not want to push the group. But if they are clearly lost, let them wander for a bit, then give them a nudge.

An important aspect of any tournament is the clock. In this tournament the group has **three hours to complete each round**. Not all groups will finish in that time, while others will blast through it. Let the players know that the clock is ticking if they seem to be caught up in something completely irrelevant.

Lastly, be fair. In our regular house games we fudge the dice and alter situations when things may be getting out of hand. In a tournament, you must adhere to the stricter guidelines. Dice rolls are dice rolls regardless of the end result. In general, the good and bad will balance in the end. Have some fun and keep the players on their toes.

In the Belly of the Beasterbrook

Location totals: _____

Surviving Characters: _____

Bonus Points: _____

Total: _____

The Cursed White Box of Prufrock

Location totals: _____

Surviving Characters: _____

Bonus Points: _____

Total: _____

Tournament Grand Total: _____



TOURNAMENT NOTES

DM's Background

Raid on the Acaeum is a short two-part tournament adventure that was held at the fourth annual North Texas RPG Convention in Bedford, Texas in June 2012.

This adventure includes two scenarios and they can be played in any order. It is not critical that both adventures be completed, though the more that is completed, the more points are possible. The adventures are titled "In the Belly of the Beasterbrook" and "The Cursed White Box of Prufrock."

Each adventure includes a map and adventure text. There are several encounters in each adventure and a point schedule is used to score the progress of the group. Points are earned through problem solving and progression. The more encounters completed, the higher the possible team score.

How to be a Player in a Tournament Setting (read this to players)

A tournament is a competition. It is important for you to understand that your team is being scored based on its success and failure. Each encounter has opportunities to gain or lose points. Basically, each encounter you face will have a set scoring table that the DM will use to award, or subtract, points from your group's total. Sometimes you can earn points by simply making a good decision and other times you only earn points for combat. You will not be scored on your role-playing ability.

Unlike a regular game session at home, a tour-

nament is a timed event. Your group is given a mission and you have three hours of table time to complete that mission. When the DM starts the **Player Introduction**, the tournament has started for your group. At that point, it is up to you to get the job done. That does not mean you have rush through every encounter, but it is important to watch the clock. Tournament scoring is very specific. You gain points for solving a problem when faced with an obstacle. You will never gain points for sitting at an inn and discussing the finer points of which type of room to rent.

Let everyone have a voice during the event. This is about solving problems and getting it done. Great ideas come from all players, so get involved. That said, be organized. Have party caller or leader. Set your marching order and stick to it. Disagreements happen, but find a way to resolve them quickly and without reservation. Your group will not handle every encounter perfectly, and if you try, you are sure to get caught up in the smallest of details that will erode your game time before you know it. If you are constantly shifting your marching order, or changing things, you are going to waste valuable time.

Finally, don't forget to have fun. Sure, a tournament is serious, but it is also a great opportunity to play the game in a different way. Every group is going to gain and lose points. Don't be so stressed that you forget to enjoy yourself. Nobody wants to lose the tournament, but it would be a real shame if you did not enjoy it.



TOURNAMENT START

Tournament Start Players' Introduction

The Acaeum—a place where mystery and enlightenment clash in the never-ending search for knowledge. Its members are as varied as the subjects they study and collect. Sages, wizards and priests make up a membership that has existed for as long as any can remember. Many of its members are well-known while others dwell in secrecy. Yet none are more secretive than the Archlord of the Acaeum. Few have spoken to him and fewer still have actually met him.

But for you, that is all about to change. You have been summoned by the Archlord himself. Gaining access to the Acaeum is difficult enough, but to be invited by the great Foulfoot is something special indeed. Immediately upon accepting the invitation there was a flash of light.

Standing within the entry hall you cannot believe the size the chamber. The ceiling disappears into darkness and the opposite end of the room must be 500 feet way. Doors line the walls at every side.

In the distance a figure is approaching. He moves slowly and with an uneven stride. His robes are colorful and dotted with exotic, flowery patterns.

"Welcome and thank you for coming. I am Foulfoot, Archlord of the Acaeum." He does not wait for you to reply. "Unfortunately, I have no time for pleasantries. As you know, the Acaeum is a repository of knowledge and artifacts. These objects chronicle the various ages of our world. But this is not a library. Everything within these walls is owned by its individual members. To that end, each member has a vault, research center, residence or some other lair. We are currently experiencing trouble in two locations. You are to solve both problems.

Some nefarious villains have managed to penetrate the vault of Beasterbrook—a long-time member. He recently auctioned a very old journal and it seems the losing bidder has taken remedial action to acquire the book. The journal, *The Complete History of the Keep on the Borderlands*, is the target of these thieves. Stop the bandits and bring the journal to me.

The other problem involves some sort of infestation within the summer residence of Prufrock, an elder collector. Some very dangerous creatures walk his tower and they must be removed. I inquired and Prufrock suggests that his latest acquisition—a white box—must be the culprit. It is a magical device that is used to store important books or documents. Prufrock surmises that the box must be cursed. Destroy the creatures and return the cursed white box to me for disposal.

The vault of Beasterbrook is through door number 15 and the residence of Prufrock can be accessed through door 69. Simply return here and I will be summoned."

Foulfoot turns and leaves. As he does so, you notice the reason for his strange stride. His left foot is booted while his right is not. The right foot is scaled and clawed, not unlike that of a dragon!

DM's Description: The PCs can select either adventure to start. The only doors that will open are the those reference above. In each case, a long hall will lead to location 1 for each scenario. If the group completes a scenario, they may return and move on to the next scenario. The tournament ends when either both scenarios are completed or the 3.5 hour time limit expires.

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Raid on the Acaeum is a short two-part tournament adventure that was held at the fourth annual North Texas RPG Convention in Bedford, Texas in June 2012. This version has been adjusted to run as a non-tournament adventure. This adventure includes two scenarios and they can be played in any order. It is not critical that both adventures be completed, though the more that is completed, the more points are possible. The adventures are titled "In the Belly of the Beasterbrook" and "The Cursed White Box of Prufrock."

The adventures are designed for six to eight characters of fifth to seventh level and for use with the first edition game.



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