

XS1

For Expert Levels 2-5



EXPERT ADVENTURE SUPPLEMENT

L111N

Designed by RC PINNELL

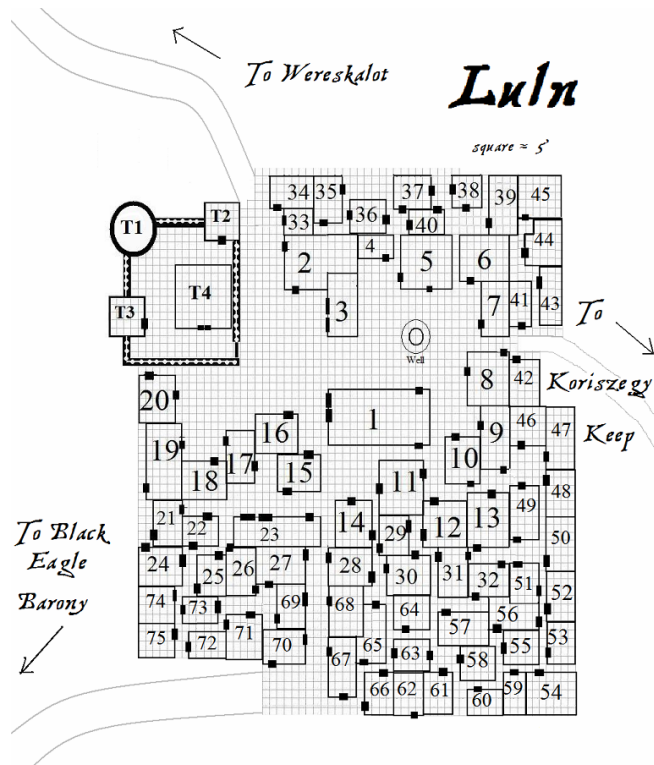
Expert Adventure Supplement XS1 Luln

INTRODUCTION

This supplement is designed to be used with the '81 Expert Rules System and 5 to 10 characters of 2nd to 5th levels of experience. This equates to from 25-50 combined levels per group at the start of the adventure. You (the DM) should alter this requirement as you see fit, according to your gaming style and that of your players. The party should include at least 1 cleric and magic user of at least 3rd level, several fighters (including dwarfs, elves and halflings) and possibly a thief. Since it is assumed the group of characters have adventured before, the idea of alignment conflict should not be an issue; if new characters are to be introduced into the group you should attempt to maintain a majority in Lawful or Neutral types, as these tend to work best together.

You (the DM) must be in possession of the '81 Expert Rules manual to run this adventure. It is also recommended that you have the '81 Basic Rules, as well. While it is possible to employ the '83 Mentzer set of Basic & Expert editions, use of the Advanced system is not encouraged, as doing so will require much alteration to your mindset in order to make things work out easily; though it can be done, with much effort.

This adventure is based upon the premise that there is no other information regarding the ruins of Wereskalot, Luln, the Black Eagle Barony, and the Grand Duchy of Karamaikos, than that given in the '81 Basic & Expert Rules manuals. Any reference to these locations and descriptions of them *in any other source* is not to be considered or incorporated into this product when running it.



NOTES FOR THE DUNGEON MASTER

Luln is the setting in which the adventure will begin. It is provided as a base camp, where the player-characters can purchase and replenish their supplies, gather information through role playing, and perhaps affect the world setting through their actions. It can be used with other adventures in the B and X series, or those made up by you. Its population can be added to, altered and changed however you wish. But for the sake of this, beginning adventure, it is recommended you leave the **background** section intact.

BACKGROUND

Luln is a small town of about 500 residents just to the northeast of the Black Eagle Barony, in the greater, Grand Duchy of Karamaikos. While most of its population is made up of refugees that fled the Barony for various reasons, other portions of

it are comprised of merchants and rural, country folk from the immediate vicinity. The former having come from other locations to establish stores close to the Barony in order to do business, and the latter to seek what little protection Luln offers against the creatures that roam about the wilderness. It is for this purpose that the Lady Mya, a Fighter and adventuress of renown and her companion, Father Crispon have arrived in Luln.

With 75 buildings to house the population the little town is congested and cluttered with little to no room left should more arrive. The 3 towers and chapel in the northwest section could be used to shelter some of the residents in extreme times, but are currently occupied by forces of the Duke and Baron recently sent to stabilize the area and squash any impending threats from encroaching monster populations.

With the exception of the round tower most of the structures in Luln will have no more than a second story, and will be constructed of timber. Roofs will be mostly thatch, doors a standard 4' wide by 6' tall, and ground floors of hard packed earth in family dwellings; shops of merchants will generally have wooden floors throughout. What serve as windows are nothing more than square open spaces in the walls, with inner and outer shutters that can be pulled closed and fastened. Only the chapel and round tower have fireplaces worth mentioning; the remaining dwellings rely solely on small, well contained, fire pits over which cooking pots are suspended, and serve as the only source of heat during the cold months. A wall of stacked stones with mortar filling in the spaces surrounds the chapel, connecting the 3 towers. Other than this, there is no other barrier protecting the town.

LULN AT A GLANCE

While all of the buildings are occupied within the town, only the following are noted as places of importance, and as such are given identities. You should flesh-out the inhabitants of these as the details provided in the **NPC Section** are minimal.

Information regarding the Lady Mya and her companion, Father Crispon is provided as it gives you more background to Luln, and the current state in which the party will find it.

1. GILROY'S GENERAL GOODS
2. WAINWRIGHT SHOP
3. BARN/WAREHOUSE
5. ARMORER
6. BERTHA'S BOARDING HOUSE
7. BATH HOUSE
8. SOLY'S SALOON
19. RHONDA'S ROADHOUSE/INN
21. ALCHEMIST
23. STABLE

- | | |
|----|----------------------------|
| T1 | TOWER/LADY MYA |
| T2 | TOWER/PROVISIONAL GARRISON |
| T3 | TOWER/DUKE'S GARRISON |
| T4 | CHAPEL/FATHER CRISPON |

Buildings 9-18, 20, 22, 24-75 are all private, family-dwellings. Generally, they will house an average of 5 persons each; while some might have up to 8 and others as few as 2.

Hired by the Duke Karamaikos, Lady Mya and Father Crispon are instructed to secure Luln and the surrounding area, as reports of beasts and other, stranger creatures, have raised concern for the Duke's interest in the locale. Wishing to make a formal treaty with the 5 Shires the Duke sees Luln as a logical resting place for merchants and traders that would likely stop therein during their travels to and from the shires. But with Baron Von Hendricks small detachment of 20 men at arms in Luln, the Duke does not wish control of the town to slip through his grasp. Thus, he has assigned 50 of his own troops to accompany Lady Mya, under her command, to secure the town.

LADY MYA & FATHER CRISPON

These intrepid adventurers were once renown throughout the lands. Credited with participating in the destruction of a cult of bloodthirsty pagan fanatics, followers of *Slantho*, the snake god, and eradicating the evil practices within the cursed

village of *Malpheggi*, they and their companions have lived well off the treasure and rewards garnered for many years. But as time passed, so did their fortunes and fame. While their original company split and went in each direction of the compass, Mya and the devout cleric, Crispin, found their paths had been joined by forces beyond them, and began a long friendship that has seen them travel from one end of the known world to the other on a mission they have never completed. Often in need of income to support their quest, the two have frequently sold their skills and service to others. Such is the case, now, and why they are here in Luln.

MYA MORGANESTA Fighter 9 (THACO/12*) 55hp, AC 0/or -1 with shield, M120'(40') ATK1 D1-8 (+4 or 5*) MOR 11 Neutral S18* I9 W9 D12 C10 CH14 Mya stands an impressive 5'11" in stocking feet and weighs around 175 pounds. Her long golden hair is pulled back in a single top-knot, as bangs cover her forehead. When armed and ready she wields a +1 sword/+2 vs. Lycanthropes*, +2 plate mail armor, *boots of traveling & leaping*, and a *ring of animal control*. When not dressed for battle she wears an opaque gown of spun silk, a ring of *regeneration*, and *cloak & boots* of elf kind. She always carries a small leather bag containing 5 25GP gems. Serving under her command are 4 retainers, and the 50 men assigned by Duke Karameikos.

Mya's faithful vassals are:

MARKUS F6, 31hp, AC2, D1-8, STR+2, L(6'6"/270)
 KALVIN F5, 22hp, AC3, D1-8, STR+1, N(6'3"/200)
 DURK F3, 15hp, AC5, D1-8, STR+1, N(6'1"/195)
 TREM F3, 11hp, AC5, D1-6, STR+1, L(6'1"/190)

MENATARMS assigned to Mya:

20(10) Light foot soldiers	10(5) Light horsemen
10(5) Heavy foot soldiers	10 Medium horsemen
10 Archers	
10 Long bowmen	(#) indicates troops of Baron Von Hendricks already stationed in Luln.

FATHER CRISPON Cleric 7 (THACO/17) 17hp AC1*, M120'(40') ATK1 D1-6 MOR11 Lawful S10 I11 W15 D11 C8 CH13 At 5'4" and 110 pounds Father Crispin is a frail fellow, in his mid-30s, that sings a lot. When adventuring he will wear his +1 plate mail*, otherwise he will be found in robes and accessories typical of his profession. If forced into combat he uses a standard mace, but only when his spells fail him. Throughout his partnership with Mya, he has accumulated a few items of power, these include a +1 *sword* (that he will use if necessary to obtain special services from others), a *ring of enhancement** type 1 and a *Staff of Healing*. His spell list usually consists of the following (the DM can alter this as he sees fit):

1st: Cure Light Wounds x2; Detect Evil; Detect Magic
2nd: Know Alignment; Hold Person x2; Resist Fire
3rd: Cure Disease; Remove Curse
4th: Neutralize Poison
5th: Raise Dead

*This magic device allows a spell-caster to memorize and retain double his normal allotment of 1st and 2nd level spells per day.

While Father Crispin does not employ retainers, he always solicits local residents where ever he goes to perform the more mundane work needed to maintain the chapel or temple he occupies at the time.

FATHER CRISPON'S TURN UNDEAD

Skeleton: D Zombie: D Ghoul: D Wight: D Wraith: T
 Mummy: T Spectre:7 Vampire:9

MYA & FATHER CRISPON'S SAVES:

	MYA	FATHER CRISPON
Death Ray or Poison	8	9
Magic Wands	9	10
Paralysis or Turn to Stone	10	12
Dragon Breath	10	14
Rods, Staves or spells	12	12

ADVENTURES IN LULN

While it is possible for the characters to roam about the small town and stir up any number of encounters and escapades, such is not within the scope of the information provided. If you (the DM) wish to have the party interact with the inhabitants to such a degree you must design the encounters yourself, and flesh-out any and all NPC types that will be involved. Otherwise the town is meant to serve as a resting place, where the characters can return from time to time and heal wounds, restock their supplies, and possibly gain levels earned. To this end it might also be handy to have an NPC magic-user of high enough level to provide character spell-casters (MU types) with access to spells he or she might be lacking in his own book; such an NPC could have scrolls for sell, at the right price, for PC magic-users, or be willing to identify magic items for the party in exchange for any magical items the group cannot use, but the NPC could. All this being, of course, up to you. The presence of other NPC types should also be considered before play begins. A thief or 2 on the run, holed up in Luln, might make for interesting encounters with the playing group, testing the players' attitudes of awareness and such. An eccentric monk that believes himself to be a powerful cleric might add color and amusement to the scenario, as well as a huge barbarian type, a stranger from the frozen lands to the north that has somehow ended up in Luln, broke and in need of money.

Regardless of such the party will, eventually, wish to find out as much information as they can about local things: monsters, treasure, etc. This is a natural 1st step to beginning all adventures. You can, of course, create any and all rumors and gossip you wish should you desire to point the group toward possible scenarios. Such could include having the party seek out and eradicate a large colony of goblins known to have established a camp nearby; or investigate the site of nearby ruins thought to once have been a pagan temple. You can have them explore the **Haunted Keep***, if they have not already done so, or restock it

with new and more deadly creatures and have them return to the location. (*This is provided in the 1981 Basic Rules set) Or any number of things you wish to design and/or incorporate.

Included in *this* supplement (XS1) is the mini-adventure, ***Journey to Werescalot***. It is the 1st part of an extended scenario that concludes with the follow up module XS1A *The Ward of Werescalot*. From this point on the supplement will deal with the information regarding this.

GETTING STARTED

You may read the following aloud to your players or create your own narrative by which you wish to have them arrive at Luln.

Things have been quiet, of late, in the Grand Duchy of Karameikos. Your last adventure ended months ago, and you have been resting and reveling in the big city for over a fortnight. Recently you have begun to feel a bit restless, as if an itch had appeared beneath your skin that you could not scratch. The crowded streets have become more so, as the chatter of commoners has become an annoying buzzing in your ears. The very walls of your room seem to be closing in on you as you lie in your bed at night. You feel you need to move, to get up and go, somewhere! anywhere! before your patience escapes you and you uncharacteristically punch a bar tender.

Then you begin to hear bits and pieces of a rumor spreading among the residents. The Duke has sent a mighty warrior woman and her cleric companion north with 50 men-at-arms to a small town called, Luln. Just east of the Black Eagle Barony, it is located in some hills not far from some ruins. The ruins, the rumors continue, are supposedly haunted, and were once the estate of a wealthy merchant family. There is also talk of the Duke's intentions to form an alliance with the 5 Shires; perhaps this warrior woman and her friend are envoys for that purpose. It is also said that Luln is quite a lawless place, and all sorts of questionable acts and entertainment are available there, along with consumable items known to affect one's pleasure centers.

Well, that starts to sound a lot better than hanging around where you are.

GOING TO LULN

From the capital city of Karamaikos it should not take the party long to arrive at the small town of Luln. If you wish to have encounters (set or wandering) occur as the characters make the journey you must devise them; such are not included here as they are not necessary to the supplement. Once the party arrives at the isolated community, actual play should begin.

Luln is designed primarily as a role-playing stage for the players. The number of residents (500) is such that, virtually, endless amounts of gossip and conversation can be gained and conducted. It is important that you (the DM) have a firm grasp on any *special* non-player character types that you wish the party to interact with. That means, besides Lady Mya and Father Crispon, you will have to develop the personalities of such NPCs, and determine what they might know and what they might divulge to the party members, under the right circumstances. To assist you the lists that follow provide a large number of rumors and gossip (some true, some false, some partially so) that can be learned from the general population, and from the Lady Mya and Father Crispon, specifically. How, when and where the party picks up this information will depend upon the players' actions; you may have to guide them to specific NPCs for specific information, so be patient, and be prepared to do some role-playing yourself.

GOSSIP & RUMORS

General Population

1. **Things were pretty bad around here for a while. Then Baron Von Hendricks sent a company of his mercenaries to secure things.** *(laughs)* From the time they arrived they've been nothing but a nuisance; drinking and carousing and making lewd noises and remarks at the women folk. Seems they quieted down some when that warrior, Lady Mya, and her friend showed up with a company of the Duke's troops.

2. **Yeah, it seemed kind of strange having some of Baron Von Hendricks troops here, then that fighter woman, Lady Mya and her friend, showing up and taking charge as if she owned the place. But things sure got better around**

here when she did. She's kept Hendricks's pigs on a short leash, and the women and children can at least walk about in some degree of safety.

3. **Baron Von Hendricks's "goons" have been here near 3 full moons. They're an uncouth pack of jackals, they are. They demanded to be fed, and taunted the women folk. But this here--Lady Mya--sure put them in their place when she and her friend arrived.**

4. **The Lady Mya and her friend, Father Crispon? Well they haven't been here all that long--just over a fortnight. She sure has calmed things down around here, though. Folks feel a lot safer now, and walk about town even at night. And that friend of hers, the cleric, holds services every 4 days for folks to perform their own sacraments according to their own beliefs; he's very lenient about letting everyone pray as they want.**

5. **Word going around is that this here, Lady Mya, and her friend, might have some kind of business to do up in the 5 Shires. I hope that's not true. If she takes her troops and leaves, the town will be at the mercy of the baron's goons again.**

6. **If you're interested in the ruins of the "Haunted Keep" it's about 15 miles to the east and a bit south of here. Everyone around here can tell you about the Rodemus family. Nice enough folks they were; tried to construct a road betwixt it and here, but never got it finished as they up and vanished, you know. It's been empty for decades, they say, but just because folks don't live in it, doesn't mean it isn't home to something else!**

7. **The "Haunted Keep?" You mean, Koriszegy Keep, don't you? Well, that's what it was, originally. Built by the Koriszegy family well over a century ago. Some say they are...were, related to the Duke's family in times long past, and that they would spend the winter months in the keep. Then one winter they didn't return, and the place sat empty, until the Rodemus family dared enter and occupy it. But then they mysteriously disappeared. Some say the Koriszegy-curse awoke, and the Rodemus family was its last victim. That's what some say, anyway.**

8. **This Lady, Mya, yes she's quite a woman with a sword. Where she learned to swing it with such skill is a mystery to us Luln folk. Guess it doesn't matter that she's a female--she's kept the peace here, with her friend and the Duke's troops, well enough. I hope she doesn't have to leave soon; word going around is she has interests need tending in the 5 Shires.**

9. **Well, sure, Luln was pretty lawless there, for a while. The baron's goons didn't seem to want to keep the peace, or protect us, at all. They were more interested in being fed, and chasing all the young females in town. They could have cared less about the strange creatures we'd**

spotted lurking about in the wild, and the odd little men-shaped things we'd seen sneaking through the woods here about. But that Lady Mya did, she cared. She made 2 sweeps around the area and we haven't seen or heard anything odd since.

10. The 5 Shires aren't so far, as the crow flies. I don't think it's more than 2 days to the northwest, if one had wings to fly! On the ground, now that's another matter altogether. I've heard here and again that there were trails, once, between here and there. Don't know if they've been used of late.

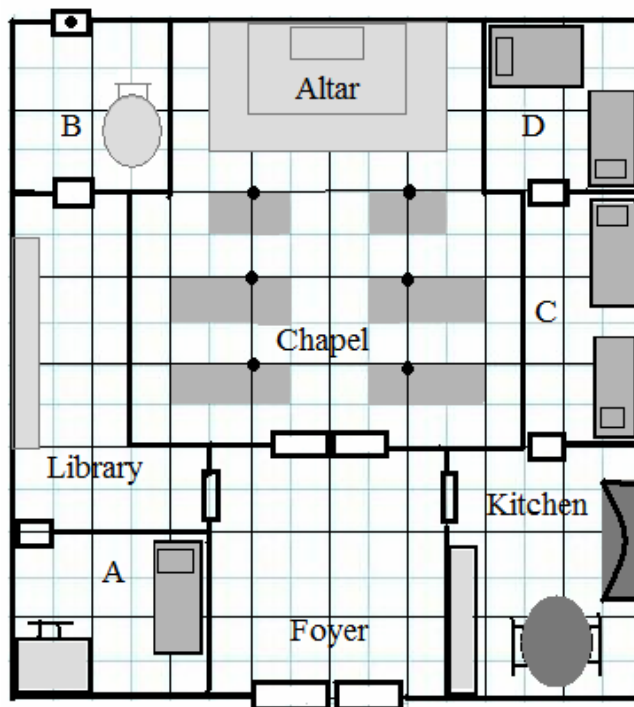
As you can see, most of the talk about town will be concerned with the "haunted keep" or the recent appearance of Lady Mya and Father Crispon. Some mention of the 5 Shires will pop up now and again, and the Luln folks' concern over their *protector* leaving. As the party makes its way around town picking up these bits and pieces of information you should add any other rumors or gossip you think would be beneficial to the group. If you intend to design other plots and adventures, any information that guides the party in such directions must be created as well.

Eventually the party will decide to seek audience with the Lady Mya, or talk with Father Crispon. Access to these figures will be easy, as they will already have been aware of the party's arrival in Luln and will have been gathering information on the group and trying to learn its intentions. When the 2 factions finally meet, you can disperse the following information to the players, through whatever tactics you deem best.

FATHER CRISPON

Father Crispon does not leave the chapel often. He spends most of his time conducting services for those in need, and in prayer. To this end he has converted the western rooms of the building for his own use (A, B, Library), while turning over the others to hirelings (C,D, Kitchen) that perform all the menial tasks he assigns. Thus, the party of characters will find him within the chapel 90% of the time. While it is possible to find him out and about (10% chance) he will always wish to conduct business back at the chapel, and never

out in the open. Thus, when encountered outside the chapel, he will ask to return there to talk.



While gaining information is likely to be the point of most conversation between the characters and Father Crispon, he (and Mya) will not be able to tell them (the players) anything more than he himself knows. It is important, then, for you (the DM) to simply divulge the following in whatever order and timely manner you feel is appropriate during such meetings.

1. He and Mya are close friends and companions, having adventured together for over 2 decades. He trusts her with his own life, and vice versa. (That is all he will comment on their personal relationship)

2. Duke Karameikos gave Mya a temporary commission within his army and rank of Grand Knight and Commander, assigning 50 of his troops to her charge. With this commission she is responsible for securing the peace in Luln, driving away any hostile creatures or tribes of humanoids, and continuing on to the 5 Shires when she feels it is appropriate. When she arrives she is to make contact with the council of Sheriffs there and give to them certain documents and letters from the Duke.

3. Upon arriving in Luln she assumed command of the small garrison of the baron's and has been keeping them in line ever since.

4. Neither he or she are familiar with the Koriszegy Keep, or anything to do with the Rodemus family.

LADY MYA

It is possible that the characters may bump into the warrior woman when they are moving about Luln, for she often visits RHONDA'S ROADHOUSE & INN, as well as the BATH HOUSE. Thus there is a 20% chance the party will find her in or going to or from either locale. Otherwise, she will either be in her TOWER (55% chance), at the CHAPEL visiting Father Crispon (15%) or out patrolling the immediate vicinity with half of her retainers, and the light horsemen(10% chance). She (and her retinue) will always be armed and ready outside the walled keep.

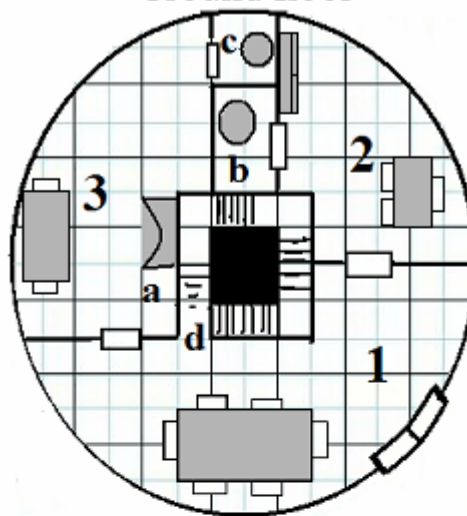
Upon taking command of the small, walled keep Mya moved her and her retainers into the 2 story round tower, and assigned the Duke's troops to the square one west of the chapel (T3). The lower floor contains a combination meeting and dining chamber (1), an office (2) and kitchen with fireplace(3/a); as well as 2 indoor privies (b/c). The upper floor is reserved for her private quarters (5) and those of her vassals (4). A trap door in the ceiling (e) leads to the roof top.

Lady Mya (and Father Crispon) has been aware of the characters since their arrival in Luln. A few of the shop keepers are actually paid to report any strangers that show up in Luln, and as much information as they can gather from interacting with new arrivals. Thus, she and the priest will be somewhat informed about the make-up of the party--number, apparent professions, equipment, etc. And when the characters finally do arrange to meet with her, she will be very cordial and curious as to their intentions in Luln. If possible, she will have had Father Crispon cast a spell or two to help determine such; detect evil and know alignment being the most obvious choices.

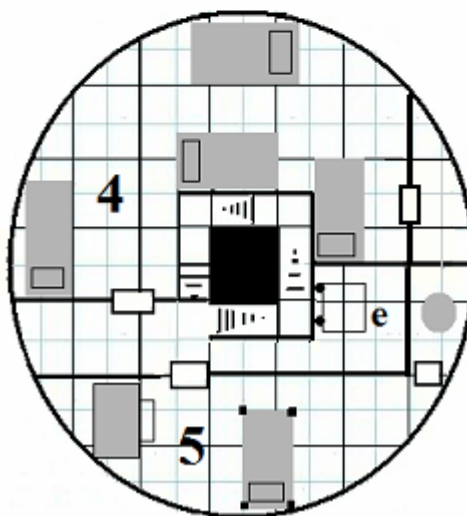
As the party goes about asking what it wants to know, she will divulge only what she thinks is

important for them to obtain. She will not reveal anything of a personal nature about her, or Father Crispon, beyond what he might have said (see #1 previous page). Use what follows to answer as best as can be done. Ad-lib if need be.

Ground floor



small square = 2.5'



Upper floor

#1-4. From Father Crispon may be repeated.

#5. "I have been able to disperse several packs of animals lurking about the area, but I fear they may be simply laying low for the right time to strike. Most of these are wolves, and I spotted some goblins, as well. I think I could easily defeat them with the garrison under my command, but I cannot afford leaving Luln

unprotected should doing so require an extended time away.

#6. "These creatures have been made it impossible for the Duke's road crews to complete the project. My retainers have followed some tracks into the forests, but could not find the lair of the beasts. The creatures could be holed up in them. It would be of great help if someone could flush-out the creatures and dispatch them. Such would allow the Duke's work crews to return to their jobs and finish the project. If you're interested, I am authorized to provide you with a map of the project, and a token payment of 500 GP if you can get the road completed (See Optional adventure #1 after this section)

7. "If it's work you're seeking I have need of a party of trail blazers. As soon as the area here is stable enough for me to leave, I have a mission that requires me to go north, to the 5 Shires. The locals have told me that some trails once existed between here and there. If these are still useable I would like to know, and in what condition they are; if necessary, some clearing of them might be needed.

8. "These trails I am told of lead to Wereskalot, ruins of a town that the halfling lords want rebuilt. I would like the trail blazed all the way to it, and marked well; I don't want to waste much time on the road. I am prepared to offer 1,000 GP per individual, should you take the job and complete it. If you agree, wait there and I will have my van guard follow in a week and pay you.

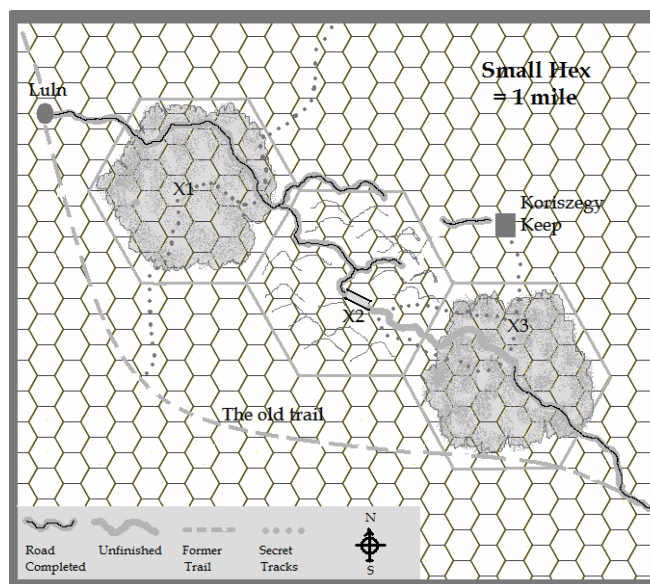
9. "I know little about the place. It is a ruins, I am told, of a town that was erected long ago by the halflings. It stands near the gully of a dried up riverbed, so I hear. It could be populated with wild creatures, so it would be prudent to approach it with caution." (See Optional adventure #2 after this section)

Clearly Lady Mya and Father Crispon know much more than they are willing to reveal. The exact depth of this information and how much they will impart to the group is up to you. If you have not, already, run the mini-adventure "*The Haunted Keep*" that appears in the Basic Rules edition, and the group/players do not feel inclined to accept Mya's offer, then including it with this supplement would be an easy task; boosting the encounters listed, as some of the characters will certainly be beyond basic levels, and party

strength might be too over powering for the design. If you and/or they have already experienced THK, then simply restock it with larger numbers of creatures of greater HD and strength, and create your own encounters. If desired, you can even design the lair of Bugbears that is indicated on page X61 in the Expert Rules edition. While the lair indicated is many miles to the south of Luln, rampaging bands of the beasts might be encroaching upon the vicinity of Luln, and Lady Mya might suggest that the party go after these, and follow their tracks back to their lair, and destroy them all. Thus, you must be prepared to ad-lib and create adventures outside of what is provided, to keep the party active.

OPTIONAL ADVENTURES

#1 THE DUKE'S ROAD



If the group accepts this job they will have to follow the map and seek out the lairs of the beasts preventing the road project from being completed. As they pass through the wilderness you should make 3 *Wandering Encounter* checks per day using the Expert Rules p. X57, under the listings for **Barren**, **Woods** and **Hills**, depending on which they are in to determine the types of creatures that might appear. Then, consult the appropriate sub-tables for the exact types. Since

they are following roads and trails it is not possible for the party to get lost in this area.

SET ENCOUNTERS

X1 As the party moves through this section of forest they will get the feeling that they are being watched. When they reach the location marked they will be attacked by a pack of snarling **Dire Wolves!** AC6 HD4+1 (HP 33, 32, 31, 30, 29, 28, 27, 26) M 150'(50') ATK 1 bite D 2-8* SA Fighter 2 MO 8 Neutral *The largest one among them appears to be wearing some type of belt around its middle. This is, in fact, a **Girdle of Giant Strength** that allows it to inflict 2-16 per bite instead of the usual amount. If removed it will function as described for whoever wears it.

X2 As the party leaves the forest they will enter a hilly area. Luckily the finished road allows them to travel at their normal move rate. Until, that is, they come to the end of it, where an unfinished bridge spans a wide ravine 30' deep and 100' wide. While the trestle beams are in place there are no actual planks laid to allow anyone or thing to pass over. When the party begins to investigate more closely they will discover why work on the bridge was abandoned. 3 large **Trolls** will crawl up out of the ravine on the north side and move to attack the party! AC4 HD6+3* (HP 50, 48, 46) M 120'(40') ATK 1 weapon or 2 claws/1 bite D 1-10* or 2x1-6/1-10 SA Fighter 6 MO 10(8) Chaotic. *The "leader" of this motley trio wields a +2 Two-handed Sword Life-Stealer!* that will add 1 hp to the wielder up to his normal maximum for every 2 points of damage it inflicts. (1 for 1-3, 2 for 4-5, 3 for 6-7, 4 for 8-9 and 5 for 10) Along with this the trio each has a leather bag filled with human heads, and 100-600 CP, 10-100 SP, 10-60 GP. The Ravine runs southwest to northeast for 2 miles in each direction from this point. The party can go around it, but doing so will take time and run the risk of a wandering encounter.

X3 Once past the ravine the party will pick up 2 trails that enter another wooded area. Following these they will occasionally hear the sound of distant singing, but will be unable to determine the exact direction from which it comes, as that

seems to shift around. When they are within the hex noted they will clearly hear the rapturous voices and be subject to their enchantment as they come to what appears to be an abandoned camp. Overhead in the trees surrounding the spot are the sources of the singing--6 **Harpies!** AC7 HD3* (HP 24, 21, 19, 17, 15, 13) M 60'(20')/150'(50') flying ATK 2 claws/1 weapon + special D 2x1-4/1-6 + special SA Fighter 3 MO 7 Chaotic *The Special Charm ability of these creatures is described in the Basic Rules manual p. B36 and should be reviewed before conducting this encounter.* Scattered among the debris and rotted, mummified corpses strewn about the camp is 6000 CP 2500 SP 250 GP But gathering all this will require at least 3-6 turns, assuming the party has slain the harpies and not become victims to them.

Once the party has cleared-out these 3 creature lairs, they can earn an additional 50GP per day while guarding the work crews that will return to their duty. For each full day the crews work unmolested they can lay 1/2 mile of road. During this time you should roll for Wandering Encounters as previously described, allowing the party to take care of those as you determine best. When the road is complete the Duke will soon hear of it through Lady Mya, and add an extra 1500 GP to their earnings.

If they do not wish to oversee the completion of the road they are free to pursue other activities.

#2 THE JOURNEY TO WERESKALOT

Should the players decide that their characters will take Mya's offer you may then begin this optional adventure. The information to follow is minimal, allowing you to expand upon it in any manner you wish. You can also delete particular encounters--or all of them!--and substitute which ever ones you would prefer.

While *Purify Food and Water* and *Create Water* are spells a level 5 cleric can easily cast to keep the party nutritionally supplied, food-stock itself

will either have to be ported, or hunted. If the former is utilized, then simply packing enough rations in their packs and/or saddlebags of their mounts should suffice. If the latter is to be implemented then follow the guidelines on page X51 of the Expert Rules edition under *Foraging*.

As the party moves they will be attempting to follow old, abandoned trails. As they blaze these and mark them for Lady Mya, they can move at 3/4 of their normal move rate, and will be able to "stay on the track" as long as they do not roll a 1 on a d10 per each day of movement. Should a 1 come up then you must consult the Expert Rules edition, and page X56 regarding the direction they may be heading off in. (If you prefer the party not to become lost and simply follow the trails, then ignore this feature.) If they become lost, they may *re-find* the trail on a roll of 5 in d6 if they are within the same hex as it, and on a roll of 1 less per each hex distant, from the one the trail is actually running through. Obviously, if any of the spell casters have access to magic that allows them to *Fly* about, or "see" the local area surrounding them, they will obtain a greater view of the vicinity, and the direction of the trails and of which they should be moving. Observation of the arc of the passing sun can be used as well, to determine the east to west axis.

Examination of the Wilderness Map reveals that the trails begin as one, passing through the hills, then split into 2 separate routes; being northern and southern tracks for roughly 9 hexes (or 54 miles) before joining up again, just a hex from Wereskalot ruins. Each trail makes its way through various terrain, hills, grassland, river and swamp, for different lengths in each type. You need not roll wandering encounters if you do not wish, for each hex they pass through. Moving even at 3/4 speed, or 9 miles per day, they can get through 1 and a 1/2 hexes easily enough per move. To simplify matters, simply choose the terrain-hex you wish, if there are multiples of a given type, to have an encounter occur. The types of encounters per each trail are as follows, along with the numbers involved, and terrain in which

they will appear. You can use all of them along a given trail, or none, or any number in between.

WILDERNESS TRAIL ENCOUNTERS

NORTH TRAIL

#	Type (NO. APP.)	Terrain
1.	Tiger Beetles (8)	Hill
2.	Red Dragon (1) 7HD	Grasslands
3.	Were-wolves(5)	Forest
4.	Buccaneers(41+)	River
5.	Hill Giants (7)	Forest
6.	Antelope (25)	Grasslands

SOUTH TRAIL

1.	Goblins (29)	Hill
2.	Hill Giants (8)	Grasslands
3.	Wyvern (3)	Swamp
4.	Crocodile (8)	River
5.	Bandits (25)	Swamp
6.	Killer Bees (9)	Grasslands

None of the monsters listed will be carrying any treasure unless they are specifically noted as having individual treasure in the rule books. You can, of course, assign any treasure you wish to any monsters the characters encounter.

As the party passes through mile after mile you should try to convey to them the sight, sounds, smell and feel of their surroundings as best you can. Weather can be mild, or menacing as you deem it at the time.

THE NORTH/SOUTH TRAILS

1. About 2 miles from Luln the party will be passing through the hills and encounter either a small group of **Tiger Beetles**, or a company of **Goblins**. It is your choice as to which you would prefer. You can use both, saving one to spring on the party should they return to Luln before reaching Wereskalot.

Tiger Beetles (8) AC3 HD3+1 (hp 25, 23, 21, 19, 17, 15, 13, 11) M150'(50') ATK 1 bite d2-12 SA fighter 1 MO9 (found in Basic Rules, p. B31)

Goblins (29) AC6 HD1-1 (hp 1-7 ea.) M60'(20') ATK 1 weapon D 1-6 or by weapon type SA normal man MO7 (found in Basic Rules, p. B36) There is a 20% chance that 1 in every 4 will be riding a *Dire Wolf*!

Dire Wolf (0-7) AC6 HD4+1 (hp 33, 31, 29, 27, 25, 23, 21) M150'(50') ATK 1 bite D2-8 SA fighter 2 MO8 (found in Basic Rules, p. B44)

2. Descending from the hills into the grasslands the party will be subject to attack by either a **Red Dragon** flying overhead, or a band of **Hill Giants** hiding in the tall (very tall!) grass.

Red Dragon (1) AC-1 HD7 (hp 50) M90'(30')/240'(80' flying) ATK 2 claws, 1 bite, breath D 1-8/1-8/4-32 & breath = to current hps SA fighter 10 MO10 (found in Basic Rules, p.B33)

Hill Giants (8) AC4 HD8 (hp 62, 60, 58, 56, 54, 52, 50, 48) M120'(40') ATK 1 D2-16 SA fighter 8 MO8 (found in Expert Rules, p. X32)

NT3. Upon entering the forest the party will be attacked by a group of **Were-wolves!** This will only occur at night, presumably as the party camps. Were-wolves (5) AC5/9 HD4 (hp32, 30, 38, 36, 34) M180'(60') ATK 1 bite D2-8 SA fighter 4 MO8 (found in Basic Rules, p. B38)

ST3. As the party crosses a dismal swamp they will encounter a small flock of **Wyvern** (3) AC3 HD7 (hp 52, 48, 44) M90'(30')/240'(80' flying) ATK 1 bite & 1 sting D2-16/1-6 SA fighter 4 MO9 (found in Expert Rules, p. X42)

NT4. Upon reaching the river the party must make their way across. When doing so they will be set upon by 3 river boats filled with **Buccaneers!** (41+) AC5 or 7 HD1 (see rules for leaders) (hp 1-8 ea.) M120'(40') ATK 1 -6 or by weapon SA fighter 1 MO6(7) (found in Expert Rules, p. X35)

ST4. When crossing the swamp the party will reach the river, which is very defined and swifter flowing than the swamp waters they have been used to. When doing so they will encounter a small group of **Crocodiles!**(8) AC5 HD2 (hp 16, 15, 14, 13, 12, 11, 2x10) M90'(30')/90'(30' swimming) AT 1 bite D1-8 SA fighter 1 MO7 (found in Expert Rules, p. X29)

NT5. Continuing through the forest the party will be set upon by a band of **Hill Giants!** (7) AC4 HD8 (hp 61, 59, 57, 55, 53, 51, 49) M120'(40') ATK 1 D2-16 SA fighter 8 MO8 (found in Expert Rules, p. X32)

ST5. On the western side of the swamp the party will encounter a large group of **Bandits** (25) AC5 or 7 HD1 (see rules for leaders) (hp 1-8 ea.) M120'(40') ATK 1

weapon D1-6 or by weapon type SA fighter 1 MO8 (found in Expert Rules, p. X35. See *Brigand!*)

NT6. Leaving the forest the party will again enter the grasslands. Here they will be startled by a rampaging group of **Antelope!** (25) AC7 HD1-4 (hp 1-32 depending on creature's HD) M240'(80') ATK 1 butt D1-4 or 1-6 or 1-8 SA fighter 1 or 2 MO5 (found in Expert Rules, p. X28)

ST6. Emerging from the swamp the party will reach more grasslands. Unfortunately they will be swarmed by **Killer Bees** upon doing so (9) AC7 HD1/2 (hp 1-4 ea.) M150'(50') ATK 1 sting D 1-3 + special SA fighter 1 MO9 (found in Basic Rules, p. B37)

The encounters listed are not just numbers. Each represents something more than just monsters to be slain. You must convey to the party the whole experience as, possibly, life threatening in some instances. These creatures may just be passing through the area, and they may have reasons for doing so. But you can elaborate upon the where and when of each encounter, describing camps and other locations, giving the whole some flavor, some mystery, some excitement. Ultimately, a *good* or *bad* encounter rests with you, for you are the one running it.

THE RUINS OF WERESKALOT

After their last encounters the group will pass through the grasslands and find the gully of a wide, dry riverbed. At over 200' across, and still deep at around 5' from the banks and up to 9' in the middle, this feature should raise questions in the mind of the characters. 'Why is it dry?' There is no obvious answer evident. In any event it will be easy to cross as they leave the grasslands and finally reach the outskirts of their destination--the ruins of Wereskalot! In the distance they will just be able to make out the heap of fallen towers and buildings, piles of stone and wood that were once homes and places of work. Given a few minutes, they might also detect the movement of shadowy shapes darting about the ruins. What could these be?

This ends the Expert Adventure Supplement, Luln.

NPC SECTION

1. GILROY'S GENERAL GOODS

Gandolf Gilroy is an old gnome and one of the founders of Luln. He fled the barony long ago and came upon an abandoned barn near some farms, and took possession. Having a knack for bartering, he was able to turn his skill into a prosperous business, as more and more folk fled east as he had, and were in need of supplies to tie them over until reaching destinations further east or south. He lives with his pet weasel, Alchemidy in rooms above the store. He is a bit odd, some say eccentric, and smells like animal hide most of the time. (HP 7) Found in Basic Rules p. B35

2. WAINWRIGHT SHOP

Filo Furknock is a huge fellow standing 6'11" tall and weighing in at 350 pounds. A retired L3 mercenary that served in Baron von Hendricks' garrison for years, the gentle giant found the shedding of blood too much for him to bear. He often hires local boys to assist him when he has a job, but usually is able to perform just about every part of his trade alone. (HP 20) See "**Veteran**" Found in Basic Rules p. B44

5. ARMORER

Crebb Cokebeter is one of the few dwarf artisans found in Luln. A former adventurer, he stumbled upon the town 20 years ago and fell in love with the beautiful and enchanting owner of the boarding house. But it is a one sided relationship, as she does not return the affection. He drinks heavily when not employed, and is prone to talking to himself as he works. (HP 7) Found in Basic Rules p. B35

6. BERTHA'S BOARDING HOUSE

Bertha is a female Halfling that owns and runs the largest of rooming facilities in Luln. She employs up to 5 local girls constantly to help maintain the place, and serve the customers that dine from her kitchen. Her rates are reasonable, and she has 3 common rooms that hold 8 bunks each, along with 5 semi-private rooms with 2 beds apiece, and 3 private rooms that include their own closets, privy, and come with meals and a hot bath. Unusually beautiful (for a halfling), her personality and charm is renown--CH17! (HP 4) Found in Basic Rules p. B36

21. ALCHEMIST

Sergio Stradivarius is a L1 Medium, apprentice to the great wizard, Racnak, who disappeared 30 years ago when he joined a party of adventures going to explore the ruins of the Haunted Keep. While he maintains the shop of his master he does not have the skills and abilities of the greater man in the manufacture of potions and salves that were once plentiful and for sale here. Thus, his stock has dwindled to a few potions (1d4+2, roll randomly on the table in Expert Rules on p. X44 to determine each one). Sergio has been waiting long for his master to return, and has begun to lose faith. It is possible he might join a party, given the right inducement. (HP3) Found in Basic Rules p. B39 and Expert Rules p. X21

IN CLOSING

The material provided in this supplement is just the *tip of the iceberg*, as they say. A clever DM will see many things he will want to adjust, alter, and expand. In doing so, he will be carrying on the time honored tradition of Dungeon Mastering, and one of the cornerstones of Old School adventuring: **making it his own!**

While some may find the material within thin and lacking, others will prefer its sparseness. It is not possible to please everyone, on every level. If I have paid too much attention to some aspects at the expense of others, then I beg pardon, for even I am prone to pleasing myself when designing and writing works such as this.

RC Pinnell,
October 2010

Prerolled Party

#	Class	Level	HP	STR	I	W	D	C	CH	Spells
1	Cleric	5	15	12	5	15	9	7	9	2-2-1
2	Cleric	4	16	10	12	14	11	14	10	2-1-0
3	Cleric	2	7	11	13	14	11	6	8	1-0-0
4	Dwarf	2	12	14	9	8	10	9	6	none
5	Elf	3	13	13	16	10	15	9	10	2-1-0
6	Fighter	5	26	13	9	10	9	12	4	none
7	Fighter	5	26	16	9	14	10	11	14	none
8	Halfling	5	20	14	5	9	16	9	4	none
9	MU	5	14	8	11	11	9	10	7	2-2-1
10	MU	4	11	6	14	6	10	12	6	2-2-0
11	Thief	3	9	8	12	8	18	11	6	none
12	Thief	3	12	12	11	11	17	13	8	none

Magic items

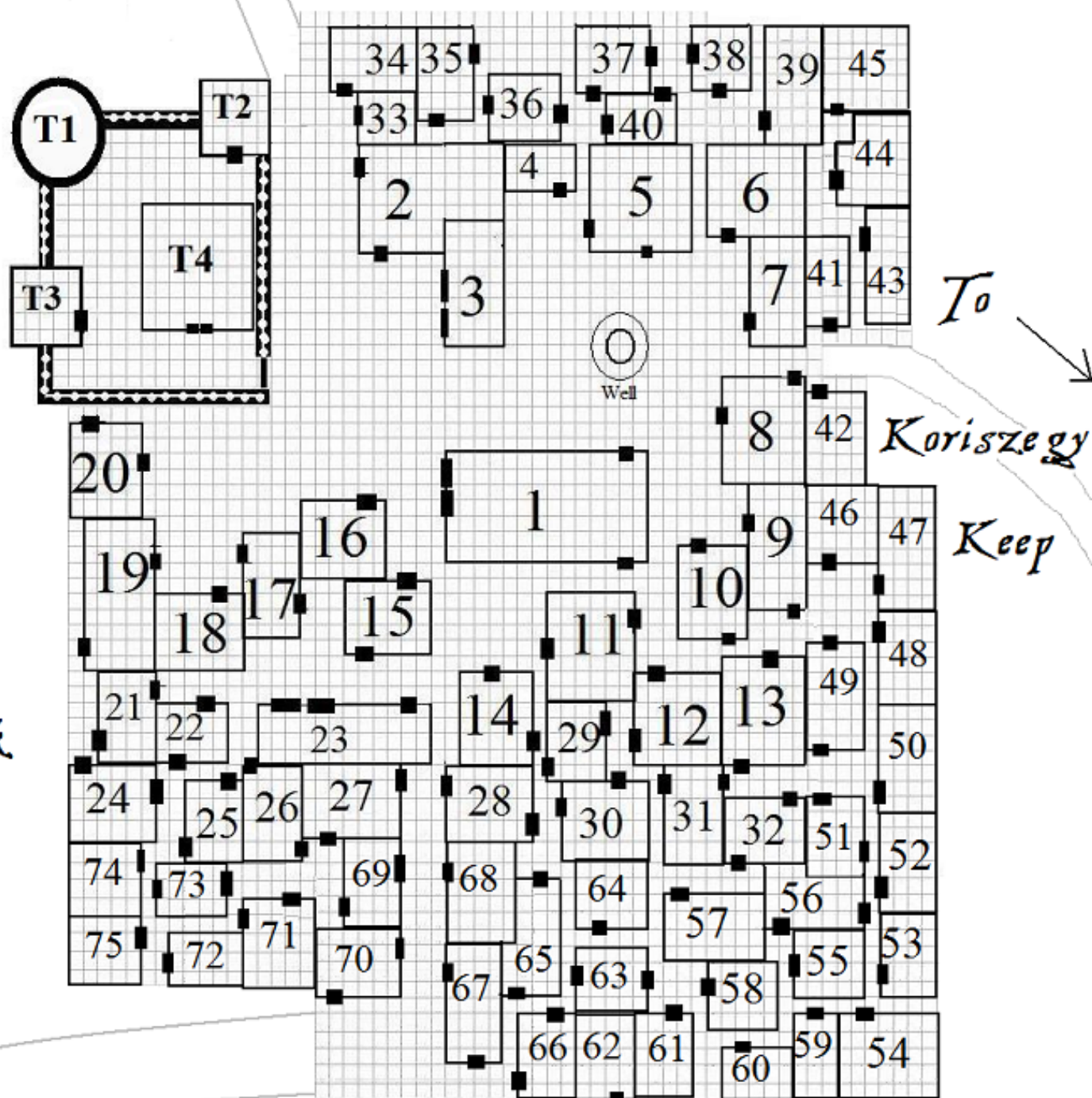
1. Snake staff, scarab of protection
2. None
3. None
4. Elf cloak & boots
5. Potion of levitation, scroll of protection vs. Undead
6. Sword +1/+3 vs. Undead, potion of speed
7. Sword +1/+3 vs. enchanted monsters, elf cloak & boots
8. Sling +1, potion of Control Animal, Scroll(treasure Map*)
9. Dagger +1, Scroll of 1 spell (Dimension Door)
10. Dagger +1/+3 vs. orcs, goblins, kobolds, rod of cancellation
11. None
12. None

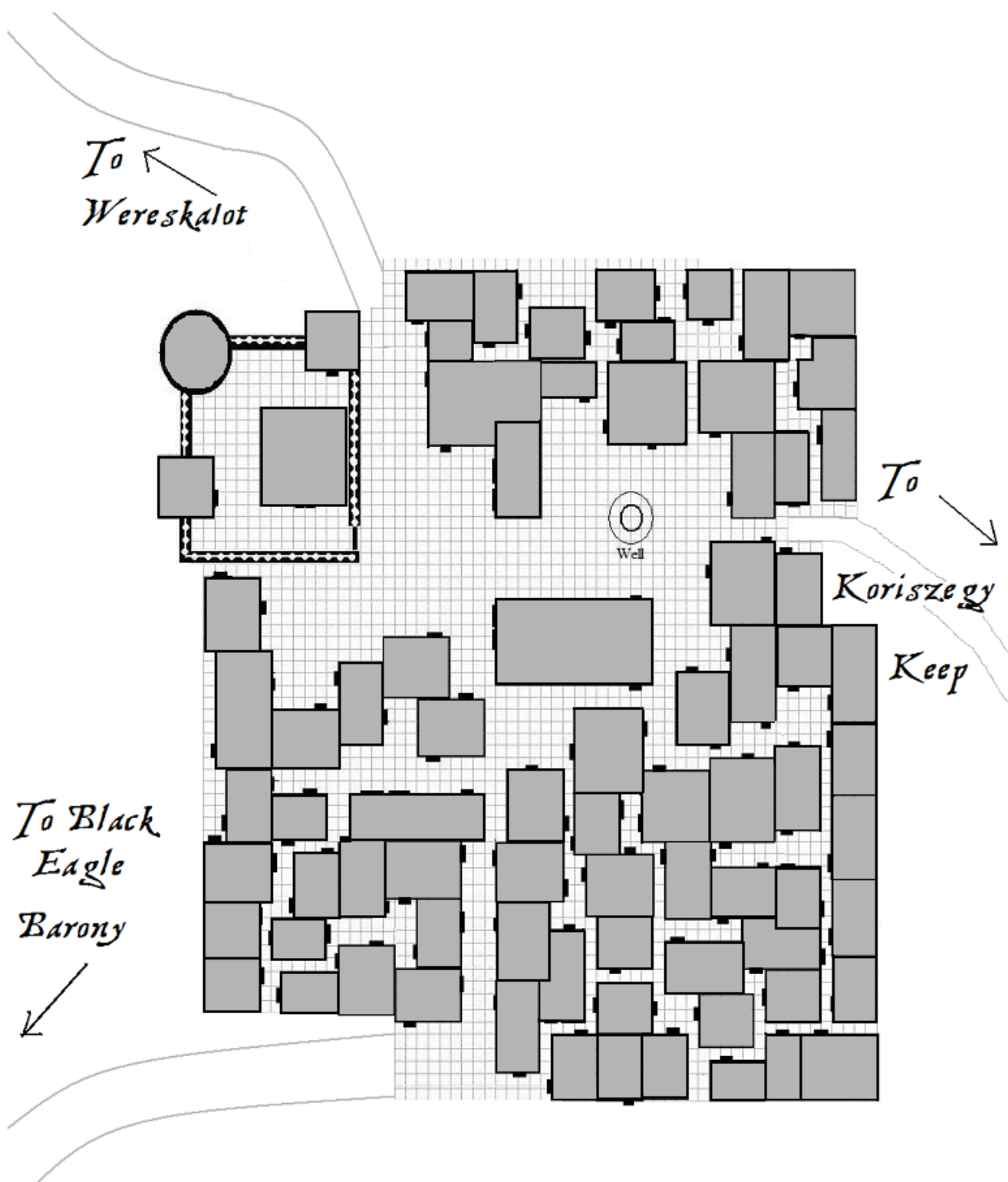
* DM must determine the exact contents of this using the Basic and Expert Rules books.

To Wereskalot

Luln

square ≈ 5'



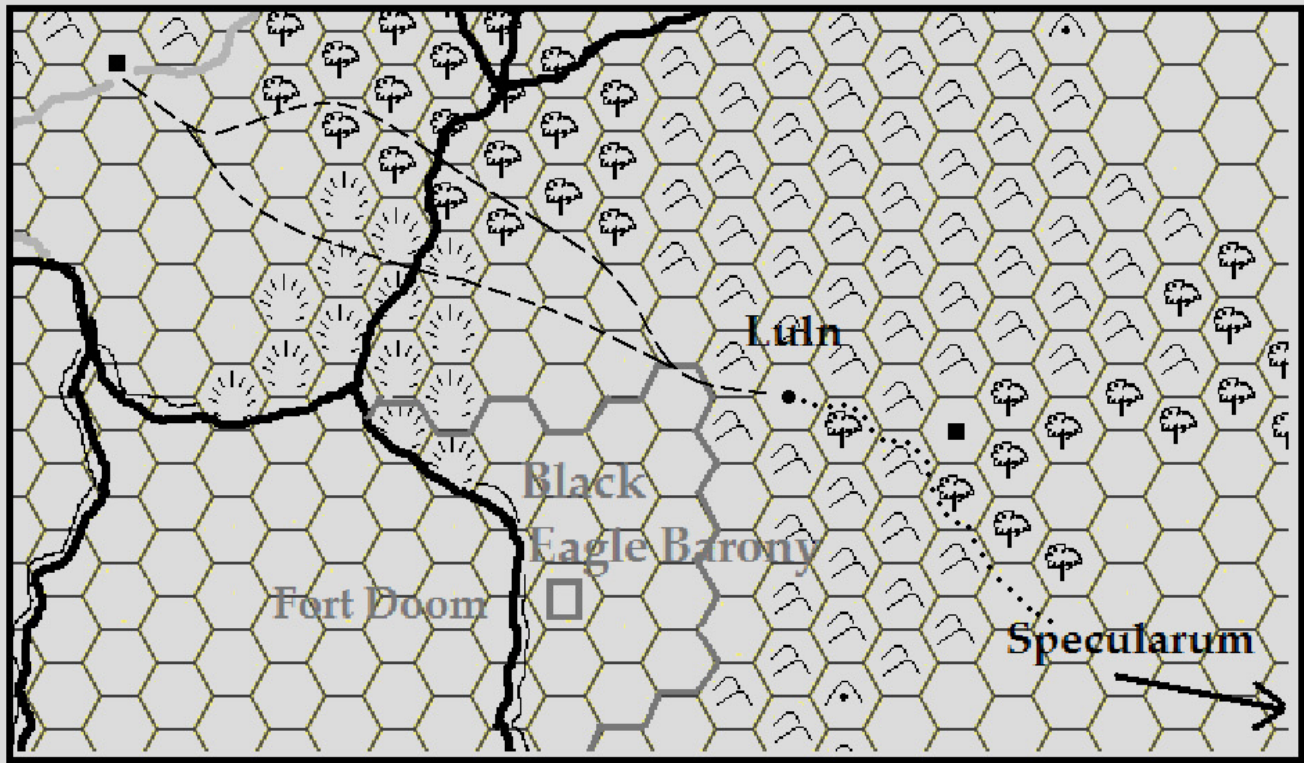


Luln: Players' Map

square ≈ 5'



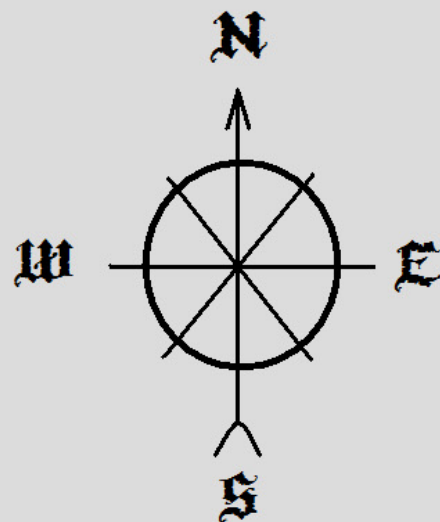
PLAYERS' MAP



.....
Road project under construction by
Duke Karamaikos

Tracks abandoned long ago,
seldom used, little known

Hex = 6 miles



LULN

The usually lawless town of Luln has become a location of interest to Duke Karameikos. As a possible stopping spot for trade caravans going to and from the 5 Shires, it would generate a lot of additional income for his coffers. Wishing to keep it from falling under Baron Von Hendricks command, the Duke has sent the Lady warrior, Mya, and her cleric companion to take control of the town and secure it.

Designed by RC PINNELL