

1A**FOR OLD SCHOOL
ROLEPLAYING GAMES**

Adventure Module 1A

THE INHERITANCE

by Bob Pennington
INTRODUCTORY TO NOVICE LEVEL



Family friend, and great adventurer Gildas Trahern is dead. The journey to Caer Brennau to attend his funeral was pleasant enough and uneventful, but who could have predicted what would happen next? Raiding goblins, and thieving kobolds are just the beginning, but when the dragon Galversharn attacks it becomes a race against time to return what was stolen before Caer Brennau is razed to it's foundations and every last man, woman and child killed in draconic wrath!

To save Caer Brennau will take courage, fortitude and wisdom. The path will be long and fraught with much peril. Can a party of strangers work together long enough to complete the tasks before them? Is any inheritance worth all this?





One Hex = 12 Miles



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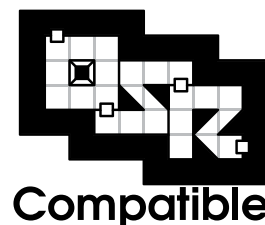
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Table of Contents

Introduction.....	2
Getting the Players Involved.....	3
The Arrest.....	7
The Arrival of Galvasharn.....	9
A Race Against Time.....	12
Gaer Anobaith and The Foamy Mugg Inn.....	14
The Ruins of Marmor Quarry.....	21
Key to the Encounter Areas.....	21
The Kobold Cult.....	26
Key to the Encounter Areas.....	28
Ending the Adventure.....	37

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INTRODUCTION

Welcome fellow game master. You hold in your hands Mischief, Inc.'s second published adventure. It is our hope that this detailed adventure will prove as fun and exciting for you as it has been for us at Mischief, Inc.

Mischief, Inc. is dedicated to bringing exciting narrative game play to your table top. It is our hope that you find this adventure a useful addition to your campaign world. Please provide us feedback on your game so that we can further tailor future releases to best fit the needs of the Old School gaming community. The feedback that we received from our earlier publication, *The Tomb of Rakoss the Undying*, was invaluable to us during the production of this adventure. We have made every effort to improve our products based on the constructive feedback we received from our community. A careful read of this test will highlight that we have not only heard what you had to say, but have implemented many of your suggestions. If you have not done so already, please drop by our web site and join our growing community. You can find us at <http://www.mischiefinc.net>.

The Inheritance is an epic campaign-starting adventure for 4-6 characters of level 1, with 5 PCs being ideal. The party will be engaged in a race against time, so party healing is rather important, hence we strongly suggest a cleric be included in the party. A skill-based character such as a thief is also strongly encouraged as there are plenty of situations that require the skill set of an infiltrator.

Characters are also assumed to start the game reasonably equipped. Each character will somehow have a connection to the deceased Gildas (see below). The backgrounds must be approved by the game master and in general should fit the following criteria:

- The characters may not be directly related to Gildas.
- No character may live or have lived in Caer Brennau.
- No character may have seen Gildas for the past 2 years.
- No character will own a horse.
- It is generally best for no character to have an evil alignment.
- The barbarian class is not a good fit for this adventure.

The adventure itself should play out in approximately three or four sessions. A quick group may be able to finish the quest in two sessions, although this is unlikely. The setting for the adventure is easily adapt-

able, requiring only a base town or city and a range of hills or mountains. The base setting was constructed in Mischief, Inc.'s home setting called *The Twelve Kingdoms*. Guidelines on how to adapt the adventure are included in the main text under the section titled, *Getting the Players Involved*.

Mischief, Inc. adventures are written with OSR compatibility as a primary focus. Those familiar with the present state of the gaming world know that a plethora of rules systems exist in this space. Writing without one defined rules set can be a challenge, both in presentation and in mechanical execution. We believe that we have a formula that works, not only logistically, but thematically. What we mean by this is that not only should the game run well, it should play with dramatic flair.

The monsters encountered in the adventure will be presented with a set of combat statistics presented in the following format:

Monster Name: SZ, AL, MV, AC, HD, HP, Attacks; + to hit (damage), Special;

To understand the stat blocks, a short explanation of the terms is needed.

Monster Name: Obviously the monster name is self explanatory. One note is that the monsters presented here are not an exact replica of any existing monster stat block from any source document. We avoided exact replicas of monsters so that the monster statistics were most compatible with all games.

Alignment (AL): If your game does not use alignment, then disregard this line. Otherwise Alignment is a very common and relevant game element in most OSR systems.

Movement (MV): This was a hard decision for us at Mischief, Inc. Some game systems use feet, some squares, and some have no tactical movement rules at all. We defaulted to movement speeds most in line with the d20 SRD. If your game uses feet or inches, the conversion should be simple.

Armor Class (AC): For ease of play we opted for ascending AC. The conversion to descending AC is very simple. The formula is $20 - \text{Ascending AC} = \text{Descending AC}$.

Hit Dice (HD): The hit dice will be listed in the number and type of die, such as 3d8. In our conversions we avoid half hit dice or formulas such as 2d8+4. In the case of an NPC, class level(s) will replace HD.

Hit Points: This is self explanatory. Most monsters have hit point equal to the die average +1 per hit die.

Attacks: The attacks are listed along with damage in discrete blocks. The attack number is ascending. For systems that use THACO the conversion is very simple. $THACO = 20 - \text{Attack}$. A sample attack might be Slam +3 (1d6). In the case of multiple attacks they are listed clearly with each attack and damage separated by a comma or “and”.

Special: Any special abilities of the creature are listed here. If the special ability is mechanically confusing, a separate descriptive paragraph will follow.

Here is a sample stat block using this format.

4 Orc Warriors: SZ M, AL CE, MV 30', AC 15, HD 1d8, HP 5 each, Attacks; Battleaxe +1 (1d8), Special; Darkvision 60'.

Non player characters (NPCs) use a different stat block. The challenge with NPCs is that the various OSR systems use separate class names, HD, and special abilities. To meet this challenge, we have developed a system that is consistent with our narrative goals without being system specific. We will only detail NPCs when there is a possibility for conflict. NPCs designed as noncombatants will have a very cursory treatment.

NPC Name: (Full Class Name and Level): SZ, AL, MV, AC (How), HP, Attacks;, Special; Spells, Possessions:.

Full Class Name: We will use the following class names: Fighter, Paladin, Ranger, Barbarian, Thief, Monk, Cleric, Druid, Wizard, and Illusionist. We will rarely use dual class, multi-class or special characters like the Bard to be rules generic.

AC: The way that the AC is determined is noted. We will indicate here if there were any outstanding characteristics that apply.

Attacks: In some cases there will be separate stat blocks for each weapon a character carries. There may also be notes for characters with exceptional Strength. In most cases the bonuses are listed in total.

Special: We will not be listing class abilities here unless very relevant to the text. It is assumed you know what a thief can do, for example.

Possessions: The items listed are not considered exhaustive unless otherwise stated. We will not list

mundane items like rations unless the story calls for the enumeration of such minutia.

Spells: These will be listed using the most common OSR name. They will be grouped by level. The game master is free to change the spell to customize the adventure.

The adventure text makes reference to locations and deities relevant to the author's campaign world. The game master is encouraged to modify the adventure to fit his campaign world. Locations presented within can be modified so long as relevant distances are kept within reason. Part of the adventure requires overland travel with a time limit. Drastically changing the scale or shape of the overland map will require additional changes.

GETTING THE PLAYERS INVOLVED

The default narrative for this adventure follows below. If you are not using the setting information described earlier, make sure that you adapt the text to fit your setting. At a minimum, it is strongly suggested that you tailor the maps with due care to travel times as time is a major factor in the events that follow.

If you are running a campaign for newer players, especially those who cut their teeth on newer role playing games (those with challenge ratings or encounter budgets), please caution your players with the following advice concerning this adventure, and the campaign in general. The advice is stark and simple: “Not all fights are to be won!” A few words to the wise will be sufficient. Make sure that this is understood.

When you are satisfied that the characters are ready to go and meet the guidelines covered in the introduction, read or paraphrase the following text.

Gildas Trahern has passed away. Although you have not seen this great wizard in more than two years, his mark on your life is indelible. It was with great sorrow that you received the special invitation to his funeral. The message demanded that you make haste to Caer Brennau as you are a beneficiary of Gildas's vast estate. Your travel into Caer Brennau was uneventful, giving you time to think on your past with the deceased. The instructions accompanying the obituary indicate that Berenion Galithil, an elven adventurer, is the executor of the estate, and that he has made arrangements for your stay in Gildas's manse and adjoining tower.

You arrive just in time, and after stowing your belongings in the guest quarters and changing into suitable clothes, you make your way to the nearby temple. A priest of Seren, the patron of the departed mage, conducts the burial ceremony. It is a simple but elegant affair. Following the ceremony you are ushered in to a private room in Gildas's tower for the reading of the will. You are one of (insert number of PCs) seated in the room.

Give the players an opportunity to describe their characters to one another and role play a bit. Encourage the players to not only describe the appearance of their character, but to share their background. Once each player has had an opportunity to give voice to his character, move on to the following text.

An elven man enters the room. He is dressed in a green cloak under which can be seen the glint of a mithril shirt. He wears a thin elven razor at his side, the type of blade commonly worn by those trained in the ways of fey swordplay. His hair is the color of polished brass and his eyes a piercing green. His hands look awkwardly large.

"Greetings young ones, I am Berenion Galithil. Gildas was my good friend and he chose me to be executor of his estate. Each of you bears a special invitation that I must examine before proceeding." (Berenion will collect the invitations and examine them under a glowing blue stone. He then continues.) "It seems that you are all who you say, so let us get on with the closing of the estate."

The game master should then role-play the reading of the will distributing the estate to Berenion and the items listed below to the characters. Each character will be given a small item that is applicable to each class or race. Examine the list below and find the most appropriate item. If there is more than one of any character class, use the next most appropriate item or substitute as you see fit. Only one item will be given to each character and no other items will be revealed. The rest of the estate is left to Berenion.

The items listed are all new magic items. Note that the items are described with background relevant to The Twelve Kingdoms campaign setting. If you are running this game in your own setting, you should take the time to change the items background and description to fit the lore of your own campaign. This simple step will give your campaign an epic feel and your players will rapidly respond to the "immersion" provided with this little bit of housekeeping.

Barbarian: Item of game master's choice.

As noted in the introduction, barbarians do not fit with the campaign background. If you have a player that insists on playing a barbarian, grant gold to compensate for the barbarians aversion to magic items. If the player is playing a variant of the barbarian that does not have the magic item aversion as a class feature, then by all means, choose a magic weapon that suits the barbarian such as a +1 greatsword, and give it some interesting quality and background.

Bard: Emissary's Cloak (*cloak of charisma* +2). This cloak appears to be a shimmering black cloak with a deep satin finish.

Berenion explains that it was once the property of Morven Casul emissary to Cadarn from the Maere Empire over two centuries ago. The King of Cadarn had reason during Morven's tenure at Caer Brennin to have him arrested and imprisoned when the King's emissary to Maere was likewise first imprisoned and then executed.

Once again many variants of the bard exist in OSR rules. Some of the oldest versions have daunting prerequisites such as leveling in other classes before becoming a bard. If you are using a version of the bard class that starts at first level, use an item such as above.

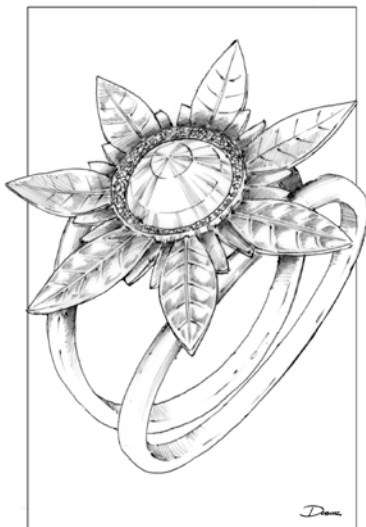


Cleric: Thorns of the Martyr (+1 *scale mail*). This beautiful suit of mail is adorned with piping resembling thorns, an ancient symbol of suffering. If the wearer of the suit ever suffers a wound that would reduce his hit points to zero or less, and he has a healing spell in reserve, he may cast that spell as a free action. A roll for the amount of healing is bypassed and he gains the maximum

amount. This power may only be used once per day.

Berenion explains that this armor was once the property of Telor Iver, patriarch of Adlan (the god of peace, reason and serenity). One hundred and sixty-seven years ago while visiting the Citadel of Aeron near the eastern city of Caer Arail, the citadel was besieged by a large force of orcs and giants. The entire contingent of Cadarn soldiers, and Patriarch Iver's own reti-

nue would have been lost, but the patriarch himself bought time for the rest to escape through a hidden entrance out on to Lake Merthir. When the citadel was finally taken by the orcs and giants, the patriarch was killed and the armor lost for a time. The Citadel of Aeron was renamed the Citadel of the Martyr although it remained in humanoid hands for years and was afterwards abandoned by Cadarn for fear of haunting.

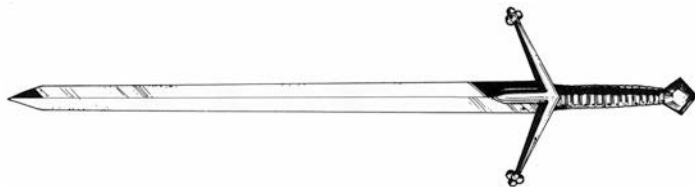


Druid: The Starflower Band (*ring of protection +1*). This ornate ring is fashioned with two interlocking bands supporting a pressure set bundle of hammered gold and gems resembling a flower in full bloom. In addition, the wearer is immune to any poison that is derived from plants.

Berenion's voice is reverent as he tells the story of this item. "The Star-

flower Band was fashioned by the elven smith Tincdan millennia ago in the ancient elven kingdom that stretched across the entirety of the region that is now the Twelve Kingdoms. He made it for his love, the princess Elliothiel. The two, however, were forbade to marry by the king, and Tincdan was killed several years later in a goblin raid. Elliothiel wore the band until her own passing centuries later, having never married."

Fighter: Calenyanda (*+1 weapon*). This +1 weapon is fashioned from steel with a light green sheen. It is nearly indestructible and razor sharp. In addition to its magical enhancement, the bearer of the weapon gains an additional +1 to damage on each consecutive strike (up to +5) with the weapon against the same target. Any miss resets the cumulative effect.



Berenion relates that this elven blade was also the work of the smith Tincdan. Centuries after his death, the queen of the elves Eruanniel gave the blade to the King of Cadarn, Aelhaeran I. The blade was passed down through the line of human kings for ages until it was gifted to a prominent hero Sir Vorath, Knight of Belinos, and then passed down through that order

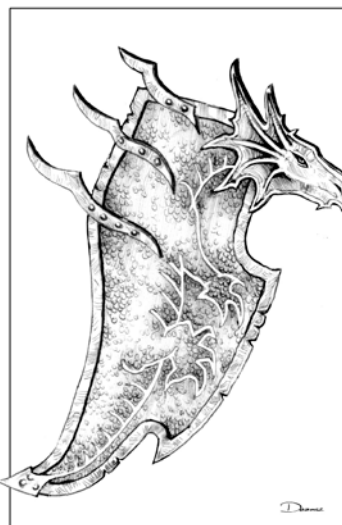
for centuries as well. With the downfall of the order of dragon riders the sword was lost and was recovered by Glidas on one of his adventures. It was his wish that it be returned to the order when their honor was restored. The elven name translates simply as "green blade."

Since fighters have access to a plethora of weapons, it is hard to describe an item that fits all builds. That being said, the most common choices are longsword, battleaxe, and greatsword. In all cases the item will have similar powers and description. The longsword is detailed here, adjust as required.



Monk: Bearmaster's Belt. This thick leather belt is fashioned with a fearsome bear totem as a buckle.

Berenion is not sure of the item's point of origin or how Glidas acquired the prize. What he does know is that the wearer of the girdle is fortified for battle (gaining an additional 5 permanent hit points).



Paladin: Dragon shield (*+1 shield*). This ornate shield is made of a silvery metal that resists corrosion. The shield is very light yet rigid. In addition to its defensive abilities, once per day it will automatically cast feather fall if the wielder plummets more than 20 feet.

Berenion says that six of these were made for the dragon riders known as the Knights of Belinos (god of dragons and fire), when these knights of old took to the skies to battle the forces of Rakoss the Undying. It is unknown as to the location of the other five. The Knights of Belinos fell into disgrace before the fall of the Kingdom of Cadarn. While the order still exists in some of the larger cities of The Twelve Kingdoms, they are often derided and joked about in taverns across the realms, as a Knight of Belinos has not actually ridden a dragon for centuries.

Ranger: Foeseeker (+1 bow). The bow has a strange magical property that protects the allies of the bearer. The bow either strikes the designated target or misses. There is no need to resolve firing into melee. In addition, the target may not get the bonus for soft cover provided by any other combatant.

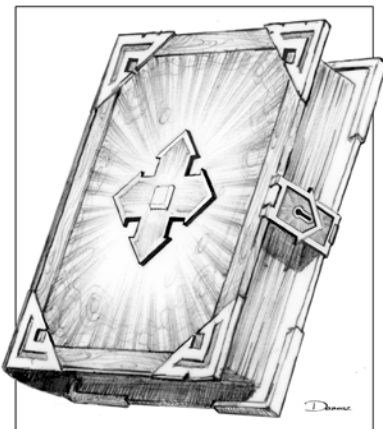
Berenion explains, "This bow was a gift to Gildas by my Uncle Taurfaer, a ranger of great renown. He fashioned it himself from ebony and boxwood that was then alchemically treated by the elven Druid Meluieth. The string is the sinew of a great two-headed troll my uncle slew in his youth. It is said that it is so resilient that it never needs to be unstrung. Fear not if you fire a missile from this bow into a chaotic melee. It has never been known to strike an ally of the wielder."



Thief: Boots of Infiltration. These simple leather boots appear to be made of high quality leather, but give off no aura of magical power. The boots have numerous magical powers. The first is that they do not detect as magic although a legend lore spell may reveal some information about them. The boots have a hidden cache that acts as a small bag of holding in the base of the

left sole. The cache can hold an item up to a foot long and 10 pounds. Currently the cache is holding a set of thieves picks. In addition to this feature the boots grant the wearer +15% (or +3 for d20 based OSR variants) to both climb walls and move silently checks.

Berenion is at a loss as to the power or origin of the boots, only that they were labeled "Boots of Infiltration."



Wizard: Tome of the Adept (*blessed book*). The book resists most forms of damage. If you use DR, it has a hardness of 6. If instead your campaign uses item saving throws, it saves on a 2 vs. all attacks. Against disintegration treat the item as always carried.

Berenion holds this book reverently as he says, "Gildas crafted this very special spellbook for you. It resists most damage and is lightweight despite its bulky appearance. He took a great deal of pleasure in its manufacture having engraved it with your sigil here on the inside cover. It is currently blank, but I am sure that you will find great use for this invaluable tool."

Following the distribution of magic items, each character will receive 50 GP from the estate as a rebate of travelling expenses. The remaining portion of the estate is turned over to Berenion. Give the players a chance to continue role playing, but as this dies down, move on to the next section: The Arrest.

A note about coins: Each city in the Twelve Kingdoms mints their own coins. In Caer Brennau the names of these coins have a forest theme. They do not mint platinum coins, so the coinage of the city are gold harts (deer), electrum wolves, silver leaves, and copper acorns.

Likewise, many of the coins found with the goblins and kobolds are of dwarven mint. These are platinum mountains, gold forges, electrum hammers, silver chisels, and copper nuggets.

The game master can use these descriptions to add detail and historical significance to the treasure found.

Game Master Notes: Before moving on to the next section is it is important to know what is going on behind the scenes. The theft of the egg occurred two days ago (see introduction) and the dragon Galversharn (more on her later) has discovered that her egg is missing. After safeguarding her remaining eggs and moving a rock to guard her hoard, she emerged from her cave the next morning, full of anger and desperation.

Galversharn takes flight to scan for traces of the thieves by air. En route she crosses a small ranger outpost manned by two of Caer Brennau's guards. In a panic, one of the guards fires an arrow at the dragon. The arrow does no real damage to the dragon, but in her present state she is not one to let such provocation go unanswered. She swoops down on the two guards and kills them both. One dies by a vicious bite and the other by flinging him from the tower from which he fired.

As the party is receiving their inheritance, word of the death of two rangers comes to Lord Warden Hart. He has yet to learn how the men died, but the discovering guard described one man as dead from a terrible fall and the other having died from numerous stab

wounds. Although this is not completely accurate, it is the mistake of an untrained observer. Lord Hart, moving on this false information, seeks to learn who could have done such things. His advisors tell him that strangers are in town, adventurers by trade, and in his suspicion Lord Hart orders that they be brought for questioning.

THE ARREST

Game Master Notes: You may find this encounter troublesome for both experienced and inexperienced gamers. The problem is that an encounter of this nature sometimes leads to metagame thinking. This encounter will bring the characters face to face with a group of NPCs that are too powerful for them to defeat. The metagame thinker may believe that since this is a first level adventure the opponents are also first level. In this case they are not! A tool useful here, and also in gaming in general, is the trusted advisor. In this case Berenion is that trusted NPC. He will try to diffuse the situation before it escalates. That said, some players will want a fight. In the notes that follow, we will give guidance on how to avoid or minimize the dangerous effects of such a reaction.

The following goals should be kept in mind when running this encounter.

- Jahyain's goal is to bring the party in for questioning, not to kill them.
- Berenion will not permit a brawl in his old master's mansion.
- The party will be warned by both NPC and description that this fight is unwinnable.
- Lawful party members should be reminded that cooperation with authorities is part of their alignment.

With new items in hand you prepare to leave Berenion when a crashing sound comes from outside the hallway. Berenion jumps to his feet and cries out, "What is the meaning of this intrusion!"

Suddenly four soldiers and a man exuding the scent of brimstone appear at the doorway. The leader has red eyes and carries a smoldering staff that appears to be made from a petrified king cobra. He stares into the room and then looks at his troops. "Bring them alive!"

Berenion seems to recognize the leader and calls him by name. "Jahyain! What is this about? Do you still bear a grudge after all these years?"

"Berenion, do not be such a fool. I am deeply saddened at my old mentor's death. I am here on official business by order of Lord Warden Arwel Hart. I have a warrant. Lord Hart has demanded that these men be brought to him to question them regarding a foul crime committed on the outskirts of his lands. I would execute the warrant peaceably, but do not test me!"

Berenion looks at all of you and advises, "I am an advocate. Let us go and answer these questions. I am sure that this can be resolved."

Give the players a chance to react or ask questions. The soldiers appear to be worried and fearful, but their leader looks as if he would relish a fight. Some guidelines for the role playing are given below.

- Jahyain will not speak of what the charges are, only that the demand is for questioning. If questioned he knows the crimes committed are serious and could have dire consequences.
- Jahyain will not tolerate stalling.
- The characters are free to carry their weapons and gear. Jahyain will say of such, "I have no concern for your trinkets. You are no threat to me, so come along!"
- Jahyain has no objection to Berenion coming along, but appears wary of the elf.

If the characters come along peaceably, move on to the next section. If they demand a fight or resist, see the following statistics for the NPCs involved. Under each NPC a guide for tactics is addressed. Remember: *The characters' safe capture is imperative to the continuation of this campaign!*

4 Soldiers: SZ M, AL LN, MV 20', AC 17 (chainmail and shield), HD 2d10, HP 12 each, Attacks; longsword +3, (1d8+1).

Tactics: The soldiers follow orders and will fight bravely. They will only retreat if Jahyain is defeated.

Jahyain The Cruel: (tiefling wizard-necromancer 7): SZ M, AL LE, MV 30', AC 19 (+3 Dex, +2 ring, +4 bracers), HP 36, Attacks; brimstone staff +6 (1d6+2), Special; spells, *darkness* 1/day as 7th level caster, fire, cold, and electricity resistance 5, Possessions: *bracers of armor* +4, *ring of protection* +2, *bag of holding (I)*, *brimstone staff* +2 (see new magic item below), spell component pouch, traveling spellbook, 1350 GP, 35 PP, 4x100 GP pearls.

Spells: Jahyain has the following spells prepared:

- 1- *detect magic*, *magic missile* (x2), *sleep*
- 2- *knock*, *ray of enfeeblement*, *uncontrollable hideous laughter*
- 3- *hold person*, *slow*
- 4- *enervation*

The Brimstone Staff (+2)



This magical staff appears to be crafted from petrified wood or bone carved to resemble a large and vicious king cobra. The staff smolders at all times, leaving a slight smell of brimstone in it's wake. Besides being a +2 weapon, the staff has the following special abilities.

- Twice per day the staff may cast *burning hands*. The caster level is the same as the wielder.
- Once per day the staff may cast *fireball*. The caster level is the same as the wielder.
- While the staff is in hand, the wielder gains fire resistance of 5 and poison resistance of 5. If your OSR system does not use resistances, instead substitute +2 to saves against these types of attacks.

Tactics: If a fight must occur, Jahyain will do his best to end it without casualties. He will start the fight with a *sleep* spell and then sue for peace. If this does not

work he will target the party cleric with a fearsome *magic missile* volley and demand the party yield. If this does not work he will kill a party member with *enervation*.

Game Master Notes: Tieflings are not a core race among OSR systems. If you do not want this race to exist in your campaign, just make Jahyain a human who has gained powers from an infernal lord via some dark pact or ritual.

Berenion: (elven fighter/wizard 4/4): SZ M, AL NG, MV 30', AC 19 (+2 Dex, +6 magic armor, +1 ring), HP 22, Attacks; elven razor +8 (1d8+4) or composite longbow +9 (1d8+1), Special; spells, elven racial abilities, Possessions: +2 *elven chain shirt*, +1 *ring of protection*, +2 *elven razor*, +1 *composite longbow*, spell component pouch, traveling spellbook, 108 GP, 7 PP.

Spells: Berenion has the following spells prepared:

- 1- *detect magic*, *magic missile*, *sleep*
- 2- *acid arrow*, *invisibility*

Tactics: Berenion's tactics are just like Jahyain. He will start the fight with a *sleep* spell and then sue for peace. If this does not work he will use *invisibility* and seek to grapple with Jahyain to stop the bloodshed. He will plead to end the violence all throughout.

Game Master Notes: If the characters start a fight and you have exhausted yourself in trying to keep the peace, it is acceptable to beat them down. Have additional soldiers show up as reinforcement (at least 4 more), and force the party to surrender. The party members will be treated for their wounds as needed by priests so as to not end their careers so soon. Once again, if you have prepared the party for this moment, they are more likely to cooperate and move on.

Depending on how the party has behaved, their reception by Lord Warden Hart will vary. If they cooperated, they will be treated as suspects, but with rights. If they were belligerent or attacked Jahyain or his men, they will be thrown into the dungeons. In all cases the party will be treated for injuries by the local priests. Modify the text below as needed based on the character behavior. This dialogue will either take place in the Lord's hall or in a dark and wet dungeon cell.

You are taken to a large stone building, obviously a manor house. It has two stone spires rising on the west end of the building. Three large hounds patrol the snow covered lawn. You are led inside to (the

dungeons/an audience room). In a few moments a man dressed in studded leather armor and a deep green cloak comes to greet you. He has dark curly hair and a finely trimmed beard and mustache. You would guess that he is in his late twenties, but he has a quiet aura of confidence that belies his youth. "I am Lord Warden Hart. I have had you brought here as I am in need of answers. Two of my men were killed, and it has come to my attention that their deaths occurred at precisely the time that some of you came to be here in Caer Brunnau."

Lord Hart will interview the party members asking where they are from and by which route they came. Berenion will chime in when needed to keep the peace. After a few questions, Lord Hart will begin to suspect that the characters' alibis are sound, and share with them what has happened and why they are being questioned (see the game master's notes from the previous section describing the report following Galversharn's attack). Once this occurs he will decide what to do with the character based on several factors.

Lord Warden Arwel Hart: (human ranger 4): SZ M, AL LN, MV 30', AC 16 (+2 Dex, +4 +1 *studded leather armor*), HP 40, Attacks; heirloom longsword +4 (1d8+1), Special; tracking, blind fighting, Possessions: +1 *studded leather armor*, signet ring, fine clothes, jeweled heirloom longsword.

Worst Case: The party is belligerent and disrespectful. They attacked Jahyain and did not cooperate with Lord Hart, or perhaps they killed or severely injured a guardsman. They will be kept in the dungeons until the next chapter of the adventure.

Example Decree Worst Case: "Although it is unlikely that you had anything to do with the death of my men outside of town, you most certainly have been defiant and uncooperative while you have been guests here in town. I am compelled to have you kept in custody until I can convene a trial for your loathsome crimes against my men!"

Poor Case: The party either assaulted the guards and Jahyain or was rude or obnoxious to Lord Hart. The party will be kept in the dungeons, but will be fed. The Lord Warden will pronounce that perhaps a night in the dungeons will aid in the improvement of the characters' manners.

Example Decree Poor Case: "Although it is unlikely that you had anything to do with the death of my men outside of town, you most certainly have been most troublesome in your short stay here in town. I

am compelled to have you kept in custody until I can determine what is to be done with you!"

Most Likely Case: The party has done something offensive, but has not broken any laws or jaws. They will be fed and taken to a barracks room adjoining the mansion house where they will be kept until the next day as Lord Hart confirms their alibis.

Example Decree Likely Case: "Although it is unlikely that you had anything to do with the death of my men outside of town, your behavior has aroused in me all manner of suspicion. I am persuaded to have you stay as my guests until I can fully confirm your innocence."

Best Case: The party has followed Berenion's advice and done nothing to provoke the Lord Warden or his men. They cooperate by answering the questions faithfully and honestly. Lord Hart will insist that the party stay with him as honored guests. They will be well fed and given room to sleep in the manor house.

Example Decree Best Case: "I am convinced that you had nothing to do with the death of my men outside of town. I need only personally verify the alibis to put this unfortunate incident behind us. I insist you stay here as my guest until the morning. We will ride out to verify your innocence and then you will be free to go."

Regardless of how the role playing goes, the party will be in the vicinity of the manor house when we begin the next chapter.

THE ARRIVAL OF GALVERSHARN

Galversharn, an old bronze dragon, lives in a cave north of town in the Eire Mountains. She has, for the most part, existed peacefully with the men of the region. It is understood that her cave and the area nearby is to be free from trespass. In return, she has driven out most of the giants that once lived in the nearby hills.

In recent years, the men of Caer Brennau have erected a tower to watch the dragon's cave. It is placed just outside the boundaries Galversharn set years ago. From the tower the men of the forest watch for activity, ever wary that old covenants will be overturned when the dragon thirsts for more treasure. They are able to communicate with other towers by semaphore so as to alert Caer Brennau to any dangers. This system should have worked, but failed due to the panic of the two guards on the fateful morning that Galversharn awoke to a missing egg.

It is the evening of the characters arrest, and the old wyrm is high in the clouds. Below her she sees the telltale whips of smoke emanating from hearths in the town below. The men of Caer Brennau have failed her. Not only have they allowed thieves to breed near her precious horde, they dared even to attack her. It is time to teach these men a lesson.

Galversharn: SZ G, AL LG, MV 20' Fly 60' (clumsy), Swim 30', AC 26, HD 16d12, HP 112, Attacks; 2 claws +16 (1d8/1d8) plus bite +14 (4d6), Special; breath weapon (x2), dragon fear, dragon senses, ESP, magical abilities, size, spells, spell resistance, tail slap, wing buffet.

Breath Weapon: Galversharn has two breath weapons. She may use these once every 1d3 rounds. The cool down is triggered after using either breath weapon.

- The first breath weapon is a stroke of lightning 100 feet long and 5 feet wide. Creatures in the line take 16d6 damage save for half.
- The second breath weapon is a cloud of repulsion gas. The cloud is 20 feet long, 30 feet wide, and 30 feet high. Any creature caught in the gas must save or flee from the dragon for 16 rounds.

Dragon Fear: The mere sight of Galversharn strikes fear in most creatures. Creatures with 5 HD or less automatically lose a round of combat in panic. Following that round, they must save to regain their composure or flee for 1d4 rounds. Creatures from 6 to 10 HD do not automatically lose a round, but must save to avoid fleeing all the same. Creatures with 11 or more HD are immune to this effect. Galversharn may avoid being so frightful if she wishes.

Dragon Senses: Galversharn has darkvision 100 feet. Galversharn's eyesight is as keen at 100 feet as a man's is at 20 feet. Galversharn has such a keen sense of smell and hearing she can target an enemy within 50 feet just using those senses. Galversharn's senses, along with her ESP, make her virtually impossible to surprise. These enhanced senses are dormant when she slumbers.

ESP: Galversharn may communicate telepathically with any creature that has a language. She may also gain limited empathy to judge the character of those nearby her if she concentrates for a round.

Magical Abilities: Galversharn has grown into a majority of the magical abilities common to bronze dragons. If the abilities are level dependent, they are used at 16th level.

- She can *breathe underwater* and function there as if on land.
- She can *speak with animals* at will.
- She is immune to electricity.
- She can *create food and water*.
- She can cast *wall of fog* once per day.

Most dragons of her age can *polymorph* or *summon weather*. Galversharn cannot. This was due to an injury early in her life. Oddly, her ESP power has grown to compensate.

Size: Galversharn is a massive creature. Her tail is 80 feet long. Her body is 70 feet long and her wingspan is nearly 180 feet. Keep this in mind when describing her actions and behavior.

Spells: Galversharn has the following spells prepared:

- 1- *feather fall*, *detect magic*
- 2- *invisibility* (x2)
- 3- *dispel magic*
- 4- *confusion*

Spell Resistance: Galversharn is 35% spell resistant or the equivalent if you use SR.

Tail Slap: Galversharn may give up 2 claws or a bite to use a tail slap. This attack is +16 (3d6), plus the target is knocked prone and stunned for a round if they are size L or smaller.

Wing Buffet: Galversharn may give up her normal attacks to use a wing buffet. Characters flanking Galversharn are battered by the wings while all within 20' are blown back. The wing buffet slam attack is + 14 (1d12), and the blow back is an area effect 20' radius around Galversharn, save if size L or smaller and be blown back 1d6 x 5'. Take 1 damage for each 5' driven back and fall prone.

Galversharn's attack **will not** be played as a combat, although you may choose to use rounds as a way of adding a dramatic feel. Read the appropriate description based on the "Case" that the characters fell under from the previous section.

Characters Start in the Dungeons

Although it is hard to sleep in the dark and damp dungeons, eventually the fatigue from your earlier travels takes hold and you succumb to slumber. Your mind replays the unfortunate words and deeds that have led you to this place.

Suddenly you are fully awake as a clap of thunder, close by, echoes against the cold walls. The thunder is followed by the sound of crumbling masonry and cries of despair. The corridor door to the dungeons swings open in a few minutes and three men emerge with dust and smoke following. They look terrified.

The first man fumbles with the cell keys while the two others hold opposite ends of a large chest. It is the same chest that your possessions were placed in mere hours ago. The man with the keys stammers as he works the wall lock. "Quickly, get your things and come. A great beast is attacking the city!"

Characters Start in the Barracks

Although the previous day had many regrettable moments, your lodgings for the night could have been worse. You pick a cot in the barracks and settle in amongst your new comrades. Eventually the fatigue from your earlier travels takes hold and you succumb to slumber. Your mind replays the unfortunate events that have led you to this place.

Suddenly you are fully awake as a clap of thunder, close by, echoes against the fortified walls. The thunder is followed by the sound of crumbling masonry and cries of despair. The barracks door swings open in a few minutes and two men emerge with dust and smoke following. They look terrified.

The men are holding opposite ends of a large chest. It is the same chest that your possessions were placed in mere hours ago. The man with the chest key stammers as he opens the chest. "Quickly, get your things and come. A great beast is attacking the city!"

Characters Start in the Manor House

Although the previous day had many regrettable moments, your lodgings for the night could not have been better. After a fine meal and the offer of a pipe from Lord Warden Hart, you turn in for the night. Your comfy bed almost makes you forget the unfortunate events that have led you to this place.

Suddenly you are fully awake as a clap of thunder, close by, echoes against the stone walls. The thunder is followed by the sound of crumbling masonry and cries of despair. Your door swings open in a few minutes and you see two men in a dust filled hallway. They look terrified. In spite of their terror they are rousing all of your comrades in like manner.

In the hall the men have opened a chest, the same that you stowed your possessions in last night before dinner. The man with the chest key stammers as he opens the chest. "Quickly, get your things and come. A great beast is attacking the city!"

Regardless of which description is read, play from here will take a set path. The guards have no time for answering questions and will only shout "Come to the courtyard at once!" before readying halberds and charging out into the night. When the party follows they will be greeted with the terrifying sight described below.

You rush to the courtyard following screams of terror and intermittent roaring. A primal fear wells up in you near the entrance to the courtyard. A voice as loud as the sea batters your ears as you gaze at the monstrosity that has wrapped itself around a crumbling tower above the courtyard.

"Look on me and know death!" roars the great dragon. Her scales are bronze, flickering in the moonlight. Beneath the thick scales are corded muscle and sinew. She is vast in size and terrifying, her wingspan blotting out the stars above. You see men and women scattering about the courtyard seeking shelter in their terror. The men who lead the way drop their weapons and flee.

Have the players save against the dragon fear. Automatically they will lose a round as described under Galversharn's special abilities. During that round she continues her rant.

"For years I have sheltered you. I have driven giants from your lands. I have subdued armies of mortals in your name. You have thrived by my might. You reward me with what? An attack? You fools will never learn! Has Gildas taught you nothing? Face me, wizard!"

It is likely that at least one character will save and be able to answer the dragon, but it is not guaranteed. Those who flee will eventually be able to regroup as the dragon continues to rant and tear apart the tower. Eventually a character will have to say or do something. If one thinks of attacking, have Berenion arrive and yell at them to stop. Berenion will address any active character as follows.

"The dragon Galversharn seeks Gildas who is dead. You are his heir. Speak now or we are doomed!"

Once a character manages to address the dragon, she will turn off her dragon fear aura and parlay with

the group. This will allow the party to regroup and Lord Warden Hart and Jahyain to come out of hiding. The dragon catches her breath and looks about, appearing saddened at the destruction.

"You think I want this? I do not delight in destruction. I have loved you men of the forest. I have protected you. Why would you allow my offspring to be taken? Why would you assail me in my anguish?"

This pause in hostilities will give the characters a chance to engage the dragon in conversation. She is still hot with anger, but will not attack again unless provoked. She seeks answers to her questions and help for her problems. Here is a guide to this intense role playing opportunity.

1. Galversharn will explain that one of her eggs was stolen by what she suspects was either a kobold or a goblin.
2. She will relate the true recent events that led to the death of the two guardsmen at the tower.
3. She will explain that she has been trying to contact Gildas and that it never occurred to her that he might be dead. She has always trusted the mage and has a magical means to reach him mentally.
4. She will demand to know why the men attacked her. She will accept the explanation of panic if this is offered, but will not accept mere ignorance or defiance.
5. Once she learns that the characters are the heirs of Gildas, she will hold them to her covenant with the old mage and demand they help her.
6. She will suggest that the party find a good scout that knows the nearby mountains where the goblins and kobolds have been known to reside. She suggests that they find Idhrenwen, a half elf friend of the dragon. She does not know Idhrenwen's whereabouts.
7. She also suggests that the characters find Mugg Grimhammer, a dwarven hero that knows the mountains well. She knows that Mugg has an inn at Gaer Anobaith.
8. She will explain that a dragon egg is hearty, but will perish if absent from the mother's warmth for more than two weeks. This gives 12 days to find and return it.
9. Even if the party has soothed the dragon, her anger will flare up again and she warns that her wrath will return to this city unless her egg is returned or the thief responsible is killed.

Game Master Notes: Preparing for a dialogue like this is a daunting task for a game master. Galversharn must always sound forceful, regal, and wise. You are conveying the raw emotion of an expectant mother on one side, while dealing with a destructive force of nature on the other. Remember that Galversharn is Lawful Good, but in her present state of mind, she is anything but benevolent.

The best way to "play" her is to consider a powerful comic book megalomaniac. Speak in rehearsed soliloquies full of boasts of immense power and wrath. An example might be: "Know this men of the forest. If my egg is not returned I will fall upon you like a terrible storm. A storm of teeth and lightning. A blizzard of wrath and retribution. I will consume this town as a fire consumes tinder. All your men will falter like old women and your steel will not save you!"

If you prepare quotes like this, you will do well in this encounter. After making her threats and employing the adventurers Galversharn will then leave.

A RACE AGAINST TIME

Following Galversharn's departure we enter a race against time. The characters are in fact on two timetables. The first timetable is the one given by Galversharn, and the second was briefly hinted at in the introduction.

Most game masters have a calendar system for their campaign. Having one for this adventure is important but not completely necessary. If you do not there, are a few options at your disposal. These are covered below.

Use the real world calendar

This method is simple and has the merit of familiarity. The downside to this method is that it lacks the qualities consistent with immersion. A vivid calendar using gods, heroes, and made up holidays is an effective way of building lore into your campaign. That said, if time and energy are not on your side, this method works well enough.

If you choose to use our modern calendar, the sequence of events would look like this:

Egg Theft: December 9, early morning pre dawn.

Attack on the men at the fort: December 9, late morning.

The Inheritance: December 10, evening.

Attack of Galversharn (present in game time):
December 11 about 4 am.

Longest Night: December 21

Deadline for egg's viability: December 23

Use The Twelve Kingdoms calendar

The dates using The Twelve Kingdoms calendar follow:

Egg Theft: Gaef 9, early morning pre dawn.

Attack on the men at the fort: Gaef 9, late morning.

The Inheritance: Gaef 10, evening.

Attack of Galversharn (present in game time):
Gaef 11 about 4 am.

Longest Night: Gaef 21

Deadline for egg's viability: Gaef 23

Use a countdown in lieu of a calendar

This method is simple and is recommended for game masters using this adventure at a convention or a game day at their local gaming store. For this method you note that there are only X days remaining and keep the characters informed as time passes. The countdown is a good way of adding dramatic tension to the adventure and can be added to any of the above methods by having one player keep a calendar.

Regardless of what method is kept, the players will only be aware of the timetable given by Galversharn. They have no way of knowing of the kobold cult or their sacrificial plan. In fact, this twist can lead to great tension when the characters arrive at the final dungeon to reclaim the egg.

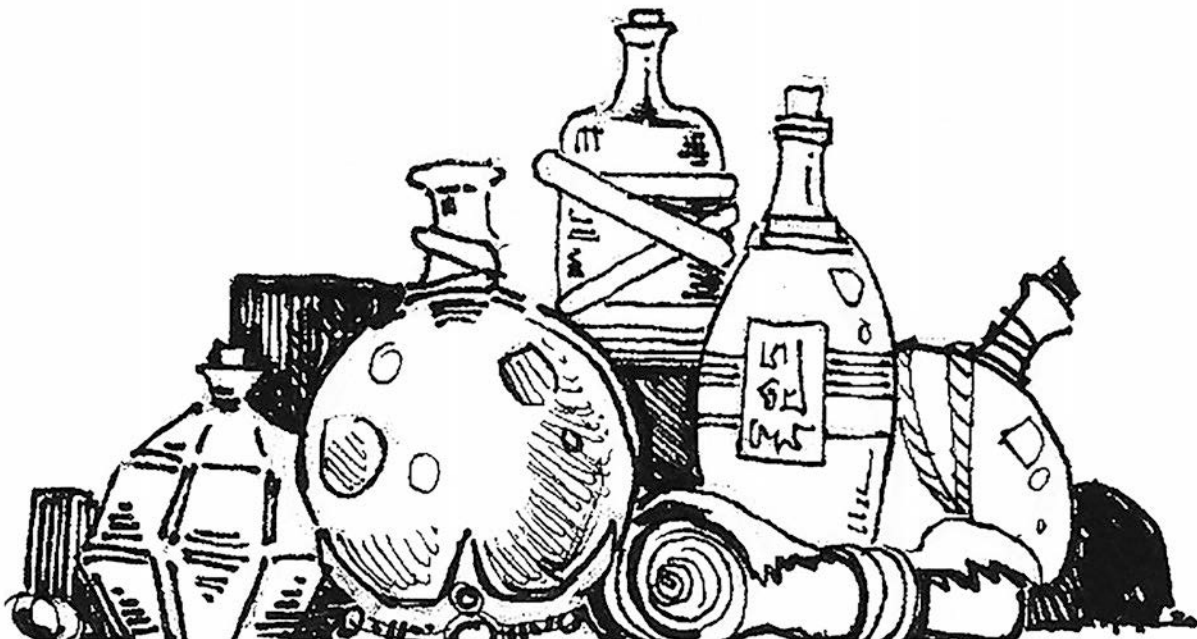
Preparations

It is to be assumed that the characters will want to gain time by purchasing horses. This will not be possible. The threat of Galversharn's retributive attack will prevent any townsfolk from selling off their livestock in case they must themselves abandon the town for safety.

Despite the lack of horses, the people of Caer Brennau will generously provide many items for the success of the adventurers. A detailed list of items given to the players is given below along with who donates the items.

The Brothers of Brenna, monks from the local temple of the God of Nature and the Forest, will provide the party with the following items:

- A pack mule with 4 saddle bags.
- 2 weeks feed for the mule (this fills one of the 4 bags).
- 1 *potion of healing* for each character.
- Winter cloaks for the cold mountain trek.



Aerthfael Badden of Badden's Provisions, a general store, will provide the following:

- Three 50' lengths of silk rope.
- A grappling hook.
- Climbing gear.
- A water skin for each character.
- A backpack for each character.
- He will sell other items, but due to the panic in town he must charge 110%.

Lord Warden Hart will provide the characters with iron rations prepared for his guardsmen. He has enough for 10 days supply to each character. In addition, if the party seeks hirelings, he will allow one of his men (Oddgar) to be hired on for 4 SP per day. For statistics for Oddgar use the following.

Oddgar: SZ M, AL LG, MV 20', AC 17 (chainmail and shield), HD 2d10, HP 14, Attacks: longsword +3, (1d8+1) or longbow +2 (1d8). Possessions: chainmail, shield, longsword, longbow, footman's mace, backpack, lantern, 2 flasks of oil, water skin, and 5 days iron rations.

Oddgar is 21 years old and has never been far from home. He is brave and loyal. His mother recently passed and he was an only child. He does not know his father. He loves his position in town and fears for his friends.

Vontell of Seren, a local priest of the sun god, will provide the party with a general map of the area. It is rolled up in a bone scroll case and drawn on vellum.

Overland Travel

In general, characters move approximately 3 mph when they march. The hexes on the game master's map are 12 miles. Characters will be able to travel 2 or 3 hexes per day based on the terrain and their desire to march for extended periods. As a game master you have the option to compel characters that make many long marches to make Constitution checks to avoid fatigue. If you do not have a good method, please use the following.

If the characters travel more than 2 hexes have each player roll 9d6 and allow them to organize the dice in sets of 3 any way that they wish. The goal is to roll low. If all three totals are lower than their Constitution score they have no fatigue. For each set of dice greater than the characters' Constitution score, that character

takes a point of subdual damage. This damage is only reduced by 1 for each full 8 hours of rest.

When the characters set off to travel, read the following boxed text.

As you leave the center of town, you see that the sun is just starting to rise. Two guards somberly escort you to the mountain road. The map you were provided seems to indicate that your path leads this way towards Gaer Anobaith and The Foamy Mugg Inn. The guards stop as you reach the town gate. "Gaer Anobaith is sixty miles along this road. There is an inn there to rest from your travels. The dragon thinks that Idhrenwen can be found there. May Brenna hasten your steps."

Make sure that the characters have the wilderness map from the next page.

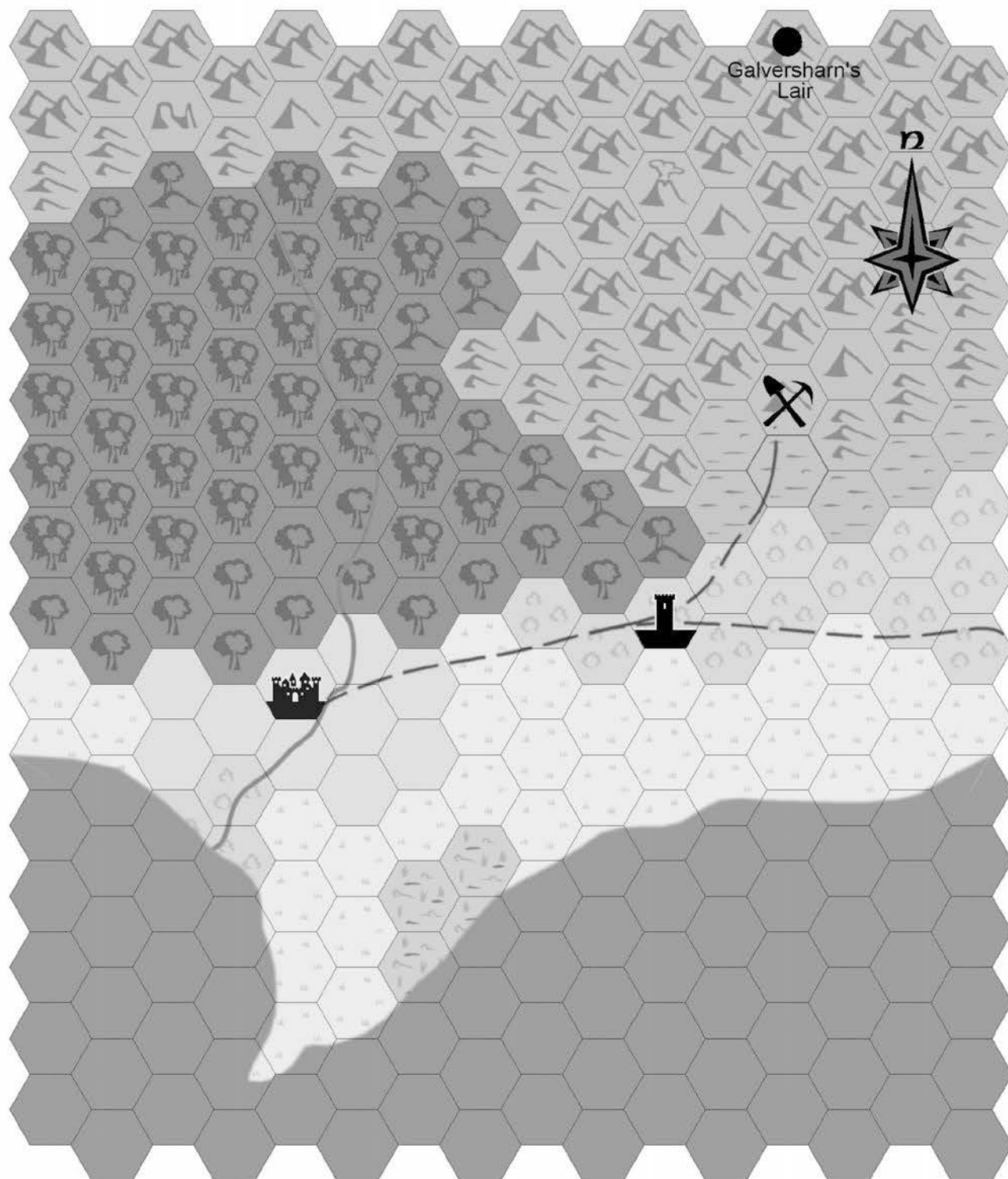
GAER ANOBAITH AND THE FOAMY MUGG INN

In this section the characters will have traveled to the small settlement that has grown up around Gaer Anobaith. The fort is under the control of Lord Warden Hart's militia. The fort is not detailed here but the enterprising game master can flesh out this area if need be. It is here as a place for the characters to find help if they need to retreat from the dungeons or ruins. The fort employs a healer (Presley; Human Ceric 3 –Seren) and a shopkeep (Hurley Ladlebelly; Halfling Commoner). The healer will perform healing for a small donation (50 GP). Hurley has a shop with most regular items at 125% cost. He does not sell livestock.

Recent events here at Gaer Anobaith have been nearly as bad as those at Caer Brennau. Not only has the dragon Galversharn been seen overhead, but goblin raids have become a common occurrence. Additionally, the communication network of semaphore towers, stretching about the lands under Caer Brennau's control, have been shut down due to the dragon threat. It is in the shadow of these recent events that the characters arrive at the fort.

It is important to note that the men at the Fort do not know of Galversharn's attack on the town, but do know of the killing of the two guardsmen. They have yet to hear the cause of the men's death.

The Captain of the Guard is Arlaes Colwyn. Currently he manages a squad of 18 able and 2 injured men. The fort itself is designed to hold up to 100 men.



One Hex = 12 Miles

	Gaer Anobaith		Wastelands		Swamp		Shrubland
	Quarry		Mountains		Farmlands		Forest Light
	Cave		Volcano		River		Forest Heavy
	Caer Brennau		Hills		Sea		Prairie

Although statistics for most commoners in town are unnecessary, below are statistics for the fighting men and their leader.

Captain Arleas Colwyn: (human fighter 3): SZ M, AL LN, MV 20', AC 17 (chainmail and shield), HP 26, Attacks; longsword +5 (1d8+2) or longbow +4 (1d8), Possessions: chainmail, shield, longsword, footman's mace, 12 GP, and 11 SP.

Game Master's Notes: Arleas is a typical frontier fighter. He is not a people person, but is not quick to anger. He will listen carefully to the characters, speaking only when asked a direct question. He does not show much emotion. In dealing with the player characters he will stress that he is dealing with his own set of problems, but that perhaps they could work together. Any opportunity that he has to set the characters against the goblins will be seized immediately.

18 Soldiers: SZ M, AL LN, MV 20', AC 17 (chainmail and shield), HD 2d10, HP 12 each, Attacks; longsword +3, (1d8+1).

You may start this section of the adventure with the following boxed text:

Your travels have brought you some sixty miles along the mountain road from Caer Brennau. Ahead you see a large wood and stone keep that is surrounded by small military tents and a log building with a stone base. A small barn sits behind the log building. A sign rests in front of the building but it is too distant to read. There appears to be little activity around the fort. The flag of Caer Brennau flies at half mast on the highest lookout.

As the characters move closer, continue with the following text:

As you move closer you see evidence of recent skirmishes. Some of the tents are damaged and there is a pile of small humanoid bodies heaped on a bonfire to the side of the camp. The sign in front of the building is now readable. It says Foamy Mugg Inn and pictures a dwarf with a beard of foam holding a large mug.

The men of Gaer Anobaith have recently survived an attack by goblins that live in the nearby ruins. They lost few men, but an important wagonload of supplies was taken in the battle. The characters will learn of this at the inn.

Characters milling about outside the inn are asked by the soldiers to move along or seek shelter in the

inn. This is the case even if the characters state their quest business or have Oddgar with them. Although their news is important, the men have their orders and want the populace clear of the cleanup and defense preparations. If the party insists in speaking with an officer, one of the men will tell them to wait at the inn and that he will communicate with Captain Colwyn. The men will share news that the fort was attacked by goblins and worgs and that they are on full alert. The guards are curious of the state of affairs in Caer Brennau, but with their duties at hand have little time to talk. *The game master must move the PCs into the inn to continue the adventure plot.* Details of the inn are given below.

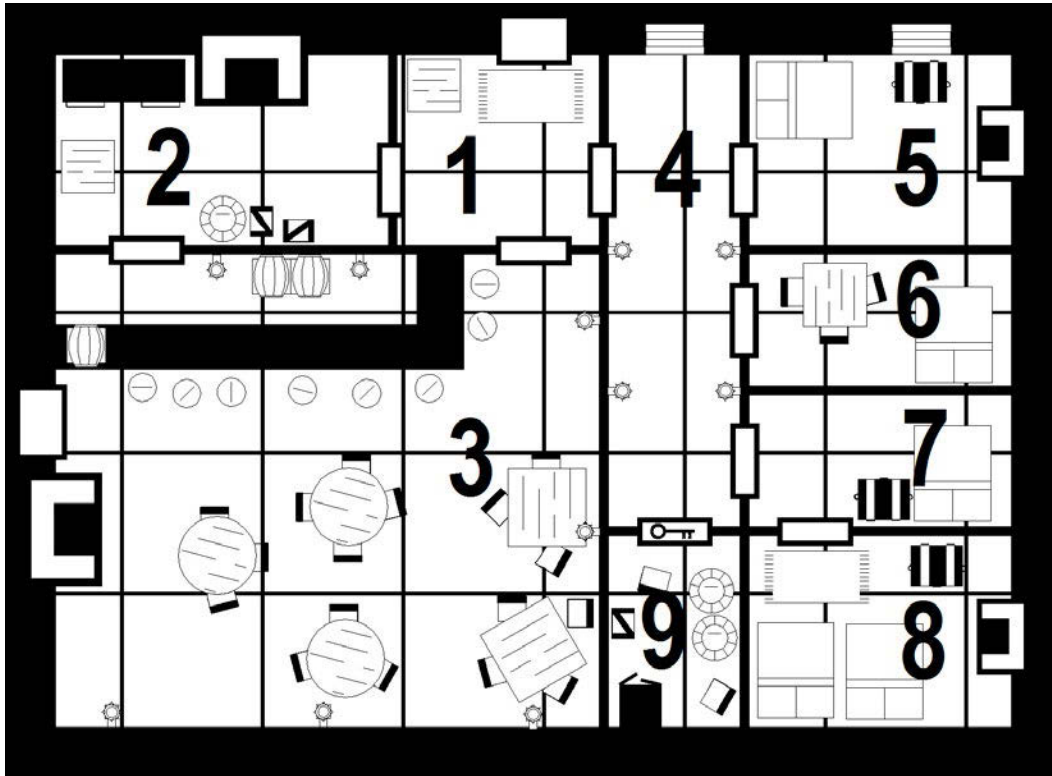
The Foamy Mugg Inn

The inn is run by its namesake Mugg Grimhammer. Mugg operates a clean establishment with good food and drink. Mugg is a retired adventurer and a good source of information for the characters. The game master may feel free to add other plot hooks here, but the purpose of this Inn encounter is to do two things: Get the characters to examine the ruins, and find the kobold cult dungeon to complete their quest.



Mugg Grimhammer: (dwarven fighter 4): SZ M, AL LG, MV 20', AC 11 (+1 Dex), HP 35, Attacks; fist +5 (1d3+2) or cleaver +5 (1d4+2), Special; dwarven racial abilities, Possessions: contents of inn and possibly old adventuring gear in his private home.

The characters will likely be tired from their travels and need rest. The inn will have rooms 7 and 8 open.



Since these are large rooms their cost runs 2 and 3 GP respectively. No other rooms are available here in the wilds.

General Features: The exterior is of log construction with a stone foundation that rises 5 feet above the ground. The stone meets to form two large chimneys that rest on either end of the building. The roof is 10 feet high on the low end and peaks at 25 feet in the center. The doors are cedar and the entire place smells of wood and malted ale. In addition to the inn, Mugg has a root cellar, a smoke house, stables, and his private home on the property. These areas are not detailed but the game master may feel free to do so. Descriptive text is highlighted while game master text is not.

1. ENTRY FOYER:

You enter the Foamy Mugg Inn. The entry foyer has three doors besides the one you entered. The entire building smells of cedar and malted ale. The floors are polished hardwood with a dark rich stain. A matching chair rail decorated with brass fittings covers all of the walls save the one to your back. A large wooden butcher-block table is on your right as you enter onto a mud stained area rug. To the right of the table is a swinging kitchen door. To the left is an open hallway door. Ahead is an open door into what looks to be the common room.

There is nothing else of interest here.

2. KITCHEN:

This room appears to be the kitchen. A large smoking fireplace and iron stove heat the room. The ale scent is even heavier here, mixed with the smell of smoked meats.

This room serves as the kitchen for the Foamy Mugg Inn. Mugg also has a smokehouse out back to prepare smoked meats. In the smokehouse is a small brewery. Mugg stores the ale here and behind the bar. Mugg employs two cooks, both dwarves that work long hours here. They are not given full statistics. (**Algen-gar** dwarf male commoner and **Braetur** dwarf male commoner).

3. COMMON ROOM:

You enter a warm common room filled with soldiers, dwarves, and commoners. A large bar dominates the northern portion of the room. On the west wall is a grand fireplace. Mounted over the fireplace is a picture of a majestic dwarf with a beard of silver. He wields a dwarven waraxe in each hand. There are three round tables and two square tables scattered about the common room, along with over a dozen chairs. Every ten to fifteen feet along the wall is a scone providing ample light to the room. A burly dwarf and two barmaids provide service to the room.

Mugg is the burly dwarf. The two women are Glenys and Elain (both commoners and non-combatants).

They serve 3d6 patrons here during the evening rush. The house serves four different ales, mead, wine, juice, goat's milk, water, bread, smoked meats, lamb, venison, beef stew, and cheese. Meals go from 2 SP to 1 GP depending on the amount and type of food ordered. The painting is of Mugg's deceased uncle Hetulegur Grimhammer. Characters can get rooms by speaking with Mugg as detailed in area 1. They are sure to enjoy the food. The game master will have to role play any other patrons if the characters attempt to gather information, steal, or start trouble.

Once characters start talking about current events or their quest they will learn the following based on role playing and general skill in asking questions.

If the characters do a poor job of asking questions or are rude they learn: *Goblins have attacked the fort and the inn as early as last night. The attack was driven back, but the goblins may come again!*

If the characters are moderately conversational but not overtly friendly they learn all of the above plus: *A dragon was sighted flying above this very inn not three days ago!*

If the characters are friendly or share the details of why they are here they will learn all of the above plus: *Goblins live in the ruins of Marmor Quarry not far from here. Their attacks mostly come at night. They steal as much as they can carry. Idhrenwen, a half-elf, and her cooshee went to investigate four days ago and never returned.*

If the characters do a remarkable job role playing they learn all of the above plus: *Mugg's uncle was a paladin and built a shrine in the mountains that was overrun with orcs thirty years ago. Mugg does not know exactly where it is but says that it is near the base of Mt. Dantorc not too far from here.*

Game Master Notes: Have the characters work for this information, but give them every opportunity to learn as much as possible. These hints will help the characters complete their quest. In particular, interaction with Mugg will be difficult while he is busy, but later he will prove to be a great innkeeper. If approached after the crowds have moved on, Mugg will gladly share any and all of the information if well tipped and treated with respect.

If the characters ask follow up questions to the hints given above, be prepared with the following information.

From guards or qualified townsfolk: *The goblins that squat at Marmor Quarry have become recklessly aggressive. They raid frequently stealing all that they can carry with no regard for the lives of the innocent. The guardsmen normally do not fear goblin raids, but now they come with worgs and the number of guards was recently reduced. With so few men here, the threat of the goblins is real.*

From anyone asked about Idhrenwen: *Idhrenwen is a half elven tracker that has a special green dog named Smoke. Smoke is smarter than most folk that drink at the inn! I am sure that she will get to the problem with these goblins. She can handle herself, that's for sure.*

From Mugg or any dwarf employee asking about Mugg, Mugg's uncle, or the mountain temple: *Most of what you're asking about happened long ago. Mugg adventured under the apprenticeship of his uncle Hetulegur Grimhammer whose picture is right there. They founded a great temple near Mt. Dantorc, but the damn orcs took it. Some say the great wizard of Caer Brennau, Gildas, liberated the temple, but that was years ago.*

Inquisitive characters may come up with many other questions. It is up to the enterprising game master to answer these given the depth of background provided in the text.

4. HALLWAY:

The entry foyer's east door opens into a well-lit hallway with four additional doors. All are closed. The three doors on the east side of the hallway are numbered 1, 2, and 3. The door at the hallway's end is marked PRIVATE!

The numbered doors lead to the lodging areas. The door marked private is locked (-10% to pick), and contains supplies (see area 9).

5. FORGE ROOM:

The door to this guest room is marked with a 1. Inside are a large bed, a chest, and a fireplace. Above the fireplace is a banner that reads Forge Room in both common and dwarven.

This room rents for 3 GP per night. It is presently rented by a traveling merchant and his wife. They are non-combatants. They do keep a large dog with them. Use the stats for a riding dog if needed. Evil characters that would rob the couple will find 200 GP, 180 SP, a pendant worth 75 GP, and a masterworks rapier on the couple.

6. WARRIOR'S ROOM:

The door to this room is marked with a 2. There is no fireplace in this room but it is relatively comfortable. A banner written in common and dwarven reads Warriors Room. Furnishings include a large double bed and a table with three chairs.

This room rents for 2 GP per night. It is presently empty, but was rented by Idhrenwen who has paid for a month's stay. Idhrenwen is currently the prisoner of the kobold cult and has been gone for four days. The room is locked (-10% to pick). Under the bed is a concealed stash hidden under loose floorboards. Characters finding the stash will discover a small silver box (50 GP) containing 12 small gems worth 15 GP each and 22 PP. This is Idhrenwen's money, left behind when she went to track the kobold cult.

7. MOUNTAIN KING'S SUITE:

The door to this room is marked with a 3. The room is very cozy and has an adjoining room. A banner written in common and dwarven reads Mountain King's Suite. This section of the suite has a large double bed and an empty hand carved locker box. The door to the next room in the suite is ajar.

See the next numbered entry for the rest of this suite.

8. SUITE SECOND ROOM:

The rest of the suite has two additional double beds, a large fireplace, and a cedar chest. On the top of the empty cedar chest is a pair of locks. One appears to go better with the locker box in the other room. The keys hang on a hook nearby the fireplace. This room is slightly warmer than the attached suite.

The suite rents for 5 GP (2 and 3 GP respectively) as noted above. These are the rooms meant for the characters. The locks are both of dwarven make (-20% to pick!) and should safely keep items left here by the characters during adventures.

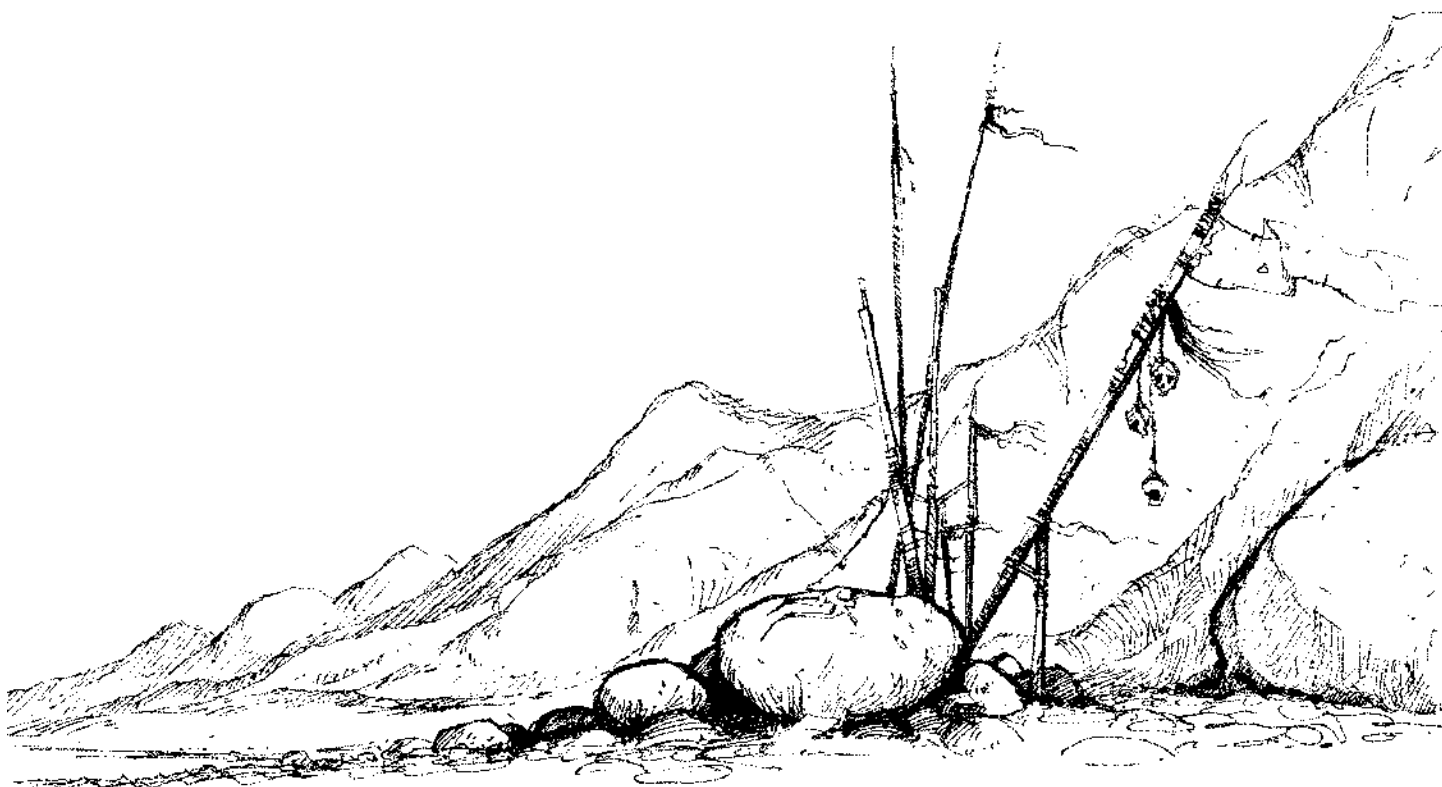
9. STORAGE:

The locked door opens to reveal a storage room. Bed linens, tools, spare furniture, old menus, canned goods, and cleaning supplies make up the bulk of the things stored here.

In addition to the items listed, a successful search will reveal a small chest. It is locked (-10% to pick). In the chest are two healing potions. A sorceress who died two years ago left the box here.

The Raid

Once the characters have eaten, gathered information, and shared stories with the locals, they will



have to rest from their long journey. The characters will settle in at the rooms available. Unfortunately for them, they will once again have a troubled sleep as Gaer Anobaith will come under attack.

In this encounter, a chaotic raid will take place all over the camp. The characters will only be involved in the combat that occurs at the inn. Simultaneously, the guards will be battling other forces inside the courtyard. To begin the encounter read the following text.

Your time at The Foamy Mugg Inn has been informative. The food and the drink provided you was excellent, and despite the unfortunate events here, you are inspired by the courage of the men guarding the walls. Eventually the warm quilts and soft pillows win the battle with your racing thoughts and you are fast asleep.

You are awakened it seems in moments, although instinctively you know it has been hours. The dog staying with the couple down the hall is barking relentlessly and you hear a scratching sound in the hallway outside your door!

A band of goblins and worgs is invading the camp, but the focus of this encounter will be the six goblins that are attacking the inn. Presently two are in the common area, two in the hall, one at the front entrance, and one in the kitchen. Once the characters are awake, move to combat rounds.

Donning Armor: Characters do not normally sleep in armor. Donning heavy armor is realistically a time consuming task. In fact in many OSR variants, the time it takes to don armor would effectively take a character out of combat. Even in OSR systems that use one minute rounds hastily throwing on heavy armor should take at least 2 rounds and even that

may require assistance. As the game master, you can choose to enforce this issue as you like.

It is recommended that the characters act heroically and face the goblins without the protection of their heavy steel. If the characters act selflessly and move quickly to save the other guests, it is suggested that you give them bonus experience. Rewarding this sort of heroic action will increase the likelihood of action play in your campaign, and this would be very good!

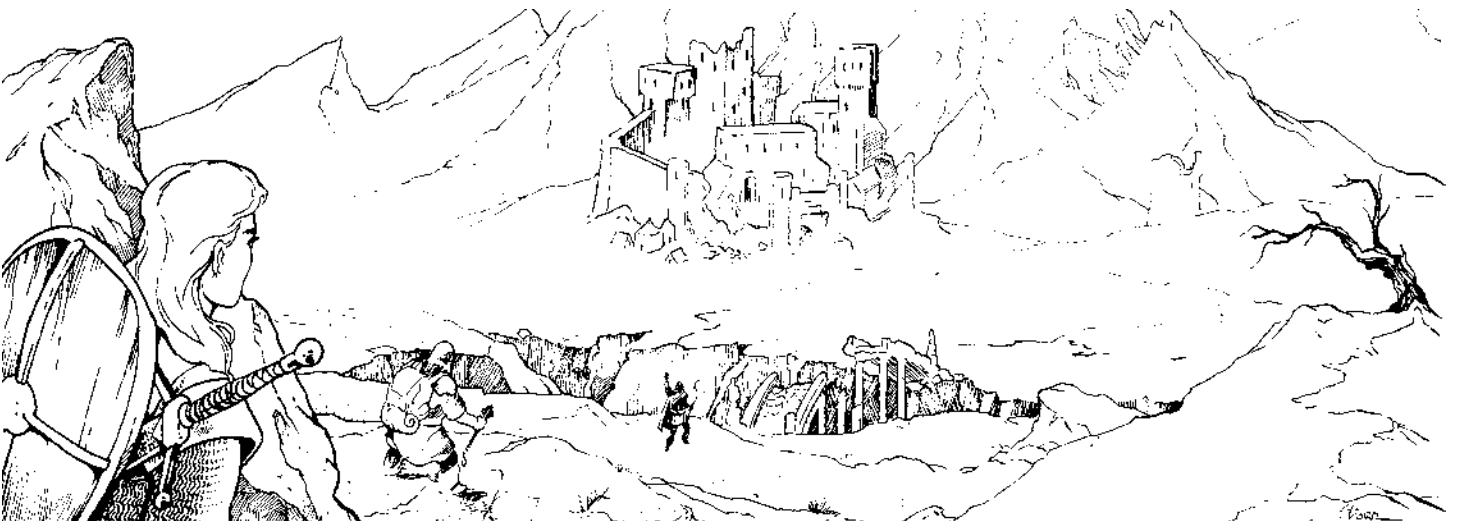
6 Goblin Raiders: SZ S, AL NE, MV 30', AC 15, HD 1d6, HP 4, Attacks; small morningstar +1 (1d6) or shortsword +1 (1d6), Special; alertness, darkvision, light sensitivity.

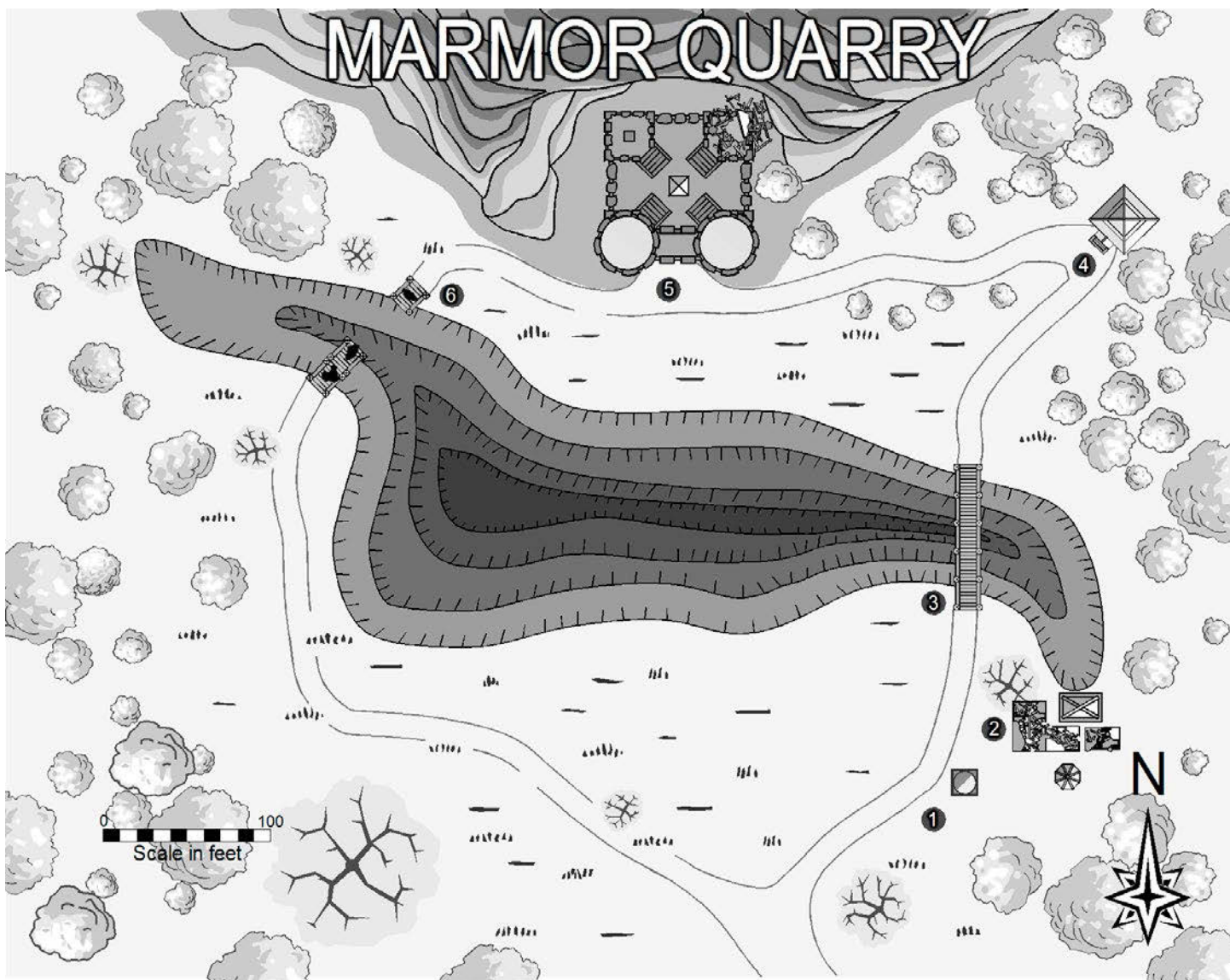
Alertness: Goblins have keen senses and are rarely if ever surprised. Goblins lose their alertness when in bright light.

Light Sensitivity: A goblin that is fighting in darkness and is suddenly subjected to bright light must save or lose his next action. Even if he saves, all his attack rolls that round are at -1. Goblins save versus light based attacks at -2. In addition, when fighting in bright sunlight, they are -1 to all attack rolls.

The goblins are here to do harm and steal what they can. They are not expecting great resistance from the folks at the inn and the party will be a rude surprise to them. Normally goblins are cowardly, but these goblin raiders are filled with bloodlust and greed. They will fight to the death.

Following the characters' victory, they will learn that eight other goblins and two worgs were slain by the soldiers. If they have not already earned an audience with Captain Colwyn, they will be granted one at dawn.





Game Master Notes: At this point the characters should have every reason to pursue Idhrenwen into Marmor Quarry. Make sure in the role playing with the NPCs here that the party is made to understand that their quest is best served in finding Idhrenwen and helping her deal with the goblins. The NPCs have nothing to offer the party as a reward. They need to stop the goblin menace not only because it helps them advance in their overall quest, but also because it is the right thing to do.

THE RUINS OF MARMOR QUARRY

Once the party has left Gaer Anobaith, they will follow the trails towards the mountain quarry commonly known as Marmor Quarry. The quarry was once a strong industry run jointly by the men of the northern forest and the dwarves living near the base of Mt. Dantorc. Due to orc, goblin, and kobold raids, the dangers of working the quarry became too costly, and eventually it was abandoned to ruin.

Key to the Encounter Areas

In this series of encounters the characters will face off against the Rotting Eye (Rothad Zemet) Goblins that have plagued Gaer Anobaith. The goblin tribe was once far stronger but has taken heavy losses in their raids and in their ongoing war with the kobold cult. The encounters will begin as the party approaches the ruins in area 1.

1. THE MONOLITH:

You are approaching the ruins of The Marmor Quarry. Being warned of danger nearby you are fully alert with all of your senses straining against the sounds of the wilderness. Ahead you see the quarry pit. A lone bridge makes its way across the pit. To the right of the bridge is a stone monolith covered with strange carvings. Three ruined buildings and another ruined bridge surround the quarry pit. The entire area is littered with rocks and debris. No trees grow inside the compound; instead they

form a concentric ring around the place as if nature itself has rejected this waste. As you move closer you begin to smell the filth that usually accompanies a goblin infestation. You are now also able to discern the carvings on the stone.

The stone monolith is 100 feet from the bridge and the flanking building. It stands 30 feet high and is covered in dwarven runes. The runes list the family names of the numerous foreman that worked the quarry. Following these runes is a warning that reads:

“Beware the first fruits burden. Give to the Soul Forger the first fruits of the earth as he made the dwarves first with his mighty hand. Those who heed not this advice shall toil in darkness with no rest or reward.”

The warning has nothing to do with this adventure but is instead a quote from dwarven religious lore. While reading the inscription the characters may be spotted by the goblins in area 2. This is unlikely if during the day, but almost certain if at night with a light source. If the characters are spotted, the goblins will ready a surprise attack (see area 2).

2. SQUATTER'S AMBUSH:

What was once a strong two-story building has crumbled to less than one full story. The “L” shaped ruins flank the stone bridge and rest precariously near the quarry pit ledge. Strangely the wall nearest the ledge appears to be the most stable. Large stones and rubble line the outside of the structure. It appears that there is still an entryway into the front side of the building.

During the day, four goblins and six non-combatant young goblins rest here in the dark shadows of the second room of the nearly collapsed structure. At night the children play in area 5 and the goblins keep careful watch of the road approach (from area 1). If the characters are spotted the goblins will hole up in the rear room (30'x 40' with only one door) and plan an ambush attack. The goblins will hide behind an overturned table gaining $\frac{3}{4}$ cover and throw javelins at any character entering the room. They will then engage in combat, fleeing if two or more are slain or they are vastly overmatched. They will attack any active spell caster first (by active meaning they will have cast a spell in front of the goblins.) If any goblin can escape to the bridge, the alarm will sound and all of the goblins will run to area 5. The worg from area 3 will come across the bridge to join any melee in 3 rounds if still alive.

4 Goblin Warriors: SZ S, AL NE, MV 30', AC 15, HD 1d6, HP 4, Attacks; small morningstar +1 (1d6) or

javelin +2 (1d6), Special; alertness, darkvision, light sensitivity.

Alertness: Goblins have keen senses and are rarely if ever surprised. Goblins lose their alertness when in bright light.

Light Sensitivity: A goblin that is fighting in darkness and is suddenly subjected to bright light must save or lose his next action. Even if he saves, all his attack rolls that round are at -1. Goblins save versus light based attacks at -2. In addition, when fighting in bright sunlight, they are -1 to all attack rolls.

3. BRIDGE BATTLE:

A great stone bridge of fantastic design crosses the quarry pit. The pit falls off steeply at this end. The arch in the middle of the bridge is rather steep so that you cannot see what lies on the other side. Across the quarry pit you can see a partly collapsed tower and a structure that looks like a squat castle.

The drop off at this end is at least 70 feet. If not encountered yet, the worg will come across the bridge and attempt to surprise the party. The worg is crafty and will not bark or growl to give itself away. It can smell the party before the party can see it. The game master may allow a thief to hear noise, but this is not precisely applicable. Regardless if the worg is encountered here or during the melee in area 2, on the second round of combat, Smoke the cooshee will sprint into combat to assist the party. Do not count the surprise round for this purpose.

Worg: SZ M, AL NE, MV 50', AC 14, HD 4d10, HP 24, Attacks; bite +4 (1d6), Special; alertness, cunning, low light vision, scent, and trip.

Alertness: Worgs have keen senses and are rarely if ever surprised.

Cunning: Worgs are more intelligent than mere animals, but not as smart as most humanoid monsters. They are masters of pack tactics. They can understand goblin or the language of their owners over time.

Scent: The worg can detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Trip: A worg that hits with a bite attack may attempt to take the victim to the ground as a free action. A separate attack roll is unnecessary. The victim must be sized medium or smaller. This is an opposed strength check with the worg using a Strength of 15 for the roll. If the worg wins, the victim is prone and

the worg is locked on to a limb. If the victim wins, the worg is thrown off and moved one square away from the victim (victim's choice).

Smoke (Idhrenwen's Cooshee): SZ M, AL N, MV 40' or 60', AC 15, HD 3d10, HP 18, Attacks; 2 claws +3 (1d4) and bite +1 (1d8), Special; alertness, low light vision, intellect, lockjaw, resistance to charm, trip, and scent.

Alertness: Cooshees have keen senses and are rarely if ever surprised.

Intellect: Cooshee are as intelligent as a chimpanzee. They are expert trackers and guard animals. They can understand elven or the language of their owners over time. They can count, obey complex commands, and react intelligently without direction.

Lockjaw: The cooshee may elect to forgo the two paw attacks and attempt to get a lock with their powerful jaws (lockjaw +3, 1d8+1 damage). The target must be sized L or smaller. The victim of the attack is automatically grabbed and must break out by making an opposed strength check. The cooshee uses 16 Strength for this opposed check. If a target cannot

escape it automatically takes 1d8 damage per round although the cooshee cannot make any other attacks while locked on.

Scent: The cooshee can detect approaching enemies, sniff out hidden foes, and track by sense of smell. Their sense of smell is so keen that tracking is possible up to a week removed from the prey's departure.

Sprint: Twice per combat a cooshee may sprint, increasing its movement rate to 60 feet for that round. A cooshee attack made while sprinting does +1 damage and the cooshee's AC is increased by one due to its speed.

Trip: A cooshee that hits with a charge attack using the sprint power may knock the victim to the ground. A separate attack roll is unnecessary. The victim must be sized medium or smaller. This is an opposed strength check with the cooshee using a Strength of 16 for the roll. If the cooshee wins, the victim is prone. If the victim wins, the cooshee is prone in the square in front of the target.

Smoke will continue with the party. Smoke understands verbal commands given in elven only, but



easily adapts to gestures that make sense. He will attempt to lead the characters away from the ruins, but will follow regardless of what they do. He will eventually lead the characters to the next dungeon where his master Idhrenwen was captured. If any character has Idhrenwen's stash allow Smoke to use his scent to detect it. If Smoke smells the items he will growl and bark at the character with the items until they are revealed. He will then get very excited attempting to communicate that his master's scent is on the items

Smoke will follow a particular player if possible, preferring elves and half elves. If there are no elves or half elves in the party, he will attach himself to a druid, or anyone speaking elven or wielding a bow. If all these factors are absent, the game master will choose who Smoke follows.

4. WATCHTOWER:

You approach a tower that stands northeast of the bridge. It appears to be in better shape than the other buildings. No light is visible from the inside, but the stench of goblin flesh is heavy here.

During the day at least two goblins are on duty. At night four are on duty and the other two rest. All will be alert if the alarm was raised from earlier combats. If the goblins are aware of the party they will attempt to flee to area 5 for a showdown. If the party does not give them time, they will fight here. The tower's upper floors are destroyed. The inner chamber is now one big 50' diameter circle with a crumbled 3' high wall splitting the circle 60/40.

6 Goblin Warriors: SZ S, AL NE, MV 30', AC 15, HD 1d6, HP 4, Attacks; small morningstar +1 (1d6) or javelin +2 (1d6), Special; alertness, darkvision, light sensitivity.

Alertness: Goblins have keen senses and are rarely if ever surprised. Goblins lose their alertness when in bright light.

Light Sensitivity: A goblin that is fighting in darkness and is suddenly subjected to bright light must save or lose his next action. Even if he saves, all his attack rolls that round are at -1. Goblins save versus light based attacks at -2. In addition, when fighting in bright sunlight, they are -1 to all attack rolls.

5. THE UNKEPT KEEP:

Ahead of you stands the squat dwarven keep. It may have once looked spectacular, but now it is a ruined hollow shell. The entire structure is now

roofless with tarps providing the goblin infesters with shade from the cursed sun. The portcullis is rusted and bent and all of the window grates are gone. Boards cover arrow slits and whole sections of wall have collapsed. A makeshift scaffold has been erected inside the visible courtyard. You can plainly see heaps of filth and goblin bedrolls littering the entire structure.

The goblins will make their final stand here. If not killed the balance of the tribe will have retreated here. This includes the chieftain and his two sub chiefs, the surviving adult males (the total being ten minus those killed so far) and fifteen non-combatants (minus those killed so far). If the party has been doing very well the chieftain will attempt to parley. He does not speak common! The goblins will fight if pressed attempting to use the scaffolding to gain cover and higher ground.

If the party does parley, the leader will promise to leave this area and stop attacking the men of Gaer Anobaith. He is telling a half-truth as the tribe cannot attack Gaer Anobaith in its present condition, but they will not leave. He will tell the party that they are at war with a crazy kobold wizard, who stole two of his best boys. He can offer nothing but his gratitude if the party spares him and/or agrees to rescue his boys. If the party shows any weakness the Chieftain will order the attack and break any deals he has made.

Up to 10 Goblin Warriors (10 less # killed so far): SZ S, AL NE, MV 30', AC 15, HD 1d6, HP 4, Attacks; small morningstar +1 (1d6) or javelin +2 (1d6), Special; alertness, darkvision, light sensitivity.

Alertness: Goblins have keen senses and are rarely if ever surprised. Goblins lose their alertness when in bright light.

Light Sensitivity: A goblin that is fighting in darkness and is suddenly subjected to bright light must save or lose his next action. Even if he saves, all his attack rolls that round are at -1. Goblins save versus light based attacks at -2. In addition, when fighting in bright sunlight, they are -1 to all attack rolls.

2 Goblin Sub Chiefs: SZ S, AL NE, MV 30', AC 15, HD 2d6, HP 8, Attacks; small morningstar +2 (1d6) or javelin +3 (1d6), Special; alertness, darkvision, light sensitivity.

Alertness: Goblins have keen senses and are rarely if ever surprised. Goblins lose their alertness when in bright light.



Light Sensitivity: A goblin that is fighting in darkness and is suddenly subjected to bright light must save or lose his next action. Even if he saves, all his attack rolls that round are at -1. Goblins save versus light based attacks at -2. In addition, when fighting in bright sunlight, they are -1 to all attack rolls.

Chief Fonok: SZ S, AL NE, MV 30', AC 18 (chain shirt, dex, +1 ring of protection), HD 3d6, HP 12, Attacks; +1 shortsword +4 (1d6) or javelin +4 (1d6), Special; alertness, darkvision, light sensitivity, Possessions: +1 shortsword, chain shirt, 2 javelins, +1 ring of protection, dagger, 2x50 GP amethyst, 65 GP, and 44 SP.

Alertness: Goblins have keen senses and are rarely if ever surprised. Goblins lose their alertness when in bright light.

Light Sensitivity: A goblin that is fighting in darkness and is suddenly subjected to bright light must save or lose his next action. Even if he saves, all his attack rolls that round are at -1. Goblins save versus light based attacks at -2. In addition, when fighting in bright sunlight, they are -1 to all attack rolls.

6. BROKEN BRIDGE:

A shorter and thinner bridge stands shattered over this section of the quarry pit. The ravages of war and time have taken their toll. The quarry pit drops off less steeply here.

The bridge is very dangerous. The quarry pit drops off 50 feet at this end. Characters attempting to cross here must come up with some elaborate plan in order to succeed in navigating the pit. DMs should strongly urge the characters to go around using the other bridge. Characters that search under the bridge will find the skeletal remains of a man. During their search two dire rats will attack them, possibly by surprise.

2 Dire Rats: SZ S, AL N, MV 40', AC 15, HD 1d8, HP 5, Attacks; bite +1 (1d4), Special; disease and scent.

Scent: The dire rats can detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Disease: Characters that take damage from a dire rat's bite attack must save or contract a disease called filth fever. The disease incubates in 24 hours. After that the character will feel weak and lose 1 Strength

and 1 HP per day until a saving throw is made, death occurs, or the disease is cured.

The remains hide 110 SP, 48 GP, a *potion of healing*, and a black ring with a design that looks like swirling stars (see illustration). The ring is a new magic item.

The Ring of Ardhu



This ring appears to be made of a hard black metal. The surface is completely unblemished and appears to resist corrosion of any sort. Both inner and outer surfaces of the ring display swirling stars. Staring at the star patterns for too long makes the observer feel vertigo. The ring is both magical and cursed. It has the following powers and features.

- Once put on, the ring will disappear, absorbed into the finger of the wearer. The ring may only be removed by a *limited wish* or greater spell.
- The wearer gains 5 HP as his shadow is absorbed into his body. He will no longer cast a shadow. A thief wearing the ring will gain +10% to hide in shadows.
- The wearer gains +2 in saves against any spell or effect that is necromantic in nature.
- The wearer is oddly unlucky. To simulate this, the game master can compel the wearer to reroll any die roll once per game day.

THE KOBOLD CULT

In this section the characters will be led by the cooshee Smoke to the lair of the kobold cult. The characters have likely surmised that the kobolds have holed themselves up in the old dwarven temple discussed at The Foamy Mugg Inn. The other possibility is that the characters will learn of the cult's location during negotiations with Chief Fonok in the final battles at Marmor Quarry.

If Smoke has been killed or driven away the game master may wish to make the characters search for the dungeon. Given that they have a map, this is not that hard and becomes a question of time. It is strongly suggested that the characters find the location quickly so as to have the chance to complete their quest in time.

If the characters have been moving quickly so far, the game master may wish to add a wilderness encounter or two. The only concern here is that the kobold cult dungeon is challenging, and the characters must be in good shape before entering. Given that framework, any additional encounters are acceptable.

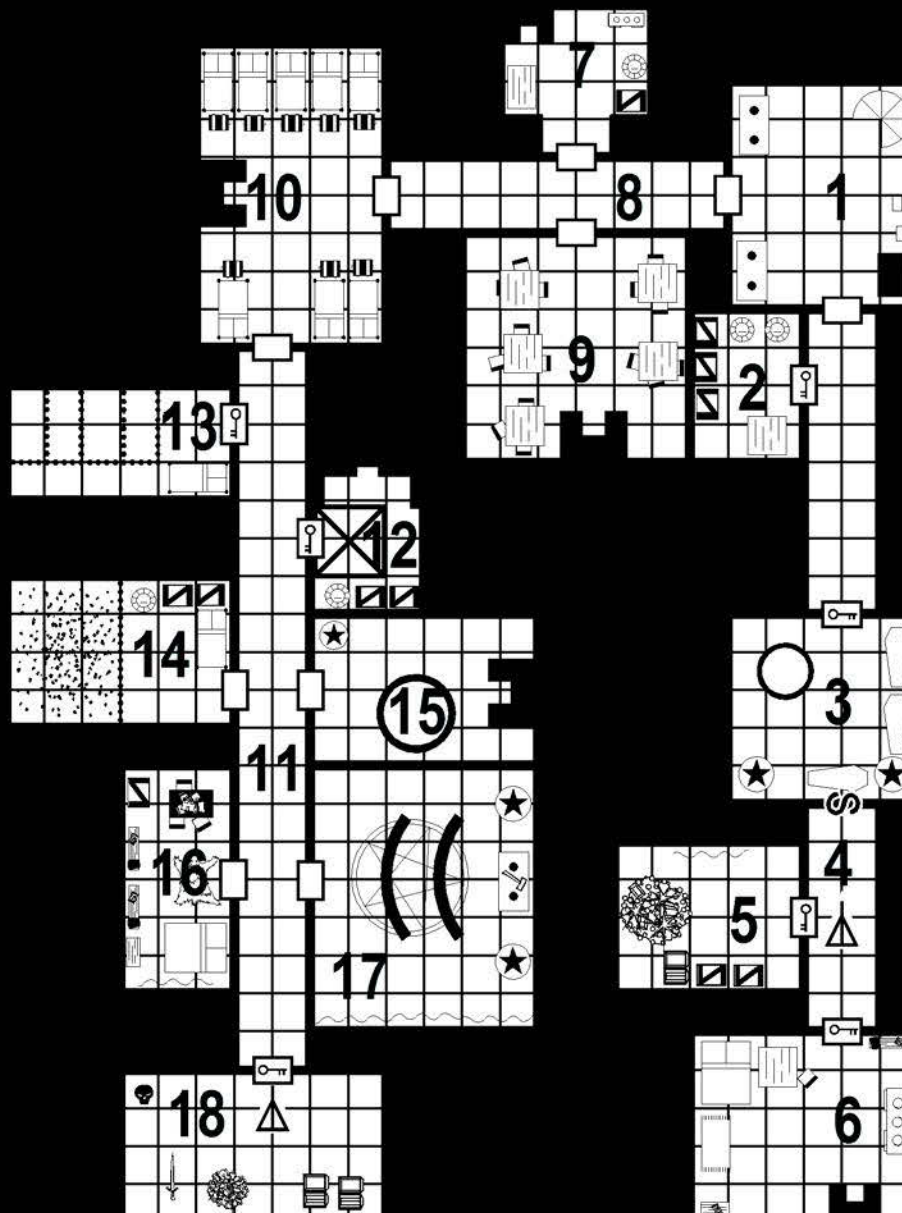
Read the following text as the characters finally approach the cult dungeon.

Ahead you see a small cave entrance poorly concealed with what little brush lies at the base of Mt. Dantorc. Small dwarven runes reflect in the hot sun over the man made mouth. The floor of the cave is visible, and it contains random tiles and stones making for easy passage. Barely visible near the rear of the cave is a set of stairs. Not a sound can be heard inside.

The kobolds rarely patrol during the day and so the cave is presently safe. If Smoke is with the party he will run about excitedly and sniff the ground here. The



The Kobold Cult



Legend

	5' Grid		Locked Door		Pool		Altar
	Curtain		Secret Door		Statue		Iron Bars
	Door		Fire Place		Body		Trigger

dwarven runes read “Wrought by thy might to live in Earth’s night”. The stairs lead to area 1.

Dungeon Features: The following dungeon features are common to the entire cult dungeon unless otherwise noted.

- There is no light in the dungeons below. Game masters should refresh themselves on the effects of darkness on movement and combat.
- All ceilings are 15 feet high. All walls are made of stone and are at least 2 feet thick. The floors are also stone and are very even.
- Small 2 inch ventilation holes spaced randomly about the ceiling lead to natural crevices to provide ventilation and air circulation. Fireplaces use this same ventilation system.
- All doors in the dungeon are made of an ironbound hardwood and have the following stats: Hardness 5, hp 20, Pick Locks -Even. There are no visible hinges as these are hidden in the wall joist. The Lock mechanism is likewise contained on the wall next to the door itself, protecting it from harm. Although this is challenging for first level characters, dwarves build things well! All doors marked with the lock symbol are locked and have corresponding keys carried by kobold leadership.
- The kobolds are not static! If the alarm is raised they will work together to destroy the intruders. Characters will find no safe rest in the dungeons while the kobolds are alerted.
- The dungeon itself was originally a shrine to the dwarven pantheon. The rooms were created to amplify echoes so that the chanting of the priest would greatly please the gods. Noise in rooms and halls is easy to detect. Noise through the thick walls is very hard to detect. The thick wooden doors stop echoes from traveling beyond. The doors also make it hard to hear combats confined behind them.

Raising the Alarm

As noted under Dungeon Features it is quite possible (and probable) that the characters will alert the keen hearing kobolds to their presence. Not only are the kobolds vigilant, but the echo effect makes this problem doubly vexing. The kobold cult consists of the following: 16 kobold warriors, Hissiz, Bashka, Kul, 2 dire weasels, and Ceasteraesc, a black dragon wyrm-ling. There are other dungeon residents, but these operate on their own. Follow these guidelines for raising the alarm.

- Remember that the echo effect only applies to areas with open doors.
- Ceasteraesc’s senses are hard to fool, but he is most likely behind doors during the character’s initial assault.
- The warriors rotate watch shifts so that 8 are on duty and 8 off duty at all times. This is reflected by the position of the kobold warriors at initial entry.
- For purposes of playability it is assumed that the leaders are awake when the characters first make the assault.
- Once the alarm is raised all kobolds are on duty. Kobolds off duty during the initial assault will not have their armor on reducing their AC from 15 to 13. They can don armor in 3 combat rounds.
- Kobolds are weak but crafty fighters. They will surrender the ground covering rooms 1-6 believing Ceasteraesc can deal with any threats that get past the traps and locked doors. They will then flood into areas 1 and 8 to cut off the characters’ escape routes.
- The leaders will not have more than 8 kobolds attack a group with an active spell caster. The leaders know that this leaves them vulnerable to *sleep* and other area spells. If the party spell caster is incapacitated, they will all attack. The kobolds will prefer to fight in open areas where their superior numbers allow them to maneuver to flank.
- If the alarm is raised move 8 kobolds and Bashka to area 10. They will flip over furniture and put up a spirited defense. They will unleash the dire weasels on the party when this room is breached.
- Kul and any remaining warriors will wait in reserve in area 11 only pushing in as numbers dwindle or the spell caster(s) are incapacitated.
- If the characters are driven out of the dungeon, both doors from area 1 will be locked (this uses the keys from area 13). The kobolds will move their leader to safety (into area 17) and defend hallway 8 and the rest of the southern portion of the dungeon as described above.
- After the initial assault the warriors will rest only when needed and will sleep in their armor. Since it is light armor this causes no real harm.
- If the assault last more than 3 days the kobolds will sacrifice the egg.

Key to the Encounter Areas

The encounter areas are described with text explaining the initial placement of the cultist (see raising the

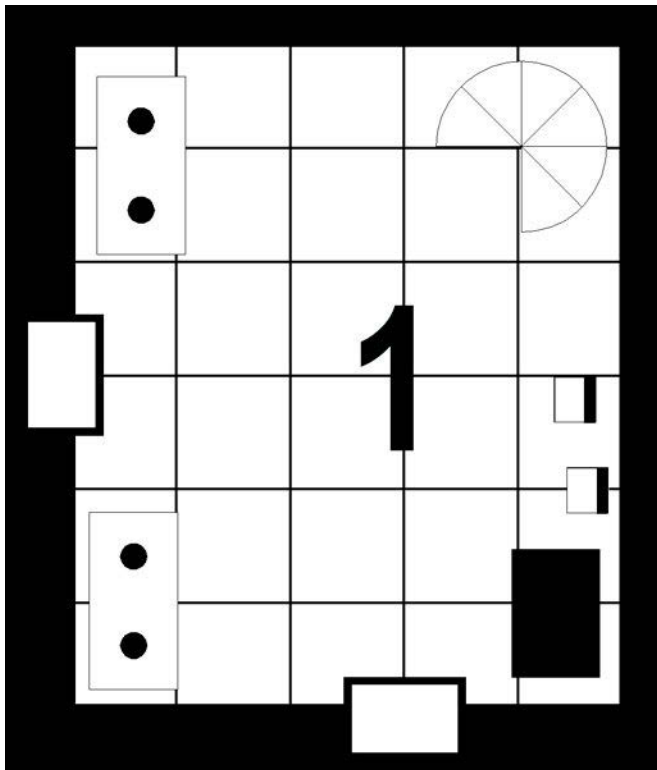
alarm). The game master may need to modify the text read to the characters, as the nature of the dungeon is fluid. If the alarm is not raised assume that the kobolds are in the areas indicated.

1. THE DESCENT:

The spiral staircase twists three times before depositing you in a large room of solid stone. The ceiling is about fifteen feet high. There are two doors in the room, one on the east wall and the other in the center of the southern wall. Both appear to be made of iron bound oak and seem to be quite sturdy. The room has two stone altars carved into the southern wall. They depict a pair of dwarves, but the dwarven faces have been vandalized beyond recognition. Dwarven runes cover the north wall. Under the runes is a stone table with one cracked leg, and two wooden stools.

Right away the characters have a chance of raising the alarm! Unless the characters specifically state that they are being quiet or stealthy, allow the kobold warriors here to get the drop on the party. As the characters are still descending the steps the echo effect does not apply. If the characters state they are moving quietly, give them the benefit of the doubt. If not they will be heard! If Smoke is with the party and travelling near the front, his fur will go up and he will seem to be on edge.

Party is silent: Characters get to surprise the kobolds!



Party makes some noise: One kobold is alerted and moves to the door readying his light crossbow. He will bark in kobold “yanik” (which means “alert”) to the other warrior. Then roll initiative normally. The kobolds will attempt to leave the room and raise the alarm. Opening the heavy door requires a full action.

The party is loud and does not heed Smoke’s warning: One kobold runs to the door while the other draws his weapon and hides at the bottom of the steps. When the characters reach the bottom of the steps the kobolds’ surprise actions will be to open the door while the other attacks from behind the steps.

2 Kobolds: SZ S, AL LE, MV 30’, AC 15, HD 1d6, HP 4, Attacks; half spear +0 (1d6-1) or light crossbow +1 (1d8), Special; alertness and darkvision.

Alertness: Kobolds have keen senses and are rarely if ever surprised.

2. BASHKA’S STOREHOUSE:

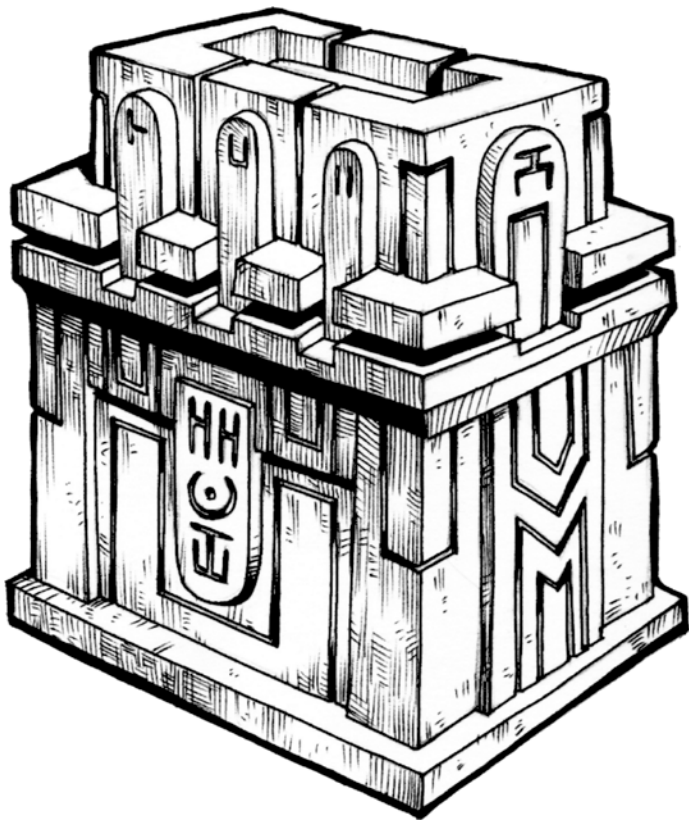
The locked door opens to reveal a storage room. In the room are three crates, two large barrels, a woodpile, and a large wooden table. Under the table is a large sack.

This door can be opened with Bashka’s key #2. This storage area contains mostly mundane supplies. Crate #1 contains 4 lengths of rope each 50 feet long along with a dozen crampons, two climbing picks, and 1 hammer. Crate #2 contains 5 pairs of snowshoes and 5 pairs of boots. Crate #3 contains cold weather clothing designed for medium-sized humanoids (better fitting for dwarves). Barrel #1 contains stale ale. A layer of mold floats on top. Barrel #2 contains dry mortar. Time and moisture have caused some clumps to form. The sack contains chunks of wood and other debris. The table is bare.

3. SCRYER’S CRYPT:

The locked door opens into a square room roughly twenty five feet on a side. The ceiling is higher here, making the room a perfect cube. There are no other visible doors. The walls are covered in dwarven runes. Two great stone statues sit in the north and southeast corners. They look as though they are on vigilant guard for the three dwarven sized stone sarcophagi located with them in the room. A clear pool of water is the only other room feature. It is shaped like a short well but the stones are fashioned of beautiful geodes.

There is a secret door behind the third sarcophagus. Characters that detect secret doors will notice scrapes



on the floor where the sarcophagus moves with the door. This is made possible by small bearings within the base of the unit. The door requires a firm shove and a full round action to open. The three sarcophagi have been looted and the remains removed. The pool is suitable for scrying, but Hissiz is not of sufficient level to do this. He still keeps it full of clear water as he anticipates the day when such magic will be within his grasp. The stone statues are finely carved, but worthless. The dwarven runes that cover the walls are hymns to the dwarven pantheon and tell of the three dead dwarves who rest here. The history is mundane and irrelevant to the adventure. If the game master wishes to add a plot hook involving a famous dwarf for a future adventure, this is a good place to insert it.

Using the secret door makes a loud scraping sound. This sound will not raise the general alarm unless the characters foolishly left intervening doors ajar. If Hissiz is in area 6 and Ceasteraesc in area 5, they will be alerted due to the squeal.

4. HALL OF DARTS:

With a loud squeal the secret door opens into a short hallway. There is a door halfway down the hallway on the southern wall and one at the center of the hall's terminus.

The hallway has a trap linked to the door at area 5. Using Hissiz's key #5 will bypass the trap as will a successful Remove Traps (see below). A volley of

darts will shoot downward on any characters standing in the squares indicated on the map. Once the trap is discharged or neutralized, it cannot be reset without several days of work.

Rain of Darts Trap: This trap is mechanical and is tied to opening the door to area 5 without using the special key. It can be detected on the door at +10%. The trap takes many days to reset. Characters in the area when the trap is sprung are attacked by 1 or 2 darts. Each is +8 to hit and does 1d4 damage.



5. WYRMLING'S ROOST:

The room ahead is cleanly swept. The door you entered through is in the dead center of the north wall. Two sealed chests and one broken chest rest against the east wall. Dead ahead is a loose pile of coins arranged almost like a sleeping palette. A corner shelf unit cluttered with jars and bottles sits in the nearest corner. On the west wall is a large wool tapestry bearing dwarven heraldry.

This room serves as a storage facility for Hissiz and the sleeping chambers of his friend Ceasteraesc. Ceasteraesc will be aware of the party as they have moved the squealing door and possibly triggered the trap.

Ceasteraesc is presently hiding behind the “broken” chest. He will fly up 5 feet, hover and unleash his acid breath weapon as a surprise attack. If Smoke is with the party, Ceasteraesc will not get a surprise attack.

Ceasteraesc (Black Dragon Wyrmling): SZ S, AL CE, MV 60' fly 100' (good) swim 30', AC 15, HD 4d12, HP 28, Attacks; bite +4 (1d4) or 2 claws +2 (1d3 each), Special; acid breath weapon, hover, immunities, keen senses, and water breathing.

Acid Breath Weapon: A spray of acid 30 feet long and 5 feet wide erupts from the dragon's maw. Characters in the line take 2d4 acid damage save for half. Due to Ceasteraesc's young age, the spray is useable only once each combat.

Hover: Ceasteraesc is an agile flyer. He can hover in place and turn in the small confines of the room with little difficulty.

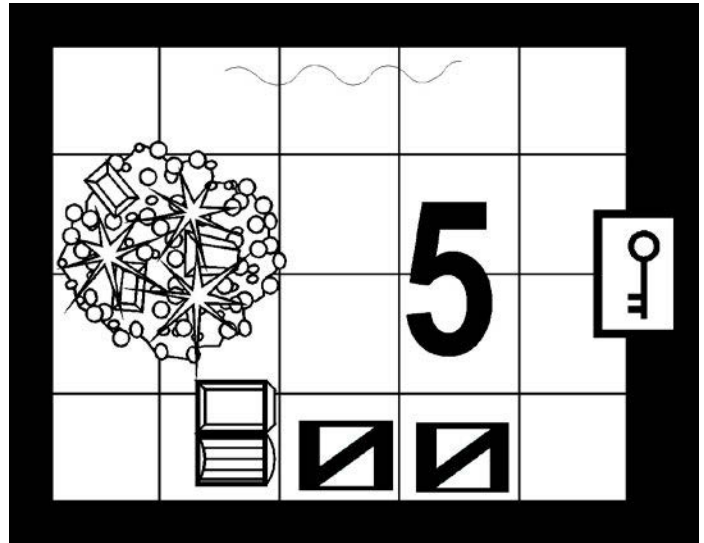
Immunities: Ceasteraesc is immune to acid, sleep, and paralysis.

Keen Senses: Ceasteraesc can detect and target any opponent by smell, sight, or hearing within 100 feet. This includes invisible foes.



Water Breathing: Ceasteraesc can breathe underwater and is an excellent swimmer.

Following the fight the characters may search the room. They find that the chest contains 14 man-days iron rations, 2 blank traveling spell books, 1 vial of holy water, a steel tablet bearing a dwarven calendar, and 2 small wizards' robes. The tapestry is of good quality and is worth 200 GP. It weighs 40 pounds. The shelf contains standard wizard spell components and two spell component pouches. The pile of coins contains 410 SP, 200 GP, and 10 PP.



6. HISSIZ'S SANCTUM:

This room is well furnished and smells of sweet incense. A large fireplace burns directly across from your entry point. Nearby are a woodpile and a smelting stove. Two bookshelves stand to your left hand side. On your right are a large workbench, a double bed, a fancy red rug, and a wizard's alchemy table. On the table are a candleholder and an open book. Next to the book are a quill and an ink vial.

This is Hissiz's room. Most likely he will not be here, but instead will be in area 17. Killing Hissiz will stop the ritual. If he is trapped here (resting for example) he will go invisible and hide under the table. He will look to flee if outnumbered. Hissiz's stats can be found in the description of area 17.

The bookshelves contain mostly mundane text, but two books have value. One is *A Guide to the Dogma of Man*. The other is *Zarik's Catalog of Deadly Devices*. Both are worth between 100 and 200 GP from collectors and/or scholars. The alchemy kit is old, but still working. A wax-sealed *potion of healing* rests on the alchemy table.

7. THE KITCHENS:

This odd shaped room off the hallway looks to be a kitchen. There is a large fireplace and a wood burning stove against the far wall. A table with shelves of stone pottery, a large ale barrel, and a crate of foodstuffs completes the room's furnishings.

The goblin slaves inhabit this room during most occasions. These are the same "boys" missing from the Marmor Quarry. They do not wish to fight, but will do so if needed to survive. They sleep in the cells of area 13. They will be placed back in the cells if given time when the alarm is raised.

2 Goblin Slaves: SZ S, AL NE, MV 30', AC 11, HD 1d6, HP 4, Attacks; unarmed +1 (1d3), Special; alertness, darkvision, light sensitivity.

Alertness: Goblins have keen senses and are rarely if ever surprised. Goblins lose their alertness when in bright light.

Light Sensitivity: A goblin that is fighting in darkness and is suddenly subjected to bright light must save or lose his next action. Even if he saves, all his attack rolls that round are at -1. Goblins save versus light based attacks at -2. In addition, when fighting in bright sunlight, they are -1 to all attack rolls.

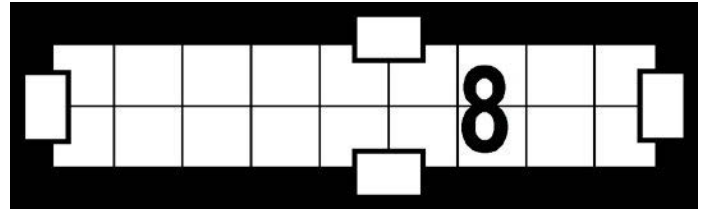
8. THE HALL OF WOES:

Leaving the entry foyer through the southern door leads you into a long hallway. There are east and west wall doors nearly halfway down the hall. There is a third door at the end of the hall.

Although there are no features to this hall, it may be a strategic battleground in the assault of this dungeon. Normally two warriors guard the hallway. Two others are eating in area 9 and will become alerted by any melee. The hall also has strategic importance as listed in Raising the Alarm. Remember that if the alarm is raised the kobolds will leave the doors open into area 10 and wait for the party to enter using the end of the hall as a kill zone. If driven back they will attempt to lock the party out at area 1. The alert guards will not be surprised even during down times as this watch is kept most vigilantly. In addition note that this encounter can work in tandem with the encounter at area 1, especially if either guard makes enough noise or reaches the hallway door to warn of the attack.

2 Kobolds: SZ S, AL LE, MV 30', AC 15, HD 1d6, HP 4, Attacks; half spear +0 (1d6-1) or light crossbow +1 (1d8), Special; alertness and darkvision.

Alertness: Kobolds have keen senses and are rarely if ever surprised.



9. MESS HALL:

The east hallway door opens into a great room. Dim light comes from a shielded fire pit at the far end of the room. Five large wooden tables with chairs line the walls. Plenty of firewood helps keep the room warm and cozy for the cold blooded reptilians that eat here.

This great room is used as the meeting and eating hall. If the alarm has not been raised two kobold warriors will be in the room completing their kitchen duties. They will quickly come to the aid of their brothers in arms from areas 1 or 8. If trapped in this room they will use the tables for cover and fire their crossbow bolts. The game master may determine that their ranged weapons are across the room as they presently are wielding mops.

2 Kobolds: SZ S, AL LE, MV 30', AC 15, HD 1d6, HP 4, Attacks; half spear +0 (1d6-1) or light crossbow +1 (1d8), Special; alertness and darkvision.

Alertness: Kobolds have keen senses and are rarely if ever surprised.

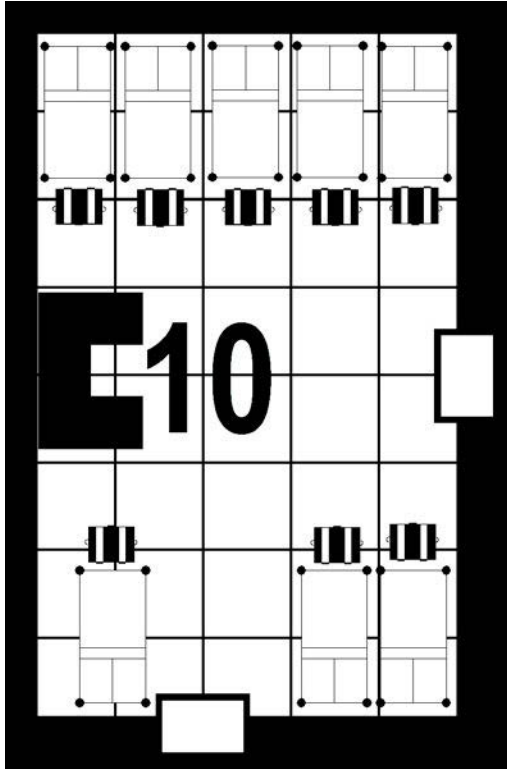
10. BARRACKS:

The door at the end of the entry hallway opens into a large room set up with military efficiency. A remarkably clean and organized bunkhouse lies before you. Eight double bunks with twin footlockers are all neatly arranged. Near the entry door are two weapon racks. There is a rear exit in the southeastern section of the room. On the south wall next to the fireplace is a fresh supply of cordwood. Above that is a large framed parchment on which is written strange symbols.

The bunkroom, like area 8 before it, is sure to be a battle hotspot. Given miraculous luck there is a chance that the kobolds may be caught at rest. Normally 8 rest here while the other shifts break off into 2 man patrols (areas 1, 8, 9, and 11). When they rest they do not wear their armor. They will don their armor as quickly as possible in battle situations. After the alarm is raised the kobolds will always wear their armor.

The patrols in area 11 will help with melees here. It is also likely that the other warriors from 1, 8, and 9 will retreat here. Real strategic fighting will not occur until a leader arrives to coordinate the warriors. The locker boxes contain normal kobold equipment plus extra linens. The kobolds store their money in the locker boxes most of the time. The money in each locker box is 1d4 GP and 1d8 SP.

8 Kobolds: SZ S, AL LE, MV 30', AC 15, HD 1d6, HP 4, Attacks; half spear +0 (1d6-1) or light crossbow +1 (1d8), Special; alertness and darkvision.



Alertness: Kobolds have keen senses and are rarely if ever surprised.

11. DARK CORRIDOR:

A long hallway stretches before you. Due to the darkness no one can see its end point. The hallway has several visible doors and possibly more beyond the curtain of darkness ahead.

Normally two kobolds patrol this room. They will more than likely have joined the previous battles. They walk up and down the hallways passing each other in the center.

2 Kobolds: SZ S, AL LE, MV 30', AC 15, HD 1d6, HP 4, Attacks; half spear +0 (1d6-1) or light crossbow +1 (1d8), Special; alertness and darkvision.

Alertness: Kobolds have keen senses and are rarely if ever surprised.

12. QUARTERMASTER'S STASH:

The locked door opens into a room filled with shelves and crates. Neatly organized in the room are war supplies, enough to equip more than a dozen men. The supplies look relatively new and the equipment resembles what is used by Captain Colwyn's troops at Gaer Anobaith.

A large pit trap triggered by weight is set in the middle of the room. The trap can affect anyone who enters the appropriate area, although the kobolds are too light to spring the trap unless 2 or more stand on the trigger space.

Wide Mouth Pit Trap: This mechanical panel swings open when 100 pounds of weight is applied. The trap door opens into a 10 feet deep pit. A successful save avoids a fall into the pit (1d6 damage), but leaves the character holding onto the edge of the pit or prone adjacent to the pit (game master's choice). The pit trap can be reset or the pressure gauge adjusted in approximately 10 minutes time.

The supplies in the room include 10 shortswords, 10 longswords, 5 large wooden shields, 4 heavy crossbows, 80 bolts, 5 suits of medium-sized leather armor, 2 suits of medium-sized studded leather armor, 10 light maces, 5 longbows, 100 arrows, 1 kite shield, 2 halberds, and 1 small chain shirt. In one of the crates is Idhrenwen's equipment. Idhrenwen's items are a +1 *chain shirt*, a +1 *composite longbow*, +1 *rapier*, 40 arrows, 3 days rations, a main gauche, and a backpack.

13. PRISON:

This secured room appears to be a jail. Four separate cages of heavy steel secure the lone prisoner of the room. The jailor has a bunk and chest in the room to ensure no escapes. This room is lit by dim torchlight. The prisoner is a filthy looking half-elven woman. She springs to her feet as you enter the room.

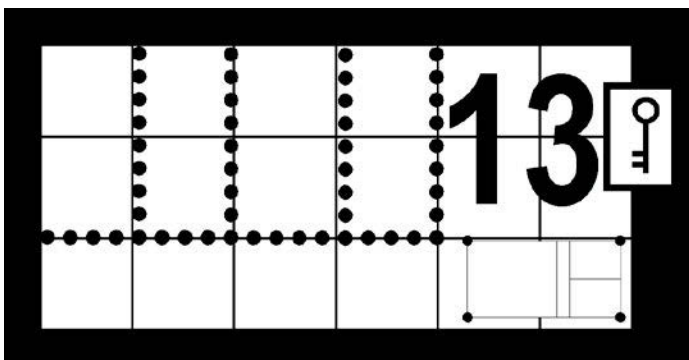
This woman is Idhrenwen. She is Smoke's master. She will assist the characters if provided with equipment. Despite her filthy appearance, she has not been harmed. She is very anxious to leave this place as she has been in darkness for several days now. She knows that Hissiz has the egg and plans on sacrificing it to his vile god, Kalmak. She says that Galver-sharn is a good dragon and allowing this to happen



is unthinkable. Smoke will be overjoyed to reconnect with his master and will now follow Idhrenwen.

Normally Bashka sleeps here looking after his prisoner. He will likely have battled the characters by this point. Remember that if the alarm was raised, the goblin “boys” will be held here as well. If Bashka is on alert, he will have his pets from area 14 with him.

Idhrenwen Lasseth: (half elven ranger 2): SZ M, AL CG, MV 30', AC 11 or 17 (without or with possessions), HP 16, Attacks; fist +3 (1d3+1) or +1 rapier +4 (1d8+2) or +1 composite longbow +4 (1d8+2), Special; bond with Smoke, half elven racial abilities and ranger abilities, Possessions: None at the present time, although she has gear in area 12 and at The Foamy Mugg Inn.



Bashka (Tough Kobold): SZ S, AL LE, MV 30', AC 17, HD 2d6, HP 8, Attacks; shortsword +2 (1d6), Special; alertness and darkvision, Possessions: chain shirt, buckler, shortsword, 2x 50 GP azurites, 32 SP, 24 GP and keys to areas 2,12,13, animal cage, and jail cells.

Alertness: Kobolds have keen senses and are rarely if ever surprised.

14. BEASTMASTER'S LAIR:

This room is dominated by a large cage. The bottom of the cage is covered with sand and straw. The stench is awful. A bed, two chests, and a barrel make up the furnishings of the room.

Normally two dire weasels are kept in these cages. They will instead be with Bashka during the defense of the barracks room or possibly with Bashka in defense of Idhrenwen. The original beast master that stayed here died from a trap in Galversharn's lair several days back. He has 45 SP and 70 GP stored in one of the chests. The other is filled with feed for the dire weasels.

2 Dire Weasels: SZ M, AL N, MV 40', AC 16, HD 3d8, HP 15 Each, Attacks; bite +3 (1d6), Special; attach and blood drain.

Attach: A dire weasel that hits with its bite attaches and is able to drain blood in lieu of an attack on successive rounds. When attached the weasel is AC 12. Shrugging off a weasel is an opposed strength check. The weasel uses Strength of 10.

Blood Drain: A dire weasel drains blood for 1d4 points each round it remains attached.

Game Master Notes: When running a low level adventure, it is easy for fights to rapidly turn against the characters. This is especially true when fighting against tougher opponents like Bashka and the dire weasels. If you find that the battle is too difficult, you can introduce the following twist to help the party along.

During a low point in a battle with the other kobolds, have the dire weasels attack Bashka or the nearest kobold. You can rationalize this as their trainer is now dead and Bashka has been cruel to the creatures, and can be made especially believable if the kobold attacked is actively whipping, beating, or kicking the weasels to “urge them on.” This change of sides still leaves the characters a second battle to wage, but the sudden twist will likely leave the party victorious.

15. WELL:

The dwarves who built this place dug a well in this room. At the end of the room is a fireplace. A stack of wood sits near the fireplace ensuring comfort in the room. Immediately besides the entry door is a ten feet tall statue of a dwarf in full plate. The statue is missing an arm and some of its features have been deliberately chipped away.

The dwarves who built this old temple made sure the shrine would be self-sufficient. Using expert mining techniques, they dug a well through the bare rock. The well water is fresh; otherwise the room is mundane.

16. KUL'S RECTORY:

This shallow but wide room is heavily furnished in harsh contrast to the stark appearance of the other rooms. It is dimly lit by a smoking censor in the far corner of the room, and does not have the stench of the other rooms. A large stone table covered with strange writings, tomes, and a star chart sits to the right of the entryway. In front of the door is a cave bear rug. To the left of the rug is a large double bed covered with linens and furs. A sheepskin parchment of remarkable size hangs on the eastern wall. On it is a pitiful drawing of a huge grotesque kobold squeezing a tiny man's bloody skull.

This room is the dwelling place of the priest Kul. Kul appreciates finery over power and Hissiz has indulged his friend with the spoils of his conquests. Kul has been preparing for the upcoming sacrifice consulting historical records, religious texts, calendars, and star charts. He believes that the sacrifice must occur at the darkest moment on the darkest and longest night of the year.

Kul is not completely right about the date and time of the sacrifice. He also is unsure of what exactly will happen to Hissiz, although he is sure that Hissiz will become quite powerful. In reality, the ritual can be completed during the entire week leading up to and following the winter solstice. Time of day is completely irrelevant to the ritual. Fortunately for the party, Kul's misunderstanding of the ritual has kept the egg intact.

Normally Kul will be here or in the temple. He is ambitious and crazed in devotion to his evil god Kalmak and is the least likely besides Hissiz to run from a fight. If Hissiz is killed, Kul assumes leadership of the cult.

The text and star charts have some value with scholars (1d3x100 GP). The bear rug is soiled but still worth 50 GP.

Kul (Mad Kobold Shaman): SZ S, AL LE, MV 20', AC 18 (breastplate + shield), HD 3d6, HP 12, Attacks; +1 small footman's mace +4 (1d6+1), Special; alertness, darkvision, and spells, Possessions: +1 *small footman's mace*, *potion of healing*, breastplate, shield, 62 GP, 5 PP, and key to area 18.

Alertness: Kobolds have keen senses and are rarely if ever surprised.

Spells: Kul has the following spells prepared:

1- *bane*, *cause fear*, *inflict light wounds*, and *protection from good*

17. THE RITUAL CHAMBER:

This spotlessly clean room is dimly lit by censers and burning incense. It looks as though the room has been prepared for some elaborate ceremony. The curved pews have been repaired. They straddle a large engraved summoning circle. The grooves of the circle are filled with what looks like fresh blood. Two stone monoliths inscribed with crude kobold letters flank the entrance to the temple. Two old dwarven statues on the far wall look so defaced that it is impossible to tell whose image they portrayed. One would guess that they represented members of the dwarven pantheon or dwarven royalty, but once again these have been vandalized during the desecration of this once holy shrine. A "nest" of gold coins has been prepared on the altar before you. A large sledgehammer sits next to the pile of coins. On the other side of the coins is a large brass bowl holding a large shiny egg.

This area is the ritual room. It most likely will be the scene of the ultimate battle for Galversharn's egg. It is possible that by now all of the kobolds have been killed, but this is unlikely if the kobolds have adhered to the spirited defense techniques given at the beginning of this section. Unless already slain, Hissiz will be here.

The ritual itself is not very involved. Nonetheless, every step of the ritual must be completed in order for the ritual to succeed. The ritual elements and procedures are listed below.

- Kul must coat the egg with blood. This takes 1 full round. If Kul is dead or the blood or egg is gone the ritual fails. While Kul is completing this step, his AC is reduced by 4 as he is concentrating on his duties rather than on self defense.
- On the next combat round Hissiz must smash the egg with the hammer. The hammer is specially

crafted for the ritual. If Hissiz is dead, the egg is gone, or the hammer taken, the ritual will fail. Kul's survival is no longer a requirement as his part of the ritual is finished. While Hissiz is smashing the egg, his AC is reduced by 4 due to the ritual.

- On the third round, Hissiz will transform, gaining a full round of invulnerability during his metamorphosis. The ritual will most certainly succeed and the egg is lost.

Kul, as noted before, must be desperate to try the ritual early. He believes that it will fail unless completed on the exact date of the solstice (see area 16). Hissiz will order Kul to start the ritual as soon as the characters breach the doors to the temple.

The gold coins total 810 GP. The rest of the "nest" is made up of pyrite. The two monoliths are inscribed with the kobold words hate "nefret" and spite "garez." The egg itself is durable and not likely to be accidentally broken. It weighs 30 lbs, has a hardness of 2, and 5 hp. The brass bowl is not remarkable in any way.

Hissiz (Kobold Sorcerer): SZ S, AL LE, MV 30', AC 12 (+2 Dex), HD 4d6, HP 16, Attacks; ritualistic sledgehammer +4 (1d8-1), Special; alertness, darkvision, and spells, Possessions: spell component pouch, black jeweled pendant (250 GP), and keys to areas 3, 5, and 6.

Alertness: Kobolds have keen senses and are rarely if ever surprised.

Spells: Hissiz has the following spells prepared:

- 1- *magic missile* (x2), *sleep*
- 2- *invisibility*, *scorching ray*

If the ritual is successful, read the following text and use Hissiz's transformed stat block for the ongoing combat. Wounds inflicted on Hissiz before the transformation are deducted from the new total of hit points.

The blood-coated egg is shattered and with a shriek of agony and ecstasy Hissiz is suddenly surrounded by a nimbus of flames and crimson blood. In horror you see his body stretch and bend into a grotesque monstrosity with corded muscles and bat-like wings. You can hear the crackling of his bones as his body takes this new fearsome shape. As the power of an infernal dragon creature is imbued into Hissiz, he lets out a blood curdling scream and fixes his glowing red eyes on your band of heroes.

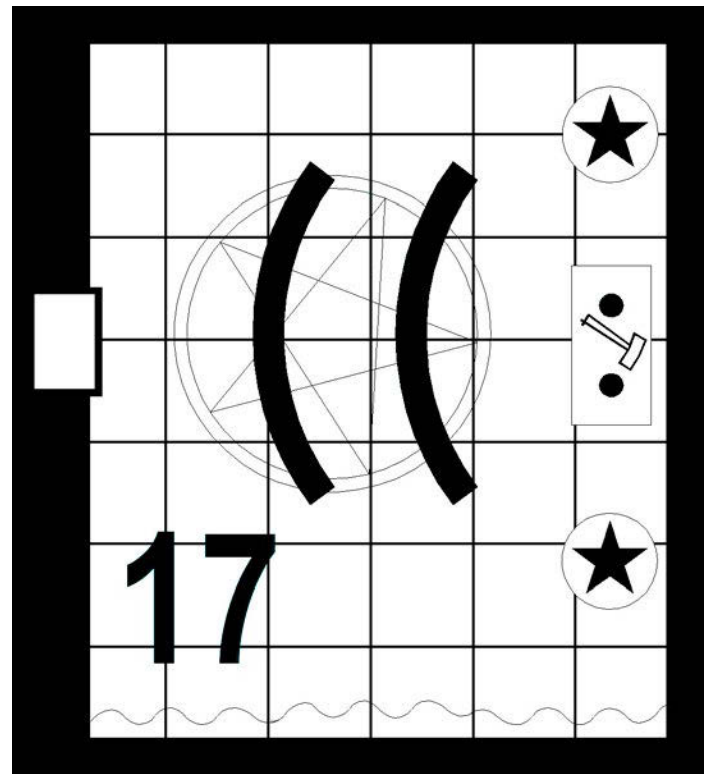
Transformed Hissiz (Half-dragon/Half-fiend): SZ M, AL CE, MV 30' fly 30' (clumsy), AC 18 (hide), HD

5d12, HP 35, Attacks; ritualistic sledgehammer +6 (1d8+1), Special; alertness, breath weapon, darkvision, and spell loss. Possessions: ritualistic sledgehammer, black jeweled pendant (250 GP), and keys to areas 3, 5, and 6. (The spell component pouch is consumed in the transformation).

Alertness: Hissiz retains his kobold alertness.

Breath Weapon: Once per encounter Hissiz may breathe black lightning. This stroke of lightning is 50 feet long and 5 feet wide. The lightning attack does 3d6 (save for half) electrical damage. It rebounds like a *lightning bolt* spell.

Spell Loss: Hissiz has become bestial and insane. He is no longer a spell caster and lacks the self control to do much more than rampage and kill.



18. TREASURE CHAMBER:

This room is the storehouse for the cult's spoils of war. So far this includes two chests, a loose pile of coins, a lone sword, and the skeletal remains of a crushed kobold.

This chamber is trapped. The snake chute trap is detailed below.

Snake Chute Trap: This mechanical trap can be bypassed by opening the door to area 18 using Kul's key. The knob has a double tumbler and the key must be twisted twice to disarm the chute. The rigged lock that triggers the trap may be detected while checking

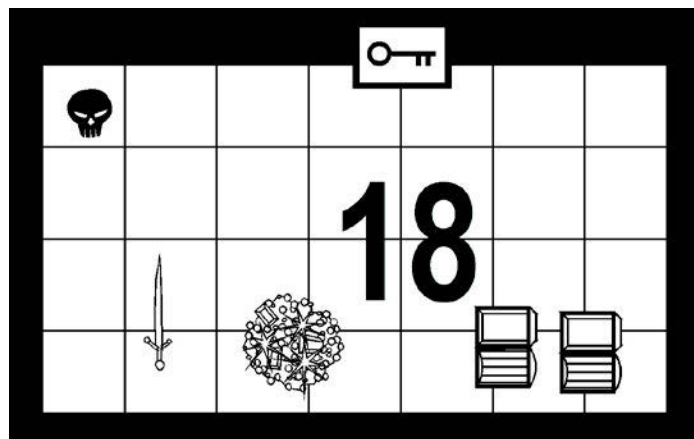


the lock on the door to area 18. The trigger is rather simple to bypass if detected (+10% Find and Remove Traps). Resetting the trap is not really applicable. If the trap is sprung and the door to 18 opened, a zombie boa (a new monster detailed below) will fall from a chute concealed in the ceiling. The zombie boa will take damage from the 15' fall (1d6 + 1d3). Disabling the trap by other means is impossible as the chute is out of reach to the party at the trigger point.

Zombie Boa: SZ M, AL NE, MV 20', AC 13 (undead flesh), HD 4d12, HP 28, Attacks; bite +4 (1d6) or slam +4 (1d4+1), Special; mindless, slow, and undead.

Mindless: The zombie boa is no longer really a snake. It is just a big snake-shaped zombie. It is mindless and only knows to attack. It no longer squeezes its prey. It can only bite and slam its undead flesh into its target. It is unaffected by any mind affecting spell.

Slow: The zombie boa goes last in any combat round. It may either attack or move. The only special maneuver it can perform is a charge, and only this with a slam attack.



Undead: The zombie boa has all the common immunities of undead.

The dead kobold was crushed by the boa. The sword is a +1 *bastard sword*. The loose pile of coins is 1000 CP. In chest one are 138 GP, 2 flasks of alchemist fire, and 4 tinder twigs. In chest two are 700 SP, 2x100 GP pearls, a 75 GP diamond ring, and a gold mug worth 100 GP.

ENDING THE ADVENTURE

The Inheritance is a complicated adventure with numerous possible endings. Hopefully your players were completely successful, even though numerous levels of success are possible in this chaotic story line.

If the players successfully saved the egg, their next course of action is to quickly get the egg to Galversharn. As the game master, you can make this easy, or continue the race against time granting the party little time to celebrate their victory.

If Idhrenwen is still with the party she will know the location of Galversharn's lair and will quickly lead the party to the dragon. Another option is for the party to return with the egg to Caer Brennau, before the threatened day of attack. Regardless of how the egg is returned, Galversharn will bow in respect to the successful group. They have earned a great ally in the mighty bronze dragon!

If the party was only partly successful (they killed the kobolds but lost the egg), proof of the painful death of the thieves will pacify Galversharn. She will be unhappy, but will not carry out her threatened attack. She will snort in anger then fly away saying nothing to the party.

If the egg is returned but too much time has passed, Galversharn will react as above, save that she will wail in pain before flying off.

If the party was unable to defeat Hissiz, and failed to save the egg, the consequences for Caer Brennau will be severe, but not rise to the levels threatened beforehand. Galversharn will destroy the Temple of Brenna, but will not kill any locals unless they are foolish enough to fight back. The game master may do as he pleases with any party member foolish enough to challenge the wyrm.

Game Masters planning on continuing their campaign with *1B - The Secret Shrine of Livora*, may wish to end the adventure with plot hooks linked to that adventure. *The Secret Shrine of Livora* is designed for charac-

ters of 2nd or 3rd level, so there is room for additional action before the start of the second installment of this series.

The main action in *The Secret Shrine of Livora* takes place in Caer Arlais (The City of Temples). This large city is hundreds of miles southeast of the group's present location, in the central region of The Twelve Kingdoms. The game master is free to relocate the second installment in another large city in his campaign world as long as the location requires significant travel.

The plot hook to get the party to make the long journey to Caer Arlais is rather simple. After the party returns to Caer Brennau, they will be approached by a wealthy man looking for an armed and capable escort to Caer Arlais. The middle aged gentleman is Urian Reese. He is slight of build, mild mannered, and impeccably dressed. He claims to be a renowned sculptor and will present the party with an invitation from the Church of Lunaetha in Caer Arlais, to begin work on a magnificent colossal statue. "Finally, the lady of justice will have a fitting tribute!"

Urian found himself in Caer Brennau following an expedition to see mountain carvings that he hoped would trigger his muse. He admits that the last few months have been spent wandering without purpose. This all changed about three weeks ago, when he received the invitation to work on the colossus. The news of the characters' exploits coupled with Urian's urgent need for escort has, according to Urian, "fated this meeting".

Urian will unload his pack filled with diagrams and drawings for the construction of what he describes as his "legacy". He offers each party member 200 GP for safe travel to Caer Arlais, payable half up front and half upon arrival. He also claims that the church would most likely see his safe delivery as a sign of good fortune and possibly offer other employment to the adventurers.

He will increase his offer to 300 GP each if the party is reluctant, obviously disappointed by those who do not appreciate the gravity of this historic moment. Urian will make at least three attempts to hire the party, each time challenging them to broaden their horizons, travel the world, and make their date with destiny. He will regale the party with tales of riches housed in the city, goods found nowhere else within a thousand leagues, and talk of the legendary "sub city" thought to exist below the foundation of Caer Arlais.

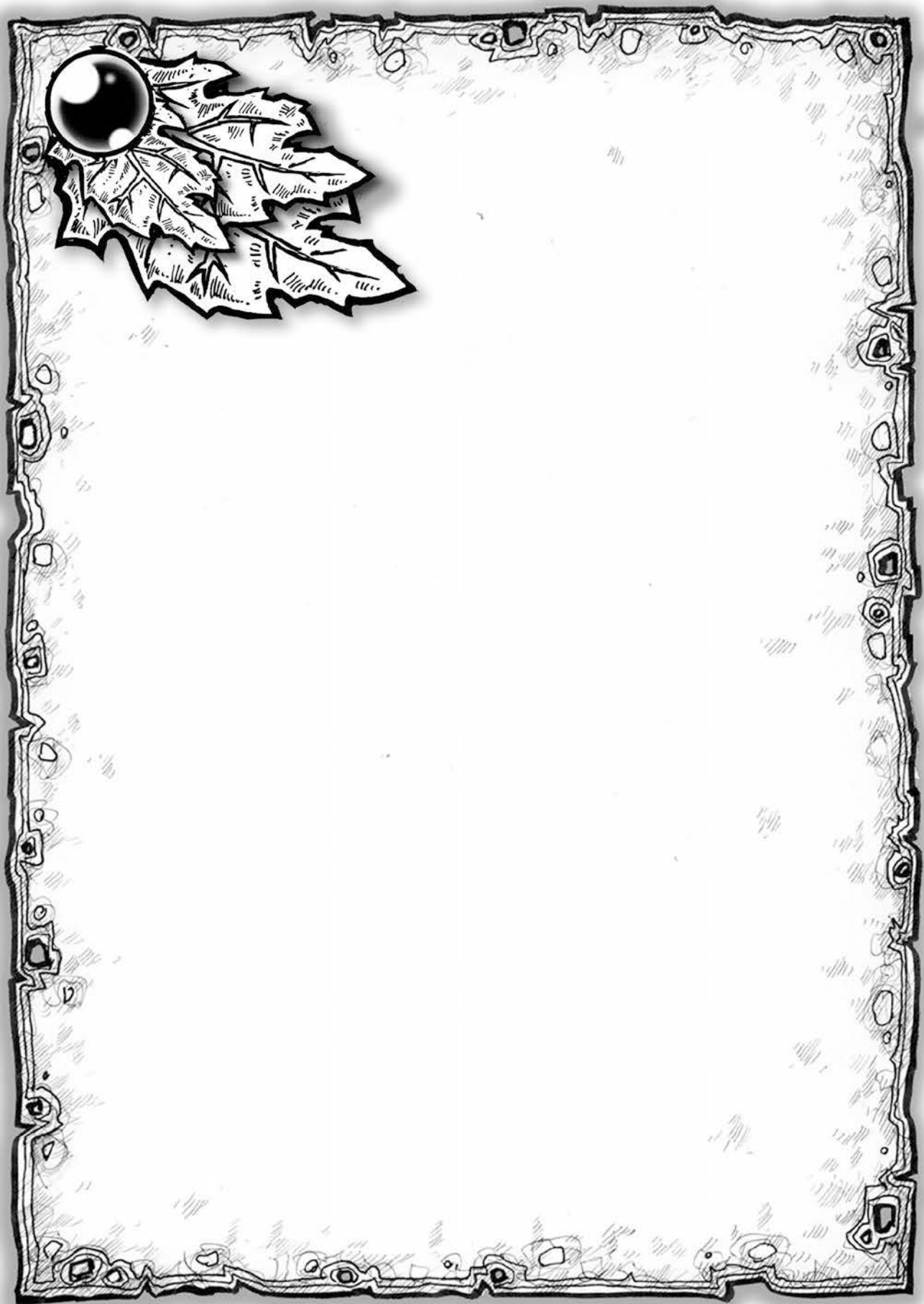
Alternately, following his repeated attempt to hire the party, Urian will set out to hire Berenion. Berenion,

having pressing matters to resolve here, will decline, but then urge the party to accept Urian's charter. "I strongly suggest you reconsider this man's offer", he will implore. "I have heard Gildas talk of the famous undercity beneath Caer Arlais. Some claim it was built by the drow! There can be no doubt that this is a place full of opportunity for young adventurers!"

No combat statistics are given for Urian as he is a commoner and will flee or hide during combat as needed. Besides the gold given to the party, Urian has a *bag of holding* with another 1750 GP. He will use this money to pay all expenses on the way to Caer Arlais. He is anxious to get underway once the party is hired, but is willing to give them enough time to recover from their prior adventure before setting off. Use Urian to lay the groundwork for other plots in your campaign. More details will follow on Urian's fate and legacy in *The Secret Shrine of Livora*.

The game master may create other endings. As always with this product or any other product offered by Mischief, Inc., you may feel free to reach out to the design staff with any questions. We feel that our community at www.mischiefinc.net is both friendly and helpful. Please drop us a line with questions or comments about *The Inheritance*.





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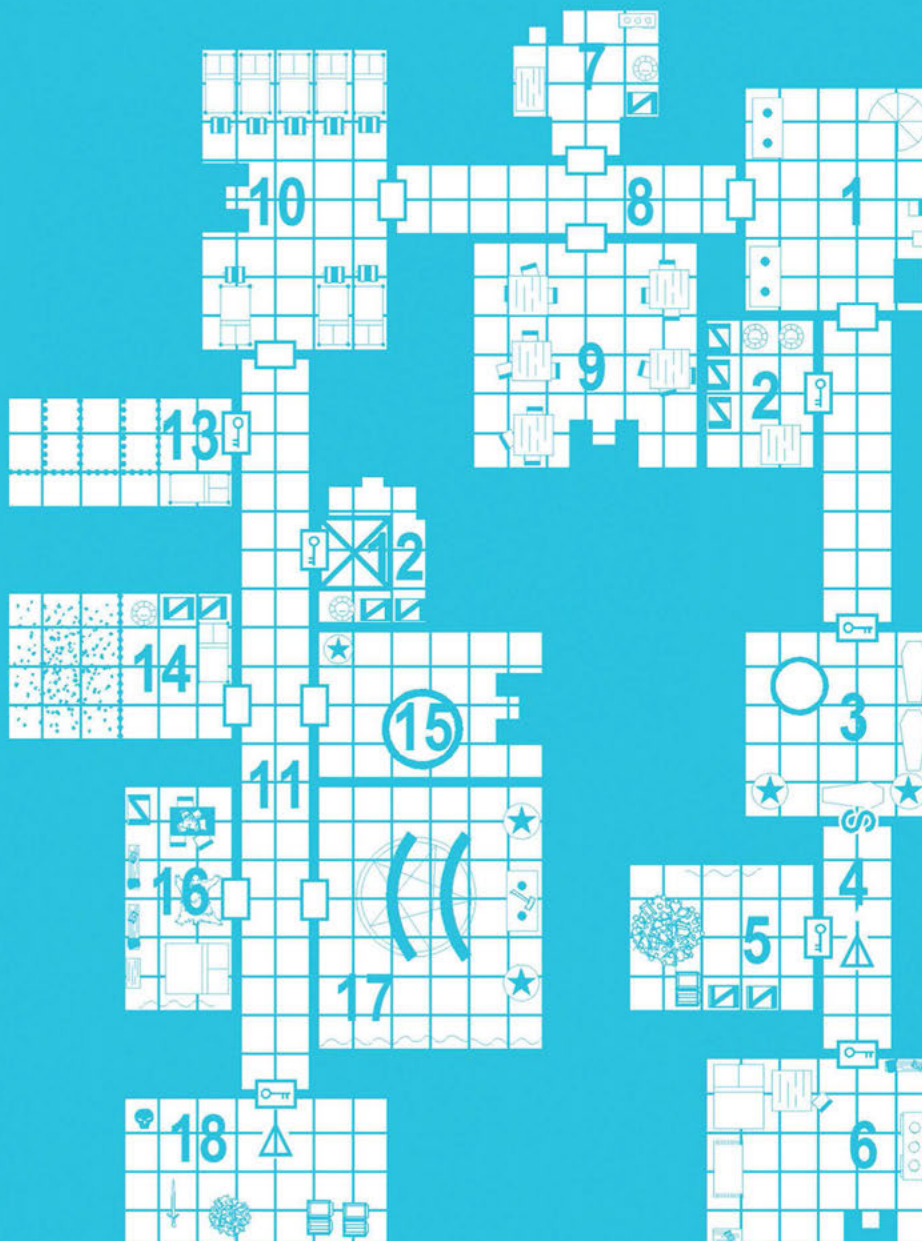
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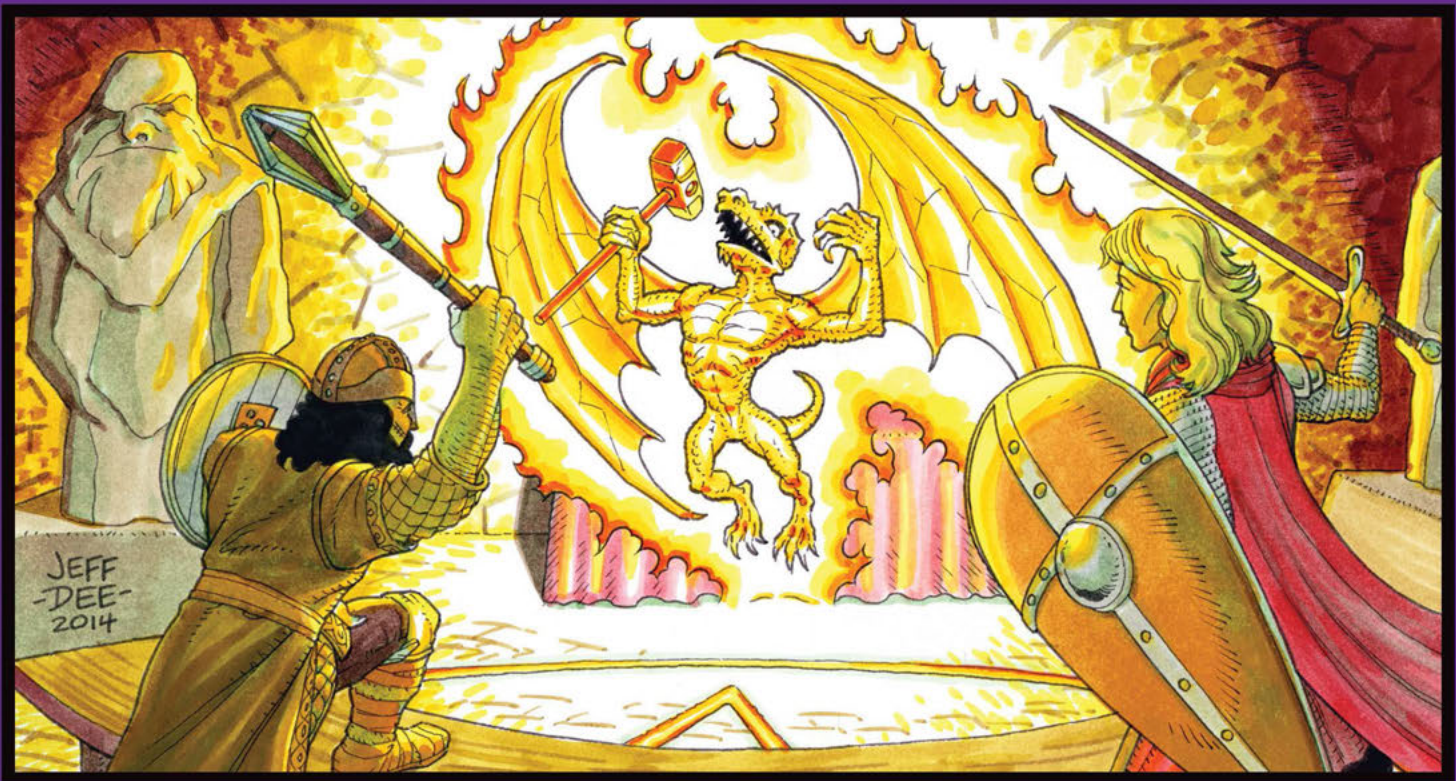
The Kobold Cult



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