

The Fall of Ebenwald

DarkMoore Adventure Module 2



While King Alangar was busy defending the Village of DarkMoore, a group of opportunistic ogres and orcs took advantage of his Royal Highness's apparent weakness and have laid siege to the nearby Village of Ebenwald. Besieged from all sides, the townsfolk are crouched behind blocked alleyways near the center of town where food, water and patience are running out. Rumors of an ancient entryway into Ebenwald float around the Iron Dragon Inn. A summon for all able-bodied adventurers has just reached your ears, where are the heroes of DarkMoore?

Prologue: The Sewer King of Ebenwald (read to players or give a copy)

Herein lies the unfortunate tale of one Eric Emerstone, "the unwise" whose antics were so incredible that a history was recorded to remind men of their folly. Eric was the son of a river merchant, a well-to-do trader that ran shallow bottom skiffs up and down the DarkMoore River. Eric was raised with all the luxuries that life in a small village could offer, instead of taking advantage of this inherited status he chose to squander it and became arrogant.

The day came when Eric's father died and he inherited his father's considerable fortune. Knowing his father's boats were safely docked at the wharf, Eric became a socialite and soon thereafter the family business became all but forgotten. Flaunting his wealth at the DarkMoore inn he became the life of the party, lost in an endless cycle of ale and lewd damsels in distress.

The party ended when a customer at the inn complained about Eric's constant boisterous laughter...to no surprise it was met with a drink in the face. The city-watch was notified and a lowly guard by the name of Korvin was sent to solve the problem; upon arrival Korvin was met with immediate revile and a slew of idle threats, in the end Eric had to be hog-tied and dragged into a jail cell.

Eric had never been treated in this way, where a common brute in chain mail armor could simply over-power him at a whim. In a pique of anger he plotted revenge and secretly commissioned the construction of a weapon he lovingly called "Brute Slayer"; a Spear +1; +3 vs. metal armor at considerable expense. Eric's new motto was simple: "Never Again!"

The insult of that embarrassing night weighed heavily upon Eric's mind and he wanted nothing more than to exact revenge on that simpleton of a guard who wronged him. The only thing that stopped him from using Brute Slayer in broad daylight was the fear of hanging from the gallows after the long-arm-of-the-law finally caught up to him.

It was here that Eric made his biggest mistake, if he couldn't kill Korvin out in the open during the day, he would do it at night and make it appear to have happened naturally. To this end, Eric eventually made contact with the vile



assassins that inhabit every active guild of thievery; they in turn provided him with a dastardly plan. At a high price, they provided Eric with a diseased rat tightly bound in a cloth shroud. It was perfect; Eric would release the rabid rat into Korvin's bedroom and infect him with a disease that would rot the poor sap until he begged for death.

Unfortunately for Eric, fate had a different story to tell, the rat somehow chewed through the cloth and escaped. When Eric returned that very night to retrieve the rat he found the wrappings empty and a pain in his heel where the rat was busy chewing into his flesh.

Fate would twist the tale yet again, as the rat was not infected with wasting disease as was initially supposed; unbeknownst to the assassins that sold him the rat it was in turn infected with lycanthropy.....Eric became a Were-Rat!

With nowhere to hide and nothing to lose, Eric in his new found form finally fulfilled his heart's desire and impaled several guards with Brute Slayer before being driven over the walls and into the swamp. Knowing he would be hunted down and tortured, he ran out of the swamp and fled the Village of DarkMoore forever.

It was later learned that Eric found a small defenseless village a few miles west of Ebenwald and infected the entire population with lycanthropy; knowing that an army would be sent out to destroy them, Eric and the infected villagers fled into the caverns near the outskirts of Ebenwald and were never seen again for many years.

It was a great surprise to the villagers of Ebenwald to find an army of Rat-Men pouring out of the central sewers pillaging the town hall. Make no mistake, it was fairly easy to spot Eric in the raid; he is more rat than man now. The Rat King! ...with "Brute Slayer" still in his rat hands. The Rat-Fiends had found a way through the dark caverns and into Ebenwald's sewers....that is a matter of fact. The entrance of the sewer is now sealed beneath thick stonework and iron bars....that was over 200 years ago.

The villagers still refer to Eric as the Sewer King. No one knows if the Rat-Men have survived after all this time or for that matter if anything has survived the deep underground caverns of Ebenwald.

[Introduction]: Read text to the players.

You begin in the comfort of the Iron Dragon Inn around a table you already know so well. A very serious Thaddeus Ugelcort has thoroughly briefed you on the dire situation at Ebenwald. (You have also heard that one before, the situations always seem dire) It appears a group of opportunistic ogres and orcs have laid siege to the nearby Village of Ebenwald. The poor townsfolk are besieged from all sides and are crouched behind blocked alleyways near the center of town where food, water and patience are running out.

Thaddeus' plan is to send the "Heroes of Darkmoore" to reinforce the besieged townsfolk from the inside; he hopes it will surprise the orc army if reinforcements somehow appear out of nowhere...it might catch the invaders off-guard. It is a desperate plan as it requires you to find your way through the caves and tunnels that lead to the sewers underneath the village of Ebenwald. You need to familiarize yourselves with the story of Eric, the Rat King...for he and his minions may still be down there in the darkness.

Thaddeus gives you a map that provides the general location of the cave entrance just west of the village of Ebenwald; at least the location that was supposedly known 200 years ago. You are also provided several hardened files in case the metal bars protecting the village are still intact and need to be cut.

King Alangar is offering to aid the adventurers with a few items from his treasury...each adventurer gets to choose from the following items:

1. One potion of regeneration (1HP/round for 5d4 rounds) or 3 healing potions (Heal 1d6+1)
2. Three sprigs of wolvesbane (3 doses) or a silver weapon of choice.
3. Riding horses with saddles and saddle bags (8HP, AC 7) these riding horses are not trained to attack.
4. Twenty pieces of ammo +1 (arrows +1, bolts +1, stones +1, etc.) or a potion of polymorph self.
5. A scroll containing two 1st level spells or one 2nd level spell of choice for spell casters or one potion of underwater breathing and a potion of regeneration + 100gp for non-spell casters.

Adventurers may also purchase additional items available at the store in Darkmoore with any gold they have previously earned.

Magic Weapons	Magic Armor	Scrolls	Potions of	Special
Dagger +1 650gp	Padded Armor +1 400gp	Floating Disk 1,000gp	12 Healing 100gp each	Rope of Climbing 50' 6,000gp
Short Sword +1 1,000gp	Leather Armor +1 990gp	Shield 1,200gp	2 Regeneration 700gp each	Ring of Protection +1 12,000gp
Short Sword +1, +2 vs. Giants 3,300gp	Studded leather Armor +1 1,200gp	Read Languages 1,000gp	2 Fire Resistance 500gp each	Wand of Magic Missile (40 charges) Single Shot 3000gp
Mace +1 1,000gp	Chain Armor +1 1,900gp	Armor 1,200gp	3 Levitation 200gp each	
Mace of Disruption +1, +3 vs. Undead 5,000gp	Plate Mail +1 3,000gp	Hold Portal 1,000gp	6 Water Breathing 250gp	Bag of Holding (largest Size) 5,000gp
Club +2 4,000gp	Chain Armor +2 4,000gp	Magic Missile 1,000gp	3 Climbing 85gp each	Sold
Spear +1 800gp	Plate Mail +2 10,000gp	Invisibility 2,200gp	8 Antidote 100gp	Sold
10 Arrow +1 550gp	Medium Shield +1 2,000	Locate Object 2,100gp	2 polymorph self 650gp	Sold
Long Sword +1 1,100gp	Buckler +1 2,000gp	Web 2,800gp	1 Diminution 400gp	Sold
20 Arrows of fire +1d6 fire damage 1,000gp	Helm of Water Breathing 8,000gp	Detect Invisibility 2,200gp	2 Heroism 600gp	Ring of Monster Summoning I (Once per week) 2,500gp
Short Bow +1 1,800gp		Knock 2,200gp		
Long bow +1 2,500gp		Mirror Image 3,000gp		
War hammer +1 600gp				
2-handed sword +1 1,300gp				
Battle Axe +1 900gp				

Unless noted, there is usually only one magical item available for sale and once it is sold there isn't a replacement in stock. The store also stocks all common items found in the Players Handbook at standard prices. The DM may add additional magic items if its reasonable.

Players Map



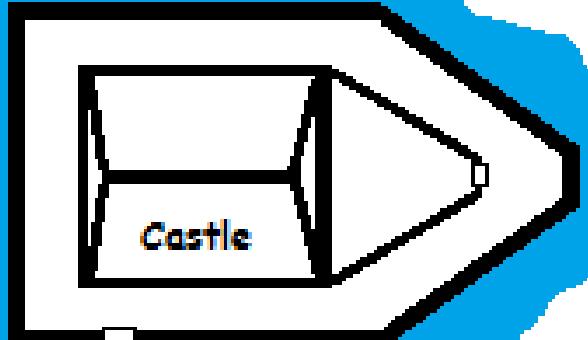
Serpent Rock

Ancient
Ruins

Wizard of
the Woods

Wolf's Head Pass

The Village of DarkMoore



Castle

Goblin
Bridge

1 2

DarkMoore
Inn

Church

Cemetery

3 4 5
6 7 8

9 10 11 12 13
14 15 16 17

Iron
Dragon
Inn

18 19 20 21 22 23
24 25 26 27
28 29 30

Store

South Gate

South Forest

Bitter-root
Wasteland

Swamp
Gate

Swamp



Kelton's
Farm

To
Ebenwald



Elf's
Stump



Players Map

Thaddeus cautions you about the journey and gives you some personal advice regarding the long road ahead; "the road east has not been patrolled for years, who knows what beasts roam the countryside now". Long ago the DarkMoore army had a small outpost in the forests east of here; it is off the main road just to the north...you should be able to find the trail. If it were me, I would quietly venture over to the abandoned outpost and have a look; because you might not find it empty...there could be orcs closer to DarkMoore than we anticipate.

It's a 5 day journey by horse to the abandoned outpost, and then another 8 days to reach that lycanthrope infested cursed village. Yes, you must go to the cursed village; the very same village that Eric infested 200 years ago, because it is there you must find the trail that leads to the underground cave entrance. The path will be hard to locate after all these years and will require all your skills to find and stay on the trail.

Some of you will have wolvesbane with you, if you are bitten you must apply it to your wound immediately or when the next full moon rises you will be a Were-Rat forever. There is another herb found in the wild called Lycan Scratch that provides complete immunity to lycanthrope for a week...you can see why this herb could be extremely valuable. Those with the skills to find the herb should be on the lookout. (See Tomb of Herbs: page 18, Mutatio Lupus)

No human that we know has gone into the caves below Ebenwald, so there are no maps; nor does anyone have any idea what you will find below. What we do know is the Were-Rats found a way into the sewers, so you too must find the sewers and crawl your way out and rescue the townsfolk before its too late.

If you are a player do not read any further...stop here!

Random Encounters: Since this campaign requires a long journey, each day and night you must roll for random encounters; there is a 1 in 1d6 chance a random encounter occurs...a roll of 1 on the dice triggers an encounter.

Random Encounters during the Day (roll 1d6)									
Creature type	# Appear	AC	HP	Save as	# Attacks	THACO	Damage	Move	Notes
Bandits	1d6	7	6	F1	1	19	1d6	12	Short sword, bow and leather armor
Wolves	1d4	7	10	F1	1	19	1d6	16	Will attack on sight
Deer	1d4	8	6	F1	1	19	1d2	15	Hunting option
Wild Boar	1d6	8	8	F1	1	19	1d4	15	Will attack if annoyed
Forest Ape	1d4	7	12	F2	2	18	1d6/1d4 fist/pelt	12 Trees	Pelt victims below with rocks before engage in melee
Brown Bear	1d2	6	16	F4	3	18	1d6	15	Will attack on sight.

Random Encounters during the night (roll 1d6)									
Creature type	# Appear	AC	HP	Save as	# Attacks	THACO	Damage	Move	Notes
Giant owl	1	8	32	F4	1	16	1d12	Fly 18	Will go after horses until wounded... hit = owl will carry away victim + auto 1d4 damage/round
Werewolf	1	3	24	F6	3	15	1d8/1d6 bite/claw	16	Immune normal weapons. Bite = infected
Neanderthal (hunting party)	5	7	12	F1	1	19	1d6+2	12	Hide armor, club
Giant Mosquitoes	1d12+4	10	2	F1	1	19	1d2	Fly 15	Hit = attached to victim for auto 1d2 damage until killed
Black Panther	1	4	14	F3	3	17	1d6/1d4 bite/claw	16	Stealth: move silently 95%
Night Drake (wingless)	1	4	21	F4	3	18	1d8/1d6 bite/claw	12	Breathe fire 2/day: 1d10+3 save vs. breath wpn. for $\frac{1}{2}$ line = 15 squares

Award 200 XP to each player for each successful encounter. At minimum, it is a 13 day journey just to travel from DarkMoore to the cursed village. Once in the caverns, random encounters no longer apply.

[Encounter 1] Abandoned Outpost. Completion: 3500XP divided among PC's

After the 5 days journey is complete, the players will easily find the path leading north to the abandoned outpost, if the adventurers search for tracks...tell them it appears not to have been used since the last storm as any tracks are indiscernible.

Allow the player to devise a plan to "walk-in", use stealth or whatever to locate and observe the outpost. The outpost is in a wooded area with generous concealment; the biggest problem will be moving through the forest silently. (Unless they follow the trail) As long as the plan is reasonable allow the party to sneak up to the outpost without incident. If the plan has holes in it, then the party will be ambushed by 10 thieves firing bows from various vantage points concealed among the trees and will tactically retreat back to the outpost if they are pressed by the adventurers. The easiest course of action is to simply follow the trail while taking precautions to be quiet as possible...this will lead them directly to the outpost without incident.

Encounter Synopsis: the great success the adventurers have had within the town of DarkMoore caused the thieves guilds to collapse. The remnants of the "Cleft Hand" thieves' guild have left DarkMoore and have regrouped here at the abandoned outpost and are in the process of repairing the dilapidated walls and buildings.

There is no Orc army in the area and the thieves are not on high alert; in fact the thieves have been lulled into a false state of security as they have been essentially isolated without incident for months now. They no longer patrol the surrounding area and are content to patrol only the outpost. (This is why there were no fresh tracks found on the trail)

There are 25 thieves at the outpost of which 5 are always patrolling the outpost walls; if the party doesn't make big mistakes so they don't trigger the ambush, they will be able to observe the outpost at a distance without discovery or incident. (The forest provides ample concealment) The small outpost is surrounded by a wall of vertical wood logs (Palisade) 15' feet high with a suspended inner

The Cleft Hand (Thieves)	
AC	7
HP	8
Save as	T2
Move	12
# attacks	2 or 1
THAC0	18
Damage	1d4/1d6 Dagger/bow
Gold	30
They wear Gray Cloaks worn over leather armor; they dual wield 2 daggers without penalty and use short bows + 12 arrows. They all have thief skills at 2nd level of experience.	

walkway that the thieves use to patrol the perimeter. The wall is functional and nearly repaired; it is the few building inside the walls that are still in need of extensive repair. (Review map)

The Cleft Hand blames the heroes of DarkMoore for their current hardship as the king took extensive measures to root out the guilds after the kidnapping incident. If the Cleft Hand were to discover the heroes of DarkMoore in the area they would go to extreme measures to wipe them out. The players will easily recognize the cleft hand thieves by their grey cloaks, but might be unsure of how they stand with the guild...friend or foe? Allow the players to come up with their own conclusions about the Cleft Hand Guild. The cleft hand is essentially leaderless now, and more or less a group of thieves banded together for their own survival. (There is no chief) The players have options as how to interact with the Cleft Hand:

1. Leave without interaction...the players decide there is nothing to gain by assaulting the outpost.

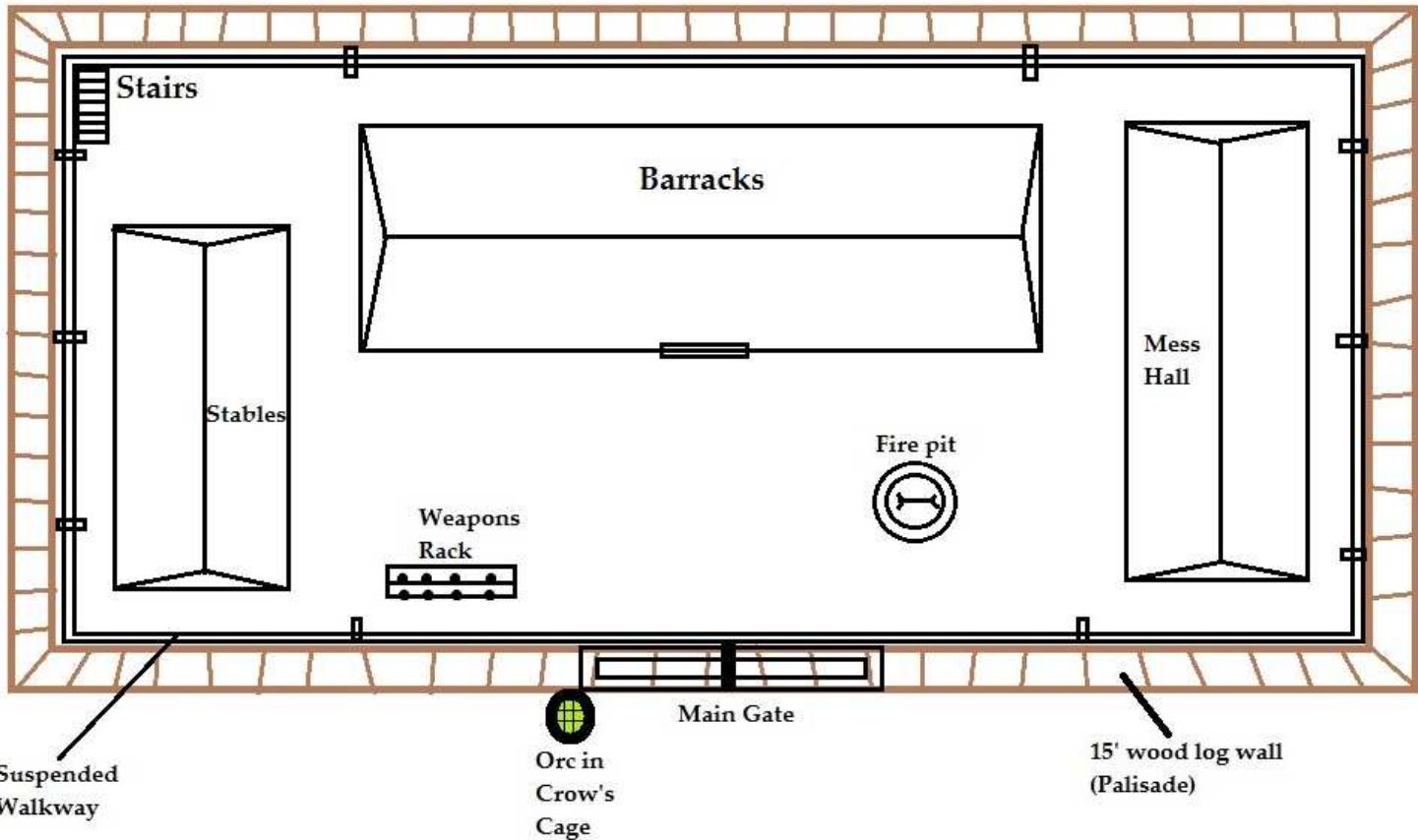
2. Attempt dialogue...the players decide to speak with the thieves; in this case they will stealthily man the walls with 10 thieves and the 15 other thieves around the buildings below; then the players will be invited into the center of the outpost and surprised with an ambush. The 10 thieves on the wall will engage the party with bows, while the 15 on the ground engage with melee weapons in an all out brawl.

3. Assault the outpost...taking advantage of the element of surprise, they devise a plan to assault the outpost directly.

Orc Prisoner Bait: In order to entice the players to interact with the Cleft Hand the GM is provided bait to push them into action; hanging from a crow's cage near the closed entrance gate is an injured suffering orc. It will be obvious to the players that the orc is being held prisoner by the Cleft Hand and is being tortured in order to extract information. Tell the players: "**you never know; the orc might have valuable information that will be useful later on**".

The orc does in fact have useful information to deliver if the players are successful in taking the outpost. The orc knows about the army besieging Ebenwald; he knows there are about 40 orcs and 3 ogres ready to pillage the townsfolk. The orc is severely injured (2HP) and is going nowhere until healed...he will divulge the information for some food and water. The orc speaks a broken form of common.

Abandoned Outpost Map



The walls are always patrolled by 5 thieves with bows at all times during the day, at night they use their listening skills to detect intruders; if they detect an intruder an alarm is raised and the wall lanterns are lit. They will use hide in shadows and backstab skills as well.

The Cleft Hand is short of gold and the accommodations are bare bones at the moment, each thief has 30gp. By searching (inside a locked lockbox in the barracks), they will find another 420sp, 220gp, a healing potion, a clerical scroll with the spells: raise dead, commune, create water, and raise dead fully; also a slate of identification with 180 charges and their most prized possession a wand of lightning bolt with 8 charges remaining. (Line 12 squares, 14d6 damage, save for $\frac{1}{2}$ damage. cannot be recharged) There are 4 riding horses in the stables in case an adventurer needs another.

[Encounter 2] Cursed Village. Completion: 12,000XP divided among PC's

After an additional 8 days journey on horse the party arrives near the cursed village and when they discreetly venture closer to spy on the village they will be surprised! They will find a small village occupied by ordinary human villagers going about daily business; the houses and gardens are in order and the streets are clean. Where are the rats! The villagers are unarmed and no soldiers patrol the streets, it appears to be just another small village that is commonly found throughout the Atherrian countryside.

Encounter Synopsis: Things are not as they are supposed to be, after 200 years things have obviously changed; there are no visible signs of Were-Rats at the supposedly cursed village. The story of the cursed village began 200 years ago when Eric unfortunately found his way here and soon the entire village became infected. What history failed to record were the events that occurred thereafter; the story goes Eric and the infected villagers fled into the underground caverns in fear of an avenging army...this is only partly true.

The truth is only half the villagers fled with Eric, the other half decided to stay and allow fate to take its course and fate would have its way as the avenging army never came. It was Korvin the soldier from DarkMoore that eventually came; yes, the very same Korvin that bound Eric and threw him in a jail cell. Korvin came on the heels of Eric with a single purpose...to end the life of the Rat-King! Unfortunately when Korvin arrived the Rat-King had already fled and found only a group of villagers desperate for help. The infected villagers petitioned Korvin for help; but he had no idea how to help them and the full moon was only days away.

A hunter in the village had heard a rumor that the primitive tribes to the north had an ancient cure for lycanthrope; so Korvin went on a fool's errand to find it. Korvin returned a month later injured with a ceramic jar filled with spring water...special spring water. There was just enough water for each villager to have a sip and with hope they waited for the next full moon. The day the full moon came the infected villagers changed, but only partially; they never fully changed...the spring water had worked and somehow stunted the transformation. The villagers you see before you are the very same villagers that were infected 200 years ago;

every full moon they partially change into rat form, yet because of the healing water they retain their human faculties.

*Tell the adventurers that the villagers do not appear threatening, and if they decide to speak with them they will calmly approach the adventurers and engage in peaceful dialogue. (The villagers don't get many visitors for obvious reasons) The villagers will summon Roland the hunter to speak for the village, he will be happy to tell the party the entire story and history of the village.

If the adventurers divulge their mission to the hunter he will tell them it is a fool's errand; for surely Eric will be down there in the darkness waiting for a fool to come along. **YOU WILL NEVER FIND THE TRAIL LEADING TO THE CAVE ENTRANCE...**time has erased that trail a century ago. (This is true, the trail is long gone) The hunter says, **"I will take you there myself if you bring us spring water and cure us; I know the way to the cave".**

Before Korvin died he told us how he found the spring of water with magical healing powers, when he finally found the primitive tribes they told him about a great volcano in the north past a vast expanse of treeless hills where the great elephants live; it is there where the volcano boils the water and pours out a stream of hot water. You cannot mistake the volcano for another as its great height is always covered in clouds, so finding the spring isn't difficult. The difficulty lies with all the wild beasts that live in the north, he spoke about white apes that inhabit the volcano as a great danger and great elephants that can run as fast as a horse.

We all believe if we had drank a little more spring water we would have been cured completely; Korvin believed the same thing before he died from his injuries a few weeks after he returned. We have lived too long, allow us to finally raise our children in peace and die when our time comes; end Eric's curse once for all. If you do this, I will take you to the cave entrance and go with you to defeat the Rat-King. He asks a villager to retrieve the same ceramic vessel sealed with tar that Korvin used on his original journey to give to the party. The hunter points north, it is there you must go and fill the jar with water. (From this point, the hunter and the villagers will go back to their daily business)

The Journey Northward: A few villagers will bring dried food and 2 extra water-skins full of water for each adventurer and any basic supplies they need for the journey north. They can repair simple items if needed.

It will take the adventurers 3 days journey north through the forest in order to reach the open hills where the trees no longer grow; each day and night roll for random encounters.

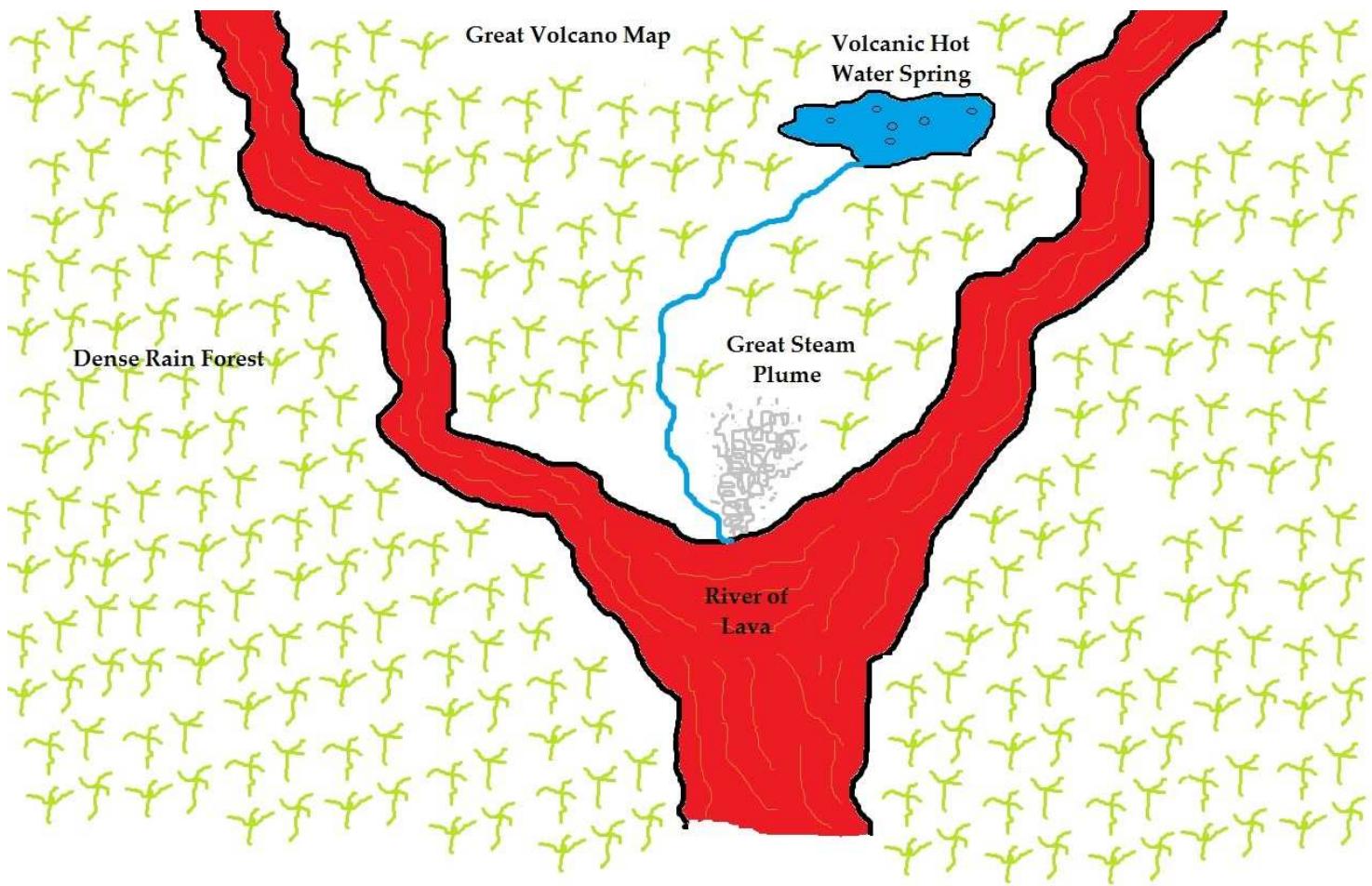
Wooly Mammoth Random Encounter: Once the adventurers reach the open hills it will be easy to see the great volcano far in the distance. It is a 4 day journey across the open hills (tundra) to reach the base of the volcano. Each day roll 1d6, on roll of 1 on the dice the adventurers get charged by a wooly mammoth protecting its territory. There are no random encounters at night (mammoths sleep at night) If the players are clever enough to figure this out they can travel at night to shorten the overall daytime travel; regardless of what the players do during the daytime the chance for a mammoth random encounter is the same...camping during the day won't lessen the chance of a random encounter.

The Volcano and White Ape Encounters:

The great volcano is active and at night rivers of lava can be seen glowing in the dark from a distance. The closer they get to the volcano they will feel a slight rise in temperature and when they arrive it will be warm even at night. The volcano is covered in a dense rain forest that will fog over early in the morning and usually dissipates before noon. At its great height a black plume of smoke reminds onlookers that the volcano is active. Near the base of the volcano a massive plume of steam is visible during daylight; it should be obvious that the hot spring is probably there.

Wooly Mammoth	
AC	5
HP	51
Save as	F4
Move	24
# attacks	1
THAC0	13
Trunk	1d12+4
Damage	
Trample	1d4+6
Damage	
Wooly mammoths will attack anything that invades their territory. They will trample both horse and rider dismounting them prone; thereafter they will attack with trunk. (Trunk has reach 10') A mammoth can outpace a galloping horse.	

White Ape	
AC	7
HP	18
Save as	F3
Move	12 Trees
# attacks	3
THAC0	18
Damage	1d4/1d6 Fist/bite
Thrown Object	1d4
White apes will attack as a group. They will use rocks, branches, etc. initially as a thrown weapon in order to drive intruders away; thereafter will engage in melee.	



The Hot Spring is located between the convergence of two rivers of lava; the lava begins at the mouth of the volcano so there is no way around it...the adventurers must find a way to cross. The river of lava is 35 feet wide at its narrowest point. There are 18 aggressive white apes that live near the hot spring and will do anything to stop trespasser from crossing the river of lava. The river of lava is always under surveillance by the white apes and as soon as anyone becomes visible near the river bank a great howl is soon heard on the other side as the apes are mobilized...from the tall trees the apes will howl and throw branches in an effort to frighten off intruders.

The players must figure out how to cross the river of lava, there are a few obvious options:

* NOTE: falling in the river of lava causes $1d4+10$ damage per round. Swim at $\frac{1}{2}$ normal rate. If a victim dies in the lava the body is completely consumed.

1. Cut a tall tree and attempt to make a rudimentary log bridge and attempt to walk across. Since the log bridge is near the lava it will burst into flame in 1d4+4 rounds; causing those in the flames to take 1d4+1 damage per round. Crossing a log bridge requires 2 dexterity checks; there is no penalty on the 1st check where the log is widest, but requires a -2 penalty to the 2nd dexterity check where the log narrows.

2. Somehow get a rope across the river between 2 tall trees and dangle across grappling on all fours...this requires 2 successful strength checks to get across. (The rope is in no danger of burning as long as it is 20 feet above lava; otherwise it ignites in 1d4 rounds and crumbles)

You can be assured the players will devise multiple methods to get across; you must listen to each plan and attach a reasonable check or penalty to the situation...just roll with it. Some players may have special abilities, potions and spells that can get them across without exposure to harm.

White Ape Defense Strategy: White apes can throw branches 20 feet for 1d4 damage and can throw rocks 40 feet for 1d4 damage. In the beginning the apes will throw branches that never reach the other side...this is an attempt to frighten intruders. On the other hand, if intruders attempt to cross, then 4 apes will come down out of the trees and begin throwing rocks at those crossing. The remaining apes use the trees for cover and therefore have partial concealment; while in the trees the apes have +4 bonus to their Armor Class (AC) against ranged weapons. (Changes from AC 7 to AC 3)

Note* the apes aren't dumb, if the players attempt to simply pick off the apes with bows without attempting to cross; then move the apes back into the trees where they are no longer visible (100% concealment) wait until they cross and then engage in both ranged and melee attacks.

If any intruder makes it at least $\frac{1}{2}$ way across the lava (Makes 1st dexterity check) an ape will launch itself onto the log or rope to engage the intruder in melee combat. The apes roll no checks nor have penalties while on logs or ropes. (The adventurers have checks every round) Grappling an ape is dangerous as it requires the player to roll both a dexterity and strength check; a failed check results in both falling into the lava below.

Note* those with acrobatic skills may be allowed to skip any dexterity checks.

If anyone successfully crosses, then 4 more apes will come down and engage the intruder in melee combat using fists and voracious bite; meanwhile the remaining apes in the trees continue to throw rocks and branches for 1d4 damage. If the party is successful in killing those apes on the ground then another 4 apes will come out of the trees until eventually all the apes are destroyed.

The Hot Spring: The hot spring is miraculous as bathing in it heals 1d4 each round. Drinking from the spring restores thirst, cures any disease or poison, removes any curse, restores any function to an organ or lost limb, and is a cure for lycanthrope if an adequate dose is taken. Once placed into a container it loses most of its special properties; it becomes the same as a potion of healing (1d6+2) with the ability to cure poison and lycanthrope. (1 waterskin = 3 potions of healing + 3 doses cure lycanthrope) The ceramic pot given to the players has a tar seal that must be heated to seal the spring water inside.

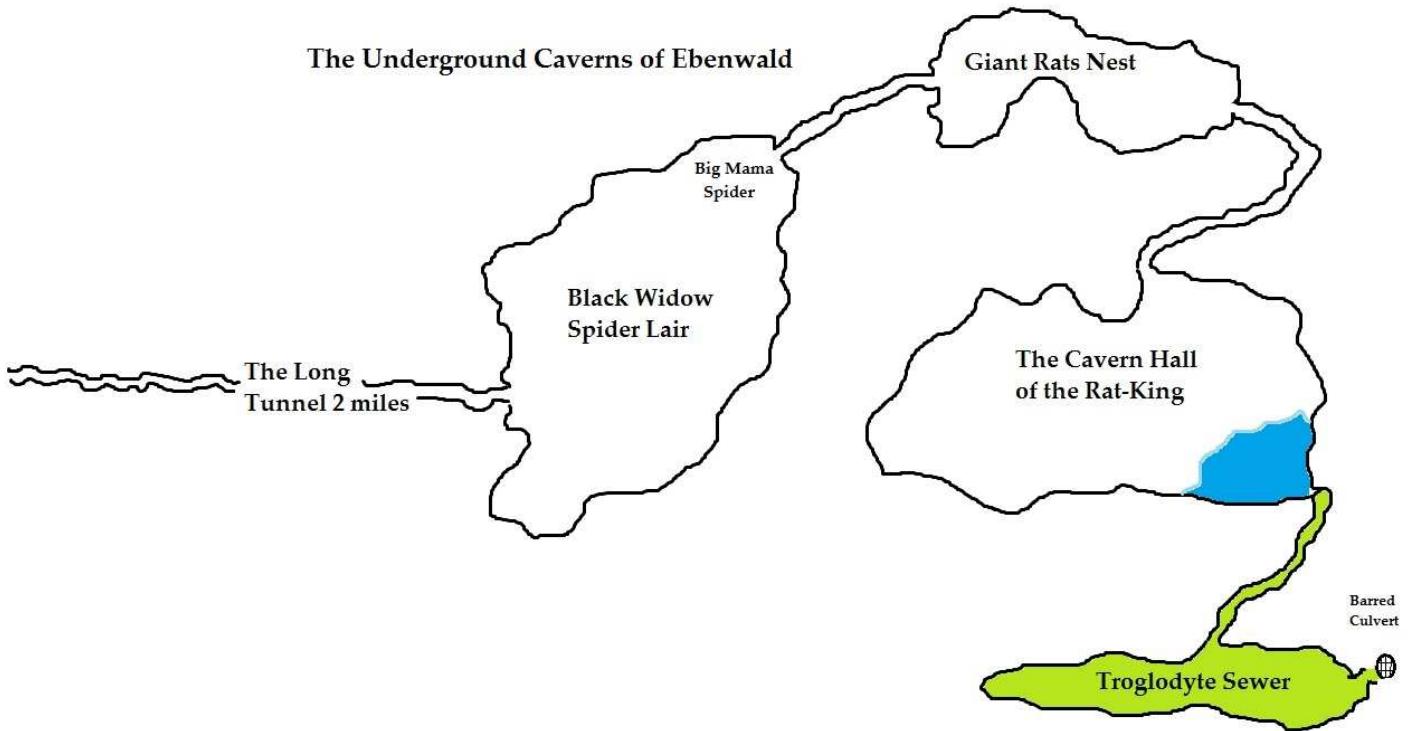
The return back to the cursed village: The return journey utilizes the same procedure as the one used to get here (Except in reverse); the players must roll the same random encounters over the same number of days until they reach the cursed village. Once the party returns to the Cursed Village the amount of spring water in the sealed ceramic vessel is enough to cure the entire village. Roland the hunter will honor his promise and take the adventurers to the cave entrance (The entrance is nearby so no random encounter in route) Roland will go with the party until they kill the Rat-King or dies trying.

Roland, The Hunter	
AC	5
HP	21
Save as	F3
Move	12
# attacks	1
THAC0	17
Damage	1d6
Gold	50
Fighter - short sword, short bow and studded leather armor.	

[Encounter 3] The Rat Caves. Completion: 15,000XP divided among PC's

Roland leads the party to barely more than a hole in the ground covered by dead brush; Roland was honest when he said they would never find it on their own.

The Long Tunnel: The small entrance opens up into a narrow tunnel that seems to have no end. Roland brought a half dozen torches with him and he lights one as the party descends into the darkness; the first thing you notice are small RATS! Rats everywhere! The narrow tunnel continues east for 2 miles. (No encounters)



Black Widow Spider Lair: After an exhausting 2 hour journey through the Long Tunnel they will arrive at a great cavern; the cave is dark with shallow puddles of water on the uneven floor. Colonies of small rats seem to scatter in and out of your view; the cavern feels ominous as the ceiling is beyond the reach of the torchlight. (120' feet high) After 5 minutes of walking north they will feel the hair on their necks stand on end as an audible hiss is heard in front of them.

The party is attacked by 3 giant black widow spiders; when the spiders are within 30 feet they will attempt to jump on their prey...a successful first hit means the spider has landed on its victim, knocked it prone and pinned it to the ground for 1d6 damage (Only a successful strength check with a -8 penalty allows the victim to escape); the next round the spider will bite its victim at +4 to hit while the victim is in a prone condition. A successful bite delivers 1d4 damage + poison; the victim must save vs. poison or die in 1d4+1 rounds.

Giant Black Widow Spider	
AC	6
HP	23
Save as	F3
Move	12
# attacks	1
THAC0	17
Damage	1d6
Jump	30 feet
If bit, save vs. poison or die in 1d4+1 rounds	

The party will be unaware that any spring water they brought back with them will cure any poison and heal 1d6+2 damage when a dose is imbibed.

After successfully defeating the 3 black widow spiders the adventurers will soon determine the only way out is north where the spiders initially came from. After venturing north the party will begin to see more and more spider webs. If the party attempts to burn the webs they will find that the wet cavern has kept these webs moist and do not burn. The big mama spider is high in the cavern buried behind layers of web; because the webs are wet they are not sticky, they can be cut with a sharp edge to get through them. The mama spider will attempt to sneak behind the group and attack by surprise; the momma spider has a 97% chance to move silently on webs.

Eventually the group will reach a thick density of vertical web layers; where wall after wall of webs must be cut in order to move forward...it is here that the big mamma spider will sneak attack from behind. The mama spider's bite does 1d12 damage and victims must save vs. poison or die in 1d4+1 rounds. (The big mama spider does not jump) If anyone climbs up into the webs and finds big mama's lair they will find the remains of endless bones and searching through the bones will find: engraved chain mail armor +1, a dagger +1, a magic-user scroll with the spells: locate object, detect magic and water breathing, and a magical lock pick set + 10% open locks. (Lots of worthless rusted items)

Giant Rats Nest: After defeating the spiders the party will be able to cut their way to the tunnel that leads to the next cavern. (The webs do not extend into the next cavern) When the party enters the next cavern they will find it empty, open and expansive. The giant rats have a nest on the other side of the massive cavern; they will wait until the adventurers are centrally located before swarming in a mass attack. There are 82 giant rats in the swarm and they attack in one carpet-like mass. The adventurers will be able to unleash 2 ranged type attacks before the giant rats begin to surround and bite the party. (Searching the nest: 1 uncut emerald 600gp)

(Big Mama) Spider	
AC	4
HP	51
Save as	F6
Move	12
# attacks	1
THAC0	14
Damage	1d12
move web	12
If bit, save vs. poison or die in 1d4+1 rounds	

Giant Rat	
AC	8
HP	4
Save as	F2
Move	12
# attacks	1
THAC0	19
Damage	1d4
Swarm damage	Auto 2
If 5 or more rats are adjacent a victim it is considered to be a swarm; under these conditions the rats no longer roll to hit, instead they auto hit for 2 damage each round.	

The Cavern Hall of the Rat-King: The Rat-King (Eric) and his minions will hear the noise and be alerted to the presence of unknown intruders in the caverns; they will wait to ambush them when they attempt to enter the Cavern Hall. The last 200 years have been disastrous for the were-rats; they have been slowly losing an unwinnable battle here in the depths and their numbers have dwindled to 11 Were-Rats and their King.

The 11 Were-Rats that remain are no longer able to change back into human form and their minds have long wasted away and have forgotten the ways of mankind; only Eric remembers his human past. (Only Eric fights with human weapons)

Eric's Attack Strategy: Eric will have his were-rat minions climb to the ceiling near the tunnel entrance so they can drop onto the adventurers when they first enter the cavern hall; the adventurers must roll for surprise. Eric with "Brute Slayer" (Spear 1d6+1; 1d6+3 damage vs. metal armor) will rush the party from the ground and charge the nearest victim in metal armor. (Charge +1 to hit)

If Roland the hunter is still alive he will yell out, **"Before you die, I want you to know that the village has recovered from your curse Eric!"**

Eric responds, **"Is that you Roland?...after all these years...ha ha! I should have killed you long ago. I will give you a taste of brute slayer my friend...end your misery!"**

Eric and his minions will fight to the death...they will not flee under any circumstance; as GM you may want to continue additional dialogue between the two opponents.

If the were-rats are defeated, they will find their nests at the west part of the cavern and will learn how poorly they really lived. Eric only had 2 possessions of value: Brute Slayer and a Trading Medallion of the merchant house of Emerstone; Worth 10,000 gold!

Were-Rat	
AC	5
HP	16
Save as	F4
Move	12
# attacks	3
THAC0	17
Damage	1d4+1/1d4 Bite/claws
Climb Ability	Sheer Surfaces
If bitten, victim must save vs. poison or be infected with lycanthrope	

Eric, Were-Rat King	
AC	3
HP	28
Save as	F5
Move	14
# attacks	1 or 3
THAC0	14 or 11 vs. metal armor
Damage	1d6/1d4+1 Bite/claws
Climb Ability	Sheer Surfaces
If bitten, victim must save vs. poison or be infected with lycanthrope. Eric's THAC0 with his natural weapons is 15	

Troglodyte Sewer: If Roland the hunter is still alive he will continue on with the party...encouraged by their success he now wants to help save the villagers.

At the southeast end of the were-rat cavern hall the adventurers will find a shallow pool of putrid water only a few inches deep; this is the water that seeps out from the main sewer chamber. They will see a tunnel leading out of the cavern hall on the other side of the water and because of the smell they will probably deduce that it leads to the sewer. When they slosh to the other side and enter the tunnel they will notice an incredibly foul smell.

When they enter the sewer tunnel they will notice the floor covered in a foul slippery slime; the only way to walk without falling down is to move slowly at $\frac{1}{2}$ speed. If anyone wants to walk faster than $\frac{1}{2}$ speed they must successfully roll a dexterity check or fall prone. Any attempt to run adds a -5 penalty to the dexterity check.

The sewers are home to a clan of 125 troglodytes of whom 35 are clan warriors; they live in the most western section of the great sewer cavern. The troglodytes have special clawed feet that allow them to move without hindrance over the slippery slime that covers the cavern floors.

When the adventurers enter the main sewer chamber they will notice light emanating at the eastern portion of the cavern and probably realize it must be the way out! The troglodytes will already be aware of the intruders and will attack the intruders from the west. The adventurers will find they cannot outrun the 35 troglodyte warriors and will find themselves easily surrounded. (They can attempt to make a run for the sewer exit, but will find the culvert that leads out is barred by stonework and iron bars)

The troglodytes will engage each party member in melee combat in order to stop the use of ranged weapons. The troglodytes emit a foul stench that requires melee combatants to save vs. paralysis or any attempt to melee attack fails. Troglodytes have rudimentary intelligence and will flee a battle if they feel they are being defeated too easily; critical hits, massive damage totals, or great magic will trigger a morale check. (50% chance of fleeing in fear)

Troglodyte	
AC	7
HP	5
Save as	F1
Move	12
# attacks	1
THAC0	19
Damage	1d6
Anti-slip	Slippery
claw feet	Surfaces
Troglodytes emit an incredibly foul stench. If engaged in melee combat, victims must save vs. paralysis or any attempt to melee attack fails because of nausea.	
Troglodytes fight with spears.	

On the other side of the iron barred culvert leading out is a townsfolk militia guard sent by the mayor to keep an eye on the sewers; when he spots the adventurers he will yell, "hey, over here! I am glad to see you! Are you reinforcements from DarkMoore?" Welcome! Welcome! This militia guard has a rare commodity in Ebenwald nowadays...a crossbow. The guard will fire through the iron grates at the troglodytes if the party is in trouble.

The adventurers might remember that they have metal files to cut through the iron grating; the guard will tell them there is no need as they have a secret way through the grating. The guard returns with a huge metal bar and with leverage stretches apart a metal band that exposes enough space for a person to crawl through.

Townsfolk Militia Guard (human)	
AC	8
HP	5
Save as	F1
Move	12
# attacks	1
THAC0	19
Damage	1d6
1 st level fighters with makeshift padded/leather armor and rough hewn spears...a few have crossbows.	

[Encounter 4] Redemption of Ebenwald. Completion: 9,000XP divided among PC's

The adventurers will be led covertly to the mayor who will be very happy for DarkMoore reinforcements to help them in their dire predicament.



The mayor explains to the party that over half of the citizens of Ebenwald have been butchered or have died from wounds. The townsfolk have fallen back to the last four buildings at the center of town and have barricaded the alleyways with wagons, boxes and furniture. (Draw out on the vinyl battle-mat a 2d representation of the drawing above) The only reason the orcs don't burn us out is they believe it might destroy whatever treasure we have left...won't they be disappointed to find out that we don't have anything left...ha ha!

The mayor explains, "I think we are at our last stand; in a few days I believe they will just move in and massacre the rest of us completely". "The problem isn't the orcs, it is the ogres that are the real killers...we haven't been able to wound one yet!" "We have a glimmer of hope now; we have reinforcements and the most important advantage...the element of surprise. If you can take out those ogres, I think we might have a chance".

There are 140 non-fighter townsfolk hold-up in the buildings and basements below; and protecting the barricades are 26 militia guards who rotate watch around the clock. Over the course of the last few months, the war of attrition has thinned out the ranks of the orcs to 31 warriors.

Unbeknownst to the townsfolk, the ogres and orcs have planned to finish the raid with a full onslaught starting tomorrow at noon; therefore if the adventurers do not attack in the afternoon today or early morning tomorrow they will lose the element of surprise.

The ogres have never congregated together in a group and each one is always stationed at one of 3 of the barricaded entrances; (North, east, south entrances) this means the adventurers must come up with a plan to take the ogres out individually. Usually 16 orcs patrol the west entrance and the other 15 orcs split up into 3 groups of 5 and join the ogres.

Ogre Warrior	
AC	5
HP	43
Save as	F4
Move	12
# attacks	1
THAC0	16
Damage	1d12+6
Throw	1d10+3
Rocks	
Ogres are large, brutish and attack with massive clubs. They can also throw small boulders 24 squares, Ogres wear thick hide armor.	

Orc Warrior	
AC	7
HP	6
Save as	F1
Move	12
# attacks	1
THAC0	18
Damage	1d6
Silver	10 sp
Orcs fight with clubs and spears...at least 10 have short bows. Orcs wear makeshift hide armor	

Remind the players they have the element of surprise...they get an attack before combat initiative is rolled; they must make it count! The ogres and orcs do not suspect an attack by the demoralized townsfolk and are not on high alert. The players can expect to include the 26 militia guards in whatever plan they devise. Allow the players to create the plan of their choice and be ready to roll with the fall out; most likely after the initial surprise attack it will end in an all out brawl.

*if the players come up with a crazy plan to kidnap an orc and torture it for information they will learn of the ogres plan to assault at noon tomorrow.

* if the players carry-out an operation at night and somehow get noticed they will lose the element of surprise the next day...the enemy will be on high alert.

The Return Journey Home: If the adventurers are successful at defeating the orcs and ogres, they will be thanked by very grateful townsfolk for the rescue. (They have nothing to give them as a reward) It will take 13 days to return home to DarkMoore; therefore each day and night you must roll for random encounters; there is a 1 in 1d8 chance of a random encounter on the return journey...a roll of 1 on the dice triggers an encounter. Upon arrival at DarkMoore they will be lauded as heroes of DarkMoore once again and given 2000gp each as a reward by Thaddeus.

Note 1: These modules are written for both the experienced and inexperienced Game Masters. I have included most of the essential dialogue to run this campaign; it is intentionally designed for inexperienced GM's; just read the **[Bold Text]** to the players when it is warranted. Experienced GM's may opt to read the text dialogue beforehand and then come up with your own flavor as desired.

Note 2: I use the "comic sans font" because it is one of few codes that stand up to emulators, converters etc. I use it because it happens to make things simple and keep costs low; I value your ability to read the words vs. a more desirable font.

This Module Ends Here

Part 3: The sepulcher of 100 undead