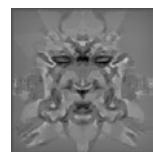
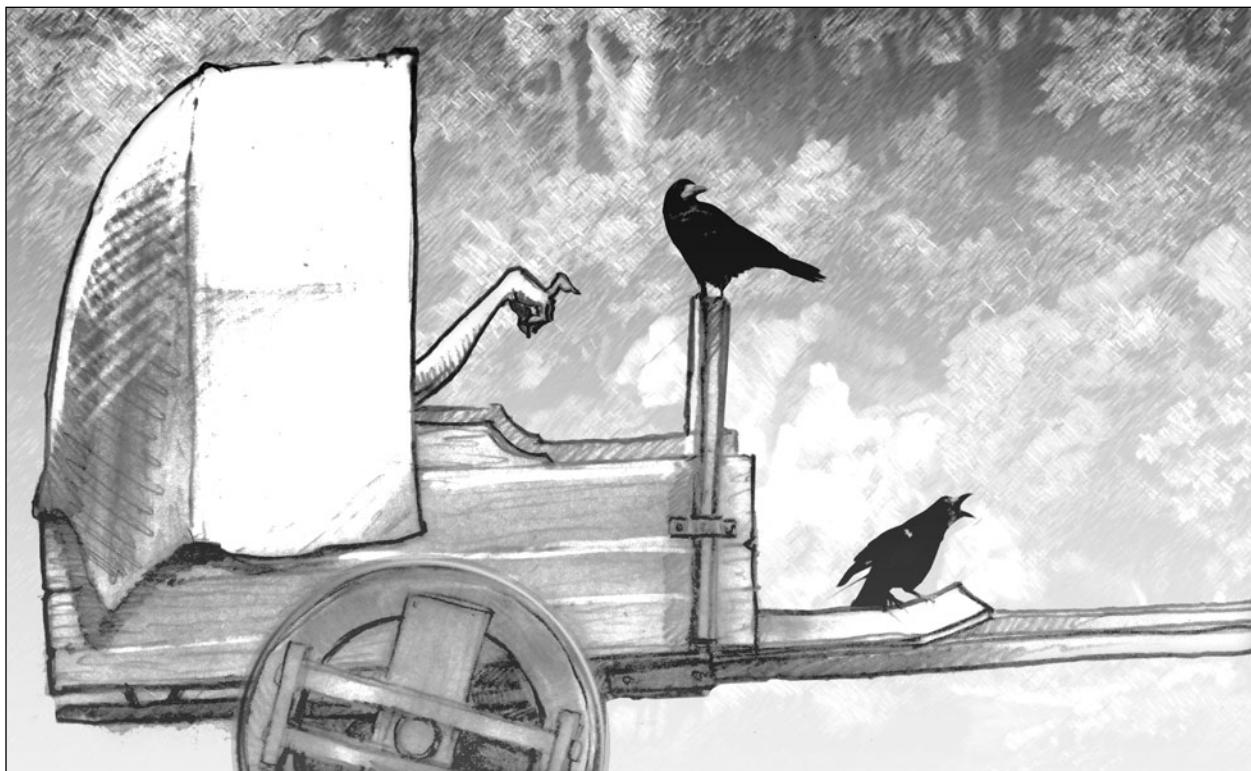


Kingmaker

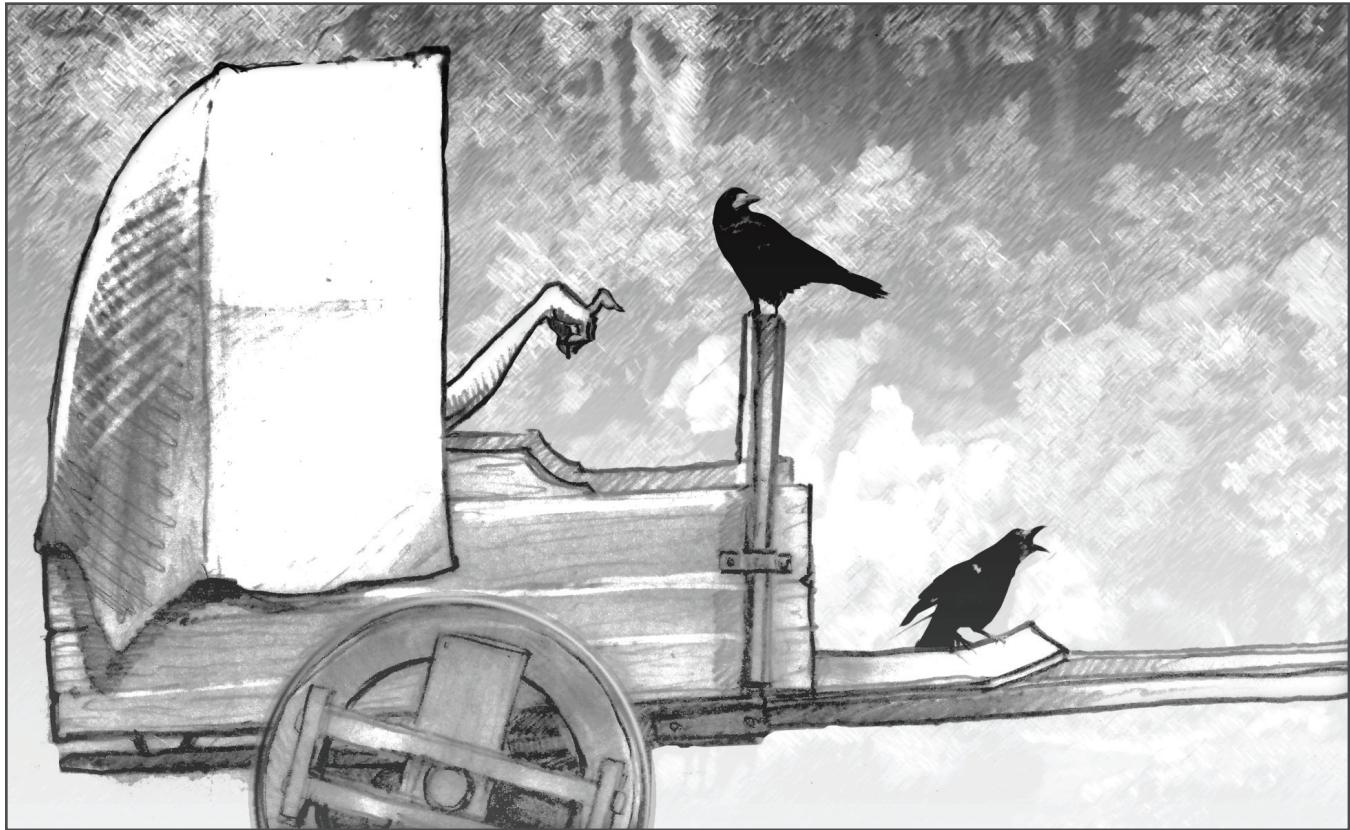
by Eric Jones



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Introduction

A small caravan lumbers down a quiet road; from the outside they appear like any other, traders, or religious pilgrims perhaps. But appearances deceive, for a great secret travels with the humble procession, one that will determine the fate of an entire kingdom. If you intend to face the challenge of Kingmaker *stop reading here!* The following material is intended for the game master's eyes only.

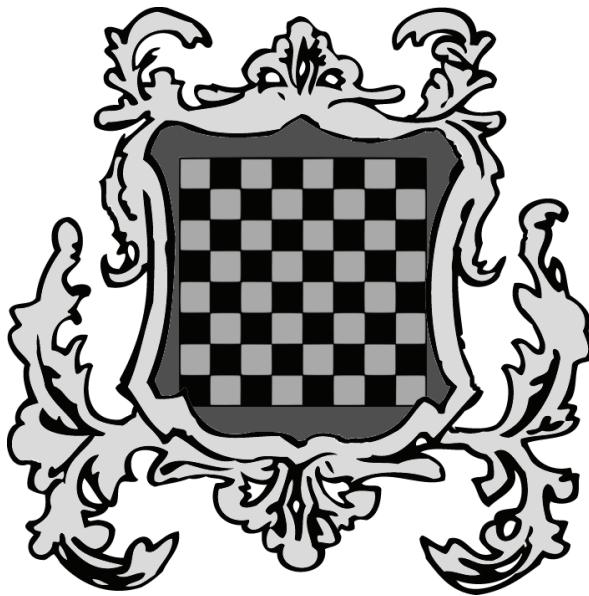
Preparation for the use of this module: To play this module requires that you own an original edition or retro-clone fantasy role-playing game such as *Labyrinth Lord*™ or *OSRIC*™. Appendix A offers several pre-generated characters for quick play, potential hirelings, and/or replacements for lost PCs. For your convenience, NPC and monster statistics are noted as follows: **Name** (AC, HD, hp, #AT, D, MV, Save, ML) representing Name (armor

class, hit dice, hit points, attacks per round, damage, movement, save class and level, and morale). Descriptions of the monsters referenced in this module can be found in the above mentioned games and most other popular class and level fantasy role playing games. The appendices provide a group of pre-generated characters for quick-play. Descriptions of a new monster, a new magic item, and a new spell are found there as well, along with optional cut-out tokens for your convenience.

Background

The faraway *Kingdom of Ambarge* has lost its king. The nobility quakes as foreign armies stir along the borders. The king has but one heir, the crown prince, *Ostalric III*, begotten of the king's fifth consort, the *Queen Aspatia d'Arumbès*. But even as

the King is laid to rest, word of a plot reaches the queen's ear; trusting no one she flees with her son at once. The disappearance of the crown prince is met with despair. The chief minister is appointed steward, until the prince can be found and rightfully crowned king. But it was the chief minister who coveted the throne and orchestrated the plot against the royal family. He has dispatched his mercenaries, and they are soon to overtake the prince on the open road. The game is afoot, and the fate of a kingdom lies in the balance.



Prelude

Journeying on the open road, the adventurers sight a caravan ahead: a single covered carriage, followed by an iron-bound wagon, accompanied by a few men on foot and two on horseback. As the caravan draws closer one of the horsemen hails the party and approaches. He is a portly fellow with rosy cheeks and a broad moustache, stuffed into a suit of splintered mail. He introduces himself as *Uldencain*, and exchanges pleasantries while sizing up the party. Finding them agreeable, he remarks that it is plain they are adventurers, and that he has need of such. He offers to hire them each for 5 gold pieces a day, increased to 10 should trouble arise; and he is willing to negotiate as high as 20.

Uldencain claims that they have yet to meet any real trouble on the road, but he can afford to hire an escort and prefers to err on the side of caution. If the party seems amenable but has not yet agreed, he explains that they are escorting the nephew of wealthy merchant, and that they have been promised a healthy sum upon the nephew's safe arrival in the next town. He is looking for eight capable adventurers. If the party numbers fewer than eight characters assume that he has hired the difference in **fighting men** (AC 5, HD 1, hp 5 each, #AT 1, D d8, MV 120'(40'), Save F1, ML 8).



The Caravan



If the party agrees to the deal they are brought into the caravan and each paid a day's wage in advance as a sign of good will. A covered carriage leads the caravan, pulled by a pair of sumpter horses and driven by a cheery looking friar. The merchant's nephew and his caretaker are settled within, along with a few valuables: silver dishes, candlesticks, sacks of pepper and cinnamon, a chessboard of inlaid marble, and a few other odds and ends. Behind the carriage plods a heavy wagon, drawn by a pair of sturdy mules, also driven by friar, though this one appears sterner. The wagon is heavy with the boy's wealth: spices, coins, exotic silks and robes, and variously-ornamented apparel. A pair of pack mules walk beside the wagon, laden with sacks of biscuits, bread, and milled barley. All together the caravan goods are worth 3000 gold pieces to unscrupulous parties.

With a signal from Uldencain, the caravan resumes its course. They proceed at a modest pace, set by carriage horses. As they walk, the adventurers are free to converse with anyone in the caravan. Each is described in detail below:

Master Brenin (Prince Ostalric III)

(AC 7, HD 1, hp 5, #AT 1, D d6, MV 120'(40'), Save F1, ML 7)

Inside the carriage rides the nephew of a wealthy merchant, whom the others call Master Brenin. He is unarmored but dexterous, and carries a short sword. He is in fact the crown prince, Ostalric III, rightful king of the distant kingdom of Ambarge. The boy is tall and fair, sixteen years old, with a slightly haunted look in his eye. He is not without courage, but is overwhelmed, not only by the threat of assassination but the weight of responsibility that awaits him should he be restored to the throne. The boy's true identity is a closely guarded secret, known only to himself and his caretaker (see below).

The Caretaker Edilgren (Queen Aspatia d'Arumbès)

(AC 9, HD 5, hp 12, #AT 1, D d4, MV 120'(40'), Save F1, ML 8) Spells: *charm person, sleep, continual light, ESP, hold person.*

The boy's caretaker goes by the name 'Edilgren', but she is in fact the Queen Aspatia d'Arumbès, the prince's mother. It was she, fifth wife of the King of Ambarge, who at last gave her husband the son and heir that he desired, though it was whispered that she had employed dark arts to do so. Sixteen years hence, while the King lay upon his deathbed, word of a potential coup fell on the queen's ear. She collected the prince and fled at once. The pair took to the open road alone, driving a mule cart laden with what goods they could abscond with to pay their way. For many nights they relied upon their wits

alone, and the queen's magic in the worst situations. But beyond the kingdom's borders the trials of the road became unmanageable. Resting at a roadside inn, they met Uldencain, and hastily engaged his services. The queen presented the prince as 'Master Brenin', the orphaned nephew of a wealthy merchant in a distant township. The enterprising sell-sword agreed to deliver them there without hesitation.

The queen is a lithesome creature, and though she has dressed the part of a humble governess she cannot fully disguise her regal bearing. She would see her son return to Ambarge and assume the mantle of king, but the plot against them is manifold; she has thus resolved to disappear to a foreign place, to bide their time and plot a safe return. The queen is a shrewd guardian and will protect the prince at all costs. She carries a jeweled *dagger +1*, and wears a *pendant of exchange* (see Appendix C for a description). Though her spells make her the strongest member of the caravan she will only reveal herself as a spell-caster in the direst of situations. If she is killed or in some other way separated from the caravan the prince's safety is in serious jeopardy.

Uldencain

(AC 3, HD 2, hp 14, #AT 16 D d4, MV 120'(40'), Save F2, ML 7)

Uldencain is a portly fellow in splintered mail, armed with light hammer and shield, who rides atop an aging horse. His purse is fattened with 500 gold pieces: the queen's payment for escorting them to a distant town. Uldencain is a charismatic, but relatively untalented fellow who relies primarily on talk over action. He is given to schemes, and though his schemes often start out promising, more often than not they end with him outwitting himself. While Uldencain is not the picture of an ideal warrior, he is not inept either—the game master should take care not to fall into portraying him as a harmless buffoon.

Oading

(AC 4, HD 2, hp 11, #AT 1, D d6, MV 120'(40'), Save F2, ML 7)

Though Uldencain is hardly a knight, he is attended by a squire of sorts, a man-at-arms named Oading. Oading has accompanied Uldencain on his various endeavors ever since they were small boys armed with wooden swords. He is a thin fellow, and would be tall but for a terrible hunch. He rides a gray mare and carries a long lance; like Uldencain he is a fighter of modest capabilities.

Tirloch the Ranger

(AC 6, HD 2, hp 12, #AT 1, D d8, MV 120'(40'), Save F2/R2, ML 8)

Uldencain, somewhat aware of his own shortcomings, wasted no time in hiring a capable hunter and scout for the journey: Tirloch the Ranger. Tirloch is gaining in years: his skin is ruddy, his eyes narrowed by the sun, but he is a fair tracker, a *ranger* if advanced edition rules are used, clad in studded leather armor and armed with a longbow.



Agerton the Apprentice

(AC 6, HD 1, hp 7, #AT 1, D d8, MV 120'(40'), Save F1, ML 8)

Tirloch the Ranger has taken an apprentice, the orphan, Agerton, whom he hopes to adequately train before age takes him from the road. Like his master, Agerton wears studded leather armor and is armed with a longbow. He is a bold and clever youth of seventeen, and has taken to playing chess with Master Brenin (the prince, Ostalric III) to pass the idle hours of their long journey.

Friar Grünfeld

(AC 9, HD 2, hp 7, #AT 1, D d3, MV 120'(40'), Save C2, ML 8) Spells: *cure light wounds, protection from evil*.

Friar Grünfeld is a stern, measured man. He is a devoted cleric who lives total poverty, and has thereby earned the favor of his god. He will abstain from fighting but is generous with his spells. He has offered to drive the mule wagon for a generous donation to his church.

Friar Albin

(AC 9, HD 1, hp 3, #AT 1, D d4, MV 120'(40'), Save NH, ML 6)

Friar Albin is a sickly-looking man of middle-age. He is pleasant to talk to, and has a way with words. Nevertheless, Albin is a fraud: the life of a mendicant was too trying for his appetites and he never gained the powers of his order. He keeps a dagger and a purse full of 40 gold pieces hidden in his cassock, testaments to his estrangement. Friar Albin also possesses a scroll with the spells *cure disease* and *neutralize poison*; he has no authority to read the scrolls but must be strongly urged to share them in a crisis. He has been retained to drive the prince's carriage.



The Witch's Band



When the crown prince vanished from the kingdom of Ambarge the steward wasted no time in organizing a hunt. He called upon *Tsatraj, the Witch of Culcomerant* and hired the mercenaries, *Cirquine* and *Tarados*, to aid her. He furnished the expedition with horses and provisions, and promised boundless riches upon a successful return. Tsatraj and the members of her band are described below:

Tsatraj

The Witch of Culcomerant

(AC 7, HD 6, hp 14, #AT 1, D d4, MV 120'(40'), Save MU6, ML 8) Spells: *charm person, magic missile, phantasmal force, web, protection from normal missiles, induced madness* (see Appendix D for a description)

Tsatraj is fair woman of middle age, a member of a secret order of witches that have worked their way into the employ of several unscrupulous lords. She wears a sable travelling cloak, and carries a silver dagger, and travels in a half-covered, two-wheeled horse cart, furnished with silk pillows, sacks of dried fruits and nuts, and several bottles of strong wine. The cart also contains a small, locked chest filled with 400 gold pieces, a leather strip of silver needles, and a jar filled with a red, sticky poison. Tsatraj is a cunning operative and will never relent; all means are open to her, from a civil negotiation to a wanton massacre. As long as she draws breath the prince is in grave danger.

Tsatraj has two familiars, a pair of black birds, **rooks** specifically (AC 6, HD 1, hp 4 each, #AT 3, D 1/1/1, MV 360'(130'), Save F1, ML 8). The birds can communicate with the witch from any distance, and allow her to see through their keen eyes; additionally, so long as they are within 120' of her, the familiars grant the witch an additional 8 hit points. However, if either bird is slain, Tsatraj suffers 4 points of damage, permanently. As such, she is careful not to endanger them unnecessarily, and will only send them into harm's way if the situation becomes desperate.

Cirquine and Tarados

(AC 6, HD 2, hp 14 each, #AT 1, D d8, MV 120'(40'), Save F2, ML 8)

The witch is aided by two mercenary captains, Cirquine and Tarados, in the employ of the steward of Ambarge. Each rides a sturdy horse and is equipped with scale mail and armed with javelins and long swords. Each carries 300 gold pieces. They are accompanied by a pair of loyal **hunting dogs** (AC 6, HD 2+2, hp 14 each, #AT 1, D 2d4, MV 120'(40'), Save F2, ML 9).

Mercenaries

(AC 7, HD 1, hp 6 each, #AT 1, D d6, MV 120'(40'), Save F1, ML 8)

Cirquine and Tarados have brought eight fighting men from Ambarge, hand-picked from their band of mercenaries. If four or more have died, or if both Cirquine and Tarados are killed, the surviving men are subject to morale checks. If the men are considering a rout, the witch, Tsatraj, will use her spells to quell it, using her charm or illusion spells, perhaps even making an example out of one with *magic missile*. The mercenaries are armed with short swords, spears, and light crossbows.



Sequence of Events

The adventure is driven by a series of key events, some brought on by the actions of the adventurers, some not. These events are broken down into two kinds: *scheduled* and *triggered*. The scheduled events happen according to a set order, regardless of what is happening within the caravan. The triggered events are brought on by certain conditions, and may or may not occur at all.

Scheduled Events

The following events happen one at a time, in the order presented. However, the rate at which they occur is flexible and is left to the game master, allowing them to maintain the flow of the game. The destination town must be a well established settlement with a population of at least a few hundred, where the queen can reasonably hide, and plot the prince's safe return to Ambarge.

I. The Rook

A single black bird flies overhead, seeming to follow the line of the road. Upon sighting the caravan it circles for several minutes before it descends and alights on the back of the carriage. Without warning Edilgren the Caretaker (the Queen Aspatia) lunges at it with a dagger from inside the carriage—she is wide of the mark and the bird takes wing. If anyone asks her about it Edilgren shows embarrassment and claims she did not know what came over her. In truth, she suspected the bird was a familiar of the witch, Tsatraj. Tsatraj now knows the location of the crown prince, and makes haste with her men, to overtake the caravan on the open road.

II. Bandits

A gang of bandits lie in ambush alongside the road. It is left to the game master to determine the terrain as best suits their campaign. When the caravan draws close they spring the attack. There are 11 **bandits** (AC 7, HD 1, hp 6 each, #AT 1, D d6, MV

120'(40'), Save F1, ML 8) wearing leather armor, armed with short swords and short bows; and one **bandit leader** (AC 6, HD 2, hp 10, #AT 1, D d8, MV 120'(40'), Save F2, ML 8) equipped with scale mail and a long sword. This fight should go well for the caravan folk, who outnumber the bandits. Unfortunately, Master Brenin cannot help but leap from his carriage with his trusty short sword and enter the fray. If he is slain the adventure is over and the player characters are dismissed.

Assuming Master Brenin survives, that night the game master should inform one of the players that their character has heard sharp whispers emanating from the boy's carriage. If they investigate they hear the caretaker, Edilgren (the Queen Aspatia) chastising the boy for participating in the melee. She concludes by saying, "the fate of thousands rests upon your shoulders, I'll not see you rush to skewer yourself on the blade of a lowly brigand." Friar Albin has been eavesdropping as well. While the players must try to extrapolate from the last bit, Friar Albin has overheard the whole conversation; he now knows that Master Brenin is a prince. The shifty friar steals away, to sell the information to Uldencain for 100 gold pieces. Uldencain takes no immediate action but begins to scheme out how he might extract the greatest profit from this extraordinary development. Friar Albin will try to discretely sell the information to the player characters later in the game; clever (or brutish) parties will be able to get it out of him for free. This is perhaps the simplest means the players have of discovering who it is they are escorting.



III. Ruckberries

After a long and uneventful stretch, Uldencain sights a shrub with shiny red berries on the side of the road; much to his chagrin, the ranger, Tirloch, identifies them as poisonous ruckberries. Anyone consuming them must *save vs. poison* with a penalty of -2 or be rendered unconscious for d6 hours. Uldencain considers the ranger's words, then plucks a sprig and secures it in a leather pouch.

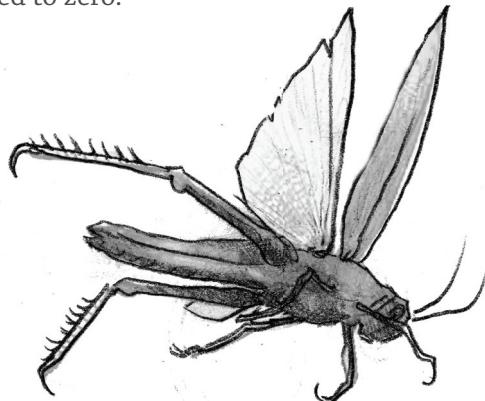
IV. Enter Tsatraj's Band

At some point, while the caravan rests, someone notices an ominous, lone figure standing on the road, roughly a quarter-mile behind. He watches the caravan for a while then walks out of sight. The man is a mercenary from the witch, Tsatraj's, mercenary band. The witch's familiars begin circling high over head. Minutes later the whole band of mercenaries pulls into view. Both sides are quick to recognize that they are relatively evenly matched, and that a full on melee could easily go either way. Thus the witch's mercenaries keep a distance of roughly a quarter-mile behind the caravan.

In the coming days the witch's strategy is to wait for openings and make harrying attacks that thin the caravan guard. As opportunities present themselves one of the mercenary captains, either Cirquine or Tarados, take a few of their henchmen and make hit-and-run attacks, hurling spears, firing bolts, and retreating. At night, should the mercenaries find only one or two members of the caravan keeping watch, they will attempt to kill them before a hue and cry can be raised; succeeding in this, the men will sweep through the caravan cutting the throats of all who sleep. The harrying attacks continue so long as they are working. If, after several of these attacks, most of the prince's guard has been depleted, the witch's men will finally storm the caravan. The game master should play the witch's side shrewdly but not to "win". If the players lose, it must be due to their own bad decisions and poor luck with the dice.

V. The Plague Cart

Members of the caravan sight a cart ahead, coming from the opposite direction, though it quickly becomes apparent that the cart is in fact stopped. The cart's cargo is a pile of four corpses; the cart's driver is dead as well and lays face-down in the dirt. Black flies loll about in the stench of death. Any character that gets within 5' of the cart must make a *saving throw vs. poison* or contract the same deadly disease that claimed these hapless travelers. If any character actually touches or handles any of the bodies they must make the saving throw with a penalty of -2, and must continue to do so for every round that they insist on being so foolish. Characters who contract the disease develop a fever and painful lesions in d4 days. Their Strength and hit points then begin to fall by d4 points per day. Unless *cure disease* is cast, they will die in another d4 days—sooner if their Strength or hit points are reduced to zero.



VI. The Locust Cloud

A dark cloud gathers on the horizon, a massive swarm of **H'rafi locusts** (AC 8, HD 1 hp each, #AT special, D 1, MV 180'(60'), Save NH, ML 6); refer to Appendix B for a full description. The insects engulf both the prince's caravan and the mercenary band and will attempt to whisk away one member of each. The game master should randomly determine who from those caught in the open. If the prince is absconded with, the queen will cast *sleep* on the insects and free him, but in doing so will have revealed herself as a spell caster.

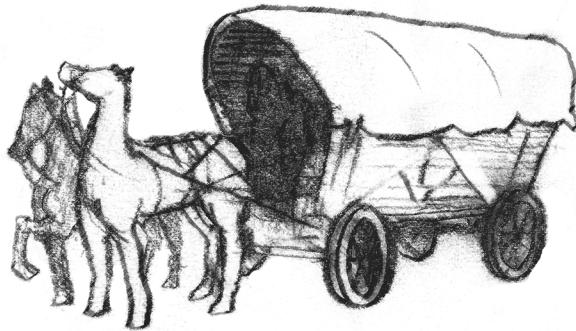
VII. The Silk Traders

Someone sights another caravan ahead. It is a group of silk traders, consisting of two **merchants**, each on horseback (AC 9, HD 1, hp 4 each, #AT 1, D d3, MV 120'(40'), Save NH, ML 6), a **guard captain**, also on horseback (AC 5, HD 2, hp 12, #AT 1, D d8, MV 120'(40'), Save F2, ML 8) and 6 **guards** on foot (AC 7, HD 1, hp 6 each, #AT 1, D d6, MV 120'(40'), Save F1, ML 8). Their wares are laden on a pair of carts drawn by mules. The traders have twenty bolts of fine silk, each worth 85 gold pieces. If asked about the road ahead they will report that there is a river ford that must be negotiated, and that, by the look of them, the prince's carriage and wagon don't appear as though they'll be able to cross. The silk traders are desperate to stay out of any conflicts but are willing to deliver a message to the mercenary band as they pass. If the prince's caravan does indeed have a message conveyed, the merchant's guard captain rides back with the response: "All is forgiven if you will only hand over the boy."

VIII. The Peckish Drake

The keenest eyes among the caravan (an elf, if one is present) sight the terrible form of a dragon soaring in the distant sky. It comes ever closer, arousing a panic among both groups. Rightly so, for it falls upon either the prince's caravan or the witch's band—the game master should flip a coin to determine which. The downdraft from the dragon's wings unhorses anyone at the site of its landing. It is a marvelous **blue dragon** (AC 0, HD 9, hp 42, #AT 3 or 1, D d6+1/d6+1/3d10 or breath, MV 240'(80'), Save F9, ML 9, spells: *detect magic, protection from good, read languages, read magic, sleep, detect invisible, ESP, locate object, phantasmal force*), who is only after a savory beast of burden. If there are no untethered horses or mules present the dragon will tear a yoked one from its harness, upturning its cart or wagon and dealing 2d4 damage to anyone caught in or around it who fails a *saving throw vs. breath attack*. Once the dragon has a horse or a mule in its grip it

takes wing, to enjoy its supper in comfort elsewhere. Should any characters be foolish enough to attack the beast they will hear a queer rumbling sound like laughter. However, if any character damages the dragon it will retaliate with its bite attack before departing, leaving in its wake the crackle of static and the smell of ozone.



IX. The Ford

Finally the caravan comes upon a river ford. This is the last obstacle before the prince's destination. The river is 100 feet wide and swift. The shallowest path across is roughly 4' deep, and is marked by a pair of stones on either bank. While humans and elves can wade across, dwarves and halflings must cling to the backs of horses; the mules will only make it if unburdened. Unfortunately, the waters are too much for the wagon and the carriage; a solution may be found with rafts and rope but this of course will require a great deal of time. While crossing, characters and horses alike can move at a maximum of 10' per round. Wading characters cannot fire bows, nor can they effectively hurl throwing weapons; they may fire crossbows but not reload them. Any character who is injured, or compromised in some other way during the crossing must make a *saving throw vs. petrification* or be swept down river (those who don't know how to swim or are wearing any kind of armor drown; characters who can swim gain the nearest shore d4 x 100' down river). The witch's band will not waste the opportunity the ford presents to attack the prince's caravan while it is vulnerable. It is but a few hours march to the next town and the pursuers know that this is their last best chance.

Triggered Events

The following events only occur in certain circumstances. After each major development in the course of the adventure the game master should check to see if any of the conditions described below have been met; if so the event is triggered.

A Message

Conditions: The adventurers have killed one or more of the witch's men.

Once the adventurers have proved that they will be difficult to reckon with, the witch pens a note and ties it to a stone with a black feather. One of her familiars flies it to the caravan and drops it before whomever among the adventurers appears to be the leader. The note promises a reward of 200 gold pieces if they will only abandon the caravan. It is an honest offer and if the adventurers simply walk away they will be met by one of the witch's mercenaries who will pay them the gold.

A Parlay

Conditions: The adventurers have received the witch's message but have done nothing in response.

One of the witch's familiars will deliver a second note, discretely, asking for a secret parlay. That night one of the mercenary captains and two of his men will conceal themselves two hundred paces from the road, midway between their two camps, and will await a delegation of no more than three members of the caravan guard, to discuss their predicament. Whoever attends the meeting must steal away skillfully else their departure be detected by the aging ranger, Tirloch, who will attempt to follow and listen in. If the delegation resolves to double cross the prince's caravan, the ranger will return and report the betrayal at once—leading to either “The Queen's Gambit” or “Abducted!” below.

Whether it is Cirquine or Tarados, they will bring only two other men to the parlay, however they

will also bring one of their fierce hunting dogs, commanding it to hide somewhere close by. Their purpose is to offer the same reward as the previous note: 200 gold pieces to walk away, and a guarantee of no retaliation. They are willing to negotiate up to 300 gold pieces but no more. They are also willing to listen to potential solutions from the other party. They might possibly be amenable to a plot to move against the witch but it must involve a minimum of risk and a healthy reward. If no agreement is reached the mercenaries will attack, counting on the dog for advantage. They will only fight for a few rounds, attempting to kill or maim those who attended the parlay, before retreating to their camp to avoid reprisal.

The Queen's Gambit

Conditions: The caravan's situation becomes dire.

If the queen perceives that they are about to be overwhelmed, and the ranger's apprentice, Agerton, is alive, she will ask in desperation that the boys use her *pendant of exchange* to switch bodies; refer to Appendix C for a description of the pendant. The queen promises a great reward to Agerton for doing so. She will use her *charm* spell to convince him, or his guardian, Tirloch, to consent if he is present. She sees to it as discretely as possible and as a condition entrusts the pendant to Tirloch or Agerton after the magic is done, instructing them in its use.

A Duel

Conditions: Both sides have taken difficult losses but remain evenly matched.

A mercenary from the witch's band approaches just outside of bowshot and shouts that he has a proposition. He proposes that each side select a champion, and that the champions duel for the life of the boy. Both the prince and the ranger's apprentice, Agerton, volunteer, though the prince does so only out of guilt. If no one else steps forward, the ranger, Tirloch, will insist on going. He is overmatched and

likely to lose but the game master should let the dice decide, and present the duel blow by blow to highlight the drama. Either Cirquine or Tarados fight for the witch's side, and prior to the fight she treats their spear with poison. Whatever the outcome, the witch's band has no intention of honoring the agreement. The duel is merely a ploy to deprive the prince's caravan of one of its best fighters. In fact, if the fight appears to be going poorly, one of the other mercenaries may attempt a clear shot with a crossbow if one presents itself.

The Poison Barb

Conditions: The witch's band has been put at a distinct disadvantage.

If things are going poorly for the witch, Tsatraj, particularly if she has lost both of her mercenary captains, she will risk one of her familiars by sending it into the caravan, under cover of night, with a poisoned barb in its beak, seeking to kill either the prince or the queen. The blackbird is impossible to spot at night with normal vision but anyone keeping watch will be alerted to the sound of a flutter of wings. The rook will locate the prince in the dark in d4 rounds, and should no one stop it, the bird will stick him with the barb. The prince must succeed in a *saving throw vs. poison* with a +3 adjustment to the roll, or he will die in d4 turns; if he succeeds in the roll he is still reduced to 1 hit point. If the caravan does nothing to prevent future attacks of this nature the witch will try again the following night.

Abducted!

Conditions: The queen has died; the caravan is sure to be overrun.

Uldencain, having some idea of the prince's identity, attempts to abduct him at the first opportunity. He poisons the prince with *ruckberries*, throws him over his horse and rides off, hoping to outrun any who would give chase. If Uldencain is not stopped the steward's men find him eventually via his petitions for ransom, and both he and the prince are slain.



Epilogue



Kingmaker presents a precarious situation with all manner of possible outcomes. The game master should be aware of the fact that the players may conclude it in a variety of unexpected ways and should begin to consider possible outcomes as the game progresses. The most likely conclusions and their consequences are described below:

The Heir Apparent

The most obvious conclusion to the adventure is that the party has delivered the crown prince and defeated his pursuers, specifically the witch, Tsatraj. Once the witch is gone it becomes possible to buy the remaining mercenaries off. They will accept the treasure-laden mule cart—or some proportion thereof if they are obviously the weaker side. Uldencain, if alive, must also be dealt with in some way. He believes that the prince is worth a heavenly ransom, and will do almost anything in pursuit of that end, short of murder. If the prince survives, but the queen does not, Ostalric will abandon his responsibility to his kingdom, and resolve to make a new life, even offering to join the adventurers. However, should she survive, the clever queen is able to plot the prince's return to Ambarge where Ostalric III is crowned king, and the rule of their house is restored. The queen sends a courier in three months' time with 2000 gold pieces worth of gems, jewelry and coin, to reward the party for their part in delivering him. However, the prince proves to be a poor leader in the end: after two years of many intrigues the queen is poisoned, and the Kingdom of Ambarge is sacked by invaders.

King Agerton

In the event that the prince has switched bodies with the ranger's apprentice using the *pendant of exchange* (as occurs in the triggered event – 'The Queen's Gambit') another possibility presents itself: The prince will protest when it comes time to restore him to his own body. His anxieties have got the best of him and he is sure that he will fail as king; he proposes that the more stout-hearted Agerton would make a better candidate. This idea is soundly rejected by both Tirloch the Ranger and the queen, if they are present. But young Agerton, upon careful consideration, seems amenable, and begins to think this course was perhaps his destiny. In time, with the prince's pleas, and perhaps some goading from the adventurers, the queen and aging ranger will at last assent.

In the end Agerton proves to be a capable King with a deft hand at diplomacy, and his adopted country of Ambarge thrives. Agerton will take longer to send a reward, but it will be richer: in one year's time a messenger finds the adventurers who made his kingship possible and rewards each with an enchanted weapon appropriate to their class and level. They have been declared protectors of the throne, and, if they ever venture to Ambarge, they will be received as honored guests.

Checkmate

If the prince is killed then the power of the steward of Ambarge is secured; Tsatraj the Witch has succeeded in her mission. The surviving mercenaries return to Ambarge at once and are richly rewarded. If the party somehow facilitated this outcome they are duly compensated as promised. The Kingdom of Ambarge suffers under the yoke of the oppressive steward, but it survives. Late in the campaign the surviving player characters may begin to have visions of the consequences of their actions. The game master may consider urging them to venture to suffering kingdom to set thing aright.

The Ambarge Campaign

An especially ingenious character might use the *pendant of exchange* to switch their soul with the crown prince, and return to Ambarge to assume the throne as King Ostalric III. To fully realize this end would require an experienced game master who is comfortable running a relatively free form game. If the game master is not comfortable going down this path, there are innumerable ways to cut it short—by having a thief steal the *pendant of exchange*, and undo its magic for instance. However, in the right hands, this may prove to be an excellent campaign seed, and lead to a number of memorable game sessions.



Appendix A



Pre-Generated Characters

The following characters are to be used for quick-start player characters, replacements for slain player characters, and as hirelings.

Bellandrus Holdtallow (Lawful Level 1 Male Magic-User; S13 D16 C11 I16 W10 CH13; AC7; hp 4) wears blue robes. Weapons: dagger. Equipment: 5 days rations, purse with 7 gold pieces. Spells: *magic missile*. Bellandrus has the terrible habit of sneezing at inopportune moments, negating his ability to surprise other creatures.

Elsene of Goldhollow (Lawful Level 1 Female Cleric; S13 D13 C10 I11 W14 CH11; AC3; hp 6) wears chain mail and carries a shield. Weapons: mace. Equipment: wooden holy symbol, 2 torches, 3 days rations. Spells: *cure light wounds*. Elsene is a boring woman.

Guntry the Large (Lawful Level 1 Male Fighter; S18 D8 C13 I12 W6 CH13; AC5; hp 9) wears scale mail. Weapons: bastard sword. Equipment: backpack, 7 days rations, large sack, 12 iron spikes, 50' of rope. Guntry is an inveterate gambler and will gamble away any money that he earns.

Haineth Bittersnail (Neutral Level 1 Female Thief; S14 D17 C14 I15 W5 CH7; AC7; hp 5) wears normal clothing and a black travelling cloak. Weapons: short bow with 20 arrows, 2 daggers. Equipment: backpack, lantern, flint and steel, 2 pints of oil, large sack, 13 gold pieces. Haineth is the daughter of a minor noble but has rebelled.

Illforth Cramburrow (Neutral Level 1 Male Halfling; S16 D13 C14 I7 W12 CH9; AC6; hp 7) wears studded leather armor. Weapons: club, dagger. Equipment: small sack, 5 days rations, 5 gold pieces. Illforth has the off-putting habit of clubbing and roasting rodents for supper.

Pelien Keen-Eye (Neutral Level 1 Female Elf; S12 D14 C9 I15 W12 CH15; AC7; hp 6) wears leather armor. Weapons: short sword, long bow with 20 arrows. Equipment: small sack, 3 cloves of garlic, wineskin, 4 days rations, 18 gold pieces. Spells: *light*. Pelien must one day return to her isolated clan of sylvan elves, and regale them with tales of the outside world.

Rondo Peatburner (Lawful Level 1 Male Dwarf; S16 D8 C16 I10 W11 CH7; AC4; hp 9) wears splint mail and carries a shield. Weapons: hand axe, sling with 10 bullets. Equipment: backpack, flint and steel, flask, 50' of rope, wine skin, 32 gold pieces. Rondo is a hill dwarf who longs to see the deep mountain caves of legend.

Sinet (Neutral Level 1 Female Fighter; S17 D15 C14 I13 W8 CH8; AC3; hp 8) wears chain mail and carries a shield. Weapons: 2 spears, long sword. Equipment: 3 days rations, 34 gold pieces. Sinet is a sell-sword and treasure seeker, bent on raising the money to buy her lover's freedom from the slave pits.



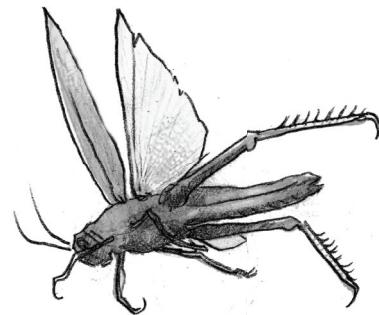
Appendix B



New Monster

H'rafi Locusts

No. Enc.: see below
Alignment: Neutral
Movement: 180' (60')
Armor Class: 8
Hit Dice: 1 hp each
Attacks: special
Damage: special
Save: NH
Morale: 6
Hoard Class: None
XP: 1



H'rafi locusts are a rare breed of swarming locust. They grow to roughly eight inches long and travel in massive, cloud like swarms of roughly d100 x 10,000 insects. The cloud descends on victims and takes d3 rounds to pass, dealing 1 point of damage per round to all creatures caught within it. Further, the densest parts of the cloud form into funnels which are then able to lift d3 creatures of human size or smaller and bear them away. Each character is permitted a *saving throw vs. petrification* to avoid this terrible fate, with a bonus of +1 for elves and +2 for adult humans because of their size, and an additional +1 to +3 if they are wearing armor and/or are heavily encumbered. Victim(s) carried away in this manner suffer 1 point of damage per round as they are winnowed down their bones in midair. Conventional weapons offer little help but most offensive ranged spells such as *sleep* or *magic missile* cast in the direction of the abductee will stun or destroy enough locusts so that the insects drop their victim.



Appendix C



New Magic Item



Pendant of Exchange

This powerful pendant consists of a gold serpent and a silver serpent, connected but not enlaced. If one character twists the gold snake around the silver, and another the silver around the gold, their souls swap, each inhabiting the body of the other. All their thoughts, memories and emotions travel with them and each character retains their class, level, and alignment, (even if contradictory to their new body's race). They keep their Intelligence and Wisdom scores, but receive a new Charisma score, derived by averaging the character's original Charisma score with that of the host body, and rounding up. Their Strength, Dexterity, Constitution, hit points, and racial abilities are that of the new host, although each character suffers a temporary penalty of -2 to Dexterity for d6 turns as they adjust to their new body. The spell can only be undone by untwisting the serpents so that they are once again separate. If one character has since died they are restored to life in their original body, while the other character takes their place in the afterlife. This counts as a *resurrection* for the revived character and they suffer the same drawbacks of that spell, if any. If both characters have died their souls merely trade places in the afterlife.



Appendix D



New Spell

Induced Madness

Level: 3 (Magic-User)

Duration: 1 round per level

Range: 60' or special

This spell causes one victim to temporarily go mad, relentlessly attacking those around him or her. The victim must be an intelligent creature at least one level lower than the caster, and not immune to *sleep* and *charm* spells. Further, a *saving throw vs. spell* negates the effect. The caster must be able to see the victim clearly; however remote viewing, such as through a *crystal ball* or via the spell *clairvoyance*, is sufficient. The victim attacks the nearest characters indiscriminately, with a penalty of -2 to attack rolls due to their manic state. Once the duration of the spell has elapsed the victim falls unconscious for 2d4 rounds, and awakes with no memory of their actions. *Dispel magic* counters the effects of this spell.

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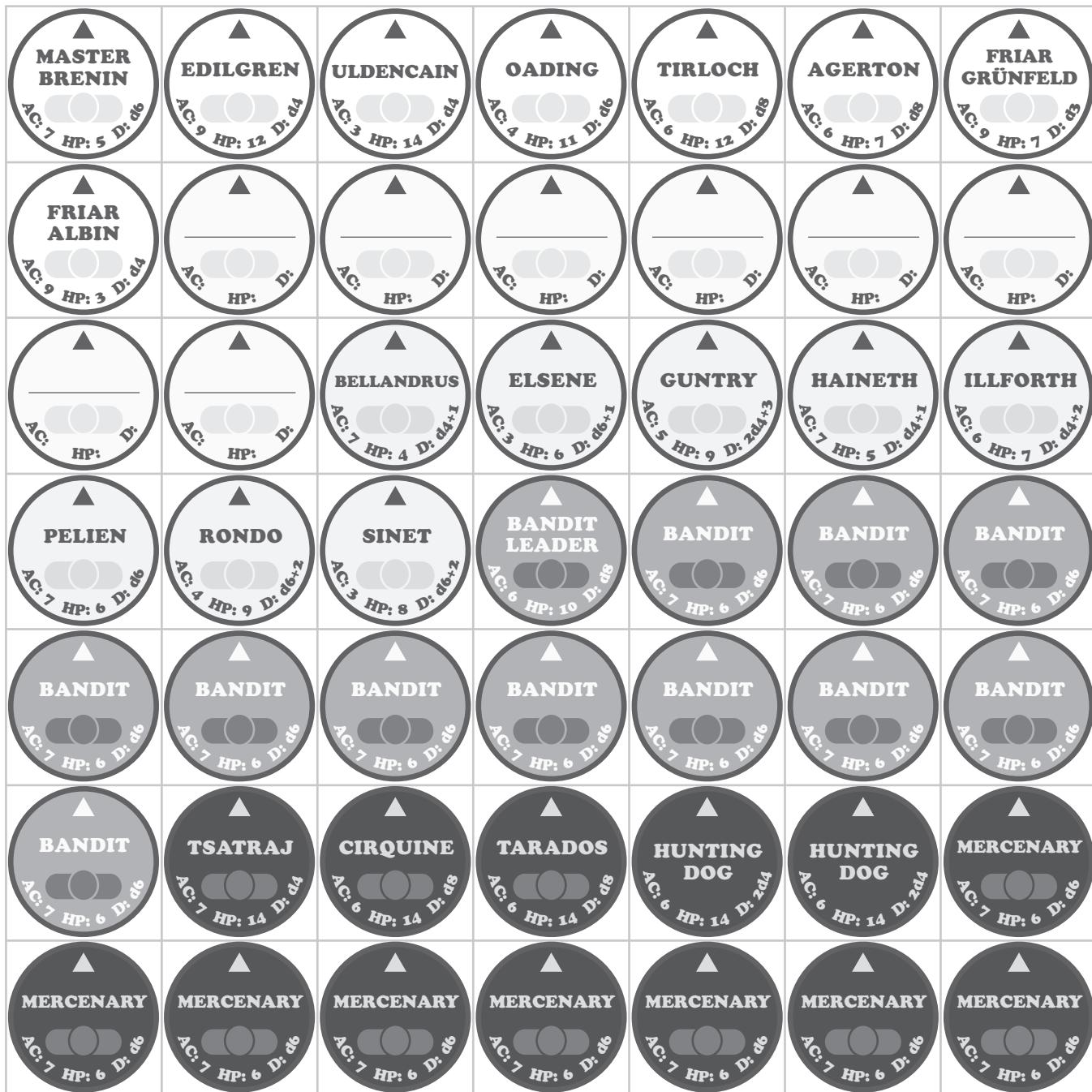
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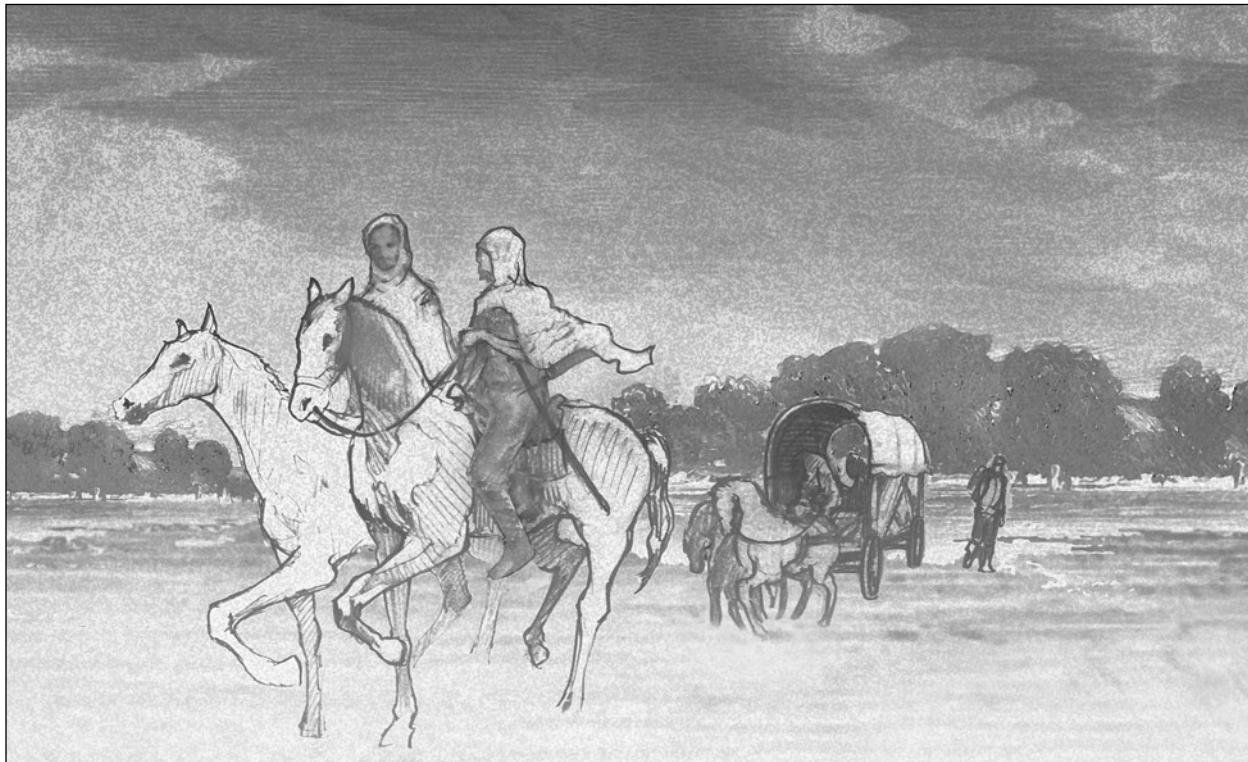
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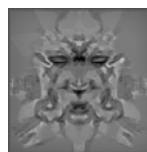
Cut-Out Tokens

These 1" scale tokens are included as an optional resource to the players and the game master, to assist in visualizing combats. They can be used on 1" ruled graph paper, 'battle mats', or just by measuring distances using a ruler or a tape measure on a flat surface. Simply cut them out with a pair of scissors or a pen knife. Note that some prefer to glue the sheet to a piece of poster board or foam core first, before cutting them out, so that tokens have more weight and durability.





Tragedy has fallen on the Kingdom of Ambarge—the king is dead; long live the king! But the kingdom's woes have only just begun, for the crown prince, the king's sole heir, is nowhere to be found. The fate of the kingdom rests on the deeds of a handful of wayward pilgrims in a far off land. Kingmaker is a standalone fantasy role-playing adventure for 2-8 level one characters, designed to fit perfectly into any old school campaign.



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